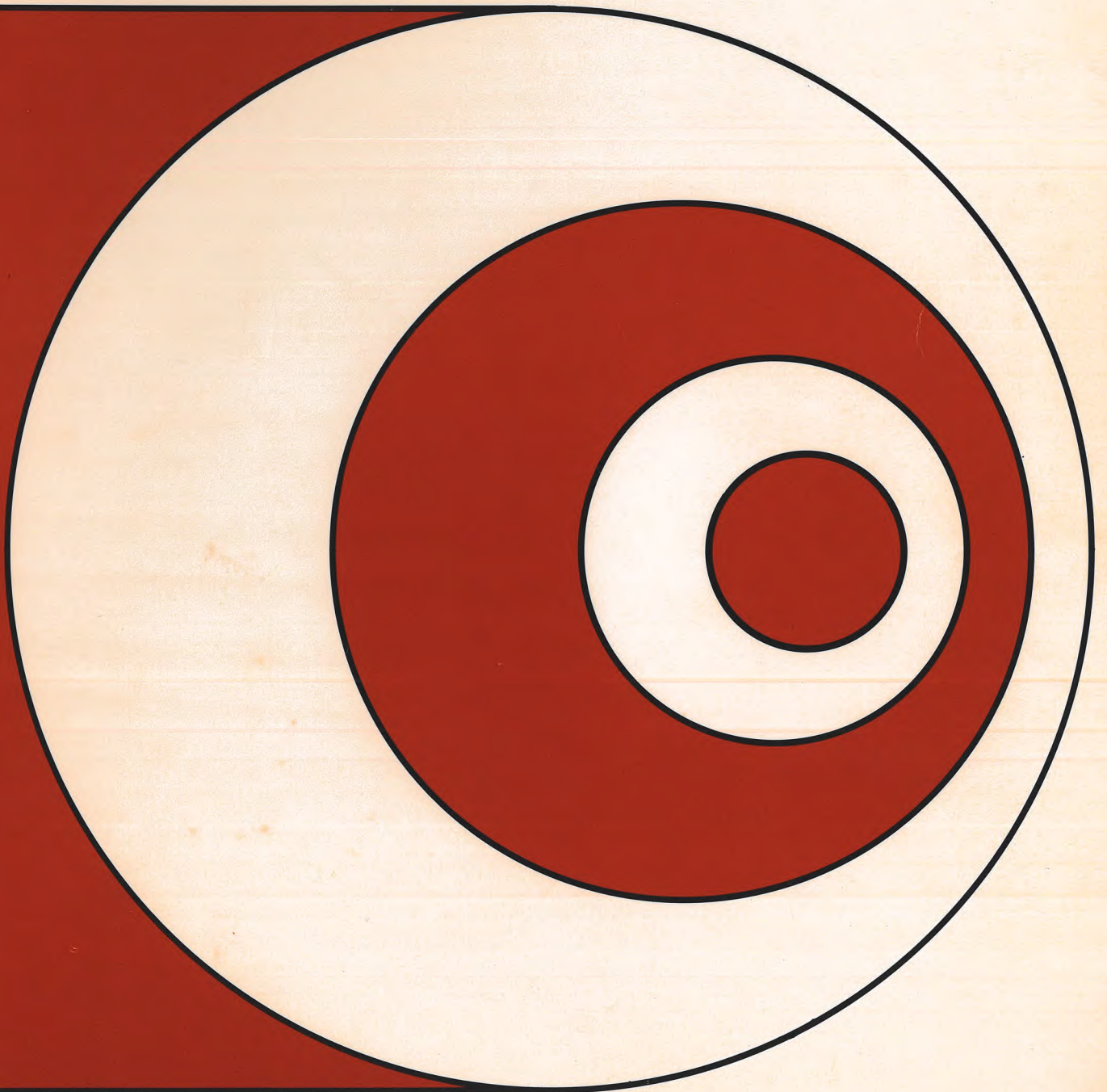


**SIGNETICS TWIN**

**TESTWARE INSTRUMENT**

**2650**

**ASSEMBLY  
LANGUAGE**



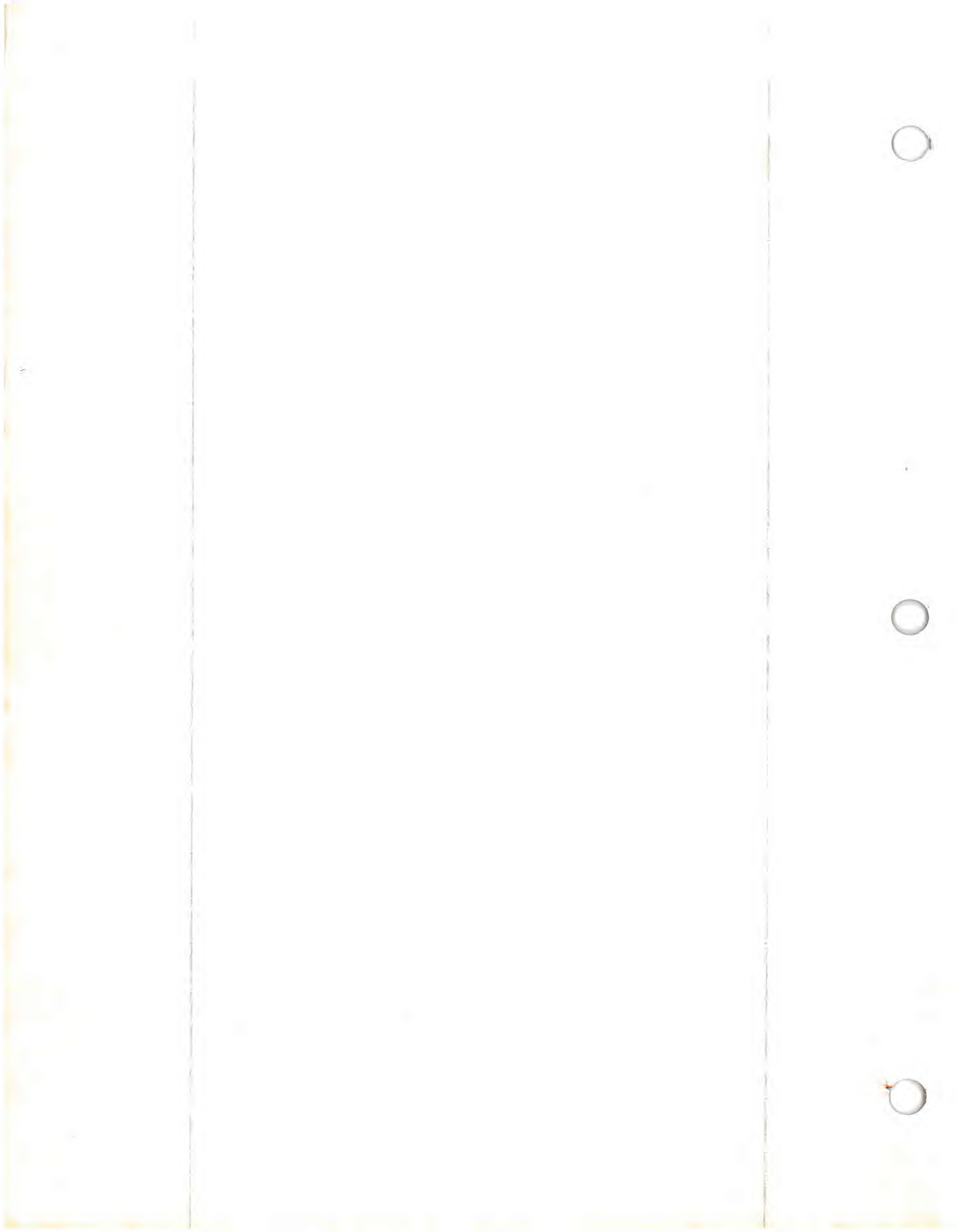
# **Signetics TWIN Testware Instrument**

2650 ASSEMBLY LANGUAGE MANUAL

**signetics**

a subsidiary of **U.S. Philips Corporation**

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**TWIN 2650  
ASSEMBLY LANGUAGE  
MANUAL**

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# I. INTRODUCTION

The 2650 assembly language is a symbolic language designed specifically to facilitate the writing of programs for the Signetics 2650 processor. The 2650 TWIN Assembler is a program which accepts this symbolic source code as input and produces a listing and/or an object module as output.

The 2650 TWIN Assembler runs as an application program in the 2650 Slave CPU of the Signetics TWIN prototype development system. Information regarding operation of the TWIN Assembler is contained in the "TWIN Operator's Guide."

