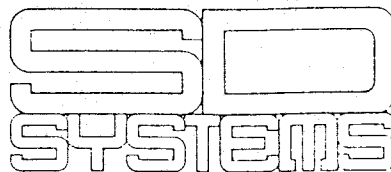


**OPERATIONS
MANUAL**

**Text Editor
Z 80 Global Assembler
Linker**



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June 12, 1979

ADDENDUM

Z80 GLOBAL PACKAGE

A change has been made to the assembler that makes it no longer necessary to have "\$" after labels in the relative jump instructions (JR) and the "DJNZ" instruction. Thus the following instructions are now assembled the same (Version 3.1):

JR TAG-\$ and JR TAG

DJNZ TAG-\$ and DJNZ TAG

All other configurations of operands for the relative jumps are assembled in the same way as in Version 3.0 (See paragraph 4 on page 32 Test Editor, Z80 Global Assembler, Linker Manual.)

February 5, 1979

ADDENDUM

Z80 GLOBAL PACKAGE

The Assembler (ZASM) and Linker (LINK) have been revised (Version 3.0) to allow the options to be entered on the command line. This makes it possible to batch up several "assemblies" and "Links" to be done without operator interaction.

ASSEMBLER OPTIONS

To specify options for an assembly enter the file name, a space, and a slash (/), and then required options (Page 26).

Example: A> ZASM FILE.ASM /CL (CR)

This would cause the Z80 source program file named "FILE.ASM" to be assembled with the 'C' (cross reference table) and 'L' (listing on printer) options.

Note that if the slash (/) is omitted, the "options" will be requested as specified on Page 25, which prevents continuous batch operation. Therefore, if no options are required, enter the slash (/) on the command line with no options following.

LINKER OPTIONS

Linker options are entered on the command following the last file name in the list of files to be linked.

Example: A> LINK MAIN,SUB1,SUB2,SUB3 /CU A=1000 (CR)

This example would link the four programs listed with the 'C' (cross reference table), 'U' (undefined symbol list) and 'A' (link start address=1000 (hexadecimal) options (Page 37).

If the slash (/) is omitted, the options will be requested as shown in the example on Page 39.

The 'A' option is used to specify where the first relocatable module will be positioned. If one or more absolute modules precede the first relocatable module, they will be positioned at their "ORG" address while the relocatable module will be positioned starting at the address (hexadecimal) specified using the 'A' option. Note that if more options are entered after "A=hhhh", a comma (,) must be entered to separate the address specification and the following option.

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1.0 INTRODUCTION

The Text Editor assists the user in origination and modification of assembly language source programs and English text documentation. The Editor resides on a 32K system diskette. It permits random access editing of ASCII diskette files. The Editor is designed for usage with any CP/M compatible disk operating system (DOS) using a Z80 microprocessor. (CP/M is a registered trademark of Digital Research, Pacific Grove, California).

The Text Editor permits random access editing of ASCII diskette files on a line basis or character basis. Whole lines and character strings embedded within lines can be easily accessed, changed, deleted, or added to an existing or new diskette file. The size of the file to be edited is limited only by diskette capacity. All I/O operations to the diskette are transparent to the user.

The Editor is resident on diskette. When loaded, it starts at RAM address 100H. Editor buffers and variables are placed in RAM between the top of the Editor and the bottom of the Operating System. All I/O is done with the console device and the disk.

2.0 DEFINITIONS

SOURCE - ASCII characters comprising a Z80 assembly language program or some other text.

FILE - a diskette file which contains the SOURCE.

LINE - a single source statement which ends with a carriage return.

LINE POINTER - the position in the source where the next action of the Editor will be initiated.

CURRENT LINE - the line in the source pointed to by the LINE POINTER.

LINE NUMBER - the decimal number of a line, beginning at one (0001) for the first line in a file and increasing sequentially for each line. The maximum line number allowed is 9999 (decimal). Line numbers are assigned dynamically as editing of the file progresses. This means that when lines are added to or deleted from a file, all lines are automatically renumbered.

INSERT - installation of one or more lines in a file immediately following the current line. Inserted lines are assigned sequentially increasing line numbers.

DELETE - removal of one or more lines from a file.

3.0 USING THE EDITOR - CONSOLE INTERACTION

All user interaction with the Editor is via the user console. The Editor issues prompts and messages to direct the user. The user responds by entering commands or data via the console keyboard. Each command or data line is terminated by a carriage return.

The following conventions are used in this manual:

(CR) stands for carriage return.

All user input is underlined.

User input which must be entered exactly as shown
is in upper case letters.

User input which is variable is shown in lower case.

4.0 USING THE EDITOR - ENTERING COMMANDS

The Editor prompts for a command with an asterisk (*). The user may then enter commands via the console keyboard. Modification of the input, such as rubout, backspace, and line delete, is supported by the operating system. entered in lower case as well as upper case. Several commands may be entered on one line. Blanks and commas are ignored on input. A command line is terminated by a carriage return. A command line may have up to 80 characters in it, including the carriage return.

All commands consist of one character followed by an optional operand. The operand may be separated from the command by zero or more blanks or commas. The operand may be a decimal number in the range 0-9999. This specifies the number of lines upon which the command is to operate. Alternatively, the operand may be two decimal numbers separated by a minus sign (-). In this case, the command takes effect on lines numbered from the first number in the operand through and including the second number. If the operand is not entered, it assumes a value of one (except for the 'F' command).

EXAMPLE

V		-VIEW command with no operand. The operand value assumes the value of one.
V5	or	V 5 or V,5
		-one operand shown which acts on the next 5 lines in the source file.
V42-45		or V 42-45 or V,42-45
		-two operands entered. The VIEW command acts on lines numbered 42 through 45.

5.0 USING THE EDITOR - FIRST STEPS

After booting up DOS, the Text Editor may be executed by the following command:

```
A>EDIT filename(CR)
```

-where filename is the name of the diskette file to be edited on the currently selected disk. The file may not have an extension of COM, BAK, or \$\$\$.

EXAMPLE

```
A>EDIT MYFILE(CR)
```

-user selects to run the Editor to edit the file named 'MYFILE' on the currently selected disk.

If the file does NOT exist on the diskette, then the Editor outputs the following message on the console:

```
***NEW FILE  
-Editor indicates that a new file is being created.
```


The Editor then enters the 'DATA MODE' and waits for lines of data to be entered by the user:

***DATA MODE

0001

-Editor prompts for data lines starting with line number 0001 (see I-INSERT command).

At the end of editing, the new file will automatically be created.

If the file does exist on the disk, then editing of that file will be done, and the Editor prompts for a command:

*

-Editor prompts for a command (see below).

At the end of editing, the original file will be renamed with an extension of 'BAK'. The file which was edited will have all the changes in it.

The following pages describe each of the Editor commands in detail.

6.0 EDITOR COMMANDS

6.1 An - ADVANCE

Format:

An

or

an

-where n is a decimal number.

This command is used to advance the line pointer (toward the end of the file) a specified number of lines. If the operand n is not entered or it is zero, then the pointer will be position to the next line in the file. The line which is accessed is printed on the console after this command.

EXAMPLE

*A(CR)

-user advances to next line.

0015 ANY STATEMENT.

-the next line with its line number is printed on the console.

*A5(CR)

-user advances 5 lines from current pointer.

0020 SOME STATEMENT

-Editor prints line number and the line.

*

-Editor prompts for a command.

If the user attempts to advance the line pointer beyond the end of the file, then an end-of-file indicator message will be printed on the user console. The line pointer will be on the last line of the file.

EXAMPLE

*A9999(CR)

-user advances over a large number of lines.

0438 LAST LINE OF FILE

***EOF

-Editor prints last line of file and end-of-file indicator.

*

-Editor prompts for a command.

6.2 Bn - BACKUP

Format:

Bn

or

bn

-where n is a decimal number.

This command is used to backup the line pointer (toward the beginning of the file) a specified number of lines. If the operand n is zero or it is not entered, then the pointer is positioned to the previous line in the file. The line which is accessed is printed on the console.

EXAMPLE

*B(CR)

-user backs up over one line in the file.

0019 A LINE OF INFORMATION

-Editor prints the line number and the line.

*B4(CR)

-user backs up 4 lines from current position in the file

0015 SOME LINE

-Editor prints the line number and the line.

*

-Editor prompts for a command.

If the user attempts to back up the line pointer past the start of the file, then a top-of-file indicator will be printed on the user console. The line pointer will be on line number 0001.

EXAMPLE

*B9999(CR)

-user backs up over a large number of lines.

***TOF

0001 FIRST LINE OF FILE

-Editor prints top-of-file indicator and first line of the file.

*

-Editor prompts for a command.

6.3 Cn /string1/string2/ - CHANGE STRING

Format:

Cn/string1/string2/

or

cn/string1/string2/

-where n indicates the number of occurrences to change,
string1 represents the characters to be changed,
string2 represents the substitute or new characters,
and / represents a delimiter character which does
not appear in either string.

This command changes the next n occurrences of character string1 to character string2 starting with the current line. Any character which does not appear in either string1 or string2 may be used as a delimiter. All three delimiters must be identical, with the exception that the last delimiter may be a carriage return. If the operand is zero or if it is not entered, then only one occurrence of string1 will be changed. In this case, only the current line will be searched in order to locate string1. If string1 is not found in the current line, then the Editor issues a warning prompt ('?') and a new command prompt (*). The line pointer will stay on the same line.

If the operand n is greater than 1, then the search for occurrences of string1 occurs in a sequential manner starting with the current line. Each line which is changed is printed on the user console. After all changes are done, the line pointer will be on the last line that was changed. If the nth occurrence of string1 is not found before the end of the file is encountered, then the last line of the file is printed by the Editor, as well as an end of file indicator (***EOF). The line pointer will be on the last line of the file.

If string2 has no characters in it, then character string1 will be deleted each time it is encountered by the change command.

EXAMPLES

*V(CR)

-user views current line.

0009 THIS IS A RECORD

-Editor prints line number and line.

*C /THIS/THAT/(CR)

-user enters change command.

0009 THAT IS A RECORD

-Editor prints it.

*C/IS/WAS(CR)

-note that a carriage return for the last delimiter
is allowed.

0009 THAT WAS A RECORD

*C /WAS //(CR)

-this is the method used to delete characters in a line.

0009 THAT A RECORD

*C 2 /T/V/(CR)

-note that blanks can be inserted between the command and operand and string definition to make the command more readable.

0009 VHAV A RECORD

*C4/VHAV/THAT/(CR)

-this is a multiple change request which will search forward in the file starting with the current line.

0009 THAT A RECORD

0024 SOME TIMES THAT IS

-Editor prints out each line that is changed.

0043 LAST LINE OF FILE

***EOF

-Editor reached the end of the file before any more changes could be done. An end-of-file indicator message is printed. The line pointer is on the last line in the file.

*

-Editor prompts for a command.

6.4 Dn - DELETE

Format:

Dn
or
dn
or
Dn-m
or
dn-m

-where n and m are decimal numbers.

