
SkoolKit Documentation

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Richard Dymond

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What is SkoolKit?

SkoolKit is a collection of utilities that can be used to disassemble a [Spectrum](#) game (or indeed any piece of Spectrum software written in machine code) into a format known as a *skool* file. Then, from this *skool* file, you can use SkoolKit to create a browsable disassembly in HTML format, or a re-assemblable disassembly in ASM format. So the *skool* file is - from start to finish as you develop it by organising and annotating the code - the common ‘source’ for both the reader-friendly HTML version of the disassembly, and the developer- and assembler-friendly ASM version of the disassembly.

The latest stable release of SkoolKit can always be obtained from pyskool.ca; the latest development version can be found on [GitHub](#).

1.1 Features

Besides disassembling a Spectrum game into a list of Z80 instructions, SkoolKit can also:

- Build PNG or GIF images from graphic data in the game snapshot (using the `#UDG`, `#UDGARRAY`, `#FONT` and `#SCR` macros)
- Create hyperlinks between routines and data blocks that refer to each other (by use of the `#R` macro in annotations, and automatically in the operands of `CALL` and `JP` instructions)
- Neatly render lists of bugs, trivia and POKEs on separate pages (using `[Bug:*:*)`, `[Fact:*:*)` and `[Poke:*:*)` sections in a *ref* file)
- Produce ASM files that include bugfixes declared in the *skool* file (with `@ofix`, `@bfix` and other ASM directives)
- Produce TAP files from assembled code (using `bin2tap.py`)

For a demonstration of SkoolKit’s capabilities, take a look at the complete disassemblies of [Skool Daze](#), [Back to Skool](#) and [Contact Sam Cruise](#). The latest stable releases of the source *skool* files for these disassemblies can always be obtained from pyskool.ca; the latest development versions can be found on [GitHub](#).

1.2 Licence

SkoolKit is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

See the file ‘COPYING’ (distributed with SkoolKit) for the full text of the licence.

Installing and using SkoolKit

2.1 Requirements

SkoolKit requires [Python 2.6, 2.7 or 3.1+](#). If you're running Linux or one of the BSDs, you probably already have Python installed. If you're running Windows, you can get Python [here](#).

2.2 Installation

SkoolKit can be used wherever the zip archive or tarball was unpacked - it does not need to be installed in any particular location. However, if you would like to install SkoolKit as a Python package, you can do so by using the supplied `setup.py` script. After installation, the *command scripts* included in SkoolKit can be run from anywhere, instead of just the directory in which the SkoolKit zip archive or tarball was unpacked.

2.2.1 Windows

To install SkoolKit as a Python package on Windows, open a command prompt, change to the directory where SkoolKit was unpacked, and run the following command:

```
> setup.py install
```

This should install the SkoolKit command scripts in `C:\Python2X\Scripts` (assuming you have installed Python in `C:\Python2X`), which means you can run them from anywhere (assuming you have added `C:\Python2X\Scripts` to the `Path` environment variable; see [here](#) for details).

2.2.2 Linux/*BSD

To install SkoolKit as a Python package on Linux/*BSD, open a terminal window, change to the directory where SkoolKit was unpacked, and run the following command as root:

```
# ./setup.py install
```

This should install the SkoolKit command scripts in `/usr/local/bin` (or some other suitable location in your `PATH`), which means you can run them from anywhere.

2.3 Linux/*BSD v. Windows command line

Throughout this documentation, commands that must be entered in a terminal window ('Command Prompt' in Windows) are shown on a line beginning with a dollar sign (\$), like this:

```
$ some-script.py some arguments
```

On Windows, and on Linux/*BSD if SkoolKit has been installed as a Python package (see above), the commands may be entered exactly as they are shown. On Linux/*BSD, a dot-slash (./) prefix should be added to `some-script.py` if it is being run from the current working directory.

Command reference

3.1 bin2tap.py

bin2tap.py converts a binary file produced by an assembler (see *Supported assemblers*) into a TAP file that can be loaded into an emulator. For example:

```
$ bin2tap.py game.bin
```

will create a file called *game.tap*. By default, the origin address (the address of the first byte of code or data), the start address (the first byte of code to run) and the stack pointer are set to 65536 minus the length of *game.bin*. These defaults can be changed by passing options to *bin2tap.py*. Run it with no arguments to see the list of available options:

```
Usage: bin2tap.py [options] FILE.bin
```

```
    Convert a binary snapshot file into a TAP file.
```

```
Options:
```

```
-o ORG      Set the origin (default: 65536 - length of FILE.bin)
-s START    Set the start address to JP to (default: ORG)
-p STACK    Set the stack pointer (default: ORG)
-t TAPFILE  Set the TAP filename (default: FILE.tap)
```

Note that the ROM tape loading routine at 1366 (\$0556) and the load routine used by *bin2tap.py* together require 14 bytes for stack operations, and so *STACK* must be at least $16384+14=16398$ (\$400E). This means that if *ORG* is less than 16398, you should use the *-p* option to set the stack pointer to something appropriate. If the main data block (derived from *game.bin*) overlaps any of the last four bytes of the stack, *bin2tap.py* will replace those bytes with the values required by the tape loading routine for correct operation upon returning. Stack operations will overwrite the bytes in the address range *STACK-14* to *STACK-1* inclusive, so those addresses should not be used to store essential code or data.

Version	Changes
1.3.1	New
2.2.5	Added the <i>-p</i> option

3.2 skool2asm.py

skool2asm.py converts a *skool* file into an ASM file that can be fed to an assembler (see *Supported assemblers*). For example:

```
$ skool2asm.py game.skool > game.asm
```

skool2asm.py supports many options; run it with no arguments to see a list:

```
Usage: skool2asm.py [options] FILE
```

Convert a skool file into an ASM file, written to standard output. FILE may be a regular file, or '-' for standard input.

Options:

```
-q    Be quiet
-w    Suppress warnings
-d    Use CR+LF to end lines
-t    Use tab to indent instructions (default indentation is 2 spaces)
-l    Write disassembly in lower case
-u    Write disassembly in upper case
-D    Write disassembly in decimal
-H    Write disassembly in hexadecimal
-i N  Set instruction field width to N (default=23)
-f N  Apply fixes:
      N=0: None (default)
      N=1: @ofix only
      N=2: @ofix and @bfix
      N=3: @ofix, @bfix and @rfix (implies -r)
-c    Create default labels for unlabelled instructions
-s    Use safe substitutions (@ssub)
-r    Use relocatability substitutions too (@rsub) (implies '-f 1')
```

See *ASM modes and directives* for a description of the @ssub and @rsub substitution modes, and the @ofix, @bfix and @rfix bugfix modes.

Version	Changes
1.1	Added the -c option
2.1.1	Added the -u, -D and -H options
2.2.2	Added the ability to read a <i>skool</i> file from standard input

3.3 skool2ctl.py

skool2ctl.py converts a *skool* file into a *control file*. For example:

```
$ skool2ctl.py game.skool > game.ctl
```

In addition to block types and addresses, *game.ctl* will contain block titles, block descriptions, registers, mid-block comments, block end comments, sub-block types and addresses, instruction-level comments, and some *ASM directives*.

To list the options supported by *skool2ctl.py*, run it with no arguments:

```
Usage: skool2ctl.py [options] FILE
```

Convert a skool file into a control file, written to standard output. FILE may be a regular file, or '-' for standard input.

Options:

```
-w X  Write only these elements, where X is one or more of:
      b = block types and addresses
      t = block titles
      d = block descriptions
```

```

    r = registers
    m = mid-block comments and block end comments
    s = sub-block types and addresses
    c = instruction-level comments
-h   Write addresses in hexadecimal format
-a   Do not write ASM directives

```

If you need to preserve any elements that control files do not support (such as data definition entries and ASM block directives), consider using *skool2sft.py* to create a skool file template instead.

Version	Changes
1.1	New
2.0.6	Added the <code>-h</code> option
2.2.2	Added the ability to read a <i>skool</i> file from standard input
2.4	Added the <code>-a</code> option and the ability to preserve some ASM directives

3.4 skool2html.py

skool2html.py converts a *skool* file (and its associated *ref* files, if any exist) into a browsable disassembly in HTML format.

For example:

```
$ skool2html.py game.skool
```

will convert the file *game.skool* into a bunch of HTML files. If any files named *game*.ref* (e.g. *game.ref*, *game-bugs.ref*, *game-pokes.ref* and so on) also exist, they will be used to provide further information to the conversion process.

skool2html.py can operate directly on *ref* files, too. For example:

```
$ skool2html.py game.ref
```

In this case, the *skool* file declared in the *[Config]* section of *game.ref* will be used; if no *skool* file is declared in *game.ref*, *game.skool* will be used if it exists. In addition, any existing files besides *game.ref* that are named *game*.ref* (e.g. *game-bugs.ref*, *game-pokes.ref* and so on) will also be used.

If an input file's name ends with `.ref`, it will be treated as a *ref* file; otherwise it will be treated as a *skool* file.

skool2html.py supports several options; run it with no arguments to see a list:

```
Usage: skool2html.py [options] FILE [FILE...]
```

```

Convert skool files and ref files to HTML. FILE may be a regular file, or '-'
for standard input.

```

Options:

```

-V          Show SkoolKit version number and exit
-p          Show path to skoolkit package directory and exit
-q          Be quiet
-t          Show timings
-d DIR      Write files in this directory (default is '.')
-o          Overwrite existing image files
-T THEME    Use this CSS theme
-l          Write disassembly in lower case
-u          Write disassembly in upper case
-D          Write disassembly in decimal
-H          Write disassembly in hexadecimal

```

```
-c S/L    Add the line 'L' to the ref file section 'S'; this option may be
          used multiple times
-P PAGES  Write only these custom pages (when '-w P' is specified); PAGES
          should be a comma-separated list of IDs of pages defined in [Page:*]
          sections in the ref file(s)
-w X      Write only these files, where X is one or more of:
          B = Graphic glitches
          b = Bugs
          c = Changelog
          d = Disassembly files
          G = Game status buffer
          g = Graphics
          i = Disassembly index
          m = Memory maps
          o = Other code
          P = Pages defined in the ref file(s)
          p = Pokes
          t = Trivia
          y = Glossary
```

When *skool2html.py* is run, it looks for *skool* files, *ref* files, CSS files, JavaScript files and font files required by the disassembly in the following directories, in the order listed:

- The directory that contains the *skool* or *ref* file named on the command line
- The current working directory
- *./resources*
- *~/skoolkit*
- */usr/share/skoolkit*
- *\$PACKAGE_DIR/resources*

where *\$PACKAGE_DIR* is the directory in which the *skoolkit* package is installed (as shown by *skool2html.py -p*).

The *-T* option sets the CSS theme. For example, if *game.ref* specifies the CSS files to use thus:

```
[Paths]
StyleSheet=skoolkit.css;game.css
```

then:

```
$ skool2html.py -T dark game.ref
```

will use *skoolkit-dark.css* and *game-dark.css* if they exist, and fall back to *skoolkit.css* and *game.css* if they don't.

Version	Changes
1.4	Added the <i>-V</i> option
2.1	Added the <i>-o</i> and <i>-P</i> options
2.1.1	Added the <i>-l</i> , <i>-u</i> , <i>-D</i> and <i>-H</i> options
2.2	No longer writes the Skool Daze and Back to Skool disassemblies by default; added the <i>-d</i> option
2.2.2	Added the ability to read a <i>skool</i> file from standard input
2.3.1	Added support for reading multiple <i>ref</i> files per disassembly
3.0.2	No longer shows timings by default; added the <i>-t</i> option
3.1	Added the <i>-c</i> option
3.2	Added <i>~/skoolkit</i> to the search path
3.3.2	Added <i>\$PACKAGE_DIR/resources</i> to the search path; added the <i>-p</i> and <i>-T</i> options

3.5 skool2sft.py

skool2sft.py converts a *skool* file into a *skool file template*. For example:

```
$ skool2sft.py game.skool > game.sft
```

To list the options supported by *skool2sft.py*, run it with no arguments:

```
Usage: skool2sft.py [options] FILE
```

```
Convert a skool file into a skool file template, written to standard output.
FILE may be a regular file, or '-' for standard input.
```

Options:

```
-h Write addresses in hexadecimal format
```

Version	Changes
2.4	New

3.6 sna2skool.py

sna2skool.py converts a binary (raw memory) file or a SNA, SZX or Z80 snapshot into a *skool* file. For example:

```
$ sna2skool.py game.z80 > game.skool
```

Now *game.skool* can be converted into a browsable HTML disassembly using *skool2html.py*, or into an assembler-ready ASM file using *skool2asm.py*.

sna2skool.py supports several options; run it with no arguments to see a list:

```
Usage: sna2skool.py [options] file
```

```
Convert a binary (raw memory) file or a SNA, SZX or Z80 snapshot into a skool
file.
```

Options:

```
-c FILE Use FILE as the control file (default is file.ctl)
-T FILE Use FILE as the skool file template (default is file.sft)
-g FILE Generate a control file in FILE
-M FILE Use FILE as a code execution map when generating the control file
-h Write hexadecimal addresses in the generated control file
-H Write hexadecimal addresses and operands in the disassembly
-L Write the disassembly in lower case
-s ADDR Specify the address at which to start disassembling (default=16384)
-o ADDR Specify the origin address of file.bin (default: 65536 - length)
-p PAGE Specify the page (0-7) of a 128K snapshot to map to 49152-65535
-t Show ASCII text in the comment fields
-r Don't add comments that list entry point referrers
-n N Set the max number of bytes per DEFB statement to N (default=8)
-m M Group DEFB blocks by addresses that are divisible by M
-z Write bytes with leading zeroes in DEFB statements
-l L Set the max number of characters per DEFM statement to L (default=66)
```

The `-M` option may be used (in conjunction with the `-g` option) to specify a code execution map to use when generating a control file. The supported file formats are:

- Profiles created by the Fuse emulator

- Code execution logs created by the SpecEmu, Spud and Zero emulators
- Map files created by the Z80 emulator

If the file specified by the `-M` option is 8192 bytes long, it is assumed to be a Z80 map file; otherwise it is assumed to be in one of the other supported formats.

Ver- sion	Changes
1.0.4	Added the <code>-g</code> and <code>-s</code> options
1.0.5	Added the <code>-t</code> option
2.0	Added the <code>-n</code> , <code>-m</code> and <code>-z</code> options
2.0.1	Added the <code>-o</code> , <code>-r</code> and <code>-l</code> options, and the ability to read binary files
2.0.6	Added the <code>-h</code> option
2.1	Added the <code>-H</code> option
2.1.2	Added the <code>-L</code> option
2.4	Added the <code>-T</code> option
3.2	Added the <code>-p</code> option, and the ability to read SZX snapshots and 128K Z80 snapshots
3.3	Added the <code>-M</code> option, along with support for code execution maps produced by Fuse, SpecEmu, Spud, Zero and Z80; added the ability to read 128K SNA snapshots

Disassembly DIY

The following sections describe how to use SkoolKit to get started on your own Spectrum game disassembly.

4.1 Getting started

The first thing to do is select a Spectrum game to disassemble. For the purpose of this discussion, we'll use [Manic Miner](#) (the original Bug Byte version). Grab a copy of it, load it in an emulator, and save a Z80 snapshot called *mm.z80* in the directory containing SkoolKit.

The next thing to do is create a *skool* file from this snapshot. Run the following command from the SkoolKit directory:

```
$ sna2skool.py mm.z80 > manic_miner.skool
```

Note that the `.skool` file name suffix is merely a convention, not a requirement. In general, any suffix besides `.ref` (which is used by *skool2html.py* to identify *ref* files) will do. If you are fond of the traditional three-letter suffix, then perhaps `.sks` (for 'SkoolKit source') or `.kit` would be more to your liking. However, for the purpose of this particular tutorial, you should stick with `.skool`.

Now take a look at *manic_miner.skool*. As you can see, by default, *sna2skool.py* disassembles everything from 16384 to 65535, treating it all as code. Needless to say, this is not particularly useful - unless you have no idea where the code and data blocks are yet, and want to use this disassembly to find out.

Once you have figured out where the code and data blocks are, it would be handy if you could supply *sna2skool.py* with this information, so that it can disassemble the blocks accordingly. That is where the control file comes in.

4.2 The control file

In its most basic form, a control file contains a list of start addresses of code and data blocks. Each address is marked with a 'control directive', which is a single letter that indicates what the block contains: `c` for a code block, or `b` for a data block (for example). A control file may contain annotations too, which will be interpreted as routine titles, descriptions, instruction-level comments or whatever else depending on the control directive they accompany.

A control file for Manic Miner might start like this:

```
b 32768
b 33280 Miner Willy sprite data
b 33536
c 33792 The game has just loaded
b 33799
```

```
t 33816 'AIR'  
...
```

This control file declares that there is:

- a data block at 32768
- a data block at 33280 which should be titled ‘Miner Willy sprite data’
- a data block at 33536
- a code block (routine) at 33792 which should be titled ‘The game has just loaded’
- a data block at 33799
- a text block at 33816 which should be titled ‘AIR’ (because that’s what it contains)

For more information on control file directives and their syntax, see *Control files*.

4.3 A skeleton disassembly

So if we had a control file for Manic Miner, we could produce a much more useful *skool* file. As it happens, SkoolKit includes one: *manic_miner.ctl*. You can use it with *sna2skool.py* thus:

```
$ sna2skool.py -c examples/manic_miner.ctl mm.z80 > manic_miner.skool
```

This time, *manic_miner.skool* is split up into meaningful blocks, with code as code, data as data (DEFBs), and text as text (DEFMs). Much nicer.

By default, *sna2skool.py* produces a disassembly with addresses and instruction operands in decimal notation. If you prefer to work in hexadecimal, however, use the `-H` option:

```
$ sna2skool.py -H -c examples/manic_miner.ctl mm.z80 > manic_miner.skool
```

The next step is to create an HTML disassembly from this *skool* file:

```
$ skool2html.py manic_miner.skool
```

(Don’t worry about the warnings that are printed.) Now open *manic_miner/index.html* in a web browser. There’s not much there, but it’s a base from which you can start adding explanatory comments.

In order to replace ‘manic_miner’ in the page titles and headers with something more appropriate, or add a game logo image, or otherwise customise the disassembly, we need to create a *ref* file. Again, as it happens, SkoolKit includes an example *ref* file for Manic Miner: *manic_miner.ref*. To use it with the *skool* file we’ve just created:

```
$ skool2html.py examples/manic_miner.ref
```

This time there should be no warnings printed, and the disassembly should sport a game logo image, and contain images of the caverns and the guardians that populate them.

See *Ref files* for more information on how to use a *ref* file to configure and customise a disassembly.

4.4 Generating a control file

If you are planning to create a disassembly of some game other than Manic Miner, you will need to create your own control file. To get started, you can use the `-g` option with *sna2skool.py* to perform a rudimentary static code analysis of the snapshot file and generate a corresponding control file:

```
$ sna2skool.py -g game.ctl game.z80 > game.skool
```

This will do a reasonable job of splitting the snapshot into blocks, but won't be 100% accurate (except by accident); you will need to examine the resultant *skool* file (*game.skool* in this case) to see which blocks have been incorrectly marked as text, data or code, and then edit the generated control file (*game.ctl*) accordingly.

