

1 CVS Log

1.1 2002-03-01 10:44:19+00, MemDevice.cpp

Initial source.

(Also MInstrA-C.cpp, 68sim.cpp, MemDevice.h, M68300.h, M68300.cpp, MInstrD-N.cpp and MInstrO-Z.cpp)

1.2 2002-03-01 10:44:19+00, MemDevice.cpp

branches: 1.1.1; Initial revision

(Also M68300.h, 68sim.cpp, MInstrA-C.cpp, MemDevice.h, M68300.cpp, MInstrO-Z.cpp and MInstrD-N.cpp)

1.3 2002-03-01 11:41:43+00, 68sim.cpp

First update after setting up CVS

(Also MInstrO-Z.cpp, M68300.h, MInstrA-C.cpp, M68300.cpp, MemDevice.cpp and MemDevice.h)

1.4 2002-03-01 11:45:35+00, MInstrD-N.cpp

Updating d-n instructions as of 1st March

1.5 2002-03-01 11:48:01+00, MInstrA-C.cpp

Updated A-C Instructions.

1.6 2002-03-01 12:16:33+00, MInstrA-C.cpp

ADDI and ADDQ implemented.

1.7 2002-03-01 14:28:08+00, MInstrA-C.cpp

Got rid of comments in add() Did some bracket fixing in addi()

1.8 2002-03-01 15:13:14+00, MInstrA-C.cpp

Did some more work on addi() Got rid of any compilation errors.

1.9 2002-03-01 15:41:00+00, MInstrA-C.cpp

Fixed warnings

(Also M68300.h)

1.10 2002-03-01 17:34:19+00, MInstrO-Z.cpp

Added a bunch of instructions. NOTE: The C-flag in the SUB instructions (SUB, SUBA, etc.) is still WRONG.

(Also M68300.h, 68sim.cpp and M68300.cpp)

1.11 2002-03-01 18:22:17+00, M68300.h

finished addi() added addx(), and(), andi(), andiCcr(), asl_rReg() started asl_rMem()

(Also MInstrA-C.cpp)

1.12 2002-03-01 21:10:45+00, MInstrD-N.cpp

Neg completed and Negx half completed.

1.13 2002-03-02 19:12:52+00, M68300.h

Completed some more instructions

1.14 2002-03-02 19:13:47+00, MInstrD-N.cpp

Completed eor, eori, eorCCR, negx, move and lea. We rock!

1.15 2002-03-02 20:14:31+00, M68300.h

Did a little more on asl_rReg(), also did chk(), bkpt() and cmpm() Noticed a possible mistake to do with Disp8(PC, Xn) Updated M68300.h to reflect progress.

(Also MInstrA-C.cpp)

1.16 2002-03-04 13:02:12+00, MInstrO-Z.cpp

Fixed the bug in ORI, SUB is still wrong

1.17 2002-03-04 17:54:46+00, MInstrD-N.cpp

Movea completed and tested, illegal almost completed.

(Also M68300.h and MInstrA-C.cpp)

1.18 2002-03-05 21:31:57+00, M68300.h

Ok, fixed some errors. And did somemore stuff to the instructions. Can't remember exactly, what I did. Know I did some CCR and also some PC updating. It compiles now. :-) Updated the header file to reflect this progress.

(Also MInstrA-C.cpp)

1.19 2002-03-08 16:11:59+00, MInstrD-N.cpp

completed MoveToCCR and MoveFromCCR

1.20 2002-03-08 16:13:47+00, M68300.h

Wasn't compiling due to missing addi instruction reference, so I added that, and also marked the completed instructions in D-N.

1.21 2002-03-09 18:38:42+00, MInstrD-N.cpp

Completed Exg, most of MulsWord and MuluWord. Had problems with testing of MulsWord and MuluWord.

1.22 2002-03-09 18:39:13+00, M68300.h

Marked new completed instructions - exg, mulsword and muluword.

1.23 2002-03-12 20:15:14+00, MInstrD-N.cpp

Completed EXT.. but the n flag isn't setting correctly

1.24 2002-03-13 14:02:22+00, MInstrD-N.cpp

Diarmuid and me have sorted out the n flag problem we were having on the instructions we just finished.

1.25 2002-03-14 15:39:57+00, M68300.h

Marked completed, and invalid instructions

1.26 2002-03-14 15:40:20+00, MInstrD-N.cpp

Half of DivsWord done

1.27 2002-03-19 16:34:04+00, GUI/buttons.cpp

Introduced a new subdirectory containing the skeleton code for phase 2. Once everybody is happy with this code, we'll probably have to merge the code for phase 1 and phase 2 (but keeping in mind that we will continue to need to test phase 1 stuff).

(Also GUI/helpStack.cpp, GUI/programViewer.cpp, GUI/main.cpp, GUI/memoryViewer.cpp, GUI/stack.cpp, GUI/moc_skeletoncodedialog.cpp, GUI/skeletoncodedialog.h, GUI/moc_skeletoncodedialogbase.cpp, GUI/opcode.cpp, GUI/skeletoncodedialogbase.ui, GUI/register.cpp, GUI/skeletoncodedialogbase.h, GUI/skeletoncodedialog.cpp and GUI/skeletoncodedialogbase.cpp)

1.28 2002-04-04 14:50:22+01, MInstrO-Z.cpp

Flags in SUB finally corrected courtesy of Laura's hard work :)

1.29 2002-04-04 19:09:35+01, M68300.h

Developed a generic stack

(Also MInstrA-C.cpp, 68sim.cpp, MInstrD-N.cpp, MemDevice.cpp, stack.h, stack.cpp and MInstrO-Z.cpp)

1.30 2002-04-04 19:30:00+01, GUI/stack.cpp

Renamed stack.cpp in GUI/ to stackTable.cpp to avoid ambiguity between the stack table class and the actual generic stack class.

(Also GUI/main.cpp and GUI/stackTable.cpp)

1.31 2002-04-04 19:41:24+01, GUI/main.cpp

Integrated phase 1 and phase 2. The phase 1 code is still usable stand-alone, however, the phase 2 code now needs the phase 1 files as well as the phase 2 files to compile. The event handlers of the GUI should take over the work of loading a file, parsing the S-records (memory->LoadSRecords) and stepping through the program (m68008->Step). Also started the help stack.

1.32 2002-04-05 14:38:37+01, GUI/skeletoncodedialog.cpp

Changed the GUI (solved the header problem amongst others :)

(Also GUI/skeletoncodedialogbase.h, GUI/skeletoncodedialogbase.cpp and GUI/skeletoncodedialogbase.ui)

1.33 2002-04-06 20:01:04+01, M68300.cpp

Added the framework for the instruction-to-string translation

(Also M68300.h, TInstrA-C.cpp, TInstrO-Z.cpp and TInstrD-N.cpp)

1.34 2002-04-07 09:15:21+01, MInstrO-Z.cpp

Got rid of a number of platform incompatibilities. Phase 1 compiles on Linux again :-)

(Also TInstrA-C.cpp, M68300.h, M68300.cpp, 68sim.cpp, MInstrA-C.cpp, TInstrD-N.cpp, MInstrD-N.cpp, TInstrO-Z.cpp and stack.cpp)

1.35 2002-04-07 09:22:24+01, M68300.cpp

Whoops, forgot one incompatibility :)

1.36 2002-04-07 10:01:33+01, TInstrO-Z.cpp

Changed all references from 'to' to 'address' and return 0;'s to return address;'s.

(Also TInstrA-C.cpp and TInstrD-N.cpp)

1.37 2002-04-07 11:34:45+01, 68sim.cpp

Designed functionality to test the T... files. Also completed the sub() instruction in TInstrO-Z.cpp.

