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(NASA-CR-149227) AN ASSEMBLER FOR THE MOS
TECHNOLOGY 6502 MICROPROCESSOR AS
IMPLEMENTED IN JOLT (TM) AND KIM-1 (TM)
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AN ASSEMBLER FOR THE MOS TECHNOLOGY 6502
MICROPROCESSOR AS IMPLEMENTED IN JOLT (TM) AND KIM-1 (TM)

The 6502 Assembler implemented at Ohio University for support of microprocessor program development in the Tri-University Program is described.

by

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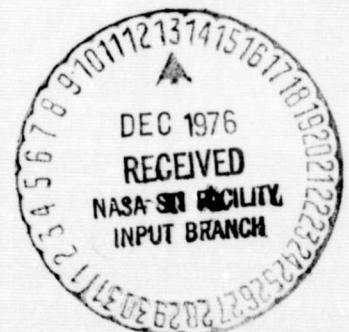


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I. INTRODUCTION

The development of computer software for microprocessors is materially aided by the assembler program; such programs generally allow the use of mnemonic variable names instead of absolute addressing and they will compute relative addresses for branching instructions and other useful functions. The programmer's task can then emphasize program content rather than the specific forms required by the target microprocessor instruction set.

The NASA Tri-University team at Ohio University is designing low-cost, micro-computer-based navigation receivers, and the assembler described in this paper was implemented for support of this project effort.

Ohio University provides computer services to its departments from a central site utilizing remote communication terminals. The flexibility of the environment provided by IBM's Virtual Machine Facility^[1] and the Conversational Monitor System^[2,3] make possible the convenient assembler access described herein.

This implementation of the assembler for the MOS Technology 6502 microprocessor chip serves a part of the present need; it forms a model for support of other microprocessors, for which we expect to have applications in the future.


The 6502 Assembler is in current use for development of Omega navigation software for the Ohio University Software-Based Receiver, the developmental models of which use the JOLT (TM) and KIM-1 (TM) microcomputer hardware.



II. MOS TECHNOLOGY 6502 MICROPROCESSOR INSTRUCTIONS

The MOS Technology 6502 Microprocessing Unit (MPU) integrated circuit chip is used in the JOLT and KIM-1 microcomputer units, in combination with appropriate read-only-memory and random-access memory chips. The MPU chip has some 55 unique operations, each of which may be performed upon data in a variety of ways. Some thirteen addressing modes allow flexibility in applying the 6502s basic logical operations to data.

Figure 1 reproduces the JOLT microcomputer reference data for addressing modes and instructions. The KIM-1 data are identical.

The complete descriptions of the 6502 addressing modes and instructions are contained in the JOLT and KIM-1 literature (see references 4, 5, 6); they will not be repeated here. The 6502 Assembler accepts the mnemonic forms of all 6502 instructions as operation codes. Addressing modes are determined by the type of assembler operand entered with the operation code. Assembler statements are described in Section III of this paper.

INSTRUCTIONS		IMMEDIATE		ABSOLUTE		ZERO PAGE		ACCUM		IMPLIED		IND X		IND Y		PAGE X		PAGE Y		RELATIVE		INDIRECT		PAGE Y		CONDITION CODES							
mnemonic	operation	OP N	#	OP N	#	OP N	#	OP N	#	OP N	#	OP N	#	OP N	#	OP N	#	OP N	#	OP N	#	OP N	#	OP N	#	N	Z	C	I	D	V		
ADC	A ← A + A	19	2	2	50	4	3	45	3	2																							
AND	A ← A & A	19	2	2	20	4	3	45	3	2																							
ASL					45	6	3	45	5	2	2A	2	1																				
BCC	BRANCH ON C=0																																
BCS	BRANCH ON C=1																																
BEQ	BRANCH ON Z=1																																
BIT	A ← M					20	4	3	45	3	2																						
BMI	BRANCH ON M=1																																
BNE	BRANCH ON Z=0																																
BPL	BRANCH ON M=0																																
BRK	See Fig. 1											39	7	1																			
BVC	BRANCH ON V=0																																
BVS	BRANCH ON V=1																																
CLC	C ← 0											19	2	1																			
CLD	D ← 0											09	2	1																			
CLI	I ← 1											59	2	1																			
CLV	I ← V											59	2	1																			
CMX	A ← M	09	2	2	00	4	3	05	3	2																							
CPX	X ← M	09	2	2	00	4	3	04	3	2																							
CPY	Y ← M	09	2	2	00	4	3	04	3	2																							
DEC	M ← M - 1					00	6	3	05	5	2																						
DEX	X ← X - 1											0A																					
DEY	Y ← Y - 1											0B																					
EOR	A ← A ⊕ A	49	2	2	40	4	3	45	3	2																							
INC	M ← M + 1					00	6	3	05	5	2																						
INX	X ← X + 1											09	2	1																			
INY	Y ← Y + 1											0B	2	1																			
JMP	JUMP TO NEW LOC.					40	3	3																									
JSR	(See Fig. 2: JUMPSUB)					28	6	3																									
LDA	M ← A	A9	2	2	AD	4	3	45	3	2																							

Mnemonic	Operation	IMMEDIATE		ABSOLUTE		ZERO PAGE		ACCUM		IMPLIED		(IND) X		(IND) Y		PAGE X		PAGE Y		RELATIVE		INDIRECT		PAGE Y		CONDITION CODES							
		OP	N	OP	N	OP	N	OP	N	OP	N	OP	N	OP	N	OP	N	OP	N	OP	N	OP	N	OP	N	N	Z	C	I	D	V		
LDX	M ← X	17	A2	2	2	AE	4	3	45	3	2														35	4	2						
LDY	M ← Y	17	A9	2	2	AC	4	3	44	3	2							34	4	2	3C	4	3										
LSR						4E	6	3	45	5	2	1A	2	1				56	5	2	5E	7	3										
NOP	NO OPERATION											EA	2	1																			
ORA	A ← A ∨ A	09	2	2	0D	4	3	45	3	2								21	5	2	15	4	2	1D	4	3	13	4	3				
PHA	A → M ₁ S-1 → S											49	3	1																			
PHP	P → M ₁ S-1 → S											39	3	1																			
PLA	S-1 → S M ₁ → A											59	4	1																			
PLP	S-1 → S M ₁ → P											29	4	1																			
ROL						2E	6	3	25	5	2	2A	2	1											38	5	2	3E	7	3			
RTI	(See Fig. 1: RTN INT.)											59	6	1																			
RTS	(See Fig. 2: RTN SUB)											59	6	1																			
SBC	A ← M ₁ - A	17	E9	2	2	10	4	3	45	3	2							E1	6	2	F1	5	2	F3	4	2	FD	4	3	F9	4	3	
SEC	I ← C											38	2	1																			
SED	I ← D											39	2	1																			
SEI	I ← 1											79	2	1																			
STA	A → M					80	4	3	95	3	2							31	6	2	31	6	2	34	4	2	30	5	3	39	5	3	
STX	X → M					8E	4	3	96	3	2																						
STY	Y → M					9C	4	3	94	3	2																						
TAX	A → X											AA	2	1																			
TAY	A → Y											AB	2	1																			
TSX	S → X											BA	2	1																			
TSA	X → A											BA	2	1																			
TXS	X → S											9A	2	1																			
TYA	Y → A											9B	2	1																			

(1) ADD 1 TO "N" IF PAGE BOUNDARY IS CROSSED

X INDEX X

Y INDEX Y

A ACCUMULATOR

M MEMORY PER EFFECTIVE ADDRESS

N₁ MEMORY PER STACK POINTER

EXCLUSIVE OR

MODIFIED

NOT MODIFIED

M₁ MEMORY BIT 7

M₂ MEMORY BIT 6

OP-CODE TABLE																	
LSD	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	LSD
MSD																	MSD
0	BRK	DRAIN X				ORA Z Page	ASL Z Page		ROL	ORA W	ASL A			ORA ABS	ASL ABS		0
1	BPL	DRAIN Y				ORA Z Page	ASL Z Page		ROL	ORA W	ASL A			ORA ABS	ASL ABS		1
2	BR	AND IN X			BIT Z Page	AND Z Page	ROL Z Page		ROL	AND W	ROL A		BIT ABS	AND ABS	ROL ABS		2
3	BR	AND IN Y				AND Z Page	ROL Z Page		ROL	AND W	ROL A			AND ABS	ROL ABS		3
4	RTI	EDR IN X				EDR Z Page	LSR Z Page		ROL	EDR W	LSR A		EDR ABS	LSR ABS			4
5	RTI	EDR IN Y				EDR Z Page	LSR Z Page		ROL	EDR W	LSR A		EDR ABS	LSR ABS			5
6	RTI	ADD IN X				ADD Z Page			ROL	ADD W			ADD ABS				6
7	RTI	ADD IN Y				ADD Z Page			ROL	ADD W			ADD ABS				7
8	BR	STAIN X			STY Z Page	STA Z Page	STX Z Page		STX	STA W	STX A		STY ABS	STA ABS	STX ABS		8
9	BR	STAIN Y			STY Z Page	STA Z Page	STX Z Page		STX	STA W	STX A		STY ABS	STA ABS	STX ABS		9
A	LDY W	LDX IN X	LDX W			LDY Z Page	LDA Z Page	LDA Z Page	LDY W	LDA A			LDY ABS	LDA ABS	LDX ABS		A
B	BCS	LDX IN Y				LDY Z Page	LDA Z Page	LDA Z Page	LDY W	LDA A			LDY ABS	LDA ABS	LDX ABS		B
C	CPY W	CPY IN X				CPY Z Page	CPY Z Page	DEC Z Page	CPY W	CPY A			CPY ABS	CPY ABS	DEC ABS		C
D	BNE	CPY IN Y				CPY Z Page	CPY Z Page	DEC Z Page	CPY W	CPY A			CPY ABS	CPY ABS	DEC ABS		D
E	CPY W	SEC IN X				CPY Z Page	SEC Z Page	INC Z Page	CPY W	CPY A			CPY ABS	SEC ABS	INC ABS		E
F	SEC	SEC IN Y				SEC Z Page	INC Z Page		SEC	SEC W	INC A		SEC ABS	INC ABS			F

III. 6502 ASSEMBLER LANGUAGE

This description of the 6502 Assembler Language provides a user's guide to writing assembler statements for the MOS Technology 6502 microcomputer chip instruction set. The assembler allows selection of basic 6502 operation codes (opcode) or certain additional operations defined by the assembler which aid the programmer in establishing data areas, constants and program flow control. This description is heavily dependent on Rankin's Cross-Assembler Manual. [7]

Assembler input consists of a group of assembler statements followed by an END assembler instruction. Outputs consist of a "clean" (formatted) version of the input statements, error messages as appropriate, and a hexadecimal output file containing program object code in a format readable by JOLT or KIM-1 hex program loaders.

A. Assembler Source Statement Format. A source line has four parts: a label field, an opcode field, an operand field, and a comment field. The fields are defined by one to any number of spaces separating them. A total line is up to 72 characters long.

Label - A label must start in the first position in the line. If the first position is blank, no label is assumed. A label must start with an alphabetic character and can be 1 to 6 characters in length. All base page labels must appear before their first use as an operand.

" * " in the first position of the line indicates that the line is to be taken as a comment.

Opcode - The opcode is three characters long always preceded by at least one space. Opcodes are of two forms. The first form causes the creation of a machine instruction (1 to 3 bytes) and is known as a machine operation code (opcode). The second form is either a control statement to the assembler, or it defines constants, addresses, or symbols and is known as pseudo-opcode. Each pseudo-opcode will be explained below.

Operand - Most, although not all, opcodes require an operand for additional information, such as an address. An operand is preceded by, and terminated by, a space. The exact form of the operand determines in part which addressing mode is to be used.

Comments - After the operand (or opcode if no operand required) and a trailing space, the remainder of the line can be devoted to comments and is not processed by the assembler.

1. Addressing Modes. The 6502 has 13 addressing modes. Consult the summary sheet, Figure 1, for which instructions use which modes, and for mnemonics. The following paragraphs give addressing modes and operands required.

Implied - Any instruction which uses implied addressing does not need an operand.

