EDASS-128 ASSEMBLER EDITOR &

How to use SFK {SET FUNCTION KEY}

EDASS-128 is EDITOR and ASSEMBLER in one application and it is one of the assemblers which is actually easy to use and on top of that it is using no lines! It runs rock stable!

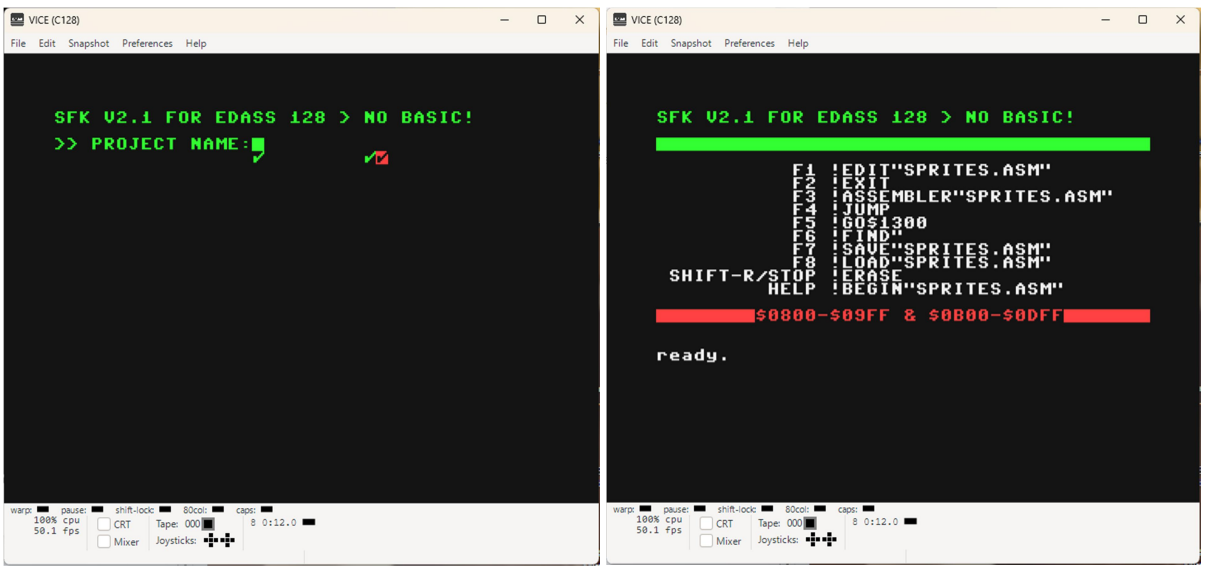
There is a book available for EDASS-128 {German only, can't find English one}. But I made a document with many examples and also a BONUS disk to make the EDASS entry as easy as possible {a part of the EDASS download packages}. That is why we will focus here only on SFK {Set Function Keys}

While working with EDASS, first thing I noticed is how often it is necessary to use commands and writing them all the time become somehow annoying. Especially if you do a large program, rename it, save it, save backups or just load an existing program. That requires to again use new name for the project, rename the existing template {yes, EDASS-128 can save the Function-Key-{Commands} as a preset}. However, as soon as you rename the project {to keep it as a back up}, you're done.

It means, if you forget to rename it back and use the ASSEMBLER command, then this will effect the file on the floppy disk and not the one in the memory.

This is where SFK is coming in as a major player! With this 'beast' in your team, you can only win. For my part, I cannot imagine to do a thing without using the SFK.

