I did a rough implementation of parsing IO and getting user input of starting and ending address. Check the commit section of github. This is a rough prototype so will be improved in the future. Tomorrow, I will add that with the NOP test program. I will also look into what operations below is easier to implement first

Your task: Look into the logic that I wrote below. Also look into what operations below you want to implement. Ping me on messenger if you need anything. This is in case you wake up before me. When I woke up, we can start discussing about this

P.S: I prefer typing messages of calling

Logic: Load the test file starting from address $7000. Start reading from address 7000 for each op code, the rest ( a byte at a time). For each byte, jump to appropriate place ( look at the table below for example of first byte) . Then do similar for other. Along the way, determine the length of the instruction( to know exactly how many bytes we should go through)

Print out the completed decoded instructions when finished

P.S: Did not take into error checking

Binary format of all code

<http://goldencrystal.free.fr/M68kOpcodes-v2.3.pdf>

Hex format for code

<http://info.sonicretro.org/SCHG:68000_ASM-to-Hex_Code_Reference>

To implement

* MOVEM

|  |  |
| --- | --- |
| Starting left most byte | Possible command |
| 0 | ORI, CMPI, BCLR |
| 1 | MOVE.B, MOVEA.B |
| 2 | MOVEA.L, MOVE.L |
| 3 | MOVE.W. MOVEA.W |
| 4 | NOP, LEA, NEG, JSR, RTS |
| 5 | SUBQ |
| 6 | Bcc (BCS, BGE, BLT, BVC), BRA |
| 7 |  |
| 8 | DIVS, OR |
| 9 | SUB |
| A |  |
| B | EOR, CMP |
| C | MULS |
| D | ADD, ADDA |
| E | LSR, LSL, ASR, ASL, ROL, ROR |
| F |  |

Opcode is different with left most byte

Table for op code starting with 0

|  |  |
| --- | --- |
| ORI.B | 0001 |
| ORI.W | 0074 |
| ORI and immediate data | 007C |
| CMPI.B | 0C38 + something |
| CMPI.W | 0C78 + something |
| CMPI.L | 0C82 + something |
| BCLR | Complicated + depending on data register |

TAble for op code starting with 1

|  |  |
| --- | --- |
| MOVE.B | Complicated + depending on data register |
| MOVEA.B | Complicated |

Table for op code starting with 2

|  |  |
| --- | --- |
| MOVEA.L | Complicated + depending on data register |
| MOVE.L | Complicated + depending on data register |

Table for op code starting with 3

Complicated like 1 and 2

Table for op code starting with 4

|  |  |
| --- | --- |
| NOP | 4E71 |
| LEA | 41F8 + something |
| NEG.W | 4478 + something |
| NEG.L  JSR | 4480 + something  4E89 + something |
| RTS | 4E75 |

Table for op code starting with 5

|  |  |
| --- | --- |
| SUBQ | Complicated + depending on data register |

Table for op code starting with 6

|  |  |
| --- | --- |
| BCS | 65 + something |
| BGE | 6C + something |
| BLT | 6D + something |
| BVC | 68 + something |
| BRA | 60 + something |

Table for op code starting with 8

|  |  |
| --- | --- |
| DIVS | Complicated + depending on data register |
| OR | Complicated + depending on data register |

Table for op code starting with B

|  |  |
| --- | --- |
| EOR | Complicated + depending on data register |
| CMP | Complicated + depending on data register |

Table for op code starting with C

MULS is complicated

Table for op code starting with D

Add and ADDA are complicated

Table for opcode starting with E

|  |  |
| --- | --- |
| LSR | E0 |
| LSL,LSR | Depends on immediate value or rotation |
| ASR | Depends on immediate value or rotation |
| ASL | Depends on immediate value or rotation |
| ROL | Depends on immediate value or rotation |
| ROR | Depends on immediate value or rotation |

Feb 25th, Done: NOP and RTS

Looking at op code that start with 0