(Also TInstrO-Z.cpp and M68300.cpp)

1.38 2002-04-07 11:35:20+01, testfiles/testsub.asm

Testfile for the complete SUB instruction

1.39 2002-04-07 12:57:26+01, TInstrO-Z.cpp

Added decoding for or(), ori(), oriCcr() and pea()

1.40 2002-04-07 12:57:52+01, testfiles/testpea.asm

Test files for OR, ORI and PEA

(Also testfiles/testori.asm and testfiles/testor.asm)

1.41 2002-04-07 18:20:06+01, MInstrO-Z.cpp

Fixed a few bugs in MInstrO-Z.cpp, added the instructions up to SUBA to TInstrO-Z.cpp and got rid of RTR in M68300.h (not supported by the 68008)

(Also TInstrO-Z.cpp and M68300.h)

1.42 2002-04-07 18:20:38+01, testfiles/testroxlr.asm

Testfiles for ROL/R, ROXL/R, SUBA, SUBI, SUBQ and a misc testfile currently only containing RTS.

(Also testfiles/testmisc.asm, testfiles/testrolr.asm, testfiles/testsubq.asm, testfiles/testsubi.asm and testfiles/testsuba.asm)

1.43 2002-04-08 12:29:07+01, TInstrD-N.cpp

Changed the formal parameter from address to _address and changed references from PC to _address instead of address to avoid ambiguity between the formal parameter and the local variable address.

1.44 2002-04-08 12:32:12+01, TInstrD-N.cpp

Whoops, slight mistake :)

1.45 2002-04-08 12:43:00+01, TInstrD-N.cpp

Got rid of a number of VC++ warnings. Note: TInstrA-C will be replaced as soon as the new MInstrA-C file has been uploaded.

(Also TInstrO-Z.cpp)

1.46 2002-04-08 13:58:43+01, GUI/skeletoncodedialogbase.h

Further refined the GUI and started work on the status flags.

(Also GUI/skeletoncodedialog.cpp, GUI/skeletoncodedialogbase.cpp and GUI/buttons.cpp)

1.47 2002-04-08 14:08:50+01, MInstrD-N.cpp

Removed some test data that was producing an error when compiling under linux.

1.48 2002-04-08 14:27:42+01, GUI/skeletoncodedialogbase.cpp

Finished the framework for the GUI

1.49 2002-04-08 14:54:54+01, GUI/buttons.cpp

Started work on open()

1.50 2002-04-08 17:09:28+01, M68300.h

Made the memory and CPU device accessible to all modules

1.51 2002-04-08 17:09:39+01, GUI/buttons.cpp

Completed load()

1.52 2002-04-08 18:06:45+01, TInstrD-N.cpp

Mod to to remove compiler warning regarding test variable.

1.53 2002-04-08 18:13:25+01, TInstrA-C.cpp

Minor alteration to avoid a compiler warning. NOTE: This file will be replaced as soon as the new version is available.

1.54 2002-04-08 19:52:54+01, GUI/buttons.cpp

Did a whole lot of GUI stuff, and it's not quite working yet, but we're getting ready for the demo rapidly :)

(Also GUI/moc_skeletoncodedialog.cpp, GUI/helpStack.cpp, GUI/moc_skeletoncodedialogbase.cpp, GUI/programViewer.cpp, GUI/memoryViewer.cpp, GUI/register.cpp, GUI/stackTable.cpp, GUI/skeletoncodedialog.h and GUI/skeletoncodedialog.cpp)

1.55 2002-04-09 10:42:59+01, 68sim.cpp

Got rid of some test data

1.56 2002-04-09 11:28:21+01, GUI/memoryViewer.cpp

Finished the register viewer and the memory viewer

(Also GUI/moc_skeletoncodedialog.cpp, GUI/buttons.cpp, GUI/skeletoncodedialog.cpp, GUI/skeletoncodedialog.h, GUI/moc_skeletoncodedialogbase.cpp, GUI/register.cpp and GUI/skeletoncodedialogbase.cpp)

1.57 2002-04-09 16:00:09+01, stack.cpp

Commit by John at Diarmuid's request.

(Also TInstrO-Z.cpp, M68300.cpp, stack.h, GUI/helpStack.cpp, GUI/buttons.cpp, GUI/register.cpp, GUI/skeletoncodedialogbase.cpp, GUI/programViewer.cpp, GUI/moc_skeletoncodedialog.cpp, GUI/skeletoncodedialog.h and GUI/moc_skeletoncodedialogbase.cpp)

1.58 2002-04-09 20:20:53+01, TInstrD-N.cpp

Started work on the move instruction translation. Fergal is officially thanked for his assistance in spotting some of my "issues".

(Also GUI/helpStack.cpp)

1.59 2002-04-10 12:12:23+01, MInstrD-N.cpp

Solved a minor oversight in move and completed the translation for move.

(Also TInstrD-N.cpp)

1.60 2002-04-10 19:06:08+01, stack.cpp

Did some work on the help stack

(Also MemDevice.cpp)

1.61 2002-04-10 19:06:33+01, GUI/moc_skeletoncodedialog.cpp

Did some work on the help stack and solved some problems with the GUI

(Also GUI/skeletoncodedialogbase.cpp, GUI/skeletoncodedialogbase.h, GUI/moc_skeletoncodedialogbase.cpp, GUI/helpStack.cpp, GUI/skeletoncodedialog.h and GUI/skeletoncodedialog.cpp)

1.62 2002-04-11 08:54:38+01, MInstrA-C.cpp

Updated A-C instructions. Added a CCC struct for Condition Code Computations (setting CCR flags).

(Also M68300.h)

1.63 2002-04-11 14:26:11+01, MInstrO-Z.cpp

Fixed the help stack. Also, fixed a problem with mixing phase 1 and phase 2 code (see email for details).

(Also stack.cpp, M68300.cpp, MemDevice.cpp and GUI/helpStack.cpp)

1.64 2002-04-11 15:00:55+01, TInstrO-Z.cpp

Completed the T file for the instructions we had done

(Also GUI/moc_skeletoncodedialogbase.cpp and GUI/moc_skeletoncodedialog.cpp)

1.65 2002-04-11 15:01:16+01, testfiles/testsubx.asm

Test program for the SUBX instruction

1.66 2002-04-11 15:02:22+01, GUI/moc_skeletoncodedialog.cpp

The MOC files should be generated for each compilation so I removed them from the CVS repository.

(Also GUI/moc_skeletoncodedialogbase.cpp)

1.67 2002-04-11 16:05:26+01, M68300.h

Set up the framework for the A-C string decoding, started work on ROL/ROR and ROXL/ROXR with memory operands.

(Also TInstrO-Z.cpp, TInstrA-C.cpp and testfiles/testrolr.asm)

1.68 2002-04-11 17:16:11+01, M68300.cpp

Solved a decoding problem with EOR (included code in CMP to do so), made sure TO-Z is phase 1 compilation compatible.

(Also MInstrA-C.cpp, TInstrA-C.cpp and TInstrO-Z.cpp)

1.69 2002-04-12 15:21:48+01, TInstrA-C.cpp

Er, don't know :)

1.70 2002-04-12 15:21:57+01, GUI/skeletoncodedialogbase.h

Worked on the opcode bitmap viewer

(Also GUI/skeletoncodedialog.h and GUI/opcode.cpp)

1.71 2002-04-12 16:35:21+01, MInstrD-N.cpp

Tested and happy with eori instruction.

(Also TInstrD-N.cpp)

1.72 2002-04-12 16:37:03+01, testfiles/testeori.asm

adding eori test file

1.73 2002-04-12 16:46:45+01, testfiles/testeoriccr.asm

added testeoriccr.asm Tested and happy with EoriCCr.

