

# XA80 Assembler User Manual V0.2

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## 1. Introduction

### 1.1. Disclaimer

XA80 is experimental open source software and is not guaranteed to work correctly in all conditions.

All trademarks are acknowledged as belonging to their respective owners.

### 1.2. Document purpose

This document is the User Manual for XA80, **X** (Cross) **A**ssembler for **x80** processors. Its purpose is to provide a reference on how the application should be used, with examples where appropriate.

### 1.3. Application scope

XA80 is a multi-platform cross assembler available for Windows, Linux and MacOS. It is intended to be used with the following 8/16 bit processors:

- 8080
- 8085
- Z80
- Z180

Being open source, the software naturally lends itself to being extensible should other processor types or families be required or other target operating systems be required.

### 1.4. Application features

Here are some of the key features of XA80:

- Open source
- Two pass assembler
- Supports mnemonics from different processors (8080, 8085, Z80, Z180)
- Opcode compiler so you can add your own secret/hidden instructions and extend to other processor variants in the "family"
- Macro capability with nested expansion of macros allowed
- Conditional assembly with IF / IFDEF / IFNDEF
- Full expression evaluator with many functions and string handling capability
- Rich set of command line switches
- XA80 Environment variable for commonly used parameters
- Runs on any hardware supported by Lazarus/FPC (Windows, macOS, Linux, etc. etc.)

- Fast - will assemble the CP/M BDOS22.ASM (3,289 lines) and CCP22.ASM files (1,325 lines) with map file and listing outputs (total 105 pages) in approx 0.15 seconds using a Core i7 laptop, Acer Aspire 5 A515-56

## **1.5. Related documents**

Opcode compiler user manual

## 2. XA80 Line Structure

The assembly is divided into a number of text lines, each of which is processed independently. The main elements of each line are:

- Labels
- Directives
- Instructions
- Macro references
- Operands
- Comments

### 2.1. Labels

The purpose of labels is to either identify a program location, or to define a variable value.

Labels are predominately alphabetic but can contain a number of allowed special characters. After the first character of the label, digits are also allowed.

The special characters are: . ? @ \_ \$

Finally, the label may be suffixed by a colon : character, although this is optional. A popular convention is for program locations to use a colon and variable definitions to exclude this, however this convention is not enforced.

#### 2.1.1. Program location labels

Program location labels are used to access embedded data or to facilitate branch/jump/call instructions. They must always start on the first character of the line. A typical example would be:

```
START:                ; Program starts here
                      LD      B,4           ; Loop 4 times
                      LD      HL, TABLE    ; Point to data
LOOP:                 AND      A, (HL)      ; Mask bits
                      JR      Z, EXIT       ; Leave if done
                      INC      HL           ; Bump pointer
                      DJNZ     LOOP         ; Back round again
EXIT:
:
:
:
TABLE:               DB      0x1F, 0x23, 0x7A, 0xB7
```

### 2.1.2. Variable definition labels

Labels to define variables can be formed with either of the equate commands; these are **EQU** and **=**.

**EQU** would normally be used for a variable which is defined once and is unlikely to change during the assembly. If the value is re-assigned, assembly will continue, however a warning will be issued.

**=** has the same functionality as **EQU**, however no warning is issued when the value changes. This makes it well matched to looping structures such as **WHILE** and **REPEAT** which are covered in sections 4.20 and 4.16 respectively.

Labels defined as program locations can never be redefined and an error will be issued if this is attempted.

Some examples of variable definition labels:

```
MEMSIZE      EQU      8192                ; Set program memory size
FAILMASK     EQU      %10110110          ; Mask for fail bits
MAX_RECS     EQU      128                ; Max records allowed
REC_SIZE     EQU      14                 ; Size of each record
MEM_USE      EQU      MAX_RECS*REC_SIZE  ; Calculated definition
              I = 0                      ; Reset loop var
              I = I + 1                  ; Increment loop var
```

#### Label case sensitivity

Labels are, by default, not case sensitive. This can be set by the environment variable and further overridden by the command line option **-k** or **--case-sensitive**. See sections 5.1.2 for more information on the environment and command line variables.

## 2.2. Directives

Directives are the commands that drive the assembler behaviour which do not form part of the code itself. Directives may be followed by zero or more operands; this will depend on the nature of the directive itself.

More information on each of the directives and their use can be found in section 4.

