


```

Read_CStatus:
    Ld    Wrk_Io+$A, #Rd_Stat_Response
    Call Ack_Read

    Ld    !rE, #.HIBYTE. StatusArray
    Ld    !rF, #.LOWBYTE. StatusArray

    Call Ld_Param1

    And  !r0, #0F ;mask off all but legal status request
    Cp   !r0, #7 ;check for except case
    Jp   Gt, Rd_Leave

    Ld    !r2, #.HIBYTE. Stat_Table
    Ld    !r3, #.LOWBYTE. Stat_Table
    Rl    !r0
    Add  !r3, !r0
    Adc  !r2, #0
    Ldc  !rC, @!!r2
    Incw !!r2
    Ldc  !rD, @!!r2
    Jp   @!rC

Stat_Table:
    .DW   Rd_Leave
    .DW   Ld_Stat1
    .DW   Ld_Stat2
    .DW   Ld_Stat3
    .DW   Ld_Stat4
    .DW   Ld_Stat5
    .DW   Ld_Stat6
    .DW   Ld_Stat7

Ld_Stat1:
    Incw !!rE
    Ld    !r2, #.HIBYTE. LogicalBlock
    Ld    !r3, #.LOWBYTE. LogicalBlock
    Call Move4_B0
    Jr   Ld_Stat_End

Ld_Stat2:
Ld_Stat2_1:
Ld_Stat2_Lp:
    Ld    !r0, #Cylinder
    Ld    !r1, #4 ;move 4 bytes
    Ldei @!!rE, @!r0
    Djnz !r1, Ld_Stat2_Lp
    Jr   Ld_Stat_End

Ld_Stat3:
    Ld    !r0, #Cur_Cyl
    Jr   Ld_Stat2_1

Ld_Stat4:
    Ld    !r0, Excpt_Status
    Ld    !r1, DiskStatus
    Ld    !r2, BlkStat
    Ld    !r3, Data_Type
    Jr   Ld_Stat_Reg

Ld_Stat5:
    Ld    !r0, #0
    Ld    !r1, Siftst_Result
    Ld    !r2, Port2
    Ld    !rC, #.HIBYTE. Status_Port
    Ld    !rD, #.LOWBYTE. Status_Port
    Lde  !r3, @!!rC
    Jr   Ld_Stat_Reg

Ld_Stat6:
    Ld    !r0, RdStat
    Ld    !r1, RdErrCnt

```


Jp Rd_Leave

.LSTOFF