Assembler Documentation

Creating assembly code

The code.asm file located in ./assembler/ is the file that will be assembled when the "Run Assembler" button is clicked.
You can easily access this file by using the emulator menu, under File (Windows)/CPU Emulator (MacOS) -> Open code.asm. This will open code.asm in Visual Studio Code.
If VSCode does not open, open VSCode, press Ctrl/Cmd + Shift + P, then type "Install Code in PATH" and select the option that appears.

Running the Assembler

The assembler can be run from within the emulator main window by clicking "Run Assembler" (bottom left button). If you try and run the emulator with an invalid assembly or microcode, a window will pop up which will give you the options to run the assembler or the microassembler. You can manually run the assembler by opening a terminal/command prompt in the emulator folder and running Windows - "python assembler/main.py", MacOS/Linux - "python3 assembler.main.py"