

(view ML's 0800-09FF using TEXT EDITOR-21), write to memory, tape input/output, and view disassembled programs with versatility and ease, DISASSEMBLER-7 should be a valuable addition to your software library. I hope you enjoy using the program, and find it as useful as I have. Good luck with your programming!

REGISTER ASSIGNMENT

R0 DMA Pointer
R1 Interrupt Program Counter
R2 Stack pointer @ 00FF
R3 Program counter; all routines except where noted
R4 Dedicated pointer to Call routine
R5 Dedicated pointer to Return routine
R6 Pointer to return and arguments
R7 Display cursor (invisible)/Utility in disassemble sub
R8 R8.0 is timer in interrupt; R8.1 hold key pressed and ASCII digits
R9 Pointer to text buffer - one page fixed at 0400
RA Pointer to data for disassembly @ 0500-06FF
RB RB.0 is for utility; RB.1 is display page address
RC PC for keyboard scan/pointer to ASCII mnemonic strings
RD Pseudo address holder (of data for disassembly); User set or 0000 start
RE Utility; loops, data passing, etc.
RF Utility; loops, data passing, etc.

MAIN PROGRAM

0000-002E Initialization
002F-0042 Main loop - function decoding
0050-0061 Control function jump table
0062-0075 Page forward routine with wrap-around. Not a sub
0076-008E Function calls and loop returns
0090-00D3 Tape read/write subroutine. Do not call directly.

RESERVED MEMORY

00E0-00FF Stack
0400-04FF Text buffer - initialization not needed
0500-07FF Data buffer. Enter program for disassembly. Three pages maximum