

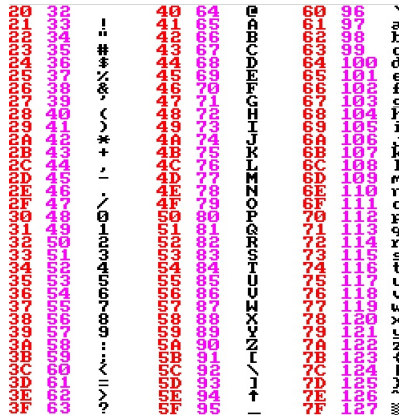
				Sign	Affect	Affect	Affect				
--	--	--	--	------	--------	--------	--------	--	--	--	--

Instruction	OpCodes	Bytes	Ticks	Sign/Affect/Arith/Effect				Instruction	OpCodes	Bytes	Ticks	Sign/Affect/Arith/Effect				Instruction	OpCodes	Bytes	Ticks	Sign/Affect/Arith/Effect				Instruction	OpCodes	Bytes	Ticks	Sign/Affect/Arith/Effect			
				Bit	Zero	Parity	Carry					Bit	Zero	Parity	Carry					Bit	Zero	Parity	Carry					Bit	Zero	Parity	Carry
ADC A(HL)	DE	1	7	7	z	v	c	LD (IX+Ad)	DD 77 d	3	19	RES 6(HL)	CB B6	2	15	BIT 7(L)	CB 7D	2	8	7	<=b	7	LD L(XH)	DD 6C	2	8	SET 3(C)	CB B9	2	8	
ADC A(IX)	8E	3	19	7	z	v	c	LD (IX+D)	DD 76 d	3	19	RES 7(L)	CB B7	2	15	CAD (addr)	CD dr ad	2	8	=7	a	v	CD (IX+LX)	DD 6D	2	8	SET 3(D)	CB BA	2	8	
ADC A(IX+)	8E	3	19	7	z	v	c	LD (IX+D)	DD 77 d	3	19	RES 8(A)	CB B8	2	15	CALL caddr	CD caddr	2	8	=7	a	v	LD L(XA)	DD 6E	3	11	SET 3E	CB DB	2	8	
ADC A(Y)	FE	3	19	7	z	v	c	LD (IX+D)	DD 72 d	3	19	RES	FD CB d	4	23	CALL maddr	FD dr ad	3	17	=7	0	v	LD L(YA)	DD 6F	2	8	SET 3H	CB DC	2	8	
ADC A(Y+)	8F	1	4	7	z	v	c	LD (IX+D)	DD 73 d	3	19	RES 6(A)	CB B7	2	8	CALL	FD dr ad	3	17	=7	0	v	LD L(YB)	DD 68	2	8	SET 3L	CB DD	2	8	
ADC A(B)	88	1	4	7	z	v	c	LD (IX+H)	DD 71 d	3	19	RES 6(B)	CB B0	2	8	ncaddr							LD L(YC)	DD 69	2	8	SET 4(0HL)	CB E6	2	15	
ADC A(C)	89	1	4	7	z	v	c	LD (IX+D)	DD 36 d	4	19	RES 6(C)	CB B1	2	8	C4 dr ad	C4 dr ad	3	17	=7	0	v	LD L(YD)	DD 6A	2	8	SET 4L	CB E6	4	23	
ADC A(D)	8A	1	4	7	z	v	c	LD (IX+D)	DD 37 d	3	19	RES 6(D)	CB B2	2	8	CALL paddr	F4 dr ad	3	17	=7	0	v	LD L(YH)	DD 6D	2	8	SET 4(0Y+)	CB E6	4	23	
ADC A(E)	8B	1	4	7	z	v	c	LD (IX+D)	DD 70 d	3	19	RES 6(E)	CB B3	2	8	CALL	E4 dr ad	3	17	=7	0	v	LD L(YH)	DD 6D	2	8	SET 4E	CB E2	2	8	
ADC A(F)	8C	1	4	7	z	v	c	LD (IX+D)	DD 71 d	3	19	RES 6(H)	CB B4	2	8	CALL	EC dr ad	3	17	=7	0	v	LD L(YH)	DD 6E	2	8	SET 4H	CB E4	2	8	
ADC A(H)	8D	1	4	7	z	v	c	LD (IX+D)	DD 72 d	3	19	RES 6(L)	CB B5	2	8	CALL	EC dr ad	3	17	=7	0	v	LD L(YH)	DD 6E	2	8	SET 4L	CB E5	2	8	
ADC A(HX)	DD 8C	2	8	7	z	v	c	LD (IX+D)	DD 73 d	3	19	RES 7(4HL)	CB BE	2	15	CALL	EC dr ad	3	17	=7	0	v	LD L(YH)	DD 6E	2	8	SET 5(0X+)	DD CB d	4	23	
ADC A(HY)	DD 8C	2	8	7	z	v	c	LD (IX+D)	DD 74 d	3	19	RES	DD CB d	4	23	CALL	CC dr ad	3	17	=7	0	v	LD L(YH)	DD 6E	2	8	SET 5L	DD CB d	4	23	
ADC A(L)	DD 8D	2	8	7	z	v	c	LD (IX+D)	DD 75 d	3	19	RET	C9	1	10	CP (HL)	BE	1	7	=7	=	v	<	LD L(YH)	DD 6E	2	8	SET 5A	CB EF	2	8
ADC A(LX)	DD 8D	2	8	7	z	v	c	LD (IX+D)	DD 76 d	3	19	RET C	CA	1	10	CP (IX+)	DD BE d	3	19	=7	=	v	<	LD L(YH)	DD 6E	2	8	SET 5B	CB E8	2	8
ADC A(LY)	DD 8D	2	8	7	z	v	c	LD (IX+D)	DD 77 d	3	19	RET C	CB	1	10	CP (IX+)	DD BE d	3	19	=7	=	v	<	LD L(YH)	DD 6E	2	8	SET 5C	CB E9	2	8
ADC A(B)	88	1	4	7	z	v	c	LD (IX+D)	DD 36 d	4	19	RET C	CB	1	10	CP (IX+)	DD BE d	3	19	=7	=	v	<	LD L(YH)	DD 6E	2	8	SET 5D	CB EA	2	8
ADC A(C)	89																														

