

A list of typesetting and other errors in The Complete Spectrum ROM Disassembly

This list was started at the same time as as the first collaborative attempt to produce an on-line version of the above book.

Under the guidance of Chris Cowley, a second attempt is now almost complete and you will be able to find pointers to the finished work by looking in the archive of newsgroup comp.sys.sinclair

Page 4.

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 Last letter on third row of table (a) is printed as "K" but should fairly obviously be printed as "X".

Page 39.

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 0BD3 PO-ALL-6 should be labelled  
 0BD3 PR-ALL-6

Page 41.

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 CALL 0601,CHAN-OPEN should be  
 CALL 1601,CHAN-OPEN

Page 49.

-----  
 LD (PR-CC),L should be  
 LD (PR-CC\_lo),L

Page 69.

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 1961 LINE-NO-A should be  
 1691 LINE-NO-A

Page 73.

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 SET 0,(FLAGS) should be  
 SET 0,(TV-FLAG)

RES 0,(FLAGS) should be  
 RES 0,(TV-FLAG)

Page 75.

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 LD E,+01  
 1835 LIST-ALL CALL 1855,OUT-LINE should be

1833 LIST-ALL LD E,+01  
 1835 LIST-ALL-1 CALL 1855,OUT-LINE  
 and the 3 references to 1835 be updated accordingly.

Page 79.

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 196D OUT-CH-3 should be  
 196C OUT-CH-3

Page 82.

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1A15 E-L-1 JP C,1C8A,REPORT-C should be  
JP C,1C8A,REPORT-C

Page 85.

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1AC8 P-READ should be  
1AC9 P-READ

Page 87.

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JP C,18CA,REPORT-C should be  
JP C,1C8A,REPORT-C

Page 102.

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1EDC CLEAR-3 should be  
1EDC CLEAR-2

Page 109.

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2096 INPUT-1 LD (DF-SZ),+01 should be  
2096 INPUT-1 LD (TV-FLAG),+01

Page 123.

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Calculator stack is wrong at the first subtract. Soon corrected.

Page 124.

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DEFB +C3,st-mem-3 (comment refers to mem-4)

Page 128.

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25AF S-SCRN-LP should be  
254F S-SCRN-LP

Page 172.

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2F46 PF-NOT-E AND A should be  
AND A

Page 202.

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34E4 USR-STACK JP 2D2B should be  
JP 2D2B

Page 230.

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The Number -65536

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On Page 230 is a suggested solution to the -65536 problem which successfully detects when 00 FF 00 00 00 arises in the registers. The solution attempts to replace this with 91 80 00 00 00, the full floating point form, but only the first two bytes are written to the calculator stack. The solution wrongly assumes that the other bytes of the stack's mantissa are

already zero like those in the registers.

A corrected solution is contained in Ian Collier's debugged mcrom and the accompanying documentation. This manages to implement the correction in full without altering main addresses.

It is also suggested that if the above fix is made then the five bytes at \$30E5 can be removed as 00 FF 00 00 00 will no longer arise.

The bytes can still arise as the result from the multiplication of two small integers e.g. 0 \* -1. Only the floating-point form of multiplication detects if one of the arguments is zero and returns five zeros. Without these important five bytes then 0 \* -1 returns the result -1E38.

On Page 22 at SA\_V\_NEW it is indicated that a Syntax path error exists. In fact because LOOK-VARS returns NC in Syntax time, this is the convergence of two runtime paths.

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#### WinZ80

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The Windows version of the Z80 Emulator contains a debugger which allows you to singlestep through the ROM and elsewhere. Legalized versions the labels from The Complete Spectrum ROM Disassembly are shown at the appropriate places. \*

A few of the mistakes above have found their way into the initial labels.asm file and it is worth correcting the following.

```
list_all      equa    1833,0
list_all_1    equa    1835,0
out_ch_3      equa    196C,0
clear_2       equa    1edc,0
pf_not_e      equa    244c,0
```

and also,

```
close        equa    16e5,0
dim          equa    2c02,0
```

\* As part of the process of converting disassembly labels to assembly labels the duplicate labels KEY-DONE and S-RPORT-C have had their second occurrences renamed.

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All additions and corrections to this Website are gratefully received.  
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