# Barfly

| COLLABORATORS | | | |
|---|---|---|---|
| | *TITLE* :<br><br>Barfly | | |
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
| WRITTEN BY | | October 27, 2024 | |

| REVISION HISTORY | | | |
|---|---|---|---|
| NUMBER | DATE | DESCRIPTION | NAME |
| | | | |

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# Chapter 1

# Barfly

## 1.1 Barfly.guide

Barfly 1.0

An Intuition controlled Debugger and Optimizing Assembler



- Shareware -

Chapters for all users...

| | |
|---|---|
| Copyright | Your rights. |
| Registration | How to become a registered user. |

Introduction...

| | |
|---|---|
| Purpose | What is Barfly made for? |
| System requirements | Which computer can run Barfly? |
| Installation | How to install Barfly. |

Using BDebug...

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Other topics...

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| Updates | How to get updates. |
| Support | How to reach the author. |
| History | History of Barfly. |
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## 1.2 Barfly.guide/BI_CRIGHT

Basic Informations
**********

Copyright and other legal stuff
==========



## 1.3 Barfly.guide/BI_REG

Registration
==========

As you may have noticed in the copyright I'm working for five years at Barfly. It has always consumed and will continue to consume a large amount of my time.

I cannot afford just working for fun. Thus, I decided to release Barfly as Shareware. I already tried to release Barfly as a commercial product but the story behind it is more than sad. To sum it...german Amiga software companys aren't worth any time...they suck. Some people may think the price is too high for a Shareware product but i think that BAsm is as powerful as the 2 main available commercial Assemblers...if not more powerful if you compare the speed and the optimize functions;there's no commercial Debugger available that can compete with BDebug. I've used Barfly myself for commercial Amiga applications. Z3-Fastlane device,CDRive,SCSIConfig,...

The unregistered version of Barfly pops up the About requester at the start and has some functions disabled:

Assembler:
- o only 8192Bytes large code possible
- o the Section commands aren't available

Debugger:
- o Only 1 Window per Object
- o Enforcer Catch not available
- o Task Catch not available
- o Crashed Task Catch not available
- o Limited Step count(about 150-200 Steps)

Registered users will be shipped a disk with the newest public release of Barfly, along with a personalized, so-called "keyfile". It enables all the missing features and disables the Shareware reminders. This keyfile will work with all future releases of Barfly, so you can simply download the latest version from your local bulletin board without having to wait weeks for your update passing through the slow mail channels. The keyfile must not be distributed in any way.

The fee for a Barfly registration is

| | |
|---|---|
| 70.- | DM (D-Mark), |
| 70.- | SFr (Schweizer Franken), |
| 230.- | FF (French Francs), |
| 50.- | US$ (US Dollar) |

The fastest, cheapest and easiest way to register is put the money together with the filled registration form into a letter and send it to

Please allow 2-5 weeks delivery for the registrated version.

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## 1.4 Barfly.guide/IN_PURPOSE

Introduction
************

Purpose
=======

BDebug is an Intuition controlled multi-task system Debugger for OS 2.04 and newer.

You can use BDebug to debugging your programs, catching tasks, reseach enforcer hits, follow Source-Level Informations and other advanced functions. The Debugger supports assemblers,SAS C,Dice and GCC.

Some of BDebug's features are:

* font-sensitive, resizable and Style Guide compliant GadTools GUI

* Object-Oriented that results in a low learning curve

* Supports 68000...68060 and the FPUs

* Can debug multiple tasks at the same time

* Not limited by the amount of window objects.

* highly configurable

* keyboard support

BAsm is a very fast optimizing Assembler for OS 2.04 and newer.

Some of BAsm's features are:

* 68000-68060,6888x

* Very Fast

* Include and Incbin Cache

* Strong Optimizer with Multi-Pass Optimizing

* High Level Macros

* ARexx

* Supports OS 2.04 and OS 3.0 Hunks

* SAS D1 Source Level Format

## 1.5 Barfly.guide/IN_SYSR

System requirements
===================

Barfly requires Amiga operating system version 2.04 or better.

Kickstart 1.3 is not supported; this operating system is considered obsolete.

Barfly requires at least one megabyte of RAM to run. A hardisk or a faster CPU is not required but increase performances and comfort, of course.

## 1.6 Barfly.guide/IN_INST

Installation
============

It is really easy to install Barfly:

1. Copy the the binary and the icon (called "BDebug" and "BDebug.info") to any directory.

2. Copy the the binary and the icon (called "BAsm" and "BAsm.info") to any directory.

Then copy the supplied configuration files from "s/Barfly/#?" to "S:" directory of your system partition or create env:Barflypath with the path to a directory that contains Barfly/#?.

## 1.7 Barfly.guide/OT_UPD

Other topics
************

Updates
=======

Whenever a new release of Barfly gets released, I will post some information in the appropriate newsgroups of some electronic networks. The new archive will soon be available on many bulletin boards and on all AmiNet FTP servers. Major releases will also come with some PD disks, especially on Fred Fish's collection.

As mentioned above, registered users will neither need a new keyfile nor a special personalized program version. They can use all new features immediately.

## 1.8 Barfly.guide/OT_SUP

Support
=======

If you have some questions, comments, suggestions or even flames, please feel free to contact me at one of the following addresses. If you send your letter via e-mail, there's a good chance for getting a quick reply.

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FR Germany

Phone: +49-5258-5637

E-Mail: laire@uni-paderborn.de
Irc: Laire on #amiga,#amigager

## 1.9 Barfly.guide/OT_HIST

History
=======

* 0.0 - 1.0
not released

## 1.10 Barfly.guide/OT_FUT

Future
======

Here are some ideas for future versions of BDebug:

* Full Source Level support for GCC and perhaps SAS.

* Better BDebug Arexx support...the current one is a bad excuse.

* Mungwall Trace methods.

* Automatic Refresh of some Windows(Task Window...)

* Amigaguide file mode in the autodocs functions.

* Highlight changed registers

* Better documentation.

* BAsmOption for the easy BAsm options configuration.

```
   * Other things i'm too lazy to mention now.

Important:
     There is absolutely NO guarantee that these features will ever be
     implemented. So don't be disappointed, if they aren't in the next
     version.
```

## 1.11 Barfly.guide/OT_ACK

```
Acknowledegments
================

Thanks must go to:

   - Dirk Leschner, Frank Jakobs

     for being my best friends

   - Matthias Scheler

     for his manual design and Filer.

   - S.Schaem, Børge Nøst, Alexis Wilke, Michael B. Smith, Marc Heuler

     for their superb betatesting efforts

   - Mike Schwartz

     for a lot suggestions to improve basm. Sad he has left the Amiga
     community 2 years ago.

   - Stefan Becker

     for Toolmanager and being a nice guy.

   - Christoph Wolf

     for DynamiCache and being a nice guy.

   - Brian Cerveny(Redwine)

     for Grapevine and being a nice guy(Really ?).

   - All my IRC friends.

     for many great hours. Thanks!

     Andrew Denton(Guardian), Kenneth Dyke(Nyx), Bill Coldwell(Cryo),
     Brian Cerveny(Redwine), Joseph Hillenburg(xterm), Scott
     Ellis(ScottE), Chris Wichura(Caw), John Wiederhirn(John\_W), Mike
     Schwartz(mykes), Markus Illenseer(ill), Petra Zeidler(stargazer),
     Michael van Elst(mlelstv), Holger Lubitz(holgi), Ralph
     Babel(rbabel), Seth Harman(Budha) and a lot guys i haven't
     mentioned here.
```

- Chris Schneider and Urban D. Mueller

  for some suggestions 2-3 years ago and installing Aminet.

- Michael "billy" Böhnisch

  for his cleanup on MakeBarflyFD 2-3 years ago.

- Steve Wright

  for designing the icons 2 years ago.

And of course to all the other Beta testers and registered users.

## 1.12 Barfly.guide/ASoft

The V40 Includes can be ftp'ed from the FTP-Server.

ftp.rz.uni-wuerzburg.de: pub/amiga/frozenfish/bbs/com

A superb Linker "lk" by Alex Wilke should be soon availble on Aminet.

## 1.13 Barfly.guide/BDebugTop

BDebug 1.0

An Intuition controlled Debugger

Copyright (c) 1989-94 Ralph Schmidt

- Shareware -

Using BDebug...

| | |
|---|---|
| Command Window | Debug Methods |
| Register Window | Register Window Object |
| FPU Window | FPU Window Object |
| Disassembler Window | Disassembler Window Object |
| Memory Window | Memory Window Object |
| Copper Window | Copper Window Object |
| Struct Window | Struct Window Object |
| Source Window | Source Window Object |
| Snoop Window | Snoop Window Object |
| Breakpoint Window | Breakpoint Manager Window Object |
| Watchpoint Window | Watchpoint Manager Window Object |
| Checksum Window | Checksum Manager Window Object |
| Arguments | Requester Arguments |
| Technicals | Technical Details |

```
  Configurations            Configuration Details
  Arexx             Arexx
  Problem Analysis              Problem Analysis
```

## 1.14 Barfly.guide/UB_COMW

```
Usage of BDebug
***************

The Command Window
==================

Debugger Philosophy
===================

   BDebug is a multitasking Debugger that supports the Motorola
processors 68000...68060 and 68881...68882.  The Debugger allows to
debug unlimited tasks parallel.  Because of the Debugger's complexity
BDebug was designed in an object-oriented way to allow an easy and
comfortable way to use it.  The register window REGWindow is the Root
class of the task object that can be expanded by several subclass
windows.  Every subclass window has privat menus and inherits the
public menus of its father object.

Debug Methoden
==============

   The Debugger offers a variety of different Debug methods that can be
activated by menu or gadget.

Debug Task
..........

   is used to select a task you wanna debug. If you doubleclick on a
task a REGWindow and a couple of information windows opens.  Which type
and how many are opened depends on the current configuration.  After
the task could be stopped the contents of the REGWindow and all other
information windows gets refreshed.  If the task is in the Wait state
the task is stopped when it gets a signal.

                         Task Listview Layout


  Taskaddress      &     Priority     &     Status     &     [!]Name


    A process is marked by ! at the beginning of the name.

   You should know what task you can stop and what kind of task should
never be stopped. For example the Input.device should never be stopped.

Debug File
..........
```

is used to load and stop a program. This function is equal to the bdebug cli startup with the exception that you can enter the parameter in a requester. If no error occur all configurated windows are opened and the PC stops at the defined programstart breakpoint that normally points to the first command of the program.

Debug Next Task
...............

is used to debug the next task that is opened. The Debugger waits until another task is created by AddTask and a couple of information windows opens. Which type and how many are opened depends on the current configuration. After the new task was caught the pc points to the beginning of the task and Catch Next Task is disactivated. To catch a program that is started from the WV you have to use Debug Next Task to catch the WB Startup Task WBL that starts the program. Now you have to activate Debug Next Task again and let the current task run. After a short time the task WBL ends and the program's task is caught.

> You should avoid to start a new task between the 2 Debug Next Task phases because it's easy to catch the wrong one.

> You should notice that AddTask is patched and points to a new routine. Thus you should be careful with programs that also patch AddTask. Furthermore it's useful know in what sequences these patches have to be removed. The Debugger can only be closed when all patched system function that were installed after the Debugger was started are removed.

> If you start a program in the shell without c:Run no new task is created. Instead the program is run as a subroutine in shell's task so you can't catch the task that easy.

Debug Crashed Task
..................

is used to catch tasks that crash so you track down the bug location a lot easier. If the system itself doesn't run anymore you shouldn't expect that bdebug still runs because it depends on a working system. If a task crashes and the option Debug Crashed Task is activated a couple of information windows opens. Which type and how many are opened depends on the current configuration. Task Held Requester.

Catch Enforcer Hit
..................

is used to tell the Debugger to stop the task it controlls when an enforcer hit happens. Unfortunately the Debugger can't stop the task at exactly the same location where the hit happened. Mostly the hit command is 1-2 instructions above the stopped task's PC.

This function needs Enforcer V37.x by M. Sinz and it must be installed before BDebug is started. Please read the documentation.

```
Select Display Mode
...................

   This function allows you to chooce the Screen Mode for the Debugger.

How to start ?
==============

   If you only want to debug a program you have to start bdebug with
the program's name and parameters or by using Debug Program in the
command window.  Another method is to move a program's icon on the
command window or specify BDebug as in the icon as the DefaultTool.

   Name:

     BDEBUG - The CLI Startup


   Synopnis:

     BDEBUG [?] [<Program> [Argument] ]


   Function:

     BDebug activates the Debugger, loads and stops the optional
     entered program. If it can find a local config file with  the
     suffix *.bdebug it loads it.


   Inputs

        * ? shows an information message

        * program name If no program name is entered BDebug looks for
          env:BDebugProgram and loads the program instead that the env:
          points to.

        * argument line of the program. If there are spaces in
          parameters you have to enclose the argument with "".
```

## 1.15 Barfly.guide/UB_REGW

```
Usage of BDebug
***************

The Register Window
===================


  The Register Window               The Register Window
  Local Menus                     Local Menus
```

Public Menus Public Menus

## 1.16 Barfly.guide/REGW_Window

Register Window
---

The register window is the most important control layer of the Debugger and every debugged task has one. You can link unlimited other information windows to the REGWindow or you can tell the Debugger to give up controlling the task. In the title line of the window you can see the ID number of the task, so you can recognize what information window belongs to this task. Furthermore the title line also contain the task address,the state, RUN,WAIT or STOP and the name of the task. The task is in the RUN state if the task has the controll at the moment instead of the traphandler; the task is in the STOP state when the task waits and the traphandler controlls what happens. The task is the WAIT state only when the Debugger has to wait to catch a task by a Debug Task. In the upper area of the window you see the normal data and address registers where the address register also have additional information fields. To change a register or to watch memory where the register points to you only need to doubleclick on the register or on the register's memory contents. Furthermore you may change other usermode registers by this method. Supervisor register can't be changed because that makes not much sense for a system Debugger.

68000 Registers

D0=xxxxxxxx yyyy A0=xxxxxxxx Arg1 Arg2 [!]

D1=xxxxxxxx yyyy A1=xxxxxxxx Arg1 Arg2 [!]

D2=xxxxxxxx yyyy A2=xxxxxxxx Arg1 Arg2 [!]

D3=xxxxxxxx yyyy A3=xxxxxxxx Arg1 Arg2 [!]

D4=xxxxxxxx yyyy A4=xxxxxxxx Arg1 Arg2 [!]

D5=xxxxxxxx yyyy A5=xxxxxxxx Arg1 Arg2 [!]

D6=xxxxxxxx yyyy A6=xxxxxxxx Arg1 Arg2 [!]

D7=xxxxxxxx yyyy A7=xxxxxxxx Arg1 Arg2 [!]

USP=xxxxxxxx SSP=xxxxxxxx PC=xxxxxxxx SR=xxxx

* [!] shows if the address register points on an odd address.

* if the address register points on an illegal memory area the char * is shown in Arg1 and Arg2 to avoid crashes by reading non readable io-addresses. You can config the readable memory areas.

* if the address register points on the following system structures the name of the Node is shown in Arg1 and the Name of the

```
   structure in Arg2.

      * Library

      * Device

      * Port

      * Task

      * Resource

      * MemHead

* if the address register points to the custom chip area the name of
  the register is shown in Arg1 and the ID-Word CUSTOM is shown in
  Arg2.  Custom register map is $dff000-$dff200.

* if the address register points to a symbol the symbol and the
  contents is shown.

* Otherwise 8Bytes of the memory are shown where the register points
  to.  The 8 Bytes are shown hexadecimal in Arg1 and ascii in Arg2.

                    68010 Registers

             VBR=xxxxxxxx  SFC=xxxxxxxx  DFC=xxxxxxxx

                    68020 Registers

             VBR=xxxxxxxx  SFC=xxxxxxxx  DFC=xxxxxxxx

      MSP=xxxxxxxx  ISP=xxxxxxxx CACR=xxxxxxxx CAAR=xxxxxxxx

                    68030 Registers

             VBR=xxxxxxxx  SFC=xxxxxxxx  DFC=xxxxxxxx

      MSP=xxxxxxxx  ISP=xxxxxxxx CACR=xxxxxxxx CAAR=xxxxxxxx

             CRP=xxxxxxxxxxxxxxxx SRP=xxxxxxxxxxxxxxxx

         TT0=xxxxxxxx  TT1=xxxxxxxx   TC=xxxx PSR=xxxxxxxx

                    68040 Registers

             VBR=xxxxxxxx  SFC=xxxxxxxx  DFC=xxxxxxxx

             MSP=xxxxxxxx  ISP=xxxxxxxx CACR=xxxxxxxx

        URP=xxxxxxxx  SRP=xxxxxxxx   TC=xxxx  PSR=xxxxxxxx

      ITT0=xxxxxxxx ITT1=xxxxxxxx DTT0=xxxxxxxx DTT1=xxxxxxxx

                    68060 Registers

             VBR=xxxxxxxx  SFC=xxxxxxxx  DFC=xxxxxxxx
```

```
          CACR=xxxxxxxx  PCR=xxxxxxxx BUSCR=xxxxxxxx

       URP=xxxxxxxx  SRP=xxxxxxxx   TC=xxxx  PSR=xxxxxxxx

     ITT0=xxxxxxxx ITT1=xxxxxxxx DTT0=xxxxxxxx DTT1=xxxxxxxx

                       Type  Information

          xxxxxxxx  [Symbol] Mnemonic operand1[,...]]

        (EA): [Address1=Contents]...[Address2=Contents]
```

In the (EA) line you can see the addresses and their contents the current command accesses. The contents of illegal addresses aren't shown.

## 1.17 Barfly.guide/REGW_LocalMenus

Local Menus
---

* Close Window

  closes the REGWindow, all connected windows and disactivates the Debugger for this task. To disactivate the Debugger you have to choose if the task should keep running so it's the task's business to stop. Furthermore you can end the task by runing the cleanup routine of the task or just removing the task from the list but this can cause sideeffects you can't always oversee. If the task is a process then the Remove option is equal to the Cleanup option. If it's only a task the Cleanup option is equal to the Cleanup option. Beware that the Remove option doesn't free any resources of the task.

      You should really know what you're doing if you for example remove a task from the system.

* ZOOM Windows

  expands all windows of the task.

* Log File

  activates or disactivates the loging of the register and PC changes.

* Big View

  shrinks the REGWindow to a 68000 register layout or expands it back to the full layout.

* Open DissWindow

```
     opens a DissWindow with the configured dimensions.

   * Open MemWindow

     opens a MemWindow with the configured dimensions.

   * Open FPUWindow

     opens a FPUWindow with the configured dimensions.  The menu is
     only available if a FPU is installed.

   * Open BreakWindow

     opens a BreakpointWindow with the configured dimensions.

   * Open CoppWindow

     opens a CoppWindow with the configured dimensions.

   * Open StructWindow

     opens a StructWindow with the configured dimensions.

   * Open SnoopWindow

     opens a SnoopWindow with the configured dimensions.

   * Open WatchWindow

     opens a WatchpointWindow with the configured dimensions.

   * Open ChecksumWindow

     opens a ChecksumWindow with the configured dimensions.

   * Save Window Settings

     saves the positions and count of all window the current task
     controlls.  The saved file then contains the appropriate commands
     you have to enter yourself into the configuration file.  Because
     of the Debugger's window concept it makes no sense to save a full
     configurations file.
```

## 1.18 Barfly.guide/REGW_PublicMenus

```
Public Menus
------------

   * Step 1

     runs the current command and stops the task afterwords.

   * Step X
```

runs X commands and stops the task afterwards.

* Step Debug Line

runs commands until the PC meets another source line. If the PC is outside the program or if no debug informations are available a single step i used. The command enters rubroutines.

* Trace Debug Line

is simular to Step Debug Line with the exception that it runs subroutines.

* Trace over Calls

runs the current command or subroutine and stops the task afterwards. Depending on the configuration and the memory area a breakpoint or single steps are used. If a crashes happen in certain program parts you should remove the command Tracebreak from the configuration.

You should avoid to use Tracebreak in Libraries and Devices that are located in the ram. If another task accesses the routine at the same time you can expect an illegal exception.

Some Amiga MMU Setups don't like that programs write to the kickstart rom. For example breakpoints.

* Trace X over Calls

runs X commands or subroutines and stops the task afterwards. Depending on the configuration and the memory area a breakpoint or single steps are used.

* Trace Work

is simular to the command Trace over Calls with the exception that all commands are run. This function is useful to trace loops.

Example:

```
            moveq       #10,d0
       0$:
            dbra        d0,0$
```

If you use the function on the command dbra the Debugger sets a breakpoint after the dbra and runs the task. It drops back to single step when it hits a Jmp, bra, rts ....