1.74 2002-04-12 17:59:29+01, GUI/skeletoncodedialogbase.cpp

Finished the framework for the display of the opcode bitmap

(Also GUI/skeletoncodedialogbase.h, GUI/skeletoncodedialog.cpp and GUI/opcode.cpp)

1.75 2002-04-12 19:49:34+01, GUI/opcode.cpp

Inherited the QTableWidgetItem class to be able to extend the QTableWidgetItem class with our own functionality (coloured cells, alignment, etc.).

(Also GUI/skeletoncodedialogbase.cpp and GUI/skeletoncodedialogbase.h)

1.76 2002-04-12 19:49:58+01, GUI/qmtable.cpp

The new QTableWidgetItem class

1.77 2002-04-12 19:57:15+01, MInstrD-N.cpp

Fixed a few 'issues' in move Tested for exg

(Also TInstrD-N.cpp and TInstrA-C.cpp)

1.78 2002-04-12 19:57:29+01, testfiles/testeor.asm

Test files for eor and exg

(Also testfiles/testexg.asm)

1.79 2002-04-14 11:50:34+01, M68300.h

Added Reset() to the CPU class. Also, when loading an application into memory, it tries to guess the initial pc (usually successfully ;)

(Also MemDevice.cpp, 68sim.cpp, M68300.cpp and MemDevice.h)

1.80 2002-04-14 11:50:48+01, GUI/buttons.cpp

Added Reset() to the CPU class. Also, when loading an application into memory, it tries to guess the initial pc (usually successfully ;) Also solved a number of Qt connection issues.

(Also GUI/main.cpp and GUI/skeletoncodedialog.cpp)

1.81 2002-04-14 11:57:49+01, GUI/skeletoncodedialogbase.cpp

Changed the geometry of the register table slightly to avoid scrollbars in the Linux version

1.82 2002-04-14 17:10:50+01, stack.cpp

Undo, Run/Stop and instruction highlighting completed

(Also MInstrD-N.cpp, MemDevice.cpp, M68300.cpp, M68300.h, MemDevice.h, GUI/skeletoncodedialogbase.cpp, GUI/qmtable.cpp, GUI/programViewer.cpp, GUI/buttons.cpp, GUI/skeletoncodedialog.cpp, GUI/skeletoncodedialogbase.h and GUI/main.cpp)

1.83 2002-04-14 17:28:59+01, M68300.cpp

Fixed two compilation errors in VC++. Sorry :(

1.84 2002-04-15 00:28:59+01, MInstrD-N.cpp

Worked on the stack functionality. Partial implementation of the systemStack viewer. move instruction has been altered to facilitate the origin feature.

(Also 68sim.cpp, stackItem.cpp, M68300.h, stackItem.h, GUI/main.cpp and GUI/stackTable.cpp)

1.85 2002-04-15 00:30:03+01, testfiles/systemStack.asm

File to test the operations on the system stack file currently only deals with push operations.

1.86 2002-04-15 12:41:03+01, stack.cpp

Solved a stupid mistake in getItem(). Sorry to those who have been using it and thought their own code was wrong where actually the lead programmer was to blame :-)

1.87 2002-04-15 13:27:05+01, MInstrD-N.cpp

Altered the stack functionality to operate properly.

(Also stackItem.h, M68300.h, stackItem.cpp, GUI/register.cpp, GUI/stackTable.cpp and GUI/main.cpp)

1.88 2002-04-15 15:03:04+01, M68300.h

Implemented opcode bitmap loading, What's This help functionality and did some instruction translating.

(Also M68300.cpp, MInstrA-C.cpp, TInstrA-C.cpp, GUI/buttons.cpp, GUI/skeletoncodedialogbase.cpp, GUI/skeletoncodedialog.cpp, GUI/skeletoncodedialogbase.h and GUI/skeletoncodedialog.h)

1.89 2002-04-15 15:05:14+01, images/and.gif

These are the opcode bitmaps, currently in GIF format, but soon to become PNGs. They're here so that you can test the opcode bitmap functionality. The need to be in the SAME folder as the program executable – this will be changed to an images subfolder soon...

(Also images/bchgStat.gif, images/addx.gif, images/andiCcr.gif, images/bchgDyn.gif, images/asLrReg.gif, images/abcd.gif, images/asLrMem.gif, images/andi.gif, images/add.gif, images/addi.gif, images/addq.gif, images/clr.gif, images/chk.gif, images/bxx.gif, images/cmpa.gif, images/btstStat.gif, images/cmpi.gif, images/bsetStat.gif, images/bkpt.gif, images/btstDyn.gif, images/bsr.gif, images/cmp.gif, images/bsetDyn.gif, images/bra.gif, images/bclrStat.gif, images/bclrDyn.gif, images/divuLong.gif, images/jsr.gif, images/divsLong.gif, images/linkLong.gif, images/illegal.gif, images/divsWord.gif, images/eor.gif, images/ext.gif, images/exg.gif, images/eoriCcr.gif, images/dbxx.gif, images/cmpm.gif, images/linkWord.gif, images/jmp.gif,

images/divuWord.gif, images/eori.gif, images/lea.gif, images/lslrMem.gif, images/movep.gif, images/movem.gif, images/movem-mask.gif, images/movea.gif, images/moveToSr.gif, images/moveq.gif, images/moveToCcr.gif, images/moveFromCcr.gif, images/move.gif, images/lslrReg.gif, images/mulsLong.gif, images/mulsWord.gif, images/not.gif, images/or.gif, images/neg.gif, images/negx.gif, images/muluLong.gif, images/oriCcr.gif, images/muluWord.gif, images/nbcd.gif, images/nop.gif, images/pea.gif, images/ori.gif, images/rts.gif, images/sbcd.gif, images/suba.gif, images/rolrMem.gif, images/subi.gif, images/subq.gif, images/subx.gif, images/rolrReg.gif, images/roxlrMem.gif, images/roxlrReg.gif, images/swap.gif, images/sub.gif, images/sxx.gif, images/trap.gif, images/unlk.gif, images/tas.gif, images/trapv.gif and images/tst.gif)

1.90 2002-04-15 17:06:17+01, MInstrD-N.cpp

Restoring Alan's mess ;-)

(Also TInstrA-C.cpp, stackItem.cpp, MInstrA-C.cpp and M68300.cpp)

1.91 2002-04-15 17:08:27+01, stackItem.h

And more mess to be cleared up :)

(Also M68300.h, GUI/buttons.cpp, GUI/skeletoncodedialog.cpp, GUI/skeletoncodedialogbase.cpp, GUI/skeletoncodedialogbase.h, GUI/skeletoncodedialog.h and GUI/stackTable.cpp)

1.92 2002-04-15 18:30:27+01, MInstrD-N.cpp

Added the popping functionality to work with edsko's stack.

(Also GUI/stackTable.cpp and testfiles/systemStack.asm)

1.93 2002-04-15 18:53:58+01, M68300.h

Finished instruction template loading and changed the layout of the GUI slightly.