This command is used to delete, or remove, the specified lines from the file. If the operand is not entered or is zero, then only the current line is deleted. Note that line numbers are assigned dynamically as editing progresses. This means that lines in a file essentially get renumbered each time one or more lines are deleted from the file.

EXAMPLE

*D(CR)

-user deletes the current line from the file.
The line pointer is on the next line in the file.

*D4(CR)

-user selects to delete 4 lines starting with
the current line from the file.

*D4-15(CR)

-user deletes lines numbered 0004 through and including
0015 from the current file.

*

-Editor prompts for a command.

6.5 En - EXCHANGE

Format:

En
or
en
or
En-m
or
en-m

-where n and m are decimal numbers.

This command exchanges the specified lines with new lines to be inserted via the DATA MODE. It is exactly equivalent to the command sequence:

Dn	-delete lines
B	-backup one line
I	-go to DATA MODE

6.6 Fn - PRINT FLAG

Format:

Fn
or
fn

-where n=0 will inhibit printing after all but the V-VIEW command, and n not = 0 will allow printing after all change or access commands.

The Editor normally prints on the console device any lines which are accessed or changed. Thus, the following commands print out a line: An, Bn, Cn, Ln, Sn, Vn. In order to reduce the print out time on a slower device (such as a teletype), this command can be used to inhibit print out on all of the commands except V-VIEW.

6.7 G file - GET FILE COMMAND

Format:

G filename

or

g filename

-where filename is the name of a file on the selected disk.

This command is used to obtain lines from a given file on disk and insert them in sequence following the current line. All lines in the file requested are read. The file which is read is not altered in any way. This command can be used with the P - PUT command to move blocks of text around within a file being edited (See P - PUT command for example).

6.8 I - INSERT COMMAND

Format:

I
or
i

This command is used to insert data lines into the file being edited or to build new files. The inserted lines always FOLLOW the current line. After the command is entered, the Editor responds with the message:

***DATA MODE

The user then enters data lines ending with carriage returns. The Editor prompts with the line number for each line to be inserted. To terminate the insertions, the user enters a single carriage return. Note that blank lines must be entered as 'space carriage return' because a single carriage return terminates the DATA MODE. After the user terminates the DATA MODE, the Editor prompts for a new command (*). Lines can be inserted before the first line of a file by using the T - INSERT AT TOP command. Note that line numbers are assigned dynamically while editing progresses. This means that the lines of a file essentially get renumbered whenever new lines are inserted.

EXAMPLE

*I(CR)

-user selects data mode to insert lines into the file being edited.

***DATA MODE

-Editor responds with message

0004 THIS IS AN INSERTED LINE.(CR)

-the line number being entered is printed by the Editor. The user then enters the line of data.

0005 (CR)

-user terminates DATA MODE with a carriage return.

*

-Editor prompts for another command.

Note that modification of entered data lines can be done while they are being typed just as in the DOS system. Inserted lines can be up to 128 characters long.

6.9 Ln - GO TO LINE NUMBER n

Format:

Ln

or

ln

This command positions the line pointer to line number n. If the operand is zero or it is not entered, then line number 0001 is accessed. Any line number can be accessed from any position in the file. The line which is accessed is printed on the console. If the line number cannot be found because it is larger than the last line number in the file, then the pointer will be positioned at the last line in the file and an end-of-file indicator message will be printed.

EXAMPLE

*L10(CR)

-user accesses line number 0010.

0010 THIS IS A LINE OF DATA

-line number 0010 is printed with its line number.

*L2001(CR)

-user selects line number 2001.

0943 LAST LINE OF FILE

-Editor prints last line of file.

***EOF

-Editor prints an end-of-file indication.

*L1(CR)

-user selects line number 1.

***TOF

0001 FIRST LINE OF FILE

-Editor responds with top of file indicator
and first line of file and its line number.

*

-Editor prompts for a command.

6.10 Pn file - PUT

Format:

Pn filename
or
pn filename
or
Pn-m filename
or
pn-m filename

-where n and m are decimal numbers and filename
is the name of a file on the selected disk.

This command is used to output one or more lines to a file on disk. This can be used to break up a given source module. It can also be used with the G - GET command to move blocks of text around in a file being edited. If the operand is not entered or it is zero, then only one line will be output. Lines of text which are output by the PUT command are not deleted. They may be deleted via the D - DELETE command after the PUT command is used. The filename specified must not be the same as the current file being edited. If the file already exists on disk, it is erased before any lines are output to it. After the PUT command is used, the file output to the disk remains on the disk.

EXAMPLE

*P25-30 TEMP(CR)

-user outputs lines 25 through 30 to a file
called TEMP. The space between the number and
the filename is not required.

*D25-30(CR)

-user deletes lines 25 through 30 from file
being edited.

*L1(CR)

-user accesses line number one.

*G TEMP(CR)

-user reads lines from file TEMP and places them
after line number one. This effectively moves
lines 25-30 to just after line 1. The space
between the command and the filename is not
required.

*

-Editor prompts for a command

6.11 Q - QUIT

Format:

Q

or

q

This command returns control to the Operating System. The original file will be backed up on the same primary filename with a secondary filename of BAK. All of the editing will be saved in the file under the original file name. QUIT can be done at any time during the course of editing.

6.12 Sn /string/ - SEARCH FOR STRING

Format:

Sn /string/

or

sn /string/

-where n is the number of occurrences to be found, string represents any set of characters which is to be searched for, and / represents a delimiter character which does not appear in the string.

This command searches the file, starting with the NEXT line, for n occurrences of the character string between the delimiters. Each line which contains the string will be printed on the console. The pointer is positioned on the line of the nth occurrence of the string. If the nth occurrence of the string cannot be found before the end of the file being edited, then the Editor issues an end-of-file indicator (***EOF). This command always searches forward (toward increasing line numbers) in the file.

Any character which does not exist in the string to be searched for may be used as a delimiter. The second delimiter may be a carriage return. If the operand n is zero or it is not entered, then only the first occurrence of the string will be sought.

EXAMPLE

*S /ORD/(CR)

-user selects to search forward in the file, beginning with the next line, for the string 'ORD'. Only the first occurrence of the string is sought. The blank between the command and the string is not required.

0021 SOME ORDERLY DATA

-Editor prints the line number and line when the string is found. The line pointer is on line 0021.

*S10/9AH/(CR)

-user selects to search for and view the next 10 occurrences of the string '9AH'.

***EOF

-Editor encountered the end of the file and found no occurrences of the string. The end-of-file indicator is printed.

*

-Editor prompts for a command.

6.13 T - INSERT AT TOP

Format:

T
or
t

This command inserts data lines at the top (start) of the file BEFORE the first line in the file. See the I-INSERT command for proper usage.

6.14 Vn - VIEW

Format: Vn or vn or Vn-m or vn-m -where n and m are decimal numbers.

This command prints the specified lines on the console device. The line pointer is updated to the last line printed. If the operand n is zero or is not entered, then only the current line is printed.

EXAMPLE

```
*V(CR)
-----
      -user views current line on the console.
0009 THIS IS A LINE
      -Editor prints line number and line.
*v3(CR)
-----
      -user views current line plus two more.
0009 THIS IS A LINE
0010 THIS IS NEXT LINE
0011 THIS IS ANOTHER LINE
      -Editor prints 3 lines on the console. The
      line pointer now points to line 0011.
*v3-4(CR)
-----
      -user selects to view lines 3 through 4.
0003 SOME LINE OF DATA
0004 NEXT LINE OF DATA
      -Editor prints lines 3 through 4.
*
      -Editor prompts for a command.
```

7.0 EDITING LARGE FILES

Editing of large files is no different than editing small files. All commands are fully functional. However, diskette access may be required for certain operations and a slight delay may be apparent before the Editor responds.

8.0 EDITOR MESSAGES

If the user enters an unrecognizable file name, a syntax error will be indicated and the Editor will return to DOS. If the user enters an unrecognizable command, then the Editor will print a question mark and another command prompt:

EXAMPLE

```
*R20(CR)
-----
?*
```

All I/O errors to and from disk result in appropriate error messages. The original file should be backed up on another disk before using the Editor.

The Editor prompts with several other messages as editing progresses:

***NEW FILE - indicates that a new file is being created rather than editing of an already existing file.

***DATA MODE - indicates that lines of data are to be entered rather than Editor commands.

***TOF - indicates that the top of file (beginning of file) has been encountered.

***EOF - indicates that the end of file has been encountered.

***END OF EDITING - indicates that the Editor has successfully completed. Control is then returned to the DOS Operating System.

***END OF WINDOW. USE 'ADVANCE' TO SEE NEXT LINE - occurs only with the VIEW command. Follow the directions.

9.0 SAMPLE EDITING SESSION

The user is urged to follow the steps given here to become acquainted with the Editor.

>EDIT NEWFILE(CR)

- user selects to run the Editor to create a new file.
SD SYSTEMS EDITOR V1.0

***NEW FILE

-Editor indicates that a new file is being created.

***DATA MODE

- Editor prompts for data lines to be input from the console device. User begins keying in a program.

0001 ; A SIMPLE SAMPLE PROGRAM(CR)

0002 LD A,(LAB1)(CR)

0003 LD E,0(CR)

0004 CALL SUB1 ;SOME COMMENT(CR)

0005 LOOP LD (HL),0 ;STUFF ZEROS(CR)

0006 INC HL(CR)

0007 DNZ LOOP-\$;LOOP FOR ALL(CR)

0008 END(CR)

0009 (CR)

-user terminates DATA MODE.

*B99V20(CR)

-user backs up to beginning of file and views all lines.

.
.
.

***EOF

-Editor indicates end of file encountered.

*L7(CR)

0007 DNZ LOOP-\$;LOOP FOR ALL

-user views line 7 and observes an error.

*C /DN/DJN/(CR)

-user modifies the line.

0007 DJNZ LOOP-\$;LOOP FOR ALL

-Editor prints the changed line

*Q(CR)

-user terminates the editing session.

10.0 EDITOR COMMAND SUMMARY

An advance n lines
Bn backup n lines
Cn/s1/s2/ change n occurrences of s1 to s2
Dn delete n lines
En exchange n lines
Fn turn on or turn off print flag
G file get file and insert into current file
I insert lines of data
Ln go to line number n
Pn file put n lines out to file
Q quit, save all editing and return to DOS
Sn/s1/ search for n occurrences of s1
T insert lines at top of file before first line
Vn view n lines on the console

SD SYSTEMS RELOCATING Z80 ASSEMBLER VERSION 3.3
OPERATIONS MANUAL

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1.0 INTRODUCTION

The SD SYSTEMS Z80 ASSEMBLER is provided on a standard CP/M compatible diskette. It provides the means for assembling Z80 programs. The Assembler (ZASM) reads standard Z80 source language (Mostek and Zilog definition) and outputs an assembly listing and object code on disk. The object code is in industry standard hexadecimal format extended for relocatable and linkable programs. The Assembler supports conditional assembly, a printed symbol table, and a printed cross reference table. The Assembler can assemble any length program limited only by the symbol table size which is based on available memory and available disk space. Typically over 300 symbols are allowed in one assembly.