* Trace over OS-Calls

runs the current command or the OS function and stops the task afterwards.

* Trace on Flow

  stops the task when a PC direction occurs. This means the PC is stopped when it hits a Jsr, Jmp, bcc, rts ....

* Trace on Adress

  runs the task until the PC is equal to the entered address. This function is not very fast because the task is running in single step mode and after each instruction the PC is compared with the Adress.

* Trace out of OS

  runs the task until the PC is outside of the kickstart. This functions is useful when you catch a task inside the OS and you wanna get as fast as possible back to the program's code. It works simular as Trace on Adress.

  > You shouldn't use this command if your task only runs in the kickstart.

* (PC)++

  jumps over the current command. Useful to jump over Illegal breakpoints that you can use for debugging purposes in your program.

* PC-2

  subtract 2 Bytes from the PC.

* Write Nop

  overwrites the current command with a Nop.

* Write Illegal

  overwrites the current command with an Illegal.

* Run Task

  runs the task and only stops on exceptions.

* Run Watched Task

  runs the task in trace mode and stops when a WatchPoint condition is true. If there are no watchpoints the command behaves like Run Task.

* Run History Task

  runs the task in trace mode and saves the registers each step into the history stack.

* Stop Task

  stops the task.

* Send Signal

  sends a signal to the task.  Default Signal is CTRL-C = 12

* Undo Level

  sets the undobuffer's depth.

* Undo

  undos the last changes in the registerframe.

* View Refresh

  activates and disactivates the copperlist refresh after each trace operation. This function is helpful if you debug programs that install own copperlists.

* Show (EA)

  activates and disactivates the output of the address and address contents that are access by the current assembler command.

* Symbol

  activates and disactivates the use of symbols in the REGWindow.

* Delete Symbols

  erases all symbols of the task.

* Copy Symbols

  can copy a symbol list of the task to a different task.  This function is helpful if you a task is started from another task and you wanna keep the symbol list.

* Load Symbols

  loads the symbols of a program where you can select an alternative process's segmentlist for calculating the symbol and debug informations.  Normally you choose the same process but sometimes it's helpful to select a different process.  For example if the task you debug is created in a program you have to choose the program's task to get the correct symbol addresses.

* Set Hunklist

  sets a new segment list for the SourceWindow and some other hunk related functions.  Because the position in the SourceWindow depends on the segments it's sometimes helpful if you load new symbols and debug informations for this task.  If you load an alternative Hunklist by selecting a custom task when you use Load

Symbols this routine is called automaticly.

* Reset Hunklist

removes the alternative hunklist.

* Show Value

shows the value of an argument.

* Show Last Exception

shows the last exception.

* Open Task Window

opens a window to show the task structure of the task.

* Open System Window

opens a window to show the ExecBase structure.

* Open Proces Window

opens a window to show the process structure of the process.

* Open CLI Window

opens a window to show the cli structure of the process.

* Open Hunk Window

opens a window to show the hunks of the process.

* Open Symbol Window

opens a window to show the symbols of the process. If you doubleclick on a symbol you get the hunk where the symbol is located.

* Open Library Window

opens a window to show the libraries. If you doubleclick on a library entry it opens a FD: window that shows all functions of the library when the library is defined in the Barfly.FD file. Furthermore if you doublelick on a function you have the choice to see the function in a DissWindow or the autodocs documentation.

* Open Device Window

opens a window to show the devices.

* Open Resource Window

opens a window to show the resources.

* Open Port Window

opens a window to show the public ports.

* Open Resident Window

opens a window to show the resident modules.

* Open Interrupt Window

opens a window to show the interrupts.

* Open AutoDocs Window

opens a filerequester to choose the needed autodocs information of a library. Now a window is opened that shows all function of the chosen autodoc file. If you now click on a function another window is opened that shows the function documentation.

* Open History Window

opens a HistoryWindow that shows the last saved registerframes of the undobuffer. The undobuffer is organized as a stack that the first entry is the last entry in the HistoryWindow. The HistoryWindow isn't updated automatic.

* Stack Check

controlls the stack check. If the register A7 points out of the stack bounds or points on an odd address a warning is shown. The Debugger only checks the task when the task give back the control to the traproutine, so it's not possible to notice every stack problem.

> You should be aware that this function doesn't work with a WShell task because the WShell doesn't set the correct stack task values.

* Find Task of Adress

trys to find the task that belongs to the entered address. The command checks if the address is in the task,process,cli, mementry structure and the hunks. It's not safe to assume that the function can check all cases.

* Load Binary

loads a file with an optional length into a memory area. If the Debugger should allocate the memory block automaticly you have to close the memory requester.

* Save Binary

saves a memory area into a file.

* Freeze Task

```
    freezes a selectable task.  When bdebug ends the frozen tasks are
    warmed up again.

  * Warm up Task

    warms up a frozen task.

  * Kill Task

    kills a selectable task.

         You should know what task you can kill.


  * Show Task

    shows the task structure of a selectable task.

  * Show Prozess

    shows the process structure of a selectable process.

  * Show CLI

    shows the cli structure of a selectable process.

  * Show Hunk

    shows the hunks of a selectable process.

  * Send Task Signal

    sends a signal to a selectable task.

  * Set Task Priority

    sets a priority of a selectable task.

  * Refresh Code Cache

    refreshes the Code Cache.

  * Refresh Data Cache

    refreshes the Data Cache
```

## 1.19 Barfly.guide/UB_FPUW

```
Usage of BDebug
***************

The FPU Window
==============
```

```
  The FPU Window              The FPU Window
  Local Menus                   Local Menus
```

## 1.20 Barfly.guide/FPUW_Window

```
FPU Window
----------

   The FPU Window shows the FPU register FP0 to FP7 in the 96Bit
Extended format and the registers FPCR,FPSR and FPIAR in hexadecimal.
You can only open this window if a FPU is available.

     Register Window Layout

                           FP0=FloatingPoint

                           FP1=FloatingPoint

                           FP2=FloatingPoint

                           FP3=FloatingPoint

                           FP4=FloatingPoint

                           FP5=FloatingPoint

                           FP6=FloatingPoint

                           FP7=FloatingPoint

                      FPCR=xxxxxxxx FPSR=xxxxxxxx

                            FPIAR=xxxxxxxx
```

## 1.21 Barfly.guide/FPUW_LocalMenus

```
Local Menus
-----------

   * Close Window

     closes the window.
```

## 1.22 Barfly.guide/UB_DISSW

Usage of BDebug
***************

The Disassembler Window
=======================

The Disasembler Window Local Menus
The Disassembler Window Local Menus

## 1.23 Barfly.guide/DISSW_Window

Disassembler window
-------------------

The DissWindow shows the memory contents in assembler mnemonics. The address of the window's view can be absolut or relative. In the absolut mode the window is set to a fixed adress and you can read in the title No Link. In the relative mode the window is connected with a register so the window's view depends on the registers value. You can see this mode by the title string Link to * where * represents the register name. The PC is shown by the colour pen 2. If the linked register value is outside of the window's view area the whole contents of the window will be refreshed. You can change size of the window and scroll through the memory area by using the cursors. In the title you see an ID-String with the format \#x.y where X represents the REGWindow number and y the number of the MemWindow. By a doubleclick in a line of the window you can sets or remove a breakpoint. You can disable this function in the configuration.

## 1.24 Barfly.guide/DISSW_LocalMenus

Local Menus
-----------

* Close Window

  closes the window.

* Shrink Window

  shrinks the window.

* Expand Window

  expands the window to screen size.

* Link to Register

links the window with a register. If you enter the string NO it switches to the absolute mode.

* Change Adress

changes the view address of the window.

* Clear Adress

resets the view address of the window.

* Refresh Window

refreshes the window.

* .W Branches

activates and disactivates the output of the old branch width size.

* Neg. Offsets

activates and disactivates the output of negative values in the indirect address modes with offset.

* Neg. Data

activates and disactivates the output of negative values in the direkt address mode.

* Opcode Data

activates and disactivates the additional output of the command bytes.

* Auto Refresh

activates and disactivates the global refresh of the window after each step.

* Symbols

activates and disactivates the symbol output in the window.

* Show Lib Call

activates and disactivates the symbolic output of library functions so all library functions that are defined in the configuration file <BarflyPath>/Barfly/BARFLY.FD are recognized.

* Guess Lib Call

activates and disactivates the guessing of function call names. It only works in connection with the option Show Lib Call. Fortunately you can’t expect that the function names always fit because the the library base register A6 can change until the program counter meets the function.

```
   * Mark Block End

     activates and disactivates marking after the instruction
     JMP,BRA,RTS,RTE,RTD and RTR to make program
     blocks more visible.

   * Set/Clear Breakpoint

     sets/removes a breakpoint on the first entry in the window.
     Breakpoints are shown by changing the pen from colour 1 to colour
     3 and the char > at the beginning of a line.

   * Pick/Clear Breakpoint

     sets/removes a breakpoint through a symbol list.

   * Disassemble to File

     disassembles a memory area into a file.
```

## 1.25 Barfly.guide/UB_MEMW

```
Usage of BDebug
***************

The Memory Window
=================


  The Memory Window               The Memory Window
  Local Menus                     Local Menus
```

## 1.26 Barfly.guide/MEMW_Window

```
Memory window
-------------

   The MemWindow shows the memory contents hexadecimal and in ascii.You
can change size of the window and scroll through the memory area by
using the cursors.  In the title you see an ID-String with the format
\#x.y where X represents the REGWindow number and y the number of the
MemWindow.
```

## 1.27 Barfly.guide/MEMW_LocalMenus

Local Menus
-----------

* Close Window

  closes the window.

* Shrink Window

  shrinks the window.

* Expand Window

  expands the window to screen size.

* Link to Register

  links the window with a register. If you enter the string NO it switches to the absolute mode.

* Change Adress

  changes the view address of the window.

* Clear Adress

  resets the view address of the window.

* Refresh Window

  refreshes the window.

* Memory Offset Step

  defines the data format in the window. The following options can be selected: None, Byte, Word and Long.

* Edit

  activates the edit mode of the MemWindow. In the edit mode you can switch between hex and ascii input by the key RETURN. With ESC you can leave the edit mode. Only the cursor right and left are changed to the normal. With these both keys you can access each Byte. In the edit mode you can't change the size of the window.

* Copy

  copies a memory area into another memory area. The function uses CopyMem so it doesn't handle memory areas that overlap.

* Fill

  fills a memory area with a value of a certain data-width.

* Compare

compares a memory area with another memory area.

* Search

  searches a value of a certain data-width in a memory area. If the value is found the address and the value are shown and you can goon with Search Next to find the next address.

* Search Next

  Searches the next value. Look at Search

* Pred

  sets the address of the window on the preceding entry of the list. If the node points on an odd, illegal or address NULL the command has no effect. The next node is equal to LN_PRED, the second longword of the memory view.

* Succ

  sets the address of the window on the next entry of the list. If the node points on an odd, illegal or address NULL the command has no effect. The next node is equal to LN_SUCC, the first longword of the memory view.

## 1.28 Barfly.guide/UB_COPPW

```
Usage of BDebug
***************

The Copper Window
=================
```

The Copper Window
Local Menus

The Copper Window
Local Menus

## 1.29 Barfly.guide/COPPW_Window

```
CopperWindow
------------
```

The CopperWindow shows the memory contents as copper commands. You can change size of the window and scroll through the memory area by using the cursors. In the title you see an ID-String with the format \#x.y where X represents the REGWindow number and y the number of the CoppWindow.

## 1.30 Barfly.guide/COPPW_LocalMenus

```
Local Menus
-----------

   * Close Window

     closes the window.

   * Shrink Window

     shrinks the window.

   * Expand Window

     expands the window to screen size.

   * Link to Register

     links the window with a register.  If you enter the string NO it
     switches to the absolute mode.

   * Change Adress

     changes the view address of the window.

   * Clear Adress

     resets the view address of the window.

   * Refresh Window

     refreshes the window.

   * Goto Into List

     sets the window list on the standard copperlist
     GfxBase->gb_copinit.
```

## 1.31 Barfly.guide/UB_STRUCTW

```
Usage of BDebug
***************

The Structure Window
====================



  The Structure Window                  The Structure Window
  The Structure Format                  The Structure Format
  Local Menus                     Local Menus
```

## 1.32 Barfly.guide/STRUCTW_Window

```
StructWindow
------------
```

opens window that can be connected with a structure. You can use new structure entries by expanding the the <BarflyPath>/Barfly/Barfly.Include file or loading a new custom file. By a doubleclick on a structure window entry you can cause several actions depending on the datatype. Every datatype is connected with an action that is normally started automaticly. With the configuration command NoAutoStructAction you can change this behaviour so that an action type requester is opened.

The following datatypes are available.

* APTR opens a MemWindow.

* CSTR shows a string.

* BPTR opens a MemWindow at the address BPTR*4.

* BSTR shows a string at the address (BPTR*4)+1

* CPTR opens a DissWindow.

* FPTR opens a DissWindow.

* BYTE doesn't cause an action.

* WORD doesn't cause an action.

* LONG doesn't cause an action.

* FLOAT doesn't cause an action.

* DOUBLE doesn't cause an action.

* EXTENDED doesn't cause an action.

* RPTR doesn't cause an action.

The following action types are available.

* MemWindow opens a MemWindow.

* DissWindow opens a DissWindow.

* CoppWindow opens a CoppWindow.

* StructWindow opens a StructWindow.

* NewStruct sets a new structure.

## 1.33 Barfly.guide/STRUCTW_Format

```
Structure Macro Fileformat
--------------------------

   In the beginning you define the root directory entries with the
Macro Menudir.  The first parameter is the name of the entry,then the
address of the parent directory and then the address of the
subdirectory.  In the root directory the parent address is fortunately
NULL.  The last entry of the directory is defined by the Macro
MENUDIREND.

     Label                   ListViewMacro           Link
     RootDir:
                             .
                             .
                             MENUDIR                 exec,0,Exec_Dir
                             .
                             .
     MYCUSTOMENTRY:
                             MENUDIREND              CUSTOM,0,0

   The design of a subdirectory only differs from the root directory
entries by a parent directory address.

     Label                   ListViewMacro           Link
     Exec_Dir:
                             .
                             .
                             MENUDIR                 nodes.i,RootDir,Nodes_Dir
                             .
                             .
                             MENUDIREND              tasks.i,RootDir,Tasks_Dir

   to define the structure directory entries you have to use MENUITEM
and MENUITEMEND.  The first parameter in the Item Macros is the name of
the entry and also the name of the structure.  The second parameter
defines the address of the parent directory.

     Label                   ListViewMacro           Link
                             .
                             .
     Nodes_Dir:
                             MENUITEM                LN,Exec_Dir
                             .
                             .
                             MENUITEMEND

   To define a structure you can use the normal assembler syntax that
you probably have to adjust to your custom needs. For example you can
tell BDebug more informations about the datatype an entry represents.
By redefining APTR to a CSTR you can tell Debugger that the entry is a
stringpointer.  Or you can tell that APTR points to a structure by APTR
LN_SUCC,Node.

     Label                   IncludeTypeMacro        Name,Link
```

```
    LN_Struct:
                            STRUCTUREB              LN,0
                            APTR                    LN_SUCC,LN
                            APTR                    LN_PRED,LN
                            UBYTE                   LN_TYPE
                            BYTE                    LN_PRI
                            CCSTR                   LN_NAME
                            LABEL                   LN_SIZE
```

## 1.34 Barfly.guide/STRUCTW_LocalMenus

```
Local Menus
-----------

   * Close Window

     closes the window.

   * Shrink Window

     shrinks the window.

   * Expand Window

     expands the window to screen size.

   * Link to Register

     links the window with a register.  If you enter the string NO it
     switches to the absolute mode.

   * Change Adress

     changes the view address of the window.

   * Clear Adress

     resets the view address of the window.

   * Refresh Window

     refreshes the window.

   * Load Custom Struct

     loads additional structure files. The new structure entries are
     place in the CUSTOM directory.  The format of custom structure
     files is equal to the file BARFLY.INCLUDE.

   * Select Structure

     opens the structure include directory requester where you can
     select the needed structure.  The parent gadget is placed in the
     upper border.
```

* Goto Sysbase...

  sets the window adress on the ExecBase.

* Goto Gfxbase...

  sets the window address on the GFXBase.

* Save Window....

  saves the contents of the window in a file.

* Full Address

  this switch decides if the StructWindow also shows the address of
  the entries.

* Offset Address

  this switch decides if the StructWindow also shows the offset of
  the entries.

* Pred

  sets the address of the window on the preceding entry of the list.
  If the node points on an odd, illegal or address NULL the command
  has no effect.  The next node is equal to LN_PRED, the second
  longword of the memory view.

* Succ

  sets the address of the window on the next entry of the list.  If
  the node points on an odd, illegal or address NULL the command has
  no effect.  The next node is equal to LN_SUCC, the first longword
  of the memory view.

## 1.35 Barfly.guide/UB_SOURCEW

```
Usage of BDebug
***************

The Structure Window
====================


  The Source Window                The Source Window
  Local Menus                    Local Menus
```

## 1.36 Barfly.guide/SOURCEW_Window

```
Source window
-------------
```

The SourceWindow shows the source line that belongs to the window address. If the program file doesn't have the needed debug informations the Source window can't be opened. If the address points to an area with no relevant debug information, for example the Kickstart or beyond the program hunks, you only see a small message.

## 1.37 Barfly.guide/SOURCEW_LocalMenus

```
Local Menus
-----------
```

* Close Window

  closes the window.

* Shrink Window

  shrinks the window.

* Expand Window

  expands the window to screen size.

* Link to Register

  links the window with a register. If you enter the string NO it switches to the absolute mode.

* Change Adress

  changes the view address of the window.

* Clear Adress

  resets the view address of the window.

* Refresh Window

  refreshes the window.

* Set Breakpoint

  sets a breakpoint on the active line.

* Show HunkInfo

  shows the hunk of the current source line.

## 1.38 Barfly.guide/UB_SNOOPW

```
Usage of BDebug
***************

The Snoop Window
================


  The Snoop Window                The Snoop Window
  Local Menus                     Local Menus
```

## 1.39 Barfly.guide/SNOOPW_Window

```
Snoop Window
------------

   The SnoopWindow snoops the task's allocations.
```

## 1.40 Barfly.guide/SNOOPW_LocalMenus

```
Local Menus
-----------

   * Close Window

     closes the window.

   * Shrink Window

     shrinks the window.

   * Expand Window

     expands the window to screen size.

   * Refresh Window

     refreshes the window.

   * Auto Refresh

     activates/disactivates display refresh by an allocation.

   * Snoop Memory

     activates/disactivates snooping.

   * Snoop Mask
```

sets the allocation filter mask.  Is the Mask 20 only allocations
with the size 20 are recorded. Default -1.

* Snoop Max Entries

sets the maximal recorded snoop entries.

## 1.41 Barfly.guide/UB_BREAKW

Usage of BDebug
***************

The Breakpoint Window
=====================

The Breakpoint Window
Local Menus
The Breakpoint Window
Local Menus

## 1.42 Barfly.guide/BREAKW_Window

Breakpoint window
-----------------

The BreakWindow handles all breakpoints and contains the functions
that are needed with breakpoints.  In general breakpoints are addresses
in the program where the task should be stopped.  The breakpoints are
handled global so they aren't deleted when close the window.

## 1.43 Barfly.guide/BREAKW_LocalMenus

Local Menus
-----------

* Toggle

activates and disactivates all breakpoints.

* All

selects all breakpoints.

* Clear

unselects all breakpoints.

```
   * On

     activates all selected breakpoints.

   * Off

     disactivates all selected breakpoints.

   * Hit

     sets the amount of hits for a breakpoint until it should stop the
     program. Default is 1.

   * ?

     shows the hunk where the breakpoint is located and if the
     breakpoint is equal to a symbol.

   * Input

     this breakpoint sets and removes a breakpoint.

   * Pick

     this breakpoint sets and removes a breakpoint using the symbol
     list.

   * Delete

     removes every selected breakpoint.

   * Goto

     opens a DissWindow for every selected breakpoint.

   * Run

     runs the program until the PC hits a selected breakpoint.
```

## 1.44 Barfly.guide/UB_WATCHW

```
Usage of BDebug
***************

The Watchpoint Window
=====================



  The Watchpoint Window                The Watchpoint Window
  Local Menus                    Local Menus
```

## 1.45 Barfly.guide/WATCHW_Window

```
Watchpoint window
-----------------
```

The Watchwindow allows to set breakpoints that aren't dependend on a certain PC address but from other conditions. Every watchpoint has a condition,data width and state if it's activated or not. There are 3 types of different watchpoints available now. The Memory watchpoint compares the saved contents of the address with the current contents and dependent on the condition the program is stopped or not. The Register watchpoint compares the saved contents of a register with the current contents and dependent on the condition the program is stopped or not. The Argument watchpoint compares the saved value of an argument with the current contents and dependent on the condition the program is stopped or not. The last watchpoint type is the most powerful because it can simulate the first two types with the cost of a slowdown. The use of watchpoints is very time consuming because the whole program is run in single stepping To use watchpoints you have to run the task with Run Watched Task.

