Delve into the depths of Epson's HX-20 with a machine code disassembler — Elizabeth Wald explains.

The HX unravelled

he Epson HX-20 has a powerful monitor which enables the user easily to enter machine code programs. However, listing such programs can be laborious and slow, and requires you to be familiar with the hexadecimal codes. It is therefore useful to have a disassembler program to allow listings to be made using the standard 6301 machine code mnemo-

6301 machine code is based on 6800 machine code with the addition of several new instructions (see table). Most of these additional instructions are the direct result of the ability to combine registers A and B to form a 16 bit register, known as D. Within register D the upper 8-bits are formed by A, and B forms the lower 8-bits. Any alteration to the contents of A or B will affect register D, and vice versa.

The instructions using register D are as follows: 'LDD' and 'STD' will load and store register D respectively. Addition and subtraction are done by 'ADDD' and 'SUB D' placing the result in D. All four instructions can be used on the immediate, direct, indexed or extended modes, with the obvious exception of 'STD' which cannot be used in the immediate mode. It is possible to perform an arithmetic shift left ('ASL D') and a logical shift right ('LSR D'). The contents of D can be exchanged with the contents of X using the 'XGDX' instruction.

6301 INSTRUCTIONS NOT FOUND IN 6800 IMPLIED DIRECT INDEXED EXTENDED СЗ ADD D D3 **E3** F3 ASL D 05 LDD CC DC EC FC LSR D MUL 3D 30 PSH X PUL X 14 DD. FD SLP STD ED SUB D 93 A3 **B3** XGDX 18

Further instructions provided are a multiply instruction (MUL), which multiplies register A by register B, and places the result in register D, instructions to push or pull register X (PSH X and PUL X') and a 'sleep' instruction ('SLP'), which sends the processor into a low power 'sleep' mode.

The final group of additional instructions on the 6301 are the so-called

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1 C 17 BDD 2 C 17 BDE ----£0C В 0FB2 0BF4 0BF6 0FCE 0BF0 £0322 X05 A £00 0840 A £0A 0840 0854 B X00 BAB 0FE9 ØBF8 0BF8 58 52 40 58 41

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'immediate mode' instructions, of which there are four: 'AIM' (And Immediate Mode), 'EIM' (Exclusive or), 'OIM' (Or) and TIM' (Test). Each instruction requires one byte of immediate data, and a direct or indexed mode memory address. These instructions perform the appropriate logical operation on the immediate data and the contents of the specified location. The first three instructions place the result in the memory location, but 'TIM' merely sets the N and Z (negative and zero) flags, and discards the result. Note that the 'TIM' instruction is similar to the 'AIM' instruction, and not to the 6800 instruction 'TST'. The machine code requires that the immediate data is the first byte following the op-code, and the address the second byte.

The Basic program provided stores the machine code, held in data statements, and transfers control to the machine code program at &HOBOO. The program

operates as follows: 1000 Prints 'wait' message.

1010 Stores machine code program.
1020 & 1030 Define functions to obtain the upper and lower bytes of an address

entered as a string.

1040 Selects the language, sets top address for machine code stack and start address of

machine code program.

1050 & 1055 Input & store the start address

for disassembly.

1060 & 1065 Input and store the end address for disassembly.

1070 Executes machine code until a character needs to be printed, or disassembly is finished.

1080 Loops back to line 1040.

1081 Checks whether the user wishes to terminate the program following a null input in lines 1050 or 1060.

1090 to 1690 Machine code data.

Machine code program

The machine code program set up by Basic operates as follows:

0800-081B Save the Basic stack pointer, load the machine code stack pointer and transfer control to the main body of machine code at 0F00 onwards.

Subroutines:

0B20-0B2B Saves machine code stack pointer, loads basic stack pointer, and returns to Basic.

0B30-0B3B Character input routine from the keyboard.

0B40-0B4E Character output routine to the display.

OB54-OB5C Routine to terminate the

machine code program.

