

# ZX Spectrum Developer

This is a blog dedicated to helping others learn from my progress in developing machine code games for the Sinclair ZX Spectrum using a Windows based PC.

## Blog Archive

► 2016 (1)

► 2010 (1)

▼ 2009 (4)

► August (1)

► May (1)

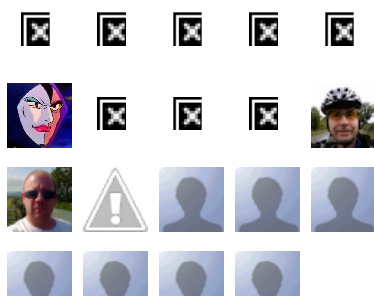
▼ January (2)

Fast Sprites using Pre-Shifted Data

Setting up the Development  
Environment on a Window...

## Followers

Seguidores (19)



## About Me

Rob

York, North Yorkshire, United Kingdom

I am a .NET developer these days, but started in the 80's writing games for my beloved Speccy

[View my complete profile](#)

Wednesday, 28 January 2009

## Setting up the Development Environment on a Windows PC

When I develop Machine Code games for the Sinclair ZX Spectrum, I use the following Development Tools:

- ConText Text Editor (<http://www.contexteditor.org/>)
- Pasm0 Assembler ([Pasm0](#))
- Spectaculator Emulator (<http://www.spectaculator.com/>)

### Installing “Spectaculator”

Download and Install “Spectaculator” 30 Day Trial. I cannot recommend this emulator more highly, it is awesome

### Installing “Context” Editor

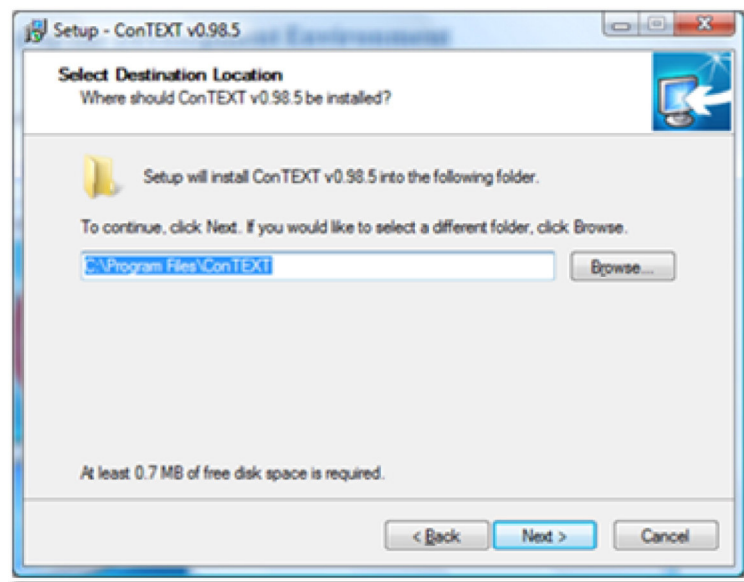
The Editor allows me to write the code with Syntax Highlighting, as well as define events for key presses that assist me in running and testing my programs.

Download the editor (1.6 MB) from <http://www.contexteditor.org/> and follow the installation instructions:

Step 1:



Step 2:



And follow the wizard until it has installed

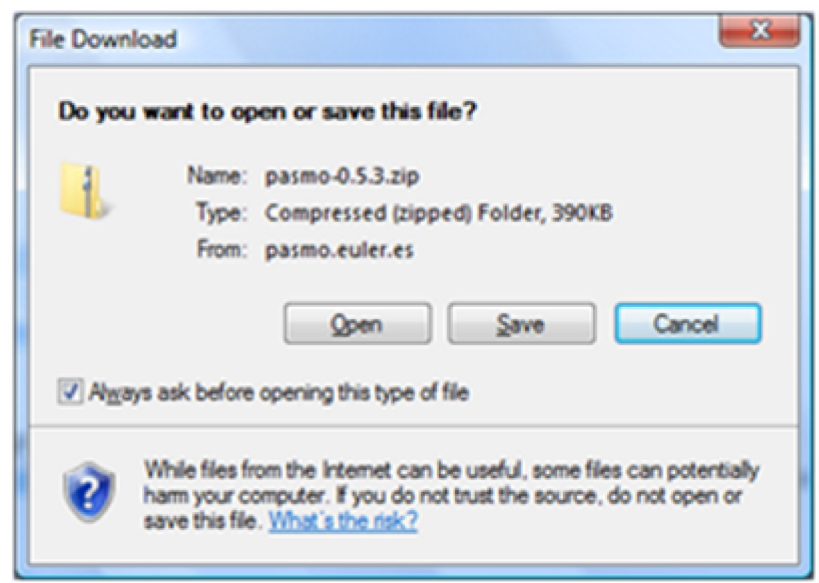
## Install “Pasmo” Assembler

Next, download the Assembler from

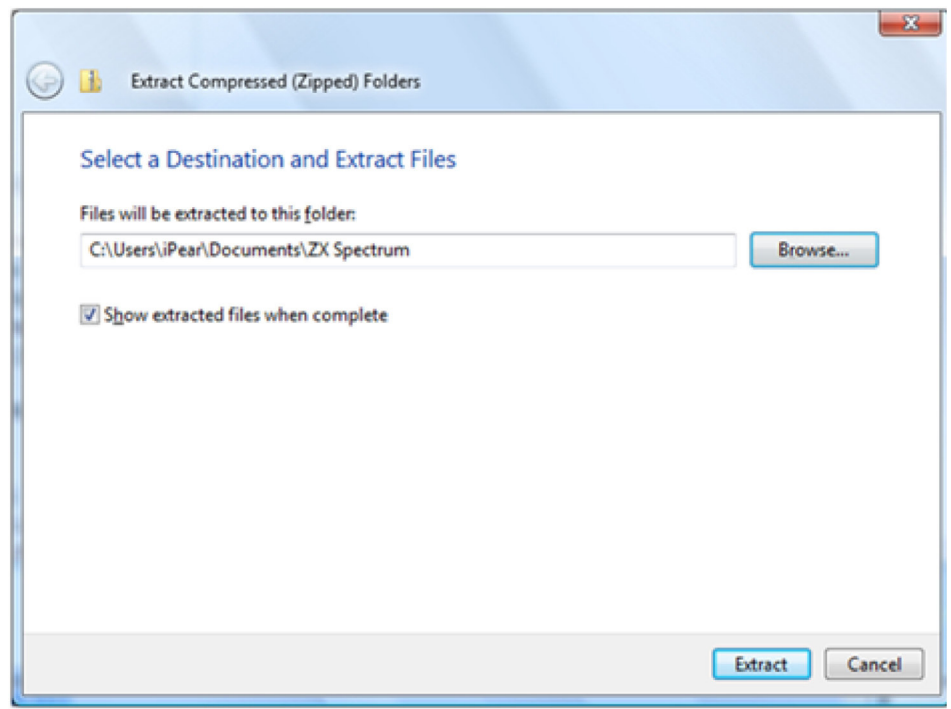
<http://www.arrakis.es/~ninsesabe/pasmo/>

I use the 0.5.3 version, downloadable as a ZIP from [pasmo-0.5.3.zip](#)

Once downloaded, Unzip and extract.