If an error happens during a dynamic argument in the exception handler the screen is blinked.

## 1.46 Barfly.guide/WATCHW_LocalMenus

```
Local Menus
-----------
```

* Toggle

  activates and disactivates all watchpoints.

* All

  selects all watchpoints.

* Clear

  unselects all watchpoints.

* On

  activates all selected watchpoints.

* Off

  disactivates all selected watchpoints.

* Add

  opens a requester where the parameter for a watchpoint have to be

adjusted and adds the new watchpoint to the list. If you
doubeclick on a watchpoint you can change the parameter.

* Refresh

refreshes the watchpoint arguments.

* Check

checks all selected watchpoints.

* Delete

removes all selected watchpoints.

## 1.47 Barfly.guide/UB_CHECKW

```
Usage of BDebug
***************

The Checksum Window
===================
```

The Checksum Window Local Menus

The Checksum Window Local Menus

## 1.48 Barfly.guide/CHECKW_Window

```
Checksum Window
---------------
```

The ChecksumWindow controlls all checksum areas that are been checked each time the task stops. Helpful to find illegal random writes bugs. The checkpoints are controlled global so they aren't deleted when you close the window.

## 1.49 Barfly.guide/CHECKW_LocalMenus

```
Local Menus
-----------
```

* Toggle

activates or disactivates all checksum areas.

* All

  selects all checksum areas.

* Clear

  unselects all checksum areas.

* On

  activates all selected checksum areas.

* Off

  disactivates all selected checksum areas.

* Address

  adds a checksum area into the list.

* Hunk

  adds a hunk of the current process into the checksum area list.

* Task

  adds a hunk of selectable process into the checksum area list.

* Refresh

  calculate a new checksum for all selected areas.

* Delete

  removes all selected checksum areas.

* Check

  checks all areas for checksum errors.

## 1.50 Barfly.guide/UB_ARGUMENTS

```
Usage of BDebug
***************

Requester Arguments
===================

Argument Structur
-----------------

   An argument can use absolut values,symbols and registers as operands
and the operators +,-,*,/,|,!,&,<<,>>,~.  Additionally to the normal
symbols there are some special symbols available.
```

* By {Argument}.[b,w,l] you can read from a memory address, that is defined by the argument. If you specify an illegal address that isn't defined in the legal memory space an error is shown.

* \#d? represents the address of the Disswindows with the ID ?

* \#m? represents the address of the Memwindows with the ID ?

* \#c? represents the address of the Coppwindows with the ID ?

* \#h? represents the address of the hunk ?. Helpful for enforcer Hunk:Offset output

* \#ea? represents the address of the EA with the number ?. Check Register Window.

* \#em? represents the contents where the address EA number ? points to. Check Register Window. If the address EA is illegal an error is shown.

* \#ls represents the start address of a loaded binary file.

* \#le represents the end address of a loaded binary file.

* \#ll represents the length address of a loaded binary file.

* \#p represents the start address of the programs. Only true for a loaded program.

If you have the following Enforcer Hit output Hunk 0:$11c you can calculate the adress by entering the argument #h0+$11c.

## 1.51 Barfly.guide/UB_TECHINFOS

Usage of BDebug
***************

Technical Informations
======================

Exceptions
----------

The Debugger can catch all exceptions if the system is still working. If an exception is caused the traphandler catches the exception and tells the Debugger what went on so it can react on the exception. If the exception wasn't caused by the Debugger the type and the possible reason for the exception is shown. The Return-Adress of the debugged task points on an internal ILLEGAL. If the PC points on this ILLEGAL the task is closed and all windows are removed. You should step over this ILLEGAL because it increases possibility of a system crash. If a task is caught by Debug Next Task and notices a finalPC pointer the Return-Adress isn't set on an internal ILLEGAL because the finalPC

pointer is sometimes used for parsing an argument. In this case the Debugger notices that the task ends by the RemTask() function.

If the task changes the Return-Adress the Debugger tries to determine the taskend by RemTask.

Exception Handler
---

Every task contains in the task structure a pointer to its exception handler that is named TC_TRAPCODE When an exception happens in this task the exception checks if the Debugger knows this task. If this is not the case something seriously is broken and the Deadend Alert 35000000 will be poped up. If all goes well the registers are saved, the Debugger task gets a message and the exception handler waits for a msg by the Debugger to go on. When the Debugger gets the message it causes the appropriate function. For example refreshing the windows. If the Debugger gets a step command it sends the exception handler the appropriate message and the handler does a step.

Debug Informations
---

Currently the following formats are supported.

* BASM Specialformat This format allows the Debugger to decide if the code is in the Mainpart,Includes or in a Macro.

* SAS D1 This format only allows a Source-Code connection. It doesn't support local variables,Structures and Macros.

* GCC STABS This format is very powerful and offers all a source-level Debugger needs. Unfortunately the Debugger only supports a simple Source-Code connection at the moment. It's planned to support more in the future.

GCC Compiler and BDebug
---

Unfortunately you can't debug programs that are using the current ixemul.library because in Openlibrary() initroutine the Task field TC_TRAPCODE is changed. Hopefully there'll be soon an ixemul.library available that doesn't change the traphandler. If you're using GCC with the link lib gerlib that is available on Aminet FTP Servers you shouldn't experience any problems with BDebug.

## 1.52 Barfly.guide/UB_CONFIG

Usage of BDebug
***

Configuration
===

The default configuration file is named BDEBUG.Config and is located in the directory <BarflyPath>/ or s:Barfly/. Obviously it's not optimal to be forced to use the same config file for different programs. Therefore you can also specify a local config file with program name and the suffix .BDebug.

| Tooltypes | Available Tooltypes |
|---|---|
| Barfly.FD | The Barfly.FD format |
| Commands | Configuration Commands |

## 1.53 Barfly.guide/CO_TOOLTYPES

ToolTypes
---

The following tooltypes are supported to activate the know functions of the commandwindow.

* CatchNextTask

* CatchCrashedTask

* CatchEnforcerHit

## 1.54 Barfly.guide/CO_BARFLYFD

Barfly.FD
---

If you want to create a new Barfly.FD file that contains the library function name you have to follow the following the instructions. First the assign FD: has to point to the directory that contains the FD files that should be contained in the new Barfly.FD. Afterwards you should check every FD file if the Library, Resource, Device name exist in the first line in the following style: * "foobar.libary". If this is not the case you have to add the name yourself so that a correct FD database can be build up. If you're more experienced with FD files you can yourself add new entries to the Barfly.FD file because the layout is pretty obvious.

## 1.55 Barfly.guide/CO_CONFIGCMDS

```
Configuration Commands
----------------------


Window Config Commands...

  Register Window           Register Window Object
  FPU Window             FPU Window Object
  Disassembler Window           Disassembler Window Object
  Memory Window           Memory Window Object
  Copper Window           Copper Window Object
  Struct Window             Struct Window Object
  Source Window             Source Window Object
  Breakpoint Window             Breakpoint Manager Window Object
  Watchpoint Window             Watchpoint Manager Window Object
  Checksum Window             Checksum Manager Window Object
  Snoop Window            Snoop Memory Window Object
  Info Window             Information Windows
  Other Windows             Other Windows

Misc Commands...

  Misc Commands           Miscellaneous Commands
```

## 1.56 Barfly.guide/CC_REGW

```
Register window
---------------

RegWindow=x/y/width/height/register
...................................

   This command defines the position of a REGWindow.

RegFlags=flag[|flags...]
........................

   This command defines certain flags in the REGWindows.

   * AUTOVIEWREFRESH

   * SYMBOLS

   * STACKCHECK

   * NOBIGVIEW
```

## 1.57 Barfly.guide/CC_FPUW

```
FPU Window
----------

FpuWindow=x/y/width/height/register
..................................

   This command defines the position of a FPUWindow.

OpenFPUWindows=Count
....................

   This command tells the Debugger to open a FPUWindow.
```

## 1.58 Barfly.guide/CC_DISSW

```
Disassembler window
-------------------

DissWindow=x/y/width/height/register
...................................

   This command defines the position,the dimension and linked register
of the DissWindow.

   Beispiel: DISSWINDOW=0/0/300/100/PC

DissFlags=flag[|flags...]
.........................

   This command defines certain flags in the DISSWindow.

   * AUTOREFRESH

   * SHOWLIB

   * GUESSLIB

   * SHOWEA

   * WORDBRANCHES

   * NEGOFFSETS

   * NEGDI

   * OPCODEDATA

   * BLANKAFTERJMPBRA

OpenDissWindows=Count
.....................

   This command tells the Debugger to open a number of DissWindows.
```

## 1.59 Barfly.guide/CC_MEMW

```
Memory window
-------------

MemWindow=x/y/width/height/register
...................................

   This command defines the position,the dimension and linked register
of the MemWindow.

   Example: MEMWINDOW=0/0/300/100/A0

OpenMemWindows=Count
....................

   This command tells the Debugger to open a number of MemWindows.

MemoryOffsetStep=Count
......................

   This command defines the Offset-Step of the MemWindows.

   * 0 no Space

   * 1 Space after each Byte.

   * 2 Space after each Word.

   * 4 Space after each Longword.
```

## 1.60 Barfly.guide/CC_COPPW

```
Copper window
-------------

CoppWindow=x/y/width/height/register
....................................

   This command defines the position,the dimension and linked register
of the CoppWindow.

   Example: COPPWINDOW=0/0/300/100/A0

OpenCoppWindows=Count
.....................

   This command tells the Debugger to open a number of CoppWindows.
```

## 1.61 Barfly.guide/CC_STRUCTW

```
StructWindow
------------

StructWindow=x/y/width/height/register
......................................

   This command defines the position,the dimension and linked register
of the StructWindow.

   Example: StructWINDOW=0/0/300/100/A0

StructFlags=flag[|flags...]
...........................

   This command defines certain flags for the StructWindow

   * AUTOREFRESH

   * ADDRESSFORMAT

   * OFFSETFORMAT

   * NEWWINDOW

OpenStructWindows=Count
.......................

   This command tells the Debugger to open a number of StructWindows.
```

## 1.62 Barfly.guide/CC_SOURCEW

```
Source window
-------------

SourceWindow=x/y/width/height/register
......................................

   This command defines the position,the dimension and linked register
of the SourceWindow.

   Example: SOURCEWINDOW=0/0/300/100/A0

OpenSourceWindows=Count
.......................

   This command tells the Debugger to open a number of SourceWindows.
```

## 1.63 Barfly.guide/CC_BREAKW

```
Breakpoint window
-----------------

BreakWindow=x/y/width/height
............................

   This command defines the position of a BreakPointWindow.

OpenBreakWindows=Count
......................

   This command tells the Debugger to open a BreakPointWindow.
```

## 1.64 Barfly.guide/CC_WATCHW

```
Watchpoint window
-----------------

WatchWindow=x/y/width/height
............................

   This command defines the position of a WatchpoinzWindow.

OpenWatchWindows=Count
......................

   This command tells the Debugger to open a WatchPointWindow.
```

## 1.65 Barfly.guide/CC_CHECKW

```
Checksum window
---------------

ChecksumWindow=x/y/width/height
...............................

   This command defines the position of a ChecksumWindow.

ChecksumWindows=Count
.....................

   This command tells the Debugger to open a ChecksumWindow.
```

## 1.66 Barfly.guide/CC_SNOOPW

```
SnoopMemory window
------------------

SnoopMemWindow=x/y/width/height/register
........................................

   This command defines the position of a SnoopMemWindow.

OpenSnoopMemWindow=Count
........................

   This command tells the Debugger to open a SnoopMemWindow.

SnoopMask=Mask
..............

   This command defines the snoop mask. The mask defines the length of
memory blocks that should be recorded.  Default is -1 so everything is
recorded.

SnoopMax=Count
..............

   This command defines the count of snoop entries.  Default is 100.

HistoryEntrys=Count
...................

   This command defines the count of history entries.  Default is 5.
```

## 1.67 Barfly.guide/CC_INFOW

```
Information Windows
-------------------

GlobalViewWindow=x/y/width/height
.................................

   This command defines the position and dimensions of a standard
information window. For example the Library Window belongs to this
group.

   Example: GLOBALVIEWWINDOW=0/0/300/100
GLOBALVIEWWINDOW=0/200/300/100
```

## 1.68 Barfly.guide/CC_OTHERW

```
Other Windows
-------------
```

```
CommandWindow=x/y/width/height
..............................

   This command defines the position of the small CommandWindow.  This
command has no function in local configuration files.

FileShell=<Window Specifikation>
................................

   This command defines the shell that is opened with the loaded
program. You should always open the shell on the Debugger's Public
Screen. The shell parameters are the same you know from the CLI.
```

## 1.69 Barfly.guide/CM_MISC

```
Misc
----



  Task Stack                Define program's stacksize
  Task Priority             Sets the Debugger Priority
  SetBreak                Set a breakpoint
  ClickBreak                Define DissWindow Action on a Click
  Showmem               Define readable Memory areas
  DefCommand                Define custom commands
  AutoDocDir                Set the autodocdir
  AutoDocAlias                  Define the library/autodoc alias
  Arexxpath               Define the arexxpath
  Arexxinput                Define the arexx input handle
  Arexxoutput                 Define the arexx output handle
  Arexxcommand              Define an arexxcommand
  Execute Cmd             Define the programs that should be started
  LoadInclude                 Load struct database file
  AddStructFile               Load a custom struct database file
  ClicktoFront                  Activate click to front
  CenterWindow              Center requester windows ?
  Screeninfront                 Screen to front ?
  OpenScreen                Define an own screen
  OpenPubScreen                 Define a Pubscreen
  ScreenFont                Define an own screenfont
  QuietException              Set certain exceptions quiet
  DisableXWindow            Disable Waitpointer
  TraceBreak                Define the trace method
  CrashedTask                 Activate catching crashed tasks
  Catch Hit               Activate catching Enforcer hits
  Cache File                Activate file caching
  Pop Path Request              Disable path requester
  Auto Action             Activates the StructWindow action requester
  NoBreakErr                    Ignores SetBreak config errors
```

## 1.70 Barfly.guide/CM_TASKSTACK

```
TaskStack=Count
..............
```

   This command defines the stack of the loaded program.  Defaullt are 4096 Bytes.

## 1.71 Barfly.guide/CM_TASKPRI

```
Priority=Count
.............
```

   This command defines the Debugger's priority.

## 1.72 Barfly.guide/CM_SETBREAK

```
SetBreak=Argument
.................
```

   This command can be used to define a list of breakpoints that are set before the program is started.  This is useful to pass the module Main.c for example.  If no breakpoints are defined or if a parsing problem occurs the standard breakpoint,first program instruction, is set.

   * SETBREAK=_main ; SAS C Main Program Start

   * SETBREAK=_main ; GCC C Main Program Start

   * SETBREAK=@main   ; DICE C Main Program Start

   * SETBREAK=! ; Programstart(Default)

## 1.73 Barfly.guide/CM_CLICKBREAK

```
ClickBreak=State
................
```

   This command can be used to define the action of the DissWindow on a doubleclick.

```
State=0
     No Action(Default).

State=1
```

```
     Set/Clear Breakpoint and pop up a Requester for a Set.

State=2
     Set/Clear Breakpoint.
```

## 1.74 Barfly.guide/CM_SHOWMEM

```
ShowMem=Start:End
.................

   defines the adress areas that are legal to the Debugger so you can
look at adress areas that are not in the memorylist or in the rom.
Illegal adress areas are shown with * in the windows.  You should never
define the custom chip areas as legal because a read access on a
writeonly register can cause a deadly crash.

   Example: SHOWMEM=$e80000:$f00000          defines the Zorro 2 area
as free.

     By this command you can overrule the internal enforcer legal
     memory areas so you should beware of hits.
```

## 1.75 Barfly.guide/CM_DEFCOMMAND

```
DefCommand=Key,Qualifier[|Qualifier...],Function
................................................

   This commands allows to connect menu functions with key sequences.
Because of the object-oriented concept of the Debugger that allowes
multiple instances of objects it's not easy to decide what object is
meant.  Therefore if the object is active it's used and if no object of
this type is active the first entry the object-type list is used.  As
the key parameter every Rawkey can be used with the exception of TAB
and the functionkeys that are used internal.  The key is searched first
in the local and then in the global configuration.

   As qualifiers you can use the following keys.

   * LSHIFT

   * RSHIFT

   * CAPSLOCK

   * CTRL

   * LALT

   * RALT
```

```
   * LCOMMAND

   * RCOMMAND

         Bespiel:      DEFCOMMAND=$15,CTRL,"Step 1 Position"

     Defines CTRL-Z as Step 1 Position
```

## 1.76 Barfly.guide/CM_AUTODOCDIR

```
AutoDocDir=<Path>
.................
```

   This command sets the path for the autodocs directory.

## 1.77 Barfly.guide/CM_AUTODOCALIAS

```
AutoDocAlias=Library,File
.........................
```

   This command sets an alias for Libraries,Devices or Resources to define the connected Autodocs file. There's no other way because it's not possible to build the autodocs file by knowing the library name.

## 1.78 Barfly.guide/CM_AREXXPATH

```
ArexxPath=<rx-path>
...................
```

   This command sets the Arexx-Script Start-Command. In a normal system the path should be <sys:Rexxc/rx>.

## 1.79 Barfly.guide/CM_AREXXINPUT

```
ArexxInput=<File>
.................
```

   This command sets the Arexx-Command Input-File. If you don't specify the file, NIL: is used.

## 1.80 Barfly.guide/CM_AREXXOUTPUT

```
ArexxOutput=<File>
..................
```

   This command sets the Arexx-Command Output-File.  If you don't specify the file, NIL: is used.

## 1.81 Barfly.guide/CM_AREXXCMD

```
ArexxCommand=[1...10],<Pfad>
............................
```

   This command sets the 10 entries in the Arexx-Menu.  You specify the number and the path of the Arexx-Script.

```
   ArexxCommand=1,"Rexx:Example.rexx"
```

## 1.82 Barfly.guide/CM_EXECMD

```
ExecuteCommand=<File>
.....................
```

   this command can set up a list of programs that should be run before the debugged program's task is started.  This parameter only works with programs that are loaded by the Debugger. Furthermore you have to make sure that the loaded programs have to end otherwise the task can't be started.  For example you could use these command to set breakpoints with Arexx-Scripts.

## 1.83 Barfly.guide/CM_LOADINCLUDE

```
LoadInclude
...........
```

   tells the Debugger to load the structure information file Barfly.Include.

## 1.84 Barfly.guide/CM_ADDSTRUCT

```
AddStructFile=Filename
......................
```

   tells the Debugger to load a custom structure information file and adds it into the CUSTOM/ subtree.

## 1.85 Barfly.guide/CM_CLICK2FRONT

```
ClicktoFront
............
```

   activates the Debugger's own ClicktoFront handler.  This function should only be used if you don't use an own Commodity for this task.

## 1.86 Barfly.guide/CM_CENTERW

```
CenterWindow
............
```

   activates the centering mode for every stringrequester windows.

## 1.87 Barfly.guide/CM_SCREENFRONT

```
ScreenInFront
.............
```

   activates the ScreenToFront mode that pops the screen to front after every trace operation.

## 1.88 Barfly.guide/CM_OPENSCREEN

```
OpenScreen[=width,height,depth,mode]
....................................
```

   tells the Debugger to open an own screen.  If you don't enter dimension parameters the wb screen is cloned. You can use the screenmodes in the mode string that you can see in the Prefs/ScreenMode requester.  This command has no function in local configuration files.

   OPENSCREEN=1448,560,2,PAL:HighRes Interlace

## 1.89 Barfly.guide/CM_OPENPSCREEN

```
OpenPubScreen=Name
..................
```

   tells the Debugger to open on the Pubscreen with the specified name. This command has no function in local configuration files.

## 1.90 Barfly.guide/CM_SCREENFONT

```
ScreenFont=fontname/Height
..........................
```

   defines a font for a Debugger screen.  This command has no function in local configuration files.

## 1.91 Barfly.guide/CM_QUIETEX

```
QuietException=Exception Nummer
...............................
```

   masks off certain exceptions for the exception requester so that only a DisplayBeep is caused instead of a textrequest.  With the value -1 you can mask off every exception and for example with the value 4 you mask off the Illegal exception.