To generate a better control file, you could use a code execution map produced by an emulator to tell *sna2skool.py* where at least some of the code is in the snapshot. *sna2skool.py* will read a map (otherwise known as a profile or trace) produced by Fuse, SpecEmu, Spud, Zero or Z80 when specified by the `-M` option:

```
$ sna2skool.py -M game.map -g game.ctl game.z80 > game.skool
```

Needless to say, in general, the better the map, the more accurate the resulting control file will be. To create a good map file, you should ideally play the game from start to finish in the emulator, in an attempt to exercise as much code as possible. If that sounds like too much work, and your emulator supports playing back RZX files, you could grab a recording of your chosen game from the [RZX Archive](#), and set the emulator's profiler or tracer going while the recording plays back.

By default, *sna2skool.py* generates a control file and a *skool* file with addresses and instruction operands in decimal notation. If you prefer to work in hexadecimal, however, use the `-h` option to produce a hexadecimal control file, and the `-H` option to produce a hexadecimal *skool* file:

```
$ sna2skool.py -h -H -g game.ctl game.z80 > game.skool
```

4.5 Developing the skool file

When you're happy that your control file does a decent job of distinguishing the code blocks from the data blocks in your memory snapshot, it's time to start work on the *skool* file.

Figuring out what the code blocks do and what the data blocks contain can be a time-consuming job. It's probably not a good idea to go through each block one by one, in order, and move to the next only when it's fully documented - unless you're looking for a nervous breakdown. Instead it's better to approach the job like this:

1. Skim the code blocks for any code whose purpose is familiar or obvious, such as drawing something on the screen, or producing a sound effect.
2. Document that code (and any related data) as far as possible.
3. Find another code block that calls the code block just documented, and figure out when, why and how it uses it.
4. Document that code (and any related data) as far as possible.
5. If there's anything left to document, return to step 3.
6. Done!

It also goes without saying that figuring out what a piece of code or data might be used for is easier if you've played the game to death already.

Annotating the code and data in a *skool* file is done by adding comments just as you would in a regular ASM file. For example, you might add a comment to the instruction at 35136 in *manic_miner.skool* thus:

```
35136 DEC (HL)          ; Decrement the number of lives
```

See the *skool file format* reference for a full description of the kinds of annotations that are supported in *skool* files. Note also that SkoolKit supports many *skool macros* that can be used in comments and will be converted into hyperlinks and images (for example) in the HTML version of the disassembly.

As you become more familiar with the layout of the code and data blocks in the disassembly, you may find that some blocks need to be split up, joined, or otherwise reorganised. You could do this manually in the *skool* file itself, or you could regenerate the *skool* file from a new control file. To ensure that you don't lose all the annotations you've already added to the *skool* file, though, you should use *skool2ctl.py* to preserve them.

First, create a control file that keeps your annotations intact:

```
$ skool2ctl.py game.skool > game-2.ctl
```

Now edit *game-2.ctl* to fit your better understanding of the layout of the code and data blocks. Then generate a new *skool* file:

```
$ sna2skool.py -c game-2.ctl game.z80 > game-2.skool
```

This new *skool* file, *game-2.skool*, should contain your reorganised code and data blocks, and all the annotations you carefully added to *game.skool*.

4.6 Adding pokes, bugs and trivia

Adding 'Pokes', 'Bugs', and 'Trivia' pages to a disassembly is done by adding `Poke`, `Bug`, and `Fact` sections to the *ref* file. For any such sections that are present, *skool2html.py* will add links to the disassembly index page.

For example, let's add a poke. Add the following lines to *manic_miner.ref*:

```
[Poke:infiniteLives:Infinite lives]
The following POKE gives Miner Willy infinite lives:
```

```
POKE 35136,0
```

Now run *skool2html.py* again:

```
$ skool2html.py examples/manic_miner.ref
```

Open *manic_miner/index.html* and you should see a link to the 'Pokes' page in the 'Reference' section.

The format of a `Bug` or `Fact` section is the same, except that the section name prefix is `Bug:` or `Fact:` (instead of `Poke:`) as appropriate.

One `Poke`, `Bug` or `Fact` section should be added for each poke, bug or trivia item to be documented. Entries will appear on the 'Pokes', 'Bugs' or 'Trivia' page in the same order as the sections appear in the *ref* file.

See *Ref files* for more information on the format of the `Poke`, `Bug`, and `Fact` (and other) sections that may appear in a *ref* file.

4.7 Themes

In addition to the default theme (defined in *skoolkit.css*), SkoolKit includes two alternative themes: 'dark' and 'spectrum'.

In order to use the 'dark' theme, run *skool2html.py* with the `-T` option thus:

```
$ skool2html.py -T dark game.skool
```

Or to use the 'spectrum' theme:

```
$ skool2html.py -T spectrum -c Paths/Font=spectrum.ttf game.skool
```

Supported assemblers

If you want to use SkoolKit to generate an ASM version of your disassembly, you will need to use a supported assembler. At the time of writing, the assemblers listed below are known to work with the ASM format generated by *skool2asm.py*:

- *pasmo* (v0.5.3)
- *SjASMPlus* (v1.07-rc7)
- *z80asm*, the assembler distributed with *z88dk* (v1.8)

The following sections give examples of how to use each of these assemblers to create binary (raw memory) files or tape files that can be used with an emulator.

5.1 *pasmo*

First, create an ASM version of the disassembly:

```
$ skool2asm.py game.skool > game.asm
```

Then use *pasmo* to create a binary file thus:

```
$ pasmo game.asm game.bin
```

To create a TAP file from *game.bin*, use the *bin2tap.py* utility, included with SkoolKit:

```
$ bin2tap.py game.bin
```

The resultant TAP file, *game.tap*, can then be loaded into an emulator.

5.2 *SjASMPlus*

First, create an ASM version of the disassembly:

```
$ skool2asm.py game.skool > game.asm
```

Then create a file called *game.sjasm* with the following contents:

```
; SjASMPlus source file for game.asm
device zxspectrum48
include game.asm
savebin "game.bin",ORG,LENGTH
```

replacing `ORG` and `LENGTH` with the origin address and the length of the assembled program. Now run *sjasmpplus* on this source file:

```
$ sjasmpplus game.sjasm
```

and a binary file called *game.bin* will be created.

To create a TAP file from *game.bin*, use the *bin2tap.py* utility, included with SkoolKit:

```
$ bin2tap.py game.bin
```

The resultant TAP file, *game.tap*, can then be loaded into an emulator.

5.3 z80asm (z88dk)

First, create an ASM version of the disassembly:

```
$ skool2asm.py game.skool > game.asm
```

Then use *z80asm* to create a binary file thus:

```
$ z80asm -rORG -b game.asm
```

replacing `ORG` with the origin address (in hexadecimal notation) of the program.

To create a TAP file from *game.bin*, use the *bin2tap.py* utility, included with SkoolKit:

```
$ bin2tap.py game.bin
```

The resultant TAP file, *game.tap*, can then be loaded into an emulator.

General info

6.1 Contact details

To make complaints about or suggest improvements to SkoolKit, or to submit some other piece of constructive criticism, contact me (Richard Dymond) at [<rjdymond AT gmail.com>](mailto:rjdymond@gmail.com).

6.2 TODO

Some features I may (or may not) add to SkoolKit some day are:

- *skool2skool.py*, a utility for transforming skool files (e.g. from decimal to hexadecimal, or vice versa)
- The ability to label routines in an HTML disassembly, so that (for example) `CALL 24993` in Skool Daze becomes `CALL GETRANDOM` (still hyperlinked to the disassembly page for the routine at 24993)

6.3 Bugs

If you find any bugs in SkoolKit, please report them using the [bug tracker](#).

Changelog

7.1 SkoolKit 2.x changelog

7.1.1 2.5 (2012-02-22)

- Added support for *[MemoryMap:*]* sections in *ref* files (for defining the properties of memory map pages); removed support for the *[MapDetails]* section accordingly
- Added support for multiple style sheets per HTML disassembly (by separating file names with a semicolon in the *StyleSheet* parameter in the *[Paths]* section of the *ref* file)
- Added support for multiple JavaScript files per HTML disassembly (by separating file names with a semicolon in the *JavaScript* parameter in the *[Paths]* section of the *ref* file)

7.1.2 2.4.1 (2012-01-30)

- The *@ignoreua* directive can now be used on entry titles, entry descriptions, mid-block comments and block end comments in addition to instruction-level comments; the *@ignoredua* and *@ignoremrcua* directives are correspondingly deprecated
- The *#SPACE* macro now supports the syntax *#SPACE ([num])*, which can be useful to distinguish it from adjacent text where necessary

7.1.3 2.4 (2012-01-10)

- Added the *skool2sft.py* command (for creating *skool file templates*)
- Added support to *skool2ctl.py* for preserving some ASM directives in control files
- Enhanced the *#UDG* and *#UDGARRAY* macros so that images can be rotated
- Added the ability to separate paragraphs in a *skool* file by using a dot (.) on a line of its own; removed support for the redundant *#P* macro accordingly

7.1.4 2.3.1 (2011-11-15)

- Added support to *skool2html.py* for multiple *ref* files per disassembly
- Enhanced the *#UDG* and *#UDGARRAY* macros so that images can be flipped horizontally and vertically
- Enhanced the *#POKES* macro so that multiple pokes may be specified

- Added support for the *#FACT* and *#POKE* macros in ASM mode
- When the link text of a *#BUG*, *#FACT* or *#POKE* macro is left blank, the title of the corresponding bug, trivia or poke entry is substituted
- Fixed the parsing of link text in skool macros in ASM mode so that nested parentheses are handled correctly
- Fixed the rendering of table borders in ASM mode where cells with rowspan > 1 in columns other than the first extend to the bottom row

7.1.5 2.3 (2011-10-31)

- Fixed the bug where the operands in substitute instructions defined by *@bfix*, *@ofix*, *@isub*, *@ssub* and *@rsub* directives are not converted to decimal or hexadecimal when using the *-D* or *-H* option of *skool2asm.py* or *skool2html.py*
- Removed the source files for the Skool Daze, Back to Skool and Contact Sam Cruise disassemblies from the SkoolKit distribution; they are now available as [separate downloads](#)

7.1.6 2.2.5 (2011-10-17)

- Enhanced the *#UDGARRAY* macro so that masks can be specified
- Added the *-p* option to *bin2tap.py* (to set the stack pointer)
- Fixed the parsing of link text in *#BUG*, *#FACT*, *#POKE* and other skool macros so that nested parentheses are handled correctly
- Fixed the handling of version 1 Z80 snapshots by *sna2skool.py*
- Added support for the *IndexPageId* and *Link* parameters in *[OtherCode:**] sections of the *ref* file
- Reintroduced support for *[Changelog:**] sections in *ref* files
- Added ‘Changelog’ pages to the Skool Daze, Back to Skool and Contact Sam Cruise disassemblies
- Updated the Contact Sam Cruise disassembly

7.1.7 2.2.4 (2011-08-10)

- Added support for the *@ignoredua* ASM directive
- *skool2asm.py* automatically decreases the width of the comment field for a ‘wide’ instruction instead of printing a warning
- *bin2tap.py* can handle binary snapshot files with ORG addresses as low as 16398
- Fixed the bug in *bin2tap.py* that prevents the START address from defaulting to the ORG address when the ORG address is specified with the *-o* option
- Added ASM directives to *csc.skool* so that it works with *skool2asm.py*
- Updated the Contact Sam Cruise disassembly

7.1.8 2.2.3 (2011-07-15)

Updated the Contact Sam Cruise disassembly; it is now ‘complete’.

7.1.9 2.2.2 (2011-06-02)

- Added support for the `@end` ASM directive
- Added ASM directives to `{bts,csc,sd}-{load,save,start}.skool` to make them work with `skool2asm.py`
- `skool2asm.py`, `skool2ctl.py` and `skool2html.py` can read from standard input
- Fixed the bug that made `sna2skool.py` generate a control file with a code block at 65535 for a snapshot that ends with a sequence of zeroes
- Unit test `test_skool2html.py:Skool2HtmlTest.test_html` now works without an internet connection

7.1.10 2.2.1 (2011-05-24)

- SkoolKit can now be installed as a Python package using `setup.py install`
- Unit tests are included in the `tests` directory
- Man pages for SkoolKit's `command scripts` are included in the `man` directory
- Added 'Developer reference' documentation
- Fixed the bugs that made `skool2html.py` produce invalid XHTML

7.1.11 2.2 (2011-05-10)

- Changed the syntax of the `skool2html.py` command (it no longer writes the Skool Daze and Back to Skool disassemblies by default)
- Fixed the bug that prevented `skool2asm.py` from working with a zero-argument skool macro (such as `#C`) at the end of a sentence
- Fixed the `-w` option of `skool2asm.py` (it really does suppress all warnings now)
- Fixed how `sna2skool.py` handles `#P` macros (it now writes a newline before and after each one)
- Fixed the bug that made `sna2skool.py` omit the `*` control directive from routine entry points when the `-L` option was used
- ASM labels are now unaffected by the `-l` (lower case) and `-u` (upper case) options of `skool2asm.py`
- Added support for the `*` notation in statement length lists in sub-block control directives (e.g. `B 32768, 239, 16*14, 15`)
- Updated the Skool Daze disassembly
- Updated the Back to Skool disassembly

7.1.12 2.1.2 (2011-04-28)

- Added the `-L` option to `sna2skool.py` (to write the disassembly in lower case)
- Added the `-i` option to `skool2html.py` (to specify the image library to use)
- In control files, `DEFM`, `DEFW` and `DEFS` statement lengths in `T`, `W` and `Z` sub-blocks may be declared
- Fixed the bug in `skool2asm.py`'s handling of the `#SPACE` macro that prevented it from working with `csc.skool`
- Fixed the bug that made `skool2asm.py` produce invalid output when run on `sd.skool` with the `-H` and `-f 3` options

7.1.13 2.1.1 (2011-04-16)

- Added the `-l`, `-u`, `-D` and `-H` options to *skool2html.py* (to write the disassembly in lower case, upper case, decimal or hexadecimal)
- Added the `-u`, `-D` and `-H` options to *skool2asm.py* (to write the disassembly in upper case, decimal or hexadecimal)
- In control files, an instruction-level comment that spans a group of two or more sub-blocks of different types may be declared with an `M` directive
- Updated the incomplete Contact Sam Cruise disassembly

7.1.14 2.1 (2011-04-03)

- Added support for hexadecimal disassemblies
- Added the `#LINK` macro (for creating hyperlinks to other pages in an HTML disassembly)
- Added the ability to define custom pages in an HTML disassembly using `[Page: *]` and `[PageContent: *]` sections in the *ref* file
- Added the `-o` option to *skool2html.py* (to overwrite existing image files)
- Optional parameters in any position in a skool macro may be left blank
- In control files, `DEFB` statement lengths in multi-line `B` sub-blocks may be declared
- Updated the Skool Daze disassembly
- Updated the Back to Skool disassembly
- Updated the incomplete Contact Sam Cruise disassembly

7.1.15 2.0.6 (2011-03-09)

- *sna2skool.py* can read and write hexadecimal numbers in a control file
- *skool2ctl.py* can write hexadecimal numbers in a control file
- *sna2skool.py* no longer chokes on blank lines in a control file
- Updated the incomplete Contact Sam Cruise disassembly

7.1.16 2.0.5 (2011-02-09)

- Added the `#UDGARRAY` macro (for creating images of blocks of UDGs)
- Enhanced the `#FONT` macro so that it works with regular 8x8 fonts as well as the Skool game fonts
- Enhanced the `#SCR` macro so that it can take screenshots of rectangular portions of the screen
- The contents of the ‘Other graphics’ page of a disassembly are now defined in the `[Graphics]` section of the *ref* file
- Added the ability to define the layout of the disassembly index page in the `[Index]` and `[Index:***]` sections of the *ref* file
- Added the ability to define page titles in the `[Titles]` section of the *ref* file
- Added the ability to define page link text in the `[Links]` section of the *ref* file

- Added the ability to define the image colour palette in the [Colours] section of the *ref* file
- Fixed the bug in *sna2skool.py* that prevented it from generating a control file for a snapshot with the final byte of a 'RET', 'JR d', or 'JP nn' instruction at 65535
- Updated the incomplete Contact Sam Cruise disassembly

7.1.17 2.0.4 (2010-12-16)

Updated the incomplete Contact Sam Cruise disassembly.

7.1.18 2.0.3 (2010-12-08)

Updated the incomplete Contact Sam Cruise disassembly.

7.1.19 2.0.2 (2010-12-01)

- Fixed the #EREFs, #REFs and #TAPS macros
- Fixed the bug where the end comment for the last entry in a *skool* file is not parsed
- Updated the incomplete Contact Sam Cruise disassembly

7.1.20 2.0.1 (2010-11-28)

- Added the `-r` option to *skool2html.py* (for specifying a *ref* file)
- Added the `-o`, `-r`, and `-l` options to *sna2skool.py*, along with the ability to read binary (raw memory) files
- Fixed *skool2ctl.py* so that it correctly creates sub-blocks for commentless DEF{B,M,S,W} statements, and writes the length of a sub-block that is followed by a mid-routine comment
- Updated the incomplete Contact Sam Cruise disassembly

7.1.21 2.0 (2010-11-23)

- Updated the Back to Skool disassembly
- Enhanced the `#R` macro to support 'other code' disassemblies, thus making the `#ASM`, `#LOAD`, `#SAVE` and `#START` macros obsolete
- Split *load.skool*, *save.skool* and *start.skool* into separate files for each Skool game
- Added documentation on the *ref file sections*
- Simplified SkoolKit by removing all instances of and support for *ref* file macros and *skool* directives
- Added files that were missing from SkoolKit 1.4: *csc-load.skool*, *csc-save.skool* and *csc-start.skool*

7.2 SkoolKit 1.x changelog

7.2.1 1.4 (2010-11-11)

- Updated the Skool Daze disassembly
- Updated the Back to Skool disassembly
- Updated the incomplete Contact Sam Cruise disassembly

7.2.2 1.3.1 (2010-10-18)

- Added documentation on *supported assemblers*
- Added the *bin2tap.py* utility
- Documentation sources included in *docs-src*
- When running *skool2asm.py* or *skool2html.py* on Linux/BSD, show elapsed time instead of CPU time

7.2.3 1.3 (2010-07-23)

- Updated the Skool Daze disassembly
- Updated the Back to Skool disassembly
- Updated the incomplete Contact Sam Cruise disassembly

7.2.4 1.2 (2010-05-03)

Updated the Back to Skool disassembly.

7.2.5 1.1 (2010-02-25)

- Updated the Skool Daze disassembly
- Updated the Back to Skool disassembly
- Updated *contact_sam_cruise.ctl*
- Added *csc.ref* (to supply extra information to the Contact Sam Cruise disassembly)
- Added the *skool2ctl.py* utility

7.2.6 1.0.7 (2010-02-12)

- Extended the control file syntax to support block titles, descriptions, registers and comments, and sub-block types and comments
- Added two example control files: *contact_sam_cruise.ctl* and *manic_miner.ctl*
- Fixed the bug in *sna2skool.py* that made it list referrers of entry points in non-code blocks
- Added support to *sna2skool.py* for the LD IXh, r and LD IXl, r instructions

7.2.7 1.0.6 (2010-02-04)

Above each entry point in a code block, *sna2skool.py* will insert a comment containing a list of the routines that call or jump to that entry point.

