



Dear Editor/Assembler-Plus Customer:

As you may have guessed by now, some bugs exist in your version of Editor/Assembler-Plus. We apologize for any problems they may have caused you and we want to rectify the situation in the way that will cause you the least inconvenience.

We offer two options. If you choose, you can fix the bugs yourself, using the instructions on the enclosed Editor/Assembler-Plus Update Report #3. The instructions are easy to follow and using this option has the advantage of immediate results. However, if you would prefer not to patch your tape, you can simply return the original tape to Microsoft Consumer Products and we will send you a corrected tape free of charge.

If you return the tape, please note our new address:  
Microsoft Consumer Products  
400 108th Ave., NE, Suite 200  
Bellevue, WA 98004

Again, sorry for the inconvenience. Even with the bugs Editor/Assembler-Plus is a powerful product, but once they are fixed you'll be able to enjoy its power to the fullest.

Yours truly,

A handwritten signature in dark ink, appearing to read "Vern Raburn".

Vern Raburn  
President

## EDITOR/ASSEMBLER-PLUS UPDATE REPORT #3

Update Report #3 will enable you to correct several bugs which have been discovered in Editor/Assembler-Plus. It also clarifies a few sections of the Editor/Assembler-Plus manual.

The following bugs have been discovered and are correctable using the patch and punch procedure in this report:

**Bug 1:** If you attempt to assemble into memory using the Manual Origin switch (A/IM/MO), the computer responds with the error message "BAD ADDRESS."

**Bug 2:** If you attempt to assemble a source program containing macros to cassette tape, the resulting object tape will yield checksum errors. In-memory assemblies (A/IM) containing macros are okay.

**Bug 3:** Z-BUG will not reliably punch zeros (0's) to cassette tape. This problem exists with both Editor/Assembler-Plus and Standalone Z-BUG.

**Bug 4:** Expressions which include a DOT (.) and are followed by less than 4 characters before the end of the line have disastrous effects on both EDTASM-PLUS and Standalone Z-BUG.

To permanently fix these bugs, you may patch the program and punch a new tape using the following procedure. Be sure to use your original EDTASM-PLUS tape for the patching procedure. Then, use a spare tape when punching out the patched version of EDTASM-PLUS to protect your original EDTASM-PLUS tape. In following this procedure, remember that the \$ symbol is used to represent the ESCAPE character which is entered as **SHIFT, up arrow**.

1. Load EDTASM-PLUS using the normal procedure as described on page 12 of the manual.
2. Type Z, then press **ENTER** to enter Z-BUG.
3. Type \$W to enter WORD examination mode.
4. Once in WORD examination mode, examine and modify the following words, using the normal procedure as described on pages 89 and 90 of the manual. Use the **ENTER** key after each change.

ADDRESS	OLD WORD	NEW WORD
44A6/	50EA	4532
4488/	50EA	722B
7139/	0D232	4DCD
713B/	0CD42	0CD44
6248/	4240	4100
6284/	4240	4100
625E/	4241	4101
627E/	4241	4101
528D/	20D5	1B20
528F/	2319	7E23
5291/	117E	11D5
52A3/	32D8	0CC32
52A5/	42CC	4B42
52A7/	0E14B	0D1E1
52A9/	0E1EB	0EBD8
5469/	15DA	3ACD
546B/	0CD4C	0CD44
443A/	0	15DA
443C/	0	2A4C
443E/	0	42CD
4440/	0	411
4442/	0	0ED41
4444/	0	0CD53
4446/	0	142
4448/	0	6
444A/	0	0B0ED
444C/	0	0C9
444D/	0	0D232
444F/	0	3242
4451/	0	42D3
4453/	0	0C9

5. Type \$B to enter BYTE examination mode.

6. Once in BYTE mode, examine and modify the following bytes in memory, using the same procedures as above.

ADDRESS	OLD BYTE	NEW BYTE
43E2/	1	0
54EA/	36	0C2
54EB/	0FF	0BE
54EC/	0C2	55
54ED/	0BE	36
54EE/	55	0FF

7. Punch out this patched version of EDTASM-PLUS on the spare tape using Z-BUG's punch command as described on page 106 of the manual with the following parameters.

4380 7263 4380 EDTASM\$P

NOTE: When you load your patched version of EDTASM PLUS, address 44A6/ and 4488/ will revert to 50EA, and address 43E2/ will revert to 1. This is expected and does not affect the effectiveness of the patch.

You will also need to patch and punch the Z-BUG side of the tape to correct Bugs 3 and 4 on it. Be sure to use your original Z-BUG tape for the patching procedure. Then, use a spare tape when punching out the patched version of Z-BUG to protect your original tape. In following this procedure, remember that the \$ symbol is used to represent the ESCAPE character which is entered as **SHIFT, UP ARROW**.

1. Load Standalone Z-BUG using the normal procedure as described on page 107 of the manual.
2. Type \$W to enter WORD examination mode.
3. Once in WORD examination mode, examine and modify the following words, using the normal procedure as described on pages 89 and 90 of the manual. Use the **ENTER** key after each change.

ADDRESS	OLD WORD	NEW WORD
4460/	46FA	5AF7
59E4/	0D232	31CD
59E6/	0CD42	0CD44
4431/	0	0D232
4433/	0	3242
4435/	0	42D3
4437/	0	0C9
4839/	20D5	1B20
483B/	2139	7E23
483D/	117E	11D5
484F/	32D8	0CC32
4851/	42CC	4B42
4853/	0E14B	0D1E1
4855/	0E1EB	0EBD8

4. Type \$B to enter BYTE examination mode.
5. Once in BYTE mode, examine and modify the following bytes in memory, using the same procedure as above.

ADDRESS	OLD BYTE	NEW BYTE
43E2/	1	0

- Punch out this patched version of EDTASM-PLUS on the spare tape using Z-BUG's punch command as described on page 106 of the manual with the following parameters.

4380 5B2F 4380 ZBUG\$P

## Manual Clarifications and Corrections

### Use of (IX) and (IY)

The expressions (IX) and (IY) cannot be used in either EDTASM-PLUS or Z-BUG. Attempts to use them result in a "bad expression" error. To circumvent this problem, add zero (+0) within the parentheses.

For example:

Instead of:	Type:
LD (IX), A	LD (IX + 0), A
LD (IY), A	LD (IY + 0), A

### \$G Command

The default for Z-BUG's \$G command does not work as described on the Editor/Assembler-Plus Reference Card. You must satisfy an execution address when using the \$G command. The \$G command will give a ZERR if an execution address is not specified, instead of defaulting to the current value of the user PC.

### Use of \$N and \$S

Some users have expressed confusion as to the function of the \$N and \$S modes in Z-BUG. Keep in mind that \$N and \$S only affect the display mode for data, not addresses. Addresses are always displayed in symbolic mode. To determine the numeric value of the current address, the command .= (period equals) can be used.

### Editor B Command and the Expansion Interface

The Editor B Command is a reset command that is used to return to BASIC. Since it is impossible to reset a TRS-80 with expansion interface and no disks without holding down the BREAK key, the Editor B command does not work with this hardware configuration. To reset a machine with this hardware configuration, activate the RESET switch while holding down the BREAK key.