## 1.92 Barfly.guide/CM_DISXP

```
DisableXPointer
...............
```

   disactivate the Wait-Pointer.

## 1.93 Barfly.guide/CM_TRACEBREAK

```
TraceBreak
..........
```

   tells the Debugger to use breakpoints in the Subroutine Traces instead of single steps.  The advantage is a speed up and the disadvantage is that you can cause crashes while you step through resident/reentry code.

## 1.94 Barfly.guide/CM_CRASHEDTASK

```
CrashedTask
...........
```

   activates the CatchCrashedTask mode.

## 1.95 Barfly.guide/CM_CATCHHIT

```
CatchEnforcerHit
................
```

   activates the CatchEnforcerHit mode.

## 1.96 Barfly.guide/CM_CACHEFILE

```
DoNotCacheFullFile
..................
```

   tells the Debugger not to cache program files while reading the Symbol/Debug informationen to save memory.  Obviously the parsing speed will decrease.

## 1.97 Barfly.guide/CM_POPPATH

```
DoNotPopPathRequest
...................
```

   tells the Debugger to ignore errors from opening source files and not to open a path requester.

## 1.98 Barfly.guide/CM_AUTOACT

```
NoAutoStructAction
..................
```

   tells the Debugger to open a type-requester by an action in the StructurWindow.

## 1.99 Barfly.guide/CM_NOBREAKTERRORS

```
NoBreakpointErrors
..................

   tells the Debugger to ignore SETBREAK= errors that cause the
Debugger to always set an error on the program start.
```

## 1.100 Barfly.guide/UB_AREXX

```
Usage of BDebug
***************

Arexx
=====

Commands
--------

SIMPLEREQUEST "
...............

   * RC: -

   * result: 'OK'

TWOGADREQUEST "
...............

   * RC: -

   * result: 'OK','FALSE'

TRIGADREQUEST "
...............

   * RC: -

   * result: 'OK','FALSE','RESUME'

NEXT_ROOTWINDOW
...............

   * RC: -

   * result: 'OK','FALSE'

NEXT_SUBWINDOW
..............

   * RC: -

   * result: 'OK','FALSE'
```

```
FIRST_DISSWINDOW
................

   * RC: -

   * result: 'OK','FALSE'

FIRST_MEMWINDOW
...............

   * RC: -

   * result: 'OK','FALSE'

FIRST_COPPWINDOW
................

   * RC: -

   * result: 'OK','FALSE'

FIRST_FPUWINDOW
...............

   * RC: -

   * result: 'OK','FALSE'

FIRST_BREAKPOINTWINDOW
......................

   * RC: -

   * result: 'OK','FALSE'

FIRST_STRUCTWINDOW
..................

   * RC: -

   * result: 'OK','FALSE'

FIRST_SOURCEWINDOW
..................

   * RC: -

   * result: 'OK','FALSE'

FIRST_SNOOPWINDOW
.................

   * RC: -

   * result: 'OK','FALSE'
```

```
FIRST_WATCHWINDOW
.................

   * RC: -

   * result: 'OK','FALSE'

ACTIVATE_ROOTWINDOW
...................

   * RC: -

   * result: 'OK','FALSE'

ACTIVATE_SUBWINDOW
..................

   * RC: -

   * result: 'OK','FALSE'

OPEN_DISSWINDOW '@REG' | 'Argument'
...................................

   * RC: -

   * result: -

OPEN_MEMWINDOW '@REG' | 'Argument'
..................................

   * RC: -

   * result: -

OPEN_COPPWINDOW '@REG' | 'Argument'
..................................

   * RC: -

   * result: -

OPEN_SOURCEWINDOW '@REG' | 'Argument'
.....................................

   * RC: -

   * result: -

OPEN_STRUCTWINDOW '@REG' | 'Argument'
.....................................

   * RC: -

   * result: -

OPEN_BREAKPOINTWINDOW
```

```
.....................

   * RC: -

   * result: -

OPEN_FPUWINDOW
..............

   * RC: -

   * result: -

OPEN_SNOOPMEMORYWINDOW
......................

   * RC: -

   * result: -

DOMENU 'Menu-String'
....................

   * RC: -

   * result: -

SET_BREAKPOINT 'Argument'
.........................

   * RC: -

   * result: 'OK','FALSE'

CLEAR_ICACHE 'Address,Length'
.............................

   * RC: -

   * result: 'OK'

CLEAR_ICACHE 'Address,Length'
.............................

   * RC: -

   * result: 'OK'

GOTO_ADDRESS 'Address'
......................

   * RC: -

   * result: 'OK','FALSE'

CLEAR_ADDRESS
.............
```

```
   * RC: -

   * result: 'OK','FALSE'

LINK_REGISTER 'Register'
.......................

   * RC: -

   * result: 'OK','FALSE'

SET_REGISTER 'Register,Value'
.............................

   * RC: -

   * result: 'OK','FALSE'

Read_Byte 'Address'
..................

   RC    : 0=Ok    Result: Result-String

Read_Word 'Address'
..................

   RC    : 0=Ok    Result: Result-String

Read_Long 'Address'
..................

   RC    : 0=Ok    Result: Result-String

Write_Byte 'Address,Value'
..........................

   RC    : 0=Ok

Write_Word 'Address,Value'
..........................

   RC    : 0=Ok

Write_Long 'Address,Value'
..........................

   RC    : 0=Ok

ASL_FileRequester_Save
......................

   RC    : 0=Ok    Result: Filepath-String

ASL_FileRequester_Load
......................
```

```
   RC    : 0=Ok    Result: Filepath-String

IS_ADDRESS_LEGAL 'Address'
.........................

   * RC: -

   * result: 'OK','FALSE'

LOAD_BINARY 'Name,Destination,Length'
.....................................

SAVE_BINARY 'Name,Source,Length'
................................
```

## 1.101 Barfly.guide/UB_HOWTOUSE

```
Usage of BDebug
***************

How to use BDebug ?
===================

Problemanalysis
---------------

   First you should be sure that all necessary configurations file have
been installed because without Barfly.FD file you don't see any
function names in the disassembler window; and without Barfly.Include
the StructWindow is unusable.  Are these preconditions fullfilled you
should analyse the problem and anticipate how the Debugger can be used.
Because the debugging of programs depends heavily on the situation i
can only list some general points.  The reality probably looks
different... as always:-)

   Point of departure:

   * Program from the CLI

        * 1 Task

          The program can be started by bdebug Program [Argument] or
          can be loaded the command window Debug File.  By this method
          all symbol and debug files are loaded.  If the Debugger can't
          find one source file you can add additional paths if you
          haven't disabled this function.  The standard breakpoint is
          the first command in the program.  Sometimes this
          uncomfortable and so you can set a different start breakpoint
          for example to jump over the CStartup code or to set it on an
          important program position.

        * Creates further Tasks

          In this case you should be sure how you wanna catch the next
```

Task. You could catch the Task by Next Task or compile the program with an illegal in the task and catch it with Crashed Task. After you caught the task you probably would like to use see symbole and debug source. These Informationen can be loaded afterwards by using Load Symbols.

* Program from the WB

  In this case you should use Next Task and then catch the task WBL. Afterwards you have to activate Next Task again and run WBL. You could also use the illegal strategic. After the right task was caught you can load the symbols again.

* Is it a Handler, Filesystem or something simular.

  In this case you should use the illegal strategic and catch the task by Crashed Task. An alternative method would be to catch the waiting task with Debug Task and wait as long as the task gets woken up by a signal.

After you've solved the first stage how you can controll the problem task you should think about how the problem looks like and where it could be located.

Problem Type:

* Enforcer

  If an Enforcer Hit is caused Enforcer outputs the hit's program address and mostly also the hunk offset. You can now directly jump to the address by entering the address in the DissWindow by Change Address or you open a HunkWindow, doubleclick on the hunk where the hit is located and then enter the offset Enforcer showed. The Debugger itself can also automaticly stop a debugged program if a hit happens.

* Mungwall

  These hits aren't that easy to find as Enforcer hits because Mungwall hits aren't showed when the problem happened but only after a FreeMem. In this case you should remember the memoryblock where it happened and determine where the responsible AllocMem is located in the program, so you get an overview between what area the problem is caused. Now you should open a MemWindow that points to this certain memory area and step through the program and look if something changes the mungwall borders in the MemWindow. Mungwall borders are before and after the allocated memory area. If you're more experienced you could also use the WatchpointWindow and set a watchpoint on the certain memory block.

* Crash

  If it's just an ordinary crash the error should be pretty easy to find single stepping through the responsible code area. If it's a random crash you should be using Crashed Task and hope that the task can be caught. After the task got caught you should check the instructions that cause the crash. If the PC points to data

fields that don't look like real code the PC is probably set wrong by a stack cleanup error. In this case you should check the nexts addresses on the stack if these point to legal program code.

* Sideeffects and mysterious

These bugs are the worst to find and there's no general strategic how to find them. In these cases only intuition and patience can help.

Problems that can happen
------------------------

* Why does the Debugger react so slow on keyboard commands that controll the tracing ?

This happens if you debug a task with a higher priority as the Debugger's priority. For example. DOS-Handler. Workaround is to higher the priority of the Debugger.

* Why does the Debugger blockate by opening the filerequester.

This happens when you debug a handler, because the filerequester normally tests every handler with a IsFilesystem(). When you debug a handler it can't reply the IsFilesystem packet and therefore the filerequester is busy.

* If you debug the following program on a 68040 with 68040.library or 68060.library the instruction rts is run if you cause a Single-Step on the instruction fetox. Because this command isn't implemented in the 68040 and 68060 it has to be emulated. It seems to forget the tracebit.

```
mc68040
fmove.x #1.3,fp0
fmove.x #255,fp1
fetox.x fp0,fp1
rts
```

* If a program doesn't return from a DOS funktion you could accidently entered a char in shell window.

## 1.102 Barfly.guide/BAsmTop

BAsm 1.0

A cli/arexx controlled Assembler



- Shareware -

```
Using BAsm...

  The Assembler               Some comments about the Assembler
  Syntax              Syntax Description
  Datatypes               Datatype formats
  Operations                Datatype Operations
  Instructions            Assembler Instructions
  Macros              Assembler Basic Macros
  Highlevel Macros              Assembler Highlevel Macros
  Defined Symbols             Predefined Symbols
  Optimizing                Optimize Methods
  Includes            Precompiled Includes and database
  CLI             Assembler CLI Convention
  ARexx             ARexx Interface
  Compatibility           Compatibility to other Assemblers

Addendum...

  Literature                Amiga Literature
  Software                Amiga Software
  Addressmodes          Address Modes
  Opcodes               68xxx Opcodes
```

## 1.103 Barfly.guide/UA_ASSEMBLER

```
The Assembler
*************
```

The assembler understands the commands and addressmodes from the 68000 through the 68060 and both the Floating-Point Units, 68881 and 68882. It supports only the 68851 MMU commands, which are also supported by the 68030. The assembler achieves it's speed by translating the source in a single pass, followed by a backpatch phase which corrects all unresolved references.

## 1.104 Barfly.guide/UA_SYNTAX

```
Syntax
======

Comments
--------
```

A comment can start in several different ways. In a pure comment it starts either with a ; or *. A comment can only be started after an assembler command or symbol with a ; if an assembler command or symbol exists within that line.

```
      ;A comment
     *A comment
```

```
      move.l a0,a0  ;A comment
```

Opcode/Instructions arrangement
---

```
   [label[:]] [opcode] [operand[, operand[, operand...]]]]]
```

   * Opcodes

     An Opcode can be a Motorola Mnemonic, an assembler command, or a
     Macro call.

   * Operations

     In a Motorola mnemonic operands are based on legal addressmoes; in
     assembler privat instructions the parameters depend on the
     instruction.

Symbol structure
---

   A symbol can represent the following types:

   * Value

   * Program Counter

   * Register

   * Register List

   * Macro

   Symbols can only be defined once. The exceptions are local labels
and symbols defined by Set.

                    Structure rules for Symbols.

   * The first letter of a symbol can be one of the following: a...z,
     A...Z,_, @,. and \.

   * From the second letter on, the symbol can contain the following
     letters: a...z,A...Z,0...9, _,@ and ..

   * If a symbol consists of only numbers and ends with $, then it is a
     numerical local label.

   * A symbol is ended by an illegal letter.

   * If a symbol begins with a . or \, then it is a local label.

   * A macro symbol should not contain a ..

   * To avoid a conflict, a symbol should not end with .b,.w or .l.

```
     ThisIsALabel              ;That is a normal label
```

```
     ThisIsALabel1.loop:       ;That is a normal label
     This@_Is_@A_@Label
     1$:                       ;That is a numerical local label
     .ThisIsALabel             ;That is a local label
     .ThisIsALael1:            ;That is a local label
     \ThisIsALabel.loop:       ;That is a local label
     ThisIsASymbol=10
     ThisIsASymbol = 10
     ThisIsASymbol equ 10
```

The relative label
------------------

This symbol represents an offset to the start of a program.

```
     label
     label:
     label  nop
     label: nop
```

The local Label
---------------

A local label is only valid between two normal relative labels, thus you cannot reference local labels outside of that scope. Otherwise it works simular as a normal label. There are 2 different prefixes that introduce a local label: . and \ that define 2 different local labels. A special case is the Backward Reference Label that is introduced with ... It doesn't depend on a certain define area between normal labels thus you can only access the symbol if it were defined earlier.

```
     ..:
     label_0:
     .local:
      bra.s .local
     label_1:
     .local:
      bra.s \local
     \local:
      nop
     label_end:
     ..:
      dbra d0,..
     ..:
      dbra d1,..
     ..Hello:
      dbra d1,..Hello
```

The local numerical label
-------------------------

Addionally to the non-numerical local label there are also the numerical labels which are based of 4 digits with the postfix $. BASM handles the number as a hash key with the consequence that there's no difference between 001$ and 1$.

```
     label_0:
     123$:  nop
     label_1:
     123$:  nop
```

The absolute Symbol
---

The absolute symbol is defined by a direct value initializing that is initiated by =, equ or set. If you define a symbol by set you can change it as often as needed.

```
     value1=2
     value2 equ value1*2
     value3 set value2
```

The Register Symbol
---

The register symbol is defined by equr or fequr that is used for FPU registers.

```
     Ptr  equr  a1
     PI fequr fp2
      move.l   (Ptr),d0   ;move.l  (a1),d0
      fmove.x  PI,fp0     ;fmove.x fp2,fp0
```

The Register List Symbol
---

The register list symbol is defined by reg and represents the register mask for Movem and fmovem. You must not mix FPU and Integer registers with each other in a register list.

```
     mask reg d0/d2/d4-d7/a0-a4/a6-a7
     mask1  reg d0-a6
     mask2  reg d0-6
     fmask  reg fp0-fp2/fp4-fp5
```

The Macro Symbol
---

By using the command macro or cmacro after the symbol, the symbol is defined as a macro. The macro block is terminated by the command endm. The Macro cmacro is case-insensitive and therefore useful to emulate commands that are missing from the core.

```
Symbol[:] macro
.
.
Symbol[:] endm
```

## 1.105 Barfly.guide/UA_DATATYPES

```
Datatypes
---------
```

The assembler understands 3 distinct datatypes.

* 32Bit Integer

* 96Bit Extended Floating Point

* 96Bit Packed Binary Floating Point

At the moment only integer datatypes are supported in arithmetic arguments so you can only use the FPU datatypes as constants.

| Format | Representation |
|---|---|
| Decimal | 1024 |
| Hexadecimal | $400 |
| Binary | %10000000000 |
| Ascii | "OK", 'OK' or `OK` |

Furthermore you can use symbols or the character `*' that represents the program counter in arguments. There are limitation in the use of symbols in arguments. For example you can only add or subtract constants from an external label, Floatingpoint Values can only be used as simple constants,... By the postfix `k' after decimal value the value is multply by $1000.

Floating Point Format

| Format | Representation |
|---|---|
| Extended | '[+,-]3. 145637848298628[e[+,-]123] |
| Packed | ''[+,-]3. 145637848298628[e[+,-]123] |

```
Datatype Conversion
```

---

All commands are performed with these 3 datatypes and then converted into the required datatype. For example a 32Bit integer can be converted into 16Bit and 8 Bit; an extended floating point into a double or single floating point. Floating point datatypes are rounded by a convertation. If a rouding error occurs the parser returns with an error.

Datatype Format
---

Internal Datatype Structure

* Integer

| Bit 31 | 30..0 |
|---|---|
| S | Integer |

* Single Floating Point

| Bit 31 | Bits 30..23 | Bits 22..0 |
|---|---|---|
| Sign | Biased Exponent | Fraction |

* Double Floating Point

| Bit 63 | Bits 62..52 | Bits 51..0 |
|---|---|---|
| Sign | Biased Exponent | Fraction |

* Extended Floating Point

| Bit 95 | Bits 94..80 | Bits 62..0 |
|---|---|---|
| Sign | Biased Exponent | Mantisse |

* Packed Binary Floating Point

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| MEYY | EXP2 | EXP1 | EXP0 | EXP3 | 0000 | 0000 | M016 |
| M015 | M014 | M013 | M012 | M011 | M010 | M009 | M008 |

```
| M007 | M006 | M005 | M004 | M003 | M002 | M001 | M000 |
+------+------+------+------+------+------+------+------+
```

* M is the sign (+ or -) of the fraction

* E is the sign (+ or -) of the exponent

* Y are the internal flags for infinity and NAN

* E002-000 are the numbers of the exponent from 2 to 0, EXP3 is used internally.

* M016-000 are the numbers of the fraction from 16 to 0. Each number lies in the range from 0 to 9..

## 1.106 Barfly.guide/UA_OPERATIONS

Operations
---

Operators
---

| Operator | Function |
|---|---|
| '+' | 32Bit signed Addition |
| '-' | 32Bit signed Subtraction |
| '*' | 32Bit signed Multiplication |
| '/' | 32Bit signed Division |
| '\|' | 32Bit Or |
| '!' | 32Bit Or |
| '&' | 32Bit And |
| '^' | 32Bit Eor |
| '<<' | logic 32Bit Shift to the left |
| '>>' | logic 32Bit Shift to the right |
| '~' | 32Bit Not |

Basm cares for the operator priorities but be careful while porting Seka Sources because Seka doesn't care for the priorities.

Functions

```
---------

   The following functions are supported.

   * _bitnum(Argument) calculates the bit number of the argument. If
     this is impossible an error occurs.

   * _bitfield(Argument) calculates the bit mask of the argument. If
     this is impossible an error occurs.

   * _extb(Argument) equal to the 680xx command extb

   * _extw(Argument) equal to the 680xx command extw

   * _min(Argument[,Argument,...]) calculate the minimum of the
     argument.

   * _max(Argument[,Argument,...]) calculate the maximum of the
     argument.
```

## 1.107 Barfly.guide/UA_INST

```
Assembler Commands
==================



Instruction Groups...

  Hunk/Link Instructions
  Symbol Instructions
  Data Instructions
  Listing Instructions
  Structure Instructions
  File I/O Instructions
  Misc Instructions
  68xxx Meta Instructions
```

## 1.108 Barfly.guide/AI_HUNK

```
Hunk/Link Commands
------------------


  Section
  Code
  Data
  BSS
  CSEG
  DSEG
```

```
  IDNT
  Identify
  BDebugArg
  Smalldata
  XRef
  XDef
  Global
  Public
  Output
  Objfile
  Exeobj
  Linkobj
  Org
  Addsym
  Debug
```

## 1.109 Barfly.guide/HU_SECTION

```
[Label] section Name[,Typ[,[RelocModus,Memtyp]
.........................................
```

defines a new logical unit so that the DOS-Loader has the opportuntity to place smaller hunks into free memory blocks. Another use for this command is to set different memory types for the hunk to load gfx data into the chipmem. If you don't specify the section type it assumes "",Code,Public.

* Name = Hunkname

* Hunk type

CODE
starts a code segment.

DATA
starts a data segment.

BSS
starts an undefined data segment.

DEBUG
starts a custom debug segment.

CUSTOM
starts a Custom-Hunk area.