Some examples of directives are:



```

ORG    0x0200                ; Set program addr
WARNOFF                ; Turn warnings off
TITLE  "Disk controller V2" ; Title of reports
INCLUDE "macrodef.inc"      ; Include file
DB     "Hello",13,10,"$"    ; Define some text

```

As directives can conditionally alter the assembly, it's not good practice to put a label on some directive lines as there is no guarantee the label will be handled correctly. Please review the following example:

```

DELAY      MACRO
              JR      NC, EXIT{#}
              LD      B, 18
D_LOOP{#}:  NOP
              DJNZ    D_LOOP{#}
EXIT{#}:    ENDM

```

The macro, when expanded, will not include the first line **DELAY MACRO** or the last line **EXIT{#}: ENDM** lines so the **EXIT{#}** label will never be created.

But for some directives, a label is desirable or even essential, for example:

```

TABLE:      DW      0x12FA, 0x1410, 0x2AB8...

```

For this reason, the following behaviour is used:

Directive	Label	Examples
Macro expansion	Will cause Error	ENDM
Not data defining	Will cause Warning	ORG, IF, WHILE, WARNOFF
Data or macro defining	Accepted	MACRO, DB, DW

## 2.3. Instructions

Instructions are the backbone of the code generation. The general format is:

```
[label[:]] opcode [operand1 [, operand2] [comment]
```

The label will always be at the start of the line and may, optionally, be suffixed with a colon. The colon is not stored in the label list or referenced later on.

The opcode is one of the mnemonics defined for the chose processor type. Please note that the mnemonics for the Z80/Z180 are very different to the 8080/8085 although the functionality may be the same.

Whilst the opcodes for the referenced processors are set in stone, it's possible to use the opcode compiler to create extra instructions that are not present in the

legacy processors. A separate document details the operation of the opcode compiler<sup>1</sup>.

A full list of opcodes available is detailed in appendix section 5.2.

## 2.4. Macro references

Once a macro has been defined, it can be referenced simply by using the name of the macro. Optional operands may follow the macro name. Some examples of macro references are:

```

DELAY 18                ; Delay for 18 loops
MVMEM BUF, TABLE, 32  ; Move table to buffer
WRITE_STR              ; Write out a string to console

```

## 2.5. Operands

Operands are optionally used by directives, instructions and macro references. They can be registers, numeric or string, and a rich set of operators and functions allows calculations to be performed.

Expressions involving calculations are covered in more detail in section 3.

### 2.5.1. Register operands

Register operands are short and fixed definitions which typically refer to processor registers or flag conditions, the list is:

A	H	NC
AF	HL	NZ
AF'	(HL)	P
B	I	PE
BC	IX	PO
(BC)	(IX)	PSW
C	(IX+disp)	R
(C)	IY	SP
D	(IY)	(SP)
DE	(IY+disp)	Z
(DE)	L	
E	M	

Not all operands are available on all processor types, for example PSW is available on 8080/8085, (IX) is available on Z80/Z180.

<sup>1</sup> Amending the opcodes for existing processors will require that the assembler is recompiled to create a new binary. Adding new processors will also require amendments to the assembler source code

Any items from the table above, if used on a specific processor, effectively become reserved words. For example, **PSW** cannot be used as a variable in a 8085 assembler file as it's a register but it *could* be used in a Z80 assembler file.

Examples of register operands are:

LD	A, B
LD	HL, BC
LD	A, (HL)
LD	(IX+2), A

## 2.5.2. Numeric operands

Numeric operands are 8 or 16 bit values which can be numeric constants, addresses, variables, or calculated values.

Numeric constants can be in binary, octal, decimal or hexadecimal forms. Examples are:

```
LD    A,%10110100      ; Binary
LD    B,0b10110100     ; Binary
LD    C,10110100B      ; Binary
LD    D,123O           ; Letter O, (not zero) for octal
LD    E,123Q           ; Letter Q also used for octal
LD    H,95             ; Decimal
LD    BC, #AB20        ; Hex
LD    DE,$AB20         ; Hex
LD    HL,0xAB20        ; Hex
LD    IX,0AB20H        ; Hex (must start with numeric!)
LD    IY,2AB8H         ; Hex
```

The use of letters in the constants is not case sensitive, **q** and **x** are treated the same as **Q** and **X**.

Addresses can be:

- Numeric operands
- Addresses which have been defined as program locations already
- Addresses which have yet to be defined

The following are examples of the above:

```
DEST:      DS      128          ; Buffer is 128 bytes
START:     LD      BC,0x0400    ; Number of bytes to copy
           LD      HL,TABLE     ; Get table address, defined later
           LD      DE,DEST      ; Get destination, already defined
TABLE:     DB      1,2,3,5,8,13,...
```

## 2.5.3. String operands

String operands can be enclosed within single or double quotes. If a numeric value is expected, the ordinal (ASCII) value of the first character of the string is taken. If the string is empty, then 0 is used.