CPC Screen Colors

Number	Hardware Colour	Colour Name	R	G	B	% Hexadecimal	RGB values	Colour
0	54h	Black	0	0	0	#000000	0/0/0	
1	44h (or 50h)	Blue	0	0	50	#000080	0/0/128	
2	55h	Bright Blue	0	0	100	#0000FF	0/0/255	
3	5Ch	Red	50	0	0	#800000	128/0/0	
4	58h	Magenta	50	0	50	#800080	128/0/128	
5	5Dh	Mauve	50	0	100	#8000FF	128/0/255	
6	4Ch	Bright Red	100	0	0	#FF0000	255/0/0	
7	45h (or 48h)	Purple	100	0	50	#FF0080	255/0/128	
8	4Dh	Bright Magenta	100	0	100	#FF00FF	255/0/255	
9	56h	Green	0	50	0	#008000	0/128/0	
10	46h	Cyan	0	50	50	#008080	0/128/128	
11	57h	Sky Blue	0	50	100	#0080FF	0/128/255	
12	50h	Yellow	50	50	0	#808000	128/128/0	
13	4Eh (or 41h)	White	50	50	50	#808080	128/128/128	
14	5Fh	Pastel Blue	50	50	100	#8080FF	128/128/255	
15	4Eh	Orange	100	50	0	#FF8000	255/128/0	
16	47h	Pink	100	50	50	#FF8080	255/128/128	
17	4Fh	Pastel Magenta	100	50	100	#FF80FF	255/128/255	
18	52h	Bright Green	0	100	0	#00FF00	0/255/0	
19	42h (or 51h)	Sea Green	0	100	50	#00FF80	0/255/128	
20	53h	Bright Cyan	0	100	100	#00FFFF	0/255/255	
21	5Ah	Lime	50	100	0	#80FF00	128/255/0	
22	59h	Pastel Green	50	100	50	#80FF80	128/255/128	
23	5Bh	Pastel Yellow	50	100	100	#80FFFF	128/255/255	
24	4Ah	Bright Yellow	100	100	0	#FFFF00	255/255/0	
25	43h (or 49h)	Pastel Yellow	100	100	50	#FFFF80	255/255/128	
26	4Bh	Bright White	100	100	100	#FFFFFF	255/255/255	

