



Zilog Macro Cross Assembler

User's Manual



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ABOUT THIS MANUAL

We recommend that you read and understand everything in this manual before setting up and using the product. However, we recognize that users have different styles of learning. Therefore, we have designed this manual to be used either as a how-to procedural manual or a reference guide to important data.

The following conventions have been adopted to provide clarity and ease of use:

- Universe Medium 10-point all-caps is used to highlight the following items:
 - commands , displayed messages
 - menu selections, pop-up lists, button, fields, or dialog boxes
 - modes
 - pins and ports
 - program or application name
 - instructions, registers, signals and subroutines
 - an action performed by the software
 - icons
- Courier Regular 10-point is used to highlight the following items
 - bit
 - software code
 - file names and paths



- hexadecimal value

■ Grouping of Actions Within A Procedure Step

- Actions in a procedure step are all performed on the same window or dialog box. Actions performed on different windows or dialog boxes appear in separate steps.



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ZILOG MACRO CROSS ASSEMBLER

CHAPTER 1 INTRODUCTION

INTRODUCTION

In addition to providing all that is necessary to install the Zilog Macro Cross Assembler (ZMASM) software, this chapter introduces two basic concepts that can greatly simplify your target application development:

1. The “ZMASM Development Environment” section briefly describes how this software product is used in conjunction with other tools that make up the Zilog ZMASM development environment.
2. The “Understanding Relocatable Assembly” section lists and explains some of the obvious benefits of *modular programming* when compared to writing programs in one larger file.

The third section, “Getting Started”, lists the minimum and recommended system requirements necessary to run the ZMASM software and shows you the simple procedure for installing the ZMASM software diskette so you can begin building a target application program of your own.

Chapter Topics:

ZMASM Development Environment

Understanding Relocatable Assembly

Getting Started

– *System Requirements*

– *Installing the ZMASM Software*



ZMASM Key Features

- Dual Processor Chips (Z8 and DSP) in the Same Source File
- Structured Assembly and Data Code
- Source-Level Debug Support
- Built-In Register Equates
- Linker

Topics Covered in Other Chapters:

Using the Assembler	Chapter 2
Assembler Syntax and Directives	Chapter 3
Macro Language	Chapter 4
Linker Description	Chapter 5

ZMASM DEVELOPMENT ENVIRONMENT

ZMASM is the principal software tool of the ZMASM development environment supporting Zilog's family of microcontrollers. It is designed to be used in conjunction with the other tools of the assembler development environment, which enhances programmer productivity.

The assembler development environment enables users to develop software in assembler language, including assembly, debug, OTP programming, and ROM code submission. Using the Microsoft Windows-based project interface, the user can easily manage large numbers of source files so only the minimum number of required files are reassembled when source code changes are made. The assembler takes a source file containing assembly language statements and translates it into a corresponding object file. It can produce a listing file containing the source code, object code, and comments. The assembler supports macros, structure assembly, and conditional assembly.

The functional relationship of the assembler to other elements of the ZMASM development environment is shown in Figure 1-1.

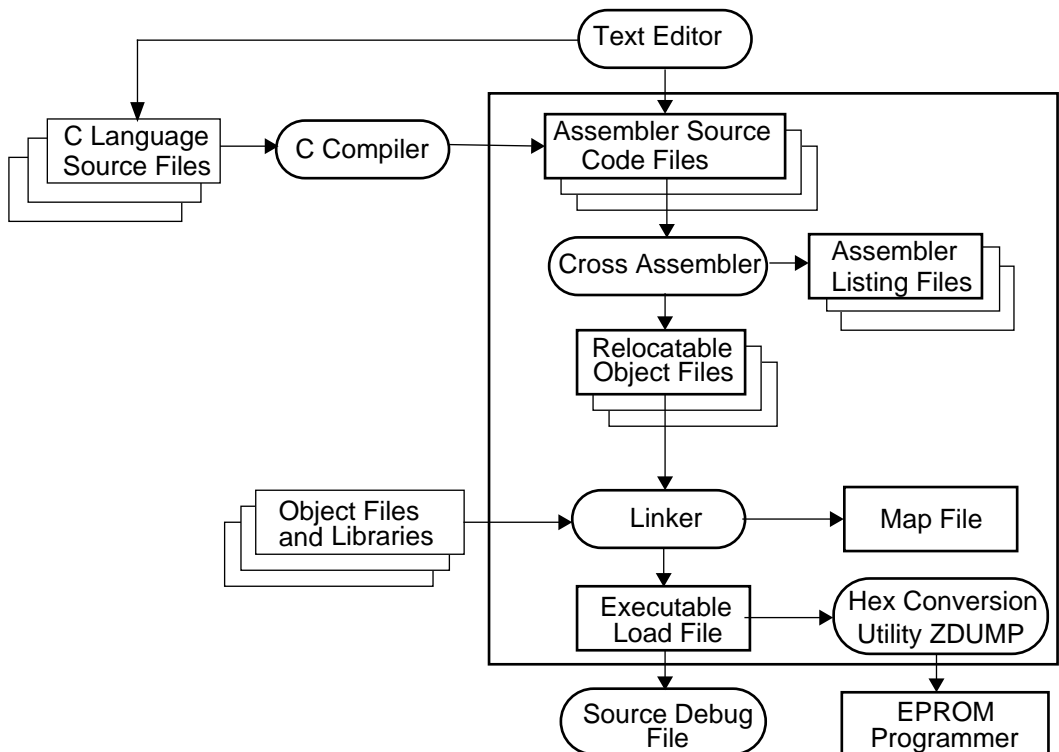


Figure 1-1. Cross Assembler Functional Relationship

UNDERSTANDING RELOCATABLE ASSEMBLY

Relocation is a process whereby a program is broken up into smaller individual modules or files, assembled separately, and then rejoined together to create the final binary object file that is to be executed. Relocation is precisely the mechanism to achieve high-level top-down design, top-down coding, and top-down testing. The relocation process of breaking a program into smaller modules, or modular programming, permits greater programmer efficiency for many reasons:

1. Easier to conceptualize in smaller modules.
2. Easier and faster to edit smaller modules.
3. Easier and faster to debug and verify smaller modules.
4. Easier and faster to reassemble only the modules that have errors in the debug process.
5. Can assemble larger programs using the same host computer memory size.
6. Reduces global variables which enhances understanding and improves maintenance and reliability.

To understand the relocation and linking concepts, consider the assembly language program in Figure 1-2a, which shows a program written in one long file. This program has been simplified to ease the reader's understanding, but the concept can easily be expanded to larger programs. To convert this program into several relocatable files, the first step is to find logical breaks and create smaller files as shown in Figure 1-2b. This usually is done by separating the program in functional blocks, such as "startup", "main", "input_output", and other logical groups of subroutines. Then each file is examined for symbols that are referenced in that file but not defined. For each of these symbols, they must be defined in this file as "external", which means they will be defined in some other file as "global". For each symbol that will be used by another file, it must be defined as "global" so the "external" reference of the other file will be satisfied. This is shown in Figure 1-2c.

program.src

```

data1
data2
data3
data4
start
    clear data3
    clear data4
    :
    store data1
    :
    store data2

    call subr1
    call subr2

    jump loop

subr1
    load data1
    add data2
    store data3
    return

subr2
    load data1
    sub data2
    store data3
    return

end

```

a. One Long File**program1.src**

```

data1
data2
data3
data4
start
    clear data3
    clear data4
    :
    store data1
    :
    store data2

    call subr1
    call subr2

    jump loop
end

```

program2.src

```

subr1
    load data1
    add data2
    store data3
    return
end

```

program3.src

```

subr2
    load data1
    sub data2
    store data3
    return
end

```

b. Three Smaller Files**program1.src**

```

global data1, data2, data3
external subr1, subr2

data1
data2
data3
start
    clear data3
    :
    store data1
    :
    store data2

    call subr1
    call subr2

    jump loop
end

```

program2.src

```

global subr1
external data1, data2, data3

subr1
    load data1
    add data2
    store data3
    return
end

```

program3.src

```

global subr2
external data1, data2, data4

subr2
    load data1
    sub data2
    store data4
    return
end

```

c. Three Relocatable Files

Figure 1-2. Assembly Language Programs

The linker then examines all the cross-referenced global and external symbols and resolves them to an absolute address, thus creating the final absolute address object module. When each individual file is then assembled, the final absolute address is not known and therefore the listing file output from the assembler will show “relative” addresses. Each listing file will show the program counter as starting with a value of zero. When the file is linked, the link map will show the starting address of each file linked. By adding the relative address of the listing file to the starting address of the link map for that file, the absolute address can be determined. As this can make debugging very tedious and error prone due to hexadecimal calculations, ZMASM provides a utility to overcome this. ZFIXUP, a simple DOS-based utility, does “address fix-ups” by examining the link map file to determine the starting addresses for each file. Then it reads each listing file and simply rewrites the file with the correct addresses as dictated by the link map. (Refer to Appendix B: Utilities Description for more information on the ZFIXUP and other utilities.)

Another important concept for relocation is the use of “sections”. Sections can be thought of as separate logical groupings of memory. The most common usage is to imagine the memory map of an embedded processor system that typically may contain “ram1”, “ram2”, “rom1”, “rom2”, and “i/o”. Sections permit a one-to-one mapping correspondence from assembly language program to physical memory resources. This is also especially important when the memory sections of a similar type (RAM or ROM) are disjointed because it permits easy assignment and control of resources. Sections also permit assembling programs for dual-processor MCUs in one common assembly file. Dual processor MCUs, such as Z89175 and Z89C65, combine the powerful Z8[®] MCU core with the versatile Z89C00 DSP core into a single device for cost-reduced mixed-mode applications.

Finally, to overcome the problems of managing many files, utility programs have been written to examine file dependencies and modification times so only the minimum amount of reassembly is done after an edit session. These utilities are typically called “make” because they help make the final object file. ZMASM includes a simple “make” type utility in its Windows based “project” front end to enhance programmer productivity.

NOTE: Refer to *Managing the Structured Techniques, Strategies for Software Development in the 1990's*, Edward Yourdon, third edition, Yourdon Press Prentice Hall, Englewood Cliffs, New Jersey 07632.



**CHAPTER 2
ASSEMBLER DESCRIPTION**

INTRODUCTION

Zilog's Macro Assembler (ZMASM) is one of the software tools making up Zilog's integrated development environment that supports Zilog's family of microcontrollers. The assembler, therefore, is designed to be used in conjunction with the other tools that make up the integrated development environment.

The assembler takes a source file containing assembly language statements and translates it into a corresponding object file that is then used by the target application. It also can produce a listing containing the source code, object code, and comments. In addition, the assembler supports macros, structured, and conditional assembly.

The "Assembler Overview" section further describes the basic functions of the assembler. Additional sections that follow specifically address such topics as the assembler's source statement format, constants, symbols, expressions, structured and conditional assembly. This chapter also includes a complete listing and full description of each ZMASM assembler directive and concludes with a listing of all assembly errors and warnings.

Chapter Topics:

Source Statement Format

Assembler Constants

Assembler Symbols

Assembler Operators

Assembler Expressions

Structured and Conditional Assembly

Assembler Directives

ASSEMBLER OVERVIEW

The assembler reads a source file that has been generated by the C compiler, or created by the user with a text editor, and creates a relocatable object file. The object file is then linked with other object files and libraries, using the linker. Output from the linker is an executable load file, which may be loaded into the target system and debugged, using the Source Level Debug program, or may be programmed into EPROM or masked ROM, for direct use in the customer's application see Figure 2-1.

The assembler performs the following primary functions:

- Converts machine instructions, coded in mnemonic form, to their binary representation, and writes that representation to a relocatable object file which is suitable for linking with other object files to create an absolute load file.
- Creates an assembler listing file, providing a mapping of the source code statements to their machine representation.
- Allows frequently occurring source sequences to be coded as macros, which can be called out using a single directive.
- Provides high-level control structures for decision and loop control to support structured assembly language programming.
- Supports conditional assembly of portions of a source module.
- Allows the source module to be split over multiple physical source files, which are processed as a single entity through a file inclusion mechanism.
- Performs syntax checking on the source statements, and notify the programmer of invalid forms.
- Provides debug information to the object module, to support assembler language debugging at the source module level.

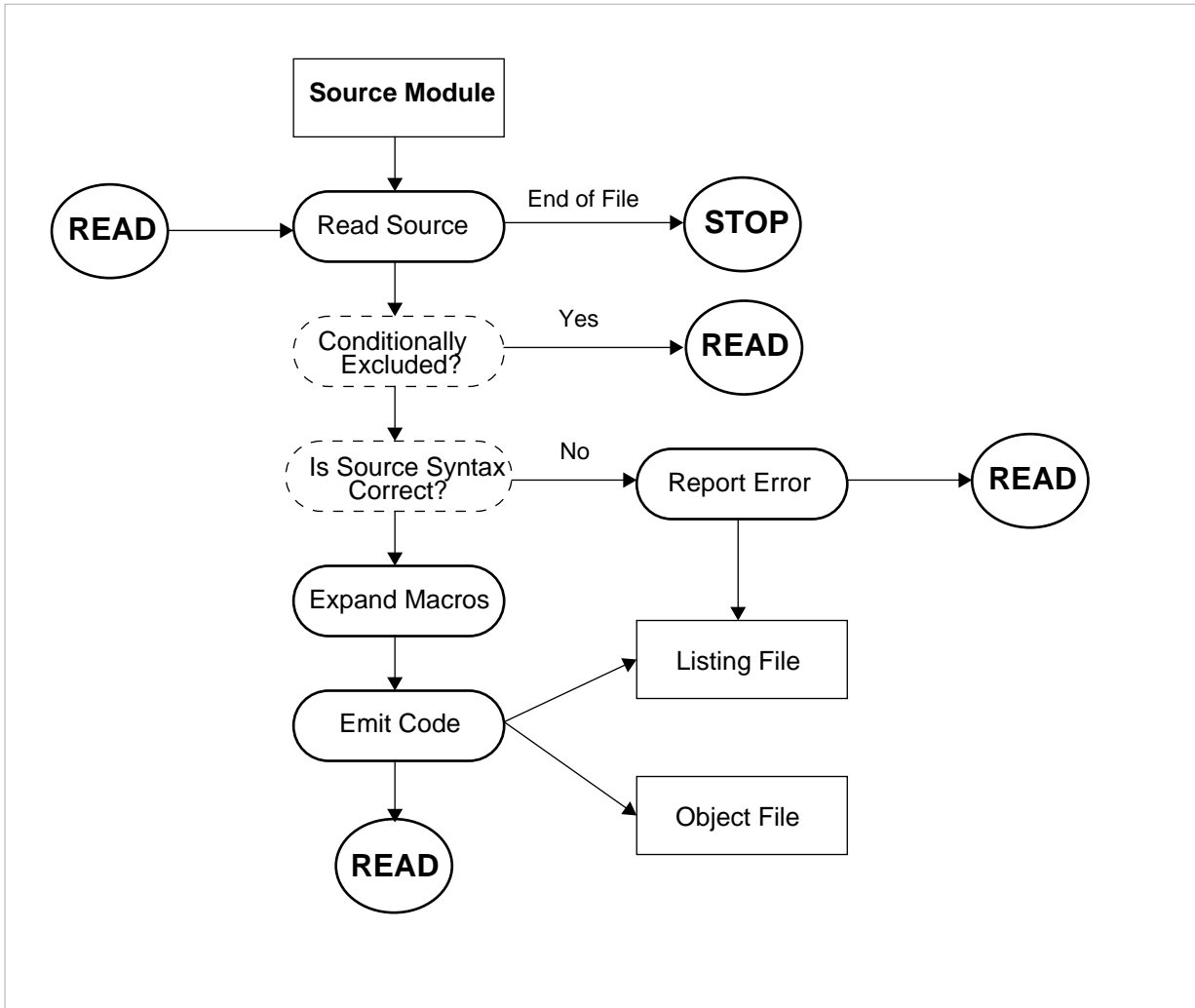


Figure 2-1. Cross Assembler Simplified Block Diagram



SOURCE STATEMENT FORMAT

The assembly language source file lines are called *source statements*. Source statements are delimited by the ASCII newline character (ASCII decimal code 10), or by the ASCII character pair carriage-return plus newline (ASCII decimal code 13 followed by ASCII decimal code 10). The assembler source statements are written in free format, and may contain up to 512 ASCII text characters, excluding statement delimiters. Column one of the source statements is reserved for specifying labels, that is, only labels may appear in column one, although they need not do so. Apart from this restriction, there are no requirements for certain things to appear in any particular column position. The source statements are divided into fields, which may be of arbitrary length, and appear in any column, except that the fields are positionally dependent with respect to one another, and their combined length must not exceed 512 characters.

There are four fields in a source statement, listed here in the order in which they must appear on a source statement:

1. Label Field
2. Operation Field
3. Operand Field
4. Comment Field

The general syntax for source statements is as follows:

`[label[:]] operation [operands] [; comment]`



Some fields of a source statement are upper-case and lower-case sensitive. The following table summarizes case sensitivity:

Table 2-1. Character Constant Escape Sequences

Area	Case Sensitive	Examples
Labels/symbols	Yes	“Start” and “start” are two distinct labels.
Operation codes (machine instructions and assembler directives)	No	“LOAD”, “load”, and “Load” are the same. “CHIP”, “chip”, and “Chip” are the same. “MACRO”, “macro”, and “Macro” are the same.
Macro names	Yes	“Fetch” and “fetch” are two distinct macros.
Operands	Yes	“AbsSection” and “ABSSection” are two distinct operands.
Reserved symbols	No	“\$F” and “\$f” are the same and may not be redefined.

Assembler Source Statement Label Field

The label field is optional. If used, it contains a label to identify the source statement. A labeled statement may be referenced by another statement using the statement label. The label is usually assigned the value of the assembler's location counter. Any valid assembler symbol may be placed in the label field; a label is simply an assembler symbol used in the label field. Sometimes programmers interchange the usage of 'label' and 'symbol', but there is a subtle difference.

A statement may contain only one label in the label field. If present, the label must be a valid assembler symbol. Labels and symbols are case sensitive; uppercase is distinct from lowercase.

If the label does not begin in column one, the label must be suffixed with a colon (:). If the label is specified in column one, the colon suffix is optional. Whitespace may separate the label and the colon suffix.

Label names and scope are recorded in the assembler's symbol table. Labels must be unique within their scope. Labels need not be unique with respect to machine and assembler directive mnemonics. That is, directive mnemonics are not reserved by the assembler.

A label is a local label if its first character is '\$'. Local labels have restricted scope, being visible only between the assembler SCOPE or .NEWBLOCK directives which bound their definition. Local labels within macro definitions are visible only within that definition.

The symbol '\$\$' is an anonymous label, and may appear an arbitrary number of times in a source module. Anonymous labels are referenced by the symbols \$F and \$B, which refer to the nearest forward-referenced anonymous label and the nearest backward anonymous label, respectively.

The period character (.) must appear only in the first character of a label. If the period (.) in any other position within the label, an "Invalid label" error occurs.



Assembler Source Statement Operation Field

The operation field contains an operation code. This field contains the symbolic name (mnemonic) for an assembler, machine or macro call directive.

This field is required if the operand field is used, and may be coded in any position after the label field. If the label field is omitted, the operation field may begin in any position after column one, so long as nothing other than whitespace precedes it. If the label field is specified, whitespace may optionally separate the label from the operation code.

Operation codes (machine instructions and assembler directives) are not case sensitive; uppercase and lowercase characters are handled exactly the same way. Macro names, however, are comprised of symbols, and are case sensitive.

Operand Field

The operand field contains operands. This field is optional, depending on the requirements of the specific directive coded in the operation field. It contains one or more operands associated with the directive coded in the operation field.

If more than one operand is used, the individual operands are separated by commas. Whitespace characters may optionally surround the comma separators.

At least one whitespace character must separate the operation and operand fields.

Operands are case sensitive, as they are comprised of symbols.

Comment Field

The comment field is optional; if used, it contains a comment.

Comments are introduced with the comment character (;). After the comment character, any string of ASCII text characters may be coded (except newline, which delimits source statements). The comment character may optionally be separated from a preceding field by coding whitespace characters. If there are no preceding fields, the comment character may be specified in the first column, or it may be preceded by whitespace.

If the first character on a source statement is an asterisk (*), then the entire statement is treated as a comment.

Assembler Constants

The assembler constant is a self-defining term whose value is specified explicitly. The assembler supports four kinds of constant:

1. Arithmetic Constants
2. Character Constants
3. String Constants
4. Symbolic Constants

Assembler Arithmetic Constants

The assembler supports the following kinds of arithmetic constant:

- Binary Integer Constants
- Octal Integer Constants
- Decimal Integer Constants
- Hexadecimal Integer Constants
- Floating Point Constants
- Fixed Point Constants

All integral constants are represented internally as signed, 32-bit numbers. If a specified integral constant cannot be represented in 32 bits, it is truncated and a warning is generated.

Integral constants are not sign extended. Thus, the constant 0FFH is equal to 00FF (hexadecimal) or 255 (decimal); it does not equal -1. All floating point constants are represented internally in IEEE 64-bit, double precision, floating point format. If a specified floating point constant cannot be represented in the double precision format, it is truncated and a warning is generated.

Assembler Binary Integer Arithmetic Constants

Binary integer constants are specified by coding the base 2 number suffixed by the letter B (or b). Base 2 numbers are coded using the binary digits 0 through 1.

The following are examples of valid binary integer constants.

0000000B	Constant equal to 0 (decimal) or 0 (hexadecimal)
0100000b	Constant equal to 32 (decimal) or 20 (hexadecimal)
01b	Constant equal to 1 (decimal) or 1 (hexadecimal)



11111000B Constant equal to 248 (decimal) or 0F8 (hexadecimal)

Assembler Octal Integer Arithmetic Constants

Octal integer constants are specified by coding the base 8 number suffixed by the letter O (or o). Base 8 numbers are coded using the octal digits 0 through 7.

The following are examples of valid octal integer constants.

100 Constant equal to 8 (decimal) or 8 (hexadecimal)

0100000O Constant equal to 32,768 (decimal) or 8,000 (hexadecimal)

226O Constant equal to 150 (decimal) or 96 (hexadecimal)

1232O Constant equal to 666 (decimal) or 29A (hexadecimal)

Assembler Decimal Integer Arithmetic Constants

Base 10 is the default base for arithmetic constants. Decimal integer constant are therefore specified by coding the base 10 number with no prefix or suffix. Base 10 numbers are coded using the decimal digits 0 through 9.

The following are examples of valid decimal integer constants.

1000 Constant equal to 1,000 (decimal) or 3E8 (hexadecimal)

32768 Constant equal to 32,768 (decimal) or 8,000 (hexadecimal)

25 Constant equal to 25 (decimal) or 19 (hexadecimal)

77 Constant equal to 77 (decimal) or 4D (hexadecimal)

Assembler Hexadecimal Integer Arithmetic Constants

Hexadecimal integer constants are specified by coding the base 16 number suffixed by the letter H (or h). Base 16 numbers are coded using the hexadecimal digits 0 through 9 and the letters A through F (uppercase or lowercase). To avoid ambiguity with symbols, hexadecimal integer constants must begin with one of the digits 0 through 9.

The following are examples of valid hexadecimal integer constants.

78h Constant equal to 120 (decimal) or 78 (hexadecimal)

0FH Constant equal to 15 (decimal) or 000F (hexadecimal)

37ACh Constant equal to 14,252 (decimal) or 37AC (hexadecimal)

0abcH Constant equal to 2,748 (decimal) or 0ABC (hexadecimal)

Assembler Floating-Point Arithmetic Constants

A floating-point constant consists of three parts, specified in the following order:

1. Integer Part
2. Fraction Part
3. Exponent Part

Integer Part. The floating-point integral part is mandatory, and consists of one or more decimal digits followed by a period.

Fraction Part. The floating-point fraction part is optional. If specified, it consists of one or more decimal digits.

Exponent Part. The floating-point exponent part is optional. If specified, it consists of an **e** or **E**, optionally followed by a **+** or **-**, followed by one or more decimal digits.

The following are examples of valid floating-point arithmetic constants:

```
1.2
2.e-5
0.5E2
4.0e+2
2.0E3
3E6
```

Assembler Fixed-Point Arithmetic Constants

Fixed-point arithmetic constants are real numbers in the range [-1,1). That is, fixed-point arithmetic constants are greater than or equal to -1.0, and less than 1.0. These numbers can be used, for example, in the DF (FRACT) assembler directive, such as:

```
DF 0.5
```



Assembler Character Constants

A character constant represents the ASCII character code of a single ASCII character. A character constant has an integer value. The value of a character constant is the ASCII decimal code of the character.

A character constant is coded by enclosing a single ASCII graphic character, or a character escape sequence, within single quotation marks (' , ASCII decimal code 39').

The following are examples of valid character constants.

'a' Constant equal to 97 (decimal) or 61 (hexadecimal)

'C' Constant equal to 67 (decimal) or 43 (hexadecimal)

'\ ' Constant equal to 39 (decimal) or 27 (hexadecimal)

Table 2-2. Character Constant Escape Sequences

Sequence	Decimal Value	Description
\0	0	Null character.
\a	7	Alert (bell).
\b	8	Backspace.
\t	9	Tab.
\n	10	Newline
\v	11	Vertical tab.
\f	12	Formfeed.
\r	13	Carriage return.
\"	34	Double quote. Within character constants, it is not necessary to escape a double quote, but it is legal.
\'	39	Single quote. Within character constants, it is necessary to escape a single quote.
\\	92	Backslash.

Assembler String Constants

A string constant consists of one or more ASCII graphic characters enclosed in double quotation marks (“, ASCII decimal code 34”). To embed a double quote mark inside the string, the escape character backslash (\) must precede the double quote character. This is the same mechanism used by the C programming language.

Each character in the string must be a single ASCII graphic character, or a character escape sequence. A null string is represented by an empty pair of matching double quotes.

NOTE: Null character (\0) escape sequence is invalid.

The following are examples of valid string constants.

“version” Defines the 7-character string *version*.

“Plan \“9” is done” Defines the 16-character string *Plan “9” is done*.



Character strings are used for the following:

- File names, as in INCLUDE “filename.s”
- Section names, as in .SECT “section”
- Data initialization directives, as in .ASCII “char string”

Table 2-3. **String Constants Escape Sequences**

Sequence	Decimal Value	Description
\a	7	Alert (bell).
\b	8	Backspace.
\t	9	Tab.
\n	10	Newline
\v	11	Vertical tab.
\f	12	Formfeed.
\r	13	Carriage return.
\'	34	Single quote. Within a string constant, it is not necessary to escape a single quote, but it is legal.
\"	39	Double quote. Within a string constant, it is not necessary to escape a double quote, but it is legal.
u	92	Backslash.

Assembler Symbolic Constants

A symbolic constant is a named constant. Symbolic constants are defined using the EQU and SET assembler directives.

ASSEMBLER SYMBOLS

An assembler symbol is a single character or combination of characters that is used to represent a label, or an assembler, machine or macro call directive.



Symbols consist of numeric digits, uppercase or lowercase letters, the special characters: underscore (`_`), period (`.`), dollar sign (`$`), question mark (`?`), or pound sign (`#`); or any combination of such digits, letters and characters.

NOTE: For the period (`.`), this is true only for the first character

Symbols cannot begin with a numeric digit nor with a pound sign (`#`).

Symbols may be any length greater than zero (0) and less than one hundred twenty eight (128).

Certain symbols are reserved or restricted by the assembler.

Uppercase and lowercase letters are distinct.



Assembler Reserved Symbols

The following table summarizes the restricted, reserved and special assembler symbols.

Figure 2-2. Restricted, Reserved, and Special Assembler Symbols

Symbol	Description	Notes and Restrictions
\$	Current value of the location counter	This symbol is reserved, meaning that it may not be redefined by the programmer.
\$\$	Anonymous label.	This symbol may be used as a label an arbitrary number of times.
\$B	Anonymous label backward reference.	This symbol referenced the most recent anonymous label defined before the reference. This symbol is reserved: it may not be redefined.
\$F	Anonymous label forward reference.	This symbol referenced the most recent anonymous label defined after the reference. This symbol may not be redefined.
\$Lnnnnn	Assembler-generated label. <i>nnnnn</i> is a six-digit decimal number.	These symbols are used for assembler-generated labels, required for structured assembly processing. It is not illegal for the programmer to define a label of this form, but it is the programmer's responsibility to ensure that such programmer-defined labels are unique.

ASSEMBLER RESERVED WORDS

Reserved words consist of register names, condition flags, machine instructions and directives. the use of reserved words must conform to the following rules:

- Reserved words must not be used as labels. if used as labels, ZMASM will not flag any error; however t these attempts may cause unexpected result in your program.
- Reserved words must not be used as macro arguments; otherwise, a syntax error will be generated.
- Reserved words munt not occur in the firts column, as ZMASM will process it as a label. This may cause unexpected results.

Table 2-4. **ASSEMBLER DIRECTIVES**

.\$BREAK	.\$CONTINUE	.COPY	.\$ELSE	.\$ELSEIF	.\$REPEAT
.\$IF	.\$UNTIL	.\$WEND	.\$WHILE	.ALIGN	.ASCII
.ACIZ	.ASG	.BES	.BYTE	.DATA	.DEF
.ELSE	.ELSEIF	.END	.ENDIF	.ENDM	.ENDSTRUCT
.EMSG	.EQU	.EVAL	.EXTERN	.FILE	.FLOAT
.GLOBAL	.IF	.INCLUDE	.INT	.LENGTH	.LIST
.LONG	.MACRO	.MEXIT	.MLIST	.MMREGS	.MMSG
.MNOLIST	.NEWBLOCK	.NOLIST	.ORG	.PAGE	.REF
.SBLOCK	.SECT	.SET	.SPACE	.STRING	.STRUCT
.TAB	.TAG	.TEXT	.TITLE	.USECT	.WIDTH
.WORD	.WMSG	ALIGN	BFRACT	BLKB	BLKL
BLKW	BSS	CHIP	COMMENT	CONDLIST	CPU
DB	DEFINE	DD	DF	DL	DS

Table 2-4. **ASSEMBLER DIRECTIVES**

DW	ELIF	ELSE	ELSEIF	END	ENDIF
ENDMAC	EQU	ERROR	EXIT	EXTERN	FRACT
IF	IFDEF	IFNDEF	IFEQ	IFEQI	IFNEQ
IFNEQI	FILE	GLOBAL	GLOBALS	IFB	IFNB
IFMA	INCLUDE	LFRACT	LIST	MACCNTR	MACEND
MACEXIT	MACLIST	MACNOTE	MACRO	MACLIST	NEWPAGE
NOLIST	ORG	PL	PRINT	PT	PUBLIC
PW	ROMSIZE	SCOPE	SEGMENT	SET	SUBTITLE
TARGET	TITLE	VAR	VECTOR	WARNING	XDEF
XREF					

MNEMONIC OPERATORS

Table 2-5. **Mnemonic Operators**

LOW	LOW16	HIGH	.\$ELSE	HIGH16
-----	-------	------	---------	--------

**Z8 MCU***Table 2-6. Z8 MCU Machine Instructions*

ADC	ADD	AND	CALL	CCF	CLR
COM	CP	DA	DEC	DECW	DI
DJNZ	EI	HALT	INC	INCW	IRET
JP	JR	LD	LDC	LDCI	LDE
LEDI	NOP	OR	POP	PUSH	RCF
RET	RL	RLC	RR	RRC	SBC
SCF	SRA	SRP	STOP	SUB	SWAP
TCM	TM	WDH	WDT	XOR	

Table 2-7. Z8 MCU Registers

FLAGS	IMR	IPR	IRQ	P01M	P2M
P3M	PRE0	PRE1	R0-R15	P0-P3	RR0-RR15
RP	SIO	SPH	SPL	T0	T1
TMR					

Table 2-8. Z8 MCU Condition Flags

C	EQ	F	G	E	GT
LE	LT	MI	NC	NE	NOV
NZ	OV	PL	S	UGE	UGT
ULE	ULT	V	Z		

Table 2-9. **Z8 MCU Interrupt Vectors**

IRQU	IRQ1	IRQ2	IRQ3	IRQ4	IRQ5
RESET					

Z89C00 AND Z893XX DSP MCU

Table 2-10. **Z89C00 AND Z893XX DSP MCU Machine Instructions**

ABS	ADD	AND	CALL	CCF	CIEF
COPF	CP	DEC	INC	JP	LD
MLD	MPYA	MPYS	NEG	NOP	OR
POP	PUSH	RET	RL	RR	SCF
SIEF	SLL	SOPF	SRA	SUB	XOR

Table 2-11. **Z89C00 AND Z893XX DSP MCU Registers**

A	BUS	Dn:b	EXTn	Pn:b	P
PC	SR	X	Y		

Table 2-12. **Z89C00 AND Z893XX DSP MCU Condition Flags**

NE	NIE	NC	NOV	NU0	NU1
NZ	OV	PL	T	U0	U1
UGE	ULT	Z			

Table 2-13. **Z89C00 AND Z893XX DSP MCU Interrupt Vectors**

INT0	INT1	INT2	RESET
------	------	------	-------

**Z180 PROCESSOR***Table 2-14. Z180 Processor Machine Instructions*

ADC	ADD	AND	BIT	CALL	CCF
CP	CPD	CPDR	CPI	CPIR	CPL
DDA	DEC	DI	DJNZ	EI	EX
EXX	HALT	IM	IN	INC	IND
INDR	INI	INIR	JP	JR	LD
LDD	LDDR	LDI	LDIR	MLT	NEG
NOP	OR	OTDM	OTDMR	OTDR	OTIM
OTIMR	OTIR	OUT	OUT0	OUTD	OUTI
POP	PUSH	RES	RESC	RET	RETB
RETI	RETN	RL	RLW	RLA	RLC
RLCW	RLCA	RLD	RR	RRW	RRA
RRC	RRCW	RRCA	RRD	RST	SBC
SBCW	SCF	SET	SETC	SLA	SLAW
SLP	SRA	SRAW	SRL	SRLW	SUB
SUBW	SWAP	TST	TSTIO	XOR	XORW

Table 2-15. Z180 Processor Registers

A	AF	B	BC	C	D
DE	E	F	H	HL	IX
IY	L	PC	SP	SR	

Table 2-16. **Z180 Processor Condition Flags**

C	M	NC	NS	NV	NZ
P	PE	PO	S	V	Z

Z380 PROCESSOR

Table 2-17. **Z380 Processor Machine Instructions**

ADC	ADCW	ADD	ADDW	AND	ANDW
BIT	BTEST	CALL	CALR	CCF	CP
CPD	CPDR	CPI	CPW	CPIR	CPL
CPLW	DDA	DDIR	DEC	DECW	DI
DJNZ	EI	EX	EXALL	EXTS	EXTSW
EXX	EXXY	HALT	IM	IN	INW
IN0	INA	INAW	INC	INCW	IND
INDW	INDR	INDRW	INI	INW	INIR
INIRW	JP	JR	LD	LDW	LDCTL
LDD	LDDW	LDDR	LDDRW	LDI	LDIW
LDIR	LDIRW	MLT	MTEST	MULTW	NEG
NEGW	NOP	OR	ORW	OTDM	OTDMR

Table 2-17. Z380 Processor Machine Instructions

OTDR	OTDRW	OTIM	OTIMR	OTIR	OTIRW
OUT	OUTW	OUT0	OUTA	OUTAW	OUTD
OUTDW	OUTI	OUTIW	POP	PUSH	RES
RESC	RET	RETB	RETI	RETN	RL
RLW	RLA	RLC	RLCW	RLCA	RLD
RR	RRW	RRA	RRC	RRCW	RRCA
RRD	RST	SBC	SBCW	SCF	SET
SETC	SLA	SLAW	SLP	SRA	SRAW
SRL	SRLW	SUB	SUBW	SWAP	TST
TSTIO	XOR	XORW			

Table 2-18. Z380 Processor Registers

A	A'	AF	AF'	B	B'
BC	BC'	C	C'	D	D'
DE	DE'	E	E'	F	H
H'	HL	HL'	I	IX	IX'
IXL	IXL'	IXU	IXU'	IY	IY'
IYL	IYL'	IYU	IYU'	L	L'
PC	R	R'	SP	SR	

Table 2-19. Z380 Processor Condition Flags

C	M	NC	NS	NV	NZ
P	PE	PO	S	V	XM
V					



ASSEMBLER OPERATORS

The assembler recognizes the monadic and dyadic operators shown in the following table.

Table 2-20. Assembler Expression Operators

Operator	Description	Type	Associativity
>, HIGH	High Byte	Monadic	Right to Left
<, LOW	Low Byte	Monadic	
HIGH16	High Word	Monadic	
LOW16	Low Word	Monadic	
+	Plus	Monadic	Right to Left
-	Minus	Monadic	
~	One's Complement	Monadic	
!	Logical NOT	Monadic	Left to Right
**	Exponentiation	Dyadic	Left to Right
*	Multiplication	Dyadic	Left to Right
/	Division	Dyadic	
%	Modulo	Dyadic	
<<, SHL	Shift Left	Dyadic	
<<, SHR	Shift Right	Dyadic	
+	Plus	Dyadic	Left to Right
-	Minus	Dyadic	
+	String Concatenation	Dyadic	
&	Bitwise AND	Dyadic	Left to Right
^	Bitwise Exclusive OR	Dyadic	
	Bitwise Inclusive OR	Dyadic	

Table 2-20. **Assembler Expression Operators**

Operator	Description	Type	Associativity
=	Equal	Dyadic	Left to Right
!=	Not Equal	Dyadic	
=	Strings Equal	Dyadic	
!=	Strings Not Equal	Dyadic	
<	Less Than	Dyadic	
>	Greater Than	Dyadic	
<=	Less Than or Equal	Dyadic	
>=	Greater Than or Equal	Dyadic	
&&	Logical AND	Dyadic	
	Logical Inclusive OR	Dyadic	
^	Logical Exclusive OR	Dyadic	
==	Logical Equivalence	Dyadic	

NOTES:

1. Operators are listed in the table in order of precedence: operators nearer the top of the table are applied before those lower in the table. Operators with the same precedence are shown in groups delimited by double horizontal rules.
2. Within a group, the order of evaluation is controlled by the operator's associativity. Operators whose associativity is left to right are applied from left to right within the same precedence group. Operators whose associativity is right to left are applied from right to left within the same precedence group.
3. An operator is either monadic or dyadic. Monadic operators operate on a single operand, and the operator prefixes the operand (prefix notation). Dyadic operators operate on two operands, and the operator separates the operands (infix notation).
4. Parentheses may be used to force a particular order of evaluation, independent of operator precedence and associativity. Parentheses have a higher precedence than any operator.



ASSEMBLER EXPRESSIONS

An expression is a constant, a symbol, or a combination of constants, symbols and operators. The assembler evaluates each expression into a single value, then uses that value as an operand. Expressions have a type attribute as well as a value. The assembler supports the following types of expression:

- Absolute Expressions
- Relocatable Expressions
- Floating Point Expressions
- String Expressions
- Logical Expressions
- Conditional Expressions

The type of an expression depends on the type of its operands. Expression types are important for two reasons:

1. Some assembler directives require expressions of a particular type.
2. Only certain types of operators are allowed in certain types of expressions.