(Also M68300.cpp, GUI/skeletoncodedialogbase.h, GUI/buttons.cpp, GUI/opcode.cpp, GUI/skeletoncodedialog.cpp, GUI/skeletoncodedialogbase.cpp, GUI/skeletoncodedialog.h and GUI/programViewer.cpp)

1.94 2002-04-15 18:54:27+01, images/addi.gif

Renamed all images to tS_filename.gif to avoid programming problems (not that this was an easy task ;-)

(Also images/add.gif, images/addq.gif, images/abcd.gif, images/aslrMem.gif, images/andi.gif, images/bchgStat.gif, images/bchgDyn.gif, images/and.gif, images/addx.gif, images/andiCcr.gif, images/aslrReg.gif, images/bkpt.gif, images/bclrDyn.gif, images/bclrStat.gif, images/bra.gif, images/bsetDyn.gif, images/bsetStat.gif, images/bsr.gif, images/btstDyn.gif, images/cmp.gif, images/cmpa.gif, images/cmpi.gif, images/cmpm.gif, images/clr.gif, images/chk.gif, images/bxx.gif, images/btstStat.gif, images/dbxx.gif, images/divuLong.gif, images/divsLong.gif, images/eor.gif, images/divuWord.gif, images/eori.gif, images/divsWord.gif, images/jsr.gif, images/eoriCcr.gif, images/exg.gif, images/jmp.gif, images/illegal.gif, images/lea.gif, images/ext.gif, images/lslrReg.gif, images/move.gif, images/moveFromCcr.gif, images/moveToCcr.gif, images/linkWord.gif, images/lslrMem.gif, images/linkLong.gif, images/movea.gif, images/moveToSr.gif, images/nbcd.gif, images/mulsLong.gif, images/mulsWord.gif, images/moveq.gif, images/muluLong.gif, images/muluWord.gif, images/movep.gif, images/movem-mask.gif, images/movem.gif, images/not.gif, images/neg.gif, images/negx.gif, images/nop.gif, images/or.gif, images/ori.gif, images/oriCcr.gif, images/pea.gif, images/roxlrMem.gif, images/suba.gif, images/rolrMem.gif, images/rolrReg.gif, images/sub.gif, images/sbcd.gif, images/rts.gif, images/roxlrReg.gif, images/tS_abcd.gif, images/sxx.gif, images/tS_add.gif, images/tS_addi.gif, images/tS_addq.gif, images/tS_addx.gif, images/swap.gif, images/subx.gif, images/subq.gif,

images/subi.gif, images/tS_bchgDyn.gif, images/tS_bchgStat.gif, images/tS_bclrDyn.gif, images/tS_asl_rReg.gif, images/tS_and.gif, images/tS_andiCcr.gif, images/tS_bclrStat.gif, images/tS_bkpt.gif, images/tS_asLrMem.gif, images/tS_bra.gif, images/tS_bsetDyn.gif, images/tS_andi.gif, images/tS_cmpm.gif, images/tS_cmpi.gif, images/tS_clr.gif, images/tS_chk.gif, images/tS_bxx.gif, images/tS_cmpa.gif, images/tS_cmp.gif, images/tS_btstStat.gif, images/tS_btstDyn.gif, images/tS_bsr.gif, images/tS_bsetStat.gif, images/tS_dbxx.gif, images/tS_divsLong.gif, images/tS_jsr.gif, images/tS_lea.gif, images/tS_ext.gif, images/tS_exg.gif, images/tS_jmp.gif, images/tS_illegal.gif, images/tS_divsWord.gif, images/tS_linkLong.gif, images/tS_divuLong.gif, images/tS_divuWord.gif, images/tS_eor.gif, images/tS_eori.gif, images/tS_eoriCcr.gif, images/tS_moveq.gif, images/tS_lsl_rReg.gif, images/tS_moveToSr.gif, images/tS_movem.gif, images/tS_movep.gif, images/tS_linkWord.gif, images/tS_mulsLong.gif, images/tS_movea.gif, images/tS_lsl_rMem.gif, images/tS_movem-mask.gif, images/tS_move.gif, images/tS_moveFromCcr.gif, images/tS_moveToCcr.gif, images/tS_oriCcr.gif, images/tS_pea.gif, images/tS_mulsWord.gif, images/tS_muluLong.gif, images/tS_muluWord.gif, images/tS_neg.gif, images/tS_nbcd.gif, images/tS_ori.gif, images/tS_or.gif, images/tS_roLrMem.gif, images/tS_not.gif, images/tS_nop.gif, images/tS_negx.gif, images/tS_swap.gif, images/tS_suba.gif, images/tS_sub.gif, images/tS_sbcd.gif, images/tS_rts.gif, images/tS_roxl_rReg.gif, images/tS_roxl_rMem.gif, images/tS_subx.gif, images/tS_sxx.gif, images/tS_subq.gif, images/tS_subi.gif, images/tS_roLrReg.gif, images/trap.gif, images/tst.gif, images/tS_tst.gif, images/tS_trapv.gif, images/trapv.gif, images/unlk.gif, images/tas.gif, images/tS_unlk.gif, images/tS_tas.gif and images/tS_trap.gif)

1.95 2002-04-15 19:08:20+01, GUI/skeletoncodedialog.cpp

Changed a few minor GUI items

(Also GUI/skeletoncodedialogbase.cpp and GUI/opcode.cpp)

1.96 2002-04-15 19:42:31+01, MInstrA-C.cpp

Worked on the help stack and system stack

(Also M68300.cpp, GUI/buttons.cpp, GUI/stackTable.cpp and testfiles/systemStack.asm)

1.97 2002-04-16 08:55:42+01, MInstrD-N.cpp

worked on ext, illegal and jmp.... Ext and illegal are fine. Jmp is a bit dodgy

(Also TInstrD-N.cpp)

1.98 2002-04-16 10:46:49+01, MInstrA-C.cpp

Minor changes to make bsr work as expected.

1.99 2002-04-16 10:47:10+01, testfiles/systemStack.asm

More testing done.

1.100 2002-04-16 10:57:41+01, TInstrA-C.cpp

Added some translations: abcd bkpt bra bsr bxx

1.101 2002-04-16 11:14:48+01, MInstrO-Z.cpp

Help stack and popping implemented in rts.

(Also testfiles/systemStack.asm)

1.102 2002-04-16 11:27:50+01, TInstrA-C.cpp

Fixed slight problem with translations. :-)

1.103 2002-04-16 12:12:18+01, M68300.cpp

Solved an important problem with the programViewer (YES! IMPORTANT problem!), Completed Undo (now includes stack operations). Also got rid of some memory leaks. Finally did a few minor GUI alterations.

(Also MInstrO-Z.cpp, MInstrD-N.cpp, MInstrA-C.cpp, M68300.h, GUI/skeletoncodialogbase.cpp and GUI/programViewer.cpp)

1.104 2002-04-16 14:20:13+01, testfiles/testtext.asm

added ext and illegal test files

(Also testfiles/testillegal.asm)

1.105 2002-04-16 14:25:49+01, MInstrO-Z.cpp

Finished translation for all but one instruction (tst)

(Also M68300.cpp, TInstrO-Z.cpp and GUI/programViewer.cpp)

1.106 2002-04-16 14:26:58+01, TInstrD-N.cpp

jsr done.

1.107 2002-04-16 14:28:42+01, M68300.cpp

Fixed problem with the template loading

(Also GUI/programViewer.cpp)

1.108 2002-04-16 14:56:02+01, MInstrA-C.cpp

Added some more translations: chk clr and fixed some bugs with previous translations. Added some testfiles: testchk testclr testbkpt

(Also TInstrA-C.cpp)

1.109 2002-04-16 15:13:30+01, TInstrO-Z.cpp

Finished the instruction translation

1.110 2002-04-16 15:13:44+01, GUI/programViewer.cpp

Got rid of a messagebox which was there for debugging purposes only

1.111 2002-04-16 15:42:38+01, TInstrA-C.cpp

bkpt now also shows the breakpoint number.

