
Special characters, S_E/D

If you send Control-A S_D CR, the SSC will treat the Escape key like any other key.

Quitting terminal mode, Q

Send Control-A Q CR to the SSC to exit from terminal mode.

SSC error codes

The SSC uses I/O scratchpad address \$678+s (s is the number of the slot that the SSC is in) to record status after a read operation. The firmware calls this byte STSBYTE. Table H-6 lists the bit definitions of this byte.

Table H-6
STSBYTE bit definitions

Bit	"1" means	"0" means
0	Parity error occurred	No parity error occurred
1	Framing error occurred	No framing error occurred
2	Overrun occurred	No overrun occurred
3	Carrier lost	Carrier present
5	Error occurred	No error occurred

The terms **parity**, **framing error**, and **overrun** are defined in the glossary.

Bits 0, 1, and 2 are the same as the corresponding three bits of the ACIA Status Register of the SSC. Bit 3 indicates whether or not the Data Carrier Detect (DCD) signal went false at any time during the receive operation. Bit 5 is set if any of the other bits are set, as an overall error indicator. If bit 5 is the only bit set, an unrecognized command was detected. If all bits are 0, no error occurred.

These error codes begin with the number 32 to avoid conflicting with previously defined and documented system error codes.

In BASIC, you can check this status byte via a PEEK \$678+s (s is the SSC slot), and reset it with a POKE command at the same location.

In Pascal, the IORESULT function returns the error code value.