Immediate - This mode places the operand value as the second byte of the assembled instruction. The operand has the form =Label[+/- #], = #, or ='&'. Where [...] is optional,

and +/- means either + or -. # is a number which has the following prefixes:

None	Decimal
&	Octal
\$	Hexadeimal
%	Binary

Relative - Relative addressing is used for branching statements and has two forms. In the first form, the operand is label [+/- #] or #. In this form the operand must be within +127 to -128 of the current program counter (when pointing to the start of the next instruction). In the second form the offset is given by +/- # where +/- # must be in the range +127 to -128 and is the relative jump from the start of the next instruction.

Absolute - Absolute addressing creates 3 bytes of machine code (1 for the instruction and 2 for address). It has the form label [+/- #], #, or * [+/- #], where * is the value of the program counter.

Z. Page - Zero-page addressing is same as absolute except that the address has a value of less than 256. Note that labels appearing in the operand must be previously defined or improper assembly will result.

Accumulator - Operand is A. A is a reserved symbol and cannot be used otherwise as a label.

Indexed - Indexed addressing can either be zero-page or absolute and use either index register (if allowed by the instruction). The form is Add, X or Add, Y where Add is an address formed as described for addresses in absolute and zero page addressing.

Indexed Indirect - Indexed indirect addressing uses only the X register. The operand is added to X which then points to a full address stored in the base page. Form is (Add, X) where Add is an address as described in zero page addressing.

Indirect Indexed - Y is added to the address in Add with carry added to address in Add+1. The fetch is obtained from the resulting memory location. Form is (Add), Y where Add has same form as above.

Indirect - Use only in the JMP instruction and has form (Add).

B. Assembler Instructions (Pseudo-Opcodes).

ORG #	Sets program counter to #
END	Ends Assembly

Label EQU M - Assigns the value of M to label rather than the value of the program counter. M may contain a simple expression consisting of Label [+/- #], or #. M must be positive and label previously defined. No code is generated.

[Label] ADR Lab [+/-#] - Places value of operand into memory. If both operand and PC are less than 256, 1 byte of code is created, otherwise 2 bytes. Normally the operand is an address.

[Label] ASC@@@@ - Stores up to 40 ASCII characters in memory. 1 byte of code is generated for each character.

[Label] OCT Num [,Num...] - Stores in memory up to 40 octal numbers where Num is 1 to 40 Octal numbers separated by commas. Each number results in 2 bytes of code. If number has prefix of -, the 2's complement of the number is stored. Base prefixes must not be used in Num.

[Label] HEX Num [,Num...] - Same as OCT except that Num is in HEX and 1 byte is generated for each number.

[Label] DCM Num [,Num...] - Same as OCT except Num is in decimal.

[Label] INT Num [,Num...] - Same as DCM except 1 byte is generated for each number.

[Label] BCD Num [,Num...] - Same as INT except numbers are stored in BCD and negative numbers stored as 10's complement.

C. Example Statements.

1	*		This program is to demonstrate addressing modes and does not represent an actual program
2	*		
3	0010	ORG \$10	
4	0010	Label 1 BSS 10	
5	001A 10	ADR Label1	
6	0100	ORG 256	
7	0100	J EQU 10	
8	0100 31	Label 2 ASC '123'	
	0101 32		
	0102 33		
9	0103 00	OCT 177400,-1	
	FF		
	0105 FF		
	FF		
10	0107 00	HEX 00,-00,AA	
	0108 00		
	0109 AA		
11	010A 28	DCM 9000	
	23		
12	010C 10	INT 16	
13	010D 99	BCD 99,00,01	
	010E 00		
	010F 0i		

14	0110	EA	NOP	Implied Addressing
15	0111	DO	BNE Label 3	Relative Addressing
		03		
16	0113	AD	LDA Label 2	Absolute Addressing
		00		
		01		
17	0116	AE	Label 3 LDX \$105	"
		05		
		01		
18	0119	25	AND Label 1	Z. Page ADD.
		10		
19	011B	4A	LSR A	Accumulator ADD.
20	011C	EO	CPX = J	Immediate ADD.
		0A		
21	011E	D5	CMP Label 1+5,X	Indexed ADD.
		15		
22	0102	41	EOR (Label 1,X)	Indexed Indirec.
		10		
23	0122	F1	SBC (Label 1-1),Y	Indirect Indexed
		0F		
24	0124	6C	JMP (Label 2)	Indirect
		01		
25			END	

IV. USE OF THE 6502 ASSEMBLER IN THE CMS ENVIRONMENT

At Ohio University, central computer resources are available through use of remote terminals connected to an IBM System/370 Model 158 computer system running the Virtual Machine Facility (VM/370). The 6502 Assembler is stored on the Conversational Monitor System (CMS) virtual disk assigned to virtual machine AVENCTR. This disk is also available to virtual machine AVIONICS in read-only mode. In practice, AVENCTR access is used for assembler maintenance and disk storage. AVIONICS machine access is generally used for operation of the assembler to produce hex input tapes for the JOLT or KIM-1 microcomputers used in Omega navigation work.

The remainder of this section is devoted to describing the CMS environment in which the user accesses the 6502 assembler, and it presumes a working knowledge of CMS on the part of the reader. Assembler maintenance is discussed in Section V.

A. Assembler Operation. First, the user must establish communication with the VM/370 system. Either by dialing the telephone number for 110-baud or 300-baud operation, as appropriate for the terminal device, or by powering-up the terminal for direct-connected devices, the user will receive the "VM/370 ONLINE" message. Type a carriage return (CR) in reply. After the prompting dot, type LOGON AVIONICS (CR). The system will reply ENTER PASSWORD and type a mask to avoid unauthorized observation of the password. After the mask is typed, enter the password in current use for machine AVIONICS. The

system replies with the logon message, and ends with a prompting dot. The user is now ready to begin CMS programming.

The 6502 Assembler is capable of operation in various modes, with various requirements from the user. In all cases; the assembler requires source program input either from the terminal or from a CMS disk file. Terminal input is entered as user responses, line-by-line, to prompting dots produced by the assembler. CMS disk files are produced by use of the CMS Editor. The EDIT command begins the file-building process.

CMS files have compound names consisting of three parts. The user must enter all three parts to describe completely the file. For 6502 Assembler operation, the first two parts of the file description are arbitrary. The user may name his file anything he wishes as long as the name does not conflict with an existing file name in his CMS library. (The CMS "LISTFILE" command may be used to print library file names.) The third part of the file description is, for our purposes, either "A" or "C". This character tells which CMS "disk" will be used for file storage.

As the AVIONICS and AVENCTR machines are currently configured, the A-disk is permanent storage for CMS files. The disk will remain, even though the user logs off the machine, to return later. Upon LOGON, a C-disk is formed, as temporary storage for CMS file use in the current terminal session. This implies that additional storage space is available to the user for temporary files of his own, or for work files produced by the 6502 Assembler. The user can put files on the C-disk by using the character "C" as the third part of his file description, or by copying files from the A-disk. The 6502 Assembler will use the C-disk for all its work files to avoid crowding the A-disk (permanent file space) with temporary files which will no longer be needed after assembly is complete. For reasons which will become clear later, it is suggested that the user begin file construction on the C-disk, copying correct files to the A-disk when desired for permanent storage.

B. Suggested Usage of the Assembler and Files. After LOGON, the user has a choice of using the Assembler to assemble input files directly from the terminal, or from CMS input files. To assemble from the terminal, the user begins the process by entering

JASM TERMINAL (See Footnote 1)

in response to a prompting dot from CMS. This command invokes the 6502 Assembler and replies "EXECUTION BEGINS..." and then issues a prompting dot. At this point, the user may type 6502 Assembler statements directly to Pass 1 of the Assembler. When the Assembler "END" statement is entered, the Assembler enters Pass 2 and produces an output listing on the terminal including any error messages necessary. When Pass 2 is completed, the following files will be found on the C-disk:

¹ The JASM command, and others to be described later, is a CMS EXEC procedure, written for this application. CMS allows these pseudo-commands to be built and executed by the user. See Appendix B for EXEC listings.

JOLT CLEAN C - A listing of the user's input code, arranged in columnar form for ease in reading. This file could be copied to the A-disk (or to another C-disk file name) for retention and subsequent updating, if desired. In fact, it must be copied or renamed before another JASM command is issued or it will be replaced by another JOLT CLEAN C file from the latest assembly. If the file is renamed, even though it is left on C-disk, the new JOLT CLEAN C file from the next assembly will not replace it.

JOLT HEXCODE C - A file containing the hex "object code" in hextape format for reading by JOLT of KIM-1. To obtain this file on paper tape for input to the microcomputer, the user must output the file to the Model 33 Teletype(TM) unit using the CMS "TYPE" command. If the user is operating on another terminal type which has no paper tape capability, he must save the JOLT HEXCODE C file by copying it to the A-disk, logging off, and logging on later using the Model 33 terminal and issuing the TYPE command for the file name he assigned the file when he copied it.

For example:

```
LOGON AVIONICS
JASM TERMINAL
(entry of assembler statements)
COPY JOLT CLEAN C TEST PROG A
COPY JOLT HEXCODE C TEST HEX A
LOGOFF
```

Later, on the Model 33:

```
LOGON AVIONICS
TYPE TEST HEX A (with tape punch on before CR).
```

These commands produce the assembled hexcode file, which the user saved on the A-disk as TEST HEX A, and the cleaned-up input file, which the user saved as TEST PROG A before logoff. Later, when the Model 33 terminal with tape punch became available, the user logged on and typed the hex file with the punch turned on to produce a tape for entry to the JOLT of KIM-1.

In many cases, this JASM TERMINAL mode may serve the user's need; one disadvantage to this method exists, however. Note that input from the terminal goes directly to the Assembler. Therefore, input errors may not be corrected by the user before the assembly proceeds. The CMS system allows another operational mode which circumvents this disadvantage. By building a CMS file of Assembler input statements using the CMS Editor, the user can take advantage of this very powerful edit capability to correct known errors in his input prior to assembly. After LOGON, the sequence is as follows:

EDIT MYFILE TEST A

or EDIT MYFILE TEST C

Where MYFILE and TEST are arbitrary names assigned to the file by the user, and the A or C denotes on which CMS disk the file will reside. It matters little whether the user specifies A or C at this point; remember, however, that any files to be retained after LOGOFF must be on the A-disk. The user then enters CMS input mode by issuing the INPUT command and begins typing Assembler input statements according to the formats given earlier. In INPUT mode, all typed input is stored, line-by-line, in the file MYFILE TEST. If an error is detected, the user may elect to finish typing input and then go back to correct it. If he desired to correct is when it occurred, he could enter EDIT mode with a null CR and use CMS edit commands to change the erroneous line, then re-enter INPUT mode to continue building the file.

When the file is complete, the user must enter EDIT mode with the null CR and store the file on disk using the CMS FILE command.

(Note: Use of the CMS AUTOSAVE command can aid in minimizing loss of data in case of a machine malfunction. See the CMS Command Guide.)

The user now has a 6502 Assembler input file stored on disk ready for assembly. He should now issue:

JASM MYFILE TEST A or JASM MYFILE TEST C

to retrieve the file and invoke the Assembler. From this point on, assembly proceeds as above, with JOLT HEXCODE C and JOLT CLEAN C files built. A program listing is typed at the terminal with error messages as appropriate. The file copying considerations are the same as above, except that the user may want to replace his input file with the JOLT CLEAN C file to take advantage of the neat formatting performed by the Assembler, facilitating later file update or correction. To do this, the user must issue:

COPY JOLT CLEAN C MYFILE TEST A (REPLACE)

This command takes the JOLT CLEAN FILE and replaces the user file (here assumed to be on disk A) with it. The user may also want to copy the JOLT HEXCODE C file for later use, if it is error-free and valuable.

One other option is allowed for assemblies from CMS input files. If the user is working with a large assembly, the time taken to type the listing on the terminal for each assembly may be prohibitive. Instead, the user may wish to keep a "master" listing on paper and update it by hand as program development proceeds. Then he can obtain a program listing only after a series of changes to the input file, or after a major change which renders his paper listing obsolete. To obtain an assembly without terminal listing he should issue:

JASM MYFILE TEST A NOLIST

Where, once again, MYFILE and TEST are arbitrary names assigned by the user, and A denotes on which CMS disk the file is residing. The NOLIST option prevents the printing of any terminal output during assembly. Instead, the listing goes into file JOLT PRINTOUT C for possible later reference.