The assembler is a two-pass program that builds a symbol table, issues helpful error messages, produces an easily readable program listing, and outputs a computer readable object (load) module. It features conditional assembly, symbolic and relative addressing, forward references, free format source code, self-defining constants, complex expression evaluation, and a versatile set of Pseudo Operations. Additionally, the assembler is capable of generating data in several number-based systems, including ASCII character code. These features aid the programmer/engineer in producing well documented, working programs in minimum time.

The 2650 TWIN Assembler is upward compatible from the cross-assembler described in the 2650 Microprocessor Manual, except that the TWIN assembler does not recognize the EBCDIC character constant form. However, the TWIN assembler contains several enhancements not present in the cross-assembler. These include conditional assembly, longer labels, and tabbing capability. Information regarding conversion of cross-assembler source pro-

grams for use with the TWIN Assembler is contained in Appendix G.

## ASSEMBLY LANGUAGE

An **assembly language program** is a program written in **symbolic machine language**. It is comprised of **statements**. A statement is either a **symbolic machine instruction**, a **pseudo-operation** statement, or a **comment**.

A symbolic machine instruction is a written specification for a particular machine operation expressed by a symbolic operation code and, if required, a symbolic address or operand. For example:

```
LOC2      STRR, R0   SAV
```

*Where:*

LOC2 is a symbol representing the memory address of the instruction.

STRR is a symbolic operation code representing the bit pattern of the "store relative" instruction.

R0 is a symbol that has been defined as register 0 by the "EQU" pseudo-op.

SAV is a symbol representing the memory location into which the contents of register 0 are to be stored.

A pseudo-operation statement is a statement which is not translated into a machine instruction, but rather is interpreted as a directive to the assembler program. For example:

SCHD	ACON	REDY
<i>Where:</i>		
ACON	is a pseudo-op which directs the assembler program to allocate two bytes of memory.	
SCHD	is a symbol. The assembler is to assign the memory address of the first byte of the two allocated to this symbol.	
REDY	is a symbol representing an address. The assembler is directed to place the equivalent memory address into the allocated bytes.	

## STATEMENTS

Statements are always written in a particular format. The format is depicted below:

LABEL FIELD    OPERATION FIELD    OPERAND FIELD    COMMENT FIELD

The statement is always assumed to be written as an 80-column card image.

The **Label Field** is provided to assign symbolic names to bytes of memory. If present, the Label Field must begin in column one.

The **Operation Field** is provided to specify a symbolic operation code or a pseudo-operation code. If present, the Operation Field must either begin past column one or be separated from the Label Field by one or more blanks.

The **Operand Field** is provided to specify arguments for the operation in the Operation Field. The Operand Field, if present, is separated from the Operation Field by one or more blanks.

The **Comment Field** is provided to enable the assembly language programmer to optionally place a message stating the purpose or intent of a statement or a group of statements. The Comment Field must be separated from the preceding field by one or more blanks.

## COMMENT STATEMENT

A Comment Statement is a statement that is not processed by the assembler program. It is merely reproduced on the assembly listing. A Comment Statement is indicated by encoding an asterisk in column one. For example:

```
*THIS IS A COMMENT STATEMENT
```

Columns 73-80 are never processed by the assembler, but are reproduced on the assembly listing without processing. This field may be used for sequence numbers, if desired.

## LOCATION COUNTER

During the assembly process, the assembler maintains a cell that always contains the address of the next memory location to be assembled. This cell is called the Location Counter. It is used by the assembler to assign addresses to assembled bytes, but it is also available to the programmer.

The character "\$" is a symbol that the assembler recognizes as the symbolic name of the Location Counter. It may be used like any other symbol, but it may not appear in the label field.

When using the "\$," the programmer may think of it as expressing the idea "\$" = "address of myself." For example:

```
10816            BCTR,3        $
```

The first byte of this branch instruction is in location 10816. The instruction directs the microprocessor to "branch to myself." The Location Counter in this example contains the value 10816.

## SYMBOLIC ADDRESSING

As mentioned above, the user can attach a label to an instruction, as shown in the following example:

```
SAVR            STRR,R0        SAV
```

The assembler, upon seeing a valid symbol in the label field, assigns the equivalent address (the value of the Location Counter) to the label. In the given example, if the STRR instruction is to be stored in the address H'0127', then the symbol SAVR would be made equivalent to the value H'0127' for the duration of the assembly.

The symbol could then be used anywhere in the source program to refer to the address value or, more typically, it could be used to refer to the instruction location. The important concept is that the address of the instruction need not be known; only the symbol need be used to refer to the instruction location. Thus, when branching to the STRR instruction, one could write:

```
BCTA,3    SAVR
```

When this three-byte branch instruction is translated by the assembler, the address of the STRR instruction is placed in the address field of the branch instruction. Similarly, in the STRR instruction above, the symbol SAV in the Operand Field is replaced by the address of the memory location whose label is SAV.

It is also possible to use symbolic addresses which are near other locations to refer to those locations without defining new labels. For example:

```

                                BCTR,3    BEG
                                BCTR,0    BEG+4
                                ANDZ      3
                                BSTR,3    S+48
BEG                               LODA,2    PAL
                                HALT
                                SUBI,2    3

```

In the above example, the instruction "BCTR,3 BEG" refers to the "LODA,2 PAL" instruction. The instruction "BCTR,0 BEG+4" refers to the "SUBI,2 3" instruction.

BEG+4 means the address BEG plus four bytes. This type of expression is called relative symbolic addressing and given a symbolic address; it can be used as a landmark to express several bytes before or after the symbolic address. Examples are:

```

                                BCTR,3    PAL+23
                                BSTA,0    STT-18

```

The arguments are evaluated like any other expression and must be in the range -32,768 to +32,767.





## II. LANGUAGE ELEMENTS

Input to the assembler consists of a sequence of characters combined to form assembly language elements. These language elements include symbols, instruction mnemonics, constants and expressions which make up the individual program statements that comprise a source program.

### CHARACTERS

Alphabetic: A through Z

Numeric: 0 through 9

Special characters:

- blank
- ( left parenthesis
- ) right parenthesis
- + add or positive value
- subtract or negative value
- \* asterisk
- ' single quote
- , comma
- / slash
- \$ dollar sign
- < less than sign
- > greater than sign
- # pound sign
- @ at sign
- ? question mark
- ! exclamation point
- " double quote
- % percent sign
- TAB character (ASCII '09')

### SYMBOLS

Symbols are formed from combinations of characters. Symbols provide a convenient means of identifying program elements so that they can be referenced by other elements.

1. Symbols may consist of 1 to 6 characters. The first character must be alphabetic. Succeeding characters may be alphabetic, numeric, or the special characters #, @, ?, !, ", and %.
2. Certain symbols are reserved words for the 2650 TWIN assembler and may not be used as statement labels. These symbols are:
  - any mnemonic operation code (see Appendix A).
  - any assembler directive (see Section IV).
  - the symbols ON and OFF.Attempted use of these reserved words as valid symbols will result in an error indication on the assembly listing.
3. The character \$ is a special symbol which may be used in the argument field of a statement to represent the current value of the Location Counter.
4. The character \* is a special symbol which is used as an indirect address indicator.
5. The characters + and - are also used as auto-increment/auto-decrement indicators.

6. The assembler maintains internal tab stops at every eight columns. The Horizontal Tab character (ASCII H'09', CONTROL-I on the TWIN Display Terminal) will cause the listing to be resumed at the next internal tab stop.

The following are examples of valid symbols:

```
DOP1      RAV3      SEVEN%
AA        TEMZ      AT#12
```

The following are examples of invalid symbols:

```
ROUND OFF  more than six characters
1LAR      begins with a numeric
PA N      imbedded blank
TEN$      unallowed special character
DATA      reserved word
```

## CONSTANTS

A constant is a self-defining language element. Unlike a symbol, the value of a constant is its own "face" value and is invariant. Internal numbers are represented in 2's complement notation. There are two forms in which constants may be written: the Self-Defining Constant and the General Constant.

### Self-Defining Constant

The self-defining constant is a form of constant which is written directly in an instruction and defines a decimal value. For example:

```
LODA,R3   BUFF+65
```

In this example, 65 is a self-defining constant. The value of the integer constant expressed by a self-defining constant must be in the range -32,768 to +32,767.

### General Constant

The general constant is also written directly in an instruction, but the interpretation of its value is dictated by a code character and delimited by quotation marks.

```
LODA,R3   BUFF+H'3E'
```

In this example, the code letter H specifies that 3E

is a hexadecimal constant equivalent to decimal value 62.