Assembler Absolute Expressions

An absolute expression is an expression with an integral value that can be completely determined by the assembler at assembly time. Thus, an absolute expression is independent of any possible control section relocation that occurs at link time.

The following operators are supported for absolute expressions: +, -, *, /, %, <<, >>, &, |, ^, ~

Assembler Relocatable Expressions

A relocatable expression is an expression with an integral value that cannot be completely resolved at assembly time. Thus, the value of a relocatable expression is dependent on possible control section relocation that occurs at link time.

Relocatable Expression

A relocatable expression is one of the following:

- A label in a relocatable control section.
- A symbol set to a relocatable expression, using the EQU or SET assembler directive.

External Expression

An external expression is one of the following:

- A label defined using the EXTERN assembler directive.
- A symbol set to an external expression, using the EQU or SET assembler directive.



The assembler supports the arithmetic operations of addition and subtraction applied to relocatable expressions, absolute expressions or external expressions, in certain combinations. The legal combinations are summarized in the following table.

Table 2-21. Types of Expressions

Type of Expression A	Type of Expression B	A+B	A-B
absolute	absolute	absolute	absolute
absolute	external	external	illegal
absolute	relocatable	relocatable	illegal
external	absolute	external	external
external	external	illegal	illegal
external	relocatable	relocatable	illegal
relocatable	absolute	relocatable	relocatable
relocatable	external	illegal	illegal
relocatable	relocatable	illegal	absolute

Assembler Floating-Point Expressions

A floating point expression is an expression with a floating point value that can be completely determined by the assembler at assembly time. Thus, a floating point expression is independent of any possible control section relocation that occurs at link time.

A floating point expression is one of the following:

- a. A floating point constant.
- b. A symbol set to a floating point expression, using the EQU or SET assembler directive.
- c. An expression involving floating point expressions: *, /, +, and - operators.

Assembler String Expressions

A string expression is an expression with a string value that can be completely determined by the assembler at assembly time. Thus, a string expression is independent of any possible control section relocation that occurs at link time.

A string expression is one of the following:

- a. A string constant.
- b. A symbol set to a string expression, using the EQU or SET assembler directive.
- c. An expression involving string expressions and the additive (+) that concatenates two strings.
- d. The following operators are supported for string expressions: =, ==, >, <, >=, <=, !=.

Assembler Logical Expressions

A logical expression is an expression that tests the relationship of one expression to another at assembly time. The result of a logical expression is a Boolean value: true (non-zero) if the specified relationship holds between the expressions; false (zero) if the relationship does not hold. Logical expressions are used in the conditional assembly test directives.

A logical expression is one of the following:

- a. A symbol set to a logical expression, using the EQU or SET assembler directive.
- b. An absolute expression.
- c. An expression involving absolute expressions and the relational operators. Relational operators are ==, !=, <, >, <=, and >=.
- d. An expression involving string expressions and the relational operators.
- e. An expression involving logical expressions and the logical operators. The logical operators are !, &&, ||, ^, and =.

Assembler Conditional Expressions

A conditional expression is an expression that tests the relationship of one expression to another at execution time, and executes code sequences based on the result of the test. Conditional expressions are used in the structured assembly test directives.

The conditional expressions are evaluated at execution-time, not at assembly-time. This imposes some restrictions on the format of conditional expressions, for the assembler makes use of the comparison and branching instructions available in the target microcontroller's machine instruction set.

A conditional expression is one of the following:

- a. An expression of the form *condition*, where *condition* is the name of a condition code.
- b. An expression of the form IExpression <operator> rExpression, where IExpression and rExpression are absolute or relocatable expressions in an addressing mode valid for use as the



right-hand and left-hand operands for the compare machine instruction, respectively, and <operator> is a conditional operator. The conditional operators are ==, !=, <, >, <=, and >=.

- c. An expression of the form lExpression <operator> rExpression, where lExpression and rExpression are conditional expressions, and <operator> is a logical operator. The logical operators are &&, and ||.

Structured Assembly

Structured assembly supports execution-time selection of sequences of source statements based on execution-time conditions. The structured assembly directives test for a specified condition and execute a block of statements only if the condition is true.

NOTE: There is no structured assembly support for the Z89C25/50 MCU core.

The structured assembly directives, when used in conjunction with the ability to assemble and link modules independently, facilitate structured programming in assembly language. It can be difficult to assimilate the logical structure of a traditional, non-structured assembly language program. Structured assembly language programs are generally easier to read and understand than non-structured programs. They may also be easier to debug and change.

The assembler directives associated with structured assembly are summarized in the following table.

Table 2-22. *Assembler Directives for Structured Assembly*

Assembler Directive	Description
.\$IF, .\$REPEAT, .\$WHILE	Structured assembly test primary
.\$ELSEIF	Structured assembly test alternate
.\$ELSE	Structured assembly test default
.\$BREAK, .\$CONTINUE	Structured assembly test control
.\$ENDIF, .\$UNTIL, .\$WEND	Structured assembly test end

The assembler directives shown in the preceding table are known collectively as structured assembly test directives, and are always used together to form a homogeneous structured assembly block. The assembler supports one decision structure (.\$IF) and two looping structures (.\$WHILE and .\$REPEAT).

The assembler supports a decision structure with the .\$IF, .\$ELSEIF, .\$ELSE, and .\$ENDIF directives. These directives generate code to test one or more execution-time conditions, and execute a block of statements based on the result of the tests.



For example, for the decision structure:

```
.$if (a == #0)
    ld a,x
.$else
    ld a,y
.$endif
```

NOTE: The examples shown in this “Structured Assembly” section use Z89C00 syntax.

the assembler generates the following code:

```
        .$.if (a == #0)
*          cp a,#0
*          jp ne,$L000001
          ld a,x
        .$.else
*          jp $L000002
* $L000001:
          ld a,y
        .$.endif
* $L000002:
```

The assembler supports two types of looping structure with the `$.WHILE`, `$.WEND`, and `$.REPEAT`, `$.UNTIL` directive pairs. The `$.WHILE` directive generates code to test an execution-time condition, and execute a block of statements while the condition is true. Since the test is performed before executing the block, the block may not be executed.

For example, for the looping structure:

```
$.while (a != #0)
    ld x,@d0:0
    sub a,#1
$.wend
```



the assembler generates the following code:

```
                .$while (a != #0)
* $L000001:
*                cp  a,#0
*                jp  eq,$L000002
*                ld  x,@d0:0
*                sub a,#1
*                jp  $L000001
                .$wend
* $L000002:
```




The `.$REPEAT` directive generates code to test an execution-time condition after executing a block of statements, and repeatedly executes the block until the condition is true. Since the test is performed after executing the block, the block is executed at least once.

For example, for the looping structure:

```
.$repeat
    ld x,@d0:0
    sub a,#1
.$until (eq)
```

the assembler generates the following code:

```
.$repeat
* $L000001:
    ld x,@d0:0
    sub a,#1
.$until (eq)
*
    jp ne,$L000001
```

Structured Assembly Inputs

This section describes the structured assembly input requirements.

IF Structured Assembly Block Inputs

The `.$IF`, `.$ELSEIF`, `.$ELSE` and `.$ENDIF` assembler directives are used to test execution-time conditions, and conditionally execute object code based on the results of the test.

Syntax

```
.$IF condition1 [; comment]
```

```
statements
```

```
[ .$ELSEIF condition2 [; comment] ]
```

```
[ statements ]
```

```
.
```

```
.
```

```
.
```

```
[ .$ELSE [; comment] ]
```

```
[ statements ]
```

```
.$ENDIF [; comment]
```



The following qualifications elaborate the syntax and semantics of the structured assembly test directives. Unless otherwise specified, violations of these qualifications cause the assembly to fail.

1. The `.$IF`, `.$ELSEIF`, `.$ELSE`, and `.$ENDIF` assembler directives must be specified in that order.
2. The `.$ELSEIF` assembler directive is optional. It may be specified an arbitrary number of times between the `.$IF` and `.$ENDIF` assembler directives.
3. The `.$ELSE` assembler directive is optional. It may be specified at most once between the `.$IF` and `.$ENDIF` directives.
4. If used, the `.$ELSE` assembler directive must be coded after any `.$ELSEIF` directives.
5. Any valid assembler statement may appear in the statements sections of the structured assembly test directives. This means, among other things, that structured assembly test directives may be nested. The structured assembly test directives may be nested up to 255 levels.
6. Nested `.$ELSEIF` and `.$ELSE` directives are associated with the most recent `.$IF` directive.
7. There is no preset limit on the number of statements that may appear in the statements sections; there may be any number of assembler statements in each statements section, including zero. The operating system file system may impose limitations on file sizes, and the user should consult the appropriate operating system users guide for such limitations.
8. Each expression must be a conditional expression. See “Assembler Expressions”.
9. The `.$IF` and `.$ENDIF` directives must be coded in matching pairs. That is, it is not legal to code an `.$IF` directive without a matching `.$ENDIF` directive appearing later in the source module; nor is it legal to code an `.$ENDIF` directive without a matching `.$IF` directive appearing earlier in the source module.
10. The `.$ELSEIF` and `.$ELSE` assembler directives can only appear between enclosing `.$IF` and `.$ENDIF` directives. It is not valid for the `.$ELSEIF` and `.$ELSE` directives to appear in any other context.
11. The `.$ELSE` directive does not have any parameters.
12. The `.$ENDIF` directive does not have any parameters.
13. None of the `.$IF`, `.$ELSEIF`, `.$ELSE`, and `.$ENDIF` assembler directives may be labeled. If a label is specified, a warning message is issued, and the label is discarded.

REPEAT Structured Assembly Block Inputs

The `.$REPEAT`, `.$BREAK`, `.$CONTINUE` and `.$UNTIL` assembler directives are used to test execution-time conditions, and conditionally execute object code based on the results of the test.

Syntax

.\$REPEAT [; *comment*]

statements

[.\$BREAK [.\$IF *condition2*] [; *comment*]]

[*statements*]

[.\$CONTINUE [.\$IF *condition3*] [; *comment*]]

[*statements*]

.\$UNTIL *condition1* [; *comment*]

The following qualifications elaborate the syntax and semantics of the structured assembly test directives. Unless otherwise specified, violations of these qualifications cause the assembly to fail.

1. The .\$REPEAT and .\$UNTIL assembler directives must be specified in that order.
2. The .\$BREAK assembler directive is optional. It may be specified an arbitrary number of times between the .\$REPEAT and .\$UNTIL assembler directives.
3. The .\$CONTINUE assembler directive is optional. It may be specified an arbitrary number of times between the .\$REPEAT and .\$UNTIL directives.
4. Any valid assembler statement may appear in the statements sections of the structured assembly test directives. This means, among other things, that structured assembly test directives may be nested. The structured assembly test directives may be nested up to 255 levels.
5. Nested .\$BREAK and .\$CONTINUE directives are associated with the most recent .\$REPEAT directive.
6. There is no preset limit on the number of statements that may appear in the statements sections; there may be any number of assembler statements in each statements section, including zero. The operating system file system may impose limitations on file sizes, and the user should consult the appropriate operating system users guide for such limitations.
7. The .\$REPEAT and .\$UNTIL directives must be coded in matching pairs. That is, it is not legal to code a .\$REPEAT directive without a matching .\$UNTIL directive appearing later in the source module; nor is it legal to code an .\$UNTIL directive without a matching .\$REPEAT directive appearing earlier in the source module.



8. The `.$BREAK` and `.$CONTINUE` assembler directives can only appear between enclosing `.$REPEAT` and `.$UNTIL` directives (or between `.$WHILE` and `.$WEND` directives). It is not valid for the `.$BREAK` and `.$CONTINUE` directives to appear in any other context.
9. The `.$BREAK` directive has an optional `.$IF` conditional parameter.
10. The `.$CONTINUE` directive has an optional `.$IF` conditional parameter.
11. None of the `.$REPEAT`, `.$BREAK`, `.$CONTINUE`, and `.$UNTIL` assembler directives may be labeled. If a label is specified, a warning message is issued, and the label is discarded.

WHILE Structured Assembly Block Inputs

The `.$WHILE`, `.$BREAK`, `.$CONTINUE` and `.$WEND` assembler directives are used to test execution-time conditions, and conditionally execute object code based on the results of the test.

Syntax

```
.$WHILE condition1 [ ; comment ]
```

```
statements
```

```
[ .$BREAK [ .$IF condition2 ] [ ; comment ] ]
```

```
[ statements ]
```

```
[ .$CONTINUE [ .$IF condition3 ] [ ; comment ] ]
```

```
[ statements ]
```

```
.$WEND [ ; comment ]
```

The following qualifications elaborate the syntax and semantics of the structured assembly test directives. Unless otherwise specified, violations of these qualifications cause the assembly to fail.

1. The `.$WHILE` and `.$WEND` assembler directives must be specified in that order.
2. The `.$BREAK` assembler directive is optional. It may be specified an arbitrary number of times between the `.$WHILE` and `.$WEND` assembler directives.
3. The `.$CONTINUE` assembler directive is optional. It may be specified an arbitrary number of times between the `.$WHILE` and `.$WEND` directives.
4. Any valid assembler statement may appear in the statements sections of the structured assembly test directives. This means, among other things, that structured assembly test

directives may be nested. The structured assembly test directives may be nested up to 255 levels.

5. Nested `.$BREAK` and `.$CONTINUE` directives are associated with the most recent `.$WHILE` directive.
6. There is no preset limit on the number of statements that may appear in the statements sections; there may be any number of assembler statements in each statements section, including zero. The operating system file system may impose limitations on file sizes, and the user should consult the appropriate operating system users guide for such limitations.
7. The `.$WHILE` and `.$WEND` directives must be coded in matching pairs. That is, it is not legal to code a `.$WHILE` directive without a matching `.$WEND` directive appearing later in the source module; nor is it legal to code an `.$WEND` directive without a matching `.$WHILE` directive appearing earlier in the source module.
8. The `.$BREAK` and `.$CONTINUE` assembler directives can only appear between enclosing `.$WHILE` and `.$WEND` directives (or between `.$REPEAT` and `.$UNTIL` directives). It is not valid for the `.$BREAK` and `.$CONTINUE` directives to appear in any other context.
9. The `.$BREAK` directive has an optional `.$IF` conditional parameter.
10. The `.$CONTINUE` directive has an optional `.$IF` conditional parameter.
11. None of the `.$WHILE`, `.$BREAK`, `.$CONTINUE`, and `.$WEND` assembler directives may be labeled. If a label is specified, a warning message is issued, and the label is discarded.



Structured Assembly Processing

This section describes the assembly-time processing of structured assembly directives.

Validity Checks

The following validity checks are performed on the structured assembly block input data. Unless otherwise specified, violations cause the assembly to fail.

1. The syntax of the structured assembly block must conform to the requirements specified in “Structured Assembly Inputs”.
2. The `.$IF` and `.$ENDIF` directives must be properly balanced, i.e., there must be exactly one `.$ENDIF` directive for each `.$IF` directive, and the `.$IF` directive must precede its corresponding `.$ENDIF` directive.
3. The `.$REPEAT` and `.$UNTIL` directives must be properly balanced, i.e., there must be exactly one `.$UNTIL` directive for each `.$REPEAT` directive, and the `.$REPEAT` directive must precede its corresponding `.$UNTIL` directive.
4. The `.$WHILE` and `.$WEND` directives must be properly balanced, i.e., there must be exactly one `.$WEND` directive for each `.$WHILE` directive, and the `.$WHILE` directive must precede its corresponding `.$WEND` directive.
5. The structured assembly block must be completely specified with a single assembly unit. An assembly unit is a single source file, or a single macro definition.

Sequence of Operations

The following sequences of operations are performed in processing structured assembly test directives.

.\$IF Sequence of Operations

The following sequence of operations is performed in processing the `.$IF` structured assembly test directives.

1. The assembler generates object code to evaluate the conditions specified on the `.$IF` directive and on any optional `.$ELSEIF` directives. If the condition is true at execution time, the object code generated from the statements associated with the `.$IF` directive are executed.
2. If the condition specified on the `.$IF` directive is false at execution-time, the assembler-generated object code successively evaluates the conditions specified on the `.$ELSEIF` directives, if there are any, until a true condition is evaluated. On evaluating a true `.$ELSEIF` condition, the object code generated from the statements associated with the `.$ELSEIF` directive are executed.

3. If all conditions on the `.$IF` and `.$ELSEIF` directives are false at execution-time, and an `.$ELSE` directive is present, the object code generated from the statements associated with the `.$ELSE` directive are executed.
4. If no tested condition is true, and if no `.$ELSE` directive is specified, no statements in the structured assembly block are executed.

.\$REPEAT Sequence of Operations

The following sequence of operations is performed in processing the `.$REPEAT` structured assembly test directives.

1. The assembler generates object code to evaluate the conditions specified on the `.$UNTIL` directive and on any optional `.$BREAK` and `.$CONTINUE` directives.
2. At execution-time, the object code generated from statements in the structured assembly block are executed until the specified condition is true.
3. At execution time, object code generated from `.$BREAK` directives is executed at the point where it appears in the block. If no condition is specified on the `.$BREAK` condition, or if the condition is true, the `.$REPEAT` loop is exited.
4. At execution time, object code generated from `.$CONTINUE` directives is executed at the point where it appears in the block. If no condition is specified on the `.$CONTINUE` condition, or if the condition is true, execution of code generated from statements in the block resumes at the beginning of the block.

.\$WHILE Sequence of Operations

The following sequence of operations is performed in processing the `.$WHILE` structured assembly test directives.

1. The assembler generates object code to evaluate the conditions specified on the `.$WHILE` directive and on any optional `.$BREAK` and `.$CONTINUE` directives.
2. At execution-time, the object code generated from statements in the structured assembly block are executed while the specified condition is true.
3. At execution time, object code generated from `.$BREAK` directives is executed at the point where it appears in the block. If no condition is specified on the `.$BREAK` condition, or if the condition is true, the `.$WHILE` loop is exited.
4. At execution time, object code generated from `.$CONTINUE` directives is executed at the point where it appears in the block. If no condition is specified on the `.$CONTINUE` condition, or if the condition is true, execution of code generated from statements in the block resumes at the beginning of the block.



STRUCTURED ASSEMBLY OUTPUTS

Outputs from structured assembly is the object code generated from source statements in the structured assembly block, as well as assembler-generated object code to evaluate the conditionals of the structured assembly directives. The assembler-generated directives may appear in the listing file. The generated object code appears in the object module.

If any errors are detected during structured assembly processing, then error messages are generated. Error messages are written to the messages file, and to the listing file, if one is being produced.

CONDITIONAL ASSEMBLY

This section describes the conditional assembly capabilities of the ZMASM cross assembler.

Conditional assembly supports assembly-time selection of sequences of source statements based on assembly-time conditions. The conditional assembly directives test for a specified condition and assemble a block of statements only if the condition is true. While conditional assembly directives can be used in open code, they are most useful when used in conjunction with the macro processor, to vary the sequence of statements generated during macro expansion. In particular, two capabilities that are dependent on conditional assembly greatly enhance the usefulness of macros:

- Conditional assembly directives can be used to validate the macro call actual parameters.
- The statements generated as a result of macro expansion can be conditioned on the values of the macro parameters.

The assembler directives associated with conditional assembly are summarized in the following table.

Table 2-23. **Assembler Directives for Conditional Assembly**

Assembler	Description
IF, IFDEF, IFNDEF, IFEQ, IFEQI, IFNEQ, IFNEQI, IFB, IFNB	Conditional assembly test primary
ELSEIF	Conditional assembly test alternate
ELSE	Conditional assembly test default
ENDIF	Conditional assembly test end
SET	Assign a value to a symbol

The IF, IFDEF/IFNDEF, IFEQ/IFEQI/IFNEQ/IFNEQI, IFB/IFNB, ELSEIF, ELSE and ENDIF conditional assembly directives are known collectively as conditional assembly test directives, and are always used together to form a homogeneous conditional assembly block. Symbols defined with the SET assembler directive are known as variable symbols. The SET directive can be used independently of the conditional assembly test directives, although it is usually most powerful when used in conjunction with the other conditional assembly directives.

CONDITIONAL ASSEMBLY INPUTS

The input elements of conditional assembly are:

- Symbols and expressions, and their attributes.
- Assembler directives for conditional assembly.

The general format of conditional assembly inputs is illustrated in the following figure.

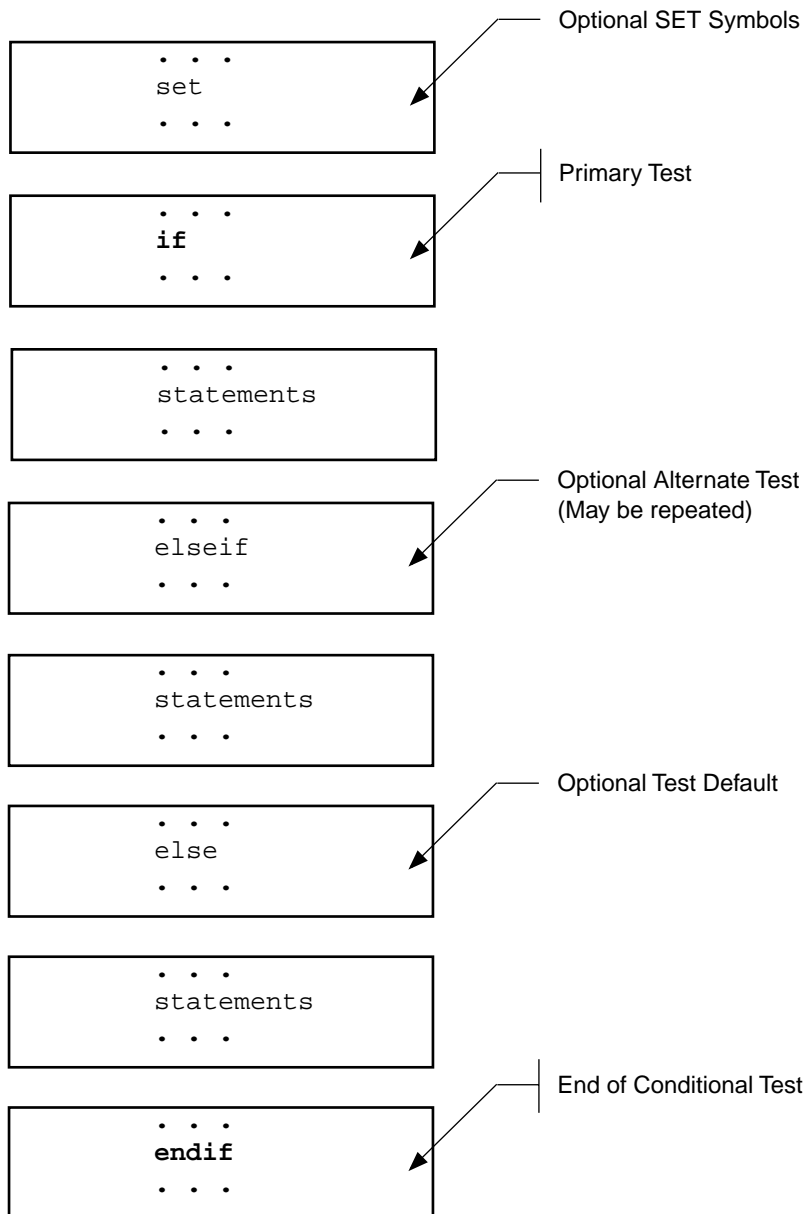


Figure 2-3. General Format of Conditional Inputs

Conditional Assembly Variable Inputs

The SET assembler directive is used to assign an expression value and type to a symbol. The symbol can then be used throughout the remainder of the source module. In particular, it can be used with the conditional assembly test directives, to vary the sequence of statements assembled.

Name SET Expression**Syntax**

The following qualifications elaborate the syntax and semantics of the conditional assembly set directive. Unless otherwise specified, violations of these qualifications cause the assembly to fail.

1. The Name is the symbolic name of the Expression. Name must be a valid symbol. See “Assembler Symbols” section.
2. The Name may be the same as that used on a previous SET directive. That is, variable symbols may be redefined.
3. The Name may not be the same as any symbol except a symbol defined with a previous SET directive.
4. The Expression must be an absolute, string, or floating point expression. See “Assembler Expressions” section.

Conditional Assembly Block Inputs**IF Conditional Assembly Block Inputs**

The IF, ELSEIF, ELSE and ENDIF assembler directives are used to test assembly-time conditions, and conditionally assemble source statements based on the results of the test.



Syntax

IF *expression* [; *comment*]

statements

[ELSEIF *expression* [; *comment*]]

[*statements*]

.

.

.

[ELSE [; *comment*]]

[*statements*]

ENDIF [; *comment*]

The following qualifications elaborate the syntax and semantics of the conditional assembly test directives. Unless otherwise specified, violations of these qualifications cause the assembly to fail.

1. The IF, ELSEIF, ELSE, and ENDIF assembler directives must be specified in that order.
2. The ELSEIF assembler directive is optional. It may be specified an arbitrary number of times between the IF and ENDIF assembler directives.
3. The ELSE assembler directive is optional. It may be specified at most once between the IF and ENDIF directives.
4. If used, the ELSE assembler directive must be coded after any ELSEIF directives.
5. Any valid assembler statement may appear in the statements sections of the conditional assembly test directives. This means, among other things, that conditional assembly test directives may be nested. The conditional assembly test directives may be nested up to 255 levels.
6. Nested ELSEIF and ELSE directives are associated with the most recent IF directive.
7. There is no preset limit on the number of statements that may appear in the statements sections; there may be any number of assembler statements in each statements section, including zero. The operating system file system may impose limitations on file sizes, and the user should consult the appropriate operating system users guide for such limitations.

8. Each expression must be a logical expression. See “Assembler Expressions”.
9. The IF and ENDIF directives must be coded in matching pairs. That is, it is not legal to code an IF directive without a matching ENDIF directive appearing later in the source module; nor is it legal to code an ENDIF directive without a matching IF directive appearing earlier in the source module.
10. The ELSEIF and ELSE assembler directives can only appear between enclosing IF and ENDIF directives. It is not valid for the ELSEIF and ELSE directives to appear in any other context.
11. The ELSE directive does not have any parameters.
12. The ENDIF directive does not have any parameters.
13. None of the IF, ELSEIF, ELSE, and ENDIF assembler directives may be labeled. If a label is specified, a warning message is issued, and the label is discarded.

IFDEF/IFNDEF Conditional Assembly Block Inputs

The IFDEF and ENDIF assembler directives are used to test assembly-time conditions, and conditionally assemble source statements based on the results of the test.

Syntax

```
IF[N]DEF label [; comment]
```

```
statements
```

```
[ ELSE [; comment] ]
```

```
[ statements ]
```

```
ENDIF [; comment ]
```

The following qualifications elaborate the syntax and semantics of the conditional assembly test directives. Unless otherwise specified, violations of these qualifications cause the assembly to fail.

1. The IF[N]DEF, ELSE, and ENDIF assembler directives must be specified in that order.
2. The ELSE assembler directive is optional. It may be specified at most once between the IF[N]DEF and ENDIF directives.
3. Any valid assembler statement may appear in the statements sections of the conditional assembly test directives. This means, among other things, that conditional assembly test



directives may be nested. The conditional assembly test directives may be nested up to 255 levels.

4. Nested ELSE directives are associated with the most recent IF[N]DEF directive.
5. There is no preset limit on the number of statements that may appear in the statements sections; there may be any number of assembler statements in each statements section, including zero. The operating system file system may impose limitations on file sizes, and the user should consult the appropriate operating system users guide for such limitations.
6. Each label must be a valid assembler symbol. See “Assembler Symbols”.
7. The IF[N]DEF and ENDIF directives must be coded in matching pairs. That is, it is not legal to code an IF[N]DEF directive without a matching ENDIF directive appearing later in the source module; nor is it legal to code an ENDIF directive without a matching IF[N]DEF directive appearing earlier in the source module.
8. The ELSE directive does not have any parameters.
9. The ENDIF directive does not have any parameters.
10. None of the IF[N]DEF, ELSE, and ENDIF assembler directives may be labeled. If a label is specified, a warning message is issued, and the label is discarded.

IFEQ/IFEQ[I]/IFNEQ/IFNEQI Conditional Assembly Block Inputs

The IFEQ[I], ELSE and ENDIF assembler directives are used to test assembly-time conditions, and conditionally assemble source statements based on the results of the test.

Syntax

IF[N]EQ[I] *argument1* , *argument2* [; *comment*]

statements

[ELSE [; *comment*]]

[*statements*]

ENDIF [; *comment*]

The following qualifications elaborate the syntax and semantics of the conditional assembly test directives. Unless otherwise specified, violations of these qualifications cause the assembly to fail.

1. The IF[N]EQ[I], ELSE, and ENDIF assembler directives must be specified in that order.

2. The ELSE assembler directive is optional. It may be specified at most once between the IF[N]EQ[I] and ENDIF directives.
3. Any valid assembler statement may appear in the statements sections of the conditional assembly test directives. This means, among other things, that conditional assembly test directives may be nested. The conditional assembly test directives may be nested up to 255 levels.
4. Nested ELSE directives are associated with the most recent IF[N]EQ[I] directive.
5. There is no preset limit on the number of statements that may appear in the statements sections; there may be any number of assembler statements in each statements section, including zero. The operating system file system may impose limitations on file sizes, and the user should consult the appropriate operating system users guide for such limitations.
6. Each argument1 and argument2 must be a valid assembler string expression or macro formal parameter name. See “String Expressions” and “Macro Definition Inputs”.
7. The IF[N]EQ[I] and ENDIF directives must be coded in matching pairs. That is, it is not legal to code an IF[N]EQ[I] directive without a matching ENDIF directive appearing later in the source module; nor is it legal to code an ENDIF directive without a matching IF[N]EQ[I] directive appearing earlier in the source module.
8. The ELSE directive does not have any parameters.
9. The ENDIF directive does not have any parameters.
10. None of the IF[N]EQ[I], ELSE, and ENDIF assembler directives may be labeled. If a label is specified, a warning message is issued, and the label is discarded.

IFB/IFNB Conditional Assembly Block Inputs

The IF[N]B, ELSE and ENDIF assembler directives are used to test assembly-time conditions, and conditionally assemble source statements based on the results of the test.



Syntax

IF[N]B *fParameter* [; *comment*]

statements

[ELSE [; *comment*]]

[*statements*]

ENDIF [; *comment*]

The following qualifications elaborate the syntax and semantics of the conditional assembly test directives. Unless otherwise specified, violations of these qualifications cause the assembly to fail.

1. The IF[N]B, ELSE, and ENDIF assembler directives must be specified in that order.
2. The ELSE assembler directive is optional. It may be specified at most once between the IF[N]B and ENDIF directives.
3. Any valid assembler statement may appear in the statements sections of the conditional assembly test directives. This means, among other things, that conditional assembly test directives may be nested. The conditional assembly test directives may be nested up to 255 levels.
4. Nested ELSE directives are associated with the most recent IF[N]B directive.
5. There is no preset limit on the number of statements that may appear in the statements sections; there may be any number of assembler statements in each statements section, including zero. The operating system file system may impose limitations on file sizes, and the user should consult the appropriate operating system users guide for such limitations.
6. Each *fParameter* must be a macro definition formal parameter name. See “Macro Definition Inputs”.
7. The IF[N]B and ENDIF directives must be coded in matching pairs. That is, it is not legal to code an IF[N]B directive without a matching ENDIF directive appearing later in the source module; nor is it legal to code an ENDIF directive without a matching IF[N]B directive appearing earlier in the source module.
8. The ELSE directive does not have any parameters.
9. The ENDIF directive does not have any parameters.
10. None of the IF[N]B, ELSE, and ENDIF assembler directives may be labeled. If a label is specified, a warning message is issued, and the label is discarded.

CONDITIONAL ASSEMBLY PROCESSING

This section describes the assembly-time processing of conditional assembly directives. The SET directive processing is described in “Conditional Assembly Set Processing”. The IF, ELSEIF, ELSE, and ENDIF assembler directives are treated together, and their processing is described in “Conditional Assembly Block Processing”.

Conditional Assembly Variable Processing

This section describes the processing of the SET assembler directive.

Validity Checks

The following validity checks are performed on the conditional assembly SET directive input data. Unless otherwise specified, violations cause the assembly to fail.

1. The syntax of the conditional assembly block must conform to the requirements specified in “Conditional Assembly Inputs”.
2. The SET directive Name may not be referenced before it is defined.

Sequence of Operations

The following sequence of operations is performed in processing the conditional assembly SET directive, and to the references to defined variable symbols.

1. The assembler creates a symbol table node for the variable symbol Name, if the Name was not previously defined.
2. The variable symbol Expression is evaluated, and the Expression value and type are recorded with the symbol Name in the symbol table.
3. Subsequent references to Name in the source module operand field are replaced with the value of the Expression specified on the SET directive. See “Assembler Source Statements” for a description of source statement fields.
4. If a variable symbol Name is referenced before it is first defined, the assembler flags an error. That is, it is not legal to forward reference a variable symbol.
5. References to a defined variable symbol refer to the most recent definition.

Conditional Assembly Block Processing

This section describes the processing of statements in a conditional assembly block.



Validity Checks

The following validity checks are performed on the conditional assembly block input data. Unless otherwise specified, violations cause the assembly to fail.

1. The syntax of the conditional assembly block must conform to the requirements specified in “Conditional Assembly Inputs”.
2. The IF and ENDIF directives must be properly balanced; that is, there must be exactly one ENDIF directive for each IF directive, and the IF directive must precede its corresponding ENDIF directive.
3. The IF[N]DEF and ENDIF directives must be properly balanced; that is, there must be exactly one ENDIF directive for each IF[N]DEF directive, and the IF[N]DEF directive must precede its corresponding ENDIF directive.
4. The IF[N]EQ[I] and ENDIF directives must be properly balanced; that is, there must be exactly one ENDIF directive for each IF[N]EQ[I] directive, and the IF[N]EQ[I] directive must precede its corresponding ENDIF directive.
5. The IF[N]B and ENDIF directives must be properly balanced; that is, there must be exactly one ENDIF directive for each IF[N]B directive, and the IF[N]B directive must precede its corresponding ENDIF directive.
6. The conditional assembly block must be completely specified with a single assembly unit. An assembly unit is a single source file, or a single macro definition.

Sequence of Operations

The following sequences of operations are performed in processing conditional assembly test directives.

IF Sequence of Operations

The following sequence of operations is performed in processing the IF conditional assembly test directives.

1. The assembler evaluates the condition specified on the IF directive, and if the condition is true, the statements associated with the IF directive are assembled.
2. If the condition specified on the IF directive is false, the assembler successively evaluates the conditions specified on the ELSEIF directives, if there are any, until a true condition is evaluated. On evaluating a true ELSEIF condition, the statements associated with the ELSEIF directive are assembled.
3. If all conditions on the IF and ELSEIF directives are false, and an ELSE directive is present, the statements associated with the ELSE directive are assembled.

4. If no tested condition is true, and if no ELSE directive is specified, no statements in the conditional assembly block are assembled.

IFDEF Sequence of Operations

The following sequence of operations is performed in processing the IFDEF conditional assembly test directives.

1. The assembler interrogates the symbol table for the label specified on the IFDEF directive, and if the label is defined in the table, the statements associated with the IFDEF directive are assembled.
2. If the label on the IFDEF directive is undefined, and an ELSE directive is present, the statements associated with the ELSE directive are assembled.
3. If the label on the IFDEF directive is undefined, and if no ELSE directive is specified, no statements in the conditional assembly block are assembled.

IFNDEF Sequence of Operations

The following sequence of operations is performed in processing the IFNDEF conditional assembly test directives.

1. The assembler interrogates the symbol table for the label specified on the IFNDEF directive, and if the label is not defined in the table, the statements associated with the IFNDEF directive are assembled.
2. If the label on the IFNDEF directive is defined, and an ELSE directive is present, the statements associated with the ELSE directive are assembled.
3. If the label on the IFDEF directive is defined, and if no ELSE directive is specified, no statements in the conditional assembly block are assembled.

IFEQ Sequence of Operations

The following sequence of operations is performed in processing the IFEQ conditional assembly test directives.

1. The assembler compares the string expressions specified on the IFEQ directive, and if they are equal, the statements associated with the IFEQ directive are assembled. Two strings are considered to be equal if they are the same length, and if each positionally matched pair of characters has the same ASCII value.

NOTE: This comparison is *case-sensitive*.

2. If the strings on the IFEQ directive are different, and an ELSE directive is present, the statements associated with the ELSE directive are assembled.



3. If the strings are not equal, and if no ELSE directive is specified, no statements in the conditional assembly block are assembled.

IFEQI Sequence of Operations

The following sequence of operations is performed in processing the IFEQI conditional assembly test directives.

1. The assembler compares the string expressions specified on the IFEQI directive, and if they are equal, the statements associated with the IFEQI directive are assembled. Two strings are considered to be equal if they are the same length, and if each positionally matched pair of characters has the same ASCII value or represents the same alphabetic character.

NOTE: This comparison is *case-insensitive*.

2. If the strings on the IFEQI directive are different, and an ELSE directive is present, the statements associated with the ELSE directive are assembled.
3. If the strings are not equal, and if no ELSE directive is specified, no statements in the conditional assembly block are assembled.

IFNEQ Sequence of Operations

The following sequence of operations is performed in processing the IFNEQ conditional assembly test directives.

1. The assembler compares the string expressions specified on the IFNEQ directive, and if they are not equal, the statements associated with the IFNEQ directive are assembled. Two strings are considered to be equal if they are the same length, and if each positionally matched pair of characters has the same ASCII value.

NOTE: This comparison is *case-sensitive*.

2. If the strings on the IFNEQ directive are not different, and an ELSE directive is present, the statements associated with the ELSE directive are assembled.
3. If the strings are equal, and if no ELSE directive is specified, no statements in the conditional assembly block are assembled.

IFNEQI Sequence of Operations

The following sequence of operations is performed in processing the IFNEQI conditional assembly test directives.

1. The assembler compares the string expressions specified on the IFNEQI directive, and if they are not equal, the statements associated with the IFNEQI directive are assembled.

Two strings are considered to be equal if they are the same length, and if each positionally matched pair of characters has the same ASCII value or represents the same alphabetic character.

NOTE: This comparison is *case-insensitive*.

2. If the strings on the IFNEQI directive are not different, and an ELSE directive is present, the statements associated with the ELSE directive are assembled.
3. If the strings are equal, and if no ELSE directive is specified, no statements in the conditional assembly block are assembled.

IFB Sequence of Operations

The following sequence of operations is performed in processing the IFB conditional assembly test directives.

1. The assembler interrogates the symbol table for the macro formal parameter specified on the IFB directive, and if the corresponding *actual macro parameter is null*, the statements associated with the IFB directive are assembled.
2. If the parameter named on the IFB directive is not null and an ELSE directive is present, the statements associated with the ELSE directive are assembled.
3. If the parameter is not null, and if no ELSE directive is specified, no statements in the conditional assembly block are assembled.

IFNB Sequence of Operations

The following sequence of operations is performed in processing the IFNB conditional assembly test directives.