Some examples are:

```
TITLE:      DB      "Hello World"
MESSAGE:    DB      'Error on line '
            LD      A,'0'                ; Offset to convert digit
```

## 2.5.4. Indirection

Some operands use indirection, for example:

```
LD      A,0x12                ; Load A with the value 0x12
LD      A,(0x12)              ; Load A with value stored in
                              ; memory location 0x0012
```

The assembler also uses ( ) parenthesis to alter the precedence of results, however a set of rules allows parenthesis to be differentiated from indirection. The following examples demonstrate how this works in practice:

```
LD      A,(1+2*3+4)           ; Indirect
LD      A,(1+2)*(3+4)         ; Not indirect
LD      A,(IX+4)              ; Indirect
LD      A,(1+2)*3             ; Not indirect
```

## 2.6. Comments

Comments allow descriptive text to be added without influencing the operation of the assembler. There are three different types of comments available:

Style	Format	Description
1a	optional_text ; comment	Any text from a ; onwards will be treated as a comment. Text prior to the ; will be treated as valid information and will be processed by the assembler
1b	optional text // comment	Any text from the // onwards will be treated as a comment
2	* comment	A * at the start of a line will process all following characters as a comment

The following code example shows how comments can be used:

```
*****
*
*  ASSEMBLY FILE TEST
*
*****

BIT_MASK    EQU    01101001B        ; Use this to get correct flags
FACTOR      EQU    (10 + 3) * 2      // Calculation used

// Code starts here

START:
        XOR    A,A                    ; Zero A
        :      :
```

### 3. Expressions

Expressions can be integer or string in nature and are formed from literal values, symbols, operators and functions. Examples are:

```
A > B
1 << bit_5
2 + 3 * 4
LOW(address)
15 * (1 + 2)
Pos("-",title)
IIF(i>5,1,0)
build()
Left(title,3)
IIF(p==0,"Zero","Non-zero")
```

#### 3.1. Literal values

Literal values can be:

- Binary numbers, prefixed by %, 0b or suffixed with B. For example %01101001, 0b11011 or 110B
- Octal numbers, suffixed with letter O or Q. For example 123O or 777q
- Decimal numbers – for example 123, 123D or 0
- Hexadecimal numbers, which can be prefixed by #, \$, 0x or suffixed by H<sup>2</sup>. For example #33A, \$ff78 or 33AH<sup>3</sup>
- String values enclosed in single or double quotes, for example "MyString"
- ASCII values of characters in single or double quotes, for example 'A' returns the hex value 65

#### 3.2. Symbols

Symbols are constant values or variables used within the assembly. They can be associated with:

- A null value
- An integer value
- A string value

A null value is produced when a symbol is declared but has no specific value associated with it. It is of most use with the **DEFINED ()** function.

---

<sup>2</sup> For hex literals, and B/H suffixes these are not case sensitive

<sup>3</sup> Hex literals using the H suffix must start with a digit. This is to avoid confusion with labels as FABH could be a hex literal or a label. In this instance, use 0FABH to make it clear to the assembler that this is a literal value

### 3.3. Operators

The following table of operators has been defined in the assembler. Please see section 0 for details of the precedence used when calculating.

Group	Operator	Purpose	Notes
Math	* / + - % mod ( )	Multiply Divide Add Subtract Modulo Grouping	Both % and mod are synonymous Use to group lower precedence items, e.g. 15*(2+3)
Bitwise	~ << shl >> shr &   ^	Unary NOT Shift left Shift right Bitwise AND Bitwise OR Bitwise XOR	Operates in a 16 bit space, so ~0x1fff yields 0xe000 Both << and shl are synonyms Both >> and shr are synonyms
Logical	! &&    == != <> < <= > >=	Logical NOT Logical AND Logical OR Compare equal Compare not equal Compare less than Compare less than or equal Compare greater than Compare greater than or equal	!= and <> are synonyms

Logical operators take inputs of 0 = False, anything else = True. They will return 0 for False or 1 for True. For example:



```

DB      123 || 7          ; Yields 1
DB      (1 > 2) && 17      ; Yields 0
DB      !123              ; Yields 0

```

### 3.4. Operator and Expression Precedence

Expressions are evaluated using the following precedence, lowest precedence number is evaluated first:

Precedence	Type	Element
1	Top of food chain	( bracketed expression ) Functions
2	Unary expression	+ - ! (logical not) ~ (bitwise not)
3	Multiplicative expression	* / % mod
4	Additive expression	+ -
5	Shift expression	<< shl >> shr
6	Compare expression	< > <= >=
7	Equivalence expression	== != <>
8	Binary AND expression	&
9	Binary XOR expression	^
10	Binary OR expression	
11	Logical AND expression	&&
12	Logical OR expression	

### 3.5. Integer Functions

These are functions returning an integer value. They may be dealing with strings.