The size of a number generated by a general constant form (B, O, D, H) must be in the range -32,768 to +32,767. However, the most important concept to understand when using constant forms is that the final value of a resolved expression must fit the constraints of the actual field destined to contain the value. For example:

```
LODA,R2   PAL+H'3EE2'-H'3EE0'
```

In this case, the argument, when resolved, must fit into the 13 bits in the actual machine instruction. Even though each of the two hexadecimal constants is larger than can fit into 13 bits, the final value of the expression is containable in 13 bits and therefore the constants are permitted. Similarly, the statement DATA H'3FE' is not allowed, as the DATA statement defines one byte quantities and H'3FE' specifies more than 8 bits. Summarily, the size of the evaluated expressions must be less than or equal to their corresponding data fields.

There are 5 types of General Constants usable with the 2650 TWIN Assembler:

Code	Type
B	Binary Constant
O	Octal Constant
D	Decimal Constant
H	Hexadecimal Constant
A	ASCII Character Constant

### B: Binary Constant

A binary constant consists of an optionally signed binary number of up to 16 bits enclosed in single quotes and preceded by the letter B, e.g., B'1011011'. Binary information is stored right justified.

### O: Octal Constant

An octal constant consists of an optionally signed octal number enclosed by single quotation marks and preceded by the letter O, e.g., O'352'. The value will be right justified.

## D: Decimal Constant

A decimal constant consists of an optionally signed decimal number enclosed by single quotation marks and preceded by the letter D, e.g., D'249'. The value will be right justified.

## H: Hexadecimal Constant

A hexadecimal constant consists of an optionally signed hexadecimal number enclosed in single quotation marks and preceded by the letter H, e.g., H'3F'. The value will be right justified.

## A: ASCII Character Constant

An ASCII character constant consists of a string of ASCII characters enclosed by single quotation marks and preceded by the letter A. For example: A 'HELLO THERE'. Each character will be encoded in 7-bit ASCII and stored in successive bytes. The high-order bit is always set to zero in each allocated byte.

**Note:** See Appendix G for permissible characters and their equivalent ASCII codes. To specify a single quotation mark as a character constant, it must appear twice in the character string, e.g., A'TYPE"HELP"NOW' will appear in storage as TYPE'HELP'NOW.

## MULTIPLE CONSTANT SPECIFICATIONS

General constant forms, when used in DATA and ACON statements, allow multiple specifications within the constant expression. For example: D'52, 21, 208, 27'. A comma separates each byte specification (except in the ASCII form) and successive specifications determine successive bytes of storage. The forms within a single constant expression may be mixed, except that an ASCII form containing more than one character cannot be mixed. Each byte may be optionally signed. For example:

H'03,-F2,+11,-8,33,0',O'271,133',255,H'F0,FF'  
O'271,133',A'X',H'0,A,B,C'

## EXPRESSIONS

An expression is an assembly language element that represents a value. It consists of a single term or a combination of terms separated by arithmetic, logical or relational operators. A term may be a valid symbolic reference, a self-defining constant or a general constant.

The valid operators which may be used in an expression are:

+	for addition (or unary positive sign)
-	for subtraction (or unary negative sign)
*	for multiplication
/	for division
.MOD.	for remainder after division
.NOT.	for one's complement (unary operator)
.AND.	for logical AND
.OR.	for logical OR
.XOR.	for logical EXCLUSIVE OR
.SHR.	for logical shift right
.SHL.	for logical shift left
>	for retrieving the lower byte of a two-byte argument
<	for retrieving the upper byte of a two-byte argument
.EQ.	for equal (=) relation
.NE.	for not equal ( $\neq$ ) relation
.GT.	for greater than (>) relation
.LT.	for less than (<) relation
.GE.	for greater than or equal to ( $\geq$ ) relation
.LE.	for less than or equal to ( $\leq$ ) relation

The relational operators are binary operators which yield a true (H'FF') or false (0) value.

These operators have an implied priority which determines the order in which the operations are performed in multiple operator expressions. The operations specified by the operators of the highest priority are performed first, then those of the second priority, and so forth.

The priority of operators is as follows, with operators on the same line having equal priority:

\* / .MOD. .SHR. .SHL.  
 + -  
 .EQ. .NE. .GT. .LT. .GE. .LE.  
 .NOT.  
 .AND.  
 .OR. .XOR.  
 < >

Parentheses can be used to override the implied order of operations or to make the expression clearer. For example:

A + B \* C is equivalent to A + (B \* C)  
 .NOT.A-B.MOD.C is equivalent to .NOT.(A-(B.MOD.C))  
 A.AND.B-C is equivalent to A.AND.(B-C)

The expression A.SHR.B shifts the argument A B places towards the right and fills the most-significant bits of A with zeroes. Similarly, A.SHL.B shifts A B places to the left and fills the least-significant bits with zeroes. For example:

H'43'.SHR.1 is equivalent to H'21'  
 H'21'.SHL.1 is equivalent to H'42'

Examples of valid expressions are:

LOOP PAL-\$  
 LOOP+5 \$-PAL+3  
 SAM+3-LOOP BIT-3+H'3B'

**Note:** The special symbol '\$' represents the current value of the Location Counter.

If an expression resolves to a two-byte value where only a single-byte value is required, the assembler will use the least-significant byte as the operand.

## SPECIAL OPERATORS

There are two special operators that are recognized by the assembler. They are:

< less than sign  
 > greater than sign

The assembler interprets these operators in a special way:

> perform a modulo 256 divide (use low-order byte)  
 < perform a divide by 256 (use high-order byte)

These special operators are intended to be used to access a two-byte address in one byte parts using a minimum of storage. For example, if it is desired to get the high-order bits of an address (ADDB) into register 2 and the low-order bits into register 1 it could be done as follows:

	LODR,R2	APAL
	LODR,R1	APAL+1
	•••	
	•••	
	•••	
APAL	ACON	ADDB

or, by utilizing the special operators, it could be done as follows:

LODI,R2	<ADDB
LODI,R1	>ADDB

The first method uses 6 bytes to accomplish what the second method can do in 4 bytes.

The special operators are most often used to facilitate the passing of an address in registers.

# III. SYNTAX

Assembly language elements may be combined to symbolically express both 2650 instructions and assembler directives. There are specific rules for writing these instructions. This set of rules is known as the Syntax of the symbolic assembly language.

## FIELDS

A statement prepared for processing by the assembler is divided into four fields: the Label Field, the Operation Field, the Operand Field and the Comment Field. Each field is separated by at least one blank character. Only columns 1 through 72 of the card image are scanned by the assembler. Columns 73 through 80 inclusive may be used for any desired purpose.

### Label Field

The label field optionally contains a symbolic name which the assembler assigns to the instruction specified in the remaining part of the line. If a name is specified, it must begin in column 1. The assembler assumes that there is no label if column 1 is blank. The label field, if present, must contain only a valid symbol.

### Operation Field

The operation field contains a mnemonic code which represents a 2650 processor operation or an assembly directive. The operation field must be present in every non-comment line. See Appendix

A for a list of the valid mnemonic codes. Additionally, depending on the instruction type, the operation field may also specify a general purpose register or a condition code.

### Operand Field

The operand (or argument) field contains one or more symbols, constants or expressions separated by commas. The argument field specifies storage locations, constants, register specifications and any other information necessary to completely specify a machine operation or an assembler directive. Embedded blanks are not permitted as they are considered field terminators.

### Comment Field

The comment field contains any valid characters in any combination. The comment field is not processed by the assembler, but is merely reproduced on the listing next to the accompanying instruction. It is usually used to explain the purpose or intention of a particular instruction or group of instructions.

### Comment Line

An entire 72 column line may be utilized to print comments by coding an asterisk (\*) in column 1. This entire card is merely reproduced on the assembly listing without processing by the assembler.

## SYMBOLS

Symbols are used in the name field of a symbolic machine instruction to identify that particular instruction and to represent its address. Symbols may be used for other purposes, such as the symbolic representation of some memory address, the symbolic representation of a constant, the symbolic representation of a register, etc.

No matter how the symbol is used, it must be defined. A symbol is defined when the assembler knows what value the symbol represents. There is only one way to define a symbol. The symbol must at some time appear either in the label field of an instruction or of an assembler directive. The symbol will be assigned the current value of the Location Counter when it appears in the label field of a machine instruction, or of an ORG, ACON, DATA, or RES pseudo-op. It may be assigned some other value through use of the EQU or SET assembler directives. A symbol may not appear in the name field more than once in a program, because this would cause the assembler to try to redefine an already defined label. The assembler will not do this and will flag all definitions of the particular label as an error. The only exception is that a symbol assigned a value by a SET pseudo-op may have another value assigned by subsequent SET pseudo-ops.