The user may well want to scan this disk-resident printout file for errors after each NOLIST assembly. To do this, issue:

JERRS

The JERRS command causes a scan of the JOLT PRINTOUT C file and prints any error messages and the 6502 Assembler lines which generated them for the user's review. Note that JOLT PRINTOUT C is only produced when assembly is done using the NOLIST option on the JASM command. If JERRS is issued after a normal assembly, no PRINTOUT file will be found and no output of errors will be given.

The user may find it useful to refer to the flow chart of Figure 2 and to the sample terminal session of Figure 3 for additional information.

V. ASSEMBLER MAINTENANCE SUPPORT UNDER CMS

Maintenance of the 6502 Assembler generally is done using the AVENCTR virtual machine. The master copy of the Assembler is located on the A-disk as file ASM6502 FORTRAN AO, making it private to this machine. The file contains the FORTRAN source statements for the assembler (See Appendix D). A second copy is stored as ASM6502 PFORTRAN AO, in a packed format for backup in case of loss of the primary copy.

Maintenance usually takes the form of some update or alteration of the source code and then a series of tests to verify that the resulting Assembler operates properly. For this purpose, a set of maintenance EXEC procedures are provided in the AVENCTR A-disk library. MBUILD provides for compilation of the ASM6502 FORTRAN file into a MAINT MODULE C file which is then executed for testing. Later use of the MAINT MODULE C file is made by MASM, which works as does JASM, described earlier, except that the MAINT MODULE file is used instead of the operational JOLT MODULE A file.

Correct forms for these maintenance EXECs are:

```
MBUILD TERMINAL
or MBUILD ASMBL TEST C
or MBUILD ASMBL TEST C NOLIST
MASM TERMINAL
or MASM TEST FILE C
or MASM TEST FILE C NOLIST
```

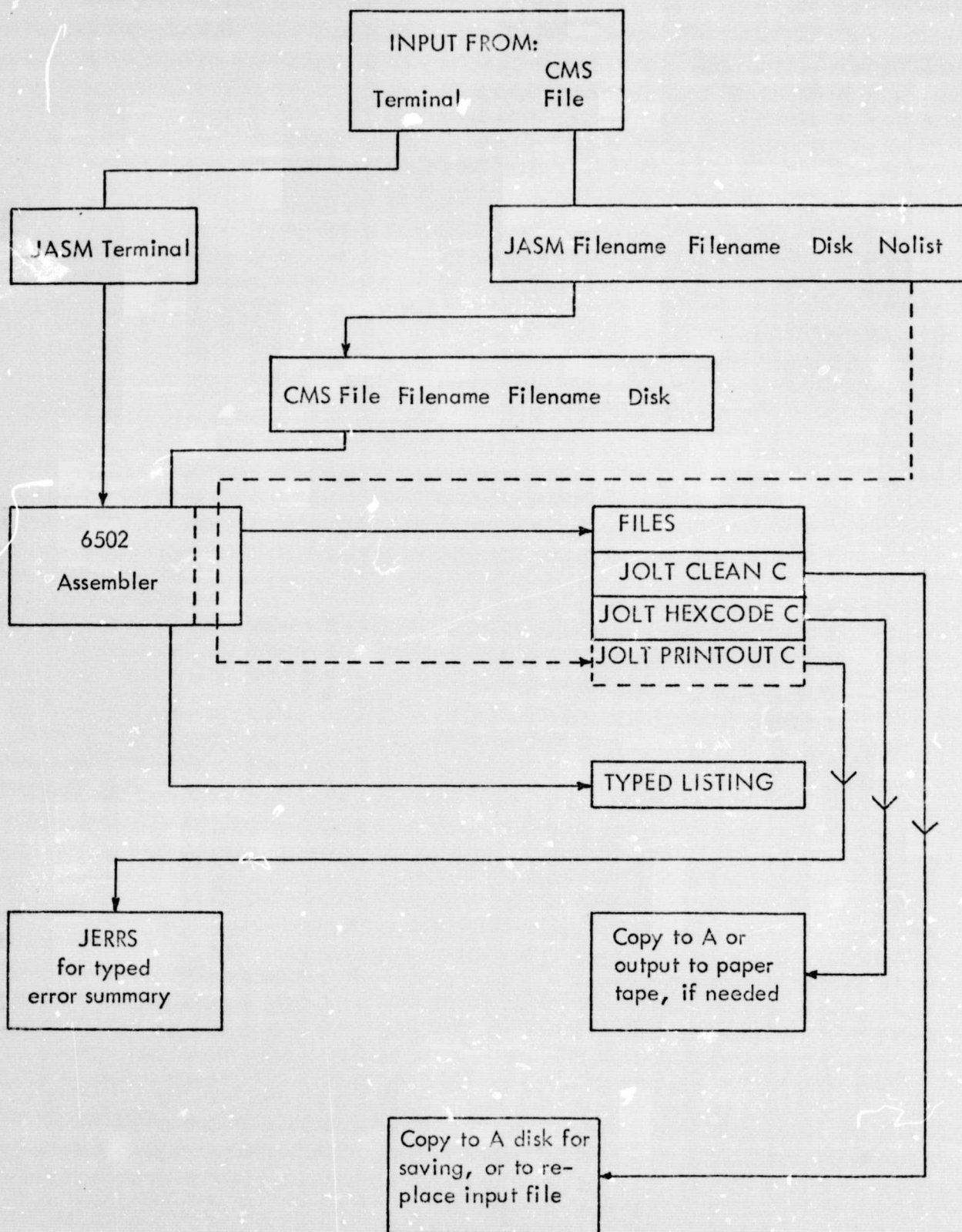


Figure 2. 6502 Assembler Data Flow.

VM/370 ONLINE

!

.logon avionics

ENTER PASSWORD:

.#####

LOGON AT 13:47:00 EDT FRIDAY 11/05/76

CMS VERSION 3.0 - 10/13/76 06:36

.edit jolt test c

D (192) P/O

READY: 1-CYL C-DISK ONLINE

NEW FILE:

EDIT:

.input

INPUT:

. org \$100

. lda label1

. sta label2

. brk

.label1 bss 1

.label2 bss 1

. end

.

EDIT:

.file

R;

.jasm jolt test c

EXECUTION BEGINS...

END PASS 1: 0 ERRORS

1	0100		ORG \$100
2	0100	AD	LDA LABEL1
		07	
		01	
3	0103	8D	STA LABEL2
		08	
		01	
4	0106	00	BRK
5	0107	00	LABEL1 BSS 1
6	0108	00	LABEL2 BSS 1
7			END

END PASS 2: 0 ERRORS

R;

.type jolt hexcode c

;090120AD07018D0801000000155

;00

R;

.type jolt clean c

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Figure 3. Sample Terminal Session.


```
      ORG $100  
      LDA LABEL1  
      STA LABEL2  
      BRK  
LABEL1 BSS 1  
LABEL2 BSS 1  
      END  
  
R;  
  
.copy jolt clean c jolt prog1 a  
R;  
  
.logoff  
CONNECT= 00:09:09 VIRTCPU= 000:00.58 TOTCPU= 000:02.30  
LOGOFF AT 13:56:09 EDT FRIDAY 11/05/76
```

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Figure 3. Sample Terminal Session (Cont.).

Again, file names are arbitrary, and the same files are built as described earlier for hex codes and clean listings. To avoid interference with current operating modules, however, all these maintenance files have MAINT as the first part of the file name.

When maintenance and testing are complete, the operative MAINT MODULE C must be copied to replace the current version of JOLT MODULE C on the AVENCTR A-disk. Then, subsequent use of JASM on either AVIONICS or AVENCTR machines will result in assemblies using the updated Assembler.

VI. ACKNOWLEDGMENTS

The author acknowledges the origin of the 6502 Assembler with Roy R. Rankin at Stanford University, and the assistance of Mr. Lynn Smith at Microcomputer Associates, Inc., who provided a copy of this program, which appears in altered form in this paper.

Richard Salter, of the Ohio University Omega Team, has been the principal Assembler user and offered many suggestions for improvements in operation. Ralph W. Burhans is the Project Engineer for Ohio University's portion of the NASA Joint University Program, and Dr. Richard H. McFarland is Director of the Avionics Engineering Center. Their contributions are appreciated.

VII. REFERENCES

- [1] IBM Virtual Machine Facility/370; CP Command Reference for General Users, File No. 5370-36; GC20-1820-0.
- [2] IBM Virtual Machine Facility/370; CMS Command and Macro References, File No. 5370-36; GC20-1818-0.
- [3] IBM Virtual Machine Facility/370; CMS User's Guide, File No. 5370-30; GC20-1819-0.
- [4] MCS6500 Microcomputer Family Programming Manual, MOS Technology, Inc., Norristown, Pennsylvania, January, 1976.
- [5] JOLT Demon Software Manual, Microcomputer Associates, Inc., Santa Clara, California, 1975.
- [6] KIM-1 User Manual, MOS Technology, Inc., Norristown, Pennsylvania, March, 1976.
- [7] 6502 Cross-Assembler Manual, R. Rankin (unpublished) November, 1975.

VIII. APPENDICES

A. Assembler Source Listing.

B. CMS Exec Procedure Listings.

1. PROFILE
2. JASM
3. JERRS
4. MASM
5. MBUILD

APPENDIX A

IMPLICIT INTEGER*2 (A-Z)	ASM00010
C CROSS-ASSEMBLER FOR 6502 MICROPROCESSOR (REV. 1.0)	ASM00020
C	ASM00030
C ROY R FANKIN	ASM00040
C STANFORD UNIVERSITY	ASM00050
C 415-497-1822	ASM00060
C DEC. 8, 1975	ASM00070
C	ASM00080
C SYSTEM/370 MODIFICATIONS - R. W. LILLEY, OHIO UNIV. AVIONICS	ASM00090
C AUGUST, 1976	ASM00100
C	ASM00110
C THIS PROGRAM READS AN INPUT FILE CONTAINING THE ASSEMBLER CODE	ASM00120
C (LOGICAL UNIT 5, LUIN) ONCE FOR EACH OF THE	ASM00130
C PROGRAM'S TWO PASSES. AN ASSEMBLY LISTING IS OUTPUT TO THE LINE	ASM00140
C PRINTER (LOGICAL UNIT 6, LU) ALONG WITH AN ABSOLUTE FILE,	ASM00150
C READABLE BY JOLT'S DEMON OR MOS TECHNOLOGY'S TIM, TO THE PUNCH	ASM00160
C FILE (LOGICAL UNIT 4, LUP).	ASM00170
C	ASM00180
C FILE 11 IS A SEQUENTIAL SCRATCH FILE FOR STOPING INPUT TEXT	ASM00190
C FOR PASS 2	ASM00200
C	ASM00210
C THE SYMBOL TABLE IS SET TO ALLOW 300 ENTRIES. TO ALLOW MORE ENTRIES	ASM00220
C SET THE DIMENSION OF ISYMB(3,N) AND SYMB(N) TO THE SIZE OF THE	ASM00230
C DESIRED SYMBOL TABLE LENGTH AND SET NSYTM TO THE NUMBER OF	ASM00240
C ENTRIES. THIS NEED BE DONE ONLY IN THE MAIN PROGRAM.	ASM00250
C	ASM00260
DIMENSION IN(40),LABEL(3),EQU(2),IADD(2),IPC(2),DBUF(40)	ASM00270
INTEGER LUP,LU,LUIN	ASM00280
REAL FC,CODE(3)	ASM00290
DIMENSION POUT(30)	ASM00300
DIMENSION ISYMB(3,300),SYMB(300)	ASM00310
DATA STAR/'*'/,BLANK/' '/,LU/6/,LUIN/5/,LUP/4/,NSYTM/300/,NSYT/0/	ASM00320
DATA MNMAX/26/	ASM00330
INTEGER CSK	ASM00340
REAL NONE	ASM00350
ZRO=0	ASM00360
ONE=1	ASM00370
NONE=-1.	ASM00380
AITY=80	ASM00390
TWO=2	ASM00400
DSW=0	ASM00410
CSK=11	ASM00420
MN=0	ASM00430
IPASS=1	ASM00440
PASS=1	ASM00450
NERR=0	ASM00460
FC=0	ASM00470
LINE=0	ASM00480
10 IF(LINE.LT.0)LINE=-LINE	ASM00490
IF(DSW.EQ.1)GO TO 701	ASM00500
READ(LUIN,1)IN	ASM00510
CALL LENT(IN)	ASM00520
WRITE(CSK,1)IN	ASM00530
GO TO 702	ASM00540
701 READ(CSK,1)IN	ASM00550