Function	Description
ASC(string)	Takes the ASCII ordinal value of the first character of the string. If the string is empty, a value of zero is returned
DEFINED(variable)	Returns 1 if a variable has been defined or 0 if not
HIGH(expression)	Returns the high byte of an expression (bits 8 to 15)
IIF(expression,true_exp,false_exp)	If the expression is non-zero, true_exp is returned otherwise false_exp is returned
LENGTH(string)	Returns the length of a string in characters
LOW(expression)	Returns the low byte of an expression (bits 0 to 7)
ORG \$	Returns the current program counter. \$ is a synonym for ORG
POS(substr,string)	Returns the position of a substring within a string. If the substring is not found, zero is returned
VALUE(string)	Converts a string to a numeric value

### 3.6. String Functions

A number of string functions are available within XA80:

Function	Description
BUILD()	Provides the build number of the software as a string
CHR(expression)	Converts a numeric expression into an ASCII character. For example CHR(65) gives "A"
DATE()	Return the date as a string in the form YYYY-MM-DD
HEX(expression) HEX(expression, digits)	Returns a string of hex digits which represents the number. If digits is present, it is used to specify the minimum size of the result

IIF(expression,true_exp,false_exp)	If integer expression is non-zero, the string expression true_exp is returned otherwise the string expression false_exp is returned
LEFT(string,count)	Take the leftmost count characters from a string
LOWER(string)	Take the lower case value of string
MID(string,start,count)	Take the middle of a string from start for count characters
STRING(number)	Convert a number to a string value
RIGHT(string,count)	Take the rightmost count characters from a string
TIME()	Return the time as a string in the form HH:MM:SS
UPPER(string)	Return the upper case value of a string
VERSION()	Version string for the assembler

## 4. Directives

This section discusses the directives in more detail.

### 4.1. CODE

Not implemented at this time.

### 4.2. CPU

Ignored directive. It has been included for compatibility with earlier source code and raises a warning when used. XA80 is unable to support this command as the processor type needs to be known at the start to create parsers, tokenisers, etc.

### 4.3. DATA

Not implemented at this time.

### 4.4. DB / DEFB – Define Bytes

The **DB** directive allows bytes of data to be defined in memory. These can come from 8 bit signed or unsigned values, or from string values. **DEFB** is a synonym for **DB**.

Examples are:

TABLE:	DB	1,1,2,3,5,8,13,21...
HELLO:	DB	"Hello World"
COUNTL:	DB	LOW(BUFSIZE << 3)
COUNTH:	DB	HIGH(BUFSIZE<<3)

### 4.5. DS / DEFS – Define Storage

The **DS** directive takes one of two forms. Either with one operand to allocate so many bytes of memory, or two operands to fill memory with a certain byte value. **DEFS** is a synonym for **DS**.

Examples are:

BUF:	DS	128	; Reserve 128 bytes
FPVAL:	DS	4,0	; Empty floating point value

## 4.6. DW / DEFW – Define Word

The **DW** directive allows bytes of data to be defined in memory. These can come from 16 bit signed or unsigned values. **DEFW** is a synonym for **DW**. Data is stored in little-endian form, the low 8 bits is stored first.

Examples are:

```
TABLE:      DW      1,1,2,3,5,8,13,21...
TABLESIZE:  DW      $ - TABLE
COUNT:     DB      BUFSIZE << 3
```

## 4.7. EXTERN

Not implemented at this time.

## 4.8. END

Defines the end of assembly. Any operands after the **END** command will raise a warning. This command is not actually needed to signal the end of the input.

## 4.9. EQU / = - Equate

**EQU**ate allows a label to equate to a value. Value can be either a 16 bit integer or a string value, XA80 allows both.

**EQU** and **=** are similar, the only difference being that if a label is redefined with **EQU**, a warning is displayed. If the label is redefined with **=** then no warning is issued.