Any Z80 based system which is running 32K CP/M compatible disk operating system (DOS) can use the Z80 Assembler.

2.0 COMMAND SUMMARY

ZASM file.ext / options (CR)

- executes assembler to assemble a file
- object output is on file.OBJ
- listing output is on file.PRN

OPTIONS

- C - print cross reference table
- K - no listing output
- L - direct assembly listing out to listing device (no .PRN file is created)
- N - no object output
- P - pass 2 only
- R - reset symbol table for pass 2 only operation
- S - print symbol table
- T - direct assembly listing out to console device

3.0 DEFINITIONS

In this manual, the following symbols are used:

- (CR) means carriage return.
- all user input is underlined.
- user input which is all upper case must be entered exactly as shown.
- user input which is lower case is variable.

SOURCE MODULE - the user's source program. Each source module is assembled into one object module by the Assembler. The end of a source module is defined by an 'END' statement or CP/M end of file code (IAH) on input.

OBJECT MODULE - the object output of the Assembler for one source module. The object module contains linking information, address and relocating information, machine code, and checksum information for use by the SD SYSTEMS Linker. The object module is in ASCII. The object module is output to a disk file with extension OBJ. The SD SYSTEMS Linker must then be used to link and relocate one or more object modules into a module loadable by the DOS. See the SD SYSTEMS Linker Operations Manual for more details.

LOAD MODULE - the absolute machine code of one complete program. The load module is defined on disk as an absolute object file with extension HEX. The file may be loaded by the DOS loader. It is created by the SD SYSTEMS Linker from one or more relocatable object modules (secondary file name OBJ) which were created by the Z80 Assembler.

LOCAL SYMBOL - a symbol in a source module which appears in the label field of a source statement.

INTERNAL SYMBOL - a symbol in a source (and object) module which is to be made known to all other modules which are linked with it by the Linker. An internal symbol is also called global, defined, public, or common. Internal symbols are defined by the GLOBAL pseudo-op. An internal symbol must appear in the label field of the same source module. Internal symbols are assumed to be addresses, not constants, and they will be relocated when linked by the Linker.

EXTERNAL SYMBOL - a symbol which is used in a source (and object) module but which is not a local symbol (does not appear in the label field of a statement). External symbols are defined by the GLOBAL pseudo-op. External symbols may not appear in an expression which uses operators. An external symbol is a reference to a symbol that exists and is defined as internal in another program module.

GLOBAL DEFINITION - both internal and external symbols are defined as GLOBAL in a source module. The Assembler determines which are internal and which are external.

POSITION INDEPENDENT - a program which can be placed anywhere in memory. It does not require relocating information in the object module.

ABSOLUTE - a program which has no relocating information in the object module. An absolute program which is not position independent can be loaded only in one place in memory in order to work properly.

RELOCATABLE - a program which has extra information in the object module which allows the Linker to place the program anywhere in memory.

LINKABLE - a program which has extra information in the object module which defines internal and external symbols. The Linker uses the information to connect, resolve, or link, external references to internal symbols.

4.0 USING THE ASSEMBLER

The SD SYSTEMS Z80 ASSEMBLER is resident on a CP/M compatible system diskette. The user first prepares his source module using the SD SYSTEMS Editor. To use the Z80 Assembler, enter the following command:

A>ZASM file.ext / options (CR)

where 'file' is the primary file name and 'ext' is the secondary file name of the file to be assembled. Also where '/' allows the batching of several assemblies without operator interaction and 'options' are those described in paragraph 4.1.

Example: A>ZASM FILE.ASM /CL (CR)

This would cause the Z80 source program file named "FILE.ASM" to be assembled with the 'C' (cross reference table) and 'L' (listing on printer) options.

The object output of the Assembler is sent to the disk on file.OBJ, and the listing output is sent to the disk on file.PRN unless T or L options are specified. One or more object files from the Assembler may be linked and relocated by using the SD SYSTEMS Linker, which produces an absolute object file with extension HEX. The absolute object file may then be loaded via the DOS loader, and the listing file may be printed using XFER. Note that if the (/) is omitted, the "options" will be requested as specified below, which prevents continuous batch operation. Therefore, if no options are required, enter the slash (/) on the command line with no options following.

SD SYSTEMS Z80 ASSEMBLER V3.3. OPTIONS?

Options are described in paragraph 4.1. If no options are to be entered, the user enters 'carriage return'. The Assembler makes two passes over the source file. At the end of the first pass the following message is printed on the user console:

PASS 1 DONE

At the end of the assembly, the Assembler prints the total number of errors (in decimal) found:

ERRORS=nnnn

Control is then returned to the DOS console processor (A>).

4.1 ASSEMBLER OPTIONS

When the Assembler outputs the message:

OPTIONS?

the user may enter any of the following codes, terminated with a carriage return:

- C - cross reference table - prints a cross reference table of all the symbols at the end of the assembly listing.
- K - no listing - this suppresses the assembly listing. All errors are output to the user console for this option.
- L - list to listing device - this option directs the assembly listing out to the listing device rather than to a disk file.
- N - no object output - this suppresses object output from the Assembler.
- P - pass 2 only - this option selects and runs only pass 2 of the Assembler. The symbol table is left intact from a previous run of the Assembler.
- R - reset the symbol table - clears the symbol table of all previous symbol references. This operation is automatically done for pass 1. It is used primarily for single pass operation (see paragraph 5.1).
- S - symbol table - prints a symbol table at the end of the assembly listing.
- T - list to console device - this option directs the assembly listing out to the console device rather than to a disk file.

4.2 ERROR MESSAGES

Any error which is found is denoted in the assembly listing. A message is printed immediately after the statement in error. All messages are self-explanatory.

```
EXAMPLE      H2:  LC  A,B
              ***** ERROR ***** BAD OPCODE
```

Certain errors abort the Assembler when they are encountered. Abort error messages are output only to the user console. Control is immediately returned to the DOS console processor (A>). Abort errors may occur during pass 1 or pass 2.

4.3 OBJECT OUTPUT

The object output from the Assembler is put on diskette to the same primary file name as the source input file, with a secondary file name of 'OBJ'. One or more object modules may be linked and relocated by the SD SYSTEMS Linker to produce an absolute object file with a secondary file name of 'HEX'. This file may then be loaded by the DOS loader.

4.4 ASSEMBLY LISTING OUTPUT

The assembly listing is put on diskette to the same primary file name as the source input file, with a secondary file name of 'PRN'. The user may insert tab characters in the source to obtain columns in the assembly listing. The value of each equated symbol will be printed with a pointer (>) next to it. The statement number and page number are printed in decimal. Assembler directives (see paragraph 6.4.1.) do not appear in the assembly listing, but they are assigned statement numbers. If the no listing option is selected, errors will be output to the user console. Any addresses which are relocatable will have a prime (') printed next to them.

5.0 ADVANCED OPERATIONS

5.1 PASS 2 OPERATION (SINGLE PASS OPERATION)

The Z80 Assembler can be used as a single pass assembler under the following restrictions:

1. No forward symbol references are allowed.
2. The NAME pseudo-op is not allowed.
3. A cross reference table is not selected.

The Assembler will correctly assemble Z80 programs under the above restrictions using the pass 2 only option ('P'). This is useful for assembling data tables and certain types of programs. The Assembler symbol table should be reset to assure proper operation in this mode by using the 'R' option.

5.2 ASSEMBLING SEVERAL SOURCE MODULES TOGETHER

Several source modules may be assembled together to form one object module. The 'INCLUDE' pseudo-op may be used any number of times in one module to properly sequence a set of source modules.

```
EXAMPLE      NAME MYFILE      ;name of final object module
              INCLUDE FILE1
              INCLUDE FILE2
              INCLUDE FILE3
              END
              - the object module named 'MYFILE' will be
                built by the Assembler from FILE1 + FILE2
                + FILE3.
```

The assembler has a separate counter for included files. The assembler listing indicates included statements by placing a "+" in front of the line number.

6.0 Z80 ASSEMBLY LANGUAGE

An assembly language program (source module) consists of labels, opcodes, pseudo-ops, and comments in a sequence which defines the user's program. The assembly language conventions are described in the following paragraphs.

6.1 DELIMITERS

Labels, opcodes, operands, and pseudo-ops must be separated from each other by one or more commas, spaces, or tab characters (ASCII 09H). The label may be separated from the opcode by a colon, only, if desired.

6.2 LABELS

A label is composed of one or more characters. If more than 6 characters are used for the label, only the first 6 are recognized by the Assembler. The characters in the label cannot include ' () * + - / , = < > . : ; or space. In addition, the first character cannot be a number (0-9). A label can start in any column if immediately followed by a colon (:). It does not require a colon if started in column one.

EXAMPLE	allowed	not allowed
	-----	-----
	LAB	9LAB ;STARTS WITH ILLEGAL CHARACTER
	L923	L)AB ;CONTAINS ILLEGAL CHARACTER
	\$25	L:ABC ;CONTAINS ILLEGAL CHARACTER

6.3 OPCODES

The full set of Z80 opcodes is documented in the 'Z80 PROGRAMMING MANUAL' (which is available from SD SYSTEMS).

6.4 PSEUDO-OPS

Pseudo-ops are used to define assembly time parameters. Pseudo-ops appear like Z80 opcodes in the source module. Several pseudo-ops require a label. The following pseudo-ops are recognized by the Assembler:

DEFB n,n,n...- define byte - defines the contents of successive bytes to be the expressions n.

label DEFL nn - define label - sets the value of the label to the expression nn; may be repeated in the program with different values for the same label. At any point in the program, the label assumes the last previously defined value.

DEFM 'aa'- define message - defines the contents of successive bytes of memory to be the ASCII equivalent code of characters within quotes. Up to 63 characters may be in one message. Quote characters in the message may be defined by two successive quote characters ('').

DEFS nn- define storage - reserves nn bytes of memory starting at the current program counter, where nn is an expression. When loaded, these bytes will contain what was previously in memory. This pseudo-op cannot be used at the start or at the end of a program to reserve storage.

DEFW nn,nn,nn... - define word - defines the contents of successive two-byte words to be the value of expressions nn. The least significant byte is located at the current program counter address, and the most significant byte follows it.

END- end statement - defines the last line of the program. The 'END' statement is not required.

ENDIF- end of conditional assembly - re-enables assembly of subsequent statements after an IF pseudo-op.

label EQU nn- equate - sets the value of a label to the expression nn; can occur only once for any label.

GLOBAL symbol - define global symbol - any symbol which is to be made known among several separately assembled modules must appear in this type of statement. The Assembler determines if the symbol is internal (defined as a label in the program), or external (used in the program but not defined as a label).

IF nn- conditional assembly - if the expression nn is true (non-zero), the IF pseudo-op is ignored. If the expression is false (zero), the assembly of subsequent statements is disabled until an ENDIF pseudo-op. IF statements cannot be nested.