## SYMBOLIC REFERENCES

Symbols may be used to refer to storage designations, register assignments, constants, etc. For example:

Address	Label	Operation	Operand
9B	MAZE	DATA	H'F5'
9C		LODA,3	MAZE

The symbolic label "MAZE" represents the address 9B. It is used in the machine instruction at address 9C to tell the assembler to build an instruction LODA,3 9B. The symbolic label, in this case, is a way for the programmer to specify an address without knowing exactly what the address should be when he writes the program. In this example, assume there was a need to modify this sequence of code: a data statement was inserted between the original two statements.

Address	Label	Operation	Operand
99	MAZE	DATA	H'F5'
9A,9B		DATA	H'FE,3A'
9C		LODA,3	MAZE

Even though there was a program change which caused the data at MAZE to be located at address 99, the load instruction referencing the data didn't have to be rewritten because the assembler could provide the proper physical address for the symbolic address MAZE. The instruction at address 9C will be assembled as LODA,3 99.

## SYMBOLIC ADDRESSING

When writing instructions in the symbolic assembly language for the 2650, the addresses may be expressed through symbolic equivalents. The assembler will translate the symbolic address to its numeric equivalent during the assembly process.

It is good programming practice to make all address references symbolic, as this greatly eases the programmer's job in producing a working program. To make the register specification symbolic, one could equate a symbol to the register number:

RG3	EQU	3	
	•••		
	•••		
	•••		
	•••		
	LODA,RG3	MAZE	

## Forward References

A previously defined symbol is one which has appeared in the name field before it is referenced (as above). In contrast, a forward reference is a symbolic reference to a line of code when the symbol has not yet appeared in the name field. For example:

	ADDA,2	COEF	
	•••		
	•••		
	•••		
COEF	DATA	D'123'	

Forward references may be used anywhere in a program with the exception of the operand fields of the EQU, SET, RES, IF, and ORG statements.

## Relative Addressing

The programmer may reference a memory cell either directly or via relative addressing. To refer directly to a memory cell of symbolic address MAIN, one has merely to use the name MAIN in the argument field of the referencing instruction. For example:

```
BIRA,R2    MAIN
```

It is also possible to express the address of a memory cell symbolically if some nearby cell is symbolically assigned. For example, to load the memory cell which is 5 cells higher in memory than the cell named MAIN, one need only to refer to it as MAIN+5:

```
LODA,2    MAIN+5
```

This latter method is called relative addressing. The relative count must be in the range -32,768 to +32,767.

## The Location Counter and Symbol "\$"

There is one symbolic name, "\$," which is automatically defined by the assembler. This single character name is always symbolically equated to the assembler's Location Counter. Since the Location Counter is used by the assembler during the assembly process and is usually equated to the address of the next byte to be assembled, it represents the address of the instruction or data currently being specified. For example: BCTR,3 \$+5. The branch address will be interpreted by the assembler to be the address of the first byte of the branch instruction plus 5 bytes.

## Hardware Relative Addressing

When using instructions which use "hardware relative addressing" (as distinguished from relative addressing discussed earlier in this section), it is important to realize the assembler will not only evaluate the expression which is given as an operand address, but will convert it to a hardware relative ad-

dress (see the Hardware Specifications manual for a description of the addressing modes). For example:

Address	Name	Operation	Argument
100	SAM	LODA,R2	PAL
103		SUBI,R2	-3
105		BIRR,R3	SAM
107		next instruction	

In this code, the BIRR instruction specifies hardware relative addressing. Even though the equivalent value of the symbolic address SAM is 100, the relative addressing instruction requires a displacement relative to the address of the next sequential instruction. Therefore, the operand SAM will be evaluated as  $-(\text{current Location Counter} + \text{length of BIRR instruction} - \text{SAM}) = -(105 + 2 - 100) = -(+7) = -7$ . Remember, where the hardware instruction calls for "hardware relative addressing," the expression in the operand field will be evaluated as the displacement from the address of the next sequential instruction. The value of this displacement may range from -64 to +63.

## Indirect Addressing

The symbol "\*" is used to specify indirect addressing. For example:

	BCTA,3	*SAM
	•••	
	•••	
	•••	
SAM	ACON	SUBR

In this sequence of instructions, the BCTA instruction specifies indirect addressing. The assembler will set the indirect bit (byte #1, bit #7) to '1' for this instruction.

## Auto-Increment and Auto-Decrement

The symbol "+" and "-" are used to specify auto-increment and auto-decrement, respectively. For example:

```
LODA,R0    BUF,R3,+
```

In this instruction, which specifies auto-increment, the assembler sets bits #6 and #5 of byte #1 to "01." This option is specified in the instruction set tables as (,X).





# IV. DIRECTIVES TO THE 2650 TWIN ASSEMBLER

There are fifteen directives (pseudo-ops) which the assembler will recognize. These assembler directives, although written much like processor instructions, are simply commands to the assembler instead of to the processor. They direct the assembler to perform specific tasks during the assembly process, but have no meaning to the 2650 processor. These assembler directives are:

ORG  
EQU  
SET  
ACON  
DATA  
RES  
END  
EJE  
PRT  
SPC  
TITL  
PCH  
IF  
ELSE  
ENDIF

The use of the last three directives listed above (IF, ELSE, and ENDIF) is described in Section V.

---

## ORG Set Location Counter

---

The ORG directive sets the assembly Location Counter to the location specified. The assembler assumes an ORG 0 at the beginning of the program if no ORG statement is given.

LABEL	OPERATION	OPERAND
{ name }	ORG	expression

*Where:*

name            optionally provides a symbol whose value will be equated to the value in the Location Counter before the ORG is evaluated.

expression      when evaluated, results in a positive integer value. This value will replace the contents of the location counter, and bytes subsequently assembled will be assigned sequential memory addresses beginning with this value. Any symbols which appear in the argument must have been previously defined.

*Examples:*

```
LARR            ORG            YORD  
STAR            ORG            H'100'
```

## **EQU Specify a Symbol Equivalence**

The EQU directive tells the assembler to equate the symbol in the name field with the evaluable expression in the operand field. A symbol equivalence defined by an EQU directive cannot be redefined by a subsequent EQU or SET directive and cannot appear in the label field of a statement.

LABEL	OPERATION	OPERAND
name	EQU	expression

Where:

name is the symbol which is to be assigned some value by the execution of this directive.

expression is resolved to an integer value. If a symbol is used in the argument, it must have been previously defined.

Examples:

```
PAL      EQU      H'10F'
LOP2     EQU      PAL
RAMP     EQU      SLOP-3+PAL
REG1     EQU      1
```

## **SET Specify a Symbol Equivalence**

The SET directive tells the assembler to equate the symbol in the name field with the expression to be evaluated in the argument field.

The SET directive is identical to the EQU directive, except that the symbol defined by the SET directive may be redefined later in the program by another SET directive.

LABEL	OPERATION	OPERAND
name	SET	expression

## **ACON Define Address Constant**

The ACON directive tells the assembler to allocate two successive bytes of storage. The evaluated argument will be stored in the two bytes, the low-order 8 bits in the second byte and the high-order bits in the first byte. This directive is mainly intended to provide a double byte containing an address for use as the indirect address for any instruction executing in the indirect addressing mode. Any number of operands may be specified with one ACON directive, but the operands may not extend past column 72. Each operand will be allocated two bytes of storage.

LABEL	OPERATION	OPERAND
{ name }	ACON	expression

Where:

name is an optional label. If specified, the name becomes the symbolic address of the first byte allocated.

expression is some expression which must resolve to a positive value or zero. If positive, the value should be no larger than that which can be contained in two bytes. Otherwise, only the least-significant bytes are used.

Example:

```
ASUB     ACON     SUBR
         ACON     SUBR,H'AFF0'
```

## DATA

## Defines Memory Data

The DATA directive tells the assembler to allocate the exact number of bytes required to hold the data specified in the argument field of this directive. Any number of bytes can be specified with one DATA directive, but the argument field may not extend past column 72.

LABEL	OPERATION	OPERAND
{ name }	DATA	expression

### Where:

**name** is an optional label. If used, the name becomes the symbolic address of the first byte allocated by the directive.

