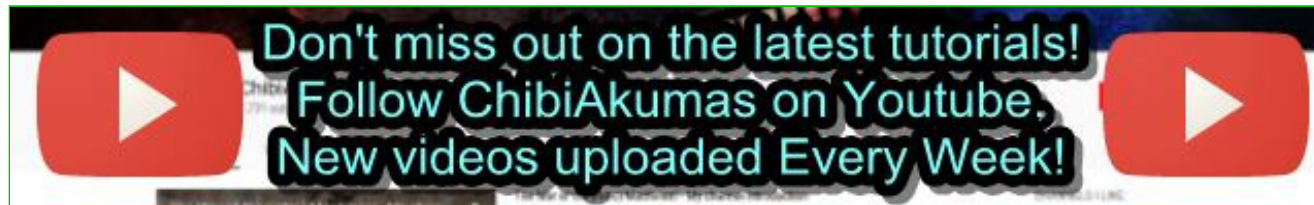


Learn Assembly Programming With ChibiAkumas!



Multiplatform Z80 Assembly Development tools

[Download the toolkit](#) - Last update 2018/4/23... Now includes Sam Coupe support!

[Download the latest sample code](#)

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Multiplatform Z80 DevTools - for CPC, MSX, TI-83 and Ente...



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68000 Content

Introduction

These Z80 tools are a collection of free software I have collected together with some scripts to allow them to be easily used.

These tools are intended to allow a relative beginner to compile simple programs that will compile to multiple 8 bit destination systems.

All compilation is done with 'Winape's', and it's easy to compile for different platforms simply by commenting in or out the definitions for the platform you wish to compile to

Disclaimer

Please use these tools at your own risk.

They are provided freely in the hope they will be of use, and have been tested to the best of my ability but I cannot test in all situations or guarantee they will not harm your computer in some unexpected way.

These tools have been tested on Windows 10 (32 &

```
; Uncomment one of the lines below to select your cc
|
; BuildCPC equ 1 ; Build for Amstrad CPC
; BuildMSX equ 1 ; Build for MSX
; BuildTI8 equ 1 ; Build for TI-83+
; BuildZXS equ 1 ; Build for ZX Spectrum
BuildENT equ 1 ; Build for Enterprise

read "..\SrcALL\V1_Header.asm"
; ~~~~~
;
;                               Start Your Program Here
;
; ~~~~~

    Call DOINIT      ; Get ready

    ld hl,Message
    call PrintString
    call NewLine
```

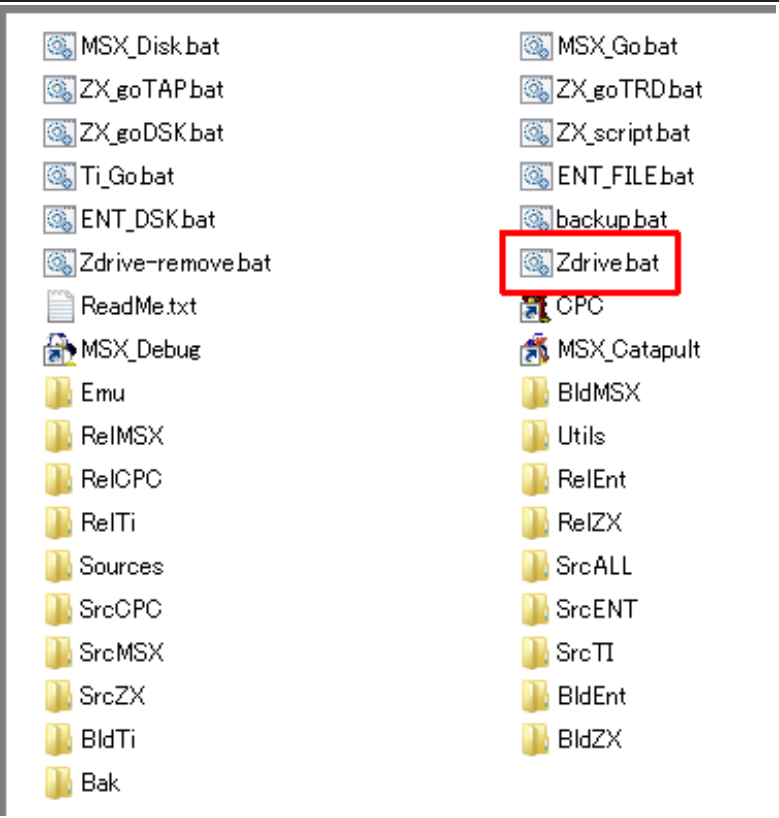
64 bit), Windows 7 64 bit, and Windows XP 32 bit
With the exception of MsxHeader and
PlusThreeHeader and the scripts and examples I did
not write the tools provided in this kit - to my
knowledge, all the tools in here are Free and open
source, and there is no reason they cannot be
redistributed - Lif you know otherwise, please notify
me and I will take appropriate action to resolve the
issue.

Usage

Extract the files from the archive into a folder on your
machine - you need to preserve the directory structure
To start run "Zdrive.bat" this will create a virtual Z drive
on your machine
From that Z drive use "CPC" to start winape - which
should be used for all assembly, see
Sources\HelloWorld.asm for the sample file
when you are done use "Zdrive-remove" to remove
the Z drive
Please see my Youtube channel for more examples of
how to use these tools.

Notes

WabbitEmu will not work without a rom file - I cannot
provide roms to licensing, so please supply your own
MSX_Disk will not work without Sony HitBit rom files
(or reconfigure the script to use other rom files you
have) - I cannot provide roms to licensing - MSX_GO
does not use disk roms and will work fine.
EP128emu has OpenGL disabled in the batch file - this
is because it caused problems during testing on my
Windows 10 virtual machine - it's likely to be an
isolated issue, so please edit the ENT_xxx.bat files if
you want better performance.
The included version of Wabbitemu and OpenMSX
are not the latest, this is to maintain WindowsXP



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compatibility... I did this to make it easy for people who don't use windows to use these tools in a virtual machine - you can update these programs to the latest version if you wish.

I've been playing a bit with programming on the Enterprise 64/128, and I'm pretty impressed with the hardware, but because of the relative obscurity of the system, and its failure in the UK, finding english resources has proved difficult.

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