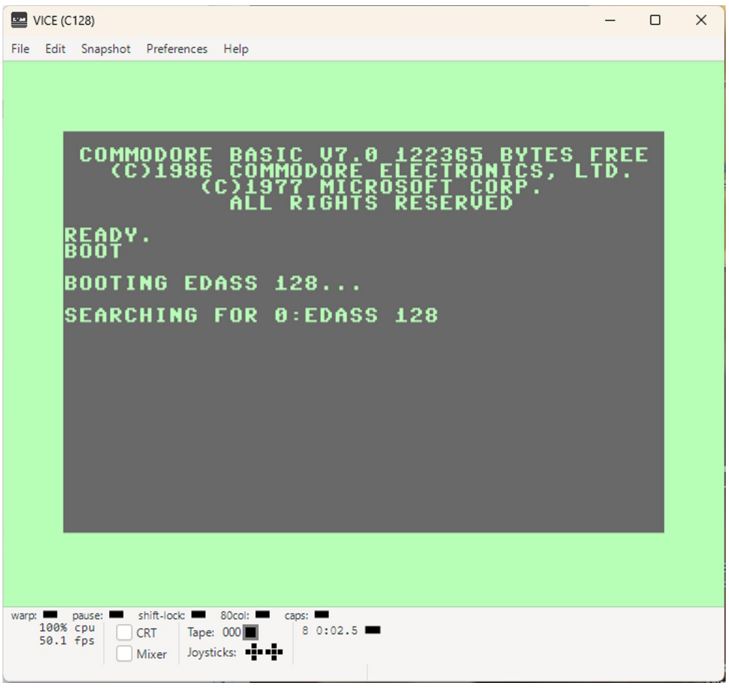
I wrote 1st SFK version in BASIC {latest version still available}. A middle while later {I was learning assembler!}, I put the gathered knowledge together and made 100% assembler only version of SFK.



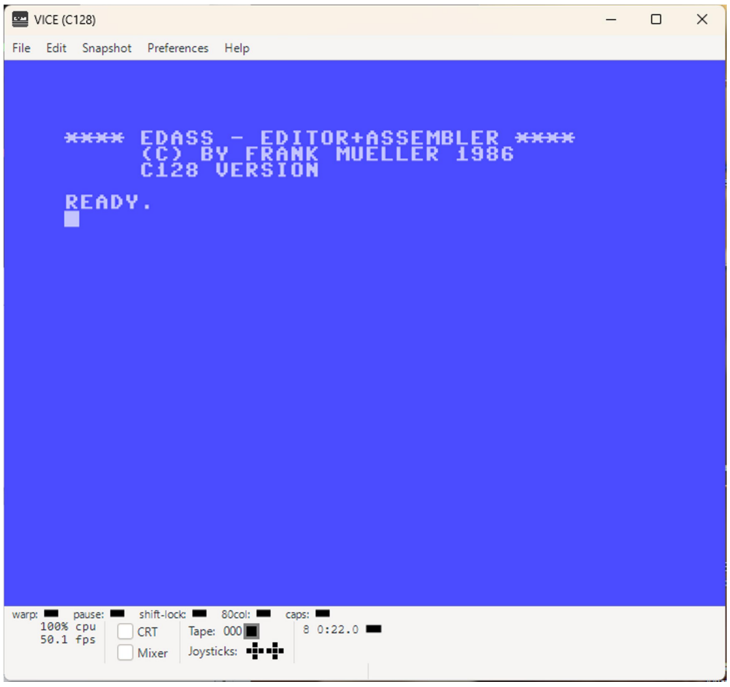
The next page will show you how to install and use SFK V2.1 Revision A3!

EDASS-128 and SFK V2.1 Revision A3 WORKING HAND IN HAND!