**expression** is a general constant, a self-defining constant or a symbolic address. A multiple constant specification in the argument field will cause a corresponding number of bytes to be allocated. Any other expression that can be resolved to a single value will result in one byte being allocated.

### Examples:

```
PAL      DATA      LOOP,LOOP+1
         DATA      H'03,22,FC,A1'
         DATA      +127
         DATA      D'28'
DEFINE   DATA      A'THIS IS'
```

**Note:** If the expression evaluates to a value between 0 and 255, the result is an eight bit absolute binary number. DATA +127 results in H'7F'. Also, if the expression evaluates to a value which is less than 0, the result is a 2's complement, binary number. DATA H'-5' results in H'FB'. If the expression resolves to a value which requires more than one byte, only the least-significant byte is used.

## RES

## Reserve Memory Storage

The RES directive tells the assembler to reserve contiguous bytes of storage. The number of bytes so reserved is determined by the argument. The reserved bytes are not set to a known value, but rather the effect of this directive is to increment the location counter.

LABEL	OPERATION	OPERAND
{ name }	RES	expression

### Where:

**name** is an optional label. If used, the name becomes the symbolic address of the first byte allocated.

**expression** is some evaluable expression which must resolve to some positive integer or zero. If a symbol is specified, it must have been previously defined.

### Example:

```
LOR      RES        23
MASK     RES        LOR+5
         RES        H'1A'
```

---

**END** **End of Assembly**

---

The END directive informs the assembler that the last statement to be assembled has been input and the assembler may proceed with the assembly. The END directive causes the assembler to communicate the program start address to the object module.

LABEL	OPERATION	OPERAND
	END	expression

Where:

expression is resolved to the starting address of the program. If this parameter is not specified, the start address is set to zero.

---

**EJE** **Eject the Listing Page**

---

The EJE directive tells the assembler to advance the listing to the top of the next page regardless of the line position on the current listing page.

The directive is used primarily to organize listing for documentation purposes and does not appear in the listing.

LABEL	OPERATION	OPERAND
	EJE	

---

**PRT** **Printer Control**

---

The PRT directive tells the assembler to resume or discontinue printing of the assembled program.

This directive is used primarily to shorten assembly time by listing only that portion of the program which the user needs to see. This directive does not appear in the listing.

LABEL	OPERATION	OPERAND
	PRT	{ ON } { OFF }

Note: PRT is set ON at the beginning of an assembly.

---

**SPC** **Space Control**

---

The SPC directive tells the assembler to skip or space a number of lines.

This directive is used primarily to organize listings for documentation purposes and does not appear in the listing.

LABEL	OPERATION	OPERAND
	SPC	expression

Where:

expression is some evaluable expression which must resolve to some positive integer. If the value of this expression is equal to, or greater than, the number of lines remaining on the page, the effect is the same as the EJE directive.

Example:

SPC 5

---

**TITL**

---

**Title**

The TITL directive tells the assembler to skip to the top of the next page and insert a given title into the main header.

This directive is used primarily for documentation purposes and does not appear in the listing.

LABEL	OPERATION	OPERAND
	TITL	expression

*Where:*

expression is the title information not to exceed 38 character positions.

*Example:*

TITL            MAIN PROGRAM

---

**PCH**

---

**Punch Control**

The PCH directive tells the assembler to selectively resume or discontinue the output of the load module.

This directive is used primarily to shorten assembly time when a load module is not desired or when only a portion of the load module is desired.

LABEL	OPERATION	OPERAND
	PCH	{ ON } { OFF }

**Note:** PCH is set ON at the beginning of an assembly. When PCH OFF is specified, any prior load module data is output.



# V. CONDITIONAL ASSEMBLY

The conditional assembly directives allow the programmer to vary the sequence of generated statements. Thus, the programmer can use these instructions to generate different sequences of statements from the same source program.

There are three conditional assembly directives. They are:

IF  
ELSE  
ENDIF

The format of the IF statement is:

LABEL	OPERATION	OPERAND
{name }	IF	expression

The standard expression rules apply with the addition of the following six relational operators which may be used in relational expressions:

.EQ. .NE. .LT. .GT. .LE. .GE.

The format for relational expressions is

(expression .XX. expression)

where .XX. is any one of the above relational operators.

The format of the ELSE statement is:

LABEL	OPERATION	OPERAND
	ELSE	

The format of the ENDIF statement is:

LABEL	OPERATION	OPERAND
	ENDIF	

Every IF statement must eventually be followed by an ENDIF statement. The use of the ELSE statement is optional, but, if present, it must appear after the IF statement and before the ENDIF statement.

When an IF statement is encountered, the expression or relational expression is evaluated to be either true (not zero) or false (zero). If true, the following source statements are processed until an ENDIF is encountered. However, if an ELSE is encountered during this processing, the statements between the ELSE and the ENDIF are not processed. If false, the source statements following the IF are not processed until an ELSE or ENDIF is encountered, at which time normal processing resumes.

Conditional assembly constructs may be nested but may not be overlapped. Therefore, the end of an inner IF construct (nested) must be encountered before the end of the outer IF construct is encountered.

The assembler listing will contain only those statements actually assembled. The statements between an IF and ENDIF (or ELSE) which do not produce object code do not appear on the listing.

If the optional label is included in the IF statement, the label will be assigned the value of the Location Counter when the next byte is actually assembled.





# VI. THE ASSEMBLY PROCESS

The 2650 assembler translates symbolic source code into machine language instructions. The assembler examines every source statement for syntactic validity and produces the equivalent machine code for the 2650 processor.

This is a two pass assembler, which means the entire source code is scanned twice by the assembler. On the first pass, all defined labels and their equivalent values are stored in a symbol table, the first byte of every instruction is fully determined, and some errors may be detected. During pass 2, symbolic address references are replaced by their values, errors may be detected, and a listing and load/object module are generated.

## **SYMBOL TABLE**

The assembler builds and maintains a symbol table during the assembly process. The symbol table contains an entry for each symbol in the assembled program. The entry consists of the symbol itself and its value. If a symbol which appears in the operand field of an instruction has never been defined (never appeared in the label field), the assembler will generate an error code on the listing because it is unable to resolve an undefined symbol and will place zero as the unresolved value in the object module.

## **LOCATION COUNTER**

The assembler maintains a memory cell which it uses as a Location Counter. This Location Counter

keeps track of the address of the next byte of storage to be allocated by the assembler. During coding, the programmer may think of the Location Counter as containing the address of the first byte of the instruction being written. In this assembler, the Location Counter is also used to provide load information. This means that the addresses displayed on an assembly listing are the actual addresses which are to contain the corresponding information upon loading of the object program.

## **ERROR DETECTION**

During an assembly, the source program is checked for syntax errors. If errors are found, appropriate notification is given and the assembly proceeds. Although an assembled program containing errors generally will not run properly, it is considered good practice to complete the assembly to locate all errors at one time, rather than terminate it when an error is encountered.

## **ERROR CODES**

There is a column on the listing in which an error indication may appear. Sometimes, because an error causes the assembler to view a subsequent statement incorrectly, a valid statement may be flagged as an error. A good rule is to fix errors in a particular line of code as they are discovered.

The following alphabetic characters are printed in the error indicator column and imply the corresponding message.

- L— Label error. The label contains too many characters, contains invalid characters, has been previously defined, or is an invalid symbol.
- O— Op-code error. The op-code mnemonic has not been recognized as a valid mnemonic.
- R— Register field error. The register field expression could not be evaluated, or when evaluated, was less than 0 or greater than 3, or the register field was not found.
- S— Syntax error. The instruction has violated some syntax rule.
- U— Undefined symbol. There is a symbol in the argument field which has not been previously defined.
- A— Argument error. The argument has been coded in such a way that it cannot be resolved to a unique value.
- P— Paging error. A memory access instruction has attempted to address across a page boundary.
- W—Warning. The assembler has detected a syntactically correct but unusual construction. The error will be counted but will not inhibit the production of the object module.

If more than one error occurs in a single statement, only the indicator for the first error encountered will be printed.

## ASSEMBLY LISTING

Figure VI-1 is a sample of a program listing produced by the 2650 TWIN Assembler. The following explanations are keyed to the listing.

1. Page heading — displays the current version and level of the 2650 TWIN Assembler and the title, if any, specified by the TITL assembler directive.
2. Page number — Every page of the listing is numbered sequentially.
3. Line number — This number corresponds to the line number of the source program file.
4. Address column — The numbers in this column are equal to the value of the assembly Location Counter and indicate the address at which the first byte is located. For the EQU and SET directives, this column contains the hexadecimal value of the expression field.
5. Object — This field describes the data bytes which are stored sequentially starting at the address in the Address Column.
6. Error column — This column may contain an error code as detailed elsewhere in this chapter.
7. Source code — This area of the listing reproduces the source code as it was read by the assembler.
8. Total errors — This field indicates the total number of errors detected by the assembler during the assembly process.

