



DISK EDTASM

**COLOR COMPUTER
DISK EDITOR ASSEMBLER WITH ZBUG**

CUSTOM MANUFACTURED
IN USA BY RADIO SHACK
A DIVISION OF TANDY CORPORATION



NO WARRANTY

EDTASM6309 V3.03.03 - Robert Gault

[https://colorcomputerarchive.com/repo/Disks/Programming/EDTASM6309 \(Robert Gault\).zip](https://colorcomputerarchive.com/repo/Disks/Programming/EDTASM6309 (Robert Gault).zip)

EDTASM6309 is now in the CoCo archive.

I did not want this very powerful package to be lost and I have not sold it in years.

In the .ZIP are versions for most CoCo versions. If you are using a modern flat screen instead of an old TV monitor, you can work with an 80 character line.

To include some of the 6309 code into the original disk EDTASM, there are some instructions that don't match normal 6309 code but documentation is included in the package.

There is a version that works nicely with VCC. There is also one for SDC modified CoCos.

Have fun!

Robert Gault

This is a major patch to Tandy's Disk EDTASM (editor/assembler) and offers many improvements over the original version and earlier patch versions. The program comes in two versions, one for the Coco 1 or 2 and the second for the Coco 3. The only user noticeable difference is that the Coco3 version uses 40/80 column screens and runs in the fast 2MHz mode.

Use RGBCNFIG.BAS to select whether the 40 or 80 column screen will be used.

Changes to original EDTASM (TANDY VERSION)

- 1) Tape is no longer supported; code has been removed.
- 2) Buffer size increased to over 42K bytes.
- 3) Directory obtainable from both Editor and ZBUG; V command.
- 4) Multiple FCB and FDB data per line.
- 5) FCS supported.
- 6) SET command now works properly.
- 7) Screen colors remain as set from Basic before starting EDTASM.
- 8) Symbol table printed in five names per line on Coco3.
- 9) On assembly with /NL option, actual errors are printed.
- 10) Warning error on long branch where short is possible.
- 11) ZBUG now defaults to numeric instead of symbolic mode.
- 12) RGB DOS users now have support for drive numbers higher than 3.
- 13) Hitachi 6309 opcodes are now supported for both assembly and disassembly including latest discoveries.
- 14) HD6309 detection is included and if present incorporates a ZBUG error trap for illegal opcodes and enables monitoring and changing the E,F,V registers from ZBUG.
- 15) Coco 3 users can now safely exit to Basic and use their RESET button from EDTASM.
- 16) Keyboard now has auto repeat keys when keys are held down.
- 17) Lower case is now supported for commands, opcodes, options, and symbols. Take care when loading or saving files or using symbols, ex. NAME does not equal name, \.A not= \.a, etc.
- 18) Local names are now supported. is A@-Z@ and a@-z@ for 52 local symbols. New sets of locals are started after each blank line in the source code. Local symbols do not appear in or clutter symbol table.
- 19) Local symbols can only be accessed from ZBUG in expanded form: ex. A@00023 not A@.
- 20) Now reads source code files that don't have line numbers. Writes normal source files with line numbers (W filename) or without line numbers (W# filename).

- 21) Macro parameters now function correctly from INCLUDED files.
- 22) While in the Editor, the U key will backup one screen in your source file.
- 23) DOS.BAS can be used to program the F1 and F2 keys on a Coco3. See below.
- 24) Coco3 WIDTH80 now uses 28 lines of text.

NOTE:

Coco 1&2 versions do require 64K RAM, the Coco 3 version will work with 128K of RAM. You can assemble 6309 code even if your Coco has a 6809 cpu.

NEW COMMANDS

V - obtains a directory from either Editor or ZBUG modes.

U - scrolls backwards through source code.

FCS - is used exactly like FCC but automatically add \$80 to the last character in the string.

FCB, FDB - for multiple entries per line entries should be seperated by a comma. Make sure that the comment field for that line DOES NOT CONTAIN ANY

COMMAS or an error will result.

6309 OPCODES - since there is no endorsed memnonic convention for these code, the syntax of the Hirotsugo Kakugawa paper "A Memo on the Secret Features of the 6309" has been followed with one exception.

TFM (transfer block) have the following format:

H.K format	EDTASM format
TFR r1+,r2+	TFRP r1,r2 ie. plus
TFR r1-,r2-	TFRM r1,r2 ie. minus
TFR r1+,r2	TFRS r1,r2 ie. send
TFR r1, r2+	TFRR r1,r2 ie. receive

SUPPORT FOR 6309 OPCODES

The product disk contains several text files describing the 6309 and the new opcodes. These can be accessed with any word processing program or may be printed by a simple READER program also included on the disk

GENERAL INSTRUCTIONS AND CAVEATS

The version of DOS which is used with EDTASM6309 is patched specifically for the new program. Do not use it as a general purpose DOS as explained in the EDTASM manual, instead use the old version.

Do not attempt to test any HSCREEN functions from ZBUG as changes made to the system MMU will cause program failure. For the same reason do not change bytes in the region of \$400-\$600.

Stand alone programs may do whatever they like.

If you are testing a routine from ZBUG which accesses the ROMs you must conform to the following practices. Make sure that your stack register points below \$8000 and execute your routine as shown below:

Coco3 users	Coco 1&2 users
PSHS A,CC	STA \$FFDE
ORCC #\$50	
CLR \$FF91	
go do the routine	go do the routine
LDA #1	STA \$FFDF
STA \$FF91	
PULS A,CC	

This is required because the extended buffer may cause your code to extend over and corrupt the RAM image of the ROMS.

EDTASM6309 64K Edition

INSTALLATION

With Tandy out of business, your EDTASM is ready to use. Just select the appropriate version from the zip directories and mount it in an emulator. With a hardware Cocom, you will need to either mount your disk on Drivewire to use or for transfer to a real Cocom disk.

Please "three hole punch" and insert this doc into your EDTASM binder for future reference. Also be sure to punch and include the sheets from the disk support TXT files in your binder. These can be printed using the READER program or any wordprocessor program.

Set your WP program for an 80 width, 66 row page with NO margins. If you don't own Tandy's Disk EDTASM, you can download the manual from <http://www.colorcomputerarchive.com> under the Documents/Manuals/Programming directory DiskEDTASM(Tandy).pdf

IF HELP IS NEEDED

Every effort has been made to create an error free program but errors can happen. The best place to get help in 2023 and beyond is probably the COCO DISCORD "Assembly" Channel.

*****RGBDOS USERS ONLY*****

You may now boot EDTASM6309 from any hard drive excluding drive255. To use this option, you must first copy DOS.BAS, DOS.BIN, RGBCNFIG.BAS, and EDTASM.BIN to the selected drive number. Run RGBCNFIG.BAS (RGB-Config) to patch DOS.BIN for booting from the selected drive.

!!!!!!WARNING!!!!!!

