

**PhxAss**

<b>COLLABORATORS</b>
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# Chapter 1

# PhxAss

## 1.1 PhxAss V4.14 Documentation (21-Mar-95)

Phantasm's

## 1.2 Preface

PhxAss V4.xx is a highly optimizing macro assembler for Motorola's 680x0 CPUs, 6888x FPU's and 68851 MMU (of course, the 030, 040 and 060 MMUs are also supported).

PhxAss V4.xx requires OS2.04 (V37) as a minimum and does no longer support older operating systems! (Kick 1.x owners: Get PhxAss V3.97)

PhxAss V4.xx is SHAREWARE and © copyright 1994,1995 by Frank Wille (Phoenix of Phantasm). Commercial usage of this program, without a written permission of the author, is strictly forbidden!

Most important features:

- o Fast: 15000-30000 lines per minute with standard Amigas, 50000-350000 with A4000/040.
- o Resident.
- o Symbolic and Source Level Debugging.

- o Automatic generation of executables (if possible).
- o Small Code and Small Data support (also support for `__MERGED` sections).
- o Listing file, Cross Reference Listing, Equates file.
- o Complete floating point support: You can use complex floating point expressions, including float functions (sine, logarithm, square root, power, etc.), everywhere in your source, e.g. defining float EQUates or SETs.
- o Switches for nine different optimizations.
- o Locale symbols (xxx\$ and .xxx type).
- o Support for Motorola's old and new operand style (even in 68000 mode).
- o locale.library usage (english, german, swedish, italian and polish (currently not included) ).
- o Nearly all directives of the most popular assemblers like Seka, DevPac or AS (Aztec) are supported. Example: INCBIN, INCDIR, CODE\_C, REPT, RS, RSRESET, EQU, REG, OFFSET, XDEF, XREF, PUBLIC, ...
- o Further development and support is guaranteed for years, because I'll *\*never\** change my system (Amiga forever!).
- o Finally: Although Shareware, PhxAss is completely functional!

You will find four different versions of PhxAss in this distribution:

1. PhxAss: The standard 680x0,FPU,MMU macro assembler.
2. SmallPhxAss: This is a 68000 only version without floating point support. As a result the program is much smaller.
3. FreePhxAss: This program is FREEWARE! It is intended for developers of PD-Compilers, who want to include PhxAss in their compiler package. FreePhxAss is *\*very\** limited: No support for 68030, 040, 060, FPU, MMU. No floating point expressions. No listing file, equates file, include, macros, conditional assembly and many directives have been removed. But its functional extent is completely sufficient for a 68020 compiler. Do with FreePhxAss what you want, but it would be very nice if you could mention my name (in the docs, for example).
4. GigaPhxAss: Identical to PhxAss, but source codes are not limited to 65535 lines. Quite useful for assembling Reassembler outputs. I recommend the PD-Reassembler IRA by Tim Rühnen (SiliconSurfer of Phantasm), which was written especially for use with PhxAss.

PhxAss is SHAREWARE. So if you like it, please send me 25 DM or 15\$ to become a registered user. In return you will get the latest update and the right to ask for a new update whenever you want (provided that you send me a disk). The best solution, of course, is to get new updates at the

\*\*\* PHXASS SUPPORT BOARD \*\*\*

Call the SUIciDE BBS in Bielefeld (Germany, Ostwestfalen-Lippe) at

Port 1: +49-521-897178 (V.34)

Port 2: +49-521-896868 (V.FC)

Login: SAUGER

Password: <none>

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Currently there are two boards: 'P-BIN' for the latest updates and 'P-TEXT' for questions, problems, bug-reports, proposals, etc.

## 1.3 Modifications since PhxAss V2.xx

Register symbols (EQUR) must be defined before they are used. This enables a faster addressing mode recognition.

There are some new optimizations possible. The optimize-flags which can be specified after -n (since V4.00: OPT) or after the OPT directive have completely changed (see Command line parameters).

If you have enabled the near-code model, all jumps which are referencing external symbols are converted to PC-relative instead of long branch.

The '\*'-symbol contains the current address. For example a 'bra \*+10' would branch to the location 12 bytes behind the 'bra'-opcode.

New directives: FPU, PMMU, CODE\_C, CODE\_F, DATA\_C, DATA\_F, BSS\_C, BSS\_F and INCDIR.

The instructions and addressing modes of 68020-68060, 68851 (PMMU) and 6888x (FPCP) are completely supported. You can use Motorola's new addressing mode style even in the 68000 mode (e.g. MOVE (4,A5),D0 ).

The new addressing mode recognition has no difficulties with parentheses '()' instead of brackets '[]' to indicate a term. An operand like

```
-( [x|y]*z ) + 6 ( [addr+2, A4, regxy*QSIZE], [outdisp+$10<<(1+3)] ), ((abc-xyz)+2, A3)
```

would cause no problems.

PhxAss enables floating-point numbers to be used with the 6888x (FPCP) instructions. For example: `fmove.d #3.1415926536,fp7` moves the double-precision number pi to the FPCP register seven.

## 1.4 Modifications since PhxAss V3.00

V3.10:

- o PhxAss is able to optimize forward-branches, which are coming into their 8/16-bit range by optimization of the subsequent code. As a result, other forward-branches could come into range and are also optimized, and so on.

V3.30:

- o Symbols which are preceded by a '.' will be regarded as local symbols too.
- o A special version of PhxAss is available, which is not limited to the maximum number of 65535 lines.



## V3.40:

- o Macro parameters may contain 63 characters now.
- o The extended addressing mode recognition accepts the register symbols ZD0-ZD7 and ZA0-ZA7 to specify a suppressed register.
- o Two new escape codes available:  
  \ e = escape (\$1b) and \ c = control sequence introducer (\$9b).

## V3.42:

- o Float constants may be replaced by hex-constants now.
- o When branch-optimization is activated, no extension-checking takes place. The best-possible code will be generated.

## V3.47

- o New optimization flag: 'I' forces PhxAss to ignore a 'Too large distance' error.

## V3.50

- o '@' is allowed to be the first character of a symbol name, providing the second character is non-numeric.
- o The RORG directive is implemented.
- o Two Devpac-specific directives are also supported now:  
  RSRESET and RS.x for faster reading of (Devpac) include files.
- o The new option '-c' (V4:CASE) can be used to switch off the case-sensitivity.

## V3.51

- o RSSET was forgotten in V3.50
- o New directives: IDNT, COMMENT, SUBTTL

## V3.55

- o From now on near-data symbols can be accessed not only by Absolute Addressing but also by Address Register Indirect mode ( (An) must be the correct near-data base register). This will make the assembling of your source much faster, because PhxAss has to do less optimizations. As a side effect XREFs will be interpreted correctly and must not be replaced by NREFs.
- o If no unit name is given (by TTL or IDNT), PhxAss will use the name of the source code without extension as the default unit name.
- o The OFFSET directive is supported.

## V3.60

- o PhxAss V3.60 is pure! You can use the CLI-command RESIDENT to add it to the resident list.

## V3.70

- o '.W' and '.L' displacement-extensions for explicitly activating the 68020 base-displacement mode.

## V3.71

- o PROCSTART/PROCEND directives for compatibility with DICE-C.

## V3.75

- o Immediate values are checked for their correct size. For example a  
  MOVE.B #\$1234,D0 will lead to an error now.

## V3.80

- o New option '-w' (V4:ERRORS) to determine the maximum number of errors
-

which will be displayed before a request.

- o The addressing mode syntax is checked much sharper (e.g. former versions accepted "(SP)-").

#### V3.81

- o DC.W / DC.L strings must no longer be aligned (e.g. DC.L "x" -> \$00000078).

#### V3.90

- o PhxAss was completely localized using the "locale.library". Available languages (August '94): english, german, polish.
- o Documentation converted to AmigaGuide format.

#### V3.92

- o New option '-v' (V4:VERBOSE) for displaying the names of all include files and macros, which are accessed during assembly.
- o New directive ELSEIF for DevPac compatibility.
- o Protection flags for created files will be "rw-d" now.

#### V3.94

- o The immediate value of BTST, BSET, BCLR and BCHG is checked for valid range (0..7 or 0..31).
- o You will need to enable (s)pecial optimization, to remove a ZRn-index. I think, if somebody explicitly writes 'ZRn', he doesn't want it to be removed by (n)ormal optimization.

#### V3.95

- o From now on, it is possible to shift distances! Example:  
    move.w   #(label2-label1)>>1,d0  
Although this is the same as "(label2-label1)/2", division and multiplication is not allowed on distances, use right- or left shift instead. You might find it useful to use e.g. "((label2-label1)>>1)-1" to initialize the counter for a DB<cc>-loop - but be careful! Addition and subtraction after a distance-shift is not really supported, although it seems to work in this special case, if the distance between label1 and label2 is even.  
The reason is, that the shift is always executed last, which means that the "-1" doesn't affect the result of the shifting but the result of the distance directly.

#### V4.00:

- o Conversion to OS 2. New command line parsing, using ReadArgs(), and new argument names.
  - o Automatic generation of executable load files. You no longer need to start the linker, if your code doesn't make use of external references. This feature can be disabled by using the CLI parameter NOEXE.
  - o Source Level Debugging support! By using the CLI parameter LINEDEBUG, PhxAss creates a Line Debug block for each section, which contains the addresses of each source code line.
  - o Extended operand buffer from 80 to 128 characters.
  - o Floating point symbols and constants can be used in expressions of any complexity (like integers) now. PhxAss supports five binary operators, +(plus), -(minus), \*(mult.), /(division), ^(power), and six unary operators: SIN(sine), COS(cosine), TAN(tangent), EXP(exponent), LOG(nat. logarithm), SQR(square root).
  - o New directive SET.x for alterable floating point symbols.
  - o New directive INT for assigning a float expression to an integer
-

- SET-symbol.
- o REPT ... ENDR directives, like with DevPac.
- o Floating point symbols in a listing file are displayed as floats instead of hexadecimal.
- o Float symbols do appear in an equates file.
- o Two new standard optimizations (which I must have forgotten in former versions):
  - 1. move.l #0,An -> suba.l An,An      2. move.l #x,An -> move.w #x,An
- o New Small Data Mode: By writing NEAR A4,-2 only the sections which are named "\_\_MERGED", will be regarded as small data sections (similar to SAS/C).
- o 68060 instructions implemented! (except PLPA, because it was impossible for me to get its code).

## 1.5 Modifications since PhxAss V4.00

### V4.01:

- o The INCLUDE directive does no longer ignore a label in the same line.
- o Implemented abbreviations 'I' for 'INCPATH' and 'H' for 'HEADINC'.

### V4.05:

- o Code Sections are padded with \$4E71 (NOP) instead with \$0000.
- o PhxAss accepts the DevPac options 'C', 'D', 'L' and 'O'.
- o "DS.L 0" corresponds to "CNOP 0,4", "DS.Q 0" corresponds to "CNOP 0,8", etc.. Previously it works only with "DS.W 0".