7.2.8 1.0.5 (2010-02-03)

Made the following changes to *sna2skool.py*:

- Added the `-t` option (to show ASCII text in the comment fields)
- Set block titles according to the apparent contents (code/text/data) when using the `-g` option

7.2.9 1.0.4 (2010-02-02)

Made the following changes to *sna2skool.py*:

- Fixed the bug that caused the last instruction before the 64K boundary to be disassembled as a `DEFB` statement
- Added the `-g` option (to generate a control file using rudimentary static code analysis)
- Added the `-s` option (to specify the disassembly start address)

7.2.10 1.0.3 (2010-02-01)

- *sna2skool.py* copes with instructions that cross the 64K boundary
- *skool2html.py* writes the ‘Game status buffer’, ‘Glossary’, ‘Trivia’, ‘Bugs’ and ‘Pokes’ pages for a *skool* file specified by the `-f` option (in addition to the disassembly files and memory maps)

7.2.11 1.0.2 (2010-01-31)

Modified *sna2skool.py* so that it:

- recognises instructions that are unchanged by a `DD` or `FD` prefix
- recognises instructions with a `DDCB` or `FDCB` prefix
- produces a 4-byte `DEFB` for the `ED`-prefixed `LD HL, (nn)` and `LD (nn), HL` instructions
- produces a 2-byte `DEFB` for a relative jump across the 64K boundary

7.2.12 1.0.1 (2010-01-30)

Fixed the following bugs in *sna2skool.py*:

- ‘X’ was replaced by ‘Y’ instead of ‘IX’ by ‘IY’ (leading to nonsense mnemonics such as `YOR IYh`)
- `ED72` was disassembled as `SBC HL, BC` instead of `SBC HL, SP`
- `ED7A` was disassembled as `ADD HL, SP` instead of `ADC HL, SP`
- `ED63` and `ED6B` were disassembled as `LD (nn), HL` and `LD HL, (nn)` (which is correct, but won’t assemble back to the same bytes)

7.2.13 1.0 (2010-01-28)

Initial public release.

7.3 3.3.2 (2013-05-13)

- Added the `-T` option to *skool2html.py* (to specify a CSS theme)
- Added the `-p` option to *skool2html.py* (to show the path to the skoolkit package directory)
- *setup.py* now installs the *resources* directory (so a local copy is no longer required when SkoolKit has been installed via `setup.py install`)
- Added *jet_set_willy-dark.css* (to complete the ‘dark’ theme for that disassembly)
- Added *documentation* on how to write an instruction-level comment that contains opening or closing braces when rendered
- Fixed the appearance of transparent table cells in HTML output
- Fixed *sna2skool.py* so that a control file specified by the `-c` option takes precedence over a default skool file template
- Fixed *manic_miner.ctl* so that the comments at 40177-40191 apply to a pristine snapshot (before stack operations have corrupted those addresses)

7.4 3.3.1 (2013-03-04)

- Added support to the `@set` ASM directive for the *comment-width-min*, *indent*, *instruction-width*, *label-colons*, *line-width* and *warnings* properties
- Added support to the `HtmlWriterClass` parameter (in the *[Config]* section) and the `@writer` directive for specifying a module outside the module search path (e.g. a standalone module that is not part of an installed package)
- *sna2skool.py* now correctly renders an empty block description as a dot (.) on a line of its own

7.5 3.3 (2013-01-08)

- Added support to *sna2skool.py* for reading code execution maps produced by the Fuse, SpecEmu, Spud, Zero and Z80 emulators (to generate more accurate control files)
- Increased the speed at which *sna2skool.py* generates control files
- Added support to *sna2skool.py* for disassembling 128K SNA snapshots

7.6 3.2 (2012-11-01)

- Added support to *sna2skool.py* for disassembling 128K Z80 snapshots and 16K, 48K and 128K SZX snapshots
- Added the `#LIST` macro (for rendering lists of bulleted items in both HTML mode and ASM mode)
- Added the `@set` ASM directive (for setting properties on the ASM writer)

- Added trivia entries to *jet_set_willy.ref*
- Annotated the source code remnants at 32768 and 37708 in *manic_miner.ctl*

7.7 3.1.4 (2012-10-11)

- Added support to *skool2ctl.py* and *skool2sft.py* for DEFB and DEFM statements that contain both strings and bytes
- *skool2ctl.py* now correctly processes lower case DEFB, DEFM, DEFS and DEFW statements
- The length of a string (in a DEFB or DEFM statement) that contains one or more backslashes is now correctly calculated by *skool2ctl.py* and *skool2sft.py*
- DEFB and DEFM statements that contain both strings and bytes are now correctly converted to lower case, upper case, decimal or hexadecimal (when using the `-l`, `-u`, `-D` and `-H` options of *skool2asm.py* and *skool2html.py*)
- Operations involving (IX+n) or (IY+n) expressions are now correctly converted to lower case decimal or hexadecimal (when using the `-l`, `-D` and `-H` options of *skool2asm.py* and *skool2html.py*)

7.8 3.1.3 (2012-09-11)

- The ‘Glossary’ page is formatted in the same way as the ‘Trivia’, ‘Bugs’, ‘Pokes’ and ‘Graphic glitches’ pages
- When the link text of a `#LINK` macro is left blank, the link text of the page is substituted
- The disassembler escapes backslashes and double quotes in DEFM statements (so that *skool2asm.py* no longer has to)
- DEFB and DEFM statements that contain both strings and bytes are parsed correctly for the purpose of building a memory snapshot

7.9 3.1.2 (2012-08-01)

- Added the `#HTML` macro (for rendering arbitrary text in HTML mode only)
- Added support for distinguishing input values from output values in a routine’s register section (by using prefixes such as ‘Input:’ and ‘Output:’)
- Added support for the `InputRegisterTableHeader` and `OutputRegisterTableHeader` parameters in the `[Game]` section of the *ref* file
- Added the ‘default’ CSS class for HTML tables created by the `#TABLE` macro

7.10 3.1.1 (2012-07-17)

- Enhanced the `#UDGARRAY` macro so that it accepts both horizontal and vertical steps in UDG address ranges
- Added support for the `Font` and `FontPath` parameters in the `[Paths]` section of the *ref* file (for specifying font files used by CSS `@font-face` rules)
- Added a Spectrum theme CSS file that uses the Spectrum font and colours: *skoolkit-spectrum.css*
- Fixed *skool2asm.py* so that it escapes backslashes and double quotes in DEFM statements

7.11 3.1 (2012-06-19)

- Added documentation on *extending SkoolKit*
- Added the `@writer` ASM directive (to specify the class to use for producing ASM output)
- Added the `#CHR` macro (for rendering arbitrary unicode characters); removed support for the redundant `#C` macro accordingly
- Added support for the `#CALL`, `#REFS`, `#EREFS`, `#PUSHS`, `#POKES` and `#POPS` macros in ASM mode
- Added the `-c` option to `skool2html.py` (to simulate adding lines to the *ref* file)
- Added a dark theme CSS file: `skoolkit-dark.css`

7.12 3.0.2 (2012-05-01)

- Added room images and descriptions to `manic_miner.ctl` and `jet_set_willy.ctl` (based on reference material from Andrew Broad and J. G. Harston)
- Fixed the bug that prevents the ‘Data tables and buffers’ section from appearing on the disassembly index page when the default `DataTables` link group is used

7.13 3.0.1 (2012-04-11)

- Added support for creating GIF files (including transparent and animated GIFs)
- Added support for creating animated PNGs in APNG format
- Added support for transparency in PNG images (by using the `PNGAlpha` parameter in the `[ImageWriter]` section of the *ref* file)
- Added an example control file: `jet_set_willy.ctl`
- Fixed the bug in how images are cropped by the `#FONT`, `#SCR`, `#UDG` and `#UDGARRAY` macros when using non-zero X and Y parameters

7.14 3.0 (2012-03-20)

- SkoolKit now works with Python 3.x
- Added a native image creation library, which can be configured by using the `[ImageWriter]` section of the *ref* file; `gd` and `PIL` are no longer required or supported
- Enhanced the `#SCR` macro so that graphic data and attribute bytes in places other than the display file and attribute file may be used to build a screenshot
- Added image-cropping capabilities to the `#FONT`, `#SCR`, `#UDG` and `#UDGARRAY` macros

Technical reference

8.1 Parsing, rendering, and modes

The following subsections explain at a high level the two phases involved in transforming a *skool* file (and its related *ref* files, if any exist) into HTML or ASM format by using *skool2html.py* or *skool2asm.py*: parsing and rendering.

8.1.1 Parsing

In the first phase, the *skool* file is parsed. Parsing a *skool* file entails reading each line of the file, and processing any relevant *ASM directives* that are found along the way.

After an ASM directive has been processed, it is discarded, so that it cannot be ‘seen’ during the rendering phase. The purpose of the ASM directives is to transform the *skool* file into something suitable for rendering (in either HTML or ASM format) later on.

Whether a particular ASM directive is processed depends on the mode in which the parsing is being done: HTML mode or ASM mode.

HTML mode

HTML mode is used when the target output format is HTML, as is the case when running *skool2html.py*. In HTML mode, most ASM directives are ignored because they are irrelevant to the purpose of creating the HTML version of the disassembly. The only ASM directives that are processed in HTML mode are the block directives:

- *@bfix block directives*
- *@isub block directives*
- *@ofix block directives*
- *@rfix block directives*
- *@rsub block directives*

The reason that these directives are processed is that they may define two different versions of a section of code or data: first, a version to include in the output if the corresponding ASM mode (*@bfix*, *@isub*, *@ofix*, *@rfix*, *@rsub*) is in effect; and second, a version to include in the output if the corresponding ASM mode is not in effect - which will always be the case when parsing in HTML mode.

For example:

```
; @bfix-begin
 32459 CP 26 ; This is a bug; it should be 'CP 27'
; @bfix+else
    CP 27 ;
; @bfix+end
```

This instance of a `@bfix` block directive defines two versions of a section of code. The first version (between `@bfix-begin` and `@bfix+else`) will be included in the HTML output, and the second version (between `@bfix+else` and `@bfix+end`) will be omitted.

ASM mode

ASM mode is used when the target output format is ASM, as is the case when running *skool2asm.py*. In ASM mode, all ASM directives are processed.

8.1.2 Rendering

In the second phase, the *skool* file (stripped of all its ASM directives during the parsing phase) is ‘rendered’ - as either HTML or ASM, depending on the mode.

HTML mode

HTML mode is used to render the *skool* file (and its related *ref* file, if one exists) as a bunch of HTML files. During rendering, any *skool macros* found along the way are expanded to the required HTML markup.

ASM mode

ASM mode is used to render the *skool* file as a single, assembler-ready ASM file. During rendering, any *skool macros* found along the way are expanded to some appropriate plain text.

8.2 Control files

A control file contains a list of start addresses of code and data blocks. This information can be used by *sna2skool.py* to organise a *skool* file into corresponding code and data blocks.

Each block address in a control file is marked with a ‘control directive’, which is a single letter that indicates what the block contains:

- `b` indicates a data block
- `c` indicates a code block
- `g` indicates a game status buffer entry
- `i` indicates a block that should be ignored
- `t` indicates a block containing text
- `u` indicates an unused block of memory
- `w` indicates a block containing words (two-byte values)
- `z` indicates an unused block containing all zeroes

(If these letters remind you of the valid characters that may appear in the first column of each line of a *skool file*, that is no coincidence.)

For example:

```
c 24576 Do stuff
b 24832 Important data
t 25088 Interesting messages
u 25344 Unused
```

This control file declares that:

- Everything before 24576 should be ignored
- There is a routine at 24576-24831 which should be titled 'Do stuff'
- There is data at 24832-25087
- There is text at 25088-25343
- Everything from 25344 onwards is unused (but should still be disassembled as data)

Addresses may be written as hexadecimal numbers, too; the equivalent example control file using hexadecimal notation would be:

```
c $6000 Do stuff
b $6100 Important data
t $6200 Interesting messages
u $6300 Unused
```

Besides the declaration of block types, addresses and titles, the control file syntax also supports the declaration of the following things:

- Block descriptions
- Register values
- Mid-block comments
- Block end comments
- Sub-block types and comments
- DEFB/DEFM/DEFW/DEFS statement lengths in data, text and unused sub-blocks
- ASM directives (except block directives)

The syntax for declaring these things is described in the following sections.

8.2.1 Block descriptions

To provide a description for a code block at 24576 (for example), use the `D` directive thus:

```
c 24576 This is the title of the routine at 24576
D 24576 This is the description of the routine at 24576.
```

If the description consists of two or more paragraphs, each one should be declared with a separate `D` directive:

```
D 24576 This is the first paragraph of the description of the routine at 24576.
D 24576 This is the second paragraph of the description of the routine at 24576.
```

8.2.2 Register values

To declare the values of the registers upon entry to the routine at 24576, add one line per register with the `R` directive thus:

```
R 24576 A An important value in the accumulator
R 24576 DE Display file address
```

8.2.3 Mid-block comments

To declare a mid-block comment that will appear above the instruction at 24592, use the `D` directive thus:

```
D 24592 The next section of code does something really important.
```

If the mid-block comment consists of two or more paragraphs, each one should be declared with a separate `D` directive:

```
D 24592 This is the first paragraph of the mid-block comment.
D 24592 This is the second paragraph of the mid-block comment.
```

8.2.4 Block end comments

To declare a comment that will appear at the end of the routine at 24576, use the `E` directive thus:

```
E 24576 And so the work of this routine is done.
```

If the block end comment consists of two or more paragraphs, each one should be declared with a separate `E` directive:

```
E 24576 This is the first paragraph of the end comment for the routine at 24576.
E 24576 This is the second paragraph of the end comment for the routine at 24576.
```

8.2.5 Sub-block syntax

Sometimes a block marked as one type (code, data, text, or whatever) may contain instructions or statements of another type. For example, a word (`w`) block may contain the odd non-word here and there. To declare such sub-blocks whose type does not match that of the containing block, use the following syntax:

```
w 32768 A block containing mostly words
B 32800,3 But here's a sub-block of 3 bytes at 32800
T 32809,8 And an 8-byte text string at 32809
C 32821,10 And 10 bytes of code at 32821 too?
```

The directives (`B`, `T` and `C`) used here to mark the sub-blocks are the upper case equivalents of the directives used to mark top-level blocks (`b`, `t` and `c`). The comments at the end of these sub-block declarations are taken as instruction-level comments and will appear as such in the resultant *skool* file.

If an instruction-level comment spans a group of two or more sub-blocks of different types, it must be declared with an `M` directive:

```
M 40000,21 This comment covers the following 3 sub-blocks
B 40000,3
W 40003,10
T 40013,8
```

If the length parameter is omitted from an `M` directive, the comment is assumed to cover all sub-blocks from the given start address to the end of the top-level block.

Three bits of sub-block syntax left. First, the blank sub-block directive:

```
c 24576 A great routine
  24580,11 A great section of code at 24580
```

This is equivalent to:

```
c 24576 A great routine
C 24580,11 A great section of code at 24580
```

That is, the type of a blank sub-block directive is taken to be the same as that of the parent block.

Next, the address range:

```
c 24576 A great routine
  24580-24590 A great section of code at 24580
```

This is equivalent to:

```
c 24576 A great routine
  24580,11 A great section of code at 24580
```

That is, you can specify the extent of a sub-block using either an address range, or an address and a length.

Finally, the implicit sub-block extent:

```
c 24576 A great routine
  24580 A great section of code at 24580
  24588,10 Another great section of code at 24590
```

This is equivalent to:

```
c 24576 A great routine
  24580,8 A great section of code at 24580
  24588,10 Another great section of code at 24588
```

But the declaration of the length (8) of the sub-block at 24580 is redundant, because the sub-block is implicitly terminated by the declaration of the sub-block at 24588 that follows. This is exactly how top-level block declarations work: each top-level block is implicitly terminated by the declaration of the next one.

8.2.6 Statement lengths in 'B', 'T', 'W' and 'Z' sub-blocks

Normally, a B sub-block declared thus:

```
B 24580,12 Interesting data
```

would result in something like this in the corresponding skool file:

```
24580 DEFB 1,2,3,4,5,6,7,8 ; {Interesting data
24588 DEFB 9,10,11,12 ; }
```

But what if you wanted to split the data in this sub-block into groups of 3 bytes each? That can be achieved with:

```
B 24580,12,3 Interesting data
```

which would give:

```
24580 DEFB 1,2,3 ; {Interesting data
24583 DEFB 4,5,6
24586 DEFB 7,8,9
24589 DEFB 10,11,12 ; }
```

That is, in a B directive, the desired DEFB statement lengths may be given as a comma-separated list of numbers following the sub-block length parameter, and the final number in the list is used for all remaining data in the block. So, for example:

```
B 24580,12,1,2,3 Interesting data
```

would give:

```
24580 DEFB 1           ; {Interesting data
24581 DEFB 2,3
24583 DEFB 4,5,6
24586 DEFB 7,8,9
24589 DEFB 10,11,12 ; }
```

If the statement length list contains sequences of two or more identical lengths, as in:

```
B 24580,21,2,2,2,2,2,2,1,1,1,3
```

then it may be abbreviated thus:

```
B 24580,21,2*6,1*3,3
```

The same syntax can be used for T, W and Z sub-blocks too. For example:

```
Z 32768,100,25 Four 25-byte chunks of zeroes
```

would give:

```
32768 DEFS 25 ; {Four 25-byte chunks of zeroes
32793 DEFS 25
32818 DEFS 25
32843 DEFS 25 ; }
```

DEFB and DEFM statements may contain both bytes and strings; for example:

```
40000 DEFM "Hi ",5
40004 DEFB 4,"go"
```

Such statements can be encoded in a control file thus:

```
T 40000,4,3:B1
B 40004,3,1:T2
```

That is, the length of a string in a DEFB statement is prefixed by T, the length of a sequence of bytes in a DEFM statement is prefixed by B, and the lengths of all strings and byte sequences are separated by colons. This notation can also be combined with the '*' notation; for example:

```
T 50000,8,2:B2*2
```

which is equivalent to:

```
T 50000,8,2:B2,2:B2
```

8.2.7 ASM directives

To declare an ASM directive for a block or an individual instruction, use the following syntax:

```
; @directive:address[=value]
```

where:

- `directive` is the directive name
- `address` is the address of the block or instruction to which the directive applies
- `value` is the value of the directive (if it requires one)

For example, to declare a `@label` directive for the instruction at 32768:

```
; @label:32768=LOOP
```

Note that neither ASM block directives (such as the *@bfix block directives*) nor the exact location of `@org`, `@writer`, `@start`, `@end`, `@ignoreua` and `@set` ASM directives can be preserved using this syntax.

8.2.8 Control file comments

A comment may be added to a control file by starting a line with something other than a space, a control directive, or `@`. For example:

```
; This is a comment
# This is another comment
% This is yet another comment
```

8.2.9 Limitations

A control file can be useful in the early stages of developing a *skool* file for reorganising code and data blocks, but it cannot preserve the following elements:

- ASM block directives
- the exact locations of `@org`, `@writer`, `@start`, `@end`, `@ignoreua` and `@set` ASM directives
- data definition entries ('d' blocks) and remote entries ('r' blocks)
- comments that are not part of a code or data block

Skool file templates, however, can preserve all of these elements, and so may be a better choice for *skool* files that contain any of them.