* Reloc-Mode defines the width of the hunk relocation. Default 32Bit

RELOC16
sets the reloc width to 16bit.(V37)

RELOC32
sets the reloc width to 32bit.(Default)

```
   * Memtype defines the memory attributes of the hunk.  If you add a
     _p, _c, or _f upon the type parameter, you cannot use more
     memtypes.The memtype DEBUG does not allow memory attribute
     suffixes.

    PUBLIC
          loads the hunk into the memory with the highest priority.
          Code Suffix _p.

    CHIP
          loads the hunk into chip memory. Code Suffix _c.

    FAST
          loads the hunk into fast memory. Code Suffix _f.

    ADVISORY
          ignores the hunk if the OS doesn't understand the type. A
          kind of Debug-Hunk that can be used by the OS.(V39)

    ATTR=?
          loads the hunk into the memory with specified memory
          attributs. (V37)
```

## 1.110 Barfly.guide/HU_CODE

```
[Label] code [Name[, Memtyp]]
.............................

   defines a new code hunk and is equivalent to the command section
?,code,?.

   * Name = Hunkname

   * Memtype defines the memory attributes for the hunk.

    PUBLIC
          loads the hunk into the memory with the highest priority.
          Code Suffix _p.

    CHIP
          loads the hunk into chip memory. Code Suffix _c.

    FAST
          loads the hunk into fast memory. Code Suffix _f.

    ADVISORY
          ignores the hunk if the OS doesn't understand the type. A
          kind of Debug-Hunk that can be used by the OS.(V39)

    ATTR=?
          loads the hunk into the memory with specified memory
          attributs. (V37)
```

## 1.111 Barfly.guide/HU_DATA

```
[Label] data [Name[, Memtyp]]
.............................

   defines a new data hunk and is equivalent to the command section
?,data,?.

   * Name = Hunkname

   * Memtype defines the memory attributes for the hunk.

    PUBLIC
          loads the hunk into the memory with the highest priority.
          Code Suffix _p.

    CHIP
          loads the hunk into chip memory. Code Suffix _c.

    FAST
          loads the hunk into fast memory. Code Suffix _f.

    ADVISORY
          ignores the hunk if the OS doesn't understand the type. A
          kind of Debug-Hunk that can be used by the OS.(V39)

    ATTR=?
          loads the hunk into the memory with specified memory
          attributs. (V37)
```

## 1.112 Barfly.guide/HU_BSS

```
[Label] bss [Name[, Memtyp]]
............................

   defines a new BSS hunk and is equivalent to the command section
?,bss,?.

   * Name = Hunkname

   * Memtype defines the memory attributes for the hunk.

    PUBLIC
          loads the hunk into the memory with the highest priority.
          Code Suffix _p.

    CHIP
          loads the hunk into chip memory. Code Suffix _c.

    FAST
          loads the hunk into fast memory. Code Suffix _f.

    ADVISORY
```

```
          ignores the hunk if the OS doesn't understand the type. A
          kind of Debug-Hunk that can be used by the OS.(V39)

    ATTR=?
          loads the hunk into the memory with specified memory
          attributs. (V37)
```

## 1.113 Barfly.guide/HU_CSEG

```
[Label] cseg [Name[, Memtyp]]
.............................

   has the same function as the command code.
```

## 1.114 Barfly.guide/HU_DSEG

```
[Label] dseg [Name[, Memtyp]]
.............................

   has the same function as the command data.
```

## 1.115 Barfly.guide/HU_IDNT

```
idnt Name
.........

   defines the name of the HUNK_UNIT hunk in the object file.

   * Name = Hunkname
```

## 1.116 Barfly.guide/HU_IDENTIFY

```
identify Name
.............

   defines the name of the actual hunk.

   * Name = Hunkname
```

## 1.117 Barfly.guide/HU_BDEBUGARG

```
BDebugArg Argument
..................
```

   defines a parameter in env:BDebugProgram. It doesn't active this function you have to activate by option "-J" in BOPT.

   * Argument = Argument Text

## 1.118 Barfly.guide/HU_SMALLDATA

```
smalldata [Register]
....................
```

   activates the smalldata mode for the hunk.  Optionally, you can also define the smalldata register.  Default register is A4.  The program itself must initialize the smalldata register with the address of the smalldata data hunk.

```
      bopt  w2-     ;68020 Addressmode warnings off
      mc68020     ;68020 mode activated

      smalldata a3    ;Default is A4!!!
      xref  _LinkerDB   ;Special linker symbol

      lea.l _LinkerDB,a3    ;Address of the smalldata data segments
      move.l  #0,(d_test.l,a3)
      move.l  #"TEST",d_test(a3)
      moveq #0,d0
      tst.b array(a3,d0.w)
      rts

      section "__MERGED",BSS  ;The smalldata data segments are defined
                                    ;the following way
     d_test:
      ds.l  1
     array:
      ds.b  20
```

## 1.119 Barfly.guide/HU_XREF

```
xref Symbol[, Symbol...]
........................
```

   imports a symbol so that you can access symbols that were exported by XDef.  The linker resolves these reference during the link process and creates a program file.  If the assembler finds a XRef in the source

it creates an object file. This decision can be overruled.

   * Symbol = Name of the importet symbol.

## 1.120 Barfly.guide/HU_XDEF

xdef Symbol[, Symbol...]
.....................

   exports a symbol as global so that other object files can import the symbol by XRef. There's no need to define a symbol before you mark them with XDef. If the assembler finds a XRef in the source it creates an object file. This decision can be overruled.

   * Symbol = Name of the global symbol

## 1.121 Barfly.guide/HU_GLOBAL

global Symbol[, Symbol...]
.........................

   has the same function like XDef.

## 1.122 Barfly.guide/HU_PUBLIC

public Symbol[, Symbol...]
.........................

   has the same function like XDef.

## 1.123 Barfly.guide/HU_OUTPUT

output Name
...........

   sets an output filename. If you don't specify a filename the assembler uses the source filename and adds the appropriate filetype suffix.

   * Name = Filename

## 1.124 Barfly.guide/HU_OBJFILE

```
objfile
.......
```

   has the same function like Output.

## 1.125 Barfly.guide/HU_EXEOBJ

```
exeobj
......
```

   writes a program file if you wanna overrule the assembler.

## 1.126 Barfly.guide/HU_LINKOBJ

```
linkobj
.......
```

   writes an object file if you wanna overrule the assembler.

## 1.127 Barfly.guide/HU_ORG

```
org Address
...........
```

   activates the absolute mode.  All command that refer to hunk related functions aren't allowed.  For example:. section, xdef, xref.  The parameter address sets the base address of the created code.

   * Address = Absolute Address

## 1.128 Barfly.guide/HU_ADDSYM

```
addsym
......
```

   writes a symbol hunk.

## 1.129 Barfly.guide/HU_DEBUG

```
debug
.....

   writes a SAS D1 debug hunk to see  source level informations while
debugging the program through bdebug.
```

## 1.130 Barfly.guide/AI_SYMBOL

```
Symbol Commands
---------------


  CArgs
  RS
  SO
  FO
  RSReset
  RSSet
  Clrso
  Clrfo
  Setso
  Setrs
  Setfo
  RSVal
  SOVal
  FOVal
```

## 1.131 Barfly.guide/SY_CARGS

```
CArgs [#Offset,]Symbol[,Symbol.w[,Symbol.l]
.........................................

   defines the symbol offsets for a stack function. The first Symbol
starts with the offset 4 but if you like to use a different Offset it's
possible to specify one.  Then the offset is increased according to the
size of the symbol. If the symbol has no size specifier the default size
is word. Sorry..i would use a longword here but to be compatible with
Devpac i'm forced to use word.

      cargs Test1.w,Test2.l
      move.w  Test1(a7),d0  ;Test1=4
      move.l  Test2(a7),d0  ;Test2=4+2=6
```

## 1.132 Barfly.guide/SY_RS

```
Symbol rs[.width] Count
.......................

   initializes the Symbol with the value of the counter __RS and
increases the __RS counter afterwards by Count*Width.  You can use this
command as a replacement for the include exec/types.i macros to
increase the parsing speed.

   * Width

    B
          1 Byte Valuearea: -$80 <= x < $100

    W
          2 Bytes Valuearea: -$8000 <= x < $10000

    L
          4 Bytes Valuearea: -$80000000 <= x < $10000000

    S
          4 Bytes (Single IEEE-Float)

    D
          8 Bytes (Double IEEE-Float)

    X
          12 Bytes (Extended IEEE-Float)

    P
          12 Bytes (Packed BCD-Float)

    Q
          16 Bytes (Quadword)
```

## 1.133 Barfly.guide/SY_SO

```
Symbol so[.width] Count
.......................

   This command has the same function like rs with the exception that
the Symbol __SO is used instead of the __RS symbol.  Internally both
symbols are handled equal.  Devpac has introduced the symbol __RS and
Macro68k knows the functionality by the name __SO.
```

## 1.134 Barfly.guide/SY_FO

```
Symbol fo[.width] Count
.......................
```

```
   decreases the counter __FO by Count*Width and initializes the Symbol
with the new value.  Useful to create the negative local stackframe
symbols needed by link.

   * Width

    B
          1 Byte Valuearea: -$80 <= x < $100

    W
          2 Bytes Valuearea: -$8000 <= x < $10000

    L
          4 Bytes Valuearea: -$80000000 <= x < $10000000

    S
          4 Bytes (Single IEEE-Float)

    D
          8 Bytes (Double IEEE-Float)

    X
          12 Bytes (Extended IEEE-Float)

    P
          12 Bytes (Packed BCD-Float)

    Q
          16 Bytes (Quadword)
```

## 1.135 Barfly.guide/SY_RSRESET

```
rsreset
.......

   initializes the counter __RS to 0.
```

## 1.136 Barfly.guide/SY_RSSET

```
rsset Value
...........

   initializes the counter __RS with the Value

   * Value = New Index
```

## 1.137 Barfly.guide/SY_CLRSO

```
clrso
.....

   has the same function like rsreset
```

## 1.138 Barfly.guide/SY_CLRFO

```
clrfo
.....

   has the same function like foreset.
```

## 1.139 Barfly.guide/SY_SETSO

```
setso Value
...........

   has the same function like rsset
```

## 1.140 Barfly.guide/SY_SETRS

```
setrs Value
...........

   has the same function like rsset
```

## 1.141 Barfly.guide/SY_SETFO

```
setfo Value
...........

   initializes the counter __FO with the Value

   * Value = New Index
```

## 1.142 Barfly.guide/SY_RSVAL

```
Symbol rsval
............

   initializes the Symbol with the value of the __RS counter.
```

## 1.143 Barfly.guide/SY_SOVAL

```
Symbol soval
............

   has the same function like rsval.
```

## 1.144 Barfly.guide/SY_FOVAL

```
Symbol foval
............

   initializes the Symbol with the value of the __FO counter.
```

## 1.145 Barfly.guide/AI_DATA

```
Data Commands
-------------


  Align
  CNop
  Pad
  Quad
  Even
  Odd
  DC
  DB
  DW
  DL
  UB
  UW
  UL
  SB
  SW
  SL
  PB
  PW
  PL
  NB
  NW
```

```
  NL
  DS
  DSB
  DCB
  Blk
  Ascii
  CString
  DString
  PString
  IString
  Bitstream
  SPrintx
```

## 1.146 Barfly.guide/DA_ALIGN

```
align Value
...........
```

aligns the program counter to an address that can be devided by the value. Useful because certain DOS structures have to be aligned on 4 Byte boundaries. For example FileInfoBlock. Furthermore it's also useful to align subroutines on longword boundaries that they fit better into the cache structure.

* Value = Align Mask

## 1.147 Barfly.guide/DA_CNOP

```
cnop Offset,Align
.................
```

aligns the program counter to an address that can be devided by the Align value and adds the value onto the address. Internally only Align values < 16 are supported.

## 1.148 Barfly.guide/DA_PAD

```
pad.Width Align[,Value]
.......................
```

aligns the program counter to an address that can be devided by the Align*Width and fills the aligned area by the optional mask value.

## 1.149 Barfly.guide/DA_QUAD

```
quad
....

   aligns the program counter to a 16 Byte address.
```

## 1.150 Barfly.guide/DA_EVEN

```
even
....

   aligns the program counter to an even address.  This function is
useful if you define an odd sized data area and you need a word aligned
for OS data structures or assembler instructions.
```

## 1.151 Barfly.guide/DA_ODD

```
odd
...

   aligns the program counter to an odd address.
```

## 1.152 Barfly.guide/DA_DC

```
dc[.width] Value[,Value...]
...........................

   inserts data of the Width into the code.

   * Width

    B
          1 Byte Valuearea: -$80 <= x < $100

    W
          2 Bytes Valuearea: -$8000 <= x < $10000

    L
          4 Bytes Valuearea: -$80000000 <= x < $10000000

    S
          4 Bytes (Single IEEE-Float)

    D
          8 Bytes (Double IEEE-Float)
```

```
    X
          12 Bytes (Extended IEEE-Float)

    P
          12 Bytes (Packed BCD-Float)
```

## 1.153 Barfly.guide/DA_DB

```
db Value[,Value,...]
....................

   inserts a byte with a value in the valuearea -$80 <= x < $100.
```

## 1.154 Barfly.guide/DA_DW

```
dw Value[,Value,...]
....................

   inserts a word with a value in the valuearea -$8000 <= x < $10000.
```

## 1.155 Barfly.guide/DA_DL

```
dl Value[,Value,...]
....................

   inserts a longword with a value in the valuearea -$80000000 <= x <
$100000000.
```

## 1.156 Barfly.guide/DA_UB

```
ub Value[,Value,...]
....................

   inserts a byte with a value in the valuearea -$80 <= x < $80.
```

## 1.157 Barfly.guide/DA_UW

```
uw Value[,Value,...]
....................

   inserts a word with a value in the valuearea -$8000 <= x < $8000.
```

## 1.158 Barfly.guide/DA_UL

```
ul Value[,Value,...]
....................

   inserts a longword with a value in the valuearea -$80000000 <= x <
$80000000.
```

## 1.159 Barfly.guide/DA_SB

```
sb Value[,Value,...]
....................

   inserts a byte with a value in the valuearea -$80 <= x < $100.
```

## 1.160 Barfly.guide/DA_SW

```
sw Value[,Value,...]
....................

   inserts a word with a value in the valuearea -$8000 <= x < $10000.
```

## 1.161 Barfly.guide/DA_SL

```
sl Value[,Value,...]
....................

   inserts a longword with a value in the valuearea -$80000000 <= x <
$100000000.
```

## 1.162 Barfly.guide/DA_PB

```
pb Value[,Value,...]
....................
```

   inserts a byte with a value in the valuearea 0 <= x < $80.

## 1.163 Barfly.guide/DA_PW

```
pw Value[,Value,...]
....................
```

   inserts a word with a value in the valuearea 0 <= x < $8000.

## 1.164 Barfly.guide/DA_PL

```
pl Value[,Value,...]
....................
```

   inserts a longword with a value in the valuearea 0 <= x < $80000000.

## 1.165 Barfly.guide/DA_NB

```
nb Value[,Value,...]
....................
```

   inserts a byte with a value in the valuearea -$80 <= x < 0.

## 1.166 Barfly.guide/DA_NW

```
nw Value[,Value,...]
....................
```

   inserts a word with a value in the valuearea -$8000 <= x < 0.

## 1.167 Barfly.guide/DA_NL

```
nl Value[,Value,...]
....................
```

   inserts a longword with a value in the valuearea -$80000000 <= x < 0.

## 1.168 Barfly.guide/DA_DS

```
ds[.width] Count[,Value]
........................
```

defines a memory area with the length Count * Width and fills the area with an optional Value. Default fill value is 0. Is the Count 0 a cnop 0,Width is run.

* Width

  B
  1 Byte Valuearea: -$80 <= x < $100

  W
  2 Bytes Valuearea: -$8000 <= x < $10000

  L
  4 Bytes Valuearea: -$80000000 <= x < $10000000

  S
  4 Bytes (Single IEEE-Float)

  D
  8 Bytes (Double IEEE-Float)

  X
  12 Bytes (Extended IEEE-Float)

  P
  12 Bytes (Packed BCD-Float)

* Count = Length of the memory area.

* Value = optional Fill Value.

## 1.169 Barfly.guide/DA_DSB

```
dsb[.width] Count[,Value]
........................
```

has the same function like ds

## 1.170 Barfly.guide/DA_DCB

```
dsb[.width] Count[,Value]
........................
```

has the same function like ds

## 1.171 Barfly.guide/DA_BLK

```
blk[.width] Count[,Value...]
............................
```

   has the same function like ds

## 1.172 Barfly.guide/DA_ASCII

```
ascii String1[,String2,...]
...........................
```

   inserts Strings.

## 1.173 Barfly.guide/DA_CSTRING

```
cstring String1[,String2,...]
.............................
```

   inserts C-Strings.

## 1.174 Barfly.guide/DA_DSTRING

```
dstring dtype1,dtype2,dtype3
............................
```

   inserts the current date string.

                                Datentypen

   * "w" WeekDay

   * "d" Date

   * "t" Time

```
      dc.b  " ("
      dstring w,d,t
      dc.b  ")"
      dc.b  $a,$d,0
     ;=> (Thursday 14-Okt-93 15:32:06)
```

## 1.175 Barfly.guide/DA_PSTRING

```
pstring String[,String,...]
...........................
```

   inserts a BCPL string.

## 1.176 Barfly.guide/DA_ISTRING

```
istring String[,String,...]
...........................
```

   inserts strings that terminate with a char that has Bit 7 set.

## 1.177 Barfly.guide/DA_BITSTREAM

```
bitstream Mask
..............
```

   inserts a bitmask for an image object for example.  The bits are aligned to bytes.

   * Mask =  Mask is a string that is based only of 0 and 1.

```
      bitstream "01001000001"
```

## 1.178 Barfly.guide/DA_SPRINTX

```
sprintx "Formatstring"[,Value[,...]]
....................................
```

   inserts the resulting string into the code.  The string isn't terminated by a 0 so that you can add other strings rather easy.

   * FormatString - is a string in C-Notation so you can
           use the known C char types n,t,...
     The following options are allowed.

   * FormatSyntax - %[flags][width][.limit][length]type

        * flags - '-' disactivates left side layout.

        * width - Field Length. If the first char is '0' the field is
          filled by '0' on the left side.

```
        * limit - defines the maximal count of char that can be inserted
          from a string. Only legal for %s and %b.

        * length - The size of the datatype. Default is 16-bit for the
          typs %d,%u and %x. %l is long (32Bit). Attention! The
          Assembler always pushes a longword on the stack so always use
          %l if you don't know what you're doing.

        * type - The following types are supported.

          b - BSTR, a 32-bit BPTR Pointer on a bytelength     string.
            A NULL BPTR is handled like an empty string.  d - signed
          decimal u - unsigned decimal x - hexadezimal in lower case.
          X - hexadecimal in upper case.  s - String, a 32-bit Pointer
          on a     NULL-terminated Byte-String.      A NULL BPTR is
          handled like an empty string.  c - Char

   * Value - is an argument that has to be resolvable.
```

## 1.179 Barfly.guide/AI_LISTING

```
Listing I/O Commands
--------------------


  List
  Nolist
  Printx
  Lisfile
```

## 1.180 Barfly.guide/LI_LIST

```
list
....

   activates the listing output. Has no function if the global listing
output wasn't activated.

                            Listing Format:

              LINE ADDRESS[Flag1] COMMAND-BYTES[Flag2] SOURCE

   * Flag1

        * + shows that the line was created by a macro.

        * > shows that the Assembler searches the closing ENDC.

        * < shows that the Assembler searches the closing ENDM.
```

```
   * Flag2

        * + shows a line overflow and that Bytes are ignored.  Can
          often happen during data definitions.
```

## 1.181 Barfly.guide/LI_NOLIST

```
nolist
......

   disactivates the listing output. Has no function if the global
listing output wasn't activated.
```

## 1.182 Barfly.guide/LI_PRINTX

```
printx "Formatstring"[,Value[,...]]
................................

   outputs the string to the current Stdout and works simular as the
known C-Printf function. Look at SPRINTF

errfile Name
............

   defines the filename for the error output.

   * Name = Filename
```

## 1.183 Barfly.guide/LI_LISFILE

```
lisfile Name
............

   defines the filename for the listing output.  If no error file was
defined the error output is also written into the listing file.

   * Name = Filename
```

## 1.184 Barfly.guide/AI_STRUCTURE

```
Structuring
-----------
```

```
  Macro
  Endm
  MExit
  Fail
  End
  If
  Ifd
  Ifnd
  Ifv
  Ifnv
  Ifmacrod
  Ifmacrond
  Ifcmacrod
  Ifcmacrond
  Ifc
  Ifnc
  If[cc]
  Else
  Elseif
  Endc
  Endif
  Repeat
  Rept
  Procstart
  Procend
```

## 1.185 Barfly.guide/ST_MACRO

```
symbol[:] macro
..............

   starts a Macro block.
```

## 1.186 Barfly.guide/ST_ENDM

```
endm
....

   ends a macroblock.
```

## 1.187 Barfly.guide/ST_MEXIT

```
mexit
.....

   ends a macro call.
```

## 1.188 Barfly.guide/ST_FAIL

```
fail
....

   creates an error.
```

## 1.189 Barfly.guide/ST_END

```
end
...

   ends the assembling.
```

## 1.190 Barfly.guide/ST_IF

```
if Symbol
.........

   checks if the symbol value is not NULL and assembles the block
depending on the success.
```

## 1.191 Barfly.guide/ST_IFD

```
ifd Symbol
..........

   checks if the Symbol exists and assembles the block depending on the
success.
```

## 1.192 Barfly.guide/ST_IFND

```
ifnd Symbol
...........

   checks if the Symbol doesn't exist and assembles the block depending
on the success.
```

## 1.193 Barfly.guide/ST_IFV

```
ifv String
..........
```

   This is a privat command that is used for internal functionality and subject to change. Touch an burn!