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702	ERROR=0	ASM00560
	LINE=LINE+1	ASM00570
1	FORMAT(40A2)	ASM00580
	IBUFF=0	ASM00590
	ICHAR=MASK2(SR8(IN(1)))	ASM00600
C		ASM00610
C	COMMENT?	ASM00620
C		ASM00630
	IF(ICHAR.NE.STAR)GO TO 12	ASM00640
	IF(PASS.EQ.2)WRITE(LU,2)LINE,IN	ASM00650
	GO TO 10	ASM00660
2	FORMAT(1X,I4,11X,40A2)	ASM00670
C		ASM00680
C	LABEL?	ASM00690
C		ASM00700
12	IF(ICHAR.EQ.BLANK)GO TO 30	ASM00710
C		ASM00720
C	PROCESS LABEL	ASM00730
C		ASM00740
	LABEL(1)=BLANK	ASM00750
	LABEL(2)=BLANK	ASM00760
	LABEL(3)=BLANK	ASM00770
	IPBL=6	ASM00780
	CALL GWORD(IN,IBUFF,AITY,LABEL,IPBL,IFLAG,ZRO)	ASM00790
	IF(PASS.EQ.2)GO TO 30	ASM00800
	IF(IFLAG.NE.-1)GO TO 20	ASM00810
	WRITE(LU,8)LINE,LABEL	ASM00820
	NERR=NERR+1	ASM00830
8	FORMAT(1X,I4,' *** LABEL TOO LONG; USE ',3A2,' *** ')	ASM00840
C		ASM00850
C	PUT LABEL INTO SYMBOL TABLE	ASM00860
C		ASM00870
20	CALL SYMBT(LABEL,PC,ISYMB,NSYTM,LU,NSYT,SYMB,LINE,NERR)	ASM00880
C		ASM00890
C	GET CPCCDE	ASM00900
C		ASM00910
30	CALL CPCCD(IN,IBUFF,BYTE,CODE,PASS,NSYT,ISYMB,SYMB,PC,ERROR,	ASM00920
	* CBUF,JK)	ASM00930
C		ASM00940
C	ERROR PRINT	ASM00950
C		ASM00960
	IF(ERROR.EQ.0.OR.PASS.EQ.1)GO TO 35	ASM00970
	NERR=NERR+1	ASM00980
	LINE=-LINE	ASM00990
	GO TO(201,202,203,204,205,206,207,208,209,210,211),ERROR	ASM01000
201	WRITE(LU,301)LINE	ASM01010
301	FORMAT(1X,I4,' *** LABEL UNDEFINED ***')	ASM01020
	GO TO 35	ASM01030
202	WRITE(LU,302)LINE	ASM01040
302	FORMAT(1X,I4,' *** ILLEGAL OPERAND ***')	ASM01050
	GO TO 35	ASM01060
203	WRITE(LU,303)LINE	ASM01070
303	FORMAT(1X,I4,' *** IMMEDIATE VALUE > 255 ***')	ASM01080
	GO TO 35	ASM01090
204	WRITE(LU,304)LINE	ASM01100

```

304 FORMAT(1X,I4,' *** ADDRESS OUTSIDE ADDRESS SPACE ***')
    GO TO 35
205 WRITE(LU,305)LINE
305 FORMAT(1X,I4,' *** INVALID INDIRECT ADDRESSING ***')
    GO TO 35
206 WRITE(LU,306)LINE
306 FORMAT(1X,I4,' *** INVALID RELATIVE ADDRESS ***')
    GO TO 35
207 WRITE(LU,307)LINE
307 FORMAT(1X,I4,' *** ILLEGAL ADDRESSING MODE ***')
    GO TO 35
208 WRITE(LU,308)LINE
308 FORMAT(1X,I4,' *** INVALID OP CODE ***')
    GO TO 35
209 WRITE(LU,309)LINE
309 FORMAT(1X,I4,' *** CONSTANT TOO LARGE ***')
    GO TO 35
210 WRITE(LU,310)LINE
310 FORMAT(1X,I4,' *** MORE THAN 40 ASCII CHARACTERS ***')
    GO TO 35
211 WRITE(LU,311)LINE
311 FORMAT(' ')
35 IF(PASS.GT.1)GO TO 40
   IF(JK.GT.1)PC=PC+BYTE*JK-BYTE
   PC=PC+BYTE
   GO TO 10

```

C
C
C

PUNCH OUTPUT TAPE AND LISTING

```

40 IF(PASS.NE.IPASS)GO TO 100
   IF(JK.GT.0)GO TO 60
   CALL CONV1(IPC,TWO,IPTF,MONE,PC)
   PC=PC+BYTE
   IF(BYTE.EQ.0.OR.BYTE.GT.3)GO TO 55
   CALL CONV1(IOPCD,ONE,IPTF,MONE,CODE(1))
   WRITE(LU,3)LINE,IPC(2),IPC(1),IOPCD,IN
3  FORMAT(1X,I4,2X,2A2,1X,A2,2X,40A2)
   CALL CONV1(IADD,TWO,IPTF,MONE,CODE(2))
   IF(MN.NE.0)GO TO 59
   PCUT(1)=IPC(2)
   PCUT(2)=IPC(1)
   MN=2
59 PCUT(MN+1)=IOPCD
   PCUT(MN+2)=IADD(1)
   PCUT(MN+3)=IADD(2)
   MN=MN+BYTE
   IF(MN.GE.MNMAX)CALL PUNCH(PCUT,MN,LUP)
   IF(BYTE.EQ.1)GO TO 10
   BYTE=BYTE-1
   WRITE(LU,4)(IADD(I),I=1,BYTE)
4  FORMAT(12X,A2)
   GO TO 10
55 WRITE(LU,7)LINE,IPC(2),IPC(1),IN
7  FORMAT(1X,I4,2X,2A2,5X,40A2)
   IF(JK.LT.0.OR.BYTE.GT.3)GO TO 56

```

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ASM01110
 ASM01120
 ASM01130
 ASM01140
 ASM01150
 ASM01160
 ASM01170
 ASM01180
 ASM01190
 ASM01200
 ASM01210
 ASM01220
 ASM01230
 ASM01240
 ASM01250
 ASM01260
 ASM01270
 ASM01280
 ASM01290
 ASM01300
 ASM01310
 ASM01320
 ASM01330
 ASM01340
 ASM01350
 ASM01360
 ASM01370
 ASM01380
 ASM01390
 ASM01400
 ASM01410
 ASM01420
 ASM01430
 ASM01440
 ASM01450
 ASM01460
 ASM01470
 ASM01480
 ASM01490
 ASM01500
 ASM01510
 ASM01520
 ASM01530
 ASM01540
 ASM01550
 ASM01560
 ASM01570
 ASM01580
 ASM01590
 ASM01600
 ASM01610
 ASM01620
 ASM01630
 ASM01640
 ASM01650

GO TO 10	ASM01660
55 IF(MN.GT.2)CALL PUNCH(PCUT,MN,LUP)	ASM01670
GO TO 10	ASM01680
60 DO 61 KK=1,JK	ASM01690
CALL CCNV1(IPC,TWO,IPTR,MONE,PC)	ASM01700
IF(MN.NE.0)GO TO 63	ASM01710
PCUT(1)=IPC(2)	ASM01720
PCUT(2)=IPC(1)	ASM01730
MN=2	ASM01740
63 PC=PC+BYTE	ASM01750
CODE(1)=OBUF(KK)	ASM01760
CALL CCNV1(IADD,BYTE,IPTR,MONE,CODE(1))	ASM01770
PCUT(MN+1)=IADD(1)	ASM01780
PCUT(MN+2)=IADD(2)	ASM01790
MN=MN+BYTE	ASM01800
IF(MN.GE.MNMAX)CALL PUNCH(PCUT,MN,LUP)	ASM01810
IF(KK.EQ.1)GO TO 62	ASM01820
WRITE(LU,9)IPC(2),IPC(1),IADD(1)	ASM01830
9 FORMAT(7X,2A2,1X,A2)	ASM01840
IF(BYTE.EQ.2)WRITE(LU,4)IADD(2)	ASM01850
61 CONTINUE	ASM01860
GO TO 10	ASM01870
52 WRITE(LU,3)LINE,IPC(2),IPC(1),IADD(1),IN	ASM01880
IF(BYTE.EQ.2)WRITE(LU,4)IADD(2)	ASM01890
GO TO 61	ASM01900
100 IF(PASS.EQ.3)WRITE(LU,2)LINE,IN	ASM01910
J=PASS-1	ASM01920
IF(LU.NE.1)WRITE(LU,75)J,NERR	ASM01930
75 FORMAT(/' END PASS ',I1,' ':' ',1X,I3,' ERRORS'/)	ASM01940
IF(PASS.EQ.3)GO TO 76	ASM01950
LINE=0	ASM01960
NERR=0	ASM01970
IPASS=2	ASM01980
PC=0	ASM01990
REWIND DSK	ASM02000
DSW=1	ASM02010
GO TO 10	ASM02020
76 IF(MN.GT.0)CALL PUNCH(PCUT,MN,LUP)	ASM02030
WRITE(LUP,13)	ASM02040
13 FORMAT(';00')	ASM02050
STOP	ASM02060
END	ASM02070
FUNCTION ISOLT(IPTR,IBUF)	ASM02080
IMPLICIT INTEGER*2 (A-Z)	ASM02090
INTEGER IPTR	ASM02100
C THIS FUNCTION ISOLATES THE IPTR' TH CHARACTER IN IBUF SO	ASM02110
C THAT ISOLT CONTAINS THE CHARACTER AND A SPACE	ASM02120
DIMENSION IBUF(1)	ASM02130
DATA BLANK/' '/	ASM02140
IK=(IPTR+1)/2	ASM02150
IK1=IPTR+1-2*IK	ASM02160
IF(IK1.EQ.0)ISOLT=MASK2(SR3(IBUF(IK)))	ASM02170
IF(IK1.EQ.1)ISOLT=MASK2(IBUF(IK))	ASM02180
RETURN	ASM02190
END	ASM02200

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SUBROUTINE PROC(LABEL, LNTH, NSYT, SYMB, ISYMB, BYTE, PASS, VAL,	ASM02210
* IERROR, MODE, PC)	ASM02220
IMPLICIT INTEGER*2 (A-Z)	ASM02230
C	ASM02240
C THIS SUBROUTINE SORTS OUT THE VARIOUS ADDRESS MODES AND DETERMINES	ASM02250
C THE VALUE OF THE OPERAND	ASM02260
C	ASM02270
C LABEL OPERAND FIELD	ASM02280
C LNTH LENGTH OF OPERAND FIELD	ASM02290
C NSYT NUMBER OF ENTRIES IN SYMBOL TABLE	ASM02300
C SYMB, ISYMB SYMBOL TABLE	ASM02310
C BYTE LENGTH OF INSTRUCTION	ASM02320
C PASS ASSEMBLER PASS NUMBER	ASM02330
C VAL VALUE OF OPERAND	ASM02340
C IERROR ERROR FLAG	ASM02350
C MODE ADDRESSING MODE	ASM02360
C PC PROGRAM COUNTER	ASM02370
C	ASM02380
DIMENSION LABEL(1), ISYMB(3,1), ICP(3)	ASM02390
DATA AT/'&%', DOLLAR/'\$', PCENT/'%', PLUS/'+', MINUS/'-'	ASM02400
DATA COMMA/', '/', BLANK/' ', EQUAL/'=', PAREN/'(', A/'A'	ASM02410
DATA X/'X%', Y/'Y%', CPAREN/')', QUOTE/'\"'	ASM02420
REAL VAL, PC	ASM02430
DIMENSION SYMB(1)	ASM02440
ICHR=ISCLT(1, LABEL)	ASM02450
IF(ICHR.EQ.EQUAL)GO TO 10	ASM02460
IF(ICHR.EQ.PAREN)GO TO 20	ASM02470
IF(LABEL(1).EQ.A)GO TO 30	ASM02480
C	ASM02490
C ABS OR 2-PAGE ADDRESSING?	ASM02500
IPTR=0	ASM02510
CALL LABPR(LABEL, LNTH, IPTR, VAL, NSYT, SYMB, ISYMB, IERROR, PC)	ASM02520
IF(VAL.GT.65535.)IERROR=4	ASM02530
47 IF(VAL.GE.256)BYTE=3	ASM02540
IF(VAL.LT.256)BYTE=2	ASM02550
IF(IERROR.NE.0)BYTE=3	ASM02560
IF(PASS.EQ.1)RETURN	ASM02570
IF(IPTR.EQ.LNTH)GO TO 50	ASM02580
IF((IPTR+2).NE.LNTH)IERROR=2	ASM02590
IF(ISCLT(IPTR+2, LABEL).EQ.X)GO TO 51	ASM02600
IF(ISCLT(IPTR+2, LABEL).EQ.Y)GO TO 52	ASM02610
IERROR=2	ASM02620
C	ASM02630
C INDEX ADDRESS MODES	ASM02640
C	ASM02650
51 MODE=8	ASM02660
IF(VAL.LT.256.)MODE=7	ASM02670
RETURN	ASM02680
52 MODE=9	ASM02690
IF(VAL.LT.256.)MODE=11	ASM02700
RETURN	ASM02710
C	ASM02720
C IMMEDIATE ADDRESSING	ASM02730
10 BYTE=2	ASM02740
IF(PASS.EQ.1)RETURN	ASM02750

