

ZX Dandanator Mini - Slot 0 definition

Internal documentation - December 2022
 Dandare - Mad3001 - overLLC

Label	Offset	Size	Last Position
DDNTR Code	0	3584	3583
Number of Games	3584	1	3584
GameStruct	GSTRUCT_ADDR	3585	3275
C-Screen	6860	9492	
C-TextData			
C-PokeStruct			
C-Charset+Pic FW			
C-Chunks			
C-Loader Screen			
C-Loader Code			
Reserved			16351
Version Info	VINFOTXT	16352	8
Table to C. Blocks	SCRCLKPTR	16360	20
Border Effect	BORDEREFFECTDIS	16380	1
AutoBoot Game N	AUTOBOOTFLAG	16381	1
Dan-Snap Slot	DANSNAP_SIZE	16382	1
Pause/Dan-Snap	DANSNAP_PAUSE	16383	1

This area contains compressed data of unknown size
 Menu Code in ASM
 If space problems, Loader is not included (only happens in extreme cases)

Label	ADDR/SZ of Compressed Blocks	Offset
SCRCLKPTR	Screen	4
TXDCBLKPTR	TextData	4
POKSTRECLKPTR	PokeStruct	4
CHRPICFWBLKPTR	Charset+PicFW	4
LOADERPTRSCR	Loader Scr (addr)	2
LOADERPTRCODE	Loader Code (addr)	2
		20

NOTE: Loader Executes from 3F000, only valid for 48k/128k. Invalid for 16k

Label	RAM MAP	Addr	Addr HEX	Last Add HEX	Size
RAMAREASCR	Screen	16384	0x4000	0x5AFF	6912
EXTRAROMTXT	TextData	25127	0x6227	0x62AA	132
GAMEPEKEDATADDR	PokeStruct	25259	0x62AB	0x6F75	3275
CHARSETADDR	Charset	28534	0x6F76	0x7275	768
PICFWRAMADDR	Icons	29302	0x7276	0x72F5	128
RAM_VARS	RAM Vars/Code	32512	0x7F00	0x7FFF	256
TOPRAMMAP	Top Ram	32768	0x8000		

3FE0 → Autobot game (Hidden/bleed)
 3FFC → Size of Dan-Snap: 4FF for pause, SCL, SC3 or SC8 for Dan-Snap
 3FFD → If no Dan-Snap, MLD → this should be 2, else Dan-Snap Slot N
 3FFE →
 3FFF →

GameStruct	Label	Offset	Size
27	GSTRUCT_ADDR	SNA Header	27 Standard SNA 48k Header
29	GSOFF_7FFD	SavedBytes	2 Saved bytes from Stack where PC was inserted → copy of Stack in SNAs
30	GSOFF_1FFD	Last7FFD	1 7FFD last output if available, otherwise 0x0/0x0 if locked (up. bit flag)
31	GSOFF_NAME	Last1FFD	1 1FFD last output if available, otherwise 0x84 (upper bit flag)
64	GSOFF_GAMCOMP	GameName	33 Including icons on second&third position
65	GSOFF_GAMTYPE	OriginalHW	1 OriginalHW reported by Snapshot (according to table)
66	GSOFF_GAMTYPE	GameComp	1 0=Uncompr 1=2x7b 3=48k 8=128k
67	GSOFF_HOLDSCR	GameType	1 0=Rom 1=955 3=48k 8=128k
68	GSOFF_ACTROM	ScreenHld	1 x (Not available on ROMs) - (1=hold screen/ 0=no hold)
69	GSOFF_IPCODE	ActiveRom	1 x (Not available on ROMs)
87	GSOFF_CHKADD	LaunchCode	18 Launch code for games
89	GSOFF_CHKISZ	Chunk Addr	2 Address for compressed copy of 256 upper bytes of game (C-Chunks)
91	GSOFF_CBLOCK	Chunk SZ	2 Size of the chunk
		Game C-Blocks	40

Original value - bit 7=1, made up b7=0
 80k with bit0 = 1 must be rejected

Game C-Blocks (8 entries)	Number of Blocks per Game = Gametype
Init Slot	1
Init Offset	2
Block Size	2

RAM_VARS (Relevant ones)	Address	Addr HEX	Last Address	Size
<more variables>	32512	0x7F00	0x7F03	4
SEL_GAME_NUM	32516	0x7F04	0x7F04	1
CUR_GAME_STRUCT	32517	0x7F05	0x7F06	2
<more variables>	32519	0x7F07	0x7F49	67
SELGAME_PKST	32586	0x7F4A	0x7F4B	2
<more variables>	32588	0x7F4C	0x7F4D	2
NMICKT	32590	0x7F4E	0x7F4E	1
<more variables>	32591	0x7F4F	0x7F52	4
SPEC48KCHK	32595	0x7F53	0x7F53	1
<more variables>	32596	0x7F54	0x7F57	4
SPEC48KINVES	32600	0x7F58	0x7F58	1
<more variables>	32601	0x7F59	0x7F8D	53
AUTOBOOTCHK	32654	0x7F8E	0x7F8E	1
<more variables>	32655	0x7F8F	0x7FFF	113
				256

Block Size = 16384 or (16128 on Cblock 3)
 means uncompressed block
 Block Size = 0 means empty block

TextData	Size
Test Rom	33
Toggle Pokes	33
Launch Game	33
Select Poke	33
	132

Poke Structure	Size
Number of Poke Folders for every game	25
Address of Beginning of game Poke folders	50
As many as existing	
Game n Poke Struct*	
SubPoke Number	1
Poke Folder Name	24
Subpokes (Addr,Val)*	3

Max Poke payload 3200

PIC FW	Size
Header	10
Plain FW	3072
	3082

"DNTRMFW-Up"

Launch Code 48k / 128k
4 Id ix,(addr SNA value IX)
4 Id sp,(addr SNA value SP)
3 Id (0x0000),a
1 INC HL
1 DEC HL
1 NOP
1 DJ/EI
3 JP nnnn
RET

PIC RAM Variable	Address	Last Address
DANTAP_FILENUM	1	
DANTAP_SLOTEEP	2	
PICPOKES_1st	Poke 1	5
<Last poke>	Poke 48	146

As per the SNA parameters
 Jump to any RAM address with a RET (201)
 This runs from RAM
 Game Launch Address is inserted in stack

Original HW Text	SNA	Z80 V1	Z80 V2	Z80 V3	Exported
48k	Any	Any	0	0	0
128k	Any	-	3	4	4
+2	-	-	12	12	12
+2A	-	-	13	13	13
+3	-	-	7,8	7,8	7
-	-	-	Any other	Any other	-

Z80 File Capture HW identification
 Generator Imports this codes
 And exports as defined in last column

Accepted Rejected