0B60-0B6A Inputs one hezadecimal digit. **0B68-0B78** Inputs two hexadecimal digits. **0B80-0B8C** Inputs four hexadecimal digits.

OB90-OB98 Prints one hexadecimal digit.
OB94-OB88 Prints two hexadecimal digits.
OB94-OB82 Prints four hexadecimal digits.

OBA9-OBB2 Prints four hexadecimal digits.
OBB8-OBBE Prints a space.

OBCO-OBC3 Sets output mode to LCD.
OBC4-OBCB Sets output mode to internal

Main program: **0F00-0F26** Start of main body of disassembler, initialization, etc.

OF27-OF2E Prints carriage return and line feed.

0F31-0F40 Prints address of instruction and op-code.

0F43-0F64 Prints mnemonic.

printer.

OF67-OF87 Prints register, if any.
OF88-OF84 Prints mode character, if any, ie
'#', '\$' or 'X'.

OFA7-OFAD Jumps to OFDB if branch relative/BSR.

OFAF-OFBB Outputs one or two bytes of either address or data.

0FBD-0FC3 Branches to 0FCE to terminate the program if disassembly is completed.

OFC5-OFCC Branches back to 0F27.

OFDB-OFF7 Calculates and prints the absolute address, for a relative branch or 'BSR', from the relative offset, and branches to 0FBD.

Locations 0C00-0EFF hold two tables: 0C00-0CF5 contains a list of mnemonics, 0C00-0CFF contains two bytes per op-code, the first byte representing the mnemonic number, and the second byte the relevant details.

Using the program

On typing 'RUN' the program displays PILEASE WAIT: LOADING' to indicate that the machine code is being set up. This is followed by prompts for the start and end addresses of the memory area to be disassembled. The addresses are entered in hexadecimal but the prefix '&H' is not required. The program may be terminated at this point by pressing 'RETURN', and the user confirms that the program is to be terminated by entering 'Y', or 'N' to continue.

The program prints the disassembled program, one instruction per line, in five columns. Column one contains the instruction's address as a four digit hexadecimal number. The second column contains two hexadecimal digits representing the opcode, and third column gives the corresponding memonic. The fourth column gives the register, if applicable, and the fifth column contains the address or data field, in either immediate ('#'), direct ('\$'), indexed ('X') or extended mode.

All branches and branch to subroutine instructions are followed by an absolute address.

Illegal op-codes are printed as ****, and the following minemonics have been changed: 'INX', 'DEX', 'LDD' and 'STD' are printed as 'INC X', 'DECX', 'LDA D' and 'STA D' respectively, and 'XGDX' has been changed to 'XDX'.

)+X\$,2))
1838 DEFFNL%(X\$)=UAL("&H
"+RIGHT\$(SPACE\$(4-LEN(X\$))+X\$,2))
1848 POKE&H7E,&H17:POKE&
HBD2,&H8:POKE&HBD3,&HEF;
POKE&HBD4,&HF:POKE&HBD5, \$H0 1050 INPUT"START DISSASS "IS\$:IFLEN(S\$)>4THEN 10 50 ELSE IF LEN(S\$)=0THEN 1881 | 1694| "TERMINATE VAN SELLE | 1994| "TE

0,F5,FF,B,F4,BC,B 1670 DATA F6,22,9,FC,B,F 0,C3,3,22,18,6E,5,86,D,B 9:C3, 73.22, 18, 66, 75.86; 0.8 0:B, 48, 96, A. BD, B 1680 DATA 48, 7E, B. 54, E6, 0:8, FF, B. F4, F7, B. F9, 4F, 5 0:24, 1, 44, B7, B, F8 1690 DATA 18, F3, B, F8, 18, BD, B, A9, FE, B, F4, 20, C4, 1, 1, 1, 1, 1, 1

OBFC 4F 03 50 03 0.F. 1000 CLS:SOUND 6.5:PRINT "PLEASE WAIT:LOADING" 1010 MEMSET \$A2000:FOR 1 %=\$H800 TO \$AFF:READ S# :POKE IX, VAL("&H"+S#):NE