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```

IPTR=1
ICHAR=ISCLT(IPTR+1,LABEL)
IF(ICHAR.EQ.QUOTE)GO TO 12
CALL LABPR(LABEL,LNTH,IPTR,VAL,NSYT,SYMB,ISYMB,IERROR,PC)
IF(VAL.GT.255.)IERROR=3
MODE=1
RETURN
12 VAL=SR8(LABEL(2))
IF(LNTH.EQ.2)VAL=32
IF(LNTH.GT.4)IERROR=2
MODE=1
RETURN
C
C ABSOLUTE AND ZERO PAGE ADDRESSING
C
50 MODE=2
IF(VAL.LT.256)MODE=3
RETURN
C
C INDIRECT ADDRESSING
C
20 BYTE=2
IF(PASS.EQ.1)RETURN
IPTR=1
CALL LABPR(LABEL,LNTH,IPTR,VAL,NSYT,SYMB,ISYMB,IERROR,PC)
IF(VAL.GT.65535.)IERROR=4
IF(IPTR.EQ.LNTH)GO TO 21
ICHAR=ISCLT(IPTR+1,LABEL)
IF(ICHAR.EQ.CPAREN)GO TO 22
IF(ISCLT(IPTR+2,LABEL).NE.X.OR.(IPTR+3).NE.LNTH)IERROR=2
C
C INDEXED INDIRECT
C
IF(VAL.LT.0.OR.VAL.GT.256.)IERROR=5
MODE=5
RETURN
C
C INDIRECT (JUMP ONLY)
C
21 MODE=10
RETURN
22 IF(ISCLT((IPTR+3),LABEL).NE.Y.OR.(IPTR+3).NE.LNTH)IERROR=2
C
C INDIRECT INDEXED
C
IF(VAL.LT.0.OR.VAL.GT.256.)IERROR=5
MODE=5
RETURN
C
C ACCUMULATOR ADDRESSING
C
30 BYTE=1
MODE=4
RETURN
END

```

```

ASM02760
ASM02770
ASM02780
ASM02790
ASM02800
ASM02810
ASM02820
ASM02830
ASM02840
ASM02850
ASM02860
ASM02870
ASM02880
ASM02890
ASM02900
ASM02910
ASM02920
ASM02930
ASM02940
ASM02950
ASM02960
ASM02970
ASM02980
ASM02990
ASM03000
ASM03010
ASM03020
ASM03030
ASM03040
ASM03050
ASM03060
ASM03070
ASM03080
ASM03090
ASM03100
ASM03110
ASM03120
ASM03130
ASM03140
ASM03150
ASM03160
ASM03170
ASM03180
ASM03190
ASM03200
ASM03210
ASM03220
ASM03230
ASM03240
ASM03250
ASM03260
ASM03270
ASM03280
ASM03290
ASM03300

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	SUBROUTINE LABPR(LABEL, LNTH, IPTR, VAL, NSYT, SYMB, ISYMB, IERR, PC)	ASM03310
	IMPLICIT INTEGER*2 (A-Z)	ASM03320
C		ASM03330
C	THIS ROUTINE DETERMINES THE VALUE OF A LABEL IN THE OPERAND ALONG	ASM03340
C	WITH AN ADDED OR SUBTRACTED CONSTANT	ASM03350
C		ASM03360
C	LABEL LABEL FIELD	ASM03370
C	LNTH LENGTH OF LABEL FIELD	ASM03380
C	IPTR PCOUNTER IN FIELD	ASM03390
C	VAL RESULTING VALUE OF LABEL	ASM03400
C	NSYT NUMBER OF SYMBOL TABLE ENTRIES	ASM03410
C	SYMB, ISYMB SYMBOL TABLE	ASM03420
C	IERROR ERROR FLAG	ASM03430
C	PC PROGRAM COUNTER	ASM03440
C		ASM03450
	REAL ANSER, VAL, PC	ASM03460
	INTEGER*2 ABET(26)/'A','B','C','D','E','F','G','H','I','J','K',	ASM03470
	* 'L','M','N','O','P','Q','R','S','T','U','V','W',	ASM03480
	* 'X','Y','Z'//	ASM03490
	DATA COMMA/','/,CPAREN/')'//,ZERO/'0'//,NINE/'9'//,BLANK/' '//,	ASM03500
	* A/'A'//,Z/'Z'//,AT/'&'//,DOLLAR/'\$'//,PLUS/'+'//,MINUS/'-'//,STAR/'*'//	ASM03510
	DATA PCENT/'%'//	ASM03520
	DIMENSION LABEL(1),SYMB(1),ISYMB(3,1),ICP(3)	ASM03530
	REAL BASE	ASM03540
	INTEGER KPTR	ASM03550
	ONE=1	ASM03560
C		ASM03570
C	LOOK FOR SYMBOL IN TABLE	ASM03580
C		ASM03590
	VAL=0	ASM03600
	IADD=1	ASM03610
	ICHP=ISOLT(IPTR+1,LABEL)	ASM03620
	IF(ICHP.EQ.STAR)GO TO 44	ASM03630
	DO 10 I=1,26	ASM03640
	IF(ICHP.EQ.ABET(I))GO TO 14	ASM03650
10	CONTINUE	ASM03660
	GO TO 13	ASM03670
14	ICP(1)=BLANK	ASM03680
	ICP(2)=BLANK	ASM03690
	ICP(3)=BLANK	ASM03700
	LTH=6	ASM03710
	CALL CWORD(LABEL,IPTR,LNTH,ICP,LTH,IFLAG,ONE)	ASM03720
	IF(IFLAG.EQ.-1)GO TO 40	ASM03730
	IF(NSYT.EQ.0)GO TO 145	ASM03740
	DO 45 I=1,NSYT	ASM03750
	IERR=IAB(ICP(1)-ISYMB(1,I))+IAB(ICP(2)-ISYMB(2,I))+	ASM03760
	* IAB(ICP(3)-ISYMB(3,I))	ASM03770
	IF(IERR.EQ.0)GO TO 46	ASM03780
45	CONTINUE	ASM03790
C		ASM03800
C	LABEL NOT FOUND - ASSUME NOT BASE PAGE	ASM03810
C		ASM03820
	145 IERR=1	ASM03830
	RETURN	ASM03840
C		ASM03850

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C	LABEL IS "*" - GET PC	ASM03850
C		ASM03870
	44 VAL=PC	ASM03880
	IPTR=IPTR+1	ASM03890
	GO TO 48	ASM03900
	46 VAL=SYMB(I)	ASM03910
	48 IF(IPTR.EQ.LNTH)GO TO 47	ASM03920
C		ASM03930
C	MORE OPERAND TO PROCESS	ASM03940
C		ASM03950
	KPTR=IPTR	ASM03960
	ICHP=ISOLT(KPTR,LABEL)	ASM03970
	IF(ICHP.EQ.COMMA.OR.ICHP.EQ.CPAREN)GO TO 49	ASM03980
	IF(ICHP.EQ.PLUS)IADD=1	ASM03990
	IF(ICHP.EQ.MINUS)IADD=-1	ASM04000
	13 IPTR=IPTR+1	ASM04010
	KPTR=IPTR	ASM04020
	ICHP=ISOLT(KPTR,LABEL)	ASM04030
	BASE=0	ASM04040
	IF(ICHP.EQ.AT)BASE=8.	ASM04050
	IF(ICHP.EQ.DOLLAR)BASE=16.	ASM04060
	IF(ICHP.EQ.PCENT)BASE=2.	ASM04070
	IF(ICHP.GE.ZERO.AND.ICHP.LE.NINE)BASE=10.	ASM04080
	IF(BASE.EQ.0)GO TO 40	ASM04090
	IF(BASE.EQ.10.)IPTR=IPTR-1	ASM04100
	CALL CONV1(LABEL,LNTH,IPTR,BASE,ANSER)	ASM04110
	IF(IADD.EQ.1)VAL=VAL+ANSER	ASM04120
	IF(IADD.EQ.-1)VAL=VAL-ANSER	ASM04130
	47 RETURN	ASM04140
	49 IPTR=IPTR-1	ASM04150
	RETURN	ASM04160
	40 VAL=0	ASM04170
	IERROR=2	ASM04180
	RETURN	ASM04190
	END	ASM04200

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SUBROUTINE GWORD(IPUF,IBUFP,IBUFL,IPBF,IPBL,IFLAG,IFST)	ASM04210
IMPLICIT INTEGER*2 (A-Z)	ASM04220
C THIS SUBROUTINE TRANSFERS WORDS FROM ONE BUFFER TO ANOTHER. A	ASM04230
C WORD IS DEFINED BY A TRAILING SPACE. INITIAL BLANKS ARE THROWN	ASM04240
C OUT. IF AN ODD NUMBER OF BYTES ARE ENCOUNTERED, THE FINAL BYTE OF	ASM04250
C THE OUTPUT BUFFER IS FILLED WITH A BLANK.	ASM04260
C	ASM04270
C IPUF INPUT BUFFER IEUFL BYTES LONG	ASM04280
C IBUFP POINTS TO LAST BYTE PROCESSED IN IPUF	ASM04290
C IPBF OUTPUT BUFFER	ASM04300
C IPBL INPUT AS LENGTH (BYTES) OF IPBF. ON RETURN # BYTES MOVED	ASM04310
C IFLAG ON RETURN: 0 NORMAL RETURN	ASM04320
C -1 END OF IPBF ENCOUNTERED	ASM04330
C 1 END OF IBUF ENCOUNTERED	ASM04340
C IFST 1 - RECORD MAY END WITH +, -, OR ,	ASM04350
C 0 RECORD ENDS WITH BLANK	ASM04360
C	ASM04370
DIMENSION IBUF(1),IPBF(1)	ASM04380
DATA SPACE/' '/,CPAREN/'(',')',PLUS/'+'/,MINUS/'-'/,COMMA/'',/	ASM04390
IFLAG=0	ASM04400
IPBLI=0	ASM04410
20 IBUFP=IBUFP+1	ASM04420
IF (IBUFP.GT.IBUFL)GO TO 100	ASM04430
C	ASM04440
IK=(IEUFP+1)/2	ASM04450
IK1=IEUFP+1-2*IK	ASM04460
IF (IK1.EQ.0) ICHAR=SR8(IEUF(IK))	ASM04470
IF (IK1.EQ.1) ICHAR=MASK(IEUF(IK))	ASM04480
C TEST FOR LEADING SPACES	ASM04490
IF (ICHAR.EQ.SPACE/256.AND.IPBLI.EQ.0)GO TO 20	ASM04500
C TEST FOR TRAILING SPACE	ASM04510
IF (ICHAR.EQ.SPACE/256)GO TO 200	ASM04520
IF (IFST.EQ.0)GO TO 21	ASM04530
IF (ICHAR.EQ.PLUS/256.OR.ICHAR.EQ.MINUS/256.OR.ICHAR.EQ.COMMA/256)	ASM04540
* GO TO 200	ASM04550
IF (ICHAR.EQ.CPAREN/256)GO TO 200	ASM04560
C PACK NON-SPACE BYTES	ASM04570
21 IPBLI=IPBLI+1	ASM04580
IF (IPBLI.GT.IPBL)GO TO 300	ASM04590
IJ=(IPBLI+1)/2	ASM04600
IJ1=IPBLI+1-2*IJ	ASM04610
IF (IJ1.EQ.0) IPBF(IJ)=MASK2(ICHAR)	ASM04620
IF (IJ1.EQ.1) IPBF(IJ)=SR8(IPBF(IJ))*256+ICHAR	ASM04630
GO TO 20	ASM04640
C END OF INPUT BUFFER RETURN	ASM04650
100 IFLAG=1	ASM04660
IBUFP=IBUFP-1	ASM04670
200 IPBL=IPBLI	ASM04680
RETURN	ASM04690
C OUTPUT BUFFER OVERFLOW	ASM04700
300 IPBL=IPBLI-1	ASM04710
IFLAG=-1	ASM04720
RETURN	ASM04730
END	ASM04740


```

SUBROUTINE OPCD(IN,IBUFF,BYTE,CODE,PASS,NSYT,ISYMB,SYMB,PC,
IERROR,OBUF,JK)
IMPLICIT INTEGER*2 (A-Z)

THIS SUBROUTINE DECODES THE OPCODES AND CALLS PROC TO DECODE
LABELS. ON PASS 1 IT RETURNS WITH THE NUMBER OF BYTES REQUIRED
FOR THE INSTRUCTION. ON PASS 2 IT ALSO RETURNS THE CODE IN
ARRAY CODE.