1. Insert EDASS-128 into floppy drive
2. Type BOOT {press ENTER} and wait until the EDASS-128 installation is finished.

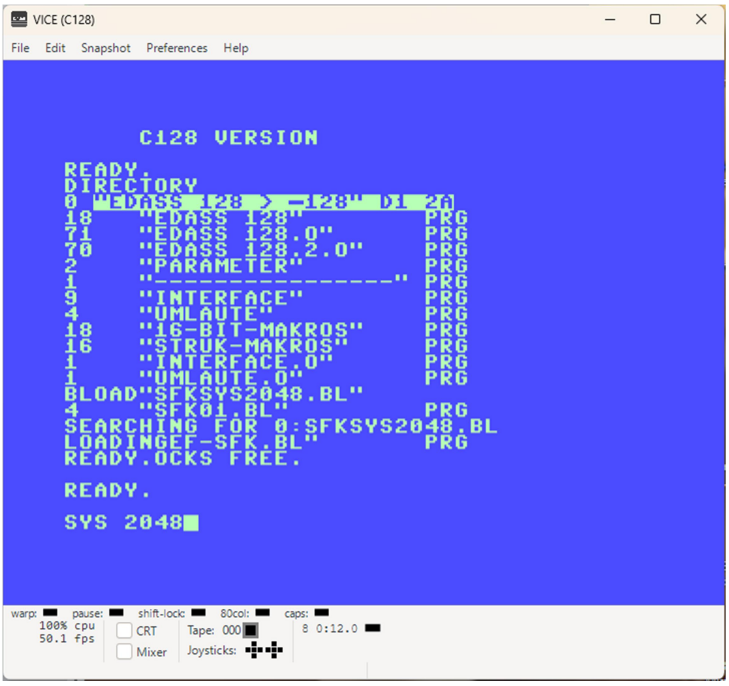


3. Following screen will apppear
4. Type DIRECTORY {press ENTER}



5. Navigate to SFKSYS2048.BL and use BLOAD command to load it
   as shown in the screenshot below {don't forget to erase PRG at the end}
   and press ENTER

6. When it is loaded, type SYS 2048 and press ENTER to start it.
   {This will load additional files and run SFK}

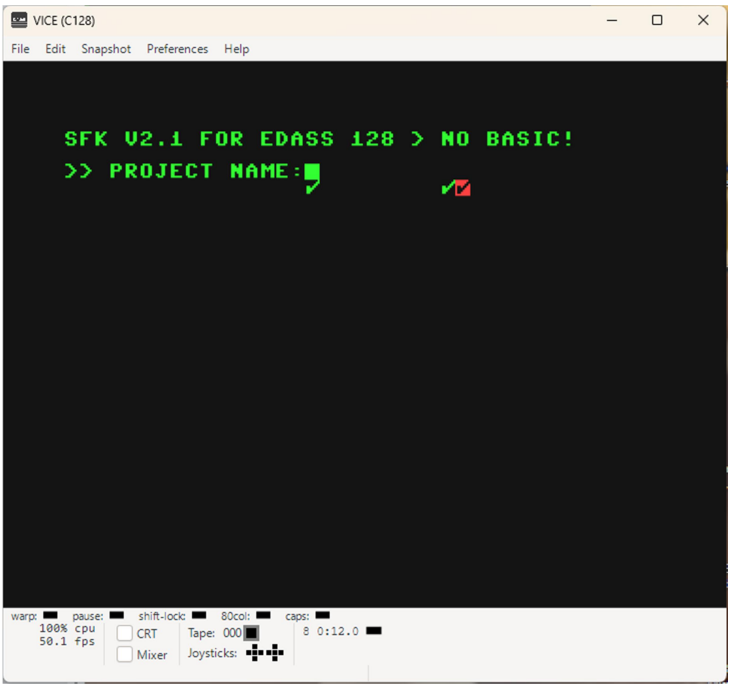


WHAT YOU MUST KNOW:

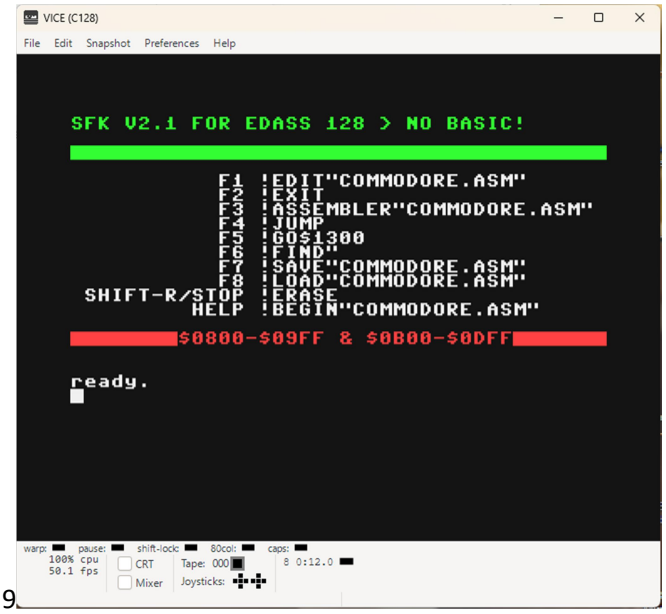
- Project name max length is 10 characters
- File {name} ending , suffix, will be *automatically added {.asm"}
- Do not type anything above the red check-box!
  {this will erase your project name and you'll have to type again}
- Default start address for the assembler code is $1300, dec 4864
  {if you plan to use something else, see further below how to do it}
- SFK V2.1 Revision A3 is occupying following memory locations:
  $0800 - $09ff and **$0b00 - $0dff**
  This means, you cannot use BASIC because this is also BASIC stack area!
  Anyway, we are here to learn assembler, so no big deal!
  However SPRITES area is still available {from **$0e00 - $0fff**}