1. The assembler interrogates the symbol table for the macro formal parameter specified on the IFNB directive, and if the corresponding *actual macro parameter is not null*, the statements associated with the IFB directive are assembled.
2. If the parameter named on the IFB directive is null and an ELSE directive is present, the statements associated with the ELSE directive are assembled.
3. If the parameter is null, and if no ELSE directive is specified, no statements in the conditional assembly block are assembled.



Conditional Assembly Outputs

Outputs from conditional assembly are the source statements in the true conditional assembly block. The conditionally included statements may appear in the listing file. If the statements in the conditionally accepted block cause any object code to be generated, then the generated object code appears in the object module.

If any errors are detected during conditional assembly processing, then error messages are generated. Error messages are written to the messages file, and to the listing file, if one is being produced.

Assembler Directives

The assembler supports the following directives. Full descriptions of each directive follow the summary table, which follows. For compatibility with other assemblers, the assembler supports the indicated synonyms.

Table 2-24. Assembler Directive Set Summary

Mnemonic	Alias	Description	Page
ALIGN	.ALIGN	Advance The Location Counter To A Boundary	2-60
.ASCII	.STRING	Assemble Values Into Consecutive Memory Locations	2-62
.ASCIZ		Assemble/Append Values Into Consecutive Memory Locations	2-64
.ASECT		Specify The Current Control Section	2-66
.ASG		Assign Character Strings To Substitution Symbols	2-67
.BES		Reserve Initialized Space In Current Control Section	2-68
BFRACT		Assemble Fractional Values Into Memory Locations	2-69
BLKB		Reserve/Initialize Blocks of Storage	2-71
BLKL		Reserve/Initialize Blocks of Storage	2-71
BLKW		Reserve/Initialize Blocks of Storage	2-71

Table 2-24. **Assembler Directive Set Summary**

Mnemonic	Alias	Description	Page
.BSS		Reserve Space In .BSS	2-73
CHIP	CPU	Specify The Target Microcontroller	2-74
COMMENT		Classify Stream Of Characters	2-75
CONDLIST		Control Listing Of Conditional Assembly Blocks	2-76
.DATA		Set The Current Control Section	2-62
DB	.BYTE	Assemble Values Into Consecutive Locations	2-78
DEFINE		Name A Control Section	2-80
DL	.LONG	Assemble Values Into Consecutive Locations	2-78
DS		Reserve Uninitialized Space	2-84
DW	.INT	Assemble Values Into Consecutive Locations	2-78
	.WORD	Assemble Values Into Consecutive Locations	2-78
ELSEIF	.ELSEIF	Support Conditional Assembly	3-86
	ELIF	Support Conditional Assembly	3-86
END	.END	Terminates the Assembly	2-85
ENDIF	.ENDIF	Support Conditional Assembly	3-86
.ENDSTRUCT		Group Data Elements	2-123
EQU	.EQU	Equate Symbols To Expressions	2-88
ERROR	.EMSG	Generate Error/Warning Messages	2-90
EVAL		Assign Character Strings To Substitution Symbols	2-92
EXIT		Generate Error/Warning Messages	2-90
EXTERN	.EXTERN	Identify An External Symbol	2-93

Table 2-24. **Assembler Directive Set Summary**

Mnemonic	Alias	Description	Page
	.GLOBAL	Identify A Defined Symbol	2-93
	.REF	Identify A Defined Symbol	2-93
	XREF	Identify A Defined Symbol	2-93
FILE	.FILE	Identify A Source File Name	2-94
.FLOAT		Assemble Floating-Point Values	2-95
FRACT	DF	Assemble Fractional Values Into Memory Locations	2-69
GLOBALS		Declare Symbols Globally To Linker	2-96
IF	.IF	Support Conditional Assembly	3-86
INCLUDE	.COPY	Insert Source Statement	2-97
	.INCLUDE	Insert Source Statement	2-97
LFRACT	DD	Assemble Fractional Values Into Memory Locations	2-69
LIST	.LIST	Control Statements To Listing File	2-99
MACCNTR		Limit Macro Recursion Depth	2-100
MACEND	.ENDM	Place Values Into Consecutive Memory Locations	2-104
	ENDMAC	Place Values Into Consecutive Memory Locations	2-104
MACEXIT	.MEXIT	Terminate Macro Expansion	2-101
MACLIST		Specify Listing File Contents	2-102
MACNOTE	.MMSG	Print Listing File Message	2-103
MACRO	.MACRO	Define A Macro	2-104
.MLIST	MACLIST	Control Macro Expansion Statements	2-106

Table 2-24. **Assembler Directive Set Summary**

Mnemonic	Alias	Description	Page
.MMREGS		Define Register Names	2-107
.MNOLIST	MACLIST	Control Macro Expansion Statements	2-106
NEWPAGE	.PAGE	Generate Page Break	2-108
NOLIST	.NOLIST	Control Statements To Listing File	2-109
ORG	.ORG	Set Location Counter	2-110
PL	.LENGTH	Specify Page Length	2-111
PRINT		Specify Statements To Listing File	2-112
PT	.TAB	Set Tabs In Listing File	2-115
PUBLIC	.DEF	Identify A Global Symbol	2-116
	.GLOBAL	Identify A Defined Symbol	2-116
	XDEF	Identify A Defined Symbol	2-116
PW	.WIDTH	Specify Listing File Page Width	2-117
ROMSIZE		Specify Microcontroller ROM Size	2-118
.SBLOCK		Align Section Until Page Boundary Is Reached	2-119
SCOPE	.NEWBLOCK	Reset Local Symbol Scoping	2-120
.SECT		Assemble Into Named Control Section	2-121
SEGMENT		Specify The Name Of The Current Control Section	2-122
SET	.SET	Equate Symbols To Expressions	2-88
	VAR	Equate Symbols To Expressions	2-88
.SPACE		Reserve Space In Current Control Section	2-68

Table 2-24. **Assembler Directive Set Summary**

Mnemonic	Alias	Description	Page
.STRUCT		Group Data Elements	2-123
SUBTITLE		Define Listing Subtitle	2-125
.TAG		Group Data Elements	
TARGET		Specify Target Microcontroller CPU	2-126
.TEXT		Make .TEXT Control Section The Current Section	2-127
TITLE	.TITLE	Define Listing Subtitle	2-125
.USECT		Reserve Uninitialized Space	2-128
VECTOR		Initialize Microcontroller Vector	2-129
WARNING		Generate Error/Warning Messages	2-90

.ALIGN**Advance The Location Counter to a Boundary****.ALIGN****Purpose**

The ALIGN assembler directive advances the location counter until a specified boundary is reached.

Syntax

```
ALIGN [expression]
```

Alias

.Align

Description

The ALIGN assembler directive aligns the next variable or directive on an address that is a multiple of the specified *expression*.

The *expression* operand is required, and must be an absolute integral constant expression. The assembler advances the current control section location counter to the next address that is evenly divisible by the value specified in *expression*.

Example

This example illustrates how to align the location counter on the next address that is a multiple of sixteen.

```
ALIGN 16
```

Expression Is Not Specified

When there is no expression specified, the ALIGN/.ALIGN assembler directive aligns the section program counters on the next 128-byte or 128-word boundary, respectively corresponding to byte or word addressable MCU. The alignment purpose ensures the following code begins on a page boundary. The assembler assembles bytes or words containing NOPS up to 128-word boundary.

**Example**

This example shows that a section program counter is aligned on the next 128-byte boundary for Z8 MCU.

```
00000000          DS 75H
00000075 AA AAAA AA AA      DB [5] 0AAH
0000007A FF FF FF FF FF*   align
00000080 41 42 43          .string "ABC"
```



new page boundary

NOTE: Locations 7AH to 7Fh are filled with NOPS directives.

You must not use a label on this instruction.

.ASCII Assemble Values Into Consecutive Memory Locations .ASCII

Purpose

The `.ASCII` assembler directive assembles specified values into consecutive memory locations.

Syntax

```
[ label ] .ASCII [[ repeat1 ]] initializer1 [, [[ repeat2 ]] initializer2 ] ...
```

Alias

`.STRING`

Description

The `.ASCII` directive places 8-bit characters from a character string into the current control section. For word-addressed control sections, the data is packed so that each word contains two 8-bit bytes. Each *initializer* is either:

1. An expression that the assembler evaluates and treats as an 8-bit (byte sections) or 16-bit (word sections) signed number, or
2. A character string enclosed in double quotes. Each character in a string represents a separate 8-bit value.

For word-addressed sections, values are packed into words, starting with the most significant byte of the word. Any unused space is padded with null bytes (0s). This assembler directive differs from the `DB` directive in that `DB` does not pack values into words.

The assembler truncates any values that are greater than 8 bits.

You may have any number of *initializers*, but they must fit on a single source statement line.

Each initializer may be preceded by a *repeat* specification, which is an absolute number enclosed in square brackets. The memory allocation and initialization is performed *repeat* times.

If you use a label, it points to the first memory address that is initialized.



Examples

This example shows a simple string initialization with a label pointing to the first memory address allocated.

```
StrLabel: .ASCII "ABCD"
```

This example shows a string initializer repeated one hundred times.

```
.ASCII [ 100 ] "X"
```

.ASCIZ Assemble Values Into Consecutive Memory Locations .ASCIZ

Purpose

The `.ASCIZ` assembler directive assembles specified values into consecutive memory locations, appending a value of zero to each value.

Syntax

```
[ label ] .ASCIZ [[ repeat1 ]] initializer1 [, [[ repeat2 ]] initializer2 ] ...
```

Description

The `.ASCIZ` directive places 8-bit characters from a character string into the current control section. For word-addressed control sections, the data is packed so that each word contains two 8-bit bytes. After space is allocated for an initializer, an additional address is allocated and initialized to zero. Each *initializer* is either:

1. An expression that the assembler evaluates and treats as an 8-bit (byte sections) or 16-bit (word sections) signed number, or
2. A character string enclosed in double quotes. Each character in a string represents a separate 8-bit value.

For word-addressed sections, values are packed into words, starting with the most significant byte of the word. Any unused space is padded with null bytes (0s). This assembler directive differs from the `DB` directive in that `DB` does not pack values into words.

The assembler truncates any values that are greater than 8 bits.

You may have any number of *initializers*, but they must fit on a single source statement line.



Each initializer may be preceded by a *repeat* specification, which is an absolute number enclosed in square brackets. The memory allocation and initialization is performed *repeat* times.

If you use a label, it points to the first memory address that is initialized.

Examples

This example shows a simple zero-terminated string initialization with a label pointing to the first memory address allocated.

```
StrLabel:   .ASCIZ "ABCD"
```

This example shows a zero-terminated string initializer repeated one hundred times.

```
.ASCIZ [ 100 ] "X"
```

.ASECT**Specify The Current Control Section****.ASECT****Purpose**

The `.ASECT` assembler directive makes a named absolute control section the current control section.

Syntax

```
.ASECT "section", address
```

Description

The `.ASECT` assembler directive makes the named control *section* the current control section; the assembler begins assembling into the named *section*. The *address* specifies the origin of the control section. Sections defined with the `.ASECT` assembler directive are absolute sections, and are not subject to relocation by the linker.

The *section* operand is required, and specifies the control section name. It must be enclosed in double quotes.

The *address* operand is required, and specifies the control section origin, or start address. It must be an absolute integer expression.

You must not use a label on this directive.

Example

This example illustrates how to make a named absolute section the current control section.

```
.ASECT "AbsSection", 1000h
```



.ASG **Assign Character Strings To Substitution Symbols** **.ASG**

Purpose

The .ASG assembler directive assigns character strings to substitution symbols.

Syntax

.ASG ["] character-string ["], substitution symbol

Description

The .ASG assembler directive substitutes a character string with a symbol. The quotation marks are optional. The substitution symbol is required and must be a valid symbol.

Example

```
.asg "EXT1", reg1
```

.BES/.SPACE**Reserve Uninitialized Space
In Current Control Section****.BES/.SPACE****Purpose**

The .SPACE and .BES assembler directives reserve uninitialized space in the current control section.

Syntax

```
[ label ]      .SPACE length
```

```
[ label ]      .BES length
```

Description

The .SPACE and .BES assembler directive reserves uninitialized space in the current control section. The *length* specifies the number of bits to be reserved in the current section. The optional *label* names a symbol to be assigned the value of the first or last address reserved.

The *length* operand is required, and specifies the number of bits to be reserved in the current control section.

The *label* is optional. If the *label* is specified on the .SPACE directive, the label names a symbol to be assigned the value of the first address allocated by the directive in the current control section. If the *label* is specified on the .BES directive, the label names a symbol to be assigned the value of the last address allocated by the directive in the current control section.

Example

This example illustrates how to allocate 16 bits in the current section, and assign a label to the first address allocated.

```
TempVar      .SPACE  16
```



BFRACT/FRACT/ LFRACT Assemble Fractional Values BFRACT/FRACT/ LFRACT Into Memory Locations BFRACT/FRACT/ LFRACT

Purpose

The BFRACT, FRACT, and LFACT assembler directives assemble specified fractional values into consecutive memory locations.

Syntax

```
[ label ] BFRACT[[ repeat1 ]] initializer1 [, [[ repeat2 ]] initializer2 ] ...
```

```
[ label ] FRACT[[ repeat1 ]] initializer1 [, [[ repeat2 ]] initializer2 ] ...
```

```
[ label ] LFRACT[[ repeat1 ]] initializer1 [, [[ repeat2 ]] initializer2 ] ...
```

Description

The BFRACT, FRACT and LFRACT directives place fractional values into the current control section. Each *initializer* must be a floating point expression in the range [-1.0,1.0).

The FRACT directive places 16-bit fractional values into the current control section. The BFRACT directive places 8-bit fractional values into the current control section. The LFRACT directive places 32-bit fractional values into the current control section. The number of addresses allocated depends upon the size of the memory of the current control section. The following table shows the number of addresses allocated per *initializer*.

Table 2-25. *Number of Addresses per Initializer*

Instruction	8-Bit	16-Bit	32-Bit
BFRACT	1	1	1
FRACT	2	1	1
LFRACT	4	2	1

You may have any number of *initializers*, but they must fit on a single source statement line, and they must be separated by commas.

Each *initializer* may be preceded by a repeat specification, which is an absolute number enclosed in square brackets. The memory allocation and initialization is performed *repeat* times.



If you use a label, it points to the first memory address that is initialized.

Examples

This example shows a simple fractional initialization with a label pointing to the first memory address allocated.

```
FxLabel:  FRACT 0.5
```

This example shows a fractional initializer repeated five times.

```
FRACT [ 5 ] 0.25
```



BLKB/BLKL/BLKW

Reserve/Initialize Blocks of Storage

BLKB/BLKL/BLKW

Purpose

The BLKB/BLKW/BLKL assembler directives reserve, and optionally initialize, blocks of storage.

Syntax

```
[ label ] BLKB count [ , initializer ]
```

```
[ label ] BLKW count [ , initializer ]
```

```
[ label ] BLKL count [ , initializer ]
```

Description

The BLKB/BLKW/BLKL directives allocate and optionally initialize a block of storage in the current control section. The count operand is required, and specifies the number of 8-bit bytes (BLKB), 16-bit words (BLKW), or 32-bit longwords (BLKL) to allocate. The optional *initializer* specifies the value to be used as an initializer. If the *initializer* is omitted, memory is allocated but not initialized.

If the *initializer* is specified and is a string expression, the assembler allocates sufficient memory to hold the value of the string, and initializes memory with the value of the string. In this case, the *count* operand is taken as a repetition counter: memory is allocated and initialized *count* times.

If the *initializer* is omitted, or is specified but is not a string expression, the assembler allocates sufficient memory for count bytes, words, or longwords. The number of addresses allocated depends upon the size of the memory of the current control section. The following table shows the number of addresses allocated per *count*.

Table 2-26. **Number of Addresses per Initializer**

Instruction	8-Bit	16-Bit	32-Bit
BLKB	1	1	1
BLKW	2	1	1
BLKL	4	2	1



If you use a label, it points to the first memory address that is allocated.

Examples

This example shows a simple memory allocation with a label pointing to the first memory address allocated.

```
MemLabel:  BLKB 1
```

This example shows how to allocate ten memory addresses, each initialized to zero.

```
BLKB 10,0
```

This example shows how to allocate sufficient memory to hold five 16-bit words, each initialized to zero.

```
BLKW 5,0
```




.BSS

Reserve Space In .BSS

.BSS

Purpose

The .BSS assembler directive reserves uninitialized space in the .BSS control section.

Syntax

```
[ label ]      .BSS symbol, length
```

Description

The .BSS assembler directive reserves uninitialized space in the .bss control section. The *symbol* names a symbol to be assigned the value of the first address reserved, and the *length* specifies the number of addresses to be reserved in the .bss section.

The *symbol* operand is required, and names a symbol to be assigned the value of the first address allocated by the directive in the .bss control section.

The *length* operand is required, and specifies the number of addresses to be reserved in the .bss control section.

If you use a label on this directive, it points to the first memory address that is allocated.

Example

This example illustrates how to allocate 4 addresses in the .bss section, and assign a label to the first address allocated.

```
.BSS TempVar, 4
```



CHIP/CPU

Specify The Target Microcontroller

CHIP/CPU

Purpose

The CHIP assembler directive specifies the target microcontroller for which code will be assembled.

Syntax

CHIP *microcontroller*

Alias

CPU

Description

The CHIP assembler directive is basically used for compatibility with other assemblers to specify the target microcontroller, allowing assembly of machine instructions for that processor.

The *microcontroller* operand is required, and is a literal token specifying the part number of a Zilog microcontroller.

See the TARGET assembler instruction to select the appropriate CPU target for multiple CPU processors such as Z89175.

You must not use a label on this directive.

When developing code using ZMASM, the CHIP directive is not required; the GUI's "Project/Target" performs the same function.

Example

This example illustrates how specify the target microcontroller for the assembly.

```
CHIP Z89C50
```

**COMMENT****Classify Stream Of Characters****COMMENT****Purpose**

The COMMENT assembler directive classifies a stream of characters as a comment.

Syntax

```
COMMENT delimiter [ text ] delimiter
```

Description

The COMMENT assembler directive causes the assembler to treat an arbitrary stream of characters as a comment. The *delimiter* may be any printable ASCII character. The assembler treats as comments all *text* between the initial and final *delimiter*, as well as all text on the same line as the final delimiter.

You must not use a label on this directive.

Example

This example illustrates how to include a block comment spanning multiple source lines.

```
COMMENT $ This text is a comment, delimited by the dollar sign,  
and spanning multiple source lines.  
$ This delimiter marks this line as the end of the comment block.
```

CONDLIST Listing Of Conditional Assembly Blocks CONDLIST

Purpose

The CONDLIST assembler directive controls listing of conditional assembly blocks.

Syntax

```
CONDLIST [ mode ]
```

Description

The CONDLIST assembler directive controls whether or not statements in conditional assembly blocks are printed on the listing file. The directive has no effect if a listing file is not being produced.

The *mode* operand is optional. If specified, *mode* must be one of the literal tokens ON or OFF. If omitted, *mode* defaults to ON.

If the *mode* is ON (explicitly or implicitly) source lines in all conditional assembly blocks are printed on the listing file.

If the *mode* is OFF, source lines in unassembled conditional assembly blocks are not printed on the listing file.

You must not use a label on this directive.

Example

This example illustrates how to inhibit listing of unassembled conditional assembly blocks.

```
CONDLIST OFF
```

**.DATA****Set The Current Control Section****.DATA****Purpose**

The `.DATA` assembler directive makes the `.DATA` control section the current control section.

Syntax

```
.DATA
```

Description

The `.DATA` assembler directive makes the `.data` control section the current control section; the assembler begins assembling into the `.data` section.

You must not use a label on this directive.

Example

This example illustrates how to make the `.data` section the current control section

```
.DATA
```

DB/DW/DL
**Assemble Values
Into Consecutive Locations**
DB/DW/DL
Purpose

The DB/DW/DL assembler directives assemble specified values into consecutive memory locations.

Syntax

```
[ label ] DB    [[ repeat1 ]] initializer1 [ , [[ repeat2 ]] initializer2 ] ...
```

```
[ label ] DW    [[ repeat1 ]] initializer1 [ , [[ repeat2 ]] initializer2 ] ...
```

```
[ label ] DL    [[ repeat1 ]] initializer1 [ , [[ repeat2 ]] initializer2 ] ...
```

Description

The DB/DW/DL directives allocate and initialize storage in the current control section. The directives allocate and initialize 8-bit bytes (DB), 16-bit words (DW), or 32-bit longwords (DL).

You may have any number of *initializers*, but they must all fit on a single source statement line.

If an *initializer* is a string expression, the assembler allocates sufficient memory to hold the value of the string.

If an *initializer* is not a string expression, the assembler allocates sufficient memory for a byte, word, or longword. The number of addresses allocated depends upon the size of the memory of the current control section. The following table shows the number of addresses allocated per *initializer*.

Table 2-27. Number of Addresses per Initializer

Instruction	8-Bit	16-Bit	32-Bit
DB	1	1	1
DW	2	1	1
DL	4	2	1



Each *initializer* may be preceded by a *repeat* specification, which is an absolute number enclosed in square brackets. The memory allocation and initialization is performed repeat times.

If you use a label, it points to the first memory address that is allocated.

Examples

This example shows how to allocate and initialize memory with an 8-bit value. A label points to the first memory address allocated.

```
MemLabel: DB 0
```

This example shows how to allocate ten memory addresses, each initialized to zero.

```
DB [ 10 ] 0
```

This example shows how to allocate sufficient memory to hold five 16-bit words, each initialized to zero.

```
DW [ 5 ] 0
```

DEFINE**Name A Control Section****DEFINE****Purpose**

The DEFINE assembler directive names a control section and specifies its attributes.

Syntax

```
DEFINE section [ , ALIGN= alignment ] [ , ORG= origin ] [ , SPACE= space ]
```

Description

The DEFINE assembler directive defines a control section named *section* having the specified alignment, origin and address space control section attributes. Once a control section has been defined, you can make it the current control section using the SEGMENT assembler directive.

The *section* operand is required, and names a control section.

The optional *alignment* clause specifies the control section alignment. If omitted, *alignment* defaults to one (1). The assembler arranges for the first address of the control section to be aligned on a multiple of *alignment*.

The optional *origin* clause specifies the control section origin, or start address. If omitted, the control section origin is not determined until link time. Sections with an origin clause are absolute sections. Sections without an origin clause are relocatable sections.

The *space* clause specifies the address space to which the control section should be assigned. If omitted, the control section is assigned to the target's program memory space.

The Z89C00 family microcontroller control section address spaces are described in Table 2-28.



Table 2-28. Z8 Family Control Section Address Spaces

Mnemonic	Description
RFILE	Register File. The Z8 standard register file contains up to 256 consecutive bytes (registers).
ROM	Program Memory. This address space encompasses both the internal ROM and the external program memory. The first 12 bytes of program memory are reserved for interrupt vectors.
XDATA	External Data Memory. The Z8 can address up to 60 Kbytes of external data memory beginning at location 4096.

The hybrid Z8/Z89C00 family microcontroller control section address spaces are described in Table 2-29.

Table 2-29. **Hybrid Z8/Z89C00 Family Control Section Address Spaces**

Mnemonic	Description
DSPROM	Z89C00 Program Memory. Programs up to 4K words can be masked into internal ROM. Four locations are dedicated to the vector addresses for the three interrupts (0FFDH-0FFFH) and the starting address following a Reset (0FFCH). Internal ROM is mapped from 0000H to 0FFFH, and the highest location for a program is 0FFBH. If the /ROMEN pin is held high, the internal ROM is inactive, and the processor executes external fetches from 0000H to FFFFH. In this case locations FFFCH-FFFFH are used for vector addresses.
RAM0 RAM1	Z89C00 Internal Data RAM. The Z89C00 has an internal 512 x 16-bit word data RAM organized as two banks of 256 x 16-bit words each, referred to as RAM0 and RAM1. Each data RAM bank is addressed by three pointers, referred to as Pn:0 (n=0-2) for RAM0 and Pn:1 (n=0-2) for RAM1. The RAM addresses for RAM0 and RAM1 are arranged from 0-255 and 256-511, respectively.
RFILE	Z8 Register File. The Z8 standard register file contains up to 256 consecutive bytes (registers).
XDATA	Z8 External Data Memory. The Z8 can address up to 60 Kbytes of external data memory beginning at location 4096.
Z8ROM	Z8 Program Memory. This address space encompasses both the internal ROM and the external program memory. The first 12 bytes of program memory are reserved for interrupt vectors.

The Z89C00 family microcontroller control section address spaces are described in

Table 2-30.

Table 2-30. **Z89C00 Family Control Section Address Spaces**

Mnemonic	Description
RAM0 RAM1	Internal Data RAM. The Z89C00 has an internal 512 x 16-bit word data RAM organized as two banks of 256 x 16-bit words each, referred to as RAM0 and RAM1. Each data RAM bank is addressed by three pointers, referred to as Pn:0 (n=0-2) for RAM0 and Pn:1 (n= 0-2) for RAM1. The RAM addresses for RAM0 and RAM1 are arranged from 0-255 and 256-511, respectively.
ROM	Program Memory. Programs up to 4K words can be masked into internal ROM. Four locations are dedicated to the vector addresses for the three interrupts (0FFDH-0FFFH) and the starting address following a Reset (0FFCH). Internal ROM is mapped from 0000H to 0FFFH, and the highest location for a program is 0FFBH. If the /ROMEN pin is held high, the internal ROM is inactive, and the processor executes external fetches from 0000H to FFFFH. In this case locations FFFCH-FFFFH are used for vector addresses.

You must not use a label on this directive.

Example

This example shows how to define a relocatable control section in the default program address space, make that section the current section, and assemble a NOP directive into the section.

```

DEFINE      ProgSection      ; Define a section
SEGMENT    ProgSection      ; Make it the current section
NOP                                               ; Assemble a NOP machine directive

```

DS**Reserve Uninitialized Space****DS****Purpose**

The DS assembler directive reserves uninitialized space in the current control section.

Syntax

```
[ label ]      DS length
```

Description

The DS assembler directive reserves uninitialized space in the current control section. The optional *label* names a symbol to be assigned the value of the first address reserved, and the *length* specifies the number of addresses to be reserved in the current section.

The *label* is optional. If specified, it names a symbol to be assigned the value of the first address allocated by the directive in the current control section.

The *length* operand is required, and specifies the number of addresses to be reserved in the current control section.

Example

This example illustrates how to allocate 4 addresses in the current section, and assign a label to the first address allocated.

```
TempVar :      DS      4
```

**END****Terminates the Assembly****END****Purpose**

The END assembler directive terminates the assembly.

Syntax

```
END [ address ]
```

Alias

.END

Description

The END assembler directive signifies the end of a source module and, optionally, sets the program entry point to *address*.

The END assembler directive causes the assembler to stop assembling the source module. In the absence of an END directive, the assembler assembles all the statements in a source file.

The END directive accepts one optional operand, namely the program entry point *address*. The *address* is emitted to the object file, for use by the linker, debugger, and other tools. The *address* does not appear in the object code, that is, it does not occupy space in any control section.

You must not use a label on this directive.

Example

This example illustrates how to signal the end of a source module, and specify a program entry-point.

```
END          EntryPoint
```

IF/ELSEIF/ELSE/ENDIF

IF/ELSEIF/ELSE/ENDIF

Support Conditional Assembly

Purpose

The IF, ELSEIF, ELSE, and ENDIF assembler directives support conditional assembly of sequences of source statements.

Syntax

IF *expression*

statements

ELSEIF *expression*

statements

ELSE

[*statements*]

ENDIF

Description

The IF, ELSEIF, ELSE and ENDIF assembler directives are used to test assembly-time conditions, and conditionally assemble source statements based on the results of the test.

The IF assembler directive marks the beginning of a conditional assembly block. The required *expression* operand must be an absolute expression, involving no forward references. The value of the *expression* determines which source statements in the conditional assembly block are assembled.

- If the *expression* is true (non-zero), the assembler assembles the source statements between the IF directive and the next ELSEIF, ELSE or ENDIF directive.
- If the *expression* is false (zero), the assembler evaluates in turn each expression on any ELSEIF directives between the IF and ENDIF directives. If such an expression is found to be true (non-zero), the assembler assembles the source statements between the ELSEIF and the next ELSEIF, ELSE or ENDIF directive. If no such expression is found to be true, or if there are no ELSEIF directives, then the assembler assembles the directives between the ELSE and ENDIF directives. If none of the directives on the IF and ELSEIF directives are true, and if there is no ELSE directive, no directive between the IF and ENDIF directives are assembled.

There may be any number of ELSEIF directives following an IF directive. There must be



exactly one END directive for each IF directive. If an ELSE directive is used, it must appear before the ENDIF directive, and after any ELSEIF directives. There may be no more than one ELSE directive for each IF directive.

You must not use a label on any of these directives.

Example

This example illustrates how to select source statements for assembly based upon assembly-time conditions.

```
IF          SELECT=1
call       function1
ELSEIF     SELECT=2
call       function2
ELSE
call       functionx
ENDIF
```

EQU/SET**Equate Symbols To Expressions****EQU/SET****Purpose**

The EQU and SET assembler directives equate symbols to expressions.

Syntax

symbol EQU *expression*

symbol SET *expression*

Alias

EQU: .EQU

SET: .SET, VAR

Description

The EQU and SET assembler directives equate the named *symbol* with the specified *expression* in both type and value. This allows you to equate symbolic names with constants and other values. The EQU and SET directives differ in that the SET directive allows you to redefine a symbol previously defined with a SET directive, whereas symbols defined with the EQU directive may not be redefined.



NOTE: The EQU directive can be redefined, but the value must be equal to the original definition.

Any symbols in the specified *expression* must be previously defined. Undefined external symbols and symbols that are defined later in the module cannot be used in the *expression*. If the *expression* is relocatable, the symbol to which it is assigned is also relocatable.

The value of the *expression* appears in the object field of the listing. This value is not part of the actual object code and is not written to the output file.

Symbols defined with EQU can be made externally visible with the PUBLIC directive. This means that you can define global absolute constants.

Example

This example shows how to assign a symbolic name to the value of an arithmetic expression.

ONE	EQU	1
TWO	EQU	2
THREE	EQU	3
FOUR	EQU	2+2
FIVE	EQU	TWO+THREE
SEVEN	EQU	TWO+FIVE

ERROR/EXIT/WARNING**Generate
Error Messages****ERROR/EXIT/WARNING****Purpose**

The ERROR, EXIT, and WARNING assembler directives generate synthetic error and warning messages.

Syntax

ERROR *message*

EXIT *message*

WARNING *message*

Alias

ERROR: .EMSG

WARNING: .WMSG

Description

These directives allow you to define your own error and warning messages. The assembler tracks the number of errors and warnings it encounters and prints these numbers at the end of the listing file.

The directives require a single argument, the *message*, which must be a string, enclosed in double quotes.

The ERROR directive produces messages in the same way as natural assembly errors, incrementing the error count and preventing the assembler from producing an object file.

The EXIT directive produces messages in the same way as natural assembly fatal errors, and causes the assembler to terminate immediately, without producing an object file.

The WARNING directive produces messages in the same way as natural assembly warnings, incrementing the warning count and preventing the assembler from producing an object file if the severe warning option has been enabled.

You must not use labels on these directive.



Example

This example illustrates how to use the ERROR directive to signal assembly-time conditions that you find unfavorable.

```
IF          FAILURES > 100
ERROR      "Failure limit exceeded"
ENDIF
```

.EVAL**Assign Character Strings To Substitution Symbols****.EVAL****Purpose**

The .EVAL assembler directive performs arithmetic on substitution symbols.

Syntax

.EVAL predefined expression, substitution symbol

Description

The .EVAL assembler directive allows arithmetic operations on substitution symbols. This directive evaluates the pre-defined expression and assigns the string value of the result to the substitution symbol. The pre-defined expression is required and must have been defined before they appear in the expression.

Example

```
.eval reg1+1, reg1
```



EXTERN

Identify An External Symbol

EXTERN

Purpose

The EXTERN assembler directive identifies a symbol defined in another source module.

Syntax

```
EXTERN    symbol1 [ : space1 ] [ , symbol2 [ : space2 ] ] ...
```

Alias

.EXTERN

.GLOBAL

.REF

XREF

Description

The EXTERN assembler directive defines one or more external *symbols*, optionally specifying the address spaces in which they reside. An external symbol is a symbol which is defined in a different source module from that currently being assembled.

You may declare any number of external symbols on a single statement, but they must all fit on a single source statement line. Use commas to separate the *symbols*.

Each *symbol* may be associated with a particular address *space*, by coding a colon and the literal name of an address space immediately after the *symbol*. See the description of the DEFINE assembler directive for a list of valid address space names.

You must not use a label on this directive.

Examples

This example shows how to declare a symbol to be defined in another source module.

```
EXTERN    ExFunction
```

FILE**Identify A Source File Name****FILE****Purpose**

The FILE assembler directive identifies a source file name.

Syntax

```
FILE [ name ]
```

Alias

.FILE

Description

The FILE assembler directive associates a file *name* with a source module. This allows you to associate any file name you wish with the current source module. In the absence of a FILE directive, the assembler associates the actual source file name with the source module.

The FILE assembler directive requires a single operand, namely, the file *name* to be associated with the source module. The file *name* must be enclosed in double quotes.

You must not use a label on this directive.

Example

This example illustrates how associate a file name with the current source module.

```
FILE      "debug.c"
```

**.FLOAT****Assemble Floating-Point Values****.FLOAT****Purpose**

The `.FLOAT` assembler directive assembles specified floating-point values into consecutive memory locations.

Syntax

```
[ label ] .FLOAT[[repeater1]] initializer1[, [[repeater2]] initializer2].....
```

Description

The `.FLOAT` directive places floating-point values into the current control section. *For a 16-bit core*, `.FLOAT` places each floating-point into a *two word* memory location. *For an 8-bit core*, it assembles a floating-point value into *one word* memory location. Each initializer must be a floating-point expression.

You may have any number of initializers, but they must fit on a single source statement line and they must be separated by commas.

Each initializer may be preceded by a repeat specification (`repeatern`), which is an absolute number enclosed in square brackets. The memory allocation and initialization is performed *repeat* times.

If you use a label, it points to the first memory address that is initialized.

Examples

This example shows a simple floating-point initialization with a label pointing to the first memory address allocated for a 16-bit core.

```
0000000000000 4020.float 2.5
```

This example shows each floating-point initializer repeated *m* times for an 8-bit core:

```
000000004316 4316 .float[2]1.5e2, 2
000000064040 4040
```

GLOBALS

Declare Symbols Globally To Linker

GLOBALS

Purpose

The GLOBALS assembler directive makes all symbols globally visible to the linker.

Syntax

```
GLOBALS mode
```

Description

The GLOBALS assembler directive enables or disables global visibility of all symbols defined after the GLOBALS directive. A globally visible symbol is a symbol that is defined in the source module that is currently being assembled, but can be referenced in another source module.

The *mode* operand is required, and must be one of the literal tokens ON or OFF.

If the *mode* is ON, then all symbols defined after the GLOBALS directive will be globally visible to the linker. Global visibility remains in effect until disabled by a subsequent GLOBALS directive.

If the *mode* is OFF, then global visibility is disabled, and symbols will only be globally visible to the linker if explicitly named in a PUBLIC assembler directive.

You must not use a label on this directive.

Example

This example illustrates how to declare all subsequent symbols to have global scope.

```
GLOBALS ON
```




INCLUDE

Insert Source Statement

INCLUDE

Purpose

The INCLUDE assembler directive inserts source statements from a specified file into the current source module.

Syntax

```
INCLUDE filename
```

Alias

.COPY

.INCLUDE

Description

The INCLUDE assembler directive causes the statements in a specified file to be assembled immediately after the point where the directive is encountered.

The INCLUDE assembler directive requires a single operand, namely, the *filename* to be included. The filename must be enclosed in double quotes.

The *filename* may represent a simple file name, or a complete or partial file path specification. If anything other than a simple file name is given, the assembler attempts to open an existing ASCII text file using the specified filename; if the file cannot be opened, the assembly fails. If the *filename* is a simple file name, the assembler will look for the file in the following places, in the current directory. If the file does not exist, the assembler proceeds to the next step.

Upon encountering the INCLUDE assembler directive, the assembler opens filename, then reads and assembles the statements in the file. When all statements in the file have been assembled, the assembler reverts to the assembly unit containing the INCLUDE directive, and proceeds to assemble the next sequential statement after the INCLUDE directive.

The INCLUDE assembler directive may be nested, that is, an included file may itself contain an INCLUDE directive. Nesting depth is restricted to 16 levels. It is not legal to include a file recursively. That is, an included file may not include itself, nor may any file which it includes simultaneously include it.

You must not use a label on this directive.



Example

This example illustrates how to include a file in the current assembly.

```
INCLUDE    "macros.s"
```



LIST

Control Statements To Listing File

LIST

Purpose

The LIST assembler directive controls whether or not statements are sent to the listing file. The PRINT and NOLIST directives also provide this function.

Syntax

```
LIST [ mode ]
```

Alias

```
.LIST
```

Description

The LIST assembler directive controls whether or not statements are printed on the listing file. The directive has no effect if a listing file is not being produced.

The *mode* operand is optional. If specified, *mode* must be one of the literal tokens ON or OFF. If omitted, *mode* defaults to ON.

If the *mode* is ON (explicitly or implicitly) source lines are printed on the listing file.

If the *mode* is OFF, source lines are not printed on the listing file.

You must not use a label on this directive.

Example

This example illustrates how to inhibit listing of source statements.

```
LIST OFF
```

MACCNTR**Limit Macro Recursion Depth****MACCNTR****Purpose**

The MACCNTR assembler directive limits the macro recursion depth.

Syntax

MACCNTR *count*

Description

Macros may be called recursively, that is, a macro may call itself. The MACCNTR directive provides the capability of setting the limit of the depth of macro recursion to the specified *count*.

The *count* operand is required. The *count* specifies the maximum macro recursion depth. A *count* of 0 (zero) disables macro recursion.

The MACCNTR directive may only appear within a macro definition, and it applies only to the macro in which it is defined. If a MACCNTR directive is not specified for a macro, the recursion depth defaults to 2 (two).

You must not use a label on this directive.

Example

This example illustrates how to set the macro recursion depth.

```
MACCNTR 16
```



MACEXIT

Terminate Macro Expansion

MACEXIT

Purpose

The MACEXIT assembler directive terminates a macro expansion.

Syntax

```
MACEXIT [ expression ]
```

Alias

.MEXIT

Description

The MACEXIT directive provides the capability to terminate macro expansion before all of the statements in the macro body have been expanded.

The *expression* operand is optional. If specified, *expression* specifies the condition under which macro termination should occur. If the *expression* is true (non-zero), the current macro expansion is terminated. If the *expression* is false (zero), macro expansion continues. If the *expression* is omitted, macro expansion is unconditionally terminated.

You must not use a label on this directive.

Example

This example illustrates how to unconditionally terminate macro expansion.

```
MACEXIT
```

MACLIST

Specify Listing File Contents

MACLIST

Purpose

The MACLIST assembler directive controls whether or not macro expansion statements are sent to the listing file. The PRINT directive also provides this function.

