

Sol-20 Games under CP/M

Most of the popular games on the Sol-20 are not compatible with CP/M since they load and run at address zero. In addition, many of these programs also expect the HL registers and the stack to be set up in the particular manner that the EXECUTE command in SOLOS does when a program is run. For these reasons, it is difficult to have a collection of these great Sol-20 games on a CP/M disk for easy launching.

The CP/M programs in this directory are original Sol-20 software combined with a small CP/M loader. When the resulting file is run under CP/M, the Sol-20 program is loaded and run exactly as if the original program was loaded from cassette and executed from the SOLOS command line.

The CP/M loader pre-pended to these files is SOLOAD.ASM in the same directory as this file.

Double Density Controller:

A bootable CP/M disk (SSDD) of these programs is available in the following directory:

```
downloads > processor_technology > sol-20 > software > northstar_dd_controller > disk_images > cpm
```

The disk image can be written to a floppy using PC2Flop for the Sol-20:

```
downloads > processor_technology > sol-20 > software > northstar_dd_controller > disk_image_transfer
```

Single Density Controller:

Two bootable CP/M disks (SSSD) of these programs are available in the following directory:

```
downloads > processor_technology > sol-20 > software > northstar_sd_controller > disk_images  
> cpm2.2
```

The disk images can be written to floppies using PC2Flop for the Sol-20:

```
downloads > processor_technology > sol-20 > software > northstar_sd_controller > disk_image_transfer
```