There is an unavoidable problem with hard drive use. There is only room for 4 FAT buffers. To access multiple drives, DOS now uses modulo math. However, there is no way to check for a drive in use under this system without a major rewrite of DOS.BIN. If this situation occurs during assembly through the use of INCLUDE, you can and will damage the directory track. It is left to the user to avoid "overlapping" drive numbers.

The use of "overlapping" is explained below. This situation is easily avoided by limiting the range of any one assembly to 4, ex. 3,4,5,6 37,38,39,40 etc. If you must use a wider range of drive numbers,

YOU MUST PRE-CALCULATE TO AVOID OVERLAP.

0	1	2	3	FAT BUFFER NUMBER
0	1	2	3	ACTUAL DRIVE IN USE
4	5	6	7	
8	9	10	11	
12	13	14	15	
etc.				

FAT BUFFER FORMULA: $FAT = 4 * ((\text{drive number} / 4) - \text{INT}(\text{drive number} / 4))$

!!!!DO NOT USE OVERLAPPING DRIVE NUMBERS DURING ASSEMBLY!!!!

There is also a bug in DOS.BIN for which a correction has not been found. Files with 256 bytes in the last sector can not be written or loaded correctly.

If you get strange errors related to bad line number or line too long, add or subtract a one byte character from the file; the error will probably vanish.

USEFUL HINTS

Coco3 users now have a line in DOS.BAS: 0 WIDTH32.

If you didn't do this and started DOS.BAS from a high res. text screen, you wouldn't be able to read any of the DOS.BAS instructions.

You can make DOS.BAS autostart EDTASM (that's what EDTASM6309 is called on the disk) with the line:

```
1 REM EDTASM      IS NOW LOADING
```

That also has been added to the DOS.BAS program.

Coco3 users can set the F keys to perform often repeated tasks. Check DOS.BAS after installation for examples of Assembly and Write. You will need to use the file name of your project and change lines 3 & 4.

Disk EDTASM Software: Copyright 1983, Microsoft.

All Rights Reserved. Licensed to Tandy Corporation.

Disk EDTASM Manual: Copyright 1983, Tandy Corporation.
All Rights Reserved.

*Reproduction or use without express written permission from
Tandy Corporation, of any portion of this manual is prohibited.*

[Lets just ignore this part]

While reasonable efforts have been taken in the preparation
of this manual to assure its accuracy, Tandy Corporation assumes no
liability resulting from any errors or omissions in this manual, or from the
use of the information
contained herein.

To Our Customers ...

The heart of the Color Computer is a 6809E, and in some cases a 6309 "processor." It controls all other parts of the Color Computer.

The processor understands only a code of 0s and 1s, not at all intelligible to the human mind. This code is called "6809 machine code."

When you run a BASIC program, a system called the "BASIC Interpreter" translates each statement, one at a time, into 6809 machine code. This is an easy way to program, but inefficient.

The Disk EDTASM program lets you program using an intelligible representation of 6809 machine code, called "assembly language," that talks directly to the processor. You then assemble the entire program into 6809 machine code before running it.

Programming with the Disk EDTASM tools gives you these benefits:

- You have direct and complete control of the Color Computer. You can use its features, such as high resolution graphics, in ways that are impossible with BASIC.
- Your program runs faster. This is because it is already translated into 6809 machine code when you run it.

To Use the Disk EDTASM You Need ...

A Color Computer Disk System that has at least 16K of RAM, preferably 32K. (A 16K System will leave you little room for programs.)

The Disk EDTASM Contains:

• **EDTASM/BIN**, a system for creating 6809 programs. **EDTASM** contains:

1. An editor, for writing and editing 6809 assembly language programs.
2. An assembler, for assembling the programs into 6809 machine code.
3. **ZBUG**, for examining and debugging 6809 machine-code programs.

You must have 32K to run EDTASM. If you have 16K, run EDTASMOV (*described next*).

• **EDTASMOV/BIN**, a memory-efficient version of EDTASM consisting of overlays. EDTASMOV contains the editor and assembler, but not ZBUG.

• **ZBUG/BIN**, a stand-alone version of ZBUG, primarily for use with EDTASMOV.

• **DOS/BIN**, a disk operating system. **DOS** contains disk access routines that you can call from an assembly language program. (*You cannot call **BASIC's** disk access routines with any program other than **BASIC**.*)

EDTASM/BIN, **EDTASMOV/BIN**, and **ZBUG/BIN** all use **DOS** routines and must be run with **DOS**.

The Disk EDTASM also contains:

• **DOS/BAS**. A **BASIC** program that loads **DOS/BIN**.

• **ZBUG/BAS**. A **BASIC** program that loads **ZBUG/BIN**.

How to Use this Manual

This manual is organized for both beginning and advanced assembly language programmers. Sections I-IV are tutorials; Section V is reference.

Beginning Programmers:

Read Section I first. It shows how the entire system works and explains enough about assembly language to get you started.

Then, read Sections II, III, and IV in any order you want. Use Section V, "Reference," as a summary.

This manual does not try to teach you 6809/6309 mnemonics.

To learn this, read the following:

Radio Shack Catalog #62-2077
by William Barden Jr.

6809 Assembly Language Programming
by Lance A. Leventhal

Nor does it teach you disk programming concepts. To learn these, read:

Color Computer Disk System Manual
(Radio Shack Catalog #26-3022)

Advanced Programmers:

First, read Chapters 1 and 2 to get started and see how the entire system works. Then, read Section V, "Reference."

You can use the DOS program listing to obtain information on routines and addresses not explained in this manual. Please note the following:

Radio Shack supports only these DOS routines: OPEN, CLOSE, READ, and WRITE. Additional DOS routines are listed in Reference H. However, Radio Shack does not promise to support them.

Even more DOS routines and addresses can be found in the program listing. However, Radio Shack does not promise to support them nor even provide them in the future.

This manual uses these terms and notations:

[KEY]: To denote a key you must press.

Italics: To denote a value you must supply.

filespec: To denote a DOS file name

A DOS filespec is in one of these formats:

filename/ext:drive

filename.ext:drive

filename has one to eight characters.

extension has one to three characters.

drive is the drive number. If the drive number is omitted, DOS uses the first available drive.

When specifying a hexadecimal (Base 16) number, for example \$0F, it represents hexadecimal value 0F, which is equal to 15 in decimal (Base 10) notation.

NOTE:

Either a 40 or 80 column screen can be selected if you have a Coco3. The CTRL key toggles between the two screens. This feature should be used only at the Editor or ZBug prompts.

Table of Contents

SECTION I	1	
GETTING STARTED	1	
Chapter 1/ Preparing Diskettes	4	
Chapter 2/ Running a Sample Program	6	
Type the Source Program	6	
Chapter 3/ Overview	10	
SECTION II	13	
COMMANDS	13	
Chapter 4/ Using the DOS Menu (DOS Commands)	16	
Chapter 5/ Examining Memory ZBUG Commands - Part I		18
Chapter 6/ Editing the Program Editor Commands	22	
Chapter 7/ Assembling a Program (ASM Commands)	26	



SECTION I

GETTING STARTED

SECTION I

GETTING STARTED

This section gets you started using the Disk EDTASM and explains some concepts you need to know.