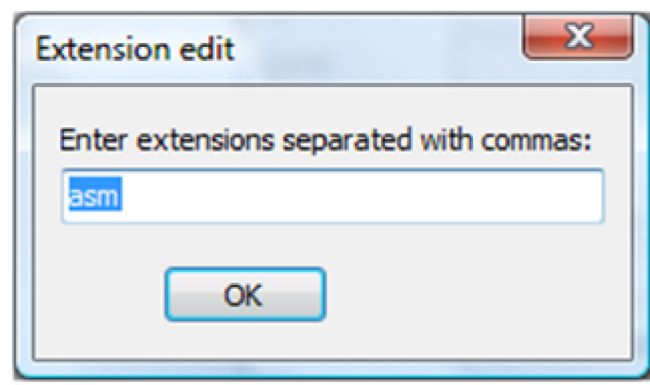


Install in a directory of your choice



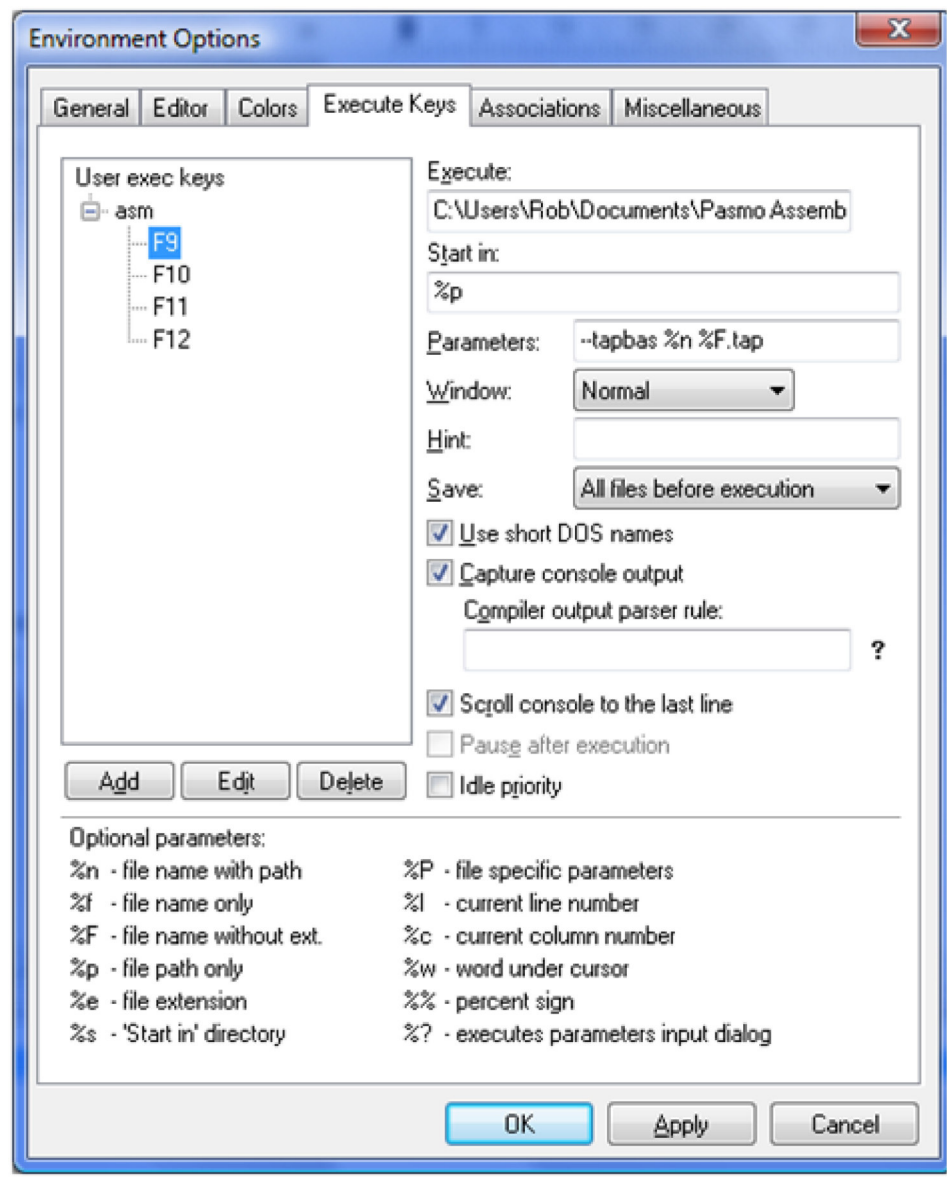
## Configure Context

1. From the menu choose “Options -> Environment”. A dialog box will appear.
2. Click the “Execute Keys” tab.
3. Click the “Add” button, and add an entry for files with a “asm” extension.



