

Mouse Packet Assembler

Commands

A - Program Add Lines

- A. Start new program at Line 1
- An. Insert new code after Line n
- A0. Insert code at beginning
- AF. Add new program lines at the end

To finish adding new code: type . at start of a new line

Program line format:

LABEL (space) INSTRUCTION (space) OPERAND

Data line format:

(space) DATA (space) \$HH

Program is stored as text commencing at \$580

D - Delete Line

- Dn. Delete line number n
- Dn1 n2. Delete lines n1 to n2
- Dn1 F Delete lines n1 to the end

L – List line

- Ln. List line number n
- Ln1 n2. List lines n1 to n2
- Ln1 F. List lines n1 to the end

To scroll to next screen: type <SPACE>

M – Memory Check

- M. Prints number bytes free remaining for program and ‘End of Block’ address.
Default EOB is 9FFF. Type . to return to command prompt or enter new EOB address followed by .

W – Write source program to disk

- W. Write whole program to disk
- Wn1 n2 Write lines n1 to n2 to disk
- Wn1 F. Writes lines n1 to the end to disk

In both cases enter filename when prompted followed by <CR>. Filename will automatically be appended with .SCE extension.

Note 1: W always writes the files to Drive :0

Note 2: Use all 6 characters for the Filename. If less than 6 characters, fill rest with spaces.

Otherwise the Cursor Block character will be included in the filename and it will not be possible to use TANDOS utilities such as REN, DEL, KILL etc on this file.

R – Read source program from disk

R. fetch source program

Enter filename when prompted followed by <CR>. Filename will automatically be appended with .SCE. See note 2: above

O – Options

O. Print current options

Defaults are:

| | |
|----------------|----|
| ROM assembly | No |
| Page numbering | No |
| Page width | 20 |
| Page length | 00 |

OR. Switches ROM assembly to 'No'. Code is assembled to ORG address.

ORnnnn. Switches ROM assembly to assembled code start address. Successive #O. commands will increase start address to after the previous code.

OP. Switches Page numbering to 'No'

OPN. Switches Page numbering to 'Yes'

OW. Switches Page width to 20

OWnn. Switches Page width to nn

OL. Switches Page length to 00 (ie continuous)

Olmm. Switches Page length to mm lines

- Assemble

Note: a program must exist and last line must be END

#E. Error check only

#O. Assemble and write to designated memory.

#Ln1 n2. List the assembly of lines n1 to n2.

#Ln1 F. List the assembly of lines n1 to the end.

Symbols Table will be included at the end. Listing will stop when error encountered and an indicator shows where error encountered.

Default address for assembled code is \$A000. Use instruction ORG at the beginning of the program to start assembly at a different address. Note this may overwrite MPA data at \$400-\$57F or your own source program commencing at \$580. Avoid this by setting ROM address in the OR command to an address clear of these areas.

/ - New Program

/. Restarts with a new program. Previous data is lost.