*** =**

EDASS-128 has a !RENAME command and in case you'll rename your existing project in, e.g. !RENAME"HAN.ASM"="SOLO" {this will do…}, however, after a while you probably won't know it's assembler code.
Conclusion: suffix {.ASM} isn't automatically added in !RENAME cases, meaning it's DIY job!
Correct procedure !RENAME"HAN.ASM"="SOLO.ASM"}



SFK USAGE AND HOW TO PROCEED IN DIFFERENT SCENARIOS



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NEW PROJECT OR LOADING ANY EXISTING PROJECT

If you create a new project, then you need to initiate it with the !BEGIN before you can do any code editing, meaning, before you can start the editor. That gives you then 3 steps procedure!

1. Enter a new name for the project {with SFK, SYS 2048}
2. Type !BEGIN"COMMODORE" { or just press HELP KEY }
3. Type !EDIT"COMMODORE" { or just press F1 Key }

LOADING ANY EXISTING PROJECT

Loading an old project requires you to:

1. Load your old project from the floppy disk {or folder, disk when using emulators}
2. type !DISPLAY to see what it is {in case your save name isn't the same as the project name}
3. Type !DISPLAY and press ENTER of course to see the project name
4. Now you can start SFK {must be already in the memory!} with SYS 2048
   and add the project name according to !DISPLAY information
5. Press F1 Key to start EDITing the loaded project!

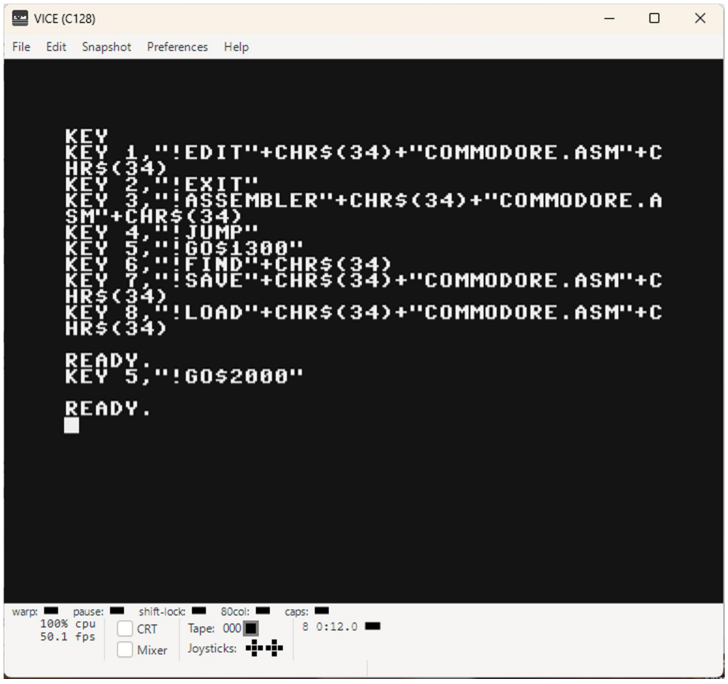
Now this all sounds complicated, but in reality it isn't even a 5 second task, just once, at the beginning.

NEW START ADDRESS

As mentioned, the default start address where you should place your code is $1300, dec 4864.

To use another address, type KEY in BASIC direct mode and navigate to KEY 5, edit the existing entry by entering the address you need, e.g. !GO$2000

or just type KEY 5,"!GO$2000" and press ENTER



NOTE:

!GO$1300 isn't executed after you hit the F5 Key. That means you can just manually quickly modify the address before you press ENTER.

