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Back To
(Almost)
Bare-Metal Programming

Version 0.0.2

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Abstract

Going back to (almost) bare metal, The ML Foundation Core Version 0.0.2 is presented as a base-level system upon which to build machine-language games and other software.

This system is intended for simplifying and organizing the development of 6809 Assembly Language Programs for the 64K Radio Shack Color Computer 2; most specifically in the areas of text processing and unsigned integer numerical computation.

This Version 0.0.2 iteration corrects bugs involving Disk Basic variables and routines in low ram. It also incorporates space for 8 pages of PMODE graphics.

This paper and its associated code are available online at:

<http://www.bds-soft.com/cocoPapers.php> .

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Introduction

From Techopedia:

Bare-metal programming is a term for programming that operates without various layers of abstraction or, as some experts describe it, "without an operating system supporting it." Bare-metal programming interacts with a system at the hardware level, taking into account the specific build of the hardware.

In this paper, I present Version 0.0.2 of the Core of The ML Foundation System, a system which will provide the bedrock upon which you can build more extensive Assembly Language games and other systems of your own.

This ML Foundation Core contains routines which could be expected to be utilized in almost any game or other software system. It specifically includes eight mechanisms which would be expected to be necessary for almost any game:

1. A minimal interface between BASIC and Machine Language.
2. Access to Keyboard Input.
3. Control of Output to the 32 x 16 VIDRAM Text Screen.
4. Access to Disk Storage.
5. 8-bit Sound.
6. Unsigned 8-bit and 16-bit Integer Math.
7. Various Text Processing Routines.
8. An Unsigned 16-bit Integer Pseudo-Random Number Generator.

This ML Foundation Core is intended to be used in three different ways.

First, the Core itself - The Core, all by itself, might be used as the base on which to build simple games and software. Unsigned Integers, for instance, may be quite sufficient for such endeavors. Signed Integers, Floating Point Numbers, etc. might be overkill. Users could then build their simple systems directly on top of the core.

Second, the primary ML Foundation. Certain more complicated routines will be added onto the Core in the future to produce a more complex ML Foundation. Users could then build their more complicated systems on top of that ML Foundation.

Third, alternate ML Foundations. Various combinations of more advanced software will be combined to form ML Foundations specific to certain types of systems. For, example one ML Foundation might be developed for games having high graphics content. Another ML Foundation might be designed to smooth the development of scientific computations. Still another might be designed to support the teaching of computational subject matter from within my proposed VCC Bundle. (See

[MDJ02]). Users would then be able to choose which ML Foundation was most suitable for their application.

When I first started learning 6809 Assembly Language back in the late 1980's, I found it to be quite a struggle. Books by experts such as Bill Barden, Lance Leventhal, and others were significant helps, but getting past the first hurdle of being able to put information into the computer and get stuff back out was daunting, to say the least.

With the completion of this paper, you have a minimally complete system; capable of receiving input from the Keyboard, generating output to the Video RAM (**VIDRAM**) Screen, and storing and retrieving data and code to and from the disk drives.

At this point, Version 0.0.2 of the ML Foundation Core is deemed to be functionally complete. It's should be sufficient for experimenting with, and as a foundation upon which to build additional software layers.

Back in 1985, James and Victor Perotti wrote:

There is no better way to learn about computers than by learning to program in Assembly. With it you are directly manipulating the CPU ; you are writing in the language of the machine; you are learning how the computer works. With other languages, you program in the environment of that particular software. Assembly is the lowest level language, the one closest to the raw binary code that the CPU really processes. (Perotti 68)

And more recently, Ed Snider writes, "In programming the Color Computer, my language of choice is assembly language. It's the only way to get full performance out of the machine, and to control the hardware directly."

In order to build anything, including software, you need a strong and solid foundation on which to build (cf. what Jesus said about the house that was built on sand: Matthew 7:24-27). What I hope to provide here is a solid but simple foundation; one which is easy to understand and won't distract you by sending you down a rabbit hole, chasing after the true meaning of a tricky bit of code.

Efficiency is good, but clarity is better.

Consider, for a moment, the following BASIC program.

```
1DATA182,28,0,31,137,61,253,28,0,57:
PCLEAR1: CLEAR200, &H1C00: FORI=0TO9: RE
ADN1: POKE&H6000+I, N1: NEXTI
2INPUTN: N=INT (ABS (N) ) : IFN>255THENN=2
55
3POKE&H1C00, N: EXEC&H6000: N2= ( ( PEEK (
&H1C00) ) *256) +PEEK ( &H1C01 ) ) : ?N; " **2=
"; N2: ?"MORE (Y/N) " ; : INPUTZ$: IFZ$="Y"G
OTO2: END
```

DON'T TURN THE PAGE YET !

This three-line program is named SB.BAS —

Can you tell what this program is supposed to do?

And, if you can tell what it's supposed to do, can you tell how it goes about doing it?

THREE... HOURS... LATER...

Okay, now you can turn the page.

This is the same program, only not quite so crunched up.

```
1 'SQRBYTSV.BAS
2 'E.G. SQRBYT SEMI-VERBOSE
3 'MDJ 2021/09/13
4 PCLEAR1
5 CLEAR200, &H1C00
6 DATA182,28,0,31,137,61,253,28,0,57
7 FORI=0TO9
8 READN1
9 POKE&H6000+I,N1
10 NEXTI
11 INPUTN
12 N=INT (ABS (N) )
13 IFN>255 THENN=255
14 POKE&H1C00,N
15 EXEC&H6000
16 N2= ( ( PEEK (&H1C00) ) *256) +PEEK (&H1C
01) )
17 PRINTN; " **2=" ;N2
18 PRINT"MORE (Y/N) ";
19 INPUTZ$
20 IFZ$="Y"GOTO11
21 END
```

Is that any better?

“Not much,” you say.

Okay, go on to the next page.

This is essentially the same program again, but now fully commented and with some better direction for the I/O tasks:

```
1000 '*****
1010 '*'
1020 '* SQRBYTV.BAS
1030 '* I.E. SQRBYT VERBOSE
1040 '* MDJ 2021/09/13
1050 '*'
1060 '* SQUARES AN
1070 '* UNSIGNED BYTE
1080 '* IN MACHINE CODE
1090 '*'
1100 '*****
1110 '
1120 'SETUP MEMORY
1130 PCLEAR 1
1140 CLEAR 200, &H1C00
1150 '
1160 'THE MACHINE LANGUAGE
1170 'ROUTINE FROM SQRBYT.ASM
1180 DATA 182,28,0,31,137
1190 DATA 61,253,28,0,57
1200 '
1210 'PUT THE MACHINE LANGUAGE
1220 'PROGRAM INTO MEMORY
1230 FOR I = 0 TO 9
1240 READ N1
1250 POKE &H6000+I,N1
1260 NEXT I
1270 '
1280 'UNCOMMENT FOR DEBUGGING
1290 'PRINT
1300 'FOR I = 0 TO 9
1310 'N = PEEK(&H6000+I)
1320 'PRINT N;" ";
1330 'NEXT I
1340 'PRINT
1350 '
1360 'ENTER A NUMBER
1370 A$="ENTER AN UNSIGNED "
1380 B$="BYTE: "
1390 PRINT A$;B$;
1400 INPUT N
1410 '
1420 'NO NEGATIVE NUMBERS
1430 N=ABS(N)
```

```

1440 '
1450 'ONLY UNSIGNED INTEGERS
1460 N=INT(N)
1470 '
1480 'MAXIMUM SIZE = 8-BITS
1490 IF N>255 THEN N=255
1500 '
1510 'PUT N TO TRANSFER REGA
1520 POKE &H1C00,N
1530 '
1540 'GO DO THE SQUARE
1550 EXEC &H6000
1560 '
1570 'GET THE SQUARE FROM
1580 'TRANSFER REGD
1590 NA=PEEK(&H1C00)
1600 '
1610 'UNCOMMENT FOR DEBUGGING
1620 'PRINT"NA = ";NA
1630 '
1640 NB=PEEK(&H1C01)
1650 '
1660 'UNCOMMENT FOR DEBUGGING
1670 'PRINT"NB = ";NB
1680 '
1690 N2=((NA * 256) + NB)
1700 '
1710 'REPORT THE RESULTS
1720 A$="THE SQUARE OF "
1730 B$=" IS "
1740 PRINT A$;N;B$;N2
1750 '
1760 'DO IT AGAIN?
1770 PRINT
1780 PRINT "DO ANOTHER (Y/N)?"
1790 INPUT Z$
1800 PRINT
1810 IF Z$="Y" GOTO 1370
32767 END

```

Now, you should pretty much be able to tell what the program does at a glance.

But, it's still difficult to tell HOW it does it, until we add the associated Assembly Language Routine which is provided on the following page.

BTW, the debugging statements are not just included as eye-candy. I originally had a typo in Line 1190, having typed in a "38" instead of a "28".

At this point, everything should be clear.

```
00100 *****
00110 *
00120 * SQRBYT.ASM
00130 * MDJ 2021/09/13
00140 *
00150 * SQUARES AN
00160 * UNSIGNED BYTE
00170 *
00180 * ENTRY CONDITIONS:
00190 *   A = THE BYTE
00200 *
00210 * EXIT CONDITIONS:
00220 *   D = THE SQUARE
00230 *
00240 *****
00250
00260 * 8-BIT TRANSFER
00270 * REGISTER A
1C00 00280 REGA   EQU   $1C00
00290
00300 * 16-BIT TRANSFER
00310 * REGISTER D
1C00 00320 REGD   EQU   $1C00
00330
00340 * A = HIGH BYTE OF D
00350 * THUS THEY HAVE THE
00360 * SAME ADDRESS
00370
6000 00380           ORG   $6000
00390
00400 * GET THE BYTE
6000 B6 1C00 00410           LDA   REGA
00420
00430 * COPY IT TO REGISTER B
6003 1F 89 00440           TFR   A,B
00450
00460 * DO THE SQUARING
6005 3D 00470           MUL
00480
00490 * PUT THE 16-BIT RESULT
6006 FD 1C00 00500           STD   REGD
00510
00520 * EXIT
6009 39 00530           RTS
0000 32767           END
```

Note that this code consists of ten bytes:

\$B6, \$1C, \$00, \$1F, \$89, \$3D, \$FD, \$1C, \$00, \$39

whose decimal equivalents are:

182, 028, 000, 031, 137, 061, 253, 028, 000, 057

or more compactly:

182,28,0,31,137,61,253,28,0,57

which represents the actual machine language code equivalent of the above assembly language routine.

There are times when super-crunched code like the original 3-Liner above is appropriate. Like when you're entering a CoCo-Stuffing contest. But, even then, you'd be wise to have a well-commented copy on hand somewhere.

In such cases, I like to keep a simple Microsoft Access database table on my Big Iron which includes:

1. A 12-character text field for the 8.3 crunched filename,
2. A 36-character text field for a brief description,
3. A 12-character text field for the 8.3 fully commented BASIC filename,
4. A 12-character text field for the 8.3 Assembly Language filename,
5. A 255-character text field for the first (up to) 255 characters of the text of the crunched file (MS Access makes it easy to re-order the table in alphanumeric order on any field), and
6. A memo field of effectively unlimited length.

This Version 0.0.2 is intended to present a strong, solid, and simple Color Computer machine language foundation core ("The ML Foundation Core") upon which you can build systems of your own. This ML Foundation is well-commented throughout — not only for you, but also for me when I come back to it and try to understand what I was doing five months (five minutes?) ago.

Others can, and have, written fancier and faster code than I have here. But my goal is to provide you with an easy-to-use place to begin. Fast and fancy can come later.

Now, even a foundation needs a foundation. When you build a house, the first thing you build is its foundation. But even before you start laying that foundation, you make sure you've dug down to solid rock.

This paper presents the foundation of the ML Foundation, i.e. the ML Foundation Core. The ML Foundation is not completed in this paper - there remains much yet to be done.

As Winston Churchill remarked at the Lord Mayor's dinner at Mansion House in London on November 10, 1942, just after the victory at El Alamein, "Now this is not the end. It is not even the beginning of the end. But it is, perhaps, the end of the beginning." (Manchester and Reid 591).

—

A Note on Numbers: To keep everything simple to understand, and also neatly lined-up, I frequently refer to numbers as decimal bytes with three full digits, e.g. 004, 027, 229, etc. See Appendix A for conversions between the decimal and hexadecimal representations of bytes. The leading zeroes are NOT intended to indicate octal notation. Octal notation is not used anywhere in this paper.

In works of this complexity (at least for me) typos and other errors are bound to sneak in. Please let me know about any you discover so I can note and correct them.

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=====

General Methodology

I'm developing The ML Foundation in two parts:

1. The ML Foundation Core, which includes the lowest level code, and which is established in specific locations in Low RAM. This part is treated in this paper.

2. The rest of The ML Foundation, which will be modular and which will be "relocatable" in that it will be built for simplicity of re-assembly. These parts of the ML Foundation will be addressed in future papers.

I had originally intended to make this code truly relocatable, but I've determined that (at least for me) such relocatable code is not worth the cost in bytes, cycles, nor complexity of code. See Appendix C.

I am developing The ML Foundation, even within the Core, to be modular, rather than monolithic. This will allow each routine to be developed, written, and tested independently, greatly (hopefully) reducing both subsequent development and debugging time.

For each of the following Core Routines, I generally present the Assembly Language Routine itself, a Test Routine also written in Assembly Language, a BASIC Language Control Program to initiate and drive the Test Routine, and the results of the testing.

=====

MC6809 Register Set

The Register Set of the MC6809 is presented graphically on the Programmer's Card on the following page; from (Warren 154).

The X, Y, U, S, and PC Registers are each 16-bits wide.

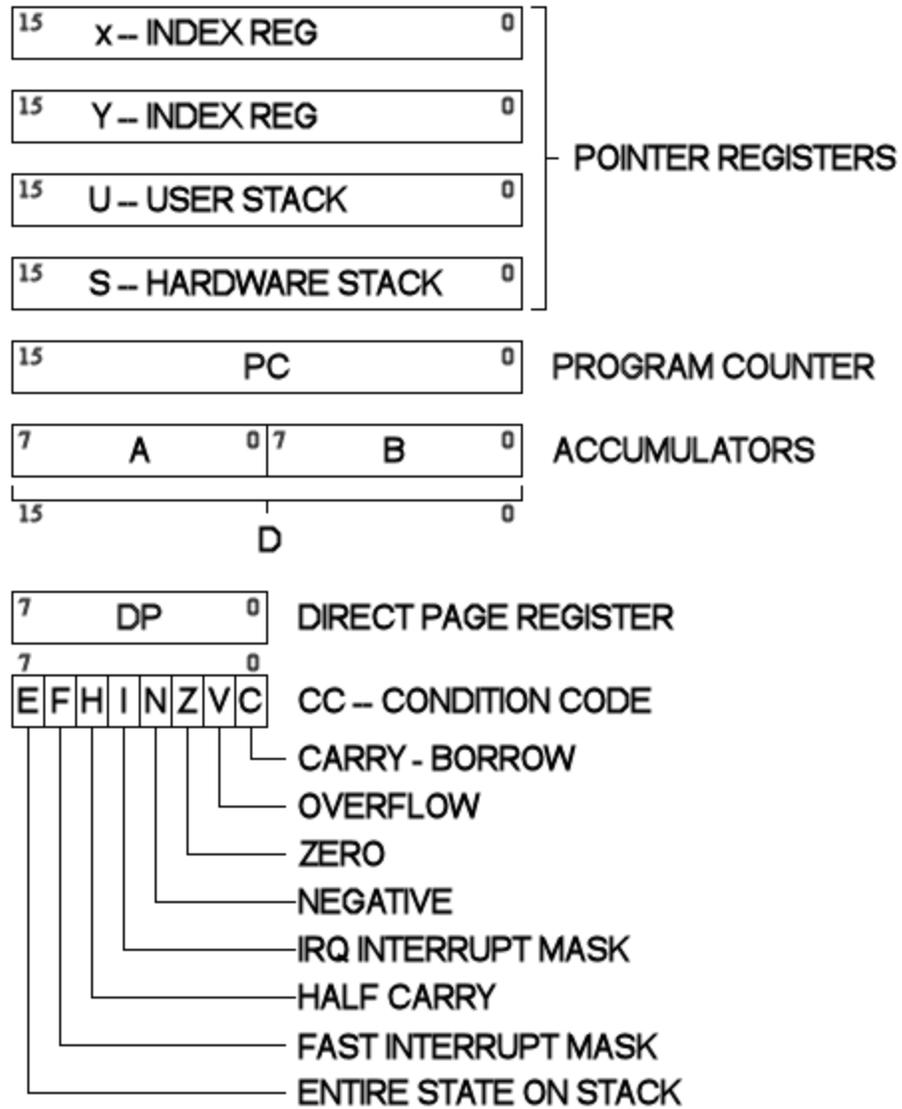
The A, B, DP, and CC Registers are each 8-bits wide.

The A and B Registers also combine to form the 16-bit D Register, with the A Register serving as the D Register's High Byte, and the B Register serving as its Low Byte.

In the 16-bit Registers, as shown on the Programmer's Card, the bits are numbered from 0 to 15 from right-to-left.

The bits in the 8-bit Registers are numbered from 0 to 7 from right-to-left.

Programmer's Card



From MC6809 Cookbook, page 154

=====

64K CoCo 2 Memory Map

ML Foundation Core

In 2021, [MDJ03] was presented as the beginning of this system.

In that paper, I reported:

Also, during the earliest part of this development project, I discovered that stuff I put into Graphic Page 1 memory, even after “PCLEAR 0”, often became corrupted for no reason I could easily discern.

In 2022, [MDJ04] discovered and reported that the problem was a heel-of-hand-smacking-forehead type of really embarrassing error: I had failed to note that the CoCo Disk System used RAM assigned to the Disk System from 0x0600 through 0x0DFF. Therefore, in Disk BASIC, the Graphics Memory starts at 0x0E00 instead of at 0x0600.

Here’s the 64K CoCo 2 Disk System ML Foundation Core Memory Map, as modified for Version 0.0.2 (cf. the TRS-80 CoCo Wiki):

64K CoCo 2 ML Foundation Core Memory Map

=====

Decimal -----	Address Contents -----	Hex Address -----
SYSTEM LOW RAM:		
0-1023	System Use	0000-03FF
1024-1535	Text Screen Memory	0400-05FF
1536-3583	Disk System RAM	0600-0DFF
	Graphic	
	Screen Memory	
3584-5119	Page 1	0E00-13FF
5120-6655	Page 2	1400-19FF
6656-8191	Page 3	1A00-1FFF
8192-9727	Page 4	2000-25FF
9728-11263	Page 5	2600-2BFF
11264-12799	Page 6	2C00-31FF
12800-14335	Page 7	3200-37FF
14336-15871	Page 8	3800-3DFF

15872-16383	BASIC Language Initialization* Program Storage	3E00-3FFF
16384-17429	ML Foundation Core Assembly Language** Program Storage	4000-4415
17430-32767	General Assembly Language*** Program Storage	4416-7FFF

SYSTEM UPPER RAM BANK:

32768-65279	Assembly Language*** Program Storage	8000-FE00
-------------	---	-----------

SYSTEM UPPER ROM BANK:

32768-40959	Extended Color BASIC	8000-9FFF
40960-49151	Color BASIC	A000-BFFF
49152-57343	Disk Basic or Cartridge Memory	C000-DFFF
57344-65279	Super-Extended (Enhanced) Basic	E000-FE00

**Hardware Registers, I/O,
and Interrupt Vectors:**

65280-65535	Registers & Vectors	FF00-FFFF
-------------	------------------------	-----------

This arrangement will allow a total of 48,896 (0xBF00) bytes of RAM for Assembly Language Program Storage.

* The BASIC Language Initialization Program Storage is intended to be used for a (very short) BASIC Program which will simply setup a Run Location variable and then jump into the ML Foundation Core. The BASIC Language Control Programs, presented herein during Core Routine testing, are all examples of such Initialization Programs.

** The general initialization process is for the BASIC Program to POKE a Run Address into REGPC at \$400A and then EXEC the Core Startup Code at STRTUP at \$4403. That Startup Code then

sets up the new Low RAM interrupt routines, sets ALLRAM Mode, puts the user stack at the top of High RAM, and jumps to the Run Location Address provided by the BASIC Program.

*** This memory is for additional ML Foundation code and for user code.

Note that the “ALLRAM” Mode discussed herein is different from the similarly-named mode in other CoCo-related documents. In those documents, the ROM is copied into High RAM. In this system, the entirety of the High RAM remains available for ML Foundation and user routines. Any necessary access to ROM routines is accomplished via bank-switching.

=====

REGXFR: Transfer Variables

So. To begin.

In developing and testing the ML Foundation System, the first thing we need to be able to do is to transfer information between the Assembly Language Routines to be developed and tested, and the BASIC Language Control Programs being used to test those routines.

To provide that capability, I devised a set of Register Variables in memory where BASIC Programs can POKE bytes to be used by the Assembly Language routines, and from which BASIC Programs can PEEK bytes returned from those Routines.

From the Assembly Language side, these memory locations will simply be accessed via suitable LD and ST instructions.

We establish these Transfer Variables as follows:

```
00100 *****
00110 *
00120 * REGXFR.ASM
00130 * MDJ 2023/01/17
00140 *
00150 * REGISTER TRANSFER
00160 * VARIABLES
00170 *
00180 * THIS ROUTINE IS USED
00190 * FOR TRANSFERRING
00200 * REGISTER VALUES
00210 * BETWEEN BASIC AND
00220 * ASSEMBLY LANGUAGE
00230 * PROGRAMS
00240 *
00250 * REGA = REGD HIGH BYTE
00260 * REGB = REGD LOW BYTE
00270 *
00280 * THUS REGD = REGA:REGB
00290 * AND REGDH = REGA
00300 *         REGDL = REGB
00310 *
00320 * AS THE 6809 IS A
00330 * BIG-ENDIAN MACHINE
00340 * THE LOWER ADDRESS
00350 * OF A TWO-BYTE
00360 * REGISTER IS THE MOST
00370 * SIGNIFICANT BYTE
```

```

00380 *
00390 *****
00400
00410 * ALTERNATE LABELS
4000 00420 REGD EQU $4000
4000 00430 REGDH EQU $4000
4001 00440 REGDL EQU $4001
4002 00450 REGX EQU $4002
4004 00460 REGY EQU $4004
4006 00470 REGS EQU $4006
4008 00480 REGU EQU $4008
400A 00490 REGPC EQU $400A
00500
4000 00510 ORG $4000
00520
4000 00530 REGA RMB 1
4001 00540 REGB RMB 1
4002 00550 REGXH RMB 1
4003 00560 REGXL RMB 1
4004 00570 REGYH RMB 1
4005 00580 REGYL RMB 1
4006 00590 REGSH RMB 1
4007 00600 REGSL RMB 1
4008 00610 REGUH RMB 1
4009 00620 REGUL RMB 1
400A 00630 REGPCH RMB 1
400B 00640 REGPCL RMB 1
400C 00650 REGDP RMB 1
400D 00660 REGCC RMB 1
00670
0000 00680 END

```

For example, to transfer a 16-bit value **N1** from a BASIC program to the D Register for use by an Assembly Language routine, and to then get the Assembly Language Routine's result from the X Register, the BASIC program would do something like:

```

100 'N1 = 16-BIT NUMBER TO BE
110 'TRANSFERRED TO REGISTER D
120 '
130 'N2 = HIGH BYTE
140 N2 = INT(N1 / 256)
150 '
160 'N3 = LOW BYTE
170 N3 = INT(N1 - (N2 * 256))

```

```

180 `
190 `REGISTER D TRANSFER
200 `VARIABLE ADDRESS =
210 `&H4000:&H4001
220 POKE &H4000, N2
230 POKE &H4001, N3
240 `
250 ` GO DO ASSEMBLY LANGUAGE
260 ` ROUTINE
270 EXEC &H7000
280 `
290 `REGISTER X TRANSFER
300 `VARIABLE ADDRESS =
310 `&H4002:&H4003
320 N2 = PEEK(&H4002) `HIGH BYTE
330 N3 = PEEK(&H4003) `LOW BYTE
340 `
350 ` N1 = 16-BIT RESULT
360 N1 = (N2 * 256) + N3
370 PRINT N1
32767 END

```

Meanwhile, the Assembly Language routine would do something like:

```

00100 REGD EQU $4000
00110 REGX EQU $4002
00120
00130 ORG $7000
00140 PSHS A,B,X
00150
00160 *GET VALUE INTO D
00170 *FROM TRANSFER VARIABLE
00180 LDD REGD
00190
00200 *DO SOME PROCESSING
00210
00220 *PUT VALUE FROM X
00230 *INTO TRANSFER VARIABLE
00240 STX REGX
00250
00260 *EXIT
00270 PULS A,B,X
00280 RTS
00290 END

```

As an actual test of the Transfer Variables, we'll use the following Assembly Language Routine:

```

00100 *****
00110 *
00120 * TEST0001.ASM
00130 * MDJ 2023/02/10
00140 *
00150 * REGXFR TEST
00160 *
00170 *****
00180
00190 * TRANSFER VARIABLES
      4000 00200 REGA EQU $4000
      4001 00210 REGB EQU $4001
      4002 00220 REGX EQU $4002
      4004 00230 REGY EQU $4004
      400A 00240 REGPC EQU $400A
      00250
7000 00260 ORG $7000
      00270
7000 34 36 00280 PSHS A,B,X,Y
7002 B6 4000 00290 LDA REGA
7005 4C 00300 INCA
7006 4C 00310 INCA
7007 B7 4000 00320 STA REGA
700A F6 4001 00330 LDB REGB
700D 5C 00340 INCB
700E F7 4001 00350 STB REGB
7011 BE 4002 00360 LDX REGX
7014 30 05 00370 LEAX 5,X
7016 BF 4002 00380 STX REGX
7019 10BE 4004 00390 LDY REGY
701D 31 28 00400 LEAY 8,Y
701F 10BF 4004 00410 STY REGY
      00420
      00430 * EXIT
7023 35 36 00440 PULS A,B,X,Y
7025 39 00450 RTS
      0000 00460 END

```

along with the following BASIC Language Control Program:

```

1000 '*****
1010 '*
1020 '* TEST0001.BAS

```

```

1030 '* MDJ 2023/02/10
1040 '*
1050 '* REGXFR TEST
1060 '*
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0001.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2020 R0 = &H4000 'REGA
2030 R1 = &H4001 'REGB
2040 R2 = &H4002 'REGXH
2050 R3 = &H4003 'REGXL
2060 R4 = &H4004 'REGYH
2070 R5 = &H4005 'REGYL
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

4000 'BASIC PREAMBLE
4010 A = 82
4020 B = 27
4030 X = &H1023 ' 4131 DECIMAL

```

```
4040 Y = &HAC37 '44087 DECIMAL
4050 PRINT "ON ENTRY:"
4060 PRINT "  A = "; A
4070 PRINT "  B = "; B
4080 PRINT "  X = "; X
4090 PRINT "  Y = "; Y
4100 '
```

```
5000 'TRANSFER DATA TO
5010 'REGXFR REGISTERS
5020 POKE R0, A
5030 POKE R1, B
5040 X1 = INT(X/256)
5050 X2 = INT(X-(X1*256))
5060 POKE R2, X1
5070 POKE R3, X2
5080 Y1 = INT(Y/256)
5090 Y2 = INT(Y-(Y1*256))
5100 POKE R4, Y1
5110 POKE R5, Y2
5120 '
```

```
6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '
```

```
7000 'TRANSFER DATA FROM
7010 'REGXFR REGISTERS
7020 A = PEEK(R0)
7030 B = PEEK(R1)
7040 X1 = PEEK(R2)
7050 X2 = PEEK(R3)
7060 X = INT((X1*256)+X2)
7070 Y1 = PEEK(R4)
7080 Y2 = PEEK(R5)
7090 Y = INT((Y1*256)+Y2)
7100 '
```

```
8000 'BASIC POSTAMBLE
8010 PRINT "ON EXIT:"
8020 PRINT "  A = "; A
8030 PRINT "  B = "; B
8040 PRINT "  X = "; X
8050 PRINT "  Y = "; Y
8060 '
```

```
9000 'MEMORY AND DISK
9010 'STATUS CHECK
9010 PRINT " MEM = ";MEM
9020 PRINT "FREE = ";FREE(0)

32767 END
```

—
Results:

```
ON ENTRY:
  A = 82
  B = 27
  X = 4131
  Y = 44087
ON EXIT:
  A = 84
  B = 28
  X = 4136
  Y = 44095
```

—
The results are as expected.

=====

VIDCLS: Clear the VIDRAM Screen

Once we're able to transfer information back-and-forth between BASIC Programs and Assembly Language Routines, the next thing to develop is the ability to display information on the screen directly from Machine Language.

In order to establish that ability, the first step is to be able to clear the screen to make way for the display of new data. The following Assembly Language routine accomplishes that task. Recall that [MDJ01] noted that POKE Code 96 does the same thing as ASCII Print Code 32; it produces a plain green blank character.

Because I'm writing this system as a collection of small modules, within and distinct to each module I'm using labels like LBL001, LBL002, ... , LBLnnn as local labels at locations where no external reference is anticipated.

```
00100 *****
00110 *
00120 * VIDCLS.ASM
00130 * MDJ 2023/01/17
00140 *
00150 * CLEARS THE
00160 * VIDEO RAM
00170 * AT &H0400 TO &H05FF
00180 * TO ALL BYTES = $60
00190 * I.E. ALL GREEN BLANKS
00200 * I.E. 96 DECIMAL
00210 *
00220 * ENTRY CONDITIONS:
00230 * NONE
00240 *
00250 * EXIT CONDITIONS
00260 * NONE
00270 *
00280 *****
00290
00300 * FIRST BYTE OF VIDRAM
0400 00310 VIDRAM EQU $0400
00320
00330 * ONE BYTE PAST THE
00340 * LAST BYTE OF VIDRAM
0600 00350 VIDEND EQU $0600
00360
00370 * GREEN BLANK CHAR CODE
0060 00380 CHR60 EQU $60
```

```

00390
400E      00400      ORG      $400E
00410
400E 34   12      00420  VIDCLS  PSHS   A,X
4010 86   60      00430      LDA   #CHR60
4012 8E   0400    00440      LDX   #VIDRAM
4015 A7   80      00450  LBL001  STA   ,X+
4017 8C   0600    00460      CMPX  #VIDEND
401A 26   F9      00470      BNE   LBL001
00480
00490 *  EXIT
401C 35   12      00500      PULS  A,X
401E 39           00510      RTS
00520
0000      00530      END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0002.ASM
00130 * MDJ 2023/02/10
00140 *
00150 * VIDCLS TEST
00160 *
00170 *****
00180
00190 * ML FOUNDATION
00200 * CORE ADDRESS
00210      400E      00210  VIDCLS  EQU   $400E
00220
7000      00230      ORG      $7000
00240
00250 *  VIDCLS TEST
00260
7000 34   02      00270      PSHS   A
00280
7002 BD   400E    00290      JSR   VIDCLS
00300
00310 *  HOLD THE SCREEN
7005 20   FE      00320  LBL001  BRA   LBL001
00330
7007 35   02      00340      PULS  A
7009 39           00350      RTS

```

```
00360
0000 00370      END
```

The BASIC Language Control Program:

```
1000 '*****
1010 '*
1020 '* TEST0002.BAS
1030 '* MDJ 2023/02/10
1040 '*
1050 '* VIDCLS TEST
1060 '*
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0002.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '
```

```
6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9010 PRINT " MEM = ";MEM
9020 PRINT "FREE = ";FREE(0)

32767 END
```

—

The Result is as expected: a completely blank green screen.

=====

PUTCHR: Put a Character To the VIDRAM Screen At a Specific Position

To continue with the development of our ability to display information on the screen, we have here a little routine that simply puts a character to a specified location in **VIDRAM**. This is perhaps the simplest routine we'll ever have to write during this coding adventure.

PUTCHR does not advance the cursor, and it provides no mechanism for scrolling the screen if necessary. To incorporate those provisions, use **PUTCHA** instead.

Also note that **PUTCHR** and **PUTCHA** may not produce exactly the results you might expect, because they use Print Codes instead of Poke Codes, cf. [MDJ01]. For example, instead of a blank, all-green character for ASCII Code 32 (\$20 = Space), **PUTCHR** produces a blank, all-black character. For normal output, use **PRTCHR** and **PRTCHA** instead of **PUTCHR** and **PUTCHA**.

```
00100 *****
00110 *
00120 * PUTCHR.ASM
00130 * MDJ 2023/01/17
00140 *
00150 * PUT A CHARACTER CODE
00160 * TO THE VIDEO RAM
00170 *
00180 * ENTRY CONDITIONS:
00190 * A = CHARACTER CODE
00200 * X = SCREEN LOCATION
00210 * ($0400 - $05FF)
00220 *
00230 * EXIT CONDITIONS:
00240 * NONE
00250 *
00260 *****
00270
401F      00280          ORG          $401F
00290
401F A7    84      00300 PUTCHR STA          ,X
00310
00320 * EXIT
4021 39    00330          RTS
00340
0000      00350          END
```

I'll delay testing this routine until the next section.

=====

GETCHR: Get a Character From a Specific Position on the VIDRAM Screen

Although a form of input rather than output, the **GETCHR.ASM** routine is a mirror of the simple **PUTCHR.ASM** routine. It simply retrieves a character code from a specified location in **VIDRAM**.

```
00100 *****
00110 *
00120 * GETCHR.ASM
00130 * MDJ 2023/01/17
00140 *
00150 * GET THE CHARACTER CODE
00160 * FROM A SPECIFIED
00170 * LOCATION
00180 * IN VIDEO RAM
00190 *
00200 * ENTRY CONDITIONS:
00210 * X = SCREEN LOCATION
00220 * ($0400 - $05FF)
00230 *
00240 * EXIT CONDITIONS:
00250 * A = CHARACTER CODE
00260 *
00270 *****
00280
4022          00290          ORG          $4022
00300
4022 A6      84          00310 GETCHR LDA          ,X
00320
00330 * EXIT
4024 39          00340          RTS
0000          00350          END
```

The Assembly Language Test Routine:

```
00100 *****
00110 *
00120 * TEST0003.ASM
00130 * MDJ 2023/02/11
00140 *
```

```

00150 * PUTCHR/GETCHR
00160 * + HOLD TEST
00170 *
00180 * CLEARS THE SCREEN
00190 * THEN PUTS CHAR CODES
00200 * $00 THROUGH $FF
00210 * (000-255 DECIMAL)
00220 * TO VIDRAM, THEN GETS
00230 * THE CHARACTER AT $044D
00240 * (=M) AND REPORTS IT
00250 * TO THE SCREEN AND THEN
00260 * HOLDS THE SCREEN
00270 *
00280 *****
00290
00300 * SCREEN ADDRESS
0400 00310 VIDRAM EQU $0400
00320
00330 * ML FOUNDATION
00340 * CORE ADDRESSES
400E 00350 VIDCLS EQU $400E
401F 00360 PUTCHR EQU $401F
4022 00370 GETCHR EQU $4022
00380
7000 00390 ORG $7000
00400
00410 * PUTCHR/GETCHR TEST
00420
7000 34 12 00430 PSHS A,X
00440
00450 * CLEAR THE SCREEN
7002 BD 400E 00460 JSR VIDCLS
00470
00480 * LOAD THE FIRST
00490 * CHAR CODE
7005 86 00 00500 LDA #$00
00510
00520 * LOAD THE SCREEN
00530 * ADDRESS
7007 8E 0400 00540 LDX #VIDRAM
00550
00560 * FILL THE FIRST PART OF
00570 * THE SCREEN WITH THE
00580 * CHARACTER SET
700A BD 401F 00590 LBL001 JSR PUTCHR
700D 4C 00600 INCA
700E 30 01 00610 LEAX 1,X

```

```

7010 81  FF      00620      CMPA    #$FF
7012 26  F6      00630      BNE     LBL001
          00640
          00650 * POINT TO CHARACTER M'S
          00660 * ADDRESS IN VIDRAM
7014 8E  044D    00670      LDX     #$044D
          00680
          00690 * GET THE CHARACTER M
          00700 * FROM THE SCREEN
7017 BD  4022    00710      JSR     GETCHR
          00720
          00730 * POINT FURTHER DOWN
          00740 * ON THE SCREEN
          00750 * I.E. IN VIDRAM
701A 8E  0580    00760      LDX     #$0580
          00770
          00780 * PUT THE M TO THE
          00790 * SCREEN
701D BD  401F    00800      JSR     PUTCHR
          00810
          00820 * HOLD THE SCREEN
7020 20  FE      00830 LBL002  BRA     LBL002
          00840
          00850 * EXIT
7022 35  12      00860      PULS    A,X
7024 39      00870      RTS
          00880
          0000    00890      END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*'
1020 '* TEST0003.BAS
1030 '* MDJ 2023/02/11
1040 '*'
1050 '* PUTCHR/GETCHR TEST
1060 '*'
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

```

```
1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0003.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9010 PRINT " MEM = ";MEM
9020 PRINT "FREE = ";FREE(0)

32767 END
```

Result:



As expected.

Also note that, except for the reported M at the lower left side of the screen, this is the same result you would get if you ran the following in BASIC:

```
1000 CLS
1010 CD = &H00
1010 FOR AD = &H0400 TO &H04FF
1020 POKE AD, CD
1030 CD = CD + 1
1040 NEXT AD
1050 GOTO 1050
32767 END
```

=====

PUTBYT: Put an 8-bit Number To the VIDRAM Screen As Two Hexadecimal Digits At a Specific Position

Now that we're able to put a character into the **VIDRAM**, its pretty much just a mechanical task to put any text anywhere on the screen. But, it's also important to be able to put numbers to the screen as well.

For the moment, I'm going to concentrate on working with unsigned integers only. And, I'm going to restrict myself to only displaying those integers in hexadecimal format. The following **PUTBYT .ASM** Routine places an 8-bit number (byte) on the screen in the form of two consecutive hexadecimal digits, i.e. from "00" to "FF".

After that, displaying 16-bit, 32-bit, 64-bit integers, etc. is simply a matter of processing one byte after another with this same routine.

PUTBYT does not advance the cursor, and it provides no mechanism for scrolling the screen if necessary. To incorporate those provisions, use **PUTBYA** instead. .

```
00100 *****
00110 *
00120 * PUTBYT.ASM
00130 * MDJ 2023/01/24
00140 *
00150 * PUTS AN 8-BIT NUMBER
00160 * TO VIDRAM AS TWO
00170 * HEXADECIMAL DIGITS
00180 *
00190 * ENTRY CONDITIONS:
00200 * A = THE 8-BIT NUMBER
00210 * X = SCREEN LOCATION
00220 * ($0400 - $05FE)
00230 * CANNOT BE $05FF
00240 * BECAUSE NEED
00250 * ROOM TO PUT
00260 * 2 CHARACTERS
00270 *
00280 * EXIT CONDITIONS:
00290 * X = NEW SCREEN LOC
00300 * ($0402 - $0600)
```

```

00310 * $0600 INDICATES
00320 * END OF VIDRAM
00330 * HAS BEEN PASSED
00340 *
00350 *****
00360
00370 * SCRATCHPAD VARIABLES
00380 * THE 8-BIT NUMBER
0076 00390 L0076 EQU $0076
00400
00410 * THE HIGH NIBBLE
0077 00420 L0077 EQU $0077
00430
00440 * THE LOW NIBBLE
00F3 00450 L00F3 EQU $00F3
00460
00470 * EXTERNAL ROUTINE
00480 * ADDRESS
401F 00490 PUTCHR EQU $401F
00500
4025 00510 ORG $4025
00520
00530 * SAVE THE NUMBER
4025 97 76 00540 PUTBYT STA L0076
00550
00560 * DIVIDE BY 16
4027 44 00570 LSRA
4028 44 00580 LSRA
4029 44 00590 LSRA
402A 44 00600 LSRA
00610
00620 * SAVE THE HIGH NIBBLE
402B 97 77 00630 STA L0077
00640
00650 * MULTIPLY BY 16
402D 48 00660 LSLA
402E 48 00670 LSLA
402F 48 00680 LSLA
4030 48 00690 LSLA
00700
00710 * SAVE TEMP RESULT
4031 97 F3 00720 STA L00F3
00730
00740 * GET THE NUMBER AGAIN
4033 96 76 00750 LDA L0076
00760
00770 * SUBTRACT TEMP RESULT

```

4035	90	F3	00780	SUBA	L00F3
			00790		
			00800	* SAVE LOW NIBBLE	
4037	97	F3	00810	STA	L00F3
			00820		
			00830	* IS LOW NIBBLE <= 9	
4039	81	09	00840	CMPA	#9
			00850		
			00860	* GO IF NO	
403B	22	04	00870	BHI	LBL001
			00880		
			00890	* ADD ZERO OFFSET	
403D	8B	70	00900	ADDA	#112
403F	20	02	00910	BRA	LBL002
			00920		
			00930	* ADD "A" OFFSET	
4041	8B	37	00940	LBL001 ADDA	#55
			00950		
			00960	* SAVE LOW NIBBLE CHAR	
4043	97	F3	00970	LBL002 STA	L00F3
			00980		
			00990	* GET HIGH NIBBLE	
4045	96	77	01000	LDA	L0077
			01010		
			01020	* IS HIGH NIBBLE <= 9	
4047	81	09	01030	CMPA	#9
			01040		
			01050	* GO IF NO	
4049	22	04	01060	BHI	LBL003
			01070		
			01080	* ADD ZERO OFFSET	
404B	8B	70	01090	ADDA	#112
404D	20	02	01100	BRA	LBL004
			01110		
			01120	* ADD "A" OFFSET	
404F	8B	37	01130	LBL003 ADDA	#55
			01140		
			01150	* PUT HIGH NIBBLE CHAR	
			01160	* TO VIDRAM	
4051	BD	401F	01170	LBL004 JSR	PUTCHR
			01180		
			01190	* INCREMENT VIDRAM PTR	
4054	30	01	01200	LEAX	1,X
			01210		
			01220	* GET LOW NIBBLE CHAR	
4056	96	F3	01230	LDA	L00F3
			01240		

```

01250 * PUT LOW NIBBLE CHAR
01260 * TO VIDRAM
4058 BD 401F 01270 JSR PUTCHR
01280
01290 * INCREMENT VIDRAM PTR
405B 30 01 01300 LEAX 1,X
01310
01320 * EXIT
405D 39 01330 RTS
01340
0000 01350 END

```

—
The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0004.ASM
00130 * MDJ 2023/02/11
00140 *
00150 * PUTBYT TEST
00160 *
00170 *****
00180
00190 * SCREEN ADDRESSES
0400 00200 VIDRAM EQU $0400
0600 00210 VIDEND EQU $0600
00220
00230 * ML FOUNDATION
00240 * CORE ADDRESSES
400E 00250 VIDCLS EQU $400E
4025 00260 PUTBYT EQU $4025
00270
7000 00280 ORG $7000
00290
00300 * PUTBYT TEST
00310
7000 34 16 00320 PSHS A,B,X
00330
00340 * CLEAR THE SCREEN
7002 BD 400E 00350 JSR VIDCLS
00360
00370 * LOAD THE FIRST
00380 * BYTE VALUE
7005 86 00 00390 LDA #$00
00400

```

```

00410 * LOAD THE SCREEN
00420 * ADDRESS
7007 8E 0400 00430          LDX      #VIDRAM
00440
00450 * SAVE THE BYTE VALUE
700A 1F 89 00460          TFR      A,B
00470
00480 * GO PUT BYTE TO SCREEN
700C BD 4025 00490 LBL001 JSR      PUTBYT
00500
00510 * ARE WE DONE?
700F 8C 0600 00520          CMPX     #VIDEND
00530
00540 * GO IF YES
7012 24 05 00550          BHS      LBL002
00560
00570 * GET NEXT BYTE VALUE
7014 5C 00580          INCB
7015 1F 98 00590          TFR      B,A
7017 20 F3 00600          BRA      LBL001
00610
00620 * HOLD THE SCREEN
7019 20 FE 00630 LBL002 BRA      LBL002
00640
00650 * EXIT
701B 35 16 00660          PULS     A,B,X
701D 39 00670          RTS
00680

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*'
1020 '* TEST0004.BAS
1030 '* MDJ 2023/02/11
1040 '*'
1050 '* PUTBYT TEST
1060 '*'
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

```

```
1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0004.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9010 PRINT " MEM = ";MEM
9020 PRINT "FREE = ";FREE(0)

32767 END
```

Result:



As expected.

=====

SCROLL: Scroll the VIDRAM Screen

I expect that much of what I'm planning to do with the ML Foundation will involve putting information to specific locations in **VIDRAM**, rather than a continuous scrolling output.

Nonetheless, there may be times and applications where the ability to scroll the screen will be useful. And this seems like a convenient spot to cover scrolling. So....

```
00100 *****
00110 *
00120 * SCROLL.ASM
00130 * MDJ 2023/01/17
00140 *
00150 * SCROLLS THE SCREEN
00160 *
00170 * ENTRY CONDITIONS
00180 * NONE
00190 *
00200 * EXIT CONDITIONS
00210 * NONE
00220 *
00230 *****
00240
00250 * SCREEN ADDRESSES
0400 00260 VIDRAM EQU $0400
0600 00270 VIDEND EQU $0600
0420 00280 VIDL01 EQU $0420
00290
405E 00300          ORG          $405E
00310
405E 34 32 00320 SCROLL  PSHS      A,X,Y
00330
00340 * Y = SOURCE POINTER
00350 * X = TARGET POINTER
00360
00370 * POINT X TO FIRST LINE
4060 8E 0400 00380          LDX          #VIDRAM
00390
00400 * POINT Y TO SECOND LINE
4063 108E 0420 00410          LDY          #VIDL01
00420
00430 * SCROLL THE SCREEN
4067 A6 A0 00440 LBL001  LDA          ,Y+
4069 A7 80 00450          STA          ,X+
00460
```

```

00470 * ARE WE DONE?
406B 108C 0600 00480          CMPY      #VIDEND
00490
00500 * GO IF NO
406F 25      F6  00510          BLO      LBL001
00520
00530 * CLEAR THE LAST LINE
00540 * LOAD BLANK GREEN CHAR
4071 86      60  00550          LDA      #96
4073 A7      80  00560 LBL002  STA      ,X+
00570
00580 * ARE WE DONE?
4075 8C      0600 00590          CMPX      #VIDEND
00600
00610 * GO IF NO
4078 25      F9  00620          BLO      LBL002
00630
00640 * EXIT
407A 35      32  00650          PULS     A,X,Y
407C 39
00660          RTS
00670
0000          00680          END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0005.ASM
00130 * MDJ 2023/02/11
00140 *
00150 * SCROLL TEST
00160 *
00170 * PUTS ALL BYTES
00180 * ($00 - $FF) TO THE
00190 * SCREEN, WITHOUT ANY
00200 * SPACES, THEN SCROLLS
00210 * THE SCREEN ONE LINE,
00220 * AND THEN HOLDS THE
00230 * SCREEN
00240 *
00250 *****
00260
00270 * SCREEN ADDRESSES
0400          00280 VIDRAM  EQU      $0400
0600          00290 VIDEND  EQU      $0600

```

```

00300
00310 * ML FOUNDATION
00320 * CORE ADDRESSES
400E 00330 VIDCLS EQU $400E
4025 00340 PUTBYT EQU $4025
405E 00350 SCROLL EQU $405E
00360
7000 00370 ORG $7000
00380
00390 * SCROLL TEST
00400
7000 34 16 00410 PSHS A,B,X
00420
00430 * CLEAR THE SCREEN
7002 BD 400E 00440 JSR VIDCLS
00450
00460 * LOAD THE FIRST
00470 * BYTE VALUE
7005 86 00 00480 LDA #$00
00490
00500 * LOAD THE SCREEN
00510 * ADDRESS
7007 8E 0400 00520 LDX #VIDRAM
00530
00540 * SAVE THE BYTE VALUE
700A 1F 89 00550 TFR A,B
00560
00570 * GO PUT BYTE TO SCREEN
700C BD 4025 00580 LBL001 JSR PUTBYT
00590
00600 * ARE WE DONE?
700F 8C 0600 00610 CMPX #VIDEND
00620
00630 * GO IF YES
7012 24 05 00640 BHS LBL002
00650
00660 * GET NEXT BYTE VALUE
7014 5C 00670 INCB
7015 1F 98 00680 TFR B,A
7017 20 F3 00690 BRA LBL001
00700
00710 * SCROLL THE SCREEN
00720 * ONE LINE
7019 BD 405E 00730 LBL002 JSR SCROLL
00740
00750 * HOLD THE SCREEN
701C 20 FE 00760 LBL003 BRA LBL003

```

```

          00770
          00780 * EXIT
701E 35   16   00790          PULS   A,B,X
7020 39          00800          RTS
          00810
          0000   00820          END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*'
1020 '* TEST0005.BAS
1030 '* MDJ 2023/02/11
1040 '*'
1050 '* SCROLL TEST
1060 '*'
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0005.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))

```

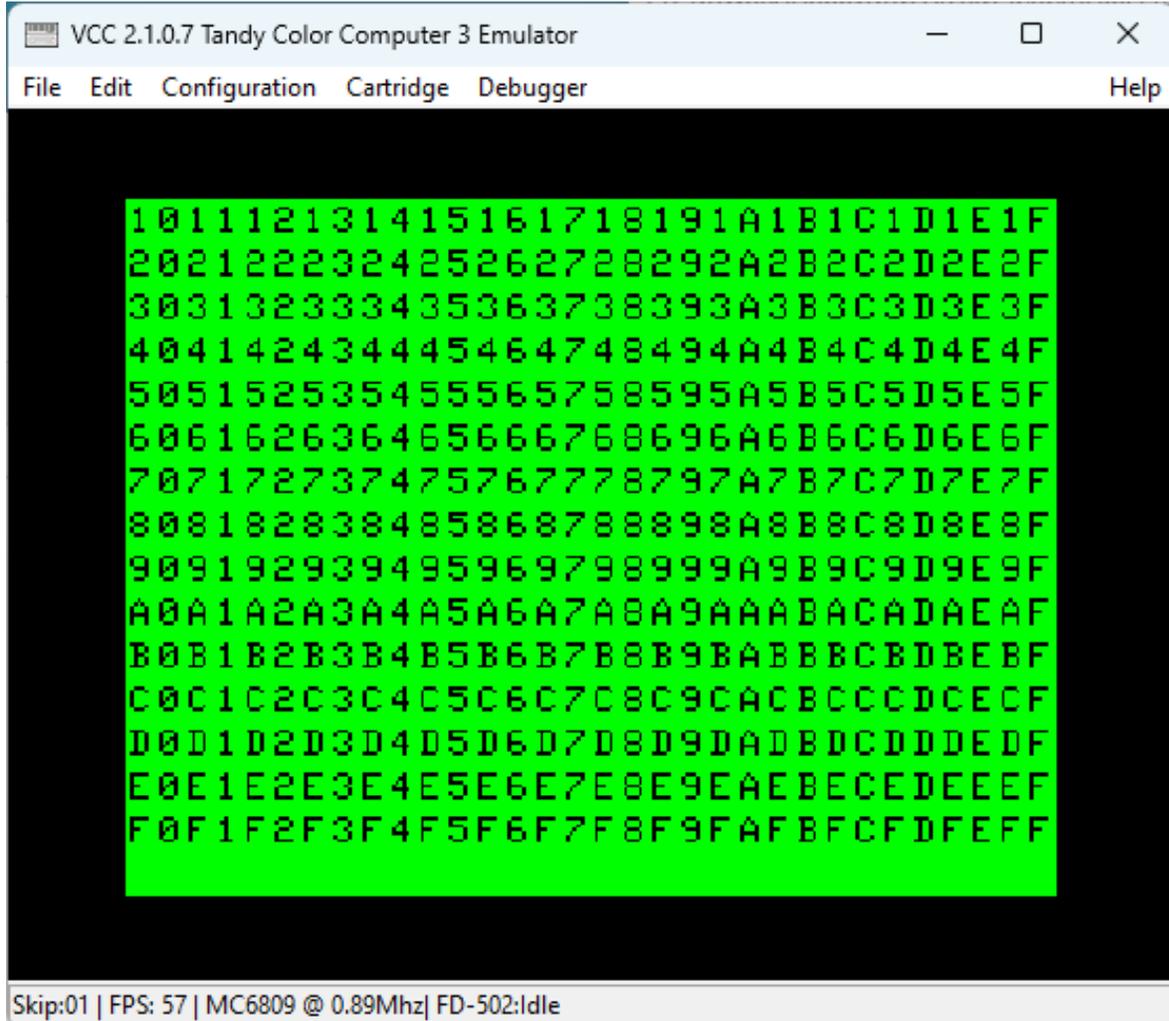
```
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9010 PRINT " MEM = ";MEM
9020 PRINT "FREE = ";FREE(0)

32767 END
```

Result:



As expected.

=====

PUTCHA: Put a Character To the VIDRAM Screen at the Cursor Position and Advance the Cursor

This routine is designed to function with continuous scrolling output.

PUTCHA advances the cursor, and it also scrolls the screen when required. If those provisions are not necessary for a particular application, use **PUTCHR** instead: it uses less resources..

```
00100 *****
00110 *
00120 * PUTCHA.ASM
00130 * MDJ 2023/01/24
00140 *
00150 * PUT A CHARACTER CODE
00160 * TO THE VIDEO RAM
00170 * AT THE CURSOR POSITION
00180 * AND ADVANCE THE CURSOR
00190 *
00200 * SCROLLS THE SCREEN
00210 * IF REQUIRED
00220 *
00230 * ENTRY CONDITIONS:
00240 * A = CHARACTER CODE
00250 *
00260 * EXIT CONDITIONS:
00270 * NONE
00280 *
00290 *****
00300
00310 * LOW RAM CURSOR ADDRESS
0088 00320 CURPOS EQU $0088
00330
00340 * START OF THE LAST
00350 * LINE OF VIDRAM
05E0 00360 VIDL15 EQU $05E0
00370
00380 * ONE BYTE PAST THE
00390 * END OF VIDRAM
0600 00400 VIDEND EQU $0600
00410
```

```

00420 * EXTERNAL ROUTINE
00430 * ADDRESS
405E 00440 SCROLL EQU $405E
00450
407D 00460 ORG $407D
00470
407D 34 12 00480 PUTCHA PSHS A,X
00490
00500 * GET THE CURSOR
407F 9E 88 00510 LDX CURPOS
00520
00530 * IS PRE-SCROLL REQUIRED?
4081 8C 0600 00540 CMPX #VIDEND
00550
00560 * GO IF NO
4084 25 06 00570 BLO LBL001
00580
00590 * SCROLL ONE LINE
4086 BD 405E 00600 JSR SCROLL
4089 8E 05E0 00610 LDX #VIDL15
00620
00630 * PUT THE CHARACTER CODE
408C A7 80 00640 LBL001 STA ,X+
00650
00660 * END OF VIDRAM?
408E 8C 0600 00670 CMPX #VIDEND
00680
00690 * GO IF NO
4091 25 06 00700 BLO LBL002
00710
00720 * SCROLL ONE LINE
4093 BD 405E 00730 JSR SCROLL
4096 8E 05E0 00740 LDX #VIDL15
00750
00760 * STORE NEW CURSOR
4099 9F 88 00770 LBL002 STX CURPOS
00780
00790 * EXIT
409B 35 12 00800 PULS A,X
409D 39 00810 RTS
00820
0000 00830 END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0006.ASM
00130 * MDJ 2023/02/11
00140 *
00150 * PUTCHA TEST
00160 *
00170 *****
00180
00190 * ML FOUNDATION
00200 * CORE ADDRESS
          407D 00210 PUTCHA EQU $407D
          409E 00220 PUTBYA EQU $409E
7000      00230          ORG $7000
          00240
          00250 * PUTCHA TEST
          00260
7000 34 20 00270          PSHS Y
          00280
7002 20 0D 00290          BRA LBL001
          00300
          00310 * SEE STRING-LINE NOTE
          00320 * IN DISCUSSION BELOW
7004      4A 00330 STRING FCC /JESUS/
          45
          53
          55
          53
7009      60 00340          FCB $60
700A      4C 00350          FCC /LIVES/
          49
          56
          45
          53
700F      61 00360          FCB $61
7010      00 00370          FCB $00
          00380
          00390 * POINT TO THE STRING
7011 108E 7004 00400 LBL001 LDY #STRING
          00410
          00420 * GET A CHARACTER
7015 A6 A0 00430 LBL002 LDA ,Y+
          00440
          00450 * GO IF NULL TERMINATOR
7017 27 05 00460          BEQ LBL003

```

```

00470
00480 * PUT IT TO VIDRAM
7019 BD 407D 00490 JSR PUTCHA
701C 20 F7 00500 BRA LBL002
00510
00520 * EXIT
701E 35 20 00530 LBL003 PULS Y
7020 39 00540 RTS
00550
0000 00560 END

```

String Line Note: The Lines 330-370 were originally:

```

7004 4A 00330 STRING FCC /JESUS LIVES!/
45
53
55
53
20
4C
49
56
45
53
21
7010 00 00370 FCB $00

```

The additions and rearrangements were necessary because, in Machine Language, we're doing essentially the same thing as the **BASIC POKE** mechanism here. We're inserting the character codes directly into **VIDRAM** memory rather than using the **PRINT** mechanism to display them.

The **PRINT** mechanism codes for a space (\$20 = 032 decimal) and an exclamation point (\$21 = 033 decimal) display as Reversed (i.e. green-on-black) instead of the Standard black-on-green when placed on the screen by the **POKE** mechanism instead (cf. MDJ01).

Thus, we have to substitute the **POKE** mechanism codes for the space (\$60 = 096 decimal) and the exclamation point (\$61 = 097 decimal) instead.

Later, we'll handle this sort of thing through the **PK2PRT** and **PRT2PK** Translation Routines.

The BASIC Language Control Program:

```

1000 '*****
1010 '*

```

```

1020 '* TEST0006.BAS
1030 '* MDJ 2023/02/11
1040 '*
1050 '* PUTCHA TEST
1060 '*
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0006.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

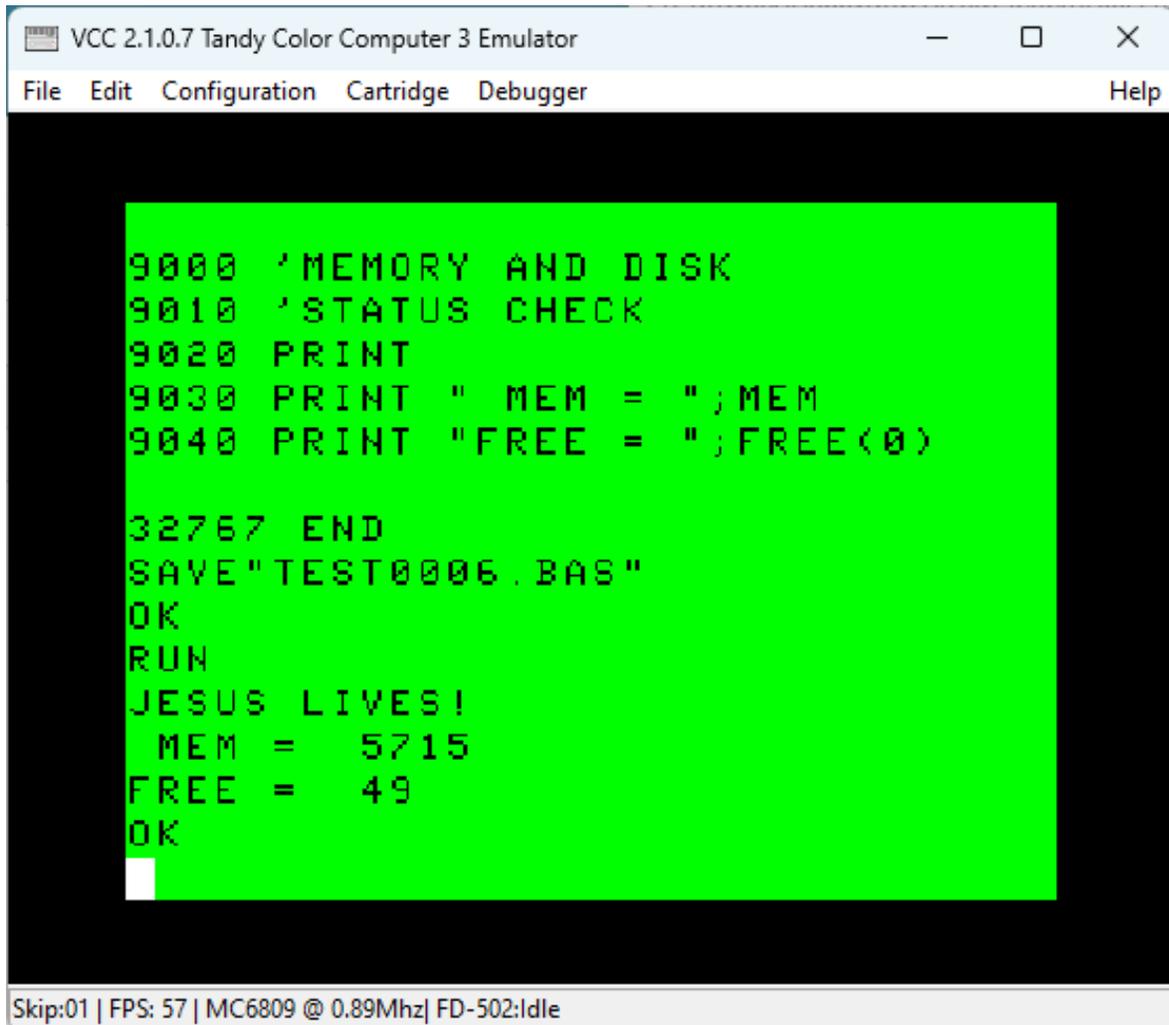
9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM

```

```
9040 PRINT "FREE = ";FREE(0)
```

```
32767 END
```

Result:



The screenshot shows a window titled "VCC 2.1.0.7 Tandy Color Computer 3 Emulator" with a menu bar containing "File", "Edit", "Configuration", "Cartridge", "Debugger", and "Help". The main display area has a black background with green text. The text shows the following sequence of commands and output:

```
9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
SAVE"TEST0006.BAS"
OK
RUN
JESUS LIVES!
  MEM =  5715
FREE =  49
OK
```

At the bottom of the window, a status bar displays: "Skip:01 | FPS: 57 | MC6809 @ 0.89Mhz | FD-502:Idle".

As expected.

=====

PUTBYA: Put an 8-bit Number To the VIDRAM Screen As Two Hexadecimal Digits At the Cursor Position and Advance the Cursor

This routine is designed to function with continuous scrolling output.

PUTBYA advances the cursor, and it also scrolls the screen when required. If those provisions are not necessary for a particular application, use **PUTBYT** instead: it uses less resources.

```
00100 *****
00110 *
00120 * PUTBYA.ASM
00130 * MDJ 2023/01/24
00140 *
00150 * PUTS AN 8-BIT NUMBER
00160 * TO VIDRAM AS TWO
00170 * HEXADECIMAL DIGITS
00180 *
00190 * SCROLLS THE SCREEN
00200 * IF REQUIRED
00210 *
00220 * ENTRY CONDITIONS:
00230 * A = THE 8-BIT NUMBER
00240 *
00250 * EXIT CONDITIONS:
00260 * NONE
00270 *
00280 *****
00290
00300 * SCRATCHPAD VARIABLES
00310 * THE 8-BIT NUMBER
0076 00320 L0076 EQU $0076
00330
00340 * THE HIGH NIBBLE
0077 00350 L0077 EQU $0077
00360
00370 * THE LOW NIBBLE
00F3 00380 L00F3 EQU $00F3
00390
```

			00400	* EXTERNAL ROUTINE	
			00410	* ADDRESS	
	407D		00420	PUTCHA EQU	\$407D
			00430		
409E			00440	ORG	\$409E
			00450		
409E	34	02	00460	PUTBYA PSHS	A
			00470		
			00480	* SAVE THE NUMBER	
40A0	97	76	00490	STA	L0076
			00500		
			00510	* DIVIDE BY 16	
40A2	44		00520	LSRA	
40A3	44		00530	LSRA	
40A4	44		00540	LSRA	
40A5	44		00550	LSRA	
			00560		
			00570	* SAVE THE HIGH NIBBLE	
40A6	97	77	00580	STA	L0077
			00590		
			00600	* MULTIPLY BY 16	
40A8	48		00610	LSLA	
40A9	48		00620	LSLA	
40AA	48		00630	LSLA	
40AB	48		00640	LSLA	
			00650		
			00660	* SAVE TEMP RESULT	
40AC	97	F3	00670	STA	L00F3
			00680		
			00690	* GET THE NUMBER AGAIN	
40AE	96	76	00700	LDA	L0076
			00710		
			00720	* SUBTRACT TEMP RESULT	
40B0	90	F3	00730	SUBA	L00F3
			00740		
			00750	* SAVE LOW NIBBLE	
40B2	97	F3	00760	STA	L00F3
			00770		
			00780	* IS LOW NIBBLE <= 9	
40B4	81	09	00790	CMPA	#9
			00800		
			00810	* GO IF NO	
40B6	22	04	00820	BHI	LBL001
			00830		
			00840	* ADD ZERO OFFSET	
40B8	8B	70	00850	ADDA	#112
40BA	20	02	00860	BRA	LBL002

```

00870
00880 * ADD "A" OFFSET
40BC 8B 37 00890 LBL001 ADDA #55
00900
00910 * SAVE LOW NIBBLE CHAR
40BE 97 F3 00920 LBL002 STA L00F3
00930
00940 * GET HIGH NIBBLE
40C0 96 77 00950 LDA L0077
00960
00970 * IS HIGH NIBBLE <= 9
40C2 81 09 00980 CMPA #9
00990
01000 * GO IF NO
40C4 22 04 01010 BHI LBL003
01020
01030 * ADD ZERO OFFSET
40C6 8B 70 01040 ADDA #112
40C8 20 02 01050 BRA LBL004
01060
01070 * ADD "A" OFFSET
40CA 8B 37 01080 LBL003 ADDA #55
01090
01100 * PUT HIGH NIBBLE CHAR
01110 * TO VIDRAM
40CC BD 407D 01120 LBL004 JSR PUTCHA
01130
01140 * GET LOW NIBBLE CHAR
40CF 96 F3 01150 LDA L00F3
01160
01170 * PUT LOW NIBBLE CHAR
01180 * TO VIDRAM
40D1 BD 407D 01190 JSR PUTCHA
01200
01210 * EXIT
40D4 35 02 01220 PULS A
40D6 39 01230 RTS
01240
0000 01250 END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0007.ASM

```

```

00130 * MDJ 2023/02/11
00140 *
00150 * PUTBYA TEST
00160 *
00170 * PUTS 128 BYTES
00180 * ($00 - $7F) TO THE
00190 * SCREEN, BEGINNING AT
00200 * THE CURRENT CURSOR
00210 * POSITION
00220 *
00230 *****
00240
00250 * ML FOUNDATION
00260 * CORE ADDRESS
409E 00270 PUTBYA EQU $409E
00280
7000 00290 ORG $7000
00300
00310 * PUTBYA TEST
00320
7000 34 06 00330 PSHS A,B
00340
00350 * LOAD THE FIRST
00360 * BYTE VALUE
7002 86 00 00370 LDA #$00
00380
00390 * SAVE THE BYTE VALUE
7004 1F 89 00400 TFR A,B
00410
00420 * GO PUT BYTE TO SCREEN
7006 BD 409E 00430 LBL001 JSR PUTBYA
00440
00450 * ARE WE DONE?
7009 C1 7F 00460 CMPB #$7F
00470
00480 * GO IF YES
700B 24 05 00490 BHS LBL002
00500
00510 * GET NEXT BYTE VALUE
700D 5C 00520 INCB
700E 1F 98 00530 TFR B,A
7010 20 F4 00540 BRA LBL001
00550
00560 * EXIT
7012 35 06 00570 LBL002 PULS A,B
7014 39 00580 RTS
00590

```

0000 00600 END

Note Line 460. We make the comparison against Register B, instead of against Register A, because **PUTBYA** alters Register A; i.e. it is not internally preserved.

The BASIC Language Control Program:

```
1000 '*****
1010 '*'
1020 '* TEST0007.BAS
1030 '* MDJ 2023/02/11
1040 '*'
1050 '* PUTBYA TEST
1060 '*'
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0007.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
```

```
3070 '  
  
6000 'JUMP TO CORE  
6010 'STARTUP ROUTINE  
6020 EXEC &H4403  
6030 '  
  
9000 'MEMORY AND DISK  
9010 'STATUS CHECK  
9020 PRINT  
9030 PRINT " MEM = ";MEM  
9040 PRINT "FREE = ";FREE(0)  
  
32767 END
```

First, we perform the test with a simple **RUN** command.

Result:



The screenshot shows the VCC 2.1.0.7 Tandy Color Computer 3 Emulator window. The menu bar includes File, Edit, Configuration, Cartridge, Debugger, and Help. The main display area has a black background with a green rectangular region containing the following text:

```
OK
RUN"TEST0007.BAS"
000102030405060708090A0B0C0D0E0F
101112131415161718191A1B1C1D1E1F
202122232425262728292A2B2C2D2E2F
303132333435363738393A3B3C3D3E3F
404142434445464748494A4B4C4D4E4F
505152535455565758595A5B5C5D5E5F
606162636465666768696A6B6C6D6E6F
707172737475767778797A7B7C7D7E7F

MEM = 5715
FREE = 46
OK
```

At the bottom of the window, the status bar displays: Skip:01 | FPS: 64 | MC6809 @ 0.89Mhz | FD-502:Idle

As expected.

But, note that when the scrolls occur, they all occur at the end of the byte.

To test **PUTBYA**'s ability to scroll in the middle of the byte if necessary, we use the command:

```
PRINT"X" ; :RUN
```

Result:



As expected.

And, finally, to test the situation where **PUTBYA** needs to do a scroll before starting to print the byte, we use the command:

```
PRINT "XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX" ; : RUN
```

Result:



```
VCC 2.1.0.7 Tandy Color Computer 3 Emulator
File Edit Configuration Cartridge Debugger Help

PRINT "XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXX" ); RUN
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
000102030405060708090A0B0C0D0E0F
101112131415161718191A1B1C1D1E1F
202122232425262728292A2B2C2D2E2F
303132333435363738393A3B3C3D3E3F
404142434445464748494A4B4C4D4E4F
505152535455565758595A5B5C5D5E5F
606162636465666768696A6B6C6D6E6F
707172737475767778797A7B7C7D7E7F

MEM = 5715
FREE = 46
OK

Skip:01 | FPS: 57 | MC6809 @ 0.89Mhz | FD-502:Idle
```

As expected.

=====

CRLF: Do a Carriage Return and Line Feed on the VIDRAM Screen

In addition to putting characters and bytes onto the screen, the ability to do a carriage return and line feed will also be useful.