Syntax

```
MACLIST [ mode ]
```

Description

The MACLIST assembler directive controls whether or not macro expansion statements are printed on the listing file. The directive has no effect if a listing file is not being produced.

The *mode* operand is optional. If specified, *mode* must be one of the literal tokens ON or OFF. If omitted, *mode* defaults to ON.

If the *mode* is ON (explicitly or implicitly) macro expansion lines are printed on the listing file.

If the *mode* is OFF, macro expansion lines are not printed on the listing file.

You must not use a label on this directive.

Example

This example illustrates how to inhibit listing of macro expansion lines.

```
MACLIST OFF
```



MACNOTE

Print Listing File Message

MACNOTE

Purpose

The MACNOTE assembler directive prints a message on the listing file.

Syntax

```
MACNOTE [ code , ] note
```

Alias

.MMSG

Description

The MACNOTE directive provides the capability to diagnose errors detected during macro processing, and to generate informational notes that appear in the listing file. The directive has no effect if a listing file is not being produced.

The *note* operand is required, and specifies a note that should appear on a separate line in the listing file.

The optional *code* operand specifies an error severity code. If *code* is specified, it is used as a return code to the operating system, and *note* is taken to be an error message. Specifying *code* causes the assembly to fail, even if the value of *code* is zero. The generated message appears both in the messages file and the listing file, and the message appears in the listing file even if statement printing has been disabled using the PRINT directive.

If *code* is omitted, the MACNOTE directive does not cause the assembly to fail (unless the directive is coded improperly). When *code* is omitted, the *note* is taken to be a generated comment, or informational message that appears in the listing file. The *note* appears in the listing file even if statement printing has been disabled using the PRINT directive. The *note* is not sent to the messages file.

Note text must be enclosed in double quotes.

You must not use a label on this directive.

Example

This example illustrates how to print a note on the listing file.

```
MACNOTE "Informational message."
```

MACRO/MACEND**Define A Macro****MACRO/MACEND****Purpose**

The MACRO and MACEND assembler directives are used to define macros.

Syntax

```
macroname  MACRO [ fParameter1 [ , fParameter2 ] ... ]  
  
            statements  
  
            MACEND
```

Description

The MACRO and MACEND assembler directives are used to define macros. The MACRO assembler directive denotes the beginning of the macro definition; the MACEND assembler directive denotes the end of the macro definition. The name of the macro, and the names of its formal parameters, are specified on the MACRO directive. *Statements* within the MACRO and MACEND assembler directives constitute the macro body. Such statements may be assembler directives, machine directives, or comments.

The required *macroname* label is the name associated with the macro definition, by which the macro is called.

The *fParameters* specify the *n* formal parameters to the macro. The formal parameters are the means of communication between the macro definition body and a macro call. Each *fParameter* must be a valid symbol that is unique with respect to the other *fParameters* of the macro definition. There can be from 0 to 255 *fParameters*, and they must all fit on one source line. If more than one *fParameter* is specified, the individual *fParameters* must be separated by commas.

Any valid assembler *statement* may appear in the macro definition body, that is, between the MACRO and MACEND directive. This means, among other things, that macro definitions and calls may be nested. A nested macro definition is a macro definition that appears within another macro definition. A nested macro call is a macro call that appears within a macro definition.

The *fParameters* are referenced in the macro body if their symbol names are prefixed with the symbol substitution operator (\backslash). Such references become points of substitution during macro expansion. To facilitate unambiguous symbol substitution during macro expansion, the concatenation character ($\&$) may be suffixed to symbol names that are prefixed by the symbol substitution character. The use of this feature is optional.



Examples

These examples illustrate how to define and call a macro.

```
AMAC      MACRO   A
Res_float .FLOAT  &A&.2  ; Concatenation
          MACEND
          AMAC    1      ; Results in 1.2.
```

```
AMAC      MACRO   B
Res_W     DW  \B      ; Substitution
          MACEND
          AMAC  0FFh
```

.MLIST/.MNOLIST

Control Macro Expansion Statements

.MLIST/.MNOLIST

Purpose

The .MLIST and .MNOLIST assembler directives control whether or not macro expansion statements are sent to the listing file.

Syntax

```
.MLIST [mode] [ ;comment ]
```

```
.MNOLIST [mode] [ ;comment ]
```

Alias

```
MACLIST
```

Description

The .MLIST and .MNOLIST assembler directive control whether or not macro expansion statements are printed on the listing file. These directives have no effect if a listing file is not being produced.

The .MLIST directive enables printing of macro expansion lines on the listing file.

The .MNOLIST directive disables printing of macro expansion lines on the listing file.

You must not use a label on these directives.

Example

This example illustrates how to inhibit listing of macro expansion statements.

```
.MNOLIST
```



.MMREGS

Define Register Names

.MMREGS

Purpose

The `.MMREGS` assembler directive defines symbolic names for memory-mapped registers.

NOTE: This instruction is supported only for Z89C25/50.

Syntax

```
.MMREGS
```

Description

The `.MMREGS` assembler directive defines symbolic names for memory-mapped registers. The symbolic names so defined are local and absolute.

You must not use a label on this directive.

The register names defined depend upon the target microcontroller.

NEWPAGE**Generate Page Break****NEWPAGE****Purpose**

The NEWPAGE assembler directive generates a page break in the assembly listing file.

Syntax

```
NEWPAGE
```

Alias

```
.PAGE
```

Description

The NEWPAGE assembler directive generates a page break in the assembly listing; that is, the assembler stops listing statements on the current page, and continues listing statements on the next page.

The NEWPAGE assembler directive is listed on the first body line of a new page; subsequent statements sent to the listing succeed it on the same page.

You must not use a label on this directive.

Example

This example illustrates how to advance the listing to a new page.

```
NEWPAGE
```



NOLIST

Control Statements To Listing File

NOLIST

Purpose

The NOLIST assembler directive controls whether or not statements are sent to the listing file. The PRINT and LIST assembler directives also provide this function.

Syntax

```
NOLIST [ ;comment ]
```

Alias

```
.NOLIST
```

Description

The NOLIST assembler directive inhibits printing of source statements on the listing file. The directive has no effect if a listing file is not being produced. The NOLIST directive does not accept parameters.

You must not use a label on this directive.

Example

This example illustrates how to inhibit listing of source statements.

```
NOLIST
```

ORG**Set Location Counter****ORG****Purpose**

The ORG assembler directive sets the location counter to a specified value.

Syntax

ORG *expression*

Alias

.ORG

Description

The ORG assembler directive sets the value of the current control section's location counter to the specified expression value.

The required *expression* operand is an absolute expression. The assembler advances the current control section location counter to the address specified by the *expression* operand.

You must not use a label on this directive.

CAUTION!

Use “ORG” only in absolute assembly mode sections. (Refer to .ASECT absolute section directive.)

Example

This example illustrates how to advance the current control section location counter to a specific value.

```
ORG 100
```

**PL****Specify Page Length****PL****Purpose**

The PL assembler directive specifies the number of lines per page on the listing file.

Syntax

PL length

Alias

.LENGTH

Description

The PL assembler directive controls the number of lines printed on each page of the listing file. If no listing file is being produced the PL assembler directive has no effect on the assembly.

The required expression operand must be an absolute expression. The assembler advances the current control section location counter to the address specified by the expression operand.

In the absence of a PL directive, 56 lines are printed on each page of the listing file.

There may be any number of PL directives in a source module. The listing file *length* specified on any particular PL directive remains in effect until changed by a subsequent PL directive.

You must not use a label on this directive.

Example

This example illustrates how to set the listing file page length.

```
PL 66
```

PRINT**Specify Statements To Listing File****PRINT****Purpose**

The PRINT assembler directive controls which statements are sent to the listing file.

Syntax

```
PRINT      option1 [ option2 ] ...
```

Description

The PRINT assembler directive controls the amount of detail that is printed on the listing file. If no listing file is being produced the PRINT assembler directive has no effect on the assembly.

Each *option* specification must be one of those listed in the following table. There are three option priority groups, numbered 1 through 3. An option group with a lower priority number overrides an option group with a higher priority number. Thus, if PRINT OFF is specified, the LOGIC/NOLOGIC and MACRO/NOMACRO options have no effect until a PRINT ON is encountered. Similarly, if PRINT NOMACRO is specified, the MSTRUCT/NOMSTRUCT option has no effect on generated structured assembly directives in macro expansions until a PRINT MACRO is encountered.

Table 2-31. **Print Assembler Directive Options**

Priority	Option	Description
1	On	Print source lines. This is the default condition.
1	Off	Do not print source lines.
2	Logic	Print conditional assembly test directives in open code. This is the default condition.
2	Nologic	Do not print conditional assembly test directives in open code.
2	Struct	Print structured assembly expansion lines in open code. This is the default condition.
2	Nostruct	Do not print structured assembly expansion lines in open code.
2	Data	Print open code constants in full. This is the default condition.
2	Nodata	Print at most four words per open code constant.
2	Macro	Print macro expansion lines. This is the default condition.
2	Nomacro	Do not print macro expansion lines.
3	MLOGIC	Print conditional assembly test directives in macro definitions. This is the default condition.
3	NoMLOGIC	Do not print conditional assembly test directives in macro definitions.
3	MSTRUCT	Print structured assembly expansion lines in macro expansions. This is the default condition.
3	NoMSTRUCT	Do not print structured assembly expansion lines in macro expansions.
3	MDATA	Print macro expansion constants in full. This is the default condition.
3	Nomdata	Print at most four words per macro expansion constant.



The *options* may be specified in any order. However, only one option from each priority group may be specified, and any given option may be specified at most once.

Options specified on the PRINT directive remain in effect until changed by a subsequent print directive.

In the absence of any print directive, the default print options are on, logic, struct, data, macro, MLOGIC, MSTRUCT and MDATA.

You must not use a label on this directive.

Example

This example shows how to inhibit listing of macro expansion lines.

```
PRINT      NOMACRO
```

**PT****Set Tabs In Listing File****PT****Purpose**

The PT assembler directive specifies the column tab stops in the listing file.

Syntax

PT *width*

Alias

.TAB

Description

The PT assembler directive specifies the column positions of tab stops on the listing file. If no listing file is being produced the PT assembler directive has no effect on the assembly.

The required *width* operand must be an absolute expression. The assembler assumes that the tab stops on the listing file device occur at column positions that are multiples of the specified width. The assembler uses this information, *in conjunction with the page width specified using the PW assembler directive*, to limit the number of characters printed on each line of the listing file. For example, if the PW is 48, and the PT is 8, up to 6 tabs will be emitted ($6 \times 8 = 48$). But if PT is 16, up to 4 tabs will be emitted ($4 \times 16 = 48$).

In the absence of a PT directive, listing file tab stops are assumed to occur at every fourth column position.

There may be any number of PT directives in a source module. The listing file-tab width specified on any particular PT directive remains in effect until changed by a subsequent PT directive.

You must not use a label on this directive.

Example

This example illustrates how to set the listing file tab width.

```
PT 8
```

PUBLIC**Identify A Global Symbol****PUBLIC****Purpose**

The PUBLIC assembler directive identifies a symbol defined in the current source module as having global scope.

Syntax

```
PUBLIC symbol1 [ , symbol2 ] ...
```

Alias

.DEF

.GLOBAL

XDEF

Description

The PUBLIC assembler directive defines one or more public *symbols*. A public *symbol* is a symbol which is defined in the source module that is currently being assembled, but may be referenced in a different source module.

You may declare any number of public *symbols* on a single statement, but they must all fit on a single source statement line. Use commas to separate the *symbols*.

You must not use a label on this directive.

Examples

This example shows how to declare a symbol to be accessible in another source module.

```
PUBLIC      ExFunction
```

**PW****Specify Listing File Page Width****PW****Purpose**

The PW assembler directive specifies the number of columns per page on the listing file.

Syntax

PW *width*

Alias

.WIDTH

Description

The PW assembler directive controls the number of columns printed on each page of the listing file. If no listing file is being produced, the PW assembler directive has no effect on the assembly.

The required *width* operand must be an absolute expression. The assembler will print no more than *width* source statement characters on any line of the listing file. The PT assembler directive should be used to tell the assembler how many columns are represented by each tab stop.

In the absence of a PW directive, the assembler will print all characters of each source statement.

There may be any number of PW directives in a source module. The listing-file width specified on any particular PW directive remains in effect until changed by a subsequent PW directive.

You must not use a label on this directive.

Example

This example illustrates how to set the listing file width.

```
PW 80
```

ROMSIZE

Specify Microcontroller ROM Size

ROMSIZE

Purpose

The ROMSIZE assembler directive specifies the size of the microcontroller ROM address space.

Syntax

```
ROMSIZE [ = ] expression
```

Description

The ROMSIZE assembler directive declares the size of the microcontroller ROM address space to be the specified absolute *expression*. The specified ROM size is used to determine the location of the microcontroller vectors. See the VECTOR assembler directive for a list of available microcontroller vectors, and their possible location.

The required *expression* operand must be an absolute expression. It specifies the microcontroller ROM size, in K-bytes or K-words.

You must not use a label on this directive.

Example

This example illustrates how to specify the microcontroller ROM size as 8 KB.

```
ROMSIZE 8
```



.SBLOCK Align Section Until Page Boundary Is Reached **.SBLOCK**

Purpose

The `.SBLOCK` assembler directive aligns sections by advancing the location counter until a page boundary (128 words) is reached.

Note: This instruction is supported only for Z89C25/50 core.

Syntax

```
[ label ]    .SBLOCK    "section" [, "section", ...]
```

Description

The `.SBLOCK` assembler directive advance the location counter until a 128-word page boundary is reached. This instruction allows specification of blocking for initialized sections only, not initialized sections.

The section operand is required, and specifies the control section name. It must be enclosed in double quotes.

You must not use a label on this directive.

Examples

This example show two control sections named: `AbsSection` and `DataSection` are designated for blocking.

```
.sblock            "AbsSection", "DataSection"
```

SCOPE

Reset Local Symbol Scoping

SCOPE

Purpose

The SCOPE assembler directive resets local symbol scoping.

Syntax

```
SCOPE
```

Alias

```
.NEWBLOCK
```

Description

The SCOPE assembler directive controls the visibility of local symbols. The SCOPE directive delimits regions of visibility of local symbols. Local symbols defined between SCOPE directives are visible only between those directives.

You must not use a label on this directive.

Example

This example illustrates how to specify a local symbol scope block.

```
SCOPE
$Local:  NOP
SCOPE
```


**.SECT****Assemble Into Named Control Section****.SECT****Purpose**

The `.SECT` assembler directive makes a named control section the current control section.

NOTE: This directive is supported only for the Z89C25/50 core.

Syntax

```
.SECT section
```

Description

The `.SECT` assembler directive makes the named control *section* the current control section; the assembler begins assembling into the named *section*.

The *section* operand is required, and specifies the control section name. It must be enclosed in double quotes.

You must not use a label on this directive.

Example

This example illustrates how to make a named section the current control section.

```
.SECT "Typesetting"
```

SEGMENT**Specify The Current Control Section****SEGMENT****Purpose**

The SEGMENT assembler directive specifies the name of the current control section.

Syntax

```
SEGMENT name
```

Description

The SEGMENT assembler directive specifies the name of a previously defined control section, and makes that control section the current control section. See the DEFINE assembler directive for a description of how control sections are defined.

The appearance of a SEGMENT directive causes the assembler to place all subsequent object code in the *named* control section. For dual processors such as Z89175, Z89C95, and Z89C65, use “SEGMENT Code” for DSP code, and “SEGMENT Text” for Z8 code.

You must not use a label on this directive.

Example

This example illustrates how to define a control section, and make it the current control section.

```
DEFINE      Code1      ; Define a code control section
DEFINE      Code2      ; Define another code control section
SEGMENT     Code1      ; Make section 'Code1' the current section
NOP                                     ; Assemble into control section 'Code1'
SEGMENT     Code2      ; Make section 'Code2' the current section
NOP                                     ; Assemble into control section 'Code2'
SEGMENT     Code1      ; Make section 'Code1' the current section
NOP                                     ; Assemble into control section 'Code1'
```



STRUCT/.ENDSTRUCT/.TAG .STRUCT/.ENDSTRUCT/.TAG

Group Data Elements

Purpose

The .STRUCT, .ENDSTRUCT, and .TAG assembler directives enables the assembler to group similar data elements calculate each element's offset value. This is approach similar to high-level programming language structures like a C structure or a PASCAL record.

NOTE: These instructions are supported only for Z89C25/50 cores.

Syntax

```
[label].      STRUCT      [expression]
[memloc0]    element    [expression0]
[memloc1]    element    [expression1]
.             .           .
.             .           .
.             .           .
[memlocN]   element    [expressionN]
[size]      .ENDSTRUCT
label      .TAG        label
```

Description

The .STRUCT assembler directive assigns symbolic offsets to the elements of a data structure definition. The .STRUCT directive does not allocate memory; it merely creates a symbolic template that can be used repeatedly.

The .ENDSTRUCT assembler directive terminates the structure definition.

The .TAG assembler directive declares or assign a label to have a structure type. The .TAG does not allocate memory. When assigning a label to a structure, the structure must have been previously defined.

The following terms are used in conjunction with the .STRUCT, .ENDSTRUCT, and .TAG directives:

label is the structure's tag.
element is one of the following assembler directives: .BYTE, .WORD, .FLOAT, .STRING, .TAG.



- expression* is an optional expression indicating the beginning offset of the structure. Default value is 0.
- memlocN* is an optional label indicating the present offset of each element of the structure. A label for a structure cannot be declared globally.
- expressionN* is an optional expression for the number of elements described. This value defaults to 1.
- size* is an optional label whose offset shows the total size of structure.

Example

```
00000000      DataBank      .struct      2
00000002      DOB          .string      16
00000012      AGE          .int
00000013      SIZE          .endstruct
```



SUBTITLE/TITLE

Define Listing Subtitle

SUBTITLE/TITLE

Purpose

The TITLE and SUBTITLE assembler directives define titles and subtitles to be printed on the assembly listing.

Syntax

```
TITLE      title
SUBTITLE   subtitle
```

Alias

```
TITLE: .TITLE
```

Description

The TITLE assembler directive causes the *title* string to appear in the assembler listing heading title line, and the SUBTITLE directive causes the *subtitle* string to appear in the assembler listing heading sub-title line. These directives have no effect on the assembly if no listing file is being produced.

The TITLE and SUBTITLE assembler directives require a single operand, namely, the *title* or *subtitle* to be printed on the listing file heading. The *title* or *subtitle* must be enclosed in double quotes.

You must not use a label on these directives.

Example

This example illustrates how to specify a listing file title and subtitle.

```
TITLE      "Listing file title"
SUBTITLE   "Listing file subtitle"
```

TARGET

Specify Target Microcontroller CPU

TARGET

Purpose

The TARGET assembler directive specifies the target microcontroller CPU.

Syntax

```
TARGET cpu
```

Description

The TARGET assembler directive specifies the target microcontroller CPU, allowing assembly of machine directives for that processor. This directive is *valid only for those microcontrollers that have multiple CPU directive sets*, such as the Z86C95. See the CHIP assembler directive for a description of how to select a microcontroller type.

The required *cpu* operand is a literal token specifying the CPU type. The supported types are listed in the following table.

Table 2-32. **Supported Types**

Chip MCU	Target CPU	Instruction Set
Z86C95	Z8	Standard Z8
	DSP	Z89C00

You must not use a label on this directive.

Example

This example illustrates how to specify the microcontroller CPU directive set.

```
TARGET DSP
```



.TEXT Make .TEXT Control Section The Current Section .TEXT

Purpose

The .TEXT assembler directive makes the .text control section the current control section.

NOTE: This directive is supported only for the Z89C25/50 core.

Syntax

```
.TEXT
```

Description

The .TEXT assembler directive makes the .TEXT control section the current control section; the assembler begins assembling into the . text section.

You must not use a label on this directive.

Example

This example illustrates how to make the .TEXT section the current control section.

```
.TEXT
```

.USECT**Reserve Uninitialized Space****.USECT****Purpose**

The .USECT assembler directive reserves uninitialized space in a named control section.

NOTE: This directive is supported only for the Z89C25/50 core.

Syntax

symbol .USECT *section*, *length*

Description

The .USECT assembler directive reserves *length* uninitialized addresses in the named control *section*, and assigns the value of the first reserved address to the named *symbol*.

The *symbol* operand is required, and names a symbol to be assigned the value of the first address allocated by the directive in the named control *section*.

The *section* operand is required, and names a control section in which space is to be reserved. The section name must be enclosed in double quotation marks.

The *length* operand is required, and specifies the number of addresses to be reserved in the named control *section*. A comma must be entered between the *section* and *length* operands.

Example

This example illustrates how to allocate four addresses in a named section, and assign a label to the first address allocated.

```
VarLabel      .USECT "TempSection",4
```




VECTOR

Initialize Microcontroller Vector

VECTOR

Purpose

The VECTOR assembler directive initializes a microcontroller vector.

Syntax

VECTOR name = *expression*

Description

The VECTOR assembler directive initializes a processor vector location with the specified address expression. See the ROMSIZE assembler directive for a description of how to specify the microcontroller ROM size, which might affect the location of the microcontroller's vectors.

The VECTOR assembler directive accepts one operand. The operand has the form name = *expression*, where the literal token = may be surrounded by whitespace, the name is the name of an exception vector and the *expression* is a relocatable expression.

Valid interrupt vector names depend upon the target microcontroller. Z8 Family vectors are summarized in Table 2-33. The Z89C00 vectors are summarized in Table 2-34.

Table 2-33. **Vector Locations**

Name	Location	Comments
IRQ0	%0000	
IRQ1	%0002	
IRQ2	%0004	
IRQ3	%0006	
IRQ4	%0008	
IRQ5	%000A	
RESET	%000C	The assembler generates a JP instruction at address %000C to the address specified on the VECTOR instruction.



Table 2-34. Z89C00 Family Vectors

Name	Location	Comments
RESET	%XYFC	XY depends on ROMSIZE.
INT2	%XYFD	
INT1	%XYFE	
INT0	%XYFF	



CHAPTER 3 MACRO LANGUAGE

INTRODUCTION

A *macro* is a single, symbolic statement that results in a series of substituted statements when it is translated.

A macro can be thought of as simple source code substitution. For example, if macro XYZ is defined as “instr1, instr2, and instr3”, then every time you use XYZ in your source code, the assembler substitutes and assembles “instr1, instr2, and instr3” automatically for you. Macros also can be thought of as “in-line” subroutines, whereby the “CALL SUBR” is replaced by the actual SUBR code for each occurrence (call).

Macros shorten and simplify source programming because you can use a single instruction to represent entire blocks of statements that, otherwise, would be used repetitively throughout a program. Macros help you avoid the tedium of repeatedly coding and verifying a common sequence of statements. The macro processor also supports parameterizing a block of statements so that variations in the block also can be called out.

Chapter Topics:

Defining Macros

Calling Macros

Expanding Macros

Substituting Symbols

Referencing System Symbols

Macro Assembler Instructions

A macro assembler instruction is coded similarly to a machine instruction: a mnemonic operation code is specified, along with any required operands. When a macro is used, however, the mnemonic-

ic operation code is the name of a previously defined macro, and the operands are designated as *parameters* to the macro. The actual parameters specified in the call replace formal parameters that appear in the body of the macro.

The assembler instructions associated with the macro processor are shown in the following table. (Chapter 3 provides a complete description of all assembler instructions, including those shown in Table 4-1.)

Table 3-1. Macro Assembler Instructions

Macro Assembler Instructions	Description
MACRO	Macro Definition Header
MACCNTR	Macro Counter
MACEND	Macro Definition Trailer
MACEXIT	Macro Definition Exit
MACNOTE	Macro Note



USING MACROS

The formation and translation of macros involves three distinctive steps:

1. **Macro Definition.** The *macro definition* associates a macro name with a block of source statements.
2. **Macro Call.** The *macro call* names a previously defined macro, and the associated macro body is expanded at the point where the call appears.
3. **Macro Expansion.** The process of replacing a macro call with a macro body is known as *macro expansion*.

Each of these steps is now explained in greater detail in the sections that follow.

Macro Definition

Macros are defined using the MACRO (.MACRO) and MACEND (.ENDM, ENDMAC) assembler instructions. (Chapter 3 provides a complete description of these assembler instructions.) The MACRO instruction denotes the beginning of the macro definition; the MACEND instruction denotes the end of the macro definition. The name of the macro and the names of its formal parameters are specified by the MACRO instruction. Statements within the MACRO and MACEND instructions constitute the macro body. Such statements may be assembler instructions, machine instructions, or comments (see Figure 4-1).

Macro definitions can be *nested* inside other macro definitions (see “Nested Macro Definitions” section, which follows).

Macro definitions are frequently kept in a separate source file, and included in the assembled source module using the INCLUDE assembler instruction. (For more information on the INCLUDE instruction, refer to Chapter 3.)

Syntax:

<i>macroname</i>	MACRO	<i>[fParameter1 [fParameter2] . . .]</i> <i>;</i> <i>comment</i>
	<i>statements</i>	
	MACEND	<i>;</i> <i>comment</i>

macroname Names the macro. The *macroname* represents any valid assembler symbol, including a previously defined macro. The *macroname* is always required. Unnamed macros, therefore, are not supported.



MACRO	A directive identifying the first line of a macro definition. "MACRO" must be placed in the opcode field.
<i>fparametem</i>	Substitution symbols for the MACRO directive. (Using <i>parameters</i> is explained more fully in the "Macro Call" section, which follows.)
<i>;comment</i>	Any text statement. There are two types of <i>comments</i> : "ordinary" and "macro". (Using comments is explained more fully in the "Macro Call" section, which follows.)
<i>statements</i>	Instructions that are substituted each time the macro is called.
MACEND	Ends the macro definition.

Rules Governing Macro Definition

- A macro can be defined anywhere in the source assembly, if it appears before the first source line that calls the macro.
- A macro definition remains in effect for the rest of the source module, or until another macro definition specifying the same macro name redefines the definition.
- The new definition will be used for all subsequent calls to the macro in the source module.

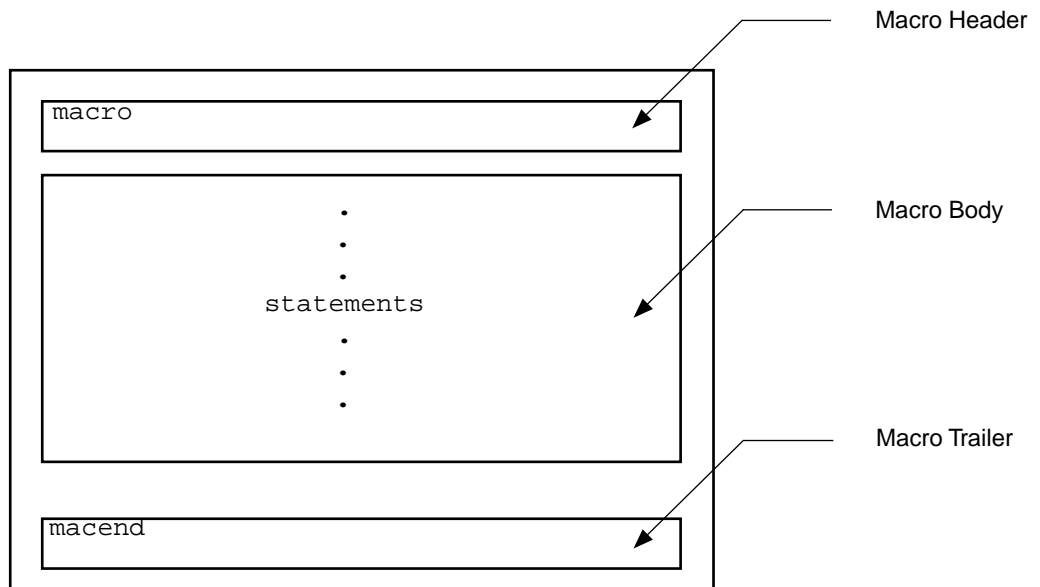


Figure 3-1. General Format of Macro Definition

Nested Macro Definitions

Macro definitions can appear inside other macro definitions. Such definitions are said to be *nested*. There is no limit on the level of macro definition nesting.

A macro that is defined within another macro definition is called an *inner macro definition*. A macro definition that contains another macro definition is called an *outer macro definition*. Thus, a macro definition may be both an outer and an inner macro definition. But with respect to different macro definitions, it is an outer definition with respect to the definitions it contains, and it is an inner definition with respect to the macro definition within which it is defined.

Nested macro definitions are not processed until the inner macro definition is encountered during the expansion of the outer macro definition. This means that the macro defined in the inner definition will not be known to the assembler until the outer macro is called. For example, consider the source code fragment shown in Figure 4-2. The assembler does not process the macro definition for inner until outer is called with a non-null value for the parameter *p1*.

```
outer macro p1
    .
    .
    .
    ifnb p1
inner macro
    .
    .
    .
    macend ;inner
endif
    .
    .
    .
    macend ;outer
```

Figure 3-2. Example of a Nested Macro Definition

Macro Definition Validity Checks

The following validity checks are performed on the input data. Unless otherwise specified, violations result in an error message, and the assembly fails.

1. The MACRO and MACEND instructions must be balanced: there must be exactly one MACEND instruction for each MACRO instruction, and the MACRO instruction must precede its corresponding MACEND instruction.
2. The macro definition must be completely specified within a single assembly unit. An assembly unit in this context is a single source file, or a single macro definition. Thus, if the MACRO instruction appears in source file *filea*, the corresponding MACEND instruction must also



appear in source file *filea*. Similarly, if the MACRO instruction appears within the body of *macroa*, the MACEND instruction must also appear within the body of *macroa*.

3. It is valid to code INCLUDE assembler instructions in the body of a definition. However, like all instructions in the macro body, the INCLUDE instruction is not processed until the macro is called.
4. There is no previously defined limit on the number of macros that may be defined or the number of statements that appear in the macro body. However, the host operating system may impose some limit on the size of the symbol table or size of the macro library, due to the physical limitations of the host machine. Symbol table and Macro library overflow is considered to be an error condition.

Macro Call

A macro call causes the assembler to expand a macro definition by processing the statements of the macro definition body at the point where the macro call instruction appears. Expansion includes replacing the formal parameters in the macro body with the actual parameters specified on the macro call instruction.

Syntax

```
[label:] macroname [aParameter1 [, aParameter2 ] . . . ] ;comment]
```

label The *label* is optional. If specified, it is handled in the normal way. (Chapter 3 provides more information on the Assembler Source Statement Label Field.)

macroname The *macroname* must be the name of a previously defined macro. By definition, if *macroname* is not the name of a previously defined macro, then the instruction is not a macro call. Thus, it is not possible to call a macro before it has been defined.

aparameter The *aParameter**n* parameters specify the *n* actual parameters passed to the macro. The *aParameters* can be arbitrary strings of ASCII characters, excluding space and commas.

There can be any number of *aParameters*, although they must all fit on one source line. There may not be more (but there may be fewer) actual parameters than there were formal parameters specified in the macro definition. The actual and formal parameters are paired positionally. Thus, *aParameter1* of the macro call corresponds to *aParameter**n* of the macro definition.

If more than one *aParameter* is specified, the individual *aParameters* must be separated by commas. If an *aParameter* is to include embedded spaces or commas, then it must be quoted by enclosing it in matched pair macro quotes (“<” and “>”). Whitespace may surround the commas.

An *aParameter* may be omitted by coding only whitespace, or nothing, in its place. It is valid to code a separator at the end of a statement, signifying that all subsequent *aParameters* have been omitted. There is, however, a semantic difference between coding a trailing separator, as opposed to omitting both the separator and the *aParameter*. If a separator is specified, the macro processor considers the *aParameters* before and



after the separator to have been specified. Thus, the trailing *aParameter* will be a null parameter.

Leading and trailing whitespace characters are not considered to be part of the string, nor are the *aParameter* separators (,). Embedded whitespace characters are considered to be part of the string.

Each *aParameter* may be up to 255 characters long (leading and trailing whitespace characters do not count toward this maximum).

aParameter cannot be a reserved word, such as register names.

*;*comments

Comments in the statements are one of two types: ordinary comments and macro comments. Ordinary comments are coded in the normal way, that is, by introducing them with the ordinary comment character (;). Macro comments are coded by introducing them with the macro comment characters—two consecutive ordinary comment characters (;:). Ordinary comments are saved in the macro library as part of the macro definition. Macro comments are not saved in the macro library.

Macro Expansion

The macro processor places macro definitions into a macro library. The ZMASM first looks in the macro library when it encounters an opcode. If not found, then it looks in the standard opcode table. Standard opcodes, therefore, can be redefined by using macros. A macro call causes the assembler to retrieve the macro definition body from the macro library for the named macro. Statements in the macro body are expanded by replacing formal parameters of the definition with actual parameters of the call at points of substitution in the macro body statements. The expanded statements are then assembled (see Figure 4-3).

Symbol Substitution

The process of replacing formal parameter names with their actual values is known as *symbol substitution*. It occurs during pre-assembly. The rules for symbol substitution apply only during macro expansion; they do not apply when the assembler is assembling a statement. Symbol substitution is performed only once on any given source statement.

Symbol substitution involves the following steps:

1. Values are assigned. The values of the macro actual parameters are assigned to the macro formal parameters. Actual and formal parameters are paired positionally, from left to right. The actual parameters are not evaluated at this time: they are merely treated as strings of characters. If there are fewer actual parameters than formal parameters, the excess formal parameters are assigned the null string value. In general, omitted actual parameters cause the null string value to be

assigned to the corresponding formal parameters. When assigned, the values of formal parameters remain constant throughout the macro call processing.

2. Lines are retrieved. Lines are retrieved from the macro library entry for the named macro, one line at a time, until all lines have been retrieved, or until a MACEXIT assembler instruction is encountered. As each line is retrieved, the assembler performs a minimal parse to determine the mnemonic in the operation field of the statement. If the mnemonic in the operation field is the MACEXIT assembler instruction, and if the optional exit condition is omitted or true, macro call processing terminates. If the mnemonic in the operation field is the MACRO assembler instruction, the macro definition processor consumes lines in the macro library up to and including the matching MACEND instruction. Thus, nested macro definitions are not subject to symbol substitution during macro call processing.

3. Symbol substitution occurs. As each line is retrieved from the macro library, symbol substitution occurs. The result of the substitution is an expanded line, which is distinct from the (unchanged) line in the macro library. A *symbol name is substituted with the value of the symbol when the symbol name is prefixed with the symbol substitution operator (\)*. Such a construct denotes a point of substitution. Only formal parameter names are eligible for substitution. If the substitution operator prefixes any other entity, both the operator and the entity are copied unchanged into the expanded line.

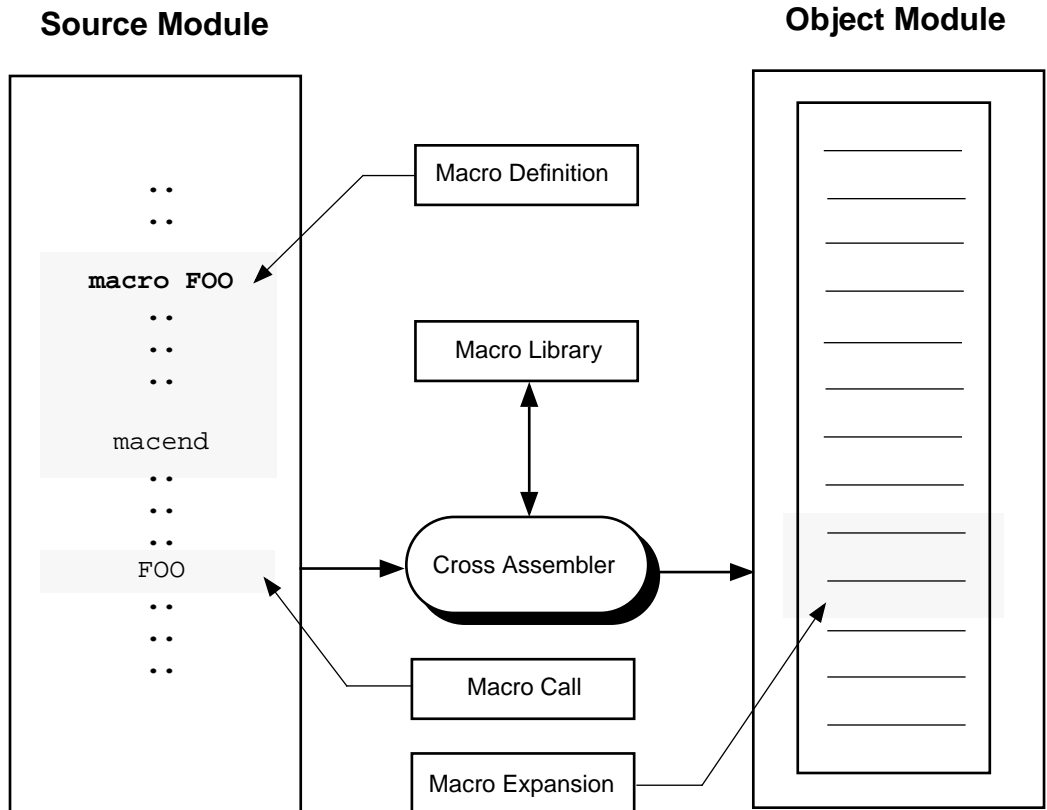


Figure 3-3. Macro Definition, Call, and Expansion

Rules Governing Symbol Substitution

- Substitution is performed only when a symbol is prefixed with the substitution operator (\). Thus, `\abc` and `abc` are treated as distinct by the macro processor.
- Substitution is performed only when the substitution operator (\) is a proper prefix of the formal parameter name. That is, no whitespace characters should separate the substitution operator and the symbol.

- To facilitate unambiguous symbol substitution during macro expansion, the concatenation character (&) may be suffixed to symbol names that are prefixed by the symbol substitution character. The concatenation character is a syntactic device for delimiting symbol names that are points of substitution, and is devoid of semantic content. The concatenation character, therefore, is discarded by the assembler, when the character has delimited a symbol name (see Table 4-2).
- Substitution is performed within string constants. To encode the symbol substitution operator (\) as a literal character within string constants, the symbol substitution operator must be encoded twice.
- Symbol substitution is not performed within comments. It is performed everywhere else.
- After symbol substitution has taken place, the expanded line is assembled, as if it had appeared in the original source file.

Table 3-2. *Examples of Symbol Substitution and Concatenation*

Before Substitution	Parameter Name	Parameter Value	After Substitution
\SYMBOL&A	SYMBOL	VALUE	VALUEA
"\SYMBOLA"	SYMBOLA	"STRING"	"STRING"
\INTEGER&.&FRAC TION	INTEGER FRACTION	123 456	123.456

Macro Processor Outputs

The macro expansions may appear in the listing file. If the statements in the macro expansions cause any object code to be generated, then the generated object code appears in the object module.

If any errors are detected during macro processing, then error messages are generated. Error messages are written to the messages file and to the listing file, if one is being produced.