## Figure VI-1

TWIN ASSEMBLER VER 1.0

SAMPLE PROGRAM LISTING

PAGE 0001

LINE ADDR OBJECT E SOURCE

```

0002          * ARITHMETIC BUBBLE SORT PROGRAM
0003 0000      R0 EQU      0
0004 0001      R1 EQU      1
0005 0002      R2 EQU      2
0006 0003      R3 EQU      3
0007 0003      UN EQU      3
0008 0001      GT EQU      1
0009 0002      LT EQU      2
0010 0000      EQ EQU      0
0011 0000 00    ZERO DATA  0
0012 0001      CNT RES      1          NUMBER OF ITERATIONS
0013          *
0014          *
0015          * MAIN PROGRAM
0016 0002 0F00C8  STRT LODA, R3  LEN          LOAD BUF LENGTH IN R3
0017 0005 7502    CPSL          2          SET FOR ARITH COMPARISONS
0018 0007 A701    SORT SUBI, R3  1          DECREMENT LOOP COUNTER
0019 0009 CF0001  STRA, R3  CNT          STORE LOOP COUNTER
0020 000C 7F0012  BSNA, R3  SUB1          IF NOT 0, CALL SUBROUTINE
0021 000F 5B76    BRNR, R3  SORT          IF NOT 0, LOOP BACK AGAIN
0022 0011 40      HALT
0023          *
0024          * SUBROUTINE FOR ONE ITERATION THROUGH BUFFER
0025 0012 0E0000  SUB1 LODA, R2  ZERO          R2 COUNTS COMPARISONS
0026 0015 EE0001  LOOP COMA, R2  CNT          IF =, ITERATION COMPLETE
0027 0018 14      RETC, EQ
0028 0019 0E60C9  LODA, R0  BUF, R2          LOAD FIRST # OF THE PAIR
0029 001C EE20C9  COMA, R0  BUF, R2, +      COMPARE WITH SECOND #
0030 001F 9974    BCFR, GT  LOOP          IF FIRST LT OR =, LOOP BACK
0031 0021 C1      STRZ          R1          MOVE LARGER # TO R1
0032 0022 0E60C9  LODA, R0  BUF, R2          LOAD SMALLER # INTO R0
0033 0025 CE60C8  STRA, R0  BUF-1, R2        STORE SMALLER # FIRST
0034 0028 01      LODZ          R1          MOVE LARGER # TO R0
0035 0029 CE60C9  STRA, R0  BUF, R2          STORE LARGER # SECOND
0036 002C 1B67    BCTR, UN  LOOP          LOOP BACK
0037          *
0038          *
0039 002E          ORG          200
0040 00C8 0F      LEN DATA  15          LENGTH OF BUFFER
0041 00C9          BUF RES      15          BUFFER TO BE SORTED
0042 0002          END          STRT

```

TOTAL ASSEMBLY ERRORS = 0000



# APPENDIX A

## SUMMARY OF 2650 INSTRUCTION MNEMONICS

In these tables parentheses are used to indicate options. In no case are they coded in any instruction. The following abbreviations are used:

- r — register expression, must evaluate to  $0 \leq r \leq 3$ .
- v — value expression
- \* — indirect indicator
- a — address expression
- x — index register expression
- X — index register expression with optional auto-increment or auto-decrement

### Note

- The use of the indirect indicator is always optional.
- When an index register expression is specified, it can be followed by '+', '-' which indicates use of auto-increment or auto-decrement of the index register. Example:

LODA,0

DPR,R3,+

BXA, BSXA are exceptions and do not permit auto-increment or auto-decrement.

- Even though an address expression is specified in a hardware relative addressing instruction, the assembler develops it into a value of  $(-64 \leq v \leq +63)$ .
- A memory reference instruction which requires indexing may use only register 0 as the destination of the operation.
- If an index register expression is used with either BXA or BSXA instructions, it must specify index register #3 (either register bank) for indexing. Any other value in the index field will produce an error during assembly. However, it is not necessary to use an index register expression with these instructions: a blank in this field will default to register 3.

LOAD/STORE INSTRUCTIONS			Length (bytes)	SUBROUTINE BRANCH/RETURN INSTRUCTIONS			Length (bytes)
LODZ	r	Load Register Zero	1	BSTR,v	(*a	Branch to Subroutine on Condition True, Relative	2
LODI,r	v	Load Immediate	2	BSFR,v	(*a	Branch to Subroutine on Condition False, Relative	2
LODR,r	(*a	Load Relative	2	BSTA,v	(*a	Branch to Subroutine on Condition True, Absolute	3
LODA,r	(*a(.X)	Load Absolute	3	BSFA,v	(*a	Branch to Subroutine on Condition False, Absolute	3
STRZ	r	Store Register Zero	1	BSNR,r	(*a	Branch to Subroutine on Non-Zero Register, Relative	2
STRR,r	(*a	Store Relative	2	BSNA,r	(*a	Branch to Subroutine on Non-Zero Register, Absolute	3
STRA,r	(*a(.X)	Store Absolute	3	BSXA	(*a(.x)	Branch to Subroutine, Indexed, Unconditional	3
ARITHMETIC INSTRUCTIONS				RETC,v		Return From Subroutine, Conditional	1
ADDZ	r	Add to Register Zero	1	RETE,v		Return From Subroutine and Enable Interrupt, Conditional	1
ADDI,r	v	Add Immediate	2	ZBSR	(*),a	Zero Branch to Subroutine Relative, Unconditional	2
ADDR,r	(*a	Add Relative	2	PROGRAM STATUS INSTRUCTIONS			
ADDA,r	(*a(.X)	Add Absolute	3	LPSU		Load Program Status, Upper	1
SUBZ	r	Subtract from Register Zero	1	LPSL		Load Program Status, Lower	1
SUBI,r	v	Subtract Immediate	2	SPSU		Store Program Status, Upper	1
SUBR,r	(*a	Subtract Relative	2	SPSL		Store Program Status, Lower	1
SUBA,r	(*a(.X)	Subtract Absolute	3	CPSU	v	Clear Program Status, Upper, Selective	2
LOGICAL INSTRUCTIONS				CPSL	v	Clear Program Status, Lower, Selective	2
ANDZ	r	And to Register Zero	1	PPSU	v	Preset Program Status, Upper, Selective	2
ANDI,r	v	And Immediate	2	PPSL	v	Preset Program Status, Lower, Selective	2
ANDR,r	(*a	And Relative	2	TPSU	v	Test Program Status, Upper, Selective	2
ANDA,r	(*a(.X)	And Absolute	3	TPSL	v	Test Program Status Lower, Selective	2
IORZ	r	Inclusive or to Register Zero	1	INPUT/OUTPUT INSTRUCTIONS			
IORI,r	v	Inclusive or Immediate	2	WRTD,r		Write Data	1
IORR,r	(*a	Inclusive or Relative	2	REDD,r		Read Data	1
IORA,r	(*a(.X)	Inclusive or Absolute	3	WRTC,r		Write Control	1
EORZ	r	Exclusive or to Register Zero	1	REDC,r		Read Control	1
EORL,r	v	Exclusive or Immediate	2	WRTE,r	v	Write Extended	2
EORR,r	(*a	Exclusive or Relative	2	REDE,r	v	Read Extended	2
EORA,r	(*a(.X)	Exclusive or Absolute	3	MISCELLANEOUS INSTRUCTIONS			
COMPARISON INSTRUCTIONS				HALT		Halt, Enter Wait State	1
COMZ	r	Compare to Register Zero	1	DAR,r		Decimal Adjust Register	1
COMI,r	v	Compare Immediate	2	TMI,r	v	Test Under Mask Immediate	2
COMR,r	(*a	Compare Relative	2	NOP		No Operation	1
COMA,r	(*a(.X)	Compare Absolute	3	ROTATE INSTRUCTIONS			
ROTATE INSTRUCTIONS				RRR,r		Rotate Register Right	1
RRR,r		Rotate Register Right	1	RRL,r		Rotate Register Left	1
BRANCH INSTRUCTIONS				BRANCH INSTRUCTIONS			
BCTR,v	(*a	Branch on Condition True Relative	2	BCTR,v	(*a	Branch on Condition True Relative	2
BCFR,v	(*a	Branch on Condition False Relative	2	BCFR,v	(*a	Branch on Condition False Relative	2
BCTA,v	(*a	Branch on Condition True Absolute	3	BCTA,v	(*a	Branch on Condition True Absolute	3
BCFA,v	(*a	Branch on Condition False Absolute	3	BCFA,v	(*a	Branch on Condition False Absolute	3
BRNR,r	(*a	Branch on Register Non-Zero Relative	2	BRNR,r	(*a	Branch on Register Non-Zero Relative	2
BRNA,r	(*a	Branch on Register Non-Zero Absolute	3	BRNA,r	(*a	Branch on Register Non-Zero Absolute	3
BIRR,r	(*a	Branch on Incrementing Register Relative	2	BIRR,r	(*a	Branch on Incrementing Register Relative	2
BIRA,r	(*a	Branch on Incrementing Register Absolute	3	BIRA,r	(*a	Branch on Incrementing Register Absolute	3
BDRR,r	(*a	Branch on Decrementing Register Relative	2	BDRR,r	(*a	Branch on Decrementing Register Relative	2
BDRA,r	(*a	Branch on Decrementing Register Absolute	3	BDRA,r	(*a	Branch on Decrementing Register Absolute	3
BXA	(*a(.x)	Branch Indexed Absolute, Unconditional	3	BXA	(*a(.x)	Branch Indexed Absolute, Unconditional	3
ZBRR	(*a	Zero Branch Relative, Unconditional	2	ZBRR	(*a	Zero Branch Relative, Unconditional	2