```

```

C      IN          INPUT BUFFER
C      IBUFF       INPUT BUFFER POINTER
C      BYTE        NUMBER OF BYTES FOR INSTRUCTION
C      CODE        REAL BUFFER CONTAINING THE CODE
C      PASS        ASMB PASS
C      NSYT        NUMBER OF ENTRIES IN SYMBOL TABLE
C      ISYMB       SYMBOL TABLE
C      SYMB        SYMBOL TABLE ADDRESSES
C      PC          PROGRAM COUNTER
C      IERROR      ERROR FLAG
C      OBUF        CONSTANT DEFINITION BUFFER
C      JK          NUMBER OF CONSTANTS IN OBUF OR -1 FOR ORG OR BSS

```

```

DIMENSION NOPC(2,70),IN(1),ISYMB(3,1),OBUF(1)
DIMENSION OPCD(3),LABEL(40),MIST(33),MIST2(11,22)
REAL VAL,PC,CODE
DIMENSION CODE(1),SYMB(1)
DATA PLUS/1H+/,MINUS/1H-/
DATA NOPC/2HBR,2HK,2HCL,2HC,2HCL,2HD,2HCL,2HI,2HCL,2HV,
& 2HDE,2HX,2HDE,2HY,2HIN,1FX,2HIN,1FY,2HND,1HP,2HPP,1HA,
& 2HPP,1HP,2HPL,1HA,2HPL,1HP,2HPT,1HI,2HPT,1HS,2HSE,1HC,
& 2HSE,1HD,2HSE,1HI,2HTA,1HX,2HTA,1HY,2HTS,1HX,2HTX,1HA,
& 2HTX,1HS,2HTY,1HA,2HBC,1HC,2HBC,1HS,2HBE,1HQ,2HBM,1HI,
& 2HBN,1HE,2HBP,1HL,2HEV,1HC,2HBV,1HS,2HAD,1HC,2HAN,1HD,
& 2HAS,1HL,2HBI,1HT,2HCM,1HP,2HCP,1HX,2HCP,1HY,2HDE,1HC,
& 2HEO,1HR,2HIN,1HC,2HJM,1HP,2HJS,1HR,2HLD,1HA,2HLD,1HX,2HLD,1HY,
& 2HLS,1HR,2HOP,1HA,2HPO,1HL,2HSE,1HC,2HST,1HA,2HST,1HX,2HST,1HY,
& 2H,2HOP,1HG,2HEN,1HD,2HEO,1HU,2HBS,1HS,2HAD,1HR,2HAS,1HC,
& 2HOC,1HT,2HFE,1HX,2HOC,1HM,2HIN,1HT,2HBC,1HO/
DATA MIST/0,24,216,98,184,202,136,232,200,234,72,8,104,40,
& 64,96,56,248,120,170,168,186,138,154,152,144,176,240,48,
& 208,16,80,112/
DATA MIST2/105,109,101,-1,97,113,117,125,121,-1,-121,
& 41,45,37,-1,33,49,53,61,57,-1,-57,-1,14,6,10,-1,-1,22,30,3*-1,
& -1,44,36,8*-1,201,205,197,-1,193,209,213,221,217,-1,-217,
& 224,236,228,8*-1,192,204,196,8*-1,
& -1,206,198,3*-1,214,222,3*-1,73,77,69,-1,65,81,85,93,89,-1,-89,
& -1,238,238,3*-1,246,254,3*-1,-1,76,76,6*-1,108,-1,
& -1,2*32,8*-1,169,173,165,-1,161,177,181,179,165,-1,-185,
& 162,174,166,5*-1,190,-1,182,160,172,164,3*-1,190,188,3*-1,
& -1,78,70,74,2*-1,86,84,3*-1,9,13,5,-1,1,17,21,29,25,-1,-25,
& -1,46,38,42,2*-1,54,62,3*-1,
& 233,237,229,-1,225,241,245,253,249,-1,-249,
& -1,141,133,-1,129,145,149,157,153,-1,-153,-1,142,134,7*-1,150,
& -1,140,132,3*-1,148,4*-1/

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C      FIND OPCODE

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C      ZRO=0
C      ALTY=80
C      JK=0

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ASM04750
ASM04760
ASM04770
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ASM04800
ASM04810
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ASM04860
ASM04870
ASM04880
ASM04890
ASM04900
ASM04910
ASM04920
ASM04930
ASM04940
ASM04950
ASM04960
ASM04970
ASM04980
ASM04990
ASM05000
ASM05010
ASM05020
ASM05030
ASM05040
ASM05050
ASM05060
ASM05070
ASM05080
ASM05090
ASM05100
ASM05110
ASM05120
ASM05130
ASM05140
ASM05150
ASM05160
ASM05170
ASM05180
ASM05190
ASM05200
ASM05210
ASM05220
ASM05230
ASM05240
ASM05250
ASM05260
ASM05270
ASM05280
ASM05290
ASM05300
ASM05310
ASM05320
ASM05330
ASM05340
ASM05350
ASM05360

	LOPCD=4	ASM05370
	CALL GWORD(IN,IBUFF,AITY,OPCF,LOPCD,IFLAG,ZRO)	ASM05380
	IF(IFLAG.NE.0)IERROR=8	ASM05390
	DO 101=1,70	ASM05400
	IERR=IAB (OPCF(1)-NOPC(1,1))+IAB (OPCF(2)-NOPC(2,1))	ASM05410
	IF(IERR.EQ.0)GO TO 11	ASM05420
10	CONTINUE	ASM05430
	IERROR=8	ASM05440
	CODE(1)=-1	ASM05450
	BYTE=C	ASM05460
	RETURN	ASM05470
11	IF(I.GT.33)GO TO 50	ASM05480
C		ASM05490
C	OPCODES WITH IMPLIED OR RELATIVE ADDRESSING	ASM05500
C		ASM05510
	IF(I.LT.25)BYTE=1	ASM05520
	IF(I.GT.25)BYTE=2	ASM05530
	IF(PASS.EQ.1)RETURN	ASM05540
	CODE(1)=MIST(1)	ASM05550
	IF(I.LT.26)RETURN	ASM05560
	LABL=80	ASM05570
	CALL GWORD(IN,IBUFF,AITY,LABEL,LABL,IFLAG,ZRO)	ASM05580
	IF(IFLAG.NE.0)GO TO 110	ASM05590
	ICHR=ISCLT(1,LABEL)	ASM05600
	IPTR=1	ASM05610
	IADD=C	ASM05620
	IF(ICHR.EQ.PLUS)IADD=1	ASM05630
	IF(ICHR.EQ.MINUS)IADD=-1	ASM05640
	IF(IADD.EQ.0)IPTR=0	ASM05650
	CALL LABPR(LABEL,LABL,IPTR,VAL,NSYT,SYMB,ISYMB,IERROR,PC)	ASM05660
	IF(IADD.EQ.1)CODE(2)=VAL	ASM05670
	IF(IADD.EQ.-1)CODE(2)=-VAL	ASM05680
	IF(IADD.EQ.0)CODE(2)=VAL-(PC+2)	ASM05690
	IF(CODE(2).LT.-128.OR.CODE(2).GT.128)IERROR=6	ASM05700
	RETURN	ASM05710
C		ASM05720
50	LABL=80	ASM05730
	IF(I.EQ.61)GO TO 60	ASM05740
	IF(I.GT.64.AND.I.LT.71)GO TO 70	ASM05750
C		ASM05760
C	OPCODES WITH MULTIPLE ADDRESSING MODES	ASM05770
C		ASM05780
	CALL GWORD(IN,IBUFF,AITY,LABEL,LABL,IFLAG,ZRO)	ASM05790
	IF(IFLAG.NE.0)GO TO 110	ASM05800
	CALL PROC(LABEL,LABL,NSYT,SYMB,ISYMB,BYTE,PASS,VAL,	ASM05810
6	IERROR,MODE,PC)	ASM05820
	IF(I.LT.59)GO TO 52	ASM05830
C		ASM05840
C	ORG, EQU, BSS, AND ADDR PSEUDO INSTRUCTIONS	ASM05850
C		ASM05860
C		ASM05870
	BYTE=C	ASM05880
	IF(I.EQ.60)PC=VAL	ASM05890
	IF(I.EQ.60)JK=-1	ASM05900
	IF(I.EQ.62.AND.PASS.EQ.1)SYMB(NSYT)=VAL	ASM05910
	CODE(1)=0	ASM05920
	CODE(2)=0	ASM05930
	IF(I.EQ.63)BYTE=VAL	ASM05940
	IF(I.NE.64)RETURN	ASM05950
	BYTE=2	ASM05960
	CODE(1)=VAL	ASM05970
	CODE(2)=VAL/256	ASM05980
	IF(VAL.LT.256.AND.PC.LT.256)BYTE=1	ASM05990
	RETURN	ASM06000

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C		ASM06010
C	MULTIPLE MODE INSTRUCTION STORE	ASM06020
C		ASM06030
52	IF(I.EQ.44)BYTE=3	ASM06040
	IF(I.EQ.45)BYTE=3	AS 06050
	IF(PASS.EQ.1)RETURN	AS:06060
	CODE(1)=MIST2(MODE,I-33)	ASN 06070
	IF(CODE(1).EQ.-1)GO TO 208	ASM06080
	IF (CCODE(1).GT.0)GO TO 207	ASM06090
	CODE(1)=-CODE(1)	ASM06100
	BYTE=3	ASM06110
	GO TO 207	ASM06120
208	IERROE=7	ASM06130
207	CODE(2)=VAL	ASM06140
	RETURN	ASM06150
60	PASS=PASS+1	ASM06160
	RETURN	ASM06170
C		ASM06180
C	PROCESS REMAINING PSUEDO INSTRUCTIONS	ASM06190
C		ASM06200
70	CALL NUMBR(IN,IBUFP,DEUF,JK,I,BYTE,IERROE)	ASM06210
	RETURN	ASM06220
110	IERROE=2	ASM06230
	RETURN	ASM06240
	END	ASM06250

* SUBROUTINE SYMBT(LABEL,PC,ISYMB,NSYTM,N,NSYT,SYMB,LINE,NERR)	ASM06260
IMPLICIT INTEGER*2 (A-Z)	ASM06270
C	ASM06280
C THIS PROGRAM CHECKS LABELS AND ENTERS VALID LABELS INTO SYMBOL	ASM06290
C TABLE IN PASS 1.	ASM06300
C	ASM06310
C LABEL LABEL TO BE ENTERED (LABEL(3))	ASM06320
C PC PROGRAM COUNTER	ASM06330
C ISYMB SYMBOL TABLE (ISYMB(3,NSYTM))	ASM06340
C NSYTM MAX LENGTH OF SYMBOL TABLE	ASM06350
C N L. U. FOR ERROR OUTPUT	ASM06360
C NSYT LOC OF LAST TABLE ENTRY	ASM06370
C SYMB SYMBOL TABLE ADDRESSES	ASM06380
C LINE SOURCE LINE COUNTER	ASM06390
C NERR # OF ERRORS IN PASS	ASM06400
C	ASM06410
DATA SPACE/' '	ASM06420
INTEGER*2 ABET(26)/'A','B','C','D','E','F','G','H','I','J','K',	ASM06430
* 'L','M','N','O','P','Q','R','S','T','U','V','W','X','Y','Z'/'	ASM06440
REAL FC	ASM06450
INTEGER N	ASM06460
DATA A/'A'//,X/'X'//,Y/'Y'//,S/'S'//,P/'P'//	ASM06470
DIMENSION LABEL(3),ISYMB(3,1),SYMB(1)	ASM06480
LL=LABEL(1)	ASM06490
IF(LL.EQ.A.OR.LL.EQ.X.OR.LL.EQ.Y.OR.LL.EQ.S.OR.LL.EQ.P)GO TO 40	ASM06500
ICHAR=MASK2(SR8(LABEL(1)))	ASM06510
DO 15 J=1,26	ASM06520
IF(ICHAR.EQ.ABET(J))GO TO 100	ASM06530
15 CONTINUE	ASM06540
WRITE(N,1)LINE,LABEL	ASM06550
1 FORMAT(15,4H *** ,3A2,' INVALID. MUST START WITH LETTER***')	ASM06560
NERR=NERR+1	ASM06570
RETURN	ASM06580
C	ASM06590
C SEARCH SYMBOL TABLE FOR DUPLICATE ENTRIES	ASM06600
C	ASM06610
100 IF(NSYT.EQ.0)GO TO 200	ASM06620
DO 10 I=1,NSYT	ASM06630
ERR=IAB (LABEL(1)-ISYMB(1,I))+IAB (LABEL(2)-ISYMB(2,I))+	ASM06640
* IAB (LABEL(3)-ISYMB(3,I))	ASM06650
IF(ERR.EQ.0)GO TO 20	ASM06660
10 CONTINUE	ASM06670
200 NSYT=NSYT+1	ASM06680
IF(NSYT.GT.NSYTM)GO TO 30	ASM06690
C ENTER LABEL	ASM06700
ISYMB(1,NSYT)=LABEL(1)	ASM06710
ISYMB(2,NSYT)=LABEL(2)	ASM06720
ISYMB(3,NSYT)=LABEL(3)	ASM06730
SYMB(NSYT)=PC	ASM06740
RETURN	ASM06750
20 WRITE(N,2)LINE,LABEL	ASM06760
2 FORMAT(15,' *** ',3A2,' IS DUPLICATE LABEL ***')	ASM06770
NERR=NERR+1	ASM06780
RETURN	ASM06790
30 WRITE(N,3)	ASM06800
3 FORMAT(' *** SYMBOL TABLE OVERFLOW ***')	ASM06810
STOP	ASM06820
40 WRITE(N,5)LINE,LABEL(1)	ASM06830