8.2.10 Revision history

Ver- sion	Changes
1.0.7	Added support for block titles, block descriptions, register values, mid-block comments, block end comments, sub-block types and instruction-level comments
2.0.6	Added support for hexadecimal numbers
2.1	Added support for DEFB statement lengths in B sub-blocks
2.1.1	Added the M directive
2.1.2	Added support for DEFM, DEFW and DEFS statement lengths in T, W and Z sub-blocks
2.2	Added support for the * notation in DEFB, DEFM, DEFW and DEFS statement length lists in B, T, W and Z sub-blocks
2.4	Added support for non-block ASM directives
3.1.4	Added support for DEFB and DEFM statements that contain both strings and bytes

8.3 Skool files

A *skool* file contains the list of Z80 instructions that make up the routines and data blocks of the program being disassembled, with accompanying comments (if any).

8.3.1 Skool file format

A *skool* file must be in a certain format to ensure that it is processed correctly by *skool2html.py*, *skool2asm.py*, *skool2ctl.py* and *skool2sft.py*. The rules are as follows:

1. Entries (an 'entry' being a routine or data block) must be separated by blank lines, and an entry must not contain any blank lines.
2. Lines in an entry may start with one of `; * bcdgirtuwz`, where:
 - `;` begins a comment line
 - `*` denotes an entry point in a routine
 - `b` denotes the first instruction in a data block
 - `c` denotes the first instruction in a code block (routine)
 - `d` denotes the first instruction in a *data definition entry*
 - `g` denotes the first instruction in a game status buffer entry
 - `i` denotes an ignored entry
 - `r` denotes the first instruction in a *remote entry*
 - `t` denotes the first instruction in a data block that contains text
 - `u` denotes the first instruction in an unused code or data block
 - `w` denotes the first instruction in a data block that contains two-byte values (words)
 - `z` denotes the first instruction in a data block that contains only zeroes
 - a space begins a line that does not require any of the markers listed above

The format of a non-comment line is:

```
C##### INSTRUCTION ; comment
```

where:

- `C` is one of the characters listed above: `* bcdgirtuwz`
- `#####` is an address (e.g. 24576, or \$6000 if you prefer hexadecimal notation)
- `INSTRUCTION` is an instruction (e.g. `LD A, (HL)`)
- `comment` is a comment (which may be blank)

The comment for a single instruction may span multiple lines thus:

```
c24296 CALL 57935 ; This comment is too long to fit on a single line, so  
; we use two lines
```

A comment may also be associated with more than one instruction by the use of braces (`{` and `}`) to indicate the start and end points, thus:

```
*24372 SUB D      ; {This comment applies to the two instructions at
24373 JR NZ,24378 ; 24372 and 24373}
```

The opening and closing braces are removed before the comment is rendered in ASM or HTML mode. (See *Braces in comments.*)

Comments may appear between instructions, or after the last instruction in an entry; paragraphs in such comments must be separated by a comment line containing a dot (.) on its own. For example:

```
*28975 JR 28902
; This is a mid-block comment between two instructions.
; .
; This is the second paragraph of the comment.
28977 XOR A
```

Lines that start with * will have their addresses shown in bold in the HTML version of the disassembly (generated by *skool2html.py*), and will have labels generated for them in the ASM version (generated by *skool2asm.py*).

3. Tables (grids) have their own markup syntax. See *#TABLE* for details.
4. Entry headers are a sequence of comment lines broken into three sections:
 - Entry title
 - Entry description (optional)
 - Registers (optional)

The sections are separated by an empty comment line, and paragraphs within the entry description must be separated by a comment line containing a dot (.) on its own. For example:

```
; This is the entry title
;
; This is the first paragraph of the entry description.
; .
; This is the second paragraph of the entry description.
;
; A An important parameter
; B Another important parameter
```

If a register section is required, but an entry description is not, a blank entry description may be specified by using a dot (.) thus:

```
; This is the title of an entry that has no description
;
; .
;
; A An important parameter
; B Another important parameter
```

Registers may be listed as shown above, or with colon-terminated prefixes (such as 'Input:' and 'Output:', or simply 'I:' and 'O:') to distinguish input values from output values:

```
; Input:A An important parameter
;      B Another important parameter
; Output:C The result
```

In the HTML version of the disassembly, input values and output values are shown in separate tables. If a register's prefix begins with the letter 'O', it is regarded as an output value; if it begins with any other letter, it is regarded as an input value. If a register has no prefix, it will be placed in the same table as the previous register; if there is no previous register, it will be placed in the table of input values.

8.3.2 Braces in comments

As noted above, opening and closing braces (`{`, `}`) are used to mark the start and end points of an instruction-level comment that is associated with more than one instruction, and the braces are removed before the comment is rendered. This means that if the comment requires an opening or closing brace *when rendered*, some care must be taken to get the syntax correct.

The rules regarding an instruction-level comment that starts with an opening brace are as follows:

- The comment terminates on the line where the total number of closing braces in the comment becomes equal to or greater than the total number of opening braces
- Adjacent opening braces at the start of the comment are removed before rendering
- Adjacent closing braces at the end of the comment are removed before rendering

By these rules, it is possible to craft an instruction-level comment that contains matched or unmatched opening and closing braces when rendered.

For example:

```
b50000 DEFB 0 ; {{This comment (which spans two instructions) has an
50001 DEFB 0 ; unmatched closing brace} }
```

will render in ASM mode as:

```
DEFB 0 ; This comment (which spans two instructions) has an
DEFB 0 ; unmatched closing brace}
```

And:

```
b50002 DEFB 0 ; { {{Matched opening and closing braces}} }
```

will render as:

```
DEFB 0 ; {{Matched opening and closing braces}}
```

Finally:

```
b50003 DEFB 0 ; { {Unmatched opening brace}}
```

will render as:

```
DEFB 0 ; {Unmatched opening brace}
```

8.3.3 Data definition entries

If the first instruction line in an entry starts with `d`, the entry is regarded as a data definition entry. Such entries do not appear in the memory map generated by *skool2html.py*, but may contain `DEFB`, `DEFW`, `DEFM` and `DEFS` assembler directives that will be parsed, and so can be used to insert data into the memory snapshot.

For example:

```
; The eight bytes of code in this routine are also used as UDG data.
; .
; #HTML(#UDG44919)
c44919 LD DE,46572 ;
44922 CP 200 ;
44924 JP 45429 ;

d44919 DEFB 17,236,181,254,200,195,117,177
```

This data definition entry is required to define the bytes for addresses 44919-44926. If it were not present, the memory snapshot would contain zeroes at those addresses, and the UDG created by *skool2html.py* would be blank. The reason for this is that the skool file parser will only convert DEFB, DEFW, DEFM and DEFS assembler directives into a sequence of bytes; it does not convert assembly language instructions into the equivalent byte values (it is not a Z80 assembler).

8.3.4 Remote entries

If the first instruction line in an entry starts with `r`, the entry is regarded as a remote entry. Such entries do not appear in the memory map generated by *skool2html.py*, but they enable JR, JP and CALL instructions to be hyperlinked to entries defined in other *skool* files.

For example:

```
r26880 main
```

This entry, if it were present in a secondary *skool* file, would enable any JR, JP and CALL instruction with 26880 as the operand to be hyperlinked to that routine in the main disassembly (the entry for which should be defined in the main *skool* file).

If the desired target of the hyperlink is an entry point within a routine that is defined in another *skool* file (as opposed to the address of the routine itself), both the routine address and the entry point address should be declared in the remote entry. For example:

```
r29012 main
 29015
```

This would enable hyperlinks to 29015 in the main disassembly, which is an entry point in the routine at 29012.

8.3.5 Revision history

Ver- sion	Changes
2.0	Added support for data definition entries and remote entries
2.1	Added support for hexadecimal numbers
2.4	Added the ability to separate paragraphs and specify a blank entry description by using a dot (.) on a line of its own
3.1.2	Added support for 'Input' and 'Output' prefixes in register sections

8.4 Skool file templates

A skool file template defines the basic structure of a *skool* file, but, unlike a *skool* file, contains directives on how to disassemble a program into Z80 instructions instead of the Z80 instructions themselves. The directives are similar to those that may appear in a control file.

The *skool2sft.py* command can generate a skool file template from an existing *skool* file; the *sna2skool.py* command can then generate a *skool* file from the template and an appropriate snapshot.

8.4.1 Skool file template format

A skool file template has the same layout as a *skool* file, except that the lines in 'b', 'c', 'g', 't', 'u', 'w' and 'z' blocks that correspond to Z80 instructions look like this:

```
xX#####,n[;c[ comment]]
```

where:

- `x` is one of the characters `* bcgtuwz` (with the same meaning as in a *skool file*)
- `X` is one of the characters `BCTWZ` (with the same meaning as in a *control file*)
- `#####` is the address at which to start disassembling
- `n` is the number of bytes to disassemble
- `c` is the index of the column in which the comment marker (`;`) appears in the line (if it does appear)
- `comment`, if present, is the instruction-level comment for the line on which the instruction occurs

If a comment for a single instruction spans two or more lines in a *skool* file, as in:

```
c24296 CALL 57935      ; This comment is too long to fit on a single line, so
                      ; we use two lines
```

then it will be rendered in the skool file template thus:

```
cC24296,3;21 This comment is too long to fit on a single line, so
;21 we use two lines
```

Sequences of DEFB statements can be declared on a single line thus:

```
bB40960,8*2,5
```

which is equivalent to:

```
bB40960,8
  B40968,8
  B40976,5
```

The same syntax also applies for declaring sequences of DEFM, DEFW and DEFS statements.

DEFB and DEFM statements may contain both strings and bytes; for example:

```
b30000 DEFB 1,2,3,4,"Hello!"
  30010 DEFM "A",5,6
  30013 DEFM "B",7,8
```

Such statements will be rendered in the skool file template thus:

```
bB30000,4:T6
  T30010,1:B2*2
```

Finally, any line that begins with a hash character (`#`) is ignored by *sna2skool.py*, and will not show up in the *skool* file.

8.4.2 Data definition entries

In the same way as *skool2html.py* uses data definition entries (`'d'` blocks) in a *skool* file to insert data into the memory snapshot it constructs, *sna2skool.py* uses data definition entries in a skool file template to replace data in the snapshot given on the command line. This feature can be used to make sure that a `'volatile'` part of memory is set to a specific value before being disassembled.

For example, if address 32400 holds the number of lives, you could make sure that its contents are set to 0 so that it will disassemble to `DEFB 0` (whatever the contents may be in the snapshot itself) thus:

```
d32400 DEFB 0

; Number of lives
bB32400,1
```

8.4.3 Revision history

Version	Changes
2.4	New
3.1.4	Added support for DEFB and DEFM statements that contain both strings and bytes

8.5 Skool macros

skool files and *ref* files may contain skool macros that are ‘expanded’ to an appropriate piece of HTML markup (when rendering in HTML mode), or to an appropriate piece of plain text (when rendering in ASM mode).

Skool macros have the following general form:

```
#MACRO rparam1, rparam2, ... [, oparam1, oparam2, ...]
```

where:

- MACRO is the macro name
- rparam1, rparam2 etc. are required parameters
- oparam1, oparam2 etc. are optional parameters

If an optional parameter is left blank or omitted entirely, it assumes its default value. So, for example:

```
#UDG39144
```

is equivalent to:

```
#UDG39144,56,4,1,0,0,0
```

and:

```
#UDG30115,23,,2,1
```

is equivalent to:

```
#UDG30115,23,4,2,1
```

Numeric parameters may be given in decimal notation (as already shown in the examples above), or in hexadecimal notation (prefixed by \$):

```
#UDG$98E8,$06
```

The skool macros recognised by SkoolKit are described in the following subsections.

8.5.1 #BUG

In HTML mode, the #BUG macro expands to a hyperlink (<a> element) to the ‘Bugs’ page, or to a specific entry on that page.

`#BUG[#name][(link text)]`

- `#name` is the named anchor of a bug (if linking to a specific one)
- `link text` is the link text to use

In HTML mode, if the link text is blank, the title of the bug entry (if linking to a specific one) is substituted; if the link text is omitted entirely, 'bug' is substituted.

In ASM mode, the `#BUG` macro expands to the link text, or 'bug' if the link text is blank or omitted.

For example:

```
42726 DEFB 130 ; This is a #BUG#bug1; it should be 188
```

In HTML mode, this instance of the `#BUG` macro expands to a hyperlink to an entry on the 'Bugs' page.

In ASM mode, this instance of the `#BUG` macro expands to 'bug'.

See also `#FACT` and `#POKE`.

Version	Changes
2.3.1	If left blank, the link text defaults to the bug entry title in HTML mode

8.5.2 #CALL

In HTML mode, the `#CALL` macro expands to the return value of a method on the *HtmlWriter* class or subclass that is being used to create the HTML disassembly (as defined by the `HtmlWriterClass` parameter in the *[Config]* section of the *ref* file).

In ASM mode, the `#CALL` macro expands to the return value of a method on the *AsmWriter* class or subclass that is being used to generate the ASM output (as defined by the `@writer` ASM directive in the *skool* file).

`#CALL:methodName (args)`

- `methodName` is the name of the method to call
- `args` is a comma-separated list of arguments to pass to the method

For example:

```
; The byte at address 32768 is #CALL:peek(32768).
```

This instance of the `#CALL` macro expands to the return value of the *peek* method (on the *HtmlWriter* or *AsmWriter* subclass being used) when called with the argument `32768`.

For information on writing methods that may be called by a `#CALL` macro, see the documentation on *extending SkoolKit*.

Version	Changes
2.1	New
3.1	Added support for ASM mode

8.5.3 #CHR

In HTML mode, the `#CHR` macro expands to a numeric character reference (`&#num;`). In ASM mode, it expands to a unicode character in the UTF-8 encoding.

`#CHRnum`

or:

#CHR (num)

For example:

```
26751 DEFB 127 ; This is the copyright symbol: #CHR169
```

In HTML mode, this instance of the #CHR macro expands to `©`. In ASM mode, it expands to the copyright symbol.

Version	Changes
3.1	New

8.5.4 #D

The #D (Description) macro expands to the title of an entry (a routine or data block) in the memory map.

#Daddr

- addr is the address of the entry.

For example:

```
; Now we make an indirect jump to one of the following routines:
; .
; #TABLE(default,centre)
; { =h Address | =h Description }
; { #R27126   | #D27126 }
```

This instance of the #D macro expands to the title of the routine at 27126.

8.5.5 #EREFS

The #EREFS (Entry point REferenceS) macro expands to a comma-separated sequence of hyperlinks to (in HTML mode) or addresses of (in ASM mode) the routines that jump to or call a given address.

#EREFSaddr

- addr is the address to search for references to

See also #REFS.

Version	Changes
3.1	Added support for ASM mode

8.5.6 #FACT

In HTML mode, the #FACT macro expands to a hyperlink (`<a>` element) to the ‘Trivia’ page, or to a specific entry on that page.

#FACT[#name][(link text)]

- #name is the named anchor of a trivia entry (if linking to a specific one)
- link text is the link text to use

In HTML mode, if the link text is blank, the title of the trivia entry (if linking to a specific one) is substituted; if the link text is omitted entirely, 'fact' is substituted.

In ASM mode, the #FACT macro expands to the link text, or 'fact' if the link text is blank or omitted.

For example:

```
See the trivia entry #FACT#interestingFact() for details.
```

In HTML mode, this instance of the #FACT macro expands to a hyperlink to an entry on the 'Trivia' page, with link text equal to the title of the entry.

See also #BUG and #POKE.

Version	Changes
2.3.1	If left blank, the link text defaults to the trivia entry title in HTML mode; added support for ASM mode

8.5.7 #FONT

In HTML mode, the #FONT macro expands to an element for an image of the game font.

```
#FONTaddr, chars[, attr, scale] [{X, Y, W, H}] [(fname)]
```

- `addr` is the base address of the font graphic data
- `chars` is the number of characters in the font
- `attr` is the attribute byte to use (default: 56)
- `scale` is the required scale of the image (default: 2)
- `X` is the x-coordinate of the leftmost pixel column of the constructed image to include in the final image (if greater than 0, the image will be cropped on the left)
- `Y` is the y-coordinate of the topmost pixel row of the constructed image to include in the final image (if greater than 0, the image will be cropped on the top)
- `W` is the width of the final image (if less than the full width of the constructed image, the image will be cropped on the right)
- `H` is the height of the final image (if less than the full height of the constructed image, the image will be cropped on the bottom)
- `fname` is the name of the image file (default: 'font'); '.png' or '.gif' will be appended (depending on the default image format specified in the *[ImageWriter]* section of the *ref* file) if not present

The #FONT macro is not supported in ASM mode.

If an image with the given filename doesn't already exist, it will be created. If `fname` starts with a '/', the filename is taken to be relative to the root of the HTML disassembly; otherwise the filename is taken to be relative to the directory defined by the `FontImagePath` parameter in the *[Paths]* section of the *ref* file.

For example:

```
; Font graphic data  
;  
; #HTML(#FONT49152, 32)
```

In HTML mode, this instance of the #FONT macro expands to an element for the image of the 32 characters in the 8*8 font whose graphic data starts at 49152.

Version	Changes
2.0.5	Added the <code>fname</code> parameter and support for regular 8x8 fonts
3.0	Added image-cropping capabilities

8.5.8 #HTML

The `#HTML` macro expands to arbitrary text (in HTML mode) or to an empty string (in ASM mode).

```
#HTML(text)
```

The `#HTML` macro may be used to render HTML (which would otherwise be escaped) from a *skool* file. For example:

```
; #HTML(For more information, go <a href="http://example.com/">here</a>.)
```

If `text` contains a closing bracket `-)` - then the macro will not expand as required. In that case, square brackets, braces or any character that does not appear in `text` (except for an upper case letter) may be used as delimiters:

```
#HTML[text]
#HTML{text}
#HTML@text@
```

`text` may contain other skool macros, which will be expanded before rendering. For example:

```
; #HTML[The UDG defined here (32768) looks like this: #UDG32768,4,1]
```

See also `#UDGTABLE`.

Version	Changes
3.1.2	New

8.5.9 #LINK

In HTML mode, the `#LINK` macro expands to a hyperlink (`<a>` element) to another page.

```
#LINK:PageId[#name](link text)
```

- `PageId` is the ID of the page to link to
- `name` is the name of an anchor on the page to link to
- `link text` is the link text to use

In HTML mode, if the link text is blank, the page's link text (as defined in the `[Links]` section or the relevant `[Page:*)` section of the *ref* file) is substituted.

In ASM mode, the `#LINK` macro expands to the link text.

The page IDs that may be used are the same as the file IDs that may be used in the `[Paths]` section of a *ref* file, or the page IDs defined by `[Page:*)` sections.

For example:

```
; See the #LINK:Glossary(glossary) for a definition of 'chuntey'.
```

In HTML mode, this instance of the `#LINK` macro expands to a hyperlink to the 'Glossary' page, with link text 'glossary'.

