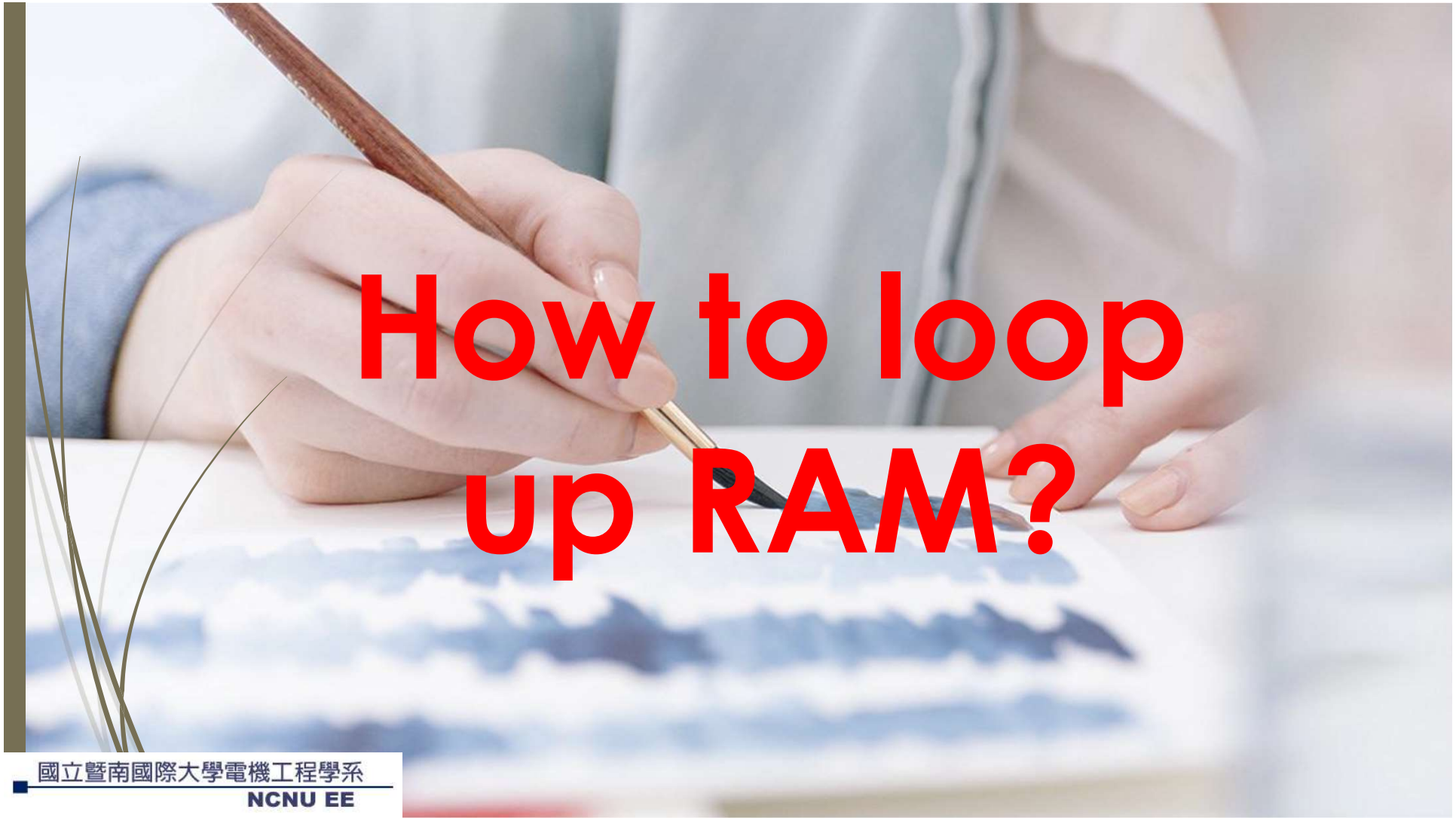
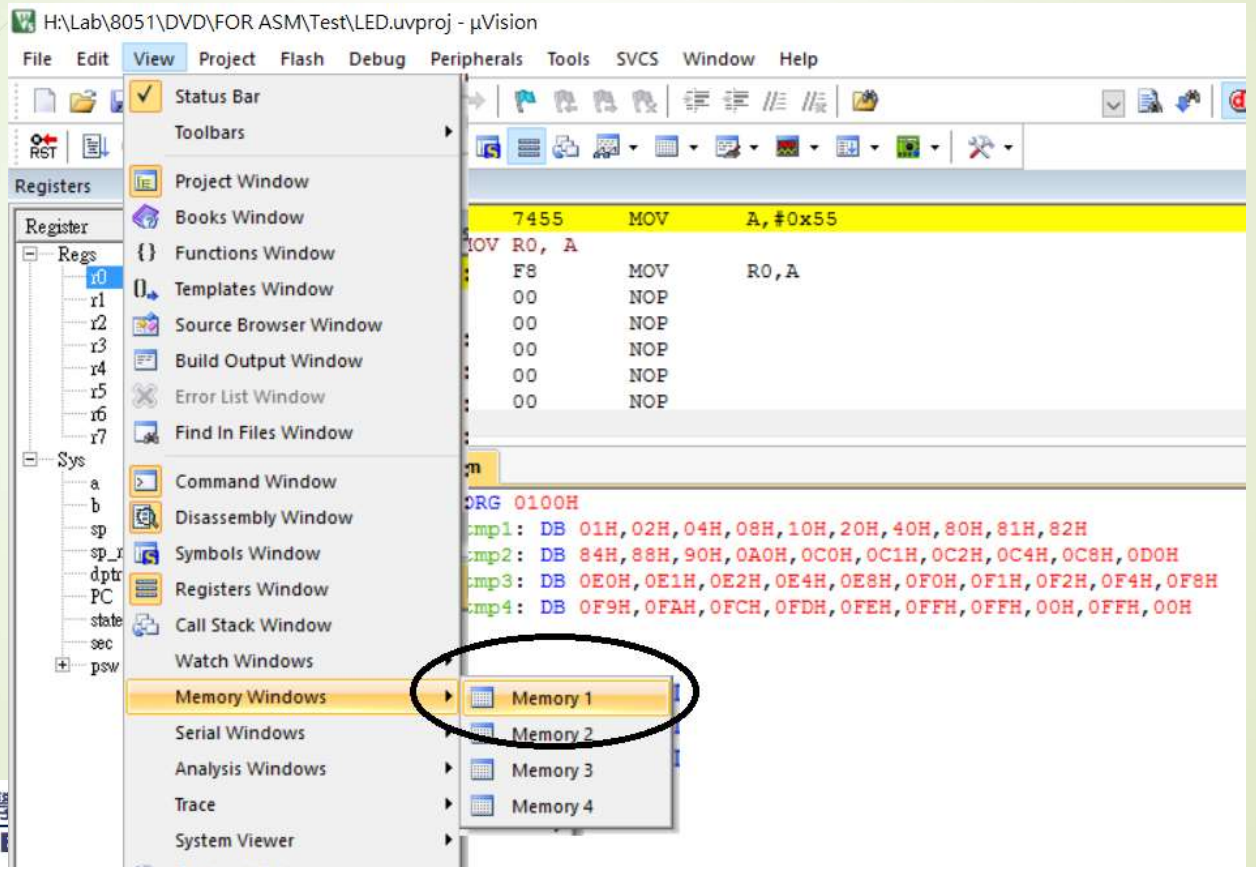
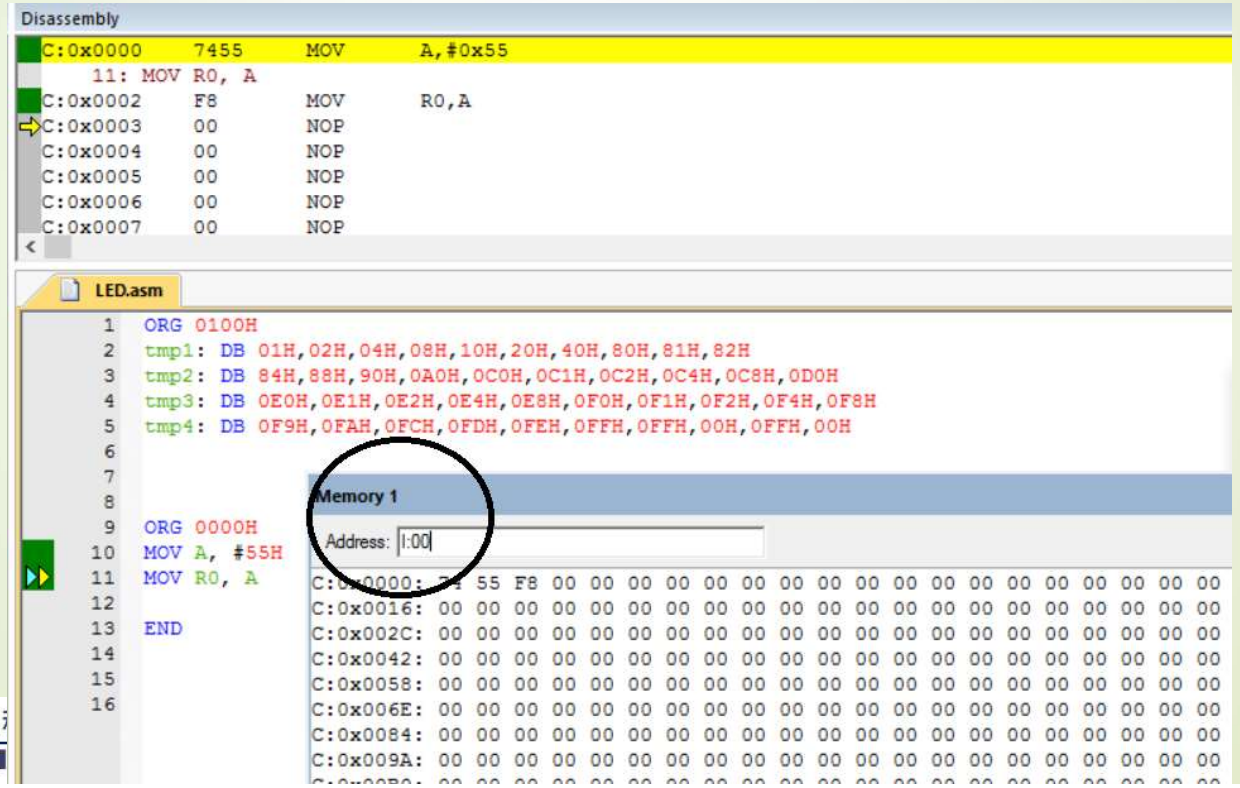
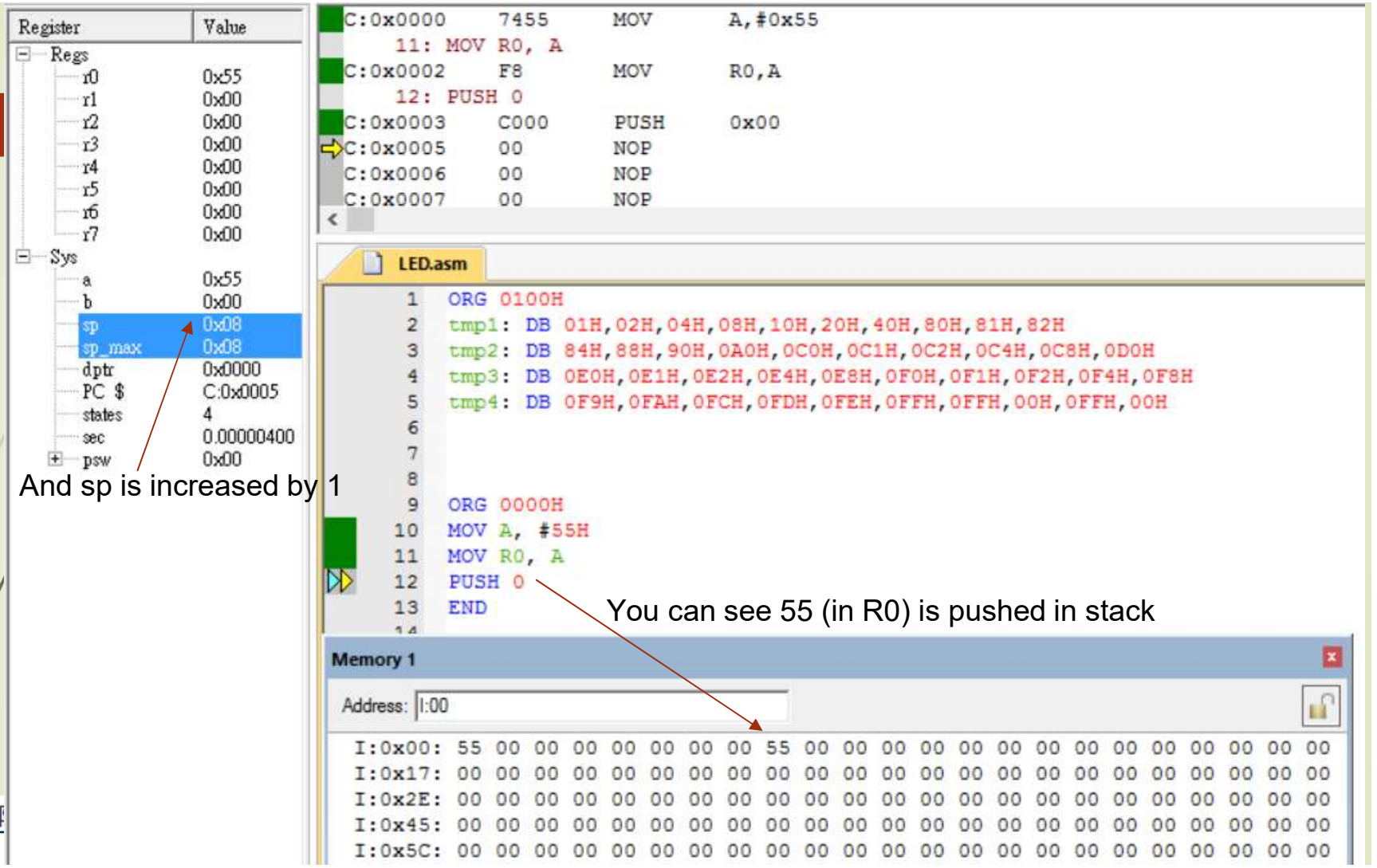

How to loop up RAM?

1. Start debugging
2. Open one memory window



3. Input I:00


Disassembly
C:0x0000 7455 MOV A,#0x55
11: MOV R0, A
C:0x0002 F8 MOV R0,A
C:0x0003 00 NOP
C:0x0004 00 NOP
C:0x0005 00 NOP
C:0x0006 00 NOP
C:0x0007 00 NOP
LED.asm
1 ORG 0100H
2 tmp1: DB 01H,02H,04H,08H,10H,20H,40H,80H,81H,82H
3 tmp2: DB 84H,88H,90H,0A0H,0C0H,0C1H,0C2H,0C4H,0C8H,0D0H
4 tmp3: DB 0E0H,0E1H,0E2H,0E4H,0E8H,0F0H,0F1H,0F2H,0F4H,0F8H
5 tmp4: DB 0F9H,0FAH,0FCH,0FDH,0FEH,0FFH,0FFH,00H,0FFH,00H
9 ORG 0000H
10 MOV A, #55H
11 MOV R0, A
13 END
Memory 1
Address: I:00
C:0x0000: 74 55 F8 00 00 00 00 00 00 00 00 00 00 00 00 00
C:0x0016: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
C:0x002C: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
C:0x0042: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
C:0x0058: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
C:0x006E: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
C:0x0084: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
C:0x009A: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00



And sp is increased by 1

You can see 55 (in R0) is pushed in stack