Chapter 1/ Preparing Diskettes

Before using the Disk EDTASM, you need to format blank diskettes and back up the master Disk EDTASM diskette.

Formatting Blank Diskettes

1. Power up your disk system and insert a blank diskette in Drive 0. (See the Color Computer Disk System Manual for help.)

2. At the OK prompt, type:

`DSKINI0 [ENTER]`

BASIC formats the diskette. When finished, it again shows the OK prompt.

Making Backups of Disk EDTASM

Single-Drive Systems

1. Insert the master Disk EDTASM diskette, your "source" diskette, in Drive0.

2. At the BASIC OK prompt, type:

`BACKUP 0 TO 0 [ENTER]`

3. BASIC then prompts you to insert the "destination" diskette. Remove the source diskette and insert a formatted diskette. Press [ENTER]

4. BASIC prompts you to alternatively insert the source, then destination diskettes. When the backup is finished, the OK prompt appears.

The destination diskette is now a duplicate of the master Disk EDTASM diskette.

Multi-Drive Systems

1. Insert the master Disk EDTASM diskette in Drive0

2. Insert a formatted diskette in Drive 1

3. At the BASIC OK prompt, type:

`BACKUP 0 TO 1 [ENTER]`

BASIC makes the backup. When the backup is finished, the OK prompt appears.

The diskette in Drive1 is now a duplicate of the master Disk EDTASM diskette.

Chapter 2/ Running a Sample Program

This "sample session" gets you started writing programs and shows how to use the Disk EDTASM. The next chapters explain why the program works the way it does.

Load and Run DOS

Insert the Disk EDTASM diskette in Drive 0. At the OK prompt, type:

```
RUN "DOS" [ENTER]
```

DOS then loads and puts you in its "command mode." The screen shows the DOS command menu:

```
1. Exit to BASIC
2. Exec a Program
3. Start Clock Display
a. Disk Allocation Map
5. Copy Files
8. Directory
```

DOS consists of many disk input and output routines which EDTASM uses. You must load DOS before loading EDTASM.

Load and Run EDTASM

At the DOS Menu, press [2] to select "Execute a Program." The screen asks for the name of a program file. If your system has 32K or more, use EDTASM. If it has only a 16K system, use EDTASMOV.

Loading EDTASM:

Type EDTASM. The screen shows:

```
EXECUTE A PROGRAM
PROGRAM NAME: [EDTASM ] / BIN
```

If you make a typing error, use the [←] key to re-position the cursor at the beginning of the line, then correct the mistake.

Replace any trailing characters with blank spaces.

Press [ENTER] EDTASM loads and shows its startup message.

Loading EDTASMOV:

Type EDTASMOV. The screen shows:

```
EXECUTE A PROGRAM
PROGRAM NAME: [EDTASMOV] / BIN
```

If you make a mistake, use the [←] key to re-position the cursor, then correct the mistake.

EDTASMOV loads and shows its startup message.

Always keep EDTASMOV in Drive0. It contains overlays

which it loads into memory as required. It always looks for these overlays in Drive 0.

Type the Source Program

Notice the asterisk * prompt. This means you are in the editor program of EDTASM or EDTASMOV. The editor lets you type and edit an assembly language "source" program.

At the * prompt, type:

```
1 [ENTER]
```

This puts you in the editor's insert mode. The editor responds with line number 00100. Type:

```
START [→] LDA [→] #$F9 [ENTER]
```

The right arrow tabs to the next column. [ENTER] inserts the line in the editor's "edit buffer." The \$ means that F9 is a hexadecimal (Base 16) number.

Your screen should show:

```
00100  START LDA    $$F9
00110
```

meaning that you inserted line 100 and can now insert line 110.

If you make a mistake, press [BREAK]. Then, at the * prompt, delete Line 100 by typing:

D100 [ENTER]

Now, insert Line 100 correctly in the same manner described above.

Insert the entire assembly language program listed below.

Note that line 150 uses brackets. Do not substitute parentheses for the brackets.

To produce the left bracket, press [SHIFT] and [DOWN ARROW] at the same time.

To produce the right bracket, press [SHIFT] and [→] at the same time.

```
00100  START LDA    $$F9
00110      LDX     $$400
00120  SCREEN STA    ,X+
00130      CMPX   $$600
00140      BNE    SCREEN
00150  WAIT  JSR     [A000]
00180      BEQ    WAIT
00170      CLR    $71
00180      JMP    [FFFFE]
00180  DONE  EQU     *
00200      END
```

If you make a mistake, press [BREAK]. Then, at the * prompt, delete the program by typing:

D# : *

Now, insert the program correctly.

When finished, press[BREAK]. The program you have inserted is an assembly language "source" program, which we'll explain in the next chapter.

Assemble the Source Program in Memory

At the * prompt, type:

A/IM/WE [ENTER]

which loads the assembler program. The assembler then assembles your source program into 6809/6309 machine code into the memory area just above the EDTASM or EDTASMOV program.

To let you know what has been done, it prints the listing:

```
4B28 88    F9      00100  START
      LDA    $$F9
4B2A 8E    0400    00110
      LDX    $$400
4B2D A7    80      00120  SCREEN
      STA    ,X+
4B2F 8C    0600    00130
      CMPX   $$600
4B32 26    F9      00140
      BNE    SCREEN
4B34 AD    9F A000  00150  WAIT
      JSR    [A000]
4B38 27    FA      00160
      BEQ    WAIT
4B3A 0F    71      00170
      CLR    $71
4B3C 6E    9F FFFE  00180
      JMP    [FFFFE]
4B40      *      00190  DONE
      EQU    *
      0000    00200
      END

00000 TOTAL ERRORS
DONE    4B40
SCREEN  4B2D
START   4B28
WAIT    4B34
```

(If using EDTASMOV, the numbers will be different.)

If the assembler does not print this entire listing, but stops and shows an error message instead, you have an error in the source program. Repeat Steps 3 and 4.

The assembler listing is explained in Figure 1 of Chapter 7.

Prepare the Program for DOS

Before saving the program, you need to prepare it so that you can load and run it from DOS.

