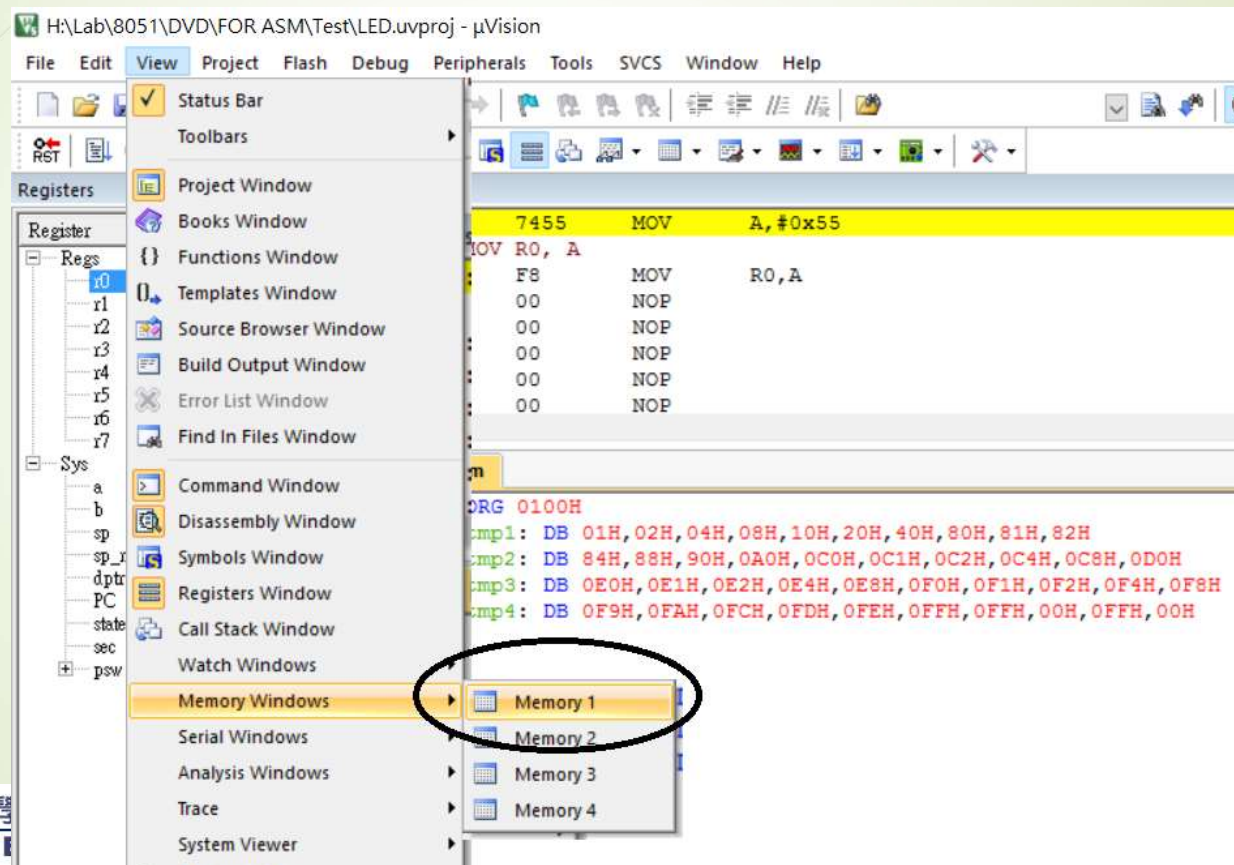




How to loop up RAM?

1. Start debugging
2. Open one memory window



3. Input I:00

Disassembly

Address	Hex	Op	Operand
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
6
7
8
9  ORG 0000H
10 MOV A, #55H
11 MOV R0, A
12
13 END

```

Memory 1

Address: I:00

Address	Hex	Op	Operand
C:0x0000:	74 55 F8 00 00 00 00 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 00 00 00 00		
C:0x002C:	00 00 00 00 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 00 00 00 00		
C:0x0058:	00 00 00 00 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 00 00 00 00		
C:0x0084:	00 00 00 00 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 00 00 00 00		
C:0x00B0:	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00		

Register	Value
Regs	
r0	0x55
r1	0x00
r2	0x00
r3	0x00
r4	0x00
r5	0x00
r6	0x00
r7	0x00
Sys	
a	0x55
b	0x00
sp	0x08
sp_max	0x08
dptr	0x0000
PC \$	C:0x0005
states	4
sec	0.00000400
psw	0x00

And sp is increased by 1

```
C:0x0000  7455  MOV    A, #0x55
          11: MOV R0, A
C:0x0002  F8    MOV    R0, A
          12: PUSH 0
C:0x0003  C000  PUSH   0x00
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
6
7
8
9  ORG 0000H
10 MOV A, #55H
11 MOV R0, A
12 PUSH 0
13 END
```

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

Memory 1	
Address:	1:00
I:0x00:	55 00 00 00 00 00 00 00 55 00 00 00 00 00 00 00 00 00 00 00 00 00
I:0x17:	00 00
I:0x2E:	00 00
I:0x45:	00 00
I:0x5C:	00 00