

A 6502 Disassembler from Apple

by Steve Wozniak & Allen Baum
Apple Computer Co., 770 Welch Rd., No. 154
Palo Alto CA 94304; (415) 326-4248

DESCRIPTION

This subroutine package is used to display single or sequential 6502 instructions in mnemonic form. The subroutines are tailored to disassemblers and debugging aids, but tables with more general usage (assemblers) are included. The subroutines occupy one page (256 bytes) and tables most of another. Seven page zero locations are used.

FEATURES

Four output fields are generated for each disassembled instruction: 1) Address of instruction, in hexadecimal (hex); 2) Hex code listing of instruction, 1 to 3 bytes; 3) 3-character mnemonic, or "???" for invalid ops (which assume a length of 1 byte); and 4) Address field, in one of the following formats.

Format	Address Mode
(empty)	Invalid, Implied, Accumulator
\$12	Page zero
\$1234	Absolute, Branch (<i>target</i> printed)
#12	Immediate
\$12,X	Zero page, indexed by X
\$12,Y	Zero page, indexed by Y
\$1234,X	Absolute, indexed by X
\$1234,Y	Absolute, indexed by Y
(\$1234)	Indirect
(\$12,X)	Indexed Indirect
(\$12),Y	Indirect Indexed

Note that unlike MOS TECHNOLOGY assemblers, which use "A" for accumulator addressing, the APPLE disassembler outputs an empty field to avoid confusion and facilitate byte counting.

USAGE

The following subroutine entries are useful.

DSMBL	Disassembles and displays 20 sequential instructions beginning at the address specified by the page zero variables PCL and PCH. For example, if called with \$D2 in PCL and \$38 in PCH, 20 instructions beginning at address \$38D2 will be disassembled. PCL and PCH are updated to contain the address of the last disassembled instruction. Must be called with 6502 in hexadecimal mode ('D' status bit clear). All processor registers are altered (except S—stack pointer). Uses INSTDSP and PCADJ.
INSTDSP	Disassembles and displays a single instruction whose address is specified by PCL and PCH. Must be called in hexadecimal mode. All processor registers (except S) are altered. Uses PCADJ3, PRPC, PRBLNK, PRBL2, PRNTAX, PRBYTE, and CHAROUT.
PRPC	Outputs a carriage return, 4 hex digits corresponding to PCH and PCL, a dash, and 3 blanks. Alters A, clears X. Uses PRNTAX and CHAROUT.
PRNTAX	Outputs the contents of X as two hex digits. Alters A. Uses CHAROUT.
PRNTAX	Outputs two hex digits for the contents of A,

then two hex digits for the contents of X. A is altered. Uses CHAROUT.

PRNTAX	Same as PRNTAX except that Y and X are output. Alters A. Uses CHAROUT.
PRBLNK	Outputs 3 blanks. Alters A, clears X. Uses CHAROUT.
PRBL2	Outputs the number of blanks specified by the contents of X (0 for 256 blanks). Alters A, clears X. Uses CHAROUT.
PRBL3	Outputs a character from the A register followed by X-1 blanks. In other words, X specifies the total number of characters output. (0 for 256 blanks). Alters A, clears X. Uses CHAROUT.
PCADJ	(PCL,PCH) + 1 + (contents of page zero variable LENGTH) → Y & A (low order byte in Y). For example, if PCL = \$D2, PCH = \$38, and LENGTH = 1 (corresponding to a 2 byte instruction), PCADJ will leave Y = \$D4 and A = \$38. X is always loaded with PCH.
PCADJ2	Same as PCADJ except that A is used in place of LENGTH.
PCADJ3	Same as PCADJ2 except that the increment (+1) is specified by the carry (set = +1, clear = +0).

RUNNING AS A PROGRAM

The following program will run a disassembly.

Supplied on APPLE-1 { 9F0 200 8 JSR DSMBL
cassette tapes. { 9F3 4C1FFF JMP MONITOR

First, put the starting address of code you want disassembled in PCL (low order byte) and PCH (high order byte). Then type 9F0 R CR (on APPLE-1 system). 20 instructions will be disassembled. Hitting R CR again will give the next 20, etc.