## 1.194 Barfly.guide/ST_IFNV

```
ifnv String
...........
```

   This is a privat command that is used for internal functionality and subject to change. Touch an burn!

## 1.195 Barfly.guide/ST_IFMACROD

```
ifmacrod Macro
..............
```

   checks if the Macro exists and assembles the block depending on the success.

## 1.196 Barfly.guide/ST_IFMACROND

```
ifmacrond Macro
...............
```

   checks if the Macro doesn't exist and assembles the block depending on the success.

## 1.197 Barfly.guide/ST_IFCMACROD

```
ifcmacrod CMacro
................
```

   checks if the CMacro exists and assembles the block depending on the success.

## 1.198 Barfly.guide/ST_IFCMACROND

```
ifcmacrond CMacro
.................
```

   checks if the CMacro doesn't exist and assembles the block depending on the success.

## 1.199 Barfly.guide/ST_IFC

```
ifc Symbol,Symbol
.................
```

   compares the first string with the second string and if they are equal the block is assembled.

## 1.200 Barfly.guide/ST_IFNC

```
ifnc 'String','String'
......................
```

   compares the first string with the second string and if they differ the block is assembled.

## 1.201 Barfly.guide/ST_IFCC

```
if[condition] Symbol=Symbol
...........................
```

   compares the first symbol with the second symbol and decides according to the condition if the block is assembled.

   * Condition = Normal Bcc-Condition Syntax

   * Symbol = Normal Symbol

## 1.202 Barfly.guide/ST_ELSE

```
else
....
```

   activates the condition block if the block above wasn't assembled.

## 1.203 Barfly.guide/ST_ELSEIF

```
elseif
......

   activates the condition block if the block above wasn't assembled.
```

## 1.204 Barfly.guide/ST_ENDC

```
endc
....

   defines the end of a condition block.
```

## 1.205 Barfly.guide/ST_ENDIF

```
endif
.....

   defines the end of a condition block.
```

## 1.206 Barfly.guide/ST_REPEAT

```
repeat Count
............

   repeats the blocks that is located between repeat and endr by the
number Count.
```

## 1.207 Barfly.guide/ST_REPT

```
rept Count
..........

   has the same function like Repeat
```

## 1.208 Barfly.guide/ST_PROCSTART

```
procstart
.........

   defines a function in a Dice-C assembler output and is used to
optimize Link and Unlk.  This optimize method isn't working yet.
```

## 1.209 Barfly.guide/ST_PROCEND

```
procend
.......

   defines a function in a Dice-C assembler output and is used to
optimize Link and Unlk.  This optimize method isn't working yet.
```

## 1.210 Barfly.guide/AI_FILE

```
File I/O Commands
-----------------


  Incdir
  Incpath
  Include
  Include2
  Incbin
  Incbin2
  IBytes
  DSBin
  Doscmd
  Pure
```

## 1.211 Barfly.guide/FI_INCDIR

```
incdir Dir[,Dir[,...]]
......................

   adds directories to the include path list.  BASM uses 2 internal
path lists and the current directory to find the include and incbin
files.  First BASM checks for a : character in the filename and if it
finds a volume the file is loaded direct instead of searching it
through the pathlists.  The first path list contains the paths that
were defined in the commandline or BOPT by the option -i or through
incdir.  The second path list contains the paths that were defined in
global configuration file ENV:BASMOption.  The entries of the second
list will be removed when the assembler is closed so that the paths are
still correct in the ARexx-Mode.  The first list is removed every pass.
```

* Dir = Name of the Include-Path.

## 1.212 Barfly.guide/FI_INCPATH

```
Incpath
.......
```

has the same function like incdir.

## 1.213 Barfly.guide/FI_INCLUDE

```
include Name
............
```

loads the external include file, for example the OS-Includes. If the file is a precompiled include file it's detected automaticly. Includes are loaded from the editor or cachefile.library.

* Name = Filename

## 1.214 Barfly.guide/FI_INCLUDE2

```
include2 Name
.............
```

has the same function like include with the exception that the cachefile.library isn't ignored.

* Name = Filename

## 1.215 Barfly.guide/FI_INCBIN

```
incbin Name[,size]
..................
```

inserts the file with the optional length at the current address into the code. Normally used for sounds and graphics.

## 1.216 Barfly.guide/FI_INCBIN2

```
incbin2 Name[,size]
...................
```

   has the same function like incbin with the exception that the cachefile.library isn't used.

   * Name = Name of the data file.

## 1.217 Barfly.guide/FI_IBYTES

```
ibytes Name[,Length]
....................
```

   has the same function like incbin

## 1.218 Barfly.guide/FI_DSBIN

```
dsbin Name[,Length]
...................
```

   defines a memory area with the length of the file specified by the file. Optinally you can defined the maximal file length.

   * Name = Filename

   * Length = maximal file length

## 1.219 Barfly.guide/FI_DOSCMD

```
doscmd Name
...........
```

   runs the program Name.

```
      dc.b  0,"$VER: Fubar 1.0 by Joe User"
      doscmd  "c:date >ram:Temp"
      incbin  ram:Temp
      doscmd  "c:delete ram:Temp"
```

## 1.220 Barfly.guide/FI_PURE

```
pure
....

   sets the Pure Bit while writing a program file.
```

## 1.221 Barfly.guide/AI_MISC

```
Miscellaneous
-------------


  Trashreg
  Super
  MC[Type]
  Bopt
```

## 1.222 Barfly.guide/MI_TRASHREG

```
trashreg Reglist
................

   defines the registers that are available to the optimizer.

   * RegList = A normal Registerlist known by Movem.
```

## 1.223 Barfly.guide/MI_SUPER

```
super
.....

   disactivates Supervisor warnings.
```

## 1.224 Barfly.guide/MI_MCXXX

```
mc[Type]
........

   defines the processor type to allow certain commands and
addressmodes.

                              Processor-Type
```

```
   * 68000 Default Mode

   * 68010

   * 68020

   * 68030

   * 68040

   * 68060

   * 68881

   * 68882
```

## 1.225 Barfly.guide/MI_BOPT

```
bopt [opt[,...],...]
.....................

   sets the assembler options.

                                Options

m1[+,-]
     activates/disactivates the 68010 mode.

m2[+,-]
     activates/disactivates the 68020 mode.

m3[+,-]
     activates/disactivates the 68030 mode.

m4[+,-]
     activates/disactivates the 68040 mode.

m6[+,-]
     activates/disactivates the 68060 mode.

mf[+,-]
     activates/disactivates the 68881/2 mode.

ue[+,-]
     activates/disactivates writing an executable file.

uo[+,-]
     activates/disactivates writing an object file.

ua[+,-]
     activates/disactivates writing an absolut file.

un[+,-]
```

```
     activates/disactivates writing file.

p[+,-]
     activates/disactivates writing a preassembled Include file.

g[+,-]
     activates/disactivates adding the prefix _ to each exported symbol.

sx[+,-]
     activates/disactivates writing all XRef/XDef symbols to a symbol
     hunk.

sl[+,-]
     activates/disactivates writing all normal symbols to a symbol hunk.

sa[+,-]
     activates/disactivates writing all symbols to a symbol hunk.

sd[+,-]
     activates/disactivates writing a BASM custom format Debug Hunk.
     Makes only sense as a program file and it needs a lot hd space
     because it includes all sources.

s1[+,-]
     activates/disactivates writing a SAS D1 compatible Debug Hunk.

sf[+,-]
     activates/disactivates writing the full sourcefile path into the
     debug hunk.  You should only use this for your own development
     system because other users may have different HD layouts. This
     option has only a meaning with in a SAS D1 Debug Hunk.

j[+,-]
     activates/disactivates setting the PURE Bit for a program file.
     The PURE Bit tells the Shell that this program can be loaded
     resident.

J[+,-]
     activates/disactivates creating the file ENV:BDebugProgram that
     contains the assembled filename for BDebug.

a[+,-]
     activates/disactivates creating of an .info file for each program.
     Useful if you use the assembler through the WB.

A[+,-]
     activates/disactivates the ARexxmode Option.  Only allowed in the
     commandline.

i<DirName>
     defines the include path.

o<FileName>
     defines the object filename

P<Priority>
     sets the task priority.
```

```
c[+,-]
     activates/disactivates that the assembler interpretes Upper and
     Lower case as 2 different chars.

f[+,-]
     activates/disactivates a faster mode that resolves all references
     in the 2nd pass.  Fortunately this mode needs more memory and has
     some disadvantages like uncorrect values during the listing.  This
     option has no effect during optimizing.

M<Bytes>
     defines the max macro expansion size.  If you get a macromemerror
     you should increase the size. Default 1000 Bytes.

Z<Address>
     tells the assembler that the source is starts in the memory at the
     defined address.  Useful for ARexx scripts.  Option is only
     available in the commandline.

x[+,-]
     uses the cachefile.library to load resident Includes/Incbins or
     add unknown files to the cachefile.library database.

X[+,-]
     erases all files that are controlled by the cachefile.library.

y[+,-]
     shows all files that are controlled by the cachefile.library.

l[+,-]
     activates/disactivates the listing output.

l0[+,-]
     activates/disactivates the listing macro expansion.

L<Listingfile>
     defines the Listing filename.

h[+,-]
     activates/disactivates the symbol listing output.

H[+,-]
     activates/disactivates the unused symbol output.

v[+,-]
     outputs a statistic after assembling.

V[+,-]
     as little status output as possible

e[+,-]
     creates an error list.

es[+,-]
     outputs the error list in the Barfly shell.  This option has no
     meaning in BASM.
```

```
wo[+,-]
     activates/disactivates Optimizing warnings.

ws[+,-]
     activates/disactivates Supervisor warnings.

wm[+,-]
     activates/disactivates Move16 warnings because the use of the
     move16 command is dangerous if you don't know the problems.

w2[+,-]
     activates/disactivates 68020 Addressmode warnings.

w4[+,-]
     activates/disactivates 64k-Access warnings.  It's useful if you
     accidently avoid to forget the address register.  Example: move.l
     8,d0 instead of move.l 8(an),d0

b0
     sets the Default Branch Length to 8-Bit. .b

b1
     sets the Default Branch Length to 16-Bit. .w

b2
     sets the Default Branch Length to 32-Bit. .l

B0
     sets the Default BaseDisplacement-Width to 8 Bit. .b

B1
     sets the Default BaseDisplacement-Width to 16 Bit. .w

B2
     sets the Default BaseDisplacement-Width to 32 Bit. .l

n0
     sets the Default OuterDisplacement-Width to 16 Bit. .w

n1
     sets the Default OuterDisplacement-Width to 32 Bit. .l

q[+,-]
     activates/disactivates align long after each rts, bra or jmp to
     align blocks to the cache structure.

O[+,-]
     activates/disactivates the Optimizer.  Without this option no
     optimizing will happen besides the addressmode converting.

OG[+,-]
     activates/disactivates Forward Reference Optimizing to use every
     possibility. In this mode the source is assembled until no further
     optimizing method is found.  First the source is assembled
     normally.  This is shown by the Output Pass 1.  Afterwards the
     optimize passes are started and continued until no further symbol
```

```
     changes and length errors occur.  This can take a while and
     depends on the source size.

OT[+,-]
     activates/disactivates Time Optimizing.

     Addressmode Converting

OC0[+,-]
     bdwan

OC1[+,-]
     bdwpc

OC2[+,-]
     anxn

OC3[+,-]
     pcxn

OC4[+,-]
     bdw

OC5[+,-]
     bdl

OC6[+,-]
     an

OC7[+,-]
     pc

ODD[+,-]
     activates Direct Addressmode Optimizing

     Direct Optimizing

OD0[+,-]
     move

OD1[+,-]
     clr

OD2[+,-]
     add

OD3[+,-]
     sub

OD4[+,-]
     lea

OD5[+,-]
     cmp

OD6[+,-]
     bcc
```

```
OD7[+,-]
     jsr

OD8[+,-]
     jmp

OD9[+,-]
     asl

ODa[+,-]
     or  ( This Optimizing is disactivated internal )

ODb[+,-]
     eor ( This Optimizing is disactivated internal )

ODc[+,-]
     and

ODd[+,-]
     mulu

ODe[+,-]
     muls

ODf[+,-]
     jsr+rts

ODg[+,-]
     jmp+rts

ODh[+,-]
     MovemNoRegister

ODi[+,-]
     MovemOneRegister

ODj[+,-]
     Link

OAP[+,-]
     activates PC-Relative Optimizing

OAS[+,-]
     activates Smalldata Optimizing

OAL[+,-]
     activates long nach word Optimizing

OAX[+,-]
     activates x(An) to (An) Optimizing

OAY[+,-]
     activates 68020++ An-EA Optimizing

OAZ[+,-]
     activates 68020++ PC-EA Optimizing
```

```
OAR[+,-]
     activates Register Optimizing

   You should be careful with the command BOPT when you activate
Global-Optimize.  In every parse the default config is set and
therefore you should define all global options in the commandline or in
the configuration file.
```

## 1.226 Barfly.guide/AI_META

```
680xx Meta Commands
-------------------


  mb
  mw
  ml
  mq
  xor
  xori
  bhs
  blo
```

## 1.227 Barfly.guide/ME_MB

```
mb Operand1,Operand2
....................

   has the same function as move.b.
```

## 1.228 Barfly.guide/ME_MW

```
mw Operand1,Operand2
....................

   has the same function as move.w.
```

## 1.229 Barfly.guide/ME_ML

```
ml Operand1,Operand2
....................
```

has the same function as move.l.

## 1.230 Barfly.guide/ME_MQ

```
mq Operand1,Operand2
....................
```

has the same function as moveq.

## 1.231 Barfly.guide/ME_XOR

```
xor.? Operand1,Operand2
.......................
```

has the same function as eor.?.

## 1.232 Barfly.guide/ME_XORI

```
xori.? Operand1,Operand2
........................
```

has the same function as eori.?.

## 1.233 Barfly.guide/ME_BHS

```
bhs.? Label
...........
```

has the same function as bcc.?.

## 1.234 Barfly.guide/ME_BLO

```
blo.? Label
...........
```

has the same function as bcs.?.

## 1.235 Barfly.guide/UA_MACROS

```
Assembler Macros
================
```

Macros are meta commands that can be based of many assembler instructions to achieve an abstracter source layout. In a macro you can use several different pattern that are replaced by appropriate parameters when the macro is called. The parameter that are passed during a macro call are represented by the following patterns: \0,...,\9, \a,...,\z, \A,...,\Z. The pattern ids are using the hexadecimal format. If a pattern is used with no related parameter an empty string is inserted. Furthermore if a parameter contains tabulators or spaces it has to be placed between <...>. When a macro needs relative labels and is should be called more than one time you should use the special pattern @. This pattern is replaced by a number that is based of 4 digits and that is increased after each call. The pattern \# is replaced by the value of the symbol narg that represents the count of macro parameters. Besides the standard patterns there are some more advanced pattern functions supported that look like *Function-Name. These functions don't belong to the motorola standard thus they aren't supported by every assembler. Another important point is that you can also call macros from from macros but you can't define macros in macros.

The standard macro pattern

Label & [. string] & [, string] & [, string] & [,...] & [\0] & [\1|] & [\2|] & [\3|]...[\n|]

The advanced macro pattern functions

* \(Argument) inserts the string of the macroparameter with the number the argument defines.

```
\(1) =  \1
\(1+3+4) = \8
```

* *upper(String) inserts the string in upper case.

* *lower(String) inserts the string in lower case.

* *valof(Argument) inserts the decimal value of the argument as a string.

* *strlen(Symbol) inserts the length of a symbol as a string.

* *right(String,n) inserts n chars of the right side of the string. If the string contains less than n chars the whole string is inserted.

* *left(String,n) inserts n chars of the left side of the string. If the string contains less than n chars the whole string is inserted.

```
*     \*mid(String,n,m) inserts chars from position n to m from the
  string.  If the position is outside of the string length the chars
  till the end of the string is inserted.


  openwind MACRO
           move.l     intbase,a6
           lea.l      \1,a0
           jsr        OpenWindow(a6)
           ENDM

  start:
           openwind   newwindow



  movewind MACRO
           move.l     intbase,a6
           move.l     \1,a0
           moveq      #0,d0
           move.\0    \2,d1
           IFC        '\0','b'
           ext.w      d1
           ENDC
           jsr        MoveWindow(a6)
           ENDM

  start:
           move.b     #10,d2
  1$:
           movewind.b newwindow,d2
           addq.b     #1,d2
           cmp.b      #100,d2
           bne.s      1$


  wait MACRO
           moveq      #-1,d0
  wait\
           dbra       d0,wait\
           ENDM

  start:
           wait
           wait
           wait


  test MACRO
           move.l     #\*upper(Hello),d0
           move.l     #\*lower(Hello),d0
           move.l     #\*strlen(1234567890123456),d0
           move.l     #\*valof(value),d0
           rts

           cstring    "\*left(abcdefgh,4)"
           even
```

```
          cstring    "\*left(abcdefgh,10)"
          even
          cstring    "\*right(abcdefgh,4)"
          even
          cstring    "\*right(abcdefgh,10)"
          even
          cstring    "\*mid(abcdefgh,2,4)"
          even
          cstring    "\*mid(abcdefgh,2,8)"
          even

          ENDM

value = 123456789
hello:
          test


 value = 123456789


hello:
          move.l     #HELLO,d0
          move.l     #hello,d0
          move.l     #16,d0
          move.l     #123456789,d0
          rts
          cstring    "abcd"
          even
          cstring    "abcdefgh"
          even
          cstring    "efgh"
          even
          cstring    "abcdefgh"
          even
          cstring    "cdef"
          even
          cstring    "cdefgh"
          even


PUTTAG MACRO
          IFC        "\2",""
PUTTAG_COUNT set 0
          ENDC

          IFNC       "\2",""
          move.l     \2,-(a7)
PUTTAG_COUNT SET PUTTAG_COUNT+4
          ENDC

          move.l     \1,-(a7)
PUTTAG_COUNT SET PUTTAG_COUNT+4

          IFC        "\1","#TAG_END"
PUTTAG_COUNT SET 4
          ENDC
```

```
            ENDM

     CLEARTAG MACRO
            lea.l       PUTTAG_COUNT(a7),a7
            ENDM



            PUTTAG      #TAG_END
            PUTTAG      #WA_Width,#100
            PUTTAG      #WA_ScreenTitle,#Title
            .
            .
            move.l      a7,a1
            sub.l       a0,a0
            jsr         OpenWindowTagList(a6)
            CLEARTAG
```

## 1.236 Barfly.guide/UA_HMACROS

```
Highlevel Macros
================

   In highlevel macros the operands are based of legal addressmodes.
Arguments are based of operands and the operators +,-,<<,>>. Conditions
are based of !,=, <,>,<=,>=,<>.  By using highlevel macros you can make
the programming of non critical source areas easier and more abstract.
Blame Mike Schwartz for this idea...he forced me to do it:-B


  .Reg
  .Branch
  .For
  .Next
  .If
  .Else
  .Endif
  .While
  .Endwhile
  .Call
  .Return
  .Def
  .Enddef
  .Let
```

## 1.237 Barfly.guide/HM_REG

```
.REG
....
```

```
   sets the accumulator register that is used to calculate arguments.
Default register is D0.
```

## 1.238 Barfly.guide/HM_BRANCH

```
.BRANCH b|w|l
............
```

```
   sets the length of branch commands that are used in the highlevel
macros.  Standard length is .b.
```

## 1.239 Barfly.guide/HM_FOR

```
.FOR Operand[.b|w|l] = Operand TO Operand STEP Operand
......................................................
```

```
   creates code for a for loop.  The optional width you define after
the first operand sets the width for all operations in the for loop.
```

```
       .FOR   d0.w = #1 to  STEP #2
       addq.w #1,d1
       .NEXT

       ;Compiled Code

       move.w #1,d0
     __for1:
       addq.w #1,d1
       add.w  #2,d0
       cmp.w  ,d0
       blt.b  __for1
```

## 1.240 Barfly.guide/HM_NEXT

```
.NEXT
.....
```

```
   closes the outer .FOR loop.
```

## 1.241 Barfly.guide/HM_IF

```
.IF [Argument] =,!, < , > , <> Operand
.....................................

   creates code for an IF-Operation.  You can remove the first argument
if you wanna test the operand.  For example .IF <>


       .IF    (a0) + #0 <> d1
       moveq  #0,d0
       .ELSE
       moveq  #1,d0
       .ENDIF

       ;Compiled Code

       move.l (a0),d7
       add.l  #0,d7
       cmp.l  d1,d7
       beq.b  __else1
       moveq  #0,d0
       bra.b  __endif1
     __else1:
       moveq  #1,d0
     __endif1:
```

## 1.242 Barfly.guide/HM_ELSE

```
.ELSE
.....

   starts an alternative IF-Block.
```

## 1.243 Barfly.guide/HM_ENDIF

```
.ENDIF
......

   closes the outer .IF block.
```

## 1.244 Barfly.guide/HM_WHILE

```
.WHILE [Argument] =,!, < , > , <> Operand
.........................................

   creates code for a while loop The optional width you define after
the first operand sets the width for all operations in the while loop.
```

```
       .WHILE d0 <> #0
       addq.w #1,d1
       .ENDWHILE

       ;Compiled Code

     __while1:
       cmp.l  #0,d0
       beq.s  __endwhile1
       addq.w #1,d1
       bra.s  __while1
     __endwhile1:
```

## 1.245 Barfly.guide/HM_ENDWHILE

```
.ENDWHILE
.........
```

   closes the outer while loop.