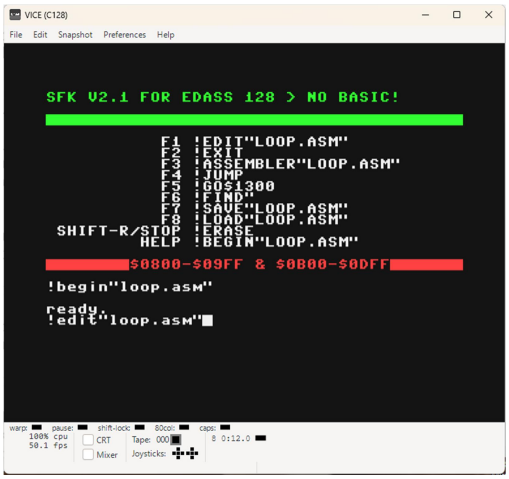
EXAMPLE 1

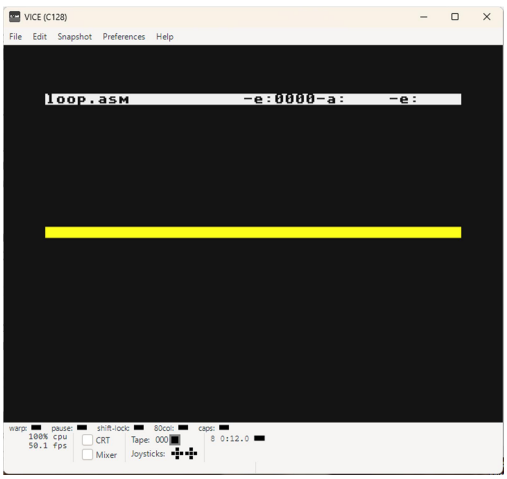
CREATING A NEW PROJECT

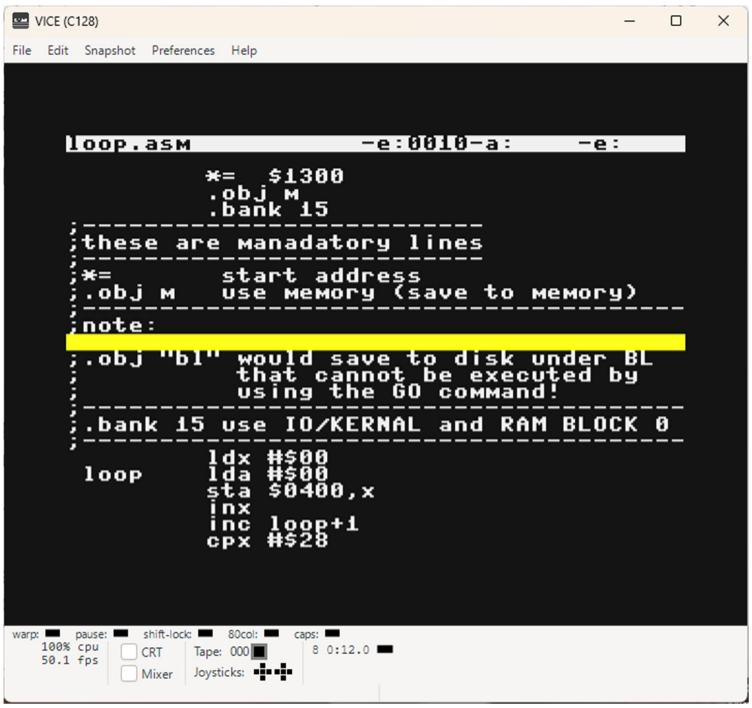
{It is assumed that by know, EDASS-128 is installed and also SFK}

1. Start SFK with SYS 2048
2. Enter DELAY as a project name {note: suffix .asm will be addedd later}
3. Press ENTER {to confirm and exit SFK}
4. Press HELP to get !BEGIN"LOOP".ASM" and press ENTER
5. PRESS F1 Key to get "!EDIT"LOOP.ASM" and press ENTER

