

LIST 521-

```

522  DATA 1, 65, 64
1000 DATA 120, 169, 13, 141, 20, 3
1010 DATA 169, 192, 141, 21, 3, 88, 96
1020 DATA 120, 230, 251, 165, 251
1030 DATA 141, 0, 208, 141, 1, 208
1035 DATA 76, 49, 234
2000 REM 120 SEI
2010 REM 169, 13 LDA #13
2020 REM 141, 20, 3 STA 788
2030 REM 169, 192 LDA #192
2040 REM 141, 21, 3 STA 789
2050 REM 88 CLS
2060 REM 96 RTS
2065 REM 120 IRP
2070 REM 230, 251 INC 251
2080 REM 141, 0, 208 STA 251
2090 REM 141, 1, 208 STA 53280
2100 REM 76, 49, 234 JMP 59953
READY.

```

# C64 Assembly Language Programming

**Kenneth B. McAlpine**



## **C64 Assembly Language Programming:**

*Assembly Language Programming with the Commodore 64* Marvin L. De Jong, 1984 Explains how the Commodore 64 home computer works looks at program writing data transfer logic and arithmetic operations loops sound generation and graphics and introduces assembly language [C64 Machine Language for the Absolute Beginner](#) Danny Davis, 2022-03-31 First published in 1984 this user friendly guide to the Commodore 64 helped many owners of the much loved home computer understand their machine to a whole new level The details within the book enabled users to take their first steps in programming machine code even without prior coding experience To this day it remains a highly useful guide for those interested in retro games programming on the classic machine As the original publisher Melbourne House wrote This book will enable the user to learn machine language the easy way no computer jargon A straightforward approach with many examples Compiled exclusively for Commodore 64 users COMMODORE 64 MACHINE LANGUAGE FOR THE ABSOLUTE BEGINNER offers complete instruction in 6502 machine language If you are frustrated by the limitations of BASIC and want to write faster more powerful space saving programs or subroutines then this book is for you Even with no previous experience of computer languages the easy to understand no jargon format of this book will enable you to discover the power of the Commodore 64 s own language Each chapter includes specific examples of machine language applications that can be demonstrated and used on your own Commodore 64 Includes an assembly language programming aid program which allows you to enter machine language programs with immediate confirmation of correct instruction This book gives you everything you need to write machine language programs for your Commodore 64 **Commodore 64/128 Assembly Language Programming** Mark Andrews, 1985 *The Complete Commodore Machine Code Programming Course* Andrew Bennett, Surya, 1986 [Power Programming the Commodore 64](#) James Sutton, 1985 **Computer Program Abstracts**, 1976 [Too Much Fun](#) Jesper Juul, 2024-12-10 The surprising history of the Commodore 64 the best selling home computer of the 1980s the machine that taught the world that computing should be fun The Commodore 64 C64 is officially the best selling desktop computer model of all time according to The Guinness Book of World Records It was also from 1985 to 1993 the platform for which most video games were made But while it sold at least twice as many units as other home computers of its time like the Apple II ZX Spectrum or Commodore Amiga it is strangely forgotten in many computer histories In Too Much Fun Jesper Juul argues that the C64 was so popular because it was so versatile a machine developers and users would reinvent again and again over the course of 40 years First it was a serious computer next a game computer then a computer for technical brilliance graphical demos using the machine in seemingly impossible ways then a struggling competitor and finally a retro device whose limitations are now charming The C64 Juul shows has been ignored by history because it was too much fun Richly illustrated in full color this book is the first in depth examination of the C64 s design and history and the first to integrate US and European histories With interviews of Commodore engineers and with its insightful look at C64 games

music and software from Summer Games to International Karate to Simons BASIC Too Much Fun will appeal to those who used a Commodore 64 those interested in the history of computing and video games and computational literacy or just those who wish their technological devices would last longer

**Computer Architecture** Charles Fox, 2024-05-07 Not since the 1980s has computer architecture been so exciting This book captures the moment mining the history of computing to teach key concepts in modern hardware design and introduce the neural and quantum architectures of the future Computer Architecture is an in depth exploration of the principles and designs that have shaped computer hardware through the ages from counting devices like the abacus to Babbage s Difference Engine to modern GPUs and the frontiers of quantum computing This engaging blend of history theory hands on exercises and real world examples is sure to make for an insightful romp through a fast changing world You won t just read about computer architecture you ll also gain the understanding to touch build and program it You ll explore the basic structures of a CPU by learning to program a Victorian Analytical Engine You ll extend electronic machines to 8 bit and 16 bit retro gaming computers learning to program a Commodore 64 and an Amiga You ll delve into x86 and RISC V architectures cloud and supercomputers and ideas for future technologies You ll also learn How to represent data with different coding schemes and build digital logic gates The basics of machine and assembly language programming How pipelining out of order execution and parallelism work in context The power and promise of neural networks DNA photonics and quantum computing Whether you re a student a professional or simply a tech enthusiast after reading this book you ll grasp the milestones of computer architecture and be able to engage directly with the technology that defines today s world Prepare to be inspired challenged and above all see and experience the digital world hands on