```
00100 *****
00110 *
00120 * CRLF.ASM
00130 * MDJ 2023/01/24
00140 *
00150 * DO A CARRIAGE RETURN
00160 * AND LINE FEED
00170 *
00180 * ENTRY CONDITIONS
00190 * NONE
00200 *
00210 * EXIT CONDITIONS
00220 * NONE
00230 *
00240 *****
00250
00260 * LOW RAM CURSOR ADDRESS
0088 00270 CURPOS EQU $0088
00280
00290 * SCREEN ADDRESSES
00300 * START OF VIDRAM
0400 00310 VIDRAM EQU $0400
00320
00330 * ONE BYTE PAST THE
00340 * END OF VIDRAM
0600 00350 VIDEND EQU $0600
00360
00370 * START OF THE LAST
00380 * LINE OF VIDRAM
05E0 00390 VIDL15 EQU $05E0
00400
00410 * EXTERNAL ROUTINE
00420 * ADDRESSES
400E 00430 VIDCLS EQU $400E
405E 00440 SCROLL EQU $405E
00450
40D7 00460 ORG $40D7
00470
```

40D7	34	16	00480	CRLF	PSHS	A,B,X
			00490			
			00500	* GET THE CURSOR		
40D9	9E	88	00510	LDX	CURPOS	
			00520			
			00530	* IS IT BELOW RANGE?		
40DB	8C	0400	00540	CMPX	#VIDRAM	
			00550			
			00560	* GO IF YES (ERROR)		
40DE	25	1D	00570	BLO	LBL002	
			00580			
			00590	* IS IT ABOVE RANGE?		
40E0	8C	0600	00600	CMPX	#VIDEND	
			00610			
			00620	* GO IF YES (ERROR)		
40E3	24	18	00630	BHS	LBL002	
			00640			
			00650	* IS IT ON THE LAST LINE		
			00660	* OF THE VIDRAM SCREEN?		
40E5	8C	05E0	00670	CMPX	#VIDL15	
			00680			
			00690	* GO IF YES		
40E8	24	0B	00700	BHS	LBL001	
			00710			
			00720	* DO THE CRLF		
40EA	1F	10	00730	TFR	X,D	
40EC	C4	E0	00740	ANDB	#\$E0	
40EE	C3	0020	00750	ADDD	#\$0020	
40F1	1F	01	00760	TFR	D,X	
40F3	20	0E	00770	BRA	LBL003	
			00780			
			00790	* LAST LINE		
40F5	BD	405E	00800	LBL001	JSR	SCROLL
40F8	8E	05E0	00810	LDX	#VIDL15	
40FB	20	06	00820	BRA	LBL003	
			00830			
			00840	* ERROR		
40FD	BD	400E	00850	LBL002	JSR	VIDCLS
4100	8E	0400	00860	LDX	#VIDRAM	
			00870			
			00880	* PUT THE CURSOR		
4103	9F	88	00890	LBL003	STX	CURPOS
			00900			
			00910	* EXIT		
4105	35	16	00920	PULS	A,B,X	
4107	39		00930	RTS		
			00940			

0000 00950 END

Note that if the cursor position has somehow been corrupted and is outside of its proper \$0400 - \$05FF range, **CRLF** simply clears the screen and puts the cursor at its start location, i.e. \$0400.

The actual **CRLF** part of this code, i.e. lines 740-770, might benefit from a little additional explanation. The code transfers the cursor position value from Register **X** to Register **D**, massages it a bit, and then transfers it back to Register **X**.

Each of the sixteen lines on the **VIRRAM** screen begins at a multiple of \$20 (= 032 decimal), i.e. the first character of each line is at the address indicated as follows:

First Character Address			
Line	Hexadecimal	Decimal	Binary
00	\$0400	1024	0000 0100 0000 0000
01	\$0420	1056	0000 0100 0010 0000
02	\$0440	1088	0000 0100 0100 0000
03	\$0460	1120	0000 0100 0110 0000
04	\$0480	1152	0000 0100 1000 0000
05	\$04A0	1184	0000 0100 1010 0000
06	\$04C0	1216	0000 0100 1100 0000
07	\$04E0	1248	0000 0100 1110 0000
08	\$0500	1280	0000 0101 0000 0000
09	\$0520	1312	0000 0101 0010 0000
10	\$0540	1344	0000 0101 0100 0000
11	\$0560	1376	0000 0101 0110 0000
12	\$0580	1408	0000 0101 1000 0000
13	\$05A0	1440	0000 0101 1010 0000
14	\$05C0	1472	0000 0101 1100 0000
15	\$05E0	1504	0000 0101 1110 0000

And, for reference:

VIDRAM	\$0400	1024	0000 0100 0000 0000
VIDL01	\$0420	1056	0000 0100 0010 0000
VIDL15	\$05E0	1472	0000 0101 1110 0000
VIDEND	\$0600	1536	0110 0000 0000 0000

Notice that the last five bits in the binary format are all zeroes. $2^5 = 32 = \$20$.

$\$10000 - \$20 = \$FFFE0 = 1111 1111 1110 0000$ binary.

Therefore, if we **AND** any screen address (**\$0400 - \$05FF**) with **\$FFFE0**, we will obtain the address of the first character of the line in which that screen address appears.

If we then add $32 = \$20$ to that value, we will obtain the address of the first character of the following line.

So, our logical approach would then simply seem to be:

```
ANDD    $FFE0
```

Unfortunately, there is no **ANDD** in MC6809 machine language; only **ANDA**, **ANDB**, and **ANDCC**. However, since Register A is the high byte of Register D and Register B is the low byte of Register D, i.e.:

```
D = A:B
```

We can accomplish the same task by doing:

```
ANDA    $FF
ANDB    $E0
```

and, because **ANDA \$FF** will always leave Register A unchanged, we can simply leave that line of code out. Thus **ANDB \$E0** will give us the address of the first character of the current line in Register D, and adding $\$0020$ to that will give us the address of the first character in the following line. And so we have:

```
00720 * DO THE CRLF
00730      TFR    X,D
00740      ANDB   #$E0
00750      ADDD   #$0020
00760      TFR    D,X
```

The Assembly Language Test Routine:

```
00100 *****
00110 *
00120 * TEST0008.ASM
00130 * MDJ 2023/02/11
00140 *
00150 * CRLF TEST
00160 *
00170 *****
00180
00190 * ML FOUNDATION
00200 * CORE ADDRESSES
407D 00210 PUTCHA EQU    $407D
40D7 00220 CRLF  EQU    $40D7
00230
```

7000		00240	ORG	\$7000		
		00250				
		00260	* CRLF TEST			
		00270				
7000	34	20	00280	PSHS	Y	
7002	20	73	00290	BRA	LBL001	
			00300			
7004		41	00310	STR01	FCC	/ALTHOUGH/
		4C				
		54				
		48				
		4F				
		55				
		47				
		48				
700C		60	00320	FCB	\$60	SPACE
700D		47	00330	FCC	/GOD/	
		4F				
		44				
7010		60	00340	FCB	\$60	SPACE
7011		4C	00350	FCC	/LOVES/	
		4F				
		56				
		45				
		53				
7016		60	00360	FCB	\$60	SPACE
7017		55	00370	FCC	/US/	
		53				
7019		6C	00380	FCB	\$6C	COMMA
701A		00	00390	FCB	\$00	NULL
			00400			
701B		48	00410	STR02	FCC	/HE/
		45				
701D		67	00420	FCB	\$67	APOSTROPHE
701E		53	00430	FCC	/S/	
701F		60	00440	FCB	\$60	SPACE
7020		41	00450	FCC	/ALSO/	
		4C				
		53				
		4F				
7024		60	00460	FCB	\$60	SPACE
7025		47	00470	FCC	/GOING/	
		4F				
		49				
		4E				
		47				
702A		60	00480	FCB	\$60	SPACE

702B	54	00490	FCC	/TO/	
	4F				
702D	60	00500	FCB	\$60	SPACE
702E	4A	00510	FCC	/JUDGE/	
	55				
	44				
	47				
	45				
7033	60	00520	FCB	\$60	SPACE
7034	55	00530	FCC	/US/	
	53				
7036	00	00540	FCB	\$00	NULL
		00550			
7037	41	00560 STR03	FCC	/ACCORDING/	
	43				
	43				
	4F				
	52				
	44				
	49				
	4E				
	47				
7040	60	00570	FCB	\$60	SPACE
7041	54	00580	FCC	/TO/	
	4F				
7043	60	00590	FCB	\$60	SPACE
7044	48	00600	FCC	/HIS/	
	49				
	53				
7047	60	00610	FCB	\$60	SPACE
7048	50	00620	FCC	/PERFECT/	
	45				
	52				
	46				
	45				
	43				
	54				
704F	00	00630	FCB	\$00	NULL
		00640			
7050	48	00650 STR04	FCC	/HOLINESS/	
	4F				
	4C				
	49				
	4E				
	45				
	53				
	53				

7058	6E	00660	FCB	\$6E	PERIOD
7059	60	00670	FCB	\$60	SPACE
705A	54	00680	FCC	/THAT/	
	48				
	41				
	54				
705E	67	00690	FCB	\$67	APOSTROPHE
705F	53	00700	FCC	/S/	
7060	60	00710	FCB	\$60	SPACE
7061	53	00720	FCC	/SCARY/	
	43				
	41				
	52				
	59				
7066	61	00730	FCB	\$61	EXCLAMATION MARK
7067	00	00740	FCB	\$00	NULL
		00750			
7068	41	00760	STR05 FCC	/ARE/	
	52				
	45				
706B	60	00770	FCB	\$60	SPACE
706C	59	00780	FCC	/YOU/	
	4F				
	55				
706F	60	00790	FCB	\$60	SPACE
7070	52	00800	FCC	/READY/	
	45				
	41				
	44				
	59				
7075	7F	00810	FCB	\$7F	QUESTION MARK
7076	00	00820	FCB	\$00	NULL
		00830			
		00840	* OPEN WITH A CRLF		
7077	BD	40D7	00850	LBL001 JSR	CRLF
			00860		
			00870	* THE FIRST STRING	
707A	108E	7004	00880	LDY	#STR01
707E	BD	70A2	00890	JSR	LBL002
			00900		
			00910	* THE SECOND STRING	
7081	108E	701B	00920	LDY	#STR02
7085	BD	70A2	00930	JSR	LBL002
			00940		
			00950	* THE THIRD STRING	
7088	108E	7037	00960	LDY	#STR03
708C	BD	70A2	00970	JSR	LBL002

```

00980
00990 * THE FOURTH STRING
708F 108E 7050 01000 LDY #STR04
7093 BD 70A2 01010 JSR LBL002
01020
01030 * THE FIFTH STRING
7096 108E 7068 01040 LDY #STR05
709A BD 70A2 01050 JSR LBL002
01060
709D BD 40D7 01080 JSR CRLF
70A0 20 0D 01090 BRA LBL004
01100
01110 * SUBROUTINE TO PUT
01120 * STRING TO SCREEN
01130 * GET A CHARACTER
70A2 A6 A0 01140 LBL002 LDA ,Y+
01150
01160 * GO IF NULL TERMINATOR
70A4 27 05 01170 BEQ LBL003
01180
01190 * PUT IT TO VIDRAM
70A6 BD 407D 01200 JSR PUTCHA
70A9 20 F7 01210 BRA LBL002
01220
01230 * LINE-ENDING CRLF
70AB BD 40D7 01240 LBL003 JSR CRLF
70AE 39 01250 RTS
01260
01270 * EXIT
70AF 35 20 01280 LBL004 PULS Y
70B1 39 01290 RTS
01300
0000 01310 END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*
1020 '* TEST0008.BAS
1030 '* MDJ 2023/02/11
1040 '*
1050 '* CRLF TEST
1060 '*
1070 '*****
1080 '

```

```
1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0008.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

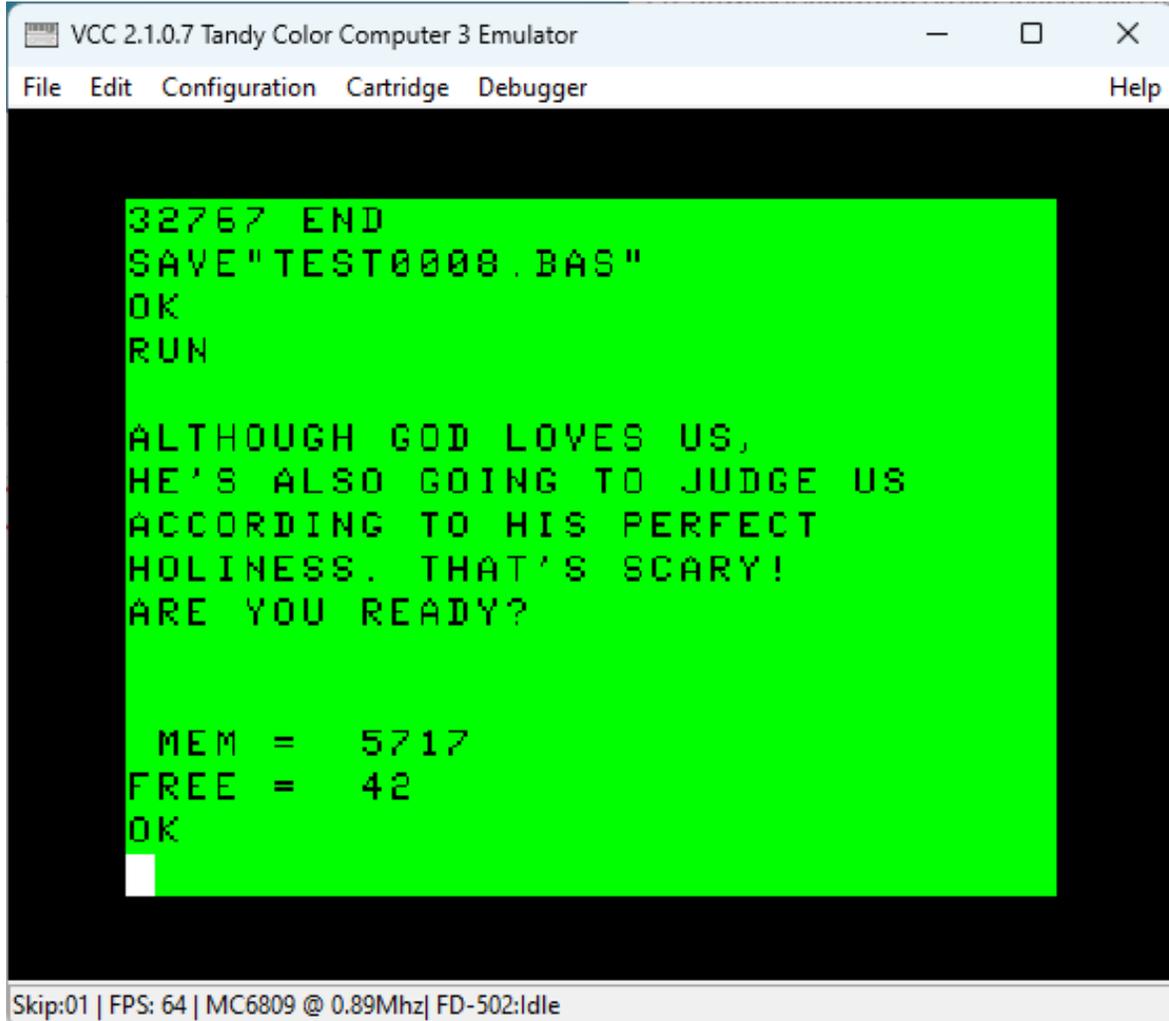
3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
```

Result:



```
VCC 2.1.0.7 Tandy Color Computer 3 Emulator
File Edit Configuration Cartridge Debugger Help

32767 END
SAVE "TEST0000.BAS"
OK
RUN

ALTHOUGH GOD LOVES US,
HE'S ALSO GOING TO JUDGE US
ACCORDING TO HIS PERFECT
HOLINESS. THAT'S SCARY!
ARE YOU READY?

MEM = 5717
FREE = 42
OK

Skip:01 | FPS: 64 | MC6809 @ 0.89Mhz | FD-502:Idle
```

As expected.

Bible Note: God created us in Adam and Eve. He gave those two only one rule: “Don’t eat from the Tree of the Knowledge of Good and Evil.” But they disobeyed and were cast out. We all inherited that evil, rebellious, prideful nature from Adam and Eve. And we have also added our own evil thoughts and deeds on top of it.

In addition to being perfect Love, God is also perfect Justice. By His very nature, He MUST punish every trace of evil. God has decreed that there shall be one punishment: banishment from His presence for all eternity in Hell and the Lake of Fire.

There are only two ways that penalty can be paid. Either we pay it ourselves, or we accept the fact that Jesus paid it for us and we turn away from our evil and trust Jesus to save us.

Romans 10:9-10 says, “If you confess with your mouth that Jesus is Lord and believe in your heart that God raised him from the dead, you will be saved.” (ESV).

=====

PK2PRT: Converting POKE Codes to PRINT Codes

The Video Screen VIDRAM displays text characters and Semi-Graphics characters depending upon which bytes are put to memory in the VIDRAM space (\$0400-\$05FF).

In the BASIC Language, as discussed in (MDJ01), for each byte (\$00-\$FF), the character displayed depends upon the method (PRINT or POKE) by which the byte is put to the VIDRAM.

In Assembly Language (and thus also in The ML Foundation), the method used (STA) is analogous to BASIC's POKE mechanism. But the Key Codes returned from the keyboard are PRINT codes. Thus, we need a means for converting between the two types of Key Codes.

In performing such conversions, you may expect that PRT2PK (See next Section) will be required significantly more often than PK2PRT which is discussed in this Section.

If you have a POKE Code, and you want to use it in a PRINT function, convert it to a PRINT Code. If:

000 <= POKE Code <= 031 (\$00 <= POKE Code <= \$1F)
Then add 096 (\$60) to the POKE Code.

032 <= POKE Code <= 063 (\$20 <= POKE Code <= \$3F)
Then, there is no PRINT Code that Corresponds to that POKE Code;
Use PRINT Code = 32 (\$20) = a blank green space.

064 <= POKE Code <= 095 (\$40 <= POKE Code <= \$5F)
Then the PRINT Code is the same as the POKE Code.

096 <= POKE Code <= 127 (\$60 <= POKE Code <= \$7F)
Then subtract 064 (\$40) from the POKE Code.

128 <= POKE Code <= 255 (\$80 <= POKE Code <= \$FF)
Then the PRINT Code is the same as the POKE Code.

```
00100 *****  
00110 *  
00120 * PK2PRT.ASM  
00130 * MDJ 2023/01/17  
00140 *  
00150 * CONVERTS POKE CODES  
00160 * TO PRINT CODES  
00170 *
```

```

00180 * ENTRY CONDITIONS:
00190 * A = POKE CODE
00200 * ($00 - $FF)
00210 * (000 - 255)
00220 *
00230 * EXIT CONDITIONS:
00240 * A = PRINT CODE
00250 * ($00 - $FF)
00260 * (000 - 255)
00270 *
00280 *****
00290
4108          00300          ORG          $4108
00310
4108 81      20      00320 * 000 <= CODE <= 031 ?
00330 PK2PRT  CMPA      #32
00340
410A 25      16      00350 * GO IF YES
00360          BLO      LBL003
00370
410C 81      40      00380 * 032 <= CODE <= 063 ?
00390          CMPA      #64
00400
410E 25      0E      00410 * GO IF YES
00420          BLO      LBL002
00430
4110 81      60      00440 * 064 <= CODE <= 095 ?
00450          CMPA      #96
00460
4112 25      10      00470 * GO IF YES ==> NO CHANGE
00480          BLO      LBL004
00490
4114 81      80      00500 * 096 <= CODE <= 127 ?
00510          CMPA      #128
00520
4116 25      02      00530 * GO IF YES
00540          BLO      LBL001
00550
00560 * CODE >= 128
00570 * NO CHANGE
4118 20      0A      00580          BRA      LBL004
00590
411A 80      40      00600 * 096 <= CODE <= 127
00610 LBL001  SUBA      #64
411C 20      06      00620          BRA      LBL004
00630
00640 * 064 <= CODE <= 095

```

```

00650 * NO CHANGE
00660
00670 * 032 <= CODE <= 063
00680 * ALL = A GREEN SPACE
411E 86 20 00690 LBL002 LDA #32
4120 20 02 00700 BRA LBL004
00710
00720 * 000 <= CODE <= 031
4122 8B 60 00730 LBL003 ADDA #96
00740
00750 * EXIT
4124 39 00760 LBL004 RTS
00770
0000 00780 END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0009.ASM
00130 * MDJ 2023/02/11
00140 *
00150 * PK2PRT TEST
00160 *
00170 *****
00180
00190 * ML FOUNDATION
00200 * CORE ADDRESSES
407D 00210 PUTCHA EQU $407D
409E 00220 PUTBYA EQU $409E
40D7 00230 CRLF EQU $40D7
4108 00240 PK2PRT EQU $4108
00250
7000 00260 ORG $7000
00270
00280 * PK2PRT TEST
00290
7000 34 20 00300 PSHS Y
7002 20 17 00310 BRA LBL001
00320
00330 * OUTPUT STRINGS LIST
7004 60 00340 STR01 FCB $60
7005 50 00350 FCC /POKE/
4F
4B

```

	45				
7009	60	00360	FCB	\$60	
700A	00	00370	FCB	\$00	
700B	50	00380	STR02	FCC	/PRINT/
	52				
	49				
	4E				
	54				
7010	60	00390	FCB	\$60	
7011	00	00400	FCB	\$00	
7012	43	00410	STR03	FCC	/CODE/
	4F				
	44				
	45				
7016	60	00420	FCB	\$60	
7017	7D	00430	FCB	\$7D	
7018	60	00440	FCB	\$60	
7019	64	00450	FCB	\$64	
701A	00	00460	FCB	\$00	
		00470			
		00480	* MAIN ROUTINE		
701B	86	12	00490	LBL001	LDA #18
701D	8D	0E	00500		BSR LBL002
701F	86	28	00510		LDA #40
7021	8D	0A	00520		BSR LBL002
7023	86	57	00530		LDA #87
7025	8D	06	00540		BSR LBL002
7027	86	77	00550		LDA #119
7029	8D	02	00560		BSR LBL002
702B	20	3D	00570		BRA LBL008
			00580		
			00590	* PRINT ORDER SUBROUTINE	
			00600	* SAVE POKE CODE	
702D	34	02	00610	LBL002	PSHS A
			00620		
			00630	* PUT POKE MESSAGE	
702F	8D	1F	00640		BSR LBL003
7031	8D	29	00650		BSR LBL005
			00660		
			00670	* RESTORE AND RE-SAVE	
			00680	* POKE CODE	
7033	35	02	00690		PULS A
7035	34	02	00700		PSHS A
			00710		
			00720	* PUT POKE CODE	
7037	BD	409E	00730		JSR PUTBYA
			00740		

```

00750 * PUT PRINT MESSAGE
703A BD 40D7 00760 JSR CRLF
703D 8D 17 00770 BSR LBL004
703F 8D 1B 00780 BSR LBL005
00790
00800 * RESTORE POKE CODE
7041 35 02 00810 PULS A
00820
00830 * CONVERT CODE
7043 BD 4108 00840 JSR PK2PRT
00850
00860 * PUT PRINT CODE
7046 BD 409E 00870 JSR PUTBYA
7049 BD 40D7 00880 JSR CRLF
704C BD 40D7 00890 JSR CRLF
704F 39 00900 RTS
00910
00920 * PRINT MESSAGE SUBRT
7050 108E 7004 00930 LBL003 LDY #STR01
7054 20 0A 00940 BRA LBL006
7056 108E 700B 00950 LBL004 LDY #STR02
705A 20 04 00960 BRA LBL006
705C 108E 7012 00970 LBL005 LDY #STR03
7060 A6 A0 00980 LBL006 LDA ,Y+
7062 27 05 00990 BEQ LBL007
7064 BD 407D 01000 JSR PUTCHA
7067 20 F7 01010 BRA LBL006
7069 39 01020 LBL007 RTS
01030
01040 * EXIT
706A 35 20 01050 LBL008 PULS Y
706C 39 01060 RTS
01070
0000 01080 END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*
1020 '* TEST0009.BAS
1030 '* MDJ 2023/02/11
1040 '*
1050 '* PK2PRT TEST
1060 '*
1070 '*****

```

```
1080 '
1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '
1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '
1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0009.BIN"
1330 '
2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '
3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '
6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '
32767 END
```

Result:



The screenshot shows a window titled "VCC 2.1.0.7 Tandy Color Computer 3 Emulator" with a menu bar containing "File", "Edit", "Configuration", "Cartridge", "Debugger", and "Help". The main display area has a black background with a green rectangular region containing the following text:

```
OK
RUN
  POKE CODE = $12
PRINT CODE = $72

  POKE CODE = $20
PRINT CODE = $20

  POKE CODE = $57
PRINT CODE = $57

  POKE CODE = $77
PRINT CODE = $37

OK
```

At the bottom of the window, a status bar displays: "Skip:01 | FPS: 64 | MC6809 @ 0.89Mhz | FD-502:Idle".

As expected.

=====

PRT2PK: Converting PRINT Codes to POKE Codes

The Video Screen VIDRAM displays text characters and Semi-Graphics characters depending upon which bytes are put to memory in the VIDRAM space (\$0400-\$05FF).

In the BASIC Language, as discussed in (MDJ01), for each byte (\$00-\$FF), the character displayed depends upon the method (PRINT or POKE) by which the byte is put to the VIDRAM.

In Assembly Language (and thus also in The ML Foundation), the method used (STA) is analogous to BASIC's POKE mechanism. But the Key Codes returned from the keyboard are PRINT codes. Thus, we need a means for converting between the two types of Key Codes.

In performing such conversions, you may expect that PRT2PK will be required significantly more often than PK2PRT (See previous Section) .

If you have a PRINT Code, and you want to use it in a POKE function, convert it to a POKE Code. If:

000 <= PRINT Code <= 031 (\$00 <= PRINT Code <= \$1F)
Then it is a blank background color space.
Use POKE Code = 096 (\$60) = a blank green space.

032 <= PRINT Code <= 063 (\$20 <= PRINT Code <= \$3F)
Then add 064 (\$40) to the PRINT Code.

064 <= PRINT Code <= 095 (\$40 <= PRINT Code <= \$5F)
Then the POKE Code is the same as the PRINT Code.

096 <= PRINT Code <= 127 (\$60 <= PRINT Code <= \$7F)
Then subtract 096 (\$60) from the PRINT Code.

128 <= PRINT Code <= 255 (\$80 <= PRINT Code <= \$FF)
Then the POKE Code is the same as the PRINT Code.

```
00100 *****  
00110 *  
00120 * PRT2PK.ASM  
00130 * MDJ 2023/01/17  
00140 *  
00150 * CONVERTS PRINT CODES  
00160 * TO POKE CODES  
00170 *  
00180 * ENTRY CONDITIONS
```

```

00190 * A = PRINT CODE
00200 * ($00 - $FF)
00210 * (000 - 255)
00220 *
00230 * EXIT CONDITIONS
00240 * A = POKE CODE
00250 * ($00 - $FF)
00260 * (000 - 255)
00270 *
00280 *****
00290
4125      00300          ORG          $4125
00310
4125 81    20      00320 * 000 <= CODE <= 031 ?
00330 PRT2PK  CMPA      #32
00340
4127 25    16      00350 * GO IF YES
00360          BLO      LBL003
00370
4129 81    40      00380 * 032 <= CODE <= 063 ?
00390          CMPA      #64
00400
412B 25    0E      00410 * GO IF YES
00420          BLO      LBL002
00430
412D 81    60      00440 * 064 <= CODE <= 095 ?
00450          CMPA      #96
00460
412F 25    10      00470 * GO IF YES ==> NO CHANGE
00480          BLO      LBL004
00490
4131 81    80      00500 * 096 <= CODE <= 127 ?
00510          CMPA      #128
00520
4133 25    02      00530 * GO IF YES
00540          BLO      LBL001
00550
00560 * CODE >= 128
00570 * NO CHANGE
4135 20    0A      00580          BRA      LBL004
00590
00600 * 096 <= CODE <= 127
4137 80    60      00610 LBL001  SUBA      #96
4139 20    06      00620          BRA      LBL004
00630
00640 * 064 <= CODE <= 095
00650 * NO CHANGE

```

```

00660
00670 * 032 <= CODE <= 063
413B 8B 40 00680 LBL002 ADDA #64
413D 20 02 00690 BRA LBL004
00700
00710 * 000 <= CODE <= 031
00720 * ALL = A GREEN SPACE
413F 86 60 00730 LBL003 LDA #96
00740
00750 * EXIT
4141 39 00760 LBL004 RTS
00770
0000 00780 END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0010.ASM
00130 * MDJ 2023/02/12
00140 *
00150 * PRT2PK TEST
00160 *
00170 *****
00180
00190 * ML FOUNDATION
00200 * CORE ADDRESSES
407D 00210 PUTCHA EQU $407D
409E 00220 PUTBYA EQU $409E
40D7 00230 CRLF EQU $40D7
4108 00240 PK2PRT EQU $4108
4125 00250 PRT2PK EQU $4125
00260
7000 00270 ORG $7000
00280
00290 * PRT2PK TEST
00300
7000 34 20 00310 PSHS Y
7002 20 17 00320 BRA LBL001
00330
00340 * OUTPUT STRINGS LIST
7004 50 00350 STR01 FCC /PRINT/
52
49
4E

```

	54				
7009	60	00360	FCB	\$60	
700A	00	00370	FCB	\$00	
700B	60	00380	STR02	FCB	\$60
700C	50	00390	FCC	/POKE/	
	4F				
	4B				
	45				
7010	60	00400	FCB	\$60	
7011	00	00410	FCB	\$00	
7012	43	00420	STR03	FCC	/CODE/
	4F				
	44				
	45				
7016	60	00430	FCB	\$60	
7017	7D	00440	FCB	\$7D	
7018	60	00450	FCB	\$60	
7019	64	00460	FCB	\$64	
701A	00	00470	FCB	\$00	
		00480			
		00490	* MAIN ROUTINE		
701B	86	12	00500	LBL001	LDA #18
701D	8D	0E	00510	BSR	LBL002
701F	86	28	00520	LDA	#40
7021	8D	0A	00530	BSR	LBL002
7023	86	57	00540	LDA	#87
7025	8D	06	00550	BSR	LBL002
7027	86	77	00560	LDA	#119
7029	8D	02	00570	BSR	LBL002
702B	20	3D	00580	BRA	LBL008
			00590		
			00600	* PRINT ORDER SUBROUTINE	
			00610	* SAVE PRINT CODE	
702D	34	02	00620	LBL002	PSHS A
			00630		
			00640	* PUT PRINT MESSAGE	
702F	8D	1F	00650	BSR	LBL003
7031	8D	29	00660	BSR	LBL005
			00670		
			00680	* RESTORE AND RE-SAVE	
			00690	* PRINT CODE	
7033	35	02	00700	PULS	A
7035	34	02	00710	PSHS	A
			00720		
			00730	* PUT PRINT CODE	
7037	BD	409E	00740	JSR	PUTBYA
			00750		

```

00760 * PUT POKE MESSAGE
703A BD 40D7 00770 JSR CRLF
703D 8D 17 00780 BSR LBL004
703F 8D 1B 00790 BSR LBL005
00800
00810 * RESTORE PRINT CODE
7041 35 02 00820 PULS A
00830
00840 * CONVERT CODE
7043 BD 4125 00850 JSR PRT2PK
00860
00870 * PUT POKE CODE
7046 BD 409E 00880 JSR PUTBYA
7049 BD 40D7 00890 JSR CRLF
704C BD 40D7 00900 JSR CRLF
704F 39 00910 RTS
00920
00930 * PRINT MESSAGE SUBRT
7050 108E 7004 00940 LBL003 LDY #STR01
7054 20 0A 00950 BRA LBL006
7056 108E 700B 00960 LBL004 LDY #STR02
705A 20 04 00970 BRA LBL006
705C 108E 7012 00980 LBL005 LDY #STR03
7060 A6 A0 00990 LBL006 LDA ,Y+
7062 27 05 01000 BEQ LBL007
7064 17 D016 01010 LBSR PUTCHA
7067 20 F7 01020 BRA LBL006
7069 39 01030 LBL007 RTS
01040
01050 * EXIT
706A 35 20 01060 LBL008 PULS Y
706C 39 01070 RTS
01080
0000 01090 END

```

The BASIC Language Control Program:

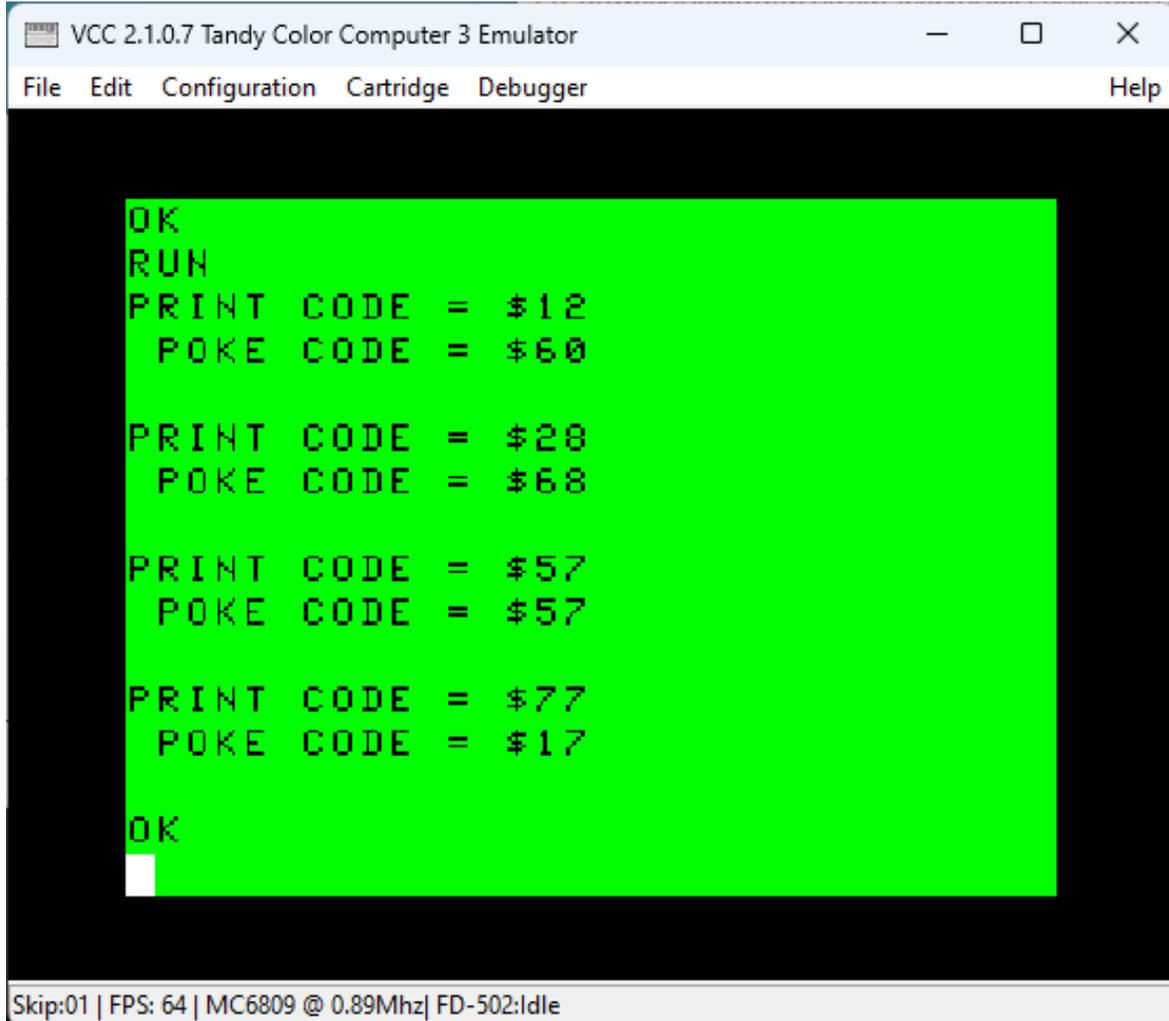
```

1000 '*****
1010 '*
1020 '* TEST0010.BAS
1030 '* MDJ 2023/02/12
1040 '*
1050 '* PRT2PK TEST
1060 '*
1070 '*****

```

```
1080 '
1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '
1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '
1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0010.BIN"
1330 '
2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '
3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '
6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '
32767 END
```

Result:



The screenshot shows a window titled "VCC 2.1.0.7 Tandy Color Computer 3 Emulator" with a menu bar containing "File", "Edit", "Configuration", "Cartridge", "Debugger", and "Help". The main display area has a black background with a green rectangular window containing the following text:

```
OK
RUN
PRINT CODE = $12
POKE CODE = $60

PRINT CODE = $20
POKE CODE = $68

PRINT CODE = $57
POKE CODE = $57

PRINT CODE = $77
POKE CODE = $17

OK
```

At the bottom of the window, a status bar displays: "Skip:01 | FPS: 64 | MC6809 @ 0.89Mhz | FD-502:Idle".

As expected.

=====

POLCAT: Get a Key Press Character Code From the Keyboard

With the completion of this **POLCAT** Routine, we have a minimally complete system; capable of receiving input from the Keyboard and generating output to the **VIDRAM** Screen.

But that is just the bare minimum. In order to provide a more useful collection of routines in the ML Foundation Core, much remains to be developed, all of which will be done and presented in the remainder of this paper.

Beyond the core, I hope to provide additional portions of a complete ML Foundation in future papers covering other ML Foundation Modules which will build upon this core.

In conformance with my CoCo Philosophy of trying to cram as much stuff as I can into the 96K of the 64K CoCo 2, **POLCAT** simply jumps into ROM and uses its POLCAT Routine. (cf. Appendix A below for the details of my CoCo Philosophy).

I developed many of the other Routines presented in this Paper entirely in Assembly Language in order to maximize speed while also minimizing memory space used.

But, with the Keyboard, the limitations of the BASIC Language (Very Slow) are enormously overshadowed by the User Limitations (SUPER HUMONGOUS SLOW). There is thus no point in trying to write super-fast machine code for Keyboard access. It is much more efficient to just use the ROM code: it immensely saves on RAM space, and won't materially effect overall system speed in normal use.

In the future, I will use the same approach regarding access to comparatively slow peripherals such as the Cassette and Disk Drives, and the RS-232 Port.

```
00100 *****
00110 *
00120 * POLCAT.ASM
00130 * MDJ 2021/01/17
00140 *
00150 * POLLS THE KEYBOARD
00160 * FOR A KEYSTROKE
00170 *
00180 * USES THE BUILT-IN
00190 * ROM POLCAT ROUTINE
00200 *
00210 * ENTRY CONDITIONS:
00220 * NONE
00230 *
```

```

00240 * EXIT CONDITIONS:
00250 * IF NO KEY WAS PRESSED:
00260 * CC Z BIT = 1
00270 * REG A = 0
00280 * IF A KEY WAS PRESSED
00290 * CC Z BIT = 0
00300 * REG A = CHAR CODE
00310 *
00320 * ANY ROUTINE CALLING
00330 * THIS SHOULD PSHS A,CC
00340 * BEFORE CALLING AND
00350 * PULS A,CC ON RETURN
00360 * AFTER CHECKING AND
00370 * TRANSFERRING THE DATA
00380 * RETURNED AS REQUIRED
00390 *
00400 *****
00410
00420 * RAMROM TRIGGER ADDRESS
FFDE 00430 RAMROM EQU $FFDE
00440
00450 * ALLRAM TRIGGER ADDRESS
FFDF 00460 ALLRAM EQU $FFDF
00470
00480 * ROM POLCAT JUMP ADDRESS
A000 00490 XPOLCT EQU $A000
00500
4142 00510 ORG $4142
00520
4142 34 68 00530 POLCAT PSHS Y,U,DP
00540
00550 * SET RAMROM MODE
4144 B7 FFDE 00560 STA RAMROM
00570
00580 * GO DO ROM POLCAT
4147 AD 9F A000 00590 JSR [XPOLCT]
00600
00610 * SET ALLRAM MODE
414B B7 FFDF 00620 STA ALLRAM
00630
00640 * EXIT
414E 35 68 00650 PULS Y,U,DP
4150 39 00660 RTS
00670
0000 00680 END

```

The general concept for the Test Routine is simply to receive Key Press Codes from the Keyboard and echo them to the **VIDRAM** Screen.

The CoCo 2 Keyboard is not capable of directly generating Codes 000 - 002, 004 - 007, 011, 014 - 020, 022 - 031, 096, or 123 - 255 (\$00 - \$02, \$04 - \$07, \$0B, \$0E - \$14, \$16 - \$1F, \$60, or \$7B - \$FF).

And, for the purposes of this Test, we will ignore Codes 009, 010, 012, and 021 (\$09, \$0A, \$0C, and \$15).

When the Test receives Code 003 (\$03), it will do a BREAK (i.e. exit the program) and return to the Command Prompt.

When the Test receives Code 008 (\$08), it will perform the Backspace and Overwrite Function.

When the Test receives Code 013 (\$0D), it will perform the Carriage Return/Linefeed Function.

For all other Codes, the Test Routine will echo the appropriate character to the **VIDRAM** Screen. The Key Press Character Codes returned from the Keyboard are PRINT Codes rather than POKE Codes. Therefore, any such codes which are to be output to the **VIDRAM** Screen must be processed through **PRT2PK** first.

The Assembly Language Test Routine:

```

                                00100 *****
                                00110 *
                                00120 * TEST0011.ASM
                                00130 * MDJ 2023/02/12
                                00140 *
                                00150 * POLCAT TEST
                                00160 *
                                00170 *****
                                00180
                                00190 * LOW RAM CURSOR ADDRESS
0088      00200 CURPOS EQU      $0088
                                00210
                                00220 * ML FOUNDATION
                                00230 * CORE ADDRESSES
401F      00240 PUTCHR EQU      $401F
407D      00250 PUTCHA EQU      $407D
40D7      00260 CRLF EQU        $40D7
4125      00270 PRT2PK EQU      $4125
4142      00280 POLCAT EQU      $4142
                                00290
7000      00300          ORG      $7000
```

			00310
			00320 * POLCAT TEST
			00330
7000	34	03	00340 PSHS A,CC
			00350
			00360 * DISPLAY PROMPT
7002	86	7E	00370 LDA #126
7004	BD	407D	00380 JSR PUTCHA
7007	86	60	00390 LDA #96
7009	BD	407D	00400 JSR PUTCHA
			00410
			00420 * GO CHECK ROM
			00430 * FOR KEY PRESS
700C	BD	4142	00440 LBL001 JSR POLCAT
			00450
			00460 * GO IF NO KEY PRESS
700F	27	FB	00470 BEQ LBL001
			00480
			00490 * WAS IT THE BREAK KEY?
7011	81	03	00500 CMPA #3
			00510
			00520 * GO IF YES
7013	27	32	00530 BEQ LBL004
			00540
			00550 * WAS IT A BACKSPACE?
7015	81	08	00560 CMPA #8
			00570
			00580 * GO IF YES
7017	27	1D	00590 BEQ LBL003
			00600
			00610 * WAS IT A CARRIAGE
			00620 * RETURN?
7019	81	0D	00630 CMPA #13
			00640
			00650 * GO IF YES
701B	27	14	00660 BEQ LBL002
			00670
			00680 * WAS IT <= 031 ?
701D	81	20	00690 CMPA #32
			00700
			00710 * GO IF YES (IGNORE)
701F	25	EB	00720 BLO LBL001
			00730
			00740 * WAS IT = 96 ?
7021	81	60	00750 CMPA #96
			00760
			00770 * GO IF YES (IGNORE)

```

7023 27   E7       00780          BEQ      LBL001
                00790
                00800 * WAS IT >= 123 ?
7025 81   7B       00810          CMPA     #123
                00820
                00830 * GO IF YES (IGNORE)
7027 24   E3       00840          BHS      LBL001
                00850
                00860 * PUT IT TO VIDRAM
7029 BD   4125     00870          JSR      PRT2PK
702C BD   407D     00880          JSR      PUTCHA
702F 20   DB       00890          BRA      LBL001
                00900
                00910 * DO CRLF
7031 BD   40D7     00920 LBL002 JSR      CRLF
7034 20   D6       00930          BRA      LBL001
                00940
                00950 * DO BACKSPACE
7036 34   02       00960 LBL003 PSHS     A
7038 9E   88       00970          LD      CURPOS
703A 30   1F       00980          LEAX    -1,X
703C 9F   88       00990          ST      CURPOS
703E 86   60       01000          LDA     #96
7040 BD   401F     01010          JSR     PUTCHR
7043 35   02       01020          PULS    A
7045 20   C5       01030          BRA     LBL001
                01040
                01050 * EXIT
7047 35   03       01060 LBL004 PULS    A,CC
7049 39           01070          RTS
                01080
                0000   01090          END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*
1020 '* TEST0011.BAS
1030 '* MDJ 2023/02/12
1040 '*
1050 '* POLCAT TEST
1060 '*
1070 '*****
1080 '

```

```
1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0011.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

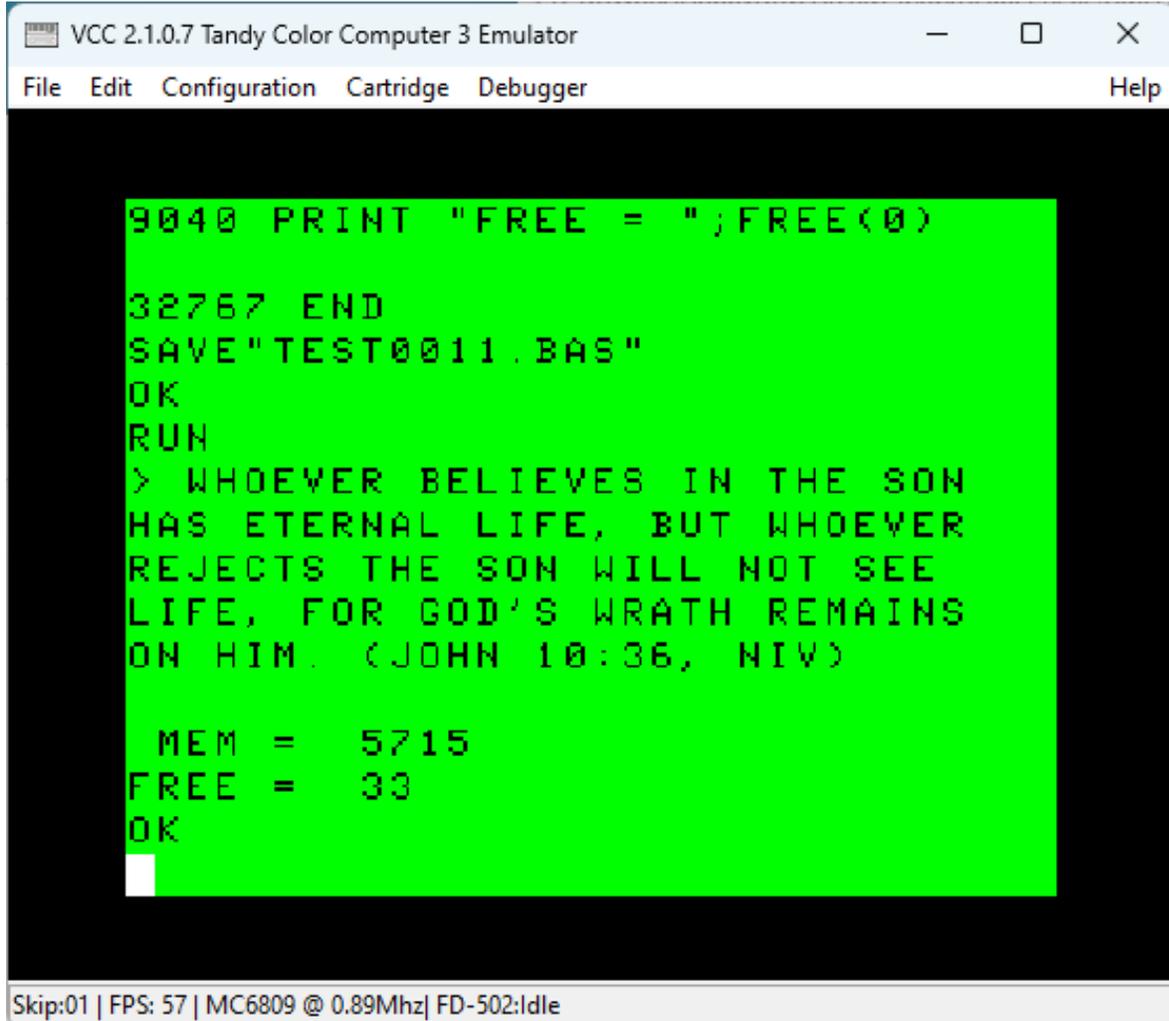
3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
```

Result:



```
VCC 2.1.0.7 Tandy Color Computer 3 Emulator
File Edit Configuration Cartridge Debugger Help

9040 PRINT "FREE = ";FREE(0)

32767 END
SAVE"TEST0011.BAS"
OK
RUN
> WHOEVER BELIEVES IN THE SON
HAS ETERNAL LIFE, BUT WHOEVER
REJECTS THE SON WILL NOT SEE
LIFE, FOR GOD'S WRATH REMAINS
ON HIM. (JOHN 10:36, NIV)

MEM = 5715
FREE = 33
OK

Skip:01 | FPS: 57 | MC6809 @ 0.89Mhz | FD-502:Idle
```

As expected.

Bible Note: The familiar John 3:16 reads, “For God so loved the world, that he gave his only begotten Son, that whosoever believeth in him should not perish, but have everlasting life.” (KJV).

But the following verses 17-21 may not be so familiar,

¹⁷ For God did not send his Son into the world to condemn the world, but to save the world through him. ¹⁸ Whoever believes in him is not condemned, but whoever does not believe stands condemned already because he has not believed in the name of God’s one and only Son. ¹⁹ This is the verdict: Light has come into the world, but men loved darkness instead of light because their deeds were evil. ²⁰ Everyone

who does evil hates the light, and will not come into the light for fear that his deeds will be exposed. ²¹ But whoever lives by the truth comes into the light, so that it may be seen plainly that what he has done has been done through God.” (NIV).

=====

BKSPCE: Do a Backspace on the VIDRAM Screen

As noted in this Routine's opening comments, it backs the cursor up one position and overwrites that position with a blank space.

```
00100 *****
00110 *
00120 * BKSPCE.ASM
00130 * MDJ 2023/01/24
00140 *
00150 * BACKS THE CURSOR UP ONE
00160 * POSITION IF IT IS NOT
00170 * ALREADY AT LOWEST
00180 * POSITION ON THE VIDRAM
00190 * SCREEN AND OVERWRITES
00200 * THAT POSITION WITH A
00210 * SPACE (POKE MECHANISM
00220 * CODE POINT 096)
00230 *
00240 * ENTRY CONDITIONS:
00250 * NONE
00260 *
00270 * EXIT CONDITIONS:
00280 * NONE
00290 *
00300 *****
00310
00320 * LOW RAM CURSOR ADDRESS
0088 00330 CURPOS EQU $0088
00340
00350 * SCREEN ADDRESSES
00360 * START OF VIDRAM
0400 00370 VIDRAM EQU $0400
00380
00390 * EXTERNAL ROUTINE
00400 * ADDRESS
401F 00410 PUTCHR EQU $401F
00420
4151 00430          ORG $4151
00440
4151 34 12 00450 BKSPCE PSHS A,X
00460
00470 * ADJUST THE CURSOR
```

```

4153 9E 88 00480 LDX CURPOS
00490
00500 * IS IT ALREADY AT START
00510 * OF VIDRAM SCREEN
4155 8C 0400 00520 CMPX #VIDRAM
00530
00540 * GO IF NO
4158 22 03 00550 BHI LBL001
00560
415A 8E 0401 00570 LDX #VIDRAM+1
415D 30 1F 00580 LBL001 LEAX -1,X
415F 9F 88 00590 STX CURPOS
00600
00610 * CLEAR SCREEN POSITION
4161 86 60 00620 LDA #96
4163 BD 401F 00630 JSR PUTCHR
00640
00650 * EXIT
4166 35 12 00660 PULS A,X
4168 39 00670 RTS
00680
0000 00690 END

```

For **BKSPCE .ASM**, both the Test Routine and the Control Program are just very simple modifications of those used for testing **POLCAT .ASM**.

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0012.ASM
00130 * MDJ 2023/02/12
00140 *
00150 * BKSPCE TEST
00160 *
00170 *****
00180
00190 * LOW RAM CURSOR ADDRESS
0088 00200 CURPOS EQU $0088
00210
00220 * ML FOUNDATION
00230 * CORE ADDRESSES
401F 00240 PUTCHR EQU $401F
407D 00250 PUTCHA EQU $407D
40D7 00260 CRLF EQU $40D7

```

	4125		00270	PRT2PK	EQU	\$4125
	4142		00280	POLCAT	EQU	\$4142
	4151		00290	BKSPCE	EQU	\$4151
			00300			
7000			00310		ORG	\$7000
			00320			
			00330	* POLCAT TEST		
			00340			
7000	34	03	00350		PSHS	A,CC
			00360			
			00370	* DISPLAY PROMPT		
7002	86	7E	00380		LDA	#126
7004	BD	407D	00390		JSR	PUTCHA
7007	86	60	00400		LDA	#96
7009	BD	407D	00410		JSR	PUTCHA
			00420			
			00430	* GO CHECK ROM		
			00440	* FOR KEY PRESS		
700C	BD	4142	00450	LBL001	JSR	POLCAT
			00460			
			00470	* GO IF NO KEY PRESS		
700F	27	FB	00480		BEQ	LBL001
			00490			
			00500	* WAS IT THE BREAK KEY?		
7011	81	03	00510		CMPA	#3
			00520			
			00530	* GO IF YES		
7013	27	26	00540		BEQ	LBL004
			00550			
			00560	* WAS IT A BACKSPACE?		
7015	81	08	00570		CMPA	#8
			00580			
			00590	* GO IF YES		
7017	27	1D	00600		BEQ	LBL003
			00610			
			00620	* WAS IT A CARRIAGE		
			00630	* RETURN?		
7019	81	0D	00640		CMPA	#13
			00650			
			00660	* GO IF YES		
701B	27	14	00670		BEQ	LBL002
			00680			
			00690	* WAS IT <= 031 ?		
701D	81	20	00700		CMPA	#32
			00710			
			00720	* GO IF YES (IGNORE)		
701F	25	EB	00730		BLO	LBL001

```

00740
00750 * WAS IT = 96 ?
7021 81 60 00760          CMPA    #96
00770
00780 * GO IF YES (IGNORE)
7023 27 E7 00790          BEQ     LBL001
00800
00810 * WAS IT >= 123 ?
7025 81 7B 00820          CMPA    #123
00830
00840 * GO IF YES (IGNORE)
7027 24 E3 00850          BHS     LBL001
00860
00870 * PUT IT TO VIDRAM
7029 BD 4125 00880          JSR     PRT2PK
702C BD 407D 00890          JSR     PUTCHA
702F 20 DB 00900          BRA     LBL001
00910
00920 * DO CRLF
7031 BD 40D7 00930 LBL002 JSR     CRLF
7034 20 D6 00940          BRA     LBL001
00950
00960 * DO BACKSPACE
7036 BD 4151 00970 LBL003 JSR     BKSPCE
7039 20 D1 00980          BRA     LBL001
00990
01000 * EXIT
703B 35 03 01010 LBL004 PULS    A,CC
703D 39      01020          RTS
01030
0000 01040          END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*'
1020 '* TEST0012.BAS
1030 '* MDJ 2023/02/12
1040 '*'
1050 '* BKSPCE TEST
1060 '*'
1070 '*****
1080 '

1100 'SETUP MEMORY

```

```
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0012.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

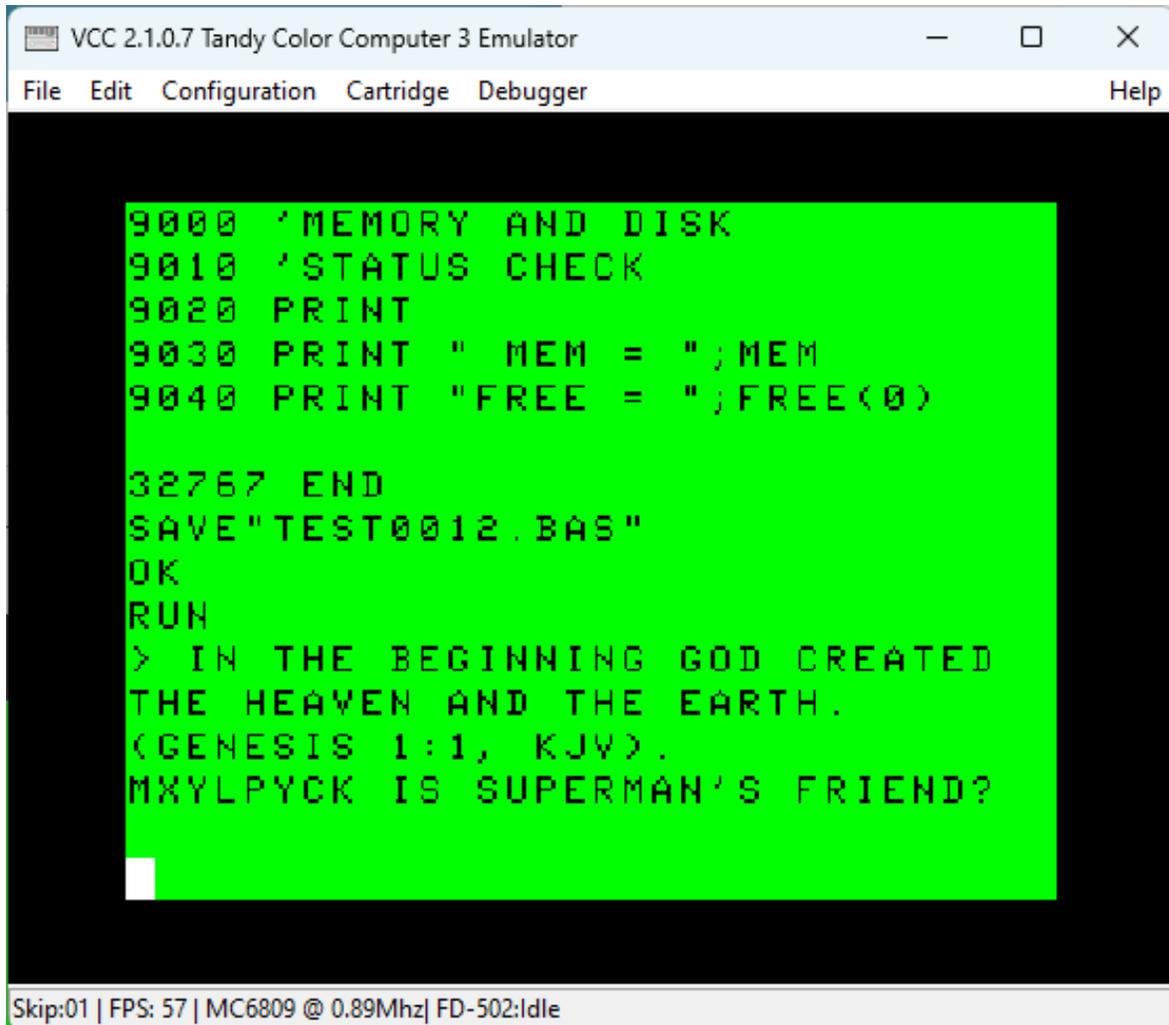
6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
```

Results -

First, we start the test and type some characters:



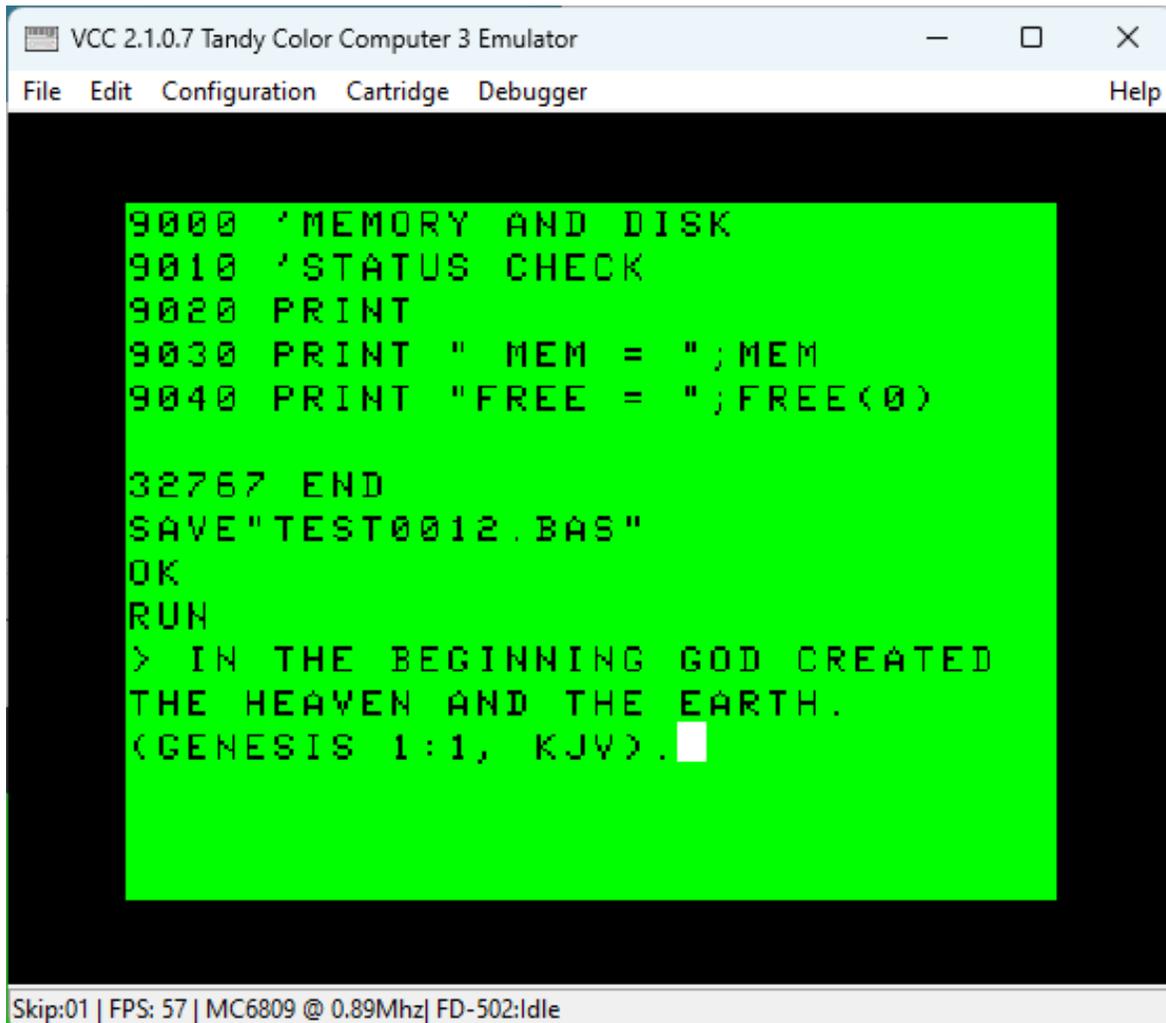
The screenshot shows a window titled "VCC 2.1.0.7 Tandy Color Computer 3 Emulator" with a menu bar containing "File", "Edit", "Configuration", "Cartridge", "Debugger", and "Help". The main area is a green terminal window with black text. The text is as follows:

```
9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
SAVE"TEST0012.BAS"
OK
RUN
> IN THE BEGINNING GOD CREATED
THE HEAVEN AND THE EARTH.
(GENESIS 1:1, KJV).
MXYLPYCK IS SUPERMAN'S FRIEND?
```

At the bottom of the window, a status bar displays: "Skip:01 | FPS: 57 | MC6809 @ 0.89Mhz | FD-502:Idle".