1.112 2002-04-16 15:55:53+01, MInstrD-N.cpp

Worked on the help stack

1.113 2002-04-16 17:24:43+01, TInstrD-N.cpp

Tested and translated for jmp

1.114 2002-04-16 17:24:55+01, testfiles/testjmp.asm

Test file for jmp

1.115 2002-04-16 17:39:02+01, MInstrD-N.cpp

Translated link and lslrReg and lslrMem, none of which are implemented Also updated the instructions so that they just increment the pc.

(Also TInstrD-N.cpp)

1.116 2002-04-16 17:39:27+01, testfiles/testlink.asm

Test file for link and lslr

1.117 2002-04-16 18:09:02+01, MInstrO-Z.cpp

Finished Sxx, TAS and TST. Two more to go :)

1.118 2002-04-16 18:29:17+01, MInstrD-N.cpp

Minor change in help stack operations

1.119 2002-04-16 18:45:02+01, MInstrO-Z.cpp

Started working on ROxx

1.120 2002-04-16 18:45:18+01, testfiles/testroxlr.asm

Additional/changed testfiles

(Also testfiles/testsub.asm, testfiles/testsubq.asm, testfiles/testrolr.asm, testfiles/testsxx.asm, testfiles/stack2.asm, testfiles/testmisc.asm, testfiles/hstack.asm, testfiles/helpStack.asm, testfiles/systemStack.asm, testfiles/testtst.asm and testfiles/testtas.asm)

1.121 2002-04-16 19:12:20+01, MInstrD-N.cpp

moveFromCCr and movea tested and translated.

(Also TInstrD-N.cpp)

1.122 2002-04-16 19:12:39+01, testfiles/testmovea.asm

test files for movea and movefromccr

(Also testfiles/testmovefromccr.asm)

1.123 2002-04-16 19:35:07+01, MInstrO-Z.cpp

COMPLETED OUR PART OF THE INSTRUCTION SET! GET OUT THE CHAMPAGNE!

1.124 2002-04-16 20:41:42+01, M68300.h

Worked on the help stack and solved a problem with the system stack display

(Also MInstrA-C.cpp, MInstrD-N.cpp, MInstrO-Z.cpp, GUI/stackTable.cpp and GUI/main.cpp)

1.125 2002-04-17 09:26:20+01, testfiles/hstack.asm

Updated hstack.asm to point out some problems with the system stack

1.126 2002-04-17 10:17:53+01, M68300.h

Implemented ABCD and did translation of ADD(I/A/Q/X), AND(I/ICcr), ASL/R, BCHG, BCLR, BRA, BSET, BTST.

(Also MInstrA-C.cpp and TInstrA-C.cpp)

1.127 2002-04-17 10:20:37+01, GUI/skeletoncodialogbase.h

Modified the clicked signal/slot methods so that keyboard focus is set to a table when you click on it. It's not quite perfect yet, though :(

(Also GUI/helpStack.cpp, GUI/memoryViewer.cpp, GUI/skeletoncodialog.h, GUI/stackTable.cpp, GUI/register.cpp and GUI/programViewer.cpp)

1.128 2002-04-17 17:43:19+01, stackItem.h

Minor change to make the code ANSI compatible

(Also stackItem.cpp)

1.129 2002-04-17 18:11:10+01, TInstrD-N.cpp

Translation for lea done.

1.130 2002-04-17 18:12:49+01, testfiles/testlea.asm

Test file for lea

1.131 2002-04-17 18:29:06+01, MInstrD-N.cpp

Translated and tested movetoccr.

(Also TInstrD-N.cpp)

1.132 2002-04-17 18:29:18+01, testfiles/testmovetoccr.asm

Translated and tested movetoccr. Test file for moveToCCR

1.133 2002-04-17 18:43:03+01, M68300.cpp

Implemented I/O (F002 readstring and F003 writestring), and commented Alan's focus-code out for the time being as it effectively disabled table editing.

(Also MemDevice.h, M68300.h, GUI/helpStack.cpp, GUI/register.cpp, GUI/programViewer.cpp, GUI/memoryViewer.cpp and GUI/stackTable.cpp)

1.134 2002-04-17 19:27:50+01, TInstrA-C.cpp

Ok finished off the rest of the translations I was done to do. fixed some problems with some of the ones I did yesterday. added translations for: cmp cmpa cmpi cmpm Also implemented cmp, cmpa, cmpi and cmpm finally. Needed to add ts_cmpa and cmpa to M68300.h Fixed the problem with unsigned displacements and fixed most of the PC problems. Still need to look at asl, asr for PC and CC updates.

(Also MInstrA-C.cpp and M68300.h)

1.135 2002-04-17 19:41:55+01, TInstrD-N.cpp

Tested mulu

1.136 2002-04-17 19:41:59+01, testfiles/testmulu.asm

Tested mulu

1.137 2002-04-17 20:03:47+01, TInstrD-N.cpp

muls.w done.

1.138 2002-04-17 20:05:18+01, testfiles/testmuls.asm

Test file for muls.w

1.139 2002-04-17 20:45:54+01, TInstrD-N.cpp

Worked on neg but didn't finish it... few slight issues to be ironed out.

1.140 2002-04-17 20:48:21+01, TInstrD-N.cpp

Almost completed testing not.

1.141 2002-04-18 08:53:26+01, M68300.cpp

Got rid of VC++ warning

1.142 2002-04-18 12:57:23+01, testfiles/testnot.asm

new test file.

1.143 2002-04-18 13:23:36+01, TInstrD-N.cpp

Fixed the compile error in M68300

(Also M68300.cpp)

1.144 2002-04-18 13:53:26+01, TInstrD-N.cpp

finished not and tested it.

(Also testfiles/testnot.asm)

1.145 2002-04-18 14:39:34+01, TInstrD-N.cpp

Er, no relevant changes :)

1.146 2002-04-18 14:39:50+01, GUI/skeletoncodedialogbase.h

Solved a problem with compiling the project under Solaris

1.147 2002-04-18 15:27:32+01, MInstrD-N.cpp

tested and translated for negx

(Also TInstrD-N.cpp and testfiles/testnegx.asm)

1.148 2002-04-18 16:51:38+01, MInstrA-C.cpp

Improved the help stack functionality and solved minor GUI matters. Program doesn't seem very stable though (BSR/RTS don't work properly). Also StackTable still needs a lot of work.

(Also MInstrD-N.cpp, MInstrO-Z.cpp, MemDevice.cpp, GUI/buttons.cpp and GUI/skeletoncodedialogbase.cpp)

1.149 2002-04-18 17:58:54+01, MInstrD-N.cpp

Completed all translation strings and started work on movem.

(Also TInstrD-N.cpp)

1.150 2002-04-19 10:14:52+01, MInstrD-N.cpp

Just fixed a little compiler error. Line 2164: Changed GetLongWord to GetLongword. :-)

1.151 2002-04-19 10:30:49+01, MInstrD-N.cpp

Finished link.

1.152 2002-04-19 10:31:06+01, testfiles/testlink.asm

Tested the link instruction.

1.153 2002-04-19 11:24:39+01, MInstrA-C.cpp

Fixed bug with bkpt.

1.154 2002-04-19 11:59:59+01, TInstrD-N.cpp

link translation and test file

(Also testfiles/testlink.asm)

1.155 2002-04-19 13:33:22+01, MInstrA-C.cpp

Tested ADD for correct translation; began testing ADD functionality.

(Also *M68300.cpp*, *MInstrO-Z.cpp*, *TInstrD-N.cpp* and *TInstrA-C.cpp*)

1.156 2002-04-19 13:34:04+01, GUI/main.cpp

Tested ADD for correct translation; began testing ADD functionality. Made some minor GUI changes.