**Mastering Machine Code On Your Commodore 64** Mark Greenshields, 2022-03-31 First published in 1984 this highly rated guide written by 8 bit expert Mark Greenshields helped Commodore 64 users take their skills further than ever before It was designed to take bedroom coders from a point where they were comfortable with the commands and limitations of BASIC to having knowledge and experience of the home computer s far more powerful machine code In addition to explaining the concepts of this more advanced language the reader is provided with a number of example programs that not only help with learning but are also of great practical use for both games and utilities This book helped many a Commodore user with their first steps into the world of machine code and to this day remains an important reference for those interested in the world of retro games and programming As the original publisher Interface Publications wrote Now you can master machine code on the Commodore 64 quickly and easily Say goodbye to jerky slow moving graphics in BASIC and learn the secrets of professional incredibly swift graphic production in machine code You re holding the first complete tutorial on using assembly language on the Commodore 64 The book assumes that although you can program in BASIC you know little or nothing of 6502 6510 machine code Step by simple step the book progresses through the subject until the whole instruction set of the 6510 has been covered A large number of example programs which are explained in detail help

make the learning simple In section two of the book you ll learn about practical applications of machine code use on the Commodore 64 High resolution graphics scrolling raster graphics using interrupts and adding commands to BASIC they re all here in a form you can readily understand and apply This section of the book contains programs which put 24 sprites on the screen at once programs to combine both text and high resolution images on the same screen function key programming and one key entry of commands Written by Mark Greenshields highly successful author of Mastering the Commodore 64 this book is your gateway into the exciting world of machine code programming on the Commodore 64 Acorn Books is proud to present its Retro Reproduction Series a collection of classic computing works from the 1980s and 90s lovingly reproduced in the 21st century From standards of programming reference no self respecting microcomputer user would want to be without to obscure works not found in print anywhere else these modern reprints are perfect for any connoisseur of retro computing

**Bits and Pieces** Kenneth B. McAlpine,2019 Bits and Pieces tells the story of chiptune a style of lo fi electronic music that emerged from the first generation of video game consoles and home computers in the late 1970s and early 1980s Through ingenuity and invention musicians and programmers developed code that enabled the limited hardware of those early 8 bit machines to perform musical feats that they were never designed to achieve In time that combination of hardware and creative code came to define a unique 8 bit sound that imprinted itself on a generation of gamers For a new generation of musicians this music has currency through the chipscene a vibrant musical subculture that repurposes obsolete gaming hardware It s performative raw and edgy loaded with authenticity and driven by a strong DIY ethic It s more punk than Pac Man and yet it s part of that same story of ingenuity and invention 8 bit hardware is no longer a retired gaming console but a quirky and characterful musical instrument Taking these consoles to the stage musicians fuse 8 bit sounds with other musical styles drum n bass jungle techno and house to create a unique contemporary sound Analyzing musical structures and technological methods used with chiptune Bits and Pieces traces the simple beeps of the earliest arcade games through the murky shadows of the digital underground to global festivals and movie soundtracks **The Software Catalog** ,1986

**The Reader's Guide to Microcomputer Books** Michael Nicita,Ronald Petrusha,1984 Contains a Critical Analysis of Microcomputer Books Rates Them on a Scale from 10 to 100 Reviews Books on Their Information about Individual Microcomputers Programming Languages Microprocessors **Commodore 128 Assembly Language Programming** Mark Andrews,1986 Concentrating on the 128 assembler how it can be programmed and how to use its many features topics include a review of 6510 8502 assembly language mapping the C128 and more Commodore 64 Assembly Language Arcade Game Programming Steve Bress,1985 Top-down Assembly Language Programming for Your VIC-20 and Commodore 64 Ken Skier,1984-01-01 *The Time Course of Phonological Code Activation in Word Recognition : a Developmental Study* Lawrence Allan Adams,1989 *Bibliographic Guide to Computer Science* ,1991 *Computer Music Modeling and Retrieval* ,2004 *McGraw-Hill Personal Computer Programming Encyclopedia* William J. Birnes,1985

Includes advances and developments in computer technology since the first edition in 1985 Explains how to design write and translate programs into different machine dialects and from one machine language to another Provides functional and operating definitions for statements commands and source codes in all high level programming languages as well as in 8 16 and 32 bit assembly languages Discusses a wide range of topics including the principles of effective programming special application software microprocessor basics high level programming languages and software command languages operating systems directory microcomputer systems hardware and the markets and specifications of major PC products Annotation copyrighted by Book News Inc Portland OR *Handbook of Electronics Tables and Formulas* Howard W. Sams & Co. Engineering Staff, 1986 A technical electronics reference The premier reference for engineers technicians and hobbyists involved in the field of electronics Contains computer programs for calculating many electrical and electronic functions Covers equations and formulas Discusses laws constants and standards and symbols and codes Presents service and installation data design data and more

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