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=====
;                                                    CBM PRG
STUDIO MACROS
;=====
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;                                                    - Peter
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;
2016
;-----
-----
;  Helper macros to shorten repedative tasks and make more
readable code
;-----
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;-----
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;
LOADPOINTER
;-----
-----
; usage :
; loadpointer <zeropage_pointer>, <label>
;
; loads the address of <label> into <zeropage_pointer>
; NOTE : the lable MUST be an absolute address
;-----
-----

defm loadPointer
    lda #</2
    sta /1
    lda #>/2
    sta /1 + 1

    endm

;-----
-----
;
COPY POINTER
;-----
-----
; usage :
; copyPointer <source pointer>, <dest pointer>
;

```

```
; Copies the contents of one pointer to another
```

```
;
```

```
defm copyPointer
```

```
    lda /1
```

```
    sta /2
```

```
    lda /1 + 1
```

```
    sta /2 + 1
```

```
endm
```

```
;
```

```
;  
ADD POINTER
```

```
;
```

```
; usage :
```

```
; addPointer <pointer address>, <amount - 00 - ff>
```

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;
```

```
; Adds an immediate 1 byte amount to a pointer
```

```
;
```

```
defm addPointer
```

```
    lda /1
```

```
    clc
```

```
    adc #/2
```

```
    sta /1
```

```
    lda /1 + 1
```

```
    adc #0
```

```
    sta /1 + 1
```

```
endm
```

```
;
```

```
;  
SAVE REGISTERS
```

```
;
```

```
; usage :
```

```
; saveRegs
```

```
;
```

```
; Saves the contents of A X and Y onto the stack
```

```

;-----
;-----
defm saveRegs
    pha                ; save A
    txa
    pha                ; save X
    tya
    pha                ; save Y
endm

;-----
;
; RESTORE REGISTERS
;-----
; usage:
; restoreRegs
;
; Pulls saved values off the stack and returns them to A X and Y
;-----
;-----

defm restoreRegs
    pla
    tay                ; restore Y
    pla
    tax                ; restore X
    pla                ; restore A
endm

```