XA80 OBJECT FILES OVERALL STRUCTURE

MODULE HEADER
IMPORTS
EXPORTS
SEGMENT DEFINITION
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SEGMENT DEFINITION

Program code

Initialised data
e.g. strings, floats

Uninitialised data

MODULE HEADER

NAME
PROCESSOR TYPE
NO. OF BITS

← 16 OR 24

XA80 OBJECT FILES
IMPORT / EXPORT

IMPORT STRUCTURE

No. OF IMPORTS
IMPORT 1 NAME
IMPORT 2 NAME
" "
IMPORT N NAME

EXPORT STRUCTURE

No. OF EXPORTS					
No.	NAME	SEGMENT	VALUE	DATA TYPE	RPT
1	NAME 1	CSEG	0x007A		
2	NAME 2	CSEG	0x00C2		
3	. .				
:	: :	:	)		
N	NAME N	DSEG	0x0100		

DATA TYPES.

1 - char
1 - signed byte
1 - unsigned byte
2 - signed word
2 - unsigned word

3 - signed triple
3 - unsigned triple
4 - signed dword
4 - unsigned dword
4 - FLOAT.

2/3 ADDRESS OR
POINTER.

XA80 OBJECT FILES SEGMENT FORMAT

SEGMENT FORMAT

SEGMENT NAME
START ADDRESS OF 0000
READ ONLY
EXECUTABLE / DATA
CODE OR DATA

XA80 OBJECT FILES DEBUG DATA

DEBUG DATA FORMAT

FILENAME LIST
DEBUG TABLE

FILENAME LIST

INDEX	FULL PATHNAME *
INDEX	FULL PATHNAME
`"`	`"`

* Will be O/S specific
Debug files will only be of use on the machine they were created on.

DEBUG TABLE

SEG	ADDRESS	FILENAME INDEX	LINE NO.	DATA TYPE	LEN
•	`'`	`"`	`"`		

CSEG	0100	0000	002A
CSEG	0103	0000	002B
`"`		ETC	`"`

XA80 OBJECT FILES

ITEMS STILL TO DO

INTRODUCE VARIABLE TYPES / DATA TYPES

INTRODUCE FLOATS & TRIPLETS

INTRODUCE OUTPUT OBJECT

      ABILITY TO MAKE
- COM
- HEX
- OBJ
- DEBUG

      HOLD SEGMENTS

IMPROVE SYMBOL TABLE

    ADD STATIC / GLOBAL

    ADD DATA TYPES.