### V4.10:

- o Operand may contain blanks. Example: 'DC.B 1, 2, 3, 4'
- o Operators may have the same priorities! Examples: '\*' and '/' or '<<' and '>>'.
- o INCDIR "" is allowed for compatibility reasons.
- o Operands may contain up to 511 characters (127 before V4.10).
- o New parsing routines accelerate PhxAss by 5% - 25% !
- o Swedish catalog.

### V4.12:

- o New directive for compatibility: DX. Behaves the same like DS.
- o The 68060 instructions PLPAR and PLPAW are implemented!
- o When assembly fails, PhxAss quits with a return code of 20 instead 1.

### V4.14

- o Implemented the \_\_RS symbol.
- o PhxAss checks for conflicts between macro names and directive or instruction names.
- o "" and '' within a string are recognized as a single ' or " character.
- o If a code section ends with a minimum of eight zero-bytes, no NOP-padding will be performed.
- o Italian catalog.

## 1.6 Bug fixes since V2.11

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- o Some instructions had generated a wrong error, e.g. TRAP and STOP generated 'Assembly aborted' instead of 'Out of range'.
- o 'move.l #xxxx, -(a0)' produced an illegal opcode.
- o If someone writes a program without first opening a section with CODE/ CSEG, SECTION or an initial label, all labels got wrong values.
- o In some cases the equates file let PhxAss crash.
- o A XDEF for a symbol which was already defined in another section would add this symbol to the external-hunk of the section currently active.
- o Jump to Branch optimization did not check the addressing mode of the JMP/JSR instruction. It simply optimized all modes.
- o A long branch to the next instruction was incorrectly optimized to \$6x00.
- o B<cc>.B was not recognized as a short branch. PhxAss accepted only B<cc>.S.
- o The CNOP directive had disabled all optimizing in its section.
- o The 'Word at odd address'-error crashed PhxAss sometimes.
- o INITNEAR was useless in the absolute mode.

## 1.7 Bug fixes since V3.00

### V3.01 (03.03.93)

- o The 68020 addressing-mode ([Rn]) was assembled with a wrong size in pass one.

### V3.02 (20.04.93)

- o TRACKDISK now really works.

### V3.05 (30.05.93)

- o The near-data range was incorrectly limited to 32k in object files.
- o The formatted text-output should also work on OS2.xx/3.xx now.
- o MOVE USP,An , MOVES and MOVEP produced incorrect code.
- o GLOBAL and BSS destroyed the MSW-bits of the BSS-hunk type (\$000003eb).

### V3.10 (04.06.93)

- o PhxAss didn't accept octal numbers (@xxx).

### V3.11 (06.06.93)

- o CNOP definitely bug-free (I hope).
- o CMPI #x, (PC) (>=68020)

### V3.12 (08.06.93)

- o Width 32 was impossible for bitfields.

### V3.15 (12.06.93)

- o Fixed bug with MOVEM-optimization.

### V3.20 (03.07.93)

- o References on "@-labels behind another macro nesting were impossible.

### V3.21 (05.07.93)

- o "@ only allowed 999 macro calls (now it's unlimited).

### V3.22 (06.07.93)

- o Some extended addressing modes had made some problems:  
([..],Rn.s|\*x,od) and ([PC.. got a wrong size in pass one,

([BaseDisp]) generated an error and (bd,An/PC,Xn) (where bd is outside of the normal 8-bit range) crashed PhxAss.

V3.25 (17.07.93)

- o Fixed bug with MOVES.
- o FETOXM1 was forgotten (in my Reference Manual too).

V3.26 (18.07.93)

- o TAB-Codes within strings could not be expanded.

V3.30 (25.07.93)

- o Fixed bug with extended addressing modes ([..],Rn.x/\*y,od), ([pc],.. and ([pc,Rn],..

V3.31 (28.07.93)

- o INITNEAR was useless in small-data mode.

V3.40 (07.08.93)

- o Include paths which are suffixed by a ':' (volume names) were not recognized.
- o FMOVE.M Dn,FPcr got four bytes more in pass one than in pass two.
- o Starting with page 100 the listing file became unreadable.
- o The 'Out of memory' error was useless, because PhxAss crashed in most cases.
- o CPUSHL,CINVL,CPUSHP,CINVP didn't work.
- o BTST Dn,#x was missing.

V3.42 (24.08.93)

- o The new forward-branch optimization destroyed the CNOP-alignments, which are located between the branch-instruction and the branch-destination.

V3.46 (02.09.93)

- o PhxAss tried to optimize "MOVEP (d16,An)" with d16=0 into "MOVEP (An)". This was a bug!

V3.50 (15.09.93)

- o Fixed bug with the '\*'-symbol, containing the address of the current line.
- o ".local" was impossible with float symbols.

V3.57 (22.09.93)

- o PTESTR/PTESTW (68030) ignored the fourth operand.

V3.58 (23.09.93)

- o NARG was not zero for a macro call without arguments.
- o INCLUDE/INCBIN without quotes caused an error.

V3.61 (02.10.93)

- o IFC '\1','' only behaved reliable if \1 was not used before.

V3.64 (24.11.93)

- o The 16/32-bit displacements in the PC Indirect with Index addressing mode were wrong (+2 Bytes).

V3.65 (10.12.93)

- o Fixed bugs in AbsLong->AbsShort and Logical Shifts optimization.

V3.70 (15.12.93)

---

- o Fixed bug with (d16,An,ZRn) and (bd,PC).
- o PhxAss tried to optimize CMPI #x,AbsLong always to PC-relative, which caused an 'Illegal Addressing Mode' error in 68000/010 mode.

#### V3.76 (07.04.94)

- o Another bug in forward-branch optimizing (T-flag) made a mess with the object file in some specific cases.
- o An illegal Bcc.B \*+2 was converted into Bcc.W \*+2 instead of Bcc.W \*+4.

#### V3.77 (21.04.94)

- o More than 13 sections in a file had lead to a crash or an infinite loop.

#### V3.78 (27.04.94)

- o When PhxAss discovered an error in a line  $\geq 32768$  it didn't show neither the line-counter nor the incorrect line itself (now it works until 65000).

#### V3.79 (01.05.94)

- o Absolute addressing with parentheses caused a Syntax Error.  
E.g.: "move.w label+(x+y)\*z", but "move.w (x+y)\*z+label" works.

#### V3.90 (16.09.94)

- o Macro arguments which contained a comma (e.g. (d,An)) were unusable.

#### V3.93 (25.09.94)

- o An explicit B<cc>.L was calculated 2 bytes too short in 020+ mode and 2 bytes too far in normal mode.

#### V3.94 (09.10.94)

- o The code generated by MOVE.B #-1,d0 (also: cmp, and, or, eor, etc.) was \$103C \$FFFF, but the bits 8-15 of the first extension word are reserved, for a byte-instruction! Now PhxAss politely generates: \$103C \$00FF.
- o PhxAss changed (d,PC,ZRn) into (d,ZPC,ZRn).

#### V3.96 (23.10.94)

- o PhxAss crashed when the macro nesting depth exceeded 8.

#### V3.97 (01.11.94)

- o Distances, which are calculated by using a label directly behind a CNOP, were sometimes wrong.
- o Because of some speed-improvements in V3.96, macro-arguments in opcode could lead to an error.

#### V4.00 (26.12.94)

- o PhxAss crashed when a fixed number of include files were open.
- o There were still some problems with removing empty sections.
- o ELSEIF was documented, but not supported (forgotten).

## 1.8 Bug fixes since V4.00

#### V4.01 (07.01.95)

- o Multiplication now has a lower priority than Division/Modulo to prevent situations like:  $12/4*3 = 1$   
I know, '\*', '/' and '//' should have the same priorities, but currently my expression evaluation routines don't allow multiple operations at the same priority. Maybe I will completely rewrite

them, in the future.

V4.05 (25.01.95)

- o FreePhxAss didn't create an object file!!! :((( (very ugly bug)
- o The NOT operation (~) didn't pay attention to the operation size of the current instruction. So "move.b #~\$80,d0" generated an error 97.
- o An empty section, which was automatically removed during creation of an object file, deleted all XREFs of the subsequent sections.
- o \" and \" made still some problems within strings.
- o Macro parameters in the opcode field only worked, when using capital letters.

V4.10 (09.02.95)

- o INCLUDE and INCBIN didn't work, if the file name contains blanks.

V4.11 (21.02.95)

- o A numerical value within the command line, e.g. with "SMALLDATA x,y" crashes the system. It resulted from the massive changes in V4.10! :(

V4.14 (19.03.95)

- o Beginning with error-message 89, the locale catalogs generated the wrong message.

## 1.9 Starting PhxAss

PhxAss can be used from CLI only. You should copy it to "C:" or set a path or link to its directory. If you know, you will need PhxAss very often, I recommend to make it resident by typing "Resident C:PhxAss".

Format: PhxAss [FROM] <source file> [TO <output file>] [OPT <opt flags>]  
 [EQU <equ file>] [LIST <list file>] [INCPATH {<include paths>}]  
 [HEADINC {<include files>}] [PAGE=<n>] [ERRORS=<n>]  
 [SMALLDATA <basReg>,<sec>]] [SMALLCODE] [LARGE] [VERBOSE]  
 [SYMDEBUG] [LINEDEBUG] [ALIGN] [CASE] [XREFS] [QUIET]  
 [SET "<symbol>[=<n>][,<symbol>...]" ] [NOEXE]

Template: FROM/A, TO/K, OPT/K, EQU/K, LIST/K, I=INCPATH/K, H=HEADINC/K, PAGE/K/N,  
 ERRORS/K/N, SD=SMALLDATA/K, SC=SMALLCODE/S, LARGE/S, VERBOSE/S,  
 DS=SYMDEBUG/S, DL=LINEDEBUG/S, A=ALIGN/S, C=CASE/S, XREFS/S, Q=QUIET/S,  
 SET/K, NOEXE/S

Starting PhxAss with no argument or with a single '?' will display a short description. For a more precise description of all arguments, refer to Command line arguments.

When PhxAss is running, it can be stopped at any time by holding CTRL-C.