Then, we backspace to remove some of the characters which we typed:



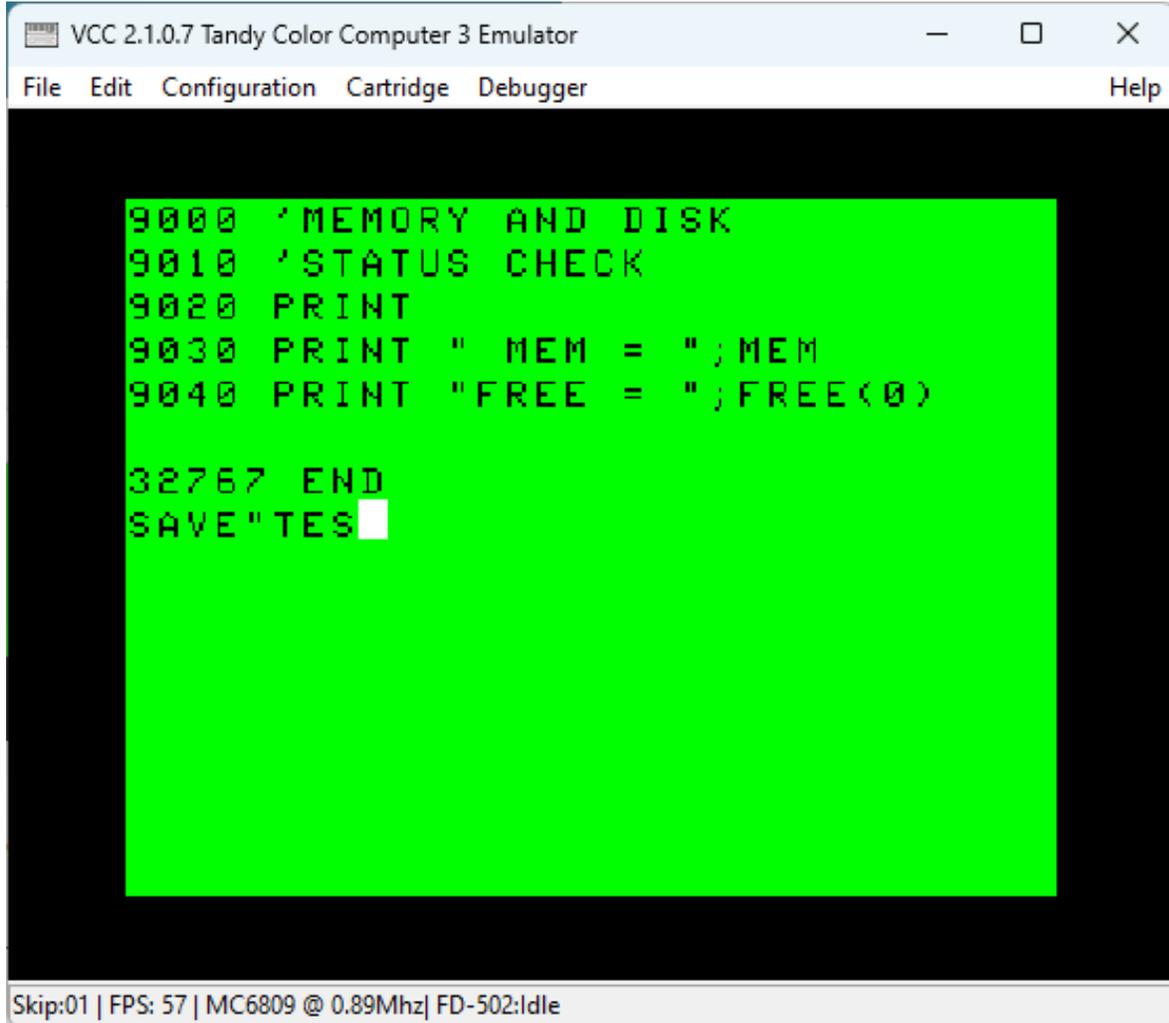
The screenshot shows a window titled "VCC 2.1.0.7 Tandy Color Computer 3 Emulator" with a menu bar containing "File", "Edit", "Configuration", "Cartridge", "Debugger", and "Help". The main area displays a BASIC program and its execution output on a black background with green text. The program code is as follows:

```
9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
SAVE"TEST0012.BAS"
OK
RUN
> IN THE BEGINNING GOD CREATED
THE HEAVEN AND THE EARTH.
(GENESIS 1:1, KJV).
```

The output shows the program has been saved and executed. The status bar at the bottom of the window reads "Skip:01 | FPS: 57 | MC6809 @ 0.89Mhz | FD-502:Idle".

Then, we continue backing up — right past the opening prompt, the RUN command, and more:

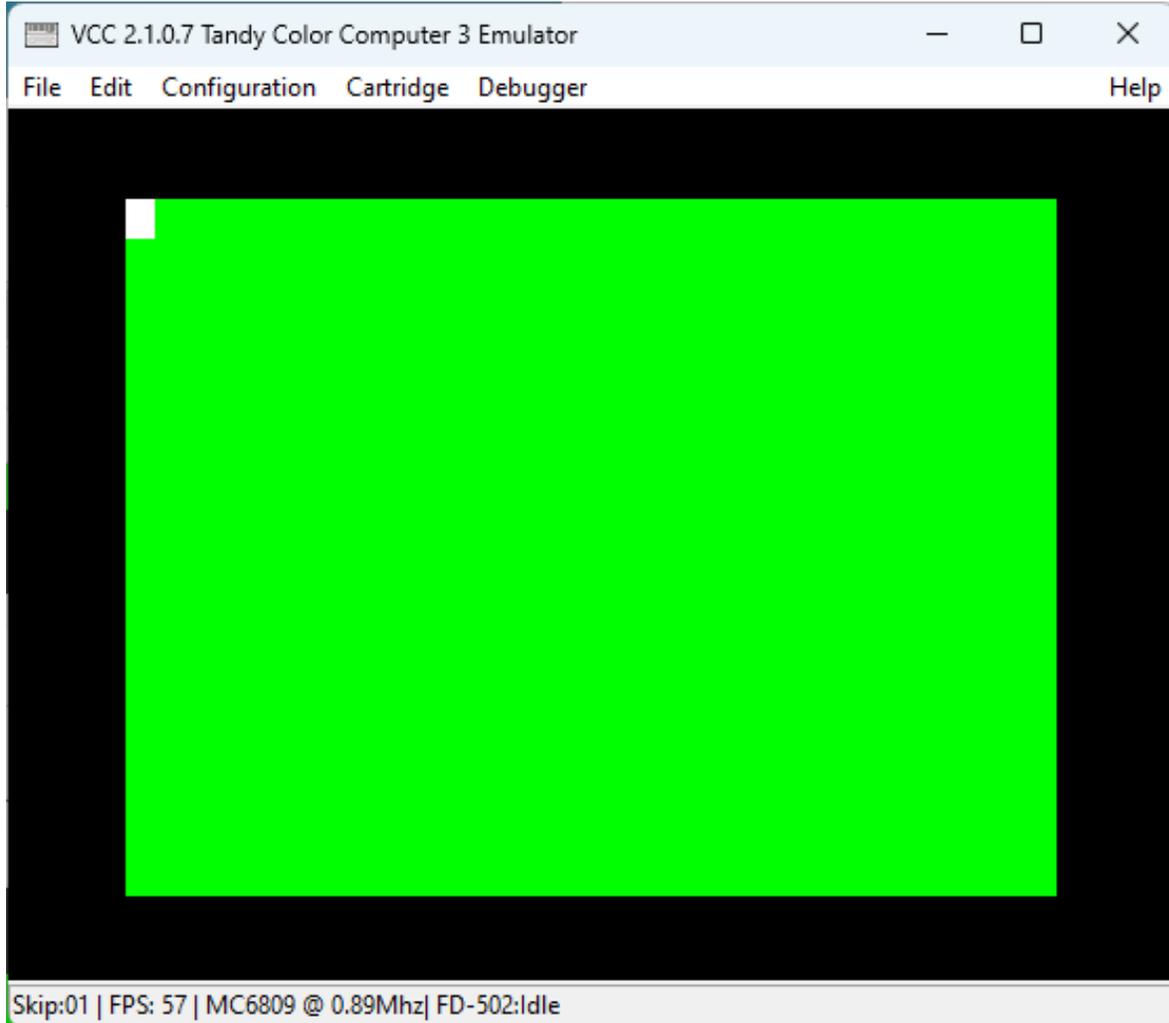


The screenshot shows a window titled "VCC 2.1.0.7 Tandy Color Computer 3 Emulator" with a menu bar containing "File", "Edit", "Configuration", "Cartridge", "Debugger", and "Help". The main area is a green rectangle containing assembly code. At the bottom of the window, a status bar displays "Skip:01 | FPS: 57 | MC6809 @ 0.89Mhz | FD-502:Idle".

```
9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
SAVE"TES"
```

And, we can keep on backing up, right on back to the very beginning of the VIDRAM Screen:



And then we can start all over typing again:



All this is fully as expected.

=====

PUTWRD: Put a 16-bit Number To the VIDRAM Screen As Four Hexadecimal Digits At a Specific Position

In the same way that an 8-bit number is called a byte, a 16-bit number is called a word. In this section, the PUTWRD Routine is presented. The mnemonic PUTWRD simply stands for “Put Word”. In the next section, PUTWRA will stand for “Put Word with Advance”.

```

00100 *****
00110 *
00120 * PUTWRD.ASM
00130 * MDJ 2023/01/24
00140 *
00150 * PUTS A 16-BIT NUMBER
00160 * TO VIDRAM AS FOUR
00170 * HEXADECIMAL DIGITS.
00180 *
00190 * ENTRY CONDITIONS:
00200 * D = THE 16-BIT NUMBER
00210 * X = SCREEN LOCATION
00220 * ($0400 - $05FC)
00230 * CANNOT BE MORE
00240 * THAN $05FC
00250 * BECAUSE NEED
00260 * ROOM TO PUT
00270 * 4 CHARACTERS
00280 *
00290 * EXIT CONDITIONS:
00300 * X = NEW SCREEN LOC
00310 * ($0404 - $0600)
00320 * $0600 INDICATES
00330 * END OF VIDRAM
00340 * HAS BEEN PASSED
00350 *
00360 *****
00370
00380 * EXTERNAL ROUTINE
00390 * ADDRESS
4025 00400 PUTBYT EQU $4025
00410
4169 00420 ORG $4169

```

```

00430
4169 34 06 00440 PUTWRD PSHS D
00450
00460 * SAVE THE LOW BYTE
416B 34 04 00470 PSHS B
00480
00490 * PRINT THE HIGH BYTE
416D BD 4025 00500 JSR PUTBYT
00510
00520 * RESTORE THE LOW BYTE
00530 * BUT TO REGISTER A
4170 35 02 00540 PULS A
00550
00560 * PRINT THE LOW BYTR
4172 BD 4025 00570 JSR PUTBYT
00580
00590 * EXIT
4175 35 06 00600 PULS D
4177 39 00610 RTS
00620
0000 00630 END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0013.ASM
00130 * MDJ 2023/02/12
00140 *
00150 * PUTWRD TEST
00160 *
00170 *****
00180
00190 * LOW RAM CURSOR ADDRESS
0088 00200 CURPOS EQU $0088
00210
00220 * ML FOUNDATION
00230 * CORE ADDRESSES
40D7 00240 CRLF EQU $40D7
4169 00250 PUTWRD EQU $4169
00260
7000 00270 ORG $7000
00280
00290 * PUTWRD TEST
00300

```

```

7000 34 16      00310      PSHS      A,B,X
              00320
7002 CC 7A3D    00330      LDD      #$7A3D
7005 8D 2D     00340      BSR      LBL001
7007 BD 40D7   00350      JSR      CRLF
700A CC 0002   00360      LDD      #$02
700D 8D 25     00370      BSR      LBL001
700F BD 40D7   00380      JSR      CRLF
7012 CC 0000   00390      LDD      #$0
7015 8D 1D     00400      BSR      LBL001
7017 BD 40D7   00410      JSR      CRLF
701A CC FFFF   00420      LDD      $$FFFF
701D 8D 15     00430      BSR      LBL001
701F BD 40D7   00440      JSR      CRLF
7022 CC 03CE   00450      LDD      $$3CE
7025 8D 0D     00460      BSR      LBL001
7027 BD 40D7   00470      JSR      CRLF
702A CC 00AB   00480      LDD      $$00AB
702D 8D 05     00490      BSR      LBL001
702F BD 40D7   00500      JSR      CRLF
7032 20 08     00510      BRA      LBL002
              00520
7034 9E 88     00530 LBL001 LDX      CURPOS
7036 BD 4169   00540      JSR      PUTWRD
7039 9F 88     00550      STX      CURPOS
703B 39        00560      RTS
              00570
              00580 * EXIT
703C 35 16     00590 LBL002 PULS      A,B,X
703E 39        00600      RTS
              00610
              0000 00620      END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*
1020 '* TEST0013.BAS
1030 '* MDJ 2023/02/12
1040 '*
1050 '* PUTWRD TEST
1060 '*
1070 '*****
1080 '

```

```
1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0013.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
```

Result:



The screenshot shows a window titled "VCC 2.1.0.7 Tandy Color Computer 3 Emulator" with a menu bar containing "File", "Edit", "Configuration", "Cartridge", "Debugger", and "Help". The main display area has a black background with a green rectangular window containing the following text:

```
32767 END
SAVE "TEST0013.BAS"
OK
RUN
7A3D
0002
0000
FFFF
03CE
00AB

MEM = 5715
FREE = 27
OK
```

At the bottom of the window, a status bar displays: "Skip:01 | FPS: 57 | MC6809 @ 0.89Mhz | FD-502:Idle".

As expected.

=====

PUTWRA: Put a 16-bit Number To the VIDRAM Screen As Four Hexadecimal Digits At the Cursor Position and Advance the Cursor

In the same way that an 8-bit number is called a byte, a 16-bit number is called a word. In the previous section, the PUTWRD Routine was presented. The mnemonic PUTWRD simply stands for “Put Word”. In this section, PUTWRA stands for “Put Word with Advance

```

00100 *****
00110 *
00120 * PUTWRA.ASM
00130 * MDJ 2023/01/24
00140 *
00150 * PUTS A 16-BIT NUMBER
00160 * TO VIDRAM AS FOUR
00170 * HEXADECIMAL DIGITS
00180 *
00190 * ADVANCES THE CURSOR;
00200 * SCROLLS THE SCREEN
00210 * IF REQUIRED
00220 *
00230 * ENTRY CONDITIONS:
00240 * D = THE 16-BIT NUMBER
00250 *
00260 * EXIT CONDITIONS:
00270 * NONE
00280 *
00290 *****
00300
00310 * EXTERNAL ROUTINE
00320 * ADDRESS
      409E 00330 PUTBYA EQU      $409E
00340
4178      00350          ORG      $4178
00360
4178 34   06   00370 PUTWRA  PSHS   D
00380
417A 34   04   00390 * SAVE THE LOW BYTE
00400          PSHS   B

```

```

00410
00420 * PRINT THE HIGH BYTE
417C BD 409E 00430 JSR PUTBYA
00440
00450 * RESTORE THE LOW BYTE
00460 * BUT INTO REGISTER A
417F 35 02 00470 PULS A
00480
00490 * PRINT THE LOW BYTE
4181 BD 409E 00500 JSR PUTBYA
00510
00520 * EXIT
4184 35 06 00530 PULS D
4186 39 00540 RTS
00550
0000 00560 END

```

—
The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0014.ASM
00130 * MDJ 2023/02/12
00140 *
00150 * PUTWRA TEST
00160 *
00170 *****
00180
00190 * ML FOUNDATION
00200 * CORE ADDRESSES
40D7 00210 CRLF EQU $40D7
4178 00220 PUTWRA EQU $4178
00230
7000 00240 ORG $7000
00250
00260 * PUTWRA TEST
00270
7000 34 06 00280 PSHS A,B
00290
7002 CC 7A3D 00300 LDD #$7A3D
7005 BD 4178 00310 JSR PUTWRA
7008 BD 40D7 00320 JSR CRLF
700B CC 0002 00330 LDD #$02
700E BD 4178 00340 JSR PUTWRA
7011 BD 40D7 00350 JSR CRLF

```

```

7014 CC    0000    00360    LDD    #$0
7017 BD    4178    00370    JSR    PUTWRA
701A BD    40D7    00380    JSR    CRLF
701D CC    FFFF    00390    LDD    #$FFFF
7020 BD    4178    00400    JSR    PUTWRA
7023 BD    40D7    00410    JSR    CRLF
7026 CC    03CE    00420    LDD    #$3CE
7029 BD    4178    00430    JSR    PUTWRA
702C BD    40D7    00440    JSR    CRLF
702F CC    00AB    00450    LDD    #$00AB
7032 BD    4178    00460    JSR    PUTWRA
7035 BD    40D7    00470    JSR    CRLF
          00480
          00490 * EXIT
7038 35    06      00500    PULS   A,B
703A 39          00510    RTS
          00520
          0000    00530    END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*'
1020 '* TEST0014.BAS
1030 '* MDJ 2023/02/12
1040 '*'
1050 '* PUTWRA TEST
1060 '*'
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0014.BIN"
1330 '

```

```
2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
```

Result:



The screenshot shows a window titled "VCC 2.1.0.7 Tandy Color Computer 3 Emulator" with a menu bar containing "File", "Edit", "Configuration", "Cartridge", "Debugger", and "Help". The main display area has a black background with a green rectangular window containing the following text:

```
32767 END
SAVE "TEST0014.BAS"
OK
RUN
7A3D
0002
0000
FFFF
03CE
00AB

MEM = 5715
FREE = 24
OK
```

At the bottom of the emulator window, a status bar displays: "Skip:01 | FPS: 64 | MC6809 @ 0.89Mhz | FD-502:Idle".

As expected.

=====

SOUND: Sound a Tone of a Specified Frequency for a Specified Duration

This is essentially the BASIC ROM's SOUND command, but just called from the Machine Language of the ML Foundation Core.

```
00100 *****
00110 *
00120 * SOUND.ASM
00130 * MDJ 2023/01/24
00140 *
00150 * SOUNDS A TONE
00160 * FOR A SPECIFIED
00170 * DURATION
00180 *
00190 * USES THE BUILT-IN
00200 * ROM SOUND ROUTINE
00210 *
00220 * ENTRY CONDITIONS:
00230 * A = TONE (0-255)
00240 * X = DURATION (0-65535)
00250 *
00260 * EXIT CONDITIONS:
00270 * NONE
00280 *
00290 * ANY PROGRAM CALLING THIS
00300 * NEEDS TO PSHS/PULS A,X
00310 *
00320 *****
00330
00340 * RAMROM TRIGGER ADDRESS
FFDE 00350 RAMROM EQU    $FFDE
00360
00370 * ALLRAM TRIGGER ADDRESS
FFDF 00380 ALLRAM EQU    $FFDF
00390
00400 * LOW RAM TONE
008C 00410 SNDTON EQU    $8C
00420
00430 * LOW RAM DURATION
```

```

008D      00440 SNDDUR EQU      $8D
          00450
          00460 * ROM SOUND ADDRESS
A956      00470 XSOUND EQU      $A956
          00480
4187      00490          ORG      $4187
          00500
4187 97   8C      00510 SOUND   STA      SNDTON  TONE
4189 9F   8D      00520          STX      SNDDUR  DURATION
          00530
          00540 * SET RAMROM MODE
418B B7   FFDE   00550          STA      RAMROM
          00560
          00570 * GO DO ROM SOUND
418E BD   A956   00580          JSR      XSOUND
          00590
          00600 * SET ALLRAM MODE
4191 B7   FFDF   00610          STA      ALLRAM
          00620
          00630 * EXIT
4194 39           00640          RTS
          00650
          0000      00660          END

```

The Assembly Language Test Routine:

```

          00100 *****
          00110 *
          00120 * TEST0015.ASM
          00130 * MDJ 2023/02/12
          00140 *
          00150 * SOUND TEST
          00160 *
          00170 *****
          00180
          00190 * ML FOUNDATION
          00200 * CORE ADDRESS
          4187 00210 SOUND   EQU      $4187
          00220
7000      00230          ORG      $7000
          00240
          00250 * SOUND TEST
          00260
7000 34   12      00270          PSHS   A,X
7002 86   40      00280          LDA    #64

```

7004	8E	0040	00290	LDX	#64
7007	BD	4187	00300	JSR	SOUND
			00310		
			00320	* EXIT	
700A	35	12	00330	PULS	A,X
700C	39		00340	RTS	
			00350		
		0000	00360	END	

The BASIC Language Control Program:

```

1000 '*****
1010 '*
1020 '* TEST0015.BAS
1030 '* MDJ 2023/02/12
1040 '*
1050 '* SOUND TEST
1060 '*
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0015.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000

```

```
3030 C1 = INT(C/256)
3040 C2 = INT(C - (C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
```

—

Result:

The tone sounds as expected. But you'll have to run the test for yourself in order to verify the result.

=====

BEEP: The Response To the ASCII \$07 BEL Character

This is to be the response whenever the ASCII \$07 BEL Character is encountered.

```

00100 *****
00110 *
00120 * BEEP.ASM
00130 * MDJ 2023/01/24
00140 *
00150 * SOUNDS A SHORT TONE
00160 * INTENDED AS THE RESPONSE
00170 * TO THE BEL = 07 CHARACTER
00180 *
00190 * ENTRY CONDITIONS:
00200 * NONE
00210 *
00220 * EXIT CONDITIONS:
00230 * NONE
00240 *
00250 *****
00260
00270 * EXTERNAL ROUTINE
00280 * ADDRESS
      4187 00290 SOUND   EQU     $4187
00300
4195      00310          ORG     $4195
00320
4195 34   12   00330 BEEP    PSHS   A,X
4197 86   C4   00340          LDA    #196   TONE
4199 8E   0001 00350          LDX    #2     DURATION
00360
00370 * GO DO THE SOUND
419C BD   4187 00380          JSR    SOUND
00390
00400 * EXIT
419F 35   12   00410          PULS   A,X
41A1 39           00420          RTS
00430
      0000 00440          END

```

The Assembly Language Test Routine:

```
00100 *****
00110 *
00120 * TEST0016.ASM
00130 * MDJ 2023/02/12
00140 *
00150 * BEEP TEST
00160 *
00170 *****
00180
00190 * ML FOUNDATION
00200 * CORE ADDRESSES
4195 00210 BEEP EQU $4195
00220
7000 00230 ORG $7000
00240
00250 * BEEP TEST
00260
7000 BD 4195 00270 JSR BEEP
00280
7003 39 00290 RTS
00300
0000 00310 END
```

The BASIC Language Control Program:

```
1000 '*****
1010 '*
1020 '* TEST0016.BAS
1030 '* MDJ 2023/02/12
1040 '*
1050 '* BEEP TEST
1060 '*
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
```

```

1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0016.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END

```

—

Result:

The tone sounds as expected. But you'll have to run the test for yourself in order to verify the result.

=====

COLD: Performs a Cold Start to Disk Basic

Normally, whichever routine you design in assembly language (and call from BASIC) should simply end in an RTS which will return you to just after the calling point in that BASIC program.

But, you may occasionally have to escape from a misbehaving assembly language routine, and COLD.ASM will do that for you. It simply discards whatever your routine was doing and dumps you directly to a Cold Start.

You could, I suppose, perform a Warm Start instead by doing a LDA #\$55 instead of CLRA, but my experience with Warm Starts has not been very good. It seems that, no matter what I try to do after the Warm Start, the result is an immediate "OS Error", or something else equally noxious. Proceed at your own risk.

COLD.ASM does a Cold Start to Disk BASIC if the Disk BASIC ROM Cartridge is installed. This is confirmed via TEST0017.ASM and TEST0017.BAS below.

Theoretically, it would perform a Cold Start to Extended Color BASIC if the Disk BASIC ROM Cartridge is not installed. However, there would be no way to load this if the Disk BASIC ROM Cartridge is not installed. For completeness, TEST0018.BAS below provides the equivalent Cold Start mechanism via poking the bytes of COLD.ASM directly into memory.

```
00100 *****
00110 *
00120 * COLD.ASM
00130 * MDJ 2023/01/26
00140 *
00150 * FORCE A COLD START
00160 *
00170 * DOES A COLD START TO
00180 * DISK BASIC IF THE
00190 * FD-502 DISK BASIC ROM
00200 * CARTRIDGE IS INSTALLED.
00210 *
00220 * OTHERWISE, DOES A
00230 * COLD START TO EXTENDED
00240 * COLOR BASIC.
00250 *
00260 *****
00270
00280 * RAMROM TRIGGER ADDRESS
FFDE 00290 RAMROM EQU $FFDE
00300
```

```

41A2          00310      ORG      $41A2
              00320
41A2 4F       00330 COLD    CLRA
              00340
              00350 * SET RAMROM MODE
41A3 B7      FFDE      00360          STA      RAMROM
              00370
              00380 * CLEAR WARM START FLAG
41A6 97      71        00390          STA      $71
              00400
              00410 * HIGH MEMORY RESET VECTOR
41A8 6E      9F FFFE   00420          JMP      [$FFFE]
              00430
              00440 * FOR ASSEMBLY END CHECK ONLY
              00450 * CAN BE OVERWRITTEN AS DESIRED
41AC 12          00460 XNDCHK  NOP
              00470
              0000      00480          END          0000      00410
END

```

The Assembly Language Test Routine:

```

              00100 *****
              00110 *
              00120 * TEST0017.ASM
              00130 * MDJ 2023/02/12
              00140 *
              00150 * COLD TEST
              00160 *
              00170 *****
              00180
              41A2      00190 COLD    EQU      $41A2
              00200
7000          00210          ORG      $7000
              00220
              00230 * COLD TEST
              00240
7000 BD      41A2      00250          JSR      COLD
              00260
7003 39          00270          RTS
              00280
              0000      00290          END

```

The BASIC Language Control Program for when the FD-502 Disk BASIC ROM Cartridge is installed:

```
1000 '*****
1010 '*'
1020 '* TEST0017.BAS
1030 '* MDJ 2023/02/12
1040 '*'
1050 '* COLD TEST
1060 '*'
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0017.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '
```

32767 END

The BASIC Language Control Program for when the FD-502 Disk BASIC ROM Cartridge is not installed:

```
1000 '*****
1010 '*'
1020 '* TEST0018.BAS
1030 '* MDJ 2023/02/12
1040 '*'
1050 '* COLD TEST
1060 '*'
1070 '* WITHOUT THE DISK
1080 '* SYSTEM AND WITHOUT
1090 '* THE DISK BASIC ROM
1100 '*'
1110 '*****
1120 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

2000 'POKE THE EQUIVALENT
2010 'OF THE COLD START
2020 'ROUTINE INTO MEMORY,

2050 'FOR THE NO-DISK TEST,
2060 'REMOVE THE FD-502
2070 'CARTRIDGE BEFORE
2080 'LOADING THIS PROGRAM
2090 'INTO MEMORY.

2500 POKE &H41A2, &H4F 'CLRA
2510 POKE &H41A3, &HB7 'STA RAMROM
2520 POKE &H41A4, &HFF
2530 POKE &H41A5, &HDE
2540 POKE &H41A6, &H97 'STA $71
2550 POKE &H41A7, &H71
2560 POKE &H41A8, &H6E 'JMP [$FFFE]
2570 POKE &H41A9, &H9F
2580 POKE &H41AA, &HFF
2590 POKE &H41AB, &HFE

3000 'GO DO THE COLD START
```

```
3010 EXEC &H41A2
```

```
32767 END
```

—

Result:

As expected, both of these result in a Cold Start to BASIC. Try them for yourself.

=====

PRTCHR: Put a Character To the VIDRAM Screen At a Specified Position While Adjusting the Print Code To its Corresponding Poke Code

This routine does the same thing as PUTCHR.ASM, except that it runs the Poke Code through PRT2PK before putting it to the VIDRAM Screen.

```

00100 *****
00110 *
00120 * PRTCHR.ASM
00130 * MDJ 2023/01/26
00140 *
00150 * PUT A CHARACTER CODE
00160 * TO THE VIDEO RAM
00170 * WHILE HANDLING
00180 * CONTROL CODES (0-31)
00190 *
00200 * ENTRY CONDITIONS:
00210 * A = CHARACTER CODE
00220 * X = SCREEN LOCATION
00230 * ($0400 - $05FF)
00240 *
00250 * EXIT CONDITIONS
00260 * NONE
00270 *
00280 *****
00290
00300 * LOW RAM CURSOR ADDRESS
0088 00310 CURPOS EQU $0088
00320
00330 * EXTERNAL ROUTINE
00340 * ADDRESSES
401F 00350 PUTCHR EQU $401F
40D7 00360 CRLF EQU $40D7
4125 00370 PRT2PK EQU $4125
4151 00380 BKSPCE EQU $4151
4195 00390 BEEP EQU $4195
41A2 00400 COLD EQU $41A2
00410

```

```

41AC          00420      ORG      $41AC
              00430
41AC 81      20      00440 PRTCHR  CMPA      #32      IS IT A CONTROL
CODE?
41AE 24      24      00450      BHS      LBL005  GO IF NO
41B0 81      07      00460      CMPA      #7       IS IT A BEL
CHARACTER?
41B2 27      0E      00470      BEQ      LBL001  GO IF YES
41B4 81      08      00480      CMPA      #8       IS IT A BACKSPACE?
41B6 27      0F      00490      BEQ      LBL002  GO IF YES
41B8 81      0D      00500      CMPA      #13      IS IT A CR?
41BA 27      10      00510      BEQ      LBL003  GO IF YES
41BC 81      03      00520      CMPA      #$03     IS IT THE BREAK KEY
              00530 *                = ESC KEY ON PC
KEYBOARD
              00540 *                = ETX = $03 KEYCODE
= 3
41BE 27      11      00550      BEQ      LBL004  GO IF YES
41C0 20      18      00560      BRA      LBL006  OTHERWISE, IGNORE
41C2 BD      4195     00570 LBL001  JSR      BEEP     BEL CHARACTER
41C5 20      13      00580      BRA      LBL006
41C7 BD      4151     00590 LBL002  JSR      BKSPCE  BACKSPACE
41CA 20      0E      00600      BRA      LBL006
41CC BD      40D7     00610 LBL003  JSR      CRLF    CARRIAGE RETURN
41CF 20      09      00620      BRA      LBL006
41D1 7E      41A2     00630 LBL004  JMP      COLD     GO DO A COLD START
41D4 BD      4125     00640 LBL005  JSR      PRT2PK  CONVERT TO POKE CODE
41D7 BD      401F     00650      JSR      PUTCHR  PUT IT TO THE SCREEN
41DA 39
              00660 LBL006  RTS
              00670
              0000      00680      END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0019.ASM
00130 * MDJ 2023/02/12
00140 *
00150 * PRTCHR TEST
00160 *
00170 *****
00180
00190 * LOW RAM CURSOR ADDRESS

```

	0088		00200	CURPOS	EQU	\$0088	
			00210				
			00220	* SCREEN ADDRESSES			
	0400		00230	VIDRAM	EQU	\$0400	
	0600		00240	VIDEND	EQU	\$0600	
			00250				
			00260	* ML FOUNDATION			
			00270	* CORE ADDRESSES			
	4000		00280	REGXFR	EQU	\$4000	
	400E		00290	VIDCLS	EQU	\$400E	
	4142		00300	POLCAT	EQU	\$4142	
	41AC		00310	PRTCHR	EQU	\$41AC	
			00320				
7000			00330		ORG	\$7000	
			00340				
			00350	* PRTCHR TEST			
			00360				
7000	34	12	00370		PSHS	A,X	
7002	BD	400E	00380		JSR	VIDCLS	
7005	8E	0500	00390		LDX	#\$0500	MIDDLE LINE OF
							SCREEN
7008	9F	88	00400		STX	CURPOS	CURSOR
700A	34	03	00410		PSHS	A,CC	DO DOUBLE PSHS JUST
							FOR SAFETY
							DURING TESTING
700C	BD	4142	00420	LBL001	JSR	POLCAT	GET KEYPRESS
700F	27	FB	00430		BEQ	LBL001	GO IF Z-BIT OF CC
							SET
7011	81	39	00440		CMPA	#\$39	ASCII "9" USED TO
							SIGNAL NORMAL
							EXIT IN THIS TEST
7013	27	0B	00450		BEQ	LBL003	
7015	81	37	00460		CMPA	#\$37	ASCII "7" USED TO
							SIGNAL A "BEE
							P"
7017	26	02	00470		BNE	LBL002	
7019	86	07	00480		LDA	#\$07	CHANGE IT TO ASCII
							BEL = \$07 =
							7
701B	BD	41AC	00490	LBL002	JSR	PRTCHR	PUT CHARACTER TO
							SCREEN
701E	20	EC	00500		BRA	LBL001	RETURN FOR NEXT
							KEYPRESS
7020	35	03	00510	LBL003	PULS	A,CC	
			00520				
			00530	* EXIT			
7022	35	12	00540		PULS	A,X	

```
7024 39          00550      RTS
          00560
0000 00570      END
```

The BASIC Language Control Program:

```
1000 '*****
1010 '*
1020 '* TEST0019.BAS
1030 '* MDJ 2023/02/12
1040 '*
1050 '* PRTCHR TEST
1060 '*
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0019.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '
```

```
6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
```

Result:



This actually IS as expected. I typed in "THIS IS A BEEP TEST". Each character overwrote its predecessor because PRTCHR does not advance the cursor. Then I pressed the "7" key and it produced the expected "BEEP". Then I pressed the "9" key and it exited back to BASIC as expected. Try it for yourself.

=====

PRTCHA: Put a Character To the VIDRAM Screen at the Cursor Position and Advance the Cursor While Adjusting the Print Code To its Corresponding Poke Code

This routine does the same thing as PUTCHA.ASM, except that it runs the Poke Code through PRT2PK before putting it to the VIDRAM Screen.

```
00100 *****
00110 *
00120 * PRTCHA.ASM
00130 * MDJ 2023/01/26
00140 *
00150 * PUT A CHARACTER CODE
00160 * TO THE VIDEO RAM
00170 * WHILE HANDLING
00180 * CONTROL CODES (0-31)
00190 *
00200 * ADVANCES THE CURSON
00210 * AND SCROLLS THE SCREEN
00220 * IF REQUIRED
00230 *
00240 * ENTRY CONDITIONS:
00250 * A = CHARACTER CODE
00260 *
00270 * EXIT CONDITIONS
00280 * NONE
00290 *
00300 *****
00310
00320 * LOW RAM CURSOR ADDRESS
0088 00330 CURPOS EQU $0088
00340
00350 * EXTERNAL ROUTINE
00360 * ADDRESSES
407D 00370 PUTCHA EQU $407D
40D7 00380 CRLF EQU $40D7
4125 00390 PRT2PK EQU $4125
```

```

4151      00400 BKSPCE EQU      $4151
4195      00410 BEEP   EQU      $4195
41A2      00420 COLD   EQU      $41A2
          00430
41DB      00440          ORG      $41DB
          00450
41DB 81   20      00460 PRTCHA CMPA   #32      IS IT A CONTROL
CODE?
41DD 24   24      00470          BHS      LBL005 GO IF NO
41DF 81   07      00480          CMPA   #7       IS IT A BEL
CHARACTER?
41E1 27   0E      00490          BEQ      LBL001 GO IF YES
41E3 81   08      00500          CMPA   #8       IS IT A BACKSPACE?
41E5 27   0F      00510          BEQ      LBL002 GO IF YES
41E7 81   0D      00520          CMPA   #13      IS IT A CR?
41E9 27   10      00530          BEQ      LBL003 GO IF YES
41EB 81   03      00540          CMPA   # $03     IS IT THE BREAK KEY
          00550 *              = ESC KEY ON PC
KEYBOARD
          00560 *              = ETX = $03 KEYCODE
= 3
41ED 27   11      00570          BEQ      LBL004 GO IF YES
41EF 20   18      00580          BRA      LBL006 OTHERWISE, IGNORE
41F1 BD   4195    00590 LBL001 JSR      BEEP      BEL CHARACTER
41F4 20   13      00600          BRA      LBL006
41F6 BD   4151    00610 LBL002 JSR      BKSPCE  BACKSPACE
41F9 20   0E      00620          BRA      LBL006
41FB BD   40D7    00630 LBL003 JSR      CRLF     CARRIAGE RETURN
41FE 20   09      00640          BRA      LBL006
4200 7E   41A2    00650 LBL004 JMP      COLD     GO DO A COLD START
4203 BD   4125    00660 LBL005 JSR      PRT2PK  CONVERT TO POKE CODE
4206 BD   407D    00670          JSR      PUTCHA  PUT IT TO THE SCREEN
4209 39          00680 LBL006 RTS
          00690
          0000      00700          END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0020.ASM
00130 * MDJ 2023/02/12
00140 *
00150 * PRTCHA TEST
00160 *

```

```

00170 *****
00180
00190 * LOW RAM CURSOR ADDRESS
0088 00200 CURPOS EQU $0088
00210
00220 * SCREEN ADDRESSES
0400 00230 VIDRAM EQU $0400
0600 00240 VIDEND EQU $0600
00250
00260 * ML FOUNDATION
00270 * CORE ADDRESSES
400E 00280 VIDCLS EQU $400E
4142 00290 POLCAT EQU $4142
41DB 00300 PRTCHA EQU $41DB
00310
7000 00320 ORG $7000
00330
00340 * PRTCHA TEST
00350
7000 34 12 00360 PSHS A,X
7002 BD 400E 00370 JSR VIDCLS
7005 8E 0420 00380 LDX #$0420 SECOND LINE OF
SCREEN
7008 9F 88 00390 STX CURPOS CURSOR
700A 34 03 00400 PSHS A,CC DO DOUBLE PSHS JUST
FOR SAFETY
DURING TESTING
700C BD 4142 00410 LBL001 JSR POLCAT GET KEYPRESS
700F 27 FB 00420 BEQ LBL001 GO IF Z-BIT OF CC
SET
7011 81 39 00430 CMPA #$39 ASCII "9" USED TO
SIGNAL NORMAL
EXIT IN THIS TEST
7013 27 0B 00440 BEQ LBL003
7015 81 37 00450 CMPA #$37 ASCII "7" USED TO
SIGNAL A "BEE
P"
7017 26 02 00460 BNE LBL002
7019 86 07 00470 LDA #$07 CHANGE IT TO ASCII
BEL = $07 =
7
701B BD 41DB 00480 LBL002 JSR PRTCHA PUT CHARACTER TO
SCREEN
701E 20 EC 00490 BRA LBL001 RETURN FOR NEXT
KEYPRESS
7020 35 03 00500 LBL003 PULS A,CC
00510

```

			00520	* EXIT		
7022	35	12	00530		PULS	A,X
7024	39		00540		RTS	
			00550			
		0000	00560		END	

The BASIC Language Control Program:

```

1000 '*****
1010 '*'
1020 '* TEST0020.BAS
1030 '* MDJ 2023/02/12
1040 '*'
1050 '* PRTCHA TEST
1060 '*'
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0020.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1

```

```
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
```

Result:



VCC 2.1.0.7 Tandy Color Computer 3 Emulator

File Edit Configuration Cartridge Debugger Help

```
THIS IS THE PRTCHA TEST. BEEP  
AND BACKSPACE WORK.  
  
OF THE GREAT WHITE THRONE  
JUDGEMENT, IT IS WRITTEN, "AND  
IF ANYONE'S NAME WAS NOT FOUND  
WRITTEN IN THE BOOK OF LIFE,  
HE WAS THROWN INTO THE LAKE OF  
FIRE." (REVELATION 20:15, ESV).  
  
MEM = 5715  
FREE = 8  
OK
```

Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle

As expected.

Bible Note: The quote of the full section (Revelation 20:11-15, ESV) is:

¹¹ Then I saw a great white throne and him who was seated on it. From his presence earth and sky fled away, and no place was found for them. ¹² And I saw the dead, great and small, standing before the throne, and books were opened. Then another book was opened, which is the book of life. And the dead were judged by what was written in the books, according to what they had done. ¹³ And the sea gave up the dead who were in it, Death and Hades gave up the dead who were in them, and they were judged, each one of them, according to what they had done. ¹⁴ Then Death and Hades were thrown into the lake of fire. This is the second death, the lake of fire. ¹⁵ And if anyone's name was not found written in the book of life, he was thrown into the lake of fire.

So, how do you get your name into that book of life? Hebrews 9:27-28 (NIV) says:

²⁷ Just as man is destined to die once, and after that to face judgment, ²⁸ so Christ was sacrificed once to take away the sins of many people; and he will appear a second time, not to bear sin, but to bring salvation to those who are waiting for him.

And Acts 16:31 (ESV) says: "... Believe in the Lord Jesus, and you will be saved ..."

=====

PRTS00: Prints a Null-Terminated String To the VIDRAM Screen at the Current Cursor Position

The terminating NUL is not "printed". ETX forces a Cold Start. BEL, BS, and CR are "printed". All other control codes are ignored.

```
00100 *****
00110 *
00120 * PRTS00.ASM
00130 * MDJ 2023/01/27
00140 *
00150 * PRINTS A NULL-TERMINATED
00160 * STRING ($00) BEGINNING
00170 * AT THE CURRENT CURSOR
00180 * LOCATION
00190 *
00200 * THE NUL IS NOT COUNTED
00210 * AS PART OF THE STRING
00220 * AND IS NOT PRINTED
00230 *
00240 * ANY INTERNAL
00250 *   ETX ($03) ESC/BREAK KEY
00260 * FORCES A COLD START
00270 *
00280 * ANY INTERNAL
00290 *   BEL ($07)
00300 *   BS  ($08) BACKSPACE KEY
00310 *   CR  ($0D) ENTER KEY
00320 * CHARACTERS ARE "PRINTED"
00330 *
00340 * ALL OTHER CONTROL CODES
00350 * ($01-$31) ARE IGNORED
00360 *
00370 * ENTRY CONDITIONS:
00380 * X = START ADDRESS
00390 *   OF THE STRING
00400 *
00410 * EXIT CONDITIONS:
```

```

00420 * NONE
00430 *
00440 *****
00450
00460 * EXTERNAL ROUTINE
00470 * ADDRESS
41DB 00480 PRTCHA EQU $41DB
00490
420A 00500 ORG $420A
00510
420A 34 02 00520 PRTS00 PSHS A
420C A6 80 00530 LBL001 LDA ,X+ GET A CHARACTER
420E 27 05 00540 BEQ LBL002 GO IF NUL ($00)
4210 BD 41DB 00550 JSR PRTCHA GO PRINT CHARACTER
4213 20 F7 00560 BRA LBL001 RETURN FOR NEXT
CHARACTER
4215 35 02 00570 LBL002 PULS A
00580
00590 *EXIT
4217 39 00600 RTS
00610
0000 00620 END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0021.ASM
00130 * MDJ 2023/02/15
00140 *
00150 * PRTS00 TEST
00160 *
00170 *****
00180
00190 * LOW RAM CURSOR ADDRESS
0088 00200 CURPOS EQU $0088
00210
00220 * SCREEN ADDRESSES
0400 00230 VIDRAM EQU $0400
0600 00240 VIDEND EQU $0600
00250
00260 * ML FOUNDATION
00270 * CORE ADDRESSES
400E 00280 VIDCLS EQU $400E
40D7 00290 CRLF EQU $40D7

```

	420A	00300	PRTS00	EQU	\$420A
		00310			
7000		00320		ORG	\$7000
		00330			
		00340	* PRTSOO	TEST	
		00350			
7000 34	10	00360		PSHS	X
7002 7E	7120	00370		JMP	LBL001
7005	54	00380	STR000	FCC	/THIS IS A NUL-TERMINATED
STRING/					
	48				
	49				
	53				
	20				
	49				
	53				
	20				
	41				
	20				
	4E				
	55				
	4C				
	2D				
	54				
	45				
	52				
	4D				
	49				
	4E				
	41				
	54				
	45				
	44				
	20				
	53				
	54				
	52				
	49				
	4E				
	47				
7024	00	00390	NUL0	FCB	\$00 NUL
7025	54	00400	STR001	FCC	/THIS IS A NUL-TERMINATED
STRING WITH A					
N EMBED/					
	48				
	49				
	53				

20
49
53
20
41
20
4E
55
4C
2D
54
45
52
4D
49
4E
41
54
45
44
20
53
54
52
49
4E
47
20
57
49
54
48
20
41
4E
20
45
4D
42
45
44

7052
7053

00410
00420

FCB
FCC

\$07
/DED BEL/

	45				
	4C				
705A	00	00430 NUL1	FCB	\$00	NUL
705B	54	00440 STR002	FCC	/THIS IS A NUL-TERMINATED	
STR/					
	48				
	49				
	53				
	20				
	49				
	53				
	20				
	41				
	20				
	4E				
	55				
	4C				
	2D				
	54				
	45				
	52				
	4D				
	49				
	4E				
	41				
	54				
	45				
	44				
	20				
	53				
	54				
	52				
7077	08	00450	FCB	\$08	
7078	49	00460	FCC	/ING WITH AN EMBEDDED	
BACKSPACE/					
	4E				
	47				
	20				
	57				
	49				
	54				
	48				
	20				
	41				
	4E				
	20				
	45				

	4D				
	42				
	45				
	44				
	44				
	45				
	44				
	20				
	42				
	41				
	43				
	4B				
	53				
	50				
	41				
	43				
	45				
7096	00	00470	NUL2	FCB	\$00 NUL
7097	54	00480	STR003	FCC	/THIS IS A NUL-TERMINATED
STRING /					
	48				
	49				
	53				
	20				
	49				
	53				
	20				
	41				
	20				
	4E				
	55				
	4C				
	2D				
	54				
	45				
	52				
	4D				
	49				
	4E				
	41				
	54				
	45				
	44				
	20				
	53				
	54				
	52				

	49				
	4E				
	47				
	20				
70B7	0D	00490	FCB	\$0D	
70B8	57	00500	FCC	/WITH AN EMBEDDED CR/	
	49				
	54				
	48				
	20				
	41				
	4E				
	20				
	45				
	4D				
	42				
	45				
	44				
	44				
	45				
	44				
	20				
	43				
	52				
70CB	00	00510 NUL3	FCB	\$00	NUL
70CC	52	00520 STR004	FCC	/ROMANS 3:23 SAYS,	"FOR ALL
HAVE/					
	4F				
	4D				
	41				
	4E				
	53				
	20				
	33				
	3A				
	32				
	33				
	20				
	53				
	41				
	59				
	53				
	2C				
	20				
	22				
	46				
	4F				

	52				
	20				
	41				
	4C				
	4C				
	20				
	48				
	41				
	56				
	45				
70EB	00	00530 NUL4	FCB	\$00	NUL
70EC	53	00540 STR005	FCC	/SINNED, AND COME SHORT OF	
THE/					
	49				
	4E				
	4E				
	45				
	44				
	2C				
	20				
	41				
	4E				
	44				
	20				
	43				
	4F				
	4D				
	45				
	20				
	53				
	48				
	4F				
	52				
	54				
	20				
	4F				
	46				
	20				
	54				
	48				
	45				
7109	00	00550 NUL5	FCB	\$00	NUL
710A	47	00560 STR006	FCC	/GLORY OF GOD." (KJV) ./	
	4C				
	4F				
	52				
	59				

```

20
4F
46
20
47
4F
44
2E
22
20
28
4B
4A
56
29
2E
711F 00 00570 NUL6 FCB $00 NUL
00580
7120 BD 400E 00590 LBL001 JSR VIDCLS
7123 8E 0400 00600 LDX #VIDRAM TOP OF SCREEN
7126 9F 88 00610 STX CURPOS CURSOR
7128 8E 7005 00620 LDX #STR000 ADDRESS OF STRING 0
712B BD 420A 00630 JSR PRS00 GO PRINT STRING
712E BD 40D7 00640 JSR CRLF
7131 8E 7025 00650 LDX #STR001 ADDRESS OF STRING 1
7134 BD 420A 00660 JSR PRS00 GO PRINT STRING
7137 BD 40D7 00670 JSR CRLF
713A 8E 705B 00680 LDX #STR002 ADDRESS OF STRING 2
713D BD 420A 00690 JSR PRS00 GO PRINT STRING
7140 BD 40D7 00700 JSR CRLF
7143 8E 7097 00710 LDX #STR003 ADDRESS OF STRING 3
7146 BD 420A 00720 JSR PRS00 GO PRINT STRING
7149 BD 40D7 00730 JSR CRLF
714C BD 40D7 00740 JSR CRLF
714F 8E 70CC 00750 LDX #STR004 ADDRESS OF STRING 3
7152 BD 420A 00760 JSR PRS00 GO PRINT STRING
7155 BD 40D7 00770 JSR CRLF
7158 8E 70EC 00780 LDX #STR005 ADDRESS OF STRING 3
715B BD 420A 00790 JSR PRS00 GO PRINT STRING
715E BD 40D7 00800 JSR CRLF
7161 8E 710A 00810 LDX #STR006 ADDRESS OF STRING 3
7164 BD 420A 00820 JSR PRS00 GO PRINT STRING
7167 BD 40D7 00830 JSR CRLF
00840
00850 * EXIT
716A 35 10 00860 PULS X
716C 39 00870 RTS

```

```
00880
0000 00890 END
```

The BASIC Language Control Program:

```
1000 '*****
1010 '*
1020 '* TEST0021.BAS
1030 '* MDJ 2023/02/15
1040 '*
1050 '* PRIS00 TEST
1060 '*
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0021.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

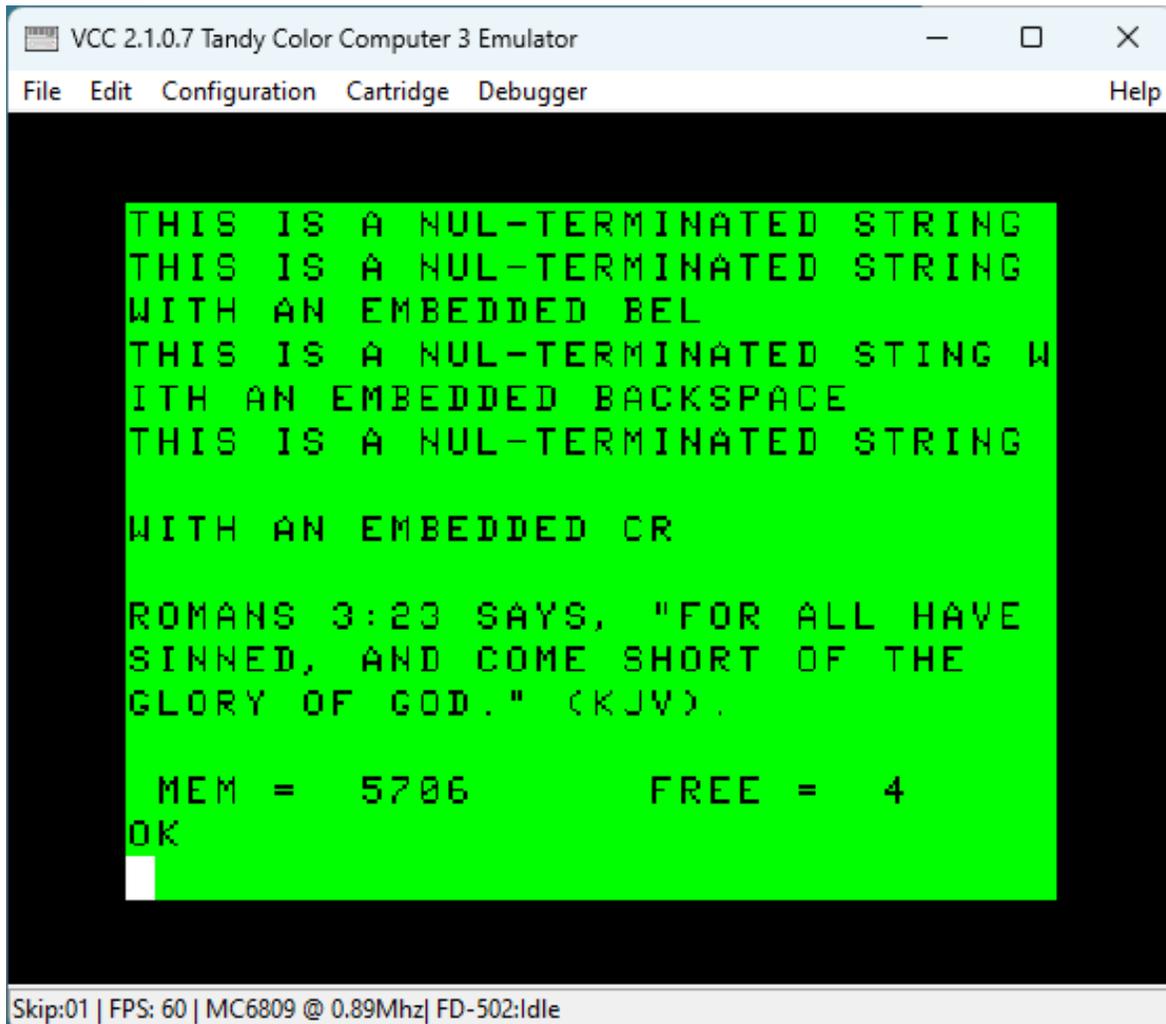
3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '
```

```
6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM;"      ";
9040 PRINT "FREE = ";FREE(0)

32767 END
```

Result:



The screenshot shows a window titled "VCC 2.1.0.7 Tandy Color Computer 3 Emulator" with a menu bar containing "File", "Edit", "Configuration", "Cartridge", "Debugger", and "Help". The main display area has a black background with green text. The output of the program is as follows:

```
THIS IS A NUL-TERMINATED STRING
THIS IS A NUL-TERMINATED STRING
WITH AN EMBEDDED BEL
THIS IS A NUL-TERMINATED STING W
ITH AN EMBEDDED BACKSPACE
THIS IS A NUL-TERMINATED STRING

WITH AN EMBEDDED CR

ROMANS 3:23 SAYS, "FOR ALL HAVE
SINNED, AND COME SHORT OF THE
GLORY OF GOD." (KJV).

MEM = 5706      FREE = 4
OK
```

At the bottom of the window, a status bar displays: "Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle".

As expected.

Bible Note: But there's Good News for us, because Romans 3:23 is immediately followed by Romans 3:24, "Being justified freely by his grace through the redemption that is in Christ Jesus". (KJV).

Yes, we are all flawed and have done bad things. (God calls such bad things sin. Even bad thoughts are sin.) And, because God is perfectly Holy and perfectly Just, He **MUST** punish every single bad thing, no matter how small. And He has decreed that the one and only punishment is eternal separation from Him in Hell and the Lake of Fire.

This causes a problem though. If there's no escape from this rule, then Heaven will be empty! God's plan for our Love and Enjoyment of Him for all eternity will never come to pass!

Praise God! Jesus is His answer! Jesus took our place! Jesus died and suffered eternal death and separation from God so that whoever believes and trusts in Him will enjoy life in His presence forever!

=====

PRTS0D: Prints a String which is Terminated By a Carriage Return To the VIDRAM Screen at the Current Cursor Position

The Carriage return is "printed". ETX forces a Cold Start. BEL and BS are "printed". All other control codes are ignored.

```
00100 *****
00110 *
00120 * PRTS0D.ASM
00130 * MDJ 2023/01/27
00140 *
00150 * PRINTS A CR-TERMINATED
00160 * STRING ($0D) BEGINNING
00170 * AT THE CURRENT CURSOR
00180 * LOCATION
00190 *
00200 * THE CR IS COUNTED
00210 * AS PART OF THE STRING
00220 * AND IS "PRINTED"
00230 *
00240 * ANY INTERNAL
00250 *   ETX ($03) ESC/BREAK KEY
00260 * FORCES A COLD START
00270 *
00280 * ANY INTERNAL
00290 *   BEL ($07)
00300 *   BS  ($08) BACKSPACE KEY
00310 * CHARACTERS ARE "PRINTED"
00320 *
00330 * ALL OTHER CONTROL CODES
00340 * ($01-$31) ARE IGNORED
00350 *
00360 * ENTRY CONDITIONS:
00370 * X = START ADDRESS
00380 *   OF THE STRING
00390 *
```

```

00400 * EXIT CONDITIONS:
00410 * NONE
00420 *
00430 *****
00440
00450 * EXTERNAL ROUTINE
00460 * ADDRESSES
      40D7 00470 CRLF EQU $40D7
      41DB 00480 PRTCHA EQU $41DB
00490
4218 00500 ORG $4218
00510
4218 34 02 00520 PRTS0D PSHS A
421A A6 80 00530 LBL001 LDA ,X+ GET A CHARACTER
421C 81 0D 00540 CMPA #$0D IS IT A CR ($0D)
421E 27 05 00550 BEQ LBL002 GO IF YES
4220 BD 41DB 00560 JSR PRTCHA GO PRINT CHARACTER
4223 20 F5 00570 BRA LBL001 RETURN FOR NEXT
CHARACTER
4225 BD 40D7 00580 LBL002 JSR CRLF PRINT THE CR
4228 35 02 00590 PULS A
00600
00610 *EXIT
422A 39 00620 RTS
00630
0000 00640 END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0022.ASM
00130 * MDJ 2023/02/15
00140 *
00150 * PRTS0D TEST
00160 *
00170 *****
00180
00190 * LOW RAM CURSOR ADDRESS
0088 00200 CURPOS EQU $0088
00210
00220 * SCREEN ADDRESSES
0400 00230 VIDRAM EQU $0400
0600 00240 VIDEND EQU $0600
00250

```

			00260	*	ML FOUNDATION			
			00270	*	CORE ADDRESSES			
	400E		00280	VIDCLS	EQU	\$400E		
	4218		00290	PRTS0D	EQU	\$4218		
			00300					
7000			00310		ORG	\$7000		
			00320					
			00330	*	PRTS0D TEST			
			00340					
7000	34	10	00350		PSHS	X		
7002	7E	7094	00360		JMP	LBL001		
7005		54	00370	STR000	FCC	"THIS IS A CR-TERMINATED		
STRING"								
		48						
		49						
		53						
		20						
		49						
		53						
		20						
		41						
		20						
		43						
		52						
		2D						
		54						
		45						
		52						
		4D						
		49						
		4E						
		41						
		54						
		45						
		44						
		20						
		53						
		54						
		52						
		49						
		4E						
		47						
7023		0D	00380	CR0	FCB	\$0D	CR	
7024		54	00390	STR001	FCC	"THIS IS A CR-TERMINATED		
STRING WITH AN								
EMBED"								
		48						

49
53
20
49
53
20
41
20
43
52
2D
54
45
52
4D
49
4E
41
54
45
44
20
53
54
52
49
4E
47
20
57
49
54
48
20
41
4E
20
45
4D
42
45
44

7050
7051

00400
00410

FCB
FCC

\$07
"DED BEL"

	42				
	45				
	4C				
7058	0D	00420 CR1	FCB	\$0D	CR
7059	54	00430 STR002	FCC	"THIS IS A CR-TERMINATED	
STR"					
	48				
	49				
	53				
	20				
	49				
	53				
	20				
	41				
	20				
	43				
	52				
	2D				
	54				
	45				
	52				
	4D				
	49				
	4E				
	41				
	54				
	45				
	44				
	20				
	53				
	54				
	52				
7074	08	00440	FCB	\$08	
7075	49	00450	FCC	"ING WITH AN EMBEDDED	
BACKSPACE"					
	4E				
	47				
	20				
	57				
	49				
	54				
	48				
	20				
	41				
	4E				
	20				
	45				

```

4D
42
45
44
44
45
44
20
42
41
43
4B
53
50
41
43
45
7093 0D 00460 CR2 FCB $0D CR
      00470
7094 BD 400E 00480 LBL001 JSR VIDCLS
7097 8E 0400 00490 LDX #VIDRAM TOP OF SCREEN
709A 9F 88 00500 STX CURPOS CURSOR
709C 8E 7005 00510 LDX #STR000 ADDRESS OF STRING 0
709F BD 4218 00520 JSR PRTS0D GO PRINT STRING
70A2 8E 7024 00530 LDX #STR001 ADDRESS OF STRING 1
70A5 BD 4218 00540 JSR PRTS0D GO PRINT STRING
70A8 8E 7059 00550 LDX #STR002 ADDRESS OF STRING 2
70AB BD 4218 00560 JSR PRTS0D GO PRINT STRING
      00570
      00580 * EXIT
70AE 35 10 00590 PULS X
70B0 39 00600 RTS
      00610
      0000 00620 END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*
1020 '* TEST0022.BAS
1030 '* MDJ 2023/02/15
1040 '*
1050 '* PRTS0D TEST
1060 '*
1070 '*****

```

```
1080 '
1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '
1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '
1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0022.BIN"
1330 '
2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '
3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '
6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '
9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)
32767 END
```

Result:



```
VCC 2.1.0.7 Tandy Color Computer 3 Emulator
File Edit Configuration Cartridge Debugger Help

THIS IS A CR-TERMINATED STRING
THIS IS A CR-TERMINATED STRING W
ITH AN EMBEDDED BEL
THIS IS A CR-TERMINATED STING WI
TH AN EMBEDDED BACKSPACE

MEM = 5715
FREE = 1
OK
█

Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle
```

As expected.

Note the ending report, “FREE = 1”. We’ve been working with a disk which I temporarily labeled “MLFSYS15.DSK”. The “FREE = 1” report means it’s time to switch to a new disk which I’m temporarily labeling “MLFSYS16.DSK” and which currently contains only the file “MLCORE.BIN” so that “FREE = 67”. cf. *Color Computer Disk System*, pp. 57-62.

=====

PRTSLS: Prints a Length-Specified String To the VIDRAM Screen at the Current Cursor Position

ETX forces a Cold Start. BEL, BS, and CR are “printed”. All other control codes are ignored. Note that the maximum length of \$FFFF is really only theoretical because such a string would fill all 64K of memory and leave no room for the code intended to be used to print the string.

The practical maximum length depends strictly on the amount of code required by a given program (and thus the amount of memory available for string storage). Experimentation will be required any time you try to push these two interdependent limits.