Cassette tapes supplied for the ACI-1 (APPLE Cassette Interface) are intended to be loaded from \$800 to \$9FF.

NON-APPLE SYSTEMS

Source and object code supplied occupies pages 8 and 9. All code is on page 8, tables are on page 9. These tables may be relocated at will: MODE, MODE2, CHAR1, CHAR2, MNEML, and MNEMR. The code may also be relocated. Be careful if you use pages 0 or 1. Page 1 is the subroutine return stack and page 0 must contain 7 variables (to use DSMBL). These may be relocated on page 0 but PCL must always immediately precede PCH for (Z-page), Y addressing.

	\$40	FORMAT	Used
locations	\$41	LENGTH	} by
used	\$42	LMNEM	} INSTDSP,
by	{ \$43	RMNEM	DSMBL
supplied	\$44	PCL	} Used by PCADJ,
code	\$45	PCH	INSTDSP, DSMBL
	\$46	COUNT	} Used by DSMBL only

MODIFICATIONS

- To change '#' to '=' for immediate mode change location \$955 (on code enclosed) from a \$A3 to a \$BD.
- To skip the '\$' (meaning hex) preceding disassembled values make the following changes:

946: 01 (was 81)
 947: 02 (was 82)
 94C: 11 (was 91)
 94D: 12 (was 92)
 94E: 06 (was 86)
 950: 05 (was 85)
 951: 1D (was 9D)
 95B: 00 (was A4)
 95C: 00 (was A4)

c) To have address field of accumulator-addressed instructions print as 'A'.

1) Must skip \$ preceding disassembled values by making modification b) above.

2) Change the following locations:

949: 80 (was 00)
 957: C1 (was A4)

d) To add ROR and addressing modes, change the following locations:

991: 9C (was 00)
 9D1: 26 (was 00)
 919: 02 (was 00)
 91A: 45 (was 40)
 91B: B3 (was B0)
 91D: 08 (was 00)
 91F: 09 (was 00)

```

* OP CODE TO A AGAIN.
FORM INDEX INTO MNEMONIC TABL
* 1XXX1010 -> 00101XXX
* XXXXY001 -> 00111XXX
* XXXYY101 -> 00110XXX
* XXXYY100 -> 00100XXX
* XXXXX000 -> 000XXXXXX
* SAVE MNEMONIC TABLE INDEX.
PRINT INSTR (1 TO 3 BYTES)
* IN A 12-CHARACTER FIELD.
CHAR COUNT FOR MNEMONIC PRINT.
* RECOVER MNEMONIC INDEX.
FETCH 3-CHAR MNEMONIC.
* (PACKED IN 2 BYTES)
SHIFT 5 BITS OF CHAR INTO A.
* (CLEARS CARRY)
ADD '0' OFFSET.
OUTPUT A CHARACTER OF MNEMONIC
OUTPUT 3 BLANKS.
COUNT FOR 6 PRINT FORMAT BITS.
IF X=3 THEN PRINT ADDRESS VAL.
NO PRINT IF LENGTH=0.
HANDLE REL ADDRESSING MODE
SPECIAL (PRINT TARGET ADR)
* (NOT DISPLACEMENT)
OUTPUT 1- OR 2-BYTE ADDRESS.
* MORE SIGNIFICANT BYTE FIRST
TEST NEXT PRINT FORMAT BIT.
IF 0, DON'T PRINT
* CORRESPONDING CHARS.
OUTPUT 1 OR 2 CHARS.
* (IF CHAR FROM CHAR2 IS 0,
  * DON'T OUTPUT IT)
*RETURN IF DONE 6 FORMAT BITS.
PCL+H + DISPL + 1 TO A,Y.
* +1 TO X,Y.
PRINT TARGET ADR OF BRANCH
* AND RETURN
  
```