# APPENDIX B

## NOTES ABOUT THE 2650 MICROPROCESSOR

1. AUTO-INCREMENT, DECREMENT of index register. This feature is optional on any instruction which used indexing with the exception of BXA and BSXA. The increment or decrement occurs before the index register is added to the displacement in the instruction.
2. The contents of registers when used for indexing are considered to be unsigned absolute numbers. Consequently, index registers can contain values from 0 to 255. They "wrap-around" so that the number following 255 is 0.
3. Only absolute addressing instructions can be indexed.
4. The Branch on Incrementing Register or Decrementing Register instructions perform the increment or decrement before testing for zero. The only time the branch is not made is when the register contains zero.
5. All hardware relative addressing is implemented as modulo 8K and therefore relative addressing across the top of a page boundary will result in a physical address near the bottom of the page being accessed. For example:

1FFC<sub>16</sub> LODR,R2 \$+16

This instruction results, during execution, in accessing the byte at location 000C in the same

page as the instruction. Similarly, negative relative addresses from near the bottom of a page may result in an effective address near the top of the page.

6. Page boundaries cannot be indexed across.
7. Data can always be accessed across a page boundary through use of relative indirect or absolute indirect addressing modes.
8. The only way to transfer control to a program in some other page is to branch absolute or branch indirectly to the new page. Program execution cannot flow across a page boundary.
9. Unconditional branch or branch to subroutine instructions are coded by specifying a value of 3 in the register/value field of BSTA, BSTR, BCTA or BCTR. Example:

UN	EQU	3
	•••	
	•••	
	•••	
	BSTA,UN	PAL
	BCTR,3	LOOP

Unconditional branches or subroutine branches on condition false (BCFA, BCFR, BSFA, BSFR) are not allowed.



# APPENDIX C

## ASCII CODE

This table presents the only characters that the assembler will recognize in an A type constant and their equivalent codes in hexadecimal.

VALID CHARACTERS	ASCII CODE	VALID CHARACTERS	ASCII CODE
0	30	V	56
1	31	W	57
2	32	X	58
3	33	Y	59
4	34	Z	5A
5	35	blank	20
6	36	.	2E
7	37	(	28
8	38	+	2B
9	39		7C
A	41	&	26
B	42	!	21
C	43	\$	24
D	44	*	2A
E	45	)	29
F	46	;	3B
G	47	¬ or ~	7E*
H	48	-	2D
I	49	/	2F
J	4A	,	2C
K	4B	%	25
L	4C	- or ←	5F*
M	4D	>	3E
N	4E	?	3F
O	4F	:	3A
P	50	#	23
Q	51	@	40
R	52	'	27
S	53	=	3D
T	54	<	22
U	55	<	3C

\*may have different graphic symbols on different output devices.

# APPENDIX D

## ASCII CHARACTER SET

ASCII CHARACTER SET (7-BIT CODE)									
L.S. CHAR	M.S. CHAR	0	1	2	3	4	5	6	7
		000	001	010	011	100	101	110	111
0	0000	NUL	DLE	SP	0	@	P	`	p
1	0001	SOH	DC1	!	1	A	Q	a	q
2	0010	STX	DC2	"	2	B	R	b	r
3	0011	ETX	DC3	#	3	C	S	c	s
4	0100	EOT	DC4	\$	4	D	T	d	t
5	0101	ENQ	NAK	%	5	E	U	e	u
6	0110	ACK	SYN	&	6	F	V	f	v
7	0111	BEL	ETB	'	7	G	W	g	w
8	1000	BS	CAN	(	8	H	X	h	x
9	1001	HT	EM	)	9	I	Y	i	y
A	1010	LF	SUB	*	:	J	Z	j	z
B	1011	VT	ESC	+	;	K	[	k	{
C	1100	FF	FS	,	<	L	\	l	
D	1101	CR	GS	-	=	M	]	m	}
E	1110	SO	RS	•	>	N	↑	n	~
F	1111	SI	US	/	?	O	← or —	o	DEL

# APPENDIX E

## POWERS OF TWO TABLE

$2^n$	n	$2^{-n}$
1	0	1.0
2	1	0.5
4	2	0.25
8	3	0.125
16	4	0.062 5
32	5	0.031 25
64	6	0.015 625
128	7	0.007 812 5
256	8	0.003 906 25
512	9	0.001 953 125
1 024	10	0.000 976 562 5
2 048	11	0.000 488 281 25
4 096	12	0.000 244 140 625
8 192	13	0.000 122 070 312 5
16 384	14	0.000 061 035 156 25
32 768	15	0.000 030 517 578 125
65 536	16	0.000 015 258 789 062 5
131 072	17	0.000 007 629 394 531 25
262 144	18	0.000 003 814 697 265 625
524 288	19	0.000 001 907 348 632 812 5
1 048 576	20	0.000 000 953 674 316 406 25
2 097 152	21	0.000 000 476 837 158 203 125
4 194 304	22	0.000 000 238 418 579 101 562 5
8 388 608	23	0.000 000 119 209 289 550 781 25
16 777 216	24	0.000 000 059 604 644 775 390 625
33 554 432	25	0.000 000 029 802 322 387 695 312 5
67 108 864	26	0.000 000 014 901 161 193 847 656 25
134 217 728	27	0.000 000 007 450 580 596 923 828 125
268 435 456	28	0.000 000 003 725 290 298 461 914 062 5
536 870 912	29	0.000 000 001 862 645 149 230 957 031 45
1 073 741 824	30	0.000 000 000 931 322 574 615 478 515 625
2 147 483 648	31	0.000 000 000 465 661 287 307 739 257 812 5
4 294 967 296	32	0.000 000 000 232 830 643 653 869 628 906 25
8 589 934 592	33	0.000 000 000 116 415 321 826 934 814 453 125
17 179 869 184	34	0.000 000 000 058 207 660 913 467 407 226 562 5
34 359 738 368	35	0.000 000 000 029 103 830 456 733 703 613 281 25
68 719 476 736	36	0.000 000 000 014 551 915 228 366 851 806 640 625
137 438 953 472	37	0.000 000 000 007 275 957 614 183 425 903 320 312 5
274 877 906 944	38	0.000 000 000 003 637 978 807 091 712 951 660 156 25
549 755 813 888	39	0.000 000 000 001 818 989 403 545 856 475 830 078 125
1 099 511 627 776	40	0.000 000 000 000 909 494 701 772 928 237 915 039 062 5

# APPENDIX F

## HEXADECIMAL-DECIMAL CONVERSION TABLES

*From hex:* locate each hex digit in its corresponding column position and note the decimal equivalents. Add these to obtain the decimal value.

*From decimal:* (1) locate the largest decimal value in the table that will fit into the decimal number to be converted, and (2) note its hex equivalent and hex column position. (3) Find the decimal remainder. Repeat the process on this and subsequent remainders.

