

ASSEMBLER

This is a comprehensive Editor and Assembler package and is an extremely powerful tool for the development of machine language programs for the 2650. The extensive Editor commands facilitate the creation of source files in memory and allows these files to be Saved onto, or Loaded from tape or, with the appropriate personality module, disc.

The Editing commands supported are:

T	TOP of file
N or <cr>	NEXT line
B	BACKWARDS
G	GOTO line number or memory address.
I	INSERT lines
M	MERGE a secondary file.
CO	COPY lines to another file.
C	CHANGE strings
A	APPEND a string to the end of a line.
X	character edit within a line.
F	FIND a string of characters
D	DELETE lines.
LO,NE,O	LOAD a file, open a NEW file, and open an OLD file.
SA	SAVE a file on tape or disc.
S	list file STATUS.
AS	Assemble the current file.

The syntax of the Editor has been carefully designed to make it thoroughly consistent to ensure that the Editor is easy to use. Most commands may be repeated by entering CONTROL R. A Secondary file structure allows a block of text to be moved and multiple files to be present in memory.

The Assembler is co-resident with the Editor and will assemble a source file in memory, or if motor control is available, can automatically load and assemble a multiple section source file from tape. Multiple pass assembly is supported and up to 1024 symbols may be used. The Assembler can output machine code directly to memory or as an object tape or disc file and will produce a formatted source listing which may be directed to the terminal or to a printer. Any, none or all of these output options may be selected simultaneously. Syntax error reporting is thorough and helpful. Simple operand arithmetic consisting of addition and subtraction may be performed. Hexadecimal, Decimal and ASCII data types are supported.

Assembly options are:

<cr>	Assemble and report errors. No output is produced.
M	Output Object to MEMORY.
T	Output Object to TAPE or DISC
L	LIST source listing on terminal.
P	Output source listing to PRINTER.
1	Perform first pass only.
2	Perform second pass only.
C	CONTINUE assembly using previous options.
I	INHIBIT preset symbols.
B	BLOCK assembly. Load sequential blocks from tape.

FEATURES

- Comprehensive, easy to use Text Editor, with both line and character oriented editing commands.
- Files may be loaded from and saved to tape or disc.
- Primary and secondary file structure allows text moves and the building up of a new file from sections of another.
- Assembler uses enhanced Signetics mnemonics.
- Assembler output may be directed to Terminal, Printer, Memory, Tape or Disc.
- Split pass and Automatic multiple section assemblies are supported.
- Up to 1024 six character symbolic labels may be used.
- Full Assembler syntax error reporting.

REQUIREMENTS

Memory	Scratch RAM	0440 - 05FF
	Program	0600 - 1BFF
	Symbol table	1C00 - 1FFF (128 symbols only)
	Text buffer	2000 - 2FFF (minimum allocation)

Hardware BINBUG Binary or ACOS cassette system

COST

Cassette (ACOS or BINBUG Binary format) including SRCTAB utility and 40 page manual.	\$35
Post and packing	\$2

AVAILABILITY

Counter sales	- Sydney	APPLIED TECHNOLOGY. 1a Pattison Ave., Waitara. 2077
	- Melbourne	COTTAGE COMPUTERS 386 Queens Pde., North Fitzroy. 3068
Mail order sales		MicroByte, P.O. BOX 274, Belconnen. 2616