In ASM mode, this instance of the `#LINK` macro expands to 'glossary'.

Version	Changes
2.1	New
3.1.3	If left blank, the link text defaults to the page's link text in HTML mode

8.5.10 #LIST

The #LIST macro marks the beginning of a list of bulleted items; LIST# is used to mark the end. Between these markers, the list items are defined.

```
#LIST[ (class) ]<items>LIST#
```

- `class` is the CSS class to use for the `` element

Each item in a list must start with `{` followed by a whitespace character, and end with `}` preceded by a whitespace character.

For example:

```
; #LIST(data)
; { Item 1 }
; { Item 2 }
; LIST#
```

This list has two items, and will have the CSS class 'data'.

In ASM mode, lists are rendered as plain text, with each item on its own line, and an asterisk as the bullet character. The bullet character can be changed by using a `@set` directive to set the `bullet` property on the ASM writer.

Version	Changes
3.2	New

8.5.11 #NAME

In HTML mode, the #NAME macro expands to an anchor (`<a>`) element with a given name.

```
#NAMEname
```

- `name` is the name of the anchor

In ASM mode, the #NAME macro expands to an empty string.

For example:

```
; #NAMEspriteData
; The following section contains sprite graphic data.
```

In HTML mode, this instance of the #NAME macro expands to an anchor element named 'spriteData'.

Note that `name` must not start with an upper case letter.

8.5.12 #POKE

In HTML mode, the #POKE macro expands to a hyperlink (`<a>` element) to the 'Pokes' page, or to a specific entry on that page.

```
#POKE[#name][ (link text) ]
```

- `#name` is the named anchor of a poke (if linking to a specific one)

- `link text` is the link text to use

In HTML mode, if the link text is blank, the title of the poke entry (if linking to a specific one) is substituted; if the link text is omitted entirely, 'poke' is substituted.

In ASM mode, the `#POKE` macro expands to the link text, or 'poke' if the link text is blank or omitted.

For example:

```
; Of course, if you feel like cheating, you can always give yourself
; #POKE#infiniteLives(infinite lives).
```

In HTML mode, this instance of the `#POKE` macro expands to a hyperlink to an entry on the 'Pokes' page, with link text 'infinite lives'.

In ASM mode, this instance of the `#POKE` macro expands to 'infinite lives'.

See also `#BUG` and `#FACT`.

Version	Changes
2.3.1	If left blank, the link text defaults to the poke entry title in HTML mode; added support for ASM mode

8.5.13 #POKES

The `#POKES` (POKE Snapshot) macro `POKES` values into the current memory snapshot.

```
#POKESaddr,byte[,length,step][;addr,byte[,length,step];...]
```

- `addr` is the address to POKE
- `byte` is the value to POKE `addr` with
- `length` is the number of addresses to POKE (default: 1)
- `step` is the address increment to use after each POKE (if `length>1`; default: 1)

For example:

The UDG looks like this:

```
#UDG32768(udg_orig)
```

But it's supposed to look like this:

```
#PUSHS
#POKES32772,254;32775,136
#UDG32768(udg_fixed)
#POPS
```

This instance of the `#POKES` macro does `POKE 32772,254` and `POKE 32775,136`, which fixes a graphic glitch in the UDG at 32768.

The `#POKES` macro expands to an empty string.

See also `#PUSHS` and `#POPS`.

Version	Changes
2.3.1	Added support for multiple addresses
3.1	Added support for ASM mode

8.5.14 #POPS

The #POPS (POP Snapshot) macro removes the current memory snapshot and replaces it with the one that was previously saved by a #PUSHS macro.

```
#POPS
```

The #POPS macro expands to an empty string.

See also #PUSHS and #POKES.

Version	Changes
3.1	Added support for ASM mode

8.5.15 #PUSHS

As a *skool* file is being parsed, a memory snapshot is built up from all the DEFB, DEFW, DEFM and DEFS instructions. After the file has been parsed, the memory snapshot may be used to build images of the game's graphic elements (for example).

The #PUSHS (PUSH Snapshot) macro saves the current snapshot, and replaces it with an identical copy with a given name.

```
#PUSHS [name]
```

- name is the snapshot name (defaults to an empty string)

The new snapshot may then be modified by using the #POKES macro.

For example:

The UDG at 32768 is supposed to look like this:

```
#PUSHS
#POKES32772,254
#UDG32768
#POPS
```

The #PUSHS macro expands to an empty string.

See also #POKES and #POPS.

Version	Changes
3.1	Added support for ASM mode

8.5.16 #R

In HTML mode, the #R (Reference) macro expands to a hyperlink (<a> element) to the disassembly page for a routine or data block, or to a line at a given address within that page.

```
#Raddr[@code] [#name] [(link text)]
```

- addr is the address of the routine or data block (or entry point thereof)
- code is the ID of the disassembly that contains the routine or data block (if not given, the current disassembly is assumed; otherwise this should be an ID defined in an [OtherCode:*] section of the ref file)
- #name is the named anchor of an item on the disassembly page
- link text is the link text to use (default: addr)

In ASM mode, the #R macro expands to the link text if it is specified, or to the label for `addr`, or to `addr` if no label is found.

For example:

```
; Prepare for a new game
;
; Used by the routine at #R25820.
```

In HTML mode, this instance of the #R macro expands to a hyperlink to the disassembly page for the routine at 25820.

In ASM mode, this instance of the #R macro expands to the label for the routine at 25820 (or simply 25820 if that routine has no label).

Version	Changes
2.0	Added support for the @code notation

8.5.17 #REFS

The #REFS (REFerencesS) macro expands to a comma-separated sequence of hyperlinks to (in HTML mode) or addresses of (in ASM mode) the routines that jump to or call a given routine, or jump to or call any entry point within that routine.

```
#REFSaddr[(prefix)]
```

- `addr` is the address of the routine to search for references to
- `prefix` is the text to display before the sequence of hyperlinks or addresses if there is at least one reference (default: no text)

If there are no references, the macro expands to the following text:

```
Not used directly by any other routines
```

See also #EREFs.

Version	Changes
1.0.6	Added the <code>prefix</code> parameter
3.1	Added support for ASM mode

8.5.18 #REG

In HTML mode, the #REG (REGister) macro expands to a styled `` element containing a register name.

```
#REGreg
```

- `reg` is the name of the register (e.g. 'a', 'bc')

In ASM mode, the #REG macro expands to the name of the register.

The register name must contain 1, 2 or 3 of the following characters:

```
abcdefghijklmnop
```

For example:

```
24623 LD C,31 ; #REGbc'=31
```

8.5.19 #SCR

In HTML mode, the #SCR (SCReenshot) macro expands to an element for an image constructed from the display file and attribute file (or suitably arranged graphic data and attribute bytes elsewhere in memory) of the current memory snapshot (in turn constructed from the contents of the *skool* file).

```
#SCR[scale, x, y, w, h, dfAddr, afAddr] [ {X, Y, W, H}] [ (fname) ]
```

- *scale* is the required scale of the image (default: 1)
- *x* is the x-coordinate of the top-left tile of the screen to include in the screenshot (default: 0)
- *y* is the y-coordinate of the top-left tile of the screen to include in the screenshot (default: 0)
- *w* is the width of the screenshot in tiles (default: 32)
- *h* is the height of the screenshot in tiles (default: 24)
- *dfAddr* is the base address of the display file (default: 16384)
- *afAddr* is the base address of the attribute file (default: 22528)
- *X* is the x-coordinate of the leftmost pixel column of the constructed image to include in the final image (if greater than 0, the image will be cropped on the left)
- *Y* is the y-coordinate of the topmost pixel row of the constructed image to include in the final image (if greater than 0, the image will be cropped on the top)
- *W* is the width of the final image (if less than the full width of the constructed image, the image will be cropped on the right)
- *H* is the height of the final image (if less than the full height of the constructed image, the image will be cropped on the bottom)
- *fname* is the name of the image file (default: *'scr'*); *'png'* or *'gif'* will be appended (depending on the default image format specified in the *[ImageWriter]* section of the *ref* file) if not present

The #SCR macro is not supported in ASM mode.

If an image with the given filename doesn't already exist, it will be created. If *fname* starts with a '/', the filename is taken to be relative to the root of the HTML disassembly; otherwise the filename is taken to be relative to the directory defined by the *ScreenshotImagePath* parameter in the *[Paths]* section of the *ref* file.

For example:

```
; #UDGTABLE  
; { #SCR(loading) | This is the loading screen. }  
; TABLE#
```

Version	Changes
2.0.5	Added the <i>scale, x, y, w, h</i> and <i>fname</i> parameters
3.0	Added image-cropping capabilities and the <i>dfAddr</i> and <i>afAddr</i> parameters

8.5.20 #SPACE

The #SPACE macro expands to one or more expressions (in HTML mode) or spaces (in ASM mode).

```
#SPACE [num]
```

or:

```
#SPACE ( [num] )
```

- num is the number of spaces required (default: 1)

For example:

```
; '#SPACE8' (8 spaces)
t56832 DEFM "          "
```

In HTML mode, this instance of the #SPACE macro expands to:

```
&#160;&#160;&#160;&#160;&#160;&#160;&#160;&#160;
```

In ASM mode, this instance of the #SPACE macro expands to a string containing 8 spaces.

The form SPACE ([num]) may be used to distinguish the macro from adjacent text where necessary. For example:

```
; 'Score:#SPACE(5)0'
t49152 DEFM "Score:    0"
```

Version	Changes
2.4.1	Added support for the #SPACE ([num]) syntax

8.5.21 #TABLE

The #TABLE macro marks the beginning of a table; TABLE# is used to mark the end. Between these markers, the rows of the table are defined.

```
#TABLE[ ( [class [, class1[:w] [, class2[:w] ... ] ] ] ) <rows> TABLE#
```

- class is the CSS class to use for the <table> element
- class1, class2 etc. are the CSS classes to use for the <td> elements in columns 1, 2 etc.

Each row in a table must start with { followed by a whitespace character, and end with } preceded by a whitespace character. The cells in a row must be separated by | with a whitespace character on each side.

For example:

```
; #TABLE (default, centre)
; { 0 | Off }
; { 1 | On }
; TABLE#
```

This table has two rows and two columns, and will have the CSS class 'default'. The cells in the first column will have the CSS class 'centre'.

By default, cells will be rendered as <td> elements. To specify that a <th> element should be used instead, use the =h indicator before the cell contents:

```
; #TABLE
; { =h Header 1 | =h Header 2 }
; { Regular cell | Another one }
; TABLE#
```

It is also possible to specify colspan and rowspan attributes using the =c and =r indicators:

```
; #TABLE
; { =r2 2 rows | X | Y }
; { =c2          2 columns }
; TABLE#
```

Finally, the `=t` indicator specifies that a cell should be transparent (i.e. have the same background colour as the page body).

If a cell requires more than one indicator, the indicators should be separated by commas:

```
; #TABLE
; { =h,c2 Wide header }
; { Column 1 | Column 2 }
; TABLE#
```

The CSS files included in SkoolKit provide two classes that may be used when defining tables:

- `default` - a class for `<table>` elements that provides a background colour to make the table stand out from the page body
- `centre` - a class for `<td>` elements that centres their contents

In ASM mode, tables are rendered as plain text, using dashes (-) and pipes (|) for the borders, and plus signs (+) where a horizontal border meets a vertical border.

ASM mode also supports the `:w` indicator in the `#TABLE` macro's parameters. The `:w` indicator marks a column as a candidate for having its width reduced (by wrapping the text it contains) so that the table will be no more than 79 characters wide when rendered. For example:

```
; #TABLE(default,centre,:w)
; { =h X | =h Description }
; { 0      | Text in this column will be wrapped in ASM mode to make the table less than 80 characters
; TABLE#
```

See also `#UDGTABLE`.

8.5.22 #UDG

In HTML mode, the `#UDG` macro expands to an `` element for the image of a UDG (an 8x8 block of pixels).

`#UDGaddr[,attr,scale,step,inc,flip,rotate][:maskAddr[,maskStep]][{X,Y,W,H}][(fname)]`

- `addr` is the base address of the UDG bytes
- `attr` is the attribute byte to use (default: 56)
- `scale` is the required scale of the image (default: 4)
- `step` is the interval between successive bytes of the UDG (default: 1)
- `inc` will be added to each UDG byte before constructing the image (default: 0)
- `flip` is 1 to flip the UDG horizontally, 2 to flip it vertically, 3 to flip it both ways, or 0 to leave it as it is (default: 0)
- `rotate` is 1 to rotate the UDG 90 degrees clockwise, 2 to rotate it 180 degrees, 3 to rotate it 90 degrees anticlockwise, or 0 to leave it as it is (default: 0)
- `maskAddr` is the base address of the mask bytes to use for the UDG
- `maskStep` is the interval between successive mask bytes (default: `step`)
- `X` is the x-coordinate of the leftmost pixel column of the constructed image to include in the final image (if greater than 0, the image will be cropped on the left)
- `Y` is the y-coordinate of the topmost pixel row of the constructed image to include in the final image (if greater than 0, the image will be cropped on the top)

- `W` is the width of the final image (if less than the full width of the constructed image, the image will be cropped on the right)
- `H` is the height of the final image (if less than the full height of the constructed image, the image will be cropped on the bottom)
- `fname` is the name of the image file (if not given, a name based on `addr`, `attr` and `scale` will be generated); `.png` or `.gif` will be appended (depending on the default image format specified in the `[ImageWriter]` section of the `ref` file) if not present

The `#UDG` macro is not supported in ASM mode.

If an image with the given filename doesn't already exist, it will be created. If `fname` starts with a `'`, the filename is taken to be relative to the root of the HTML disassembly; otherwise the filename is taken to be relative to the directory defined by the `UDGImagePath` parameter in the `[Paths]` section of the `ref` file.

For example:

```
; Safe key UDG
;
; #HTML[#UDG39144,6(safe_key)]
```

In HTML mode, this instance of the `#UDG` macro expands to an `` element for the image of the UDG at 39144 (which will be named `safe_key.png` or `safe_key.gif`), with attribute byte 6 (INK 6: PAPER 0).

Version	Changes
2.0.5	Added the <code>fname</code> parameter
2.1	Added support for masks
2.3.1	Added the <code>flip</code> parameter
2.4	Added the <code>rotate</code> parameter
3.0	Added image-cropping capabilities
3.1.2	Made the <code>attr</code> parameter optional

8.5.23 #UDGARRAY

In HTML mode, the `#UDGARRAY` macro expands to an `` element for the image of an array of UDGs (8x8 blocks of pixels).

```
#UDGARRAYwidth[,attr,scale,step,inc,flip,rotate];addr1[,attr1,step1,inc1][:maskAddr1[,maskStep1]];...
```

- `width` is the width of the image (in UDGs)
- `attr` is the default attribute byte to use for each UDG (default: 56)
- `scale` is the required scale of the image (default: 2)
- `step` is the default interval between successive bytes of each UDG (default: 1)
- `inc` will be added to each UDG byte before constructing the image (default: 0)
- `flip` is 1 to flip the array of UDGs horizontally, 2 to flip it vertically, 3 to flip it both ways, or 0 to leave it as it is (default: 0)
- `rotate` is 1 to rotate the array of UDGs 90 degrees clockwise, 2 to rotate it 180 degrees, 3 to rotate it 90 degrees anticlockwise, or 0 to leave it as it is (default: 0)
- `addr1` is the address range specification for the first set of UDGs (see below)
- `attr1` is the attribute byte to use for each UDG in the set (overrides `attr` if specified)
- `step1` is the interval between successive bytes of each UDG in the set (overrides `step` if specified)

- `inc1` will be added to each byte of every UDG in the set before constructing the image (overrides `inc` if specified)
- `maskAddr1` is the address range specification for the first set of mask UDGs (see below)
- `maskStep1` is the interval between successive bytes of each mask UDG in the set (default: `step1`)
- `X` is the x-coordinate of the leftmost pixel column of the constructed image to include in the final image (if greater than 0, the image will be cropped on the left)
- `Y` is the y-coordinate of the topmost pixel row of the constructed image to include in the final image (if greater than 0, the image will be cropped on the top)
- `W` is the width of the final image (if less than the full width of the constructed image, the image will be cropped on the right)
- `H` is the height of the final image (if less than the full height of the constructed image, the image will be cropped on the bottom)
- `fname` is the name of the image file; `.png` or `.gif` will be appended (depending on the default image format specified in the *[ImageWriter]* section of the *ref* file) if not present

Address range specifications (`addr1`, `maskAddr1` etc.) may be given in one of the following forms:

- a single address (e.g. 39144)
- a simple address range (e.g. 33008–33015)
- an address range with a step (e.g. 32768–33792–256)
- an address range with a horizontal and a vertical step (e.g. 63476–63525–1–16; this form specifies the step between the base addresses of adjacent UDGs in each row as 1, and the step between the base addresses of adjacent UDGs in each column as 16)

Any of these forms of address ranges can be repeated by appending `xN`, where `N` is the desired number of repetitions. For example:

- `39648x3` is equivalent to `39648;39648;39648`
- `32768–32769x2` is equivalent to `32768;32769;32768;32769`

As many sets of UDGs as required may be specified, separated by semicolons; the UDGs will be arranged in a rectangular array with the given width.

The `#UDGARRAY` macro is not supported in ASM mode.

If an image with the given filename doesn't already exist, it will be created. If `fname` starts with a `'/'`, the filename is taken to be relative to the root of the HTML disassembly; otherwise the filename is taken to be relative to the directory defined by the `UDGImagePath` parameter in the *[Paths]* section of the *ref* file.

For example:

```
; Base sprite
;
; #HTML[#UDGARRAY4;32768–32888–8(base_sprite.png)]
```

In HTML mode, this instance of the `#UDGARRAY` macro expands to an `` element for the image of the 4x4 sprite formed by the 16 UDGs with base addresses 32768, 32776, 32784 and so on up to 32888; the image file will be named *base_sprite.png*.

Version	Changes
2.0.5	New
2.2.5	Added support for masks
2.3.1	Added the <code>flip</code> parameter
2.4	Added the <code>rotate</code> parameter
3.0	Added image-cropping capabilities
3.1.1	Added support for UDG address ranges with horizontal and vertical steps

8.5.24 #UDGTABLE

The `#UDGTABLE` macro behaves in exactly the same way as the `#TABLE` macro, except that the resulting table will not be rendered in ASM mode. Its intended use is to contain images that should be rendered in HTML mode only.

See `#TABLE`, and also `#HTML`.

8.6 Ref files

If you want to configure or augment an HTML disassembly, you will need one or more *ref* files. A *ref* file can be used to (for example):

- add a ‘Bugs’ page on which bugs are documented
- add a ‘Trivia’ page on which interesting facts are documented
- add a ‘Pokes’ page on which useful POKEs are listed
- add a ‘Changelog’ page
- add a ‘Glossary’ page
- add a ‘Graphic glitches’ page
- add any other kind of custom page
- change the title of the disassembly
- define the layout of the disassembly index page
- define the link text and titles for the various pages in the disassembly
- define the location of the files and directories in the disassembly
- define the colours used when creating images

A *ref* file must be formatted into sections separated by section names inside square brackets, like this:

```
[SectionName]
```

The contents of each section that may be found in a *ref* file are described below.