First, you must give it an "origination address" for DOS to use in loading the program back into memory. (We recommend you use Address \$1200, the first address available after the

the DOS system.) To do so, type:

150 [ENTER]

and insert this line:

50 ORG \$1200

Next, you need to add two lines to your program to tell DOS how long the program is. Insert these lines:

60 BEGIN JMP START
70 FDB DONE-BEGIN

When finished, press [BREAK]. To see the entire program, type:

P#:* [ENTER]

It should look like this:

```
00050           ORG           $1200
00060 BEGIN   JMP   START
00070           FDB   DONE-BEGIN
00100 START   LDA   #$F9
00110           LDX   #$400
00120 SCREEN   STA   ,X+
00130           CMPX   #$600
00140           BNE   SCREEN
00150 WAIT   JSR   [$A000]
00180           BEQ   WAIT
00170           CLR   $71
00180           JMP   [$FFFE]
00180 DONE   EQU   *
00200           END
```

If you make a mistake, delete the line with the error and insert it again.

Save the Source Program on Disk

To save the source program, type (at the * prompt):

WD SAMPLE [ENTER]

This saves the source program on disk as

SAMPLE/ASM

Save the Assembled Program on Disk

At the * prompt, type:

AD SAMPLE /SR [ENTER]

Be sure you have a blank space between SAMPLE and /SR. This causes the assembler to again assemble the source

program into 6809/6309 code. This time, the Assembler saves the assembled program on disk as

SAMPLE/BIN

(You must use the /SR "switch" to assemble any program that you want to load and run from DOS.)

Run the Assembled Program from DOS

To run the assembled program, you need to be in the DOS command mode. At the * prompt, type:

K [ENTER]

which causes the Editor to return you to the DOS command menu. Press [2] to execute a program. Then type SAMPLE, the name of the assembled program. (The assembler assumes you mean SAMPLE/BIN.)

The screen shows:

```
EXECUTE A PROGRAM
PROGRAM NAME: [SAMPLE ]/BIN
```

Press [ENTER].

The SAMPLE program executes, filling your entire screen with a graphics checkerboard.

Press any key to exit the program. The program returns to BASIC startup message.

Debug the Program (if necessary)

ZBUG lets you to look at memory. How you load ZBUG depends on whether you are using EDTASM or EDTASMOV.

EDTASM Users:

You can load ZBUG from EDTASM. Load DOS and EDTASM again (Steps 1 and 2). Then, at the * prompt, type:

Z [ENTER]

EDT ASM loads its ZBUG program and displays ZBUG's # prompt. You can now examine any memory address.

Type:

4000/

and ZBUG shows you what is in memory at this address. Press [DOWN ARROW] a few times to look at more memory addresses. When finished, press [BREAK].

In Chapter 8, we'll show you how to use ZBUG to examine and test your program. To return to EDTASM's editor, type:

E [ENTER]

EDTASMOV Users:

You must use the Stand-Alone ZBUG. Load DOS again (Step 1). At the DOS Menu, press [2], "Execute a Program," and run the ZBUG program. After typing ZBUG, the screen shows

```
EXECUTE A PROGRAM  
PROGRAM NAME: [ZBUG 1/BIN
```

DOS loads the stand-alone ZBUG and displays ZBUG's # prompt. You can now examine any memory address.

Type:

```
3800/
```

and ZBUG shows you what is in memory at this address. Press [DOWN ARROW] a few times to look at more memory addresses. When finished, press [BREAK].

In Chapter 8, we'll show you how to use ZBUG to examine and test your program. To return to DOS, type:

K [ENTER]

Chapter 3/ Overview

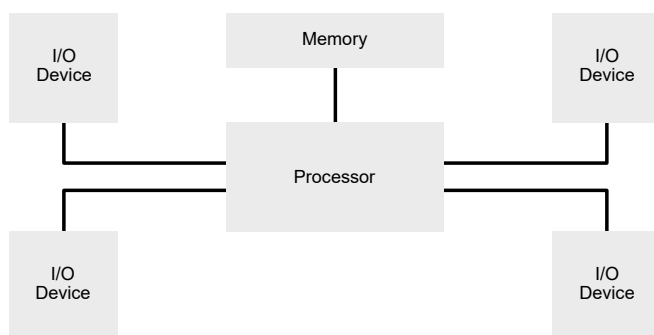
This chapter is for beginning assembly language programmers. It explains some concepts you need. If you're not a beginner, use this chapter as a refresher or skip it.

The Color Computer Hardware

The Color Computer consists of:

- The 6809E Processor
- Memory
- Input/Output Devices

This shows how they relate to each other:



- Random access memory (RAM) - for temporary storage of programs or data. When you load a program ROM disk, you load it into RAM. Many opcodes store data in RAM temporarily.

- Read only memory (ROM) - for permanent storage of programs. BASIC, as well as any program pack you use, is stored in ROM. The Color Computer contains several "ROM routines" that you can use to access the keyboard, screen, or tape recorder.

When writing an assembly language program, you must constantly be aware of what's happening in memory. For this reason, this manual provides a memory map. (See Reference J.)

Devices

All other parts of the hardware are called devices. A device expects the processor to input or output data to it in a certain format. To input or output data in this format, you can use these pre-programmed subroutines:

- Routines stored in ROM (ROM routines) - for inputting or outputting to the keyboard, screen, printer, or tape recorder.
- Routines stored in DOS (DOS routines) - for inputting or outputting to disk.

The Processor

The processor processes all data going to each memory address and device. It contains:

- Registers - for temporarily storing 1- or 2-byte values.
- Buses - for transferring data to or from the processor.

All instructions to the processor must be in 6809

machine code: a code of 0s and 1s containing

"opcodes" and data. "Opcodes" are instructions that tell the processor to manipulate data in some way.

For example, the machine-code instruction "10000110 11111001" contains:

The opcode "10000110" (decimal 134 or hexadecimal 86)

The data "11111001" (decimal 249 or hexadecimal F9)

This instruction tells the processor to load Register A with 11111001.

Memory

Memory is a storage area for programs and data. There are two kinds of memory:

The Disk EDTASM Assembler

The Disk EDT ASM looks for three fields in your instructions: label, command, and operand. For example, in this instruction:

```
BEGIN JMP START
```

BEGIN is the label. JMP is the command. START is the operand.

In the label field, it looks for:

- Symbols (symbolic names)

In the command field, it looks for:

- Mnemonics
- Pseudo Ops

In the operand field, it looks for:

- Symbols
- Operators
- Addressing-Mode Characters
- Data

Symbols

A symbol is similar to a variable. It can represent a value or a location. BEGIN (in the sample session) is a symbol that represents the location of the instruction JMP START. START is also a symbol that represents the location of LDA #\$F9.

Mnemonics

A mnemonic is a symbolic representation of an opcode.

It is a command to the processor. "LDA" is a mnemonic. Depending on which "addressing-mode character" you use, LDA represents one of these opcodes:

```
10000110
10010110
10110110
10100110
```

(Addressing-mode characters are discussed below.)

Mnemonics are specific to a particular processor. For example, Radio Shack's Model 4 uses the Z80 processor, which understands Z80 mnemonics, rather than the 6809/6309 mnemonics.

Pseudo Ops

A pseudo op is a command to the assembler. END (in the sample session) is a pseudo op. It tells the assembler to quit assembling the program.