## Set up the “F9” Functionality.

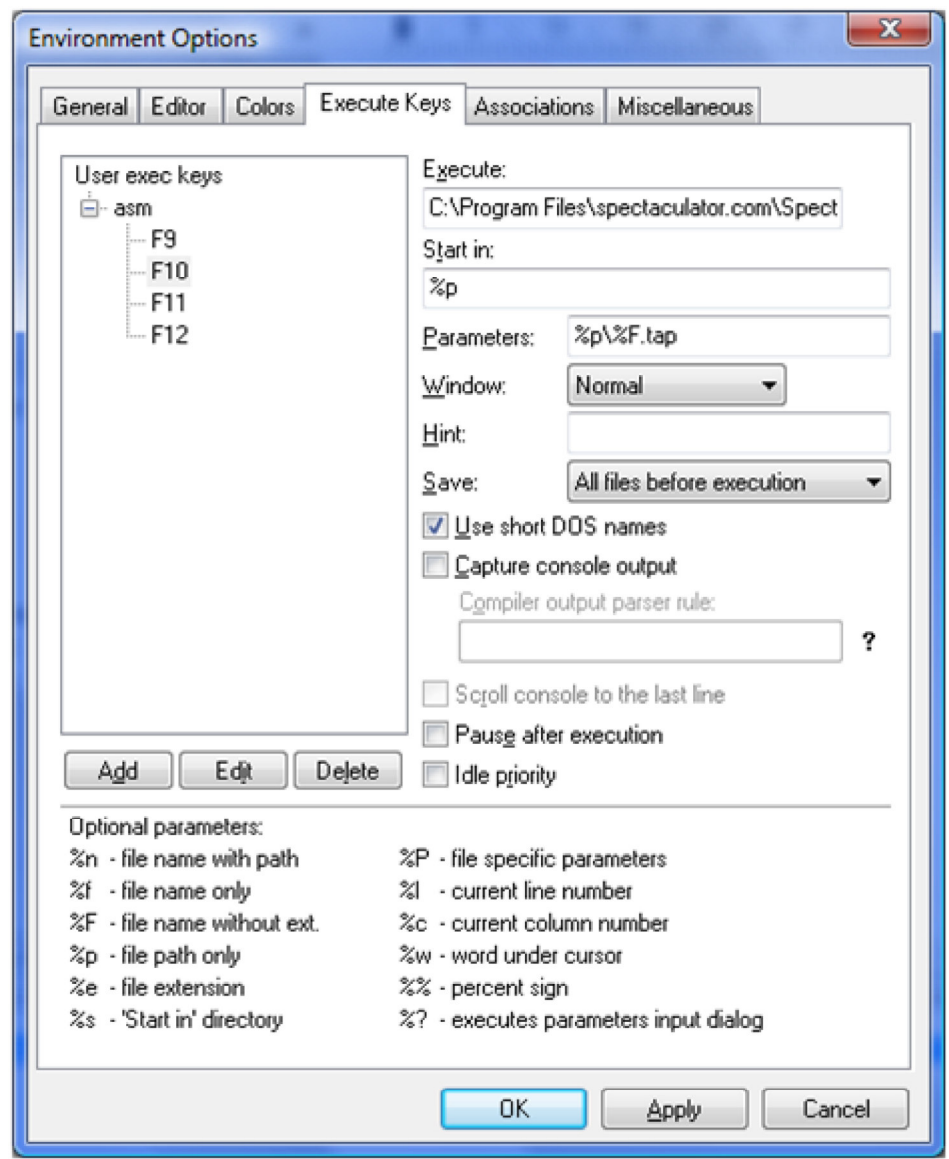
This will allow the file to be compiled, and a “TAP” file which includes a BASIC loader will be created.



- **Execute:** Browse To and Select the Pasmo executable.
- **Start in:** %p (File path)
- **Parameters:** --tapbas %n %F.tap
  - This will create a ZX Spectrum TAP file with BASIC loader, output to same filename with “TAP” extension.
- Use short DOS names for Pasmo.
- Output to compiler window.
- Scroll to last line for verbose output.

### Set up the “F10” functionality

This will execute “Spectaculator” and pass in the compiled filename.



- **Execute:** Points to the Spectaculator executable.
- **Start in:** %p (File path)
- **Parameters:** %p\%F.tap
  - This means Path, and Filename (tap)
- Use short DOS names for Emulator