{on the right, EDASS-128 running when all went well!}



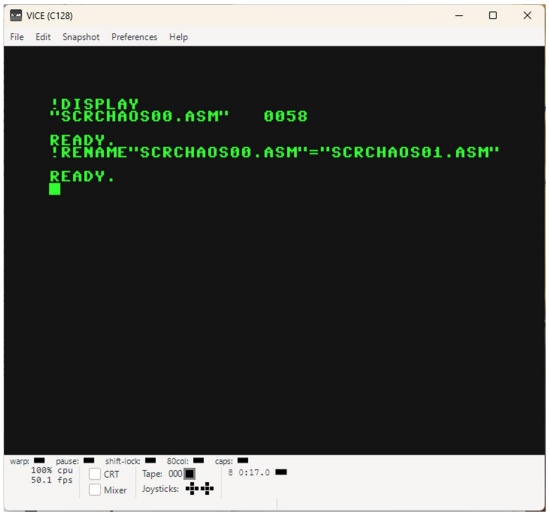




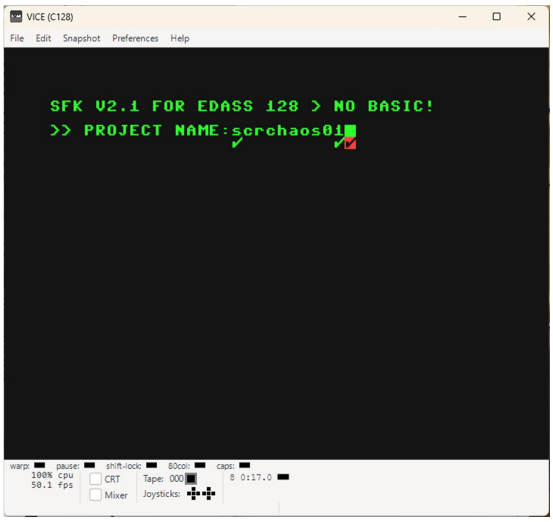
EXAMPLE 1

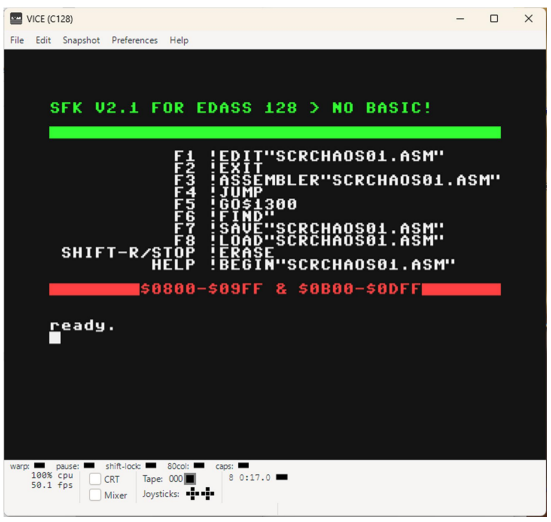
RENAME THE ACTIVE PROJECT {no F-Key for that available!**}**

1. If in EDITOR Mode, type !EXIT to exit EDASS-128
2. Otherwise type !DISPLAY and press ENTER
   {This will list the existing project name}
3. In our example we use ScreenChaos, project name SCRCHAOS00.ASM
   And will rename it to SCRCHAOS01.ASM
4. Type !RENAME"SCRCHAOS00.ASM"="SCRCHAOS01.ASM" and press ENTER
   {See also the screenshot below}



5. Now type SYS 2048 to start SFK and add this new project name, press ENTER
   {DO NOT ADD the .ASM suffix, type just the name "SCRCHAOS01"}
   {Check screenshot below!}