```
00100 *****
00110 *
00120 * PRTSLS.ASM
00130 * MDJ 2023/01/27
00140 *
00150 * PRINTS A LENGTH-SPECIFIED
00160 * STRING ($0001-$FFFF)
00170 * BEGINNING AT THE
00180 * CURRENT CURSOR LOCATION
00190 *
00200 * ANY INTERNAL
00210 *   ETX ($03) ESC/BREAK KEY
00220 * FORCES A COLD START
00230 *
00240 * ANY INTERNAL
00250 *   BEL ($07)
00260 *   BS  ($08) BACKSPACE KEY
00270 *   CR  ($0D)
00280 * CHARACTERS ARE "PRINTED"
00290 *
00300 * ALL OTHER CONTROL CODES
00310 * ($01-$31) ARE IGNORED,
00320 * EXCEPT THAT THEY ARE
00330 * INCLUDED IN THE "LENGTH"
00340 *
00350 * ENTRY CONDITIONS:
00360 * X = START ADDRESS
```

```

00370 *      OF THE STRING
00380 * Y = STRING LENGTH
00390 *      IN CHARACTERS
00400 *      ($0001-$FFFF)
00410 *      (      1-65535)
00420 *
00430 * EXIT CONDITIONS:
00440 * NONE
00450 *
00460 *****
00470
00480 * EXTERNAL ROUTINE
00490 * ADDRESS
          41DB 00500 PRTCHA EQU      $41DB
00510
422B      00520          ORG      $422B
00530
422B 34    02    00540 PRTSLS  PSHS    A
422D A6    80    00550 LBL001  LDA     ,X+    GET A CHARACTER
422F BD    41DB 00560          JSR     PRTCHA  GO PRINT CHARACTER
4232 31    3F    00570          LEAY   -1,Y    DECREMENT COUNT
4234 27    02    00580          BEQ    LBL002  GO IF END OF STRING
4236 20    F5    00590          BRA    LBL001  RETURN FOR NEXT
CHARACTER
4238 35    02    00600 LBL002  PULS   A
00610
00620 *EXIT
423A 39    00630          RTS
00640
          0000 00650          END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0023.ASM
00130 * MDJ 2023/02/15
00140 *
00150 * PRTSLS TEST
00160 *
00170 *****
00180
00190 * LOW RAM CURSOR ADDRESS
0088    00200 CURPOS  EQU      $0088
00210

```

			00220 * SCREEN ADDRESSES		
	0400		00230 VIDRAM EQU	\$0400	
	0600		00240 VIDEND EQU	\$0600	
			00250		
			00260 * ML FOUNDATION		
			00270 * CORE ADDRESSES		
	400E		00280 VIDCLS EQU	\$400E	
	40D7		00290 CRLF EQU	\$40D7	
	422B		00300 PRTSLS EQU	\$422B	
			00310		
7000			00320	ORG	\$7000
			00330		
			00340 * PRTSLS TEST		
			00350		
7000 34	30		00360	PSHS	X,Y
7002 7E	7101		00370	JMP	LBL001
7005	0049		00380 LSPEC0	FDB	\$0049
7007	54		00390 STR000	FCC	/THIS IS A LENGTH SPECIFIED
STRING /					
	48				
	49				
	53				
	20				
	49				
	53				
	20				
	41				
	20				
	4C				
	45				
	4E				
	47				
	54				
	48				
	20				
	53				
	50				
	45				
	43				
	49				
	46				
	49				
	45				
	44				
	20				
	53				
	54				

	52			
	49			
	4E			
	47			
	20			
7029	57	00400	FCC	/WITH A LENGTH OF 73 = \$0049
/				
	49			
	54			
	48			
	20			
	41			
	20			
	4C			
	45			
	4E			
	47			
	54			
	48			
	20			
	4F			
	46			
	20			
	37			
	33			
	20			
	3D			
	20			
	24			
	30			
	30			
	34			
	39			
	20			
7045	43	00410	FCC	/CHARACTERS./
	48			
	41			
	52			
	41			
	43			
	54			
	45			
	52			
	53			
	2E			
7050	0047	00420 LSPEC1	FDB	\$0047

7052
6:23 /

54

00430 STR001 FCC

/THE FIRST PHRASE OF ROMANS

48

45

20

46

49

52

53

54

20

50

48

52

41

53

45

20

4F

46

20

52

4F

4D

41

4E

53

20

36

3A

32

33

20

7072
/

53

00440

FCC

/SAYS, "THE WAGES OF SIN IS

41

59

53

2C

20

22

54

48

45

20

57

41

	47			
	45			
	53			
	20			
	4F			
	46			
	20			
	53			
	49			
	4E			
	20			
	49			
	53			
	20			
	20			
	20			
	20			
	20			
7092	44	00450	FCC	/DEATH" ./
	45			
	41			
	54			
	48			
	22			
	2E			
7099	0066	00460 LSPEC2	FDB	\$0066
709B	42	00470 STR002	FCC	/BUT ROMANS 6:23 CONTINUES
WITH /				
	55			
	54			
	20			
	52			
	4F			
	4D			
	41			
	4E			
	53			
	20			
	36			
	3A			
	32			
	33			
	20			
	43			
	4F			
	4E			

	54			
	49			
	4E			
	55			
	45			
	53			
	20			
	57			
	49			
	54			
	48			
	20			
	20			
70BB	22	00480	FCC	/"BUT THE GIFT OF GOD IS
ETERNAL /				
	42			
	55			
	54			
	20			
	54			
	48			
	45			
	20			
	47			
	49			
	46			
	54			
	20			
	4F			
	46			
	20			
	47			
	4F			
	44			
	20			
	49			
	53			
	20			
	45			
	54			
	45			
	52			
	4E			
	41			
	4C			
	20			

70DB 4C 00490 FCC /LIFE THROUGH JESUS CHRIST
 OUR /

49
 46
 45
 20
 54
 48
 52
 4F
 55
 47
 48
 20
 4A
 45
 53
 55
 53
 20
 43
 48
 52
 49
 53
 54
 20
 4F
 55
 52
 20
 20
 20

70FB 4C 00500 FCC /LORD."/
 4F
 52
 44
 2E
 22

00510
 7101 BD 400E 00520 LBL001 JSR VIDCLS
 7104 8E 0400 00530 LDX #VIDRAM TOP OF SCREEN
 7107 9F 88 00540 STX CURPOS CURSOR
 7109 8E 7007 00550 LDX #STR000 ADDRESS OF STRING 0
 710C 10BE 7005 00560 LDY LSPEC0 GET SPECIFIED LENGTH
 7110 BD 422B 00570 JSR PRTSLS GO PRINT STRING
 7113 BD 40D7 00580 JSR CRLF

```

7116 BD 40D7 00590 JSR CRLF
7119 8E 7052 00600 LDX #STR001 ADDRESS OF STRING 1
711C 10BE 7050 00610 LDY LSPEC1 GET SPECIFIED LENGTH
7120 BD 422B 00620 JSR PRTSLS GO PRINT STRING
7123 BD 40D7 00630 JSR CRLF
7126 BD 40D7 00640 JSR CRLF
7129 8E 709B 00650 LDX #STR002 ADDRESS OF STRING 2
712C 10BE 7099 00660 LDY LSPEC2 GET SPECIFIED LENGTH
7130 BD 422B 00670 JSR PRTSLS GO PRINT STRING
7133 BD 40D7 00680 JSR CRLF
7136 BD 40D7 00690 JSR CRLF
00700
00710 * EXIT
7139 35 30 00720 PULS X,Y
713B 39 00730 RTS
00740
0000 00750 END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*'
1020 '* TEST0023.BAS
1030 '* MDJ 2023/02/15
1040 '*'
1050 '* PRTSLS TEST
1060 '*'
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0023.BIN"
1330 '

```

```
2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

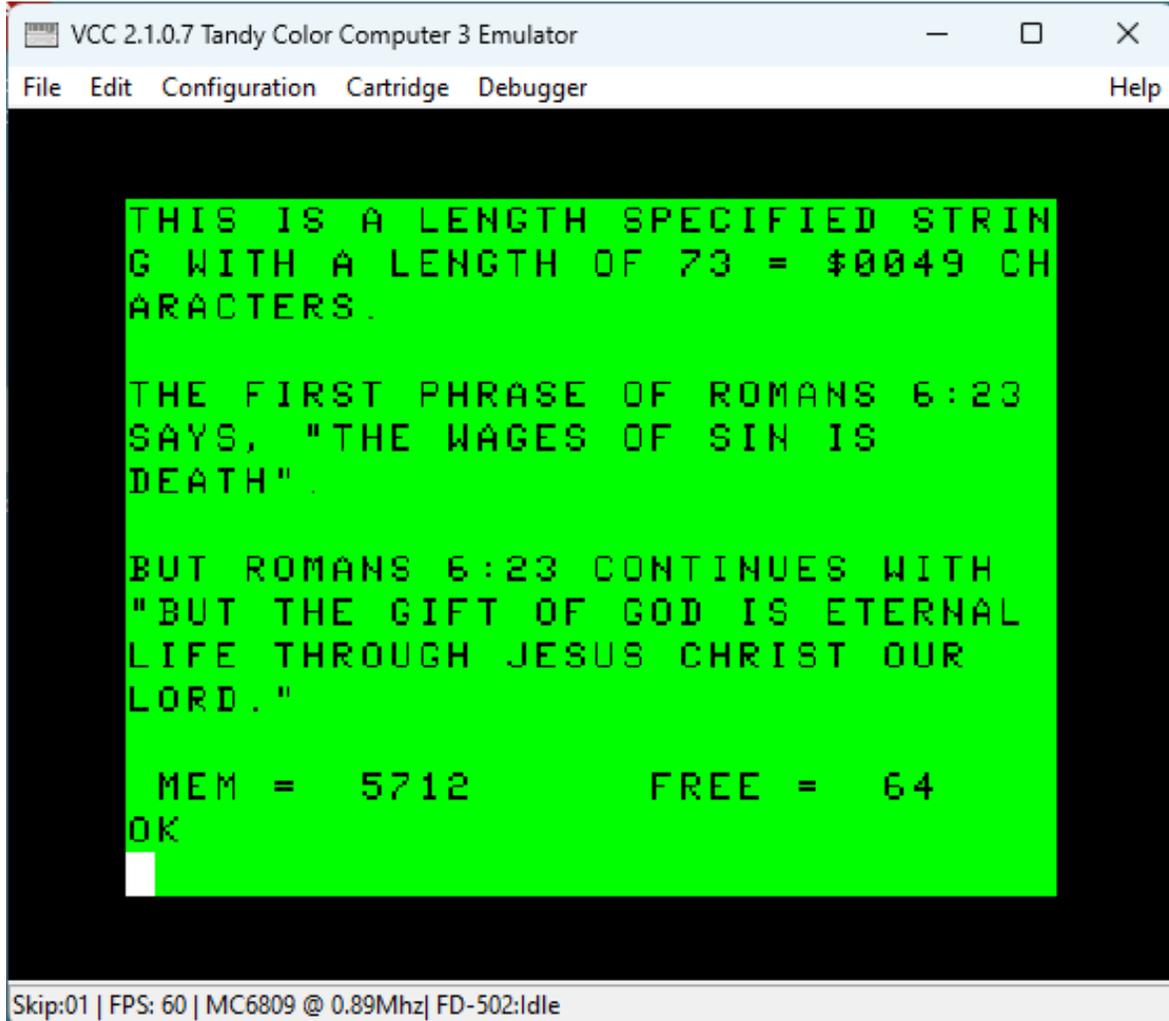
3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9030 PRINT " MEM = ";MEM;" ";
9040 PRINT "FREE = ";FREE(0)

32767 END
```

Result:



The screenshot shows a window titled "VCC 2.1.0.7 Tandy Color Computer 3 Emulator" with a menu bar containing "File", "Edit", "Configuration", "Cartridge", "Debugger", and "Help". The main display area has a black background with green text. The text reads: "THIS IS A LENGTH SPECIFIED STRING WITH A LENGTH OF 73 = \$0049 CHARACTERS.", "THE FIRST PHRASE OF ROMANS 6:23 SAYS, 'THE WAGES OF SIN IS DEATH'.", "BUT ROMANS 6:23 CONTINUES WITH 'BUT THE GIFT OF GOD IS ETERNAL LIFE THROUGH JESUS CHRIST OUR LORD.'", "MEM = 5712 FREE = 64", and "OK". At the bottom of the window, a status bar displays "Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle".

```
THIS IS A LENGTH SPECIFIED STRING WITH A LENGTH OF 73 = $0049 CHARACTERS.  
  
THE FIRST PHRASE OF ROMANS 6:23 SAYS, "THE WAGES OF SIN IS DEATH".  
  
BUT ROMANS 6:23 CONTINUES WITH "BUT THE GIFT OF GOD IS ETERNAL LIFE THROUGH JESUS CHRIST OUR LORD."  
  
MEM = 5712 FREE = 64  
OK
```

Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle

As expected.

=====

PRTSCL: Prints a Counted Long String To the VIDRAM Screen at the Current Cursor Position

This is similar to PRTSLS (Length-Specified String) except that the Length is specified in the first two bytes of the Counted Long String. Again, the maximum length is only theoretical.

ETX forces a Cold Start. BEL, BS, and CR are "printed". All other control codes are ignored

```
00100 *****
00110 *
00120 * PRTSCL.ASM
00130 * MDJ 2023/01/27
00140 *
00150 * PRINTS A COUNTED LONG
00160 * STRING ($0001-$FFFF)
00170 * BEGINNING AT THE
00180 * CURRENT CURSOR LOCATION
00190 *
00200 * THE FIRST TWO BYTES AT
00210 * THE STRING ADDRESS ARE
00220 * THE CHARACTER COUNT
00230 * AKA LENGTH
00240 *
00250 * ANY INTERNAL
00260 *   ETX ($03) ESC/BREAK KEY
00270 * FORCES A COLD START
00280 *
00290 * ANY INTERNAL
00300 *   BEL ($07)
00310 *   BS  ($08) BACKSPACE KEY
00320 *   CR  ($0D)
00330 * CHARACTERS ARE "PRINTED"
00340 *
00350 * ALL OTHER CONTROL CODES
00360 * ($01-$31) ARE IGNORED,
00370 * EXCEPT THAT THEY ARE
00380 * INCLUDED IN THE "LENGTH"
00390 *
```

```

00400 * ENTRY CONDITIONS:
00410 * X = START ADDRESS
00420 *     OF THE COUNTED
00430 *     LONG STRING
00440 *
00450 * EXIT CONDITIONS:
00460 * NONE
00470 *
00480 *****
00490
00500 * EXTERNAL ROUTINE
00510 * ADDRESS
          422B 00520 PRTSLS EQU      $422B
00530
423B      00540          ORG      $423B
00550
423B 34    20    00560 PRTSCL  PSHS    Y
423D 10AE  81    00570          LDY      ,X++    GET THE CHARACTER
COUNT
4240 BD    422B  00580          JSR      PRTSLS  GO PRINT THE STRING
4243 35    20    00590          PULS    Y
00600
00610 *EXIT
4245 39
00620          RTS
00630
          0000  00640          END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0024.ASM
00130 * MDJ 2023/02/15
00140 *
00150 * PRTSCL TEST
00160 *
00170 *****
00180
00190 * LOW RAM CURSOR ADDRESS
0088      00200 CURPOS EQU      $0088
00210
00220 * SCREEN ADDRESSES
0400      00230 VIDRAM EQU      $0400
0600      00240 VIDEND EQU      $0600
00250

```

```

00260 * ML FOUNDATION
00270 * CORE ADDRESSES
400E 00280 VIDCLS EQU $400E
40D7 00290 CRLF EQU $40D7
423B 00300 PRTSCL EQU $423B
00310
7000 00320 ORG $7000
00330
00340 * PRTSCL TEST
00350
7000 34 10 00360 PSHS X
7002 7E 711F 00370 JMP LBL001
7005 0118 00380 COUNT0 FDB $0118
7007 54 00390 STR000 FCC "THIS IS A LONG COUNTED
STRING "
48
49
53
20
49
53
20
41
20
4C
4F
4E
47
20
43
4F
55
4E
54
45
44
20
53
54
52
49
4E
47
20
7025 57 00400 FCC "WITH A LENGTH OF 280 =
$0118 "
49

```

54
48
20
41
20
4C
45
4E
47
54
48
20
4F
46
20
32
38
30
20
3D
20
24
30
31
31
38
20

7042 43 00410 FCC "CHARACTERS .
QWERTYUIOPASDFGHJKLZ"

48
41
52
41
43
54
45
52
53
2E
20
51
57
45
52
54
59
55

49
4F
50
41
53
44
46
47
48
4A
4B
4C
5A

7062 58 00420 FCC
"XCVBNMQWERTYUIOPASDFGHJKLZXCVBNM"

43
56
42
4E
4D
51
57
45
52
54
59
55
49
4F
50
41
53
44
46
47
48
4A
4B
4C
5A
58
43
56
42
4E
4D

7082 51 00430 FCC "QWERTYUIOPASDFGHJKLZXCVBNM"

57
45
52
54
59
55
49
4F
50
41
53
44
46
47
48
4A
4B
4C
5A
58
43
56
42
4E
4D

709C

00440

FCC

"QWERTYUIOPASDFGHJKLZXCVBNM"

	56			
	42			
	4E			
	4D			
70B6	51	00450	FCC	"QWERTYUIOPASDFGHJKLZXCVBNM"
	57			
	45			
	52			
	54			
	59			
	55			
	49			
	4F			
	50			
	41			
	53			
	44			
	46			
	47			
	48			
	4A			
	4B			
	4C			
	5A			
	58			
	43			
	56			
	42			
	4E			
	4D			
70D0	51	00460	FCC	"QWERTYUIOPASDFGHJKLZXCVBNM"
	57			
	45			
	52			
	54			
	59			
	55			
	49			
	4F			
	50			
	41			
	53			
	44			
	46			
	47			
	48			
	4A			

	4B			
	4C			
	5A			
	58			
	43			
	56			
	42			
	4E			
	4D			
70EA	51	00470	FCC	"QWERTYUIOPASDFGHJKLZXCVBNM"
	57			
	45			
	52			
	54			
	59			
	55			
	49			
	4F			
	50			
	41			
	53			
	44			
	46			
	47			
	48			
	4A			
	4B			
	4C			
	5A			
	58			
	43			
	56			
	42			
	4E			
	4D			
7104	51	00480	FCC	"QWERTYUIOPASDFGHJKLZXCVBNM. "
	57			
	45			
	52			
	54			
	59			
	55			
	49			
	4F			
	50			
	41			

53
44
46
47
48
4A
4B
4C
5A
58
43
56
42
4E
4D
2E

```
00490
711F BD 400E 00500 LBL001 JSR VIDCLS
7122 8E 0400 00510 LDX #VIDRAM TOP OF SCREEN
7125 9F 88 00520 STX CURPOS CURSOR
7127 8E 7005 00530 LDX #COUNT0 ADDRESS OF COUNTED
STRING
712A BD 423B 00540 JSR PRTSCL GO PRINT STRING
712D BD 40D7 00550 JSR CRLF
00560
00570 * EXIT
7130 35 10 00580 PULS X
7132 39 00590 RTS
00600
0000 00610 END
```

The BASIC Language Control Program:

```
1000 '*****
1010 '*
1020 '* TEST0024.BAS
1030 '* MDJ 2023/02/15
1040 '*
1050 '* PRTSCL TEST
1060 '*
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
```

```
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0024.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

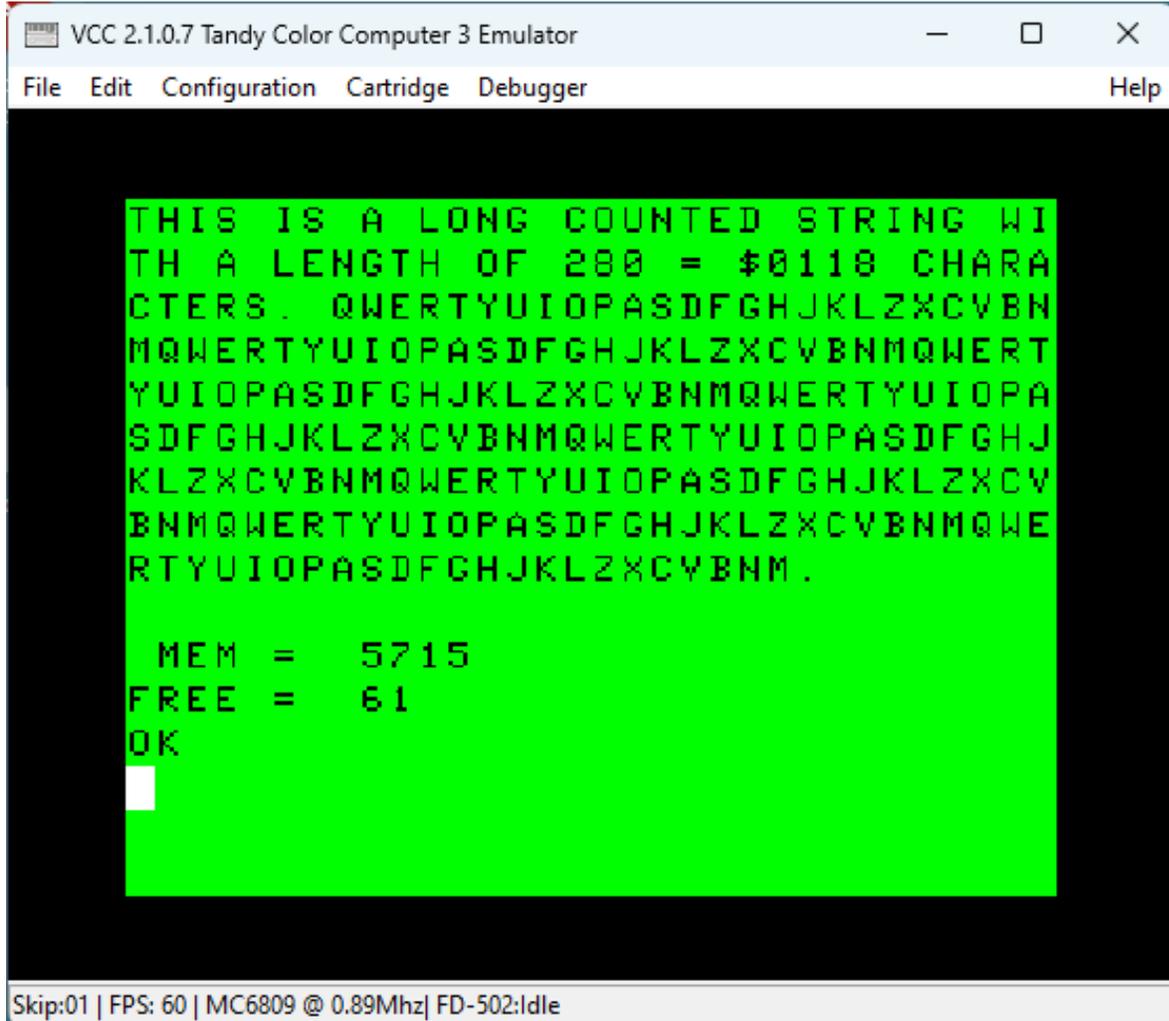
3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
```

Result:



As expected.

=====

PRTSCS: Prints a Counted Short String To the VIDRAM Screen at the Current Cursor Position

This is similar to PRTSCL (Counted Long String) except that the Length is specified in just the first byte of the Counted Short String, whose length is thus limited to 255 = \$FF Characters.

Like the BASIC String, the Counted Short String cannot contain a full 256-byte Disk Sector (256 = \$0100). However, a full 256-byte Disk Sector can be easily contained in either a Counted Long String or a Length-Specified String.

ETX forces a Cold Start. BEL, BS, and CR are “printed”. All other control codes are ignored

```
00100 *****
00110 *
00120 * PRTSCS.ASM
00130 * MDJ 2023/01/27
00140 *
00150 * PRINTS A COUNTED SHORT
00160 * STRING ($01-$FF)
00170 * BEGINNING AT THE
00180 * CURRENT CURSOR LOCATION
00190 *
00200 * THE FIRST BYTE AT
00210 * THE STRING ADDRESS IS
00220 * THE CHARACTER COUNT
00230 * AKA LENGTH
00240 *
00250 * ANY INTERNAL
00260 *   ETX ($03) ESC/BREAK KEY
00270 * FORCES A COLD START
00280 *
00290 * ANY INTERNAL
00300 *   BEL ($07)
00310 *   BS  ($08) BACKSPACE KEY
00320 *   CR  ($0D)
00330 * CHARACTERS ARE "PRINTED"
00340 *
00350 * ALL OTHER CONTROL CODES
```

```

00360 * ($01-$31) ARE IGNORED,
00370 * EXCEPT THAT THEY ARE
00380 * INCLUDED IN THE "LENGTH"
00390 *
00400 * ENTRY CONDITIONS:
00410 * X = START ADDRESS
00420 *     OF THE COUNTED
00430 *     SHORT STRING
00440 *
00450 * EXIT CONDITIONS:
00460 * NONE
00470 *
00480 *****
00490
00500 * EXTERNAL ROUTINE
00510 * ADDRESS
           422B 00520 PRTSLS EQU     $422B
00530
4246      00540      ORG     $4246
00550
4246 34    26      00560 PRTSCS PSHS   A,B,Y
4248 4F    00570      CLRA      CLEAR REGISTER D
HIGH BYTE
4249 E6    80      00580      LDB     ,X+   GET THE CHARACTER
COUNT
424B 1F    02      00590      TFR     D,Y   XFER THE COUNT TO Y
424D BD    422B   00600      JSR     PRTSLS GO PRINT THE STRING
4250 35    26      00610      PULS   A,B,Y
00620
00630 *EXIT
4252 39    00640      RTS
00650
           0000 00660      END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0025.ASM
00130 * MDJ 2023/02/15
00140 *
00150 * PRTSCS TEST
00160 *
00170 *****
00180

```

			00190	*	LOW RAM CURSOR ADDRESS		
	0088		00200	CURPOS	EQU	\$0088	
			00210				
			00220	*	SCREEN ADDRESSES		
	0400		00230	VIDRAM	EQU	\$0400	
	0600		00240	VIDEND	EQU	\$0600	
			00250				
			00260	*	ML FOUNDATION		
			00270	*	CORE ADDRESSES		
	400E		00280	VIDCLS	EQU	\$400E	
	40D7		00290	CRLF	EQU	\$40D7	
	4246		00300	PRTSCS	EQU	\$4246	
			00310				
7000			00320		ORG	\$7000	
			00330				
			00340	*	PRTSCS TEST		
			00350				
7000	34	10	00360		PSHS	X	
7002	7E	7119	00370		JMP	LBL001	
7005		44	00380	COUNT0	FCB	\$44	
7006		54	00390	STR000	FCC	/THIS IS A SHORT COUNTED	
STRING /							
		48					
		49					
		53					
		20					
		49					
		53					
		20					
		41					
		20					
		53					
		48					
		4F					
		52					
		54					
		20					
		43					
		4F					
		55					
		4E					
		54					
		45					
		44					
		20					
		53					
		54					

	52			
	49			
	4E			
	47			
	20			
7025	57	00400	FCC	/WITH A LENGTH OF 68 = \$44 /
	49			
	54			
	48			
	20			
	41			
	20			
	4C			
	45			
	4E			
	47			
	54			
	48			
	20			
	4F			
	46			
	20			
	36			
	38			
	20			
	3D			
	20			
	24			
	34			
	34			
	20			
703F	43	00410	FCC	/CHARACTERS ./
	48			
	41			
	52			
	41			
	43			
	54			
	45			
	52			
	53			
	2E			
704A	CE	00420 COUNT1	FCB	\$CE
704B	41	00430 STR001	FCC	/ACTS 4:12 CONFIRMS THAT
JESUS IS/				
	43			
	54			

53
20
34
3A
31
32
20
43
4F
4E
46
49
52
4D
53
20
54
48
41
54
20
4A
45
53
55
53
20
49
53
54
48
45
20
4F
4E
4C
59
20
57
41
59
20
54
4F
20
47

706B
SAYS/

00440

FCC

/THE ONLY WAY TO GOD WHEN IT

4F
44
20
57
48
45
4E
20
49
54
20
53
41
59
53
54
48
41
54
20
22
4E
45
49
54
48
45
52
20
49
53
20
54
48
45
52
45
20
53
41
4C
56
41
54
49
4F

708B

SALVATION/

00450

FCC

/THAT "NEITHER IS THERE

70AB 4E
NONE / 49 00460 FCC /IN ANY OTHER: FOR THERE IS

4E
20
41
4E
59
20
4F
54
48
45
52
3A
20
46
4F
52
20
54
48
45
52
45
20
49
53
20
4E
4F
4E
45
20

70CB 4F 00470 FCC /OTHER NAME UNDER HEAVEN
GIVEN /

54
48
45
52
20
4E
41
4D
45
20
55

4E
44
45
52
20
48
45
41
56
45
4E
20
47
49
56
45
4E
20
20
20
41
4D
4F
4E
47
20
4D
45
4E
2C
20
57
48
45
52
45
42
59
20
57
45
20
4D
55
53
54

70EB
BE /

00480

FCC

/AMONG MEN, WHEREBY WE MUST

```

20
42
45
20
20
20
710B 53      00490      FCC      /SAVED." (KJV) ./
41
56
45
44
2E
22
20
28
4B
4A
56
29
2E
00500
7119 BD  400E      00510 LBL001  JSR      VIDCLS
711C 8E  0400      00520      LDX      #VIDRAM TOP OF SCREEN
711F 9F  88        00530      STX      CURPOS  CURSOR
7121 8E  7005      00540      LDX      #COUNT0 ADDRESS OF COUNTED
STRING #0
7124 BD  4246      00550      JSR      PRTSCS  GO PRINT STRING
7127 BD  40D7      00560      JSR      CRLF
712A BD  40D7      00570      JSR      CRLF
712D 8E  704A      00580      LDX      #COUNT1 ADDRESS OF COUNTED
STRING #1
7130 BD  4246      00590      JSR      PRTSCS  GO PRINT STRING
7133 BD  40D7      00600      JSR      CRLF
00610
00620 * EXIT
7136 35  10        00630      PULS     X
7138 39          00640      RTS
00650
0000      00660      END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*
1020 '* TEST0025.BAS

```

```

1030 '* MDJ 2023/02/15
1040 '*
1050 '* PRTSCS TEST
1060 '*
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0025.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9030 PRINT " MEM = ";MEM;" ";
9040 PRINT "FREE = ";FREE(0)

```

32767 END

Result:



The screenshot shows a window titled "VCC 2.1.0.7 Tandy Color Computer 3 Emulator" with a menu bar containing "File", "Edit", "Configuration", "Cartridge", "Debugger", and "Help". The main display area has a black background with green text. The text reads: "THIS IS A SHORT COUNTED STRING WITH A LENGTH OF 68 = \$44 CHARACTERS." followed by "ACTS 4:12 CONFIRMS THAT JESUS IS THE ONLY WAY TO GOD WHEN IT SAYS THAT 'NEITHER IS THERE SALVATION IN ANY OTHER: FOR THERE IS NONE OTHER NAME UNDER HEAVEN GIVEN AMONG MEN, WHEREBY WE MUST BE SAVED.'" (KJV). Below this, it shows "MEM = 5715" and "FREE = 58", and finally "OK". At the bottom of the window, a status bar displays "Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle".

As expected.

Bible Note: Jesus testifies to the fact that He Himself is actually God; the Second Person of the Trinity, when He says in John 10:30, "I and my Father are one."

=====

DISKRW: Transfers Data Between a Specified Disk Sector And a Specified Buffer

DISKRW transfers data from a specified Disk Sector to a Specified 256-byte Buffer (READ Operation) or from a specified 256-byte Buffer to a specified Disk Sector (WRITE Operation).

In conformance with my CoCo Philosophy of trying to cram as much stuff as I can into the 96K of the 64K CoCo 2, DISKRW simply jumps into ROM and uses its DSKCON Routine. (cf. Appendix A below for the details of my CoCo Philosophy).

I developed many of the other Routines presented in this Paper entirely in Assembly Language in order to maximize speed while also minimizing memory space used.

But, with the Disk Drives, the limitations of the BASIC Language (Very Slow) are significantly overshadowed by the Drives' Mechanical Limitations (VERY VERY SLOW). There is thus no point in trying to write super-fast machine code for Disk Drive access. It is much more efficient to just use the ROM code: it immensely saves on RAM space, and won't materially affect overall system speed in normal use.

For details of DSKCON's internal operations, please refer to *Color Computer Disk System*, pp. 61-62.

```
00100 *****
00110 *
00120 * DISKRW.ASM
00130 * MDJ 2023/01/27
00140 *
00150 * READ OR WRITE
00160 * A DISK SECTOR
00170 *
00180 * WITHOUT ANY INTERNAL
00190 * ERROR TRAPPING
00200 *
00210 * ENTRY CONDITIONS:
00220 * $00EA = DCOPC
00230 * 2 = READ
00240 * 3 = WRITE
00250 * $00EB = DCDRV
00260 * 0 TO 3
00270 * $00EC = DCTRK
00280 * 0 TO 34
00290 * $00ED = DCSEC
```

```

00300 * 1 TO 18
00310 * $00EE = DCBPT
00320 * DBUF0 = $0600
00330 * DBUF1 = $0700
00340 * OR ELSEWHERE
00350 *
00360 * EXIT CONDITIONS
00370 * $00F0 = DCSTA
00380 * STATUS CODE
00390 * 0 = NO ERROR
00400 *
00410 *****
00420
00430 * RAMROM TRIGGER ADDRESS
FFDE 00440 RAMROM EQU $FFDE
00450
00460 * ALLRAM TRIGGER ADDRESS
FFDF 00470 ALLRAM EQU $FFDF
00480
00490 * ROM DSKCON JUMP ADDRESS
D75F 00500 DSKCON EQU $D75F
00510
00520 * DSKCON MOTOR-OFF
00530 * TRIGGER ADDRESS
FF40 00540 MOTOFF EQU $FF40
00550
4253 00560 ORG $4253
00570
4253 34 7F 00580 DISKRW PSHS A,B,X,Y,U,DP,CC
00590
00600 * SET RAMROM MODE
4255 B7 FFDE 00610 STA RAMROM
00620
00630 * GO DO THE READ OR WRITE
4258 BD D75F 00640 JSR DSKCON
00650
00660 * SET ALLRAM MODE
425B B7 FFDF 00670 STA ALLRAM
00680
00690 * TURN THE MOTOR OFF
425E 4F 00700 CLRA
425F B7 FF40 00710 STA MOTOFF
00720
00730 * EXIT
4262 35 7F 00740 PULS A,B,X,Y,U,DP,CC
4264 39 00750 RTS
00760

```

0000 00770 END

—
The Assembly Language Test Routine. (Note that this Test Routine is significantly longer than previous ones):

```
00100 *****
00110 *
00120 * TEST0026.ASM
00130 * MDJ 2023/02/16
00140 *
00150 * DISKRW TEST
00160 *
00170 *****
00180
00190 * LOW RAM CURSOR ADDRESS
0088 00200 CURPOS EQU $0088
00210
00220 * LOW RAM DSKCON ADDRESSES
00EA 00230 DCOPC EQU $00EA
00EB 00240 DCDRV EQU $00EB
00EC 00250 DCTRK EQU $00EC
00ED 00260 DCSEC EQU $00ED
00EE 00270 DCBPT EQU $00EE
00F0 00280 DCSTA EQU $00F0
0600 00290 DBUF0 EQU $0600
0700 00300 DBUF1 EQU $0700
00310
00320 * SCREEN ADDRESSES
0400 00330 VIDRAM EQU $0400
0600 00340 VIDEND EQU $0600
00350
00360 * ML FOUNDATION
00370 * CORE ADDRESSES
400E 00380 VIDCLS EQU $400E
40D7 00390 CRLF EQU $40D7
4142 00400 POLCAT EQU $4142
4218 00410 PRS0D EQU $4218
422B 00420 PRSLS EQU $422B
4253 00430 DISKRW EQU $4253
00440
7000 00450 ORG $7000
00460
00470 * DISKRW TEST
00480
7000 34 73 00490 PSHS A,X,Y,U,CC
```

7002 7E 72B6 00500 JMP LBL001
7005 49 00510 BUFMSG FCC /IN JOHN 17:2-3, JESUS
PRAYED /

4E
20
4A
4F
48
4E
20
31
37
3A
32
2D
33
2C
20
4A
45
53
55
53
20
50
52
41
59
45
44
20
20
20
20

7025 46 00520 FCC /FOR US WHEN HE SAID THAT
HIS /

4F
52
20
55
53
20
57
48
45
4E
20

48
45
20
53
41
49
44
20
54
48
41
54
20
48
49
53
20
20
20
20
46
41
54
48
45
52
20
48
41
44
20
47
49
56
45
4E
20
22
48
49
4D
20
41
55
54
48

7045
AUTHORITY /

00530

FCC

/FATHER HAD GIVEN "HIM

	4F			
	52			
	49			
	54			
	59			
	20			
7065	4F	00540	FCC	/OVER ALL FLESH, TO GIVE
ETERNAL /				
	56			
	45			
	52			
	20			
	41			
	4C			
	4C			
	20			
	46			
	4C			
	45			
	53			
	48			
	2C			
	20			
	54			
	4F			
	20			
	47			
	49			
	56			
	45			
	20			
	45			
	54			
	45			
	52			
	4E			
	41			
	4C			
	20			
7085	4C	00550	FCC	/LIFE TO ALL WHOM YOU HAVE
GIVEN /				
	49			
	46			
	45			
	20			
	54			
	4F			

20
41
4C
4C
20
57
48
4F
4D
20
59
4F
55
20
48
41
56
45
20
47
49
56
45
4E
20
48
/
49
4D
2E
2E
2E
20
54
48
41
54
20
54
48
45
59
20
4B
4E
4F
57

70A5
YOU...

00560

FCC

/HIM... THAT THEY KNOW

	20			
	59			
	4F			
	55			
	2E			
	2E			
	2E			
	20			
	20			
	20			
	20			
70C5	41	00570	FCC	/AND JESUS CHRIST WHOM YOU
HAVE /				
	4E			
	44			
	20			
	4A			
	45			
	53			
	55			
	53			
	20			
	43			
	48			
	52			
	49			
	53			
	54			
	20			
	57			
	48			
	4F			
	4D			
	20			
	59			
	4F			
	55			
	20			
	48			
	41			
	56			
	45			
	20			
	20			
70E5	53	00580	FCC	/SENT." (ESV) .
/				
	45			

	20				
	49				
	4E				
	20				
	44				
	52				
	49				
	56				
	45				
	20				
	30				
7120	0D	00600	FCB	\$0D	CR
7121	50	00610 MSG01	FCC	/PRESS ANY KEY WHEN READY/	
	52				
	45				
	53				
	53				
	20				
	41				
	4E				
	59				
	20				
	4B				
	45				
	59				
	20				
	57				
	48				
	45				
	4E				
	20				
	52				
	45				
	41				
	44				
	59				
7139	0D	00620	FCB	\$0D	CR
713A	54	00630 MSG02	FCC	/THE BUFFER IS CURRENTLY	
EMPTY./					
	48				
	45				
	20				
	42				
	55				
	46				
	46				
	45				

52
20
49
53
20
43
55
52
52
45
4E
54
4C
59
20
45
4D
50
54
59
2E
52
45
53
53
20
41
4E
59
20
4B
45
59
20
54
4F
20
50
52
45
50
41
52
45

7158
7159
IT./

00640	FCB	\$0D	CR
00650 MSG03	FCC	/PRESS ANY KEY TO PREPARE	

	20				
	49				
	54				
	2E				
7175	0D	00660	FCB	\$0D	CR
7176	54	00670 MSG04	FCC	/THE BUFFER NOW CONTAINS:/	
	48				
	45				
	20				
	42				
	55				
	46				
	46				
	45				
	52				
	20				
	4E				
	4F				
	57				
	20				
	43				
	4F				
	4E				
	54				
	41				
	49				
	4E				
	53				
	3A				
718E	0D	00680	FCB	\$0D	CR
718F	50	00690 MSG05	FCC	/PRESS KEY TO WRITE IT TO	
DISK./					
	52				
	45				
	53				
	53				
	20				
	4B				
	45				
	59				
	20				
	54				
	4F				
	20				
	57				
	52				
	49				

	54				
	45				
	20				
	49				
	54				
	20				
	54				
	4F				
	20				
	44				
	49				
	53				
	4B				
	2E				
71AD	0D	00700	FCB	\$0D	CR
71AE	50	00710 MSG06	FCC	/PRESS KEY TO READ IT FROM	
DISK./					
	52				
	45				
	53				
	53				
	20				
	4B				
	45				
	59				
	20				
	54				
	4F				
	20				
	52				
	45				
	41				
	44				
	20				
	49				
	54				
	20				
	46				
	52				
	4F				
	4D				
	20				
	44				
	49				
	53				
	4B				
	2E				

71CD	0D	00720	FCB	\$0D	CR
71CE	52	00730 MSG07	FCC	/REPLACE SYSTEM DISK IN	
DRIVE 0/	45				
	50				
	4C				
	41				
	43				
	45				
	20				
	53				
	59				
	53				
	54				
	45				
	4D				
	20				
	44				
	49				
	53				
	4B				
	20				
	49				
	4E				
	20				
	44				
	52				
	49				
	56				
	45				
	20				
	30				
71EC	0D	00740	FCB	\$0D	CR
71ED	52	00750 RPTMSG	FCC	/REPORT: /	
	45				
	50				
	4F				
	52				
	54				
	3A				
71F4	0D	00760	FCB	\$0D	CR
71F5	44	00770 RPTMS1	FCC	/DISK WRITE WAS SUCCESSFUL./	
	49				
	53				
	4B				
	20				
	57				

	52				
	49				
	54				
	45				
	20				
	57				
	41				
	53				
	20				
	53				
	55				
	43				
	43				
	45				
	53				
	53				
	46				
	55				
	4C				
	2E				
720F	0D	00780	FCB	\$0D	CR
7210	44	00790 RPTMS2	FCC	/DISK READ WAS SUCCESSFUL./	
	49				
	53				
	4B				
	20				
	52				
	45				
	41				
	44				
	20				
	57				
	41				
	53				
	20				
	53				
	55				
	43				
	43				
	45				
	53				
	53				
	46				
	55				
	4C				
	2E				
7229	0D	00800	FCB	\$0D	CR

722A	45	00810 RPTMS3	FCC	/ENTIRE TEST WAS
SUCCESSFUL./	4E			
	54			
	49			
	52			
	45			
	20			
	54			
	45			
	53			
	54			
	20			
	57			
	41			
	53			
	20			
	53			
	55			
	43			
	43			
	45			
	53			
	53			
	46			
	55			
	4C			
	2E			
7245	0D	00820	FCB	\$0D CR
7246	2A	00830 RPTMS4	FCC	/**/ TEST COMPLETED ***/
	2A			
	2A			
	20			
	54			
	45			
	53			
	54			
	20			
	43			
	4F			
	4D			
	50			
	4C			
	45			
	54			
	45			
	44			

	20				
	2A				
	2A				
	2A				
725C	0D	00840	FCB	\$0D	CR
725D	50	00850 RPTMS5	FCC	/PRESS ANY KEY TO EXIT/	
	52				
	45				
	53				
	53				
	20				
	41				
	4E				
	59				
	20				
	4B				
	45				
	59				
	20				
	54				
	4F				
	20				
	45				
	58				
	49				
	54				
7272	0D	00860	FCB	\$0D	CR
7273	45	00870 ERRMS1	FCC	/ERROR WRITING THE DISK/	
	52				
	52				
	4F				
	52				
	20				
	57				
	52				
	49				
	54				
	49				
	4E				
	47				
	20				
	54				
	48				
	45				
	20				
	44				
	49				

	53				
	4B				
7289	0D	00880	FCB	\$0D	CR
728A	45	00890	ERRMS2 FCC	/ERROR READING THE DISK/	
	52				
	52				
	4F				
	52				
	20				
	52				
	45				
	41				
	44				
	49				
	4E				
	47				
	20				
	54				
	48				
	45				
	20				
	44				
	49				
	53				
	4B				
72A0	0D	00900	FCB	\$0D	CR
72A1	2A	00910	ERRMS3 FCC	/*** TEST ABORTED ***/	
	2A				
	2A				
	20				
	54				
	45				
	53				
	54				
	20				
	41				
	42				
	4F				
	52				
	54				
	45				
	44				
	20				
	2A				
	2A				
	2A				
72B5	0D	00920	FCB	\$0D	CR

```

00930
00940 *** FIRST SCREEN
72B6 BD 400E 00950 LBL001 JSR VIDCLS
72B9 8E 0400 00960 LDX #VIDRAM TOP OF SCREEN
72BC 9F 88 00970 STX CURPOS CURSOR
00980
00990 * DISPLAY MESSAGES
72BE 8E 7105 01000 LDX #MSG00 SCRATCH DISK MESSAGE
72C1 BD 4218 01010 JSR PRS0D PRINT THE MESSAGE
72C4 8E 7121 01020 LDX #MSG01 KEYPRESS MESSAGE
72C7 BD 4218 01030 JSR PRS0D PRINT THE MESSAGE
01040
01050 * WAIT FOR A KEYPRESS
72CA BD 4142 01060 LBL002 JSR POLCAT GET KEYPRESS
72CD 27 FB 01070 BEQ LBL002 GO IF Z-BIT OF CC
SET
01080
01090 *** SECOND SCREEN
72CF BD 400E 01100 JSR VIDCLS
72D2 8E 0400 01110 LDX #VIDRAM TOP OF SCREEN
72D5 9F 88 01120 STX CURPOS CURSOR
01130
01140 * DISPLAY MESSAGES
72D7 8E 713A 01150 LDX #MSG02 BUFFER EMPTY MESSAGE
72DA BD 4218 01160 JSR PRS0D PRINT THE MESSAGE
72DD 8E 7159 01170 LDX #MSG03 KEYPRESS MESSAGE
72E0 BD 4218 01180 JSR PRS0D PRINT THE MESSAGE
01190
01200 * WAIT FOR A KEYPRESS
72E3 BD 4142 01210 LBL003 JSR POLCAT GET KEYPRESS
72E6 27 FB 01220 BEQ LBL003 GO IF Z-BIT OF CC
SET
01230
01240 * PREPARE THE BUFFER
72E8 8E 7005 01250 LDX #BUFMSG POINT TO MESSAGE
72EB CE 0600 01260 LDU #DBUF0 BUFFER ADDRESS
72EE 108E 0100 01270 LDY #256 COUNTER
72F2 A6 80 01280 LBL004 LDA ,X+ GET CHARACTER
72F4 A7 C0 01290 STA ,U+ PUT CHARACTER
72F6 31 3F 01300 LEAY -1,Y DECREMENT COUNTER
72F8 26 F8 01310 BNE LBL004 GO IF NOT DONE
01320
01330 *** THIRD SCREEN
72FA BD 400E 01340 JSR VIDCLS
72FD 8E 0400 01350 LDX #VIDRAM TOP OF SCREEN
7300 9F 88 01360 STX CURPOS CURSOR
01370

```

```

01380 * DISPLAY MESSAGES
7302 8E 7176 01390          LDX      #MSG04  BUFFER CONTAINS MSG
7305 BD 4218 01400          JSR      PRS0D  PRINT THE MESSAGE
7308 BD 40D7 01410          JSR      CRLF
730B 8E 0600 01420          LDX      #DBUF0  BUFFER POINTER
730E 108E 0100 01430          LDY      #256   LENGTH SPECIFICATION
7312 BD 422B 01440          JSR      PRSLS  PRINT THE BUFFER
7315 BD 40D7 01450          JSR      CRLF
7318 8E 718F 01460          LDX      #MSG05  KEYPRESS MESSAGE
731B BD 4218 01470          JSR      PRS0D  PRINT THE MESSAGE
01480
01490 * WAIT FOR A KEYPRESS
731E BD 4142 01500 LBL005  JSR      POLCAT  GET KEYPRESS
7321 27  FB  01510          BEQ      LBL005  GO IF Z-BIT OF CC
SET
01520
01530 *** FOURTH SCREEN
7323 BD 400E 01540          JSR      VIDCLS
7326 8E 0400 01550          LDX      #VIDRAM  TOP OF SCREEN
7329 9F  88  01560          STX      CURPOS  CURSOR
01570
01580 * SETUP THE DISKRW PARAMETERS
732B 86  03  01590          LDA      #3      WRITE
732D 97  EA  01600          STA      DCOPC
732F 86  00  01610          LDA      #0      DRIVE
7331 97  EB  01620          STA      DCDRV
7333 86  00  01630          LDA      #0      TRACK
7335 97  EC  01640          STA      DCTRK
7337 86  01  01650          LDA      #1      SECTOR
7339 97  ED  01660          STA      DCSEC
733B 8E 0600 01670          LDX      #DBUF0  BUFFER ADDRESS
733E 9F  EE  01680          STX      DCBPT
01690
01700 * GO DO THE DISK WRITE
7340 BD 4253 01710          JSR      DISKRW  DO THE WRITE
01720
01730 * CLEAR THE BUFFER
7343 86  20  01740          LDA      #$20   SPACE
7345 8E 0600 01750          LDX      #DBUF0  BUFFER ADDRESS
7348 108E 0100 01760          LDY      #256   COUNTER
734C A7  80  01770 LBL006  STA      ,X+    PUT SPACE
734E 31  3F  01780          LEAY    -1,Y   DECREMENT COUNTER
7350 26  FA  01790          BNE     LBL006  GO IF NOT DONE
01800
01810 * GET THE DISKRW STATUS
7352 96  F0  01820          LDA      DCSTA  STATUS CODE
01830 * INSTEAD OF:

```

```

01840 *           BNE           LBLER1  GO TO WRITE ERROR
01850 * THESE TWO LINES AVOID BYTE OVERFLOW:
7354 27   03           01860           BEQ           LBLCNT  CONTINUE IF NO ERROR
7356 7E   7413        01870           JMP           LBLER1  GO TO WRITE ERROR
01880
01890 * REPORT THE RESULTS
7359 BD   40D7        01900 LBLCNT  JSR           CRLF
735C 8E   71ED        01910           LDX           #RPTMSG REPORT HEADER
MESSAGE
735F BD   4218        01920           JSR           PRS0D  PRINT THE MESSAGE
7362 8E   71F5        01930           LDX           #RPTMS1 REPORT WRITE SUCCESS
7365 BD   40D7        01940           JSR           CRLF
01950
01960 * DISPLAY MESSAGES
7368 8E   713A        01970           LDX           #MSG02  BUFFER EMPTY MESSAGE
736B BD   4218        01980           JSR           PRS0D  PRINT THE MESSAGE
736E 8E   7176        01990           LDX           #MSG04  BUFFER CONTAINS MSG
7371 BD   4218        02000           JSR           PRS0D  PRINT THE MESSAGE
7374 BD   40D7        02010           JSR           CRLF
7377 8E   0600        02020           LDX           #DBUF0  BUFFER POINTER
737A 108E 0100        02030           LDY           #256   LENGTH SPECIFICATION
737E BD   422B        02040           JSR           PRSLS  PRINT THE BUFFER
7381 BD   40D7        02050           JSR           CRLF
7384 8E   71AE        02060           LDX           #MSG06  KEYPRESS MESSAGE
7387 BD   4218        02070           JSR           PRS0D  PRINT THE MESSAGE
02080
02090 * WAIT FOR A KEYPRESS
738A BD   4142        02100 LBL007  JSR           POLCAT  GET KEYPRESS
738D 27   FB          02110           BEQ           LBL007  GO IF Z-BIT OF CC
SET
02120
02130 *** FIFTH SCREEN
738F BD   400E        02140           JSR           VIDCLS
7392 8E   0400        02150           LDX           #VIDRAM TOP OF SCREEN
7395 9F   88          02160           STX           CURPOS  CURSOR
02170
02180 * SETUP THE DISKRW PARAMETERS
7397 86   02          02190           LDA           #2     READ
7399 97   EA          02200           STA           DCOPC
739B 86   00          02210           LDA           #0     DRIVE
739D 97   EB          02220           STA           DCDRV
739F 86   00          02230           LDA           #0     TRACK
73A1 97   EC          02240           STA           DCTRK
73A3 86   01          02250           LDA           #1     SECTOR
73A5 97   ED          02260           STA           DCSEC
73A7 8E   0600        02270           LDX           #DBUF0  BUFFER ADDRESS
73AA 9F   EE          02280           STX           DCBPT

```

```

02290
02300 * GO DO THE DISK READ
73AC BD 4253 02310 JSR DISKRW DO THE READ
02320
02330 * GET THE DISKRW STATUS
73AF 96 F0 02340 LDA DCSTA STATUS CODE
73B1 26 68 02350 BNE LBLER2 GO TO READ ERROR
02360
02370 * REPORT THE RESULTS
73B3 BD 40D7 02380 JSR CRLF
73B6 8E 71ED 02390 LDX #RPTMSG REPORT HEADER
MESSAGE
73B9 BD 4218 02400 JSR PRS0D PRINT THE MESSAGE
73BC 8E 7210 02410 LDX #RPTMS2 REPORT READ SUCCESS
73BF BD 4218 02420 JSR PRS0D PRINT THE MESSAGE
73C2 BD 40D7 02430 JSR CRLF
73C5 8E 7176 02440 LDX #MSG04 BUFFER CONTAINS MSG
73C8 BD 4218 02450 JSR PRS0D PRINT THE MESSAGE
73CB BD 40D7 02460 JSR CRLF
73CE 8E 0600 02470 LDX #DBUF0 BUFFER POINTER
73D1 108E 0100 02480 LDY #256 LENGTH SPECIFICATION
73D5 BD 422B 02490 JSR PRSLS PRINT THE BUFFER
73D8 BD 40D7 02500 JSR CRLF
73DB 8E 722A 02510 LDX #RPTMS3 REPORT TEST SUCCESS
73DE BD 4218 02520 JSR PRS0D PRINT THE MESSAGE
73E1 8E 7246 02530 LDX #RPTMS4 REPORT END OF TEST
73E4 BD 4218 02540 JSR PRS0D PRINT THE MESSAGE
73E7 BD 40D7 02550 JSR CRLF
73EA 8E 725D 02560 LDX #RPTMS5 KEYPRESS MESSAGE
73ED BD 4218 02570 JSR PRS0D PRINT THE MESSAGE
02580
02590 * WAIT FOR A KEYPRESS
73F0 BD 4142 02600 LBL008 JSR POLCAT GET KEYPRESS
73F3 27 FB 02610 BEQ LBL008 GO IF Z-BIT OF CC
SET
02620
02630 *** SIXTH SCREEN
73F5 BD 400E 02640 JSR VIDCLS
73F8 8E 0400 02650 LDX #VIDRAM TOP OF SCREEN
73FB 9F 88 02660 STX CURPOS CURSOR
02670
02680 * DISPLAY MESSAGES
73FD 8E 71CE 02690 LDX #MSG07 SYSTEM DISK MESSAGE
7400 BD 4218 02700 JSR PRS0D PRINT THE MESSAGE
7403 8E 7121 02710 LDX #MSG01 KEYPRESS MESSAGE
7406 BD 4218 02720 JSR PRS0D PRINT THE MESSAGE
02730

```

```

02740 * WAIT FOR A KEYPRESS
7409 BD 4142 02750 LBL009 JSR POLCAT GET KEYPRESS
740C 27 FB 02760 BEQ LBL009 GO IF Z-BIT OF CC
SET
740E BD 40D7 02770 JSR CRLF
7411 20 1D 02780 BRA LBLEXI GO TO EXIT
02790
02800 * ERROR REPORT
7413 8E 7273 02810 LBLER1 LDX #ERRMS1 WRITE ERROR MESSAGE
7416 BD 4218 02820 JSR PRS0D PRINT THE MESSAGE
7419 20 06 02830 BRA LBLER3
741B 8E 728A 02840 LBLER2 LDX #ERRMS2 READ ERROR MESSAGE
741E BD 4218 02850 JSR PRS0D PRINT THE MESSAGE
7421 BD 40D7 02860 LBLER3 JSR CRLF
7424 BD 40D7 02870 JSR CRLF
7427 8E 72A1 02880 LDX #ERRMS3 ABORT MESSAGE
742A BD 4218 02890 JSR PRS0D PRINT THE MESSAGE
742D BD 40D7 02900 JSR CRLF
02910
02920 * EXIT
7430 35 73 02930 LBLEXI PULS A,X,Y,U,CC
7432 39 02940 RTS
02950
0000 02960 END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*'
1020 '* TEST0026.BAS
1030 '* MDJ 2023/02/16
1040 '*'
1050 '* DISKRW TEST
1060 '*'
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"

```

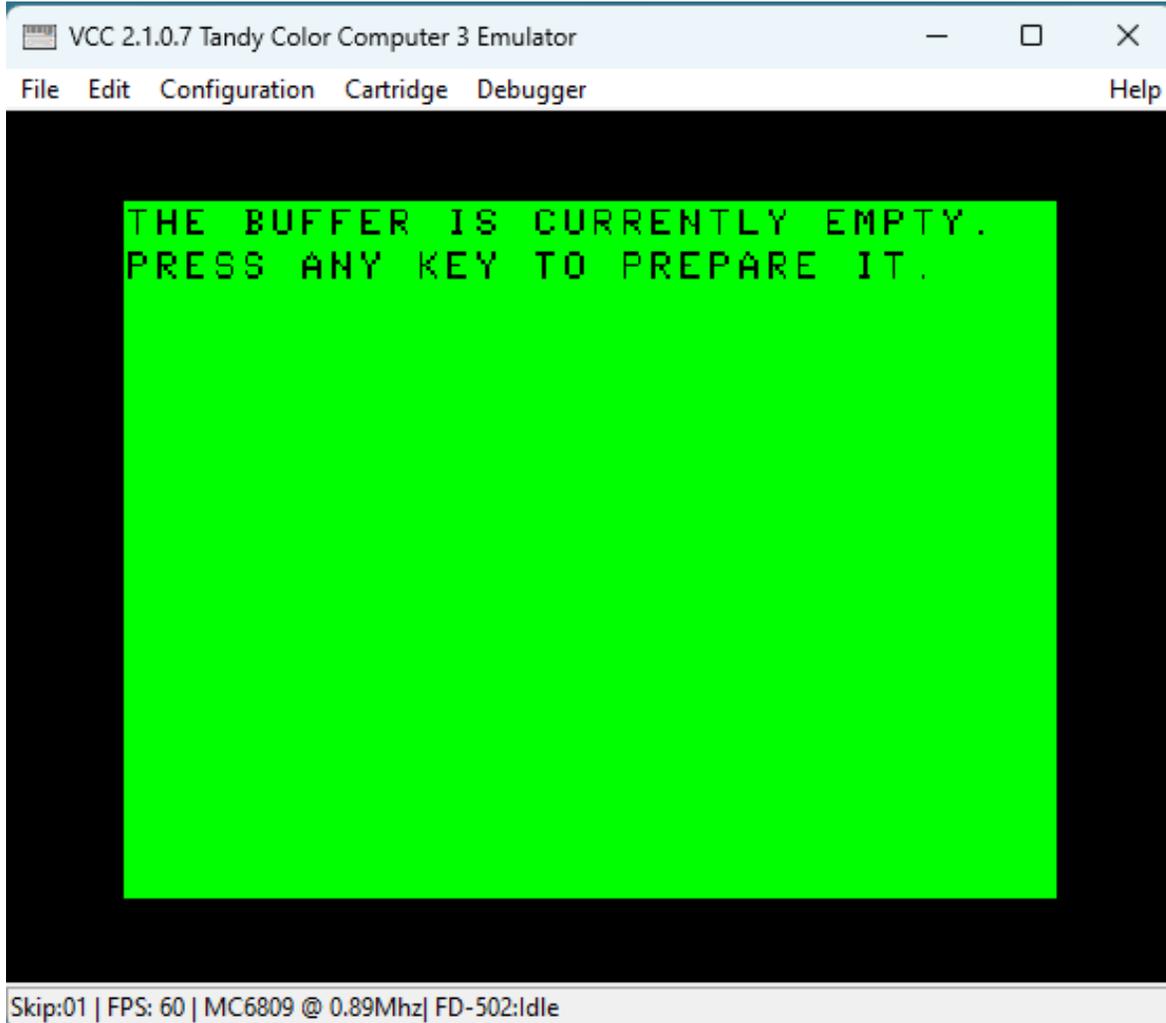
```
1230 '
1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0026.BIN"
1330 '
2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '
3000 ' SETUP THE
3010 ' RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '
6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '
9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)
32767 END
```

For this test, the results report requires six consecutive screens.

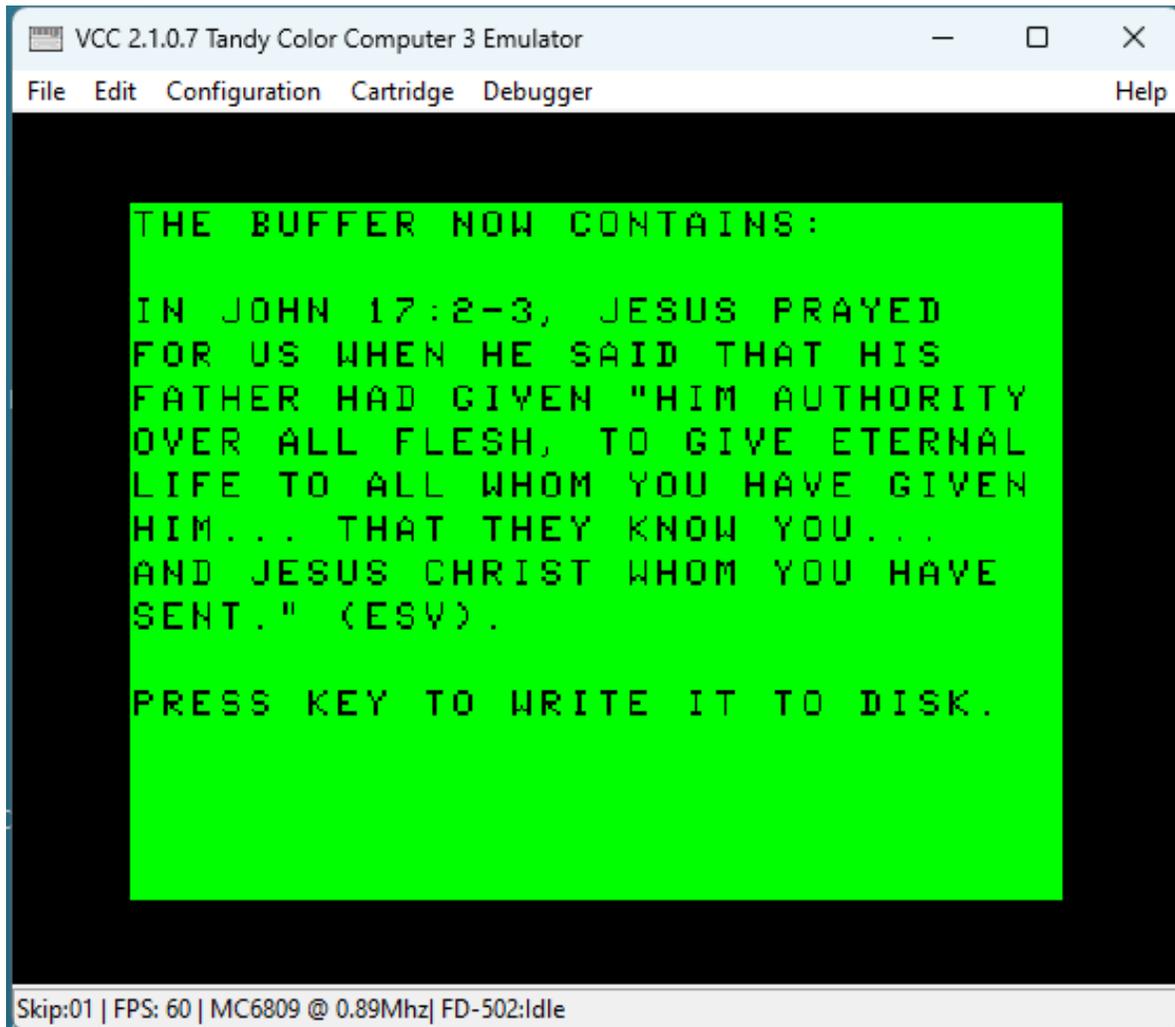
Result Screen One of Six:



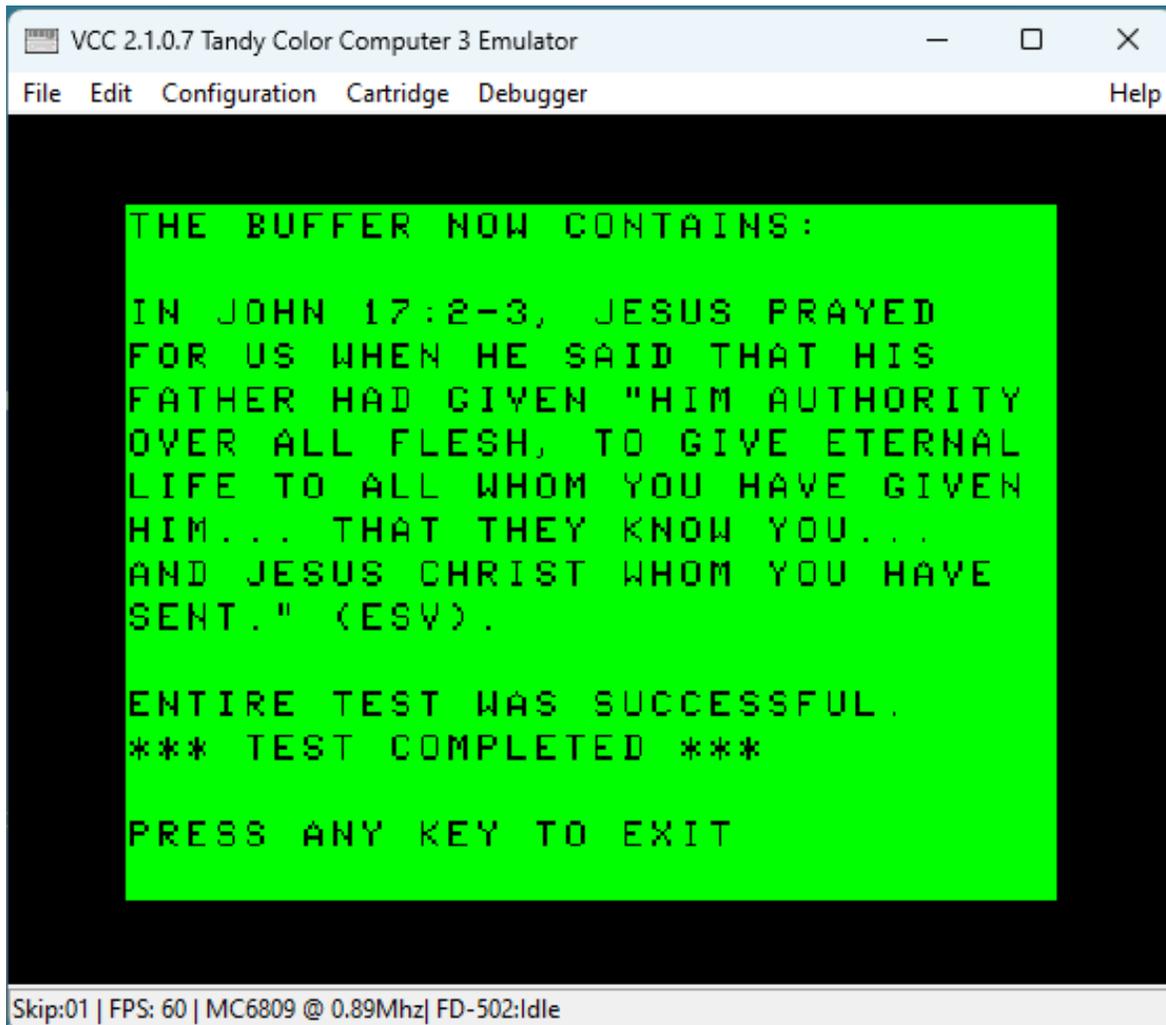
Result Screen Two of Six:



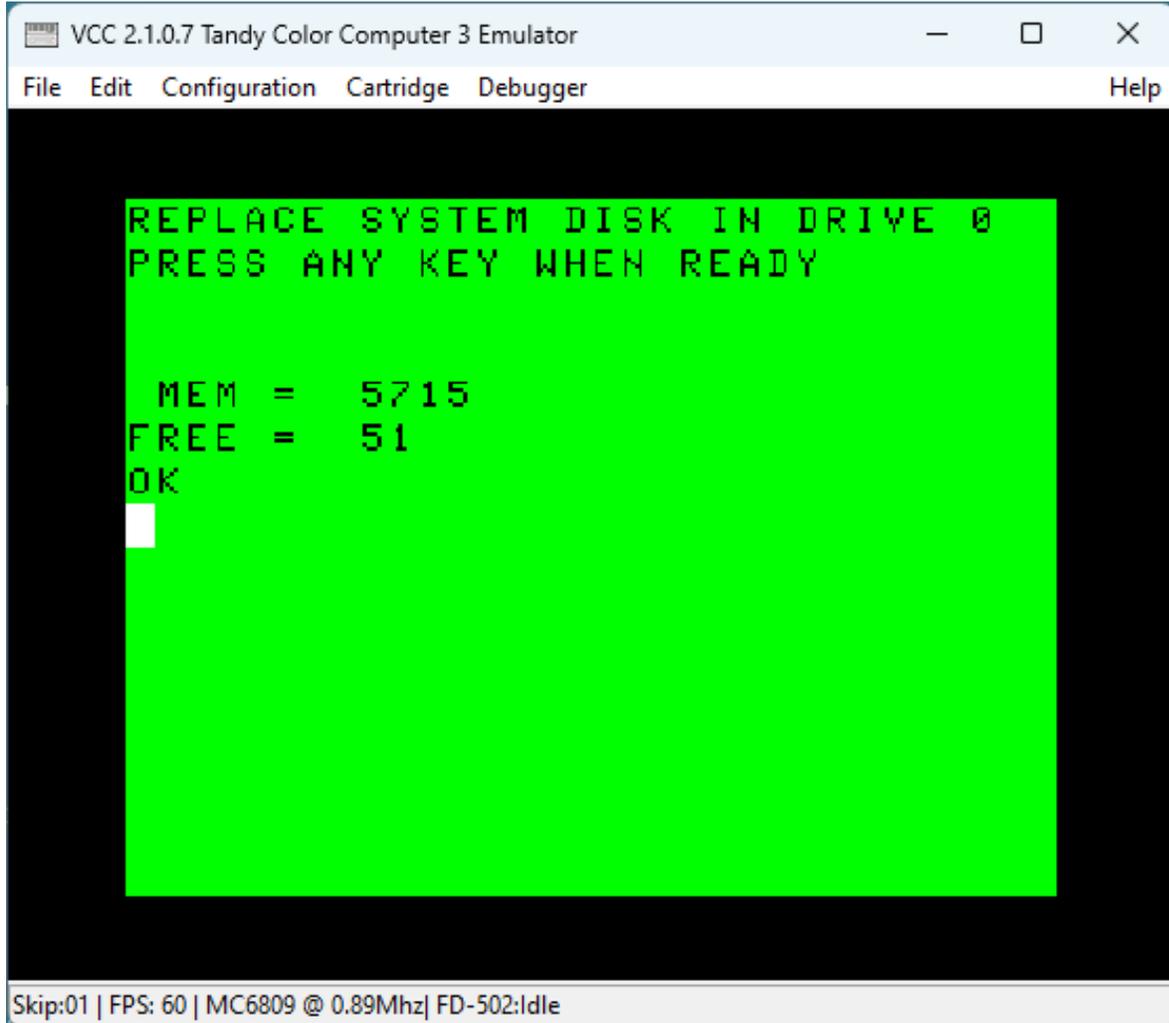
Result Screen Three of Six:



Result Screen Five of Six:



Result Screen Six of Six:



All as expected.

Bible Note: The full passage at John 17:1-5 is:

¹ When Jesus had spoken these words, he lifted up his eyes to heaven, and said, “Father, the hour has come; glorify your Son that the Son may glorify you, ² since you have given him authority over all flesh, to give eternal life to all whom you have given him. ³ And this is eternal life, that they know you, the only true God, and Jesus Christ whom you have sent. ⁴ I glorified you on earth, having accomplished the work that you gave me to do. ⁵ And now, Father, glorify me in your own presence with the glory that I had with you before the world existed.” (ESV).

And Jesus specifically applies these words to us by what He says in John 17:20-21.

²⁰ “I do not ask for these only, but also for those who will believe in me through their word, ²¹ that they may all be one, just as you, Father, are in me, and I in you, that they also may be in us, so that the world may believe that you have sent me.” (ESV).

=====

MU0808: 8-bit by 8-bit Unsigned Multiply

This multiplies an 8-bit unsigned byte by another 8-bit unsigned byte and returns a 16-bit unsigned result.

This is just a wrapper for the MC6809 MUL Instruction and is provided simply for convenience and uniformity of presentation. You can save four bytes and nine MPU cycles (3 bytes and 4 MPU cycles for the JSR to this routine, and 1 byte and 5 MPU cycles for the RTS) by simply executing MUL instead.