During macro expansion, the macro processor attempts to generate an expansion line in a reasonable way, so that the expanded line is formatted in approximately the same way as the unexpanded line in the macro definition body. Thus, the programmer may more easily assimilate the expanded line, should it appear in the listing file.

A source statement is partitioned into four fields (refer to Chapter 3 for more information):

1. Label field

2. Operation field
3. Operand field
4. Comment field

Prior to beginning macro expansion on a given source line in a macro definition body, the assembler notes the positions of these fields on the unexpanded source line.

After expansion, the expanded line has the corresponding fields beginning in the same columns in which they began on the unexpanded line.

NOTES:

1. If the substituted value in the label or operation field is too large for the space available for the field, the next field is moved to the right, with a single space character separating the fields.
2. If the substituted value in the operand field causes the comment field to be displaced, the comment field is generated on a separate line, starting in the column where the comment field appeared on the unexpanded line. The generated comment line is processed after processing the original expanded line.

REFERENCING SYSTEM SYMBOLS

The macro processor maintains a set of system symbols that may be usefully referenced as points of substitution in a macro body. The system symbols are implicitly maintained by the assembler. It is not possible for the programmer to directly change the value of a read-only system symbol.

Formal parameter names specified on macro definitions must be unique with respect to system symbols.

The rules for substitution apply equally well to system symbols and macro formal parameters.

Like macro formal parameter values, system symbol values are constants with local macro scope. This means that their value does not change during a given macro call, and they can only be referenced inside a macro definition, where inside a macro definition refers to the statements between the MACRO and MACEND assembler instructions, that is, the statements that make up the macro body.

The following table lists the symbol names. A brief description of each System Symbol follows.

Table 3-3. System Symbol Names and Descriptions

System Symbol	Description
\$SYSSECT	Current control section name.
\$SYSLST	The number of actual parameters on a macro call.
\$SYSNDX	The ordinal number of a macro call.

System Symbol \$SYSECT

- The \$SYSECT system symbol contains the name of the control section current at the point of the macro call.
- The \$SYSECT system symbol is a string-valued symbol.
- The value of \$SYSECT is the name of the control section from which a macro is called.
- The value of \$SYSECT remains constant throughout a macro call, even if the macro call generates instructions that change the current control section name, such as the SEGMENT assembler instruction.
- If \$SYSECT is used as a point of substitution, the value substituted is a string of characters denoting the name of the control section from which the macro was called.



- To be used as a point of substitution, the \$SYSECT system symbol must be coded in all uppercase letters.

Macro Processor System Symbol **\$\$SYSLST**

- The **\$\$SYSLST** system symbol records the number of actual parameters specified on a macro call. This includes impeded null parameters.
- The **\$\$SYSLST** system symbol is an integer-valued symbol.
- The value of **\$\$SYSLST** is the number of actual parameters specified on the macro call instruction.
- An actual parameter is considered to have been specified if the comma that delimits it from the succeeding parameter is specified.
- The value of **\$\$SYSLST** remains constant throughout a macro call.
- If **\$\$SYSLST** is used as a point of substitution, the value substituted is a string of decimal digits representing the number of actual parameters specified on the macro call instruction.
- To be used as a point of substitution, the **\$\$SYSLST** system symbol must be coded in all uppercase letters.

Macro Processor System Symbol **\$\$SYSNDX**

- The **\$\$SYSNDX** system symbol maintains a count of the number of macro call instructions that have been processed.
- The **\$\$SYSNDX** system symbol is an integer-valued symbol with a non-negative value.
- The value of **\$\$SYSNDX** is the number of times macro call instructions have been encountered during assembly of the source module.
- The value of **\$\$SYSNDX** remains constant throughout a macro call.
- If **\$\$SYSNDX** is used as a point of substitution, the value substituted is a string of decimal digits representing the number of times macro call instructions have been assembled. The range of values of **\$\$SYSNDX** is from 1 to $2^{32} - 1$. If the value of **\$\$SYSNDX** is less than 10,000 when used as a point of substitution, the substituted value is a string of four decimal digits, with leading zeros prepended if necessary. If the value of **\$\$SYSNDX** is greater than or equal to 10,000 when used as a point of substitution, the substituted string has no leading zeros.
- The value of **\$\$SYSNDX** wraps from $2^{32} - 1$ to 1. That is, **\$\$SYSNDX** never has the value zero.
- To be used as a point of substitution, the **\$\$SYSNDX** system symbol must be coded in all uppercase letters.

**Macro Substitution Example:**

```
A      1  Res_W macro par1, par2
A      2      DW \par1&Fh
A      3      .float \par2&. &5
A      4      macend
A      5      Res W 2, 3
A+     5      DW 2Fh
A+     5      .float 3. &5
```

00000000 002F
00000001 0000 4040



CHAPTER 4 LINKER DESCRIPTION

INTRODUCTION

The purpose of the Zilog cross linker is to create a single executable load module by combining multiple Relocatable objects. The linker works both as an integrated component of Zilog's Support Product toolset and as a stand-alone, full-featured linker for use by assembly language programmers. In particular, the linker is tailored to meet the needs of developers writing embedded applications for Zilog's embedded system microcontrollers.

This chapter briefly describes the linker's inputs and outputs, and how the inputs to the linker are transformed into those outputs. (Refer to Table 5-1, which explains various linker acronyms and abbreviations.)

Chapter Topics:

Linker Functions

Invoking the Linker

Linker Options

Linker Output Files

Linker Messages

What Does the Linker Do?

The linker performs the following fundamental actions, which are briefly detailed in the section that follows:

- Reads in Relocatable object modules and library files in Zilog's Object Module Format (ZOMF)
- Resolves external references
- Assigns absolute addresses to Relocatable sections
- Supports Source-Level Debugging (SLD)



- Generates a single executable module to download into the target system or burn into OTP or EPROM programmable devices
- Generates a map file
- Generates ZOMF files (for Libraries)

Linkage Editing

The linker creates a single executable load module from multiple Relocatable objects.

Resolving External References

After having read multiple object modules, the linker searches through each of them to resolve external references to the public symbols. It looks for the definition of public symbols corresponding to each external symbol in the object modules.

Relocating Addresses

The linker allows the user to specify where the code and data are stored in the target processor system's memory at run-time. The important task of fixing up all relocation addresses within each section to an absolute address is handled in this phase.

Debugging Support

When the debug option is specified, the linker creates an executable file that can be loaded into the debugger at run-time. A warning message is generated if any of the object modules do not contain a special section that has debug symbols for the corresponding source module. Such a warning indicates that a source file was compiled or assembled without turning on a special switch that tells the compiler or assembler to include debug symbols information while creating a Relocatable object module.

Outputting Map Files

The linker can be directed to create a "map file" that details the location of the Relocatable sections and Public Symbols.

Outputting OMF Files

Depending upon the user-specified option specified by the user, the linker can produce two types of OMF files:

- Intel Hex Format Executable File
- ZOMF Format Executable File

Zilog's Integrated Development Environment

The linker is a part of the integrated development environment that supports Zilog's family of micro-controllers. Thus, the linker is designed to be used in conjunction with the other tools that make up the Zilog integrated development environment.

The integrated development environment enables users to develop software programs in C or assembler language, or a combination of both. The programmer's workbench control program can invoke the assembler directly to assemble the code generated from the compilation phase, or a separate assembly phase can be initiated by the user. This provides the user the flexibility of combining object files from C and assembler sources in the link phase to produce an absolute executable file for the target application.

The linker reads one or more Relocatable object files and libraries and links these together to generate an executable load file, which may be loaded into the target system and debugged, using the Source Level Debug program, or may be programmed into EPROM or masked ROM, for direct use in the customer's application.

The functional relationship of the linker to other elements of the integrated development environment is shown in Figure 5-1.

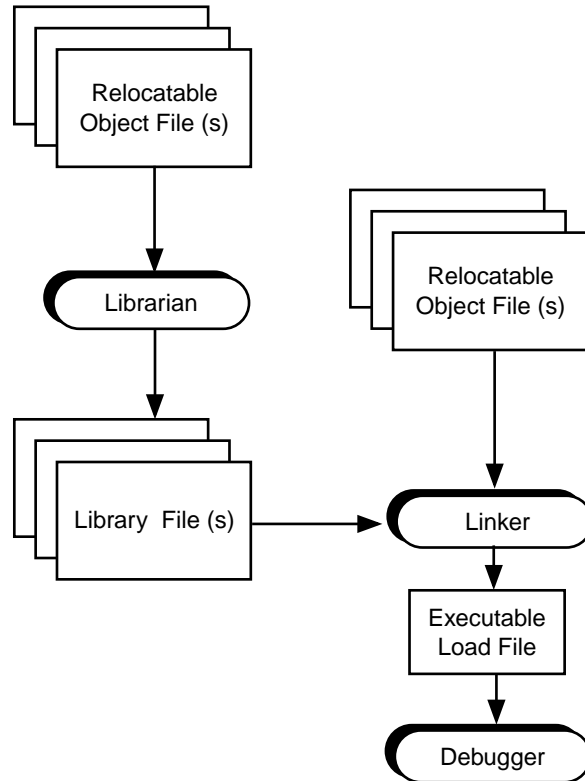


Figure 4-1. Linker Functional Relationship

Acronyms and Abbreviations

The following table lists terms and abbreviations used throughout this chapter.

Table 4-1. Acronyms and Abbreviations

Term	Meaning
Address Space	A physical or logical area of the target system's memory map. The memory map could be physically partitioned into ROM to store code, and RAM for data. The memory can also be divided logically to form separate areas for code and data storage.
Cross Linkage Editor	A linkage editor that executes on a processor that is not the same as the target processor.
External Symbol	A symbol that is referenced in the current program file but is defined in another program file.
Groups	Groups are collections of logical address spaces. They are typically used for convenience of locating a set of address spaces.
Internal Symbol	A symbol that is defined in a program file. This symbol could be visible to multiple functions within the same program file.
Library	A file created by a librarian. This file contains a collection of object modules that were created by an assembler or directly by a C compiler.
Local Symbol	A symbol that is visible only to a particular function within a program file.

Table 4-1. **Acronyms and Abbreviations**

Term	Meaning
Object Module	Object modules are created by assembling a file with the assembler or compiling a file with the compiler. These are relocatable object modules and are input to the linker in order to produce an executable file.
OMF	Object Module Format.
Public/Global Symbol	A symbol that is visible to more than one program file.
Control Section	A continuous logical area containing code or user data. Each control section has a name. The linker puts all those control sections with the same name in one entity. The linker provides address spaces to the control sections. There are either absolute control sections or relocatable ones.
Symbol Definition	A symbol is defined when the symbol name is associated with a certain amount of memory space, depending on the type of the symbol and the size of its dimension.
Symbol Reference	A symbol is referenced within a program flow, whenever it is accessed for a read, write, or execute operation.
ZLD	Zilog Linkage Editor. Cross linkage editor for Zilog's microcontrollers.
ZLIB	Zilog Librarian. Librarian for creating library files from relocatable object modules for the Zilog family of microcontrollers.
ZOMF	Zilog's Object Module Format. The object module format used by the linkage editor.
Zilog Symbol Format	The Zilog symbol format consists of three fields per symbol. The first field is a string containing the name of the symbol, the second field is an attribute of the symbol, and the third is an absolute value of the symbol in hexadecimal.

INVOKING THE LINKER

The linker is invoked from the Configure menu. The user specifies the object files and library files (if any) to be linked, and various link-time options. The linker links the specified files and optionally generates a map file. Error messages may be generated throughout the linking process, and these

are written to the messages file, which is the standard error device (usually the terminal screen). The final executable file is written, either in ZOMF format or Intel Hex format, depending on the option specified by the user. The primary components of the linker are shown in Figure 5-2.

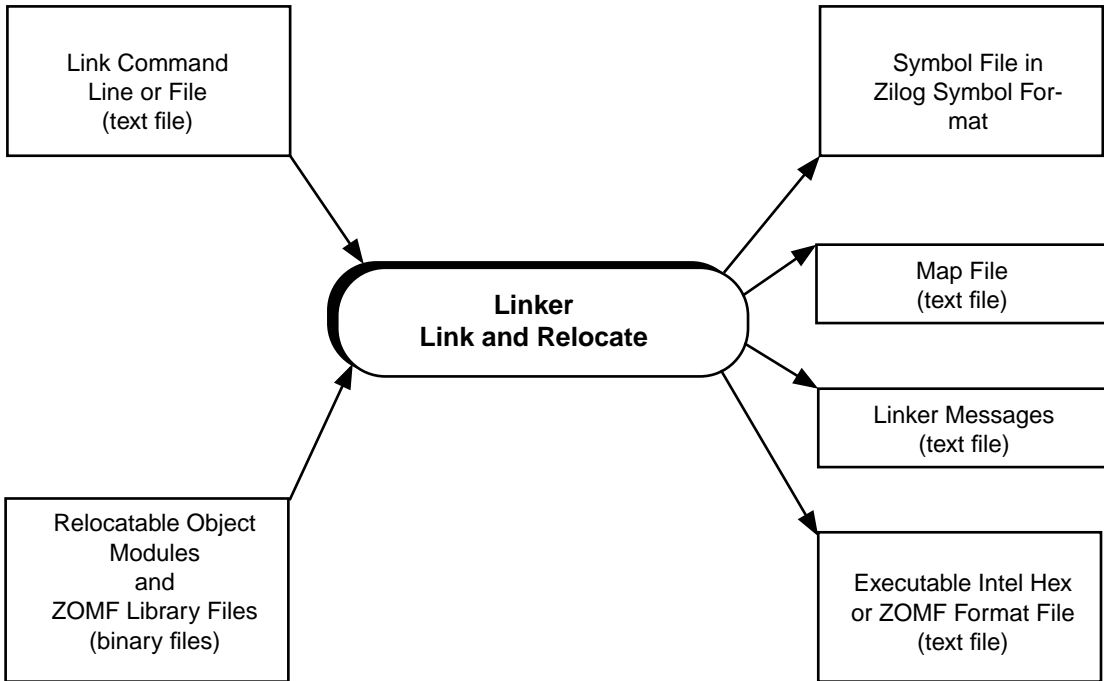


Figure 4-2. Linker Components

LINKER OPTIONS

Messages

Suppress linker banner

This option selects whether to suppress displaying the linker banner messages in the output window. The linker banner is a two-line message that shows the assembler copyright notice and version. If this option is not checked, this banner is displayed each time the linker is run.

Suppress warning messages

This option causes the linker to suppress linker warning messages. If this option is selected, no warning messages will be generated by the linker.



Treat warnings as errors

This option causes the linker to treat linker warnings as errors. If this option is selected, and a warning message is generated during a link, the linker will not produce an output file, and the build will stop.

Output

Generate a link map file

This option generates a linker link map file for the current project. The link map file is named with your project's name with the .MAP extension.

Generate debug information

This option generates a symbolic debug information in the output file. If this option is not selected no symbolic debug information is generated. If an absolute object file is being generated, then the symbols are written to a separate file (with an extension of .SYM). If a Zilog load file is being generated, the symbols and other debugging information are embedded in the output load file.

Generate an absolute object file

This option generates an absolute object file. If this option is not selected, a load file in Zilog Object Module Format is generated. If this option is selected, an absolute object file in Intel Hex Object Format is generated.

Memory Map

Memory Map linker options allow you to specify the ranges for memory address spaces used by the linker for the current project. The linker options allow you to specify additional linker options, and the assembler options allow you to configure the assembler.

You will not normally need to change the values in the Memory Map linker options. Memory address space ranges are set to default values appropriate for the target microcontroller when you created a new project using the New Project Command or change the project target using the Project Target Command.

Address Spaces

Each microcontroller has a set of address spaces. You can specify the address range for each address space using the fields in this table.

Bounds

You can select between displaying address spaces in Range format or Length format. In Range format, each address space is displayed as a starting address and an ending address, inclusive. In Length format, each address space is displayed as a starting address and a length.

Radix

You can select between displaying address spaces in base sixteen or in base ten. In Hexadecimal radix, each address space field is displayed in base sixteen. In Decimal radix, each address space is displayed in base ten.

Defaults

the Defaults button restores the address space fields to their default values, based upon current target microcontroller for the project.

Ranges

Linker range options allow you to specify the address space ranges for sections in the current project. Section ranges are displayed as a scrollable list. The current section range in the list is highlighted. To highlight a different section range, click on a section range in the list or use the cursor arrow-keys to scroll through the list. There may be multiple entries in the list for a given section name.

New...

Click the New button to add a new section range to the list of linker section ranges. The New Section Range dialog will appear, allowing you to enter the name of the section and address space range to which it should be assigned.

Change...

Click the Change button to change the value of an existing linker section range. You may also double-click a section range to change its value. The Change Section Range dialog will appear,



allowing you to change the name of the section or the address space range to which it should be assigned.

Delete

Click the Delete button to delete the current section range.

Symbol Definitions

Linker Symbol options allow you to define symbols for use by the linker for the current project. Linker symbols are displayed as a scrollable list. The current symbol in the list is highlighted. To highlight a different symbol, click on a symbol in the list or use the cursor arrow-keys to scroll through the list.

New...

Click the New button to add a new symbol to the list of linker symbols. The New Linker Range dialog will appear, allowing you to enter the name of the symbol name and value.

Change...

Click the Change button to change the value of an existing linker symbol. You may also double-click a section range to change its value. The Change Linker Symbol dialog will appear, allowing you to change the name of the symbol's value.

Delete

Click the Delete button to delete the current symbol definition.

Ordering

Linker Order options allow you to specify a particular ordering of control sections within address spaces for the current project.

Address Spaces

Each microcontroller has a set of address spaces. For each address space you may enter a list of control section names, separated by commas. The linker will order the named control sections within the corresponding address space in the order in which they appear in the list.

Assignments

Linker Section Assignments options dialog allows you to specify which address space sections are to be assigned to by the linker for the current project.

Section assignments are displayed as a scrollable list. The current section assignment in the list is highlighted. To highlight a different section assignment, click on a section assignment in the list or use the cursor arrow-keys to scroll through the list.

New...

Click the New button to add a new section assignment to the list of linker section assignment. The New_Section Assignment dialog will appear, allowing you to enter the name of the section and address space to which it should be assigned.

Change...

Click the Change button to change the value of an existing linker section assignment. You may also double-click a section assignment to change its value. The Change Section Assignment dialog will appear, allowing you to change the name of the section or address space to which it should be assigned.

Delete

Click the Delete button to delete the current section assignment.

Copies

Linker Copy options dialog allow you to specify which section are to be copied by the linker for the current project.

Copy sections are displayed as a scrollable list. The current copy section in the list is highlighted. To highlight a different copy section, click on a copy section in the list or use the cursor arrow-keys to scroll through the list.

New...

Click the New button to add a new copy section to the list of linker copy sections. The New Copy Section dialog will appear, allowing you to enter the name of the copy section and address space to which it should be copied.

Change...

Click the Change button to change the value of an existing linker copy section. You may also double-click a section assignment to change its value. The Change Copy Section dialog will appear, allowing you to change the name of the copy section or address space to which it should be copied.

Delete

Click the Delete button to delete the current copy section.



THE LINK MAP FILE

At the end of the linking process, the linker produces a map file, if the `-m` option is specified. A sample map file is shown in this section. The map file is partitioned into labeled sections. Comments have been added to briefly describe each labeled section.

```
Zilog Linkage Editor.  Version 1.00    16-Feb-96    11:57:30    Page:    1
```

LINK MAP:

```
;summarizes the link, specifies  
the link  
;date, the target microcontrol-  
ler, and the names ;and types of  
the linked files.
```

```
Date:      Fri Feb 16 11:57:30 1996
```

```
Processor: Z89C00
```

```
Files:     [Object ] c00.o
```

COMMAND LIST:

```
;lists the command and options  
that are in  
;effect. Options from the linker  
command line, ;as well as com-  
mands and options read from  
linker ;command files, appear in  
this section of the link map.
```

```
-oc00 -mc00 c00.o
```

```
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```



SPACE ALLOCATION:

;specifies the address space allocation.

Space	Base	Top	Span
ROM	00000000	00000FFF	1000h
RAM0	00000000	00000011	12h
RAM1	00000100	00000119	1Ah

CONTROL SECTIONS WITHIN SPACE:

;enumerates the control sections allocated
;within each address space.

ROM	Type	Base	Top	Span
\$Vector	absolute	00000FFC	00000FFF	4h
abscs	absolute	00000800	0000082C	2Dh
atext	relocatable	00000000	0000005B	5Ch
code	relocatable	0000005C	0000073F	6E4h
text	relocatable	00000740	000007A7	68h

RAM0	Type	Base	Top	Span
absb0	absolute	00000082	00000081	0h
b0ram	relocatable	00000000	00000000	1h
bank0_bss	relocatable	00000001	00000011	11h

RAM1	Type	Base	Top	Span
absb1	absolute	00000181	00000180	0h
blram	relocatable	00000100	00000119	1Ah





CONTROL SECTIONS WITHIN MODULES:

;enumerates the control sections from each input ;object module.

Module: c00.s (File: c00.o) Fri Feb 16 11:57:15 1996

Name	Base	Top	Size
Control section: \$Vector	00000FFC	00000FFF	4
Control section: abscls	00000800	0000082C	45
Control section: atext	00000000	0000005B	92
Control section: code	0000005C	0000073F	1764
Control section: text	00000740	000007A7	104
Control section: absb0	00000082	00000082	0
Control section: b0ram	00000000	00000000	1
Control section: bank0_bss	00000001	00000011	17
Control section: absbl	00000181	00000181	0
Control section: blram	00000100	00000119	26

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EXTERNAL DEFINITIONS BY ADDRESS:

;lists the global symbols, sorted by address.

Symbol	Address	Module	Control Section
.textlab	00000001	c00.s	atext
begin	00000069	c00.s	code
codelab	0000006A	c00.s	code
firloop	0000006A	c00.s	code
p0label	0000006F	c00.s	code
abslabel	00000070	c00.s	code



addlabel	00000083	c00.s	code
andlabel	000000E1	c00.s	code
calllabel	00000117	c00.s	code
cplabel	000001C4	c00.s	code
declabel	000001FA	c00.s	code
inclabel	0000020D	c00.s	code
jplabel	00000220	c00.s	code
ldlabel	000002D2	c00.s	code
mldlabel	000004C4	c00.s	code
mpyalabel	000004ED	c00.s	code
mpyslabel	00000515	c00.s	code
neglabel	0000053D	c00.s	code
orlabel	00000551	c00.s	code
poplabel	0000057B	c00.s	code
pushlabel	000005EE	c00.s	code
rrlabel	00000687	c00.s	code
rrlabel	0000069A	c00.s	code
slllabel	000006AF	c00.s	code
sralabel	000006C3	c00.s	code
sublabel	000006D6	c00.s	code
label1	0000072E	c00.s	code
label2	00000738	c00.s	code
textlab	0000075C	c00.s	text
here	0000075E	c00.s	text
abslab	00001009	c00.s	abscs
bs0lab1	00000000	c00.s	b0ram
bs0label	00000011	c00.s	bank0_bss
ab0lab0	00000103	c00.s	absb0
bs1lab1	00000100	c00.s	b1ram
bs1lab0	00000109	c00.s	b1ram



bsllabel	00000119	c00.s	blram
abllab0	00000301	c00.s	absbl

38 External symbols.

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EXTERNAL DEFINITIONS BY NAME:

;lists the global symbols, sorted by symbol ;name.

Symbol	Address	Module	Control Section
-----	-----	-----	-----
.textlab		00000001 c00.s	atext
ab0lab0		00000103 c00.s	absb0
ab1lab0		00000301 c00.s	absb1
abslab		00001009 c00.s	abscs
abslabel		00000070 c00.s	code
addlabel		00000083 c00.s	code
andlabel		000000E1 c00.s	code
begin		00000069 c00.s	code
bs0lab1		00000000 c00.s	b0ram
bs0label		00000011 c00.s	bank0_bss
bs1lab0		00000109 c00.s	b1ram
bs1lab1		00000100 c00.s	b1ram
bs1label		00000119 c00.s	b1ram
calllabel		00000117 c00.s	code
codelab		0000006A c00.s	code
cplabel		000001C4 c00.s	code
declabel		000001FA c00.s	code
firloop		0000006A c00.s	code
here		0000075E c00.s	text
inclabel		0000020D c00.s	code
jplabel		00000220 c00.s	code
label1		0000072E c00.s	code
label2		00000738 c00.s	code
ldlabel		000002D2 c00.s	code



mldlabel	000004C4	c00.s	code
mpyalabel	000004ED	c00.s	code
mpyslabel	00000515	c00.s	code
neglabel	0000053D	c00.s	code
orlabel	00000551	c00.s	code
p0label	0000006F	c00.s	code
poplabel	0000057B	c00.s	code
pushlabel	000005EE	c00.s	code
rllabel	00000687	c00.s	code
rrlabel	0000069A	c00.s	code
slllabel	000006AF	c00.s	code
sralabel	000006C3	c00.s	code
sublabel	000006D6	c00.s	code
textlab	0000075C	c00.s	text

38 External symbols.

SYMBOL CROSS REFERENCE:

;lists a cross reference concordance of global ;symbols.

Symbol	Module	Use
-----	-----	-----
.textlab	c00.s	Definition
ab0lab0	c00.s	Definition
ab1lab0	c00.s	Definition
abslab	c00.s	Definition
abslabel	c00.s	Definition
addlabel	c00.s	Definition
andlabel	c00.s	Definition



begin	c00.s	Definition
bs0lab1	c00.s	Definition
bs0label	c00.s	Definition
bs1lab0	c00.s	Definition
bs1lab1	c00.s	Definition
bs1label	c00.s	Definition
calllabel	c00.s	Definition
codelab	c00.s	Definition
cplabel	c00.s	Definition
declabel	c00.s	Definition
firloop	c00.s	Definition
here	c00.s	Definition
inclabel	c00.s	Definition
jplabel	c00.s	Definition
label1	c00.s	Definition
label2	c00.s	Definition
ldlabel	c00.s	Definition
mldlabel	c00.s	Definition
mpyalabel	c00.s	Definition
mpyslabel	c00.s	Definition
neglabel	c00.s	Definition
orlabel	c00.s	Definition
p0label	c00.s	Definition
poplabel	c00.s	Definition
pushlabel	c00.s	Definition
rllabel	c00.s	Definition
rrlabel	c00.s	Definition
slllabel	c00.s	Definition
sralabel	c00.s	Definition
sublabel	c00.s	Definition



textlab

c00.s

Definition

ENTRY POINT:

;specifies the program entry
point.

0069 Set from module 'c00.s'.

END OF LINK MAP:

;summarizes the status of the
link. The number ;of error and
warning messages are recorded in
;this section.

0 Warnings

0 Errors

Symbol File In Zilog Symbol Format

A symbol file in the Zilog symbol format is generated when the user specifies the absolute link mode (-a linker option). It is in the standard Zilog symbol format as shown in Figure 5-3, which follows. In each row, the first column lists the symbol name, second column lists the attribute of the symbol (“I” stands for internal symbol, “N” stands for local symbol, and “X” stands for public symbol), and the third column provides the value of the symbol expressed as four hexadecimal bytes.

<code>_dgt_outbfr</code>	<code>I</code>	<code>0000800d</code>
<code>_digit_cntr</code>	<code>I</code>	<code>00008011</code>
<code>_dgt_inbfr</code>	<code>I</code>	<code>00008012</code>
<code>_led_refresh</code>	<code>I</code>	<code>000000b5</code>
<code>hex_reg</code>	<code>N</code>	<code>00008009</code>
<code>_bcd_hex_conv</code>	<code>I</code>	<code>ffffff7f5</code>
<code>_7conv_reg_4</code>	<code>N</code>	<code>00008009</code>
<code>_8conv_reg_3</code>	<code>N</code>	<code>0000800a</code>

Figure 4-3. Sample Symbol File



ZiLOG MACRO CROSS ASSEMBLER

APPENDIX A DOS-VERSION ASSEMBLER AND LINKER

INVOKING THE ASSEMBLER

The syntax for the cross assembler command line is as follows:

ZMA [options] file

The assembler assembles the named file, which, by convention, ends with an .s suffix.

NOTES:

1. If no file is specified, an error message is written to the messages file, and the assembler terminates without assembling anything.
2. If file is specified, but the assembler is unable to open it, an error message is written to messages file, and the assembler terminates without assembling anything.
3. If file is specified, and the assembler can open it, but it is not a readable ASCII text file, an error message is written to the messages file, and the assembler terminates without assembling anything.

Command Line Options

Command line options are specified by prefixing an option letter with a minus (-). The command line options are summarized in the following table.

Table A-1. **Command Line Options**

Option	Interpretation
-?	Requests a usage display.
-a	Specifies absolute assembly mode.
-d <i>Symbol</i> [= <i>Value</i>]	Define a symbol, and optionally assign it a value.
-g	Write source level debug information to the object module.
-I <i>Directory</i>	Determines search path for INCLUDE instructions.
-l [<i>ListFile</i>]	Produces an assembly listing.
-n <i>Name</i>	Specifies the name that appears in the listing file header.
-o [<i>ObjectFile</i>]	Produces an output object module.
-p <i>Processor</i>	Specifies the target processor.
-q	Quiet mode: suppress display of assembler copyright notice.
-t	Produce a symbol table dump in the listing file.
-W	Treat warnings as errors.
-w	Suppresses warning message reporting.
-x	Produces a cross reference in the listing file.

Note:

1. It is not required that options be specified alphabetically on the command line.
2. Option letters other than those shown in the table are not legal. If any other option letter is used, an error message is written to the messages file, and the assembler terminates without assembling anything.

Command Line Option -?

The -? option requests that a product usage message be displayed on the standard output device.

Syntax: -?

**NOTES:**

1. If the -? option is not specified, no product usage information is displayed.
2. If the -? option is specified, the assembler displays a product logo, including product version number, and a brief description of the command line format and options. The information is written to the standard output device.
3. This option may be specified only once on the command line. If the option is specified more than once, an error message is written to the messages file, and the assembler terminates without assembling anything.

Command Line Option -a

The -a option controls the generation of an absolute object module. The default assembler behavior is to generate a relocatable object module, which must be post-processed by the linker. For certain small applications, it is appropriate to bypass the linker step, and have the assembler directly generate an absolute load file, suitable for processing by a device programmer.

Syntax: -a

NOTES:

1. If the -a option is not specified, the assembler generates a relocatable object file.
2. If the -a option is specified, the assembler generates an absolute object file.
3. This option may be specified only once on the command line. If the option is specified more than once, an error message is written to the messages file, and the assembler terminates without assembling anything.

Command Line Option -d

The -d option defines a symbol, and optionally assigns a value to the symbol.

Syntax: -d Symbol [= Value]

NOTES:

1. The -d option provides a method of defining, and assigning a value to a symbol. The option is similar to the EQU assembler instruction. See `REF _Ref349113646 * MERGEFORMAT The EQU Assembler Instruction` on page `PAGEREF _Ref349113650 60`.
2. If the optional Value is omitted, the symbol is defined to have a value of zero.
3. If the optional Value is specified, it must be separated from the Symbol by the literal token `=`. Whitespace may surround the delimiter.
4. If the optional Value is specified, it may be a numeric or string constant.

Command Line Option -g

The -g option controls the automatic generation of symbolic debugging information in the ZOMF object module.

Syntax: -g

NOTES:

1. If the -g option is not specified, no symbolic debugging information is automatically written to the object module.
2. If the -g option is specified, the assembler automatically writes line number and symbol table information to the object module. This information can be used by symbolic debuggers, to allow the assembler language program to be debugged at the source module level.
3. This option should be used only by assembler language programmers. C language programmers should use the corresponding compiler option to generate symbolic debug information for C language programs.
4. This option may be specified only once on the command line. If the option is specified more than once, an error message is written to the messages file, and the assembler terminates without assembling anything.

Command Line Option -I

The -I option specifies a directory to be searched for files specified with the INCLUDE assembler instruction.

Syntax: -I Directory

NOTES:

1. By default, all included files are assumed to exist in the current directory, or the directory explicitly specified on the INCLUDE assembler instruction.
2. The -I option, if specified, directs the assembler to look in the specified Directory for included files, if they cannot first be found in the current directory. The option only affects those INCLUDE instructions that specify only a filename to be included. It does not affect those INCLUDE instructions that specify a path prefix on a filename.
3. Spaces or tabs may optionally separate the -I option letter and the Directory.
4. If the assembler cannot access the specified Directory, or if the Directory is not, in fact, a directory, an error message is written to the messages file, and the assembler terminates without assembling anything.



5. The -l option may be specified up to sixteen times. If the option is specified more than sixteen times, an error message is written to the messages file, and the assembler terminates without assembling anything.
6. If the -l option is specified more than once, the specified Directories must be unique. If the same Directory is specified more than once, an error message is written to the messages file, and the assembler terminates without assembling anything.
7. If the -l option is specified more than once, the specified Directories are searched in the order in which they appear on the command line (left to right), if the assembler cannot find included files in the current directory.
8. If the -l option is specified more than once, it is not required that the -l options are contiguous.
9. It is not considered to be an error for the -l option to be specified when the assembler source file does not contain any INCLUDE assembler instructions, nor when included files can be found without reference to Directories specified with the -l option.

Command Line Option -l

The -l option controls the generation of an assembler listing file.

Syntax: -l [ListFile]

NOTES:

1. If the -l option is not specified, no listing file is produced.
2. If the -l option is specified, a listing file is produced.
3. If ListFile is specified, it must be a suffix of the -l option letter: no characters may intervene between -l and ListFile.
4. If ListFile is not specified, a default listing file name is formed, by replacing the suffix extension of the source file name with an extension of .lst. If the source file is standard input, the formed listing file name is a.lst.
5. If ListFile is specified, it names the listing file, unless ListFile is the name of a directory, in which case the listing file is created in the directory specified by ListFile, and the listing file name is formed by replacing the suffix extension of the source file name with an extension of .lst. If the source file is standard input, the formed listing file name is a.lst.
6. If the listing file cannot be opened, an error message is written to the messages file, and the assembler terminates without assembling anything.

7. This option may be specified only once on the command line. If the option is specified more than once, an error message is written to the messages file, and the assembler terminates without assembling anything.

Command Line Option -n

The -n option specifies the name that appears in the header of the assembler listing file. See `REF _Ref340558564 * MERGEFORMAT Assembler Listing File` on page `PAGEREF _Ref340558565 114` for more details of the listing file format.

Syntax: -n Name

NOTES:

1. If the -n option is not specified, the assembler listing header contains the name of the assembler source file.
2. Spaces or tabs may optionally separate the -n option letter and the Name.
3. This option may be specified only once on the command line. If the option is specified more than once, an error message is written to the messages file, and the assembler terminates without assembling anything.

Command Line Option -o

The -o option names the output object file.

Syntax: -o [ObjectFile]

NOTES:

1. If the -o option is not specified, no output object file is produced.
2. If the -o option is specified, an output object file is produced.
3. If ObjectFile is specified, it must be a proper suffix of the -o option letter: no characters may intervene between the -o option letter and the ObjectFile.
4. If ObjectFile is not specified, a default object file name is formed, by replacing the suffix extension of the source file name with an extension of .o.
5. If ObjectFile is specified, it names the object file, unless ObjectFile is the name of a directory, in which case the object file is created in the directory specified by ObjectFile, and the object file name is formed by replacing the suffix extension of the source file name with an extension of .o.
6. If the object file cannot be opened, an error message is written to the messages file, and the assembler terminates without assembling anything.



7. This option may be specified only once on the command line. If the option is specified more than once, an error message is written to the messages file, and the assembler terminates without assembling anything.

Command Line Option -p

The -p option specifies the target processor for the assembly, that is, it controls which machine instructions the assembler accepts as being valid. The assembler recognizes only those machine instructions that are part of the instruction set(s) of the processor(s) defined by this option.

Syntax: -p Processor

NOTES:

1. If the -p option is not specified, the assembler assumes that the target processor is the Z89C00.
2. Spaces or tabs may optionally separate the -p option letter and the Processor.
3. The Processor must be one of those names shown in REF _Ref340464729 * MERGEFORMAT Table 32 on page PAGEREF _Ref340464732 98. If Processor is not one such name, an error message is written to the messages file, and the assembler terminates without assembling anything.
4. This option may be specified only once on the command line. If the option is specified more than once, an error message is written to the messages file, and the assembler terminates without assembling anything.

Command Line Option -q

The -q (quiet) option suppresses display of the assembler copyright notice.

Syntax: -q

NOTES:

1. If the -q option is specified, the assembler copyright notice is not displayed.
2. If the -q option is not specified, an assembler copyright notice is written to the messages file.
3. This option may be specified only once on the command line. If the option is specified more than once, an error message is written to the messages file, and the assembler terminates without assembling anything.

Command Line Option -t

The -t option controls the generation of an assembler symbol table list in the listing file.

Syntax: -t

NOTES:

1. If the -t option is not specified, no symbol table list is produced.
2. If the -t option is specified, a symbol table list is produced if a listing file is produced.
3. This option may be specified only once on the command line. If the option is specified more than once, an error message is written to the messages file, and the assembler terminates without assembling anything.

Command Line Option -w

The -w option turns off warning message reporting.

Syntax: -w

NOTES:

1. If the -w option is specified, warning messages are not produced.
2. If the -w option is not specified, warning messages are written to the messages file, and to the listing file (if one is being produced).
3. This option may be specified only once on the command line. If the option is specified more than once, an error message is written to the messages file, and the assembler terminates without assembling anything.

**Command Line Option -W**

The -W option directs the assembler to treat warnings as errors.

Syntax: -W

NOTES:

1. If the -W option is specified, warning messages are treated as errors. That is, no output file is generated by the assembler.
2. If the -W option is not specified, warning messages are not treated as errors.
3. If both -w and -W are specified, -w takes precedence.
4. This option may be specified only once on the command line. If the option is specified more than once, an error message is written to the messages file, and the assembler terminates without assembling anything.

Command Line Option -x

The -x option controls the generation of an assembler cross reference list in the listing file.

Syntax: -x

NOTES:

1. If the -x option is not specified, no cross reference list is produced.
2. If the -x option is specified, a cross reference list is produced if a listing file is produced.
3. This option may be specified only once on the command line. If the option is specified more than once, an error message is written to the messages file, and the assembler terminates without assembling anything.

INVOKING THE LINKER

The linker is invoked from an operating system command line. The user specifies through the command line the object files, and library files (if any) to be linked, and various link-time options. The linker links the specified files and optionally generates a map file. Error messages may be generated throughout the linking process, and these are written to the messages file, which is the standard error device (usually the terminal screen). The final executable file is written, either in ZOMF format or Intel Hex format, depending on the option specified by the user.

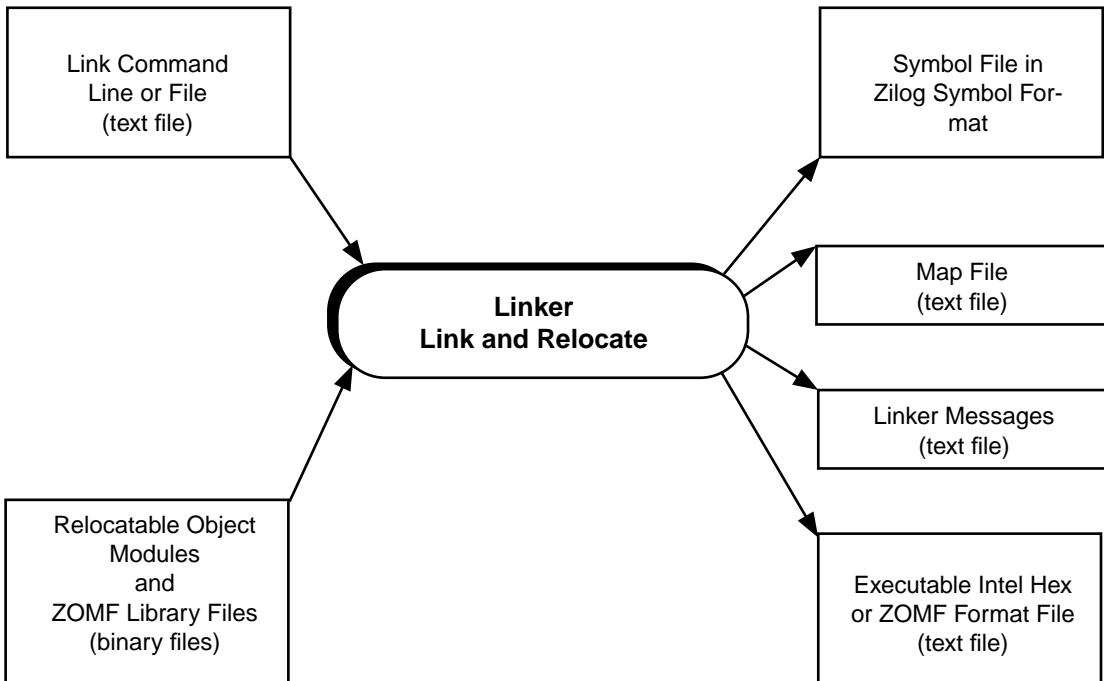


Figure A-1. Linker Components

Linker Command Line

The syntax for the linker command line is as follows:

```
ZLD [options] <filename1> ... <filenamen>
```

NOTES:

1. The “[]” enclosing the string “*options*” denotes that the options are not mandatory. In this document this convention will be continued for further discussion on linker’s syntax and operations.
2. The items enclosed in “< >” indicate the non-literal items.



3. The “. . .” (ellipses) indicate that multiple tokens can be specified. These tokens are of the type of the non-literal specified in the syntax just prior to the ellipses.
4. The syntax uses “%” prefix to a number to specify a hexadecimal numeric representation.
5. The linker links the files listed in *<filename>* list. Each *<filename>* is the name of a ZOMF object file or library file, or the name of a text file containing linker commands and options.

Command Line Specifications

The following rules govern the command line specification:

1. ZLD examines the named files' content to determine the file type (object, library, or command).
2. The file names of the input files specified on the command line must be separated by spaces or tabs.
3. The commands are not case sensitive; however, command line options and symbol names are case sensitive.
4. The order of specifying options does not matter.
5. The options must appear before the filenames.

Specifying that input files use both command line and list creates a union of the two sets of inputs that is treated as input object and library files. The linker links the file twice, if the file names appear twice.

During linking, the linker combines all object files in the order specified and resolves the external references. linker searches through the library files when it is unable to resolve references.

A command file is a text file containing linker commands and options. Comments can be specified by use of the “;” character.

1. If the linker is unable to open a named object file, library file, or a link command file, an error message is written to the standard error device, and the linker terminates without linking anything.
2. If an unsupported OMF type of object file is included in the *<filename>* list, the linker displays an error message and terminates without linking anything.

Linker Options

Linker options are specified by prefixing an option word with a minus (-). The linker options are summarized in Table 5-2.

Table A-2. *Summary of Linker Options*

Options	Description
-?	Displays product logo, version number, and brief description of command line format and options.
-a	Generates an absolute object file in Intel Hex Format or Zilog Symbol Format.
-e <entry>	Specifies the program entry point. <entry> is any Public symbol.
-g	Generates symbolic debug information.
-m <mapfile>	Generates the map file.
-o <objectfile>	Generates the output file.
-q	Disables display of linker's copyright notice.
-W	Treats warnings as errors.
-w	Disables the generation of warning messages.

3. The options are listed alphabetically in the table, for convenience.
4. It is not required that options be specified alphabetically on the command line.
5. If any other option word is used, an error message is written to the messages file, and the linker terminates without linking anything.
6. All options must be preceded by a dash (-).



Linker Commands

The linker commands are summarized in Table X-X. The section that follows describes each command and provides an example of its use. The linker commands must be placed in a link command file.

Table A-3. *Summary of Linker Commands*

Command	Description
Assign	Assigns a control section to an address space.
Copy	Makes a copy of a control section.
Define	Creates a public symbol at link-time; helps resolve an external symbol referenced at assembly time.
Order	Specifies the ordering of specified control sections.
Range	Sets a lower bound and an upper bound for an address space or a control section.

1. The linker commands are listed alphabetically in the table, for convenience; however, it is not required that commands be specified alphabetically in the command file.
2. Command words and parameters other than those shown in the table are not legal. If any other word or parameter is used, an error message is written to the messages file, and the linker terminates without linking anything.

Linker Command ASSIGN

The ASSIGN command assigns a control section to an address space. This command is designed to be used in conjunction with the assembler's .SECT instruction.

Syntax: ASSIGN <section> <address-space>

The <section> must be a control section name, and the <address-space> must be an address space name.

Example: ASSIGN DSEG DATA

Linker Command COPY

This command makes a copy of a control section. The control section is loaded at the specified location, rather than at its linker-determined location. This command is designed to make a copy of an initialized RAM data section in a ROM address space, so that the RAM may be initialized from the ROM at run time.

Syntax: COPY <section> <address-space> [AT <expression>]

The <section> must be a control section name, and the <address-space> must be an address space name. The optional AT <expression> is used to copy the control section to a specific address in the target address space.

Example: COPY bank1_data ROM or COPY bank1_data ROM at %1000

Linker Command ORDER

This command determines a sequence of linking.

Syntax: ORDER <name1> [, <name2> ...]

<namen> must be a control section name.

Example: ORDER CODE1, CODE2

Linker Command RANGE

This command sets the lower and upper limits of a control section or an address space. The linker issues a warning message if an address falls beyond the range declared with this command.

The linker provides multiple ways for the user to apply this command for a link session. Each separate case of the possible syntax is described below.

Syntax :

(case i)

RANGE <name> <expression> , <length> [, ...]

<name> may be a control section, or an address space. The first <expression> indicates the lower bound for the given address RANGE. The <length> is the length, in words, of the object.

Example: RANGE ROM %700 , %100

(case ii)

RANGE <name> <expression> : <expression> [, ...]

<name> may be a control section or an address space. The first <expression> indicates the lower bound for the given address RANGE. The second <expression> is the upper bound for it.

Example: RANGE ROM %17ff : %2000

NOTE: Refer to the Expression Formats for the format of writing an expression.

**Linker Command DEFINE**

This command is used for a link-time creation of a user defined public symbol. It helps in resolving any external references (EXTERN) used in assembly time.

Syntax: DEFINE *<symbol name>* = *<expression>*

<symbol name> is the name of the public symbol. *<expression>* is the value of the public symbol.

Example: DEFINE copy_size = copy top of usr_seg - copy base of usr_seg

NOTE: The “Expression Formats” section, which follows, explains different types of expressions that can be used.

Expression Formats

The following section describes the operators and their operands that form legal linker expressions.

<expression>

Defined as any valid assembler expression

BASE OF Operator

The BASE OF operator provides the lowest used address of an address space or control section. (This does not include any control section copies if the <name> is a control section).

Syntax: BASE OF <name>

<name> must be an address space or control section name.

COPY BASE OF Operator

The COPY BASE OF operator provides the lowest used address of a copy control section.

Syntax: COPY BASE OF <name>

<name> must be a control section name.

COPY TOP OF Operator

The COPY TOP OF operator provides the highest used address of a copy control section.

Syntax: COPY TOP OF <name>

<name> is a control section name.

FREEMEM OF Operator

The FREEMEM OF operator provides the lowest address of an unallocated memory of a control section or address space.

Syntax: FREEMEM OF <name>

<name> may be a control section or address space name.

HIGHADDR OF Operator

The HIGHADDR OF operator provides the uppermost allocated address of an address space or control section (except for any control section copies when <name> is a control section).

Syntax: HIGHADDR OF <name>

<name> is an address space or control section.

LENGTH OF Operator

The LENGTH OF operator provides the length of a control section or address space.



Syntax: LENGTH OF *<name>*

<name> must be an address space or control section name.

LOWADDR OF Operator

The LOWADDR OF operator provides the lowest possible address of a control section or address space.

Syntax: LOWADDR OF *<name>*

<name> must be an address space or control section name.

TOP OF Operator

The TOP OF operator provides the highest possible address of an unallocated memory of a control section or address space.

Syntax: TOP OF *<name>*

<name> must be a control section or address space name.

+ (Addition) Operator

Performs addition of two expressions.

Syntax: *<expression>* + *<expression>*

& (Anding) Operator

Performs bitwise & of two expressions.

Syntax: *<expression>* & *<expression>*

/ (Division) Operator

Performs division.

Syntax: *<expression>* / *<expression>*

*** (Multiplication) Operator**

Performs multiplication of two expressions.

Syntax: *<expression>* * *<expression>*

% (Modulus) Operator

Performs modulus of two expressions.

Syntax: *<expression>* % *<expression>*

Decimal Numeric Value Expressions

Used as expressions or parts of expressions.

Syntax: *<digits>*

The *<digits>* are collections of numeric digits from 0 to 9.

Hexadecimal Numeric Value Expressions

Used as expressions or parts of expressions.

Syntax: %*<hexdigits>*

The *<hexdigits>* are collections of numeric digits from 0 to 9 or A to F.



| (Or logic) Operator

Bitwise inclusive | (Or) of two expressions.

Syntax: <expression> | <expression>

<< (Left Shift) Operator

Logical left shift.

Syntax: *<expression>* << *<expression>*

The *<expression>* to the left of << is the value that is shifted to the left, determined by the *<expression>* value to the right of <<.

>> (Right Shift) Operator

Performs a right shift.

Syntax: *<expression>* >> *<expression>*

The *<expression>* to the right of >> is the value that is shifted to the right, determined by the *<expression>* value to the left of >>.

-(Subtraction) Operator

Subtracts two expressions.

Syntax: *<expression>* - *<expression>*

^(Bitwise Exclusive OR logic) Operator

Performs a bitwise Exclusive OR on two expressions.

Syntax: *<expression>* ^ *<expression>*

~(Invert) Operator

Does a one's complement of an expression.

Syntax: ~ *<expression>*



ZILOG MACRO CROSS ASSEMBLER

APPENDIX B UTILITIES DESCRIPTION

ZFIXUP

The ZFIXUP utility is a simple DOS-based program that does 'address fixups' on assembly language listing files generated by relocatable assemblers such as ZMASM. The normal listing file contains relative addresses (base zero) only, since the final execution address is not determined until after linking all such relocatable files is done. ZFIXUP interrogates the link map file to determine the final execution addresses and then modifies the listing files to insert this information, thus 'fixing' the file for easier debugging. ZFIXUP only fixes the program counter addresses. It makes no attempt to fix the machine code fields (operands).

Syntax:

```
ZFIXUP <mapfile> [<srcfile> ...]
```

where:

<mapfile>The name of the link map file for which address fixups are to be performed. Compatible with link map files produced by ZiLOG's ZMASM assembler and with Production Languages Corp. (PLC) assemblers. The default assumed filename suffix is .MAP.

<srcfile>The names of specific listing files for which address fixups are desired. Separate multiple filenames by spaces. If none are specified, then all files will have address fixups done. Filename suffixes are not required.

Examples:

```
c:>zasmlist ;invoked without any parameters
```

```
zasmlist Version X.XX. Copyright (C) ZiLOG Inc. 1995
```

```
usage: zasmlist <mapfile> [<srcfile> ...]
```

c:>zasmlist xxxx ;invoked with non-existent file XXXX

zasmlist Version X.XX. Copyright (C) Zilog Inc. 1995

usage: zasmlist <mapfile> [<srcfile> ...]

Cannot access input map file xxxx.map

c:>zasmlist project ;invoked with map file PROJECT.MAP to
fixup all files

c:>zasmlist project start main ;invoked with map file PROJECT.MAP to
fixup only

;listing files for modules START and MAIN

ZCONVERT

The ZCONVERT utility is a Windows-based program that manipulates object files. It can convert object files from one format into another, split, merge, and also compare object files. These functions are useful when burning object code into EPROMs or when verifying a ROM code submission to or from Zilog when ordering mask ROM parts.

The supported object file formats are as follows:

Zilog ROM Report

Intel Hex (Byte) Format

Intel Hex (Word) Format

Tektronix Hex (Byte) Format

Tektronix Hex (Word) Format

Binary Format

Upon invocation, an empty window box is presented with the following menu options:

File Menu Commands

Convert	Converts files from one format to another.
Split the other containing the	Splits files into two files, one containing the high byte and low byte. Opposite of Merge.
Merge	Merges two files, one containing the high byte and the other containing the low byte. Opposite of Split.
Compare	Compares two files.
Exit	Exits the program.

Help Menu Commands

Index	Indexes into the ZCONVERT help system.
Using Help	Explains using the on-line help system.
About Zconvert	Displays the version number and copyright information.

The user selects the desired operation from the File Menu and follows the indicated simple dialog instructions or consults the on-line Help system for assistance.

ZDUMP

The ZDUMP utility serves two purposes. The first is as a simple filter utility to generate an Intel hex object file and/or a standard Zilog symbol file without using the linker. The second is as a diagnostic utility for analysis by Zilog when problems are encountered. When problems are reported to Zilog, the user may be instructed to use ZDUMP to help analyze the problem to determine where the fault may be, since an assembler with linker is a complicated tool chain. The option letters are case sensitive.

Syntax:

```
ZDUMP [-?] [-d] [-i] [-s] <object>
```

where:

?	Generates a simple 'help' output of the program name, version, and available options. Also generates this by default for any erroneous invocation.
d	Dump the object file in human readable format to the standard output stream (for Factory analysis). The output is readable ASCII text.
i	Generate Intel hex format object file. The output file is automatically generated using the name of the <object> file and the proper suffix type is appended; 'HEX' for byte, 'IHX' for word, 'PGM' for Program Space, and 'DAT' for Data Space.
s	Generate a standard Zilog symbol file. The output file is automatically generated using the name of the <object> file and the 'SYM' suffix type is appended
<object>	This is the ZMASM produced object file to be used as the input to ZDUMP. It can be an assembler output file (*.O) or a linker output file (*.LD).

Examples:

```
c:>zdump ;invoked without any parameters
```

```
Zilog Object Dumper Version XX.XX.
```

```
Copyright 1996 Zilog Inc.
```

```
No object file specified.
```

Usage: ZDUMP [-?] [-d] [-i] [-s] <object>

c:>zdump xxxx ;invoked with non-existent file XXXX

Zilog Object Dumper Version XX.XX.

Copyright 1996 Zilog Inc.

Cannot open 'xxxx'

Usage: ZDUMP [-?] [-d] [-i] [-s] <object>

c:>zdump -d modem.o ;invoked with non-ZMASM file MODEM.O

Zilog Object Dumper Version XX.XX.

Copyright 1996 Zilog Inc.

Input file is not in ZOMF format.

Usage: ZDUMP [-?] [-d] [-i] [-s] <object>

c:>zdump -d project.o >project.i ;generates debug dump file PROJECT.I
;from PROJECT.O assembler output
;file for Zilog problem analysis

c:>zdump -i -s project.ld ;generates Intel hex file PROJECT.HEX
;and symbol file PROJECT.SYM



APPENDIX C ASSEMBLER AND LINKER ERROR MESSAGES

ASSEMBLER ERRORS

There are three basic types of assembler errors in ZMASM. They are 1) Error, 2) Warning, 3) Fatal. The format of these error messages is as shown below. ZMA is used to denote an assembler error, while ZLD is used to denote a linker error. Errors are items that must be corrected, but the assembling process will continue. Warnings are items that should be investigated to determine that no harm is being done, and the assembling process will continue. Fatal errors are absolute catastrophic problems that must be corrected and the assembling process is aborted.

```
<filename>: line nnnn: ZMA-Ennnn Error: <text>  
<filename>: line nnnn: ZMA-Wnnnn Warning: <text>  
ZMA-Fnnnn Fatal: <text>
```

The <text> messages are shown below. To find your error message, locate the matching Ennnn, Wnnnn, or Fnnnn number as listed. The first section following is a brief description of the error while the second gives useful hints on how to remedy the error.

When reporting a possible error to ZiLOG per the Error Reporting Appendix, be sure to note the following items.

1. Host Operating System and version number.
2. Host computer type (like IBM, Compaq, and Toshiba).
3. Host computer memory size.
4. ZMASM release number plus version numbers of ZMA and ZLD.
5. Condense the problem into the smallest example possible that highlights the error. Be prepared to send your files to ZiLOG if requested.

NOTES:

1. %s = string substitution of actual message



2. %d = decimal value substitution
3. %lf = long floating-point value substitution
4. %c = single character value substitution

E0000: Internal assembler error detected

An unexpected internal error in ZMA has been encountered.

Record the exact sequence leading to the error and file an error report per the Error Reporting Appendix.

E0001: %s

A special, miscellaneous error has been encountered.

Read the message carefully and respond accordingly. If the problem persists or assistance is required, record the exact sequence leading to the error and file an error report per the Error Reporting Appendix.

E0002: Too many assembly errors

An excessive number of errors was encountered making further assembly useless.

Examine each individual error, consult the User's Manual, and correct as appropriate. Be sure the correct MCU target processor is selected and all necessary EQU and MACRO files are INCLUDE'd.

E0003: Warning treated as an error: no object file generated

ZMA has encountered a Warning that was directed to be treated as an error, thereby causing the assembly to fail.

Examine the warning, consult the User's Manual, and correct as appropriate. Or change the assembler options to ignore warnings, being careful that this warning does not cause incorrect code generation to occur.

E0004: Phase error between passes

A label value has changed between pass one and pass two evaluation of the source code due to a different number of bytes being allocated for each pass.

Move all variable definitions (EQUs) to the beginning of each file. Closely check all code between the error location and the immediate prior symbol occurrence to determine why the generated bytes would be different between pass one and two. Add dummy label names



("Lxxx") to each such line and reassemble if the cause is not obvious to determine which line is causing the problem.

E0005: Syntax error

An error in the accepted syntax has been detected.

Consult the User's Manual for the defined syntax per the type of error detected and correct as required. If the problem persists or assistance is required, record the exact sequence leading to the error and file an error report per the Error Reporting Appendix. Sometimes, the root cause of a syntax error can be caused by the preceding line(s).

E0006: Token contains too many characters

A source statement token contains too many characters. As the assembler reads a source program, it breaks the input lines into "tokens," each of which represents a label, symbolic name, operator, or other punctuation. One such token contains too many characters.

Make sure that each token in the input source file contains no more that 512 characters. This error can also be caused by macro expansion.

E0007: Instruction unsupported by current processor

The instruction (opcode) specified is invalid for the specified target processor.

Consult the specified target processor's instruction manual to determine the appropriate valid instruction type(s) required as replacements. Ensure that the correct target processor has been selected via the CHIP and TARGET directives.

E0008: Processor type conflicts with current processor

The microcontroller specified in the CHIP directive conflicts with the selected target for the current project.

Make sure that the target microcontroller selected as the project target does not conflict with the microcontroller specified in the CHIP directive.

E0009: This instruction requires a label

The instruction (opcode) specified requires a label for proper operation.

Consult the instruction's definition and add the appropriate label. Or chose another instruction.

E0010: Multiple labels are not permitted

More than one label has been detected on the source line.

Remove the extra label(s) as appropriate. An extraneous colon character (:) may be causing an extra label to be detected.

E0011: Label '%s' is already defined

The specified label already exists in the symbol table.

Use an editor to find the prior label (it could be in an INCLUDE file) with the same spelling, then decide which one to alter. This error can sometimes be caused by mis-typing a label or by confusion between the letter oh (O) and the number zero (0). It should also be noted that upper and lower case letters for symbols are distinct, that is, they are not identical.

E0012: Symbol '%s' is not defined

The specified symbol does not exist in the symbol table.

The symbol definition statement is missing or the symbol has been misspelled. Carefully examine the source code and correct as required. It should also be noted that upper and lower case letters for symbols are distinct, that is, they are not identical.

E0013: Symbol '%s' is not defined or is forward referenced

The specified symbol does not exist in the symbol table or it is defined after this source line references it.

The symbol definition statement is missing or must be moved in front of the current statement. A misspelled symbol can also cause this error. It should also be noted that upper and lower case letters for symbols are distinct, that is, they are not identical.

E0014: Forward referenced equate must be an absolute expression

A symbol defined using the EQU directive uses a label that is defined later on in the source code.

Make sure that all labels used in an EQU expression are defined before the EQU directive is used.

**E0015: Illegal use of external symbol**

The external symbol is being referenced in an illegal manner, such as illegal combination of an expression.

Consult the User Manual for the rules in using an external symbol, including the rules for expressions.

E0016: Illegal use of external symbol

The external symbol is being referenced in an illegal manner, such as illegal combination of an expression.

Consult the User Manual for the rules in using an external symbol, including the rules for expressions. This error is identical to the previous one, except it occurs at a different internal parsing point.

E0017: Illegal use of symbol '%s'

The named symbol is being referenced in an illegal manner.

Consult the User's Manual for the definition of the entry in the operation (opcode) field to determine the offending usage and correct as necessary. Also, consult the section on expressions.

E0018: Symbol '%s' already declared external

The specified label has previously been defined as external.

Use an editor to find the prior external declaration of the named symbol (it could be in an INCLUDE file) with the same spelling, then decide which one to delete. This error can sometimes be caused by mis-typing a symbol or by confusion between the letter oh (O) and the number zero (0). It should also be noted that upper and lower case letters for symbols are distinct, that is, they are not identical.

E0019: Local symbol '%s' can't be made public

The specified symbol is not permitted to have global scope, that is, it cannot be made known to other source modules.

Change the local symbol to a normal symbol or remove the symbol from the Public directive.

E0020: Label '%s' is not a formal macro parameter name

The specified label was not found as a formal macro parameter name.

Make sure that the specified label is the name of a macro parameter.

E0021: Parameter '%s' is multiply defined

The macro parameter specified has already been defined.

Use an editor to find the prior parameter definition with the same spelling, then decide which one to alter. This error can sometimes be caused by mis-typing a label or by confusion between the letter oh (O) and the number zero (0). It should also be noted that upper and lower case letters for symbols are distinct, that is, they are not identical.

E0022: Unbalanced macro definition header

The number of MACRO and MACEND directives does not match.

Check the occurrences of each MACRO and matching MACEND to determine the cause of the mismatch and correct as appropriate. Macro definitions must be completely defined within one source file.

E0023: Unbalanced macro definition trailer

The number of MACRO and MACEND directives does not match.

Check the occurrences of each MACRO and matching MACEND to determine the cause of the mismatch and correct as appropriate. Macro definitions must be completely defined within one source file.

E0024: Macro trailer name '%s' does not match macro header name '%s'

The name specified on the MACEND directive does not match the name specified on the MACRO instruction.

If a name is specified on the MACEND directive, make sure that it is the same as the name on the corresponding MACRO directive.

E0025: Unbalanced structured assembly test primary

A structured assembly test primary directive (.\$IF, .\$REPEAT, .\$WHILE) has a mismatch between it and it's corresponding ending directive.

Carefully check the matching beginning and ending structured assembly directives for matching pairs.



E0026: Unbalanced structured assembly test alternate

The structured assembly test alternate directive (`.$ELSEIF`) has a mismatch between it and its corresponding ending directive.

Carefully check the matching beginning and ending structured assembly directives for matching pairs.

E0027: Unbalanced structured assembly test default

The structured assembly test default directive (`.$ELSE`) has a mismatch between it and its corresponding ending directive.

Carefully check the matching beginning and ending structured assembly directives for matching pairs.

E0028: Unbalanced structured assembly loop control

A structured assembly test primary directive (`.$REPEAT`, `.$WHILE`) has a mismatch between it and its corresponding ending directive.

Carefully check the matching beginning and ending structured assembly directives for matching pairs.

E0029: Unbalanced structured assembly end

An unexpected structured assembly end directive (`.$ENDIF`, `.$UNTIL`, `.$WEND`) was encountered.

Carefully check the matching beginning and ending structured assembly directives for matching pairs.

E0030: Unbalanced structured assembly end

An unexpected structured assembly end directive (`.$ENDIF`, `.$UNTIL`, `.$WEND`) was encountered.

Carefully check the matching beginning and ending structured assembly directives for matching pairs.

E0031: Unbalanced structured assembly end

An unexpected structured assembly end directive (`.$ENDIF`, `.$UNTIL`, `.$WEND`) was encountered.

Carefully check the matching beginning and ending structured assembly directives for matching pairs.

E0032: Unbalanced conditional assembly test primary

A conditional assembly test primary directive (.IF, .IFDEF, .IFNDEF, .IFEQ, .IFEQI, .IFNEQ, .IFNEQI, .IFB, .IFNB) has a mismatch between it and its corresponding ending directive.

Carefully check the matching beginning and ending structured assembly directives for matching pairs.

E0033: Unbalanced conditional assembly test alternate

The conditional assembly test alternate directive (.ELSEIF) has a mismatch between it and its corresponding ending directive.

Carefully check the matching beginning and ending structured assembly directives for matching pairs.

E0034: Unbalanced conditional assembly test default

The conditional assembly test default directive (.ELSE) has a mismatch between it and its corresponding ending directive.

Carefully check the matching beginning and ending structured assembly directives for matching pairs.

E0035: Unbalanced conditional assembly end

An unexpected structured assembly end directive (.ENDIF) was encountered.

Carefully check the matching beginning and ending structured assembly directives for matching pairs.

E0036: Alternate test must appear before default test

The conditional assembly test alternate (.ELSEIF) was encountered after the default test directive (.ELSE).

Review the conditional assembly as written against the condition assembly section of the user manual and restructure to comply with the valid syntax.

E0037: Alternate test must appear before default test

The conditional assembly test alternate (.ELSEIF) was encountered after the default test directive (.ELSE).

Review the conditional assembly as written against the condition assembly section of the user manual and restructure to comply with the valid syntax.



E0038: Multiple test defaults are not allowed

More than one conditional assembly test default (.ELSE) was encountered.

Review the conditional assembly as written against the condition assembly section of the user manual and restructure to comply with the valid syntax.

E0039: Multiple test defaults are not allowed

More than one conditional assembly test default (.ELSE) was encountered.

Review the conditional assembly as written against the condition assembly section of the user manual and restructure to comply with the valid syntax.

E0040: Too many actual macro parameters

The number of actual macro parameters in this macro call exceed the number of formal parameters defined in the macro header definition.

Review the macro call parameters versus the macro definition header formal parameters and change as appropriate.

E0041: Macro recursion limit exceeded

The recursion limit for macros (calling itself) has been exceeded.

Carefully examine the source code to determine why a macro is calling itself an excessive number of times. This is usually caused by simple typing error or a source coding mistake (missing source line). If the source code is correct and a higher level of macro recursion is required, then the recursion limit must be increased by using the MACCNTR directive.

E0042: Instruction illegal in open code

The specified instruction is not permitted in open code, that is, it must be used inside special code such as conditionals, macros, or structured assembly.

Remove the instruction or recode properly.

E0043: Unrecognized instruction mnemonic

The instruction mnemonic (opcode) is unknown to ZMA.

Carefully check the spelling of the instruction mnemonic versus those specified for ZMA and correct as required.

E0044: Invalid operand

The operand field contains an error.

Carefully check the operand field versus the valid operands for the instruction specified (as defined for ZMA) and correct as required.

E0045: Invalid character escape sequence

The character following the escape character (\) is not recognized by ZMA.

Consult the character constant and string constant escape sequence tables defined for ZMA and correct as required.

E0046: Include nesting limit exceeded

The source code stream has too many successive INCLUDE directives which has resulted in too many files being open at the same time.

Reorganize the source code to reduce the number of files open at one time by carefully examining usage of the INCLUDE directive.

E0047: Recursive inclusion of file '%s'

The INCLUDE directive has specified the same filename as the currently open file.

Change the filename or delete the erroneous INCLUDE statement.

E0048: File name contains too many characters

The allowable number of characters for a filename has been exceeded.

Change the filename to be within the allowable number of characters.

E0049: Cannot open file '%s'

The host operating system encountered an error in opening the filename specified.

The specified file is missing or damaged, or insufficient disk space is available. Check for these conditions and correct as necessary. A missing ZMASM file can be restored by re-installing ZMA from the distribution media. A missing user file must be restored by the user from their backup or archival media. A damaged file or file system can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. A write protected media or a typing error can also cause this error. Change the filename to an existing file or create the specified filename. If a partial file path was included in the filename, ensure that the path is valid.



E0050: '%s' is not a known processor name

The specified entry is not a processor name recognized by ZMA.

Change the specified entry to a valid processor name for the CPU directive.

E0051: '%s' is not a known target name

The specified entry is not a target name recognized by ZMA.

Change the specified entry to a valid target name for the TARGET directive.

E0052: Invalid bank specification

The DSP memory bank specified is invalid for this instruction.

Consult the instruction description and correct as required.

E0053: Invalid addressing mode

The addressing mode specified for this instruction is not legal.

Consult the instruction description and correct as required.

E0054: Illegal expression type for address operand

The expression type for the addressing operand for this instruction is not legal.

Consult the instruction description and correct as required.

E0055: Relocatable address expression out of range

The relocatable address expression exceeds the permissible range.

Consult the instruction description and correct as required.

E0056: Illegal relocatable expression operation

The relocatable expression operation is not permitted.

Consult the instruction description and the section on relocatable assembly expressions. Then correct as required.

E0057: '%s' address space illegal for this instruction

The address space specified is not permitted for this instruction.

Consult the instruction description and correct as required.

E0058: Radix suffix conflicts with preceding digits

The radix suffix specified is not compatible with the preceding digits.

Each number base radix suffix dictates the permissible character set for that numbering base. This error message indicates a mismatch has occurred, such as specifying binary (B suffix) but having a preceding digit not consisting of only zeros and ones (such as 2-9). It can also be caused by failure to append the radix suffix, as in "37A0". The missing hexadecimal radix suffix (H) caused the error. Correct as appropriate.

E0059: Operand out of range

The operand exceeds the permissible range for the specified instruction.

Consult the instruction description and correct as required.

E0060: Effective address operand out of range

The effective address of the operand exceeds the permissible range for the specified instruction.

Consult the instruction description and correct as required.

E0061: Register pair must be at even address

The specified register pair can only begin at an even address.

The register pair starting address must begin at an address divisible by two. Correct as appropriate.

E0062: This instruction may be used once only

The specified instruction is only permitted a single time.

Some instructions such as VECTOR, by their nature, can only be used once in the assembly. Consult the instruction description and correct as required.

E0063: This instruction may not appear after a VECTOR instruction

The specified instruction is only permitted a single time.

By their nature, some instructions (CPU, TARGET, VECTOR) can only be used once in an assembly. Consult the instruction description and correct as required.

**E0064: Division by zero**

The expression evaluator has detected an illegal attempt to divide by zero.

Because division by zero cannot be handled (result is infinity), an error message must be given. If the cause is not obvious due to a complicated expression, break the expression into multiple substatements using the EQU directive to determine the cause of the error. Then correct as required.

E0065: Shift count is out of range

The specified shift count exceeds the permissible range.

Consult the instruction description and correct as required.

E0066: Exponentiation requires a positive power

The specified exponent has a negative value.

Carefully check the exponentiation expression to determine why it is negative. If the cause is not obvious due to a complicated expression, break the expression into multiple substatements using the EQU directive to determine the cause of the error. Then correct as required.

E0067: Modulus requires integral operands

The modulus operator only accepts integral operands.

Carefully examine the modulus expression to determine why a non-integral operand occurs and correct as required. If the cause is not obvious due to a complicated expression, break the expression into multiple substatements using the EQU directive to determine the cause of the error. Then correct as required.

E0068: Null in string

The null character (\0) was detected in a string constant.

The null character is only legal in character constants, that is, inside single quote (') marks. Double quote marks denote string constants.

E0069: Fixed-point number '%lf' is out of range [-1.0,1.0)

The specified fixed-point number exceeds the permissible range.

Consult the fixed-point number description under the Assembler Constants section and correct as required.

E0070: Floating-point constant overflow

The specified floating-point constant exceeds the permissible range.

Consult the floating-point constant description under the Assembler Constants section and correct as required.

E0071: Integral constant overflow

The specified integral constant exceeds the permissible range.

Consult the integral constant description under the Assembler Constants section and correct as required.

E0072: Expected a machine, assembler, or macro call instruction

The syntax evaluation required a machine, assembler, or macro call instruction.

Consult the Source Statement Format and specific instruction description. Then correct as required.

E0073: Expected a hardware register operand

The syntax evaluation required a hardware register operand.

Consult the specific instruction description and correct as required.

E0074: Expected a hardware register or condition code

The syntax evaluation required a hardware register or condition code.

Consult the specific instruction description and correct as required.

E0075: Expected a register pair specification

The syntax evaluation required a register pair specification.

Consult the specific instruction description and correct as required.

E0076: Expected a working register pair specification

The syntax evaluation required a working register pair specification.

Consult the specific instruction description and correct as required.



E0077: Expected an indirect working register pair specification

The syntax evaluation required an indirect working register pair specification.

Consult the specific instruction description and correct as required.

E0078: Expected a register specification

The syntax evaluation required a register specification.

Consult the specific instruction description and correct as required.

E0079: Expected a working register specification

The syntax evaluation required a working register specification.

Consult the specific instruction description and correct as required.

E0080: Expected an indirect working register specification

The syntax evaluation required an indirect working register specification.

Consult the specific instruction description and correct as required.

E0081: Expected hardware register A operand

The syntax evaluation required a hardware register A operand.

Consult the specific instruction description and correct as required.

E0082: Expected a pointer register operand

The syntax evaluation required a pointer register operand.

Consult the specific instruction description and correct as required.

E0083: Expected immediate address mode

The syntax evaluation required an immediate address mode.

Consult the specific instruction description and correct as required.

E0084: Expected a colon (:)

The syntax evaluation required a colon (:) character.

Consult the specific instruction description and correct as required.

E0085: Expected a comma (,)

The syntax evaluation required a comma (,) character.

Consult the specific instruction description and correct as required.

E0086: Expected an assignment (=)

The syntax evaluation required an equal (=) character.

Consult the specific instruction description and correct as required.

E0087: Expected a single quote (')

The syntax evaluation required a single quote (') character.

Consult the specific instruction description and correct as required.

E0088: Expected a double quote (")

The syntax evaluation required a double quote (") character.

Consult the specific instruction description and correct as required.

E0089: Expected a left parenthesis

The syntax evaluation required a left parenthesis [(] character.

Consult the specific instruction description and correct as required.

E0090: Expected a right parenthesis

The syntax evaluation required a right parenthesis [)] character.

Consult the specific instruction description and correct as required.

E0091: Expected a right bracket

The syntax evaluation required a right bracket [)] character.

Consult the specific instruction description and correct as required.

E0092: Expected a LOOP modifier

The syntax evaluation required a LOOP modifier.

Consult the specific instruction description and correct as required.



E0093: Expected a bank switch modifier (ON or OFF)

The syntax evaluation required a bank switch modifier.

Consult the specific instruction description and correct as required.

E0094: Expected a fixed-point expression

The syntax evaluation required a fixed-point expression.

Consult the specific instruction description and correct as required.

E0095: Expected a floating-point expression

The syntax evaluation required a floating-point expression.

Consult the specific instruction description and correct as required.

E0096: Expected an absolute integer expression

The syntax evaluation required an absolute integer expression.

Consult the specific instruction description and correct as required.

E0097: Expected a string expression

The syntax evaluation required a string expression.

Consult the specific instruction description and correct as required.

E0098: Expected a logical expression

The syntax evaluation required a logical expression.

Consult the specific instruction description and correct as required.

E0099: Expected a relational operator

The syntax evaluation required a relational operator.

Consult the specific instruction description and correct as required. Relational operators specify the relationship between operands, such as “equal”. See the “Assembler Expressions” section for more information.

E0100: Expected a label

The syntax evaluation required a label.

Consult the specific instruction description and correct as required.

E0101: Symbol '%s' is not a control section name

The specified symbol is not a valid control section name.

The specified symbol has not been defined via a SECT directive. Can also be caused by a typing error. It should also be noted that upper and lower case letters for symbols are distinct, that is, they are not identical.

E0102: Destination register cannot be A

It is illegal to specify the destination register of this instruction as "A".

Consult the specific instruction description and correct as required.

E0103: Destination register cannot be P

It is illegal to specify the destination register of this instruction as "P".

Consult the specific instruction description and correct as required.

E0104: First operand cannot be register A

It is illegal to specify the first operand of this instruction as "A".

Consult the specific instruction description and correct as required.

E0105: First operand cannot be register X

It is illegal to specify the first operand of this instruction as "X".

Consult the specific instruction description and correct as required.

E0106: First operand cannot be register Y

It is illegal to specify the first operand of this instruction as "X".

Consult the specific instruction description and correct as required.

**E0107: First operand must be a bank 1 register**

The first operand of this instruction must be a bank 1 register.

Consult the specific instruction description and correct as required.

E0108: Second operand must be a bank 0 register

The second operand of this instruction must be a bank 0 register.

Consult the specific instruction description and correct as required.

E0109: Source and destination cannot both be EXTn

It is illegal to specify both the source and destination operands of this instruction as “EXTn”.

Consult the specific instruction description and correct as required.

E0110: Source and destination cannot both be SR

It is illegal to specify both the source and destination operands of this instruction as “SR”.

Consult the specific instruction description and correct as required.

E0111: Source and destination cannot both be X

It is illegal to specify both the source and destination operands of this instruction as “X”.

Consult the specific instruction description and correct as required.

E0112: Expression type mismatch

It is illegal to mix incompatible expression types.

Consult the User’s Manual section on Expressions for details. An example would be trying to build an expression combining a *constant* with a *logical* expression, such as “3 + (DONE > 5)”.

E0113: Expression stack overflow

The assembler’s expression evaluator has encountered a stack overflow condition.

If the cause is not obvious due to a complicated expression, break the expression into multiple substatements using the EQU directive to determine the cause of the error. Then correct as required.



Fatal Errors

F0000: Internal assembler error detected

An unexpected fatal internal error in ZMA has been encountered.

Record the exact sequence leading to the error and file an error report per the Error Reporting Appendix.

F0001: Assembly cancelled by user, %s

The user has aborted the assembly process.

After attending to the reason for cancelling the assembly, the assembly can be restarted whenever desired. If the user did not abort, then record the exact sequence leading to the error and file an error report per the Error Reporting Appendix.

F0002: Internal assembler error detected (%s,%d)

An unexpected fatal internal error in ZMA has been encountered.

Record the exact sequence leading to the error and file an error report per the Error Reporting Appendix.

F0003: Out of memory (%s)

The host computer system has run out of usable memory needed to complete the assembly.

There are three basic options. 1) Free up more existing memory by closing other programs, removing background tasks such as networking, or reducing operating system parameters such as open files, buffers, etc. 2) Alter the source program to reduce the number of labels or split the source program into smaller files. 3) Purchase and install more memory to the system. If using the 640K DOS-based version of ZMASM, you should consider purchasing the released version which utilizes the larger memory available in modern PC-based machines.

F0004: Too many assembly errors

An excessive number of errors was encountered, making further assembly meaningless.

Consult the errors one at a time to determine the cause and rectify them. This error is sometimes called by specifying the wrong processor type or by missing files.

**F0005: Error opening intermediate file '%s'**

The host operating system was not successful in opening the working filename specified.

The file specified could not be opened because the filename/path is invalid, too many files are already open, or insufficient disk space is available. Check for these conditions and correct as necessary. Damaged files can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. Use the Windows 3.X File Manager, Windows 95 Explorer, or DOS DIR command to check for available disk space on your hard drive. A write protected media can also cause this error. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0006: Error reading intermediate file

The host operating system encountered a read error in the working intermediate file.

The intermediate working file is either missing or damaged. Check for these conditions and correct as necessary. Damaged files can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0007: Error writing intermediate file

The host operating system encountered a write error in the working intermediate file.

The intermediate working file could be missing or damaged, or insufficient disk space is available. Check for these conditions and correct as necessary. A damaged file or file system can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. A write protected media can also cause this error. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0008: Error opening object file '%s'

The host operating system was not successful in opening the filename specified.

The file specified could not be opened because the file system is damaged, filename/path is invalid, too many files are already open, or insufficient disk space is available. Check for these conditions and correct as necessary. A damaged file or file system can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. Use the Windows 3.X File Manager, Windows 95 Explorer, or DOS DIR command to check for available disk space on your hard drive. A write protected media can also cause this error. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0009: Error writing object file

The host operating system encountered a write error in the object file.

The object file is missing or damaged, or insufficient disk space is available. Check for these conditions and correct as necessary. A damaged file or file system can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. A write protected media can also cause this error. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0010: Error opening listing file '%s'

The host operating system was not successful in opening the listing filename specified.

The file specified could not be opened because the file system is damaged, filename/path is invalid, too many files are already open, or insufficient disk space is available. Check for these conditions and correct as necessary. A damaged file or file system can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. Use the Windows 3.X File Manager, Windows 95 Explorer, or DOS DIR command to check for available disk space on your hard drive. A write protected media can also cause this error. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0011: Error writing listing file

The host operating system encountered a write error in the listing file.

The listing file is either damaged or the media has encountered an error condition or has run out of available space. Check for these conditions and correct as necessary. A damaged file or file system can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. A write protected media can also cause this error. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0012: Error reading source file

The host operating system encountered a read error in the source file.

The source file is either missing or damaged. Check for these conditions and correct as necessary. A missing user file must be restored by the user from their backup or archival media. A damaged file can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. If unsuccessful in repairing the file, the file should be deleted and then restored by the user from their backup or archival media. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

**F0013: Source file contains non-ASCII characters**

A non-ASCII character was encountered in the source file.

The source file contains non-ASCII printable characters, such as %00-%1F and %7F-%FF. Check that the source file is a proper ASCII text generated file. This error can also be caused by a filename error (mis-typing) or pathname error that simply happens to match the name of another file (usually a binary type file).

???? What about "tab" character = %09 ???

F0014: Cannot access library '%s'

The host operating system was not successful in accessing the library filename specified.

The library file is either missing or damaged. Check for these conditions and correct as necessary. A missing file must be restored by the user from their backup or archival media. A damaged file can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. If unsuccessful in repairing the file, the file should be deleted and then restored by the user from their backup or archival media. A last choice is that the library was created incorrectly by ZMASM which would indicate a system problem. If you suspect a system problem, record the exact sequence leading to the error and file an error report per the Error Reporting Appendix. You may be asked to send the library file and individual files used to create the library to Zilog in order to resolve the problem. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.



Warnings

W0000: Internal assembler error detected, %s

An unexpected internal warning error in ZMA has been encountered.

Record the exact sequence leading to the error and file an error report per the Error Reporting Appendix.

W0001: Too many warnings: further warnings shall be suppressed

An excessive number of warnings was encountered, making further assembly meaningless.

Consult the warnings one at a time to determine the cause and rectify them. This error is sometimes called by specifying the wrong processor type or by missing files.

W0002: The %s instruction is not implemented

An specified instruction is not available in this version of the software.

Consult the specified instruction description details and the README.TXT file on the supplied product disk for more information. Then correct as required.

W0003: Extra characters on source statement

ZMA has detected extra characters on the source statement that were not processed.

Consult the instruction description details and correct as required to remove the extra characters.

W0004: Extraneous label discarded

ZMA has detected extraneous label on the source statement.

Consult the instruction description details and correct as required to remove the extraneous label. Some instructions do not permit labels.

W0005: End encountered in macro expansion

The END directive was encountered while processing a macro expansion.

The program should be reexamined to determine why the END directive was encountered before the macro expansion terminated. Then correct as required.



W0006: Zero-length string in data declaration

A zero-length (null) string was encountered in a data declaration.

Consult the instruction description details and correct as required to remove the extra characters.

W0007: Operand out of range

An out of range operand was detected.

Consult the instruction description details and correct as required.

???? Does operand get truncated from MSB to fit? ???

W0008: Decoder I directive has no effect on this instruction

A decoder directive was applied to a machine instruction to which it does not apply.

Consult the instruction description details and correct as required.

W0009: Decoder L directive has no effect on this instruction

A decoder directive was applied to a machine instruction to which it does not apply.

Consult the instruction description details and correct as required.

W0010: Distance modifier has no effect on this instruction

A decoder directive was applied to a machine instruction to which it does not apply.

Consult the instruction description details and correct as required.

W0011: Decoder %c modifier has no effect on this instruction

A decoder directive was applied to a machine instruction to which it does not apply.

Consult the instruction description details and correct as required.

W0012: Decoder directive should precede an instruction

A decoder directive appears as the last machine instruction in a source file.

Consult the instruction description details and correct as required.



W0013: Multiple decoder directives

Multiple consecutive decoder directives appear in the source file.

Consult the instruction description details and correct as required.



LINKER ERRORS

There are three basic types of assembler errors in ZMASM. They are 1) Error, 2) Warning, 3) Fatal. The format of these error messages is as shown below. ZMA is used to denote an assembler error, while ZLD is used to denote a linker error. Errors are items that must be corrected, but the linking process will continue. Warnings are items that should be investigated to determine that no harm is being done, and the linking process will continue. Fatal errors are absolute catastrophic problems that must be corrected and the linking process is aborted.