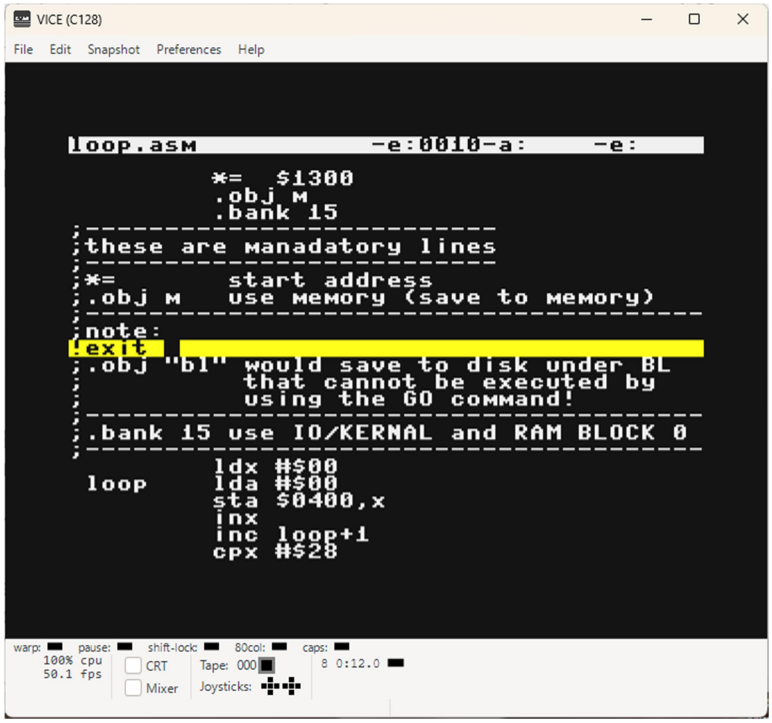
GOOD TO KNOW {EDASS-128}

HOW TO MODIFY THE EXISTING LINE IN EDASS-128

- Press SHIFT + ENTER to modify the existing line
- Press just ENTER to confirm the changes
- Use arrow keys to navigate to the next location you want to modify
- Press SHIFT + ENTER again to EXIT the line modification mode

WHEN LINE MODIFICATION MODE IS INACTIVE

- New line is added automatically during going UP and DOWN with the arrow keys
  Just start typing when you have reached a desired location
- **ALWAYS PRESS ENTER after you've finished adding a new line of code!**
  EXAMPLE:
  lda #$f0 and PRESS ENTER
  {NOTE: If you just move to the next line with the arrow key, your line will be deleted!}
- In this mode you can also exit assembler with **!EXIT** command
  Or press F2 {SHIFT+F1 when using VICE emulator}

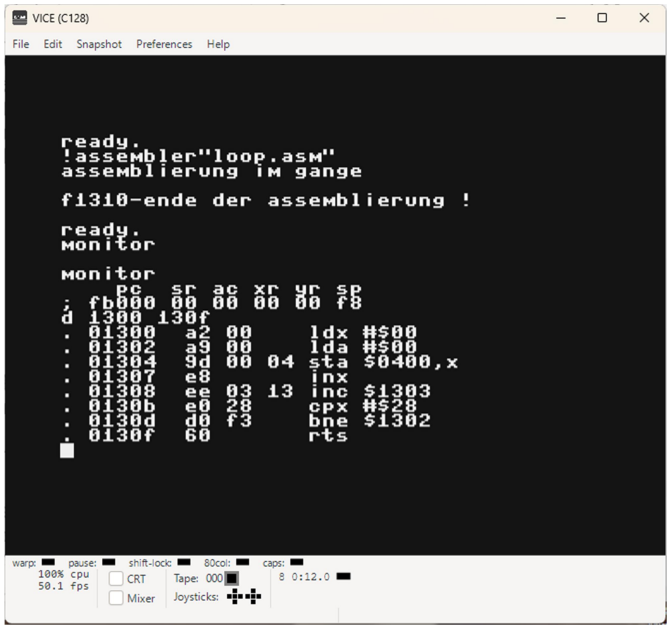


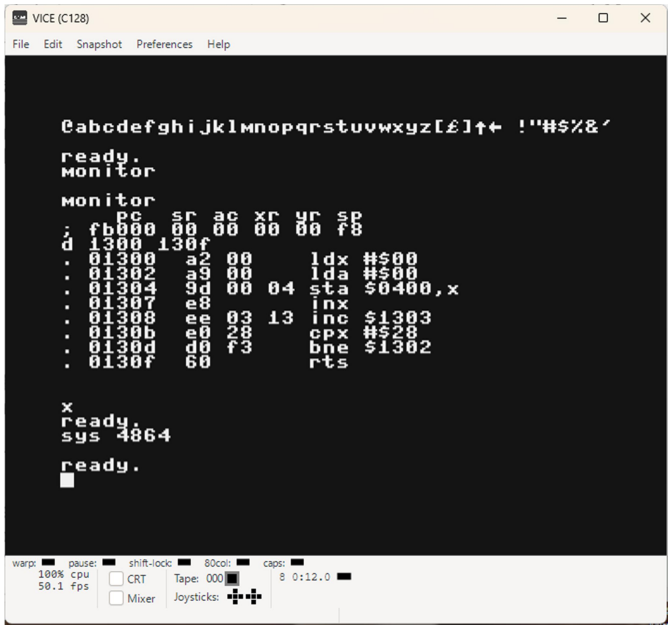
AFTER THE EDASS-128 EXIT {to proceed with assembling, saving etc.}