Data

Data is numbers or characters. Many of the mnemonics and pseudo ops call for data. Unless you use an operator (described next), the assembler interprets your data as a decimal (Base 10) number.

Operators

An operator tells the assembler to perform a certain operation on the data. In the value \$1200, the \$ sign is an operator. It tells the assembler that 1200 is a hexadecimal (Base 16) number, rather than a decimal (Base 10) number.

The more commonly used operators are arithmetic and relational. Addition (+) and equation (=) are examples of these operators.

In the value %10110101, the % sign is an operator. It tells the assembler that 10110101 is a binary (Base 2) number. This notation may now be used in both data and equations.

Addressing-Mode Characters

An addressing mode character tells the assembler how it should interpret the mnemonic. The assembler then assembles the mnemonic into the appropriate opcode.

The sample session uses the # character with the LDA mnemonic to denote the "immediate" addressing mode. This causes the assembler to assemble LDA into the opcode 10000110.

The immediate mode means that the number following the mnemonic (in this case, \$F9) is data rather than an address where the data is stored.

Pseudo ops, symbols, operators, and addressing-mode characters vary from one assembler to another. Section 11/ explains them in detail.

Sample Program

This is how each line in the sample program works:

```
50          ORG      $1200
```

ORG is a pseudo op for "originate." It tells the assembler to begin loading the program at Location \$1200 (Hexadecimal 1200). This means that when you load and run the program from DOS, the program starts at Memory Address \$1200.

```
60      BEGIN      JMP      START
```

BEGIN is a symbol. It equals the location where the JMP START instruction is stored.

JMP is a mnemonic for "jump to an address." It causes the processor to jump to the location of the program labeled by the symbol START, which is the LDA #\$F9 instruction.

You must use JMP or LBRA as the first instruction in a DOS program.

```
70          FDB      DONE-BEGIN
```

FDB is a pseudo op for "store a 2-byte value in memory." It stores the value of DONE-BEGIN (the length of the program) in the next two bytes of memory.

You must store this value at the beginning of the program to tell DOS how much of the program to load.

```
00100 START LDA      #$F8
```

START is a symbol. It equals the location where LDA #\$F9 is stored.

LDA is a mnemonic for "Load Register A". It loads Register A with \$F9, which is the hexadecimal ASCII code for a graphics character. The ASCII characters are listed in Reference K.

```
00110          LDX      #$400
```

LDX is a mnemonic for "load Register X." It loads Register X with \$400, the first address of video memory. Reference J shows where video memory begins and ends.

```
00120 SCREEN STA      ,X+
```

SCREEN is a symbol. It equals the location where STA ,X+ is stored.

STA is a mnemonic for "store Register A" It stores the contents of Register A (\$F9) in the address contained in Register X (\$400). This puts the \$F9 graphics character at the upper left corner of your screen.

The "," and "+" are addressing-mode characters. The "," causes the processor to store \$F9 in the address contained in Register X. The "+" causes the processor to then increment the contents of Register X to \$401.

```
00130          CMPX      #$600
```

CMPX is a mnemonic for "compare Register X." It compares the contents of Register X with \$600. If Register X contains \$600, the processor sets the "Z" bit in the Register CC to 1.

```
00140          BNE      SCREEN
```

BNE is a mnemonic for "branch if not equal." It tells the processor return to SCREEN (the STA,X + instruction) until the Z bit is set.

The BNE SCREEN instruction creates a loop. The program branches back to SCREEN, filling all video memory addresses with \$F9, until it fills Address \$600. At that time, Register X contains \$600, Bit Z is set, and program control continues to the next instruction.

```
00150 WAIT      JSR      [$A000]
```

JSR is a mnemonic for "jump to a subroutine." \$A000 is a memory address that stores the address of a ROM routine called POLCAT. (See Reference F.)

POLCAT scans the keyboard to see if you press a key. When you do, it clears the Z bit.

The "[" are addressing-mode characters. They tell the processor to use an address contained in an address, rather than the address itself. Always use the "[" signs when calling ROM routines.

```
00160          BEQ      WAIT
```

BEQ is a mnemonic for "branch if equal." It branches to the JSR [\$A000] instruction until the Z bit is clear. This causes the program to loop until you press a key, at which time POLCAT clears the Z bit.

```
00170          CLR      $71
00180          JMP      [$FFFE]
```

CLR is a mnemonic for "clear," and JMP is a mnemonic for "jump to memory address." These two instructions end the program and return to BASIC's startup message.

(CLR inserts a zero in Address \$71 ; this signals that the system is at its original "uninitialized" condition. JMP goes to the address contained in Address \$FFFE; this is where BASIC initialization begins.)

```
00180 DONE      EQU      *
```

EQU is a pseudo op. It equates the symbol DONE with an asterisk (*), which represents the last line in the program.

```
00180          END
```

END is a pseudo op. It tells the assembler to quit assembling the program.



SECTION II

COMMANDS

SECTION II

COMMANDS

This section shows how to use the many Disk EDTASM commands. Knowing these commands will help you edit and test your program.

Chapter 4/ Using the DOS Menu (DOS Commands)

When you first enter DOS, a menu of six DOS commands appear on the screen. Chapter 2 shows how to use the first two DOS commands. This chapter shows how to use the remaining commands:

- Start Clock Display
- Disk Allocation Map
- Copy Files
- Directory

To use the examples in this chapter, you need to have the SAMPLE disk files, which you created in Chapter 2, on the diskette in Drive0.

Directory

The DOS "directory" command lets you select the directory entries you want to see, using three fields: filename, extension, and drive number.

To select the directory entries, press [6] at the DOS Menu. Then, press the [UP ARROW] to move the cursor left or [DOWN ARROW] to move right.

Type this line to select all directory entries that have the filename SAMPLE.

```
[SAMPLE**] [***] :[0] <FILE SPEC
```

Use the [SPACE BAR] to erase characters. Press [ENTER] when finished. Then, press any key to return to the DOS menu, and press [6] to return to the directory.

Type this line to select all directory entries with the extension /BIN:

```
[*****] [BIN] :[0] <FILE SPEC
```

Press [ENTER] when finished. Return to the main menu.

To see all directory entries on the disk in Drive0, simply press [ENTER] without specifying a filename or extension:

```
[*****] [***] : [0] <FILE SPEC
```

Disk Allocation Map

The "disk allocation map" command tells you how much free space you have on your diskettes. To see the map, press [4] at the DOS menu.

DOS shows a map of the diskettes that are in each drive. The map shows how each of the diskette's 68 granules is allocated:

- A period (.) means the granule is free.
- An X means all the sectors in the granule are currently allocated to a file.
- A number indicates how many sectors in the granule are currently allocated to a file.

Press any key to return to the DOS menu.

Copy Files

The "Copy Files" command makes a duplicate of a disk file. To use it, press [5] at the DOS menu. DOS then prompts you for the names of the files.