## Testing the Development Environment

Create the following test program in Context, and save to your project folder as “text.asm”.

```
org 08000h

ld hl,04000h

ld (hl),%10101010

ld de,04001h

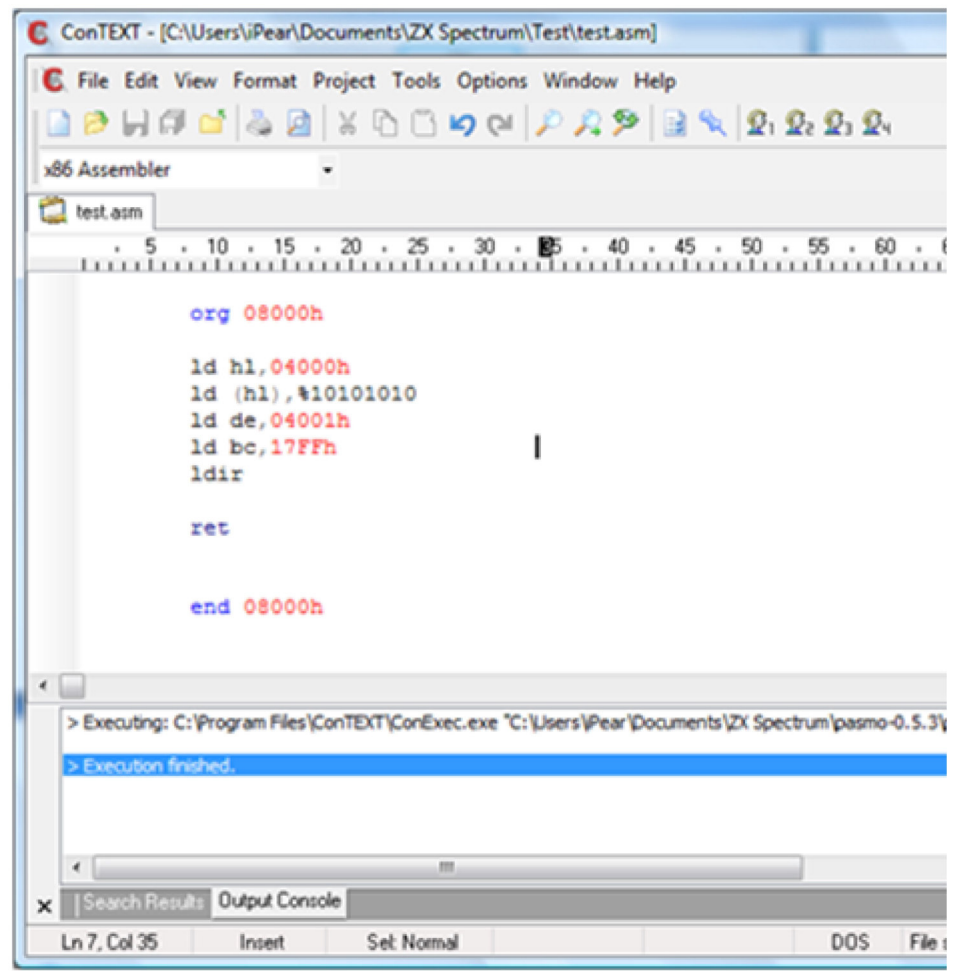
ld bc,17FFh

ldir

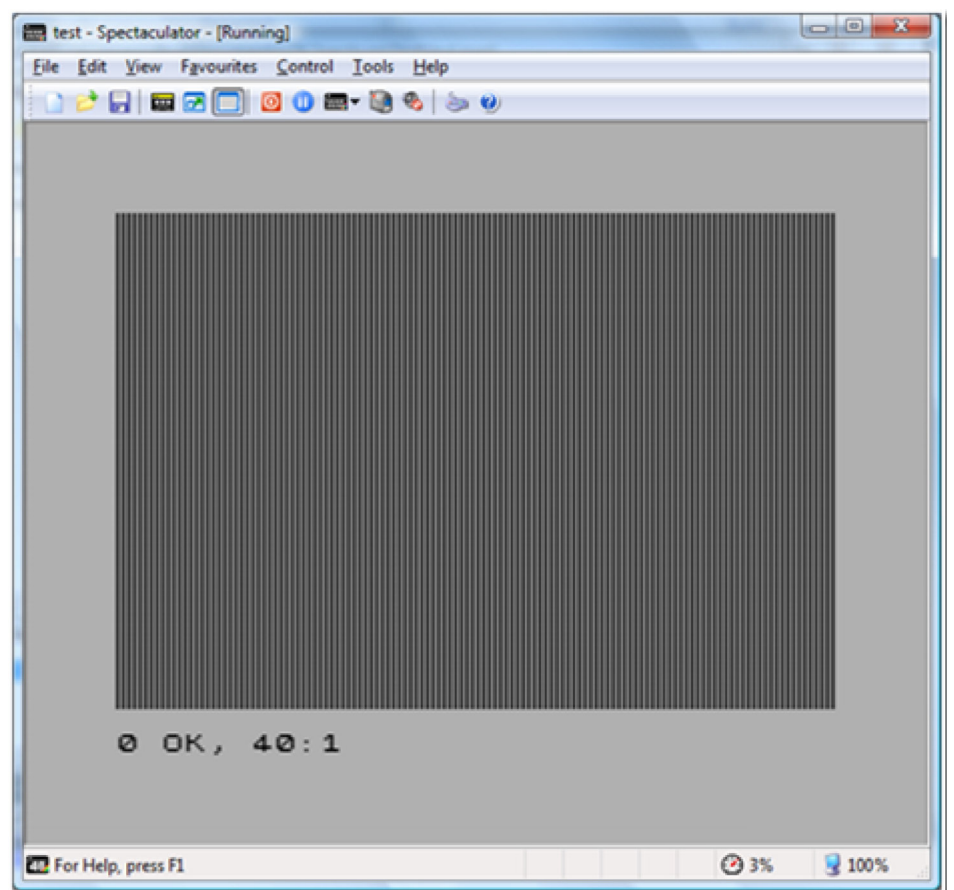
ret

end 08000h
```

