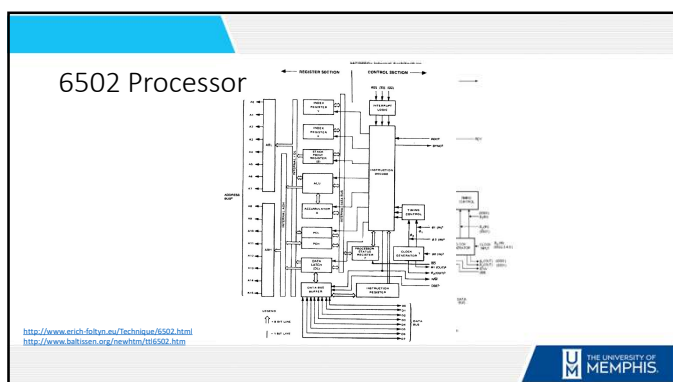
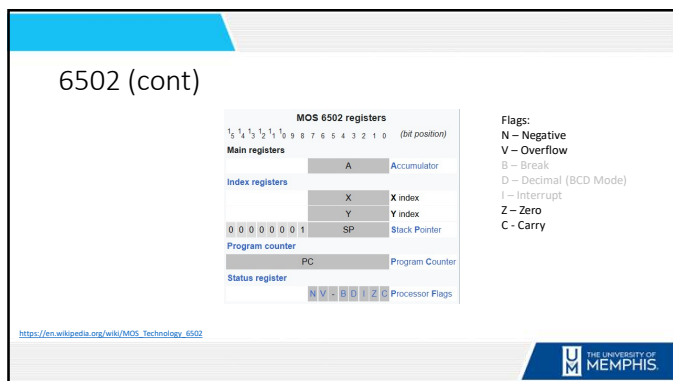


1




2



3

Op Codes

Branches	Decimal Mode	Interrupt Flag	Overflow Flag	Program Counter	Stack	Times	Wrap-around						
ADC	AND	ASL	BCC	BCS	BEQ	BIT	BMI	BNE	BRL	BRK	BVC	BVS	CLC
CLD	CLI	CLV	CMP	CPX	CPY	DEC	DEX	DEY	EOB	INC	INX	INY	JMP
JSR	LDA	LDX	LDT	LSR	NOP	ORA	PHA	PHP	PLA	PLP	ROL	ROR	RTI
RFS	SBC	SEC	SED	SHI	SHL	STX	STY	TAX	TAY	TXS	TXA	TXB	TXB



4

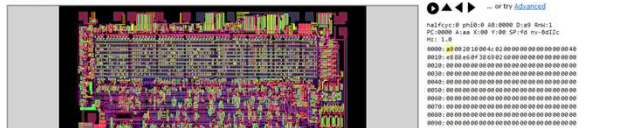
The Simulation

The Visual 6502


6502 80c135a

This simulator uses HTML5 features only found on the latest versions of browsers and needs lots of RAM. If you have trouble, please [check compatibility](#).

Keyboard controls: 'z' to zoom in, 'x' to zoom out, 's' to stop the simulation.
 Mouse controls: Left-click and drag to scroll around (when you're zoomed in).
 More information in the [User Guide](#).



hex: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 0000: 0000 0000 0000 0000 0000 0000 0000 0000
 0010: 0000 0000 0000 0000 0000 0000 0000 0000
 0020: 0000 0000 0000 0000 0000 0000 0000 0000
 0030: 0000 0000 0000 0000 0000 0000 0000 0000
 0040: 0000 0000 0000 0000 0000 0000 0000 0000
 0050: 0000 0000 0000 0000 0000 0000 0000 0000
 0060: 0000 0000 0000 0000 0000 0000 0000 0000
 0070: 0000 0000 0000 0000 0000 0000 0000 0000
 0080: 0000 0000 0000 0000 0000 0000 0000 0000




5

What's in Memory

```

0000 a9 00 20 10 00 4c 02 00 00 00 00 00 00 00 40
0010: e8 88 e6 0f 38 69 02 60 00 00 00 00 00 00 00
0020: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0030: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0040: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0050: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0060: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0070: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0080: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0090: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00a0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00b0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00c0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00d0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00e0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00f0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0100: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0110: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0120: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0130: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0140: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0150: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0160: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0170: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
  
```

And we know the 6805 starts running code at 0x0000 when it restarts



6

```
Code

0000 a9 00      LDA #$00
0002 20 10 00   JSR $0010
0005 4c 02 00   JMP $0002

000f xx                // stored incremented count

0010 e8          inx
0011 88          decy
0012 e6 0f      inc $0f
0014 38          sec          // set carry
0015 69 02      adc #$02
0017 60          rts
```



7