(Also *GUI/skeletoncodedialog.cpp*, *GUI/buttons.cpp* and *GUI/skeletoncodedialog.h*)

1.157 2002-04-19 14:07:20+01, GUI/skeletoncodedialog.cpp

Changed the .GIFs to .PNGs for cross-platform compatibility

(Also *images/tS_abcd.gif*, *images/tS_abcd.png*, *images/tS_addq.gif*, *images/tS_addi.png*, *images/tS_add.png*, *images/tS_addq.png*, *images/tS_addx.gif*, *images/tS_addx.png*, *images/tS_and.gif*, *images/tS_add.gif*, *images/tS_and.png*, *images/tS_addi.gif*, *images/tS_bchgDyn.gif*, *images/tS_asl_rReg.png*, *images/tS_bchgDyn.png*, *images/tS_asl_rMem.png*, *images/tS_asl_rMem.gif*, *images/tS_andiCcr.png*, *images/tS_andiCcr.gif*, *images/tS_andi.png*, *images/tS_andi.gif*, *images/tS_asl_rReg.gif*, *images/tS_bra.gif*, *images/tS_bclrStat.png*, *images/tS_bclrStat.gif*, *images/tS_bchgStat.gif*, *images/tS_bchgStat.png*, *images/tS_bra.png*, *images/tS_bclrDyn.gif*, *images/tS_bkpt.png*, *images/tS_bclrDyn.png*, *images/tS_bkpt.gif*, *images/tS_btstStat.png*, *images/tS_btstStat.gif*, *images/tS_btstDyn.png*, *images/tS_btstDyn.gif*, *images/tS_bxx.gif*, *images/tS_bsr.png*, *images/tS_bsr.gif*, *images/tS_bxx.png*, *images/tS_chk.gif*, *images/tS_bsetStat.png*, *images/tS_bsetStat.gif*, *images/tS_bsetDyn.png*, *images/tS_bsetDyn.gif*, *images/tS_chk.png*, *images/tS_clr.gif*, *images/tS_clr.png*, *images/tS_cmpm.gif*, *images/tS_cmp.gif*, *images/tS_cmpm.png*, *images/tS_cmp.png*, *images/tS_cmpa.gif*, *images/tS_cmpa.png*, *images/tS_cmpi.gif*, *images/tS_cmpi.png*, *images/tS_divuLong.gif*, *images/tS_divsWord.png*, *images/tS_dbxx.gif*, *images/tS_dbxx.png*, *images/tS_divuWord.gif*, *images/tS_divsLong.gif*, *images/tS_divsLong.png*, *images/tS_divsWord.gif*, *images/tS_divuLong.png*, *images/tS_ext.png*, *images/tS_ext.gif*, *images/tS_divuWord.png*, *images/tS_exg.png*, *images/tS_exg.gif*, *images/tS_eoriCcr.png*, *images/tS_eor.gif*, *images/tS_eor.png*, *images/tS_eoriCcr.gif*, *images/tS_eori.png*, *images/tS_eori.gif*, *images/tS_illegal.gif*, *images/tS_linkWord.png*, *images/tS_linkWord.gif*, *images/tS_jmp.gif*, *images/tS_jmp.png*, *images/tS_illegal.png*, *images/tS_linkLong.png*, *images/tS_jsr.gif*, *images/tS_jsr.png*, *images/tS_lea.gif*, *images/tS_lea.png*, *images/tS_linkLong.gif*, *images/tS_lsl_rReg.gif*, *images/tS_moveFromCcr.png*, *images/tS_moveToCcr.gif*, *images/tS_moveToCcr.png*, *images/tS_lsl_rReg.png*, *images/tS_lsl_rMem.gif*, *images/tS_lsl_rMem.png*, *images/tS_moveFromCcr.gif*, *images/tS_move.gif*, *images/tS_move.png*, *images/tS_moveq.png*, *images/tS_moveq.gif*, *images/tS_movea.gif*, *images/tS_moveToSr.gif*, *images/tS_movem.png*, *images/tS_movea.png*, *images/tS_movem-mask.png*, *images/tS_moveToSr.png*, *images/tS_movep.png*, *images/tS_movem-mask.gif*, *images/tS_movem.gif*, *images/tS_movep.gif*, *images/tS_mulsLong.gif*, *images/tS_mulsWord.png*, *images/tS_muluLong.gif*, *images/tS_mulsWord.gif*, *images/tS_muluWord.gif*, *images/tS_muluWord.png*, *images/tS_muluLong.png*, *images/tS_mulsLong.png*, *images/tS_nbcd.png*, *images/tS_neg.gif*, *images/tS_nbcd.gif*, *images/tS_nop.gif*, *images/tS_neg.png*, *images/tS_not.png*, *images/tS_negx.gif*, *images/tS_not.gif*, *images/tS_nop.png*, *images/tS_negx.png*, *images/tS_or.png*, *images/tS_oriCcr.png*, *images/tS_rol_rReg.gif*, *images/tS_rol_rMem.png*, *images/tS_rol_rMem.gif*, *images/tS_pea.png*, *images/tS_oriCcr.gif*, *images/tS_or.gif*, *images/tS_pea.gif*, *images/tS_ori.gif*, *images/tS_ori.png*, *images/tS_sbcd.png*, *images/tS_rts.png*, *images/tS_rts.gif*, *images/tS_sub.gif*, *images/tS_sbcd.gif*, *images/tS_rol_rReg.png*, *images/tS_sub.png*, *images/tS_roxl_rMem.png*, *images/tS_roxl_rReg.gif*, *images/tS_roxl_rReg.png*, *images/tS_roxl_rMem.gif*, *images/tS_swap.png*, *images/tS_subx.png*, *images/tS_sxx.png*, *images/tS_swap.gif*, *images/tS_sxx.gif*, *images/tS_subq.png*, *images/tS_subq.gif*, *images/tS_subx.gif*, *images/tS_subi.png*, *images/tS_subi.gif*, *images/tS_suba.png*, *images/tS_suba.gif*, *images/tS_trapv.gif*, *images/tS_unlk.png*, *images/tS_trap.png*, *images/tS_unlk.gif*, *images/tS_tst.png*, *images/tS_trapv.png*, *images/tS_tas.png*, *images/tS_tst.gif*, *images/tS_trap.gif* and *images/tS_tas.gif*)

1.158 2002-04-19 16:12:52+01, MInstrD-N.cpp

lsd completed strange problem with .l

(Also M68300.h)

1.159 2002-04-19 16:13:08+01, testfiles/testlink.asm

link tested.

1.160 2002-04-19 17:59:41+01, MInstrD-N.cpp

lsd_mem completed. Needs testing.

1.161 2002-04-19 21:17:13+01, M68300.h

Finished dbcc

(Also MInstrD-N.cpp)

1.162 2002-04-20 09:03:26+01, M68300.cpp

Improved the I/O slightly.

(Also GUI/buttons.cpp)

1.163 2002-04-20 10:17:46+01, MInstrD-N.cpp

Few bugfixes

(Also TInstrD-N.cpp, MInstrO-Z.cpp, TInstrA-C.cpp and TInstrO-Z.cpp)

1.164 2002-04-20 10:18:00+01, GUI/programViewer.cpp

Instruction decoding error now specifies the address of the error

1.165 2002-04-20 13:06:48+01, MInstrO-Z.cpp

Solved a problem with SUBQ

(Also TInstrO-Z.cpp)

1.166 2002-04-20 15:15:48+01, M68300.h

Finished movem

(Also MInstrD-N.cpp)

1.167 2002-04-20 15:31:03+01, MInstrD-N.cpp

worked on divs.w and translated/tested dbxx

(Also M68300.h and TInstrD-N.cpp)

1.168 2002-04-20 15:38:50+01, MInstrD-N.cpp

Divu.w done, but not tested

1.169 2002-04-20 16:44:05+01, TInstrD-N.cpp

finished some translation instructions.