Some examples:

```
START:                                     ; Program label no warning
LABEL      EQU      10                     ; No warning
J          = 7                             ; No warning
USER       EQU      "Fred"                 ; No warning
NAME       =        "Bill"                 ; No warning

START:                                     ; Fatal error - redefining prog label
LABEL      EQU      12                     ; Warning - redefining EQU label
J          = J + 1                         ; No warning, = allows this
USER       EQU      "John"                 ; Warning - redefining EQU label
NAME       =        "Mike"                 ; No warning, = allows this
```

## 4.10. GLOBAL

Not implemented at this time.

## 4.11. IF / ELSE / ENDIF

Allows conditional assembly. The format is:

```
IF    <expression>
<program block>
:
ENDIF
```

or:

```
IF    <expression>
<program block>
:
ELSE
<program block>
:
ENDIF
```

<expression> is any expression producing a logical value (zero or non-zero). Should the expression evaluate to 0 and the block is not assembled, it will still be necessary to part-assemble each line so that **ELSE** and **ENDIF** directives can be captured.

An example is:

```
IF    $ < 0xF800
DB    "Big long description of the assembler "
DB    "can be put in here",13,10,"$"
ELSE
DB    "Short description",13,10,"$"
ENDIF
```

When the input is assembled, the resulting listing file will put | at the sidebar to show code which has been included, and : to show code that has been excluded. This is helpful to follow the logic of **IF / ELSE / ENDIF**.

An example of the listing output is:

```

                                25 |    IF GOODVAL
                                26 |        MSGINFO "Producing some code"
0000: 00                        27 |        NOP
0001: 00                        28 |        NOP
0002: 00                        29 |        NOP
                                30 |    IF 1 > 2
                                31 :        MSGERROR "We shouldn't be here"
                                32 :    ELSE
0003: 3E 7B                    33 |        LD        A,123
                                34 |    ENDIF
                                35 |    ELSE
                                36 :        MSGERROR "We shouldn't be here"
                                37 :        LD        A, LOW(NEWVAL + 5678)
                                38 :    ENDIF
                                39 |

```

## 4.12. LISTOFF / LISTON

These directives take no operands and decide whether a listing output is produced or not. The directives can be interspersed at any point in the code.

## 4.13. MACRO / ENDM

Macros allow repetitive coding tasks to be represented as templates which can be deployed multiple times.

### 4.13.1. General format

The general format is:

```

<label>    MACRO <opt-param-names>
            <macro-definition>
            :
            ENDM

```

### 4.13.2. Optional parameter names

If parameters are going to be passed to the macro, the names can be listed during the **MACRO** line. These should follow the rules for naming labels, for example not starting off with a digit.

The parameter names are later expanded, using the { } characters.

### 4.13.3. Macro definition

The macro definition is like any other code block, however substitutions can be used either with a unique expansion serial number using `{#}` or the parameter with `{param-name}`.

### 4.13.4. ENDM

The ENDM directive must be present as it is the only way of terminating the macro definition.

### 4.13.5. Macro expansion

Macro expansion takes place when the label used to define the macro is later used as a directive. The following code gives an example of a simple macro definition and it being used.

```
ZERO4      MACRO address
            XOR    A,A                ; Zero A
            LD     [address],A
            LD     [address+1],A
            LD     [address+2],A
            LD     [address+3],A
            ENDM

            ZERO4 fpval1
```

### 4.13.6. Macro program labels

Program labels defined within macros are always global. Consider the following macro:

```
DELAY      MACRO
            LD     B, 18
D_LOOP:    NOP
            DJNZ   D_LOOP
            ENDM
```

Upon expanding the macro, one program label will be produced which is `D_LOOP`. This is all OK until you reference the macro a second time, it will create another `D_LOOP` variable which will cause an assembler error.

This is resolved by using the macro expansion serial number `{#}`. Each macro expansion will generate a sequentially increasing serial number which is guaranteed to be unique to that expansion. This can be embedded in the label, or indeed anywhere in the macro definition, to be substituted when the macro is expanded.



A rewrite of the previous example could be:

```

DELAY      MACRO
            LD      B, 18
D_LOOP{#}: NOP
            DJNZ    D_LOOP{#}
            ENDM

```

Using the macro reference DELAY twice in succession, will cause the following code to be assembled:

```

D_LOOP0:   LD      B, 18
            NOP
            DJNZ    D_LOOP0
            :
            LD      B, 18
D_LOOP1:   NOP
            DJNZ    D_LOOP1

```

Note that the labels are now unique to each macro expansion, so no error message will be generated.