INCLUDE file.ext - include source statements from another file - allows source statements from another input file to be included within the body of the given program. If the file cannot be opened properly, then assembly is aborted. The source module to be included must not end with an END pseudo-op (otherwise, assembly would be terminated). The INCLUDE pseudo-op cannot be nested.

NAME symbol- module name - this pseudo-op defines the name of the program (source and object). The name is placed in the heading of the assembly listing and in the first record of the object output. The module name defaults to 6 blanks.

PSECT op - program section - may appear only once at the start of a source module. This pseudo-op defines the program module attributes for the following operands:

- REL - relocatable program (default)
- ABS - absolute program. No relocating information is generated in the object module. The module will be linked where it is originated.

ORG nn- origin - sets the program counter to the value of the expression nn. If more than one ORG statement is used in a source module, then the expression nn in a given ORG statement must be greater than a previous ORG statement.

6.4.1 ASSEMBLER DIRECTIVES

Assembler directives are pseudo-ops which are designed to format the assembly listing.

EJECT - eject a page of assembly listing.
LIST - turn assembly listing on (default).
NLIST - turn assembly listing off.
TITLE s - place title of characters 's' at top of each page of assembly listing. s can be up to 32 characters long.

6.5 OPERANDS

There may be zero, one, or more operands in a statement depending on the opcode or pseudo-op used. Operands in the Assembler may take the following forms:

A GENERIC OPERAND, such as the letter 'A', which stands for the accumulator. The following are Z80 generic operands:

A - Accumulator
B - B register
C - C register
D - D register
E - E register
F - F register
H - H register
L - L register

AF - AF register pair
AF' - AF' register pair
BC - BC register pair
DE - DE register pair
HL - HL register pair

SP - stack pointer register
\$ - program counter

I - I register
R - refresh register

IX - IX index register
IY - IY index register

NZ - not zero
 Z - zero
 NC - not carry
 C - carry
 PO - parity odd/not overflow
 PE - parity even/overflow
 P - sign positive
 M - sign negative

A CONSTANT. The constant must be in the range 0 thru 0FFFFH. It can be in the following forms:

DECIMAL	- (default); any number can be denoted as decimal by following it with the letter D. Eg: 35, 249D
HEXADECIMAL	- must begin with a number (0-9) and end with the letter H. Eg: 0AF1H
OCTAL	- must end with the letter Q or O. Eg: 377Q, 277O
BINARY	- must end with the letter B. Eg: 0110110B
ASCII	- letters enclose in quote marks will be converted to their ASCII equivalent value. Eg: 'A' = 41H

A LABEL which appears elsewhere in the program. Note that labels cannot be defined by labels which have not yet appeared in the program:

EXAMPLE	allowed	not allowed
	-----	-----
	I EQU 7	L EQU H
	H EQU I	H EQU I
	L EQU H	I EQU 7

AN EXPRESSION. The Assembler accepts a wide range of expressions in the operand field of a statement. All expressions are evaluated left to right constrained by the hierarchies shown below. Parentheses may be used to ensure correct expression evaluation.

operation	operator	hierarchy
-----	-----	-----
equal to	= or .EQ	0
signed less than	<	0
signed greater than	>	0
signed less than or equal to	<= or =<0	
signed greater than or equal to	>= or =>0	
not equal	>< or <> or .NE.	0
unsigned less than	.LT.	0
unsigned greater than	.GT.	0
unsigned less than or equal to	.LE.	0
unsigned greater than or equal	.GE.	0
reset overflow	.RES.	0

unary plus	+	1
unary minus	-	1
logical NOT (one's complement)	.NOT.	1
multiplication	*	2
division	/	2
addition	+	3
subtraction	-	3
logical AND	.AND.	4
logical OR	.OR.	4
logical XOR	.XOR.	4
logical shift right	.SHR.	4
logical shift left	.SHL.	4

All operands and expressions are converted to 16-bit values. The only exception to this is when expressions take the form:

```
'character string 1'='character string 2'
```

In this case, character string 1 and character string 2 are compared character by character for a match. If they do not match, then the value of the expression is false. If they have the same length and match, then the value of the expression is true (0FFFFH).

The reset operator (.RES.) unconditionally resets any overflow error in an operand expression. The shift operators shift their first argument right or left by the number of bit positions given in their second argument. Zeros are shifted into the vacated bit positions. The negative (2's complement) of an expression may be formed by preceding it with a minus sign. The one's complement of an expression may be formed by preceding it with the .NOT. operator.

The symbol \$ is used to represent the value of the program counter of the current instruction.

EXAMPLE SYM1 EQU \$
will equate SYM to current value of
program counter.

All versions after (and including) V3.1 have been enhanced making it no longer necessary to have "-\$" after labels in the relative jump instructions (JR) and the "DJNZ" instruction. Thus the following instructions are assembled the same.

JR TAG-\$ and JR TAG

DJNZ TAG-\$ and DJNZ TAG

Note that enclosing an expression wholly in parentheses indicates a memory address. The contents of the memory address equivalent to the expression value will be used as the operand value.

The allowed range of an expression depends on the context of its use. For example, the limits on a relative jump instruction are -126 and +129 bytes.

6.6 COMMENTS

A comment is defined as any characters following a semicolon (;) in a line. A semicolon in quotes in an operand is treated as an expression rather than a comment starter. Comments are ignored by the Assembler but they are printed in the assembly listing. Comments can begin in any column.

6.7 ABSOLUTE MODULE RULES

The pseudo-op 'PSECT ABS' defines a module to be absolute. The program will be loaded in the exact addresses at which it is assembled. This is useful for defining constants, a common block of global symbols, or a software driver whose position must be known. This method can be used to define a list of global constants as follows:

EXAMPLE

```
                PSECT  ABS      ;ABSOLUTE ASSEMBLY
                GLOBAL  AA
AA              EQU     0E3H
                GLOBAL  AX
AX              EQU     0AF3H
                END
```

6.8 RELOCATABLE MODULE RULES

1. Programs default to relocatable if the 'PSECT ABS' statement is not used or if 'PSECT REL' is used.

2. Only those values which are 16-bit address values will be relocated. 16-bit constants will not be relocated.

EXAMPLE

```
AA              EQU     0A13H      ;ABSOLUTE VALUE
                LD      A,(AA)      ;AA NOT RELOCATED
AR              EQU     $          ;RELOCATABLE VALUE
                LD      HL,(AR)     ;AR WILL BE RELOCATED UPON LINKING
```

3. Relocatable quantities may not be used as 8-bit operands. This restriction exists because only 16-bit operands are relocated by the SD SYSTEMS Linker.

EXAMPLE

```
LAB             EQU     $          ;RELOCATABLE VALUE
                DEFB    LAB         ;NOT ALLOWED
                LD      A,(IX+LAB)  ;NOT ALLOWED
                LD      A,(LAB)     ;ALLOWED
                LD      HL,LAB      ;ALLOWED
```

4. Labels equated to labels which are constants will be treated as constants. Labels equated to labels which are relocatable addresses will be relocated.

EXAMPLE

```
B8      EQU 20H      ;CONSTANT
C8      EQU B8        ;CONSTANT
        LD A,(C8)     ;C8 WILL NOT BE RELOCATED
AR      EQU $         ;RELOCATABLE ADDRESS
BR      EQU AR        ;RELOCATABLE
        LD A,(BR)     ;BR WILL BE RELOCATED
```

5. External symbols in a relocatable program are marked relocatable, except for the first usage. The code for external symbols is actually a backward link list through the object code.

6.9 GLOBAL SYMBOL HANDLING

A global symbol is a symbol which is known by more than one module. A global symbol has its value defined in one module. It can be used by that module and by any other module which is linked with it by the SD SYSTEMS Linker. A global symbol is defined as such by the GLOBAL pseudo-op.

An internal symbol is one which is defined as global and also appears as a label in the same program. The symbol value is thus defined for all programs which use that symbol. An external symbol is one which is defined as global but does NOT appear as a label in the same program.

EXAMPLE

```
GLOBAL SYM1      ;DEFINE GLOBAL SYMBOL
CALL SYM1
.
.
.
END
- SYM1 is an external symbol
```

EXAMPLE

```
SYM1 GLOBAL SYM1      ;DEFINE GLOBAL SYMBOL
      EQU $
      LD A,(SYM1)
.
.
.
END
- SYM1 is an internal symbol. Its value
  is the address of the LD instruction.
```

If these two programs were assembled and then linked by the SD SYSTEMS Linker, then all global symbol references from the first program would be 'resolved'. This means that each address in which an external symbol was used would be modified to the value of the corresponding internal symbol. The linked programs would be equivalent (using our example) to one program written as follows.

EXAMPLE

```

CALL SYM1
.
.
SYM1 EQU $
LD A,(SYM1)
.
.
END
```

Global symbols are used to allow large programs to be broken up into smaller modules. The smaller modules are used to ease programming, facilitate changes, or allow programming by different members of the same team.

6.9.1 GLOBAL SYMBOL RULES

1. An external symbol cannot appear in an expression which uses operators.

EXAMPLE

```

GLOBAL SYM1 ;EXTERNAL SYMBOL
CALL SYM1 ;OK
LD HL,(SYM1+2) ;NOT ALLOWED
```

2. An external symbol is always considered to be a 16-bit address. Therefore, an external symbol cannot appear in an instruction requiring an 8-bit operand.

EXAMPLE

```

GLOBAL SYM1 ;EXTERNAL SYMBOL
CALL SYM1 ;OK
LD A,SYM1 ;NOT ALLOWED
```

3. An external symbol cannot appear in the operand field of an EQU or DEFL statement.

4. An internal symbol is always marked relocatable in a relocatable assembly. This point is important because an internal symbol will always be relocated even though it looks like a constant. To define constant internal symbols, create an absolute assembly via the PSECT ABS pseudo-op.

5. For a set of modules to be linked together, no duplication of internal symbol names is allowed. That is, an internal symbol can be defined only once in a set of modules to be linked together.

7.0 TECHNICAL INFORMATION

The Assembler is resident on a CP/M compatible system diskette and, when loaded, starts at location 100H. Assembler variables are placed in memory at the top of the Assembler. The symbol table is placed in RAM starting at the end of the Assembler and ending at the starting address of DOS. Typically, more than 300 symbols are allowed per program.

SD SYSTEMS LINKER VERSION 3.1 OPERATIONS MANUAL

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1.0 INTRODUCTION

The SD SYSTEMS Linker is provided on a standard CP/M compatible diskette. The Linker (LINK) provides the means for linking object modules produced by the Z80 Assembler (ZASM). The Linker concatenates modules together and resolves global symbol references which provide communication between modules. The Linker produces a load module containing "hex" format machine code which may be read by the DOS LOAD command. The LOAD command reads a load module (secondary filename = HEX) and produces a memory image file (secondary filename = COM) which can be executed by the disk operating system (DOS).