1.170 2002-04-20 16:51:28+01, TInstrD-N.cpp

Translated divs, divu. leaving tests till another day.

1.171 2002-04-20 18:02:10+01, TInstrA-C.cpp

Fixed the whole cmp, cmpi fiasco!

1.172 2002-04-20 20:59:01+01, MInstrA-C.cpp

Fixed a bug in Bxx

1.173 2002-04-20 21:12:13+01, M68300.h

Started testing. Tested: bkpt bra bsr clr and fixed any bugs I came across

(Also MInstrA-C.cpp and TInstrA-C.cpp)

1.174 2002-04-21 10:08:37+01, MInstrA-C.cpp

Few bugfixes

(Also MInstrO-Z.cpp, M68300.cpp and GUI/buttons.cpp)

1.175 2002-04-21 10:09:01+01, testfiles/reverse.asm

The first "real" program that runs in our simulator! Load it, press RUN and watch the show :)

1.176 2002-04-21 10:24:12+01, MInstrA-C.cpp

Fixed another small mistake

1.177 2002-04-21 10:29:05+01, GUI/buttons.cpp

Opening of a file now resets the CPU

1.178 2002-04-21 17:40:10+01, MInstrA-C.cpp

Small bugfix

1.179 2002-04-21 17:40:38+01, GUI/skeletoncodedialog.cpp

Changed the flags to buttons so the user can change them. This has the additional effect that the LEDs look really cool now :)

(Also GUI/skeletoncodedialogbase.cpp, GUI/skeletoncodedialog.h, GUI/buttons.cpp, GUI/register.cpp and GUI/skeletoncodedialogbase.h)

1.180 2002-04-21 19:38:29+01, MInstrA-C.cpp

Did some more testing: cmp cmpm cmpa chk

(Also M68300.h, M68300.cpp and TInstrA-C.cpp)

1.181 2002-04-21 19:43:07+01, testfiles/testchk.asm

Added some test files testbkpt.asm testbra.asm testbsr.asm testchk.asm testclr.asm testcmp.asm testcmpa.asm testcmpi.asm testcmpm.asm

(Also testfiles/testbsr.asm, testfiles/testbra.asm, testfiles/testbkpt.asm, testfiles/testclr.asm, testfiles/testcmpa.asm, testfiles/testcmpi.asm, testfiles/testcmpm.asm and testfiles/testcmp.asm)

1.182 2002-04-23 08:47:54+01, MInstrD-N.cpp

Worked on movem for a while

(Also TInstrD-N.cpp)

1.183 2002-04-23 11:24:33+01, example.txt

testing

1.184 2002-04-23 11:25:16+01, example.txt

testing again

1.185 2002-04-23 15:06:36+01, TInstrA-C.cpp

Fixed a number of bugs, one of them endian-related (grr :)

(Also M68300.h and M68300.cpp)

1.186 2002-04-23 15:06:46+01, GUI/skeletoncodedialog.cpp

Started work on Go!

(Also GUI/buttons.cpp, GUI/skeletoncodedialog.h, GUI/skeletoncodedialogbase.cpp and GUI/skeletoncodedialogbase.h)

1.187 2002-04-23 16:13:14+01, GUI/skeletoncodedialogbase.h

Implemented breakpoints

(Also GUI/programViewer.cpp, GUI/buttons.cpp, GUI/qmtable.cpp and GUI/skeletoncodedialog.h)

1.188 2002-04-23 16:28:11+01, testfiles/testneg.asm

Just added some test files for neg and dbcc which I forgot to commit

(Also testfiles/testdbxx.asm)

1.189 2002-04-23 18:09:36+01, TInstrD-N.cpp

Tested eor. Works fine.

(Also testfiles/testeor.asm)

1.190 2002-04-23 19:28:03+01, MInstrA-C.cpp

Some more testing done. More bugs fixed.

(Also TInstrA-C.cpp)

1.191 2002-04-23 22:04:31+01, GUI/skeletoncodedialogbase.cpp

Ok, changed the GUI so it's not confined to a specific size. Not perfect yet, some slight bugs when you make the window quite small, not sure if it's my code or just Qt in general. Also not happy with the bottom right corner. Is anything else being added here? Still has minimum sizes set so that it can't be made to be too small and hence unusable. Also added minimize and maximise buttons to Windows version however, the Context Help button has been lost. Don't know why it won't show up, it's set to be on. Also made it start the program maximised rather than just the normal exec() command. Moved IR, PC and CCR displays to the right, giving more room to System Stack. Made LEDs slightly bigger as well.

(Also GUI/qmtable.cpp, GUI/skeletoncodedialogbase.h and GUI/main.cpp)

1.192 2002-04-24 08:10:47+01, GUI/main.cpp

Made sure the program runs on Solaris...

1.193 2002-04-24 08:21:12+01, GUI/buttons.cpp

Solved a program with breakpoints, had a look at the system buttons but didn't really solve it

(Also GUI/main.cpp)

1.194 2002-04-24 09:16:17+01, GUI/main.cpp

Whoops, mistake ;)

1.195 2002-04-24 10:21:08+01, MInstrD-N.cpp

Changed movea and lea to deal with errors Edsko pointed out. Tested and they are working

1.196 2002-04-24 10:21:27+01, testfiles/test1.asm

Test File for Changes to movea and lea to deal with errors Edsko pointed out.

1.197 2002-04-24 13:08:10+01, MInstrA-C.cpp

Tested ADD(I/A/Q), AND(I/I+CCR/Q). They should all work correctly now.

(Also M68300.cpp, M68300.h and TInstrA-C.cpp)

1.198 2002-04-24 13:10:05+01, GUI/stackTable.cpp

Updated the program viewer so that it automatically scrolls when the point of execution reaches the end of the table. Also works when you undo after scrolling, but hasn't been tested yet for jumps or branches.

(Also GUI/skeletoncodedialogbase.h, GUI/skeletoncodedialog.cpp, GUI/memoryViewer.cpp, GUI/skeletoncodedialog.h, GUI/qmtable.cpp, GUI/programViewer.cpp and GUI/register.cpp)

1.199 2002-04-24 16:30:18+01, GUI/buttons.cpp

Updated the Program Viewer so that it updates correctly for jumps and branches. There are still a few problems remaining, however which I'll fix when I have the rest of the instructions tested.

(Also GUI/programViewer.cpp, GUI/skeletoncodedialog.cpp, GUI/skeletoncodedialogbase.cpp, GUI/main.cpp, GUI/skeletoncodedialogbase.h, GUI/qmtable.cpp and GUI/skeletoncodedialog.h)

1.200 2002-04-25 13:43:37+01, stack.h

Added a reset to the stack and when the reset button is pressed the system stack is cleared. Might be problems with memory management, a bit of a hack.

(Also stack.cpp)

1.201 2002-04-25 13:45:26+01, GUI/buttons.cpp

Added a reset to the stack and when the reset button is pressed the system stack is cleared. Might be problems with memory management, a bit of a hack. Also changed the layout around for the GUI and fixed some bugs. The program wasn't being started maximised, if I'm stepping on somebody's toes and putting it back in again Sorry. :-) I'm not sure if it was removed on purpose or if I put it in at all originally.

(Also GUI/skeletoncodedialogbase.cpp and GUI/main.cpp)

1.202 2002-04-25 16:00:23+01, MInstrA-C.cpp

Got rid of all the GCC warnings (all few hundred of them...)