Ascii Character Map



Spectrum Colors

0	1	2	3	4	5	6	7
0	8	16	24	32	40	48	56

CPC+/MSX Colors (GRB)

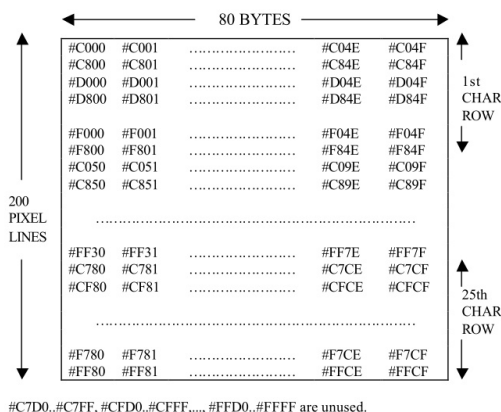
&0000	&0008	&000F
&0080	&0088	&008F
&00F0	&00F8	&00FF
&0800	&0808	&080F
&0880	&0888	&088F
&08F0	&08F8	&08FF
&0F00	&0F08	&0F0F
&0F80	&0F88	&0F8F
&0FF0	&0FF8	&0FFF

Stack Pointer commands

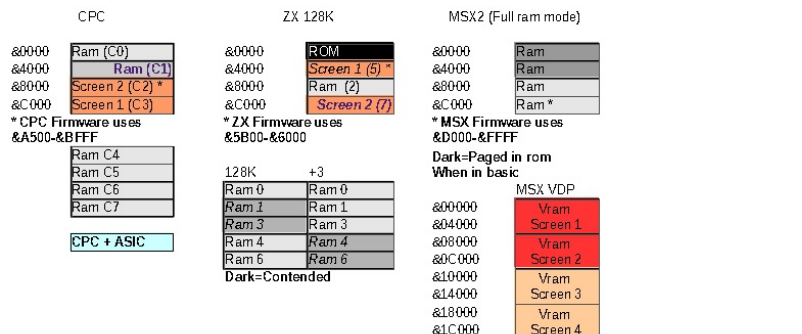
Instruction	Opcode	Bytes	Ts	S	Z	P	C
ADC HL,SP	ED 7A	2	15	15	z	v	o
ADD HL,SP	39	1	11	-	-	-	o
ADD IY,SP	FD 39	2	15	-	-	-	-
ADD LY,SP	DD 39	2	15	-	-	-	o
DEC SP	3B	1	6	-	-	-	-
EX (SP),HL	E3	1	19	-	-	-	-
EX (SP),IX	DD E3	2	23	-	-	-	-
EX (SP),IY	FD E3	2	23	-	-	-	-
INC SP	33	1	6	-	-	-	-
LD (addr),SP	ED 73 dr ad	4	20	-	-	-	-
LD SP,(addr)	ED 7B dr ad	4	20	-	-	-	-
LD SP,HL	31 lo hi	3	10	-	-	-	-
LD SP,H0	F9	1	6	-	-	-	-
LD SP,IX	DD F9	2	10	-	-	-	-
LD SP,IY	FD F9	2	10	-	-	-	-
SBC HL,SP	ED 72	2	15	15	z	v	b
SCF	37	1	4	-	-	-	-

CPC Screen Layout

	Mode 0	Mode 1	Mode 2
Leftmost pixel	Bits 1,5,3,7	Bits 3,7	Bit 7
			Bit 6
		Bits 2,6	Bit 5
			Bit 4
	Bits 0,4,2,6	Bits 1,5	Bit 3
			Bit 2
		Bits 0,4	Bit 1
Rightmost pixel			Bit 0



Memory Maps



CPC Bank Swapping

CPC	C0	C1	C2	C3	C4	C5	C6	C7
0000-3FFF	RAM_0	RAM_0	RAM_4	RAM_0	RAM_0	RAM_0	RAM_0	RAM_0
4000-7FFF	RAM_1	RAM_1	RAM_5	RAM_3	RAM_4	RAM_5	RAM_6	RAM_7
8000-BFFF	RAM_2	RAM_2	RAM_6	RAM_2	RAM_2	RAM_2	RAM_2	RAM_2
C000-FFFF	RAM_3	RAM_7	RAM_7	RAM_7	RAM_3	RAM_3	RAM_3	RAM_3