



Functions:

`.FILL (x,y) :`

Where `x` is the number of byte added in the ASM code.

`y` is the value of duplicate byte.

`.DB : (Def Byte)` assing a byte or a cluster.

Ex:

`.DB 1,2,3,4,5 ; Decimals`

`.DB $1,$2,$3,$4,$5 ; Hexadecimals`

`.DB "A","B","C","D" ; PC ascii text. [Tasm rules]`

`.DB 'A','B','C','D' ; Zx Text (Normal display)`

`.DB '_A','_B','_C','_D' ; Zx Text (inverted display)`

or `.DB '\A','\B','\C','\D'`

`.DB %00101010,%11111111,%00000001 ; Binay ("%="B")`

or `.DB B00101010,B11111111,B00000001`

`.DB Label ; Only for a 8 bits labels`

`.DW : (Def Word)` assing a 16 bits value or a cluster.

Ex:

`.DW 16514 ; Decimals`

`.DW $4082 ; Hexadecimals`

`.DW Label ; Equ values or an ASM adress pointer.`

`.ORG value : Set the first adress pointer.`



Unsuported commands:

#defint

#include

.end

.BLOC

... and many other functions.

Note:

Labels or values can't be bewond \$7FFF (32 767) or negatives values without some labels errors, just check output binary values.

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<https://www.sinclairzxworld.com/index.php>