(Also M68300.cpp, MInstrD-N.cpp, MInstrO-Z.cpp, TInstrD-N.cpp, TInstrA-C.cpp, TInstrO-Z.cpp, GUI/memoryViewer.cpp, GUI/register.cpp, GUI/programViewer.cpp, GUI/stackTable.cpp, GUI/skeletoncodedialogbase.h and GUI/skeletoncodedialog.cpp)

1.203 2002-04-25 16:52:39+01, MInstrA-C.cpp

Made sure all references are in hex, and are properly indicated as being in hex. Also got rid of the ' 's in the A-C file.

(Also 68sim.cpp, MInstrO-Z.cpp, MInstrD-N.cpp, MemDevice.cpp, TInstrO-Z.cpp, TInstrA-C.cpp, TInstrD-N.cpp, GUI/register.cpp and GUI/skeletoncodedialogbase.cpp)

1.204 2002-04-25 17:05:27+01, GUI/register.cpp

Solved a few minor problems caused by the VIM script (see last update)

(Also GUI/skeletoncodedialogbase.cpp)

1.205 2002-04-26 16:49:28+01, stackItem.cpp

Re-vitalisation of the system stack has been done. Stack display and push macro have been implemented.

(Also MInstrD-N.cpp, M68300.h, stackItem.h, M68300.cpp, GUI/main.cpp, GUI/stackTable.cpp, M68300.h, M68300.cpp, stackItem.h, MInstrD-N.cpp, stackItem.cpp, GUI/main.cpp and GUI/stackTable.cpp)

1.206 2002-04-26 16:58:07+01, GUI/main.cpp

Made sure the program loads in Solaris (once again... :)

1.207 2002-04-27 00:37:12+01, M68300.h

More work on the stack done.

(Also MInstrD-N.cpp and GUI/stackTable.cpp)

1.208 2002-04-27 17:11:44+01, GUI/skeletoncodedialogbase.cpp

Changed round the layout again.

1.209 2002-04-27 21:18:08+01, M68300.h

Ok tested some more instructions and you'll be happy to hear, I've done a better job at resetting the stack. It pops all the stuff off it.

(Also stack.cpp)

1.210 2002-04-27 21:18:43+01, testfiles/testbra.asm

done a better job at resetting the stack. It pops all the stuff off it. hmm....don't know what I changed here!

1.211 2002-04-27 21:27:06+01, testfiles/testbra.asm

Ok, fixed the slight hiccup with testbra.asm and added testbxx.asm

(Also testfiles/testbxx.asm)

1.212 2002-04-27 21:56:39+01, GUI/stackTable.cpp

Completion of the stack visualisation for display and systemStack operations.

(Also M68300.h)

1.213 2002-04-27 22:43:47+01, MInstrD-N.cpp

Removed some test information from the stack display code and added support for jsr.

(Also GUI/stackTable.cpp)

1.214 2002-04-29 11:14:06+01, M68300.h

Implemented decimal/hex switching of constants in instructions. Memory locations are always shown in hex (this is by design). Also tested ASL.R. All 'A' instructions should now work OK.

(Also TInstrA-C.cpp, MInstrA-C.cpp, TInstrO-Z.cpp and TInstrD-N.cpp)

1.215 2002-04-29 11:44:28+01, GUI/programViewer.cpp

Updated the program viewer's automatic scrolling mechanism – some issues still remain. Auto scrolling now works correctly for jumps and branches, direct editing of the current memory shown in the program viewer is also handled correctly. Scrolling of the program viewer can also be turned on and off now. Updated breakpoint highlighting so that a Ctrl-LeftClick sets a breakpoint. Ctrl-LeftClicking again removes the breakpoint. Moved all code for the option checkboxes to options.cpp

(Also GUI/qmtable.cpp, GUI/options.cpp, GUI/main.cpp, GUI/helpStack.cpp, GUI/register.cpp, GUI/skeletoncodedialogbase.h, GUI/skeletoncodedialog.cpp, GUI/skeletoncodedialogbase.cpp and GUI/skeletoncodedialog.h)

1.216 2002-04-29 12:03:44+01, testfiles/abcd.a68

Test files for 'A' instructions.

(Also testfiles/add(a).a68, testfiles/addi.a68, testfiles/addq.a68, testfiles/andiCcr.a68, testfiles/andi.a68, testfiles/asl.r.a68, testfiles/addr.a68 and testfiles/and.a68)

1.217 2002-04-29 15:54:03+01, stack.cpp

Ok fixed a little problem with reset()

1.218 2002-04-29 15:56:02+01, GUI/buttons.cpp

Changed method of resetting systemstack in restartClicked, now does all the work there rather than in a different method.

1.219 2002-04-30 10:47:18+01, MInstrA-C.cpp

Rolled the CVS repository 27 hours back

(Also M68300.h, TInstrA-C.cpp, MInstrD-N.cpp, TInstrD-N.cpp, TInstrO-Z.cpp, stack.cpp, GUI/helpStack.cpp, GUI/qmtable.cpp, GUI/programViewer.cpp, GUI/skeletoncodedialog.h, GUI/buttons.cpp, GUI/main.cpp, GUI/skeletoncodedialog.cpp, GUI/register.cpp, GUI/skeletoncodedialogbase.cpp, GUI/stackTable.cpp and GUI/skeletoncodedialogbase.h)

1.220 2002-04-30 10:53:22+01, MInstrD-N.cpp

Whoops, slight fuckup rolling back

(Also M68300.h, stack.cpp, GUI/skeletoncodedialogbase.cpp and GUI/stackTable.cpp)

1.221 2002-05-01 15:43:19+01, TInstrA-C.cpp

Implemented decimal/hex switching of instruction constants, and more importantly made this code compatible with Solaris :) Memory locations still remain in hex (this is by design). Tested ASL/R, so all 'A' instructions should now be functioning correctly.

(Also M68300.h, MInstrA-C.cpp, TInstrD-N.cpp and TInstrO-Z.cpp)

1.222 2002-05-01 15:46:27+01, GUI/helpStack.cpp

Updated the program viewer's scrolling mechanism. It should now work correctly for most things (if not all :) that you can throw at it :) Modified the help stack table so that it highlights new errors briefly. Re-implemented any other stuff I did that didn't run/compile/compile without warnings on Solaris :)

(Also GUI/skeletoncodedialogbase.h, GUI/skeletoncodedialog.cpp, GUI/skeletoncodedialog.h, GUI/programViewer.cpp, GUI/register.cpp and GUI/skeletoncodedialogbase.cpp)

1.223 2002-05-02 08:41:31+01, GUI/skeletoncodedialogbase.cpp

Ok, added little bit for resetting system stack. As before rollback. Also moved HelpStack in layout as asked.

(Also GUI/buttons.cpp)

1.224 2002-05-05 09:03:44+01, 68sim.cpp

Final code changes. This code will be used for the final package. See mailing list for the list of changes.

(Also M68008.h, M68008.cpp, M68300.cpp, MInstrA-C.cpp, M68300.h, MInstrD-N.cpp, MInstrO-Z.cpp, MemDevice.h, TInstrA-C.cpp, TInstrD-N.cpp, MemDevice.cpp, stackItem.cpp, TInstrO-Z.cpp, stack.cpp, stackItem.h, stack.h, GUI/gui.h, GUI/gui.cpp, GUI/buttons.cpp, GUI/memoryViewer.cpp, GUI/guiBase.cpp, GUI/options.cpp, GUI/programViewer.cpp, GUI/guiBase.h, GUI/skeletoncodedialog.cpp, GUI/helpStack.cpp, GUI/register.cpp, GUI/main.cpp, GUI/qmtable.cpp, GUI/stackTable.cpp, GUI/skeletoncodedialogbase.h, GUI/skeletoncodedialog.h and GUI/skeletoncodedialogbase.cpp)