## 1.10 Command line arguments

The standard version of PhxAss understands the following arguments:

FROM/A                      The only parameter, which is always required, is

[FROM] <source file>	<p>the name of your source code file. If this name has no extension, PhxAss automatically assumes ".asm" for being the extension.</p> <p>The source code must be an ASCII text file, where each line is terminated by a linefeed (\$0a) character (the format, which all Amiga editors should generate).</p> <p>TAB-codes (\$09) are allowed and completely supported.</p>
TO/K TO <output file>	<p>Defines the name of the output file. If not specified, PhxAss takes the source code's filename and replaces its extension by ".o" . If PhxAss is able to create an executable file instead of an object module, the ".o"-extension will be removed.</p>
EQU/K EQU <file name>	<p>Generates an equates file. If the &lt;file name&gt; is "*", the name of the source code with extension ".equ" will be used. Since V4.00 equates files can also contain floating point equates.</p>
LIST/K LIST <file name>	<p>Generates a listing file. If the &lt;file name&gt; is "*", the name of the source code with extension ".lst" will be used.</p>
PAGE/K/N PAGE=<lines>	<p>Determines the page length for equates and listing files. If &lt;lines&gt; equals zero, no formular feed (\$0c) characters will be generated.</p> <p>The default value is 60 lines.</p>
XREFS/S XREFS	<p>Appends a reference list with all global symbols in the listing file. If no listing file was opened, this switch will cause an error.</p>
I=INCPATH/K I <path1>[,<path2>,...]	<p>Defines one or more include-paths which will be used by the INCLUDE and INCBIN directives. The paths, specified by INCPATH/K, are used directly after the path, specified by the environment-variable PHXASSINC, has failed.</p> <p>Important: If the path- or file names after INCPATH or HEADINC contain blanks, you should embrace *all* names with quotation marks and not only the one, which contains blanks. Example:</p> <p>INCPATH "include:,dh1:inc dir"</p>
H=HEADINC/K H <incl>[,<inc2>,...]	<p>Creates one or more INCLUDE directives at the top of your source code. See also: INCPATH.</p>
DS=SYMDEBUG/S DS	<p>The names of all global labels of each section are stored to symbol data blocks. A debugger can use these names instead of addresses.</p>
DL=LINEDEBUG/S DL	<p>PhxAss creates a linedebug block, which can tell a Source Level Debugger the right line in your source code for any address. The location of your source is stored in this block with a complete path, e.g.</p>



	"Work:Programs/Assembler/Tools/Source/Test.asm" (this is, for example, not the case with SAS's ASM :-).
SD=SMALLDATA/K SD <basReg>,[<sec>]	Forces all sections to use the small data model. <basReg> (default: 4 ) specifies the number of the address register which will be used as pointer to the small data section. Only the registers A2-A6 can be used. <sec> is the number of the section which will be your small data section (defaults to -2). If <sec> is -1, all Data and Bss sections will be treated as a whole small data section. If <sec> is -2, only the sections which are named "__MERGED", will be added to small data.
SC=SMALLCODE/S SC	Forces PhxAss to use the small code model. All JSR and JMP instructions which are referencing external (XREF) symbols are converted to PC-relative 16-bit jumps.
LARGE/S LARGE	Forces PhxAss to use the large code and large data model in all sections. NEAR directives within the source code will be ignored.
SET/K SET "<symbol>[=<val>]"	Predefines a symbol by SET directive. Definition of multiple symbols must be separated by commas. <val> default to 1, when missing. Don't forget the to embed the whole term, which follows SET, in quotes (because of some problems with ReadArgs()) !
A=ALIGN/S A	Enable auto-align for DC.x directives. All DC.W, DC.L, etc. directives in the code will be auto- matically aligned to word-boundaries.
C=CASE/S C	Case-sensitivity off. All symbol names will be con- verted to upper case. This will slow down PhxAss by 5%.
ERRORS/K/N ERRORS=<max errors>	Determines the maximum number of error-messages to be displayed before a "continue?"-request. If <max errors> is zero, PhxAss will never stop to perform a request.
VERBOSE/S VERBOSE	Displays the names of all include files and macros, which are accessed during assembly. This can be helpful to locate errors with macros.
Q=QUIET/S Q	Quiet mode. PhxAss makes no outputs until an error occurs.
NOEXE/S NOEXE	PhxAss always tries to create an executable load file, instead of an object module, which requires the additional use of a linker. NOEXE forces PhxAss to create object modules in any case.
OPT/K	Sets the optimize flags. The following characters,



I (Ignore too large distances)  
 Distances, which are currently out of range will not cause an error. This is sometimes useful for assembling reassembler-outputs or when you're sure that all distances will come into range again, by optimization of the subsequent code. BE CAUTIOUS!!! If a distance has not come into range, PhxAss creates faulty code!

There are two short cuts, which usually stand alone:

\* Selects all standard optimizations & T (OPT nrqbt).

! Enables all optimizations possible (OPT nrqbtlpsm).

If OPT is not specified the assembler uses standard optimization (OPT nrqb).

The Freeware version of PhxAss does not support the following arguments:

EQU, LIST, XREFS, PAGE, INCPATH, HEADINC, VERBOSE, CASE

## 1.11 Programmer Information

Comments  
 Labels  
 M68000 Instructions  
 Expressions  
 Assembler Directives  
 Compiler Compatibility

## 1.12 Comments

Comments start with a ';' or with an '\*'.

Example:

```
; Comment text
    moveq    #0,d0
** This is a comment too **
    nop                                ; comment
    add.l    d0,d0                    * another comment
```

If no operand field is given, e.g. after the NOP instruction, the comment must be preceded by a ';'. Examples:

```
    nop    * comment                -> Error!
```

```
nop      comment      -> Error!
```

## 1.13 Labels

Labels must start in the first column of a line. The colon after a label is optional.

Example:

```
Label:   moveq    #0,d0
```

Local labels have a '\$' suffixed or are preceded by a '.' (since V3.30). They are only valid between two global labels.

Example:

```
Global1: add.w     d0,d1
          beq.s     local1$
          bpl.s     .local2
          rts
local1$: moveq     #-1,d0
.local2: rts
Global2:
```

The length for global and local labels is unlimited. Valid characters for the labels are: 'a'-'z', 'A'-'Z', '0'-'9' and '\_' . The first character may be a '.' or an '@' (providing the second character is non-numeric). Global labels cannot start with a digit.

The special '\*'-symbol always contains the address of the current source code line. This enables instructions like: bra \*+4

CAUTION! Forward references with '\*' will be corrected by PhxAss, but backward references won't! I recommend to use labels, if you want to be really safe.

## 1.14 Executable M68000 instructions

```
General Format
Standard Addressing Modes
Extended Addressing Modes
Suppressed Registers (020+)
M68000 Instruction Overview
```

## 1.15 General Format

A line of an assembler source text has the general format:

```
<label>      <operation>      <operands>
```

PhxAss recognizes all operations found in Motorola's M68000PM/AD Programmer's Reference Manual and all of the common additions and short forms like

BHS instead of BCC, BLO instead of BCS, MOVE instead of MOVEA, ADD instead of ADDI, etc. . In the current version all MC68000, 68010, 68020, 68030, 68040, 68060, 68851, 68881 and 68882 instructions are completely supported.

Labels must start at the first column. Operations (M68000 instructions or assembler directives) and operands must have at least one preceding blank.

The operand field consists of one, two, three or four (68851) operands, seperated by a comma. Imbedded blanks are allowed since V4.10.

## 1.16 M68000 Standard Addressing Modes

The notational conventions used in this section are:

- EA            - Effective address
- An           - Address register n
- Dn           - Data register n
- Xn.SIZE    - Denotes index register n (data or address) and index size (W for Word or L for Longword)
- PC           - Program counter
- dn           - Displacement value, n bits wide
- ( )          - Identify an indirect address in a register

### Data Register Direct

Syntax:            Dn  
 Generation:        EA = Dn  
 Extension Words:   0

### Address Register Direct

Syntax:            An  
 Generation:        EA = An  
 Extension Words:   0

### Address Register Indirect

Syntax:            (An)  
 Generation:        EA = (An)  
 Extension Words:   0

### Address Register Indirect with Postincrement

Syntax:            (An)+  
 Generation:        EA = (An), An = An + SIZE  
 Extension Words:   0

### Address Register Indirect with Predecrement

Syntax:            -(An)  
 Generation:        An = An - SIZE, EA = (An)  
 Extension Words:   0

### Address Register Indirect with Displacement (16-Bit)

Syntax:            (d16,An) or d16(An)  
 Generation:        EA = (An) + d16  
 Extension Words:   1

### Address Register Indirect with Index (8-Bit Displacement)

Syntax:            (d8,An,Xn.SIZE) or d8(An,Xn.SIZE)

Generation:         $EA = (An) + (Xn) + d8$   
 Extension Words: 1

Program Counter Indirect with Displacement (16-Bit)  
 Syntax:             $(d16, PC) \text{ or } d16(PC)$   
 Generation:         $EA = (PC) + d16$   
 Extension Words: 1

Program Counter Indirect with Index (8-Bit Displacement)  
 Syntax:             $(d8, PC, Xn.SIZE) \text{ or } d8(PC, Xn.SIZE)$   
 Generation:         $EA = (PC) + (Xn) + d8$   
 Extension Words: 1

Absolute Short Addressing  
 Syntax:             $(xxx).W \text{ or } xxx.W$   
 Generation:        EA given  
 Extension Words: 1

Absolute Long Addressing  
 Syntax:             $(xxx).L \text{ or } xxx.L$   
 Generation:        EA given  
 Extension Words: 2

Immediate Data  
 Syntax:            #xxx  
 Generation:        Operand given  
 Extension Words: 1 or 2

## 1.17 68020+ Extended Addressing Modes

The notational conventions used in this section are:

EA	- Effective address
An	- Address register n
Dn	- Data register n
$Xn.SIZE*SCALE$	- Denotes index register n (data or address), the index size (W or L), and a scale factor (1, 2, 4 or 8)
PC	- Program counter
dn	- Displacement value, n bits wide
bd	- Base displacement
od	- Outer displacement
( )	- Identify an indirect address in a register
[ ]	- Identify an indirect address in memory

Address Register Indirect with Index (extension of standard format)  
 Syntax:             $(d8, An, Xn.SIZE*SCALE)$   
 Generation:         $EA = (An) + (Xn)*SCALE + d8$   
 Extension Words: 1

Address Register Indirect with Index and Base Displacement  
 Syntax:             $(bd, An, Xn.SIZE*SCALE)$   
 Generation:         $EA = (An) + (Xn)*SCALE + bd$   
 Extension Words: 1, 2 or 3

Memory Indirect Postindexed

---

Syntax: ([bd,An],Xn.SIZE\*SCALE,od)  
 Generation:  $EA = (bd + An) + Xn.SIZE*SCALE + od$   
 Extension Words: 1, 2, 3, 4 or 5

Memory Indirect Preindexed  
 Syntax: ([bd,An,Xn.SIZE\*SCALE],od)  
 Generation:  $EA = (bd + An + Xn.SIZE*SCALE) + od$   
 Extension Words: 1, 2, 3, 4 or 5

Program Counter Indirect with Index (extension of standard format)  
 Syntax: (d8,PC,Xn.SIZE\*SCALE)  
 Generation:  $EA = (PC) + (Xn)*SCALE + d8$   
 Extension Words: 1

Program Counter Indirect with Index and Base Displacement  
 Syntax: (bd,PC,Xn.SIZE\*SCALE)  
 Generation:  $EA = (PC) + (Xn)*SCALE + bd$   
 Extension Words: 1, 2 or 3

Program Counter Memory Indirect Postindexed  
 Syntax: ([bd,PC],Xn.SIZE\*SCALE,od)  
 Generation:  $EA = (bd + PC) + Xn.SIZE*SCALE + od$   
 Extension Words: 1, 2, 3, 4 or 5

Program Counter Memory Indirect Preindexed  
 Syntax: ([bd,PC,Xn.SIZE\*SCALE],od)  
 Generation:  $EA = (bd + An + Xn.SIZE*SCALE) + od$   
 Extension Words: 1, 2, 3, 4 or 5

The extended addressing modes have some ambiguities:

E.g. (0,A0) would be optimized to (A0) (one word), but maybe you want the zero to be a 32-bit base displacement and you also want a suppressed D7 register. This instruction would have the same effect when executing, but it consists of eight words instead of one.