#### 4.13.7. Macro parameter expansion

Any parameter names supplied with the macro definition can be expanded. The passed parameter can be an integer value, a string, or even a register name.

An example of the parameters is:

```

DELAY      MACRO cycles
            LD      B,{cycles}          ; cycles contains the parameter
DLY2{#}:   NOP                          ; Short delay
            DJNZ    DLY2{#}             ; Loop back if more to do

            DELAY 18                     ; Invoke the macro

```

Another example, this time using registers:

```

SWAP8      MACRO reg1, reg2              ; Swap 8 bit reg (but not A !)
            PUSH    AF                    ; Save A for now
            LD      A,{reg1}
            LD      {reg1},{reg2}
            LD      {reg2},A
            POP     AF

            SWAP8   H,L
            SWAP8   D,B

```

## 4.14. MSGINFO / MSGWARNING / MSGERROR

These provide messages on the console, or error log as the assembly takes place. They are only produce in pass 1 of the assembly.

The format is:

MSGINFO	"Will show on console as info"
MSGWARNING	"Will show on console as warning"
MSGERROR	"Will show on console as error"

## 4.15. ORG

Sets the code origin for the assembler. The assembler starts assembling from address 0 and will increment as code and data bytes are output, unless this instruction is encountered.

An example is:

ORG	0x0200	; Code starts at 0 ; Set origin to 0200
-----	--------	--

## 4.16. REPEAT / ENDR

**REPEAT** allows a block of code to be repeated a pre-defined number of times. For example, the macro example shown in section 4.13.5 could employ from the **REPEAT** directive:

ZERO4	MACRO address	
	XOR A,A	; Zero A
	I = 0	
	REPEAT 4	
	LD [address+I],A	
	I = I + 1	
	ENDR	
	ENDM	

## 4.17. TITLE

Sets the title of the listing files, an example is:

TITLE "Disk controller V2"
----------------------------

## 4.18. UDATA

Not implemented at this time.

## 4.19. WARNOFF / WARNON

These directives take no operands and decide whether warnings are produced or not. The directives can be interspersed at any point in the code.

They are overridden by the command line and environment in that if the environment/CL turns warnings off, the code cannot turn them on again.

## 4.20. WHILE / ENDW

The **WHILE** directive is very similar to the **REPEAT** directive. Unlike **REPEAT** where the expression is evaluated once at the start, the **WHILE** directive is evaluated every time it goes round the loop.

For this reason, it is possible for an infinite loop to be created.

An example of the **WHILE** directive is the following piece of code which creates a table of prime numbers:

```
;
; TEST_WHILE.Z80
;
; Test the WHILE and ENDW statements
;
; Duncan Munro
; 05/06/2023
;

;
; Generate a table of prime numbers up to 100
;

MAXPRIME    EQU    100

PRIMETABLE:
    J = 1
    WHILE J <= MAXPRIME
        MSGINFO "J=" + STRING(J)
        PRIME = 1
        K = 3
        WHILE PRIME && (K <= J / 2)
            MSGINFO "  K=" + STRING(K)
            IF (J MOD K) == 0
                PRIME = 0
            ELSE
                K = K + 2
            ENDIF
        ENDW
        IF PRIME
            DW J
        ENDIF
        J = J + 2
    ENDW

    PRIMECOUNT = ($ - PRIMETABLE) / 2

END
```

## 5. Appendices

### 5.1. Appendix - Environment

#### 5.1.1. Defaults and precedence

The program environment is controlled by a series of defaults, the XA80 environment variable and the command line options.

In terms of precedence, the command line overrides the environment variable, and the environment variable overrides the defaults.

For example if the default for case sensitive is No, it can be overridden in the environment variable with

```
SET XA80=--case-sensitive=1;option;option;...
```

This will enable the assembler to respect case sensitivity on each use. However, the command line can override this.

```
XA80 source_files\*.asm --case-sensitive=0
```

The above will turn case sensitivity back off again.

