ASSEMBLER/EDITOR CARTRIDGE
Tricks Of The Trade
by James Capparell

Do you often wonder how some of the incred
favorite program. Looking at someone else'
self-instruction. The problem is that ofter
(object) code in our possession. The L opti
possible to recreate source code from the
feature. The catch is the inability to save
disk. Follow these simple instructions and
disassembled output to disk.

1. Load the object code to be disassembled
   with ROM code.

2. Note the first memory address (hex) when
   begin.

3. Enter the debug mode of A/E by typing BU

4. Start the disassembly process at the hex
   L command followed by the hex address an
   disassembles 20 lines of code and displa
   (IMPORTANT--Note the last address printe

5. Move the cursor to first line on screen
   insert 2 blank lines using the shift and

6. Return to the Edit mode by typing X and
   still display the disassembled output.

7. Again move the cursor to the first line
   numbering mode by typing NUM, press retu
   print out the number 10 if this is the
   command has been executed or the next nu
   also place the number and the cursor at
   disassembled code.

8. Using the control and delete key delete
   prior to the assembly language mnemonic
   conform to A/E spacing requirements.

9. Press return to enter this line of code
   also generate the next line number incr
   appear at the beginning of the next line

10. Continue with all 20 lines. When done,
    return to step 3. This can go on indef
    full at which time you will need to sav
    numbering remembers the last line numbe
    proper sequences between 20 line chunks
    you're trying to decipher code. Labels
    in the operand fields and the correspor
    process is called unassembling object
    on small subroutines.

Note: This same process also works on EDASI
      assembler/editor.