Since PhxAss V3.70 you only have to write: (0.L,A0,ZD7)

## 1.18 68020+ Suppressed Registers

The Memory Indirect Post/Preindexed addressing modes allow the programmer to suppress really everything. This means you may for example change the standard format ([bd,An,Xn.SIZE\*SCALE],od) into the following formats:

- o ([bd,An,Xn.SIZE\*SCALE])
- o ([An,Xn.SIZE\*SCALE],od)
- o ([bd],od)
- o ([An])
- o ([Xn.SIZE\*SCALE])
- o ([An],od)

etc...

If you want to specify the number of a suppressed register you can use the Zero-register symbols (ZRn, ZPC). By utilizing Zero-register symbols and the displacement extensions .W and .L you should be able to generate any 68020 instruction bit-pattern you want (maybe helpful for reassemblers).

A .W/.L extension after the first displacement will tell PhxAss to switch

to base displacement mode and to disable optimizing for the current instruction.

The suppressed registers are represented by the following symbols:

- o suppressed data register D0-D7: ZD0-ZD7
- o suppressed address register A0-A7: ZA0-ZA7
- o suppressed PC: ZPC

It is impossible to EQUR suppressed registers!

## 1.19 M68000 Instructions supported by PhxAss

Integer Instructions for all processors  
 Integer Instructions 010,020,030,040,060 only  
 Integer Instructions 020,030,040,060 only  
 Integer Instructions 040,060 only  
 Integer Instructions 68060 only  
 MOVEC Control Registers  
 Floating Point Instructions 881,882,040,060  
 Floating Point Instructions 040,060 only  
 68851 PMMU Instructions  
 68030 PMMU Instructions  
 68040/060 PMMU Instructions

## 1.20 Integer Instructions (68000,68010,68020,68030,68040,68060)

ABCD	Dy, Dx	Add Decimal with Extend
ABCD	-(Ay), -(Ax)	
ADD.x	<ea>, Dn	Add
ADD.x	Dn, <ea>	
ADDA.x	<ea>, An	Add Address
ADDI.x	#<data>, <ea>	Add Immediate
ADDQ.x	#<data>, <ea>	Add Quick
ADDX.x	Dy, Dx	Add Extended
ADDX.x	-(Ay), -(Ax)	
AND.x	<ea>, Dn	And Logical
AND.x	Dn, <ea>	
ANDI.x	#<data>, <ea>	And Immediate
ANDI.x	#<data>, CCR	And Immediate to Condition Codes
ANDI.x	#<data>, SR	And Immediate to the Status Register
ASL/ASR.x	Dx, Dy	Arithmetic Shift Left/Right
ASL/ASR.x	#<data>, Dy	
ASL/ASR	<ea>	
B<cc>.x	<label>	Branch Conditionally
BCHG	Dn, <ea>	Test a Bit and Change
BCHG	#<data>, <ea>	
BCLR	Dn, <ea>	Test a Bit and Clear
BCLR	#<data>, <ea>	
BRA.x	<label>	Branch Always
BSET	Dn, <ea>	Test a Bit and Set
BSET	#<data>, <ea>	
BSR.x	<label>	Branch to Subroutine



BTST.x	Dn, <ea>	Test a Bit
BTST.x	#<data>, <ea>	
CHK.x	<ea>, Dn	Check Register Against Bounds
CLR.x	<ea>	Clear an Operand
CMP.x	<ea>, Dn	Compare
CMPA.x	<ea>, An	Compare Address
CMPI.x	#<data>, <ea>	Compare Immediate
CMPM.x	(Ay) +, (Ax) +	Compare Memory
DB<cc>	Dn, <label>	Test Condition, Decrement, and Branch
DIVS	<ea>, Dn	Signed Divide
DIVU	<ea>, Dn	Unsigned Divide
EOR.x	Dn, <ea>	Exclusive-OR Logical
EORI.x	#<data>, <ea>	Exclusive-OR Immediate
EORI.x	#<data>, CCR	Exclusive-OR Immediate to Cond. Codes
EORI.x	#<data>, SR	Exclusive-OR Immediate to Status Reg.
EXG	Rn, Rm	Exchange Registers
EXT.x	Dn	Sign Extend
ILLEGAL		Take Illegal Instruction Trap
JMP	<ea>	Jump
JSR	<ea>	Jump to Subroutine
LEA	<ea>, An	Load Effective Address
LINK	An, #<displacement>	Link and Allocate
LSL/LSR.x	Dx, Dy	Logical Shift Left/Right
LSL/LSR.x	#<data>, Dy	
LSL/LSR	<ea>	
MOVE.x	<ea>, <ea>	Move Data from Source to Destination
MOVEA.x	<ea>, An	Move Address
MOVE	<ea>, CCR	Move to Condition Codes
MOVE	<ea>, SR	Move to the Status Register
MOVE	SR, <ea>	Move from Status Register
MOVE	USP, An	Move User Stack Pointer
MOVE	An, USP	
MOVEM.x	<register list>, <ea>	Move Multiple Registers
MOVEM.x	<ea>, <register list>	
MOVEP.x	Dx, (d, Ay)	Move Peripheral Data (not 68060!)
MOVEP.x	(d, Ay), Dx	
MOVEQ	#<data>, Dn	Move Quick
MULS	<ea>, Dn	Signed Multiply
MULU	<ea>, Dn	Unsigned Multiply
NBCD	<ea>	Negate Decimal with Extend
NEG.x	<ea>	Negate
NEGX.x	<ea>	Negate with Extend
NOP		No Operation
NOT.x	<ea>	Logical Complement
OR.x	<ea>, Dn	Inclusive-OR Logical
OR.x	Dn, <ea>	
ORI.x	#<data>, <ea>	Inclusive-OR Immediate
ORI.x	#<data>, CCR	Inclusive-OR Immediate to Cond. Codes
PEA	<ea>	Push Effective Address
RESET		Reset External Devices
ROL/ROR.x	Dx, Dy	Rotate (without Extend) Left/Right
ROL/ROR.x	#<data>, Dy	
ROL/ROR	<ea>	
ROXL/ROXR.x	Dx, Dy	Rotate Left/Right with Extend
ROXL/ROXR.x	#<data>, Dy	
ROXL/ROXR	<ea>	
RTE		Return from Exception

RTR		Return and Restore Condition Codes
RTS		Return from Subroutine
SBCD	Dx,Dy	Subtract Decimal with Extend
SBCD	-(Ax), -(Ay)	
S<cc>	<ea>	Set According to Condition
STOP	#<data>	Load Status Register and Stop
SUB.x	<ea>,Dn	Subtract
SUB.x	Dn,<ea>	
SUBA.x	<ea>,An	Subtract Address
SUBI.x	#<data>,<ea>	Subtract Immediate
SUBQ.x	#<data>,<ea>	Subtract Quick
SUBX.x	Dx,Dy	Subtract with Extend
SWAP	Dn	Swap Register Halves
TAS	<ea>	Test and Set an Operand
TRAP	#<vector>	Take Trap Exception
TRAPV		Trap on Overflow
TST.x	<ea>	Test an Operand
UNLK	An	Unlink

Integer Condition Codes <cc>:

CC (HS)	carry clear (higher or same)	CS (LO)	carry set (lower)
EQ	equal	F	never true
GE	greater or equal	GT	greater than
HI	higher	LE	less or equal
LS	less or same	LT	less than
MI	negative	NE	not equal
PL	positive	T	always true
VC	overflow clear	VS	overflow set

## 1.21 Integer Instructions (68010,68020,68030,68040,68060)

BKPT	#<data>	Breakpoint
MOVE	CCR,<ea>	Move from the Condition Code Register
MOVEC	Rc,Rn	Move Control Registers
MOVEC	Rn,Rc	
MOVES	Rn,<ea>	Move Address Space
MOVES	<ea>,Rn	
RTD	#<displacement>	Return and Deallocate

## 1.22 Integer Instructions (68020,68030,68040,68060)

BFCHG	<ea>{offset:width}	Test Bit Field and Change
BFCLR	<ea>{offset:width}	Test Bit Field and Clear
BFEXTS	<ea>{offset:width},Dn	Extract Bit Field Signed
BFEXTU	<ea>{offset:width},Dn	Extract Bit Field Unsigned
BFFFO	<ea>{offset:width},Dn	Find First One in Bit Field
BFINS	Dn,<ea>{offset:width}	Insert Bit Field
BFSET	<ea>{offset:width}	Test Bit Field and Set
BFTST	<ea>{offset:width}	Test Bit Field
CALLM	#<data>,<ea>	Call Module (68020 ONLY!)
CAS.x	Dc,Du,<ea>	Compare and Swap with Operand
CAS2.x	Dc1:Dc2,Du1:Du2,(Rn1):(Rn2) (020-040 only!)	

CHK2.x	<ea>,Rn (020-040 only!)	Check Register Against Bounds
CMP2.x	<ea>,Rn (020-040 only!)	Compare Register Against Bounds
DIVS.L	<ea>,Dq	Signed Divide
DIVS.L	<ea>,Dr:Dq	
DIVSL.L	<ea>,Dr:Dq (020-040 only!)	
DIVU.L	<ea>,Dq	Unsigned Divide
DIVU.L	<ea>,Dr:Dq	
DIVUL.L	<ea>,Dr:Dq (020-040 only!)	
EXTB.L	Dn	Sign Extend
LINK.L	An, #<displacement>	Link and Allocate
MULS.L	<ea>,Dl	Signed Multiply
MULS.L	<ea>,Dh:Dl	
MULU.L	<ea>,Dl	Unsigned Multiply
MULU.L	<ea>,Dh:Dl	
PACK	-(Ax), -(Ay), #<adjustment>	Pack BCD
PACK	Dx,Dy, #<adjustment>	
RTM	Rn	Return from Module (68020 ONLY!)
TRAP<cc>		Trap on Condition
TRAP<cc>.x	#<data>	
UNPK	-(Ax), -(Ay), #<adjustment>	Unpack BCD
UNPK	Dx,Dy, #<adjustment>	

## 1.23 Integer Instructions (68040,68060)

CINVL	<caches>, (An)	Invalidate Cache Lines
CINVP	<caches>, (An)	(<caches> = DC, IC, BC or NC)
CINVA	<caches>	
CPUSHL	<caches>, (An)	Push and Invalidate Cache Lines
CPUSHP	<caches>, (An)	
CPUSHA	<caches>	
MOVE16	(Ax) +, (Ay) +	Move 16 Bytes Block
MOVE16	xxx.L, (An)	
MOVE16	xxx.L, (An) +	
MOVE16	(An), xxx.L	
MOVE16	(An) +, xxx.L	

## 1.24 Integer Instructions (68060)

LPSTOP	#<data>	Low-Power Stop
--------	---------	----------------

Instructions that are not directly supported by the 68060, like DIVUL, DIVSL, CAS2, CHK2, CMP2, MOVEP, will be assembled without warning, because they are emulated by the "68060.library" (I hope... :-).