8.6.1 [Bug:*:*]

Each `Bug:*:*` section defines an entry on the ‘Bugs’ page. The section names and contents take the form:

```
[Bug:anchor:title]
First paragraph.
```

```
Second paragraph.
```

...

where:

- `anchor` is the name of the HTML anchor for the entry
- `title` is the title of the entry

Paragraphs should be separated by blank lines, and may contain HTML markup and *skool macros*.

8.6.2 [Changelog:*

Each `Changelog:*` section defines an entry on the 'Changelog' page. The section names and contents take the form:

```
[Changelog:title]
Intro text.

First top-level item.
  First subitem.
  Second subitem.
    First subsubitem.

Second top-level item.
...
```

where `title` is the title of the entry, and the intro text and top-level items are separated by blank lines. Lower-level items are created by using indentation, as shown.

If the intro text is a single hyphen (-), it will not be included in the final HTML rendering.

The intro text and changelog items may contain HTML markup and *skool macros*.

Version	Changes
2.2.5	New

8.6.3 [Colours]

The `Colours` section contains colour definitions that will be used when creating images. Each line has the form:

```
name=R, G, B
```

where `name` is the colour name, and `R, G, B` is an RGB triplet.

Recognised colour names and their default RGB values are:

- TRANSPARENT: 0,254,0
- BLACK: 0,0,0
- BLUE: 0,0,197
- RED: 197,0,0
- MAGENTA: 197,0,197
- GREEN: 0,198,0
- CYAN: 0,198,197
- YELLOW: 197,198,0

- WHITE: 205,198,205
- BRIGHT_BLUE: 0,0,255
- BRIGHT_RED: 255,0,0
- BRIGHT_MAGENTA: 255,0,255
- BRIGHT_GREEN: 0,255,0
- BRIGHT_CYAN: 0,255,255
- BRIGHT_YELLOW: 255,255,0
- BRIGHT_WHITE: 255,255,255

Version	Changes
2.0.5	New

8.6.4 [Config]

The Config section contains configuration parameters in the format:

```
name=value
```

Recognised parameters are:

- SkoolFile - the name of the main *skool* file to use if not given on the *skool2html.py* command line; if not specified, the *skool* file with the same base name as the *ref* file will be used
- HtmlWriterClass - the name of the Python class to use for writing the HTML disassembly of the game (default: `skoolkit.skoolhtml.HtmlWriter`); if the class is in a module that is not in the module search path (e.g. a standalone module that is not part of an installed package), the module's location may be specified thus: `/path/to/moduledir:module.classname`
- GameDir - the root directory of the game's HTML disassembly; if not specified, the base name of the *skool* or *ref* file given on the *skool2html.py* command line will be used

For information on how to create your own Python class for writing an HTML disassembly, see the documentation on *extending SkoolKit*.

Version	Changes
2.0	New
2.2.3	Added the <code>HtmlWriterClass</code> parameter
3.3.1	Added support to the <code>HtmlWriterClass</code> parameter for specifying a module outside the module search path

8.6.5 [Fact:*:*]

Each `Fact:*:*` section defines an entry on the 'Trivia' page. The section names and contents take the form:

```
[Fact:anchor:title]
```

```
First paragraph.
```

```
Second paragraph.
```

```
...
```

where:

- `anchor` is the name of the HTML anchor for the entry

- `title` is the title of the entry

Paragraphs should be separated by blank lines, and may contain HTML markup and *skool macros*.

8.6.6 [Game]

The Game section contains configuration parameters that control certain aspects of the HTML output. The parameters are in the format:

```
name=value
```

Recognised parameters are:

- `Game` - the name of the game, which appears in the title of every page, and also in the header of the main index page (if no logo is defined); if not specified, the base name of the *skool* file is used
- `GameStatusBufferIncludes` - a comma-separated list of addresses of entries to include on the ‘Game status buffer’ page in addition to those that are marked with a `g` (see the *skool file format reference*)
- `InputRegisterTableHeader` - the text to use in the header of input register tables on routine disassembly pages; if not specified, no header is displayed
- `Logo` - the text/HTML that will serve as the game logo in the header of every page (typically a *skool macro* that creates a suitable image); if not specified, the name of the game is used
- `OutputRegisterTableHeader` - the text to use in the header of output register tables on routine disassembly pages; if not specified, no header is displayed
- `TitlePrefix` - the prefix to use before the game name or logo in the header of the main index page (default: ‘The complete’)
- `TitleSuffix` - the suffix to use after the game name or logo in the header of the main index page (default: ‘RAM disassembly’)

Version	Changes
2.0.3	Added the <code>GameStatusBufferIncludes</code> parameter
2.0.5	<code>Logo</code> defines the text/HTML for the logo instead of the path to the logo image
3.1.2	Added the <code>InputRegisterTableHeader</code> and <code>OutputRegisterTableHeader</code> parameters

8.6.7 [Glossary:*]

Each `Glossary:*` section defines an entry on the ‘Glossary’ page. The section names and contents take the form:

```
[Glossary:term]
First paragraph.
```

```
Second paragraph.
```

```
...
```

where `term` is the term being defined in the entry.

Paragraphs should be separated by blank lines, and may contain HTML markup and *skool macros*.

Version	Changes
3.1.3	Added support for multiple paragraphs

8.6.8 [GraphicGlitch:*:*]

Each `GraphicGlitch:*:*` section defines an entry on the ‘Graphic glitches’ page. The section names and contents take the form:

```
[GraphicGlitch:anchor:title]
```

```
First paragraph.
```

```
Second paragraph.
```

```
...
```

where:

- `anchor` is the name of the HTML anchor for the entry
- `title` is the title of the entry

Paragraphs should be separated by blank lines, and may contain HTML markup and *skool macros*.

8.6.9 [Graphics]

The `Graphics` section, if present, defines the body of the ‘Other graphics’ page; it may contain HTML markup and *skool macros*.

Version	Changes
2.0.5	New

8.6.10 [ImageWriter]

The `ImageWriter` section contains configuration parameters that control SkoolKit’s image creation library. The parameters are in the format:

```
name=value
```

Recognised parameters are:

- `DefaultFormat` - the default image format; valid values are `png` (the default) and `gif`
- `GIFCompression` - 1 to create compressed GIFs (which is slower but produces much smaller files), or 0 to create uncompressed GIFs (default: 1);
- `GIFEnableAnimation` - 1 to create animated GIFs for images that contain flashing cells, or 0 to create plain (unanimated) GIFs for such images (default: 1)
- `GIFTransparency` - 1 to make the `TRANSPARENT` colour (see [*Colours*]) in GIF images transparent, or 0 to make it opaque (default: 0)
- `PNGAlpha` - the alpha value to use for the `TRANSPARENT` colour (see [*Colours*]) in PNG images; valid values are in the range 0-255, where 0 means fully transparent, and 255 means fully opaque (default: 255)
- `PNGCompressionLevel` - the compression level to use for PNG image data; valid values are in the range 0-9, where 0 means no compression, 1 is the lowest compression level, and 9 is the highest (default: 9)
- `PNGEnableAnimation` - 1 to create animated PNGs (in APNG format) for images that contain flashing cells, or 0 to create plain (unanimated) PNG files for such images (default: 1)

The image-creating *skool macros* will create a file in the default image format if the filename is unspecified, or its suffix is omitted, or its suffix is neither `.png` nor `.gif`. For example, if `DefaultFormat` is `png`, then:

#FONT32768,26

will create an image file named `font.png`. To create a GIF instead (regardless of the default image format):

#FONT32768,26(font.gif)

For images that contain flashing cells, animated GIFs are recommended over animated PNGs in APNG format, because they are more widely supported in web browsers.

Version	Changes
3.0	New
3.0.1	Added the <code>DefaultFormat</code> , <code>GIFCompression</code> , <code>GIFEnableAnimation</code> , <code>GIFTransparency</code> , <code>PNGAlpha</code> and <code>PNGEnableAnimation</code> parameters

8.6.11 [Index]

The `Index` section contains a list of link group IDs in the order in which the link groups should appear on the disassembly index page. The link groups themselves are defined in `[Index:*:*]` sections (see below).

By default, SkoolKit defines the following list of link groups:

```
[Index]
MemoryMaps
Graphics
DataTables
OtherCode
Reference
```

Version	Changes
2.0.5	New

8.6.12 [Index:*:*]

Each `Index:*:*` section defines a link group (a group of links on the disassembly home page). The section names and contents take the form:

```
[Index:groupID:text]
Page1ID
Page2ID
...
```

where:

- `groupID` is the link group ID (as may be declared in the `[Index]` section)
- `text` is the text of the link group header
- `Page1ID`, `Page2ID` etc. are the IDs of the pages that will appear in the link group

The page IDs that may be used in an `[Index:*:*]` section are the same as the file IDs that may be used in the `[Paths]` section, or the IDs defined by `[Page:*]` sections.

By default, SkoolKit defines four link groups with the following names and contents:

```
[Index:MemoryMaps:Memory maps]
MemoryMap
RoutinesMap
DataMap
```

MessagesMap
UnusedMap

[Index:Graphics:Graphics]
Graphics
GraphicGlitches

[Index:DataTables:Data tables and buffers]
GameStatusBuffer

[Index:Reference:Reference]
Changelog
Glossary
Facts
Bugs
Pokes

Version	Changes
2.0.5	New

8.6.13 [Info]

The `Info` section contains parameters that define the release and copyright information that appears in the footer of every page of the HTML disassembly. Each line has the form:

```
name=text
```

Recognised parameters are:

- `Copyright` - copyright message (default: “)
- `Created` - message indicating the software used to create the disassembly (default: ‘Created using SkoolKit \$VERSION.’)
- `Release` - message indicating the release name and version number of the disassembly (default: “)

If the string `$VERSION` appears anywhere in the `Created` message, it is replaced by the version number of SkoolKit.

Each of these messages may contain HTML markup.

Version	Changes
2.0	New
2.0.3	Added the <code>Created</code> parameter
2.2.5	Set the default value for the <code>Created</code> parameter

8.6.14 [Links]

The `Links` section defines the link text for the various pages in the HTML disassembly (as displayed on the disassembly index page). Each line has the form:

```
ID=text
```

where:

- `ID` is the ID of the page
- `text` is the link text

Recognised page IDs are:

- Bugs - the 'Bugs' page
- Changelog - the 'Changelog' page
- DataMap - the 'Data' memory map page
- Facts - the 'Trivia' page
- GameStatusBuffer - the 'Game status buffer' page
- Glossary - the 'Glossary' page
- GraphicGlitches - the 'Graphic glitches' page
- Graphics - the 'Other graphics' page
- MemoryMap - the 'Everything' memory map page (default: 'Everything')
- MessagesMap - the 'Messages' memory map page
- Pokes - the 'Pokes' page
- RoutinesMap - the 'Routines' memory map page
- UnusedMap - the 'Unused addresses' memory map page

The default link text for a page is the same as the page title (see *[Titles]*) except where indicated above.

If the link text starts with some text in square brackets, that text alone is used as the link text, and the remaining text is displayed alongside the hyperlink. For example:

```
MemoryMap=[Everything] (routines, data, text and unused addresses)
```

This declares that the link text for the 'Everything' memory map page will be 'Everything', and '(routines, data, text and unused addresses)' will be displayed alongside it.

Version	Changes
2.0.5	New
2.2.5	Added the Changelog page ID
2.5	Added the UnusedMap page ID

8.6.15 [MemoryMap:*]

Each `MemoryMap:*` section defines the properties of a memory map page. The section names take the form:

```
[MemoryMap:PageID]
```

where `PageID` is the unique ID of the memory map page (which should be the same as the corresponding page ID that appears in the *[Paths]* section).

Each `MemoryMap:*` section contains parameters in the form:

```
name=value
```

Recognised parameters and their default values are:

- `EntryTypes` - the types of entries to show in the map (by default, every type is shown); entry types are identified by their control directives as follows:
 - `b` - DEFB blocks
 - `c` - routines
 - `g` - game status buffer entries

- t - messages
- u - unused addresses
- w - DEFW blocks
- z - blocks containing all zeroes
- Intro - the text (HTML) to display at the top of the memory map page (default: ‘')
- PageByteColumns - 1 if the memory map page should include ‘Page’ and ‘Byte’ columns, 0 otherwise (default: 0)
- Write - 1 if the memory map page should be written, 0 otherwise (default: 1)

By default, SkoolKit defines five memory maps whose property values differ from the defaults as follows:

```
[MemoryMap:MemoryMap]
PageByteColumns=1

[MemoryMap:RoutinesMap]
EntryTypes=c

[MemoryMap:DataMap]
EntryTypes=bw
PageByteColumns=1

[MemoryMap:MessagesMap]
EntryTypes=t

[MemoryMap:UnusedMap]
EntryTypes=uz
PageByteColumns=1
```

Version	Changes
2.5	New

8.6.16 [OtherCode:*]

Each `OtherCode:*` section defines a secondary disassembly that will appear under ‘Other code’ on the main disassembly home page. The section names take the form:

```
[OtherCode:asm_id]
```

where `asm_id` is a unique ID for the secondary disassembly. The unique ID may be used by the `#R macro` when referring to routines or data blocks in the secondary disassembly from another disassembly.

Each `OtherCode:*` section contains parameters in the form:

```
name=value
```

The following parameters are required:

- Header - the header text that will appear on each routine or data block disassembly page in the secondary disassembly
- Index - the filename of the home page of the secondary disassembly
- Path - the directory to which the secondary disassembly files will be written
- Source - the *skool* file from which to generate the secondary disassembly
- Title - the header text that will appear on the the secondary disassembly index page

The following parameters are optional:

- `IndexPageId` - the ID of the secondary disassembly index page; if defined, it can be used by the `#LINK` macro to create a hyperlink to the page
- `Link` - the link text to use on the main disassembly index page for the hyperlink to the secondary disassembly index page (defaults to the value of the `Title` parameter)

Version	Changes
2.0	New
2.2.5	Added the <code>IndexPageId</code> and <code>Link</code> parameters

8.6.17 [Page:*)

Each `Page:*` section is used to either declare a page that already exists, or define a custom page in the HTML disassembly (in conjunction with a corresponding `[PageContent:*)` section). The section names take the form:

```
[Page:PageId]
```

where `PageId` is a unique ID for the page. The unique ID may be used in an `[Index:*)` section to create a link to the page in the disassembly index.

Each `Page:*` section contains parameters in the form:

```
name=value
```

One of the following two parameters is required:

- `Content` - the path (directory and filename) of a page that already exists
- `Path` - the path (directory and filename) where the custom page will be created

The following parameters are optional:

- `BodyClass` - the CSS class to use for the `<body>` element of the page (default: no CSS class is used)
- `JavaScript` - 1 if a link to the JavaScript file (defined by the `JavaScript` parameter in the `[Paths]` section) should be inserted into the page, 0 otherwise (default: 0)
- `Link` - the link text for the page (defaults to the title)
- `PageContent` - the HTML source of the body of the page; this may contain *skool macros*, and can be used instead of a `[PageContent:*)` section if the source can be written on a single line
- `Title` - the title of the page (defaults to the page ID)

Version	Changes
2.1	New

8.6.18 [PageContent:*)

Each `PageContent:*` section contains the HTML source of the body of a custom page defined in a `[Page:*)` section. The section names take the form:

```
[PageContent:PageId]
```

where `PageId` is the unique ID of the page (as previously declared in the name of the corresponding `[Page:*)` section).

The HTML source may contain *skool macros*.

Version	Changes
2.1	New

8.6.19 [Paths]

The `Paths` section defines the locations of the files and directories in the HTML disassembly. Each line has the form:

```
ID=path
```

where:

- `ID` is the ID of the file or directory
- `path` is the path of the file or directory relative to the root directory of the disassembly

Recognised file IDs and their default paths are:

- `Bugs` - the 'Bugs' page (default: *reference/bugs.html*)
- `Changelog` - the 'Changelog' page (default: *reference/changelog.html*)
- `DataMap` - the 'Data' memory map page (default: *maps/data.html*)
- `Facts` - the 'Trivia' page (default: *reference/facts.html*)
- `Font` - the base name of the font file to use (default: None); multiple font files can be declared by separating their names with semicolons
- `GameIndex` - the disassembly home page (default: *index.html*)
- `GameStatusBuffer` - the 'Game status buffer' page (default: *buffers/gbuffer.html*)
- `Glossary` - the 'Glossary' page (default: *reference/glossary.html*)
- `GraphicGlitches` - the 'Graphic glitches' page (default: *graphics/glitches.html*)
- `Graphics` - the 'Other graphics' page (default: *graphics/graphics.html*)
- `JavaScript` - the base name of the JavaScript file to use (default: None); multiple JavaScript files can be declared by separating their names with semicolons
- `Logo` - the game logo image (default: *images/logo.png* or *images/logo.gif*, depending on the default image format specified in the *[ImageWriter]* section; this value may be overridden by the `Logo` parameter in the *[Game]* section)
- `MemoryMap` - the 'Everything' memory map page (default: *maps/all.html*)
- `MessagesMap` - the 'Messages' memory map page (default: *maps/messages.html*)
- `Pokes` - the 'Pokes' page (default: *reference/pokes.html*)
- `RoutinesMap` - the 'Routines' memory map page (default: *maps/routines.html*)
- `StyleSheet` - the base name of the CSS file to use (default: *skoolkit.css*); multiple CSS files can be declared by separating their names with semicolons
- `UnusedMap` - the 'Unused addresses' memory map page (default: *maps/unused.html*)

Recognised directory IDs and their default paths are:

- `CodePath` - the directory in which the disassembly files will be written (default: *asm*)
- `FontPath` - the directory in which to store font files (default: *.*)
- `FontImagePath` - the directory in which font images (created by the *#FONT* macro) will be placed (default: *images/font*)

- `JavaScriptPath` - the directory in which to store JavaScript files (default: `.`)
- `ScreenshotImagePath` - the directory in which screenshot images (created by the `#SCR` macro) will be placed (default: `images/scr`)
- `StyleSheetPath` - the directory in which to store CSS files (default: `.`)
- `UDGImagePath` - the directory in which UDG images (created by the `#UDG` or `#UDGARRAY` macro) will be placed (default: `images/udgs`)

Version	Changes
2.0	New
2.0.5	Added the <code>FontImagePath</code> directory ID
2.1.1	Added the <code>CodePath</code> directory ID
2.2.5	Added the <code>Changelog</code> file ID
2.5	Added the <code>UnusedMap</code> file ID, and support for declaring multiple JavaScript files and CSS files in the <code>JavaScript</code> and <code>StyleSheet</code> parameters
3.1.1	Added the <code>Font</code> file ID and the <code>FontPath</code> directory ID

8.6.20 [Poke:*:*]

Each `Poke:*:*` section defines an entry on the ‘Pokes’ page. The section names and contents take the form:

```
[Poke:anchor:title]
```

```
First paragraph.
```

```
Second paragraph.
```

```
...
```

where:

- `anchor` is the name of the HTML anchor for the entry
- `title` is the title of the entry

Paragraphs should be separated by blank lines, and may contain HTML markup and *skool macros*.