5 FORMAT(15,' *** ',1A2,' IS A RESERVED SYMBOL ***')	ASM06840
NERR=NERR+1	ASM06850
RETURN	ASM06860
END	ASM06870

SUBROUTINE NUMBR(IN,IPTR,OBUF,JK,I,BYTE,IERROR)	ASM06880
IMPLICIT INTEGER*2 (A-Z)	ASM06890
C	ASM06900
C THIS SUBROUTINE DECODES OPERAND OF PSEUDO OPS ASC,OCT,HEX,DCM,	ASM06910
C INT, AND BCD.	ASM06920
C	ASM06930
C IN INPUT BUFFER	ASM06940
C IPTR POINTER LOCATION FOR IN	ASM06950
C OBUF OUTPUT BUFFER FOR CONSTANTS	ASM06960
C JK NUMBER OF CONSTANTS IN OBUF	ASM06970
C I OPCODE NUMBER	ASM06980
C BYTE NUMBER OF BYTES IN CONSTANT	ASM06990
C IERROR ERROR FLAG	ASM07000
REAL ANSER	ASM07010
DATA PLUS/'+'/,MINUS/'-'/,QUOTE/'"/,COMMA/','/	ASM07020
DIMENSION OBUF(1),IN(1),NUM(3)	ASM07030
INTEGER*2 ASCI(64)/32,65,66,67,68,69,70,71,	ASM07040
* 72,73,Z5D,Z2E,Z3C,Z2B,Z5E,Z26,74,75,76,77,78,79,80,	ASM07050
* 81,82,Z5B,36,42,41,Z3B,Z21,Z2D,Z2F,83,84,85,86,87,88,	ASM07060
* 89,Z5A,0,Z2C,Z25,Z2D,Z3E,Z3F,Z30,49,50,51,52,53,54,55,	ASM07070
* 56,57,58,Z23,64,Z27,Z3D,Z22/	ASM07080
REAL BASE	ASM07090
INTEGER KPTR	ASM07100
AITY=20	ASM07110
ZRO=0	ASM07120
CNE=1	ASM07130
BYTE=1	ASM07140
IF(I.EQ.66.OR.I.EQ.68)BYTE=2	ASM07150
JK=0	ASM07160
JPTR=IPTR	ASM07170
LNTH=80	ASM07180
CALL GWORD(IN,JPTR,AITY,OBUF,LNTH,IFLAG,ZRO)	ASM07190
IPTR=JPTR-LNTH-1	ASM07200
III=I-64	ASM07210
GO TO (65,20,30,40,40,40),III	ASM07220
C	ASM07230
C TEST BASE	ASM07240
C	ASM07250
20 BASE=8	ASM07260
GO TO 10	ASM07270
30 BASE=16	ASM07280
GO TO 10	ASM07290
40 BASE=10	ASM07300
10 IM=0	ASM07310
C LOOP TO PROCESS OPERAND	ASM07320
11 IPBL=6	ASM07330
CALL GWORD(IN,IPTR,AITY,NUM,IPBL,IFLAG,CNE)	ASM07340
KPTR=IPTR	ASM07350
ICHAR=ISCLT(KPTR,IN)	ASM07360
IF(ICHAR.EQ.PLUS.OR.ICHAR.EQ.MINUS)GO TO 100	ASM07370
50 IBOFF=0	ASM07380
2 FORMAT(6A2)	ASM07390
CALL CONV1(NUM,IPBL,IBOFF,BASE,ANSER)	ASM07400
JK=JK+1	ASM07410
CH=ANSER/BYTE**8	ASM07420
IF(CH.GT.256)IERROR=9	ASM07430
IF(I.EQ.70)GO TO 110	ASM07440
IF(IM.EQ.1)ANSER=-ANSER	ASM07450
IF(ANSER.GT.32767.)ANSER=ANSER-65536.	ASM07460

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      CBUF(JK)=ANSER
1  FORMAT(2I8)
      IF(IPTR.NE.JPTR)GO TO 10
      BYTE=1
      IF(I.EQ.66.OR.I.EQ.68)BYTE=2
      RETURN
100 IF(ICCHAR.EQ.MINUS)IM=1
      GO TO 11
C  BCD PROCESSOR
110 IF(IM.EQ.1)ANSER=100.--ANSER
      JND=ANSER/10.
      CBUF(JK)=JND*16+ANSER-JND*10
      IF(IPTR.NE.JPTR)GO TO 10
      BYTE=1
      RETURN
C  ASCII PROCESSOR
65 IPTR=IPTR+1
      BYTE=1
66 IPTR=IPTR+1
      KPTR=IPTR
      ICHAR=ISOLT(KPTR,IN)
      IF(ICCHAR.EQ.QUOTE)RETURN
      JK=JK+1
      IF(JK.GT.40)GO TO 67
      JCHAR=SP8(ICCHAR)
      KCHAR=JCHAR/64*64
      ICHAR=JCHAR-KCHAR
      CBUF(JK)=ASCII(JCHAR+1)
      GO TO 66
67 JK=JK-1
      IERROR=10
      END

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ASM07470
ASM07480
ASM07490
ASM07500
ASM07510
ASM07520
ASM07530
ASM07540
ASM07550
ASM07560
ASM07570
ASM07580
ASM07590
ASM07600
ASM07610
ASM07620
ASM07630
ASM07640
ASM07650
ASM07660
ASM07670
ASM07680
ASM07690
ASM07700
ASM07710
ASM07720
ASM07730
ASM07740
ASM07750
ASM07760
ASM07770
ASM07780

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SUBROUTINE CONV1(IBUF,IBUFL,IPTR,BASE,ANSER)	ASM07790
IMPLICIT INTEGER*2 (A-Z)	ASM07800
C	ASM07810
C THIS SUBROUTINE CONVERTS EITHER AN ASCII BUFFER LBUFL BYTES	ASM07820
C LONG TO A FLOATING POINT NUMBER, OR CONVERTS A FLOATING POINT	ASM07830
C NUMBER TO HEX.	ASM07840
C	ASM07850
C IBUF EASE>0 INPUT ASCII BUFFER (ANY LENGTH)	ASM07860
C EASE<0 OUTPUT ASCII BUFFER HEX (1 OR 2 WORDS LONG)	ASM07870
C	ASM07880
C IBUFL FOR EASE >0 NUMBER OF BYTES TO BE PROCESSED	ASM07890
C FOR EASE <0 NUMBER OF WORDS TO BE OUTPUT (1 OR 2 ONLY)	ASM07900
C	ASM07910
C IPTR EASE>0 POINTS TO LAST BYTE PROCESSED	ASM07920
C EASE<0 NO FUNCTION	ASM07930
C	ASM07940
C BASE EASE>0 BASE OF CONVERSION	ASM07950
C EASE<0 INDICATES CONVERSION TO ASCII HEX	ASM07960
C	ASM07970
C ANSER EASE>0 FLOATING POINT RESULT OF CONVERSION	ASM07980
C EASE<0 FLOATING POINT SOURCE FOR CONVERSION	ASM07990
C	ASM08000
DIMENSION NUM(16),IWB(16),IBUF(1)	ASM08010
REAL EASE	ASM08020
REAL ANSER	ASM08030
INTEGER KPTR	ASM08040
INTEGER IJ	ASM08050
REAL RJ	ASM08060
DATA NUM/'0','1','2','3','4','5','6','7','8','9','A','B','C',	ASM08070
* 'D','E','F'/'	ASM08080
IF(BASE.LT.0)GO TO 50	ASM08090
IPTR=IPTR+1	ASM08100
JK=0	ASM08110
10 KPTR=IPTR	ASM08120
ICHR=ISOLT(KPTR,IBUF)	ASM08130
ICHR=ISOLT(KPTR,IBUF)	ASM08140
DO 20 I=1,16	ASM08150
IF(NUM(I).EQ.ICHR)GO TO 21	ASM08160
20 CONTINUE	ASM08170
C NON-RECOGNIZED SYMBCL	ASM08180
IPTR=IPTR-1	ASM08190
GO TO 30	ASM08200
21 JK=JK+1	ASM08210
IWB(JK)=I-1	ASM08220
IF(IPTR.EQ.IBUFL)GO TO 30	ASM08230
IPTR=IPTR+1	ASM08240
GO TO 10	ASM08250
C CONVERT RESULT	ASM08260
30 ANSER=0.	ASM08270
IF(JK.EQ.0)RETURN	ASM08280
DO 31 L=1,JK	ASM08290
31 ANSER=ANSER+BASE**((JK-L)*IWB(L))	ASM08300
RETURN	ASM08310
50 IF(ANSER.LT.0)ANSER=65536.+ANSER	ASM08320
RJ=ANSER	ASM08330
I=1	ASM08340
51 IJ=AMOD(RJ,256.)	ASM08350
IK=MOD(IJ,16)	ASM08360
IL=IJ/16	ASM08370
IBUF(I)=SR8(NUM(IK+1))+SR8(NUM(IL+1))*256	ASM08380
IF(IBUFL.EQ.I)RETURN	ASM08390
I=I+1	ASM08400
RJ=ANSER/256	ASM08410
GO TO 51	ASM08420
END	ASM08430

SUBROUTINE PUNCH(POUT,MN,LUP)	ASM08440
IMPLICIT INTEGER*2 (A-Z)	ASM08450
C	ASM08460
C THIS SUBROUTINE CALCULATES THE CHECKSUM AND PUNCHES THE RECORD	ASM08470
C	ASM08480
C POUT BUFFER CONTAINING INFORMATION TO BE PUNCHED	ASM08490
C MN NUMBER OF ENTRIES IN POUT (INCLUDING P. C.)	ASM08500
C LUP LOGICAL UNIT OF PUNCH	ASM08510
C	ASM08520
REAL AMN	ASM08530
REAL CHKSM,ANS	ASM08540
INTEGER LUP	ASM08550
DIMENSION POUT(1),ICLK(2)	ASM08560
REAL MONE	ASM08570
MONE=-1.	ASM08580
TWO=2	ASM08590
ONE=1	ASM08600
CHKSM=MN-2	ASM08610
DO 10 I=1,MN	ASM08620
IPTR=0	ASM08630
IP=POUT(I)	ASM08640
CALL CONV1(IP,TWO,IPTR,16.,ANS)	ASM08650
CHKSM=AMOD(CHKSM+ANS,65536.)	ASM08660
10 CONTINUE	ASM08670
AMN=MN-2	ASM08680
CALL CONV1(NUM,ONE,IPTR,MONE,AMN)	ASM08690
CALL CONV1(ICLK,TWO,IPTR,MONE,CHKSM)	ASM08700
WRITE(LUP,1)NUM,(POUT(I),I=1,MN),ICLK(2),ICLK(1)	ASM08710
1 FORMAT(1H;,40A2)	ASM08720
MN=0	ASM08730
RETURN	ASM08740
END	ASM08750
INTEGER FUNCTION IAB*2(IN)	ASM08760
C HALFWORD ABSOLUTE VALUE ROUTINE	ASM08770
INTEGER*2 IN	ASM08780
IF(IN.LT.0)IAB=-IN	ASM08790
IF(IN.GE.0)IAB=IN	ASM08800
RETURN	ASM08810
END	ASM08820
INTEGER FUNCTION MASK*2 (IN)	ASM08830
C 2-BYTE INPUT NUMBER IS SHIFTED LEFT 8 BITS AND A BLANK	ASM08840
C IS ADDED IN THE SECOND BYTE.	ASM08850
INTEGER*2 J(2),IN	ASM08860
EQUIVALENCE(J(1),K)	ASM08870
K=0	ASM08880
J(2)=IN	ASM08890
K=K*256+64	ASM08900
MASK2=J(2)	ASM08910
RETURN	ASM08920
END	ASM08930

INTEGER FUNCTION SR8*2(IN)	ASM08940
IMPLICIT INTEGER*2 (A-Z)	ASM08950
C HALFWORD INPUT IS SHIFTED RIGHT 8 BITS. ZEROS APPEAR IN	ASM08960
C LEFT 8 BITS.	ASM08970
INTEGER K	ASM08980
INTEGER*2 J(2)	ASM08990
EQUIVALENCE(J(1),K)	ASM09000
K=0	ASM09010
J(2)=IN	ASM09020
K=K/256	ASM09030
SR8=J(2)	ASM09040
RETURN	ASM09050
END	ASM09060

INTEGER FUNCTION MASK*2(IN)	ASM09070
C HALFWORD INPUT: ROUTINE ZEROS LEFT 8 BITS	ASM09080
INTEGER*2 J(2),IN	ASM09090
EQUIVALENCE(J(1),K)	ASM09100
K=0	ASM09110
J(2)=IN	ASM09120
K=K*256	ASM09130
J(1)=0	ASM09140
K=K/256	ASM09150
MASK=J(2)	ASM09160
RETURN	ASM09170
END	ASM09180

SUBROUTINE LFMT(IN)	ASM09190
C FORMATS INPUT LINE WITH LABEL IN COL. 1-6, OPCODE IN 8-10,	ASM09200
C AND OPERAND AND COMMENT SEPARATED BY 2 SPACES. HELPS USER	ASM09210
C BY ALLOWING FREE-FORM INPUT.	ASM09220
LOGICAL*1 IN(80),K(2),RES(80)	ASM09230
INTEGER*2 BLK/' '/	ASM09240
INTEGER*2 L	ASM09250
INTEGER IBUF(20),EK/' '/	ASM09260
EQUIVALENCE (IBUF(1),RES(1)),(K(1),L)	ASM09270
DO 10 I=1,20	ASM09280
10 IBUF(I)=BK	ASM09290
L=BLK	ASM09300
M=1	ASM09310
K(2)=IN(1)	ASM09320
IF(L.EQ.BLK)GO TO 12	ASM09330
RES(1)=IN(1)	ASM09340
DO 11 I=2,72	ASM09350