## 1.25 MOVEC Control Registers (Rc)

		68010	68020	68030	68040	68060
SFC	Source Function Code	x	x	x	x	x
DFC	Destination Function Code	x	x	x	x	x

USP	User Stack Pointer	x	x	x	x	x
VBR	Vector Base Register	x	x	x	x	x
CACR	Cache Control Register		x	x	x	x
CAAR	Cache Address Register		x	x		
MSP	Master Stack Pointer		x	x	x	x
ISP	Interrupt Stack Pointer		x	x	x	x
TC	MMU Translation Control Register				x	x
ITT0	Instr. Transparent Translation Reg. 0				x	x
ITT1	Instr. Transparent Translation Reg. 1				x	x
DTT0	Data Transparent Translation Reg. 0				x	x
DTT1	Data Transparent Translation Reg. 1				x	x
MMUSR	MMU Status Register				x	x
URP	User Root Pointer				x	x
SRP	Supervisor Root Pointer				x	x
BUSCR	Bus Control Register					x
PCR	Processor Control Register					x

## 1.26 Floating Point Instructions (68881,68882,68040,68060)

Many of these instructions must be emulated for a 68040 or 68060, but PhxAss will assemble them without any warnings.

68040 emulated instructions:

FACOS, FASIN, FATAN, FCOS, FCOSH, FETOX, FETOXM1, FGETEXP, FGETMAN, FINT, FINTRZ, FLOG10, FLOG2, FLOGN, FLOGNP1, FMOD, FREM, FSGLDIV, FSGLMUL, FSIN, FSINCOS, FSINH, FTAN, FTANH, FTENTOX, FTWOTOX

68060 emulated instructions:

FACOS, FASIN, FATAN, FCOS, FCOSH, FDB<cc>, FETOX, FETOXM1, FGETEXP, FGETMAN, FLOG10, FLOG2, FLOGN, FLOGNP1, FMOD, FREM, FSGLDIV, FSGLMUL, FS<cc>, FSIN, FSINCOS, FSINH, FTAN, FTANH, FTENTOX, FTWOTOX

Monadic operations:

Fxxxx <ea>,FPn  
Fxxxx FPM,FPn  
Fxxxx FPN

FABS Floating-Point Absolute value  
FACOS Arc Cosine  
FASIN Arc Sine  
FATAN Arc Tangent  
FTANTH Hyberbolic Arc Tangent  
FCOS Cosine  
FCOSH Hyperbolic Cosine  
FETOX e to x  
FETOXM1 e to x minus one  
FGETEXP Get Exponent  
FGETMAN Get Mantissa  
FINT Integer Part  
FINTRZ Integer Part, Round to Zero  
FLOG10 log10  
FLOG2 log2  
FLOGN loge  
FLOGNP1 loge (x+1)

FNEG	Floating-Point Negate
FSIN	Sine
FSINH	Hyperbolic Sine
FSQRT	Floating-Point Square Root
FTAN	Tangent
FTANH	Hyperbolic Tangent
FTENTOX	10 to x
FTWOTOX	2 to x

## Dyadic operations:

Fxxxx	<ea>,FPn
Fxxxx	FPm,FPn

FADD	Floating-Point Add
FCMP	Floating-Point Compare
FDIV	Floating-Point Divide
FMOD	Modulo Remainder
FMUL	Floating-Point Multiply
FREM	IEEE Remainder
FSCALE	Scale Exponent
FSGLDIV	Single Precision Divide
FSGLMUL	Single Precision Multiply
FSUB	Floating-Point Subtract

## Special operations:

FB<cc>.x	<label>	Floating-Point Branch Conditionally
FDB<cc>	Dn,<label>	FP Test Cond., Decr., and Branch
FMOVE.x	<ea>,FPn	Move Floating-Point Data Register
FMOVE.x	FPm,<ea>	
FMOVE.P	FPm,<ea>{Dn}	
FMOVE.P	FPm,<ea>{#k}	
FMOVE.L	<ea>,FPcr	Move F.-Point System Control Register
FMOVE.L	FPcr,<ea>	(FPcr = FPCR, FPSR or FPIAR)
FMOVECR	#ccc,FPn	Move Constant ROM
FMOVEM	<list>,<ea>	Move Multiple F.-Point Data Registers
FMOVEM	Dn,<ea>	
FMOVEM	<ea>,<list>	
FMOVEM	<ea>,Dn	
FMOVEM.L	<list>,<ea>	Move Multiple F.-Point Control Regs.
FMOVEM.L	<ea>,<list>	(<list> = combin. of FPCR,FPSR,FPIAR)
FNOP		No Operation
FRESTORE	<ea>	Restore Internal Floating-Point State
FSAVE	<ea>	Save Internal Floating-Point State
FS<cc>	<ea>	Set According to Flt.-Point Condition
FSINCOS.x	<ea>,FPc:FPs	Simultaneous Sine and Cosine
FSINCOS	FPm,FPc:FPs	
FTRAP<cc>		Trap on Floating-Point Condition
FTRAP<cc>.x	#<data>	
FTST.x	<ea>	Test Floating-Point Operand
FTST	FPm	

## Floating-Point Condition Codes &lt;cc&gt;:

F	false	EQ	equal
OGT	ordered greater than	OGE	ordered gt. than or equal
OLT	ordered less than	OLE	ordered less than or equal
OGL	ordered greater or less than	OR	ordered
UN	unordered	UNE	unordered or equal

UGT	unordered or greater than	UGE	unord. or gt. than or equal
ULT	unordered or less than	ULE	unord. or less than or equal
NE	not equal	T	true
SF	signaling false	SEQ	signaling equal
GT	greater than	GE	greater than or equal
LT	less than	LE	less than or equal
GL	greater than or less than	GLE	gt. or less than or equal
NGLE	not (gt. or less or equal)	NGL	not (greater or less than)
NLE	not (less than or equal)	NLT	not (less than)
NGE	not (greater than or equal)	NGT	not (greater than)
SNE	signaling not equal	ST	signaling true

## 1.27 Floating Point Instructions (68040,68060)

FSADD	Add Single Precision
FDADD	Add Double Precision
FSDIV	Single Precision Divide
FDDIV	Double Precision Divide
FSMOVE	Single Precision Move
FDMOVE	Double Precision Move
FSMUL	Single Precision Multiply
FDMUL	Double Precision Multiply
FSNEG	Single Precision Negate
FDNEG	Double Precision Negate
FSSQRT	Single Precision Square Root
FDSQRT	Double Precision Square Root
FSSUB	Subtract Single Precision
FDSUB	Subtract Double Precision

## 1.28 PMMU Instructions (68851)

PB<cc>.x	<label>	Branch on PMMU Condition
PDB<cc>	Dn,<label>	Test, Decr., and Branch on PMMU Cond.
PFLUSHA		Invalidate Entries in the ATC
PFLUSH	<fc>,#<mask>	
PFLUSHS	<fc>,#<mask>	
PFLUSH	<fc>,#<mask>,<ea>	
PFLUSHS	<fc>,#<mask>,<ea>	
PFLUSHR	<ea>	Invalidate ATC and RPT Entries
PLOADR	<fc>,<ea>	Load an Entry into the ATC
PLOADW	<fc>,<ea>	
PMOVE	<PMMU Register>,<ea>	Move PMMU Register
PMOVE	<ea>,<PMMU Register>	
PRESTORE	<ea>	PMMU Restore Function
PSAVE	<ea>	PMMU Save Function
PS<cc>	<ea>	Set on PMMU Condition
PTESTR	<fc>,<ea>,#<level>	Get Information About Logical Address
PTESTR	<fc>,<ea>,#<level>,An	
PTESTW	<fc>,<ea>,#<level>	
PTESTW	<fc>,<ea>,#<level>,An	
PTRAP<cc>		Trap on PMMU Condition
PTRAP<cc>.x	#<data>	

PMMU Condition Codes <cc>:

BS, BC Bus Error  
 LS, LC Limit Violation  
 SS, SC Supervisor Only  
 AS, AC Access Level Violation  
 WS, WC Write Protected  
 IS, IC Invalid Descriptor  
 GS, GC Gate  
 CS, CC Globally Sharable

PMMU Registers:

CRP, SRP, DRP, TC, BACx, BADx, AC, PSR, PCSR, CAL, VAL, SCC

## 1.29 PMMU Instructions (68030)

PFLUSHA		Flush Entry in the ATC
PFLUSH	<fc>, #<mask>	
PFLUSH	<fc>, #<mask>, <ea>	
PLOADR	<fc>, <ea>	Load an Entry into the ATC
PLOADW	<fc>, <ea>	
PMOVE	MRn, <ea>	Move to/from MMU Registers
PMOVE	<ea>, MRn	
PMOVEFD	<ea>, MRn	
PTESTR	<fc>, <ea>, #<level>	Test a Logical Address
PTESTR	<fc>, <ea>, #<level>, An	
PTESTW	<fc>, <ea>, #<level>	
PTESTW	<fc>, <ea>, #<level>, An	

PMMU Registers (MRn):

SRP, CRP, TC, MMUSR(PSR), TT0, TT1

## 1.30 PMMU Instructions (68040,68060)

PFLUSH	(An)	Flush ATC Entries
PFLUSHN	(An)	
PFLUSHA		
PFLUSHAN		
PTESTR	(An)	Test a Logical Address
PTESTW	(An)	
PLPAR	(An)	Translate Logical to Physical
PLPAW	(An)	(68060 only!)

## 1.31 Expressions

Expressions consist of symbols and constants. Symbols can be absolute, relocatable or external. The arithmetic operations for INTEGER expressions, supported by PhxAss, are (from highest to lowest precedence) :

- |        |                |        |                       |                |
|--------|----------------|--------|-----------------------|----------------|
| 1. ~   | not (unary)    | -      | negation (unary)      |                |
| 2. <<  | shift left     | >>     | shift right           |                |
| 3. *   | multiplication | /      | division              | // modulo      |
| 4. &   | and            |        | or ('!' also allowed) | ^ exclusive or |
| 5. -   | subtraction    | +      | addition              |                |
| 6. ( ) | parentheses    | or [ ] | brackets              |                |

For absolute symbols and constants (which are absolute too), all arithmetic operations are allowed.