The table on pages 32-35 provides for direct conversion of hexadecimal and decimal numbers in these ranges:

Hexadecimal	Decimal
000 to FFF	0000 to 4095

In the table, the decimal value appears at the intersection of the row representing the most significant hexadecimal digits ( $16^2$  and  $16^1$ ) and the column representing the least significant hexadecimal digit ( $16^0$ ).

*Example:*  $C21_{16} = 3105_{10}$

HEX	0	1	2
C0	3072	3073	3074
C1	3088	3089	3090
C2	3104	3105	3106
C3	3120	3121	3122

HEXADECIMAL COLUMNS											
6		5		4		3		2		1	
HEX = DEC		HEX = DEC		HEX = DEC		HEX = DEC		HEX = DEC		HEX = DEC	
0	0	0	0	0	0	0	0	0	0	0	0
1	1,048,576	1	65,536	1	4,096	1	256	1	16	1	1
2	2,097,152	2	131,072	2	8,192	2	512	2	32	2	2
3	3,145,728	3	196,608	3	12,288	3	768	3	48	3	3
4	4,194,304	4	262,144	4	16,384	4	1,024	4	64	4	4
5	5,242,880	5	327,680	5	20,480	5	1,280	5	80	5	5
6	6,291,456	6	393,216	6	24,576	6	1,536	6	96	6	6
7	7,340,032	7	458,752	7	28,672	7	1,792	7	112	7	7
8	8,388,608	8	524,288	8	32,768	8	2,048	8	128	8	8
9	9,437,184	9	589,824	9	36,864	9	2,304	9	144	9	9
A	10,485,760	A	655,360	A	40,960	A	2,560	A	160	A	10
B	11,534,336	B	720,896	B	45,056	B	2,816	B	176	B	11
C	12,582,912	C	786,432	C	49,152	C	3,072	C	192	C	12
D	13,631,488	D	851,968	D	53,248	D	3,328	D	208	D	13
E	14,680,064	E	917,504	E	57,344	E	3,584	E	224	E	14
F	15,728,640	F	983,040	F	61,440	F	3,840	F	240	F	15
BYTE 1				BYTE 2				BYTE 3			











# APPENDIX G

## CONVERSION OF CROSS-ASSEMBLER SOURCE PROGRAMS

Signetics' 2650 Assembly Language programs, originally written to be assembled with the 16-bit, 32-bit, or GE or NCSS timesharing cross-assembler, may require minor modification in order to produce an error-free assembly on the TWIN resident assembler. The following items should be noted with regard to the TWIN assembler:

1. All instruction mnemonics (Appendix A), all assembler directive pseudo-ops (Section IV), and the words ON and OFF are reserved words and may not be used for symbols.
2. The EBCDIC character form (e.g., E'HELLO') is not valid.
3. The characters '-' and '/' embedded in an expression will be interpreted as multiplication and division operators, respectively.
4. The range of numbers handled by the TWIN assembler is -32,768 to +65,535. If the intermediate value of an expression exceeds this range, an unflagged error in the object code may result.
5. The operand field in the TITL assembler directive is limited to 38 characters.
6. The END assembler directive requires an expression. This expression should resolve to the starting address value.

# APPENDIX H

## TWIN ASSEMBLER GRAMMAR

The TWIN Assembler grammar is presented below in the Backus notation, where the language is given as a set of syntax equations. Each syntax equation defines a particular language element, called a non-terminal symbol, enclosed within brackets on the left of the equation. The defined symbol is separated from its definition by the symbol "::<=" and alternative definitions are separated by the "I" symbol. Symbols occurring in the language are not enclosed within broken brackets, and are not called terminal symbols. Certain non-terminal symbols, however, are not further defined, since they are completely described in earlier sections of this manual. These non-terminals are:

- <identifier> a valid symbol
- <number> an integer constant with binary, octal, decimal, or hexadecimal radix
- <string> an ASCII string of one or two characters
- <chr-string> an ASCII string of more than two characters
- <blk> one or more spaces

Note that an <expression> occurs in the grammar in nearly all language constructions where a literal or address constant would be expected. In these cases, the assembler checks to ensure that the <expression> does, in fact, resolve to a literal or address constant according to the restrictions given in previous sections of this manual where the construct is presented.

The following is the input grammar:

```

<PROGRAM LINE> ::= <IDENTIFIER> <BLK> <STATEMENT>
                I <BLK> <STATEMENT>

<STATEMENT> ::= <OPCOD1>
                I <OPCODA>, <REG>
                I <OPCOD2> <BLK> <REG>
                I <OPCOD3> <BLK> <VALUE>
                I <OPCOD4>, <REG> <BLK> <VALUE>
                I <OPCOD5>, <REG> <BLK> <ADDR-FORM1>
                I <OPCOD6>, <REG> <BLK> <ADDR-FORM2>
                I <OPCOD7>, <VALUE> <BLK> <ADDR-FORM1>
                I <OPCOD8> <BLK> <ADDR-FORM1>
                I <OPCOD9> <BLK> <ADDR-FORM2>
                I <PSOP1>
                I <PSOP2> <BLK> <ADDRESS>

```

```

                I <PSOP3> <BLK> <EXPRESSION>
                I <PSOP4> <BLK> <CHR-STRING>
                I <PSOP4> <BLK> <EXPR-STR>
                I <PSOP5> <BLK> <ON-OFF>
                I IF <BLK> <EXPRESSION>

<REG> ::= <EXPRESSION>

<VALUE> ::= <EXPRESSION>

<ADDR-FORM1> ::= <ADDRESS>
                I * <ADDRESS>

<ADDR-FORM2> ::= <ADDR-FORM1>
                I <ADDR-FORM1>, <REG>
                I <ADDR-FORM1>, <REG>, +
                I <ADDR-FORM1>, <REG>, -

<ADDRESS> ::= <EXPRESSION>

<EXPRESSION> ::= <LOG-EXP>
                I < <LOG-EXP>
                I > <LOG-EXP>

<LOG-EXP> ::= <LOG-EXP> .OR. <LOG-PRI>
                I <LOG-EXP> .XOR. <LOG-PRI>
                I <LOG-PRI>

<LOG-PRI> ::= <LOG-SEC>
                I <LOG-PRI> .AND. <LOG-SEC>

<LOG-SEC> ::= .NOT. <REL-EXPRESSION>
                I <REL-EXPRESSION>

<ARITH-EXP> ::= <ARITH-EXP> + <TERM>
                I <ARITH-EXP> - <TERM>
                I <TERM>
                I - <TERM>
                I + <TERM>

<TERM> ::= <PRI>
                I <TERM> * <PRI>
                I <TERM> / <PRI>
                I <TERM> .MOD. <PRI>
                I <TERM> .SHR. <PRI>
                I <TERM> .SHL. <PRI>

<PRI> ::= ( <EXPRESSION> )
                I <NUMBER>
                I <IDENTIFIER>
                I <STRING>
                I $

<REL-EXPRESSION> ::= <ARITH-EXP>
                I <REL-EXPRESSION> <IF-REL>
                I <ARITH-EXP>

<EXPR-STR> ::= <EXPR-STR>, <EXPRESSION>
                I <EXPRESSION>

```

(OPCODA)	::= DAR I RRR I RRL I WRD I REDD I WRTC I REDC I RETC I RETE	(OPCOD6)	::= LODA I STRA I ADDA I SUBA I ANDA I IORA I EORA I COMA
(OPCOD1)	::= HALT I NOP I LPSU I LPSL I SPSU I SPSL	(OPCOD7)	::= BCTR I BCTA I BCFA I BSTR I BSFR I BSTA I BSFA
(OPCOD2)	::= LODZ I STRZ I ADDZ I SUBZ I ANDZ I IORZ I EORZ I COMZ	(OPCOD8)	::= ZBRR I ZBSR
(OPCOD3)	::= CPSU I CPSL I PPSU I PPSL I TPSU I TPSL	(OPCOD9)	::= BXA I BSXA
(OPCOD4)	::= LODI I ADDI I SUBI I ANDI I IORI I EORI I COMI I TIMI I WRTE I REDE	(PSOP1)	::= EJE I ELSE I ENDIF I TITL
(OPCOD5)	::= LODR I STRR I ADDR I SUBR I ANDR I IORR I EORR I COMR I BRNR I BIRR I BIRA I BDRR I BDRA I BSNR I BSNA	(PSOP2)	::= END I ORG
		(PSOP3)	::= EQU I RES I SET I SPC
		(PSOP4)	::= ACON I DATA
		(PSOP5)	::= PRT I PCH
		(IF-REL)	::= .EQ. I .GE. I .GT. I .LE. I .LT. I .NE.

# NOTES

# NOTES

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