

STRINGOUT MODS

Dear Dr. Warren,

February 2, 1977

In *DDJ* Vol. 1, No. 10 (p. 50), Marcel Meier presented a revision of the Espinosa 6502 program STRINGOUT, cutting its length from 64 to 44 bytes and making it relocatable in RAM. The following revision cuts it to 40 bytes, allows location in ROM (or RAM), is compatible with 6502 systems other than the OSI-400 (e.g., KIK-1), and allows selection of a variety of subroutines to work on the character string.

```

                ORG $0200
YKEEP EQU $00E8
AKEEP EQU $00E9
LO EQU $00EA
HI EQU $00EB

0200 84 E8 BEGIN STY YKEEP (save Y index)
0202 85 E9 STA AKEEP (save accumulator)
0204 68 PLA (stock pull return LO)
0205 85 EA STA LO (store zero-page LO)
0207 68 PLA (stock pull return HI)
0208 85 EB STA HI (store zero-page HI)
020A AO OO LDY #00 (clear Y index)
020C C8 ALOOP INY (increment Y)
020D B1 EA LDA (LO, Y (get character)
020F FO 06 BEQ EXIT (if null, exit)
0211 20 00 01 JSR ANYSUB (selector subroutine)
0214 18 CLC (clear carry)
0215 90 F5 BCC ALOOPE (always loops back)
0217 98 EXIT TYA (start Y offset add)
0218 38 SEC (offset is Y + 1)
0219 65 EA ADC LO (add to return LO)
021B 85 EA STA LO (LO = L) + offset)
021D 90 02 BCC NOCAR (carry clear, no page cross)
021F E6 EB INC HI (increment page number)
0221 A5 E9 NOCAR LDA AKEEP (restore accumulator)
0223 A4 E8 JMP (LO) (return to program)

```

The selector subroutine ANYSUB is located in RAM, at the bottom of the stack where it is relatively secure.

```

0100 20 XX XX ANYSUB JSR XXXXXX
0103 60 RTS

```

It allows subroutines in ROM (or RAM) to call any of several ROM (or RAM) subroutines, by prior setting of the address XX XX. Although STRINGOUT was intended for teletype output of a character string, ANYSUB allows it to feed characters to other devices. One possibility is a sequence of digital commands to a control system. For this purpose, the above version is restrictive since it excludes 00. This restriction can be removed by making exit conditional on a sequence of two 00 bytes, by modifying (with 8 more bytes) the ALOOP section as follows:

```

ALoop INY
        LDA (LO), Y
        BNE OUTPUT
        INY (test next character)
        LDA (LO), Y
        BEQ EXIT (exit if also = 00)
        DAY (if not, output the
                single-null character)
        LDA (LO), Y
OUTPUT JSR ANYSUB
        CLC
        BCC ALOOP
EXIT TYA (same as earlier version)

```

One possible use of the unrestricted STRINGOUT would be to relocate blocks of instructions (up to 256 bytes) in RAM. In fact, this is how I tested the program, since I do not have a teletype. Since the Y index (as well as the character) is available to ANYSUB, STA instructions using the Absolute, Y addressing mode can be used.

Sincerely,
H. T. Gordon
University of California, Berkeley

STRINGOUT MODS - ADDENDA

Dear Mr. Warren: February 4, 1977

(This is an addendum to my letter of February 2.)
While playing with the double-null-terminator version of STRINGOUT, it dawned on me that the restriction that its transfer subroutine pre-exist at 0100 is unnecessary, since it can create it from the first 4 bytes of the string. The following alteration replaces the LDY instruction at 020A in the original version by a block of 12 bytes. It causes the first 4 bytes of the string to be copied into 0100-0103. These can be JSR XX XX RTS to create a subroutine, but if the next 2 bytes are 00 00, then STROUT (the routine is now so different that a new name seems justified!) can be used to put *any* 4-byte sequence into 0100-0103 using 9 program bytes.

```

020A A0 04 LDY #04 (set to store 4 bytes)
020C B1 EA SLOOP LDA (LO), Y (gets 1 of first 4 bytes)
020E 99 FF 00 STA STBASE, Y (stores in low stack)
0211 88 DEY (decrement Y index)
0212 DO F8 BNE SLOOP (loop until zero)
0214 AO 04 LDY #04 (reset Y index)
0216 ALOOP INY (same as double-null
                version)

```

The full program is now up to 58 bytes, but much more versatile.

Sincerely,
H. T. Gordon

P. S. Enclosed is a check for a 1-year subscription (in no way conditional on publishing my stuff - it has to stand on its own merits!). Your journal is really the best on programming

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