## 1.246 Barfly.guide/HM_CALL

```
.CALL Function [, Argument [, Argument [,...]]]
...............................................
```

   calls a C-Funktion by parsing the arguments through the stack.
Arguments are calculated in the accumulator register.

```
       .CALL func , test + 0 - #20 , #test

       ;Compiled Code

       move.l test,d7
       add.l  0,d7
       sub.l  #20,d7
       move.l d7,-(a7)
       move.l #test,-(a7)
       jsr    func
       ifnc   "8","0"              ;Were there any parameters ?
       lea.l  __CALLSize(a7),a7
       endc
```

## 1.247 Barfly.guide/HM_RETURN

```
.RETURN Argument
................

   returns a result value in the accumulator register.


       .return d1 + d2 + #$100

       ;Compiled Code


       move.l d1,d7
       add.l  d2,d7
       add.l  #$100,d7
```

## 1.248 Barfly.guide/HM_DEF

```
.DEF func [, Operand [, Operand [,...]]]
.....................................

   defines a C-Stack function and loads the defined parameters into the
operands.


       .DEF func , d0.w , d1 , (a0)
       .ENDDEF

       ;Compiled Code

       XDEF   func
       link   a5,#0
       move.w $0a(a5),d0
       move.l $0c(a5),d1
       move.l $10(a5),(a0)
       unlk   a5            ;.ENDDEF
       rts
```

## 1.249 Barfly.guide/HM_ENDDEF

```
.ENDDEF
.......

   closes a function that was started by .DEF
```

## 1.250 Barfly.guide/HM_LET

```
.LET [ Operand =] Argument
..........................

   calculates an argument in an accumulator or moves the value to a
defined operand.


       .LET + 4 - #LN_SIZE << #7
       .LET d1 = (a1) - (a0)

       ;Compiled Code

       add.l  4,d7
       sub.l  #LN_SIZE,d7
       lsl.l  #7,d7

       move.l (a1),d7
       sub.l  (a0),d7
       move.l d7,d1
```

## 1.251 Barfly.guide/UA_SYMBOLS

```
Predefined Symbols
==================

NARG
....

   represents the macro parameter count in a macro.

BARFLY
......

   represents the assembler version.

680xx
.....

   represents the CPU processor type.

6888x
.....

   represents the FPU processor type.

_MOVEMBYTES
...........

   represents the byte count the last movem transfer used.


      lea _MOVEMBYTES(a7),a7  ;frees the stack
```

```
_MOVEMREGS
..........

   represents the last movem register mask.


      movem (a7)+,_MOVEMREGS

__RS
....

   represents the RS-Counter.

__SO
....

   represents the RS-Counter.

__FO
....

   represents the FO-Counter.
```

## 1.252 Barfly.guide/UA_OPTIMIZING

```
Optimizing
==========

   Optimize Methods...


  Direct Address Optimizing
  Address Optimizing
  #x Optimizing
  Register Optimizing
  How it works ?
  Problems
```

## 1.253 Barfly.guide/OP_DIRECT

```
Direct Addressmode Optimizing
-----------------------------

   The assembler can direct optimize certain 68020...60 Addressmodes if
a faster 68000 addressmode exists.  This optimizing method should
always be activated because of compatibility reasons.

   *     (bd.w,an) can be optimized to x(an) that removes 1 word and
     some cycles.
```

| Addressmode | Optimizing | Option |
|---|---|---|
| move. l (1000.w,an),dn | move.l 1000(an),dn | -OC0 |

* (bd.w,pc) can be optimized to x(pc) that removes 1 word and some cycles.

| Addressmode | Optimizing | Option |
|---|---|---|
| move. l (1000.w,pc),dn | move.l 1000(pc),dn | -OC1 |

* (bd.w) can be optimized to bd.w that removes 1 word and some cycles.

| Addressmode | Optimizing | Option |
|---|---|---|
| move. l (bd.w),dn | move.l bd.w,dn | -OC4 |

* (bd.l) can be optimized to bd.l that removes 1 word and some cycles.

| Addressmode | Optimizing | Option |
|---|---|---|
| move. l (bd.l),dn | move.l bd.l,dn | -OC5 |

* (an) can be optimized to (an) that removes 1 word and some cycles. The addressmode (an) can be interpreted as a subgroup of (bd,an,xn). Because (an) is a normal 68000 addressmode you should never switch off this optimizing method.

| Addressmode | Optimizing | Option |
|---|---|---|
| move. l (an),dn | move.l (an),dn | -OC6 |

* (pc) can be optimized to (pc) that removes 1 word and some cycles. The addressmode (pc) can be interpreted as a subgroup of (bd,pc,xn). Because (pc) is a normal 68000 addressmode you should never switch off this optimizing method.

| Addressmode | Optimizing | Option |
|---|---|---|

| | | |
|---|---|---|
| move. l (pc),dn | move.l (pc),dn | -OC7 |

## 1.254 Barfly.guide/OP_ADDRESS

Address Optimizing

* Long

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| x.l,EA | x.w,EA | $ffff8000<=x<=$7fff | -OAL |
| EA,x.l | EA,x.l | $ffff8000<=x<=$7fff | |

* x(an)

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| x(an),EA | (an),EA | x=0 | -OAX |
| EA,x(an) | EA,(an) | x=0 | |

* PC-Relative

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| label,EA | label(pc),EA | $ffff8000<=x<=$7fff | -OAP |

* A4-Smalldata

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| x.l,EA | x(a4),EA | $ffff8000<=x<=$7fff | -OAS |
| EA,x.l | EA,x(a4) | $ffff8000<=x<=$7fff | |

* 68020-An

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| (x.l,an) | (an) | x=0 | -OAY |
| (x.l,an) | x(an) | $ffffff80<=x<=$7f | |
| (x,an,xn) | 0(an,xn) | x=0 | |
| (x,an,xn) | (x.b,an,xn) | $ffffff80<=x<=$7f | |
| (x,an,xn) | (x.w,an,xn) | $ffff8000<=x<=$7fff | |
| ([?],x) | ([?]) | x=0<br>? is also optimized | |
| ([?],x) | ([?],x.w) | $ffff8000<=x<=$7fff<br>? is also optimized | |
| ([?],xn,x) | ([?],xn) | x=0<br>? is also optimized | |
| ([?],xn,x) | ([?],xn,x.w) | $ffff8000<=x<=$7fff<br>? is also optimized | |

* 68020-PC

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| (x.l,pc) | (pc) | x=0 | -OAZ |
| (x.l,pc) | x(pc) | $ffffff80<=x<=$7f | |
| (x,pc,xn) | 0(pc,xn) | x=0 | |
| (x,pc,xn) | (x.b,pc,xn) | $ffffff80<=x<=$7f | |
| (x,pc,xn) | (x.w,pc,xn) | $ffff8000<=x<=$7fff | |
| ([?],x) | ([?]) | x=0<br>? is also optimized | |
| ([?],x) | ([?],x.w) | $ffff8000<=x<=$7fff<br>? is also optimized | |
| ([?],xn,x) | ([?],xn) | x=0<br>? is also optimized | |
| ([?],xn,x) | ([?],xn,x.w) | $ffff8000<=x<=$7fff<br>? is also optimized | |

## 1.255 Barfly.guide/OP_OPTIMIZE

```
#x Optimizing
-------------
```

* Move

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| move.l #x,dn | moveq #x,dn | $ffffff80<=$7f | -OD0 |
| move.? #0,an | suba.l an,an | ? = w or l | |
| move.l #x,dn | moveq #y,dn<br>swap dn | $10000<=x<=$7f0000 | |
| move.l #x,dn | moveq #y,dn<br>swap dn | $ff80ffff<=x<=$fffEffff | |
| move.l #x,dn | moveq #y,dn<br>neg.b dn | $80<=x<=$ff | |
| move.l #x,dn | moveq #y,dn<br>neg.w dn | $ffff<=x<=$ff81 | |
| move.l #x,dn | moveq #y,dn<br>neg.w dn | $ffff0080<=x<=$ffff0001 | |
| move.? #0,EA | clr.? EA | ? = w or l.See Trashreg optimizing. I also check if it accesses the HW | |
| move.b #$ff,EA | st EA | | |
| movea.l -4(an),an | movea.l -(an),an | | |

* Clr

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| clr.l dn | moveq #0,dn | | -OD1 |

* Add

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| add.? #x,EA | addq.? #x,EA | 1<=x<=8 | -OD2 |

| add.? #x,EA | subq.? #x,EA | -8<=x<=-1 | |
|---|---|---|---|
| add.? #x,an | lea.l x(an),an | $ffff8000<=x<=$7fff | |
| add.? #0,EA | tst.? EA | legal EA | |
| add.? #0,an | removed | | |

* Sub

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| sub.? #x,EA | subq.? #x,EA | 1<=x<=8 | -OD3 |
| sub.? #x,EA | addq.? #x,EA | -8<=x<=-1 | |
| sub.? #x,an | lea.l -x(an),an | $ffff8000<=x<=$7fff | |
| sub.? #0,EA | tst.? EA | legal EA | |
| sub.? #0,an | removed | | |

* Lea

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| lea x(an),an | addq.w #x,an | 1<=x<=8 | |
| lea x(an),an | subq.w #x,an | -8<=x<=-1 | -OD4 |

* Cmp

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| cmp.? #0,EA | tst.? EA | | -OD5 |

* Bcc

The assembler tries to optimize the branch on the smallest possible length so that can win max 2 words and some cycles.

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| Bcc.l label | Bcc.w label | $8000<=label<=$7fff | -OD6 |

| Bcc.l label | Bcc.s label | $80<=label<=$7f | |
|---|---|---|---|
| Bcc.w label | Bcc.s label | $80<=label<=$7f | |

Attention! This optimizing methid is unsafe when you use BRANCH-Tables. You should switch off the optimize method over this area.

* Jsr

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| jsr label | bsr.w label | $8000<=Offset<=$7fff | -OD7 |
| jsr label | bsr.s label | $80<=Offset<=$7f | |

Attention! This optimizing methid is unsafe when you use JSR-Tables. You should switch off the optimize method over this area.

* Jmp

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| jmp label | bra.w label | $ffff8000<=Offset<=$7fff | -OD8 |
| jmp label | bra.s label | $ffffff80<=Offset<=$7f | |

* Asl

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| asl.? #1,dn | add.? dn,dn | | -OD9 |

* Or This optimizing method isn't safe because of the changed condition flags.

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| or.? #x,dn | bset #y,dn | x=y^2 | -ODa |

* Eor This optimizing method isn't safe because of the changed

condition flags.

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| eor.? #x,dn | bchg #y,dn | x=y^2 | -ODb |

* Mulu

Be very careful with this optimizing.

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| mulu.w #x,dn | swap dn | x=2^y | -ODc |
| | clr.w dn | y=y1+y2 | |
| | swap dn | y=1,add.l dn,dn | |
| | lsl.l #y1,dn | | |
| | lsl.l #y2,dn | | |
| mulu.l #x,dn | lsl.l #y1,dn | x=2^y | |
| | lsl.l #y2,dn | y=y1+y2 | |
| | | y >= 16 | |
| | | swap dn , y-16 | |

* Muls

Be very careful with this optimizing.

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| muls.w #x,dn | ext.l dn | x=2^y | -ODd |
| | asl.l #y1,dn | y=y1+y2 | |
| | asl.l #y2,dn | y=1 , add.l dn,dn | |
| muls.l #x,dn | asl.l #y1,dn | x=2^y | |
| | asl.l #y2,dn | y=y1+y2 | |
| | | y >= 16 | |
| | | swap dn ,y-16 | |

* Jsr+Rts

| Addressmode | Optimizing | Note | Option |
|---|---|---|---|
| jsr EA | jmp EA | No optimizing if there's a label before RTS | -ODe |
| rts | | | |

```
  +--------------+---------------+------------------------+-------+

*     Bsr+Rts

  +--------------+---------------+------------------------+-------+
  | Addressmode   |   Optimizing   |         Note            |
  Option |
  +--------------+---------------+------------------------+-------+
  +--------------+---------------+------------------------+-------+
  | jmp EA        | jmp EA         | No optimizing if there's|  -ODf
  | | rts           |                | a label before RTS      |
     |
  +--------------+---------------+------------------------+-------+

*     MovemNoRegister

  +---------------+----------------+-------------------------+--------+
  | Addressmode   |   Optimizing   |         Note            | Option |
  +---------------+----------------+-------------------------+--------+
  +---------------+----------------+-------------------------+--------+
  |  movem.l ,EA  |     Removed    |                         |        |
  +---------------+----------------+-------------------------+  -ODh  |
  |  movem.l EA,  |     Removed    |                         |        |
  +---------------+----------------+-------------------------+--------+

*     MovemOneRegister

  +---------------+----------------+-------------------------+--------+
  | Addressmode   |   Optimizing   |         Note            | Option |
  +---------------+----------------+-------------------------+--------+
  +---------------+----------------+-------------------------+--------+
  | movem.l Xn,EA |  Move.l Xn,EA  | Alter the status flags! |        |
  +---------------+----------------+-------------------------+  -ODi  |
  | movem.l EA,Xn |  Move.l EA,Xn  | Alter the status flags! |        |
  +---------------+----------------+-------------------------+--------+
```

## 1.256 Barfly.guide/OP_REGISTER

```
Register Optimizing
-------------------

*     #xxx is switched off.

      * An address register is set free by trashreg.

        +--------------+--------------------+-------------------------+--------+ ↩

        | Addressmode   |   Optimizing       |         Note            | Option  ↩
           |
        +--------------+--------------------+-------------------------+--------+ ↩

        +--------------+--------------------+-------------------------+--------+ ↩
```

```
|move.? EA,label| lea.l label(pc),an | $ffff8000<=label<=$7fff |          ↩
    |
|               | move.? EA,(an)     |                          |  -OAR    ↩
    |
+---------------+--------------------+--------------------------+          ↩
    |
|  tst.?  label | lea.l label(pc),an | $ffff8000<=label<=$7fff |          ↩
    |
|               | tst.? (an)         |                          |          ↩
    |
+---------------+--------------------+--------------------------+          ↩
    |
|  not.?  label | lea.l label(pc),an | $ffff8000<=label<=$7fff |          ↩
    |
|               | not.? (an)         |                          |          ↩
    |
+---------------+--------------------+--------------------------+          ↩
    |
|  neg.?  label | lea.l label(pc),an | $ffff8000<=label<=$7fff |          ↩
    |
|               | neg.? (an)         |                          |          ↩
    |
+---------------+--------------------+--------------------------+          ↩
    |
|  negx.? label | lea.l label(pc),an | $ffff8000<=label<=$7fff |          ↩
    |
|               | negx.? (an)        |                          |          ↩
    |
+---------------+--------------------+--------------------------+          ↩
    |
|  nbcd label   | lea.l label(pc),an | $ffff8000<=label<=$7fff |          ↩
    |
|               | nbcd (an)          |                          |          ↩
    |
+---------------+--------------------+--------------------------+          ↩
    |
|   scc label   | lea.l label(pc),an | $ffff8000<=label<=$7fff |          ↩
    |
|               | scc (an)           |                          |          ↩
    |
+---------------+--------------------+--------------------------+---------+ ↩
```

* #x Optimizing on.

* An address register is set free by trashreg.

```
+---------------+--------------------+--------------------------+---------+ ↩
| Addressmode   |   Optimizing       |         Note             | Option  ↩
    |
+---------------+--------------------+--------------------------+---------+ ↩
+---------------+--------------------+--------------------------+---------+ ↩
| move.l #x,EA  | moveq  #x,dn       |    $ffffff80<=x<=$7f     |          ↩
    |
```

```
|               | move.l dn,EA       |                          |  -OAR   ↩
   |
+---------------+--------------------+--------------------------+         ↩
   |
| ori.l  #x,EA  | moveq  #x,dn       |    $ffffff80<=x<=$7f     |         ↩
   |
|               | or.l   dn,EA       |                          |         ↩
   |
+---------------+--------------------+--------------------------+         ↩
   |
| eori.l #x,EA  | moveq  #x,dn       |    $ffffff80<=x<=$7f     |         ↩
   |
|               | eor.l  dn,EA       |                          |         ↩
   |
+---------------+--------------------+--------------------------+         ↩
   |
| andi.l #x,EA  | moveq  #x,dn       |    $ffffff80<=x<=$7f     |         ↩
   |
|               | and.l  dn,EA       |                          |         ↩
   |
+---------------+--------------------+--------------------------+         ↩
   |
| addi.l #x,EA  | moveq  #x,dn       |    $ffffff80<=x<=$7f     |         ↩
   |
|               | add.l  dn,EA       |                          |         ↩
   |
+---------------+--------------------+--------------------------+         ↩
   |
| subi.l #x,EA  | moveq  #x,dn       |    $ffffff80<=x<=$7f     |         ↩
   |
|               | sub.l  dn,EA       |                          |         ↩
   |
+---------------+--------------------+--------------------------+         ↩
   |
| cmpi.l #x,EA  | moveq  #x,dn       |    $ffffff80<=x<=$7f     |         ↩
   |
|               | cmp.l  EA,dn       |                          |         ↩
   |
+---------------+--------------------+--------------------------+         ↩
   |
| move.? #0,EA  | moveq  #0,dn       | Time optimizing          |         ↩
   |
|               | move.l dn,EA       | must be on               |         ↩
   |
+---------------+--------------------+--------------------------+--------+ ↩
```

## 1.257 Barfly.guide/OP_HOWDOESITWORK

```
How does Optimizing work ?
--------------------------
```

In single-pass Optimizing the assembler can only optimize commands where it can resolve the reference in the first pass. This means the

label or symbol has to be known before.  In multi-pass Optimizing it
can optimize every command without bothering where the label is defined.
The Assembler keeps all labels each pass but increases a change counter
if the old contents differs with the new contents.  The exception is
that the assembler can't optimize commands that depend on symbols that
are defined after the command.  The reason is that the Assembler has to
remove each pass every symbol to avoid problems with IFD and IFND that
can cause that certain areas aren't assembled in multi-pass mode.  You
probably noticed that i assume that nobody used IFD or IFND with labels
because that would also break multi-pass.