```
00100 *****
00110 *
00120 * MU0808.ASM
00130 * MDJ 2023/02/06
00140 *
00150 * 8-BIT BY 8-BIT
00160 * UNSIGNED MULTIPLY
00170 *
00180 * ENTRY CONDITIONS:
00190 * A = MULTIPLICAND #1
00200 * B = MULTIPLICAND #2
00210 *
00220 * EXIT CONDITIONS:
00230 * D = RESULT
00240 *
00250 *****
00260 *
00270 * THIS IS JUST A WRAPPER
00280 * FOR MUL - IT'S PROVIDED
00290 * SIMPLY FOR UNIFORMITY
00300 *
00310 *****
00320
4265      00330      ORG      $4265
00340
4265 3D    00350 MU0808  MUL
00360
4266 39    00370      RTS
00380
          0000    00390      END
```

No testing of this wrapper was performed.

=====

MU1608: 16-bit by 8-bit Unsigned Multiply

This multiplies a 16-bit unsigned word by an 8-bit unsigned byte and returns a 32-bit unsigned result.

Although the result is provided as a 32-bit unsigned double-word, it is actually a 24-bit unsigned number: Upon return, the high 8-bits of the X-Register are always zero.

```
00100 *****
00110 *
00120 * MU1608.ASM
00130 * MDJ 2023/02/06
00140 *
00150 * 16-BIT BY 8-BIT
00160 * UNSIGNED MULTIPLY
00170 *
00180 * ENTRY CONDITIONS
00190 * X = 16-BIT MULTIPLICAND
00200 * B = 8-BIT MULTIPLICAND
00210 *
00220 * EXIT CONDITIONS:
00230 * X = HIGH 16-BITS
00240 * Y = LOW 16-BITS
00250 * OF RESULT
00260 *
00270 *****
00280
4267 00290 ORG $4267
00300
4267 34 26 00310 MU1608 PSHS A,B,Y NOTE: THESE ARE NOT
ACTUALLY PRESERVED
00320
00330 * AT THIS POINT, THE STACK CONTAINS:
00340 * 5,S RTS LOCATION LOW BYTE
00350 * 4,S RTS LOCATION HIGH BYTE
00360 * 3,S REGISTER Y LOW BYTE
00370 * 2,S REGISTER Y HIGH BYTE
00380 * 1,S REGISTER B
00390 * ,S REGISTER A
00400
00410 * MAKE SPACE ON THE STACK FOR:
00420 * 14,S RTS LOCATION LOW BYTE
00430 * 13,S RTS LOCATION HIGH BYTE
```

			00440 *	12,S REGISTER Y LOW BYTE
			00450 *	11,S REGISTER Y HIGH BYTE
			00460 *	10,S REGISTER B
			00470 *	9,S REGISTER A
			00480 *	7,S HI1 * LO2 RESULT LOW BYTE
			00490 *	6,S HI1 * LO2 RESULT HIGH BYTE
			00500 *	5,S LO1 * LO2 RESULT LOW BYTE
			00510 *	4,S LO1 * LO2 RESULT HIGH BYTE
			00520 *	3,S 8-BIT SEX MULTIPLICAND LOW BYTE
			00530 *	AND RESULT BYTE #0
			00540 *	2,S 8-BIT SEX MULTIPLICAND HIGH BYTE
			00550 *	(= #\$00)
			00560 *	AND RESULT BYTE #1
			00570 *	1,S 16-BIT MULTIPLICAND LOW BYTE
			00580 *	AND RESULT BYTE #2
			00590 *	,S 16-BIT MULTIPLICAND HIGH BYTE
			00600 *	AND RESULT BYTE #3
			00610 *	(= #\$00)
4269	32	78	00620	LEAS -8,S
			00630	
			00640 *	MOVE THE 8-BIT MULTIPLICAND TO Y
426B	4F		00650	CLRA
426C	1F	02	00660	TFR D,Y
			00670	
			00680 *	PUT THE MULTIPLICANDS ON THE STACK
426E	AF	E4	00690	STX ,S
4270	10AF	62	00700	STY 2,S
			00710	
			00720 *	DO LO1 * LO2
4273	A6	61	00730	LDA 1,S
4275	E6	63	00740	LDB 3,S
4277	3D		00750	MUL
4278	ED	64	00760	STD 4,S
			00770	
			00780 *	DO HI1 * LO2
427A	A6	E4	00790	LDA ,S
427C	E6	63	00800	LDB 3,S
427E	3D		00810	MUL
427F	ED	66	00820	STD 6,S
			00830	
			00840 *	FORM RESULT BYTE #0
4281	A6	65	00850	LDA 5,S LO1 * LO2 LOW BYTE
4283	A7	63	00860	STA 3,S
			00870	
			00880 *	FORM RESULT BYTE #1
4285	A6	64	00890	LDA 4,S LO1 * LO2 HIGH BYTE
4287	AB	67	00900	ADDA 7,S HI1 * LO2 LOW BYTE

```

4289 A7 62 00910 STA 2,S
00920
00930 * FORM RESULT BYTE #2
428B A6 66 00940 LDA 6,S HI1 * LO2 HIGH BYTE
428D 89 00 00950 ADCA #$00 ACCOUNT FOR POSSIBLE
00960 * CARRY FROM RESULT
00970 * BYTE #1
428F A7 61 00980 STA 1,S
00990
01000 * FORM RESULT BYTE #3 = #$00
4291 86 00 01010 LDA #$00
4293 A7 E4 01020 STA ,S
01030
01040 * LOAD THE RESULTS
4295 AE E4 01050 LDX ,S
4297 10AE 62 01060 LDY 2,S
01070
01080 * CLEAR THE STACK
01090 * INCLUDING REGISTERS A, B, AND Y
429A 32 6C 01100 LEAS 12,S
01110
01120 * EXIT
429C 39 01130 RTS
01140
0000 01150 END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0027.ASM
00130 * MDJ 2023/02/17
00140 *
00150 * MU1608 TEST
00160 *
00170 *****
00180
00190 * BASIC/ML TRANSFER
00200 * VARIABLES
4001 00210 REGB EQU $4001
4002 00220 REGX EQU $4002
00230
00240 * ML FOUNDATION
00250 * CORE ADDRESSES
40D7 00260 CRLF EQU $40D7

```

```

4178      00270 PUTWRA EQU      $4178
4267      00280 MU1608 EQU      $4267
          00290
7000      00300          ORG      $7000
          00310
          00320 * MU1608 TEST
          00330
7000 34   36      00340          PSHS   A,B,X,Y
          00350
7002 BE   4002      00360          LDX   REGX   GET THE TEST VALUES
7005 F6   4001      00370          LDB   REGB   FROM THE XFER
VARIABLES
          00380
7008 BD   4267      00390          JSR   MU1608 GO DO THE MULTIPLY
          00400
700B 1F   10      00410          TFR   X,D    PRINT THE 32-BIT
RESULT
700D BD   4178      00420          JSR   PUTWRA
7010 1F   20      00430          TFR   Y,D
7012 BD   4178      00440          JSR   PUTWRA
7015 BD   40D7      00450          JSR   CRLF
          00460
          00470 * EXIT
7018 35   36      00480          PULS  A,B,X,Y
701A 39          00490          RTS
          00500
          0000      00510          END

```

The BASIC Language Control Program, First Run:

```

1000 '*****
1010 '*'
1020 '* TEST0027.BAS
1030 '* MDJ 2023/02/16
1040 '*'
1050 '* MU1608 TEST
1060 '*'
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

```

```
1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0027.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 'SETUP THE
3010 'RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

4000 'LOAD THE TEST DATA
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 B = &HFF
4250 POKE &H4001, B

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

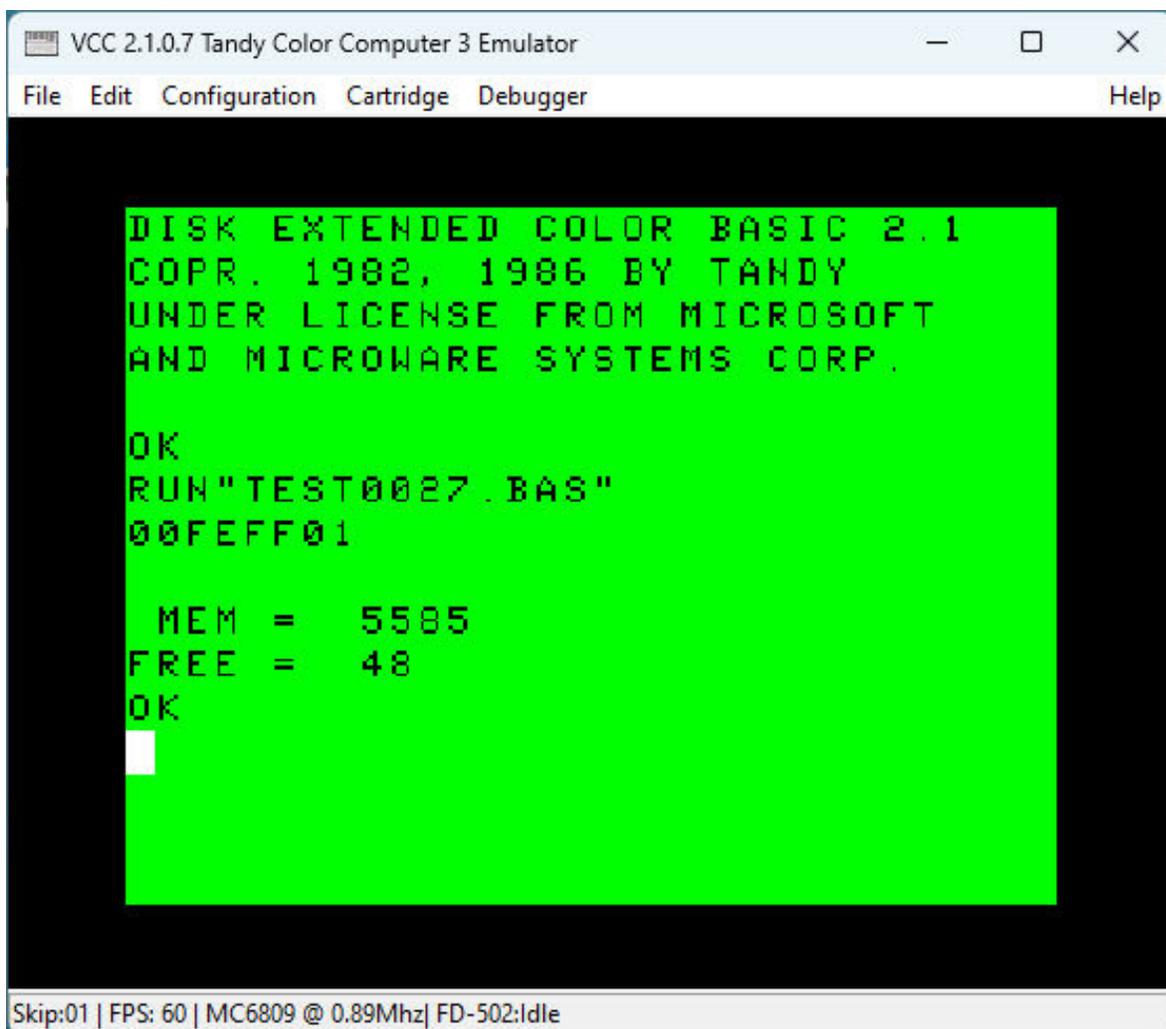
9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
```

With Test Data:

```
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 B = &HFF
4250 POKE &H4001, B
```

Result: \$FFFF x \$FF = \$FEFF01



As expected.

Second Run: - With Test Data:

```
4200 XH = &H00
4210 POKE &H4002, XH
4220 XL = &H00
4230 POKE &H4003, XL
4240 B = &H00
4250 POKE &H4001, B
```

—
Result: 0 x 0 = 0



As expected.

Third Run: - With Test Data:

```
4200 XH = &H00
4210 POKE &H4002, XH
4220 XL = &H00
4230 POKE &H4003, XL
4240 B = &HFF
4250 POKE &H4001, B
```

Result: 0 x \$FF = 0



As expected.

Fourth Run: - With Test Data:

```
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 B = &H00
4250 POKE &H4001, B
```

Result: \$FFFF x 0 = 0



As expected.

Fifth Run: - With Test Data:

```
4200 XH = &HCA
4210 POKE &H4002, XH
4220 XL = &H23
4230 POKE &H4003, XL
4240 B = &H9A
4250 POKE &H4001, B
```

Result: \$CA23 x \$9A = \$79990E



As expected.

=====

MU1616: 16-bit by 16-bit Unsigned Multiply

This multiplies a 16-bit unsigned word by another 16-bit unsigned word and returns a 32-bit unsigned result.

```
00100 *****
00110 *
00120 * MU1616.ASM
00130 * MDJ 2023/02/03
00140 *
00150 * 16-BIT BY 16-BIT
00160 * UNSIGNED MULTIPLY
00170 *
00180 * ENTRY CONDITIONS
00190 * X = MULTIPLICAND #1
00200 * Y = MULTIPLICAND #2
00210 *
00220 * EXIT CONDITIONS:
00230 * X = HIGH 16-BITS
00240 * Y = LOW 16-BITS
00250 * OF RESULT
00260 *
00270 *****
00280
429D 00290 ORG $429D
00300
429D 34 06 00310 MU1616 PSHS A,B NOTE: THESE ARE NOT
ACTUALLY PRESERVED
00320
00330 * AT THIS POINT, THE STACK CONTAINS:
00340 * 3,S RTS LOCATION LOW BYTE
00350 * 2,S RTS LOCATION HIGH BYTE
00360 * 1,S REGISTER B
00370 * ,S REGISTER A
00380
00390 * MAKE SPACE ON THE STACK FOR:
00400 * 16,S RTS LOCATION LOW BYTE
00410 * 15,S RTS LOCATION HIGH BYTE
00420 * 14,S REGISTER B
00430 * 13,S REGISTER A
00440 * 12,S CARRIES-HOLD BYTE
00450 * 11,S HI1 * HI2 RESULT LOW BYTE
00460 * 10,S HI1 * HI2 RESULT HIGH BYTE
```

			00470 *	9,S HI1 * LO2 RESULT LOW BYTE	
			00480 *	8,S HI1 * LO2 RESULT HIGH BYTE	
			00490 *	7,S LO1 * HI2 RESULT LOW BYTE	
			00500 *	6,S LO1 * HI2 RESULT HIGH BYTE	
			00510 *	5,S LO1 * LO2 RESULT LOW BYTE	
			00520 *	4,S LO1 * LO2 RESULT HIGH BYTE	
			00530 *	3,S MULTIPLICAND #2 LOW BYTE	
			00540 *	AND RESULT BYTE #0	
			00550 *	2,S MULTIPLICAND #2 HIGH BYTE	
			00560 *	AND RESULT BYTE #1	
			00570 *	1,S MULTIPLICAND #1 LOW BYTE	
			00580 *	AND RESULT BYTE #2	
			00590 *	,S MULTIPLICAND #1 HIGH BYTE	
			00600 *	AND RESULT BYTE #3	
429F	32	73	00610	LEAS	-13,S
			00620		
			00630 *	PUT THE MULTIPLICANDS ON THE STACK	
42A1	AF	E4	00640	STX	,S
42A3	10AF	62	00650	STY	2,S
			00660		
			00670 *	DO LO1 * LO2	
42A6	A6	61	00680	LDA	1,S
42A8	E6	63	00690	LDB	3,S
42AA	3D		00700	MUL	
42AB	ED	64	00710	STD	4,S
			00720		
			00730 *	DO LO1 * HI2	
42AD	A6	61	00740	LDA	1,S
42AF	E6	62	00750	LDB	2,S
42B1	3D		00760	MUL	
42B2	ED	66	00770	STD	6,S
			00780		
			00790 *	DO HI1 * LO2	
42B4	A6	E4	00800	LDA	,S
42B6	E6	63	00810	LDB	3,S
42B8	3D		00820	MUL	
42B9	ED	68	00830	STD	8,S
			00840		
			00850 *	DO HI1 * HI2	
42BB	A6	E4	00860	LDA	,S
42BD	E6	62	00870	LDB	2,S
42BF	3D		00880	MUL	
42C0	ED	6A	00890	STD	10,S
			00900		
			00910 *	FORM RESULT BYTE #0	
42C2	A6	65	00920	LDA	5,S LO1 * LO2 LOW BYTE
42C4	A7	63	00930	STA	3,S

```

00940
00950 * FORM RESULT BYTE #1
42C6 6F 6C 00960 CLR 12,S CLEAR CARRIES-HOLD
42C8 A6 64 00970 LDA 4,S LO1 * LO2 HIGH BYTE
42CA AB 67 00980 ADDA 7,S LO1 * HI2 LOW BYTE
42CC 24 02 00990 BCC LBL001 GO IF NO CARRY
42CE 6C 6C 01000 INC 12,S INCREMENT CARRIES-
HOLD
42D0 AB 69 01010 LBL001 ADDA 9,S HI1 * LO2 LOW BYTE
42D2 24 02 01020 BCC LBL002 GO IF NO CARRY
42D4 6C 6C 01030 INC 12,S INCREMENT CARRIES-
HOLD
42D6 A7 62 01040 LBL002 STA 2,S
01050
01060 * FORM RESULT BYTE #2
42D8 A6 6C 01070 LDA 12,S GET CARRIES-HOLD
42DA 6F 6C 01080 CLR 12,S CLEAR CARRIES-HOLD
42DC AB 66 01090 ADDA 6,S LO1 * HI2 HIGH BYTE
42DE 24 02 01100 BCC LBL003 GO IF NO CARRY
42E0 6C 6C 01110 INC 12,S INCREMENT CARRIES-
HOLD
42E2 AB 68 01120 LBL003 ADDA 8,S HI1 * LO2 HIGH BYTE
42E4 24 02 01130 BCC LBL004 GO IF NO CARRY
42E6 6C 6C 01140 INC 12,S INCREMENT CARRIES-
HOLD
42E8 AB 6B 01150 LBL004 ADDA 11,S HI1 * HI2 LO BYTE
42EA 24 02 01160 BCC LBL005 GO IF NO CARRY
42EC 6C 6C 01170 INC 12,S INCREMENT CARRIES-
HOLD
42EE A7 61 01180 LBL005 STA 1,S
01190
01200 * FORM RESULT BYTE #3
42F0 A6 6C 01210 LDA 12,S GET CARRIES-HOLD
42F2 AB 6A 01220 ADDA 10,S HI1 * HI2 HIGH BYTE
42F4 A7 E4 01230 STA ,S
01240
01250 * LOAD THE RESULTS
42F6 AE E4 01260 LDX ,S
42F8 10AE 62 01270 LDY 2,S
01280
01290 * CLEAR THE STACK
01300 * INCLUDING REGISTERS A AND B
42FB 32 6F 01310 LEAS 15,S
01320
01330 * EXIT
42FD 39 01340 RTS
01350

```

0000 01360 END

The Assembly Language Test Routine:

```
00100 *****
00110 *
00120 * TEST0028.ASM
00130 * MDJ 2023/02/17
00140 *
00150 * MU1616 TEST
00160 *
00170 *****
00180
00190 * BASIC/ML TRANSFER
00200 * VARIABLES
4002 00210 REGX EQU $4002
4004 00220 REGY EQU $4004
00230
00240 * ML FOUNDATION
00250 * CORE ADDRESSES
40D7 00260 CRLF EQU $40D7
4178 00270 PUTWRA EQU $4178
429D 00280 MU1616 EQU $429D
00290
7000 00300 ORG $7000
00310
00320 * MU1616 TEST
00330
7000 34 36 00340 PSHS A,B,X,Y
00350
7002 BE 4002 00360 LDX REGX GET THE TEST VALUES
7005 10BE 4004 00370 LDY REGY FROM THE XFER
VARIABLES
00380
7009 BD 429D 00390 JSR MU1616 GO DO THE MULTIPLY
00400
700C 1F 10 00410 TFR X,D PRINT THE 32-BIT
RESULT
700E BD 4178 00420 JSR PUTWRA
7011 1F 20 00430 TFR Y,D
7013 BD 4178 00440 JSR PUTWRA
7016 BD 40D7 00450 JSR CRLF
00460
00470 * EXIT
7019 35 36 00480 PULS A,B,X,Y
```

```
701B 39          00490      RTS
                00500
                0000      00510      END
```

The BASIC Language Control Program:

```
1000 '*****
1010 '*
1020 '* TEST0028.BAS
1030 '* MDJ 2023/02/17
1040 '*
1050 '* MU1616 TEST
1060 '*
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0028.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 'SETUP THE
3010 'RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '
```

```
4000 'LOAD THE TEST DATA
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 YH = &HFF
4250 POKE &H4004, YH
4260 YL = &HFF
4270 POKE &H4005, YL

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

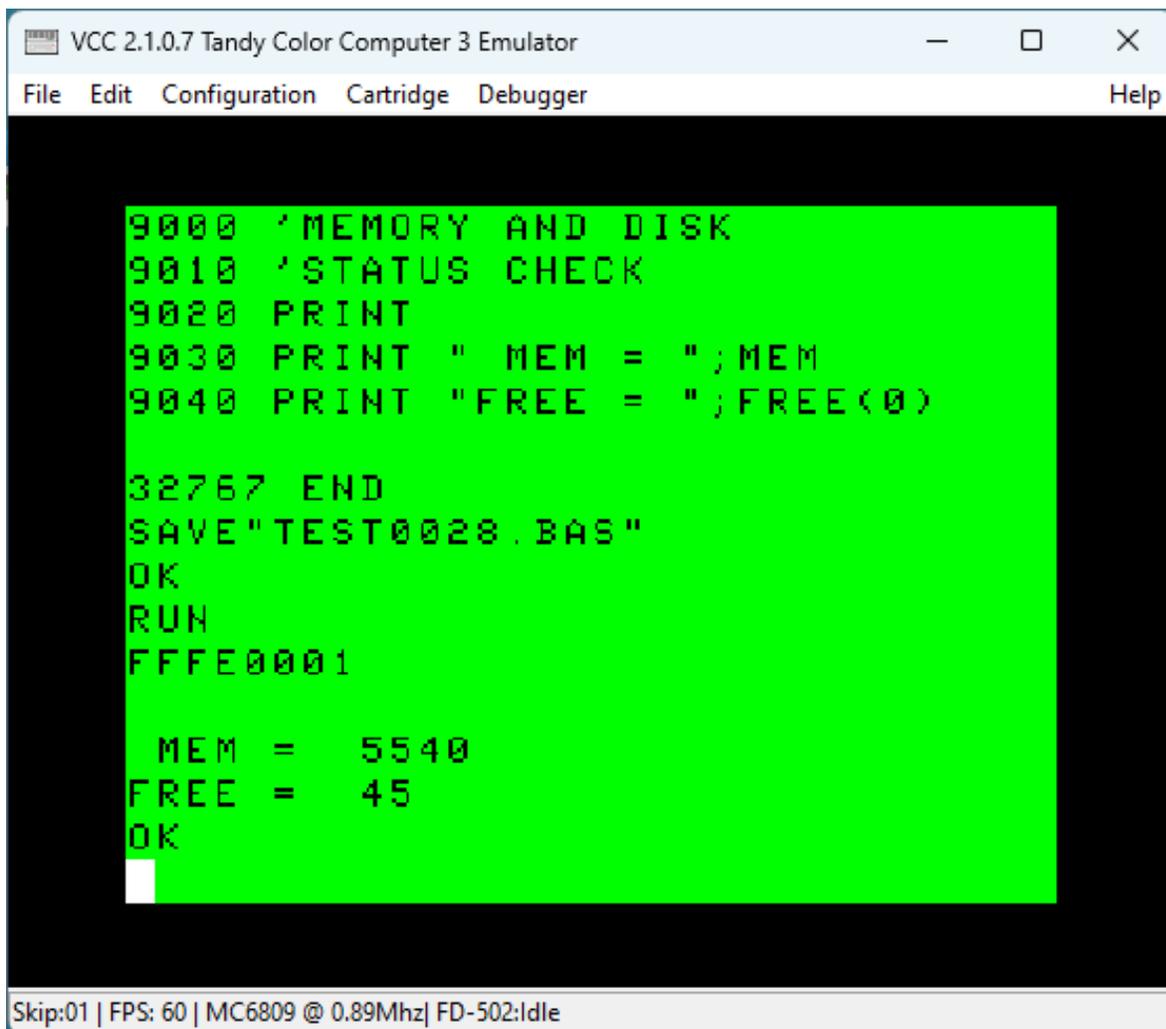
9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
```

With Test Data:

```
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 YH = &HFF
4250 POKE &H4004, YH
4260 YL = &HFF
4270 POKE &H4005, YL
```

Result: \$FFFF x \$FFFF = \$FFFE0001



The screenshot shows the VCC 2.1.0.7 Tandy Color Computer 3 Emulator window. The menu bar includes File, Edit, Configuration, Cartridge, Debugger, and Help. The main display area has a green background and shows the following assembly code and output:

```
9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
SAVE "TEST0028.BAS"
OK
RUN
FFFE0001

MEM = 5540
FREE = 45
OK
```

The status bar at the bottom of the emulator window displays: Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle

As expected.

—
Second Run: - With Test Data:

```
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 YH = &H00
4250 POKE &H4004, YH
4260 YL = &H00
4270 POKE &H4005, YL
```

—
Result: \$FFFF x 0 = 0



The screenshot shows the VCC 2.1.0.7 Tandy Color Computer 3 Emulator window. The menu bar includes File, Edit, Configuration, Cartridge, Debugger, and Help. The main display area has a green background and shows the following text:

```
OK
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 YH = &H00
4250 POKE &H4004, YH
4260 YL = &H00
4270 POKE &H4005, YL
RUN
00000000

MEM = 5540
FREE = 45
OK
```

At the bottom of the window, the status bar displays: Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle

As expected.

Third Run: - With Test Data:

```
4200 XH = &HDF
4210 POKE &H4002, XH
4220 XL = &H37
4230 POKE &H4003, XL
4240 YH = &HAB
4250 POKE &H4004, YH
4260 YL = &HBB
4270 POKE &H4005, YL
```

Result: \$DF37 x \$ABBB = \$95BCCA2D



As expected.

—
Fourth Run: - With Test Data:

```
4200 XH = &HE7
4210 POKE &H4002, XH
4220 XL = &H4C
4230 POKE &H4003, XL
4240 YH = &H00
4250 POKE &H4004, YH
4260 YL = &H03
4270 POKE &H4005, YL
```

—
Result: \$E74C x 3 = \$2B5E4



As expected.

Fifth Run: - With Test Data:

```
4200 XH = &H17
4210 POKE &H4002, XH
4220 XL = &H59
4230 POKE &H4003, XL
4240 YH = &H23
4250 POKE &H4004, YH
4260 YL = &H00
4270 POKE &H4005, YL
```

Result: \$1759 x \$2300 = \$3312B00



As expected.

=====

DU0808: 8-bit by 8-bit Unsigned Divide

This divides an 8-bit unsigned byte by another 8-bit unsigned byte and returns an 8-bit unsigned quotient and an 8-bit unsigned remainder.

```
00100 *****
00110 *
00120 * DU0808.ASM
00130 * MDJ 2023/02/06
00140 *
00150 * 8-BIT BY 8-BIT
00160 * UNSIGNED DIVIDE
00170 *
00180 * ENTRY CONDITIONS:
00190 * A = DIVIDEND
00200 * B = DIVISOR
00210 *
00220 * EXIT CONDITIONS:
00230 * A = QUOTIENT
00240 * B = REMAINDER
00250 *
00260 * ON EXIT, IF
00270 * DIVIDE BY ZERO
00280 * ERROR:
00290 * A = #$FF
00300 * B = #$FF
00310 * AN IMPOSSIBLE RESULT
00320 *
00330 *****
00340 *
00350 * THIS FUNCTION WAS
00360 * ADAPTED FROM:
00370 * BARROW, DAVID (1984) .
00380 * 6809 MACHINE CODE
00390 * PROGRAMMING.
00400 * LONDON: GRANADA
00410 * TECHNICAL BOOKS,
00420 * PAGES 29-33.
00430 *
00440 * *** EXCEPT ***
00450 * BARROW'S SIXTH LINE
00460 * IN DIVAB ON PAGE 30:
00470 * RORB
```

```

00480 * SHOULD BE:
00490 *   ROLB
00500 *
00510 *****
00520
42FE          00530          ORG          $42FE
00540
42FE 34      05      00550 DU0808  PSHS      B,CC
4300 C1      00      00560          CMPB      #0          IS IT DIVIDE-BY-
ZERO?
4302 27      1A      00570          BEQ          LBL003  GO IF YES (ERROR)
4304 C6      08      00580          LDB          #8          NUMBER OF 8-BIT
SHIFTS
4306 34      04      00590          PSHS      B          SAVE THE COUNT
4308 5F          00600          CLRB          CLEAR B/REMAINDER
00610
00620 * 8 SHIFTS - TRY TO SUBTRACT DIVISOR AT EACH
SHIFT,
00630 * FORMING QUOTIENT ONE BIT AT A TIME.
00640 * QUOTIENT SHIFTS IN AS DIVIDEND SHIFTS OUT.
4309 48          00650 LBL001  ASLA          SHIFT NEXT DIVIDEND
BIT THROUGH
00660          ROLB          INTO REMAINDER (B),
430A 59          00670 *          NEXT QUOTIENT BIT
CLEARING          00680          CMPB      2,S          CAN DIVISOR BE
430B E1      62      00690          BLO          LBL002  GO IF NO
SUBTRACTED?      00700          SUBB      2,S          SUBTRACT AND SET
430D 25      03      00710          INCA          AT CORRESPONDING BIT
430F E0      62      00720 LBL002  DEC          ,S          REPEAT TIL ENTIRE
QUOTIENT BIT
4311 4C          00730          BNE          LBL001  (B IS NOW THE
LOCATION          00740 *          (A IS NOW THE
4312 6A      E4      00750
DIVIDEND SHIF      00760 * PUT REMAINDER INTO STACKED B.
TED              00770 * CLEAR COUNT BYTE OFF STACK.
4314 26      F3      00780 * PULL RESULTS AND CLEAN THE STACK
REMAINDER, AND) 00790          STB          2,S          REMAINDER TO STACKED
QUOTIENT)      B

```

```

4318 32    61      00800      LEAS    1,S      REMOVE COUNT FROM
STACK
431A 35    05      00810      PULS    B,CC
431C 20    06      00820      BRA     LBL004  GO TO EXIT
00830
00840 * ERROR HANDLING
431E 35    05      00850 LBL003  PULS    B,CC
4320 86    FF      00860      LDA     #$FF    SET ERROR CODING
4322 C6    FF      00870      LDB     #$FF
00880
00890 * EXIT
4324 39      00900 LBL004  RTS
00910
0000      00920      END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0029.ASM
00130 * MDJ 2023/02/17
00140 *
00150 * DU0808 TEST
00160 *
00170 *****
00180
00190 * BASIC/ML TRANSFER
00200 * VARIABLES
00210 4000 00210 REGA    EQU     $4000
00220 4001 00220 REGB    EQU     $4001
00230
00240 * ML FOUNDATION
00250 * CORE ADDRESSES
00260 409E 00260 PUTBYA  EQU     $409E
00270 40D7 00270 CRLF    EQU     $40D7
00280 41DB 00280 PRTCHA  EQU     $41DB
00290 42FE 00290 DU0808  EQU     $42FE
00300
00310 7000      00310      ORG     $7000
00320
00330 * DU0808 TEST
00340
00350 7000 34    06      00350      PSHS    A,B
00360
00370 7002 B6    4000      00370      LDA     REGA    GET THE TEST VALUES

```

```

7005 F6 4001 00380 LDB REGB FROM THE XFER
VARIABLES
00390
7008 BD 409E 00400 JSR PUTBYA A
700B 86 2F 00410 LDA #$2F /
700D BD 41DB 00420 JSR PRTCHA
7010 1F 98 00430 TFR B,A
7012 BD 409E 00440 JSR PUTBYA B
7015 86 20 00450 LDA #$20 SPACE
7017 BD 41DB 00460 JSR PRTCHA
701A 86 3D 00470 LDA #$3D =
701C BD 41DB 00480 JSR PRTCHA
701F 86 20 00490 LDA #$20 SPACE
7021 BD 41DB 00500 JSR PRTCHA
7024 BD 40D7 00510 JSR CRLF
00520
7027 B6 4000 00530 LDA REGA GET THE TEST VALUES
702A F6 4001 00540 LDB REGB AGAIN
00550
702D BD 42FE 00560 JSR DU0808 GO DO THE DIVIDE
00570
7030 BD 409E 00580 JSR PUTBYA QUOTIENT
7033 86 20 00590 LDA #$20 SPACE
7035 BD 41DB 00600 JSR PRTCHA
7038 1F 98 00610 TFR B,A
703A BD 409E 00620 JSR PUTBYA REMAINDER
703D BD 40D7 00630 JSR CRLF
00640
00650 * EXIT
7040 35 06 00660 PULS A,B
7042 39 00670 RTS
00680
0000 00690 END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*
1020 '* TEST0029.BAS
1030 '* MDJ 2023/02/17
1040 '*
1050 '* DU0808 TEST
1060 '*
1070 '*****
1080 '

```

```

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0029.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 'SETUP THE
3010 'RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

4000 'LOAD THE TEST DATA
4200 A = &HFF
4210 POKE &H4000, A
4220 B = &HFF
4230 POKE &H4001, B

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

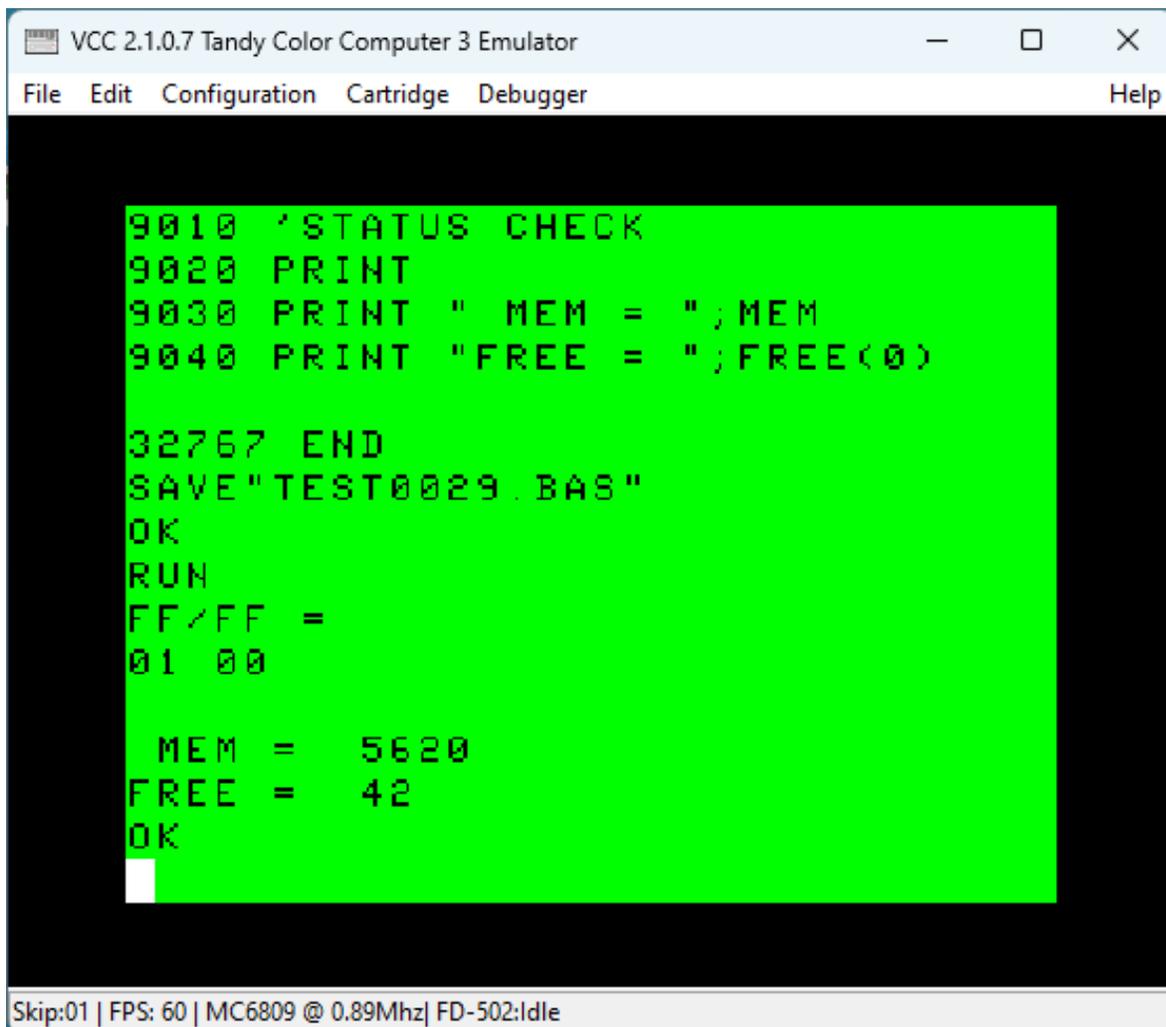
```

32767 END

—
With Test Data:

```
4200 A = &HFF
4210 POKE &H4000, A
4220 B = &HFF
4230 POKE &H4001, B
```

—
Result: \$FF/\$FF -> QUOTIENT = 1
REMAINDER = 0



The screenshot shows a window titled "VCC 2.1.0.7 Tandy Color Computer 3 Emulator". The menu bar includes "File", "Edit", "Configuration", "Cartridge", "Debugger", and "Help". The main display area has a black background with green text. The text shows assembly code being executed, including a status check, print statements for memory and free space, and the execution of the test data code. The results of the execution are displayed at the bottom of the screen.

```
9010 ^STATUS CHECK
9020 PRINT
9030 PRINT " MEM = "; MEM
9040 PRINT "FREE = "; FREE(0)

32767 END
SAVE "TEST0029.BAS"
OK
RUN
FF/FF =
01 00

MEM = 5620
FREE = 42
OK
```

Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle

As expected.

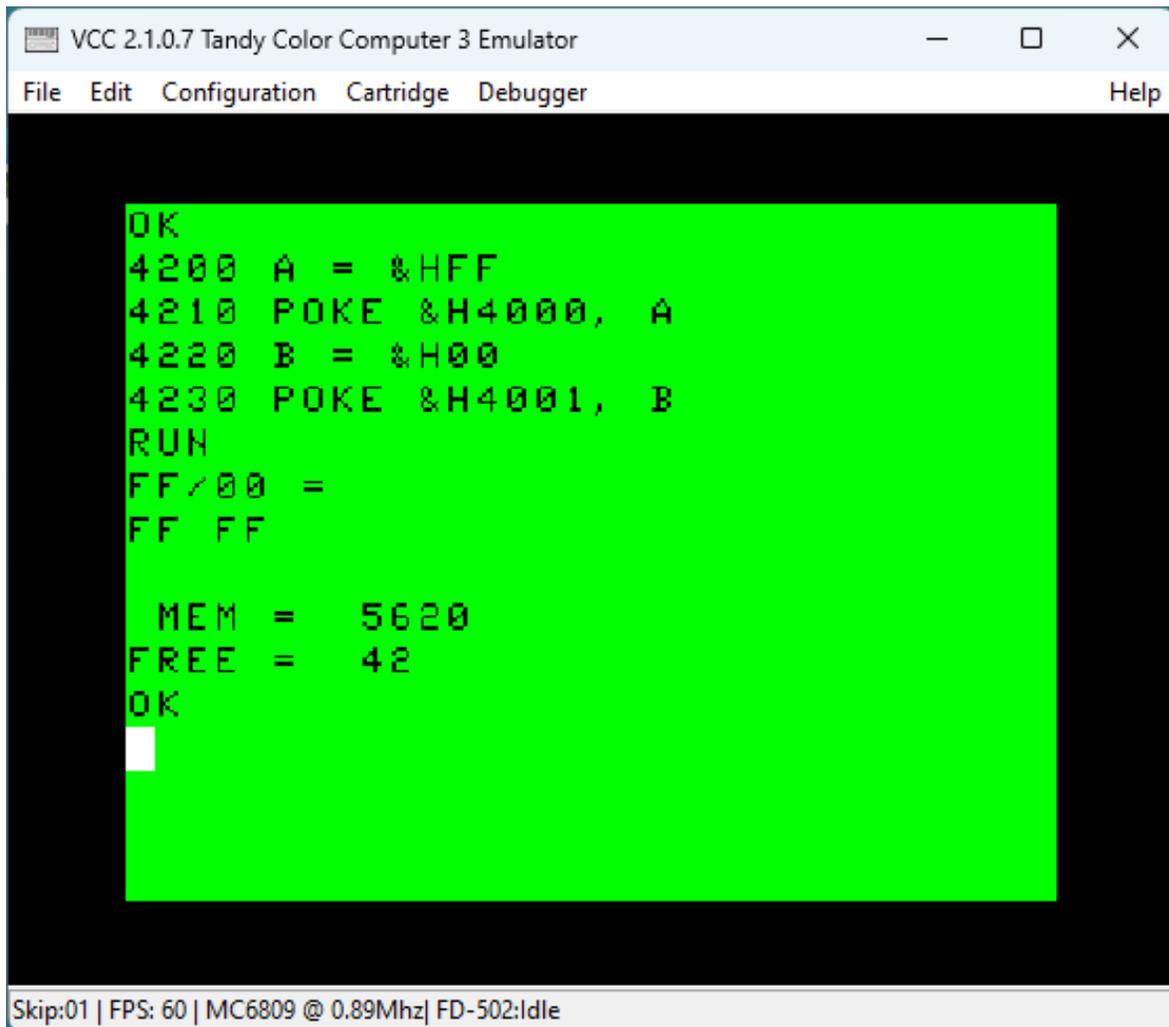
—

Second Run: - With Test Data:

```
4200 A = &HFF
4210 POKE &H4000, A
4220 B = &H00
4230 POKE &H4001, B
```

—

```
Result: $FF/$00 -> QUOTIENT = $FF
REMAINDER = $FF
INDICATING DIVIDE BY ZERO ERROR
```

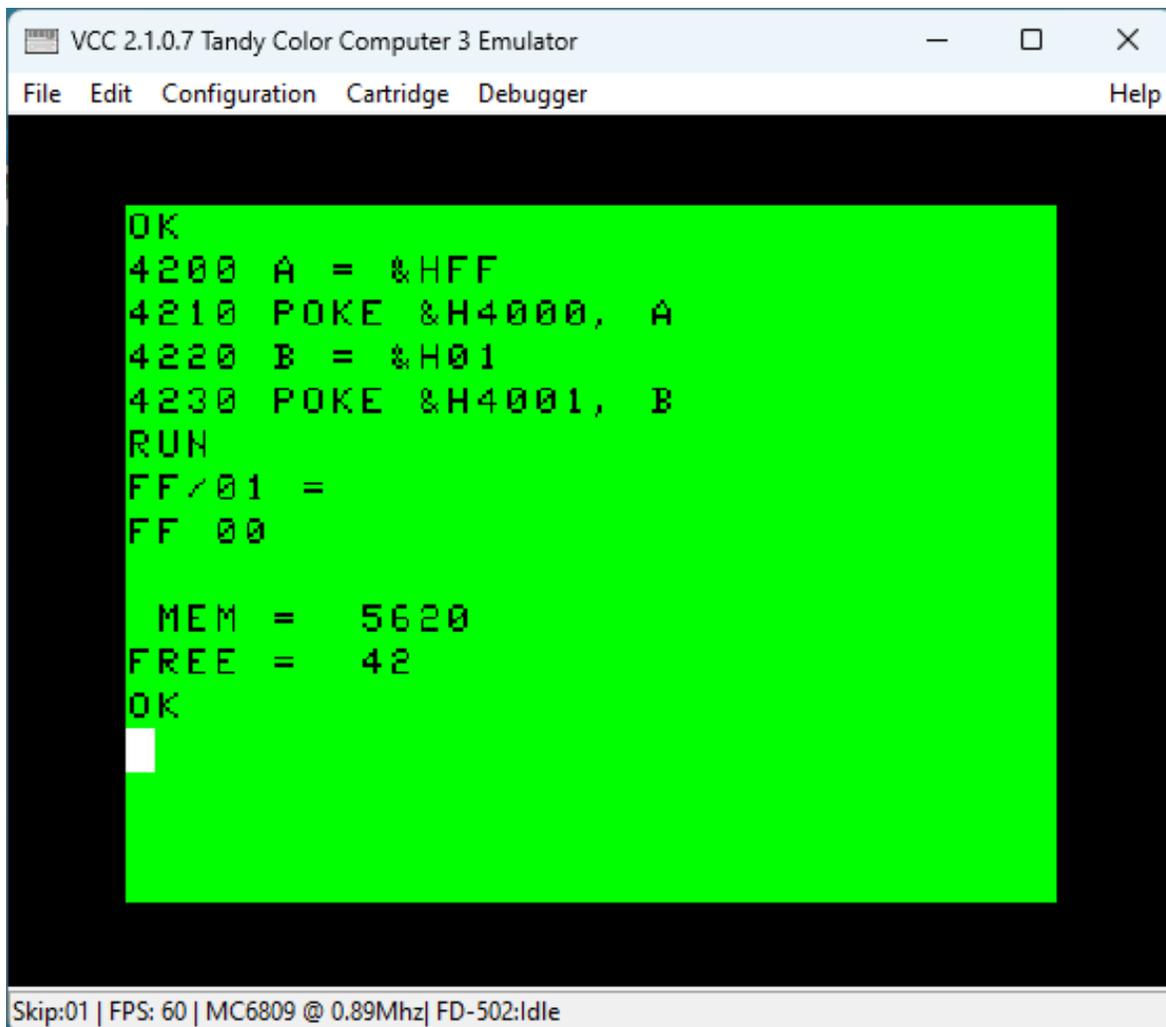


As expected.

—
Third Run: - With Test Data:

```
4200 A = &HFF
4210 POKE &H4000, A
4220 B = &H01
4230 POKE &H4001, B
```

—
Result: \$FF/\$01 -> QUOTIENT = \$FF
REMAINDER = 0



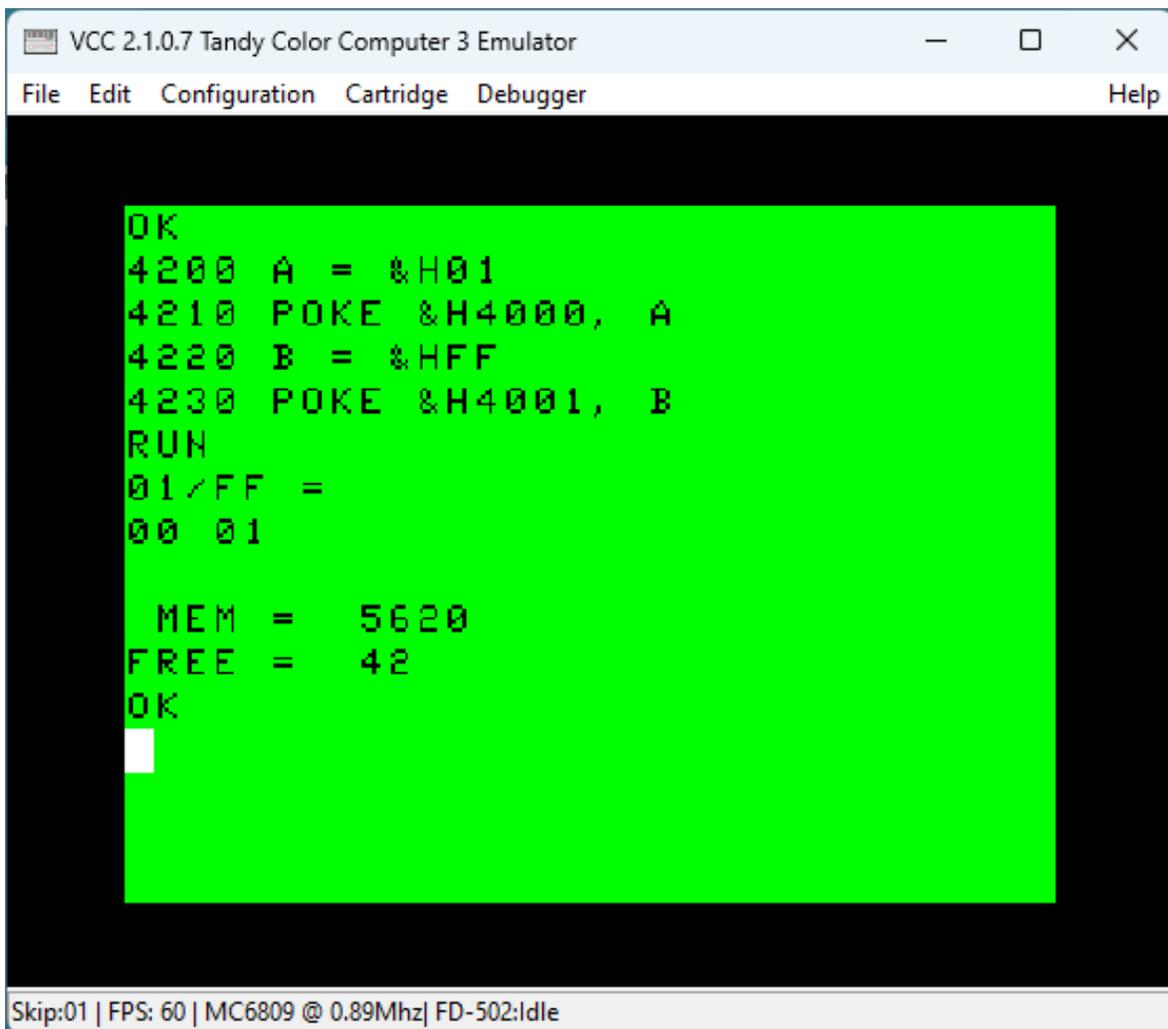
As expected.

Fourth Run: - With Test Data:

```
4200 A = &H01
4210 POKE &H4000, A
4220 B = &HFF
4230 POKE &H4001, B
```

—

Result: \$01/\$FF -> QUOTIENT = 0
REMAINDER = 1



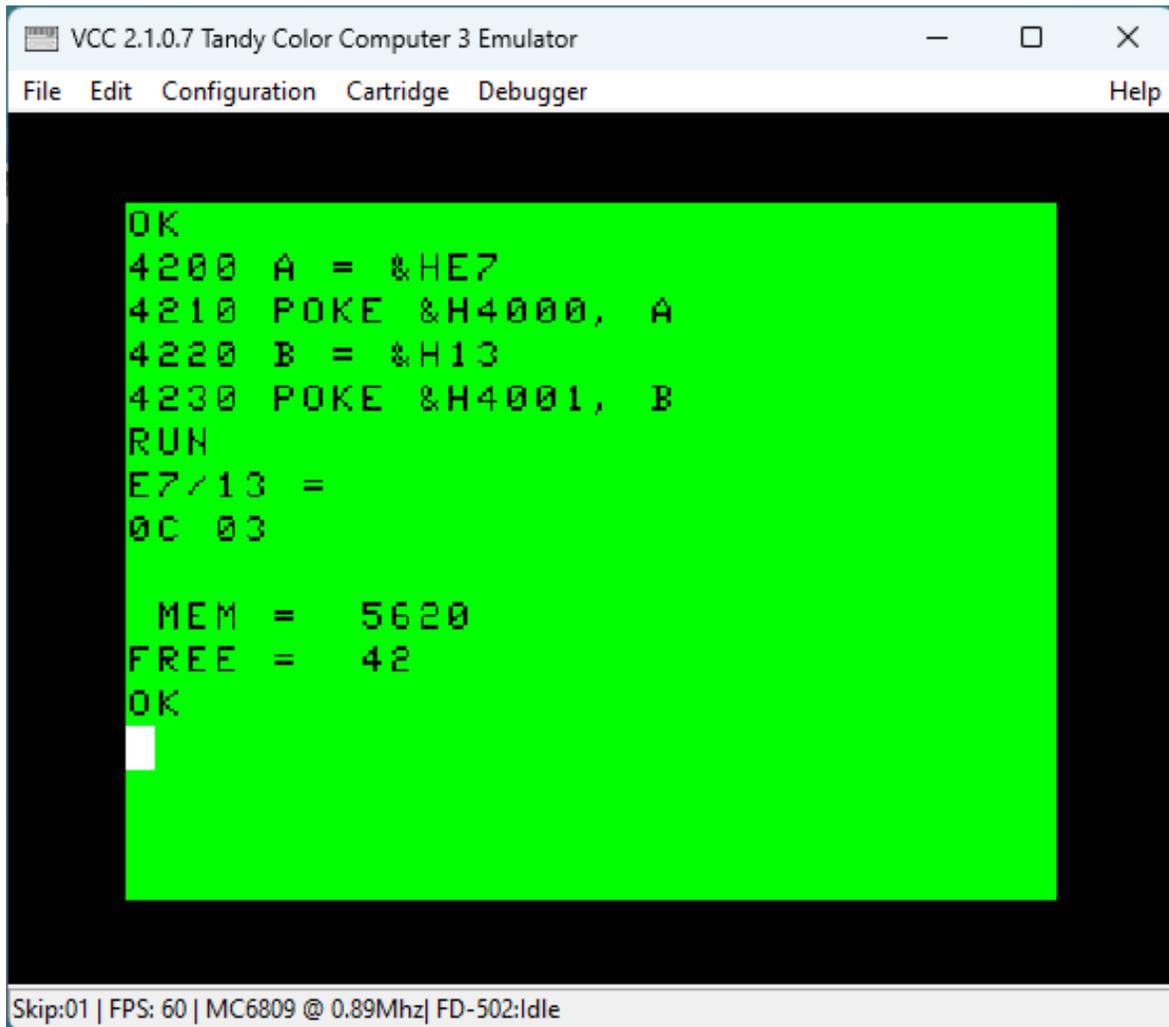
As expected.

—

Fifth Run: - With Test Data:

```
4200 A = &HE7
4210 POKE &H4000, A
4220 B = &H13
4230 POKE &H4001, B
```

—
Result: \$E7/\$13 -> QUOTIENT = \$0C
REMAINDER = \$03



As expected.

=====

DU1616: 16-bit by 16-bit Unsigned Divide

This divides a 16-bit unsigned word by another 16-bit unsigned word and returns a 16-bit unsigned quotient and a 16-bit unsigned remainder.

```
00100 *****
00110 *
00120 * DU1616.ASM
00130 * MDJ 2023/02/02
00140 *
00150 * 16-BIT BY 16-BIT
00160 * UNSIGNED DIVIDE
00170 *
00180 * ENTRY CONDITIONS:
00190 * X = DIVIDEND
00200 * Y = DIVISOR
00210 *
00220 * EXIT CONDITIONS:
00230 * X = QUOTIENT
00240 * Y = REMAINDER
00250 *
00260 * ON EXIT, IF
00270 * DIVIDE BY ZERO
00280 * ERROR:
00290 * X = #$FFFF
00300 * Y = #$FFFF
00310 * AN IMPOSSIBLE RESULT
00320 *
00330 *****
00340 *
00350 * THIS FUNCTION WAS
00360 * ADAPTED FROM:
00370 * BARROW, DAVID (1984) .
00380 * 6809 MACHINE CODE
00390 * PROGRAMMING.
00400 * LONDON: GRANADA
00410 * TECHNICAL BOOKS,
00420 * PAGES 29-33.
00430 *
00440 *****
00450
4325 00460          ORG          $4325
00470
```

4325 34 37	00480	DU1616	PSHS	A,B,X,Y,CC
4327 108C 0000	00490		CMPY	#0 IS IT DIVIDE-BY-ZERO?
432B 27 21	00500		BEQ	LBL003 GO IF YES (ERROR)
432D C6 10	00510		LDB	#16 NUMBER OF 16-BIT SHIFTS
432F 34 04	00520		PSHS	B SAVE THE COUNT
4331 4F	00530		CLRA	CLEAR ACCUMULATOR D
4332 5F	00540		CLRB	
	00550			
	00560		*	16 SHIFTS - TRY TO SUBTRACT DIVISOR AT EACH SHIFT,
	00570		*	FORMING QUOTIENT ONE BIT AT A TIME.
	00580		*	QUOTIENT SHIFTS IN AS DIVIDEND SHIFTS OUT.
4333 68 65	00590	LBL001	ASL	5,S SHIFT NEXT DIVIDEND BIT THROUGH
4335 69 64	00600		ROL	4,S INTO REMAINDER (D), CLEARING
4337 59	00610		ROLB	NEXT QUOTIENT BIT AT BIT 0 5,S
4338 49	00620		ROLA	
4339 10A3 66	00630		CMPD	6,S CAN DIVISOR BE SUBTRACTED?
433C 25 04	00640		BLO	LBL002 GO IF NO
433E A3 66	00650		SUBD	6,S SUBTRACT AND SET QUOTIENT BIT
4340 6C 65	00660		INC	5,S AT CORRESPONDING BIT LOCATION
4342 6A E4	00670	LBL002	DEC	,S REPEAT TIL ENTIRE DIVIDEND SHIFTED
4344 26 ED	00680		BNE	LBL001 (D IS NOW THE REMAINDER)
	00690			
	00700		*	PUT REMAINDER INTO STACKED Y.
	00710		*	CLEAR COUNT BYTE OFF STACK.
	00720		*	PULL RESULTS (X AND Y) AND CLEAN THE STACK
4346 ED 66	00730		STD	6,S REMAINDER TO STACKED Y
4348 32 61	00740		LEAS	1,S REMOVE COUNT FROM STACK
434A 35 37	00750		PULS	A,B,X,Y,CC
434C 20 09	00760		BRA	LBL004 GO TO EXIT
	00770			
	00780		*	ERROR HANDLING
434E 35 37	00790	LBL003	PULS	A,B,X,Y,CC

```

4350 8E   FFFF   00800      LDX   #$FFFF   SET ERROR CODING
4353 108E FFFF   00810      LDY   #$FFFF
          00820
          00830 * EXIT
4357 39          00840 LBL004   RTS
          00850
          0000   00860      END

```

The Assembly Language Test Routine:

```

          00100 *****
          00110 *
          00120 * TEST0030.ASM
          00130 * MDJ 2023/02/17
          00140 *
          00150 * DU1616 TEST
          00160 *
          00170 *****
          00180
          00190 * BASIC/ML TRANSFER
          00200 * VARIABLES
          4002   00210 REGX    EQU    $4002
          4004   00220 REGY    EQU    $4004
          00230
          00240 * ML FOUNDATION
          00250 * CORE ADDRESSES
          40D7   00260 CRLF    EQU    $40D7
          4178   00270 PUTWRA  EQU    $4178
          41DB   00280 PRTCHA  EQU    $41DB
          4325   00290 DU1616  EQU    $4325
          00300
7000        00310          ORG    $7000
          00320
          00330 * DU1616 TEST
          00340
7000 34    36        00350          PSHS    A,B,X,Y
          00360
7002 BE    4002      00370          LDX    REGX    GET THE TEST VALUES
7005 10BE  4004      00380          LDY    REGY    FROM THE XFER
VARIABLES
          00390
7009 1F    10        00400          TFR    X,D
700B BD    4178      00410          JSR    PUTWRA  X
700E 86    2F        00420          LDA    #$2F    /
7010 BD    41DB      00430          JSR    PRTCHA

```

```

7013 1F 20 00440 TFR Y,D
7015 BD 4178 00450 JSR PUTWRA Y
7018 86 20 00460 LDA #$20 SPACE
701A BD 41DB 00470 JSR PRTCHA
701D 86 3D 00480 LDA #$3D =
701F BD 41DB 00490 JSR PRTCHA
7022 86 20 00500 LDA #$20 SPACE
7024 BD 41DB 00510 JSR PRTCHA
7027 BD 40D7 00520 JSR CRLF
00530
702A BE 4002 00540 LDX REGX GET THE TEST VALUES
702D 10BE 4004 00550 LDY REGY AGAIN
00560
7031 BD 4325 00570 JSR DU1616 GO DO THE DIVIDE
00580
7034 1F 10 00590 TFR X,D
7036 BD 4178 00600 JSR PUTWRA QUOTIENT
7039 86 20 00610 LDA #$20 SPACE
703B BD 41DB 00620 JSR PRTCHA
703E 1F 20 00630 TFR Y,D
7040 BD 4178 00640 JSR PUTWRA REMAINDER
00660
00670 * EXIT
7046 35 36 00680 PULS A,B,X,Y
7048 39 00690 RTS
00700
0000 00710 END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*
1020 '* TEST0030.BAS
1030 '* MDJ 2023/02/17
1040 '*
1050 '* DU1616 TEST
1060 '*
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

```

```

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0030.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 'SETUP THE
3010 'RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

4000 'LOAD THE TEST DATA
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 YH = &HFF
4250 POKE &H4004, YH
4260 YL = &HFF
4270 POKE &H4005, YL

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END

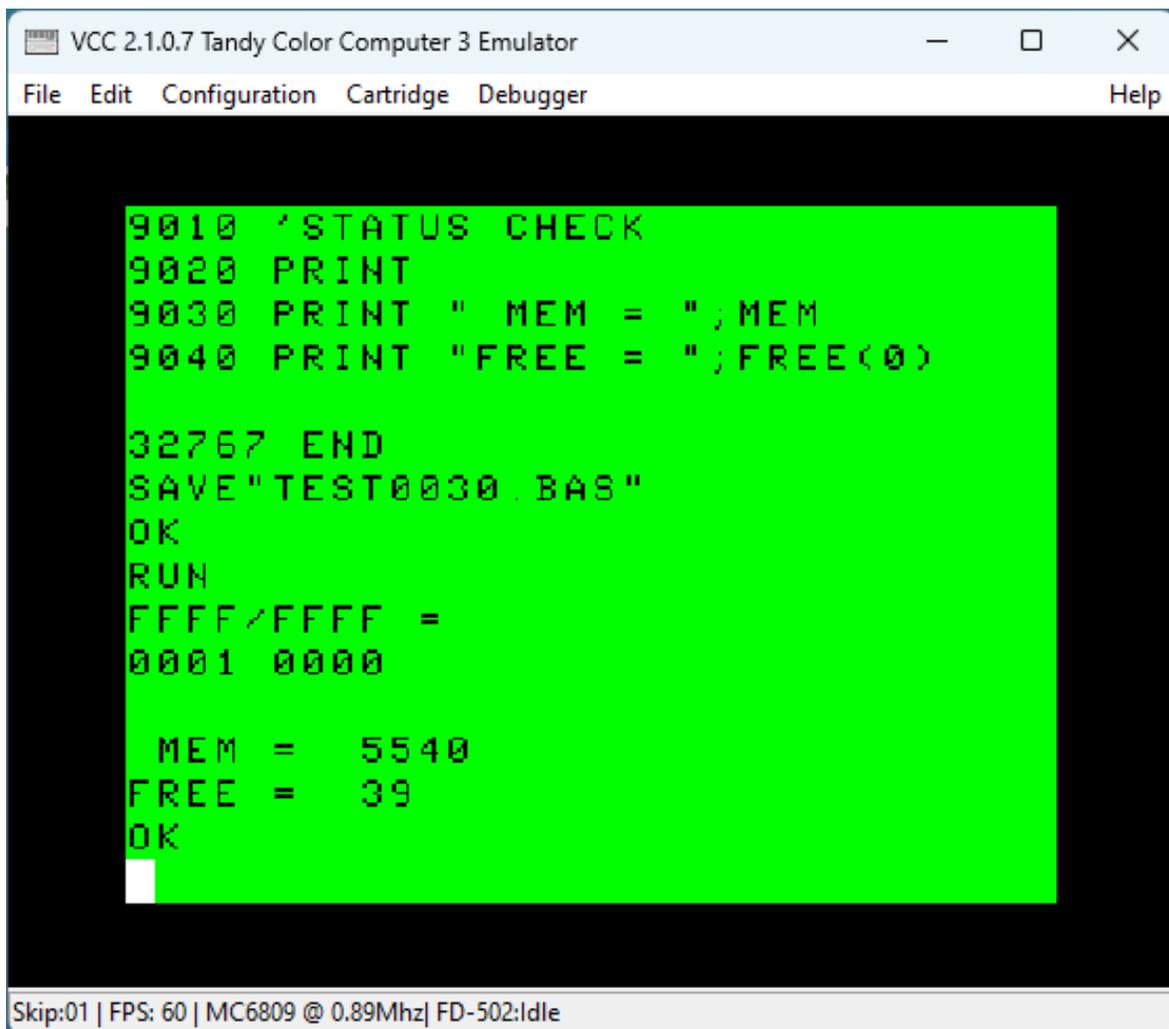
```

With Test Data:

```
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 YH = &HFF
4250 POKE &H4004, YH
4260 YL = &HFF
4270 POKE &H4005, YL
```

—

Result: \$FFFF/\$FFFF → QUOTIENT = \$0001
REMAINDER = \$0000



```
VCC 2.1.0.7 Tandy Color Computer 3 Emulator
File Edit Configuration Cartridge Debugger Help

9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
SAVE"TEST0030.BAS"
OK
RUN
FFFF/FFFF =
0001 0000

MEM = 5540
FREE = 39
OK

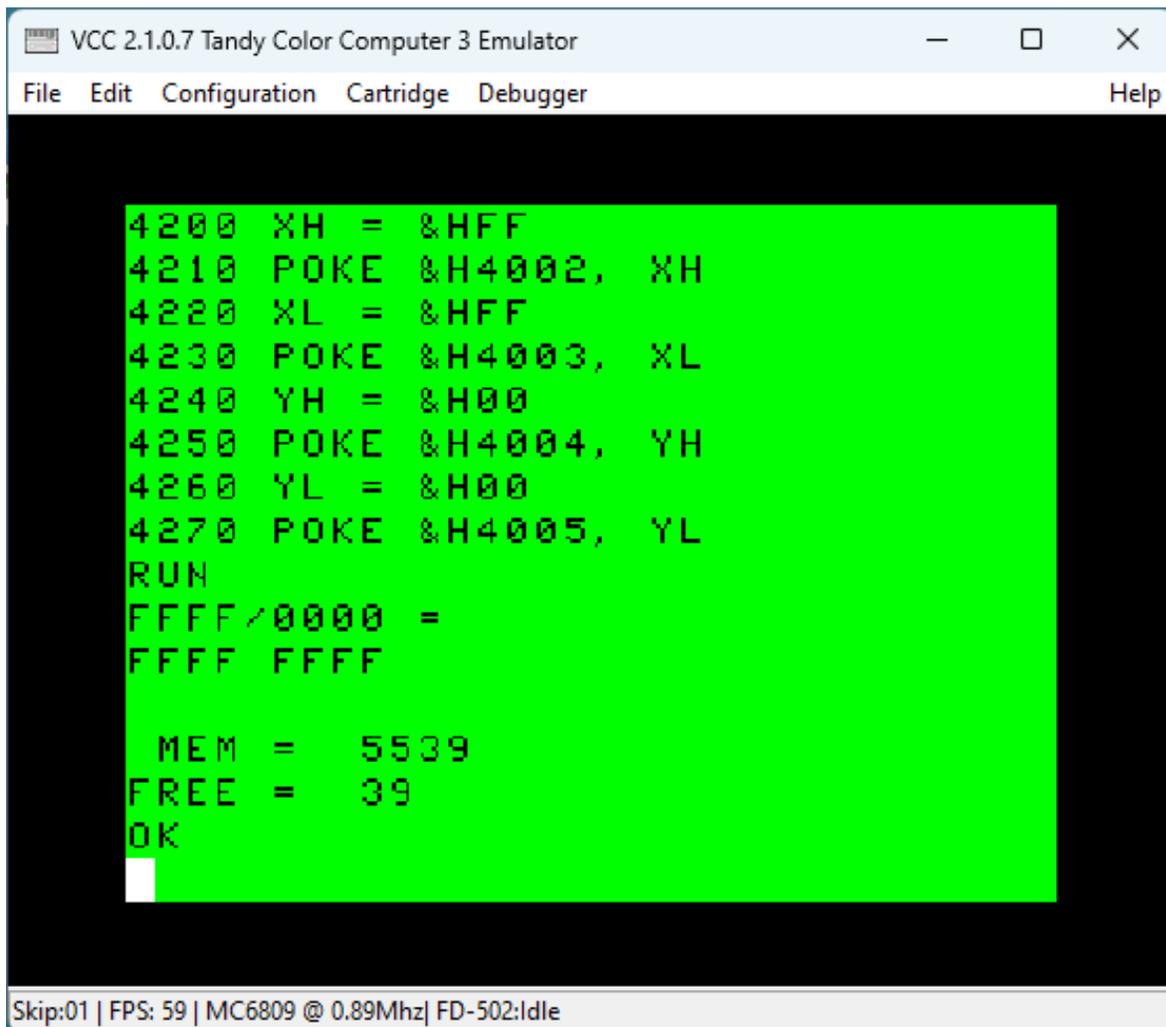
Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle
```

As expected.

Second Run: - With Test Data:

```
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 YH = &H00
4250 POKE &H4004, YH
4260 YL = &H00
4270 POKE &H4005, YL
```

Result: \$FFFF/\$0000 -> QUOTIENT = \$FFFF
REMAINDER = \$FFFF
INDICATING DIVIDE BY ZERO ERROR

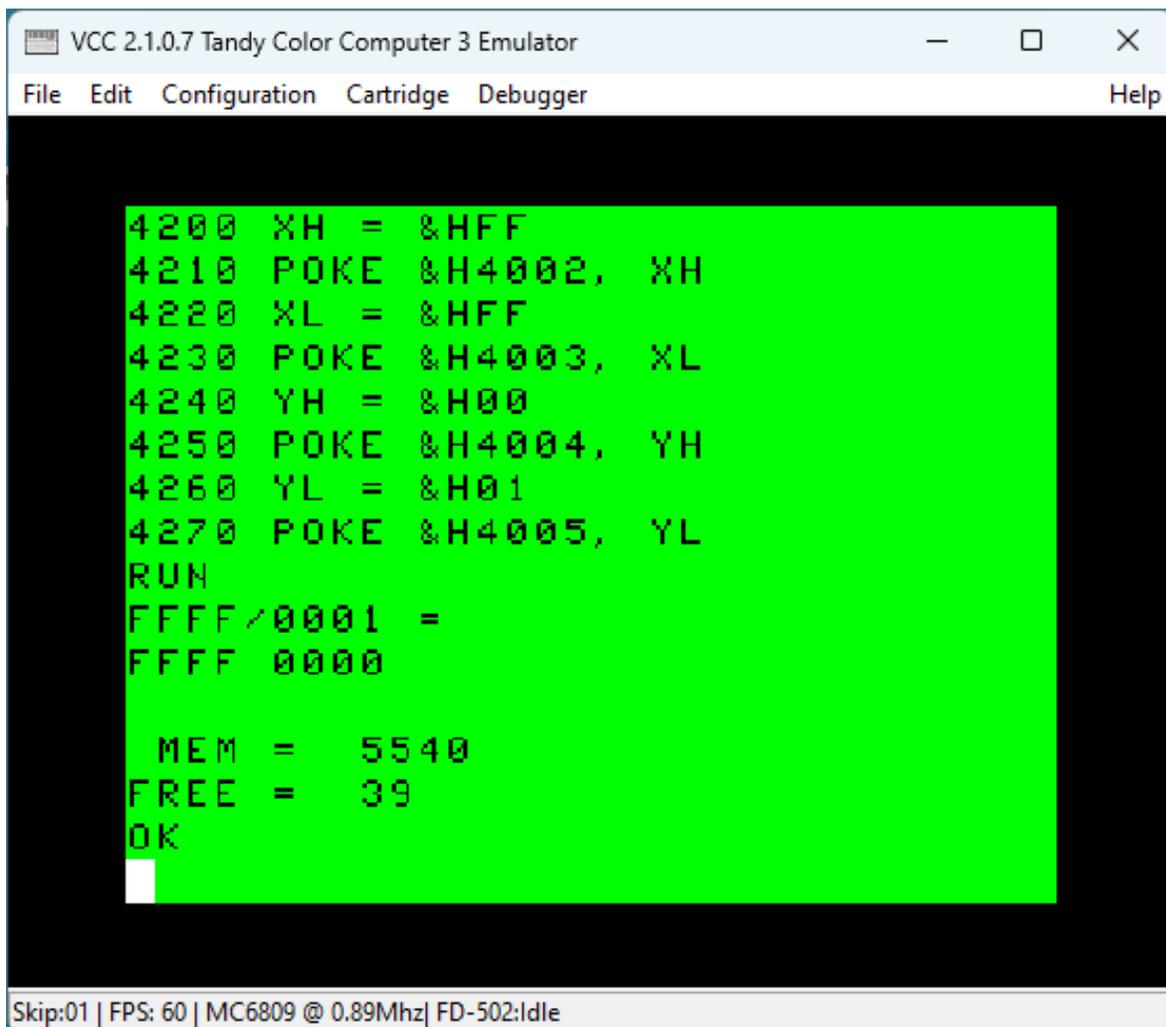


As expected.

Third Run: - With Test Data:

```
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 YH = &H00
4250 POKE &H4004, YH
4260 YL = &H01
4270 POKE &H4005, YL
```

—
Result \$FFFF/\$0001 → QUOTIENT = \$FFFF
REMAINDER = \$0000:



The screenshot shows the VCC 2.1.0.7 Tandy Color Computer 3 Emulator window. The menu bar includes File, Edit, Configuration, Cartridge, Debugger, and Help. The main display area has a black background with green text. The text shows the assembly code from the previous block, followed by 'RUN', the division result 'FFFF/0001 = FFFF 0000', memory status 'MEM = 5540' and 'FREE = 39', and 'OK'. The status bar at the bottom reads 'Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle'.