Single-Drive Copy

The first example copies SAMPLE/ASM to another file named COPY/ASM. Use the CD and CD to position the cursor. Answer the prompts as shown:

```
Source File Name      [SAMPLE ]
Extension             [ASM]
Drive                 [0]
```

```
Destination File Name [COPY ]
Extension             [ASM]
Drive                 [0]
```

```
If Drives are the same are you
using different diskettes?
( Y or N )?          [N]
```

When finished, press [ENTER]. DOS copies SAMPLE/ASM to a new file named COPY/ASM and then returns to the DOS menu. Check the directory (by pressing [6] and you'll see that both SAMPLE/ASM and COPY/ASM are on your diskette.

The next example copies SAMPLE/ASM to another diskette. Answer the prompts as shown:

```
Source File Name      [SAMPLE ]
Extension             [ASM]
Drive                 [0]
```

```
Destination File Name [COPY ]
Extension             [ASM]
Drive                 [0]
```

```
If Drives are the same are you
using different diskettes?
( Y or N )?          [Y]
```

Press [ENTER]. DOS then prompts you to insert the source diskette. Press [ENTER] again.

DOS then prompts you for a destination diskette. Insert the destination diskette and press [ENTER]. After copying the file, DOS prompts you for a system diskette. If you press [ENTER] without inserting a system diskette, you will get a SYSTEM FAILURE error.

When finished, it returns to the DOS menu.

Multi-Drive Copy

This example copies SAMPLE/ASM in Drive0 to SAMPLE/ASM in Drive1. Answer the prompts as shown:

```
Source File Name      [SAMPLE ]
Extension             [ASM]
Drive                 [0]
```

```
Destination File Name [COPY ]
Extension              [ASM]
Drive                  [1]
```

```
If Drives are the same are you
using different diskettes?
( Y or N )?          [N]
```

Start Clock Display

The Color Computer has a clock that runs on 60-cycle interrupts. Since the clock skips a second or more when the computer accesses tape or disk, we recommend that you not use it while executing a program.

To use the clock, press [3], "Start Clock Display." Six digits appear at the upper right corner of your screen. The first two are hours, the next are minutes, and the next are seconds. This clock counts the time until you exit DOS.

Chapter 5/ Examining Memory ZBUG Commands

To use the Disk EDTASM, you must understand the Color Computer's memory. You need to know about memory to write the program, assemble it, debug it, and execute it.

In this chapter, we'll explore memory and see some of the many ways you can get the information you want. To do this, we'll use ZBUG.

If you are not "in" ZBUG, with the ZBUG # prompt displayed, you need to get in it now.

EDTASM: Load and run DOS, then execute the EDTASM program. At the editor's * prompt, type:

Z [ENTER]

EDTASMOV: Load and run DOS, then execute the ZBUG program.

You should now have a # prompt on your screen. This means you are in ZBUG and you may enter a ZBUG command. All ZBUG commands must be entered at this command level. You can return to the command level by pressing [BREAK] or [ENTER].

Examining a Memory Location

The 6809 can address 65,536 one-byte memory addresses, numbered 0-65535 (\$0000-\$FFFF). We'll examine Address \$A000. At the # prompt, type:

B [ENTER]

to get into the "byte mode." Then type:

A000!

and ZBUG shows the contents of Address \$A000. To see the contents of the next bytes, press [DOWN ARROW]. Use [UP ARROW] to scroll to the preceding address.

Continue pressing [UP ARROW] or [DOWN ARROW]. Notice that as you use the [UP ARROW] the screen continues to scroll down. The smaller addresses are on the lower part of the screen.

All the numbers you see are hexadecimal (Base 16). You see not only the 10 numeric digits, but also the 6 alpha characters needed for Base 16 (A-F). Unless you specify another base (which we do in Chapter 9), ZBUG assumes you want to see Base 16 numbers.

Notice that a zero precedes all the hexadecimal numbers that begin with an alphabetic character. This is done to avoid any confusion between hexadecimal numbers and registers.

Examination Modes

To help you interpret the contents of memory, ZBUG offers four ways of examining it:

- Byte Mode
- Word Mode
- ASCII Mode
- Mnemonic Mode

Byte Mode

Until now, you've been using the byte mode. Typing B [ENTER], at the # prompt got you into this mode.

The byte mode displays every byte of memory as a number, whether it is part of a machine-language program or data.

In this examination mode, the m increments the address by one. The m decrements the address by one.

Word Mode

Type [ENTER] to get back to the # prompt. To enter the word mode, type:

W [ENTER]

Look at the same memory address again. Press the [DOWN ARROW] key a few times. In this mode, the [DOWN ARROW] increments the address by two. The numbers contained in each address are the same, but you are seeing them two bytes or oneword at a time.

Press the [UP ARROW] a few times. The CD always decrements the address by one, regardless of the examination mode.

Look at Address \$A000 again by typing:

A000!

Note the contents of this address "word." This is the address where POLCAT, a ROM routine, is stored.

Examine the POLCAT routine. For example, if \$A000 contains A1C1, type:

A1C1!

and you'll see the contents of the first two bytes in the POLCAT routine. We'll examine this routine later in this chapter using the "mnemonic mode."

ASCII Mode

Return to the command level. To enter the ASCII mode, type:

A [ENTER]

ZBUG now assumes the content of each memory address is an ASCII code. If the "code" is between \$21 and \$7F, ZBUG displays the character it represents. Otherwise, it displays meaningless characters or "garbage."

Here, the [DOWN ARROW] increments the address by one.

Mnemonic Mode

This is the default mode. Unless you ask for some other mode, you will be in the default mode.

Return to the # prompt. To enter the mnemonic mode from another mode, type:

M [ENTER]

Look at the addresses where the POLCAT routine is stored. For example, if you found that POLCAT is at address \$A1C1, type:

A1C1!

Press the [DOWN ARROW] a few times. In the mnemonic mode,

ZBUG assumes you're examining an assembly language program. The [DOWN ARROW] increments memory one to five bytes at a time by "disassembling" the numbers into the mnemonics they represent.

For example, assume the first two addresses in POLCAT contain \$3454. \$3454 is an opcode for the PSHS U,X,B mnemonic. Therefore, ZBUG disassembles \$3454 into PSHS U,X,B.

Begin the disassembly at a different byte. Press [BREAK] and then examine the address of POLCAT plus one. For example, if POLCAT starts at address \$A1C1, type:

A1C2!

You now see a different disassembly. The contents of memory have not changed. ZBUG has, however, interpreted them differently.

For example, assume \$A1C2 contains a \$54. This is the opcode for the LSRB mnemonic. Therefore, ZBUG disassembles \$54 into LSRB.

To see the program correctly, you must be sure you are beginning at the correct byte. Sometimes, several bytes will contain the symbol "??".

This means ZBUG can't figure out which instruction is in that byte and is possibly disassembling from the wrong point. The only way of knowing you're on the right byte is to know where the program starts.