Press F3 {That's F2 when using VICE Emulator, USA Keyboard mapping}

This will make executable code at the address $1300 {our start address} and also show the end address. When you save this code on disk using BSAVE from BASIC, you should use $1310 as end-address and not $130f {RTS} because BSAVE is always saving one byte less and then RTS won't be saved and your programm will crash, unable to return because RTS {Return To Subroutine is missing!}

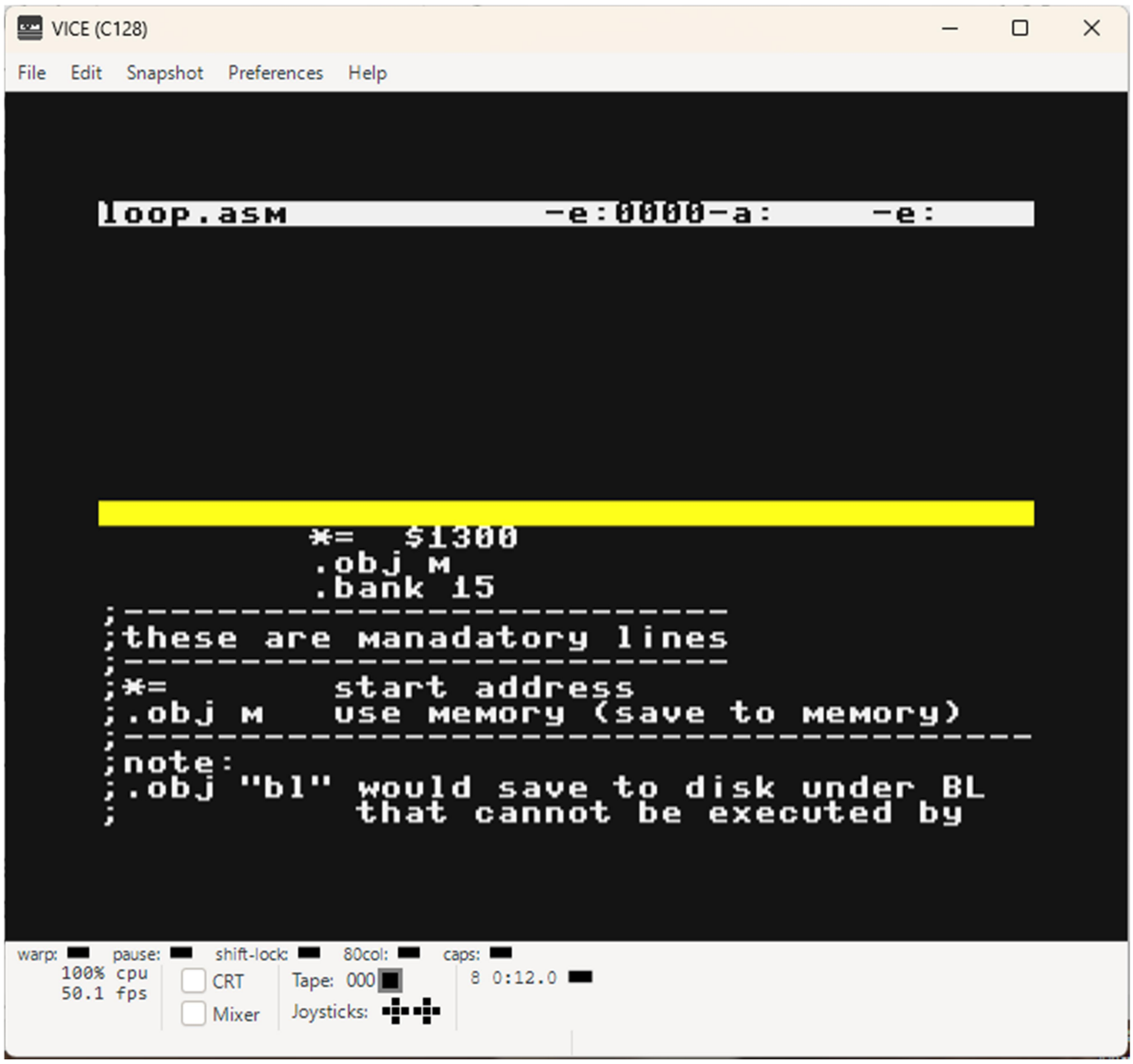
And working!





CONTINUE WITH YOUR WORK

Press F1 and press ENTER to start editing the source code!



That's all folks!

Saturday, January 31, 2026