2.0 COMMAND SUMMARY

In this manual, the following symbols are used:

- (CR) means carriage return.
- all user input is underlined.
- user input which is all upper case must be entered exactly as shown.
- user input which is lower case is variable.

A>LINK filename 1, filename 2,....filename N / options (CR)

- Links object input files (secondary filename=OBJ)
- Produces a LOAD module (secondary filename=HEX)
- As an option creates a cross reference file (secondary filename=CRS)

OPTIONS

- C - Produces an output file containing a global cross reference table and a load map.
- U - Lists all undefined global symbols
- A - Is used to specify where the first relocatable module will be positioned. If one or more absolute modules precede the first relocatable module, they will be positioned at their "ORG" address while the relocateable module will be positioned starting at the address (hexadecimal) specified using the 'A' option. Note that if more options are entered after "A=hhhh, a comma (,) must be entered to separate the address specification and the following option.

3.0 DEFINITIONS

SOURCE MODULE - the user's source program. Each source module is assembled into one object module by the Assembler.

OBJECT MODULE - the object output of the Assembler for one source module. The object module contains linking information, address and relocating information, machine code, and checksum information for use by the Linker. The object module is in ASCII. The object module is output to a disk file with extension OBJ.

LOAD MODULE - the absolute machine code of one complete program. The load module is defined on disk as an absolute object file with secondary filename of HEX. A Load module is produced by the Linker.

GLOBAL DEFINITION - both internal and external symbols are defined as GLOBAL in a source module. The Assembler determines which are internal and which are external. (See Z80 Assembler description of internal and external symbols).

ABSOLUTE - a program which has no relocating information in the object module. An absolute program which is not position independent can be loaded only in one place in memory in order to work properly.

RELOCATABLE - a program which has extra information in the object module which allows the Linker to place the program anywhere in memory.

4.0 LINKER OPERATION

During Pass 1 the Linker reads one or more object input files and places the global symbol definitions in the Linker symbol table. In PASS 2 global symbol references are resolved and an output Load file is produced. The Load file has the same primary filename as the first object input file (filename 1) and has a secondary filename of HEX. If the cross reference option is specified a cross reference file is produced. The cross reference file has the same primary filename name the first object input file (filename 1) and has a secondary filename of CRS.

In Pass 2 as each object input module is read its beginning and ending address in memory is printed on the console. The module type is also listed as either absolute or relocatable (ABS/REL). Absolute modules are always positioned at their starting address in memory as defined by the ORG pseudo-op. Relocatable modules are positioned at the next location after the end address of the previous module. If the first input module is relocatable, it is positioned by the starting link address. If the starting link address is not specified by the A option it assumes a value of 0.

It is suggested that the first object input module read by the Linker have a starting address of 100H for operation with the DOS. This starting address should also serve as the entry point for the combined Load module. A starting address of 0100H can be created either with the ORG pseudo-op or the Linker A option. The DOS loads and begins execution of RAM image files at location 0100H.

When absolute modules are being linked together, the files in the LINK command must appear in sequential order according to their starting addresses in memory. If an absolute module is encountered having a starting address lower in memory than a previous module a module sequence error message will be generated. Furthermore, if a source module contains more than one ORG statement, the address used in any given ORG statement must be greater than a previous ORG statement.

5.0 EXAMPLE OF LINK COMMAND

EXAMPLE 1. Link the relocatable object modules MAIN.OBJ, SUB1.OBJ, SUB2.OBJ, SUB3.OBJ together starting at 100H producing the LOAD module MAIN.HEX. Also generate a global cross referecne table and a load map in the file MAIN.CRS.

```
A>LINK MAIN,SUB1,SUB2,SUB3 /C A=100 (CR)
```

Note: With LINK (Version 3.1) Linker options can be entered on the command line following the last file name in the list of files to be linked. This makes it possible to batch up several links to be done without operator interaction. If the slash (/) is omitted, the options will be requested as shown below

```
OPTIONS? A C (CR)
```

```
ENTER STARTING LINK ADDRESS> 100 (CR)
```

```
MAIN      .OBJ
SUB1      .OBJ
SUB2      .OBJ
SUB3      .OBJ
UNDEFINED SYMBOLS 00
PASS 2
MAIN      .OBJ      REL      BEG ADDR 0100      END ADDR 0125
SUB1      .OBJ      REL      BEG ADDR 0126      END ADDR 01CD
SUB2      .OBJ      REL      BEG ADDR 01CE      END ADDR 01E8
SUB3      .OBJ      REL      BEG ADDR 01E9      END ADDR 0212
```

```
A>
```

EXAMPLE 2. Using the load module MAIN.HEX created in Example 1 and the DOS LOAD command create a memory image file and begin execution of MAIN.

```
A>LOAD MAIN.HEX (CR)
```

```
-----  
A>MAIN (CR)
```

NOTE: Execution of MAIN has been started.

EXAMPLE 3. Using the DOS TYPE command list the global cross reference table and the load map for the modules linked in Example 1.

```
A>TYPE MAIN.CRS (CR)
```

LOAD MAP

MAIN	.OBJ	REL	BEG ADDR 0100	END ADDR 0125
SUB1	.OBJ	REL	BEG ADDR 0126	END ADDR 01CD
SUB2	.OBJ	REL	BEG ADDR 01CE	END ADDR 01E8
SUB3	.OBJ	REL	BEG ADDR 01E9	END ADDR 0212

GLOBAL CROSS REFERENCE TABLE

SYMBOL	ADDR	REFERENCES
CRLF	E59C	020C 01E6
MAIN	0100	
MODNO	01FB	01D4 01D1 012C 0129 010C 0109
MSGBEG	013F	0101
MSGEND	0165	011E
MSGMAI	018A	010F
MSGMOD	01C2	0201
MSGSB2	0195	01D7
MSGSB3	019B	01F2
PRINT	01E0	01F5 013C 0132 0121 0112 0104
PTEST	0138	01F8 01DD
SUB1	0126	0115
SUB123	020F	
SUB2	01CE	0118
SUB3	01E9	011B

APPENDIX A

Z80 OPCODE LISTINGS

ADDR	CODE	STMT	SOURCE	STATEMENT
------	------	------	--------	-----------

0002 ; PSEUDO OPS

0003 ;

>0000

0004 ORG 0

0005 PSECT REL

0006 ;

'0000 AA 0007 DEFB 0AAH

'>0001 0008 L2 DEFL \$

>55AA 0009 L2 DEFL 55AAH

'0001 41424344 0010 DEFM 'ABCD'

>0005 0011 NN DEFS 2

'0007 BBAA 0012 DEFW 0AABBH

>AABB 0013 L1 EQU 0AABBH

>0005 0014 IND EQU 5

>0020 0015 N EQU 20H

>0030 0016 DIS EQU 30H

0017 GLOBAL NN

0018 IF 0

0019 ; SHOULD NOT BE ASSEMBLED

0020 LD A,B

0021 ENDIF

0022 IF 1

0023 ; SHOULD BE ASSEMBLED

'0009 78 0024 LD A,B

0025 ENDIF

0026 ; TURN LISTING OFF

0031 ; LISTING SHOULD BE ON

0032 ;

0033 ;

0034 ;

0035 ; Z80 OPCODES

0036 ;

'000B 8E 0037 ADC A,(HL)

'000C DD8E05 0038 ADC A,(IX+IND)

'000F FD8E05 0039 ADC A,(IY+IND)

'0012 8F 0040 ADC A,A

'0013 88 0041 ADC A,B

'0014 89 0042 ADC A,C

'0015 8A 0043 ADC A,D

'0016 8B 0044 ADC A,E

'0017 8C 0045 ADC A,H

'0018 8D 0046 ADC A,L

'0019 CE20 0047 ADC A,N

'001B ED4A 0048 ADC HL,BC

'001D ED5A 0049 ADC HL,DE

'001F ED6A 0050 ADC HL,HL

'0021 ED7A 0051 ADC HL,SP

0052 ;

'0023 86 0053 ADD A,(HL)

'0024 DD8605 0054 ADD A,(IX+IND)

'0027 FD8605 0055 ADD A,(IY+IND)

'002A 87 0056 ADD A,A

'002B 80 0057 ADD A,B

'002C 81 0058 ADD A,C

'002D 82 0059 ADD A,D

'002E 83 0060 ADD A,E

'002F 84 0061 ADD A,H

'0030 85 0062 ADD A,L

'0031 C620 0063 ADD A,N

ADDR	CODE	STMT	SOURCE	STATEMENT
'0033	09	0064	ADD	HL,BC
'0034	19	0065	ADD	HL,DE
'0035	29	0066	ADD	HL,HL
'0036	39	0067	ADD	HL,SP
'0037	DD09	0068	ADD	IX,BC
'0039	DD19	0069	ADD	IX,DE
'003B	DD29	0070	ADD	IX,IX
'003D	DD39	0071	ADD	IX,SP
'003F	FD09	0072	ADD	IY,BC
'0041	FD19	0073	ADD	IY,DE
'0043	FD29	0074	ADD	IY,IY
'0045	FD39	0075	ADD	IY,SP
		0076 ;		
'0047	A6	0077	AND	(HL)
'0048	DDA605	0078	AND	(IX+IND)
'004B	FDA605	0079	AND	(IY+IND)
'004E	A7	0080	AND	A
'004F	A0	0081	AND	B
'0050	A1	0082	AND	C
'0051	A2	0083	AND	D
'0052	A3	0084	AND	E
'0053	A4	0085	AND	H
'0054	A5	0086	AND	L
'0055	E620	0087	AND	N
		0088 ;		
'0057	CB46	0089	BIT	0,(HL)
'0059	DDCB0546	0090	BIT	0,(IX+IND)
'005D	FDCB0546	0091	BIT	0,(IY+IND)
'0061	CB47	0092	BIT	0,A
'0063	CB40	0093	BIT	0,B
'0065	CB41	0094	BIT	0,C
'0067	CB42	0095	BIT	0,D
'0069	CB43	0096	BIT	0,E
'006B	CB44	0097	BIT	0,H
'006D	CB45	0098	BIT	0,L
		0099 ;		
'006F	CB4E	0100	BIT	1,(HL)
'0071	DDCB054E	0101	BIT	1,(IX+IND)
'0075	FDCB054E	0102	BIT	1,(IY+IND)
'0079	CB4F	0103	BIT	1,A
'007B	CB48	0104	BIT	1,B
'007D	CB49	0105	BIT	1,C
'007F	CB4A	0106	BIT	1,D
'0081	CB4B	0107	BIT	1,E
'0083	CB4C	0108	BIT	1,H
'0085	CB4D	0109	BIT	1,L
		0110 ;		
'0087	CB56	0111	BIT	2,(HL)
'0089	DDCB0556	0112	BIT	2,(IX+IND)
'008D	FDCB0556	0113	BIT	2,(IY+IND)
'0091	CB57	0114	BIT	2,A
'0093	CB50	0115	BIT	2,B
'0095	CB51	0116	BIT	2,C
'0097	CB52	0117	BIT	2,D
'0099	CB53	0118	BIT	2,E
'009B	CB54	0119	BIT	2,H
'009D	CB55	0120	BIT	2,L
		0121 ;		