Changing Memory

As you look at the contents of memory addresses, notice that the cursor is to the right. This allows you to change the contents of that address. After typing the new contents, press [ENTER] or [DOWN ARROW]; the change will be made.

To show how to change memory, we'll open an address in video memory. Get into the byte mode and open Address \$015A by typing:

[BREAK]

B
[ENTER]

015A!

Note that the cursor is to the right. To put a 1 in that address, type:

1
[ENTER]

If you want to change the contents of more than one address, type:

015AI
Then type:

DD
[DOWN ARROW]

This changes the contents to DD and lets you change the next address. (Press the [DOWN ARROW] to see that the change has been made.)

The size of the changes you make depends on the examination mode you are in. In the byte mode, you will change one byte only and can type one or two digits.

In the word mode, you will change one word at a time. Any 1-, 2-, 3-, or 4-digit number you type will be the new value of the word.

If you type a hexadecimal number that is also the name of a 6809 registers (A,8,D,CC,DP,X,Y,U,S,PC), ZBUG assumes it's a register and gives you an "EXPRESSION ERROR." To avoid this confusion, include a leading zero (0A,0B, etc.)

To change memory in the ASCII mode, use an apostrophe before the new letter. For example, here's how to write the letter C in memory at Address \$015A. To get into the ASCII examination mode, type:

A
[ENTER]

To open Address \$015A,type:

015AI

To change its contents to a C, type:

'C
[DOWN ARROW]

Pressing the [UP ARROW] will assure you that the address contains the letter C.

If you are in mnemonic mode, you must change one to five bytes of memory depending on the length of the opcode. Changing memory is complex in mnemonic mode because you must type the opcodes rather than the mnemonic.

For example, get into the mnemonic mode and open

Address \$015A. Type:

```
M
[ENTER]
015A/
```

To change this instruction, type:

```
86
[ENTER]
```

Now Address \$015A contains the opcode for the LDA mnemonic. Open location 0158:

```
015B/
```

and insert \$06, the operand:

```
06
[ENTER]
```

Upon examining Address \$015A again, you'll see it now contains an LDA #6 instruction.

Exploring the Computer's Memory

You are now invited to examine each section of memory using ZBUG commands to change examination modes.

Use the Memory Map in Reference J.

Don't hesitate to try commands or change memory. You can restore anything you alter simply by removing the diskette and turning the computer off and then on again.

Chapter 6/ Editing the Program Editor Commands

The editor has many commands to help you edit your source program. Chapter 2 shows how to enter a source program. This chapter shows how to edit it.

To use the edit commands you must return to the editor from ZBUG:

EDTASM: From EDTASM ZBUG, return to the editor by typing E [ENTER]

EDTASMOV: From Stand-Alone ZBUG, return to the DOS menu by typing K [ENTER]. Then, execute the EDTASMOV program.

The screen now shows the editor's * prompt. While in the editor, you can return to the * prompt at any time by pressing [BREAK].

This chapter uses SAMPLE/ASM from Chapter 2 as an example. To load SAMPLE/ASM into the editor, type:

```
L SAMPLE/ASM
[ENTER]
```

Print Command

Prange

To print a line of the program on the screen, type:

```
P100
[ENTER]
```

To print more than one line, type:

```
P100: 130
[ENTER]
```

You will often refer to the first line, last line, and current line (the last line you printed or inserted). To make this easier, you can refer to each with a single character:

- # first line
- * last line
- current line (the last line you printed or inserted.)

To print the current line, type:

```
P.
[ENTER]
```

To print the entire text of the sample program, type:

```
P# : *
[ENTER]
```

This is the same as P050:200 [ENTER].

The colon separates the beginning and ending lines in a range of lines. Another way to specify a range of lines is with !. Type:

```
P#!5
[ENTER]
```

and five lines of your program, beginning with the first one, are printed on the screen.

To stop the listing while it is scrolling, quickly type:

```
[SHIFT] + [ @ ] KEYS
```

To continue, press any key.

In addition to the P range command you now also have U. This command will have the effect of scrolling backwards through your source code. The current line will be moved backwards one screen and a new screen will be printed from that point onward.

Printer Commands

Hrange

Trange

If you have a printer, you can print your program with the H and T commands. The H command prints the editor supplied line numbers. The T command does not.

To print every line of the edit buffer to the printer, type:

```
H# : *
```

You are prompted with:

```
PRINTER READY
```

Respond with [ENTER] when ready.

The next example prints six lines, beginning with line 100, but without the editor-supplied line numbers. Type:

```
T100!6
[ENTER]
```

Edit Command

Eline

You can edit lines in the same way you edit Extended COLOR BASIC lines. For example, to edit line 100, type:

```
E100
[ENTER]
```

The new line 100 is displayed below the old line 100 and is ready to be changed.

Press the [SPACEBAR] to position the cursor just after START. Type this insert subcommand:

```
IED
[ENTER]
```

which inserts ED in the line.

The edit subcommands are listed in Reference A.

Delete Command

Drange

If you are using the sample program, be sure you have written it on disk before you experiment with this command. Type:

```
D110: 140
[ENTER]
```

Lines 110 through 140 are gone.

Insert Command

Istartline, increment

Type:

```
I152,2
```

You may now insert lines (up to 127 characters long) beginning with line 152. Each line is incremented by two. (The editor does not allow you to accidentally overwrite an existing line. When you get to line 160, it gives you an error message.)

Press [BREAK] to return to the command level. Then type:

```
I200
```

This lets you begin inserting lines at the end of the program. Each line is incremented by two, the last increment you used.

Type:

```
[BREAK]
I
[ENTER]
```

The editor begins inserting at the current line. On startup, the editor sets the current line to 100 and the increment to 10. You may use any line numbers between 0 and 63999.

Renumber Command

Nstartline,increment

Another command that helps with inserting lines between the lines is N (for renumber). From the command level, type:

```
N100,50
```

The first line is now Line 100 and each line is incremented by 50. This allows much more room for inserting between lines.

Type:

```
N
```

The current line is now the first line number. Renumber now so you will be ready for the next instruction.

Type:

```
N100,10
```

Replace Command

Rstartline,increment

The replace command is a variation of the insert command.

Type:

```
R100,3
```

You may now replace line 100 with a new line and begin inserting lines using an increment of three.

Copy Command

Cstartline,range,increment

The copy command saves typing by duplicating any part of your program to another location in the program.

To copy lines, type:

```
C500,100:150,10
```

This copies lines 100 to 150 to a new location beginning at Line 500, with an increment of 10. An attempt to copy lines over each other will fail.

ZBUG Command

The EDTASM system contains a copy of the stand-alone ZBUG program. This allows you to enter ZBUG while your program is still in memory.

EDTASMOV Users: You need to use the Stand-Alone ZBUG program, as shown in Chapter 2.

