

# ASM

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1000 *APPLE IIE ROM PATCH FOR BREAKING INTO DEBUGGER
FF59- 1001 MONITOR .EQ $FF59
C000- 1002 KEYBD .EQ $C000    KEYBOARD
FA62- 1003 OLDVEC .EQ $FA62
      1005      .OR $FECD
      1007      .TA $800
FECD- AD 00 C0 1010 START LDA KEYBD    LOOK AT KEYBOARD
FED0- F0 FB 1020      BEQ START    KEEP READING UNTIL A KEY PRESSED
FED2- C9 9B 1025      CMP #$9B    WAS ESC PRESSED?
FED4- F0 03 1030      BEQ CPY      YES, START MEM COPY
FED6- 4C 62 FA 1040      JMP OLDVEC  PROCEED NORMALLY
FED9- A0 00 1050 CPY    LDY #$00    CLEAR Y REG
FEDB- B9 00 00 1060 MEMST LDA $00,Y  XFER THE ZERO PAGE TO
FEDE- 99 00 20 1062      STA $2000,Y 2000-20FF SO WE CAN USE
FEE1- C8 1064      INY            THE ZERO-PAGE MEMORY
FEE2- D0 F7 1066      BNE MEMST    FOR THE OTHER MOVES
FEE4- A9 00 1090      LDA #$00    SET UP LOCNS 0 & 1 AS A
FEE6- 85 00 1100      STA $00    2-BYTE POINTER FOR THE
FEE8- 85 02 1110      STA $02    SOURCE ADDRESS, USE 2 & 3
FEEA- A9 01 1120      LDA #$01    AS 2-BYTE POINTER FOR
FEEC- 85 01 1130      STA $01    THE DESTINATION ADDR
FEEE- A9 21 1140      LDA #$21    STARTING AT 2100
FEF0- 85 03 1150      STA $03
FEF2- A5 00 1160 MCPY  LDA $00      GET A BYTE FROM 100-UP
FEF4- 85 02 1162      STA $02      STORE AT 2100-UP
FEF6- E6 02 1164      INC $02      INC LO-ORDER BYTE
FEF8- E6 00 1166      INC $00
FEFA- D0 F6 1168      BNE MCPY
FEFC- E6 03 1170      INC $03      IF LO-ORDER=0, INC THE
FEFE- E6 01 1180      INC $01      HI BYTE OF EACH
FF00- A5 01 1190      LDA $01      CHECK TO SEE IF HI-BYTE =9
FF02- C9 09 1200      CMP #$09     IF 9, WE'RE THRU AT 8FF
FF04- D0 EC 1210      BNE MCPY     IF NOT, LOOP BACK AND KEEP COPYING
FF06- 4C 59 FF 1220 END  JMP MONITOR
      1230      .EN

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## SYMBOL TABLE

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FED9- CPY
FF06- END
C000- KEYBD
FEF2- MCPY
FEDB- MEMST
FF59- MONITOR
FA62- OLDVEC
FECD- START

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0000 ERRORS IN ASSEMBLY
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