

SD-8516 Assembly Language

Here you can learn all about writing Assembly Language programs for the SD-8516.

Tutorials

For complete beginners, [Introduction to SD-8516 Assembly Language](#) is intended as a tutorial to the system and the architecture with practical examples.

| Level | Guide | Contents |
|-------|--|--|
| 1 | Introduction to SD-8516 Assembly Language | Basic Architecture and Opcodes |
| 2 | SD-8516 Programmer's Reference Guide Chapter 5. Machine Language | Using ASSEMBLE and HEXMON |
| 3 | Writing Games in Assembly Language | Practical Examples |
| 3 | Appendix 7 Kernal Functions | Function libraries provided by the operating system/kernal |
| 5 | Appendix 4 Instruction Set Architecture | Detailed info on the ISA |
| 5 | Appendix 3 Memory Map | Memory map info |

May 2026 update: Some of this information remains incomplete. I've been working on the PPU and ASU units, i.e. graphics and sound, and have left this on the back burner for now. I'll return to finish this side of the documentation, likely in June. Stay tuned!

From:
<https://www.appledog.ca/wiki/> - **Appledog**

Permanent link:
https://www.appledog.ca/wiki/doku.php?id=sd:sd-8516_assembly_language&rev=1777775796

Last update: **2026/05/03 02:36**