#### 5.1.2. Environment list

The following table lists the variables for the assembler and whether they can be amended in the environment or command line:

Short	Long	Values	Default
-b	--debug	0 = No debug info included in object file 1 = Basic debug info (line numbers) 2 = Full debug info (line numbers and source)	0
-c	--com	Specifies .com file	None
-d	--define	Defines one or more symbols	Empty
-e	--errorlog	Specifies the error log file	None
-h	--help	Displays help on the program use	N/A
-i	--include	Sets the include folders to use	Empty
-k	--case-sensitive	0 = Not case sensitive 1 = Case sensitive	0

Short	Long	Values	Default
-l	--listing	Specifies the listing file	None
-m	--map	Specifies the map file	None
-o	--object	Specifies the object file	None
-p	--processor	8080 = Intel 8080 8085 = Intel 8085 Z80 = Zilog Z80 Z180 = Zilog Z180	Z80
-s	--show	Show the specified topic	N/A
-t	--tab	Specifies the tab indent to use, typically 4 or 8	4
-v	--verbose	0 = Silent, only fatal errors 1 = Show only warnings and errors 2 = Normal informational level 3 = Verbose, show more info 4 = WarAndPeace, show lots of info 5 = Debug info, only used while developing	2
-w	--warnings	0 = Warnings off 1 = Warnings on	1
-x	--hex	Specifies the file to use for Intel hex listing	

### 5.1.3. Specifying files

Filenames can be filenames, folders or the wildcard. They default to empty, so for example running the assembler with the following command will not produce any output of any kind:

```
XA80 myfile.asm --processor=8080
```

#### 5.1.3.1. Filenames

A set filename can be used on the command line, although it's of limited use for the environment variable.

```
XA80 myfile.asm --hex=output
XA80 test.z80 --hex=myfile.hx2
```

The first line above will create the output file **output.hex** in the same folder as **myfile.asm** is located. Note that the **.hex** extension has automatically been added. If an extension is specified, as in the second line, it will not be overridden.

### 5.1.3.2. Folders

If the option obviously looks like a folder, it will be used and the output name will be made from the source assembly name with an appropriate extension. For example:

```
XA80 myfile.asm -c c:\temp\comfiles
```

If the folder **c:\temp\comfiles** exists, this will assemble **myfile.asm** into **c:\temp\comfiles\myfile.com** otherwise it will assemble it into **c:\temp\comfiles.com**.

To ensure the the parameter is recognised as a folder, put a suitable trailing delimiter for the operating system. For Linux or MacOS the following could be used:

```
XA80 myfile.asm -c /tmp/outputfiles/
```

If the folder **/tmp/outfiles/** does not exist, it will be created. The result file will be **/tmp/outputfiles/myfile.com**.

### 5.1.3.3. Wildcard output

It may be desirable to create an output file with the same base name as the input, in which case the following will carry this out:

```
XA80 myfile.asm --com --map
```

The above command will create the output files **myfile.com** and **myfile.map**.

### 5.1.3.4. Wildcard environment variable

If it's necessary to produce output files by default, these can be put in the environment variable by using just the **\*** character on its own:

```
SET XA80=--com=*;--map=*
```

The above will always create a suitably named **.com** and **.map** file as output.

### 5.1.4.Symbol defines

Symbols can be predefined either from the command line or environment variable. Definition options are:

- Null value – symbol is defined but doesn't contain anything, useful with the **DEFINED()** function
- Numeric value, 16 bit signed or unsigned
- String value

Different fields are separated with the semicolon ; character, for example:

```
XA80 myfile.asm --define=DEBUG;BUFSIZE=128;TITLE="New prog"
```

There cannot be spaces between fields, however there can be spaces within strings.

### 5.1.5.Include folders

Much like symbol defines, a list of include folders can be submitted with folders separated by ; characters. Folders containing spaces must be enclosed by double quotes. For example:

```
XA80 myfile.asm -include=C:\temp;"c:\users\Duncan Munro"
```

### 5.1.6.Processor types

The list of available processor types can be increased by amending the software source code and compiling new opcode lists. This is an activity which is beyond the scope of this document.

### 5.1.7.Show topic

There are a number of "show" topics available from the assembler, some give useful information to the user, others are of most used when debugging the software. The full list of topics which can be displayed are:

Topic	Description
DFAE	Display a dump of the DFA (Determinate Finite Automata) for the Expression analyser. This is a list of tokens that are recognised and how they are arrived at
DFAP	Display a dump of the DFA for the Preparser
Distribution	Display the distribution terms for this software



Topic	Description
Environment	Shows the environment for the assembler and whether each environment option is a default, set by the XA80 environment variable, or overridden by the command line
Instructions	Shows the list of available instructions / mnemonics for the chosen processor. Best used with the -p / --processor option
NFAE	Display a dump of the NFA (Non-determinate Finite Automata) for the Expression analyser
NFAP	Display a dump of the NFA for the Preparser
Operators	Display a list of the operators and functions provided by the software
Processors	Display a list of the processors supported by the assembler
Reserved	Display a complete list of reserved words that cannot be used for variables (this will vary depending on processor so use -p if needed)
Version	Displays the version and build numbers of the software
Warranty	Displays the warranty provided by the software