To enter ZBUG, type:

```
Z
```

The # prompt tells you that you are now in ZBUG. To re-enter the editor from ZBUG, type the ZBUG command:

```
E
```

If you print your program, you'll see that entering and exiting ZBUG did not change it.

BASIC Command

To enter BASIC from the editor, type:

```
Q
```

If you want to enter DOS from the editor, type:

```
K
```

Entering DOS or BASIC empties your edit buffer. Reentering the editor empties your BASIC buffer.

Write Command

WD filespec

W filespec

This command is the same one you used in Chapter 2 to write the source program to disk. It saves the program in a disk file named filespec. Filespec can be in one of these forms:

filenameext:drive

filename.ext:drive

The **filename** can be one to eight characters. It is required.

The **extension** can be one to three characters. It is optional. If the extension is omitted, the editor assigns the file the extension /ASM.

The **DRIVE** can be a number from 0 to 3 with a floppy disk system or from 0 to driveMAX on an RGB hard drive system.

If the drive number is omitted, the editor uses the last drive accessed. At startup this will normally be drive #0 unless you patch DOS. A LOAD, WRITE, or V (directory) will change the default drive. RGB systems are limited to 254 as the highest accessible drive.

Write has a new option: save source code files without line numbers. This was done to complement the new Load option.

Examples:

WD TEST

saves source file currently in memory as TESTI.ASM.

WD TEST/PR1

saves the source file currently in memory as TEST/PR1.

W# filename

save source without line numbers

W filename

normal format; saves source with line numbers

Load Command

LD filespec

LDA filespec

This command loads a source filespec from disk into the edit buffer. If the source filespec you specify does not have an extension, the editor uses /ASM.

If you don't specify the A option, the editor empties the edit buffer before loading the file.

If you specify the A option, the editor appends the file to the current contents of the edit buffer.

Appending files can be useful for chaining long programs. When the second file is loaded, simply renumber the file with the renumber command.

Examples:

LD SAMPLE:1

empties the edit buffer, then loads a file named SAMPLE/ASM from Drive 1.

LDA SAMPLE/PRO

loads a file named SAMPLE/PRO from the first available drive, then appends to the current contents of the edit buffer.

It is now possible to load source code files that do not have line numbers. This function, transparent to the user, allows source files from other editor/assemblers, such as Macro-80C, to be loaded.

The editor has several other commands. These are listed in Reference A.

Hints on Writing Your Program

Copy short programs from any legal source available to you. Then modify them one step at a time to learn how different commands and addressing modes work. Try to make the program relocatable by using indexed, relative, and indirect addressing (described in Section 11/).

Try to write a long program as a series of short routines that use the same symbols. They will be easier to understand and debug. They can later be combined into longer routines.

Note:

You can use the editor to edit your BASIC programs, as well as assembly language programs. You might find this very useful since the EDTASM editor is much more powerful than the BASIC editor.

You need to first save the BASIC program in ASCII format:

SAVE filespec, A

Then, load the program into the editor.

Chapter 7/ Assembling a Program (ASM Commands)

To load the assembler program and assemble the source program into 6809 machine code, EDTASM (or EDTASMOV) has an "assembly command." Depending on how you enter the command, the assembler:

- Shows an "assembly listing" giving information on how the assembler is assembling the program.
- Stores the assembled program in memory.
- Stores the assembled program on disk.
- Stores the assembled program on tape.

This chapter shows the different ways you can control the assembly listing, the in-memory assembly, and the disk assembly. Knowing this will help you understand and debug a program.

The Assembly Command

The command to assemble your source program into 6809 machine code is:

Assembling in memory:

```
A /IM /switch1/switch2/...
```

The /IM (in memory) switch is required.

Assembling to disk:

```
A filespec /switch1/switch2/...
```

The assembled program is stored on disk as filespec. If filespec does not include an extension, the assembler uses /BIN.

The assembled program is stored on tape as filename.

The switch options are as follows:

/AO	Absolute origin
/IM	Assemble into memory
/LP	Assembler listing on the line printer
/MO	Manual origin
/NL	No listing
/NO	No object code in memory or disk
/NS	No symbol table in the listing
/SR	Single record
/SS	Short screen listing
/WE	Wait on assembly errors
/WS	With symbols

You may use any combination of the switch options. Be sure to include a blank space before the first switch. If you omit filespec, you must use the in-memory switch (/IM).

Examples:

```
A /IM /WE
```

assembles the source program in memory (/IM) and stops at each error (!WE).

```
A TEST /LP
```

assembles the source program and saves it on disk as TEST/BIN. The listing is printed on the printer (/LP). Note that there must be a space between the filespec and the switch.

```
A TEST /PRO
```

assembles the source program and saves it on disk as TEST/PRO.

Assembly Listing

```

*A/AD/IN/WE
7000 ① 00050 ORG $7000
7000 7E 7005 00060 BEGIN JMP START
7003 00 1D 00070 FDB DONE-BEGIN
7005 86 ② F9 00100 START LDA #$F9
7007 8E 0400 ③ 00110 LDX #$400
700A A7 80 00120 SCREEN STA ,X+
700C 8C 0600 00130 CMPX #$600
700F 26 F9 00140 BNE SCREEN
7011 AD 9F A000 00150 WAIT JSR [$A000]
7015 27 FA 00160 BEQ WAIT
7017 0F 71 00170 CLR $71
7019 6E 9F FFFE 00180 JMP [$FFFE]
       701D 00190 DONE EQU *
       0000 00200 END

00000 TOTAL ERRORS ④

BEGIN ⑤ 7000  DONE  701D  SCREEN 700A  START  7005  WAIT  7011
*

```

Figure 1. Assembly Display Listing

1. The location in memory where the assembled code will be stored. In this example, the origin for the code will be \$7000
2. The assembled code for the program line. \$86F9 is the assembled code for LDA #\$F9.
3. The Column dedicated to showing the program line numbers.
4. The number or errors produced while being assembled. Use the /WE flag to stop assembly on errors.
5. The symbols you used in your program and the memory locations that they refer to are list here.

Controlling the Assembly Listing

The assembler normally displays an assembly listing similar to the one in Figure 1. You can alter this listing with one of these switches:

/SS Short screen listing

/NS No symbol table in the listing

/NL No "sting

/LP Listing printed on the printer

For example:

```
A SAMPLE /NS
```

assembles SAMPLE and shows a listing without the symbol table.

If you are printing the listing on the printer, you might want to set different parameters. You can do this with the editor's "set line printer parameters" command: To use this command, type (at the * prompt):

```
S
```

The editor shows you the current values for:

- LINCNT - the number of lines printed on each page. ("line count")
- PAGLEN - the number of lines on a page. ("page length")
- PAGWID - the number of columns on a page. ("page width")
- FLDFLG - the "fold flag" (This flag should contain 1 if your printer does not "wrap around." Otherwise, the flag should contain 0.)