   An example for a construct that can't be optimized.

```
        move.l #1,NULL(a0)
     NULL=0
```

## 1.258 Barfly.guide/OP_PROBLEMS

Problems...
-----------

   You should always be careful with optimizing because it can cause
bugs in certain source areas.  Branch optimizing for example has to be
switched off if you use JMP-Towers.

```
          lsl.w #1,d0
          jmp   Tower(pc,d0.w)

      Tower:
          bra.w func1
          bra.w func2
          bra.w func3

      could be be optimized to

      Tower:
          bra.w func1
          bra.s func2
          bra.s func3

      that leads to program bugs.

      Solution:

      bopt OD6-

      Tower:
          bra.w func1
          bra.w func2
          bra.w func3

      bopt OD6+
```

## 1.259 Barfly.guide/UA_PRE

```
Preassembled Includes
=====================
```

If you wanna assemble a program that needs to load a lot includes it's useful to preassemble the includes and load one file because the real slowdown factor is the need loading time. You can only use absolut symbols and macros in a preassembled file. All relative and symbols defined by set aren't written into a preassembled file. The created file isn't compress to avoid any slowdown but if the file size is critical you can compress the file by xpk and load it through the xfh filesystem.

```
basm -p Source.S creates the preassembled file Source.p
```

```
An error location could be absolut symbols that are calculated by
relative symbols. You should avoid these symbols.

Symbol=Label1-Label2
```

```
Resident includes
=================
```

BASM can control an Include and Incbin database by the library cachefile.library to get rid of the loading delays. The files in the database can be shown and deleted.

## 1.260 Barfly.guide/UA_CLI

```
Basm Assembler System
=====================

Cli Calling Convention
----------------------
```

Format:

```
BASM [-Option] Name
```

This is the commandline version of the assembler and can be easy integrated in own development system, for example Make and CED. An assembler error is indicated by the result 20 and the result 10 is used if no source file were specified.

* Option

The same options are accepted that are described in the assembler command BOPT. The following options are accepted additionally.

* A[+,-] Turns ARexx mode on/off

* C <Configuration> loads a configuration file

* d <Symbol=Value> defines a symbol

* Standard-Optionen

```
;All other options are disactivated.

c+,e+,m1000,wo+,ws+,wm+,w2+,w4+
b1+,B0+,n1+
OC0+,OC1+,OC2+,OC3+,OC4+,OC5+,OC6+,OC7+,
ODD+,OD0+,OD1+,OD2+,OD3+,OD4+,OD5+,OD6+,OD7+,OD8+,
OD9+,ODc+,ODe+,ODf+,ODg+
OAP+,OAL+,OAX+,OAY+,OAZ+,OAR+
```

## Configuration

### Global

You can define the global configuration through the file ENV:BASMOption. The internal standard configuration is not replaced but can only be changed.

File ENV:BASMOption

```
-v
-f
-c-
-iASM:
```

If a line starts with - it's ignored.

### WB Tooltypes

Additionally you can also define the above described configuration options in the tooltypes of the source file icon. Furthermore BASM allows a special tooltype to define an output window.

o Window= <Window Defintion>

## 1.261 Barfly.guide/UA_AREXX

```
ARexx
=====

   The BASM ARexx Port Name is BASM_rexx and the  ARexx Script suffix
.basm.   To activate the BASM ARexx mode you have to start  BASM with
the option -A.

BASM
....

   BASM [-Option] Name

   This ARexx command starts the assembler and coincides with the
CLI-syntax structure.

BEND
....

   BEND

   This ARexx command closes the ARexx port and shuts down the
assembler.

BGETERROR
.........

   BGETERROR

   With this ARexx command you will receive an explanation of the actual
errors. If no errors exist it will return a status code 20.

   Error Format String

   OFFSET:FILE:<Error Description>

BNEXTERROR
..........

   BNEXTERROR

   This ARexx command will cause a jump to the next error in the list.
If there are no further errors in the list it will return a status
code 20.

BINITERROR
..........

   BINITERROR

   This ARexx command will cause a jump to the first entry in the error
list. If no error exists it will return a status code 20.
```

## 1.262 Barfly.guide/UA_COMP

```
Compatibility
=============

to other assemblers...
----------------------
```

Fortunately BASM can't be 100% compatible to every assembler on the amiga market. Thus you can expect problems with different sources. In general you can expect problems with commands that don't belong to a standard like option commands. Furthermore you should also be careful with sources that directly depend on the assembler implementation. Because BASM is a 1-Pass Assembler in the normal mode with an additional backpatch phase you shouldn't define symbols that can't be resolved at once. An ideal example for this practice is the Xoper2.2 Source that was developed with the PD Assembler A68k. While assembling with BASM the assembler detects that a not defined symbols is accessed through the SET command. Generally this should cause an error at once but unfortunately A68k doesn't show anything and uses the last value of cmdnum.

```
ADDCMD      MACRO
cmdnum      set     cmdnum+1
      dc.b    \1,0
      ENDM
            .
            .
            .
;Here it's using 'cmdnum' although
;the symbol wasn't defined yet
      addq    #1,d2
      cmp.w   #cmdnum,d2
      bne.s   1$
            .
            .
            .

;Here the cmdnum is first defined
cmdnum      set      0
commds      ADDCMD  'time'
      ADDCMD  'taskpri'
      ADDCMD  'info'
      ADDCMD  'pri'
      ADDCMD  'flush'
```

Because the A68k is a 2-Pass Assembler he can assemble this Source without problems.

Another Problem is that the assembler argument parser doesn't detect Overflow because of speed reasons. I don't think it's worth

```
     it...if you differ tell me your opinion.


     The assembler doesn't support the following motorola syntax bugs
     because of the internal structure of the parser it would cause
     major problems in the multi-pass mode.


          symbol: equ 0
          symbol: equr d0

C-Compiler Assembler
--------------------

Dice
....

   If you use Basm as a DASM replacement you have to run Basm with the
option -OAS to activate the Smalldata mode.  If you wanna emulate the
advanced Link,UnLink, Movem optimizing DASM supports you have to use
the options -O,-OG,-ODh,-ODi,-ODj.  The option -OG is needed because
the link stackframe register list symbols are defined after the commands
so the assembler doesn't know them in the 1 pass mode.  Sorry...i had
to disable this mode because i later detected that i have to keep track
of the used registers.  I'll try to fix this in a later version
```

## 1.263 Barfly.guide/UA_LITERATURE

```
Literature
**********

   * [Addison Wesley] RKM Libraries 2.04,CATS

   * [Addison Wesley] RKM Devices 2.04,CATS

   * [Addison Wesley] RKM Autodocs\&Includes 2.04,CATS

   * [Addison Wesley] RKM Hardware 2.04,CATS

   * [Addison Wesley] RKM Styleguide,CATS

   * [Addison Wesley] RKM Libraries 1.1,CATS

   * [Addison Wesley] RKM Intuition 1.1,CATS

   * [Addison Wesley] RKM Exec 1.1,CATS

   * [Addison Wesley] RKM Hardware 1.1,CATS

   * [Edotronik] Kommentiertes Rom-Listing 1,Dr. Ruprecht

   * [Edotronik] Kommentiertes Rom-Listing 2,Dr. Ruprecht

   * [Edotronik] Kommentiertes Rom-Listing 3,Dr. Ruprecht
```

* [Ralph Babel] Guru Book,Selbstvertrieb

## 1.264 Barfly.guide/UA_SOFTWARE

Software
********

For the development of Barfly the following programs were used:

* [CATS] Developer CD V2.0

* [B.Hawes] WShell V2.0

* [M.Sinz] Enforcer

* [C.Scheppner] Mungwall

* [SAS Institute] SAS/C

* [GNU] GCC

* [ASDG] CED

* [Georg Hessmann] PasTex

* [Stefan Stuntz] MFR 2.0d

* [Mathias Scheler] Filer

* [Matthew Dillon] DNet

## 1.265 Barfly.guide/UA_EA

Assembler Addressmodes
**********************

| Notation | Description |
|---|---|
| EA | Effective Address |
| Dn | D0...D7 |
| An | A0...A7 |
| Xn | D0...D7, A0...A7 |
| .b | Operand Width 8Bit |
| .w | Operand Width 16Bit |
| .l | Operand Width 32Bit |
| size | w,l |
| Size | b,w,l |

```
     |     Scale    | 1,2,4 or 8             |
     | Xn.size*Scale| 68000-10 only Scale 1. |
     +--------------------------------------+

Data register direct
     Syntax: Dn

Address register direct
     Syntax: An

Address register indirect
     Syntax: (An)

Address register indirect with postincrement
     Syntax: (An)+

Address register indirect with predecrement
     Syntax: -(An)

Address register indirect with offset
     Syntax: bd.w(An)

Address register indirekt with index and offset
     Syntax: bd.b(An,Xn{.Size*Scale})

Address register indirect with index and offset
     Syntax: (bd,An,Xn{.Size*Scale})

Address register indirect with index and offset
     Syntax: (bd.b,An,Xn{.Size*Scale})

Address register indirect with index and base displacement
     Syntax: ({bd.size{,An{,Xn{.Size{*Scale}}}}})

Indirekter Memory Addressierung mit postindex
     Syntax: ({[{bd.size{,An}}]}{Xn{.Size{*Scale}{,od.size}}})

Indirekter Memory Addressierung mit preindex
     Syntax: ({[{bd.size{,An}}{,Xn{.Size{*Scale}]}{,od.size}}})

PC Indirect
     Syntax: (PC)

PC Indirect with offset
     Syntax: bd.w(PC)

PC Indirect with index and offset
     Syntax: bd.b(PC,Xn{.Size*Scale})

PC Indirect with index and offset
     Syntax: bd.b(ZPC,Xn{.Size*Scale})

PC Indirect with index and base displacement
     Syntax: ({bd.size{,PC{,Xn{.Size{*Scale}}}}})

PC Indirect with index and base displacement
     Syntax: ({bd.size{,ZPC{,Xn{.Size{*Scale}}}}})
```

```
PC Indirect memory Addressing with post-index
     Syntax: ({[{bd.size{,PC}}]}{,Xn{.Size{*Scale}{,od.size}}})

PC Indirect memory Addressing with post-index
     Syntax: ({[{bd.size{,ZPC}}]}{,Xn{.Size{*Scale}{,od.size}}})

PC Indirect memory Addressing with pre-index
     Syntax: ({[{bd.size{,PC}}{,Xn{.Size{*Scale}]}{,od.size}}})

PC Indirect memory addressing with pre-index
     Syntax: ({[{bd.size{,ZPC}}{,Xn{.Size{*Scale}]}{,od.size}}})

Absolut short
     Syntax: bd.w

Absolut long
     Syntax: bd[.l]

Immediate Data
     Syntax: #xxx

Addressmode Examples
====================

   To avoid some problems here are some small examples how addressmode
have to build up.


     x=$40
     y=$400
       move.b (x,A0,D2.W),D0
       move.b x(A0,D2.W),D0

     ;Both lines are correct
     ;(x,a0,d2.w) is optimized internal to (x,a0,d2.w).
     ;For more information please check the chapter about
     ;Optimizing Direct Addressmodes.

       move.b (y,A0,D2.W),D0
       move.b y(A0,D2.W),D0

     ;Now you get 2 errors, because y is not an 8bit word.
     ;These 2 lines shows the correct version.

       move.b (y.w,A0,D2.W),D0
       move.b (y.w,A0,D2.W),D0

     ;or

       move.b (y.l,A0,D2.W),D0
       move.b (y.l,A0,D2.W),D0
```

## 1.266 Barfly.guide/UA_OPCODES

680xx Opcode Overview
**********

| Opcode | Size | 68000 | 68010 | 68020 | 68030 | 68040 | 68060 | 6888x |
|---|---|---|---|---|---|---|---|---|
| abcd | b | x | x | x | x | x | x | |
| add | b,w,l | x | x | x | x | x | x | |
| addq | b,w,l | x | x | x | x | x | x | |
| adda | w,l | x | x | x | x | x | x | |
| addi | b,w,l | x | x | x | x | x | x | |
| addx | b,w,l | x | x | x | x | x | x | |
| and | b,w,l | x | x | x | x | x | x | |
| andi | b,w,l | x | x | x | x | x | x | |
| asr | b,w,l | x | x | x | x | x | x | |
| asl | b,w,l | x | x | x | x | x | x | |
| bcc | b,w,l | x | x | x | x | x | x | |
| bchg | b,l | x | x | x | x | x | x | |
| bclr | b,l | x | x | x | x | x | x | |
| bfchg | unsized | | | x | x | x | x | |
| bfclr | unsized | | | x | x | x | x | |
| bfext | unsized | | | x | x | x | x | |
| bfffo | unsized | | | x | x | x | x | |
| bfins | unsized | | | x | x | x | x | |
| bfset | unsized | | | x | x | x | x | |
| bftst | unsized | | | x | x | x | x | |
| bkpt | unsized | | x | x | x | x | x | |
| bset | b,l | x | x | x | x | x | x | |
| btst | b,l | x | x | x | x | x | x | |
| callm | unsized | | | x | | | | |
| cas | b,w,l | x | x | x | x | x | x,2 | |
| cas2 | b,w,l | x | x | x | x | x | x,2 | |
| chk | b,w,l | x | x | x | x | x | x | |
| chk2 | b,w,l | | | x | x | x | 2 | |
| cinv$^1$ | unsized | | | | | x | x | |
| clr | b,w,l | x | x | x | x | x | x | |
| cmp | b,w,l | x | x | x | x | x | x | |
| cmpa | w,l | x | x | x | x | x | x | |
| cmpi | b,w,l | x | x | x | x | x | x | |
| cmpm | b,w,l | x | x | x | x | x | x | |
| cmp2 | b,w,l | | | x | x | x | 2 | |
| cpush$^1$ | unsized | | | | | x | x | |
| dbcc | w | x | x | x | x | x | x | |
| divs | w,l | x | x | x | x | x | x,2 | |
| divsl | l | | | x | x | x | x | |
| divu | w,l | x | x | x | x | x | x,2 | |
| divul | l | | | x | x | x | x | |
| eor | b,w,l | x | x | x | x | x | x | |
| eori | b,w,l | x | x | x | x | x | x | |
| eori/ccr | b | x | x | x | x | x | x | |
| eori/sr$^1$ | w | x | x | x | x | x | x | |
| exg | l | x | x | x | x | x | x | |
| ext | w,l | x | x | x | x | x | x | |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| extb | l | | | x | x | x | x | | |
| fabs | | | | | | x | x | x | |
| fsabs | | | | | | x | x | | |
| fdabs | | | | | | x | x | | |
| facos | | | | | | 2 | 2 | x | |
| fadd | | | | | | x | x | x | |
| fsadd | | | | | | x | x | | |
| fdadd | | | | | | x | x | | |
| fasin | | | | | | 2 | 2 | x | |
| fatan | | | | | | 2 | 2 | x | |
| fatanh | | | | | | 2 | 2 | x | |
| fbcc | | | | | | x | x | x | |
| fcmp | | | | | | x | x | x | |
| fcos | | | | | | 2 | 2 | x | |
| fcosh | | | | | | 2 | 2 | x | |
| fdbcc | | | | | | x | 2 | x | |
| fdiv | | | | | | x | x | x | |
| fsdiv | | | | | | x | x | | |
| fddiv | | | | | | x | x | | |
| fetox | | | | | | 2 | 2 | x | |
| fetoxm1 | | | | | | 2 | 2 | x | |
| fgetexp | | | | | | 2 | 2 | x | |
| fgetman | | | | | | 2 | 2 | x | |
| fint | | | | | | 2 | x | x | |
| fintrz | | | | | | 2 | x | x | |
| flogn | | | | | | 2 | 2 | x | |
| flognp1 | | | | | | 2 | 2 | x | |
| flog2 | | | | | | 2 | 2 | x | |
| flog10 | | | | | | 2 | 2 | x | |
| fmod | | | | | | 2 | 2 | x | |
| fmove | | | | | | x | x | x | |
| fsmove | | | | | | x | x | | |
| fdmove | | | | | | x | x | | |
| fmovecr | | | | | | 2 | 2 | x | |
| fmovem | | | | | | x | x,2 | x | |
| fmul | | | | | | x | x | x | |
| fsmul | | | | | | x | x | | |
| fdmul | | | | | | x | x | | |
| fneg | | | | | | x | x | x | |
| fsneg | | | | | | x | x | | |
| fdneg | | | | | | x | x | | |
| fnop | | | | | | x | x | x | |
| frem | | | | | | 2 | 2 | x | |
| frestore$^1$ | | | | | | | x | x | x |
| fscc | | | | | | 2 | 2 | x | |
| fsub | | | | | | x | x | x | |
| fssub | | | | | | x | x | | |
| fdsub | | | | | | x | x | | |
| fsave$^1$ | | | | | | | x | x | x |
| fscale | | | | | | 2 | 2 | x | |
| fsglmul | | | | | | 2 | 2 | x | |
| fsgldiv | | | | | | 2 | 2 | x | |
| fsin | | | | | | 2 | 2 | x | |
| fsinh | | | | | | 2 | 2 | x | |
| fsincos | | | | | | 2 | 2 | x | |
| fsqrt | | | | | | x | x | x | |
| fssqrt | | | | | | x | x | | |

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| fdsqrt | | | | | | | x | x | | | |
| ftan | | | | | | | 2 | 2 | x | | |
| ftanh | | | | | | | 2 | 2 | x | | |
| ftentox | | | | | | | 2 | 2 | x | | |
| ftrap | | | | | | | x | 2 | x | | |
| ftst | | | | | | | x | x | x | | |
| ftwotox | | | | | | | 2 | 2 | x | | |
| illegal | unsized | x | x | x | x | x | x | | | | |
| jmp | unsized | x | x | x | x | x | x | | | | |
| jsr | unsized | x | x | x | x | x | x | | | | |
| lea | l | x | x | x | x | x | x | | | | |
| link | w,l | x | x | x | x | x | x | | | | |
| lpstop | | | | | | | x | | | | |
| lsl | b,w,l | x | x | x | x | x | x | | | | |
| lsr | b,w,l | x | x | x | x | x | x | | | | |
| move | b,w,l | x | x | x | x | x | x | | | | |
| movea | w,l | x | x | x | x | x | x | | | | |
| moveq | l | x | x | x | x | x | x | | | | |
| movec$^1$ | l | | x | x | x | x | x | | | | |
| movem | w,l | x | x | x | x | x | x | | | | |
| movep | w,l | x | x | x | x | x | | | | | |
| moves$^1$ | b,w,l | | x | x | x | x | x | | | | |
| move16 | | | | | | | x | x | | | |
| muls | w,l | x | x | x | x | x | x | | | | |
| mulu | w,l | x | x | x | x | x | x | | | | |
| nbcd | b | x | x | x | x | x | x | | | | |
| neg | b,w,l | x | x | x | x | x | x | | | | |
| negx | b,w,l | x | x | x | x | x | x | | | | |
| nop | unsized | x | x | x | x | x | x | | | | |
| not | b,w,l | x | x | x | x | x | x | | | | |
| or | b,w,l | x | x | x | x | x | x | | | | |
| ori | b,w,l | x | x | x | x | x | x | | | | |
| pack | unsized | | | x | x | x | x | | | | |
| pea | l | x | x | x | x | x | x | | | | |
| pflush$^1$ | unsized | | | | | x | x | x | | | |
| pflusha$^1$ | unsized | | | | | x | | | | | |
| plpa$^1$ | unsized | | | | | | | x | | | |
| pload$^1$ | unsized | | | | | x | | | | | |
| pmove$^1$ | w,l,q | | | | | x | | | | | |
| ptest$^1$ | unsized | | | | | x | x | | | | |
| reset$^1$ | unsized | x | x | x | x | x | x | x | | | |
| rol | b,w,l | x | x | x | x | x | x | | | | |
| ror | b,w,l | x | x | x | x | x | x | | | | |
| roxl | b,w,l | x | x | x | x | x | x | | | | |
| roxr | b,w,l | x | x | x | x | x | x | | | | |
| rtd | unsized | | x | x | x | x | x | | | | |
| rte$^1$ | unsized | x | x | x | x | x | x | | | | |
| rtr | unsized | x | x | x | x | x | x | | | | |
| rts | unsized | x | x | x | x | x | x | | | | |
| rtm | unsized | | | x | | | | | | | |
| sbcd | b | x | x | x | x | x | x | | | | |
| scc | b | x | x | x | x | x | x | | | | |
| stop$^1$ | unsized | x | x | x | x | x | x | | | | |
| sub | b,w,l | x | x | x | x | x | x | | | | |
| subq | b,w,l | x | x | x | x | x | x | | | | |
| suba | w,l | x | x | x | x | x | x | | | | |
| subi | b,w,l | x | x | x | x | x | x | | | | |

| subx | b,w,l | x | x | x | x | x | x |
|---|---|---|---|---|---|---|---|
| swap | w | x | x | x | x | x | x |
| tas | b | x | x | x | x | x | x |
| trap | unsized | x | x | x | x | x | x |
| trapcc | ? ,w,l | | | x | x | x | x |
| trapv | unsized | x | x | x | x | x | x |
| tst | b,w,l | x | x | x | x | x | x |
| unlk | unsized | x | x | x | x | x | x |
| unpk | unsized | | | x | x | x | x |

$^1$ Supervisor instruction
2 These are software-supported instructions on the 68040 and 68060