If relocatables or externals occur in the expression, only subtraction and addition is possible with some restrictions:

reloc - abs	extern - abs	reloc - reloc	
reloc + abs	extern + abs	abs + reloc	abs + extern
(reloc-reloc)<<abs	(reloc-reloc)>>abs	(V3.95 feature)	

are defined, the others are illegal.

FLOAT expressions consist of floating point constants, absolute integer constants and symbols. The following operations and functions are valid for float expressions (V4.00 feature):

Binary:

+	plus	-	minus	*	multiplication
/	division	^	power		

Unary:

-	negation	sqr	square root	exp	e^x
log	nat. logarithm	sin	sine	cos	cosine
tan	tangent				

SQR, EXP, LOG, SIN, COS and TAN are functions and not case sensitive. They are usually introducing a term, e.g. "sin(3.14159)". But if, as in the last example, the term only consists of a single constant, it is also allowed to write "sin:3.14159". The ':' is required to separate the function name from a possible symbol name.

There are six types of constants:

Hexadecimal, preceded by a '\$', consists of '0'-'9' and 'A'-'F' (or 'a'-'f')

Decimal, consists of '0'-'9'

Float, has the format [+/-][integer][.fraction][E[+/-]exponent]

Octal, preceded by a '@', consists of '0'-'7'

Binary, preceded by a '%', consists of '0' and '1'

String, embedded by ' or ", consists of one to four characters.

The character '\ ' is an escape-symbol, which can generate the following codes:

\\	the '\'-character itself
\'	character #39 (single quote)
\"	character #34 (quote)
\0	character #0 (string terminator)
\n	character #10 (line feed)
\f	character #12 (formular feed)
\b	character #8 (backspace)
\t	character #9 (tabulator)



```

\r    character #13 (carriage return)
\e    character #27 (escape)
\c    character #155(control sequence introducer)

```

"" and '' within a string will be replaced by " and ' (V4.14).

## 1.32 Assembler Directives

The following paragraphs describe all directives that are supported by PhxAss. Important note! Directives must *\*not\** start at the first column of a line or they will be treated as labels! (note for Seka users :-)

Directives supported by PhxAss:

BLK	Define Constant Block
BSS	Bss section
BSS	Allocate storage for Bss symbol
BSS_C	Chip-RAM Bss section
BSS_F	Fast-RAM Bss section
CNOP	Align the following code
CODE	Code section
CODE_C	Chip-RAM Code section
CODE_F	Fast-RAM Code section
COMMENT	Comment line
CSEG	Code section
DATA	Data section
DATA_C	Chip-RAM Data section
DATA_F	Fast-RAM Data section
DC	Define Constant
DCB	Define Constant Block
DS	Define Storage
DSEG	Data section
DX	Define Storage
ECHO	Print string
ELSE	Define ELSE-part for conditional assembly
ELSEIF	Define ELSE-part for conditional assembly
EQU	Assign expression to symbol
EQU.x	Assign floating point expression to symbol
EQUR	Assign register to symbol
END	End of source text
ENDC	End of conditional assembly
ENDIF	End of conditional assembly
ENDM	End of Macro definition
ENDR	End of REPT loop
EVEN	Align the following code to an even address
FAIL	Abort assembly
FAR	Enter Far mode
FILE	Destination file for absolute code
FPU	Enable FPU code generation
GLOBAL	Allocate storage for global Bss symbol
IDNT	Set unit name
IFC	Cond.Ass.: Compares two strings for equality
IFD	Cond.Ass.: Test if a symbol is defined
IFEQ	Cond.Ass.: Test if expression is zero
IFGT	Cond.Ass.: Test if expression is greater than zero

---

IFGE	Cond.Ass.: Test if exp. is greater or equal to zero
IFLT	Cond.Ass.: Test if exp. is less than zero
IFLE	Cond.Ass.: Test if exp. is less or equal to zero
IFNC	Cond.Ass.: Compares two strings for difference
IFND	Cond.Ass.: Test if a symbol is undefined
IFNE	Cond.Ass.: Test if expression is not zero
INCBIN	Include binary file
INCDIR	Set Include directory path
INCLUDE	Include another source file
INITNEAR	Initialize near mode base register
INT	Assign value of float expression to an integer SET-symbol
LIST	Next lines to listing file
LOAD	Destination address for absolute code
MACHINE	Set CPU type
MACRO	Macro definition
MEXIT	Exit Macro
NEAR	Enter Near mode
NOLIST	Next lines are invisible in listing file
NREF	Import Near-symbol
OFFSET	Start Offset section
OPT	Change optimization mode
ORG	Set absolute code origin
PMMU	Enable 68851 code generation
PROCSTART	Start of C-function for DICE-Compiler
PROCEND	End of C-function for DICE-Compiler
PUBLIC	Import/Export symbol
REG	Assign register list to symbol
REPT	Repeat lines between REPT and ENDR
RORG	Set offset to start of section
RS	Assign value of RS-counter to symbol
RSRESET	Reset RS-counter
RSSET	Set RS-counter
SECTION	Set section for following code
SET	Change value of SET-symbol
SET.x	Change value of floating point SET-symbol
SUBTTL	(no function)
TTL	Set unit name
TRACKDISK	Absolute code directly to disk
XDEF	Export symbol
XREF	Import symbol

The following directives are *\*not\** supported by the Freeware version:  
 RSRESET, RSSET, RS, ECHO, LIST, NOLIST, INCDIR, INCLUDE, INCBIN, MACRO, ENDM, MEXIT,  
 RORG, OFFSET, ORG, FILE, LOAD, TRACKDISK, COMMENT, SUBTTL, IF<cc>, ELSE, ELSEIF, ENDC,  
 ENDIF, FPU, PMMU, REPT, ENDR, INT

### 1.33 EQU

```

symbol    equ    <expression>
symbol    =      <expression>

```

The expression will be assigned to the symbol.

### 1.34 EQU.x

```
symbol    equ.x    <float expression>
symbol    =.x      <float expression>
```

An equate with extension `.d`, `.f`, `.p`, `.s`, `.x` will assign the value of a floating point expression to the symbol. If you want to know more about float expressions, refer to Expressions. This is a special PhxAss directive.

### 1.35 EQU.R

```
symbol    equ.r    <register>
```

This directive assigns a register (D0-D7, A0-A7 or SP) to the symbol. Since V3.00 a register symbol must be defined before it is used.

### 1.36 REG

```
symbol    reg      <register list>
```

This directive assigns the value of the register list to the symbol. Valid register lists contain several register names (see EQU.R) separated by the `'/'` character. The `'-'` character defines a range of registers. The following are valid register lists:

```
a1/a3-a5/d0/d2/d4
d0-d7/a2-a6
d1-3/d5-7/a0-1/a3-6    (since V3.56)
```

### 1.37 SET

```
symbol    set      <absolute expression>
```

This directive assigns the value of the expression to the symbol. No relocatables or externals are allowed within the expression. A symbol defined by a SET directive may change its value by another SET. There are some set-symbols which are defined by PhxAss:

```
_PHXASS_   set      1
_VERSION_   set      version<<16+revision
```

According to the connected processor and co-processor PhxAss will set `_MC68000_`, `_MC68010_`, `_MC68020_`, `_MC68030_`, `_MC68040_`, `_MC68060_`, `_MC68881_` and `_MC68882_`.

NARG is zero outside a macro. Within a macro NARG is set to the number of specified arguments.

`__RS` always reflects the current RS-counter value.

### 1.38 SET.x

```
symbol    set.x    <float expression>
```

A SET with extension .d,.f,.p,.s,.x will assign the value of a floating point expression to the symbol. You may change its value by another SET, later in the source, provided that you don't change its type (e.g. "symbol SET.S" followed by "symbol SET.D"). This is a special PhxAss directive.

### 1.39 INT

```
symbol    int      <float expression>
```

The float expression will be evaluated and the result, without the fractional part, will be assigned to an integer symbol.

### 1.40 RSRESET

This directive resets the internal RS-counter.

### 1.41 RSSET

```
rsset     [<count>]
```

This directive sets the internal RS-counter to the <count> expression.

### 1.42 RS

```
[symbol] rs.x    [<count>]
```

RS assigns the value of the internal RS-counter to the symbol, then it increases the counter by the extension size multiplied with <count>. If <count> is missing, it defaults to zero. For valid extensions refer to the DC directive.

The current RS-counter value is reflected by the \_\_RS symbol also.

### 1.43 IDNT

```
idnt      <name>  
ttl       <name>
```

These directives set the name of the object file unit which the assembler will generate. By default, it will be the name of the source file without the extension.

---

## 1.44 SUBTTL

Source texts containing `subttl` will cause no error with PhxAss, but for now it does completely nothing.

(To be honest, I've no idea what it should do! Please write me, if somebody knows it.)

## 1.45 COMMENT

```
comment text
```

You may write any text you like behind this directive.

## 1.46 LIST

The following source code will be written to the listing file.

## 1.47 NOLIST

The following source code will not be written to the listing file.

## 1.48 OPT

```
opt      <optimize flags>
```

Changes optimization level. For a listing of all optimize flags, see Command line parameters.

This is a special PhxAss directive.

## 1.49 MACRO, ENDM

```
symbol  macro
...text...
endm

macro   symbol
...text...
endm
```

This directive assigns a macro to the symbol. The symbol may appear on the left or the right side of the directive. The text between the `MACRO` and `ENDM` directives will be inserted into the source code when the assembler discovers the symbol. When calling the macro, up to nine arguments, separated by a comma, can be specified in the operand

---

field. They are referenced in the macro text as '\1' through '\9'. '\0' is reserved for the extension of the macro symbol. Example:

```
bhs      macro
        bcc.\0    \1
        endm
```

This macro can be called by: `bhs.s label`  
".s" will be assigned to \0 and "label" will be assigned to \1.  
A "\@" within the macro is replaced by text of the form "nnn", where nnn is a unique three-digit number for each macro call.

Labels within a macro should consist of "\@", because defining labels twice is illegal.

## 1.50 MEXIT

Upon encountering this directive within a macro, the assembler scans for the ENDM directive and leaves the macro.

## 1.51 END

In pass one the assembler ignores the rest of the source code and starts pass two. In pass two the assembler closes all files and terminates. By default the assembler terminates at end of file.

## 1.52 FAIL

The assembler displays the error "69 Assembly aborted !" and terminates.

## 1.53 ECHO

```
echo      <string>
```

The assembler echoes the string. If <string> isn't specified, only a newline is echoed.

This is a special PhxAss directive.

## 1.54 MACHINE

```
machine   <processor-type>
```

This directive sets the processor-type for which the code will be generated. Valid processor-types are:

---

68000, 68010, 68020, 68030, 68040, 68060

The implementation of this directive may be different in other assemblers.

## 1.55 FPU

`fpu [<cpID>]`

This directive enables code generation for a MC68881/68882 coprocessor. By default the <cpID> is set to one, which should be the correct ID for most systems using a floating point coprocessor.

