

```
01 MOV AX, [1100H]
02 MOV BX, [1102H]
03 MUL BX
04 MOV [1200H], AX
05 MOV [1202H], DX
06 HLT
```

emulator: noname.bin

file math debug view external virtual devices virtual drive help

Load reload step back single step run step delay ms: 400

registers

	H	L
AX	00	08
BX	00	02
CX	00	00
DX	00	00
CS	0100	
IP	0009	
SS	0100	
SP	FFFE	
BP	0000	
SI	0000	
DI	0000	
DS	0100	
ES	0100	

0100:0009

Address	Hex	Dec	Op
01000: 01	161	i	
01001: 00	000	NULL	
01002: 11	017		
01003: 8B	139	i	
01004: 1E	030		
01005: 02	002		
01006: 11	017		
01007: F7	247		
01008: E3	227		
01009: 03	163		
0100A: 00	000	NULL	
0100B: 12	018		
0100C: 89	137		
0100D: 16	022		
0100E: 02	002		
0100F: 12	018		
01010: F4	244		
01011: 90	144		
01012: 90	144		
01013: 90	144		
01014: 90	144		
01015: 90	144		

0100:0009

```
MOV AX, [01100h]
MOV BX, [01102h]
MUL BX
MOV [01200h], AX
MOV [01202h], DX
HLT
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
...
```

screen source reset aux vars debug stack flags

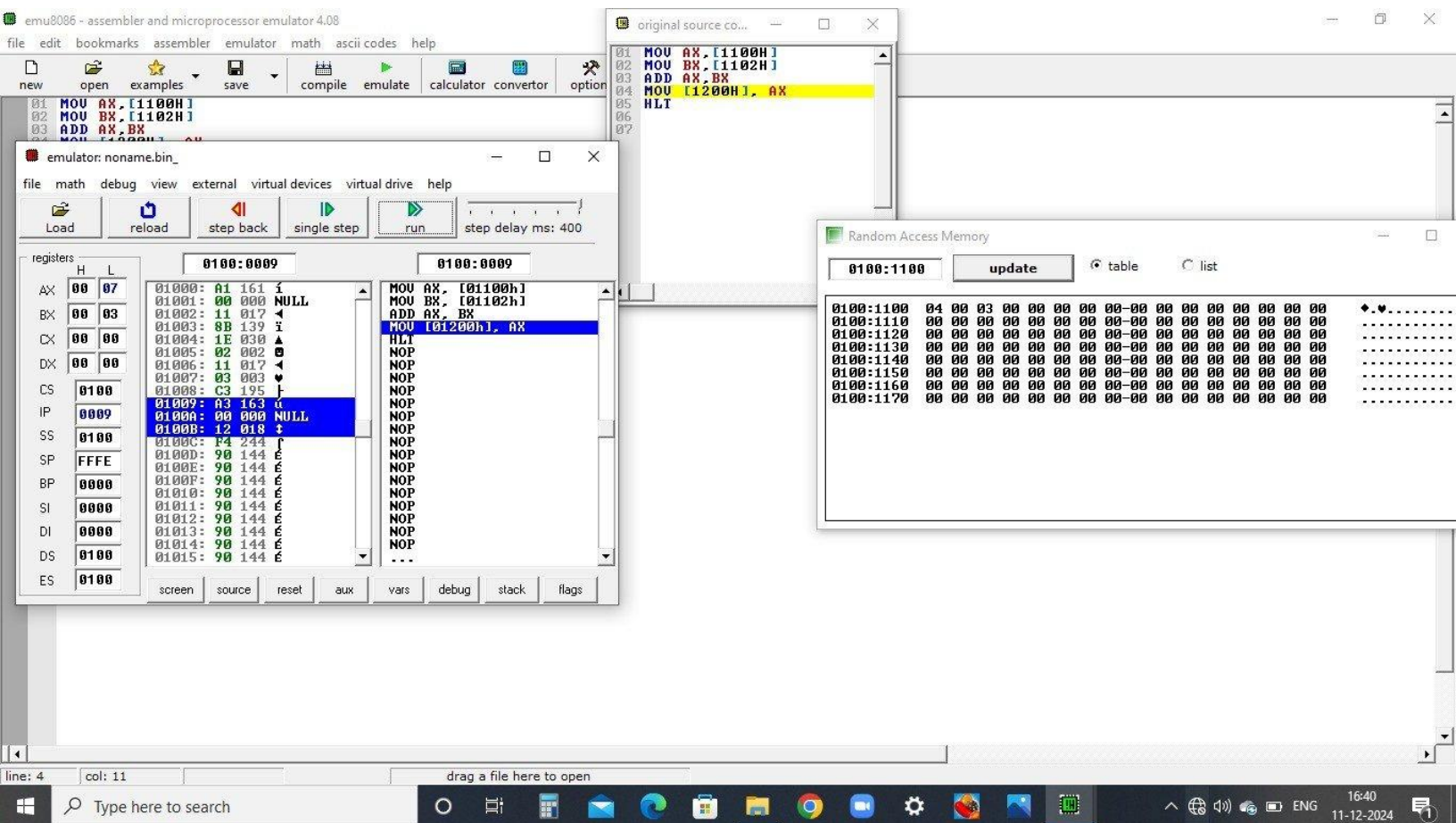
original source co...

```
01 MOV AX, [1100H]
02 MOV BX, [1102H]
03 MUL BX
04 MOV [1200H], AX
05 MOV [1202H], DX
06 HLT
```

