Typesetting Conventions

To make the reading of this document easier, the following conventions are used.

- Example text is written in monospaced.
- <angle brackets and the text within> will be replaced with appropriate text.

Asm80 Assembler

How To Run

Execute the following in a command prompt.

asm80 <source file name>

How to Write

Comments

Everything between a semicolon and line break will be treated as a comment.

Literals

Decimal	Any numeral.	
Hexadecimal	Numerals and letters A through F. Additionally, must either:	
	1. Start with a numeral and end in H.	
	2. Start with a dollar sign.	
Character	Enclosed in either single or double quotation marks.	

Symbols

The usable characters for symbols are letters, underscore, fullstop, question mark, at sign, and—after the first character only—numerals.

Operators

Types

Unary		Binary	
+	Positive	+	Addition
_	Negative	-	Subtraction
HIGH	High byte	*	Multiplication
LOW	Low byte	/	Division
NOT	Inversion (one's	MOD	Modulo
	complement)	SHL	Shift left
		SHR	Shift right
		AND	Logical
			conjunction
		OR	Inclusive
			disjunction
		XOR	Exclusive
			disjunction

Order of Operations

Priority	Operator
1	*
	/
	MOD
2	+
	_
3	SHL
	SHR
4	AND
5	OR
	XOR

Directives

INCLUDE	Inserts a file.
PUBLIC	Makes referencing a symbol from another module possible.
EXTERN EXT	References a symbol of another module.
CSEG	Mark all after this directive as a code segment.
DSEG	Mark all after this directive as a data segment.
EQU	Defines a constant expression.
DEFB DB	Reserves constant byte(s).
DEFW DW	Reserves constant word(s).
DEFS DS	Secures a region of memory.

Control Flow Structures

IF-ELSE-ENDIF

Code	Function
IF <condition></condition>	Executes <block 1=""> if <condition> is true, <block 2=""> if false. The ELSE</block></condition></block>
<blook 1=""></blook>	block can be omitted.
ELSE	
<blook 2=""></blook>	
ENDIF	

DO-WHILE-WEND

Code	Function
DO	<block 1=""> executes, and then <block 2=""> executes and repeats as long as</block></block>
<block 1=""></block>	<condition> holds true.</condition>
WHILE <condition></condition>	
WEND	

DO-DWNZ

Code	Function
DO	Executes the <block> until the result of decrementing the B register is zero.</block>
<blook></blook>	
DWNZ	

Peculiarities

Automatic Relative Jump Replacement

When the relative jump destination is out of bounds, it is replaced by an absolute jump.

Multiple Instructions

Writing multiple instructions per line is done by separating each with a vertical bar (I).

LinkLE Linker

How to Run

At the command prompt, type the following.

linkle <output file> <code segment address> <data segment address> <object filename(s)>

Segment Address

Multiple ranges can be specified for segment addresses, like 4000-4fff, 2000, etc.

Output File

By adding an extension, the format of the output file will change based on the following tables.

Formats Great For Emulators

Extension	Format
CMT	PC-8001
P6	PC-6001 (including loader)
MZT	MZ
CAS	MSX
RAM	PASOPIA (RAMPAK2)
PRG	JR-100
CJR	JR-200
L3	Basic Master 3
CAS	MSX
Т64	Commodore64, VIC-20

Others

Extension	Format
HEX	Intel HEX
S	Motorola S record
Other	Contents of code segment as-is (without address
	information)

Authorship

 $Translated from the May 3, 2022\ version\ of\ Inufuto's\ (\underline{https://github.com/inufuto/})\ original\ manual.$

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