```
VCC 2.1.0.7 Tandy Color Computer 3 Emulator
File Edit Configuration Cartridge Debugger Help

4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 YH = &H00
4250 POKE &H4004, YH
4260 YL = &H01
4270 POKE &H4005, YL
RUN
FFFF/0001 =
FFFF 0000

MEM = 5540
FREE = 39
OK

Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle
```

As expected.

Fourth Run: - With Test Data:

```
4200 XH = &H00
4210 POKE &H4002, XH
4220 XL = &HA7
4230 POKE &H4003, XL
4240 YH = &HFF
4250 POKE &H4004, YH
4260 YL = &HFF
4270 POKE &H4005, YL
```

—

Result: \$00A7/\$FFFF -> QUOTIENT = \$0000
REMAINDER = \$00A7

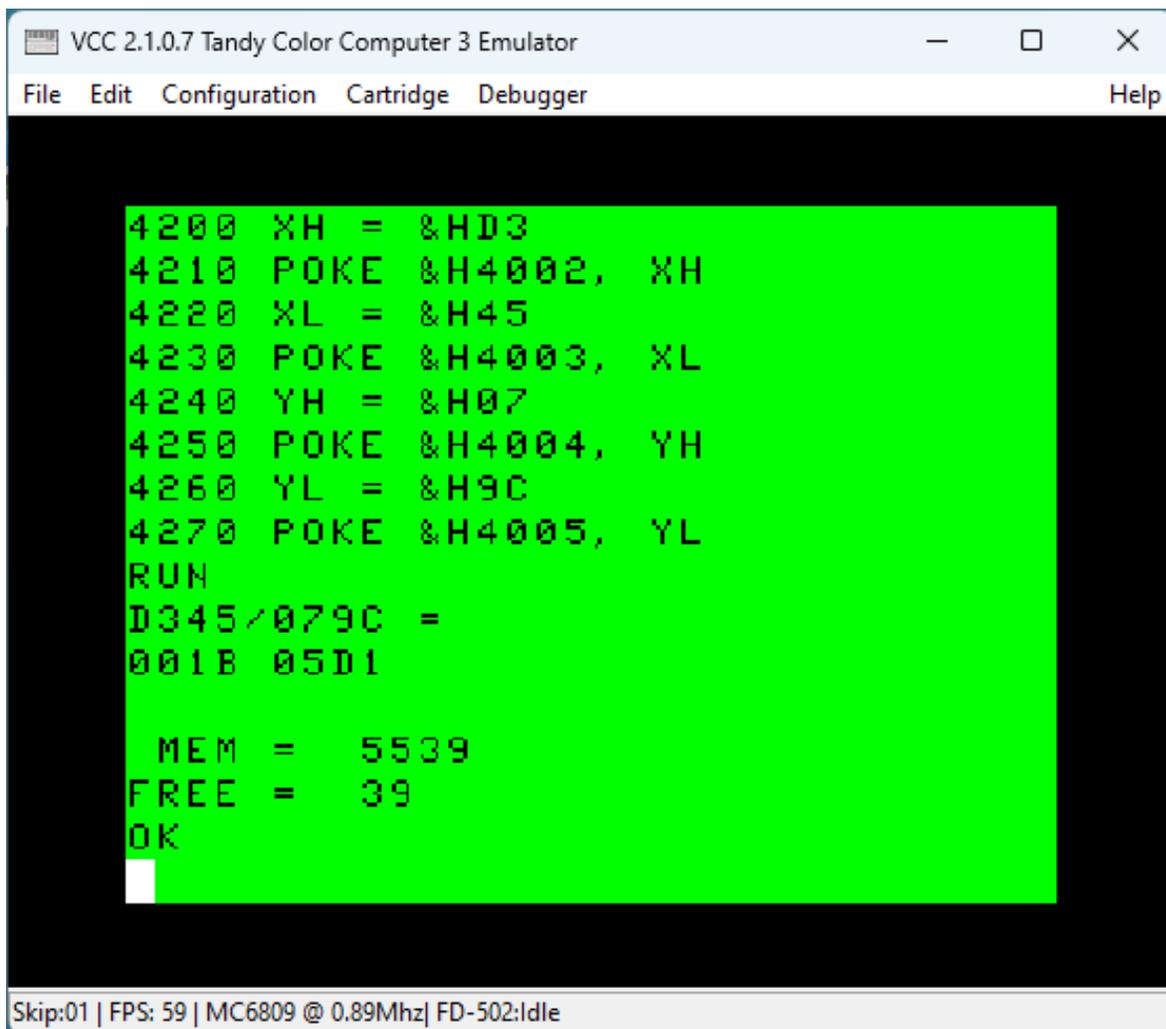


As expected.

Fifth Run: - With Test Data:

```
4200 XH = &HD3
4210 POKE &H4002, XH
4220 XL = &H45
4230 POKE &H4003, XL
4240 YH = &H07
4250 POKE &H4004, YH
4260 YL = &H9C
4270 POKE &H4005, YL
```

Result: \$D345/\$079C -> QUOTIENT = \$001B
REMAINDER = \$05D1



As expected.

=====

DU1608: 16-bit by 8-bit Unsigned Divide

This divides a 16-bit unsigned word by an 8-bit unsigned byte and returns a 16-bit unsigned quotient and a 16-bit unsigned remainder.

This routine performs its task by simply extending the 8-bit divisor to 16-bits and then calling DU1616.

```
00100 *****
00110 *
00120 * DU1608.ASM
00130 * MDJ 2023/02/06
00140 *
00150 * 16-BIT BY 8-BIT
00160 * UNSIGNED DIVIDE
00170 *
00180 * ENTRY CONDITIONS:
00190 * X = 16-BIT DIVIDEND
00200 * B = 8-BIT DIVISOR
00210 *
00220 * EXIT CONDITIONS:
00230 * X = QUOTIENT
00240 * Y = REMAINDER
00250 *
00260 * ON EXIT, IF
00270 * DIVIDE BY ZERO
00280 * ERROR:
00290 * X = #$FFFF
00300 * Y = #$FFFF
00310 * AN IMPOSSIBLE RESULT
00320 *
00330 *****
00340
00350 * EXTERNAL ROUTINE
00360 * ADDRESS
4325 00370 DU1616 EQU $4325
00380
4358 00390 ORG $4358
00400
4358 34 06 00410 DU1608 PSHS A,B
00420
435A 86 00 00430 * MOVE THE 8-BIT DIVISOR TO Y
00440 LDA #$00
```

```

435C 1F 02 00450 TFR D,Y
00460
00470 * GO DO 16-BIT BY 16-BIT
00480 * UNSIGNED DIVIDE
435E BD 4325 00490 JSR DU1616
00500
4361 35 06 00510 PULS A,B
4363 39 00520 RTS
00530
0000 00540 END

```

The Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0031.ASM
00130 * MDJ 2023/02/17
00140 *
00150 * DU1608 TEST
00160 *
00170 *****
00180
00190 * BASIC/ML TRANSFER
00200 * VARIABLES
4001 00210 REGB EQU $4001
4002 00220 REGX EQU $4002
00230
00240 * ML FOUNDATION
00250 * CORE ADDRESSES
409E 00260 PUTBYA EQU $409E
40D7 00270 CRLF EQU $40D7
4178 00280 PUTWRA EQU $4178
41DB 00290 PRTCHA EQU $41DB
4358 00300 DU1608 EQU $4358
00310
7000 00320 ORG $7000
00330
00340 * DU1608 TEST
00350
7000 34 36 00360 PSHS A,B,X,Y
00370
7002 BE 4002 00380 LDX REGX GET THE TEST VALUES
7005 F6 4001 00390 LDB REGB FROM THE XFER
VARIABLES
00400

```

```

7008 1F 10 00410 TFR X,D
700A BD 4178 00420 JSR PUTWRA X
700D 86 2F 00430 LDA #$2F /
700F BD 41DB 00440 JSR PRTCHA
7012 F6 4001 00450 LDB REGB
7015 1F 98 00460 TFR B,A
7017 BD 409E 00470 JSR PUTBYA B
701A 86 20 00480 LDA #$20 SPACE
701C BD 41DB 00490 JSR PRTCHA
701F 86 3D 00500 LDA #$3D =
7021 BD 41DB 00510 JSR PRTCHA
7024 86 20 00520 LDA #$20 SPACE
7026 BD 41DB 00530 JSR PRTCHA
7029 BD 40D7 00540 JSR CRLF
00550
702C BE 4002 00560 LDX REGX GET THE TEST VALUES
702F F6 4001 00570 LDB REGB AGAIN
00580
7032 BD 4358 00590 JSR DU1608 GO DO THE DIVIDE
00600
7035 1F 10 00610 TFR X,D
7037 BD 4178 00620 JSR PUTWRA QUOTIENT
703A 86 20 00630 LDA #$20 SPACE
703C BD 41DB 00640 JSR PRTCHA
703F 1F 20 00650 TFR Y,D
7041 BD 4178 00660 JSR PUTWRA REMAINDER
7044 BD 40D7 00670 JSR CRLF
00680
00690 * EXIT
7047 35 36 00700 PULS A,B,X,Y
7049 39 00710 RTS
00720
0000 00730 END

```

The BASIC Language Control Program:

```

1000 '*****
1010 '*
1020 '* TEST0031.BAS
1030 '* MDJ 2023/02/17
1040 '*
1050 '* DU1608 TEST
1060 '*
1070 '*****
1080 '

```

```

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0031.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 'SETUP THE
3010 'RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

4000 'LOAD THE TEST DATA
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 B = &HFF
4250 POKE &H4001, B

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT

```

```
9030 PRINT " MEM = ";MEM  
9040 PRINT "FREE = ";FREE(0)
```

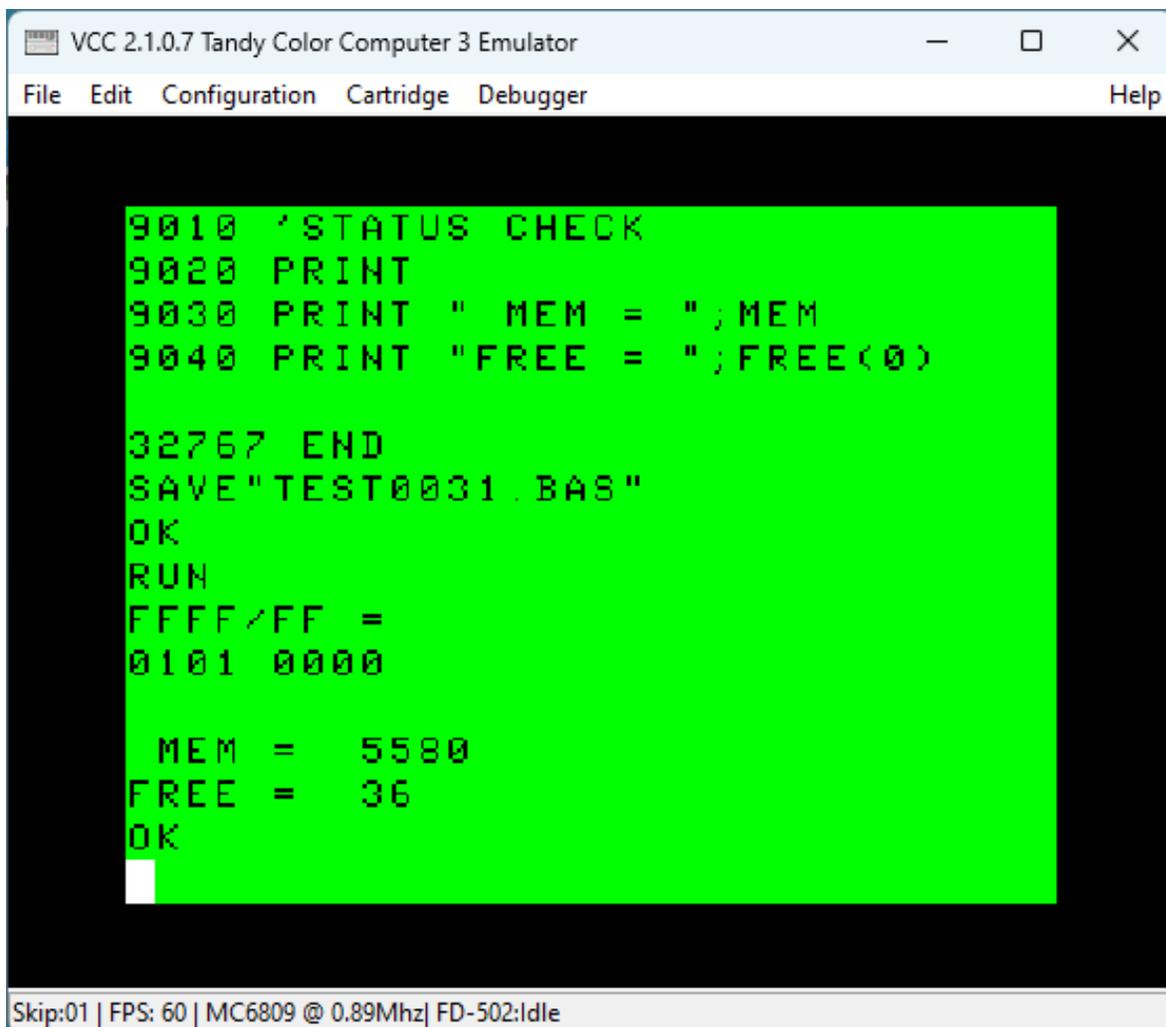
```
32767 END
```

With Test Data:

```
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 B = &HFF
4250 POKE &H4001, B
```

—

Result: \$FFFF/\$FF -> QUOTIENT = \$0101
REMAINDER = \$0000



```
VCC 2.1.0.7 Tandy Color Computer 3 Emulator
File Edit Configuration Cartridge Debugger Help

9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
SAVE"TEST0031.BAS"
OK
RUN
FFFF/FF =
0101 0000

MEM = 5580
FREE = 36
OK

Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle
```

As expected.

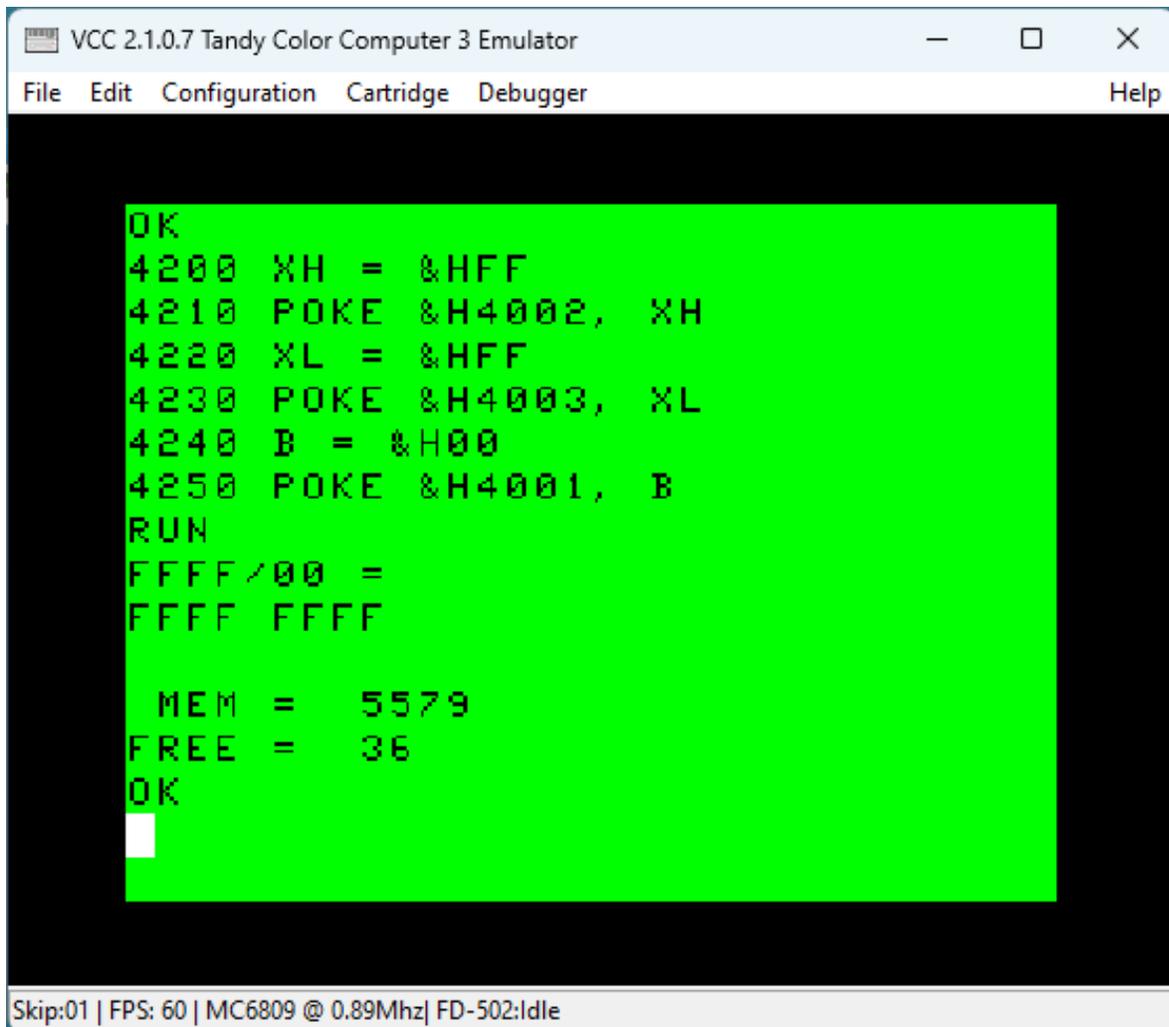
—

Second Run: - With Test Data:

```
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 B = &H00
4250 POKE &H4001, B
```

—

Result: \$FFFF/\$00 -> QUOTIENT = \$FFFF
REMAINDER = \$FFFF
INDICATING DIVIDE BY ZERO ERROR



As expected.

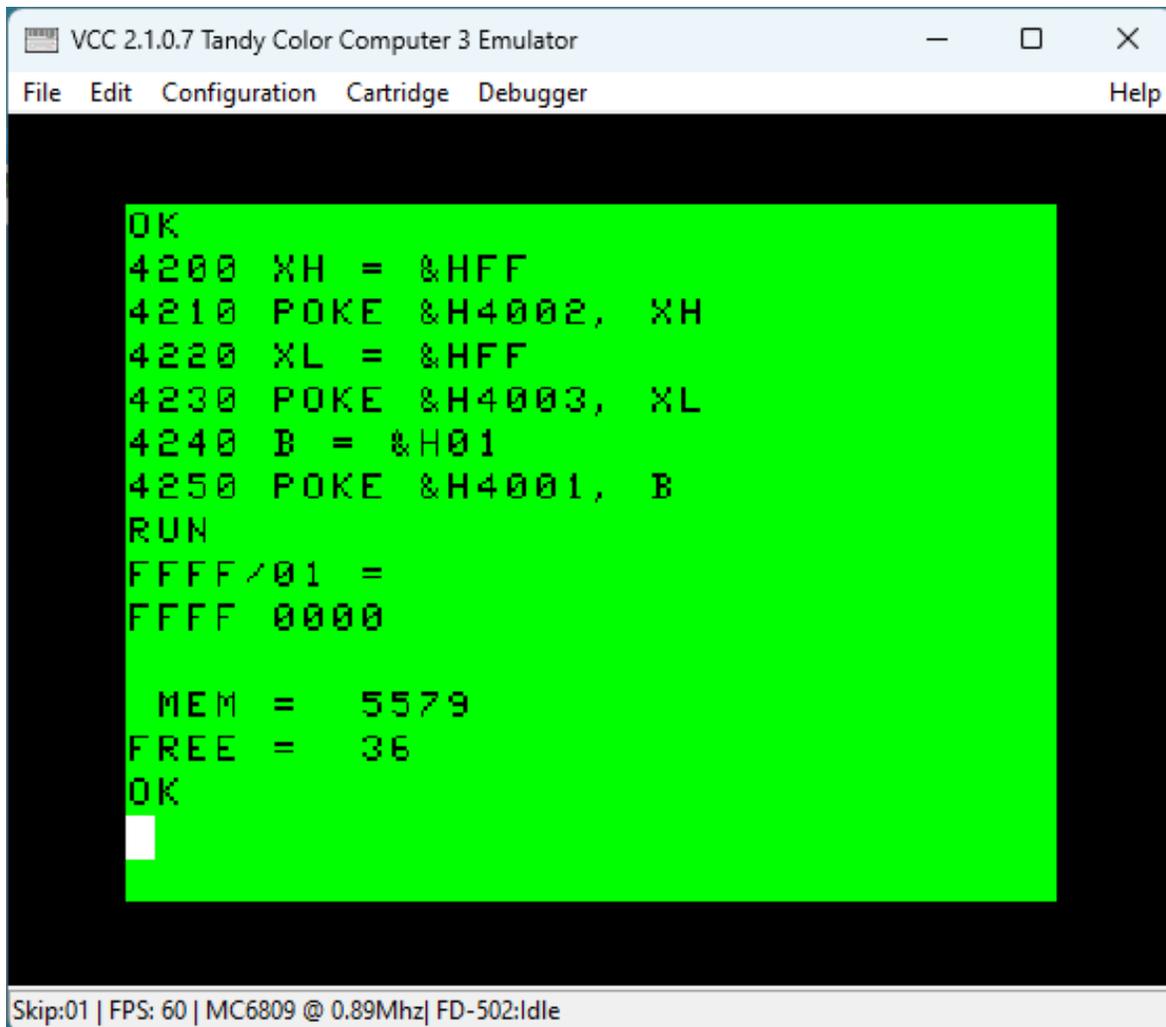
—

Third Run: - With Test Data:

```
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 B = &H01
4250 POKE &H4001, B
```

—

Result: \$FFFF/\$01 -> QUOTIENT = \$FFFF
REMAINDER = \$0000



As expected.

—

Fourth Run: - With Test Data:

```
4200 XH = &H00
4210 POKE &H4002, XH
4220 XL = &H01
4230 POKE &H4003, XL
4240 B = &H01
4250 POKE &H4001, B
```

—

Result: \$0001/\$01 -> QUOTIENT = \$0001
REMAINDER = \$0000



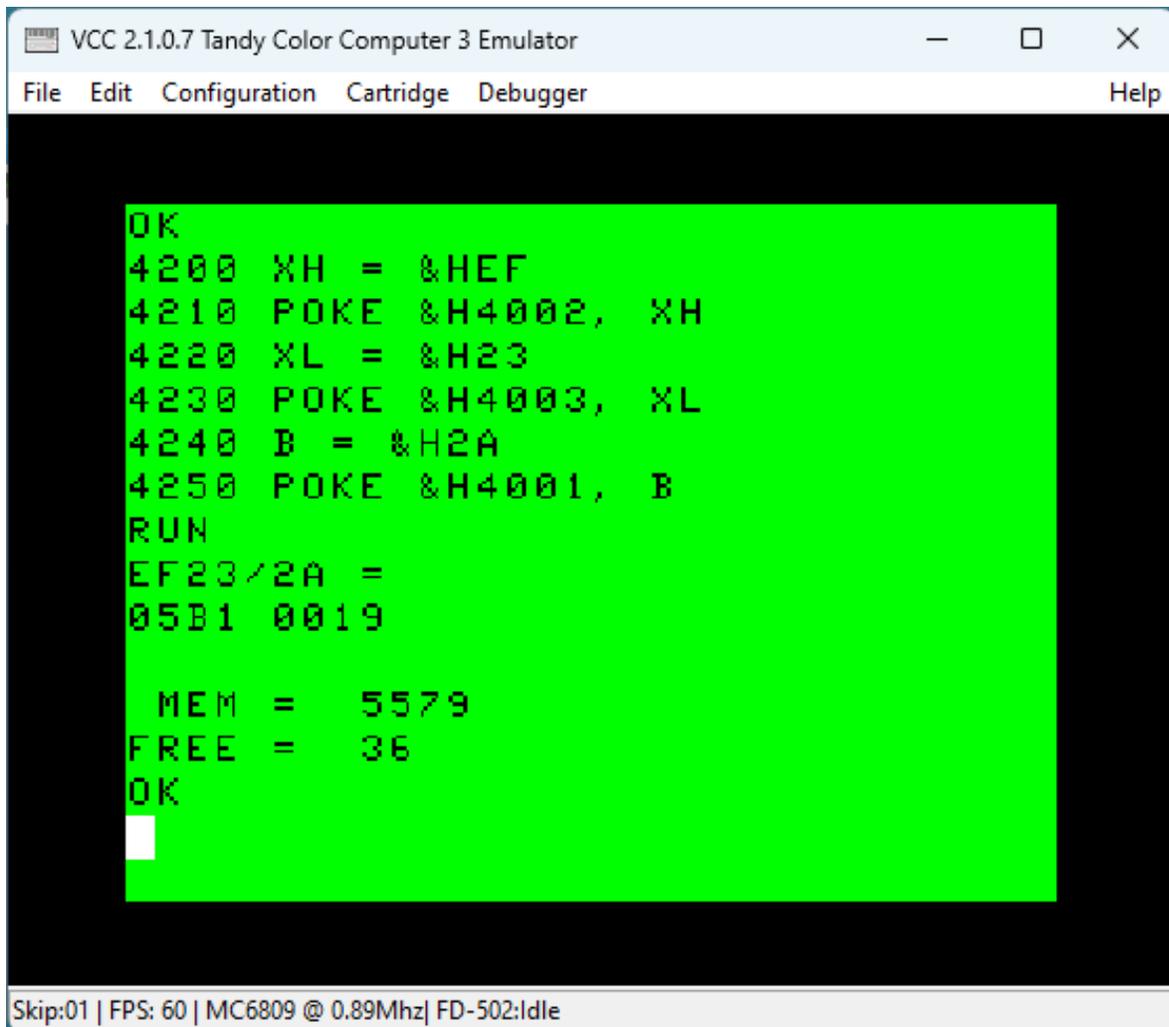
As expected.

—

Fifth Run: - With Test Data:

```
4200 XH = &HEF
4210 POKE &H4002, XH
4220 XL = &H23
4230 POKE &H4003, XL
4240 B = &H2A
4250 POKE &H4001, B
```

Result: \$EF23/\$2A -> QUOTIENT = \$05B1
REMAINDER = \$0019



As expected.

=====

NIRQS: New Interrupts

The existing CoCo Interrupts jump to locations in ROM. Since we will be jumping back-and-forth between ALLRAM Mode and RAMROM Mode, and spending most of our time in ALLRAM Mode, we need to put our Interrupt Handling Routines in low RAM so that they will function correctly regardless of which Mode we are in at the time an interrupt occurs.

Once these new handlers are established in low RAM, we execute the NIRQS Setup routine, SNIRQS located at \$43B6 to switch from the old interrupt handlers to the new interrupt handlers.

```
00100 *****
00110 *
00120 * NIRQS.ASM
00130 * MDJ 2023/02/08
00140 *
00150 * NEW IRQS, I.E.
00160 *   NNMI
00170 *   NFIRQ
00180 *   NIRQ
00190 *
00200 * WE MOVE THE IRQS'
00210 * CODE TO THE LOW RAM
00220 * SO THAT THE SYSTEM
00230 * WON'T CARE WHETHER
00240 * IT'S IN RAMROM MODE
00250 * OR ALLRAM MODE.
00260 *
00270 * WE IGNORE ALL OF THE
00280 * 63.5 MICROSECOND
00290 * CODE SINCE ALL COCOS
00300 * RUN ONLY AND ALWAYS
00310 * AT 60 HZ
00320 *
00330 * WE ALSO NOTE THAT, IN
00340 * THE INTERRUPT ROUTINES
00350 * THEMSELVES, WE DON'T
00360 * HAVE TO PSHS ANY
00370 * REGISTERS BECAUSE
00380 * THAT IS TAKEN CARE OF
00390 * BY THE INTERRUPT/RTI
00400 * MECHANISM ITSELF.
00410 *
00420 * IN THE NEW FIRQ ROUTINE,
00430 * IF IT IS A CARTRIDGE
00440 * INTERRUPT, WE JUST
```

```

00450 * IMMEDIATELY FORCE A
00460 * COLD START
00470 *
00480 * IN THE NEW IRQ ROUTINE,
00490 * WE DO NOT REDIRECT THE
00500 * RTI INTO THE PLAY COMMAND
00510 *
00520 * WE DO NOT EXECUTE ANY
00530 * OF THIS CODE. INSTEAD,
00540 * WE JUST EXECUTE:
00550 *   SNIRQS AT $43B6
00560 * TO SET UP THE NEW IRQS
00570 *
00580 *****
00590 *
00600 * ALL OF THIS WAS ADAPTED
00610 * FROM THE UNRAVELLED
00620 * SERIES AUTHORED BY:
00630 * WALTER K ZYDHEK
00640 *
00650 *****
00660
00670 * EXTERNAL ROUTINE
00680 * AND VARIABLE
00690 * ADDRESSES
00700 SNDDUR  EQU      $008D  INTERRUPT TIMER
(SOUND COMMAND)
00710 VD5    EQU      $00D5  SCRATCHPAD VARIABLE
('PLAY' INT
ERVAL)
00720 PLYTMR EQU      $00E3  THE PLAY TIMER
010A  00730 NMIJV EQU      $010A  NMI JUMP VECTOR
010D  00740 IRQJV EQU      $010D  IRQ JUMP VECTOR
0110  00750 FIRQJV EQU      $0110  FIRQ JUMP VECTOR
0112  00760 TIMVAL EQU      $0112  REAL TIME CLOCK
0982  00770 NMIFLG EQU      $0982  NMI FLAG: 0=DON'T
VECTOR <>0=YE
CTOR OUT
0983  00780 DNMISSV EQU      $0983  NMI VECTOR: WHERE TO
JUMP FOLLO
WING AN NMI
0985  00790 RDYTMR EQU      $0985  MOTOR TURN OFF TIMER
0986  00800 DRGRAM EQU      $0986  RAM IMAGE OF DSKREG
($FF40)
41A2  00810 COLD    EQU      $41A2  ML FOUNDATION CORE
COLD START

```

ADAPTER ON E	FF00	00820	PIA0	EQU	\$FF00	PERIPHERAL INTERFACE
ADAPTER TW O	FF20	00830	PIA1	EQU	\$FF20	PERIPHERAL INTERFACE
REGISTER	FF40	00840	DSKREG	EQU	\$FF40	DISK CONTROL
4364		00850				
		00860		ORG	\$4364	
		00870				
		00880				* NEW NON-MASKABLE INTERRUPT
		00890				* TO REPLACE NMI
4364 B6	0982	00900	NNMI	LDA	NMIFLG	GET NMI FLAG
4367 27	08	00910		BEQ	LBL001	RETURN IF NOT ACTIVE
4369 BE	0983	00920		LDX	DNMISV	GET NEW RETURN VECTOR
436C AF	6A	00930		STX	10,S	STORE AT STACKED PC
SLOT ON STAC K						
436E 7F	0982	00940		CLR	NMIFLG	RESET NMI FLAG
4371 3B		00950	LBL001	RTI		
		00960				
		00970				* NEW FAST INTERRUPT
		00980				* TO REPLACE FIRQ
4372 7D	FF23	00990	NFIRQ	TST	PIA1+3	CARTRIDGE INTERRUPT?
4375 2B	01	01000		BMI	LBL002	YES
4377 3B		01010		RTI		
4378 7E	41A2	01020	LBL002	JMP	COLD	GO DO MLF CORE COLD
START						
		01030				
		01040				* NEW INTERRUPT
		01050				* TO REPLACE IRQ
437B B6	FF02	01060	NIRQ	LDA	PIA0+2	RESET PIA INTERRUPT
FLAG						
437E B6	0985	01070		LDA	RDYTMR	GET TIMER
4381 27	11	01080		BEQ	LBL003	BRANCH IF NOT ACTIVE
4383 4A		01090		DECA		DECREMENT THE TIMER
4384 B7	0985	01100		STA	RDYTMR	SAVE IT
4387 26	0B	01110		BNE	LBL003	BRANCH IF NOT TIME
TO TURN OFF DISK MOTORS						
4389 B6	0986	01120		LDA	DRGRAM	= GET DSKREG IMAGE
438C 84	B0	01130		ANDA	#\$B0	= TURN ALL MOTORS
AND DRIVE SEL ECTS OFF						
438E B7	0986	01140		STA	DRGRAM	= PUT IT BACK IN RAM
IMAGE						

```

4391 B7    FF40    01150    STA    DSKREG    SEND TO CONTROL
REGISTER (MOTOR
S OFF)
4394 BE    0112    01160 LBL003 LDX    TIMVAL    GET REAL TIME CLOCK
4397 30    01    01170    LEAX   $01,X    INCREMENT IT
4399 BF    0112    01180    STX    TIMVAL    SAVE IT
439C 4F    01190    CLRA   CLEAR ACCA
439D 1F    8B    01200    TFR    A,DP    SET THE DIRECT PAGE
TO ZERO
439F DC    E3    01210    LDD    PLYTMR    GET THE PLAY TIMER
43A1 27    0A    01220    BEQ    LBL004
43A3 93    D5    01230    SUBD   VD5    SUBTRACT OUT PLAY
INTERVAL
43A5 DD    E3    01240    STD    PLYTMR    SAVE THE NEW TIMER
VALUE
43A7 22    04    01250    BHI    LBL004    BRANCH IF PLAY
COMMAND NOT DONE

43A9 0F    E3    01260    CLR    PLYTMR    RESET MSB OF PLAY
TIMER IF DONE

43AB 0F    E4    01270    CLR    PLYTMR+1 RESET LSB OF PLAY
TIMER
43AD 9E    8D    01280 LBL004 LDX    SNDDUR    GET INTERRUPT TIMER
(SOUND COMM
AND)
43AF 27    04    01290    BEQ    LBL005    RETURN IF TIMER = 0
43B1 30    1F    01300    LEAX   -1,X    DECREMENT TIMER IF
NOT = 0
43B3 9F    8D    01310    STX    SNDDUR    SAVE NEW TIMER VALUE
43B5 3B    01320 LBL005 RTI
01330
01340 * SET UP THE NEW INTERRUPTS
01350 * NOTE THAT WE MAKE THE NNMI
01360 * CHANGE FIRST; SO AS TO
01370 * MINIMIZE THE AMOUNT OF TIME
01380 * THAT THE INTERRUPTS ARE
01390 * MASKED.
43B6 34    07    01400 SNIRQS PSHS   A,B,CC
43B8 CC    4364    01410    LDD    #NNMI    NEW NMI VECTOR
43BB FD    010A    01420    STD    NMIJV    NEW NMI JUMP VECTOR
LOCATION
43BE 1A    50    01430    ORCC   #$50    MASK IRQ & FIRQ
INTERRUPTS
43C0 CC    4372    01440    LDD    #NFIRQ   NEW FIRQ VECTOR
43C3 FD    0110    01450    STD    FIRQJV   NEW FIRQ JUMP VECTOR
LOCATION

```

43C6	CC	437B	01460	LDD	#NIRQ	NEW IRQ VECTOR
43C9	FD	010D	01470	STD	IRQJV	NEW IRQ JUMP VECTOR
LOCATION						
43CC	1C	AF	01480	ANDCC	#\$AF	UNMASK IRQ & FIRQ
INTERRUPTS						
43CE	35	07	01490	PULS	A,B,CC	
			01500			
43D0	39		01510	RTS		
			01520			
		0000	01530	END		

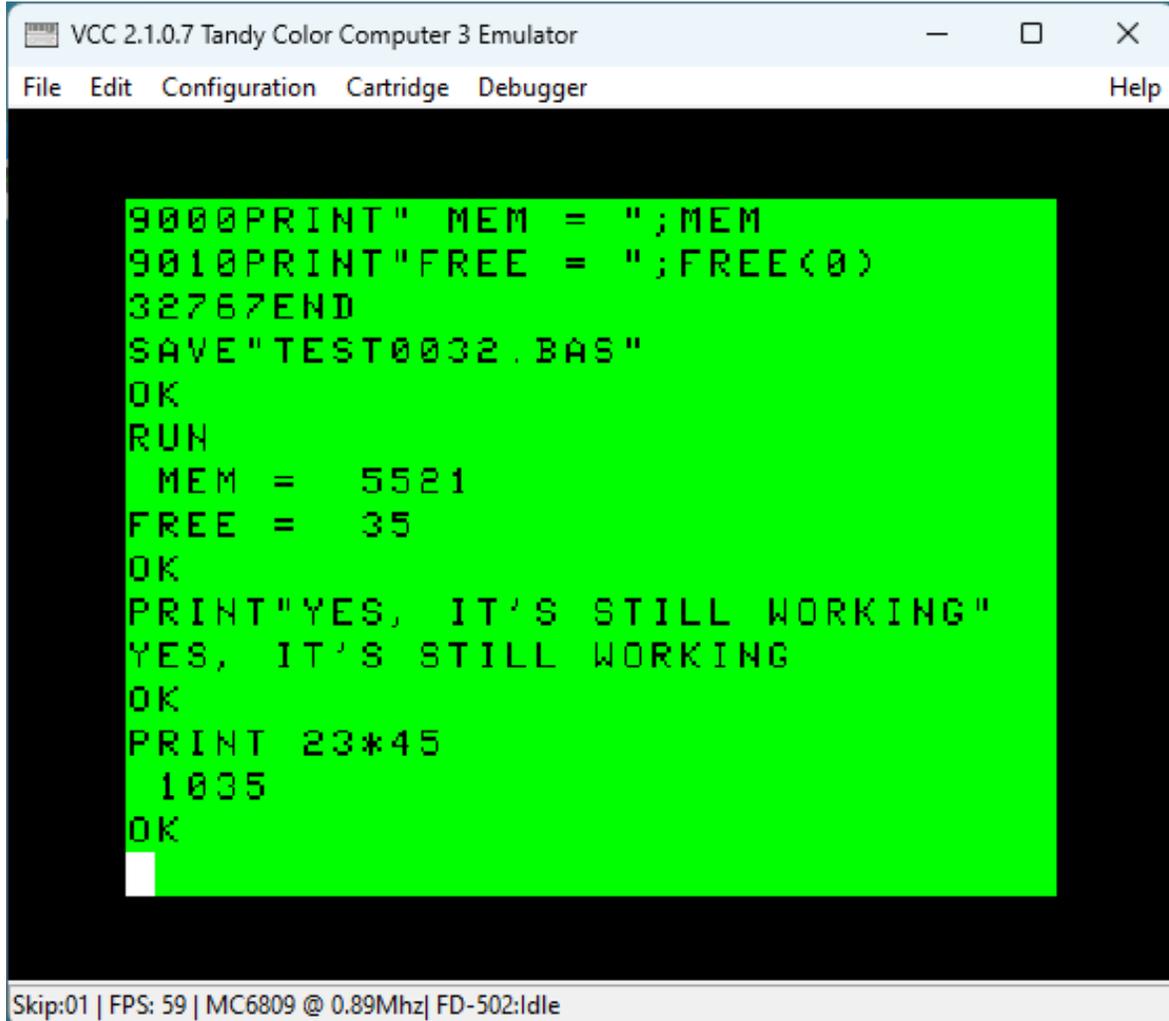
There is no Assembly Language Test Routine for NIRQS. To test the handlers, we simply use a tiny BASIC program to execute SNIRQS while still in RAMROM Mode, and then we simply execute some BASIC commands to see that they're still working.

```

1000 'TEST0032.BAS
1210 CLEAR 1000, &H4000
1220 PCLEAR 4
1300 LOADM "MLCORE.BIN"
5010 EXEC &H43B6
9000 PRINT " MEM = "; MEM
9010 PRINT " FREE = "; FREE(0)
32767 END

```

Result:



The screenshot shows a window titled "VCC 2.1.0.7 Tandy Color Computer 3 Emulator" with a menu bar containing "File", "Edit", "Configuration", "Cartridge", "Debugger", and "Help". The main area is a green terminal window displaying the following text:

```
9000PRINT " MEM = ";MEM
9010PRINT "FREE = ";FREE(0)
32767END
SAVE "TEST0032.BAS"
OK
RUN
  MEM = 5521
  FREE = 35
OK
PRINT "YES, IT'S STILL WORKING"
YES, IT'S STILL WORKING
OK
PRINT 23*45
  1035
OK
```

At the bottom of the window, a status bar displays: "Skip:01 | FPS: 59 | MC6809 @ 0.89Mhz | FD-502:Idle".

As expected.

As a second simple test, we run TEST0032.BAS again and just check that the TIMER Interrupt is being properly processed.

Result:



```
VCC 2.1.0.7 Tandy Color Computer 3 Emulator
File Edit Configuration Cartridge Debugger Help

OK
RUN
MEM = 5521
FREE = 35
OK
PRINT TIMER
1312
OK
PRINT TIMER
1705
OK
PRINT TIMER
2072
OK

Skip:01 | FPS: 59 | MC6809 @ 0.89Mhz | FD-502:Idle
```

As expected.

—

Additional testing of these new Interrupt Handling Routines, in ALLRAM Mode, is performed in the RNDU16 Chapter below.

=====

SEED: 16-bit Unsigned Pseudo-Random Number Seed Memory Location

This is simply a two-byte dedicated memory location.

```
00100 *****
00110 *
00120 * SEED.ASM
00130 * MDJ 2023/02/07
00140 *
00150 * 16-BIT UNSIGNED
00160 * SEED FOR THE
00170 * RANDOM NUMBER
00180 * GENERATOR
00190 *
00200 *****
00210
43D1 00220          ORG          $43D1
00230
43D1 00240 SEED      RMB        2
00250
0000 00260          END
```

See the RNDU16 Chapter for testing.

=====

SSEED: Set a Specified 16-bit Unsigned Pseudo-Random Number Seed Value

This is used for setting the Random Seed to a specific value and is primarily used for when you want to repeatedly test something using a known sequence of 16-bit unsigned numbers.

For example, if you set the Seed to \$1234, the sequence will be 4CAD, F7EA, 567B, C330, 8A19 every time.

```

00100 *****
00110 *
00120 * SSEED.ASM
00130 * MDJ 2023/02/07
00140 *
00150 * SET A SELECTED
00160 * 16-BIT UNSIGNED
00170 * SEED FOR THE
00180 * RANDOM NUMBER
00190 * GENERATOR
00200 *
00210 * ENTRY CONDITIONS:
00220 * D = THE SELECTED SEED
00230 *
00240 * EXIT CONDITIONS:
00250 * NONE
00260 *
00270 *****
00280
00290 * EXTERNAL VARIABLE
00300 * ADDRESS
          43D1 00310 SEED      EQU      $43D1
00320
43D3      00330          ORG      $43D3
00340
43D3 FD   43D1 00350 SSEED    STD      SEED
00360
43D6 39   00370          RTS
00380
          0000 00390          END

```

See the RNDU16 Chapter for testing.

=====

RSEED: Set a Random 16-bit Unsigned Pseudo-Random Number Seed Value

This is used for setting the Random Seed to a random value and is primarily used for when you want to simulate a random sequence which will be different each time you run it, e.g. as during game processing.

```

00100 *****
00110 *
00120 * RSEED.ASM
00130 * MDJ 2023/02/07
00140 *
00150 * SET A RANDOM
00160 * 16-BIT UNSIGNED
00170 * SEED FOR THE
00180 * RANDOM NUMBER
00190 * GENERATOR
00200 *
00210 * ENTRY CONDITIONS:
00220 * NONE
00230 *
00240 * EXIT CONDITIONS:
00250 * NONE
00260 *
00270 *****
00280
00290 * EXTERNAL VARIABLE
00300 * ADDRESSES
0112 00310 TIMVAL EQU $0112
43D1 00320 SEED EQU $43D1
00330
43D7 00340 ORG $43D7
00350
43D7 34 06 00360 RSEED PSHS A,B
43D9 FC 0112 00370 LDD TIMVAL
43DC FD 43D1 00380 STD SEED
43DF 35 06 00390 PULS A,B
00400
43E1 39 00410 RTS
00420

```

0000 00430 **END**

See the RNDU16 Chapter for testing.

=====

RNDU16: Returns a 16-bit Unsigned Pseudo-Random Number

This is the Pseudo-Random Number Generator itself.

```
00100 *****
00110 *
00120 * RNDU16.ASM
00130 * MDJ 2023/02/08
00140 *
00150 * 16-BIT UNSIGNED
00160 * RANDOM NUMBER
00170 * GENERATOR
00180 *
00190 * ENTRY CONDITIONS:
00200 * NONE
00210 *
00220 * EXIT CONDITIONS:
00230 * D = RANDOM NUMBER
00240 *
00250 * THE RANDOM NUMBER
00260 * IS ALSO STORED
00270 * IN THE SEED, READY
00280 * FOR THE NEXT
00290 * ITERATION
00300 *
00310 *****
00320 *
00330 * THIS FUNCTION WAS
00340 * ADAPTED FROM:
00350 * BARROW, DAVID (1984).
00360 * 6809 MACHINE CODE
00370 * PROGRAMMING.
00380 * LONDON: GRANADA
00390 * TECHNICAL BOOKS,
00400 * PAGES 29-33.
00410 *
00420 *****
00430 *
00440 * EQUATION:
00450 *  $R2 = ((1509 * R1) + 41) \text{ MOD } (65536)$ 
00460 * USING  $1509 = (6 * 256) - 27$ 
00470 * AND THEN DOING SHIFT AND ADDITION
00480 * INSTEAD OF MULTIPLICATION
```

```

00490 *      = 75 CLOCK CYCLES INSTEAD OF
00500 *      333 CLOCK CYCLES USING MU1616
00510 *
00520 *****
00530
00540 * EXTERNAL VARIABLE
00550 * ADDRESS
          43D1 00560 SEED      EQU      $43D1
00570
43E2      00580              ORG      $43E2
00590
43E2 FC   43D1 00600 RNDU16   LDD      SEED
43E5 34   06   00610              PSHS      D
43E7 58              00620              ASLB
43E8 49              00630              ROLA
43E9 E3   E4   00640              ADDD      ,S
43EB ED   E4   00650              STD      ,S
43ED 58              00660              ASLB
43EE 49              00670              ROLA
43EF 34   04   00680              PSHS      B
43F1 58              00690              ASLB
43F2 49              00700              ROLA
43F3 58              00710              ASLB
43F4 49              00720              ROLA
43F5 E3   61   00730              ADDD      1,S
43F7 ED   61   00740              STD      1,S
43F9 35   02   00750              PULS      A
43FB C6   29   00760              LDB      #41
43FD A3   E1   00770              SUBD      ,S++
43FF FD   43D1 00780              STD      SEED
00790
4402 39              00800              RTS
00810
          0000 00820              END

```

There are two Assembly Language Test Routines for testing RNDU16. The first is with a Selected Seed, and the Second is with a Random Seed.

The First Assembly Language Test Routine:

```

00100 *****
00110 *
00120 * TEST0033.ASM
00130 * MDJ 2023/02/17
00140 *

```

```

00150 * RNDU16 TEST:
00160 * SELECTED SEED
00170 *
00180 *****
00190
00200 * RAMROM TRIGGER ADDRESS
FFDE 00210 RAMROM EQU $FFDE
00220
00230 * ALLRAM TRIGGER ADDRESS
FFDF 00240 ALLRAM EQU $FFDF
00250
00260 * ML FOUNDATION
00270 * CORE ADDRESSES
40D7 00280 CRLF EQU $40D7
4178 00290 PUTWRA EQU $4178
43B6 00300 SNIRQS EQU $43B6
43D1 00310 SEED EQU $43D1
43D3 00320 SSEED EQU $43D3
43E2 00330 RNDU16 EQU $43E2
00340
7000 00350 ORG $7000
00360
00370 * RNDU16 TEST
00380
7000 34 07 00390 PSHS A,B,CC
00400
00410 * SETUP THE NEW INTERRUPT HANDLERS
00420 * AND ENTER ALLRAM MODE
7002 BD 43B6 00430 JSR SNIRQS
7005 B7 FFDF 00440 STA ALLRAM
00450
7008 CC 1234 00460 LDD #$1234 SET SEED
700B BD 43D3 00470 JSR SSEED
700E BD 40D7 00480 JSR CRLF
00490
00500 * FIVE RANDOM NUMBERS
7011 BD 43E2 00510 JSR RNDU16 GET A RANDOM NUMBER
7014 BD 4178 00520 JSR PUTWRA DISPLAY IT
7017 BD 40D7 00530 JSR CRLF
701A BD 43E2 00540 JSR RNDU16 GET A RANDOM NUMBER
701D BD 4178 00550 JSR PUTWRA DISPLAY IT
7020 BD 40D7 00560 JSR CRLF
7023 BD 43E2 00570 JSR RNDU16 GET A RANDOM NUMBER
7026 BD 4178 00580 JSR PUTWRA DISPLAY IT
7029 BD 40D7 00590 JSR CRLF
702C BD 43E2 00600 JSR RNDU16 GET A RANDOM NUMBER
702F BD 4178 00610 JSR PUTWRA DISPLAY IT

```

```

7032 BD    40D7    00620    JSR    CRLF
7035 BD    43E2    00630    JSR    RNDU16  GET A RANDOM NUMBER
7038 BD    4178    00640    JSR    PUTWRA  DISPLAY IT
703B BD    40D7    00650    JSR    CRLF
              00660
              00670 * RETURN TO RAMROM MODE AND EXIT
703E B7    FFDE    00680 LBL002 STA    RAMROM
7041 35    07      00690          PULS    A,B,CC
7043 39          00700          RTS
              00710
              0000    00720          END

```

The Second Assembly Language Test Routine:

```

              00100 *****
              00110 *
              00120 * TEST0034.ASM
              00130 * MDJ 2023/02/17
              00140 *
              00150 * RNDU16 TEST:
              00160 * RANDOM SEED
              00170 *
              00180 *****
              00190
              00200 * RAMROM TRIGGER ADDRESS
FFDE          00210 RAMROM EQU    $FFDE
              00220
              00230 * ALLRAM TRIGGER ADDRESS
FFDF          00240 ALLRAM EQU    $FFDF
              00250
              00260 * ML FOUNDATION
              00270 * CORE ADDRESSES
40D7          00280 CRLF    EQU    $40D7
4178          00290 PUTWRA EQU    $4178
43B6          00300 SNIRQS EQU    $43B6
43D1          00310 SEED    EQU    $43D1
43D7          00320 RSEED  EQU    $43D7
43E2          00330 RNDU16 EQU    $43E2
              00340
7000          00350          ORG    $7000
              00360
              00370 * RNDU16 TEST
              00380
7000 34    07      00390          PSHS    A,B,CC
              00400

```

```

00410 * SETUP THE NEW INTERRUPT HANDLERS
00420 * AND ENTER ALLRAM MODE
7002 BD 43B6 00430 JSR SNIRQS
7005 B7 FFDF 00440 STA ALLRAM
00450
7008 BD 43D7 00460 JSR RSEED RANDOM SEED
700B BD 40D7 00470 JSR CRLF
00480
00490 * FIVE RANDOM NUMBERS
700E BD 43E2 00500 JSR RNDU16 GET A RANDOM NUMBER
7011 BD 4178 00510 JSR PUTWRA DISPLAY IT
7014 BD 40D7 00520 JSR CRLF
7017 BD 43E2 00530 JSR RNDU16 GET A RANDOM NUMBER
701A BD 4178 00540 JSR PUTWRA DISPLAY IT
701D BD 40D7 00550 JSR CRLF
7020 BD 43E2 00560 JSR RNDU16 GET A RANDOM NUMBER
7023 BD 4178 00570 JSR PUTWRA DISPLAY IT
7026 BD 40D7 00580 JSR CRLF
7029 BD 43E2 00590 JSR RNDU16 GET A RANDOM NUMBER
702C BD 4178 00600 JSR PUTWRA DISPLAY IT
702F BD 40D7 00610 JSR CRLF
7032 BD 43E2 00620 JSR RNDU16 GET A RANDOM NUMBER
7035 BD 4178 00630 JSR PUTWRA DISPLAY IT
7038 BD 40D7 00640 JSR CRLF
00650
00660 * RETURN TO RAMROM MODE AND EXIT
703B B7 FFDE 00670 LBL002 STA RAMROM
703E 35 07 00680 PULS A,B,CC
7040 39 00690 RTS
00700
0000 00710 END

```

There are also two BASIC Language Control Programs for testing RNDU16. The first is with a Selected Seed, and the Second is with a Random Seed. Each is run twice; the first set of two runs to verify that the Selected Seed generates the same series each time it is run, and the second set of two runs to verify that the Random Seed generates a different series each time it is run.

The First BASIC Language Control Program (Selected Seed):

```

1000 '*****
1010 '*
1020 '* TEST0033.BAS
1030 '* MDJ 2023/02/17
1040 '*
1050 '* RNDU16 TEST

```

```

1055 '* SELECTED SEED
1060 '*
1070 '*****
1080 '

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0033.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 'SETUP THE
3010 'RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

4000 'LOAD THE TEST DATA
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 B = &HFF
4250 POKE &H4001, B

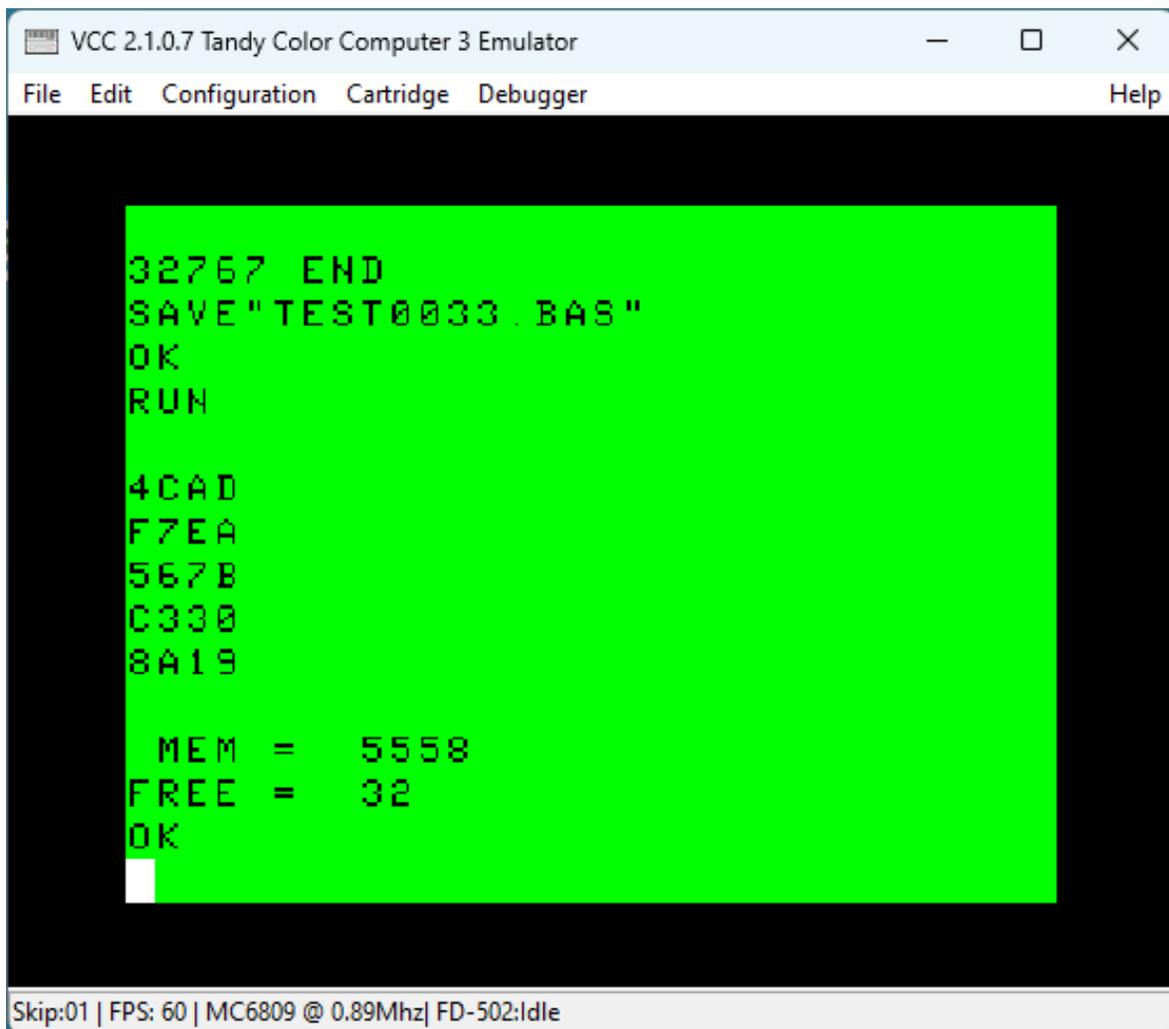
6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

```

```
9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

32767 END
```

—
First Run Result:



```
VCC 2.1.0.7 Tandy Color Computer 3 Emulator
File Edit Configuration Cartridge Debugger Help

32767 END
SAVE "TEST0033.BAS"
OK
RUN

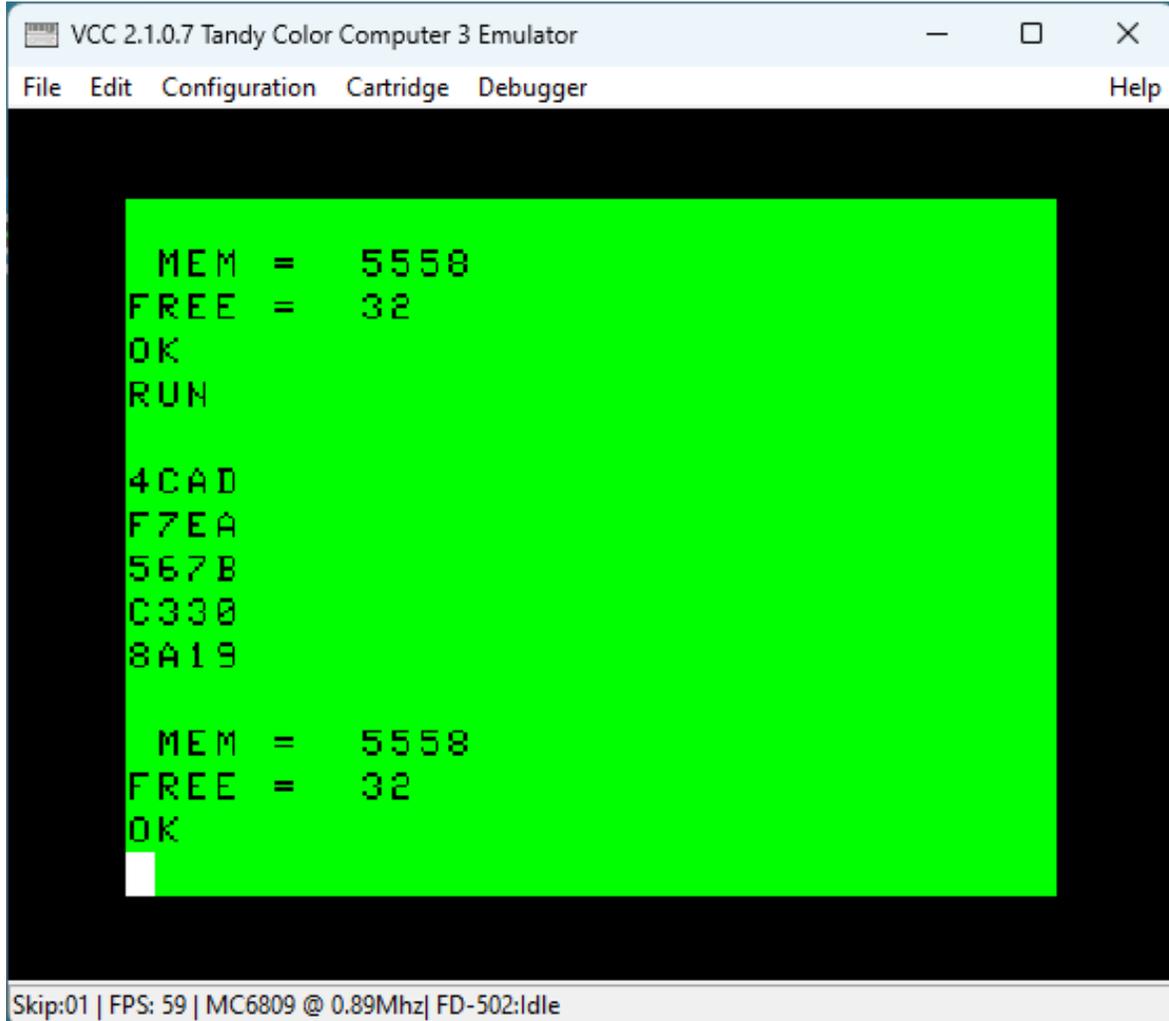
4CAD
F7EA
567B
C330
8A19

MEM = 5558
FREE = 32
OK

Skip:01 | FPS: 60 | MC6809 @ 0.89Mhz | FD-502:Idle
```

As expected.
—

Second Run Result:



As expected.

