

RAW Assembler V.3		A03A:23	INC HL	A074:21 97 A0	LD HL,chr255
		A03B:56	LD D,(HL)	A077:1A	LD A,(DE)
Pass... 2	ORG &A000	A03C:EB	EX DE,HL	A078:06 08	LD B,B
		A03D:	.another	A07A:	.uloop
A000:01 09 A0	LD BC,comtable	A03D:7E	LD A,(HL)	A07A:17	RLA
A003:21 24 A0	LD HL,workspace	A03E:E5	PUSH HL	A07B:CB 1E	RR (HL)
A006:C3 D1 BC	JP &BCD1	A03F:C5	PUSH BC	A07D:23	INC HL
		A040:CD A5 BB	CALL &BBA5	A07E:10 FA	DJNZ uloop
A009:	.comtable	A043:CD 06 B9	CALL &B906	A080:13	INC DE
A009:11 A0	DEFW names	A046:EB	EX DE,HL	A081:0D	DEC C
A00B:C3 28 A0	JP printdown	A047:0E 08	LD C,B	A082:20 F0	JR NZ,up
A00E:C3 2C A0	JP printup	A049:3A 96 A0	LD A,(updown)	A084:C9	RET
A011:	.names	A04C:F5	PUSH AF		
A011:	DEF\$ 'PRINT.DOWN'	A04D:FE 0A	CP 10	A085:	.down
A01A:CE	DEFB &CE	A04F:CC 74 A0	CALL Z,up	A085:21 9F A0	LD HL,newchar
A01B:	DEF\$ 'PRINT.U'	A052:C4 85 A0	CALL NZ,down	A088:1A	LD A,(DE)
A022:D0	DEFB &D0	A055:CD 09 B9	CALL &B909	A089:06 08	LD B,B
A023:00	DEFB 0	A058:3E FF	LD A,255	A08B:	.dloop
A024:	.workspace	A05A:21 97 A0	LD HL,chr255	A08B:28	DEC HL
A024:	DEFS 4	A05D:CD A8 BB	CALL &BBAB	A08C:17	RLA
		A060:3E FF	LD A,255	A08D:CB 16	RL (HL)
A028:	.printdown	A062:CD 5A BB	CALL &BB5A	A08F:10 FA	DJNZ dloop
A028:3E 0A	LD A,10	A065:F1	POP AF	A091:13	INC DE
A02A:18 02	JR here	A066:CD 5A BB	CALL &BB5A	A092:0D	DEC C
A02C:	.printup	A069:3E 08	LD A,B	A093:20 F0	JR NZ,down
A02C:3E 0B	LD A,11	A06B:CD 5A BB	CALL &BB5A	A095:C9	RET
A02E:	.here	A06E:C1	POP BC		
A02E:32 96 A0	LD (updown),A	A06F:E1	POP HL	A096:	.updown
A031:DD 6E 00	LD L,(IX+0)	A070:23	INC HL	A096:00	DEFB 0
A034:DD 66 01	LD H,(IX+1)	A071:10 CA	DJNZ another	A097:	.chr255
A037:46	LD B,(HL)	A073:C9	RET	A097:	DEFS B
A038:23	INC HL			A09F:	.newchar
A039:5E	LD E,(HL)	A074:	.up	A09F:	END