The topics are not case sensitive. For example

```
XA80 --show=Version
XA80 --show=DFAP --processor=8080
```

## 5.2. Appendix – Opcodes

The following opcodes are defined by the application:

Opcode	8080	8085	Z80	Z180
ACI	Y	Y		
ADC	Y	Y	Y	Y
ADD	Y	Y	Y	Y
ADI	Y	Y		
ANA	Y	Y		
AND			Y	Y
ANI	Y	Y		
BIT			Y	Y
CALL	Y	Y	Y	Y
CC	Y	Y		
CCF			Y	Y
CM	Y	Y		
CMA	Y	Y		
CMC	Y	Y		
CMP	Y	Y		
CNC	Y	Y		
CNZ	Y	Y		
CP	Y	Y	Y	Y
CPD			Y	Y
CPDR			Y	Y
CPE	Y	Y		
CPI	Y	Y	Y	Y
CPIR			Y	Y
CPL			Y	Y
CPO	Y	Y		
CZ	Y	Y		
DAA	Y	Y	Y	Y
DAD	Y	Y		
DCR	Y	Y		
DCX	Y	Y		
DEC			Y	Y
DI	Y	Y	Y	Y
DJNZ			Y	Y
EI	Y	Y	Y	Y
EX			Y	Y
EXX			Y	Y
HALT			Y	Y
HLT	Y	Y		
IM			Y	Y
IN	Y	Y	Y	Y
INO				Y

Opcode	8080	8085	Z80	Z180
INC			Y	Y
IND			Y	Y
INDR			Y	Y
INI			Y	Y
INIR			Y	Y
INR	Y	Y		
INX	Y	Y		
JC	Y	Y		
JM	Y	Y		
JMP	Y	Y		
JNC	Y	Y		
JNZ	Y	Y		
JP	Y	Y	Y	Y
JPE	Y	Y		
JPO	Y	Y		
JR			Y	Y
JZ	Y	Y		
LD			Y	Y
LDA	Y	Y		
LDAX	Y	Y		
LDD			Y	Y
LDDR			Y	Y
LDI			Y	Y
LDIR			Y	Y
LHLD	Y	Y		
LXI	Y	Y		
MOV	Y	Y		
MULT				Y
MVI	Y	Y		
NEG			Y	Y
NOP	Y	Y	Y	Y
OR			Y	Y
ORA	Y	Y		
ORI	Y	Y		
OTD				Y
OTDM				Y
OTDMR				Y
OTDR			Y	Y
OTI				Y
OTIM				Y
OTIMR				Y
OTIR			Y	Y
OUT	Y	Y	Y	Y
OUT0				Y
OUTD			Y	

Opcode	8080	8085	Z80	Z180
OUTI			Y	
PCHL	Y	Y		
POP	Y	Y	Y	Y
PUSH	Y	Y	Y	Y
RAL	Y	Y		
RAR	Y	Y		
RC	Y	Y		
RES			Y	Y
RET	Y	Y	Y	Y
RETI			Y	Y
RETN			Y	Y
RIM		Y		
RL			Y	Y
RLA			Y	Y
RLC	Y	Y	Y	Y
RLCA			Y	Y
RLD			Y	Y
RM	Y	Y		
RNC	Y	Y		
RNZ	Y	Y		
RP	Y	Y		
RPE	Y	Y		
RPO	Y	Y		
RR			Y	Y
RRA			Y	Y
RRC	Y	Y	Y	Y
RRCA			Y	Y
RRD			Y	Y
RST	Y	Y	Y	Y
RZ	Y	Y		
SBB	Y	Y		
SBC			Y	Y
SBI	Y	Y		
SCF			Y	Y
SET			Y	Y
SHLD	Y	Y		
SIM		Y		
SLA			Y	Y
SLP				Y
SPHL	Y	Y		
SRA			Y	Y
SRL			Y	Y
STA	Y	Y		
STAX	Y	Y		
STC	Y	Y		

Opcode	8080	8085	Z80	Z180
<b>SUB</b>	Y	Y	Y	Y
<b>SUI</b>	Y	Y		
<b>TST</b>				Y
<b>XCHG</b>	Y	Y		
<b>XOR</b>			Y	Y
<b>XRA</b>	Y	Y		
<b>XRI</b>	Y	Y		
<b>XTHL</b>	Y	Y		

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