```

M=I
K(2)=IN(I)
IF(L.EQ.BLK)GO TO 12
11 RES(I)=IN(I)
GO TO 99
12 J=8
N=M+1
DO 13 I=M,72
N=I
K(2)=IN(I)
IF(L.NE.BLK)GO TO 14
13 CONTINUE
GO TO 99
14 M=8
DO 15 I=N,72
NN=I
K(2)=IN(I)
IF(L.EQ.BLK)GO TO 16
RES(M)=IN(I)
M=M+1
IF(M.GT.72)GO TO 99
15 CONTINUE
GO TO 99
16 NN=NN+1
DO 17 I=NN,72
N=I
K(2)=IN(I)
IF(L.NE.BLK)GO TO 18
17 CONTINUE
GO TO 99
18 M=12
DO 19 I=N,72
NN=I
K(2)=IN(I)
IF(L.EQ.BLK)GO TO 20
RES(M)=IN(I)
M=M+1
IF(M.GT.72)GO TO 99
19 CONTINUE
GO TO 99
20 M=M+2
DO 21 I=NN,72
N=I
K(2)=IN(I)
IF(L.NE.BLK)GO TO 22
21 CONTINUE
GO TO 99
22 DO 23 I=N,72
IF(M.GT.72)GO TO 99
RES(M)=IN(I)
23 M=M+1
GO 100 I=1,72
100 IN(I)=RES(I)
RETURN
END

```

ORIGINAL PAGE IS
OF POOR QUALITY

```

ASM09360
ASM09370
ASM09380
ASM09390
ASM09400
ASM09410
ASM09420
ASM09430
ASM09440
ASM09450
ASM09460
ASM09470
ASM09480
ASM09490
ASM09500
ASM09510
ASM09520
ASM09530
ASM09540
ASM09550
ASM09560
ASM09570
ASM09580
ASM09590
ASM09600
ASM09610
ASM09620
ASM09630
ASM09640
ASM09650
ASM09660
ASM09670
ASM09680
ASM09690
ASM09700
ASM09710
ASM09720
ASM09730
ASM09740
ASM09750
ASM09760
ASM09770
ASM09780
ASM09790
ASM09800
ASM09810
ASM09820
ASM09830
ASM09840
ASM09850
ASM09860
ASM09870
ASM09880
ASM09890
ASM09900

```


APPENDIX B

FILE: PROFILE EXEC A

```
&CCNTFCL OFF
CP SPCCL RDR CLASS *
&IF &READFLAG EQ 'CONSOLE &GOTO -NCSTK
&READ ARGS
-NCSTK CP SPCCL CONS TO * NCTERM START
SET RDYMSG SMSG
CP TERMINAL LINES 132
CP DEFINE T3350 AS 193 CYL 1
&STACK YES
&STACK RWL
FORMAT 193 C
ACCESS 193 C
CP PURGE RDR CL T
CP SPCCL CONSOLE TERM STOP PURGE
&TYPE READY: 1-CYL C-DISK ONLINE
&1 &2 &3 &4 &5 &6 &7 &8
&EXIT
```

FILE: JASM EXEC A

```
&CCNTFCL OFF NCMSG
GLOBAL TXTLIB FORTLIB
ERASE JOLT PRINTOUT C
FILEDEF 6 TERMINAL
FILEDEF 4 DISK JOLT HEXCCDE C
FILEDEF 11 DISK JOLT CLEAN C1 (RECFM F BLKSIZE 80 LRECL 80)
&IF &INDEX LT 3 &GOTO -NOARG
STATE &1 &2 &3
&IF &FETCODE NE 0 &GOTO -FILE
FILEDEF 5 DISK &1 &2 &3 (RECFM F LRECL 80)
&IF &INDEX EQ 3 &GOTO -LOAD
&IF &4 EQ NCLIST &GOTO -NCLIST
-LOAD LOADMCD JOLT
START
&EXIT
-NOARG &IF &INDEX EQ 0 &EXIT
&IF &1 NE TERMINAL &GOTO -MSG
FILEDEF 5 TERMINAL
&GOTO -LOAD
-MSG &TYPE COMPLETE FILE NAME NOT SUPPLIED
&EXIT
-FILE &TYPE FILE &1 &2 &3 NOT FOUND
&EXIT
-NCLIST FILEDEF 6 DISK JOLT PRINTOUT C
&GOTO -LOAD
```

FILE: JEPBS EXEC A

```
&CCNTRCL OFF NOMSG
STATE JCLT PRINTOUT C
&IF &RETCODE NE 0 &GOTO -FILE
&BEGSTACK
VERIFY ON 6 25
LOCATE / END PASS/
LOCATE / END PASS/
VERIFY ON 1 96
ZONE 1 5
TOP
CHANGE /-/-/ * *
QUIT
&END
E JCLT PRINTOUT C
&EXIT
-FILE &TYPE JCLT PRINTOUT C NOT FOUND
&EXIT
```

FILE: MASM EXEC A

```
&CCNTRCL OFF NOMSG
GLOBAL TXTLIB FORTLIB
ERASE MAINT PRINTOUT C
FILEDEF 6 TERMINAL
FILEDEF 4 DISK MAINT HEXCODE C
FILEDEF 11 DISK MAINT CLEAN C
&IF &INDEX LT 3 &GOTO -NCARG
STATE &1 &2 &3
&IF &RETCODE NE 0 &GOTO -FILE
FILEDEF 5 DISK &1 &2 &3
&IF &INDEX EQ 3 &GOTO -LOAD
&IF &4 EQ NCLIST &GOTO -NCLIST
-LOAD LOADMCD MAINT
START
&EXIT
-NCARG &IF &INDEX EQ 0 &EXIT
&IF &1 NE TERMINAL &GOTO -MSG
FILEDEF 5 TERMINAL
&GOTO -LOAD
-MSG &TYPE COMPLETE FILE NAME NOT SUPPLIED
&EXIT
-FILE &TYPE FILE &1 &2 &3 NOT FOUND
&EXIT
-NCLIST FILEDEF 6 DISK MAINT PRINTOUT C
&GOTO -LOAD
```


FILE: MBUILD EXEC A

&CCNTROL OFF NOMSG
GLOEAL TXTLIB FORTLIB
&STACK LIFO NOSOURCE NOMAP
EXEC RWLFORT ASM6502
LOAD ASM6502 (NOMAP)
GENMOD MAINT MODULE C
ERASE MAINT PRINTOUT C
FILEDEF 6 TERMINAL
FILEDEF 4 DISK MAINT HEXCODE C
FILEDEF 11 DISK MAINT CLEAN C
&IF &INDEX LT 3 &GOTO -NOARG
STATE &1 &2 &3
&IF &RETCODE NE 0 &GOTO -FILE
FILEDEF 5 DISK &1 &2 &3
&IF &INDEX EQ 3 &GOTO -LOAD
&IF &4 EQ NCLIST &GOTO -NCLIST
-LOAD LOADMOD MAINT
START
&EXIT
-NOARG &IF &INDEX EQ 0 &EXIT
&IF &1 NE TERMINAL &GOTO -MSG
FILEDEF 5 TERMINAL
&GOTO -LOAD
-MSG &TYPE COMPLETE FILE NAME NOT SUPPLIED
&EXIT
-FILE &TYPE FILE &1 &2 &3 NOT FOUND
&EXIT
-NCLIST FILEDEF 6 DISK MAINT PRINTOUT C
&GOTO -LOAD