```
<filename>: line nnnn: ZMA-Ennnn Error: <text>
<filename>: line nnnn: ZMA-Wnnnn Warning: <text>
ZMA-Fnnnn Fatal: <text>
```

The <text> messages are shown below. To find your error message, locate the matching Ennnn, Wnnnn, or Fnnnn number as listed. The first section following is a brief description of the error while the second gives useful hints on how to remedy the error.

When reporting a possible error to Zilog per the Error Reporting Appendix, be sure to note the following items.

1. Host Operating System and version number.
2. Host computer type (like IBM, Compaq, and Toshiba).
3. Host computer memory size.
4. ZMASM release number plus version numbers of ZMA and ZLD
5. Condense the problem into the smallest example possible that highlights the error. Be prepared to send your files to Zilog if requested.

NOTES:

1. %s = string substitution of actual message
2. %d = decimal value substitution
3. %lf = long floating-point value substitution
4. %c = single character value substitution
5. %08lx = long hex value substitution, with leading zeros (eight-digits)

**E0000: Internal linker error detected**

An unexpected internal error in ZLD has been encountered.

Record the exact sequence leading to the error and file an error report per the Error Reporting Appendix.

E0001: Warning treated as an error: no output file generated

ZLD has encountered a Warning that was directed to be treated as an error, thereby causing the link to fail.

Examine the warning, consult the User's Manual, and correct as appropriate. Or change the linker options to ignore warnings, being careful that this warning does not cause incorrect code generation to occur.

E0002: Syntax error

An error in the accepted syntax has been detected.

Consult the User's Manual for the defined syntax per the type of error detected and correct as required. If the problem persists or assistance is required, record the exact sequence leading to the error and file an error report per the Error Reporting Appendix. Sometimes, the root cause of a syntax error can be caused by the preceding line(s).

E0003: Symbol '%s' is already defined

The specified global symbol already exists in the symbol table.

Use an editor or 'grep' utility to search the source code of previously loaded files to find the prior symbol (it could be in an INCLUDE file) with the same spelling, then decide which one to alter. This error can sometimes be caused by mis-typing a symbol or by confusion between the letter oh (O) and the number zero (0).

E0004: Symbol '%s' is undefined

The specified global symbol does not exist in the symbol table.

The symbol is not defined as global or it has been misspelled. Carefully examine the source code and correct as required.

E0005: Not enough space in '%s' for '%s'

There is insufficient space in the address space specified for the specified control section.

Rework the source code to reduce the object size or select another processor with a larger code space.

**E0006: Not enough space for '%s' from module '%s'**

There is insufficient space for the section specified from the specified module.

Rework the source code to reduce the object size or select another processor with a larger code space.

E0007: Address range error in '%s' at %08lX using '%s'

There is an address range error in the module specified at the address specified.

Rework the source code to reduce the object size or select another processor with a larger code space.

E0008: Radix suffix conflicts with preceding digits

The radix suffix specified is not compatible with the preceding digits.

Each number base radix suffix dictates the permissible character set for that numbering base. This error message indicates a mismatch has occurred, such as specifying binary (B suffix) but having a preceding digit not consisting of only zeros and ones (such as 2-9). It can also be caused by failure to append the radix suffix, as in "37A0". The missing hexadecimal radix suffix (H) caused the error. Correct as appropriate.

E0009: Address ranges overlap in '%s'

The address ranges overlap in the specified section.

Overlapping address ranges result in code being doubly assigned to the same addresses. Either reduce the code size and/or reassign the ranges, as appropriate. Or select another processor with a larger code space.

E0010: End address is less than start address

The end address is less than the starting address.

An end address less than the starting address results in a negative sized space which is illegal. This is usually caused by a typing error or erroneous entry. Correct as required.

E0011: Cannot evaluate entry point expression

The entry point expression (starting execution address) cannot be evaluated.

The entry point expression contains an error preventing evaluation. Consult the rules for expressions and correct as required.

**E0012: Expression stack overflow**

The expression evaluation has resulted in stack overflow.

Carefully examine the expression in the order specified to determine the cause of the overflow. Or break the expression into substatements to determine the cause of the overflow. Then correct as required.

E0013: Expression type mismatch

The expression types are incompatible.

Consult the expression type rules and correct as required.

E0014: Division by zero

The expression evaluator has detected an illegal attempt to divide by zero.

Because division by zero cannot be handled (result is infinity), an error message must be given. If the cause is not obvious due to a complicated expression, break the expression into multiple substatements determine the cause of the error. Then correct as required.

E0015: Shift count is out of range

The shift count exceeds the allowable range.

Carefully consult the user's manual to determine the allowable range and correct as required.

E0016: Exponentiation requires a positive power

The specified exponent has a negative value.

Carefully check the exponentiation expression to determine why it is negative. If the cause is not obvious due to a complicated expression, break the expression into multiple substatements using the EQU directive to determine the cause of the error. Then correct as required.

E0017: Modulus requires integral operands

The modulus operator only accepts integral operands.

Carefully examine the modulus expression to determine why a non-integral operand occurs and correct as required. If the cause is not obvious due to a complicated expression, break the expression into multiple substatements using the EQU directive to determine the cause of the error. Then correct as required.



E0018: Floating-point constant overflow

The expression evaluation has resulted in floating-point constant overflow.

Carefully examine the expression in the order specified to determine the cause of the overflow. Or break the expression into substatements to determine the cause of the overflow. Then correct as required.

E0019: Integral constant overflow

The expression evaluation has resulted in integral constant overflow.

Carefully examine the expression in the order specified to determine the cause of the overflow. Or break the expression into substatements to determine the cause of the overflow. Then correct as required.

E0020: Expected an address expression

An address expression was expected by the syntax parser.

Carefully examine the statement syntax per the user's manual to determine the source of the error. Then correct as required.

E0021: Expected an absolute integer expression

An absolute integer expression was expected by the syntax parser.

Carefully examine the statement syntax per the user's manual to determine the source of the error. Then correct as required.

E0022: Expected a right parenthesis

An right parenthesis [)] was expected by the syntax parser.

Carefully examine the statement syntax per the user's manual to determine the source of the error. Then correct as required.

E0023: Expected a control section name

A control section name was expected by the syntax parser.

Carefully examine the statement syntax per the user's manual to determine the source of the error. Then correct as required.



E0024: Expected an address space or control section name

An address space or control section name was expected by the syntax parser.

Carefully examine the statement syntax per the user's manual to determine the source of the error. Then correct as required.

E0025: Expected a symbol name

A symbol name was expected by the syntax parser.

Carefully examine the statement syntax per the user's manual to determine the source of the error. Then correct as required.

E0026: Expected an assignment operator (=)

An assignment operator (=) was expected by the syntax parser.

Carefully examine the statement syntax per the user's manual to determine the source of the error. Then correct as required.

E0027: '%s' is not an address space name

The specified symbol is not recognized as an address space name.

Carefully examine the specified symbol's definition statement to determine the source of the error. Then correct as required.

E0028: '%s' is not a control section name

The specified symbol is not recognized as a control section name.

Carefully examine the specified symbol's definition statement to determine the source of the error. Then correct as required.

E0029: '%s' is neither an address space nor a control section name

The specified symbol is not recognized as an address space or as a control section name.

Carefully examine the specified symbol's definition statement to determine the source of the error. Then correct as required.



E0030: '%s' is not a copied control section

The specified symbol is not recognized as a copied control section name.

Carefully examine the specified symbol's definition statement to determine the source of the error. Then correct as required.

E0031: '%s' has not been assigned to an address space

The specified symbol has not been assigned to an address space.

Carefully examine the specified symbol's definition statement to determine the source of the error. Then correct as required.

E0032: '%s' cannot be assigned to multiple address spaces

The specified symbol is not permitted to be assigned to more than one address space.

Carefully examine the specified symbol's definition statement to determine the source of the error. Then correct as required.

E0033: Ordered sections must be in the same address space

It is illegal to assign ordered sections to more than one address space.

Carefully examine the ordered sections and address space assignments to determine the source of the error. Then correct as required.



Fatal Errors

F0000: Internal linker error detected

An unexpected fatal internal error in ZLD has been encountered.

Record the exact sequence leading to the error and file an error report per the Error Reporting Appendix.

F0001: Link cancelled by user

ZLD was terminated by an abort command from the user.

After attending to the reason for cancelling the link, the link can be restarted whenever desired. If the user did not abort, then record the exact sequence leading to the error and file an error report per the Error Reporting Appendix.

F0002: %s

A special, miscellaneous error has been encountered.

Read the message carefully and respond accordingly. If the problem persists or assistance is required, record the exact sequence leading to the error and file an error report per the Error Reporting Appendix.

F0003: Internal linker error detected (%s,%d)

An unexpected internal fatal error in ZLD has been encountered.

Record the exact sequence leading to the error and file an error report per the Error Reporting Appendix.

F0004: Out of memory (%s)

The host computer system has run out of usable memory needed to complete the link.

There are three basic options. 1) Free up more existing memory by closing other programs, removing background tasks such as networking, or reducing operating system parameters such as open files, buffers, etc. 2) Alter the source program to reduce the number of labels or split the source program into smaller files. 3) Purchase and install more memory to the system. If using the 640K DOS-based version of ZMASM, you should consider purchasing the released version which utilizes the larger memory available in modern PC-based machines.

**F0005: File '%s': unknown type**

The specified file type is unrecognized by ZLD.

Check the specified file to ensure it is compatible with ZLD, that is, it is accepted by or produced by ZMA or by ZLD. This error can be caused by a filename error (mis-typing) or pathname error that simply happens to match the name of another file. If you find the file is ZMASM produced, then record the exact sequence leading to the error and file an error report per the Error Reporting Appendix. You should be prepared to submit the specified file to Zilog for analysis and/or to use the ZDUMP utility.

F0006: File '%s': incompatible type

The specified file type is not compatible with ZLD.

Check the specified file to ensure it is compatible with ZLD, that is, it is accepted by or produced by ZMA or by ZLD. This error can also be caused by a filename error (mis-typing) or pathname error that simply happens to match the name of another file. If you find the file is ZMASM produced, then record the exact sequence leading to the error and file an error report per the Error Reporting Appendix. You should be prepared to submit the specified file to Zilog for analysis and/or to use the ZDUMP utility.

F0007: File '%s' contains non-ASCII characters

A non-ASCII character was encountered in the specified file.

The specified file contains non-ASCII printable characters, such as %00-%1F and %7F-%FF. Check that the source file is a proper ASCII text generated file. This error can also be caused by a filename error (mis-typing) or pathname error that simply happens to match the name of another file (usually a binary type file).

???? What about "tab" character = %09 ???

F0008: File '%s' already specified

The specified file has already been previously named.

Check for the duplicate file reference and correct as required. This error can also be caused by a filename error (mis-typing) or pathname error that simply happens to match the name of another file.

F0009: Error opening file '%s'

The host operating system was not successful in opening the filename specified.

The file specified could not be opened because the filename/path is invalid, too many files are already open, or insufficient disk space is available. Check for these conditions and correct as

necessary. Damaged files can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. Use the Windows 3.X File Manager, Windows 95 Explorer, or DOS DIR command to check for available disk space on your hard drive. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0010: Error reading from file '%s'

The host operating system encountered a read error in the specified file.

The specified file is either missing or damaged. Check for these conditions and correct as necessary. A missing file can be restored by re-installing ZMASM from the distribution media. Damaged files can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0011: Error positioning file '%s'

The host operating system encountered a positioning error in the specified file.

The specified file is either missing or damaged. Check for these conditions and correct as necessary. A missing file can be restored by re-installing ZMASM from the distribution media. Damaged files can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0012: Error opening map file '%s'

The host operating system encountered an error in opening the specified map file.

The file specified could not be opened because the filename/path is invalid, too many files are already open, or insufficient disk space is available. Check for these conditions and correct as necessary. Use the Windows 3.X File Manager, Windows 95 Explorer, or DOS DIR command to check for available disk space on your hard drive. A write protected media can also cause this error. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.



F0013: Error writing to map file

The host operating system encountered a write error in the map file.

The map file is missing or damaged, or insufficient disk space is available. Check for these conditions and correct as necessary. A damaged file or file system can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. A write protected media can also cause this error. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0014: Error opening output file '%s'

The host operating system encountered an error in opening the specified output file.

The file specified could not be opened because the filename/path is invalid, too many files are already open, or insufficient disk space is available. Check for these conditions and correct as necessary. Damaged files can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. Use the Windows 3.X File Manager, Windows 95 Explorer, or DOS DIR command to check for available disk space on your hard drive. A write protected media can also cause this error. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0015: Error writing to object file

The host operating system encountered a write error in the object file.

The file specified could not be opened because the filename/path is invalid, too many files are already open, or insufficient disk space is available. Check for these conditions and correct as necessary. Damaged files can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. Use the Windows 3.X File Manager, Windows 95 Explorer, or DOS DIR command to check for available disk space on your hard drive. A write protected media can also cause this error. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0016: Error opening temporary file '%s'

The host operating system was not successful in opening the filename specified.

The file specified could not be opened because the filename/path is invalid, too many files are already open, or insufficient disk space is available. Check for these conditions and correct as necessary. Use the Windows 3.X File Manager, Windows 95 Explorer, or DOS DIR command to check for available disk space on your hard drive. A write protected media can also cause this error. Frequent disk related errors can also indicate a failing hard disk drive, in which case,



a new set of backups should be created immediately and a repair service call should be initiated.

F0017: Error reading from temporary file '%s'

The host operating system encountered a read error in the specified file.

The specified file is either missing or damaged. Check for these conditions and correct as necessary. Damaged files can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.

F0018: Error writing to temporary file '%s'

The host operating system encountered a write error in the specified file.

The specified file is missing or damaged, or insufficient disk space is available. Check for these conditions and correct as necessary. A damaged file or file system can be repaired by running the system utility CHECKDISK, SCANDISK, or other similar file system integrity checking utility. A write protected media can also cause this error. Frequent disk related errors can also indicate a failing hard disk drive, in which case, a new set of backups should be created immediately and a repair service call should be initiated.



Warnings

W0000: Internal linker error detected

An unexpected internal error in ZLD has been encountered.

Record the exact sequence leading to the warning and file an error report per the Error Reporting Appendix.

W0001: Entry point from file '%s' ignored

The entry point (starting execution address) from the specified file is being ignored.

An entry point was specified on a linker command, overriding the entry point specified in an assembly source file. Do not specify multiple entry points, as this causes confusion.

W0002: Absolute section '%s' overlaps allocation in '%s'

The specified absolute section conflicts with the allocation specified.

Carefully examine the memory map section allocations and correct as required.

W0003: Absolute section '%s' outside range of '%s'

The specified absolute section exceeds the range specified.

Carefully examine the memory map section allocations and correct as required.

W0004: Allocation for '%s' is outside range of '%s'

The specified allocation exceeds the range specified.

Carefully examine the memory map section allocations and correct as required.

W0005: Range specification for '%s' overrides ordering

The named range specification overrides the ordering previously defined.

Carefully examine the memory map section allocations and correct as required.

W0006: Ordering of '%s' overrides range specification

The ordering specified conflicts with the range specification.

Carefully examine the memory map section allocations and correct as required.



W0007: Duplicate specification of '%s' ignored

The named specification has already been encountered.

Carefully examine the memory map section allocations and correct as required.

W0008: Extra characters on command line

Excess characters were detected on the command line that were not processed.

Carefully examine the command line for extra characters and correct as required. This can be caused by trailing space or tab characters, or by non-printable ASCII characters.



APPENDIX D

IMPORTING FROM OTHER ASSEMBLERS

INTRODUCTION

Since ZMASM supports assembly language for Zilog microcontrollers, it is designed to be highly compatible with other existing assemblers as well, such as Production Languages Corporation, 2500AD and other third party vendors. ZMASM is also highly compatible with Zilog's previous DOS-based assembler titled, "ZASM Cross Assembler/MOBJ Object File Utilities". This prior product, called ZASM for short, should not be confused with the new Windows-based ZMASM product. Due to software or hardware architectural differences, 100 percent compatibility may not be achieved. Thus, it is very important for the users to notice the differences when importing the source codes assembled by other assemblers into ZMASM. This section explains the importing process in general terms. For specific information about importing from other assemblers, consult the on-line HELP system by clicking on the "Importing Compatibility" icon,

IMPORTING SOURCE PROGRAMS FROM OTHER ASSEMBLERS

The process of importing source code programs from another assembler into ZMASM can be subdivided as follows:

1. Assemble the current source into an Intel Hex format object file so no errors are encountered.
2. Copy all source files into a new ZMASM project directory.
3. Modify the source files in the new ZMASM project directory per the general suggestions below. Also, consult the on-line HELP system by clicking on the "Importing Compatibility" icon for more specific suggestions regarding your old assembler.
4. Assemble the modified source code and fix all errors until none remain.
5. Compare the Intel Hex format object file to your prior assembler's object file. If they compare exactly, the port is complete. If not, examine and rationalize the differences until satisfied with the result.

GENERAL IMPORTING SUGGESTIONS

When importing source code for other assemblers into ZMASM, the following areas have been identified as the main compatibility concerns:

- Machine Instructions
- Assembler Directives
- Architectural Differences
- Assembler Expressions
- Linker Differences

Machine Instructions

The ZMASM product is highly compatible at the machine instruction level, but some third party vendors use non-Zilog standard instruction mnemonics or operand ordering. Generally speaking, ZMASM will flag these items as errors when encountered.

In some instances, source code from a similarly architected processor may be desired to be imported to take advantage of a Zilog processor. In this situation, differences between the two core processors should be studied in great detail. Using ZMASM's powerful macro capabilities can overcome some of these difficulties by defining new "instructions".

Assembler Instructions

The ZMASM product is highly compatible with other assemblers at the assembler directive level. Since assembler directives tell the assembler how to assemble the code, they are usually specific for a particular assembler. Fortunately, they are not used too frequently and are easily converted. Consult the ZMASM Assembler Directives section, carefully noting the list of aliases, and make changes where necessary.

Assembler Expressions

ZMASM generally follows the C Language operator order precedence rules which may differ from your old assembler. This could result in a different value for a complicated expression. Consult the ZMASM Assembler Operators section and make changes where necessary.

Linker Differences

Since the ZMASM linker is constructed to optimize the user interface for microcontrollers, it will be necessary to thoroughly study the ZMASM Linker section and make changes where required.



ZILOG MACRO CROSS ASSEMBLER

APPENDIX E ASCII CHARACTER SET

Graphic	Decimal	Hexadecimal	Comments
	0	0	Null
	1	1	Start of heading
	2	2	Start of text
	3	3	End of text
	4	4	End or transmission
	5	5	Enquiry
	6	6	Acknowledge
	7	7	Bell
	8	8	Backspace
	9	9	Horizontal tabulation
	10	A	Line feed
	11	B	Vertical tabulation
	12	C	Form feed
	13	D	Carriage return
	14	E	Shift out
	15	F	Shift in
	16	10	Data link escape

Graphic	Decimal	Hexadecimal	Comments
	17	11	Device control 1
	18	12	Device control 2
	19	13	Device control 3
	20	14	Device control 4
	21	15	Negative acknowledge
	22	16	Synchronous idle
	23	17	End of block
	24	18	Cancel
	25	19	End of medium
	26	1A	Substitute
	27	1B	Escape
	28	1C	File separator
	29	1D	Group separator
	30	1E	Record separator
	31	1F	Unit separator
	32	20	Space
!	33	21	Exclamation point
"	34	22	Quotation mark
#	35	23	Number sign
\$	36	24	Dollar sign
%	37	25	Percent sign
&	38	26	Ampersand
'	39	27	Apostrophe
(40	28	Opening (left) parenthesis
)	41	29	Closing (right) parenthesis
*	42	2A	Asterisk

Graphic	Decimal	Hexadecimal	Comments
+	43	2B	Plus
,	44	2C	Comma
-	45	2D	Hyphen (minus)
.	46	2E	Period
/	47	2F	Slant
0	48	30	Zero
1	49	31	One
2	50	32	Two
3	51	33	Three
4	52	34	Four
5	53	35	Five
6	54	36	Six
7	55	37	Seven
8	56	38	Eight
9	57	39	Nine
:	58	3A	Colon
;	59	3B	Semicolon
<	60	3C	Less than
=	61	3D	Equals
>	62	3E	Greater than
?	63	3F	Question mark
@	64	40	Commercial at
A	65	41	Uppercase A
B	66	42	Uppercase B
C	67	43	Uppercase C
D	68	44	Uppercase D
E	69	45	Uppercase E
F	70	46	Uppercase F

Graphic	Decimal	Hexadecimal	Comments
G	71	47	Uppercase G
H	72	48	Uppercase H
I	73	49	Uppercase I
J	74	4A	Uppercase J
K	75	4B	Uppercase K
L	76	4C	Uppercase L
M	77	4D	Uppercase M
N	78	4E	Uppercase N
O	79	4F	Uppercase O
P	80	50	Uppercase P
Q	81	51	Uppercase Q
R	82	52	Uppercase R
S	83	53	Uppercase S
T	84	54	Uppercase T
U	85	55	Uppercase U
V	86	56	Uppercase V
W	87	57	Uppercase W
X	88	58	Uppercase X
Y	89	59	Uppercase Y
Z	90	5A	Uppercase Z
[91	5B	Opening (left) bracket
\	92	5C	Reverse slant
]	93	5D	Closing (right) bracket
^	94	5E	Circumflex
_	95	5F	Underscore
`	96	60	Grave accent
a	97	61	Lowercase a

Graphic	Decimal	Hexadecimal	Comments
b	98	62	Lowercase b
c	99	63	Lowercase c
d	100	64	Lowercase d
e	101	65	Lowercase e
f	102	66	Lowercase f
g	103	67	Lowercase g
h	104	68	Lowercase h
i	105	69	Lowercase i
j	106	6A	Lowercase j
k	107	6B	Lowercase k
l	108	6C	Lowercase l
m	109	6D	Lowercase m
n	110	6E	Lowercase n
o	111	6F	Lowercase o
p	112	70	Lowercase p
q	113	71	Lowercase q
r	114	72	Lowercase r
s	115	73	Lowercase s
t	116	74	Lowercase t
u	117	75	Lowercase u
v	118	76	Lowercase v
w	119	77	Lowercase w
x	120	78	Lowercase x
y	121	79	Lowercase y
z	122	7A	Lowercase z
{	123	7B	Opening (left) brace
	124	7C	Vertical line



Graphic	Decimal	Hexadecimal	Comments
}	125	7D	Closing (right) brace
~	126	7E	Tilde
	127	7F	Delete



APPENDIX F SAMPLE OF OUTPUT FILE PRINTOUTS

OUTPUT FILES

Various output files are created when source files are assembled and linked. The following pages display sample output pages containing data types: .MAP, .ASM, .HEX, .IHX, .SYM, .1ST, and .PMF.

.MAP FILE

```
Zilog Linkage Editor.  Version I2.11    12-Mar-99    13:32:15    Page:
1
```

LINK MAP:

```
Date:      Fri Mar 12 13:32:15 1999
Processor: Z8
Files:     [Object ] reaction.o
```

COMMAND LIST:

=====

```
1: -a -g -mreaction.map -oreaction.hex reaction.o
```

```
Zilog Linkage Editor.  Version I2.11    12-Mar-99    13:32:15    Page:
2
```

SPACE ALLOCATION:

=====

Space	Base	Top	Span
ROM	00000000	00000177	178h



SEGMENTS WITHIN SPACE:

=====

ROM	Type	Base	Top	Span
code	absolute	00000000	00000177	178h

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SEGMENTS WITHIN MODULES:

=====

Module: reaction.s (File: reaction.o) Fri Mar 12 13:32:15 1999

Name	Base	Top	Size
Segment: code	00000000	00000177	376

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EXTERNAL DEFINITIONS BY ADDRESS:

=====

Symbol	Address	Module	Segment
Main	00000000	reaction.s	code
Start	00000026	reaction.s	code
zero	00000033	reaction.s	code
main_loop	0000004F	reaction.s	code
Blink	0000005D	reaction.s	code
blnkret	00000063	reaction.s	code
Start_Int	00000064	reaction.s	code
Intret	00000074	reaction.s	code
Interval	00000075	reaction.s	code
TimeOut	00000077	reaction.s	code
React	0000008B	reaction.s	code
okay	00000093	reaction.s	code
Push	00000094	reaction.s	code
Debounce	000000A3	reaction.s	code



debo	000000A5	reaction.s	code
valid	000000B2	reaction.s	code
cnt_ones	000000B4	reaction.s	code
Count	000000B4	reaction.s	code
cnt_tens	000000BF	reaction.s	code
cnt_huns	000000CA	reaction.s	code
comp_ones	000000D2	reaction.s	code
comp_tens	000000D9	reaction.s	code
comp_huns	000000E0	reaction.s	code
load_best	000000E5	reaction.s	code
Display	000000EB	reaction.s	code
repeat	000000F0	reaction.s	code
disp_hun	00000118	reaction.s	code
onlose	0000011F	reaction.s	code
on	00000127	reaction.s	code
point	0000012B	reaction.s	code
on_loop	00000134	reaction.s	code
Loser	00000139	reaction.s	code
lose_rep	0000013B	reaction.s	code
lose	0000013D	reaction.s	code
Best	0000014F	reaction.s	code
PSHBTN	0000015A	reaction.s	code
IRQ3	0000015D	reaction.s	code
IRQ1	0000015D	reaction.s	code
TMR1	0000015D	reaction.s	code
IRQ4	0000015D	reaction.s	code
IRQ2	0000015D	reaction.s	code
number	0000015F	reaction.s	code
loser_tab	00000171	reaction.s	code
T1_BLINK	00000000	reaction.s	(unknown)
PRE1_BLINK	00000003	reaction.s	(unknown)
best_ones	00000004	reaction.s	(unknown)
best_tens	00000005	reaction.s	(unknown)
best_huns	00000006	reaction.s	(unknown)
R1_INIT	0000000F	reaction.s	(unknown)
Reg1	00000020	reaction.s	(unknown)
low	000000AA	reaction.s	(unknown)
T1_REACT	000000C8	reaction.s	(unknown)
PRE1_REACT	000000CB	reaction.s	(unknown)
User_flag	000000FC	reaction.s	(unknown)



Symbol	Address	Module	Segment
--------	---------	--------	---------

54 External symbols.

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EXTERNAL DEFINITIONS BY NAME:
=====

Symbol	Address	Module	Segment
--------	---------	--------	---------

Best	0000014F	reaction.s	code
best_huns	00000006	reaction.s	(unknown)
best_ones	00000004	reaction.s	(unknown)
best_tens	00000005	reaction.s	(unknown)
Blink	0000005D	reaction.s	code
blnkret	00000063	reaction.s	code
cnt_huns	000000CA	reaction.s	code
cnt_ones	000000B4	reaction.s	code
cnt_tens	000000BF	reaction.s	code
comp_huns	000000E0	reaction.s	code
comp_ones	000000D2	reaction.s	code
comp_tens	000000D9	reaction.s	code
Count	000000B4	reaction.s	code
debo	000000A5	reaction.s	code
Debounce	000000A3	reaction.s	code
disp_hun	00000118	reaction.s	code
Display	000000EB	reaction.s	code
Interval	00000075	reaction.s	code
Intret	00000074	reaction.s	code
IRQ1	0000015D	reaction.s	code
IRQ2	0000015D	reaction.s	code
IRQ3	0000015D	reaction.s	code
IRQ4	0000015D	reaction.s	code
load_best	000000E5	reaction.s	code
lose	0000013D	reaction.s	code
lose_rep	0000013B	reaction.s	code
Loser	00000139	reaction.s	code
loser_tab	00000171	reaction.s	code
low	000000AA	reaction.s	(unknown)
Main	00000000	reaction.s	code



main_loop	0000004F	reaction.s	code
number	0000015F	reaction.s	code
okay	00000093	reaction.s	code
on	00000127	reaction.s	code
on_loop	00000134	reaction.s	code
onlose	0000011F	reaction.s	code
point	0000012B	reaction.s	code
PRE1_BLINK	00000003	reaction.s	(unknown)
PRE1_REACT	000000CB	reaction.s	(unknown)
PSHBTN	0000015A	reaction.s	code
Push	00000094	reaction.s	code
R1_INIT	0000000F	reaction.s	(unknown)
React	0000008B	reaction.s	code
Reg1	00000020	reaction.s	(unknown)
repeat	000000F0	reaction.s	code
Start	00000026	reaction.s	code
Start_Int	00000064	reaction.s	code
T1_BLINK	00000000	reaction.s	(unknown)
T1_REACT	000000C8	reaction.s	(unknown)
TimeOut	00000077	reaction.s	code
TMR1	0000015D	reaction.s	code
User_flag	000000FC	reaction.s	(unknown)
valid	000000B2	reaction.s	code
zero	00000033	reaction.s	code

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Symbol	Address	Module	Segment

54 External symbols.

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SYMBOL CROSS REFERENCE:
=====

Symbol	Module	Use

Best	reaction.s	Definition
best_huns	reaction.s	Definition



best_ones	reaction.s	Definition
best_tens	reaction.s	Definition
Blink	reaction.s	Definition
blnkret	reaction.s	Definition
cnt_huns	reaction.s	Definition
cnt_ones	reaction.s	Definition
cnt_tens	reaction.s	Definition
comp_huns	reaction.s	Definition
comp_ones	reaction.s	Definition
comp_tens	reaction.s	Definition
Count	reaction.s	Definition
debo	reaction.s	Definition
Debounce	reaction.s	Definition
disp_hun	reaction.s	Definition
Display	reaction.s	Definition
Interval	reaction.s	Definition
Intret	reaction.s	Definition
IRQ1	reaction.s	Definition
IRQ2	reaction.s	Definition
IRQ3	reaction.s	Definition
IRQ4	reaction.s	Definition
load_best	reaction.s	Definition
lose	reaction.s	Definition
lose_rep	reaction.s	Definition
Loser	reaction.s	Definition
loser_tab	reaction.s	Definition
low	reaction.s	Definition
Main	reaction.s	Definition
main_loop	reaction.s	Definition
number	reaction.s	Definition
okay	reaction.s	Definition
on	reaction.s	Definition
on_loop	reaction.s	Definition
onlose	reaction.s	Definition
point	reaction.s	Definition
PRE1_BLINK	reaction.s	Definition
PRE1_REACT	reaction.s	Definition
PSHBTN	reaction.s	Definition
Push	reaction.s	Definition
R1_INIT	reaction.s	Definition
React	reaction.s	Definition
Reg1	reaction.s	Definition
repeat	reaction.s	Definition
Start	reaction.s	Definition



Start_Int	reaction.s	Definition
T1_BLINK	reaction.s	Definition
T1_REACT	reaction.s	Definition
TimeOut	reaction.s	Definition
TMR1	reaction.s	Definition
User_flag	reaction.s	Definition
valid	reaction.s	Definition
zero	reaction.s	Definition

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9

Symbol	Module	Use

End of link map:		
=====		
0	Warnings	
0	Errors	



.HEX FILE

```
:10000000015A015D015D015D015D015DE6F600E6FD
:10001000F701E6F804E6F91CE6FB21E6040FE60525
:100020000FE6060F3110B0FCE6FF40B0FA9FE62065
:1000300010FC0FB1202020FAFAE602FFE6F200E6FB
:10004000F303E6F10C1C0F9C5D8C007C646C007665
:10005000FC016BFBA6E0006D01398D00B41A046051
:10006000001C0FBFE6000118F246E12F9C758C00C2
:100070007C946C00BF1AFDE6F100E6F2C8E6F3CB13
:10008000E60000E6F10C9C8B8C00BF0EA6E000EBB6
:10009000028B01BFE6F1007C266C0050FC46FC019F
:1000A00070FCBFAC0380EAEBFC54FEFA7603046BF1
:1000B00001BF30E6A6E0645B062E26E0648BF5A661
:1000C000E00A5B0626E00A3E8BF526E0015B034E64
:1000D0008BF8A4E2045B14EB0CA4E3055B0DEB05C9
:1000E000A4E4065B06290439054906E600011C055F
:1000F000E602FFD6013458E2D60127E602F7D60120
:100100003458E3D60127E602FFCC2FD601341A0873
:100110007C4F6C01FF7F8BD358E4D601278BD160D5
:1001200000FC71EC018B04FC5FEC0102F516EE00A3
:10013000C20E090280ECEBFCAF1C055C06D6011F69
:100140005AFB1AF77C4F6C01E60001FF7F8B9C285D
:1001500004380548067C266C00BF8D00A330E80AF1
:10016000FA2CA8D88909BA089818490F680D1DF704
:08017000FFFFFFF1F0D890A4F7C
:00000003FD
:00000001FF
```

**.LST FILE**

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1

reaction.s

Location	Object	Type	Line	Source
		A	1	*****
		A	2	* REACT_02.ASM (7-23-96) *
		A	3	*****
		A	4	
		A	5	

		A	6	* This is a reaction timer test
program written by	*			
		A	7	* Chris Miller for the Z8 "Fast
Design" Seminar, 7/96.*				
		A	8	

		A	9	
		A	10	
		A	11	

		A	12	* Counter Timer 1 is set up to
count down to zero every	*			
		A	13	* 10ms with an 8 MHz XTAL. The
formula is:	*			
		A	14	*****
*				
		A	15	* i = t x p x v
*				
		A	16	*****
*				
		A	17	* i = desired time interval
until end of T/C count	*			
		A	18	* t = input clock period (8
divided by the XTAL frequency)	*			
		A	19	* p = prescaler value (1-64
decimal)	*			
		A	20	* v = T/C value (1-256
decimal)	*			