8.6.21 [Titles]

The `Titles` section defines the titles of the various pages in the HTML disassembly. Each line has the form:

```
ID=title
```

where:

- `ID` is the ID of the page
- `title` is the page title

Recognised page IDs and their default titles are:

- `Bugs` - the ‘Bugs’ page (default: ‘Bugs’)
- `Changelog` - the ‘Changelog’ page (default: ‘Changelog’)
- `DataMap` - the ‘Data’ memory map page (default: ‘Data’)
- `Facts` - the ‘Trivia’ page (default: ‘Trivia’)

- `GameIndex` - the disassembly index page (default: 'Index')
- `GameStatusBuffer` - the 'Game status buffer' page (default: 'Game status buffer')
- `Glossary` - the 'Glossary' page (default: 'Glossary')
- `GraphicGlitches` - the 'Graphic glitches' page (default: 'Graphic glitches')
- `Graphics` - the 'Other graphics' page (default: 'Graphics')
- `MemoryMap` - the 'Everything' memory map page (default: 'Memory map')
- `MessagesMap` - the 'Messages' memory map page (default: 'Messages')
- `Pokes` - the 'Pokes' page (default: 'Pokes')
- `RoutinesMap` - the 'Routines' memory map page (default: 'Routines')
- `UnusedMap` - the 'Unused addresses' memory map page (default: 'Unused addresses')

Version	Changes
2.0.5	New
2.2.5	Added the <code>Changelog</code> page ID
2.5	Added the <code>UnusedMap</code> page ID

8.7 ASM modes and directives

A *skool* file may contain directives that are processed during the parsing phase. Exactly how a directive is processed (and whether it is executed) depends on the 'substitution mode' and 'bugfix mode' in which the *skool* file is being parsed.

8.7.1 Substitution modes

There are three substitution modes: `@isub`, `@ssub`, and `@rsub`. These modes are described in the following subsections.

@isub mode

In `@isub` mode, `@isub` directives are executed, but `@ssub`, and `@rsub` directives are not. The main purpose of `@isub` mode is to make the minimum number of instruction substitutions necessary to produce an ASM file that assembles.

For example:

```
; @isub=LD A, (32512)
25396 LD A, (m)
```

This `@isub` directive ensures that `LD A, (m)` is replaced by the valid instruction `LD A, (32512)` when rendering in ASM mode.

`@isub` mode is invoked by default when running *skool2asm.py*.

@ssub mode

In `@ssub` mode, `@isub` and `@ssub` directives are executed, but `@rsub` directives are not. The main purpose of `@ssub` mode is to replace LSBs, MSBs and full addresses in the operands of instructions with labels, to make the code amenable to some degree of relocation, but without actually removing or inserting any code.

For example:

```
; @ssub=LD (27015+1),A
*27012 LD (27016),A ; Change the instruction below from SET 0,B to RES 0,B
; or vice versa
27015 SET 0,B
```

This `@ssub` directive replaces `LD (27016),A` with `LD (27015+1),A`; the 27015 will be replaced by the label for that address before rendering. (27016 cannot be replaced by a label, since it is not the address of an instruction.)

`@ssub` mode is invoked by passing the `-s` option to *skool2asm.py*.

@rsub mode

In `@rsub` mode, `@isub`, `@ssub` and `@rsub` directives are executed. The main purpose of `@rsub` mode is to make code unconditionally relocatable, even if that requires the removal of existing code or the insertion of new code.

For example:

```
23997 LD HL,32766
; @ssub=LD (HL),24002%256
24000 LD (HL),194
; @rsub+begin
    INC L
    LD (HL),24002/256
; @rsub+end
24002 XOR A
```

This `@rsub` block directive inserts two instructions that ensure that the address stored at 32766 will have the correct MSB as well as the correct LSB, regardless of where the code originally at 24002 now lives.

`@rsub` mode is invoked by passing the `-r` option to *skool2asm.py*. `@rsub` mode also implies `@ofix` mode; see below for a description of `@ofix` mode and the other bugfix modes.

8.7.2 Bugfix modes

There are three bugfix modes: `@ofix`, `@bfix` and `@rfix`. These modes are described in the following subsections.

@ofix mode

In `@ofix` mode, `@ofix` directives are executed, but `@bfix` and `@rfix` directives are not. The main purpose of `@ofix` mode is to fix instructions that have faulty operands.

For example:

```
; @ofix-begin
27872 CALL 27633 ; This should be CALL 27634
; @ofix+else
    CALL 27634
; @ofix+end
```

These `@ofix` block directives fix the faulty operand of the CALL instruction.

`@ofix` mode is invoked by passing the `-f 1` option to *skool2asm.py*.

@bfix mode

In @bfix mode, @ofix and @bfix directives are executed, but @rfix directives are not. The main purpose of @bfix mode is to fix bugs by replacing instructions, but without changing the start address of any routines, routine entry points, or data blocks.

For example:

```
; @bfix-begin
32205 JR Z,32232 ; This should be JR NZ,32232
; @bfix+else
JR NZ,32232 ;
; @bfix+end
```

@bfix mode is invoked by passing the -f 2 option to *skool2asm.py*.

@rfix mode

In @rfix mode, @ofix, @bfix and @rfix directives are executed. The purpose of @rfix mode is to fix bugs that cannot be fixed without moving code around (to make space for the fix).

For example:

```
28432 DEC HL
; @rsub+begin
LD A,H
OR L
; @rsub+end
28433 JP Z,29712
```

These @rfix block directives insert some instructions to fix the faulty check on whether HL holds 0.

@rfix mode is invoked by passing the -f 3 option to *skool2asm.py*. @rfix mode implies @rsub mode (see @rsub mode).

8.7.3 ASM directives

The ASM directives recognised by SkoolKit are described in the following subsections.

@bfix

The @bfix directive makes an instruction substitution in @bfix mode.

```
; @bfix=INSTRUCTION
```

- INSTRUCTION is the replacement instruction

For example:

```
; @bfix=DEFM "Phosphorus"
t57532 DEFM "Phosphorous"
```

@bfix block directives

The @bfix block directives define a block of lines that will be inserted or removed in @bfix mode.

The syntax for defining a block that will be inserted in `@bfix` mode (but left out otherwise) is:

```
; @bfix+begin
...           ; Lines to be inserted
; @bfix+end
```

The syntax for defining a block that will be removed in `@bfix` mode (but left in otherwise) is:

```
; @bfix-begin
...           ; Lines to be removed
; @bfix-end
```

Typically, though, it is desirable to define a block that will be removed in `@bfix` mode right next to the block that should be inserted in its place. That may be done thus:

```
; @bfix-begin
...           ; Instructions to be removed
; @bfix+else
...           ; Instructions to be inserted
; @bfix+end
```

which is equivalent to:

```
; @bfix-begin
...           ; Instructions to be removed
; @bfix-end
; @bfix+begin
...           ; Instructions to be inserted
; @bfix+end
```

For example:

```
; @bfix-begin
32205 JR Z,32232 ; This should be JR NZ,32232
; @bfix+else
JR NZ,32232 ;
; @bfix+end
```

@end

The `@end` directive may be used to indicate where to stop parsing the *skool* file for the purpose of generating ASM output. Everything after the `@end` directive is ignored.

```
; @end
```

See also `@start`.

Version	Changes
2.2.2	New

@ignoreua

The `@ignoreua` directive suppresses any warnings that would otherwise be reported concerning addresses not converted to labels in the comment that follows; the comment may be an entry title, an entry description, a mid-block comment, a block end comment, or an instruction-level comment.

```
; @ignoreua
```

To apply the directive to an entry title:

```
; @ignoreua
; Prepare data at 32768
;
; This routine operates on the data in page 128.
```

If the @ignoreua directive were not present, a warning would be printed (during the rendering phase) about the entry title containing an address (32768) that has not been converted to a label.

To apply the directive to an entry description:

```
; Prepare data in page 128
;
; @ignoreua
; This routine operates on the data at 32768.
```

If the @ignoreua directive were not present, a warning would be printed (during the rendering phase) about the entry description containing an address (32768) that has not been converted to a label.

To apply the directive to a mid-block comment:

```
28913 LD L,A
; @ignoreua
; #REGHl now holds either 32522 or 32600.
28914 LD B, (HL)
```

If the @ignoreua directive were not present, warnings would be printed (during the rendering phase) about the comment containing addresses (32522, 32600) that have not been converted to labels.

To apply the directive to a block end comment:

```
44159 JP 63152
; @ignoreua
; This routine continues at 63152.
```

If the @ignoreua directive were not present, warnings would be printed (during the rendering phase) about the comment containing an address (63152) that has not been converted to a label.

To apply the directive to an instruction-level comment:

```
; @ignoreua
60159 LD C,A ; #REGbc now holds 62818
```

If the @ignoreua directive were not present, a warning would be printed (during the rendering phase) about the comment containing an address (62818) that has not been converted to a label.

Version	Changes
2.4.1	Added support for entry titles, entry descriptions, mid-block comments and block end comments

@isub

The @isub directive makes an instruction substitution in @isub mode.

```
; @isub=INSTRUCTION
```

- INSTRUCTION is the replacement instruction

For example:

```
; @isub=LD A, (32512)
25396 LD A, (m)
```

This `@isub` directive ensures that `LD A, (m)` is replaced by the valid instruction `LD A, (32512)` when rendering in ASM mode.

@isub block directives

The `@isub` block directives define a block of lines that will be inserted or removed in `@isub` mode.

The syntax is equivalent to that for the *@bfix block directives*.

@keep

The `@keep` directive prevents the substitution of a label for the operand in the next instruction (but only when the instruction has not been replaced using an `@isub` or `@ssub` directive).

```
; @keep
```

For example:

```
; @keep
28328 LD BC,24576 ; #REGb=96, #REGc=0
```

If the `@keep` directive were not present, the operand (24576) of the `LD BC` instruction would be replaced with the label of the routine at 24576 (if there is a routine at that address); however, the operand is meant to be a pure data value, not a variable or routine address.

@label

The `@label` directive sets the label for the next instruction.

```
; @label=LABEL
```

- LABEL is the label to apply

For example:

```
; @label=ENDGAME
c24576 XOR A
```

This sets the label for the routine at 24576 to `ENDGAME`.

@nolabel

The `@nolabel` directive prevents the next instruction from having a label automatically generated.

```
; @nolabel
```

For example:

```
; @label=TOGGLE
c48998 LD HL,32769
; @bfix+begin
; @label=LOOP
; @bfix+end
```

```

49001 LD A, (HL)
; @bfix+begin
; @nolabel
; @bfix+end
*49002 XOR L
49003 LD (HL), A
49004 INC L
; @bfix-begin
49005 JR NZ, 49002
; @bfix+else
49005 JR NZ, 49001
; @bfix+end

```

The `@nolabel` directive here prevents the instruction at 49002 from being labelled in `@bfix` mode (because no label is required; instead, the previous instruction at 49001 will be labelled).

The output in `@bfix` mode will be:

```

TOGGLE:
  LD HL, 32769
LOOP:
  LD A, (HL)
  XOR L
  LD (HL), A
  INC L
  JR NZ, LOOP

```

And the output when not in `@bfix` mode will be:

```

TOGGLE:
  LD HL, 32769
  LD A, (HL)
TOGGLE_0:
  XOR L
  LD (HL), A
  INC L
  JR NZ, TOGGLE_0

```

@nowarn

The `@nowarn` directive suppresses any warnings that would otherwise be reported for the next instruction concerning:

- a LD operand being replaced with a routine label (if the instruction has not been replaced using `@isub` or `@ssub`)
- an operand not being replaced with a label (because the operand address has no label)

```
; @nowarn
```

For example:

```
; @nowarn
25560 LD BC, 25404 ; Point #REGbc at the routine at #R25404
```

If this `@nowarn` directive were not present, a warning would be printed (during the parsing phase) about the operand (25404) being replaced with a routine label (which would be inappropriate if 25404 were intended to be a pure data value).

For another example:

```
; @ofix-begin
; @nowarn
27872 CALL 27633    ; This should be CALL #R27634
; @ofix+else
    CALL 27634    ;
; @ofix+end
```

If this `@nowarn` directive were not present, a warning would be printed (during the parsing phase, if not in `@ofix` mode) about the operand (27633) not being replaced with a label (usually you would want the operand of a `CALL` instruction to be replaced with a label, but not in this case).

@ofix

The `@ofix` directive makes an instruction substitution in `@ofix` mode.

```
; @ofix=INSTRUCTION
```

- `INSTRUCTION` is the replacement instruction (with a corrected operand)

For example:

```
; @ofix=JR NZ,26067
25989 JR NZ,26068
```

This `@ofix` directive replaces the operand of the `JR NZ` instruction with 26067.

@ofix block directives

The `@ofix` block directives define a block of lines that will be inserted or removed in `@ofix` mode.

The syntax is equivalent to that for the *@bfix block directives*.

@org

The `@org` directive inserts an `ORG` assembler directive.

```
; @org=ADDRESS
```

- `ADDRESS` is the `ORG` address

@rem

The `@rem` directive may be used to make an illuminating comment about a nearby section or other `ASM` directive in a *skool* file. The directive is ignored by the parser.

```
; @rem=COMMENT
```

- `COMMENT` is a suitably illuminating comment

For example:

```
; @rem=The next section of data MUST start at 64000
; @org=64000
```

Version	Changes
2.4	The = is required

@rfix block directives

The @rfix block directives define a block of lines that will be inserted or removed in @rfix mode.

The syntax is equivalent to that for the @bfix block directives.

@rsub

The @rsub directive makes an instruction substitution in @rsub mode.

```
; @rsub=INSTRUCTION
```

- INSTRUCTION is the replacement instruction

For example:

```
; @rsub=INC BC
30143 INC C          ; Point #REGbc at the next byte of data
```

@rsub block directives

The @rsub block directives define a block of lines that will be inserted or removed in @rsub mode.

The syntax is equivalent to that for the @bfix block directives.

@set

The @set directive sets a property on the ASM writer.

```
; @set-name=value
```

- name is the property name
- value is the property value

@set directives should be placed somewhere after the @start directive, and before the @end directive (if there is one).

Recognised property names and their default values are:

- bullet - the bullet character(s) to use for list items specified in a #LIST macro (default: *)
- comment-width-min - the minimum width of the instruction comment field (default: 10)
- crlf - 1 to use CR+LF to terminate lines, or 0 to use the system default (default: 0)
- indent - the number of spaces by which to indent instructions (default: 2)
- instruction-width - the width of the instruction field (default: 23)
- label-colons - 1 to append a colon to labels, or 0 to leave labels unadorned (default: 1)
- line-width - the maximum width of each line (default: 79)
- tab - 1 to use a tab character to indent instructions, or 0 to use spaces (default: 0)
- warnings - 1 to print any warnings that are produced while writing ASM output (after parsing the skool file), or 0 to suppress them (default: 1)

For example:

```
; @set-bullet=+
```

This `@set` directive sets the bullet character to ‘+’.

Version	Changes
3.2	New
3.3.1	Added the <i>comment-width-min</i> , <i>indent</i> , <i>instruction-width</i> , <i>label-colons</i> , <i>line-width</i> and <i>warnings</i> properties

@ssub

The `@ssub` directive makes an instruction substitution in `@ssub` mode.

```
; @ssub=INSTRUCTION
```

- `INSTRUCTION` is the replacement instruction

For example:

```
; @ssub=LD (27015+1),A
*27012 LD (27016),A ; Change the instruction below from SET 0,B to RES 0,B
                    ; or vice versa
27015 SET 0,B
```

This `@ssub` directive replaces `LD (27016),A` with `LD (27015+1),A`; the `27015` will be replaced by the label for that address before rendering. (`27016` cannot be replaced by a label, since it is not the address of an instruction.)

@start

The `@start` directive must be used to indicate where to start parsing the *skool* file for the purpose of generating ASM output. Everything before the `@start` directive is ignored.

```
; @start
```

See also `@end`.

@writer

The `@writer` directive specifies the name of the Python class to use to generate ASM output. It should be placed somewhere after the `@start` directive, and before the `@end` directive (if there is one).

```
; @writer=package.module.classname
```

or:

```
; @writer=/path/to/moduledir:module.classname
```

The second of these forms may be used to specify a class in a module that is outside the module search path (e.g. a standalone module that is not part of an installed package).

The default ASM writer class is `skoolkit.skoolasm.AsmWriter`. For information on how to create your own Python class for generating ASM output, see the documentation on *extending SkoolKit*.

Version	Changes
3.1	New
3.3.1	Added support for specifying a module outside the module search path

Developer reference

9.1 Prerequisites

Before engaging in developer-type activities with SkoolKit (e.g. building the documentation from source, or running the unit tests), you will need to install some extra software:

- *make* (for building the documentation on Linux/*BSD)
- *distribute* and *pip* (for installing Python packages on Windows)
- *Sphinx* (for building the documentation)
- *nose* (for running unit tests)

Details on how to install this software depending on your platform are given in the following sections.

9.1.1 Windows

Python version

The recommended version of Python to use in Windows is 2.7; *Sphinx* and *nose* may not work in Python 3.x.

Path environment variable

It's a good idea to add the Python *Scripts* directory to the `Path` environment variable, so that any scripts or other executables installed there can be run from anywhere by just typing their name at the command prompt. The *Scripts* directory can be found at `C:\Python2X\Scripts` (assuming you have Python 2.X installed in `C:\Python2X`).

On most versions of Windows, you can change `Path` by right-clicking 'My Computer', choosing 'Properties', selecting the 'Advanced' tab, and then clicking the 'Environment Variables' button. `Path` will be in the 'System Variables' section. You will need to exit and restart the command prompt for the change to take effect. Remember to add a `;` after the last item on `Path` before adding `C:\Python2X\Scripts` to it.

distribute

Download *distribute_setup.py* from python-distribute.org and run it using the Python interpreter:

```
> C:\Python2X\python distribute_setup.py
```

This will download and install *distribute*. *distribute* includes the *easy_install* script, which can be used to install *pip*:

```
> easy_install pip
```

Sphinx

To install *Sphinx*, open a command prompt and run the following command:

```
> pip install Sphinx
```

nose

To install *nose*, open a command prompt and run the following command:

```
> pip install nose
```

9.1.2 Linux/*BSD

make

make is available in Debian, Ubuntu, openSUSE and Fedora in the package *make*, and will already be installed on FreeBSD, NetBSD and OpenBSD systems.

Sphinx

Sphinx is available in Debian, Ubuntu and Fedora in the package *python-sphinx*, in openSUSE in the package *python-Sphinx*, and in FreeBSD, NetBSD and OpenBSD in the package *textproc/py-sphinx*.

nose

nose is available in Debian, Ubuntu, openSUSE and Fedora in the package *python-nose*, and in FreeBSD, NetBSD and OpenBSD in the package *devel/py-nose*.

9.2 Building the documentation

9.2.1 HTML documentation

In order to build SkoolKit's HTML documentation from the source files included in the *docs-src* directory in the SkoolKit source distribution, you will need to install [Sphinx](#). See *Prerequisites* for details on how to do that.