ADDR	CODE	STMT	SOURCE	STATEMENT
'009F	CB5E	0122	BIT	3,(HL)
'00A1	DDCB055E	0123	BIT	3,(IX+IND)
'00A5	FDCB055E	0124	BIT	3,(IY+IND)
'00A9	CB5F	0125	BIT	3,A
'00AB	CB58	0126	BIT	3,B
'00AD	CB59	0127	BIT	3,C
'00AF	CB5A	0128	BIT	3,D
'00B1	CB5B	0129	BIT	3,E
'00B3	CB5C	0130	BIT	3,H
'00B5	CB5D	0131	BIT	3,L
		0132 ;		
'00B7	CB66	0133	BIT	4,(HL)
'00B9	DDCB0566	0134	BIT	4,(IX+IND)
'00BD	FDCB0566	0135	BIT	4,(IY+IND)
'00C1	CB67	0136	BIT	4,A
'00C3	CB60	0137	BIT	4,B
'00C5	CB61	0138	BIT	4,C
'00C7	CB62	0139	BIT	4,D
'00C9	CB63	0140	BIT	4,E
'00CB	CB64	0141	BIT	4,H
'00CD	CB65	0142	BIT	4,L
		0143 ;		
'00CF	CB6E	0144	BIT	5,(HL)
'00D1	DDCB056E	0145	BIT	5,(IX+IND)
'00D5	FDCB056E	0146	BIT	5,(IY+IND)
'00D9	CB6F	0147	BIT	5,A
'00DB	CB68	0148	BIT	5,B
'00DD	CB69	0149	BIT	5,C
'00DF	CB6A	0150	BIT	5,D
'00E1	CB6B	0151	BIT	5,E
'00E3	CB6C	0152	BIT	5,H
'00E5	CB6D	0153	BIT	5,L
		0154 ;		
'00E7	CB76	0155	BIT	6,(HL)
'00E9	DDCB0576	0156	BIT	6,(IX+IND)
'00ED	FDCB0576	0157	BIT	6,(IY+IND)
'00F1	CB77	0158	BIT	6,A
'00F3	CB70	0159	BIT	6,B
'00F5	CB71	0160	BIT	6,C
'00F7	CB72	0161	BIT	6,D
'00F9	CB73	0162	BIT	6,E
'00FB	CB74	0163	BIT	6,H
'00FD	CB75	0164	BIT	6,L
		0165 ;		
'00FF	CB7E	0166	BIT	7,(HL)
'0101	DDCB057E	0167	BIT	7,(IX+IND)
'0105	FDCB057E	0168	BIT	7,(IY+IND)
'0109	CB7F	0169	BIT	7,A
'010B	CB78	0170	BIT	7,B
'010D	CB79	0171	BIT	7,C
'010F	CB7A	0172	BIT	7,D
'0111	CB7B	0173	BIT	7,E
'0113	CB7C	0174	BIT	7,H
'0115	CB7D	0175	BIT	7,L
		0176 ;		
'0117	DC0500'	0177	CALL	C,NN
'011A	FC0500'	0178	CALL	M,NN
'011D	D40500'	0179	CALL	NC,NN

ADDR	CODE	STMT	SOURCE	STATEMENT
'0120	CD0500'	0180	CALL	NN
'0123	C40500'	0181	CALL	NZ, NN
'0126	F40500'	0182	CALL	P, NN
'0129	EC0500'	0183	CALL	PE, NN
'012C	E40500'	0184	CALL	PO, NN
'012F	CC0500'	0185	CALL	Z, NN
		0186 ;		
'0132	3F	0187	CCF	
		0188 ;		
'0133	BE	0189	CP	(HL)
'0134	DDBE05	0190	CP	(IX+IND)
'0137	FDBE05	0191	CP	(IY+IND)
'013A	BF	0192	CP	A
'013B	B8	0193	CP	B
'013C	B9	0194	CP	C
'013D	BA	0195	CP	D
'013E	BB	0196	CP	E
'013F	BC	0197	CP	H
'0140	BD	0198	CP	L
'0141	FE20	0199	CP	N
		0200 ;		
'0143	EDA9	0201	CPD	
'0145	EDB9	0202	CPDR	
'0147	EDA1	0203	CPI	
'0149	EDB1	0204	CPIR	
		0205 ;		
'014B	2F	0206	CPL	
		0207 ;		
'014C	27	0208	DAA	
		0209 ;		
'014D	35	0210	DEC	(HL)
'014E	DD3505	0211	DEC	(IX+IND)
'0151	FD3505	0212	DEC	(IY+IND)
'0154	3D	0213	DEC	A
'0155	05	0214	DEC	B
'0156	0B	0215	DEC	BC
'0157	0D	0216	DEC	C
'0158	15	0217	DEC	D
'0159	1B	0218	DEC	DE
'015A	1D	0219	DEC	E
'015B	25	0220	DEC	H
'015C	2B	0221	DEC	HL
'015D	DD2B	0222	DEC	IX
'015F	FD2B	0223	DEC	IY
'0161	2D	0224	DEC	L
'0162	3B	0225	DEC	SP
		0226 ;		
'0163	F3	0227	DI	
		0228 ;		
'0164	102E	0229	DJNZ	DIS
		0230 ;		
'0166	FB	0231	EI	
		0232 ;		
'0167	E3	0233	EX	(SP), HL
'0168	DDE3	0234	EX	(SP), IX
'016A	FDE3	0235	EX	(SP), IY
'016C	08	0236	EX	AF, AF'
'016D	EB	0237	EX	DE, HL

ADDR	CODE	STMT	SOURCE	STATEMENT
'016E	D9	0238		EXX
		0239 ;		
'016F	76	0240		HALT
		0241 ;		
'0170	ED46	0242	IM	0
'0172	ED56	0243	IM	1
'0174	ED5E	0244	IM	2
		0245 ;		
'0176	ED78	0246	IN	A,(C)
'0178	DB20	0247	IN	A,(N)
'017A	ED40	0248	IN	B,(C)
'017C	ED48	0249	IN	C,(C)
'017E	ED50	0250	IN	D,(C)
'0180	ED58	0251	IN	E,(C)
'0182	ED70	0252	IN	F,(C)
'0184	ED60	0253	IN	H,(C)
'0186	ED68	0254	IN	L,(C)
		0255 ;		
'0188	34	0256	INC	(HL)
'0189	FD3405	0257	INC	(IY+IND)
'018C	DD3405	0258	INC	(IX+IND)
'018F	3C	0259	INC	A
'0190	04	0260	INC	B
'0191	03	0261	INC	BC
'0192	0C	0262	INC	C
'0193	14	0263	INC	D
'0194	13	0264	INC	DE
'0195	1C	0265	INC	E
'0196	24	0266	INC	H
'0197	23	0267	INC	HL
'0198	DD23	0268	INC	IX
'019A	FD23	0269	INC	IY
'019C	2C	0270	INC	L
'019D	33	0271	INC	SP
		0272 ;		
'019E	EDAA	0273	IND	
'01A0	EDBA	0274	INDR	
'01A2	EDA2	0275	INI	
'01A4	EDB2	0276	INIR	
		0277 ;		
'01A6	E9	0278	JP	(HL)
'01A7	DDE9	0279	JP	(IX)
'01A9	FDE9	0280	JP	(IY)
'01AB	DA0500'	0281	JP	C,NN
'01AE	FA0500'	0282	JP	M,NN
'01B1	D20500'	0283	JP	NC,NN
'01B4	C30500'	0284	JP	NN
'01B7	C20500'	0285	JP	NZ,NN
'01BA	F20500'	0286	JP	P,NN
'01BD	EA0500'	0287	JP	PE,NN
'01C0	E20500'	0288	JP	PO,NN
'01C3	CA0500'	0289	JP	Z,NN
		0290 ;		
'01C6	382E	0291	JR	C,DIS
'01C8	182E	0292	JR	DIS
'01CA	302E	0293	JR	NC,DIS
'01CC	202E	0294	JR	NZ,DIS
'01CE	282E	0295	JR	Z,DIS

ADDR	CODE	STMT	SOURCE	STATEMENT
		0296 ;		
'01D0	02	0297	LD	(BC),A
'01D1	12	0298	LD	(DE),A
'01D2	77	0299	LD	(HL),A
'01D3	70	0300	LD	(HL),B
'01D4	71	0301	LD	(HL),C
'01D5	72	0302	LD	(HL),D
'01D6	73	0303	LD	(HL),E
'01D7	74	0304	LD	(HL),H
'01D8	75	0305	LD	(HL),L
'01D9	3620	0306	LD	(HL),N
		0307 ;		
'01DB	DD7705	0308	LD	(IX+IND),A
'01DE	DD7005	0309	LD	(IX+IND),B
'01E1	DD7105	0310	LD	(IX+IND),C
'01E4	DD7205	0311	LD	(IX+IND),D
'01E7	DD7305	0312	LD	(IX+IND),E
'01EA	DD7405	0313	LD	(IX+IND),H
'01ED	DD7505	0314	LD	(IX+IND),L
'01F0	DD360520	0315	LD	(IX+IND),N
		0316 ;		
'01F4	FD7705	0317	LD	(IY+IND),A
'01F7	FD7005	0318	LD	(IY+IND),B
'01FA	FD7105	0319	LD	(IY+IND),C
'01FD	FD7205	0320	LD	(IY+IND),D
'0200	FD7305	0321	LD	(IY+IND),E
'0203	FD7405	0322	LD	(IY+IND),H
'0206	FD7505	0323	LD	(IY+IND),L
'0209	FD360520	0324	LD	(IY+IND),N
		0325 ;		
'020D	320500'	0326	LD	(NN),A
'0210	ED430500'	0327	LD	(NN),BC
'0214	ED530500'	0328	LD	(NN),DE
'0218	220500'	0329	LD	(NN),HL
'021B	DD220500'	0330	LD	(NN),IX
'021F	FD220500'	0331	LD	(NN),IY
'0223	ED730500'	0332	LD	(NN),SP
		0333 ;		
'0227	0A	0334	LD	A,(BC)
'0228	1A	0335	LD	A,(DE)
'0229	7E	0336	LD	A,(HL)
'022A	DD7E05	0337	LD	A,(IX+IND)
'022D	FD7E05	0338	LD	A,(IY+IND)
'0230	3A0500'	0339	LD	A,(NN)
'0233	7F	0340	LD	A,A
'0234	78	0341	LD	A,B
'0235	79	0342	LD	A,C
'0236	7A	0343	LD	A,D
'0237	7B	0344	LD	A,E
'0238	7C	0345	LD	A,H
'0239	ED57	0346	LD	A,I
'023B	7D	0347	LD	A,L
'023C	3E20	0348	LD	A,N
'023E	ED5F	0349	LD	A,R
		0350 ;		
'0240	46	0351	LD	B,(HL)
'0241	DD4605	0352	LD	B,(IX+IND)
'0244	FD4605	0353	LD	B,(IY+IND)