Never set <cpID> to zero, because this is the constant ID for a PMMU. If you have set the processor-type to 68040 or 68060 you should not use this directive.

This is a special PhxAss directive.

## 1.56 PMMU

This directive enables code generation for a MC68851 Paged Memory Management Unit. PMMU only makes sense if you have set the processor-type to '68020'.

This is a special PhxAss directive.

## 1.57 SECTION

`section <name>[,<type>[,<memflag>]]`

The subsequent code will be placed in the section named <name>. There are three section types: CODE, DATA and BSS. CODE contains the executable M68000 instructions, DATA contains initialized data and BSS contains uninitialized data (set to zero before the program is started). By default <type> is set to CODE. The section will be loaded to the memory indicated by the <memflag> argument. This can be FAST or CHIP. By default the section will be loaded to the memory with the highest priority.

For compatibility reasons CODE\_C, DATA\_C and BSS\_C are also recognized as section type since V3.56.

Creating a section lets the assembler change into relocatable mode. In this mode the following directives are illegal:  
org, load, file, trackdisk.

## 1.58 CODE, CSEG

These directives correspond to: `section "CODE",code`

---

## 1.59 DATA, DSEG

These directives correspond to: section "DATA",data

## 1.60 CODE\_C, CODE\_F, DATA\_C, DATA\_F, BSS\_C, BSS\_F

See CODE, DATA or BSS. In addition a memflag will be set, which causes the section to be loaded to FAST (xxx\_F) or to CHIP (xxx\_C).

## 1.61 BSS

This directive corresponds to: section "BSS",bss

## 1.62 BSS

```
bss      symbol,<size>
```

BSS with arguments does not start a section. It defines a symbol to be in the BSS-section, reserves <size> bytes in this section and assigns the address of the first byte to the symbol.  
This directive is for Aztec-C compatibility only.

## 1.63 GLOBAL

```
global   symbol,<size>
```

This directive does the same as BSS symbol,<size>. In addition GLOBAL will declare the symbol as XDEF (ext\_def).  
It is for Aztec-C compatibility only.

## 1.64 OFFSET

```
offset   [<start offset>]
```

This directive indicates the beginning of a special offset-section. All the labels, which are declared in this section, will be treated as absolute offsets instead of addresses. <start offset> defaults to zero. This might be useful for declaring structure offsets with the DS.x directive. While writing programs for PhxAss you should prefer the faster RSRESET, RSSET and RS.x directives.  
OFFSET was mainly implemented for compatibility reasons.



## 1.65 RORG

```
rorg    <section offset>
```

This directive defines the offset of the subsequent code relative to the start of the current section.

## 1.66 INCDIR

```
incdir  <path1>[,<path2>,...]
```

This directive does the same like the INCPATH argument (see Command line arguments). Note that other assemblers don't accept multiple paths.

## 1.67 INCLUDE

```
include <filename>
```

This directive causes PhxAss to suspend the assembling of the current file and to assemble the file named <filename>. When done, the assembler continues assembling the original file.

If PhxAss can't find the include file, it first searches in the include directory defined by the environment variable PHXASSINC. Then it searches in the include directories defined by INCPATH parameters (see Command line arguments). At last, the directories defined by INCDIR are searched.

## 1.68 INCBIN

```
incbin  <filename>
```

This directive causes the assembler to include a binary file into the current section (e.g. graphics, samples or trigonometrical tables). The assembler searches in the same include directories like INCLUDE.

## 1.69 XREF

```
xref    symbol1[,symbol2,...]
```

This directive tells the assembler that the specified symbols are externally defined and will be inserted by the linker.

Note that other assemblers may not support multiple symbols.

---

## 1.70 NREF

```
nref      symbol1[,symbol2,...]
```

This directive does the same like XREF, but the assembler is forced to use these symbols as near-data relocatables.

This is a special PhxAss directive.

## 1.71 XDEF

```
xdef      symbol1[,symbol2,...]
```

This directive causes the assembler to add the names and values of the specified symbols to the external-block of the object file. The linker can read the values of these symbols and insert them into other object files.

Note that other assemblers may not support multiple symbols.

## 1.72 PUBLIC

```
public    symbol1[,symbol2,...]
```

When the specified symbols are defined in the current code, PUBLIC will do the same like XDEF. When the symbols are unknown, PUBLIC will do the same like XREF.

This directive is for Aztec-C compatibility only.

## 1.73 ORG

```
org       address
```

Defines the origin of the subsequent code and lets the assembler change into absolute mode. Since V1.8 several ORG directives are allowed and each one can be seen as a new section. The following directives are illegal in absolute mode:

```
t1l, code, cseg, {"section" link section}, offset, xref,  
nref, xdef, public, idnt.
```

## 1.74 LOAD

```
load      address
```

After assembling is done, the absolute code will be loaded to this address. By default the code will be loaded to the address which was specified as origin. Be cautious with this directive, because the destination memory will neither be checked nor allocated.

This is a special PhxAss directive (also known from SEKA).

---

## 1.75 FILE

```
file      <filename>
```

After assembling is done, the absolute code will be written into the file named <filename>.

This is a special PhxAss directive.

## 1.76 TRACKDISK

```
trackdisk <drive>,<startblock>[,<offset>]
```

After assembling is done, the absolute code will be written directly to floppy disk using the 'trackdisk.device'. <drive> is valid from 0 to 3. <startblock> is valid from 0 to 1759 (or 3519, if you have a HD drive). <offset>, which is zero by default, specifies the byte-offset within a block and is valid from 0 to 511.

This is a special PhxAss directive.

## 1.77 NEAR

```
near      [An[,<secnum>]]
```

This directive initializes the parameters used by the near-data model. NEAR with arguments may appear only once in your whole source code. You shouldn't use 'NEAR An,0' before the first SECTION, CODE, DATA, etc. directive.

After initializing the small-data model, it can be switched on and off by NEAR and FAR without arguments. In this mode you are allowed to access near-symbols via 'NearSymbol(An)'. Absolute references will be automatically converted to Address Register Indirect, if possible. The first argument, the address-register, is valid from A2 to A6 and will be A4 by default. <secnum>, which defaults to -2, specifies the number of the section which will be accessed by Address Register Indirect mode.

If <secnum> is -1, all Data and Bss sections will be added to one large small data section. Either PhxAss will do this job immediately, when creating an executable file, or you must invoke your Linker with the correct small data option.

If <secnum> is -2, only the Data or Bss sections which were named "\_\_MERGED", will be added to the small data section.

```
near      code
```

If the argument equals to the string "CODE" the assembler activates the near-code model. This will force all absolute XREF jumps into PC-relative mode.

Note that other assemblers don't accept parameters for NEAR.

---

## 1.78 FAR

This directive deactivates the near-code/data model when active.

## 1.79 INITNEAR

This directive inserts two M68000 instructions into the code which will initialize the small-data model depending on the parameters set by the NEAR directive. The assembler will generate this code

(10 bytes):

```
        lea      SmallDataBase,An
        lea      32766(An),An
```

This is a special PhxAss directive.

## 1.80 DC

```
label    dc.?      <value>[,<value>,...]
label    dc.b/w/l  "string"[,...]
```

The DC (Define Constant) directive causes one or more fields of memory to be allocated and initialized. Each field has the same size, specified by the extension of the directive. Each byte, word or longword <value> can be an expression and may contain forward references.

The following extensions are valid:

.B	(1 byte)	Byte	.W	(2 bytes)	Word
.L	(4 bytes)	Longword	.F	(4 bytes)	Fast Flt. Point
.S	(4 bytes)	Single Precision	.D	(8 bytes)	Double Precision
.Q	(8 bytes)	Quadword(V3.42)	.X	(12 bytes)	Ext. Precision
.P	(12 bytes)	Packed BCD			

Note that other assemblers may not support the floating-point and quadword types.

## 1.81 DCB, BLK

```
label    dcb.x      <num>[,<fill>]
label    blk.x      <num>[,<fill>]
```

These directives allocate a block of memory having <num> entries. The available entry sizes are the same like with DC. The block will be initialized with <fill>, which is zero when missing. For valid extensions, refer to DC.

## 1.82 DS, DX

```
label    ds.x    <num>
label    dx.x    <num>
```

This directive allocates a block of memory having <num> entries and initializes each field with zero. See DCB link dcb}, @{.

### 1.83 CNOP

```
cnop      <offset>,<align>
```

This directive aligns the address of the following code to <align>. Then the <offset> is added. Example: `cnop 2,4`. This example would align the next address two bytes behind the next longword boundary. Note that an <align> larger than 8 makes no sense, if you're creating relocatable code (see AllocMem(), exec.library).

### 1.84 EVEN

This directive corresponds to `cnop 0,2` which will make the address word-aligned.

### 1.85 IFcond, ELSEIF, ELSE, ENDIF, ENDC

These directives support conditional assembling. The general form of the IF directive is:

```
if<cond>    <expression> or symbol
...
[else (or elseif)
...]
endc (or endif)
```

PhxAss supports the following conditions:

IFC "string1","string2"	compares two strings. This is useful within macros, when the strings contain macro-arguments '\x'.
IFD/IFND symbol	Tests if the symbol is defined (undefined).
IFEQ/IFNE <exp>	Tests if <exp> is zero (not zero).
IFGT/IFLT <exp>	Tests if <exp> is greater (less) than zero.
IFGE/IFLE <exp>	Tests if <exp> is greater (less) than or equal to zero.

### 1.86 PROCSTART,PROCEND

These directives are for compatibility with the DICE-C sytem. But currently they do nothing. For the future it should be possible to remove LINK A5,#0 / UNLK A5 when A5 is not referenced between PROCSTART and PROCEND.

## 1.87 REPT/ENDR

```
rept      <count>
...
endr
```

The part of source code, embedded by REPT/ENDR, will be assembled <count> times. A negative <count> is illegal.

## 1.88 Compiler Compatibility

A major reason for writing PhxAss was to create a program which can replace the very slow AS-assembler of Aztec-C. There are many directives for Aztec-compatibility, but since V3.30, where symbols preceded by a '.' are regarded as local symbols, it is nearly impossible to assemble Aztec compiler outputs. The only solution is to write a program which translates all '.nnn' symbols into '\_nnn', for example.

Since introducing the new directives PROCSTART and PROCEND in V3.71, DICE-C sources are completely supported.

## 1.89 Linker

You may use any linker which supports the standard Amiga DOS object file format. For example BLink, DLink, etc. - but I recommend that you use PhxLnk, of course :-).

Since V4.00, you only need a linker when you have more than a single module. PhxAss automatically generates an executable, if no external references are present.

Two features of PhxLnk are not implemented in PhxAss:

1. Generation of HUNK\_RELOC32SHORT blocks (16-bit offsets)
2. Removing zero-bytes at the end of a Code or Data section (so called Code-Bss or Data-Bss sections)

If you want to use one of these features (which require OS2.04 to run your program), you should set the NOEXE switch and invoke PhxLnk.