—

The Second BASIC Language Control Program (Random Seed):

```
1000 '*****
1010 '*'
1020 '* TEST0034.BAS
1030 '* MDJ 2023/02/17
1040 '*'
1050 '* RNDU16 TEST
1055 '* RANDOM SEED
1060 '*'
1070 '*****
1080 '
```

```

1100 'SETUP MEMORY
1110 CLEAR 200, &H4000
1120 PCLEAR 4
1130 '

1200 'LOAD THE
1210 'ML FOUNDATION CORE
1220 LOADM "MLCORE.BIN"
1230 '

1300 'LOAD THE
1310 'ML TEST ROUTINE
1320 LOADM "TEST0034.BIN"
1330 '

2000 'REFERENCE THE
2010 'TRANSFER VARIABLES
2080 RA = &H400A 'REGPCH
2090 RB = &H400B 'REGPCL
2100 '

3000 'SETUP THE
3010 'RUN ADDRESS
3020 C = &H7000
3030 C1 = INT(C/256)
3040 C2 = INT(C-(C1*256))
3050 POKE RA, C1
3060 POKE RB, C2
3070 '

4000 'LOAD THE TEST DATA
4200 XH = &HFF
4210 POKE &H4002, XH
4220 XL = &HFF
4230 POKE &H4003, XL
4240 B = &HFF
4250 POKE &H4001, B

6000 'JUMP TO CORE
6010 'STARTUP ROUTINE
6020 EXEC &H4403
6030 '

9000 'MEMORY AND DISK
9010 'STATUS CHECK
9020 PRINT

```

```
9030 PRINT " MEM = ";MEM
9040 PRINT "FREE = ";FREE(0)

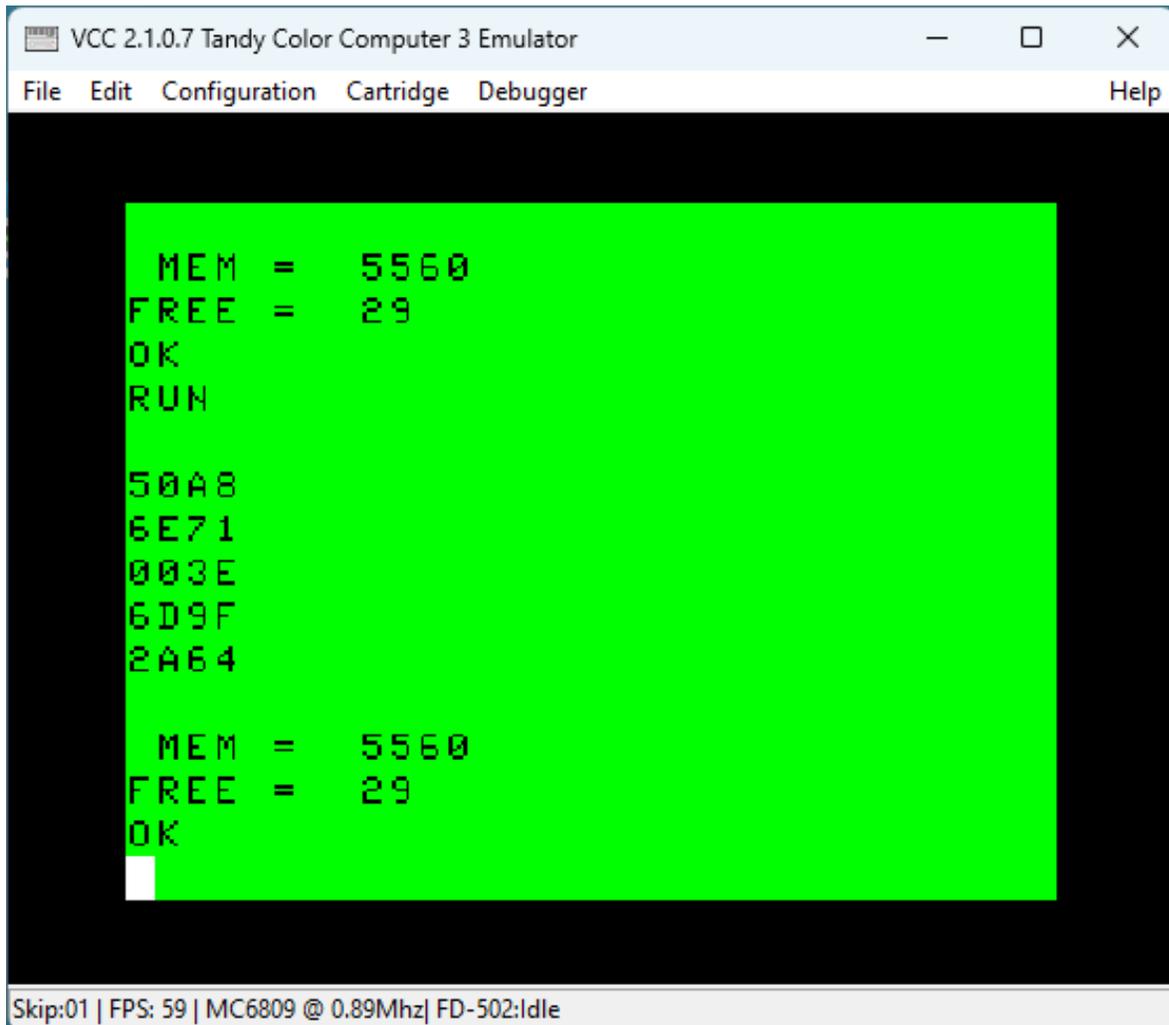
32767 END
```

—
First Run Result:



As expected.
—

Second Run Result:



VCC 2.1.0.7 Tandy Color Computer 3 Emulator

File Edit Configuration Cartridge Debugger Help

```
MEM = 5560
FREE = 29
OK
RUN

50A8
6E71
003E
6D9F
2A64

MEM = 5560
FREE = 29
OK
```

Skip:01 | FPS: 59 | MC6809 @ 0.89Mhz | FD-502:Idle

As expected.

=====

STRTUP: The ML Foundation Core Startup Routine

This is the entry point for the ML Foundation Core..

```

00100 *****
00110 *
00120 * STRTUP.ASM
00130 * MDJ 2023/02/09
00140 *
00150 * ML CORE
00160 * STARTUP ROUTINE
00170 *
00180 *****
00190
00200 * EXTERNAL ROUTINE
00210 * AND VARIABLE
00220 * ADDRESSES
400A 00230 REGPC EQU $400A
43B6 00240 SNIRQS EQU $43B6
00250
00260 * ALLRAM TRIGGER ADDRESS
FFDF 00270 ALLRAM EQU $FFDF
00280
00290 * ADDRESS OF
00300 * TOP OF HIGH RAM
FEFF 00310 TPHRAM EQU $FEFF
00320
4403 00330 ORG $4403
00340
4403 34 50 00350 STRTUP PSHS X,U
00360
00370 * GET THE RUN ADDRESS
00380 * FROM THE BASIC/ML
00390 * REGXFR'S REGPC
4405 BE 400A 00400 LDX REGPC
00410
00420 * GO SET THE NEW INTERRUPTS
4408 BD 43B6 00430 JSR SNIRQS
00440
00450 * SET ALLRAM MODE
440B B7 FFDF 00460 STA ALLRAM

```

```

                                00470
                                00480 * PUT THE USER STACK
                                00490 * AT THE TOP OF HIGH RAM
440E CE    FFFF    00500          LDU      #TPHRAM
                                00510
                                00520 * GO TO THE RUN ADDRESS
4411 AD    84      00530          JSR      ,X
                                00540
4413 35    50      00550          PULS    X,U
                                00560
4415 39              00570          RTS
                                00580
                                00590          END
                                0000

```

No specific testing is required for this routine because it has been inherently tested in many of the tests performed throughout this paper. The BASIC Language Control Programs' lines

6020 EXEC &H4403

jump into this STRTUP Routine, and that line is present in almost every BASIC Language Control Program used in this paper.

=====

Results

The development and preliminary testing of these components of the The ML Foundation Core are now complete and correct to the best of my knowledge and ability.

This does not preclude the possibility that errors in these routines may be encountered during the continued development of the Core and the rest of The ML Foundation.

Nor does it preclude the possibility that you may discover some errors which I've missed. If you do, please let me know.

M.D.J. 2023/04/22
info@bds-soft.com

=====

Conclusions and Future Work

At this point, The ML Foundation Core is deemed to be complete and correct.

Please take it, play with it, experiment with it, try to break it, etc. Let me know how you fare, if you will.

Meanwhile, I will continue with further development of The ML Foundation. The work will be split into several parallel paths which will proceed informally and somewhat concurrently:

1. A “False Disk” system which will provide for the linear sequential numbering of Disk Sectors in games and other simple software systems. For example, instead of referring to Track 13, Sector 17; Track 13, Sector 18; Track 14, Sector 1; and Track 14, Sector 2 - we would simply refer to Linear Sectors 251, 252, 253, and 254.
2. A “Fake Text” system which will divide the 256 x 192 PMODE 4 Screen into 32 x 16 cells (each cell being 8 pixels wide and 12 pixels high) and being associated with a set of 256 (8 x 12 pixel) graphic “characters” for use in developing simple games (especially mazes).
3. A High-RAM-resident Stack Engine.
4. Semi-Graphics and PMODE Graphics.
5. All-Assembly Language Routines where speed is a major factor, and
6. Routines that jump into ROM to handle inherently slower tasks.
7. Other stuff that may occasionally come to mind.

Among items to be considered under item 5 above might be Assembly Language Routines analogous to BASIC Language commands and functions such as **ABS**, **ASC**, **ATN**, **CHR\$**, **CONT**, **COS**, **CVN**, **EXP**, **FIELD**, **FILES**, **INSTR**, **INT**, **LEN**, **LIST**, **LOF**, **LOG**, **LSET**, **MEM**, **MKN\$**, **MID\$**, **NEW**, **PLAY**, **RIGHT\$**, **RSET**, **SGN**, **SIN**, **SQR**, **STOP**, **STRING\$**, **STR\$**, **TAN**, **TIMER**, and **VAL**.

Among items to be considered under item 6 above might be Assembly Language Routines to access ROM code for BASIC Language commands and functions such as **AUDIO**, **BACKUP**, **CLOADM**, **CLOSE**, **COPY**, **CSAVEM**, **DIR**, **DRIVE**, **DSKINI**, **EOF**, **FREE**, **GET**, **INPUT#**, **JOYSTK**, **KILL**, **LINE INPUT**, **LLIST**, **LOADM**, **LOC**, **MOTOR**, **OPEN**, **POS**, **PRINT#**, **PRINT# USING**, **PUT#**, **RENAME**, **SAVEM**, **SKIPF**, **UNLOAD**, **VERIFY OFF**, **VERIFY ON**, and **WRITE**.

Among items which might be considered under item 7 above would be Assembly Language Routines for Signed 8-bit and 16-bit integer math; Signed and Unsigned 32-bit and 64-bit integer math; IEEE Standard 754 32-bit and 64-bit floating-point math, etc.

=====

Appendix A

Decimal to Hexadecimal Conversions

<u>DEC</u>	<u>HEX</u>	<u>DEC</u>	<u>HEX</u>	<u>DEC</u>	<u>HEX</u>	<u>DEC</u>	<u>HEX</u>
000	00	032	20	064	40	096	60
001	01	033	21	065	41	097	61
002	02	034	22	066	42	098	62
003	03	035	23	067	43	099	63
004	04	036	24	068	44	100	64
005	05	037	25	069	45	101	65
006	06	038	26	070	46	102	66
007	07	039	27	071	47	103	67
008	08	040	28	072	48	104	68
009	09	041	29	073	49	105	69
010	0A	042	2A	074	4A	106	6A
011	0B	043	2B	075	4B	107	6B
012	0C	044	2C	076	4C	108	6C
013	0D	045	2D	077	4D	109	6D
014	0E	046	2E	078	4E	110	6E
015	0F	047	2F	079	4F	111	6F
016	10	048	30	080	50	112	70
017	11	049	31	081	51	113	71
018	12	050	32	082	52	114	72
019	13	051	33	083	53	115	73
020	14	052	34	084	54	116	74
021	15	053	35	085	55	117	75
022	16	054	36	086	56	118	76
023	17	055	37	087	57	119	77
024	18	056	38	088	58	120	78
025	19	057	39	089	59	121	79
026	1A	058	3A	090	5A	122	7A
027	1B	059	3B	091	5B	123	7B
028	1C	060	3C	092	5C	124	7C
029	1D	061	3D	093	5D	125	7D
030	1E	062	3E	094	5E	126	7E
031	1F	063	3F	095	5F	127	7F

<u>DEC</u>	<u>HEX</u>	<u>DEC</u>	<u>HEX</u>	<u>DEC</u>	<u>HEX</u>	<u>DEC</u>	<u>HEX</u>
128	80	160	A0	192	C0	224	E0
129	81	161	A1	193	C1	225	E1
130	82	162	A2	194	C2	226	E2
131	83	163	A3	195	C3	227	E3
132	84	164	A4	196	C4	228	E4
133	85	165	A5	197	C5	229	E5
134	86	166	A6	198	C6	230	E6
135	87	167	A7	199	C7	231	E7
136	88	168	A8	200	C8	232	E8
137	89	169	A9	201	C9	233	E9
138	8A	170	AA	202	CA	234	EA
139	8B	171	AB	203	CB	235	EB
140	8C	172	AC	204	CC	236	EC
141	8D	173	AD	205	CD	237	ED
142	8E	174	AE	206	CE	238	EE
143	8F	175	AF	207	CF	239	EF
144	90	176	B0	208	D0	240	F0
145	91	177	B1	209	D1	241	F1
146	92	178	B2	210	D2	242	F2
147	93	179	B3	211	D3	243	F3
148	94	180	B4	212	D4	244	F4
149	95	181	B5	213	D5	245	F5
150	96	182	B6	214	D6	246	F6
151	97	183	B7	215	D7	247	F7
152	98	184	B8	216	D8	248	F8
153	99	185	B9	217	D9	249	F9
154	9A	186	BA	218	DA	250	FA
155	9B	187	BB	219	DB	251	FB
156	9C	188	BC	220	DC	252	FC
157	9D	189	BD	221	DD	253	FD
158	9E	190	BE	222	DE	254	FE
159	9F	191	BF	223	DF	255	FF

=====

Appendix B: My CoCo Philosophy

The CoCo community enjoys a great diversity of interests.

Some choose to concentrate on hardware innovations and modifications such as interfacing with VGA and HDMI monitors, SD Card data storage, and 104-key keyboards. This interest is at least partly born of necessity, since composite monitors, floppy diskettes, and CoCo spare parts are no longer manufactured and are in increasingly short supply.

Others concentrate on expanding the software horizons of the CoCo 3, using NitrOS-9 and other operating systems to make the multitasking CoCo behave ever closer to modern Windows, Mac, and Linux machines.

Still others are devoted to emulating the CoCo on other platforms by developing emulators such as VCC, OVCC, MAME, and XRoar.

And some just love retro gaming.

My personal interest is twofold:

1. To see VCC increasingly used as a learning tool for budding software developers.
2. To see just how much I can cram into a 64K CoCo 2.

First, VCC: Today's Grade School, Junior High, and High School students have a wealth of available learning tools. Micro-bits, Arduinos, and Raspberry Pi supermicro devices provide highly affordable entry-level introductions to computer programming and interfacing. Maker-Spaces and Innovation Centers in our schools and libraries help foster growth and experience.

But these devices do have limitations. Even these simple(?) computers can have rather steep learning curves, and their low initial cost can quickly expand as new peripherals and experimental equipment and supplies are added.

VCC is free, and can be used on any Windows computer: just download it, install it, and it runs. If you don't own a Windows computer, your school, library, or a friend probably does. The included BASIC language is easy to learn and can readily serve as a stepping-stone towards more complex programming languages. (And, no, learning structured programming does not require a language that enforces structure. In fact, I think learning to structure your programs is actually more effective when you do so on your own.)

I prefer VCC to the other emulators for these purposes because its setup is trivial: Again, just download it, install it, and it runs. OVCC, MAME, and XRoar have their advantages, but ease of setup is not one of them. Even with their available Windows binary packages, they require pre-installation of other bits and pieces of software before they can be downloaded, installed, and run. This may not be a

major problem for a reasonably adept aficionado, but it forms a significant barrier for the newbie. And, it's the newbie whom we're trying to reach, interest, and encourage here; the newbie who may not yet recognize even the tiniest awakening of interest in things computational.

But, for these purposes, VCC has one glaring weakness: its instruction manual is woefully terse. I would like to see VCC bundled with a selection of tutorials, manuals, and examples suited to guiding even the most newbie of newbies into the wonders of computing.

Second, The Stuffed CoCo: I'm simply fascinated by the challenge of seeing how much functional capability I can sandwich into the nooks and crannies of the 64K space. Whether it's working in the available RAM left by the 32K ROM and the dedicated RAM that supports that ROM, or whether it's jumping right into ALLRAM mode and just filling the entire 64K to near-overflowing; it's an investigative gauntlet which goes right to the heart of my enchantment with puzzles in general.

It's great fun!

M.D.J. 2021/08/29

=====

Appendix C: Truly Relocatable Code

Jack Ganssle writes:

Relocatable code is software whose execution address can be changed. A relocatable program might run at address 0 in one instance, and at 10000 in another.

Just to confuse the issue, partially built programs are composed of object modules unfortunately called "relocatables". Linkers combine multiple relocatables to one final program. The word "relocatable" is applicable, since each is assembled at a pseudo-address of 0. The linker corrects all address references to the proper execution values. Once linked, the code is frequently no longer relocatable, since it can typically run only at a single address.

Obviously, this sort of relocation is an important consideration for linking multi-module programs. Without it we'd be doomed to giving absolute start addresses to each of the modules before assembly, a mind-numbing prospect since changing the length of any one module may necessitate changing the origin of all of them.

First, an opening caveat: I use Disk EDTASM. I like Disk EDTASM. The fact that Disk EDTASM doesn't include a Linker is not a bother to me, because I also like the closer control I can maintain by writing short, somewhat independent modules of code that can be "relocated" simply (though not trivially) via re-assembly.

Yeah, I know: I'm only working with 64K here. But, if I was on an 3.6 GHz Intel Core i7, I wouldn't be likely to be writing code in assembly language anyway.

That being said, even with a Linker, I wouldn't prefer truly relocatable code because of the cost in bytes, cycles, and code complexity that such relocatability would incur.

For example, consider the following code which compares PC-relative addressing with the usual simple addressing, in order to compare truly relocatable code with non-relocatable code (although even that core is relocatable via re-assembly):

```
00100 *****
00110 *
00120 * PCRTST.ASM
00130 * MDJ 2023/02/04
00140 *
00150 * COMPARATIVE TEST OF
00160 * PC-RELATIVE ADDRESSING
00170 * VS. THE USUAL ADDRESSING
00180 *
00190 * TO DETERMINE WHETHER OR
00200 * NOT RELOCATABLE CODE
00210 * IS WORTH THE COST
00220 *
00230 *****
```

```

00240
00250 * PUT THIS UP HIGH SO IT
00260 * WON'T INTERFERE WITH
00270 * ANYTHING ELSE.
00280 * (NOT THAT IT REALLY
00290 * MATTERS SINCE WE
00300 * WON'T ACTUALLY BE
00310 * RUNNING THIS CODE)
5000 00320          ORG          $5000
00330
00340 * CALL THE SUBROUTINE
00350 * USING THE USUAL
5000 BD  600A 00360 * ADDRESSING METHOD
00370          JSR          SBRT
00380 * NOTE THAT THIS TAKES
00390 * UP THREE BYTES:
00400 *   BD 600A
00410 * AND PAGE 88 OF
00420 * THE MC6809 COOKBOOK
00430 * INDICATES THAT BD
00440 * USES 8 MPU CYCLES
00450
00460 * CALL THE SUBROUTINE
00470 * USING PC-RELATIVE
00480 * ADDRESSING
5003 AD  8D 1003 00490          JSR          SBRT,PCR
00500 * NOTE THAT THIS TAKES
00510 * UP FOUR BYTES:
00520 *   AD 8D 1003
00530 * AND PAGE 88 OF
00540 * THE MC6809 COOKBOOK
00550 * INDICATES THAT AD
00560 * USES 7+ MPU CYCLES;
00570 * AND TABLE 3-7 ON
00580 * PAGE 47 INDICATES
00590 * THAT THE TOTAL FOR
00600 * THIS 16-BIT PCR
00610 * OFFSET = 7+5 = 12
00620 * MPU CYCLES
00630
00640 *****
00650 *****
00660 **
00670 ** SO, THE PC-RELATIVE
00680 ** ADDRESSING HERE COSTS
00690 **   1 ADDITIONAL BYTE AND
00700 **   4 ADDITIONAL MPU CYCLES

```

```

00710 **
00720 ** THEREFORE:
00730 ** WE WILL NOT USE
00740 ** PC-RELATIVE ADDRESSING
00750 **
00760 ** IN OUR (MDJ'S) OPINION,
00770 ** RELOCATABLE CODE ISN'T
00780 ** WORTH THE COST.
00790 **
00800 *****
00810 *****
00820
00830 * MAKE SOME USELESS
00840 * INTERVENING STUFF
00850 * JUST TO TAKE UP SPACE
5007 7E 600B 00860 JMP EXIT
500A 00870 STUFF RMB $1000
00880
600A 39 00890 * THE SUBROUTINE
00900 SBRT RTS
00910
600B 39 00920 * END OF TEST
00930 EXIT RTS
00940
0000 00950 END

```

Appendix D: Stack Testing

In developing the Multiplication and Division routines for the ML Foundation Core, I deemed it advisable to learn more about how to use the stack for temporary storage from within any given routine.

Accordingly, I performed the following five tests which should be fairly self-explanatory.

Test No. 1: THE FIRST TEST SUITE

```
00100 *****
00110 *
00120 * STKTST1.ASM
00130 * MDJ 2023/02/02
00140 *
00150 * A TESTING TOOL TO
00160 * HELP LEARN ABOUT
00170 * STACK OPERATIONS
00180 *
00190 *****
00200
00210 * BASIC/ML TRANSFER
00220 * VARIABLES
4000 00230 REGA EQU $4000
4001 00240 REGB EQU $4001
4002 00250 REGX EQU $4002
4004 00260 REGY EQU $4004
4006 00270 REGS EQU $4006
4008 00280 REGU EQU $4008
400A 00290 REGPC EQU $400A
400C 00300 REGDP EQU $400C
400D 00310 REGCC EQU $400D
00320
00330 * EXTERNAL ROUTINE
00340 * ADDRESSES
409E 00350 PUTBYA EQU $409E
40D7 00360 CRLF EQU $40D7
4178 00370 PUTWRA EQU $4178
41DB 00380 PRTCHA EQU $41DB
00390
00400 * PUT THIS UP IN HIGH
00410 * MEMORY SO IT WON'T
00420 * INTERFERE WITH
00430 * ANYTHING ELSE
7000 00440 ORG $7000
00450
00460 * SAVE THE REGISTERS EXCEPT S
```

```

00470 * ON THE STACK
7000 34 7F 00480 PSHS A,B,X,Y,U,DP,CC
00490
00500 * SAVE THE STACK POINTER
00510 * SO WE CAN MOVE IT FOR
00520 * TESTING PURPOSES
7002 10FF 4006 00530 STS REGS
00540
00550 * POINT STACK POINTER
00560 * TO TOP OF RAM
7006 10CE 7FFF 00570 LDS #$7FFF
00580
00590 * PLACE A SENTINEL AT
00600 * THE TOP OF RAM
700A 86 FF 00610 LDA #$FF
700C B7 7FFF 00620 STA $7FFF
00630
00640 * SETUP FIRST TEST SUITE
700F 86 00 00650 LDA #$00
7011 34 02 00660 PSHS A
7013 86 01 00670 LDA #$01
7015 34 02 00680 PSHS A
7017 86 02 00690 LDA #$02
7019 34 02 00700 PSHS A
701B 86 03 00710 LDA #$03
701D 34 02 00720 PSHS A
701F 86 04 00730 LDA #$04
7021 34 02 00740 PSHS A
7023 86 05 00750 LDA #$05
7025 34 02 00760 PSHS A
7027 86 06 00770 LDA #$06
7029 34 02 00780 PSHS A
702B 86 07 00790 LDA #$07
702D 34 02 00800 PSHS A
702F 86 08 00810 LDA #$08
7031 34 02 00820 PSHS A
7033 86 09 00830 LDA #$09
7035 34 02 00840 PSHS A
00850
00860 * DISPLAY THE FIRST TEST SUITE
7037 BD 703D 00870 JSR STKDSP
00880
703A 7E 72A3 00890 JMP LBL001
00900
00910 *****
00920 *
00930 * STKDSP

```

```

00940 * SUBROUTINE
00950 * TO DISPLAY THE STACK
00960 *
00970 *****
00980
00990 * SAVE REGISTERS
703D B7 4000 01000 STKDSP STA REGA
7040 F7 4001 01010 STB REGB
7043 BF 4002 01020 STX REGX
01030
01040 * STACK LOCATION 12
7046 86 31 01050 LDA # $31 1
7048 BD 41DB 01060 JSR PRTCHA
704B 86 32 01070 LDA # $32 2
704D BD 41DB 01080 JSR PRTCHA
7050 86 2C 01090 LDA # $2C ,
7052 BD 41DB 01100 JSR PRTCHA
7055 86 53 01110 LDA # $53 S
7057 BD 41DB 01120 JSR PRTCHA
705A 86 20 01130 LDA # $20 SPACE
705C BD 41DB 01140 JSR PRTCHA
705F 1F 40 01150 TFR S , D
7061 C3 000C 01160 ADDD # $000C
7064 BD 4178 01170 JSR PUTWRA ADDRESS
7067 86 20 01180 LDA # $20 SPACE
7069 BD 41DB 01190 JSR PRTCHA
706C A6 6C 01200 LDA 12 , S
706E BD 409E 01210 JSR PUTBYA VALUE
7071 BD 40D7 01220 JSR CRLF
01230
01240 * STACK LOCATION 11
7074 86 31 01250 LDA # $31 1
7076 BD 41DB 01260 JSR PRTCHA
7079 86 31 01270 LDA # $31 1
707B BD 41DB 01280 JSR PRTCHA
707E 86 2C 01290 LDA # $2C ,
7080 BD 41DB 01300 JSR PRTCHA
7083 86 53 01310 LDA # $53 S
7085 BD 41DB 01320 JSR PRTCHA
7088 86 20 01330 LDA # $20 SPACE
708A BD 41DB 01340 JSR PRTCHA
708D 1F 40 01350 TFR S , D
708F C3 000B 01360 ADDD # $000B
7092 BD 4178 01370 JSR PUTWRA ADDRESS
7095 86 20 01380 LDA # $20 SPACE
7097 BD 41DB 01390 JSR PRTCHA
709A A6 6B 01400 LDA 11 , S

```

709C	BD	409E	01410	JSR	PUTBYA	VALUE
709F	BD	40D7	01420	JSR	CRLF	
			01430			
			01440	* STACK LOCATION 10		
70A2	86	31	01450	LDA	#\$31	1
70A4	BD	41DB	01460	JSR	PRTCHA	
70A7	86	30	01470	LDA	#\$30	0
70A9	BD	41DB	01480	JSR	PRTCHA	
70AC	86	2C	01490	LDA	#\$2C	,
70AE	BD	41DB	01500	JSR	PRTCHA	
70B1	86	53	01510	LDA	#\$53	S
70B3	BD	41DB	01520	JSR	PRTCHA	
70B6	86	20	01530	LDA	#\$20	SPACE
70B8	BD	41DB	01540	JSR	PRTCHA	
70BB	1F	40	01550	TFR	S,D	
70BD	C3	000A	01560	ADDD	#\$000A	
70C0	BD	4178	01570	JSR	PUTWRA	ADDRESS
70C3	86	20	01580	LDA	#\$20	SPACE
70C5	BD	41DB	01590	JSR	PRTCHA	
70C8	A6	6A	01600	LDA	10,S	
70CA	BD	409E	01610	JSR	PUTBYA	VALUE
70CD	BD	40D7	01620	JSR	CRLF	
			01630			
			01640	* STACK LOCATION 9		
70D0	86	20	01650	LDA	#\$20	SPACE
70D2	BD	41DB	01660	JSR	PRTCHA	
70D5	86	39	01670	LDA	#\$39	9
70D7	BD	41DB	01680	JSR	PRTCHA	
70DA	86	2C	01690	LDA	#\$2C	,
70DC	BD	41DB	01700	JSR	PRTCHA	
70DF	86	53	01710	LDA	#\$53	S
70E1	BD	41DB	01720	JSR	PRTCHA	
70E4	86	20	01730	LDA	#\$20	SPACE
70E6	BD	41DB	01740	JSR	PRTCHA	
70E9	1F	40	01750	TFR	S,D	
70EB	C3	0009	01760	ADDD	#\$0009	
70EE	BD	4178	01770	JSR	PUTWRA	ADDRESS
70F1	86	20	01780	LDA	#\$20	SPACE
70F3	BD	41DB	01790	JSR	PRTCHA	
70F6	A6	69	01800	LDA	9,S	
70F8	BD	409E	01810	JSR	PUTBYA	VALUE
70FB	BD	40D7	01820	JSR	CRLF	
			01830			
			01840	* STACK LOCATION 8		
70FE	86	20	01850	LDA	#\$20	SPACE
7100	BD	41DB	01860	JSR	PRTCHA	
7103	86	38	01870	LDA	#\$38	8

7105	BD	41DB	01880	JSR	PRTCHA	
7108	86	2C	01890	LDA	#\$2C	,
710A	BD	41DB	01900	JSR	PRTCHA	
710D	86	53	01910	LDA	#\$53	S
710F	BD	41DB	01920	JSR	PRTCHA	
7112	86	20	01930	LDA	#\$20	SPACE
7114	BD	41DB	01940	JSR	PRTCHA	
7117	1F	40	01950	TFR	S,D	
7119	C3	0008	01960	ADDD	#\$0008	
711C	BD	4178	01970	JSR	PUTWRA	ADDRESS
711F	86	20	01980	LDA	#\$20	SPACE
7121	BD	41DB	01990	JSR	PRTCHA	
7124	A6	68	02000	LDA	8,S	
7126	BD	409E	02010	JSR	PUTBYA	VALUE
7129	BD	40D7	02020	JSR	CRLF	
			02030			
			02040	* STACK LOCATION 7		
712C	86	20	02050	LDA	#\$20	SPACE
712E	BD	41DB	02060	JSR	PRTCHA	
7131	86	37	02070	LDA	#\$37	7
7133	BD	41DB	02080	JSR	PRTCHA	
7136	86	2C	02090	LDA	#\$2C	,
7138	BD	41DB	02100	JSR	PRTCHA	
713B	86	53	02110	LDA	#\$53	S
713D	BD	41DB	02120	JSR	PRTCHA	
7140	86	20	02130	LDA	#\$20	SPACE
7142	BD	41DB	02140	JSR	PRTCHA	
7145	1F	40	02150	TFR	S,D	
7147	C3	0007	02160	ADDD	#\$0007	
714A	BD	4178	02170	JSR	PUTWRA	ADDRESS
714D	86	20	02180	LDA	#\$20	SPACE
714F	BD	41DB	02190	JSR	PRTCHA	
7152	A6	67	02200	LDA	7,S	
7154	BD	409E	02210	JSR	PUTBYA	VALUE
7157	BD	40D7	02220	JSR	CRLF	
			02230			
			02240	* STACK LOCATION 6		
715A	86	20	02250	LDA	#\$20	SPACE
715C	BD	41DB	02260	JSR	PRTCHA	
715F	86	36	02270	LDA	#\$36	6
7161	BD	41DB	02280	JSR	PRTCHA	
7164	86	2C	02290	LDA	#\$2C	,
7166	BD	41DB	02300	JSR	PRTCHA	
7169	86	53	02310	LDA	#\$53	S
716B	BD	41DB	02320	JSR	PRTCHA	
716E	86	20	02330	LDA	#\$20	SPACE
7170	BD	41DB	02340	JSR	PRTCHA	

7173	1F	40	02350	TFR	S,D	
7175	C3	0006	02360	ADDD	#\$0006	
7178	BD	4178	02370	JSR	PUTWRA	ADDRESS
717B	86	20	02380	LDA	#\$20	SPACE
717D	BD	41DB	02390	JSR	PRTCHA	
7180	A6	66	02400	LDA	6,S	
7182	BD	409E	02410	JSR	PUTBYA	VALUE
7185	BD	40D7	02420	JSR	CRLF	
			02430			
			02440	* STACK LOCATION 5		
7188	86	20	02450	LDA	#\$20	SPACE
718A	BD	41DB	02460	JSR	PRTCHA	
718D	86	35	02470	LDA	#\$35	5
718F	BD	41DB	02480	JSR	PRTCHA	
7192	86	2C	02490	LDA	#\$2C	,
7194	BD	41DB	02500	JSR	PRTCHA	
7197	86	53	02510	LDA	#\$53	S
7199	BD	41DB	02520	JSR	PRTCHA	
719C	86	20	02530	LDA	#\$20	SPACE
719E	BD	41DB	02540	JSR	PRTCHA	
71A1	1F	40	02550	TFR	S,D	
71A3	C3	0005	02560	ADDD	#\$0005	
71A6	BD	4178	02570	JSR	PUTWRA	ADDRESS
71A9	86	20	02580	LDA	#\$20	SPACE
71AB	BD	41DB	02590	JSR	PRTCHA	
71AE	A6	65	02600	LDA	5,S	
71B0	BD	409E	02610	JSR	PUTBYA	VALUE
71B3	BD	40D7	02620	JSR	CRLF	
			02630			
			02640	* STACK LOCATION 4		
71B6	86	20	02650	LDA	#\$20	SPACE
71B8	BD	41DB	02660	JSR	PRTCHA	
71BB	86	34	02670	LDA	#\$34	4
71BD	BD	41DB	02680	JSR	PRTCHA	
71C0	86	2C	02690	LDA	#\$2C	,
71C2	BD	41DB	02700	JSR	PRTCHA	
71C5	86	53	02710	LDA	#\$53	S
71C7	BD	41DB	02720	JSR	PRTCHA	
71CA	86	20	02730	LDA	#\$20	SPACE
71CC	BD	41DB	02740	JSR	PRTCHA	
71CF	1F	40	02750	TFR	S,D	
71D1	C3	0004	02760	ADDD	#\$0004	
71D4	BD	4178	02770	JSR	PUTWRA	ADDRESS
71D7	86	20	02780	LDA	#\$20	SPACE
71D9	BD	41DB	02790	JSR	PRTCHA	
71DC	A6	64	02800	LDA	4,S	
71DE	BD	409E	02810	JSR	PUTBYA	VALUE

71E1	BD	40D7	02820	JSR	CRLF	
			02830			
			02840	* STACK LOCATION 3		
71E4	86	20	02850	LDA	#\$20	SPACE
71E6	BD	41DB	02860	JSR	PRTCHA	
71E9	86	33	02870	LDA	#\$33	3
71EB	BD	41DB	02880	JSR	PRTCHA	
71EE	86	2C	02890	LDA	#\$2C	,
71F0	BD	41DB	02900	JSR	PRTCHA	
71F3	86	53	02910	LDA	#\$53	S
71F5	BD	41DB	02920	JSR	PRTCHA	
71F8	86	20	02930	LDA	#\$20	SPACE
71FA	BD	41DB	02940	JSR	PRTCHA	
71FD	1F	40	02950	TFR	S,D	
71FF	C3	0003	02960	ADDD	#\$0003	
7202	BD	4178	02970	JSR	PUTWRA	ADDRESS
7205	86	20	02980	LDA	#\$20	SPACE
7207	BD	41DB	02990	JSR	PRTCHA	
720A	A6	63	03000	LDA	3,S	
720C	BD	409E	03010	JSR	PUTBYA	VALUE
720F	BD	40D7	03020	JSR	CRLF	
			03030			
			03040	* STACK LOCATION 2		
7212	86	20	03050	LDA	#\$20	SPACE
7214	BD	41DB	03060	JSR	PRTCHA	
7217	86	32	03070	LDA	#\$32	2
7219	BD	41DB	03080	JSR	PRTCHA	
721C	86	2C	03090	LDA	#\$2C	,
721E	BD	41DB	03100	JSR	PRTCHA	
7221	86	53	03110	LDA	#\$53	S
7223	BD	41DB	03120	JSR	PRTCHA	
7226	86	20	03130	LDA	#\$20	SPACE
7228	BD	41DB	03140	JSR	PRTCHA	
722B	1F	40	03150	TFR	S,D	
722D	C3	0002	03160	ADDD	#\$0002	
7230	BD	4178	03170	JSR	PUTWRA	ADDRESS
7233	86	20	03180	LDA	#\$20	SPACE
7235	BD	41DB	03190	JSR	PRTCHA	
7238	A6	62	03200	LDA	2,S	
723A	BD	409E	03210	JSR	PUTBYA	VALUE
723D	BD	40D7	03220	JSR	CRLF	
			03230			
			03240	* STACK LOCATION 1		
7240	86	20	03250	LDA	#\$20	SPACE
7242	BD	41DB	03260	JSR	PRTCHA	
7245	86	31	03270	LDA	#\$31	1
7247	BD	41DB	03280	JSR	PRTCHA	

```

724A 86 2C 03290 LDA #$2C ,
724C BD 41DB 03300 JSR PRTCHA
724F 86 53 03310 LDA #$53 S
7251 BD 41DB 03320 JSR PRTCHA
7254 86 20 03330 LDA #$20 SPACE
7256 BD 41DB 03340 JSR PRTCHA
7259 1F 40 03350 TFR S,D
725B C3 0001 03360 ADDD #$0001
725E BD 4178 03370 JSR PUTWRA ADDRESS
7261 86 20 03380 LDA #$20 SPACE
7263 BD 41DB 03390 JSR PRTCHA
7266 A6 61 03400 LDA 1,S
7268 BD 409E 03410 JSR PUTBYA VALUE
726B BD 40D7 03420 JSR CRLF
03430
03440 * STACK LOCATION 0
726E 86 20 03450 LDA #$20 SPACE
7270 BD 41DB 03460 JSR PRTCHA
7273 86 20 03470 LDA #$20 SPACE
7275 BD 41DB 03480 JSR PRTCHA
7278 86 2C 03490 LDA #$2C ,
727A BD 41DB 03500 JSR PRTCHA
727D 86 53 03510 LDA #$53 S
727F BD 41DB 03520 JSR PRTCHA
7282 86 20 03530 LDA #$20 SPACE
7284 BD 41DB 03540 JSR PRTCHA
7287 1F 40 03550 TFR S,D
7289 BD 4178 03560 JSR PUTWRA ADDRESS
728C 86 20 03570 LDA #$20 SPACE
728E BD 41DB 03580 JSR PRTCHA
7291 A6 E4 03590 LDA ,S
7293 BD 409E 03600 JSR PUTBYA VALUE
7296 BD 40D7 03610 JSR CRLF
03620
03630 * RESTORE REGISTERS
7299 B6 4000 03640 LDA REGA
729C F6 4001 03650 LDB REGB
729F BE 4002 03660 LDX REGX
03670
03680 * EXIT
72A2 39 03690 RTS
03700
03710 *****
03720 *
03730 * END OF SUBROUTINE
03740 *
03750 *****

```

```

03760
03770 * LEAVE THE TEST
03780
03790 * RESTORE THE STACK POINTER
72A3 10FE 4006 03800 LBL001  LDS      REGS
03810
03820 * RESTORE THE REGISTERS EXCEPT S
03830 * FROM THE STACK
72A7 35      7F      03840          PULS A,B,X,Y,U,DP,CC
03850
72A9 39      03860          RTS
03870
0000          03880          END

```

The screenshot shows the VCC 2.1.0.7 Tandy Color Computer 3 Emulator interface. The main window displays a memory dump on a green background. The dump lists memory addresses from 12 to 0, with corresponding values. Below the dump, it shows 'MEM = 6544' and 'OK'. The status bar at the bottom indicates 'Skip:01 | FPS: 64 | MC6809 @ 0.89Mhz | FD-502:Idle'.

```

12, S 7FFF FF
11, S 7FFE 00
10, S 7FFD 01
 9, S 7FFC 02
 8, S 7FFB 03
 7, S 7FFA 04
 6, S 7FF9 05
 5, S 7FF8 06
 4, S 7FF7 07
 3, S 7FF6 08
 2, S 7FF5 09
 1, S 7FF4 3A
  , S 7FF3 70
MEM = 6544
OK

```

Skip:01 | FPS: 64 | MC6809 @ 0.89Mhz | FD-502:Idle

Test No. 2: THE SECOND TEST SUITE

```

00100 *****
00110 *
00120 * STKTST2.ASM
00130 * MDJ 2023/02/02
00140 *
00150 * A TESTING TOOL TO
00160 * HELP LEARN ABOUT
00170 * STACK OPERATIONS
00180 *
00190 *****
00200
00210 * BASIC/ML TRANSFER
00220 * VARIABLES
4000 00230 REGA EQU $4000
4001 00240 REGB EQU $4001
4002 00250 REGX EQU $4002
4004 00260 REGY EQU $4004
4006 00270 REGS EQU $4006
4008 00280 REGU EQU $4008
400A 00290 REGPC EQU $400A
400C 00300 REGDP EQU $400C
400D 00310 REGCC EQU $400D
00320
00330 * EXTERNAL ROUTINE
00340 * ADDRESSES
409E 00350 PUTBYA EQU $409E
40D7 00360 CRLF EQU $40D7
4178 00370 PUTWRA EQU $4178
41DB 00380 PRTCHA EQU $41DB
00390
00400 * PUT THIS UP IN HIGH
00410 * MEMORY SO IT WON'T
00420 * INTERFERE WITH
00430 * ANYTHING ELSE
7000 00440 ORG $7000
00450
00460 * SAVE THE REGISTERS EXCEPT S
00470 * ON THE STACK
7000 34 7F 00480 PSHS A,B,X,Y,U,DP,CC
00490
00500 * SAVE THE STACK POINTER
00510 * SO WE CAN MOVE IT FOR
00520 * TESTING PURPOSES
7002 10FF 4006 00530 STS REGS
00540

```

```

00550 * POINT STACK POINTER
00560 * TO TOP OF RAM
7006 10CE 7FFF 00570          LDS      #$7FFF
00580
00590 * PLACE A SENTINEL AT
00600 * THE TOP OF RAM
700A 86      FF 00610          LDA      #$FF
700C B7      7FFF 00620          STA      $7FFF
00630
00640 * SETUP FIRST TEST SUITE
00650 *          LDA      #$00
00660 *          PSHS     A
00670 *          LDA      #$01
00680 *          PSHS     A
00690 *          LDA      #$02
00700 *          PSHS     A
00710 *          LDA      #$03
00720 *          PSHS     A
00730 *          LDA      #$04
00740 *          PSHS     A
00750 *          LDA      #$05
00760 *          PSHS     A
00770 *          LDA      #$06
00780 *          PSHS     A
00790 *          LDA      #$07
00800 *          PSHS     A
00810 *          LDA      #$08
00820 *          PSHS     A
00830 *          LDA      #$09
00840 *          PSHS     A
00850
00860 * DISPLAY THE FIRST TEST SUITE
00870 *          JSR      STKDSP
00880
00890 *          JMP      LBL001
00900
00910 * SETUP SECOND TEST SUITE
700F 8E      0001 00920          LDX      #$0001
7012 34      10   00930          PSHS     X
7014 8E      0203 00940          LDX      #$0203
7017 34      10   00950          PSHS     X
7019 8E      0405 00960          LDX      #$0405
701C 34      10   00970          PSHS     X
701E 8E      0607 00980          LDX      #$0607
7021 34      10   00990          PSHS     X
7023 8E      0809 01000          LDX      #$0809
7026 34      10   01010          PSHS     X

```

```

01020
01030 * DISPLAY THE SECOND TEST SUITE
7028 BD 702E 01040 JSR STKDSP
01050
702B 7E 7294 01060 JMP LBL001
01070
01080 *****
01090 *
01100 * STKDSP
01110 * SUBROUTINE
01120 * TO DISPLAY THE STACK
01130 *
01140 *****
01150
01160 * SAVE REGISTERS
702E B7 4000 01170 STKDSP STA REGA
7031 F7 4001 01180 STB REGB
7034 BF 4002 01190 STX REGX
01200
01210 * STACK LOCATION 12
7037 86 31 01220 LDA #$31 1
7039 BD 41DB 01230 JSR PRTCHA
703C 86 32 01240 LDA #$32 2
703E BD 41DB 01250 JSR PRTCHA
7041 86 2C 01260 LDA #$2C ,
7043 BD 41DB 01270 JSR PRTCHA
7046 86 53 01280 LDA #$53 S
7048 BD 41DB 01290 JSR PRTCHA
704B 86 20 01300 LDA #$20 SPACE
704D BD 41DB 01310 JSR PRTCHA
7050 1F 40 01320 TFR S,D
7052 C3 000C 01330 ADDD #$000C
7055 BD 4178 01340 JSR PUTWRA ADDRESS
7058 86 20 01350 LDA #$20 SPACE
705A BD 41DB 01360 JSR PRTCHA
705D A6 6C 01370 LDA 12,S
705F BD 409E 01380 JSR PUTBYA VALUE
7062 BD 40D7 01390 JSR CRLF
01400
01410 * STACK LOCATION 11
7065 86 31 01420 LDA #$31 1
7067 BD 41DB 01430 JSR PRTCHA
706A 86 31 01440 LDA #$31 1
706C BD 41DB 01450 JSR PRTCHA
706F 86 2C 01460 LDA #$2C ,
7071 BD 41DB 01470 JSR PRTCHA
7074 86 53 01480 LDA #$53 S

```

7076	BD	41DB	01490	JSR	PRTCHA	
7079	86	20	01500	LDA	#\$20	SPACE
707B	BD	41DB	01510	JSR	PRTCHA	
707E	1F	40	01520	TFR	S,D	
7080	C3	000B	01530	ADDD	#\$000B	
7083	BD	4178	01540	JSR	PUTWRA	ADDRESS
7086	86	20	01550	LDA	#\$20	SPACE
7088	BD	41DB	01560	JSR	PRTCHA	
708B	A6	6B	01570	LDA	11,S	
708D	BD	409E	01580	JSR	PUTBYA	VALUE
7090	BD	40D7	01590	JSR	CRLF	
			01600			
			01610	* STACK LOCATION 10		
7093	86	31	01620	LDA	#\$31	1
7095	BD	41DB	01630	JSR	PRTCHA	
7098	86	30	01640	LDA	#\$30	0
709A	BD	41DB	01650	JSR	PRTCHA	
709D	86	2C	01660	LDA	#\$2C	,
709F	BD	41DB	01670	JSR	PRTCHA	
70A2	86	53	01680	LDA	#\$53	S
70A4	BD	41DB	01690	JSR	PRTCHA	
70A7	86	20	01700	LDA	#\$20	SPACE
70A9	BD	41DB	01710	JSR	PRTCHA	
70AC	1F	40	01720	TFR	S,D	
70AE	C3	000A	01730	ADDD	#\$000A	
70B1	BD	4178	01740	JSR	PUTWRA	ADDRESS
70B4	86	20	01750	LDA	#\$20	SPACE
70B6	BD	41DB	01760	JSR	PRTCHA	
70B9	A6	6A	01770	LDA	10,S	
70BB	BD	409E	01780	JSR	PUTBYA	VALUE
70BE	BD	40D7	01790	JSR	CRLF	
			01800			
			01810	* STACK LOCATION 9		
70C1	86	20	01820	LDA	#\$20	SPACE
70C3	BD	41DB	01830	JSR	PRTCHA	
70C6	86	39	01840	LDA	#\$39	9
70C8	BD	41DB	01850	JSR	PRTCHA	
70CB	86	2C	01860	LDA	#\$2C	,
70CD	BD	41DB	01870	JSR	PRTCHA	
70D0	86	53	01880	LDA	#\$53	S
70D2	BD	41DB	01890	JSR	PRTCHA	
70D5	86	20	01900	LDA	#\$20	SPACE
70D7	BD	41DB	01910	JSR	PRTCHA	
70DA	1F	40	01920	TFR	S,D	
70DC	C3	0009	01930	ADDD	#\$0009	
70DF	BD	4178	01940	JSR	PUTWRA	ADDRESS
70E2	86	20	01950	LDA	#\$20	SPACE

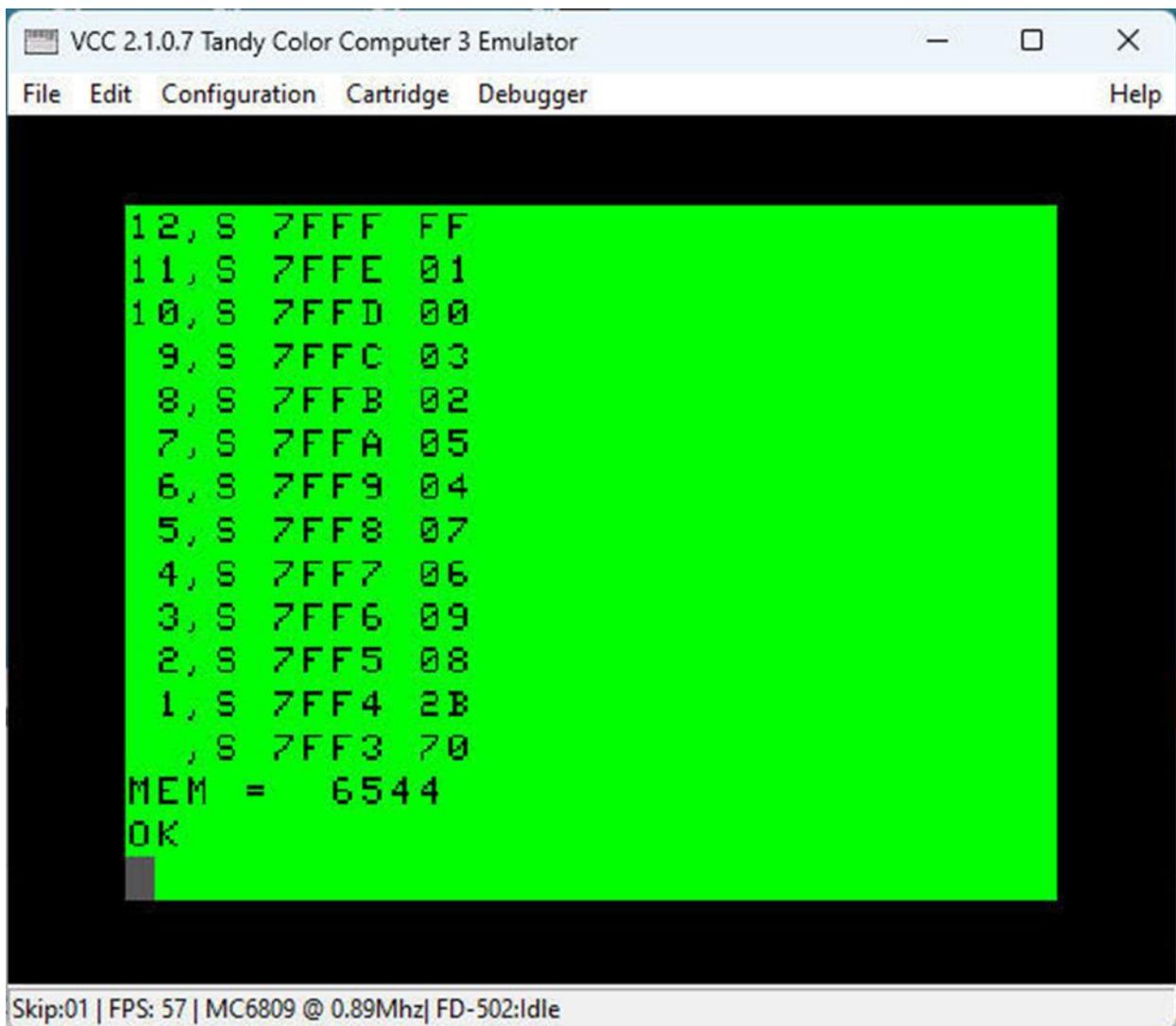
70E4	BD	41DB	01960	JSR	PRTCHA	
70E7	A6	69	01970	LDA	9,S	
70E9	BD	409E	01980	JSR	PUTBYA	VALUE
70EC	BD	40D7	01990	JSR	CRLF	
			02000			
			02010	* STACK LOCATION 8		
70EF	86	20	02020	LDA	#\$20	SPACE
70F1	BD	41DB	02030	JSR	PRTCHA	
70F4	86	38	02040	LDA	#\$38	8
70F6	BD	41DB	02050	JSR	PRTCHA	
70F9	86	2C	02060	LDA	#\$2C	,
70FB	BD	41DB	02070	JSR	PRTCHA	
70FE	86	53	02080	LDA	#\$53	S
7100	BD	41DB	02090	JSR	PRTCHA	
7103	86	20	02100	LDA	#\$20	SPACE
7105	BD	41DB	02110	JSR	PRTCHA	
7108	1F	40	02120	TFR	S,D	
710A	C3	0008	02130	ADDD	#\$0008	
710D	BD	4178	02140	JSR	PUTWRA	ADDRESS
7110	86	20	02150	LDA	#\$20	SPACE
7112	BD	41DB	02160	JSR	PRTCHA	
7115	A6	68	02170	LDA	8,S	
7117	BD	409E	02180	JSR	PUTBYA	VALUE
711A	BD	40D7	02190	JSR	CRLF	
			02200			
			02210	* STACK LOCATION 7		
711D	86	20	02220	LDA	#\$20	SPACE
711F	BD	41DB	02230	JSR	PRTCHA	
7122	86	37	02240	LDA	#\$37	7
7124	BD	41DB	02250	JSR	PRTCHA	
7127	86	2C	02260	LDA	#\$2C	,
7129	BD	41DB	02270	JSR	PRTCHA	
712C	86	53	02280	LDA	#\$53	S
712E	BD	41DB	02290	JSR	PRTCHA	
7131	86	20	02300	LDA	#\$20	SPACE
7133	BD	41DB	02310	JSR	PRTCHA	
7136	1F	40	02320	TFR	S,D	
7138	C3	0007	02330	ADDD	#\$0007	
713B	BD	4178	02340	JSR	PUTWRA	ADDRESS
713E	86	20	02350	LDA	#\$20	SPACE
7140	BD	41DB	02360	JSR	PRTCHA	
7143	A6	67	02370	LDA	7,S	
7145	BD	409E	02380	JSR	PUTBYA	VALUE
7148	BD	40D7	02390	JSR	CRLF	
			02400			
			02410	* STACK LOCATION 6		
714B	86	20	02420	LDA	#\$20	SPACE

714D	BD	41DB	02430	JSR	PRTCHA	
7150	86	36	02440	LDA	#\$36	6
7152	BD	41DB	02450	JSR	PRTCHA	
7155	86	2C	02460	LDA	#\$2C	,
7157	BD	41DB	02470	JSR	PRTCHA	
715A	86	53	02480	LDA	#\$53	S
715C	BD	41DB	02490	JSR	PRTCHA	
715F	86	20	02500	LDA	#\$20	SPACE
7161	BD	41DB	02510	JSR	PRTCHA	
7164	1F	40	02520	TFR	S,D	
7166	C3	0006	02530	ADDD	#\$0006	
7169	BD	4178	02540	JSR	PUTWRA	ADDRESS
716C	86	20	02550	LDA	#\$20	SPACE
716E	BD	41DB	02560	JSR	PRTCHA	
7171	A6	66	02570	LDA	6,S	
7173	BD	409E	02580	JSR	PUTBYA	VALUE
7176	BD	40D7	02590	JSR	CRLF	
			02600			
			02610	* STACK LOCATION 5		
7179	86	20	02620	LDA	#\$20	SPACE
717B	BD	41DB	02630	JSR	PRTCHA	
717E	86	35	02640	LDA	#\$35	5
7180	BD	41DB	02650	JSR	PRTCHA	
7183	86	2C	02660	LDA	#\$2C	,
7185	BD	41DB	02670	JSR	PRTCHA	
7188	86	53	02680	LDA	#\$53	S
718A	BD	41DB	02690	JSR	PRTCHA	
718D	86	20	02700	LDA	#\$20	SPACE
718F	BD	41DB	02710	JSR	PRTCHA	
7192	1F	40	02720	TFR	S,D	
7194	C3	0005	02730	ADDD	#\$0005	
7197	BD	4178	02740	JSR	PUTWRA	ADDRESS
719A	86	20	02750	LDA	#\$20	SPACE
719C	BD	41DB	02760	JSR	PRTCHA	
719F	A6	65	02770	LDA	5,S	
71A1	BD	409E	02780	JSR	PUTBYA	VALUE
71A4	BD	40D7	02790	JSR	CRLF	
			02800			
			02810	* STACK LOCATION 4		
71A7	86	20	02820	LDA	#\$20	SPACE
71A9	BD	41DB	02830	JSR	PRTCHA	
71AC	86	34	02840	LDA	#\$34	4
71AE	BD	41DB	02850	JSR	PRTCHA	
71B1	86	2C	02860	LDA	#\$2C	,
71B3	BD	41DB	02870	JSR	PRTCHA	
71B6	86	53	02880	LDA	#\$53	S
71B8	BD	41DB	02890	JSR	PRTCHA	

71BB	86	20	02900	LDA	#\$20	SPACE
71BD	BD	41DB	02910	JSR	PRTCHA	
71C0	1F	40	02920	TFR	S,D	
71C2	C3	0004	02930	ADDD	#\$0004	
71C5	BD	4178	02940	JSR	PUTWRA	ADDRESS
71C8	86	20	02950	LDA	#\$20	SPACE
71CA	BD	41DB	02960	JSR	PRTCHA	
71CD	A6	64	02970	LDA	4,S	
71CF	BD	409E	02980	JSR	PUTBYA	VALUE
71D2	BD	40D7	02990	JSR	CRLF	
			03000			
			03010	* STACK LOCATION 3		
71D5	86	20	03020	LDA	#\$20	SPACE
71D7	BD	41DB	03030	JSR	PRTCHA	
71DA	86	33	03040	LDA	#\$33	3
71DC	BD	41DB	03050	JSR	PRTCHA	
71DF	86	2C	03060	LDA	#\$2C	,
71E1	BD	41DB	03070	JSR	PRTCHA	
71E4	86	53	03080	LDA	#\$53	S
71E6	BD	41DB	03090	JSR	PRTCHA	
71E9	86	20	03100	LDA	#\$20	SPACE
71EB	BD	41DB	03110	JSR	PRTCHA	
71EE	1F	40	03120	TFR	S,D	
71F0	C3	0003	03130	ADDD	#\$0003	
71F3	BD	4178	03140	JSR	PUTWRA	ADDRESS
71F6	86	20	03150	LDA	#\$20	SPACE
71F8	BD	41DB	03160	JSR	PRTCHA	
71FB	A6	63	03170	LDA	3,S	
71FD	BD	409E	03180	JSR	PUTBYA	VALUE
7200	BD	40D7	03190	JSR	CRLF	
			03200			
			03210	* STACK LOCATION 2		
7203	86	20	03220	LDA	#\$20	SPACE
7205	BD	41DB	03230	JSR	PRTCHA	
7208	86	32	03240	LDA	#\$32	2
720A	BD	41DB	03250	JSR	PRTCHA	
720D	86	2C	03260	LDA	#\$2C	,
720F	BD	41DB	03270	JSR	PRTCHA	
7212	86	53	03280	LDA	#\$53	S
7214	BD	41DB	03290	JSR	PRTCHA	
7217	86	20	03300	LDA	#\$20	SPACE
7219	BD	41DB	03310	JSR	PRTCHA	
721C	1F	40	03320	TFR	S,D	
721E	C3	0002	03330	ADDD	#\$0002	
7221	BD	4178	03340	JSR	PUTWRA	ADDRESS
7224	86	20	03350	LDA	#\$20	SPACE
7226	BD	41DB	03360	JSR	PRTCHA	

7229	A6	62	03370	LDA	2,S	
722B	BD	409E	03380	JSR	PUTBYA	VALUE
722E	BD	40D7	03390	JSR	CRLF	
			03400			
			03410	* STACK LOCATION 1		
7231	86	20	03420	LDA	#\$20	SPACE
7233	BD	41DB	03430	JSR	PRTCHA	
7236	86	31	03440	LDA	#\$31	1
7238	BD	41DB	03450	JSR	PRTCHA	
723B	86	2C	03460	LDA	#\$2C	,
723D	BD	41DB	03470	JSR	PRTCHA	
7240	86	53	03480	LDA	#\$53	S
7242	BD	41DB	03490	JSR	PRTCHA	
7245	86	20	03500	LDA	#\$20	SPACE
7247	BD	41DB	03510	JSR	PRTCHA	
724A	1F	40	03520	TFR	S,D	
724C	C3	0001	03530	ADDD	#\$0001	
724F	BD	4178	03540	JSR	PUTWRA	ADDRESS
7252	86	20	03550	LDA	#\$20	SPACE
7254	BD	41DB	03560	JSR	PRTCHA	
7257	A6	61	03570	LDA	1,S	
7259	BD	409E	03580	JSR	PUTBYA	VALUE
725C	BD	40D7	03590	JSR	CRLF	
			03600			
			03610	* STACK LOCATION 0		
725F	86	20	03620	LDA	#\$20	SPACE
7261	BD	41DB	03630	JSR	PRTCHA	
7264	86	20	03640	LDA	#\$20	SPACE
7266	BD	41DB	03650	JSR	PRTCHA	
7269	86	2C	03660	LDA	#\$2C	,
726B	BD	41DB	03670	JSR	PRTCHA	
726E	86	53	03680	LDA	#\$53	S
7270	BD	41DB	03690	JSR	PRTCHA	
7273	86	20	03700	LDA	#\$20	SPACE
7275	BD	41DB	03710	JSR	PRTCHA	
7278	1F	40	03720	TFR	S,D	
727A	BD	4178	03730	JSR	PUTWRA	ADDRESS
727D	86	20	03740	LDA	#\$20	SPACE
727F	BD	41DB	03750	JSR	PRTCHA	
7282	A6	E4	03760	LDA	,S	
7284	BD	409E	03770	JSR	PUTBYA	VALUE
7287	BD	40D7	03780	JSR	CRLF	
			03790			
			03800	* RESTORE REGISTERS		
728A	B6	4000	03810	LDA	REGA	
728D	F6	4001	03820	LDB	REGB	
7290	BE	4002	03830	LDX	REGX	

			03840
			03850 * EXIT
7293	39		03860 RTS
			03870
			03880 *****
			03890 *
			03900 * END OF SUBROUTINE
			03910 *
			03920 *****
			03930
			03940 * LEAVE THE TEST
			03950
			03960 * RESTORE THE STACK POINTER
7294	10FE	4006	03970 LBL001 LDS REGS
			03980
			03990 * RESTORE THE REGISTERS EXCEPT S
			04000 * FROM THE STACK
7298	35	7F	04010 PULS A,B,X,Y,U,DP,CC
			04020
729A	39		04030 RTS
			04040
		0000	04050 END



