

# **The Simplified Instructional Computer (SIC)**

**Object File Format (SCOFF)**

## Section 1: Overview

The purpose of this document is to describe the SIC Common Object File Format (SCOFF). The SCOFF format provides support for object files which can be linked from multiple sources and relocated in memory during loading.

## Section 2: SCOFF Format

### 2.1 Record Types

The object file format for SCOFF consists three types of records: Header (H), Text(T), and End (E).

### 2.2 The header (H) Record

The header record should appear first in the object file. The header record describes the program/library name, starting address, and length of the object program.

Column	Value
1	H
2-7	Program or Library Name
8-13	Starting address of object program (in hexadecimal)
14-19	Length of the object program in bytes (hexadecimal)

### 2.3 The text record (T)

Text record(s) represent bytes which comprise executable instructions and constants for assembled programs.

Column	Value
1	T
2-7	Starting address for object code in this record (hexadecimal)
8-9	Length of object code in this record in bytes (hexadecimal)
10-69	Object code, represented in hexadecimal

### 2.3 End Record

The end record denotes the end of the object file and instructs the loader where to set the program counter (PC)

Column	Value
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1	E
2-7	Address of first executable instruction in object program (hexadecimal)

## Document History

09/10/2020 Initial Release