srec\_spectrum(5) srec\_spectrum(5)

## **NAME**

srec\_spectrum - Spectrum file format

## DESCRIPTION

In this format, bytes are recorded as ASCII code with binary digits represented by 1s and 0s. Each byte is preceded by a decimal address.

The file ends with a Control-C character (0x03).

## Size Multiplier

In general, binary data will expand in sized by approximately 14 times when represented with this format (or 15 times on DOS or Windows).

## **EXAMPLE**

Here is an example Spectrum file. It contains the data "Hello, World" to be loaded at address 0x0.

```
0000 01001000

0001 01100101

0002 01101100

0003 01101110

0004 01101111

0005 00101100

0006 00100000

0007 01010111

0008 01101111

0009 01110010

0010 01101100

0011 01100100

0012 0010001

0013 00001010
```

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srec\_cat version 1.47

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