

# SOURCE GENERATOR

This SOURCE GENERATOR for the 2650 is NOT 'just another disassembler'. From machine code, it will produce Assembler source code which can be directly assembled using the MicroByte Assembler. It will prove an invaluable tool for object program modification or relocation, and assist you to understand the functions of a program.

The SOURCE GENERATOR decodes instructions into standard Signetics Assembler mnemonics, outputs immediate operands as hexadecimal constants, and generates five different categories of label each of which reflects the type of reference. Unlike an ordinary disassembler, the MicroByte SOURCE GENERATOR program will NOT disassemble DATA as though it were instructions. It has been very carefully designed to ensure that instructions, DATA, ACONs and storage bytes are correctly identified.

A table of all the symbolic references detected may be listed. A cross reference list of all addresses which refer to each symbolic label may also be generated. This cross Reference list is an exceptionally useful aid when attempting to modify a program.

The output produced by any of the options may be directed to the terminal, a printer, to memory, or to tape. Any, or all of these devices may be selected at the one time. So that large programs may be disassembled, the source code may be output in sections by specifying limit addresses. To enable the disassembly of programs which normally reside in page 0, (which the SOURCE GENERATOR itself uses) the program being disassembled may have its object code may be displaced from the normal location in memory and still be disassembled correctly.

## FEATURES

- Will not disassemble DATA as instructions.
- Produces 2650 source code using standard Assembler mnemonics, directly from 2650 machine code.
- Identifies DATA areas, ACONS and storage bytes as well as instructions.
- Source code may be output in segments.
- Output may be directed to a terminal, printer, memory, tape or disc.
- Output format is designed for 16 line, 64 character Terminal display, but is easily adapted to other formats.
- Easily adapted to any 2650 system using any monitor.
- Includes a comprehensive instruction manual.

## REQUIREMENTS

MEMORY	Scratch	0440 - 05FF	
	Program	0600 - 15FF	
	Symbol table	1600 - 1FFF	(700 symbols)
	Memory Buffer	2000 - 2FFF	(if used)

HARDWARE BINBUG or ACOS Cassette system.

## COST

Cassette (ACOS or BINBUG Binary format) including BLOCKMOVE utility and instruction 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