Press “F9” and the program should assemble.



Press “F10” to execute “Spectaculator” and you should get the following results:



Congratulations! You are now ready to develop Machine Code on your Windows PC!

Posted by Rob at 17:12

14 comments:



Polomint 28 January 2009 at 17:57

Nice work. I also find the asm editor in TommyGun is excellent too, and is also easy to point to Pasm and Spin, not to mention the excellent gfx/tiles/map editor too. :)

Very Good Post, :D

[Reply](#)



Zxevious 6 February 2009 at 21:43

A fantastic post! I am waiting for more material of this blog.

Thanks for the effort to communicate the way to create spectrum games on Assembly.

:)

[Reply](#)

Joefish 10 March 2009 at 23:02

Excellent blog post - very helpful. Also works with ZX32, which is a good free emulator. Might step up to Spectaculator if I get into this some more.

[Reply](#)



Javier 20 March 2009 at 10:20

Just found this blog, it looks very promising, keep on the good work!

[Reply](#)

Anonymous 10 March 2010 at 15:56

Great post - really useful. I have a collection of old Input magazines and I've been wanting to try some of the machine code listings in them. This will make it a lot easier and less painful.

Thank you!

[Reply](#)



Cameron 22 May 2010 at 13:57

Great post! you have some brilliant contents![POP Displays](#)

[Reply](#)



Optimus 6 August 2010 at 01:10

Nice and simple introduction!

I have been coding z80 for CPC but then I decided today to try something on Spectrum.

I must seek for the tutorials now, or specifics of spectrum gfx coding.

[Reply](#)

[Dax Trajero](#) [22 August 2010 at 16:07](#)

Just wanted to say a massive thank you for this page. Had been using Spin and ran into the inevitable error messages, when using it with Windows 7

Saw your article and switched over to your editor and PASMO, and it's all working really well.

Question: Regarding the editor and the way it colours your code, has anyone created a profile called Z80, instead of X86 Assembler eg. so labels etc are colour coded properly ?

Dax

[Reply](#)



[Metalbrain](#) [24 October 2010 at 13:22](#)

Pasmo's new website:  
<http://www.speccy.org/pasmo>

[Reply](#)



[Thomas Beaney](#) [5 July 2013 at 11:17](#)

Wow that was super easy to get going cheers!

[Reply](#)

Anonymous [26 March 2015 at 21:06](#)

This got me up and running easier than any other guide I found - thanks!

[Reply](#)



[Nenad Pantić](#) [22 December 2015 at 22:53](#)

*This comment has been removed by the author.*

[Reply](#)



[Nenad Pantić](#) [22 December 2015 at 23:14](#)

Useful article, thanks. I was working on to make setup work with ZX Spin, so for those interested in that setup, for me solution was to uncheck "use short DOS names" and use parameters: %p%F.tap . But it might just be me on Windows 10, I wonder if the above setup will still work for ZX Spin

[Reply](#)



[Three Headed Monkey](#) [7 February 2016 at 03:30](#)



Thanks for this - a nice starter program. I ended up using SublimeText and RealSpectrum but with your code and following the same principles.

[Reply](#)

Enter your comment...

Comment as:

Google Accour

Publish

Preview

### Links to this post

[Create a Link](#)

[Newer Post](#)

[Home](#)

Subscribe to: [Post Comments \(Atom\)](#)