Random Access Memory

0100:1100 update table list

Address	Hex	Dec	Op
0100:1100	04 00 02 00 00 00 00 00 00 00 00 00 00 00 00 00		
0100:1110	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		
0100:1120	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		
0100:1130	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		
0100:1140	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		
0100:1150	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		
0100:1160	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		
0100:1170	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		



```
01 MOV AX, [1100H]
02 MOV BX, [1102H]
03 SUB AX, BX
04 MOV [1200H], AX
05 HLT
```

emulator: noname.bin_

file math debug view external virtual devices virtual drive help

Load reload step back single step run step delay ms: 400

registers

	H	L
AX	00	06
BX	00	03
CX	00	00
DX	00	00
CS	0100	
IP	0009	
SS	0100	
SP	FFFE	
BP	0000	
SI	0000	
DI	0000	
DS	0100	
ES	0100	

0100:0009

Address	Hex	Dec	Comment
01000: A1	161	i	
01001: 00	000	NULL	
01002: 11	017		
01003: 8B	139	i	
01004: 1E	030		
01005: 02	002		
01006: 11	017		
01007: 2B	043		
01008: C3	195	j	
01009: 03	163	i	
0100A: 00	000	NULL	
0100B: 12	018	i	
0100C: 14	244	j	
0100D: 90	144	E	
0100E: 90	144	E	
0100F: 90	144	E	
01010: 90	144	E	
01011: 90	144	E	
01012: 90	144	E	
01013: 90	144	E	
01014: 90	144	E	
01015: 90	144	E	

0100:0009

```
MOV AX, [01100h]
MOV BX, [01102h]
SUB AX, BX
MOV [01200h], AX
HLT
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
NOP
...
```

screen source reset aux vars debug stack flags

original source co...

```
01 MOV AX, [1100H]
02 MOV BX, [1102H]
03 SUB AX, BX
04 MOV [1200H], AX
05 HLT
```

Random Access Memory

0100:1100	09 00 03 00 00 00 00 00 00 00 00 00 00 00 00 00	table	list
0100:1110	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		
0100:1120	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		
0100:1130	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		
0100:1140	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		
0100:1150	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		
0100:1160	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		
0100:1170	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		

```
01 MOV AX, [1100H]
02 MOV BX, [1102H]
03 DIV BX
04 MOV [1200H], AX
05 MOV [1202H], DX
06 HLT
```

emulator: noname.bin

file math debug view external virtual devices virtual drive help

Load reload step back single step run step delay ms: 400

registers

	H	L
AX	00	04
BX	00	02
CX	00	00
DX	00	00
CS	0100	
IP	0009	
SS	0100	
SP	FFFE	
BP	0000	
SI	0000	
DI	0000	
DS	0100	
ES	0100	

0100:0009

Address	Hex	Dec	Comment
01000:01	161	1	
01001:00	000	0	NULL
01002:11	017	1	
01003:8B	139	1	
01004:1E	030	1	
01005:02	002	0	
01006:11	017	1	
01007:F7	247	2	
01008:F3	243	3	
01009:03	163	3	
0100A:00	000	0	NULL
0100B:12	018	1	
0100C:89	137	2	
0100D:16	022	2	
0100E:02	002	0	
0100F:12	018	1	
01010:F4	244	4	
01011:90	144	4	
01012:90	144	4	
01013:90	144	4	
01014:90	144	4	
01015:90	144	4	

0100:0009

```
MOV AX, [01100h]
MOV BX, [01102h]
DIV BX
MOV [01200h], AX
MOV [01202h], DX
HLT
```

screen source reset aux vars debug stack flags

original source co...

```
01 MOV AX, [1100H]
02 MOV BX, [1102H]
03 DIV BX
04 MOV [1200H], AX
05 MOV [1202H], DX
06 HLT
```

Random Access Memory

0100:1100 update table list

Address	Hex	Dec	Comment
0100:1100	00 00 02 00 00 00 00 00 00 00 00 00 00 00 00 00	2	
0100:1110	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	0	
0100:1120	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	0	
0100:1130	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	0	
0100:1140	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	0	
0100:1150	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	0	
0100:1160	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	0	
0100:1170	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	0	