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This document describes the V 0.8.3b enhancement release of the Handy development environment.

There's a new display.mac with better WAITEOF / WAITEOL macros.

Everyone must use the INITINT macro now. Usage of the INITINT macro is described in the *Other 6502: Changes* section, page 2 of "Handy Release 0.8." Also, to correctly debug in conjunction with with INITINT, you must define the constant BRK_USER. When BRK_USER is defined, you are declaring that you want the system to process BRK opcodes.

Until we move to the Howard board, you must declare BRK_USER or else you won't be able to set breakpoints. After we move to Howard, the only reason to use BRK instruction will be to implement a fast "go subroutine" technique or something like that.

You might want to copy the BRK_USER declaration and comment that's being distributed in the 6502:examples/testsprite.src file. The reason for copying the comment is to remind yourself later that BRK_USER isn't needed once we're Howarded.

If BRK_USER isn't defined, the system ignores BRK opcodes which results in smaller code and faster interrupt handling. So if you're not doing something weird with BRK, you should not define BRK_USER when generating "release" code (such as the CES code).

For completeness, BRK_USER's can use the macro SET_BRK to set the BRK vector to point to specific code.