ADDR	CODE	STMT	SOURCE	STATEMENT
'0247	47	0354	LD	B,A
'0248	40	0355	LD	B,B
'0249	41	0356	LD	B,C
'024A	42	0357	LD	B,D
'024B	43	0358	LD	B,E
'024C	44	0359	LD	B,H
'024D	45	0360	LD	B,L
'024E	0620	0361	LD	B,N
		0362 ;		
'0250	ED4B0500'	0363	LD	BC,(NN)
'0254	010500'	0364	LD	BC,NN
		0365 ;		
'0257	4E	0366	LD	C,(HL)
'0258	DD4E05	0367	LD	C,(IX+IND)
'025B	FD4E05	0368	LD	C,(IY+IND)
'025E	4F	0369	LD	C,A
'025F	48	0370	LD	C,B
'0260	49	0371	LD	C,C
'0261	4A	0372	LD	C,D
'0262	4B	0373	LD	C,E
'0263	4C	0374	LD	C,H
'0264	4D	0375	LD	C,L
'0265	0E20	0376	LD	C,N
		0377 ;		
'0267	56	0378	LD	D,(HL)
'0268	DD5605	0379	LD	D,(IX+IND)
'026B	FD5605	0380	LD	D,(IY+IND)
'026E	57	0381	LD	D,A
'026F	50	0382	LD	D,B
'0270	51	0383	LD	D,C
'0271	52	0384	LD	D,D
'0272	53	0385	LD	D,E
'0273	54	0386	LD	D,H
'0274	55	0387	LD	D,L
'0275	1620	0388	LD	D,N
		0389 ;		
'0277	ED5B0500'	0390	LD	DE,(NN)
'027B	110500'	0391	LD	DE,NN
		0392 ;		
'027E	5E	0393	LD	E,(HL)
'027F	DD5E05	0394	LD	E,(IX+IND)
'0282	FD5E05	0395	LD	E,(IY+IND)
'0285	5F	0396	LD	E,A
'0286	58	0397	LD	E,B
'0287	59	0398	LD	E,C
'0288	5A	0399	LD	E,D
'0289	5B	0400	LD	E,E
'028A	5C	0401	LD	E,H
'028B	5D	0402	LD	E,L
'028C	1E20	0403	LD	E,N
		0404 ;		
'028E	66	0405	LD	H,(HL)
'028F	DD6605	0406	LD	H,(IX+IND)
'0292	FD6605	0407	LD	H,(IY+IND)
'0295	67	0408	LD	H,A
'0296	60	0409	LD	H,B
'0297	61	0410	LD	H,C
'0298	62	0411	LD	H,D

ADDR	CODE	STMT	SOURCE	STATEMENT
'0299	63	0412		LD H,E
'029A	64	0413		LD H,H
'029B	65	0414		LD H,L
'029C	2620	0415		LD H,N
		0416 ;		
'029E	2A0500'	0417		LD HL,(NN)
'02A1	210500'	0418		LD HL,NN
		0419 ;		
'02A4	ED47	0420		LD I,A
		0421 ;		
'02A6	DD2A0500'	0422		LD IX,(NN)
'02AA	DD210500'	0423		LD IX,NN
		0424 ;		
'02AE	FD2A0500'	0425		LD IY,(NN)
'02B2	FD210500'	0426		LD IY,NN
		0427 ;		
'02B6	6E	0428		LD L,(HL)
'02B7	DD6E05	0429		LD L,(IX+IND)
'02BA	FD6E05	0430		LD L,(IY+IND)
'02BD	6F	0431		LD L,A
'02BE	68	0432		LD L,B
'02BF	69	0433		LD L,C
'02C0	6A	0434		LD L,D
'02C1	6B	0435		LD L,E
'02C2	6C	0436		LD L,H
'02C3	6D	0437		LD L,L
'02C4	2E20	0438		LD L,N
		0439 ;		
'02C6	ED4F	0440		LD R,A
		0441 ;		
'02C8	ED7B0500'	0442		LD SP,(NN)
'02CC	F9	0443		LD SP,HL
'02CD	DDF9	0444		LD SP,IX
'02CF	FDF9	0445		LD SP,IY
'02D1	310500'	0446		LD SP,NN
		0447 ;		
'02D4	EDA8	0448		LDD
'02D6	EDB8	0449		LDDR
'02D8	EDA0	0450		LDI
'02DA	EDB0	0451		LDIR
		0452 ;		
'02DC	ED44	0453		NEG
		0454 ;		
'02DE	00	0455		NOP
		0456 ;		
'02DF	B6	0457		OR (HL)
'02E0	DDB605	0458		OR (IX+IND)
'02E3	FDB605	0459		OR (IY+IND)
'02E6	B7	0460		OR A
'02E7	B0	0461		OR B
'02E8	B1	0462		OR C
'02E9	B2	0463		OR D
'02EA	B3	0464		OR E
'02EB	B4	0465		OR H
'02EC	B5	0466		OR L
'02ED	F620	0467		OR N
		0468 ;		
'02EF	EDBB	0469		OTDR

ADDR	CODE	STMT	SOURCE	STATEMENT
'02F1	EDB3	0470		OTIR
		0471 ;		
'02F3	ED79	0472	OUT	(C),A
'02F5	ED41	0473	OUT	(C),B
'02F7	ED49	0474	OUT	(C),C
'02F9	ED51	0475	OUT	(C),D
'02FB	ED59	0476	OUT	(C),E
'02FD	ED61	0477	OUT	(C),H
'02FF	ED69	0478	OUT	(C),L
'0301	D320	0479	OUT	(N),A
		0480 ;		
'0303	EDAB	0481	OUTD	
'0305	EDA3	0482	OUTI	
		0483 ;		
'0307	F1	0484	POP	AF
'0308	C1	0485	POP	BC
'0309	D1	0486	POP	DE
'030A	E1	0487	POP	HL
'030B	DDE1	0488	POP	IX
'030D	FDE1	0489	POP	IY
'030F	F5	0490	PUSH	AF
'0310	C5	0491	PUSH	BC
'0311	D5	0492	PUSH	DE
'0312	E5	0493	PUSH	HL
'0313	DDE5	0494	PUSH	IX
'0315	FDE5	0495	PUSH	IY
		0496 ;		
'0317	CB86	0497	RES	0,(HL)
'0319	DDCB0586	0498	RES	0,(IX+IND)
'031D	FDCB0586	0499	RES	0,(IY+IND)
'0321	CB87	0500	RES	0,A
'0323	CB80	0501	RES	0,B
'0325	CB81	0502	RES	0,C
'0327	CB82	0503	RES	0,D
'0329	CB83	0504	RES	0,E
'032B	CB84	0505	RES	0,H
'032D	CB85	0506	RES	0,L
		0507 ;		
'032F	CB8E	0508	RES	1,(HL)
'0331	DDCB058E	0509	RES	1,(IX+IND)
'0335	FDCB058E	0510	RES	1,(IY+IND)
'0339	CB8F	0511	RES	1,A
'033B	CB88	0512	RES	1,B
'033D	CB89	0513	RES	1,C
'033F	CB8A	0514	RES	1,D
'0341	CB8B	0515	RES	1,E
'0343	CB8C	0516	RES	1,H
'0345	CB8D	0517	RES	1,L
		0518 ;		
'0347	CB96	0519	RES	2,(HL)
'0349	DDCB0596	0520	RES	2,(IX+IND)
'034D	FDCB0596	0521	RES	2,(IY+IND)
'0351	CB97	0522	RES	2,A
'0353	CB90	0523	RES	2,B
'0355	CB91	0524	RES	2,C
'0357	CB92	0525	RES	2,D
'0359	CB93	0526	RES	2,E
'035B	CB94	0527	RES	2,H

ADDR	CODE	STMT	SOURCE	STATEMENT
'035D	CB95	0528		RES 2,L
		0529 ;		
'035F	CB9E	0530		RES 3,(HL)
'0361	DDCB059E	0531		RES 3,(IX+IND)
'0365	FDCB059E	0532		RES 3,(IY+IND)
'0369	CB9F	0533		RES 3,A
'036B	CB98	0534		RES 3,B
'036D	CB99	0535		RES 3,C
'036F	CB9A	0536		RES 3,D
'0371	CB9B	0537		RES 3,E
'0373	CB9C	0538		RES 3,H
'0375	CB9D	0539		RES 3,L
		0540 ;		
'0377	CBA6	0541		RES 4,(HL)
'0379	DDCB05A6	0542		RES 4,(IX+IND)
'037D	FDCB05A6	0543		RES 4,(IY+IND)
'0381	CBA7	0544		RES 4,A
'0383	CBA0	0545		RES 4,B
'0385	CBA1	0546		RES 4,C
'0387	CBA2	0547		RES 4,D
'0389	CBA3	0548		RES 4,E
'038B	CBA4	0549		RES 4,H
'038D	CBA5	0550		RES 4,L
		0551 ;		
'038F	CBAE	0552		RES 5,(HL)
'0391	DDCB05AE	0553		RES 5,(IX+IND)
'0395	FDCB05AE	0554		RES 5,(IY+IND)
'0399	CBAF	0555		RES 5,A
'039B	CBA8	0556		RES 5,B
'039D	CBA9	0557		RES 5,C
'039F	CBAA	0558		RES 5,D
'03A1	CBAB	0559		RES 5,E
'03A3	CBAC	0560		RES 5,H
'03A5	CBAD	0561		RES 5,L
		0562 ;		
'03A7	CBB6	0563		RES 6,(HL)
'03A9	DDCB05B6	0564		RES 6,(IX+IND)
'03AD	FDCB05B6	0565		RES 6,(IY+IND)
'03B1	CBB7	0566		RES 6,A
'03B3	CBB0	0567		RES 6,B
'03B5	CBB1	0568		RES 6,C
'03B7	CBB2	0569		RES 6,D
'03B9	CBB3	0570		RES 6,E
'03BB	CBB4	0571		RES 6,H
'03BD	CBB5	0572		RES 6,L
		0573 ;		
'03BF	CBBE	0574		RES 7,(HL)
'03C1	DDCB05BE	0575		RES 7,(IX+IND)
'03C5	FDCB05BE	0576		RES 7,(IY+IND)
'03C9	CBBF	0577		RES 7,A
'03CB	CBB8	0578		RES 7,B
'03CD	CBB9	0579		RES 7,C
'03CF	CBBA	0580		RES 7,D
'03D1	CBBB	0581		RES 7,E
'03D3	CBBC	0582		RES 7,H
'03D5	CBBD	0583		RES 7,L
		0584 ;		
'03D7	C9	0585		RET