```

                A      21 ;*
*
                A      22 ;*   Therefore, 10ms = 1us x
50 x 200
                A      23 ;*
*
                A      24
;*****
                A      25 GLOBALS ON
                A      26
00000000        A      27 Main:
                A      28
                00000003 A      29 PRE1_BLINK      .equ    %03    ;
T1 modulo n, count = 64
                00000000 A      30 T1_BLINK      .equ    %00    ;
T1 max. count = 256 decimal
                000000CB A      31 PRE1_REACT    .equ    %cb    ;
T1 modulo n, count = 50 decimal
                000000C8 A      32 T1_REACT     .equ    %c8    ;
T1 count = 200 decimal
                0000000F A      33 R1_INIT      .equ    %0f    ;
Extra blink interval
                R0      A      34 react_time    .equ    r0
; Reaction time counter register
                R2      A      35 ones        .equ    r2
; Ones unit count
                R3      A      36 tens        .equ    r3
; Tenths unit count
                R4      A      37 huns        .equ    r4
; Hundredths unit count
                R5      A      38 pointer     .equ    r5
; Pointer in LED segment tables
                00000004 A      39 best_ones  .equ    %04
; Best ones unit count
                00000005 A      40 best_tens  .equ    %05
; Best tenths unit count
                00000006 A      41 best_huns  .equ    %06
; Best hundredths unit count
                00000020 A      42 Reg1      .equ    %20
; Buffer register 1 address
                000000FC A      43 User_flag  .equ    %fc
; Set User_flag as synonym for Flags reg.
                A      44          ; (Used as decision to
exit main_loop)

```



```

A      45
A      46
A      47
;*****
A      48 ;**  Timer State-Machine Macro
**
A      49
;*****
000000AA A      50 low     equ     low %55aa
A      51 TIMER  .macro  jump
A      52
A      53 ld      r9, #low jump ; Load
starting address of jump
A      54 ld      r8, #high jump
A      55
A      56 .endm
A      57
A      58

```

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reaction.s

```

Location Object      Type  Line Source
A              59
;*****
A              60 ;**  Button State-Machine Macro
**
A              61
;*****
A              62
A              63 BUTTON .macro  jump
A              64
A              65 ld      r7, #low jump ; Load
starting address of jump
A              66 ld      r6, #high jump
A              67
A              68 .endm
A              69
A              70
;=====
A              71

```



```

A      72
A      73 ;*****
A      74 ;**  Interrupt Vectors  **
A      75 ;*****
A      76
A      77 .org    %0                ; Setup

interrupt vectors

A      78
00000000 01 5A      A      79 .word    PSHBTN                ;
Interrupt 0
00000002 01 5D      A      80 .word    IRQ1                 ;  "
1
00000004 01 5D      A      81 .word    IRQ2                 ;  "
2
00000006 01 5D      A      82 .word    IRQ3                 ;  "
3
00000008 01 5D      A      83 .word    IRQ4                 ;  "
4
0000000A 01 5D      A      84 .word    TMR1                 ;  "
5

A      85
A      86
A      87
A      88 ;*****
A      89 ;**      Initialize      **
A      90 ;*****
A      91
A      92 .org    %0c                ; Start

of program

A      93
0000000C E6 F6 00      A      94 ld      P2M, #%0                ; Init
Port 2 mode as outputs
0000000F E6 F7 01      A      95 ld      P3M, #%01                ; Init
Port 3=digital in, Port 2=push pull
00000012 E6 F8 04      A      96 ld      P01M, #%04                ; Init
Port 1 mode as outputs
00000015 E6 F9 1C      A      97 ld      IPR, #%1c                ; Int.
Priority: IRQ0>IRQ5
00000018 E6 FB 21      A      98 ld      IMR, #%21                ;
Enables IRQ0 & IRQ5 but not Global enable
0000001B E6 04 0F      A      99 ld      best_ones, #%0f ; Load
Best ones unit with F hex
0000001E E6 05 0F      A     100 ld     best_tens, #%0f ; Load
Best tenths unit with F hex

```




```

00000021 E6 06 0F      A      101 ld      best_huns, %#0f ; Load
Best hundredths unit with F hex
00000024 31 10      A      102 srp      %#10      ; Set
reg. pointer to Working Reg. 1, Bank 0
A      103
A      104
A      105 ;*****
A      106 ;**  START  **
A      107 ;*****
A      108
00000026      A      109 Start:
00000026 B0 FC      A      110 clr      User_flag      ; Clear
User flag (Flags) register
00000028 E6 FF 40      A      111 ld      SPL, %#40      ; Init
Stack Pointer
0000002B B0 FA      A      112 clr      IRQ      ; Reset
IRQ
0000002D 9F      A      113 ei      ;
Globally enable interrupts & IRQ
A      114
A      115 ;* Clear Registers *
A      116

```

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reaction.s

```

Location Object      Type  Line Source
0000002E E6 20 10      A      117 ld      Reg1, %#10      ;
Address of r0 (according to Reg. Pointer)
00000031 FC 0F      A      118 ld      r15, #15      ; 15
locations
A      119      ; (decrementing r15
will clear it)
00000033 B1 20      A      120 zero:   clr      @Reg1
; Clear all reg. in Working Reg. 1, Bank 0
00000035 20 20      A      121 inc      Reg1
00000037 FA FA      A      122 djnz    r15, zero      ;
Cleared all registers yet?
A      123
00000039 E6 02 FF      A      124 ld      P2,  %#ff      ; Turn
off number segment

```



```

                                A      125
0000003C E6 F2 00                A      126 ld      T1,#T1_BLINK      ;
Initialize T1 value for blinking
0000003F E6 F3 03                A      127 ld      PRE1, #PRE1_BLINK  ;
Initialize PRE1 value and modulo n
00000042 E6 F1 0C                A      128 ld      TMR, #%0c      ; Load
T1 & start counting
00000045 1C 0F                   A      129 ld      r1,#R1_INIT    ;
Extra interval

                                A      130
                                A      131 TIMER  Blink          ; Load
TIMER macro with "Blink" addr.
                                A+     131
00000047 9C 5D                   A+    131 ld      r9, #low jump   ; Load
starting address of jump
00000049 8C 00                   A+    131 ld      r8, #high jump
                                A+     131
                                A      132 BUTTON Start_Int    ; Load
BUTTON macro with "Start_Int" addr.
                                A+     132
0000004B 7C 64                   A+    132 ld      r7, #low jump   ; Load
starting address of jump
0000004D 6C 00                   A+    132 ld      r6, #high jump
                                A+     132
                                A      133
                                A      134
0000004F                           A      135 main_loop:
0000004F 76 FC 01                A      136 tm      User_flag, #%01 ; Is
User flag bit #1 set?
00000052 6B FB                   A      137 jr      z, main_loop    ; No,
then loop & wait for interrupt
                                A      138
00000054 A6 E0 00                A      139 cp      react_time, #%00 ; Yes,
then is there a valid count value?
00000057 6D 01 39               A      140 jp      eq, Loser          ; No,
then goto Loser
0000005A 8D 00 B4               A      141 jp      Count            ; Yes,
then goto Count

                                A      142
                                A      143
                                A      144
                                A      145 ;*****
                                A      146 ;*   Blink Led   *
                                A      147 ;*****

```



```

A      148
0000005D 1A 04      A      149 Blink : djnz      r1, blnkret
; Zero yet?
0000005F 60 00      A      150 com      P0              ; Blink
LED
00000061 1C 0F      A      151 ld      r1, #R1_INIT
A      152
A      153
00000063      A      154 blnkret:
00000063 BF      A      155 ired
A      156
A      157
A      158 ;*****
A      159 ;*      Interval      *
A      160 ;*****
A      161
00000064      A      162 Start_Int:
00000064 E6 00 01      A      163 ld      P0, #%01      ; Turn
blinking LED "Off"
00000067 18 F2      A      164 ld      r1, T1      ; Load
random interval time from T1
00000069 46 E1 2F      A      165 or      r1, #%2f      ; Ensure
"at least" interval time
A      166 TIMER      Interval      ; Load
TIMER macro with "Interval" addr.

```

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reaction.s

```

Location Object      Type  Line Source
A+      166
0000006C 9C 75      A+      166 ld      r9, #low jump      ; Load
starting address of jump
0000006E 8C 00      A+      166 ld      r8, #high jump
A+      166
A      167 BUTTON      Push      ; Load
BUTTON macro with "Push" addr.
A+      167
00000070 7C 94      A+      167 ld      r7, #low jump      ; Load
starting address of jump
00000072 6C 00      A+      167 ld      r6, #high jump

```



```

A+      167
A       168
00000074 BF      A       169 Intret:  iret
A       170
00000075      A       171 Interval:
00000075 1A FD   A       172 djnz    r1, Intret    ;
Interval timeout? Yes, proceed to TimeOut
A       173
A       174
A       175 ;*****
A       176 ;*    TimeOut    *
A       177 ;*****
A       178
00000077      A       179 TimeOut:
00000077 E6 F1 00 A       180 ld      TMR,  #00    ;
Disable T1 to load new value
0000007A E6 F2 C8 A       181 ld      T1, #T1_REACT ;
Beginning value of T1 for reaction
0000007D E6 F3 CB A       182 ld      PRE1, #PRE1_REACT ;
Modulo n, external
00000080 E6 00 00 A       183 ld      P0,  #00    ; Turn
on LED
00000083 E6 F1 0C A       184 ld      TMR,  #0c    ; Load
T1 & start counting
A       185 TIMER   React    ; Load
TIMER macro with "React" addr.
A+      185
00000086 9C 8B   A+     185 ld      r9, #low jump ; Load
starting address of jump
00000088 8C 00   A+     185 ld      r8, #high jump
A+     185
0000008A BF      A       186 iret
A       187
A       188
A       189 ;*****
A       190 ;*    Reaction Time    *
A       191 ;*****
A       192
0000008B 0E      A       193 React:  inc    react_time
0000008C A6 E0 00   A       194 cp      react_time, #00 ;
Count equal to 256?
0000008F EB 02   A       195 jr      ne, okay    ; Too
long for reaction (2.56 sec)?

```



Sample of Output File Printouts

```

00000091 8B 01          A      196 jr      Push          ; Jump
to Push (too long!)
          A      197
00000093 BF          A      198 okay:   ired
          A      199
          A      200
          A      201 ;*****
          A      202 ;*      Push Button  *
          A      203 ;*****
          A      204
00000094 E6 F1 00     A      205 Push:   ld      TMR, #%00
; Disable T1
          A      206 BUTTON  Start          ; Load
BUTTON macro with "Start" addr.
          A+     206
00000097 7C 26     A+     206 ld      r7, #low jump ; Load
starting address of jump
00000099 6C 00     A+     206 ld      r6, #high jump
          A+     206
0000009B 50 FC     A      207 pop     User_flag ; ISR
pushes Flags on stack, therefore...
0000009D 46 FC 01     A      208 or      User_flag, #%01 ; Set
User flag bit #1

```

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reaction.s

```

Location Object          Type  Line Source
000000A0 70 FC          A      209 push   User_flag
000000A2 BF          A      210 ired
          A      211
          A      212
          A      213 ;*****
          A      214 ;*      Debounce  *
          A      215 ;*****
          A      216
000000A3          A      217 Debounce:
000000A3 AC 03     A      218 ld      r10, #%03 ;
Debounce MSB value
000000A5 80 EA     A      219 debo:  decw   rr10
; Debounce countdown

```



```

000000A7 EB FC          A      220 jr      nz, debo
000000A9 54 FE FA          A      221 and     irq, %fe      ; Clear
INT0 (push button) in IRQ
000000AC 76 03 04          A      222 tm      P3, #%04      ; Sample
port pin 32 again
000000AF 6B 01          A      223 jr      z, valid      ; Test
for valid button or not
000000B1 BF              A      224 ired           ; No,
then return to main_loop
000000B2 30 E6          A      225 valid:  jp      @rr6
; Yes, then jump to correct state
A      226
A      227
A      228
;*****
A      229 ;** Count Value for 8 MHz XTAL
**
A      230
;*****
A      231
000000B4          A      232 Count:
A      233
000000B4          A      234 cnt_ones:
000000B4 A6 E0 64          A      235 cp      react_time, #%64 ;
Greater or less than 100 decimal
000000B7 5B 06          A      236 jr      mi, cnt_tens      ; Less
than or equal, then tenths
000000B9 2E              A      237 inc     ones
000000BA 26 E0 64          A      238 sub     react_time, #%64 ;
Interested only in whole part
000000BD 8B F5          A      239 jr      cnt_ones
A      240
000000BF          A      241 cnt_tens:
000000BF A6 E0 0A          A      242 cp      react_time, #%0a ;
Greater or less than 10 decimal = 1/10
000000C2 5B 06          A      243 jr      mi, cnt_huns      ; Less
than or equal, then hundredths
000000C4 26 E0 0A          A      244 sub     react_time, #%0a ;
Subtract 10 decimal = 1/10
000000C7 3E              A      245 inc     tens      ; Add
another tenth
000000C8 8B F5          A      246 jr      cnt_tens
A      247
000000CA          A      248 cnt_huns:

```



Sample of Output File Printouts

```

000000CA 26 E0 01      A      249 sub      react_time, #%01  ;
Subtract 1 decimal = 1/100
000000CD 5B 03      A      250 jr      mi, comp_ones      ; Less
than or equal, then compare "Best"
000000CF 4E      A      251 inc      huns      ; Add
another hundredth
000000D0 8B F8      A      252 jr      cnt_huns
A      253
A      254
A      255 ;*****
A      256 ;** Best Time Calculation **
A      257 ;*****
A      258
000000D2      A      259 comp_ones:
000000D2 A4 E2 04      A      260 cp      best_ones, ones      ; Is
it best ones value?
000000D5 5B 14      A      261 jr      mi, Display      ; No,
then keep old "Best", goto Display
000000D7 EB 0C      A      262 jr      nz, load_best
A      263
000000D9      A      264 comp_tens:
000000D9 A4 E3 05      A      265 cp      best_tens, tens      ; Is
it best tens value?
000000DC 5B 0D      A      266 jr      mi, Display      ; No,
then keep old "Best", goto Display

```

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reaction.s

```

Location Object      Type  Line Source
000000DE EB 05      A      267 jr      nz, load_best
A      268
000000E0      A      269 comp_huns:
000000E0 A4 E4 06      A      270 cp      best_huns, huns      ; Is
it best huns value?
000000E3 5B 06      A      271 jr      mi, Display      ; No,
then keep old "Best", goto Display
A      272
000000E5      A      273 load_best:
000000E5 29 04      A      274 ld      best_ones, ones      ; Load
new "Best" ones value

```



```

000000E7 39 05      A      275 ld      best_tens, tens      ; Load
new "Best" tenths value
000000E9 49 06      A      276 ld      best_huns, huns      ; Load
new "Best" hundredths value
A      277
A      278
A      279 ;*****
A      280 ;**      Display      **
A      281 ;*****
A      282
A      283
000000EB           A      284 Display:
000000EB E6 00 01    A      285 ld      P0, #01      ; Turn
off LED
000000EE 1C 05      A      286 ld      r1, #5      ; Load
"repeat" counter
A      287
000000F0           A      288 repeat:
A      289
A      290 ;* Off *
A      291
000000F0 E6 02 FF    A      292 ld      P2, #ff      ; Load
"Off" value
000000F3 D6 01 34    A      293 call     on_loop
A      294
A      295 ;* Ones *
A      296
000000F6 58 E2      A      297 ld      pointer, ones      ; Load
ones value
000000F8 D6 01 27    A      298 call     on
A      299
A      300 ;* Decimal *
A      301
000000FB E6 02 F7    A      302 ld      P2, #f7      ; Load
"." value
000000FE D6 01 34    A      303 call     on_loop
A      304
A      305 ;* Tenths *
A      306
00000101 58 E3      A      307 ld      pointer, tens      ; Load
tenths value
00000103 D6 01 27    A      308 call     on
A      309
A      310 ;* Off *

```




```

                                A      311
00000106 E6 02 FF                A      312 ld      P2, #%ff      ; Load
"Off" value
00000109 CC 2F                    A      313 ld      r12, #%2f      ; Blink
in case tens & hundreds are same
0000010B D6 01 34                A      314 call   on_loop
0000010E 1A 08                    A      315 djnz   r1, disp_hun      ;
Repeated 5 times?
                                A      316 BUTTON Best      ; Load
BUTTON macro with "Best" addr.
                                A+     316
00000110 7C 4F                    A+    316 ld      r7, #low jump      ; Load
starting address of jump
00000112 6C 01                    A+    316 ld      r6, #high jump
                                A+    316
00000114 FF                        A      317 nop                        ; Yes,
then flush pipeline & halt
00000115 7F                        A      318 halt
00000116 8B D3                    A      319 jr      Display
                                A      320

```

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reaction.s

```

Location Object                Type  Line Source
                                A      321 ;* Hundredths *
                                A      322
00000118                A      323 disp_hun:
00000118 58 E4            A      324 ld      pointer, huns      ; Load
hundreths value
0000011A D6 01 27        A      325 call   on
                                A      326
0000011D 8B D1            A      327 jr      repeat
                                A      328
                                A      329
                                A      330
                                A      331
;*****
                                A      332 ;** Display LED Segment Call
Subroutine **

```



```

                                A      333
;*****
                                A      334
0000011F 60 00                A      335 onlose: com      P0
00000121 FC 71                A      336 ld          r15, #low loser_tab
; Load starting address of Loser
00000123 EC 01                A      337 ld          r14, #high loser_tab
; table
00000125 8B 04                A      338 jr          point
                                A      339
00000127 FC 5F                A      340 on:      ld          r15, #low number
; Load starting address of Number
00000129 EC 01                A      341 ld          r14, #high number
; table
0000012B 02 F5                A      342 point: add    r15, pointer
; Point to correct table entry
0000012D 16 EE 00            A      343 adc          r14, #0
00000130 C2 0E                A      344 ldc          r0, @rr14
; Load constant value from table
00000132 09 02                A      345 ld          P2, r0
; Output value to LED segment
00000134                    A      346 on_loop:
00000134 80 EC                A      347 decw      rr12
00000136 EB FC                A      348 jr          nz, on_loop
00000138 AF                    A      349 ret
                                A      350
                                A      351
                                A      352
;*****
                                A      353 ;** Display "YOU LOSER" Segment
Subroutine **
                                A      354
;*****
                                A      355
00000139 1C 05                A      356 Loser:  ld          r1, #5
; Load "repeat" counter
0000013B                    A      357 lose_rep:
0000013B 5C 06                A      358 ld          pointer, #06 ; Load
r5 with 6 (start of LOSER string)
0000013D D6 01 1F            A      359 lose:   call    onlose
00000140 5A FB                A      360 djnz     pointer, lose
00000142 1A F7                A      361 djnz     r1, lose_rep ;
Repeated 5 times?

```



```

                                A          362  BUTTON  Best          ; Load
BUTTON macro with "Best" addr.
                                A+         362
00000144 7C 4F                   A+       362  ld          r7, #low jump  ; Load
starting address of jump
00000146 6C 01                   A+       362  ld          r6, #high jump
                                A+         362
00000148 E6 00 01                 A        363  ld          P0, #%01    ; Turn
off LED
0000014B FF                       A        364  nop          ; Yes,
then flush pipeline & halt
0000014C 7F                       A        365  halt
0000014D 8B 9C                   A        366  jr          Display
                                A          367
                                A          368
;*****
                                A          369  ;**  Display "Best Time" Segment
Subroutine  **
                                A          370
;*****
                                A          371
0000014F 28 04                   A        372  Best:   ld          ones, best_ones
00000151 38 05                   A        373  ld          tens, best_tens
00000153 48 06                   A        374  ld          huns, best_huns

```

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reaction.s

```

Location Object                Type  Line Source
                                A      375  BUTTON  Start          ; Load
BUTTON macro with "Start" addr.
                                A+     375
00000155 7C 26                   A+     375  ld          r7, #low jump  ; Load
starting address of jump
00000157 6C 00                   A+     375  ld          r6, #high jump
                                A+     375
00000159 BF                       A      376  ired
                                A      377
                                A      378
                                A      379
;=====

```



```

A      380
A      381
;*****
Routines      **
A      382 ;**      Interrupt Service
A      383
;*****
A      384
A      385
0000015A 8D 00 A3      A      386 PSHBTN:  jp      Debounce
; If pushbutton int.  jump to Debounce
A      387
0000015D      A      388 IRQ1:
0000015D      A      389 IRQ2:
0000015D      A      390 IRQ3:
0000015D      A      391 IRQ4:
A      392
0000015D 30 E8      A      393 TMR1:   jp      @rr8
; If timer int.  jump to address in rr8
A      394
A      395
A      396
;=====
A      397
A      398
A      399 ;*****
A      400 ;**      LED Segment Tables      **
A      401 ;*****
A      402
A      403
0000015F 0A      A      404 number:  .byte  %0a      ;
number "0"
00000160 FA      A      405 .byte  %fa      ; number
"1"
00000161 2C      A      406 .byte  %2c      ; number
"2"
00000162 A8      A      407 .byte  %a8      ; number
"3"
00000163 D8      A      408 .byte  %d8      ; number
"4"
00000164 89      A      409 .byte  %89      ; number
"5"
00000165 09      A      410 .byte  %09      ; number
"6"

```



```

00000166 BA          A      411 .byte  %ba          ; number
"7"
00000167 08          A      412 .byte  %08          ; number
"8"
00000168 98          A      413 .byte  %98          ; number
"9"
00000169 18          A      414 .byte  %18          ; letter
"A"
0000016A 49          A      415 .byte  %49          ; letter
"B"
0000016B 0F          A      416 .byte  %0f          ; letter
"C"
0000016C 68          A      417 .byte  %68          ; letter
"D"
0000016D 0D          A      418 .byte  %0d          ; letter
"E"
0000016E 1D          A      419 .byte  %1d          ; letter
"F"
0000016F F7          A      420 .byte  %f7          ; decimal
"."
00000170 FF          A      421 .byte  %ff          ; Off
A      422
A      423
00000171 FF          A      424 loser_tab: .byte  %ff
; Off
00000172 FF          A      425 .byte  %ff          ; Off
00000173 1F          A      426 .byte  %1f          ; letter
"r"
00000174 0D          A      427 .byte  %0d          ; letter
"E"
00000175 89          A      428 .byte  %89          ; letter
"S"

```

```

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```

reaction.s

```

Location Object          Type  Line Source
00000176 0A          A      429 .byte  %0a          ; letter
"O"
00000177 4F          A      430 .byte  %4f          ; letter
"L"

```



A 431
A 432

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reaction.s

Symbol Name	Value	Section
Best	0000014F	code
best_huns	00000006	
best_ones	00000004	
best_tens	00000005	
Blink	0000005D	code
blnkret	00000063	code
cnt_huns	000000CA	code
cnt_ones	000000B4	code
cnt_tens	000000BF	code
code	Section	code
comp_huns	000000E0	code
comp_ones	000000D2	code
comp_tens	000000D9	code
Count	000000B4	code
debo	000000A5	code
Debounce	000000A3	code
disp_hun	00000118	code
Display	000000EB	code
huns	R4	
Interval	00000075	code
Intret	00000074	code
IRQ1	0000015D	code
IRQ2	0000015D	code
IRQ3	0000015D	code
IRQ4	0000015D	code
load_best	000000E5	code
lose	0000013D	code
lose_rep	0000013B	code
Loser	00000139	code
loser_tab	00000171	code
low	000000AA	
Main	00000000	code
main_loop	0000004F	code
number	0000015F	code



```

okay                00000093 code
on                  00000127 code
on_loop             00000134 code
ones                R2
onlose              0000011F code
point               0000012B code
pointer             R5
PRE1_BLINK          00000003
PRE1_REACT          000000CB
PSHBTN              0000015A code
Push                00000094 code
R1_INIT             0000000F
React               0000008B code
react_time          R0
Reg1                00000020
repeat              000000F0 code
Start               00000026 code
Start_Int           00000064 code
T1_BLINK            00000000
T1_REACT            000000C8
tens                R3
TimeOut             00000077 code
TMR1                0000015D code
User_flag           000000FC
    
```

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reaction.s

Symbol Name	Value	Section
valid	000000B2	code
zero	00000033	code

60 Symbols.

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reaction.s

Symbol Name	References
-------------	------------



Best	316	362	372*			
best_huns	41*	101	270	276	374	
best_ones	39*	99	260	274	372	
best_tens	40*	100	265	275	373	
Blink	131	149*				
blnkret	149	154*				
cnt_huns	243	248*	252			
cnt_ones	234*	239				
cnt_tens	236	241*	246			
comp_huns	269*					
comp_ones	250	259*				
comp_tens	264*					
Count	141	232*				
debo	219*	220				
Debounce	217*	386				
disp_hun	315	323*				
Display	261	266	271	284*	319	366
huns	37*	251	270	276	324	374
Interval	166	171*				
Intret	169*	172				
IRQ1	80	388*				
IRQ2	81	389*				
IRQ3	82	390*				
IRQ4	83	391*				
load_best	262	267	273*			
lose	359*	360				
lose_rep	357*	361				
Loser	140	356*				
loser_tab	336	337	424*			
low	50*					
Main	27*					
main_loop	135*	137				
number	340	341	404*			
okay	195	198*				
on	298	308	325	340*		
on_loop	293	303	314	346*	348	
ones	35*	237	260	274	297	372
onlose	335*	359				
point	338	342*				
pointer	38*	297	307	324	342	358
360						
PRE1_BLINK	29*	127				
PRE1_REACT	31*	182				
PSHBTN	79	386*				

Push	167	196	205*			
R1_INIT	33*	129	151			
React	185	193*				
react_time	34*	139	193	194	235	238
242						
	244	249				
Reg1	42*	117	120	121		
repeat	288*	327				
Start	109*	206	375			
Start_Int	132	162*				
T1_BLINK	30*	126				
T1_REACT	32*	181				
tens	36*	245	265	275	307	373
TimeOut	179*					
TMR1	84	393*				
User_flag	43*	110	136	207	208	209

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Symbol Name	References
valid	223 225*
zero	120* 122

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reaction.s

0 Warnings
0 Errors



.SYM FILE

```
loser_tab X 00000171
number   X 0000015F
IRQ1     X 0000015D
IRQ2     X 0000015D
IRQ3     X 0000015D
IRQ4     X 0000015D
TMR1     X 0000015D
PSHBTN   X 0000015A
Best     X 0000014F
lose     X 0000013D
lose_rep X 0000013B
Loser    X 00000139
on_loop  X 00000134
point    X 0000012B
on       X 00000127
onlose   X 0000011F
disp_hun X 00000118
repeat   X 000000F0
Display  X 000000EB
load_best X 000000E5
comp_huns X 000000E0
comp_tens X 000000D9
comp_ones X 000000D2
cnt_huns X 000000CA
cnt_tens X 000000BF
Count    X 000000B4
cnt_ones X 000000B4
valid    X 000000B2
debo     X 000000A5
Debounce X 000000A3
Push     X 00000094
okay     X 00000093
React    X 0000008B
TimeOut  X 00000077
Interval X 00000075
Intret   X 00000074
Start_Int X 00000064
blnkret  X 00000063
Blink    X 0000005D
main_loop X 0000004F
zero     X 00000033
Start    X 00000026
```

```
Main      X 00000000
PRE1_BLINK X 00000003
T1_BLINK  X 00000000
PRE1_REACT X 000000CB
T1_REACT  X 000000C8
R1_INIT   X 0000000F
best_ones X 00000004
best_tens X 00000005
best_huns X 00000006
Reg1      X 00000020
User_flag X 000000FC
low       X 000000AA
```




GLOSSARY

ABS	Absolute Value
Address Space	Physical or logical area of the target system's Memory Map. The memory map could be physically partitioned into ROM to store code, and RAM for data. The memory can also be divided logically to form separate areas for code and data storage.
ANSI	American National Standards Institute.
ASAP	As Soon As Possible.
ASCII	American Standard Code of Information Interchange.
ASM	Assembler File.
ASYNC	Asynchronous Communication Protocol.
ATM	Asynchronous Transfer Mode.
B	Binary.
Baud	Unit of measure of transmission capacity.
Binary	Number system based on 2. A binary digit is a bit.
BISYNC	Bidirectional Synchronous Communication Protocol.
Bisynchronous Communications	A protocol for communications data transfer used extensive in mainframe computer networks. The

sending and receiving computers synchronize their clocks before data transfer may begin.

Bit	A digit of a binary system. It has only two possible values: 0 or 1.
BPS	Bits Per Second. Number of binary digits transmitted every second during a data-transfer procedure.
Buffer	Storage Area in Memory.
Bug	A defect or unexpected characteristic or event.
Bus	In Electronics, a parallel interconnection of the internal units of a system that enables data transfer and control Information.
Byte	A collection of four sequential bits of memory. Two sequential bytes (8 bits) comprise one word.
CALL	This command invokes a subroutine
Checksum	A field of one or more bytes appended to a block of n words which contains a truncated binary sum formed from the contents of that block. The sum is used to verify the integrity of data in a ROM or on a tape.
COM	Device name used to designate a communication port.

Glossary

Control Section	A continuous logical area containing code or user data. Each control section has a name. The linker puts all those control sections with the same name in one entity. The linker provides address spaces to the control sections. There are either absolute control sections or relocatable ones.
CPU	Central Processing Unit.
Cross-Linkage Editor	A linkage editor that executes on a processor that is not the same as the target processor.
DI	Disable Interrupt.
DIP	Dual In-line Package. The plastic housing designed to be attached directly to a circuit board or equipment case.
DSP	Digital Signal Processing. A specialized microprocessor that is tailored to perform high repetition math processing and improve signal quality.
EPROM	Erasable Programmable Read-Only Memory.
EEPROM	Electrically Erasable Programmable Read-Only Memory.
EI	Enable Interrupt.
Emulation	Process of duplicating the behavior of one product or part using another medium.
Emulator	An emulation device. For example, an In-Circuit Emulator (ICE) module duplicates the behavior of the chip it emulates in the circuit being tested.
External Symbol	A symbol that is referenced in the current program file but is defined in another program file.
GUI	Graphical User Interface. The windows and text that a user sees on their computer screen when they are using a program.
H	Hexadecimal, Half-Carry Flag.

Hex	Hexadecimal.
Hexadecimal	A Base-16 Number System. Hex values are often substituted for harder to read binary numbers.
IC	Integrated Circuit.
ICE	In-Circuit Emulator. A ZiLOG product which supports the application design process.
Icon	A small screen image representing a specific element like a document, embedded and linked objects, or a collection of programs gathered together in a group.
ID	Identifier.
IE	Interrupt Enable.
IM	Immediate Data Addressing Mode.
IMASK	Interrupt Mask Register.
IMR	Interrupt Mask Register.
INC	Increment.
INCW	Increment Word.
Initialize	To establish start-up parameters, typically involving clearing all of some part of the device's memory space.
Instruction	Command.
INT	Interrupt.
Internal Symbol	A symbol that is defined in a program file. This symbol could be visible to multiple functions within the same program file.
I/O	Input/Output. In computers, the part of the system that deals with interfacing to external devices for input or output, such as keyboards or printers.

Glossary

IPR	Interrupt Priority Register.
Ir	Indirect Working-Register Pair Only.
IR	Infrared. A light frequency range just below that of visible light.
IRQ	Interrupt Request.
ISDN	Integrated Services Digital Network.
ISO	International Standards Organization.
JP	Jump.
JR	Jump Range.
Library	A File Created by a Librarian. This file contains a collection of object modules that were created by an assembler or directly by a C compiler.
Local Symbol	Symbol visible only to a particular function within a program file.
Lock Limits	Limits set in a financial program that cannot be surpassed.
LSB	Least Significant Bit.
LSI	Large Scale Integration. A chip that contains 500 to 5,000 gates or transistors.
M1	Machine Cycle 1.
MCU	Microcontroller or Microcomputer Unit.
MI	Minus.
MLD	Multiply and Load.
MPYA	Multiply and ADD.
MPYS	Multiply and Subtract.

MSB	Most Significant Bit.
Nibble	A Group of 4 Bits.
NMI	Non-Maskable Interrupt.
NOP	No Operation.
Object Module	Programming code created by assembling a file with an assembler or compiling a file with a compiler. These are relocatable object modules and are input to the linker in order to produce an executable file.
OMF	Object Module Format.
OPC	Operation Code.
Op Code	Operation Code.
OTP	One-Time Programmable.
PC	Personal computer, program counter.
PCON	Port configuration register.
PER	Peripheral. A device which supports the import or output of information.
POP	Retrieve a Value from the Stack.
POR	Power-On Reset.
Port	The point at which a communications circuit terminates at a Network, Serial, or Parallel Interface card.
PRE	Prescaler.
PROM	Programmable Read-Only Memory.
Protocol	Formal set of communications procedures governing the format and control between two communications devices. A protocol determines the type of error checking to be used, the data compression method, if any, how the sending device will indicate that it has

	finished sending a message, and how the receiving device will indicate that it has received a message.
PRT	Programmable Reload Timer or Print.
PTR	Pointer.
PTT	Post, Telephone, and Telegraph. Agency in many countries that is responsible for providing telecommunication approvals.
Public/Global Symbol	A programming variable that is available to more than one program file.
PUSH	Store a Value In the Stack.
r	Working Register Address.
R	Register or Working-Register Address, Rising Edge.
RA	Relative Address.
RAM	Random-Access Memory. A memory that can be written to or read at random. The device is usually volatile, which means the data is lost without power.
RC	Resistance/Capacitance.
RD	Read.
RES	Reset.
Resolution	In a digital image, the total number of pixels in the horizontal and vertical directions.
RFSH	Refresh.
ROM	Read-Only Memory. Nonvolatile memory that stores permanent programs. ROM usually consists of solid-state chips.
ROMCS	ROM Chip Select.
RP	Register Pointer.

RR	Read Register or Rotate Right.
RS-232C	Electronic Industries Association Standard for Asynchronous Transmissions Between a Computer and a Peripheral Device.
SCF	Set C Flag.
Schedule	Financial Schedule. Computes the costs and profits for each significant product line item (by PSI) for a given period, usually a fiscal month.
SIO	Serial Input/Output.
SL	Shift Left or Special Lot.
SLL	Shift Left Logical.
SMR	Stop Mode Recovery.
SN	Serial Number.
SOIC	Small Outline IC.
SP	Stack Pointer.
SPH	Stack Pointer High.
SPI	Serial Peripheral Interface.
SPL	Stack Pointer Low.
SRAM	Static Random Access Memory.
SR	Shift Right.
SRA	Shift Right Arithmetic.
SRC	Source.
SSI	Small Scale Integration. Chip that contains 5 to 50 gates or transistors.

Glossary

Static	Characteristic of Random Access Memory that enables It to operate without clocking signals.
ST	Status.
STKPTR	Stack Pointer.
SUB	Subtract.
SVGA	Super Video Graphics Adapter.
S/W	Software.
SWI	Software Interrupt.
Symbol Definition	Symbol defined when the symbol name is associated with a certain amount of memory space, depending on the type of the symbol and the size of Its dimension.
Symbol Reference	Symbol referenced within a program flow, whenever It is accessed for a read, write, or execute operation.
SYNC	Synchronous Communication Protocol. An event or device is synchronized with the CPU or other process timing.
TC	Time Constant.
TCC	Total Cash Compensation, Total Corporate Compliance. Total cash compensation includes base salary plus all other applicable compensation, including shift differential and car allowance.
TCM	Trellis Coded Modulation.
TCR	Timer Control Register.
TMR	Timer Mode Register.
UART	Universal Asynchronous Receiver Transmitter. Component or functional block that handles asynchronous communications. Converts the data from the

parallel format in which it is stored, to the serial format for transmission.

UGE	Unsigned Greater Than or Equal.
UGT	Unsigned Greater Than.
ULE	Unsigned Less Than or Equal.
ULT	Unsigned Less Than.
UM	User's Manual.
USART	Universal Synchronous/Asynchronous Receiver/Transmitter. Can handle synchronous as well as asynchronous transmissions.
USB	Universal Serial Bus.
USC	Universal Serial Controller.
UTB	Use Test Box. A board or system to test a particular chip in an end-use application.
V	Volt, Overflow Flag.
V _{CC}	Supply Voltage.
V _{DD}	Voltage from the Digital Power Supply.
V _{PP}	Programmed Voltage.
VRAM	Video Random-Access Memory. A special form of RAM chip that has a separate serial-output port for display refresh operations. This architecture speeds up video adaptor performance.
V _{REF}	Analog Reference Voltage.
WDT	Watch-Dog Timer. A timer that, when enabled under normal operating conditions, must be reset within the time period set within the application (WDTMR (1,0)). If the timer is not reset, a Power-on Reset occurs. Some earlier manuals refer to this timer as the WDTMR.



Glossary

WDTOUT	Watch-Dog Timer Output.
Word	Amount of data a processor can hold in its registers and process at one time. A DSP word is often 16 bits. Given the same clock rate, a 16-bit controller processes four bytes in the same time it takes an 8-bit controller to process two.
WR	Write.
WS	Wafer Sort.
X	Indexed Address, Undefined.
XOR	Bitwise Exclusive OR.
XTAL	Crystal.
Z	Zero, Zero Flag.
Z8	ZiLOG Chip.
ZAC	ZiLOG Accessory Kit.
ZASM	ZiLOG Assembler. ZiLOG's program development environment for DOS.
ZDS	ZiLOG Developer Studio. ZiLOG's program development environment for Windows 95/98/NT.
ZEM	ZiLOG Emulator.
ZiLOG Symbol Format	Three fields per symbol including a string containing the Symbol Name, a Symbol Attribute, and an Absolute Value in Hexadecimal.
ZLD	ZiLOG Linkage Editor. Cross linkage editor for ZiLOG's microcontrollers.
ZLIB	ZiLOG Librarian. Librarian for creating library files from locatable object modules for the ZiLOG family of microcontrollers.



ZMASM

ZiLOG Macro Cross Assembler. ZiLOG's program development environment for Windows 3.1.

ZOMF

ZiLOG's Object Module Format. The object module format used by the linkage editor.



