Z80 Routines: Math: Signed Math

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Here come useful routines that handle signed math.

Change Sign

```
¦;---> negate a
negA:
                 ;or: cpl / inc a
AbsA:
¦bit 7,a
 ret z
 neg
 ret
;Input: e - 8-bit signed number
;Output: a - 8-bit signed number
;Sample: abs(-2) = 2; abs(2) = 2
AbsAp:
         ld a,e
        rlca
         sbc a,a ;($FF if signed, $00 if not)
         ld b,a
         xor e
         sub b
;
;;OR
        xor a
         sub e
         jp p,$+4
         ld a,e
;---> negate hl
;;input: hl
;;ouput: hl negated
;;destroys a
inegHL:
        xor a
         \operatorname{sub}\ 1
        ld l,a
         sbc a,a
         sub h
         ld h,a
        ret
```

Extend Sign

```
;a to bc (extend sign)
;inputs: a - 8-bit signed number
;outputs: bc - same 16-bit signed number
AtoBCextendendsign:
ld c,a
rlca ; or rla
sbc a,a
ld b,a
```

```
ret
; sign-extends e into de
EtoDEextendsign:
        ld a, e
        rlca
                         ; move sign bit into carry flag
                        ; a is now 0 or 11111111, depending on the carry
        sbc a, a
        ld d, a
         ret
; sign-extends de into hlde
DEtoHLDEextendsign:
        add hl, hl ; move sign bit into carry flag sbc hl, hl ; hl is now @ on 133333
        ld h, d
                         ; hl is now 0 or 11111111 11111111, depending
        ret
```

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