ADDR	CODE	STMT	SOURCE	STATEMENT
'03D8	D8	0586	RET	C
'03D9	F8	0587	RET	M
'03DA	D0	0588	RET	NC
'03DB	C0	0589	RET	NZ
'03DC	F0	0590	RET	P
'03DD	E8	0591	RET	PE
'03DE	E0	0592	RET	PO
'03DF	C8	0593	RET	Z
		0594 ;		
'03E0	ED4D	0595	RETI	
'03E2	ED45	0596	RETN	
		0597 ;		
'03E4	CB16	0598	RL	(HL)
'03E6	DDCB0516	0599	RL	(IX+IND)
'03EA	FDCB0516	0600	RL	(IY+IND)
'03EE	CB17	0601	RL	A
'03F0	CB10	0602	RL	B
'03F2	CB11	0603	RL	C
'03F4	CB12	0604	RL	D
'03F6	CB13	0605	RL	E
'03F8	CB14	0606	RL	H
'03FA	CB15	0607	RL	L
		0608 ;		
'03FC	17	0609	RLA	
		0610 ;		
'03FD	CB06	0611	RLC	(HL)
'03FF	DDCB0506	0612	RLC	(IX+IND)
'0403	FDCB0506	0613	RLC	(IY+IND)
'0407	CB07	0614	RLC	A
'0409	CB00	0615	RLC	B
'040B	CB01	0616	RLC	C
'040D	CB02	0617	RLC	D
'040F	CB03	0618	RLC	E
'0411	CB04	0619	RLC	H
'0413	CB05	0620	RLC	L
		0621 ;		
'0415	07	0622	RLCA	
		0623 ;		
'0416	ED6F	0624	RLD	
		0625 ;		
'0418	CB1E	0626	RR	(HL)
'041A	DDCB051E	0627	RR	(IX+IND)
'041E	FDCB051E	0628	RR	(IY+IND)
'0422	CB1F	0629	RR	A
'0424	CB18	0630	RR	B
'0426	CB19	0631	RR	C
'0428	CB1A	0632	RR	D
'042A	CB1B	0633	RR	E
'042C	CB1C	0634	RR	H
'042E	CB1D	0635	RR	L
		0636 ;		
'0430	1F	0637	RRA	
		0638 ;		
'0431	CB0E	0639	RRC	(HL)
'0433	DDCB050E	0640	RRC	(IX+IND)
'0437	FDCB050E	0641	RRC	(IY+IND)
'043B	CB0F	0642	RRC	A
'043D	CB08	0643	RRC	B

ADDR	CODE	STMT	SOURCE	STATEMENT
'043F	CB09	0644	RRC	C
'0441	CB0A	0645	RRC	D
'0443	CB0B	0646	RRC	E
'0445	CB0C	0647	RRC	H
'0447	CB0D	0648	RRC	L
		0649 ;		
'0449	0F	0650	RRCA	
		0651 ;		
'044A	ED67	0652	RRD	
		0653 ;		
'044C	C7	0654	RST	0
'044D	CF	0655	RST	08H
'044E	D7	0656	RST	10H
'044F	DF	0657	RST	18H
'0450	E7	0658	RST	20H
'0451	EF	0659	RST	28H
'0452	F7	0660	RST	30H
'0453	FF	0661	RST	38H
		0662 ;		
'0454	9E	0663	SBC	A, (HL)
'0455	DD9E05	0664	SBC	A, (IX+IND)
'0458	FD9E05	0665	SBC	A, (IY+IND)
'045B	9F	0666	SBC	A, A
'045C	98	0667	SBC	A, B
'045D	99	0668	SBC	A, C
'045E	9A	0669	SBC	A, D
'045F	9B	0670	SBC	A, E
'0460	9C	0671	SBC	A, H
'0461	9D	0672	SBC	A, L
'0462	DE20	0673	SBC	A, N
		0674 ;		
'0464	ED42	0675	SBC	HL, BC
'0466	ED52	0676	SBC	HL, DE
'0468	ED62	0677	SBC	HL, HL
'046A	ED72	0678	SBC	HL, SP
		0679 ;		
'046C	37	0680	SCF	
		0681 ;		
'046D	CBC6	0682	SET	0, (HL)
'046F	DDCB05C6	0683	SET	0, (IX+IND)
'0473	FDCB05C6	0684	SET	0, (IY+IND)
'0477	CBC7	0685	SET	0, A
'0479	CBC0	0686	SET	0, B
'047B	CBC1	0687	SET	0, C
'047D	CBC2	0688	SET	0, D
'047F	CBC3	0689	SET	0, E
'0481	CBC4	0690	SET	0, H
'0483	CBC5	0691	SET	0, L
		0692 ;		
'0485	CBCE	0693	SET	1, (HL)
'0487	DDCB05CE	0694	SET	1, (IX+IND)
'048B	FDCB05CE	0695	SET	1, (IY+IND)
'048F	CBCF	0696	SET	1, A
'0491	CBC8	0697	SET	1, B
'0493	CBC9	0698	SET	1, C
'0495	CBCA	0699	SET	1, D
'0497	CBCB	0700	SET	1, E
'0499	CBCC	0701	SET	1, H

ADDR	CODE	STMT	SOURCE	STATEMENT
'049B	CBCD	0702	SET	1,L
		0703 ;		
'049D	CBD6	0704	SET	2,(HL)
'049F	DDCB05D6	0705	SET	2,(IX+IND)
'04A3	FDCB05D6	0706	SET	2,(IY+IND)
'04A7	CBD7	0707	SET	2,A
'04A9	CBD0	0708	SET	2,B
'04AB	CBD1	0709	SET	2,C
'04AD	CBD2	0710	SET	2,D
'04AF	CBD3	0711	SET	2,E
'04B1	CBD4	0712	SET	2,H
'04B3	CBD5	0713	SET	2,L
		0714 ;		
'04B5	CBDE	0715	SET	3,(HL)
'04B7	DDCB05DE	0716	SET	3,(IX+IND)
'04BB	FDCB05DE	0717	SET	3,(IY+IND)
'04BF	CBDF	0718	SET	3,A
'04C1	CBD8	0719	SET	3,B
'04C3	CBD9	0720	SET	3,C
'04C5	CBDA	0721	SET	3,D
'04C7	CBDB	0722	SET	3,E
'04C9	CBDC	0723	SET	3,H
'04CB	CBDD	0724	SET	3,L
		0725 ;		
'04CD	CBE6	0726	SET	4,(HL)
'04CF	DDCB05E6	0727	SET	4,(IX+IND)
'04D3	FDCB05E6	0728	SET	4,(IY+IND)
'04D7	CBE7	0729	SET	4,A
'04D9	CBE0	0730	SET	4,B
'04DB	CBE1	0731	SET	4,C
'04DD	CBE2	0732	SET	4,D
'04DF	CBE3	0733	SET	4,E
'04E1	CBE4	0734	SET	4,H
'04E3	CBE5	0735	SET	4,L
		0736 ;		
'04E5	CBEE	0737	SET	5,(HL)
'04E7	DDCB05EE	0738	SET	5,(IX+IND)
'04EB	FDCB05EE	0739	SET	5,(IY+IND)
'04EF	CBEF	0740	SET	5,A
'04F1	CBE8	0741	SET	5,B
'04F3	CBE9	0742	SET	5,C
'04F5	CBEA	0743	SET	5,D
'04F7	CBEB	0744	SET	5,E
'04F9	CBEC	0745	SET	5,H
'04FB	CBED	0746	SET	5,L
		0747 ;		
'04FD	CBF6	0748	SET	6,(HL)
'04FF	DDCB05F6	0749	SET	6,(IX+IND)
'0503	FDCB05F6	0750	SET	6,(IY+IND)
'0507	CBF7	0751	SET	6,A
'0509	CBF0	0752	SET	6,B
'050B	CBF1	0753	SET	6,C
'050D	CBF2	0754	SET	6,D
'050F	CBF3	0755	SET	6,E
'0511	CBF4	0756	SET	6,H
'0513	CBF5	0757	SET	6,L
		0758 ;		
'0515	CBFE	0759	SET	7,(HL)

ADDR	CODE	STMT	SOURCE	STATEMENT
'0517	DDCB05FE	0760	SET	7,(IX+IND)
'051B	FDCB05FE	0761	SET	7,(IY+IND)
'051F	CBFF	0762	SET	7,A
'0521	CBF8	0763	SET	7,B
'0523	CBF9	0764	SET	7,C
'0525	CBFA	0765	SET	7,D
'0527	CBFB	0766	SET	7,E
'0529	CBFC	0767	SET	7,H
'052B	CBFD	0768	SET	7,L
		0769 ;		
'052D	CB26	0770	SLA	(HL)
'052F	DDCB0526	0771	SLA	(IX+IND)
'0533	FDCB0526	0772	SLA	(IY+IND)
'0537	CB27	0773	SLA	A
'0539	CB20	0774	SLA	B
'053B	CB21	0775	SLA	C
'053D	CB22	0776	SLA	D
'053F	CB23	0777	SLA	E
'0541	CB24	0778	SLA	H
'0543	CB25	0779	SLA	L
		0780 ;		
'0545	CB2E	0781	SRA	(HL)
'0547	DDCB052E	0782	SRA	(IX+IND)
'054B	FDCB052E	0783	SRA	(IY+IND)
'054F	CB2F	0784	SRA	A
'0551	CB28	0785	SRA	B
'0553	CB29	0786	SRA	C
'0555	CB2A	0787	SRA	D
'0557	CB2B	0788	SRA	E
'0559	CB2C	0789	SRA	H
'055B	CB2D	0790	SRA	L
		0791 ;		
'055D	CB3E	0792	SRL	(HL)
'055F	DDCB053E	0793	SRL	(IX+IND)
'0563	FDCB053E	0794	SRL	(IY+IND)
'0567	CB3F	0795	SRL	A
'0569	CB38	0796	SRL	B
'056B	CB39	0797	SRL	C
'056D	CB3A	0798	SRL	D
'056F	CB3B	0799	SRL	E
'0571	CB3C	0800	SRL	H
'0573	CB3D	0801	SRL	L
		0802 ;		
'0575	96	0803	SUB	(HL)
'0576	DD9605	0804	SUB	(IX+IND)
'0579	FD9605	0805	SUB	(IY+IND)
'057C	97	0806	SUB	A
'057D	90	0807	SUB	B
'057E	91	0808	SUB	C
'057F	92	0809	SUB	D
'0580	93	0810	SUB	E
'0581	94	0811	SUB	H
'0582	95	0812	SUB	L
'0583	D620	0813	SUB	N
		0814 ;		
'0585	AE	0815	XOR	(HL)
'0586	DDAE05	0816	XOR	(IX+IND)
'0589	FDAE05	0817	XOR	(IY+IND)

ADDR	CODE	STMT	SOURCE	STATEMENT
'058C	AF	0818	XOR	A
'058D	A8	0819	XOR	B
'058E	A9	0820	XOR	C
'058F	AA	0821	XOR	D
'0590	AB	0822	XOR	E
'0591	AC	0823	XOR	H
'0592	AD	0824	XOR	L
'0593	EE20	0825	XOR	N
		0826		;
		0827	END	

ERRORS=0000