Test No. 3: THE SECOND TEST SUITE CHECK

```

00100 *****
00110 *
00120 * STKTST2C.ASM
00130 * MDJ 2023/02/02
00140 *
00150 * A TESTING TOOL TO
00160 * HELP LEARN ABOUT
00170 * STACK OPERATIONS
00180 *
00190 *****
00200
00210 * BASIC/ML TRANSFER
00220 * VARIABLES
4000 00230 REGA EQU $4000
4001 00240 REGB EQU $4001
4002 00250 REGX EQU $4002
4004 00260 REGY EQU $4004
4006 00270 REGS EQU $4006
4008 00280 REGU EQU $4008
400A 00290 REGPC EQU $400A
400C 00300 REGDP EQU $400C
400D 00310 REGCC EQU $400D
00320
00330 * EXTERNAL ROUTINE
00340 * ADDRESSES
409E 00350 PUTBYA EQU $409E
40D7 00360 CRLF EQU $40D7
4178 00370 PUTWRA EQU $4178
41DB 00380 PRTCHA EQU $41DB
00390
00400 * PUT THIS UP IN HIGH
00410 * MEMORY SO IT WON'T
00420 * INTERFERE WITH
00430 * ANYTHING ELSE
7000 00440 ORG $7000
00450
00460 * SAVE THE REGISTERS EXCEPT S
00470 * ON THE STACK
7000 34 7F 00480 PSHS A,B,X,Y,U,DP,CC
00490
00500 * SAVE THE STACK POINTER
00510 * SO WE CAN MOVE IT FOR
00520 * TESTING PURPOSES
7002 10FF 4006 00530 STS REGS
00540

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00550 * POINT STACK POINTER
00560 * TO TOP OF RAM
7006 10CE 7FFF 00570          LDS      #$7FFF
00580
00590 * PLACE A SENTINEL AT
00600 * THE TOP OF RAM
700A 86      FF 00610          LDA      #$FF
700C B7      7FFF 00620          STA      $7FFF
00630
00640 * SETUP FIRST TEST SUITE
00650 *          LDA      #$00
00660 *          PSHS     A
00670 *          LDA      #$01
00680 *          PSHS     A
00690 *          LDA      #$02
00700 *          PSHS     A
00710 *          LDA      #$03
00720 *          PSHS     A
00730 *          LDA      #$04
00740 *          PSHS     A
00750 *          LDA      #$05
00760 *          PSHS     A
00770 *          LDA      #$06
00780 *          PSHS     A
00790 *          LDA      #$07
00800 *          PSHS     A
00810 *          LDA      #$08
00820 *          PSHS     A
00830 *          LDA      #$09
00840 *          PSHS     A
00850
00860 * DISPLAY THE FIRST TEST SUITE
00870 *          JSR      STKDSP
00880
00890 *          JMP      LBL001
00900
00910 * SETUP SECOND TEST SUITE
700F 8E      0001 00920          LDX      #$0001
7012 34      10    00930          PSHS     X
7014 8E      0203 00940          LDX      #$0203
7017 34      10    00950          PSHS     X
7019 8E      0405 00960          LDX      #$0405
701C 34      10    00970          PSHS     X
701E 8E      0607 00980          LDX      #$0607
7021 34      10    00990          PSHS     X
7023 8E      0809 01000          LDX      #$0809
7026 34      10    01010          PSHS     X

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01020
01030 * DISPLAY THE SECOND TEST SUITE
7028 BD 7059 01040 JSR STKDSP
01050
01060 * SECOND TEST SUITE CHECK
702B BD 40D7 01070 JSR CRLF
702E EC 6A 01080 LDD 10,S
7030 BD 4178 01090 JSR PUTWRA
7033 BD 40D7 01100 JSR CRLF
7036 EC 68 01110 LDD 8,S
7038 BD 4178 01120 JSR PUTWRA
703B BD 40D7 01130 JSR CRLF
703E EC 66 01140 LDD 6,S
7040 BD 4178 01150 JSR PUTWRA
7043 BD 40D7 01160 JSR CRLF
7046 EC 64 01170 LDD 4,S
7048 BD 4178 01180 JSR PUTWRA
704B BD 40D7 01190 JSR CRLF
704E EC 62 01200 LDD 2,S
7050 BD 4178 01210 JSR PUTWRA
7053 BD 40D7 01220 JSR CRLF
01230
7056 7E 72BF 01240 JMP LBL001
01250
01260 *****
01270 *
01280 * STKDSP
01290 * SUBROUTINE
01300 * TO DISPLAY THE STACK
01310 *
01320 *****
01330
01340 * SAVE REGISTERS
7059 B7 4000 01350 STKDSP STA REGA
705C F7 4001 01360 STB REGB
705F BF 4002 01370 STX REGX
01380
01390 * STACK LOCATION 12
7062 86 31 01400 LDA #$31 1
7064 BD 41DB 01410 JSR PRTCHA
7067 86 32 01420 LDA #$32 2
7069 BD 41DB 01430 JSR PRTCHA
706C 86 2C 01440 LDA #$2C ,
706E BD 41DB 01450 JSR PRTCHA
7071 86 53 01460 LDA #$53 S
7073 BD 41DB 01470 JSR PRTCHA
7076 86 20 01480 LDA #$20 SPACE

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7078	BD	41DB	01490	JSR	PRTCHA	
707B	1F	40	01500	TFR	S,D	
707D	C3	000C	01510	ADDD	#\$000C	
7080	BD	4178	01520	JSR	PUTWRA	ADDRESS
7083	86	20	01530	LDA	#\$20	SPACE
7085	BD	41DB	01540	JSR	PRTCHA	
7088	A6	6C	01550	LDA	12,S	
708A	BD	409E	01560	JSR	PUTBYA	VALUE
708D	BD	40D7	01570	JSR	CRLF	
			01580			
			01590	* STACK LOCATION 11		
7090	86	31	01600	LDA	#\$31	1
7092	BD	41DB	01610	JSR	PRTCHA	
7095	86	31	01620	LDA	#\$31	1
7097	BD	41DB	01630	JSR	PRTCHA	
709A	86	2C	01640	LDA	#\$2C	,
709C	BD	41DB	01650	JSR	PRTCHA	
709F	86	53	01660	LDA	#\$53	S
70A1	BD	41DB	01670	JSR	PRTCHA	
70A4	86	20	01680	LDA	#\$20	SPACE
70A6	BD	41DB	01690	JSR	PRTCHA	
70A9	1F	40	01700	TFR	S,D	
70AB	C3	000B	01710	ADDD	#\$000B	
70AE	BD	4178	01720	JSR	PUTWRA	ADDRESS
70B1	86	20	01730	LDA	#\$20	SPACE
70B3	BD	41DB	01740	JSR	PRTCHA	
70B6	A6	6B	01750	LDA	11,S	
70B8	BD	409E	01760	JSR	PUTBYA	VALUE
70BB	BD	40D7	01770	JSR	CRLF	
			01780			
			01790	* STACK LOCATION 10		
70BE	86	31	01800	LDA	#\$31	1
70C0	BD	41DB	01810	JSR	PRTCHA	
70C3	86	30	01820	LDA	#\$30	0
70C5	BD	41DB	01830	JSR	PRTCHA	
70C8	86	2C	01840	LDA	#\$2C	,
70CA	BD	41DB	01850	JSR	PRTCHA	
70CD	86	53	01860	LDA	#\$53	S
70CF	BD	41DB	01870	JSR	PRTCHA	
70D2	86	20	01880	LDA	#\$20	SPACE
70D4	BD	41DB	01890	JSR	PRTCHA	
70D7	1F	40	01900	TFR	S,D	
70D9	C3	000A	01910	ADDD	#\$000A	
70DC	BD	4178	01920	JSR	PUTWRA	ADDRESS
70DF	86	20	01930	LDA	#\$20	SPACE
70E1	BD	41DB	01940	JSR	PRTCHA	
70E4	A6	6A	01950	LDA	10,S	

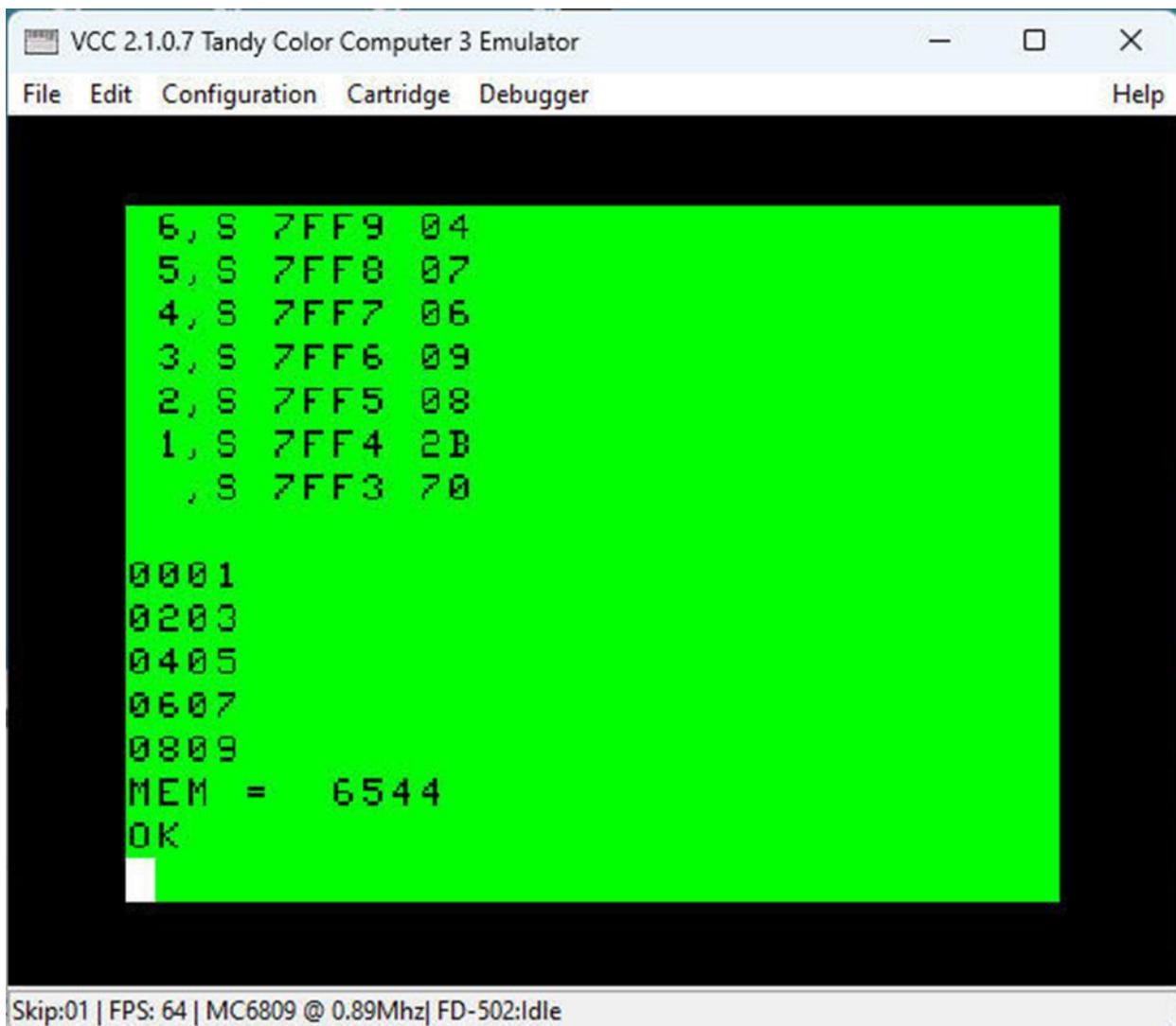
70E6	BD	409E	01960	JSR	PUTBYA	VALUE
70E9	BD	40D7	01970	JSR	CRLF	
			01980			
			01990	* STACK LOCATION 9		
70EC	86	20	02000	LDA	#\$20	SPACE
70EE	BD	41DB	02010	JSR	PRTCHA	
70F1	86	39	02020	LDA	#\$39	9
70F3	BD	41DB	02030	JSR	PRTCHA	
70F6	86	2C	02040	LDA	#\$2C	,
70F8	BD	41DB	02050	JSR	PRTCHA	
70FB	86	53	02060	LDA	#\$53	S
70FD	BD	41DB	02070	JSR	PRTCHA	
7100	86	20	02080	LDA	#\$20	SPACE
7102	BD	41DB	02090	JSR	PRTCHA	
7105	1F	40	02100	TFR	S,D	
7107	C3	0009	02110	ADDD	#\$0009	
710A	BD	4178	02120	JSR	PUTWRA	ADDRESS
710D	86	20	02130	LDA	#\$20	SPACE
710F	BD	41DB	02140	JSR	PRTCHA	
7112	A6	69	02150	LDA	9,S	
7114	BD	409E	02160	JSR	PUTBYA	VALUE
7117	BD	40D7	02170	JSR	CRLF	
			02180			
			02190	* STACK LOCATION 8		
711A	86	20	02200	LDA	#\$20	SPACE
711C	BD	41DB	02210	JSR	PRTCHA	
711F	86	38	02220	LDA	#\$38	8
7121	BD	41DB	02230	JSR	PRTCHA	
7124	86	2C	02240	LDA	#\$2C	,
7126	BD	41DB	02250	JSR	PRTCHA	
7129	86	53	02260	LDA	#\$53	S
712B	BD	41DB	02270	JSR	PRTCHA	
712E	86	20	02280	LDA	#\$20	SPACE
7130	BD	41DB	02290	JSR	PRTCHA	
7133	1F	40	02300	TFR	S,D	
7135	C3	0008	02310	ADDD	#\$0008	
7138	BD	4178	02320	JSR	PUTWRA	ADDRESS
713B	86	20	02330	LDA	#\$20	SPACE
713D	BD	41DB	02340	JSR	PRTCHA	
7140	A6	68	02350	LDA	8,S	
7142	BD	409E	02360	JSR	PUTBYA	VALUE
7145	BD	40D7	02370	JSR	CRLF	
			02380			
			02390	* STACK LOCATION 7		
7148	86	20	02400	LDA	#\$20	SPACE
714A	BD	41DB	02410	JSR	PRTCHA	
714D	86	37	02420	LDA	#\$37	7

714F	BD	41DB	02430	JSR	PRTCHA	
7152	86	2C	02440	LDA	#\$2C	,
7154	BD	41DB	02450	JSR	PRTCHA	
7157	86	53	02460	LDA	#\$53	S
7159	BD	41DB	02470	JSR	PRTCHA	
715C	86	20	02480	LDA	#\$20	SPACE
715E	BD	41DB	02490	JSR	PRTCHA	
7161	1F	40	02500	TFR	S,D	
7163	C3	0007	02510	ADDD	#\$0007	
7166	BD	4178	02520	JSR	PUTWRA	ADDRESS
7169	86	20	02530	LDA	#\$20	SPACE
716B	BD	41DB	02540	JSR	PRTCHA	
716E	A6	67	02550	LDA	7,S	
7170	BD	409E	02560	JSR	PUTBYA	VALUE
7173	BD	40D7	02570	JSR	CRLF	
			02580			
			02590	* STACK LOCATION 6		
7176	86	20	02600	LDA	#\$20	SPACE
7178	BD	41DB	02610	JSR	PRTCHA	
717B	86	36	02620	LDA	#\$36	6
717D	BD	41DB	02630	JSR	PRTCHA	
7180	86	2C	02640	LDA	#\$2C	,
7182	BD	41DB	02650	JSR	PRTCHA	
7185	86	53	02660	LDA	#\$53	S
7187	BD	41DB	02670	JSR	PRTCHA	
718A	86	20	02680	LDA	#\$20	SPACE
718C	BD	41DB	02690	JSR	PRTCHA	
718F	1F	40	02700	TFR	S,D	
7191	C3	0006	02710	ADDD	#\$0006	
7194	BD	4178	02720	JSR	PUTWRA	ADDRESS
7197	86	20	02730	LDA	#\$20	SPACE
7199	BD	41DB	02740	JSR	PRTCHA	
719C	A6	66	02750	LDA	6,S	
719E	BD	409E	02760	JSR	PUTBYA	VALUE
71A1	BD	40D7	02770	JSR	CRLF	
			02780			
			02790	* STACK LOCATION 5		
71A4	86	20	02800	LDA	#\$20	SPACE
71A6	BD	41DB	02810	JSR	PRTCHA	
71A9	86	35	02820	LDA	#\$35	5
71AB	BD	41DB	02830	JSR	PRTCHA	
71AE	86	2C	02840	LDA	#\$2C	,
71B0	BD	41DB	02850	JSR	PRTCHA	
71B3	86	53	02860	LDA	#\$53	S
71B5	BD	41DB	02870	JSR	PRTCHA	
71B8	86	20	02880	LDA	#\$20	SPACE
71BA	BD	41DB	02890	JSR	PRTCHA	

71BD	1F	40	02900	TFR	S,D	
71BF	C3	0005	02910	ADDD	#\$0005	
71C2	BD	4178	02920	JSR	PUTWRA	ADDRESS
71C5	86	20	02930	LDA	#\$20	SPACE
71C7	BD	41DB	02940	JSR	PRTCHA	
71CA	A6	65	02950	LDA	5,S	
71CC	BD	409E	02960	JSR	PUTBYA	VALUE
71CF	BD	40D7	02970	JSR	CRLF	
			02980			
			02990	* STACK LOCATION 4		
71D2	86	20	03000	LDA	#\$20	SPACE
71D4	BD	41DB	03010	JSR	PRTCHA	
71D7	86	34	03020	LDA	#\$34	4
71D9	BD	41DB	03030	JSR	PRTCHA	
71DC	86	2C	03040	LDA	#\$2C	,
71DE	BD	41DB	03050	JSR	PRTCHA	
71E1	86	53	03060	LDA	#\$53	S
71E3	BD	41DB	03070	JSR	PRTCHA	
71E6	86	20	03080	LDA	#\$20	SPACE
71E8	BD	41DB	03090	JSR	PRTCHA	
71EB	1F	40	03100	TFR	S,D	
71ED	C3	0004	03110	ADDD	#\$0004	
71F0	BD	4178	03120	JSR	PUTWRA	ADDRESS
71F3	86	20	03130	LDA	#\$20	SPACE
71F5	BD	41DB	03140	JSR	PRTCHA	
71F8	A6	64	03150	LDA	4,S	
71FA	BD	409E	03160	JSR	PUTBYA	VALUE
71FD	BD	40D7	03170	JSR	CRLF	
			03180			
			03190	* STACK LOCATION 3		
7200	86	20	03200	LDA	#\$20	SPACE
7202	BD	41DB	03210	JSR	PRTCHA	
7205	86	33	03220	LDA	#\$33	3
7207	BD	41DB	03230	JSR	PRTCHA	
720A	86	2C	03240	LDA	#\$2C	,
720C	BD	41DB	03250	JSR	PRTCHA	
720F	86	53	03260	LDA	#\$53	S
7211	BD	41DB	03270	JSR	PRTCHA	
7214	86	20	03280	LDA	#\$20	SPACE
7216	BD	41DB	03290	JSR	PRTCHA	
7219	1F	40	03300	TFR	S,D	
721B	C3	0003	03310	ADDD	#\$0003	
721E	BD	4178	03320	JSR	PUTWRA	ADDRESS
7221	86	20	03330	LDA	#\$20	SPACE
7223	BD	41DB	03340	JSR	PRTCHA	
7226	A6	63	03350	LDA	3,S	
7228	BD	409E	03360	JSR	PUTBYA	VALUE

722B	BD	40D7	03370	JSR	CRLF	
			03380			
			03390	* STACK LOCATION 2		
722E	86	20	03400	LDA	#\$20	SPACE
7230	BD	41DB	03410	JSR	PRTCHA	
7233	86	32	03420	LDA	#\$32	2
7235	BD	41DB	03430	JSR	PRTCHA	
7238	86	2C	03440	LDA	#\$2C	,
723A	BD	41DB	03450	JSR	PRTCHA	
723D	86	53	03460	LDA	#\$53	S
723F	BD	41DB	03470	JSR	PRTCHA	
7242	86	20	03480	LDA	#\$20	SPACE
7244	BD	41DB	03490	JSR	PRTCHA	
7247	1F	40	03500	TFR	S,D	
7249	C3	0002	03510	ADDD	#\$0002	
724C	BD	4178	03520	JSR	PUTWRA	ADDRESS
724F	86	20	03530	LDA	#\$20	SPACE
7251	BD	41DB	03540	JSR	PRTCHA	
7254	A6	62	03550	LDA	2,S	
7256	BD	409E	03560	JSR	PUTBYA	VALUE
7259	BD	40D7	03570	JSR	CRLF	
			03580			
			03590	* STACK LOCATION 1		
725C	86	20	03600	LDA	#\$20	SPACE
725E	BD	41DB	03610	JSR	PRTCHA	
7261	86	31	03620	LDA	#\$31	1
7263	BD	41DB	03630	JSR	PRTCHA	
7266	86	2C	03640	LDA	#\$2C	,
7268	BD	41DB	03650	JSR	PRTCHA	
726B	86	53	03660	LDA	#\$53	S
726D	BD	41DB	03670	JSR	PRTCHA	
7270	86	20	03680	LDA	#\$20	SPACE
7272	BD	41DB	03690	JSR	PRTCHA	
7275	1F	40	03700	TFR	S,D	
7277	C3	0001	03710	ADDD	#\$0001	
727A	BD	4178	03720	JSR	PUTWRA	ADDRESS
727D	86	20	03730	LDA	#\$20	SPACE
727F	BD	41DB	03740	JSR	PRTCHA	
7282	A6	61	03750	LDA	1,S	
7284	BD	409E	03760	JSR	PUTBYA	VALUE
7287	BD	40D7	03770	JSR	CRLF	
			03780			
			03790	* STACK LOCATION 0		
728A	86	20	03800	LDA	#\$20	SPACE
728C	BD	41DB	03810	JSR	PRTCHA	
728F	86	20	03820	LDA	#\$20	SPACE
7291	BD	41DB	03830	JSR	PRTCHA	

7294	86	2C	03840	LDA	#\$2C	,
7296	BD	41DB	03850	JSR	PRTCHA	
7299	86	53	03860	LDA	#\$53	S
729B	BD	41DB	03870	JSR	PRTCHA	
729E	86	20	03880	LDA	#\$20	SPACE
72A0	BD	41DB	03890	JSR	PRTCHA	
72A3	1F	40	03900	TFR	S,D	
72A5	BD	4178	03910	JSR	PUTWRA	ADDRESS
72A8	86	20	03920	LDA	#\$20	SPACE
72AA	BD	41DB	03930	JSR	PRTCHA	
72AD	A6	E4	03940	LDA	,S	
72AF	BD	409E	03950	JSR	PUTBYA	VALUE
72B2	BD	40D7	03960	JSR	CRLF	
			03970			
			03980	* RESTORE REGISTERS		
72B5	B6	4000	03990	LDA	REGA	
72B8	F6	4001	04000	LDB	REGB	
72BB	BE	4002	04010	LDX	REGX	
			04020			
			04030	* EXIT		
72BE	39		04040	RTS		
			04050			
			04060	*****		
			04070	*		
			04080	* END OF SUBROUTINE		
			04090	*		
			04100	*****		
			04110			
			04120	* LEAVE THE TEST		
			04130			
			04140	* RESTORE THE STACK POINTER		
72BF	10FE	4006	04150	LBL001	LDS	REGS
			04160			
			04170	* RESTORE THE REGISTERS EXCEPT S		
			04180	* FROM THE STACK		
72C3	35	7F	04190	PULS	A,B,X,Y,U,DP,CC	
			04200			
72C5	39		04210	RTS		
			04220			
		0000	04230	END		



Test No. 4: THE THIRD TEST SUITE

```

00100 *****
00110 *
00120 * STKTST3.ASM
00130 * MDJ 2023/02/02
00140 *
00150 * A TESTING TOOL TO
00160 * HELP LEARN ABOUT
00170 * STACK OPERATIONS
00180 *
00190 *****
00200
00210 * BASIC/ML TRANSFER
00220 * VARIABLES
4000 00230 REGA EQU $4000
4001 00240 REGB EQU $4001
4002 00250 REGX EQU $4002
4004 00260 REGY EQU $4004
4006 00270 REGS EQU $4006
4008 00280 REGU EQU $4008
400A 00290 REGPC EQU $400A
400C 00300 REGDP EQU $400C
400D 00310 REGCC EQU $400D
00320
00330 * EXTERNAL ROUTINE
00340 * ADDRESSES
409E 00350 PUTBYA EQU $409E
40D7 00360 CRLF EQU $40D7
4178 00370 PUTWRA EQU $4178
41DB 00380 PRTCHA EQU $41DB
00390
00400 * PUT THIS UP IN HIGH
00410 * MEMORY SO IT WON'T
00420 * INTERFERE WITH
00430 * ANYTHING ELSE
7000 00440 ORG $7000
00450
00460 * SAVE THE REGISTERS EXCEPT S
00470 * ON THE STACK
7000 34 7F 00480 PSHS A,B,X,Y,U,DP,CC
00490
00500 * SAVE THE STACK POINTER
00510 * SO WE CAN MOVE IT FOR
00520 * TESTING PURPOSES
7002 10FF 4006 00530 STS REGS
00540

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```

00550 * POINT STACK POINTER
00560 * TO TOP OF RAM
7006 10CE 7FFF 00570          LDS      #$7FFF
00580
00590 * PLACE A SENTINEL AT
00600 * THE TOP OF RAM
700A 86      FF 00610          LDA      #$FF
700C B7      7FFF 00620          STA      $7FFF
00630
00640 * SETUP FIRST TEST SUITE
00650 *          LDA      #$00
00660 *          PSHS     A
00670 *          LDA      #$01
00680 *          PSHS     A
00690 *          LDA      #$02
00700 *          PSHS     A
00710 *          LDA      #$03
00720 *          PSHS     A
00730 *          LDA      #$04
00740 *          PSHS     A
00750 *          LDA      #$05
00760 *          PSHS     A
00770 *          LDA      #$06
00780 *          PSHS     A
00790 *          LDA      #$07
00800 *          PSHS     A
00810 *          LDA      #$08
00820 *          PSHS     A
00830 *          LDA      #$09
00840 *          PSHS     A
00850
00860 * DISPLAY THE FIRST TEST SUITE
00870 *          JSR      STKDSP
00880
00890 *          JMP      LBL001
00900
00910 * SETUP SECOND TEST SUITE
00920 *          LDX      #$0001
00930 *          PSHS     X
00940 *          LDX      #$0203
00950 *          PSHS     X
00960 *          LDX      #$0405
00970 *          PSHS     X
00980 *          LDX      #$0607
00990 *          PSHS     X
01000 *          LDX      #$0809
01010 *          PSHS     X

```

```

01020
01030 * DISPLAY THE SECOND TEST SUITE
01040 *          JSR          STKDSP
01050
01060 * SETUP THIRD TEST SUITE
700F 86    00    01070          LDA          #$00
7011 34    02    01080          PSHS         A
7013 8E    0102  01090          LDX          #$0102
7016 34    10    01100          PSHS         X
7018 86    03    01110          LDA          #$03
701A 34    02    01120          PSHS         A
701C 86    04    01130          LDA          #$04
701E 34    02    01140          PSHS         A
7020 8E    0506  01150          LDX          #$0506
7023 34    10    01160          PSHS         X
7025 86    07    01170          LDA          #$07
7027 34    02    01180          PSHS         A
7029 8E    0809  01190          LDX          #$0809
702C 34    10    01200          PSHS         X
01210
01220 * DISPLAY THE THIRD TEST SUITE
702E BD    7034  01230          JSR          STKDSP
01240
7031 7E    729A  01250          JMP          LBL001
01260
01270 *****
01280 *
01290 * STKDSP
01300 * SUBROUTINE
01310 * TO DISPLAY THE STACK
01320 *
01330 *****
01340
01350 * SAVE REGISTERS
7034 B7    4000  01360 STKDSP  STA          REGA
7037 F7    4001  01370          STB          REGB
703A BF    4002  01380          STX          REGX
01390
01400 * STACK LOCATION 12
703D 86    31    01410          LDA          #$31    1
703F BD    41DB  01420          JSR          PRTCHA
7042 86    32    01430          LDA          #$32    2
7044 BD    41DB  01440          JSR          PRTCHA
7047 86    2C    01450          LDA          #$2C    ,
7049 BD    41DB  01460          JSR          PRTCHA
704C 86    53    01470          LDA          #$53    S
704E BD    41DB  01480          JSR          PRTCHA

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7051	86	20	01490	LDA	#\$20	SPACE
7053	BD	41DB	01500	JSR	PRTCHA	
7056	1F	40	01510	TFR	S,D	
7058	C3	000C	01520	ADDD	#\$000C	
705B	BD	4178	01530	JSR	PUTWRA	ADDRESS
705E	86	20	01540	LDA	#\$20	SPACE
7060	BD	41DB	01550	JSR	PRTCHA	
7063	A6	6C	01560	LDA	12,S	
7065	BD	409E	01570	JSR	PUTBYA	VALUE
7068	BD	40D7	01580	JSR	CRLF	
			01590			
			01600	* STACK LOCATION 11		
706B	86	31	01610	LDA	#\$31	1
706D	BD	41DB	01620	JSR	PRTCHA	
7070	86	31	01630	LDA	#\$31	1
7072	BD	41DB	01640	JSR	PRTCHA	
7075	86	2C	01650	LDA	#\$2C	,
7077	BD	41DB	01660	JSR	PRTCHA	
707A	86	53	01670	LDA	#\$53	S
707C	BD	41DB	01680	JSR	PRTCHA	
707F	86	20	01690	LDA	#\$20	SPACE
7081	BD	41DB	01700	JSR	PRTCHA	
7084	1F	40	01710	TFR	S,D	
7086	C3	000B	01720	ADDD	#\$000B	
7089	BD	4178	01730	JSR	PUTWRA	ADDRESS
708C	86	20	01740	LDA	#\$20	SPACE
708E	BD	41DB	01750	JSR	PRTCHA	
7091	A6	6B	01760	LDA	11,S	
7093	BD	409E	01770	JSR	PUTBYA	VALUE
7096	BD	40D7	01780	JSR	CRLF	
			01790			
			01800	* STACK LOCATION 10		
7099	86	31	01810	LDA	#\$31	1
709B	BD	41DB	01820	JSR	PRTCHA	
709E	86	30	01830	LDA	#\$30	0
70A0	BD	41DB	01840	JSR	PRTCHA	
70A3	86	2C	01850	LDA	#\$2C	,
70A5	BD	41DB	01860	JSR	PRTCHA	
70A8	86	53	01870	LDA	#\$53	S
70AA	BD	41DB	01880	JSR	PRTCHA	
70AD	86	20	01890	LDA	#\$20	SPACE
70AF	BD	41DB	01900	JSR	PRTCHA	
70B2	1F	40	01910	TFR	S,D	
70B4	C3	000A	01920	ADDD	#\$000A	
70B7	BD	4178	01930	JSR	PUTWRA	ADDRESS
70BA	86	20	01940	LDA	#\$20	SPACE
70BC	BD	41DB	01950	JSR	PRTCHA	

70BF	A6	6A	01960	LDA	10,S	
70C1	BD	409E	01970	JSR	PUTBYA	VALUE
70C4	BD	40D7	01980	JSR	CRLF	
			01990			
			02000	* STACK LOCATION 9		
70C7	86	20	02010	LDA	#\$20	SPACE
70C9	BD	41DB	02020	JSR	PRTCHA	
70CC	86	39	02030	LDA	#\$39	9
70CE	BD	41DB	02040	JSR	PRTCHA	
70D1	86	2C	02050	LDA	#\$2C	,
70D3	BD	41DB	02060	JSR	PRTCHA	
70D6	86	53	02070	LDA	#\$53	S
70D8	BD	41DB	02080	JSR	PRTCHA	
70DB	86	20	02090	LDA	#\$20	SPACE
70DD	BD	41DB	02100	JSR	PRTCHA	
70E0	1F	40	02110	TFR	S,D	
70E2	C3	0009	02120	ADDD	#\$0009	
70E5	BD	4178	02130	JSR	PUTWRA	ADDRESS
70E8	86	20	02140	LDA	#\$20	SPACE
70EA	BD	41DB	02150	JSR	PRTCHA	
70ED	A6	69	02160	LDA	9,S	
70EF	BD	409E	02170	JSR	PUTBYA	VALUE
70F2	BD	40D7	02180	JSR	CRLF	
			02190			
			02200	* STACK LOCATION 8		
70F5	86	20	02210	LDA	#\$20	SPACE
70F7	BD	41DB	02220	JSR	PRTCHA	
70FA	86	38	02230	LDA	#\$38	8
70FC	BD	41DB	02240	JSR	PRTCHA	
70FF	86	2C	02250	LDA	#\$2C	,
7101	BD	41DB	02260	JSR	PRTCHA	
7104	86	53	02270	LDA	#\$53	S
7106	BD	41DB	02280	JSR	PRTCHA	
7109	86	20	02290	LDA	#\$20	SPACE
710B	BD	41DB	02300	JSR	PRTCHA	
710E	1F	40	02310	TFR	S,D	
7110	C3	0008	02320	ADDD	#\$0008	
7113	BD	4178	02330	JSR	PUTWRA	ADDRESS
7116	86	20	02340	LDA	#\$20	SPACE
7118	BD	41DB	02350	JSR	PRTCHA	
711B	A6	68	02360	LDA	8,S	
711D	BD	409E	02370	JSR	PUTBYA	VALUE
7120	BD	40D7	02380	JSR	CRLF	
			02390			
			02400	* STACK LOCATION 7		
7123	86	20	02410	LDA	#\$20	SPACE
7125	BD	41DB	02420	JSR	PRTCHA	

7128	86	37	02430	LDA	#\$37	7		
712A	BD	41DB	02440	JSR	PRTCHA			
712D	86	2C	02450	LDA	#\$2C	,		
712F	BD	41DB	02460	JSR	PRTCHA			
7132	86	53	02470	LDA	#\$53	S		
7134	BD	41DB	02480	JSR	PRTCHA			
7137	86	20	02490	LDA	#\$20	SPACE		
7139	BD	41DB	02500	JSR	PRTCHA			
713C	1F	40	02510	TFR	S,D			
713E	C3	0007	02520	ADDD	#\$0007			
7141	BD	4178	02530	JSR	PUTWRA	ADDRESS		
7144	86	20	02540	LDA	#\$20	SPACE		
7146	BD	41DB	02550	JSR	PRTCHA			
7149	A6	67	02560	LDA	7,S			
714B	BD	409E	02570	JSR	PUTBYA	VALUE		
714E	BD	40D7	02580	JSR	CRLF			
			02590					
			02600	* STACK LOCATION 6				
7151	86	20	02610	LDA	#\$20	SPACE		
7153	BD	41DB	02620	JSR	PRTCHA			
7156	86	36	02630	LDA	#\$36	6		
7158	BD	41DB	02640	JSR	PRTCHA			
715B	86	2C	02650	LDA	#\$2C	,		
715D	BD	41DB	02660	JSR	PRTCHA			
7160	86	53	02670	LDA	#\$53	S		
7162	BD	41DB	02680	JSR	PRTCHA			
7165	86	20	02690	LDA	#\$20	SPACE		
7167	BD	41DB	02700	JSR	PRTCHA			
716A	1F	40	02710	TFR	S,D			
716C	C3	0006	02720	ADDD	#\$0006			
716F	BD	4178	02730	JSR	PUTWRA	ADDRESS		
7172	86	20	02740	LDA	#\$20	SPACE		
7174	BD	41DB	02750	JSR	PRTCHA			
7177	A6	66	02760	LDA	6,S			
7179	BD	409E	02770	JSR	PUTBYA	VALUE		
717C	BD	40D7	02780	JSR	CRLF			
			02790					
			02800	* STACK LOCATION 5				
717F	86	20	02810	LDA	#\$20	SPACE		
7181	BD	41DB	02820	JSR	PRTCHA			
7184	86	35	02830	LDA	#\$35	5		
7186	BD	41DB	02840	JSR	PRTCHA			
7189	86	2C	02850	LDA	#\$2C	,		
718B	BD	41DB	02860	JSR	PRTCHA			
718E	86	53	02870	LDA	#\$53	S		
7190	BD	41DB	02880	JSR	PRTCHA			
7193	86	20	02890	LDA	#\$20	SPACE		

7195	BD	41DB	02900	JSR	PRTCHA	
7198	1F	40	02910	TFR	S,D	
719A	C3	0005	02920	ADDD	#\$0005	
719D	BD	4178	02930	JSR	PUTWRA	ADDRESS
71A0	86	20	02940	LDA	#\$20	SPACE
71A2	BD	41DB	02950	JSR	PRTCHA	
71A5	A6	65	02960	LDA	5,S	
71A7	BD	409E	02970	JSR	PUTBYA	VALUE
71AA	BD	40D7	02980	JSR	CRLF	
			02990			
			03000	* STACK LOCATION 4		
71AD	86	20	03010	LDA	#\$20	SPACE
71AF	BD	41DB	03020	JSR	PRTCHA	
71B2	86	34	03030	LDA	#\$34	4
71B4	BD	41DB	03040	JSR	PRTCHA	
71B7	86	2C	03050	LDA	#\$2C	,
71B9	BD	41DB	03060	JSR	PRTCHA	
71BC	86	53	03070	LDA	#\$53	S
71BE	BD	41DB	03080	JSR	PRTCHA	
71C1	86	20	03090	LDA	#\$20	SPACE
71C3	BD	41DB	03100	JSR	PRTCHA	
71C6	1F	40	03110	TFR	S,D	
71C8	C3	0004	03120	ADDD	#\$0004	
71CB	BD	4178	03130	JSR	PUTWRA	ADDRESS
71CE	86	20	03140	LDA	#\$20	SPACE
71D0	BD	41DB	03150	JSR	PRTCHA	
71D3	A6	64	03160	LDA	4,S	
71D5	BD	409E	03170	JSR	PUTBYA	VALUE
71D8	BD	40D7	03180	JSR	CRLF	
			03190			
			03200	* STACK LOCATION 3		
71DB	86	20	03210	LDA	#\$20	SPACE
71DD	BD	41DB	03220	JSR	PRTCHA	
71E0	86	33	03230	LDA	#\$33	3
71E2	BD	41DB	03240	JSR	PRTCHA	
71E5	86	2C	03250	LDA	#\$2C	,
71E7	BD	41DB	03260	JSR	PRTCHA	
71EA	86	53	03270	LDA	#\$53	S
71EC	BD	41DB	03280	JSR	PRTCHA	
71EF	86	20	03290	LDA	#\$20	SPACE
71F1	BD	41DB	03300	JSR	PRTCHA	
71F4	1F	40	03310	TFR	S,D	
71F6	C3	0003	03320	ADDD	#\$0003	
71F9	BD	4178	03330	JSR	PUTWRA	ADDRESS
71FC	86	20	03340	LDA	#\$20	SPACE
71FE	BD	41DB	03350	JSR	PRTCHA	
7201	A6	63	03360	LDA	3,S	

7203	BD	409E	03370	JSR	PUTBYA	VALUE
7206	BD	40D7	03380	JSR	CRLF	
			03390			
			03400	* STACK LOCATION 2		
7209	86	20	03410	LDA	#\$20	SPACE
720B	BD	41DB	03420	JSR	PRTCHA	
720E	86	32	03430	LDA	#\$32	2
7210	BD	41DB	03440	JSR	PRTCHA	
7213	86	2C	03450	LDA	#\$2C	,
7215	BD	41DB	03460	JSR	PRTCHA	
7218	86	53	03470	LDA	#\$53	S
721A	BD	41DB	03480	JSR	PRTCHA	
721D	86	20	03490	LDA	#\$20	SPACE
721F	BD	41DB	03500	JSR	PRTCHA	
7222	1F	40	03510	TFR	S,D	
7224	C3	0002	03520	ADDD	#\$0002	
7227	BD	4178	03530	JSR	PUTWRA	ADDRESS
722A	86	20	03540	LDA	#\$20	SPACE
722C	BD	41DB	03550	JSR	PRTCHA	
722F	A6	62	03560	LDA	2,S	
7231	BD	409E	03570	JSR	PUTBYA	VALUE
7234	BD	40D7	03580	JSR	CRLF	
			03590			
			03600	* STACK LOCATION 1		
7237	86	20	03610	LDA	#\$20	SPACE
7239	BD	41DB	03620	JSR	PRTCHA	
723C	86	31	03630	LDA	#\$31	1
723E	BD	41DB	03640	JSR	PRTCHA	
7241	86	2C	03650	LDA	#\$2C	,
7243	BD	41DB	03660	JSR	PRTCHA	
7246	86	53	03670	LDA	#\$53	S
7248	BD	41DB	03680	JSR	PRTCHA	
724B	86	20	03690	LDA	#\$20	SPACE
724D	BD	41DB	03700	JSR	PRTCHA	
7250	1F	40	03710	TFR	S,D	
7252	C3	0001	03720	ADDD	#\$0001	
7255	BD	4178	03730	JSR	PUTWRA	ADDRESS
7258	86	20	03740	LDA	#\$20	SPACE
725A	BD	41DB	03750	JSR	PRTCHA	
725D	A6	61	03760	LDA	1,S	
725F	BD	409E	03770	JSR	PUTBYA	VALUE
7262	BD	40D7	03780	JSR	CRLF	
			03790			
			03800	* STACK LOCATION 0		
7265	86	20	03810	LDA	#\$20	SPACE
7267	BD	41DB	03820	JSR	PRTCHA	
726A	86	20	03830	LDA	#\$20	SPACE

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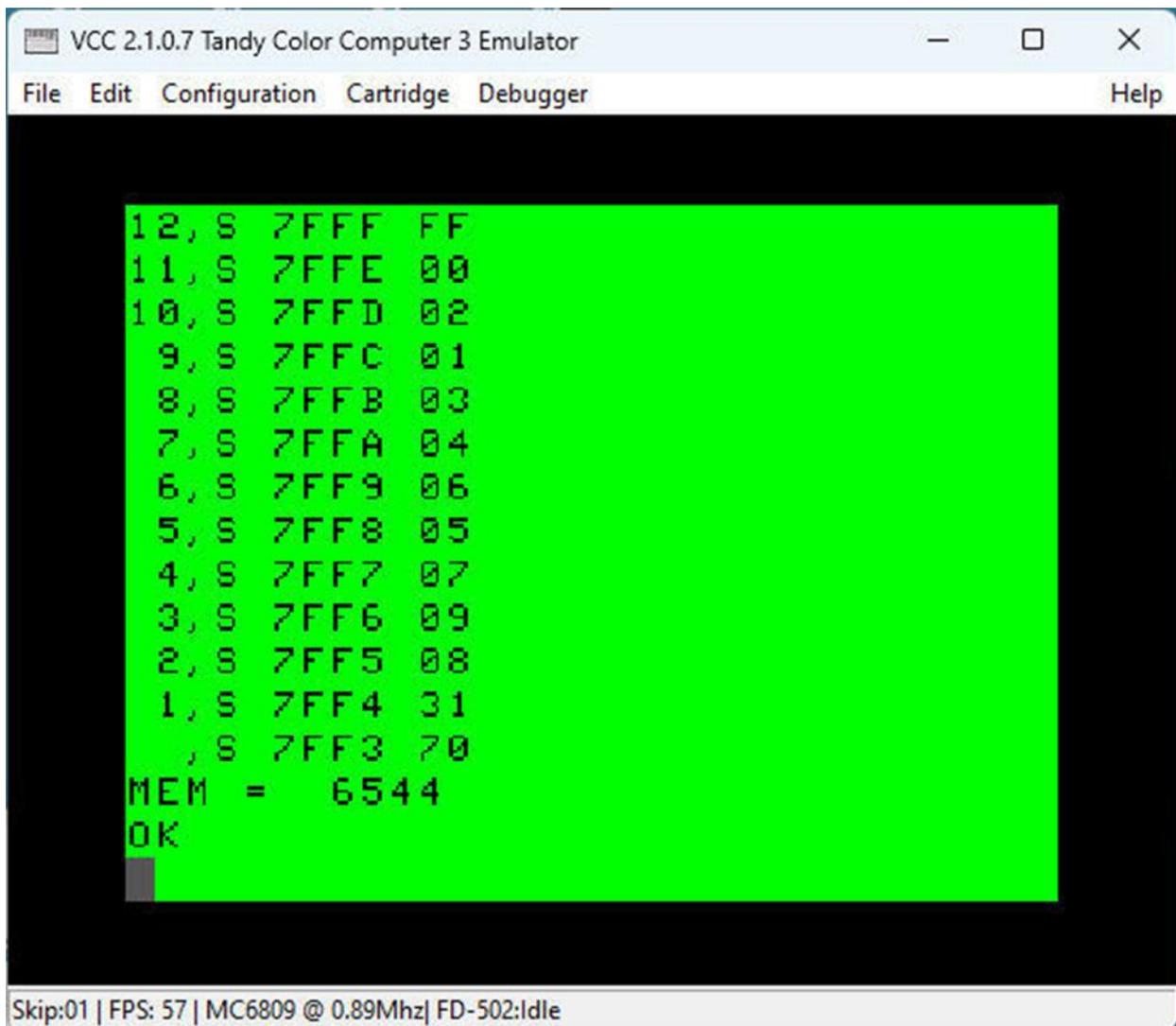
726C BD 41DB 03840 JSR PRTCHA
726F 86 2C 03850 LDA #$2C
7271 BD 41DB 03860 JSR PRTCHA
7274 86 53 03870 LDA #$53 S
7276 BD 41DB 03880 JSR PRTCHA
7279 86 20 03890 LDA #$20 SPACE
727B BD 41DB 03900 JSR PRTCHA
727E 1F 40 03910 TFR S,D
7280 BD 4178 03920 JSR PUTWRA ADDRESS
7283 86 20 03930 LDA #$20 SPACE
7285 BD 41DB 03940 JSR PRTCHA
7288 A6 E4 03950 LDA ,S
728A BD 409E 03960 JSR PUTBYA VALUE
728D BD 40D7 03970 JSR CRLF
03980
03990 * SECOND TEST SUITE CHECK
04000 * JSR CRLF
04010 * LDD 10,S
04020 * JSR PUTWRA
04030 * JSR CRLF
04040 * LDD 8,S
04050 * JSR PUTWRA
04060 * JSR CRLF
04070 * LDD 6,S
04080 * JSR PUTWRA
04090 * JSR CRLF
04100 * LDD 4,S
04110 * JSR PUTWRA
04120 * JSR CRLF
04130 * LDD 2,S
04140 * JSR PUTWRA
04150 * JSR CRLF
04160
04170 * RESTORE REGISTERS
7290 B6 4000 04180 LDA REGA
7293 F6 4001 04190 LDB REGB
7296 BE 4002 04200 LDX REGX
04210
04220 * EXIT
7299 39 04230 RTS
04240
04250 *****
04260 *
04270 * END OF SUBROUTINE
04280 *
04290 *****
04300

```

```

04310 * LEAVE THE TEST
04320
04330 * RESTORE THE STACK POINTER
729A 10FE 4006 04340 LBL001  LDS      REGS
04350
04360 * RESTORE THE REGISTERS EXCEPT S
04370 * FROM THE STACK
729E 35      7F      04380          PULS  A,B,X,Y,U,DP,CC
04390
72A0 39      04400          RTS
04410
0000      04420          END

```



Test No. 5: THE THIRD TEST SUITE CHECK

```

00100 *****
00110 *
00120 * STKTST3C.ASM
00130 * MDJ 2023/02/02
00140 *
00150 * A TESTING TOOL TO
00160 * HELP LEARN ABOUT
00170 * STACK OPERATIONS
00180 *
00190 *****
00200
00210 * BASIC/ML TRANSFER
00220 * VARIABLES
4000 00230 REGA EQU $4000
4001 00240 REGB EQU $4001
4002 00250 REGX EQU $4002
4004 00260 REGY EQU $4004
4006 00270 REGS EQU $4006
4008 00280 REGU EQU $4008
400A 00290 REGPC EQU $400A
400C 00300 REGDP EQU $400C
400D 00310 REGCC EQU $400D
00320
00330 * EXTERNAL ROUTINE
00340 * ADDRESSES
409E 00350 PUTBYA EQU $409E
40D7 00360 CRLF EQU $40D7
4178 00370 PUTWRA EQU $4178
41DB 00380 PRTCHA EQU $41DB
00390
00400 * PUT THIS UP IN HIGH
00410 * MEMORY SO IT WON'T
00420 * INTERFERE WITH
00430 * ANYTHING ELSE
7000 00440 ORG $7000
00450
00460 * SAVE THE REGISTERS EXCEPT S
00470 * ON THE STACK
7000 34 7F 00480 PSHS A,B,X,Y,U,DP,CC
00490
00500 * SAVE THE STACK POINTER
00510 * SO WE CAN MOVE IT FOR
00520 * TESTING PURPOSES
7002 10FF 4006 00530 STS REGS
00540

```

```

00550 * POINT STACK POINTER
00560 * TO TOP OF RAM
7006 10CE 7FFF 00570          LDS      #$7FFF
00580
00590 * PLACE A SENTINEL AT
00600 * THE TOP OF RAM
700A 86      FF 00610          LDA      #$FF
700C B7      7FFF 00620          STA      $7FFF
00630
00640 * SETUP FIRST TEST SUITE
00650 *          LDA      #$00
00660 *          PSHS     A
00670 *          LDA      #$01
00680 *          PSHS     A
00690 *          LDA      #$02
00700 *          PSHS     A
00710 *          LDA      #$03
00720 *          PSHS     A
00730 *          LDA      #$04
00740 *          PSHS     A
00750 *          LDA      #$05
00760 *          PSHS     A
00770 *          LDA      #$06
00780 *          PSHS     A
00790 *          LDA      #$07
00800 *          PSHS     A
00810 *          LDA      #$08
00820 *          PSHS     A
00830 *          LDA      #$09
00840 *          PSHS     A
00850
00860 * DISPLAY THE FIRST TEST SUITE
00870 *          JSR      STKDSP
00880
00890 *          JMP      LBL001
00900
00910 * SETUP SECOND TEST SUITE
00920 *          LDX      #$0001
00930 *          PSHS     X
00940 *          LDX      #$0203
00950 *          PSHS     X
00960 *          LDX      #$0405
00970 *          PSHS     X
00980 *          LDX      #$0607
00990 *          PSHS     X
01000 *          LDX      #$0809
01010 *          PSHS     X

```

```

01020
01030 * DISPLAY THE SECOND TEST SUITE
01040 *          JSR          STKDSP
01050
01060 * SETUP THIRD TEST SUITE
700F 86    00    01070          LDA          #$00
7011 34    02    01080          PSHS          A
7013 8E    0102  01090          LDX          #$0102
7016 34    10    01100          PSHS          X
7018 86    03    01110          LDA          #$03
701A 34    02    01120          PSHS          A
701C 86    04    01130          LDA          #$04
701E 34    02    01140          PSHS          A
7020 8E    0506  01150          LDX          #$0506
7023 34    10    01160          PSHS          X
7025 86    07    01170          LDA          #$07
7027 34    02    01180          PSHS          A
7029 8E    0809  01190          LDX          #$0809
702C 34    10    01200          PSHS          X
01210
01220 * DISPLAY THE THIRD TEST SUITE
702E BD    7034  01230          JSR          STKDSP
01240
7031 7E    72D5  01250          JMP          LBL001
01260
01270 *****
01280 *
01290 * STKDSP
01300 * SUBROUTINE
01310 * TO DISPLAY THE STACK
01320 *
01330 *****
01340
01350 * SAVE REGISTERS
7034 B7    4000  01360 STKDSP  STA          REGA
7037 F7    4001  01370          STB          REGB
703A BF    4002  01380          STX          REGX
01390
01400 * STACK LOCATION 12
703D 86    31    01410          LDA          #$31    1
703F BD    41DB  01420          JSR          PRTCHA
7042 86    32    01430          LDA          #$32    2
7044 BD    41DB  01440          JSR          PRTCHA
7047 86    2C    01450          LDA          #$2C    ,
7049 BD    41DB  01460          JSR          PRTCHA
704C 86    53    01470          LDA          #$53    S
704E BD    41DB  01480          JSR          PRTCHA

```

7051	86	20	01490	LDA	#\$20	SPACE
7053	BD	41DB	01500	JSR	PRTCHA	
7056	1F	40	01510	TFR	S,D	
7058	C3	000C	01520	ADDD	#\$000C	
705B	BD	4178	01530	JSR	PUTWRA	ADDRESS
705E	86	20	01540	LDA	#\$20	SPACE
7060	BD	41DB	01550	JSR	PRTCHA	
7063	A6	6C	01560	LDA	12,S	
7065	BD	409E	01570	JSR	PUTBYA	VALUE
7068	BD	40D7	01580	JSR	CRLF	
			01590			
			01600	* STACK LOCATION 11		
706B	86	31	01610	LDA	#\$31	1
706D	BD	41DB	01620	JSR	PRTCHA	
7070	86	31	01630	LDA	#\$31	1
7072	BD	41DB	01640	JSR	PRTCHA	
7075	86	2C	01650	LDA	#\$2C	,
7077	BD	41DB	01660	JSR	PRTCHA	
707A	86	53	01670	LDA	#\$53	S
707C	BD	41DB	01680	JSR	PRTCHA	
707F	86	20	01690	LDA	#\$20	SPACE
7081	BD	41DB	01700	JSR	PRTCHA	
7084	1F	40	01710	TFR	S,D	
7086	C3	000B	01720	ADDD	#\$000B	
7089	BD	4178	01730	JSR	PUTWRA	ADDRESS
708C	86	20	01740	LDA	#\$20	SPACE
708E	BD	41DB	01750	JSR	PRTCHA	
7091	A6	6B	01760	LDA	11,S	
7093	BD	409E	01770	JSR	PUTBYA	VALUE
7096	BD	40D7	01780	JSR	CRLF	
			01790			
			01800	* STACK LOCATION 10		
7099	86	31	01810	LDA	#\$31	1
709B	BD	41DB	01820	JSR	PRTCHA	
709E	86	30	01830	LDA	#\$30	0
70A0	BD	41DB	01840	JSR	PRTCHA	
70A3	86	2C	01850	LDA	#\$2C	,
70A5	BD	41DB	01860	JSR	PRTCHA	
70A8	86	53	01870	LDA	#\$53	S
70AA	BD	41DB	01880	JSR	PRTCHA	
70AD	86	20	01890	LDA	#\$20	SPACE
70AF	BD	41DB	01900	JSR	PRTCHA	
70B2	1F	40	01910	TFR	S,D	
70B4	C3	000A	01920	ADDD	#\$000A	
70B7	BD	4178	01930	JSR	PUTWRA	ADDRESS
70BA	86	20	01940	LDA	#\$20	SPACE
70BC	BD	41DB	01950	JSR	PRTCHA	

70BF	A6	6A	01960	LDA	10,S	
70C1	BD	409E	01970	JSR	PUTBYA	VALUE
70C4	BD	40D7	01980	JSR	CRLF	
			01990			
			02000	* STACK LOCATION 9		
70C7	86	20	02010	LDA	#\$20	SPACE
70C9	BD	41DB	02020	JSR	PRTCHA	
70CC	86	39	02030	LDA	#\$39	9
70CE	BD	41DB	02040	JSR	PRTCHA	
70D1	86	2C	02050	LDA	#\$2C	,
70D3	BD	41DB	02060	JSR	PRTCHA	
70D6	86	53	02070	LDA	#\$53	S
70D8	BD	41DB	02080	JSR	PRTCHA	
70DB	86	20	02090	LDA	#\$20	SPACE
70DD	BD	41DB	02100	JSR	PRTCHA	
70E0	1F	40	02110	TFR	S,D	
70E2	C3	0009	02120	ADDD	#\$0009	
70E5	BD	4178	02130	JSR	PUTWRA	ADDRESS
70E8	86	20	02140	LDA	#\$20	SPACE
70EA	BD	41DB	02150	JSR	PRTCHA	
70ED	A6	69	02160	LDA	9,S	
70EF	BD	409E	02170	JSR	PUTBYA	VALUE
70F2	BD	40D7	02180	JSR	CRLF	
			02190			
			02200	* STACK LOCATION 8		
70F5	86	20	02210	LDA	#\$20	SPACE
70F7	BD	41DB	02220	JSR	PRTCHA	
70FA	86	38	02230	LDA	#\$38	8
70FC	BD	41DB	02240	JSR	PRTCHA	
70FF	86	2C	02250	LDA	#\$2C	,
7101	BD	41DB	02260	JSR	PRTCHA	
7104	86	53	02270	LDA	#\$53	S
7106	BD	41DB	02280	JSR	PRTCHA	
7109	86	20	02290	LDA	#\$20	SPACE
710B	BD	41DB	02300	JSR	PRTCHA	
710E	1F	40	02310	TFR	S,D	
7110	C3	0008	02320	ADDD	#\$0008	
7113	BD	4178	02330	JSR	PUTWRA	ADDRESS
7116	86	20	02340	LDA	#\$20	SPACE
7118	BD	41DB	02350	JSR	PRTCHA	
711B	A6	68	02360	LDA	8,S	
711D	BD	409E	02370	JSR	PUTBYA	VALUE
7120	BD	40D7	02380	JSR	CRLF	
			02390			
			02400	* STACK LOCATION 7		
7123	86	20	02410	LDA	#\$20	SPACE
7125	BD	41DB	02420	JSR	PRTCHA	

7128	86	37	02430	LDA	#\$37	7
712A	BD	41DB	02440	JSR	PRTCHA	
712D	86	2C	02450	LDA	#\$2C	,
712F	BD	41DB	02460	JSR	PRTCHA	
7132	86	53	02470	LDA	#\$53	S
7134	BD	41DB	02480	JSR	PRTCHA	
7137	86	20	02490	LDA	#\$20	SPACE
7139	BD	41DB	02500	JSR	PRTCHA	
713C	1F	40	02510	TFR	S,D	
713E	C3	0007	02520	ADDD	#\$0007	
7141	BD	4178	02530	JSR	PUTWRA	ADDRESS
7144	86	20	02540	LDA	#\$20	SPACE
7146	BD	41DB	02550	JSR	PRTCHA	
7149	A6	67	02560	LDA	7,S	
714B	BD	409E	02570	JSR	PUTBYA	VALUE
714E	BD	40D7	02580	JSR	CRLF	
			02590			
			02600	* STACK LOCATION 6		
7151	86	20	02610	LDA	#\$20	SPACE
7153	BD	41DB	02620	JSR	PRTCHA	
7156	86	36	02630	LDA	#\$36	6
7158	BD	41DB	02640	JSR	PRTCHA	
715B	86	2C	02650	LDA	#\$2C	,
715D	BD	41DB	02660	JSR	PRTCHA	
7160	86	53	02670	LDA	#\$53	S
7162	BD	41DB	02680	JSR	PRTCHA	
7165	86	20	02690	LDA	#\$20	SPACE
7167	BD	41DB	02700	JSR	PRTCHA	
716A	1F	40	02710	TFR	S,D	
716C	C3	0006	02720	ADDD	#\$0006	
716F	BD	4178	02730	JSR	PUTWRA	ADDRESS
7172	86	20	02740	LDA	#\$20	SPACE
7174	BD	41DB	02750	JSR	PRTCHA	
7177	A6	66	02760	LDA	6,S	
7179	BD	409E	02770	JSR	PUTBYA	VALUE
717C	BD	40D7	02780	JSR	CRLF	
			02790			
			02800	* STACK LOCATION 5		
717F	86	20	02810	LDA	#\$20	SPACE
7181	BD	41DB	02820	JSR	PRTCHA	
7184	86	35	02830	LDA	#\$35	5
7186	BD	41DB	02840	JSR	PRTCHA	
7189	86	2C	02850	LDA	#\$2C	,
718B	BD	41DB	02860	JSR	PRTCHA	
718E	86	53	02870	LDA	#\$53	S
7190	BD	41DB	02880	JSR	PRTCHA	
7193	86	20	02890	LDA	#\$20	SPACE

7195	BD	41DB	02900	JSR	PRTCHA	
7198	1F	40	02910	TFR	S,D	
719A	C3	0005	02920	ADDD	#\$0005	
719D	BD	4178	02930	JSR	PUTWRA	ADDRESS
71A0	86	20	02940	LDA	#\$20	SPACE
71A2	BD	41DB	02950	JSR	PRTCHA	
71A5	A6	65	02960	LDA	5,S	
71A7	BD	409E	02970	JSR	PUTBYA	VALUE
71AA	BD	40D7	02980	JSR	CRLF	
			02990			
			03000	* STACK LOCATION 4		
71AD	86	20	03010	LDA	#\$20	SPACE
71AF	BD	41DB	03020	JSR	PRTCHA	
71B2	86	34	03030	LDA	#\$34	4
71B4	BD	41DB	03040	JSR	PRTCHA	
71B7	86	2C	03050	LDA	#\$2C	,
71B9	BD	41DB	03060	JSR	PRTCHA	
71BC	86	53	03070	LDA	#\$53	S
71BE	BD	41DB	03080	JSR	PRTCHA	
71C1	86	20	03090	LDA	#\$20	SPACE
71C3	BD	41DB	03100	JSR	PRTCHA	
71C6	1F	40	03110	TFR	S,D	
71C8	C3	0004	03120	ADDD	#\$0004	
71CB	BD	4178	03130	JSR	PUTWRA	ADDRESS
71CE	86	20	03140	LDA	#\$20	SPACE
71D0	BD	41DB	03150	JSR	PRTCHA	
71D3	A6	64	03160	LDA	4,S	
71D5	BD	409E	03170	JSR	PUTBYA	VALUE
71D8	BD	40D7	03180	JSR	CRLF	
			03190			
			03200	* STACK LOCATION 3		
71DB	86	20	03210	LDA	#\$20	SPACE
71DD	BD	41DB	03220	JSR	PRTCHA	
71E0	86	33	03230	LDA	#\$33	3
71E2	BD	41DB	03240	JSR	PRTCHA	
71E5	86	2C	03250	LDA	#\$2C	,
71E7	BD	41DB	03260	JSR	PRTCHA	
71EA	86	53	03270	LDA	#\$53	S
71EC	BD	41DB	03280	JSR	PRTCHA	
71EF	86	20	03290	LDA	#\$20	SPACE
71F1	BD	41DB	03300	JSR	PRTCHA	
71F4	1F	40	03310	TFR	S,D	
71F6	C3	0003	03320	ADDD	#\$0003	
71F9	BD	4178	03330	JSR	PUTWRA	ADDRESS
71FC	86	20	03340	LDA	#\$20	SPACE
71FE	BD	41DB	03350	JSR	PRTCHA	
7201	A6	63	03360	LDA	3,S	

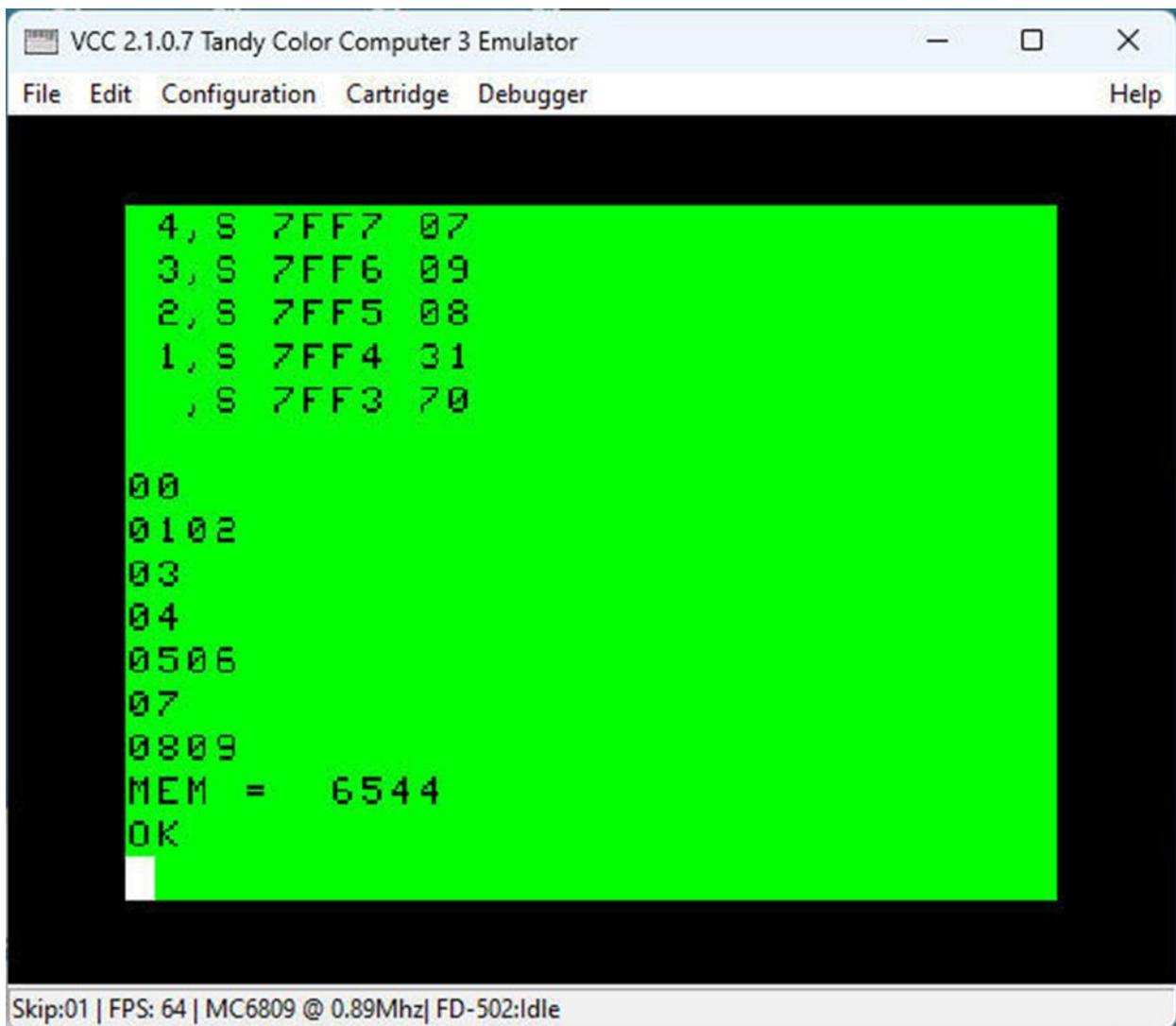
7203	BD	409E	03370	JSR	PUTBYA	VALUE
7206	BD	40D7	03380	JSR	CRLF	
			03390			
			03400	* STACK LOCATION 2		
7209	86	20	03410	LDA	#\$20	SPACE
720B	BD	41DB	03420	JSR	PRTCHA	
720E	86	32	03430	LDA	#\$32	2
7210	BD	41DB	03440	JSR	PRTCHA	
7213	86	2C	03450	LDA	#\$2C	,
7215	BD	41DB	03460	JSR	PRTCHA	
7218	86	53	03470	LDA	#\$53	S
721A	BD	41DB	03480	JSR	PRTCHA	
721D	86	20	03490	LDA	#\$20	SPACE
721F	BD	41DB	03500	JSR	PRTCHA	
7222	1F	40	03510	TFR	S,D	
7224	C3	0002	03520	ADDD	#\$0002	
7227	BD	4178	03530	JSR	PUTWRA	ADDRESS
722A	86	20	03540	LDA	#\$20	SPACE
722C	BD	41DB	03550	JSR	PRTCHA	
722F	A6	62	03560	LDA	2,S	
7231	BD	409E	03570	JSR	PUTBYA	VALUE
7234	BD	40D7	03580	JSR	CRLF	
			03590			
			03600	* STACK LOCATION 1		
7237	86	20	03610	LDA	#\$20	SPACE
7239	BD	41DB	03620	JSR	PRTCHA	
723C	86	31	03630	LDA	#\$31	1
723E	BD	41DB	03640	JSR	PRTCHA	
7241	86	2C	03650	LDA	#\$2C	,
7243	BD	41DB	03660	JSR	PRTCHA	
7246	86	53	03670	LDA	#\$53	S
7248	BD	41DB	03680	JSR	PRTCHA	
724B	86	20	03690	LDA	#\$20	SPACE
724D	BD	41DB	03700	JSR	PRTCHA	
7250	1F	40	03710	TFR	S,D	
7252	C3	0001	03720	ADDD	#\$0001	
7255	BD	4178	03730	JSR	PUTWRA	ADDRESS
7258	86	20	03740	LDA	#\$20	SPACE
725A	BD	41DB	03750	JSR	PRTCHA	
725D	A6	61	03760	LDA	1,S	
725F	BD	409E	03770	JSR	PUTBYA	VALUE
7262	BD	40D7	03780	JSR	CRLF	
			03790			
			03800	* STACK LOCATION 0		
7265	86	20	03810	LDA	#\$20	SPACE
7267	BD	41DB	03820	JSR	PRTCHA	
726A	86	20	03830	LDA	#\$20	SPACE

726C	BD	41DB	03840	JSR	PRTCHA	
726F	86	2C	03850	LDA	#\$2C	,
7271	BD	41DB	03860	JSR	PRTCHA	
7274	86	53	03870	LDA	#\$53	S
7276	BD	41DB	03880	JSR	PRTCHA	
7279	86	20	03890	LDA	#\$20	SPACE
727B	BD	41DB	03900	JSR	PRTCHA	
727E	1F	40	03910	TFR	S,D	
7280	BD	4178	03920	JSR	PUTWRA	ADDRESS
7283	86	20	03930	LDA	#\$20	SPACE
7285	BD	41DB	03940	JSR	PRTCHA	
7288	A6	E4	03950	LDA	,S	
728A	BD	409E	03960	JSR	PUTBYA	VALUE
728D	BD	40D7	03970	JSR	CRLF	
			03980			
			03990	*	SECOND TEST SUITE CHECK	
			04000	*	JSR	CRLF
			04010	*	LDD	10,S
			04020	*	JSR	PUTWRA
			04030	*	JSR	CRLF
			04040	*	LDD	8,S
			04050	*	JSR	PUTWRA
			04060	*	JSR	CRLF
			04070	*	LDD	6,S
			04080	*	JSR	PUTWRA
			04090	*	JSR	CRLF
			04100	*	LDD	4,S
			04110	*	JSR	PUTWRA
			04120	*	JSR	CRLF
			04130	*	LDD	2,S
			04140	*	JSR	PUTWRA
			04150	*	JSR	CRLF
			04160			
			04170	*	THIRD TEST SUITE CHECK	
7290	BD	40D7	04180	JSR	CRLF	
7293	A6	6B	04190	LDA	11,S	
7295	BD	409E	04200	JSR	PUTBYA	
7298	BD	40D7	04210	JSR	CRLF	
729B	EC	69	04220	LDD	9,S	
729D	BD	4178	04230	JSR	PUTWRA	
72A0	BD	40D7	04240	JSR	CRLF	
72A3	A6	68	04250	LDA	8,S	
72A5	BD	409E	04260	JSR	PUTBYA	
72A8	BD	40D7	04270	JSR	CRLF	
72AB	A6	67	04280	LDA	7,S	
72AD	BD	409E	04290	JSR	PUTBYA	
72B0	BD	40D7	04300	JSR	CRLF	

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72B3 EC    65      04310      LDD      5,S
72B5 BD    4178    04320      JSR      PUTWRA
72B8 BD    40D7    04330      JSR      CRLF
72BB A6    64      04340      LDA      4,S
72BD BD    409E    04350      JSR      PUTBYA
72C0 BD    40D7    04360      JSR      CRLF
72C3 EC    62      04370      LDD      2,S
72C5 BD    4178    04380      JSR      PUTWRA
72C8 BD    40D7    04390      JSR      CRLF
04400
04410 * RESTORE REGISTERS
72CB B6    4000    04420      LDA      REGA
72CE F6    4001    04430      LDB      REGB
72D1 BE    4002    04440      LDX      REGX
04450
04460 * EXIT
72D4 39      04470      RTS
04480
04490 *****
04500 *
04510 * END OF SUBROUTINE
04520 *
04530 *****
04540
04550 * LEAVE THE TEST
04560
04570 * RESTORE THE STACK POINTER
72D5 10FE 4006 04580 LBL001  LDS      REGS
04590
04600 * RESTORE THE REGISTERS EXCEPT S
04610 * FROM THE STACK
72D9 35    7F      04620      PULS A,B,X,Y,U,DP,CC
04630
72DB 39      04640      RTS
04650
0000      04660      END

```



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M.D.J. 2018/06/08

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