Once *Sphinx* is installed, building the HTML documentation can be achieved by opening a terminal window, changing to the *docs-src* directory, and running the following command:

```
$ make html
```

9.2.2 Man pages

In order to build the man pages (the sources for which are in the *man* directory in the SkoolKit source distribution), you will need the *rst2man* utility (*rst2man.py* on Windows, openSUSE, FreeBSD and NetBSD), which is part of the Python *docutils* package (*python-docutils* in Debian, Ubuntu, openSUSE and Fedora; *textproc/py-docutils* in FreeBSD, NetBSD and OpenBSD); *docutils* should already be installed if you have installed *Sphinx* (see *Prerequisites*).

Once *rst2man* (or *rst2man.py*) is installed, building the man page for *skool2html.py* (for example) can be achieved by opening a terminal window, changing to the *man* directory, and running the following commands:

```
$ rst2man skool2html.py.rst man1/skool2html.py.1
```

The man page can then be viewed thus:

```
$ man -M . skool2html.py
```

9.3 Running unit tests

Unit tests for SkoolKit are included in the *test_*.py* files in the *tests* directory in the SkoolKit source distribution. To run the unit tests contained in a single file, open a terminal window, change to the *tests* directory, and execute the file.

On Windows, the file can be executed by entering its name; for example:

```
> test_skoolasm.py
```

On Linux/*BSD, the file can be executed by passing it to the Python interpreter:

```
$ python test_skoolasm.py
```

To run all the unit tests in one go, you can use *nose*. For details on installing *nose*, see *Prerequisites*.

Once *nose* is installed, run the following command from the *tests* directory:

```
$ nosetests
```

9.4 Extending SkoolKit

9.4.1 Extension modules

While creating a disassembly of a game, you may find that SkoolKit's suite of *skool macros* is inadequate for certain tasks. For example, the game might have large tile-based sprites that you want to create images of for the HTML disassembly, and composing long *#UDGARRAY* macros for them would be too tedious. Or you might want to insert a timestamp in the header of the ASM disassembly so that you (or others) can keep track of when your ASM files were written.

One way to solve these problems is to add custom methods that could be called by a *#CALL* macro. But where to add the methods? SkoolKit's core HTML-writing and ASM-writing classes are *skoolkit.skoolhtml.HtmlWriter* and *skoolkit.skoolasm.AsmWriter*, so you could add the methods to those classes. But a better way is to subclass *HtmlWriter* and *AsmWriter* in a separate extension module, and add the methods there; then that extension module can be easily used with different versions of SkoolKit, and shared with other people.

A minimal extension module would look like this:

```
# Extension module in the skoolkit package directory
from .skoolhtml import HtmlWriter
from .skoolasm import AsmWriter

class GameHtmlWriter(HtmlWriter):
    pass

class GameAsmWriter(AsmWriter):
    pass
```

The next step is to get SkoolKit to use the extension module for your game. First, place the extension module (let's call it *game.py*) in the *skoolkit* package directory; to locate this directory, run *skool2html.py* with the `-p` option:

```
$ skool2html.py -p
/usr/lib/python2.7/dist-packages/skoolkit
```

(The package directory may be different on your system.) With *game.py* in place, add the following line to the *[Config]* section of your disassembly's *ref* file:

```
HtmlWriterClass=skoolkit.game.GameHtmlWriter
```

If you don't have a *ref* file yet, create one (ideally named *game.ref*, assuming the *skool* file is *game.skool*); if the *ref* file doesn't have a *[Config]* section yet, add one.

Now whenever *skool2html.py* is run on your *skool* file (or *ref* file), SkoolKit will use the *GameHtmlWriter* class instead of the core *HtmlWriter* class.

To get *skool2asm.py* to use *GameAsmWriter* instead of the core *AsmWriter* class when it's run on your *skool* file, add the following `@writer` ASM directive somewhere after the `@start` directive, and before the `@end` directive (if there is one):

```
; @writer=skoolkit.game.GameAsmWriter
```

The *skoolkit* package directory is a reasonable place for an extension module, but it could be placed in another package, or somewhere else as a standalone module. For example, if you wanted to keep a standalone extension module in `~/skoolkit`, it should look like this:

```
# Standalone extension module
from skoolkit.skoolhtml import HtmlWriter
from skoolkit.skoolasm import AsmWriter

class GameHtmlWriter(HtmlWriter):
    pass

class GameAsmWriter(AsmWriter):
    pass
```

Then, assuming the extension module is *game.py*, the *HtmlWriterClass* parameter should be set thus:

```
HtmlWriterClass=~/skoolkit:game.GameHtmlWriter
```

and the `@writer` directive should be set thus:

```
; @writer=~/skoolkit:game.GameAsmWriter
```

9.4.2 #CALL methods

Adding a method that can be called by a *#CALL* macro is done by simply adding the method to the *HtmlWriter* or *AsmWriter* subclass in the extension module.

One thing to be aware of when adding a #CALL method to a subclass of `HtmlWriter` is that the method must accept an extra parameter in addition to those passed from the #CALL macro itself: *cwd*. This parameter is set to the current working directory of the file from which the #CALL macro is executed, which may be useful if the method needs to provide a hyperlink to some other part of the disassembly (as in the case where an image is being created).

Let's say your `sprite-image-creating` method will accept two parameters (in addition to *cwd*): *sprite_id* (the sprite identifier) and *fname* (the image filename). The method (let's call it *sprite*) would look something like this:

```
from .skoolhtml import HtmlWriter

class GameHtmlWriter(HtmlWriter):
    def sprite(self, cwd, sprite_id, fname):
        img_path = self.image_path(fname)
        if self.need_image(img_path):
            udgs = self.build_sprite(sprite_id)
            self.write_image(img_path, udgs)
        return self.img_element(cwd, img_path)
```

With this method (and an appropriate implementation of the *build_sprite* method) in place, it's possible to use a #CALL macro like this:

```
#UDGTABLE
{ #CALL:sprite(3,jumping) }
{ Sprite 3 (jumping) }
TABLE#
```

Adding a #CALL method to the `AsmWriter` subclass is equally simple. The `timestamp`-creating method (let's call it *timestamp*) would look something like this:

```
import time
from .skoolasm import AsmWriter

class GameAsmWriter(AsmWriter):
    def timestamp(self):
        return time.strftime("%a %d %b %Y %H:%M:%S %Z")
```

With this method in place, it's possible to use a #CALL macro like this:

```
; This ASM file was generated on #CALL:timestamp()
```

9.4.3 Skool macros

Another way to add a custom method is to implement it as a skool macro. This is more complicated than adding a #CALL method, because the skool macro's parameters have to be parsed manually. However, skool macros are more flexible than #CALL methods, because optional parameters omitted at any position can be assigned their default values; in a #CALL method, only the optional arguments at the end will be assigned their default values if omitted, whereas any others will be set to *None*.

Implementing a skool macro is done by simply adding a method named *expand_macroname* to the `HtmlWriter` or `AsmWriter` subclass in the extension module. So, to implement a #SPRITE or #TIMESTAMP macro, we would add a method named *expand_sprite* or *expand_timestamp*.

A skool macro method must accept either two or three parameters, depending on whether it is implemented on a subclass of `AsmWriter` or `HtmlWriter`:

- `text` - the text that contains the skool macro
- `index` - the index of the character after the last character of the macro name (that is, where to start looking for the macro's parameters)

- `cwd` - the current working directory of the file from which the macro is being executed; this parameter must be supported by skool macro methods on an `HtmlWriter` subclass

A skool macro method must return a 2-tuple of the form `(end, string)`, where `end` is the index of the character after the last character of the macro's parameter string, and `string` is the HTML or text to which the macro should be expanded.

The `expand_sprite` method on `GameHtmlWriter` may therefore look something like this:

```
from .skoolhtml import HtmlWriter

class GameHtmlWriter(HtmlWriter):
    # #SPRITEspriteId[{X,Y,W,H}] (fname)
    def expand_sprite(self, text, index, cwd):
        end, img_path, crop_rect, sprite_id = self.parse_image_params(text, index, 1)
        if self.need_image(img_path):
            udgs = self.build_sprite(sprite_id)
            self.write_image(img_path, udgs, crop_rect)
        return end, self.img_element(cwd, img_path)
```

With this method (and an appropriate implementation of the `build_sprite` method) in place, the `#SPRITE` macro might be used like this:

```
#UDGTABLE
{ #SPRITE3(jumping) }
{ Sprite 3 (jumping) }
TABLE#
```

The `expand_timestamp` method on `GameAsmWriter` would look something like this:

```
import time
from .skoolasm import AsmWriter

class GameAsmWriter(AsmWriter):
    def expand_timestamp(self, text, index):
        return index, time.strftime("%a %d %b %Y %H:%M:%S %Z")
```

9.4.4 Parsing skool macros

The `skoolkit.skoolmacro` module provides some utility functions that may be used to parse the parameters of a skool macro.

`skoolkit.skoolmacro.parse_ints` (*text, index, num, defaults=()*)

Parse a string of comma-separated integer parameters. The string will be parsed until either the end of the text is reached, or some character other than one of `$0123456789abcdefABCDEF` is encountered.

Parameters

- **text** – The text to parse.
- **index** – The index at which to start parsing.
- **num** – The maximum number of parameters to parse.
- **defaults** – The default values of the optional parameters.

Returns A list of the form `[end, value1, value2...]`, where `end` is the index at which parsing terminated, and `value1, value2` etc. are the parameter values.

`skoolkit.skoolmacro.parse_params(text, index, p_text=None, chars='')`

Parse a string of the form `params [(p_text)]`. The parameter string `params` will be parsed until either the end of the text is reached, or an invalid character is encountered.

Parameters

- **text** – The text to parse.
- **index** – The index at which to start parsing.
- **p_text** – The default value to use for text found in parentheses.
- **chars** – Characters to consider valid in the parameter string in addition to '\$', '#', the digits 0-9, and the letters A-Z and a-z.

Returns A 3-tuple of the form `(end, params, p_text)`, where `end` is the index at which parsing terminated (because either an invalid character or the end of the text was encountered), `params` is the parameter string, and `p_text` is the text found in parentheses (if any).

`HtmlWriter` also provides a method for parsing the parameters of an image-creating skool macro.

`HtmlWriter.parse_image_params(text, index, num, defaults=(), path_id='UDGImagePath', fname='', chars='')`

Parse a string of the form `params [{X, Y, W, H}] [(fname)]`. The parameter string `params` may contain comma-separated values and will be parsed until either the end of the text is reached, or an invalid character is encountered.

Parameters

- **text** – The text to parse.
- **index** – The index at which to start parsing.
- **num** – The maximum number of parameters to parse.
- **defaults** – The default values of the optional parameters.
- **path_id** – The ID of the target directory for the image file (as defined in the `[Paths]` section of the `ref` file).
- **fname** – The default base name of the image file.
- **chars** – Characters to consider valid in the parameter string in addition to the comma, '\$', the digits 0-9, and the letters A-F and a-f.

Returns A list of the form `[end, image_path, crop_rect, value1, value2...]`, where `end` is the index at which parsing terminated, `image_path` is the full path of the image file (relative to the root directory of the disassembly), `crop_rect` is `(X, Y, W, H)`, and `value1, value2` etc. are the parameter values.

9.4.5 Parsing ref files

`HtmlWriter` provides some convenience methods for extracting text and data from `ref` files. These methods are described below.

`HtmlWriter.get_section(section_name, paragraphs=False, lines=False)`

Return the contents of a `ref` file section.

Parameters

- **section_name** – The section name.
- **paragraphs** – If `True`, return the contents as a list of paragraphs.

- **lines** – If *True*, return the contents (or each paragraph) as a list of lines; otherwise return the contents (or each paragraph) as a single string.

`HtmlWriter.get_sections` (*section_type*, *paragraphs=False*, *lines=False*)

Return a list of 2-tuples of the form (*suffix*, *contents*) or 3-tuples of the form (*infix*, *suffix*, *contents*) derived from *ref* file sections whose names start with *section_type* followed by a colon. *suffix* is the part of the section name that follows either the first colon (when there is only one) or the second colon (when there is more than one); *infix* is the part of the section name between the first and second colons (when there is more than one).

Parameters

- **section_type** – The section name prefix.
- **paragraphs** – If *True*, return the contents of each section as a list of paragraphs.
- **lines** – If *True*, return the contents (or each paragraph) of each section as a list of lines; otherwise return the contents (or each paragraph) as a single string.

`HtmlWriter.get_dictionary` (*section_name*)

Return a dictionary built from the contents of a *ref* file section. Each line in the section should be of the form X=Y.

`HtmlWriter.get_dictionaries` (*section_type*)

Return a list of 2-tuples of the form (*suffix*, *dict*) derived from *ref* file sections whose names start with *section_type* followed by a colon. *suffix* is the part of the section name that follows the first colon, and *dict* is a dictionary built from the contents of that section; each line in the section should be of the form X=Y.

9.4.6 Memory snapshots

The *snapshot* attribute on `HtmlWriter` and `AsmWriter` is a 65536-element list that is populated with the contents of any *DEFB*, *DEFM*, *DEFS* and *DEFW* statements in the *skool* file.

A simple `#PEEK` macro that expands to the value of the byte at a given address might be implemented by using *snapshot* like this:

```
from .skoolhtml import HtmlWriter
from .skoolasm import AsmWriter
from .skoolmacro import parse_ints

class GameHtmlWriter(HtmlWriter):
    # #PEEKaddress
    def expand_peek(self, text, index, cwd):
        end, address = parse_ints(text, index, 1)
        return end, str(self.snapshot[address])

class GameAsmWriter(AsmWriter):
    # #PEEKaddress
    def expand_peek(self, text, index):
        end, address = parse_ints(text, index, 1)
        return end, str(self.snapshot[address])
```

`HtmlWriter` also provides some methods for saving and restoring memory snapshots, which can be useful for temporarily changing graphic data or the contents of data tables. These methods are described below.

`HtmlWriter.push_snapshot` (*name*='')

Save the current memory snapshot for later retrieval (by `pop_snapshot()`), and put a copy in its place.

Parameters *name* – An optional name for the snapshot.

`HtmlWriter.pop_snapshot()`

Discard the current memory snapshot and replace it with the one that was most recently saved (by `push_snapshot()`).

`HtmlWriter.get_snapshot_name()`

Return the name of the current memory snapshot.

9.4.7 Graphics

If you are going to implement custom image-creating #CALL methods or skool macros, you will need to make use of the `skoolkit.skoolhtml.Udg` class.

The `Udg` class represents an 8x8 graphic (8 bytes) with a single attribute byte, and an optional mask.

class `skoolkit.skoolhtml.Udg` (*attr*, *data*, *mask=None*)
Initialise the UDG.

Parameters

- **attr** – The attribute byte.
- **data** – The graphic data (sequence of 8 bytes).
- **mask** – The mask data (sequence of 8 bytes).

A simple #INVERSE macro that creates an inverse image of a UDG might be implemented like this:

```
from .skoolhtml import HtmlWriter, Udg
from .skoolmacro import parse_ints

class GameHtmlWriter(HtmlWriter):
    # #INVERSEaddress,attr
    def expand_inverse(self, text, index, cwd):
        end, address, attr = parse_ints(text, index, 2)
        img_path = self.image_path('inverse{0}_{1}'.format(address, attr))
        if self.need_image(img_path):
            udg_data = [b ^ 255 for b in self.snapshot[address:address + 8]]
            udg = Udg(attr, udg_data)
            self.write_image(img_path, [[udg]])
        return end, self.img_element(cwd, img_path)
```

The `Udg` class provides two methods for manipulating an 8x8 graphic: *flip* and *rotate*.

`Udg.flip` (*flip=1*)

Flip the UDG.

Parameters **flip** – 1 to flip horizontally, 2 to flip vertically, or 3 to flip horizontally and vertically.

`Udg.rotate` (*rotate=1*)

Rotate the UDG 90 degrees clockwise.

Parameters **rotate** – The number of rotations to perform.

`HtmlWriter` provides the following image-related convenience methods.

`HtmlWriter.image_path` (*fname*, *path_id='UDGImagePath'*)

Return the full path of an image file relative to the root directory of the disassembly. If *fname* does not end with `'.png'` or `'.gif'`, an appropriate suffix will be appended (depending on the default image format). If *fname* starts with a `'/'`, it will be removed and the remainder returned (in which case *path_id* is ignored). If *fname* is blank, `None` is returned.

Parameters

- **fname** – The name of the image file.
- **path_id** – The ID of the target directory (as defined in the *[Paths]* section of the *ref* file).

HtmlWriter.**need_image** (*image_path*)

Return whether an image file needs to be created. This will be true only if the file doesn't already exist, or all images are being rebuilt. Well-behaved image-creating methods will call this to check whether an image file needs to be written, and thus avoid building an image when it is not necessary.

Parameters **image_path** – The full path of the image file relative to the root directory of the disassembly.

HtmlWriter.**write_image** (*image_path*, *udgs*, *crop_rect=()*, *scale=2*, *mask=False*)

Create an image and write it to a file.

Parameters

- **image_path** – The full path of the file to which to write the image (relative to the root directory of the disassembly).
- **udgs** – The two-dimensional array of tiles (instances of Udg) from which to build the image.
- **crop_rect** – The cropping rectangle, (*x*, *y*, *width*, *height*), where *x* and *y* are the x- and y-coordinates of the top-left pixel to include in the final image, and *width* and *height* are the width and height of the final image.
- **scale** – The scale of the image.
- **mask** – Whether to apply masks to the tiles in the image.

HtmlWriter.**img_element** (*cwd*, *image_path*, *alt=None*)

Return an `` element for an image file.

Parameters

- **cwd** – The current working directory (from which the relative path of the image file will be computed).
- **image_path** – The full path of the image file relative to the root directory of the disassembly.
- **alt** – The alt text to use for the image; if *None*, the base name of the image file (with the '.png' or '.gif' suffix removed) will be used.

HtmlWriter.**screenshot** (*x=0*, *y=0*, *w=32*, *h=24*, *df_addr=16384*, *af_addr=22528*)

Return a two-dimensional array of tiles (instances of Udg) built from the display file and attribute file of the current memory snapshot.

Parameters

- **x** – The x-coordinate of the top-left tile to include (0-31).
- **y** – The y-coordinate of the top-left tile to include (0-23).
- **w** – The width of the array (in tiles).
- **h** – The height of the array (in tiles).
- **df_addr** – The display file address to use.
- **af_addr** – The attribute file address to use.

HtmlWriter.**flip_udgs** (*udgs*, *flip=1*)

Flip a 2D array of UDGs (instances of Udg).

Parameters

- **udgs** – The array of UDGs.

- **flip** – 1 to flip horizontally, 2 to flip vertically, or 3 to flip horizontally and vertically.

`HtmlWriter.rotate_udgs (udgs, rotate=1)`

Rotate a 2D array of UDGs (instances of `Udg`) 90 degrees clockwise.

Parameters

- **udgs** – The array of UDGs.
- **rotate** – The number of rotations to perform.

9.4.8 HtmlWriter initialisation

If your `HtmlWriter` subclass needs to perform some initialisation tasks, such as creating instance variables, or parsing *ref* file sections, the place to do that is the *init()* method.

`HtmlWriter.init ()`

Perform post-initialisation operations. This method is called after `__init__()` has completed. By default the method does nothing, but subclasses may override it.

For example:

```
from .skoolhtml import HtmlWriter

class GameHtmlWriter(HtmlWriter):
    def init(self):
        # Get character names from the ref file
        self.characters = self.get_dictionary('Characters')
```