## 1.90 Assembler Errors

In the current version of PhxAss the following errors could occur:

01 Out of memory

02 Unable to open utility.library

03 Can't open timer.device

04 DREL16 out of range

Your Small Data area is too large. 64k is the limit for all data and

---

bss sections together.

07 HEADINC: file name expected

Example: PhxAss HEADINC "dh0:file1,dh1:xdir/file2,"

08 IncDir path name expected

Example: incdir "dir1","dir2",

Caused also by INCPATH.

10 SMALLDATA: Illegal base register

Allowed are 2-6 for A2-A6. A4 is standard.

11 MACHINE not supported

The current version of PhxAss supports 68000, 68010, 68020, 68030, 68040 and 68060.

12 File doesn't exist

Unable to open your source code.

13 Missing include file name

14 Read error

15 String buffer overflow

The length of a label, opcode or operand is limited to a length of 128 characters.

16 Too many sections

Maximum is 250 sections.

17 Symbol can't be made external

XDEF can only be used on absolute or relocatable symbols.

18 Symbol was declared twice

Only SET symbols can be declared more than once.

19 Unable to make XREF symbol

A symbol, which is already defined in the current source code, can't be an XREF at the same time. Or: A symbol which is already declared as XREF can't be defined.

20 Illegal opcode extension

Legal: .b .w .l .s .f .d .x .p .q

21 Illegal macro parameter

Possible parameters are: \0 (opcode extension), \1 - \9 and \@

22 Illegal characters in label

Refer to Labels in Programmer Information.

23 Unknown directive

The opcode is neither a 680x0-mnemonic nor an assembler directive or macro.

24 Too many parameters for a macro

Nine parameters ( \1 to \9 ) are possible.

---

- 25 Can't open trackdisk.device
- 26 Argument buffer overflow  
Arguments are in most cases limited to 128 chracters.
- 27 Bad register list  
Valid register lists: d0-d3 d3-d4/a2 d2/d3/a4-a6 d7 a0/d2 d2-6/a0-4
- 28 Missing label  
The directive requires a label.  
Example: EQU <exp> -> Error 28
- 29 Illegal seperator for a register list  
Valid seperators are '-' and '/'.
- 30 SET, MACRO, XDEF, XREF and PUBLIC are illegal for a local symbol
- 31 Not a register (try d0-d7 or a0-a7 or sp)
- 32 Too many ')'
- 33 Unknown addressing mode  
See Standard Addressing Modes and Extended Addressing Modes  
for a complete description of all addressing modes.
- 34 Addressing mode not supported  
Example: move.b d0,a1 / move usp,d2 / clr.w (d3)+ -> Error 34
- 35 Can't use macro in operand  
Macros must be used as opcodes.
- 36 Undefined symbol
- 37 Missing register  
Example: mulu d0, -> Error 37
- 38 Need data-register
- 39 Need address-register
- 40 Word at odd address  
Example: dc.b "Hallo"  
dc.w 0 -> Error 40  
Insert CNOP 0,2 or EVEN after string-constants.
- 41 Syntax error in operand
- 42 Relocatability error  
Example: move.l label(pc),d0 , where label is not a reloc. and/or  
label is not defined in the current section -> Error 42
- 43 Too large distance  
Example: move.w 50000(a0),d0 -> Error 43  
Too large distance for a displacement by indirect addressing or branch.  
Short branches have a range of +126/-128 bytes. Long branches have a  
range of +32766/-32768 bytes.
-



- 
- 44 Displacement expected  
Example: `label: move.l label(a2),d1` -> Error 44
- 45 Valid address expected  
A program address was expected.
- 46 Missing argument
- 47 Need numeric symbol
- 48 Displacement outside of section  
Example: `bra label` , where label is not defined in the current section -> Error 48
- 49 Only one distance allowed  
Expression can't contain several distances.  
Example: `move.l #(label1-label2)+(label3-label4),d0` -> Error 49
- 50 Missing bracket/parenthesis
- 51 Expression stack overflow  
A maximum of 128 arguments are allowed in one expression.
- 52 Unable to negate an address
- 53 Can't use distance and reloc in the same expression  
Example: `move.l #(label1-label2)+label3,d0` -> Error 53
- 54 Shift error (wrong type or negative count)  
Example: `l<<-1` -> Error 54  
`label<<1` -> Error 54
- 55 Can't multiply an address
- 56 Overflow during multiplication
- 57 Can't divide an address
- 58 Division by zero
- 59 No logical operation allowed on addresses
- 60 Need two addresses to make a distance
- 61 Unable to sum addresses
- 62 Write error
- 63 Not a byte-, word- or long-string  
Example: `dc.d "XYZ"` -> Error 63
- 64 Can't subtract a XREF  
Valid operations with externals: `ext + abs` , `abs + ext` and `ext - abs`
- 65 Impossible in absolute mode  
These directive can't be used in absolute mode:  
`ttl`, `code`, `cseg`, `data`, `dseg`, `bss`, `section`, `xref`, `nref`, `xdef`, `public`
- 66 Unknown error (fatal program failure)  
The assembler or its memory was corrupted by a faulty program running at the same time.
- 67 No externals in absolute mode
-

See 65.

68 Out of range

Example: `addq.l #9,d1` -> Error 68

69 Assembly aborted

Generated by the FAIL directive.

70 Missing ENDC/ENDIF

71 Missing macro name

72 Missing ENDM

73 Can't define macro within a macro

74 Unexpected ENDM

75 Unexpected ENDC/ENDIF

76 Impossible in relative mode

These directive can't be used in relative mode: `org`, `file`, `load`, `track-disk`.

77 Parameter buffer overflow

Macro parameters are limited to 63 characters.

78 Illegal REPT count

The initial count for REPT should not be negative.

79 Unable to create file

Maybe the destination disk is write-protected.

80 No reference list without a listing file

XREFS switch was specified without the LIST switch.

81 No address allowed here

Example: `ds.l label` -> Error 81

82 Illegal characters in symbol

See error 22.

83 Source code too large (max. 65535 lines)

84 No floating point without the appropriate math-libraries

To use floating point symbols, you must have the following libraries in your LIBS: directory:

`mathtrans.library`, `mathieeedoubbas.library`, `mathieeedoubtrans.library`

85 Overflow during float calculation

This happens usually when converting the result of a float expression into a float type with lower precision, e.g. FFP or Single Precision.

86 Illegal symbol type in float expression

Don't use relocatable symbols in float expressions.

89 Type of SET can't be changed

---

```
Example: symbol    set.d    3.14159265
          symbol    set.x    -0.1          -> Error 89
The value of SET is changeable, but not its type!
```

90 Can't mix LOAD, FILE and TRACKDISK

```
Example:  load $70000
          file "mycode"    -> Error 90
```

91 Near mode not activated

The near mode must be activated first, before using the INITNEAR directive.

92 Instruction not implemented in your machine

The instruction exists for another processor, but not for your one. Use MACHINE to change processor type.

93 Illegal scale factor

```
Example:  move.w    (a1,d2*3)    -> Error 93
Valid scale factors are:  1, 2, 4 and 8
```

94 Missing operand

```
Example:  move.l    (a0)+          -> Error 94
```

95 Section doesn't exist

This error is caused by specifying an illegal section number in the NEAR directive.

96 Illegal RORG offset

The relative offset must not specify an address before the actual PC.

97 Immediate operand size error

```
Example:  move.b    #$1234,d0    -> Error 97
```

98 Missing ENDR

Open repeat loop, when leaving the source code, an include file or macro.

99 Unexpected ENDR

No matching REPT discovered.

100 REPT nesting depth exceeded

The maximum nesting depth is 255.

101 Already a directive name

You tried to define a macro, whose name is already used by a built-in directive or instruction.

## 1.91 History / Literature

After six years of working with assemblers like SEKA, AS (Aztec-C) and A68k, I decided in December 1991 that I need a new, powerful assembler. First, I had the idea to buy O.M.A. or Devpac, but I don't like these modern assemblers with an integrated editor. Other reasons for starting the development of PhxAss were the chronic lack of money (I'm student) and the possibility to create an assembler which will satisfy all of my demands.

---

I completed the first version V1.00 at the 28th of January in 1992. From now on I used PhxAss to assemble itself (first I used A68k). It took me more than a year and 23 versions to reach V3.00 and nearly another two years and 52 versions for V4.00 (of course PhxAss was not my only project in this period).

Here is a list of my hardware and literature that made the development of PhxAss possible:

Hardware: My good old A1000 (first version from '85) with 68010 CPU, 2 MB Fast-RAM and a 33 MB Harddisk.  
(since December '93 also:) A4000, 68040, 6 MB RAM, 250 MB Hard-disk.

Literature: Motorola MC68000/68008/68010/68HC000 8-/16-/32-Bit Micro-processor User's Manual (Prentice Hall)

Motorola MC68020 32-Bit Microprocessor User's Manual (Prentice Hall)

Motorola MC68040/68EC040/68LC040 Microprocessor User's Manual (Motorola)

Motorola MC68881/882 Floating-Point Coprocessor User's Manual (Prentice Hall)

Motorola MC68851 Paged Memory Management Unit User's Manual (Prentice Hall)

Motorola M68000, MC68020, MC68030, MC68040, MC68851, MC68881/882 Programmer's Reference Manual (Motorola)

Amiga ROM Kernel Reference Manual: Libraries & Devices (Addison-Wesley)

Amiga ROM Kernel Reference Manual: Includes & Autodocs (Addison-Wesley)

Amiga Intern (Data Becker)

Amiga Intern Band 2 (Data Becker)

The Amiga Guru Book (Taunusstein)

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Another acknowledgement, although gone bankrupt, is going to Commodore:

Thanks, for the only computer of the present time, which really makes fun to work with :-)

## 1.93 Known bugs in version V4.14

- o When instruction xxxx is completely removed by optimization, PhxAss will generate an illegal short branch with zero displacement:
 

```
B<cc>.B label
xxxx
label:
```

This will only happen when you've set the optimize flag 'M', and xxxx is a MOVEM without registers, or when you have set the 'S'-flag, and xxxx is a 'ADDA/SUBA #0,An' or 'LEA 0(An),An'.
- o The Forward-Branch optimization (T-flag) doesn't correct the line-addresses in the listing file.
- o The following lines from the original Commodore include file "exec/types.i" can't be assembled and must be changed:
 

```
\@BITDEF SET 1<<\3
BITDEF0 \1,\2,F_,\@BITDEF
```

change to:

```
BITDEF\@ SET 1<<\3
BITDEF0 \1,\2,F_,BITDEF\@
```

I really wish to know, who has had the great idea to define a symbol, which starts with a digit! :-)
- o Don't define labels directly before a CNOP directive!
 

```
label1:
    CNOP    0,4

label2:
```

Unfortunately, PhxAss can only differentiate between label1 and label2 in Pass 1. In Pass 2, it may happen that label1 is shifted too!

Sorry, I see no solution... :(

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