

Sheet1

035825.x03

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start:      7800 0000 a9 00 lda #00 Put 00 in A
            0002 8d 00 4c sta 4c00 Pat Watchdog
            0005 a9 04 lda #04 Bit 2 is high
            0007 8d 00 48 sta 4800 O/P LED 2
            000a a9 00 lda #00 Put 00 in A
            000c 8d 00 4d sta 4d00 Pulse IntAck
            000f a9 02 lda #02 Bit 1 is high
            0011 8d 00 48 sta 4800 O/P LED 1
stage2:    7814 0014 a9 00 lda #00 RAM start low byte
            0016 85 fc sta Addr Addr = fc in zero page
            0018 a9 00 lda #00 RAM start high byte
            001a 85 fd sta Addr+1 Addr+1 = fd in zero page
nextpage:  781c 001c a0 00 ldy #00 set 8-bit register y to 00
nextchar:  781e 001e b1 fc lda [addr],y read addr +y
            0020 c8 iny increment y
            0021 d0 fb bne nextchar branch back if y != 0
            0023 a9 00 lda #00 Put 00 in A
            0025 8d 00 4c sta 4c00 Pat Watchdog
            0028 a9 02 lda #02 Bit 1 is high
            002a 8d 00 48 sta 4800 O/P LED 1
            002d a9 00 lda #00 Put 00 in A
            002f 8d 00 4d sta 4d00 Pulse IntAck
            0032 a9 04 lda #04 Bit 2 is high
            0034 8d 00 48 sta 4800 O/P LED 2
            0037 e6 fd inc Addr+1 Increment 16-bit screen address by 256
            0039 a5 fd lda Addr+1
            003b c9 80 cmp #80 reached end of ROM?
            003d d0 dd bne nextpage
            003f 4c 00 78 jmp start back to 7800

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