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Bitwise manipulations - Bit calculations#

- [Bitwise manipulations - Bit calculations](#)

6502 Assembly Code#

- [DEZ-HEX-BIN-OKT-PEN \(ab Excel 2016\).xlsx](#)

Atari Assembler#

- [Assembler](#)

Cross-Assembler#

- [WUSDN IDE](#) ; smartest assembler available
- [ATASM](#) ; Mac/65 compatible cross assembler

Books#

- [Programming the 6502 by Rodnay Zaks](#) ; Mega-Thanks to Atarimania for hosting!!!
- [Programmierung des 6502 von Rodnay Zaks](#) ; Mega-Thanks to Atarimania for hosting!!!
- [6502 Applications by Rodnay Zaks](#) ; Mega-Thanks to Atarimania for hosting!!!
- [6502 Anwendungen von Rodnay Zaks](#) ; Mega-Thanks to Atarimania for hosting!!!
- [Advanced 6502 Programming by Rodnay Zaks](#) ; Mega-Thanks to Atarimania for hosting!!!
- [Fortgeschrittene 6502 Prorammiierung von Rodnay Zaks](#) ; Mega-Thanks to Atarimania for hosting!!!
- [6502 Games by Rodnay Zaks](#) ; Mega-Thanks to archive.org for hosting!!!
- [The Atari Assembler by Don Inman and Kurt Inman](#) ; Mega-Thanks to Atarimania for hosting!!!
- [Der Atari Assembler von Don Inman und Kurt Inman](#) ; Mega-Thanks to Atarimania for hosting!!!
- [Mapping the Atari - Compute! Books by Ian Chadwick](#) ; Mega-Thanks to Atarimania for hosting!!!
- [Mapping the Atari - Revised Edition by Ian Chadwick](#) ; Mega-Thanks to Atarimania for hosting!!!
- [6502 Assembly Language Programming-Lance A. Leventhal](#) ; Mega-Thanks to Atarimania for hosting!!!
- [6502-Programmieren in ASSEMBLER-Lance A. Leventhal](#) ; size: 16 MB ; OCR
- [Machine Language for Beginners by Richard Mansfield](#) ; Mega-Thanks to Atarimania for hosting!!!
- [6502 Assembly Language Subroutines-Lance A. Leventhal-Winthrop Saville](#) ; Mega-Thanks to Atarimania for hosting!!!

- [How to Program Your Atari in 6502 Machine Language-Sam D. Roberts](#) ; Mega-Thanks to Atarimania for hosting!!!
- [Programmieren in Maschinensprache mit dem 6502-E. Flügel](#)
- [6502 ASSEMBLER-Kurs für Beginner-Andreas Dripke](#) ; Mega-Thanks to 8bitjunkie for donating and Stefan Höhl for scanning the whole book!!!
- [6502 Assembly Language Programming \(PDF\)](#)
- [6502 Assembly Language by Randy Hyde \(PDF\)](#)
- [Using 6502 Assembly Language by Randy Hyde \(PDF\)](#)
- [WikiBook 6502 Assembly](#)
- [6502 Assembly Language Subroutines 1](#)
- [6502 Assembly Language Subroutines 2](#)

Assembly Code#

- [Decimal and Hex Codes for Instruction Set - Numerical](#)
- [OSS ASCII-ATASCII Text File Converter](#)
- [Super fast circle routine](#) from Moj Mikro magazine (posted on AtariAge)
- [Starting to Program in 6502 Assembly Code](#)
- [Atari XL.XE Copy ROM to RAM](#)
- [Unused Opcodes](#)
- [Interactive Assembler Tutorials](#)
- [A-LANG - WAYS TO IMPLEMENT COMPUTER LANGUAGES ON 6502s](#)
- [Tricky Code that Always Skips](#)
- [Self Modifying Code](#)
- [Sparta DOS X Hello World](#)
- [Relocatable Jumps](#)
- [Print Inline Strings](#)
- [Mixed Mode Graphics](#)
- [Synapse Assembler Atari 800 OS Equates](#)
- [Advanced 6502 Assembly Code Examples](#)
- [APAC Graphics Mode](#)
- [Atari 800 Assembler Equates](#)
- [Atari System Labels from OSS](#)
- [6502 bugs](#)
- [6502 opcodes - complete list](#)
- [6502 Coding Algorithms Macro Library](#)
- [6502 Relocator](#)
- [ATARI Basic Autorun Loader](#)
- [Enhanced 6502 BASIC source code by Lee Davison](#) ; 2-line BASIC for 6502 Computers
- [Bootloader with Sectorcounter](#)
- [Atari 800 ROM OS Source Listing](#)
- [Copy OS ROM to RAM](#)
- [Cycle neutral branching](#)
- [Apple Assembly Line - How to Add and Subtract One](#)
- [Sweet 16](#) - a virtual 16bit machine for the 6502 CPU
- [puZIP](#) - ZIP file compression
- [Small DOS 2.5 COM-File loader for Demo](#)
- [Hobby Tronic Demo 2004](#)
- [BASIC on-off from DOS XL commandline](#)
- [Page Flip Routine for Basic](#)
- [RAM Move Routine for Basic](#)
- [Atari System Equates and Macros](#)
- [A simple 6502 debugger](#)
- [Atari COM Filetracer](#)

- [Typo bug virus](#)
- [Sector Mapper](#)

Courses#

Chris Crawford's Assembly language course#

- [CHRIS CRAWFORDS - ASSEMBLY LANGUAGE COURSE](#)

Assembly Course from Z*Magazine#

- [Assembly Course from Z*Magazine](#)

Kurse#

CompyShop Magazin-Assembler Kurs#

- [Teil 1](#) - Grundlegendes
- [Teil 2](#) - Befehlsübersicht
- [Teil 3](#) - Adressierungsarten
- [Teil 4](#) - Das erste Programm eine einfache Schleife
- [Teil 5](#) - Bildschirmspeicher löschen
- [Teil 6](#) - Addieren und Subtrahieren
- [Teil 7](#) - Befehle zum "Bearbeiten" von Zahlen
- [Teil 8](#) - Flags (Flaggen)
- [Teil 9](#) - Vergleichs- und Transportbefehle
- [Teil 10](#) - JSR, Zusatzbefehle des 65C02
- [Teil 11](#) - Schleifen
- [Teil 12](#) - Ausgabe von Zeichen und Texten auf dem Bildschirm
- [Teil 13](#) - Zeile per CIO einlesen und Programme RESET-fest machen
- [Teil 14](#) - Programmierung von Interrupts

CompyShop Magazin-Assembler für Fortgeschrittene#

- [Teil 1](#) - CIO und DOS
- [Teil 2](#) - Displaylist
- [Teil 3](#) - Displaylist-Interrupts

DEC-HEX bis 255:#

DEC-HEX bis 255