

```

OR dira,SRAM_DBUS_MASK
AND addrLow,#$FF
SHL addrLow,#SRAM_DBUS_BIT_SHIFT
AND outa,nSRAM_DBUS_MASK
OR outa,addrLow
AND outa,nSRAM_CTRL_MASK
OR outa,#SRAM_CMD_LOADLO_SHIFTED
OR outa,SRAM_STROBE_MASK
AND outa,nSRAM_STROBE_MASK
SHR addrHi,#8
AND addrHi,#$FF
SHL,addrHi,#SRAM_DBUS_BIT_SHIFT
AND, outa,nSRAM_DBUS_MASK
OR outa,addrHi
AND outa,nSRAM_CTRL_MASK
OR outa,#SRAM_CMD_LOADHI_SHIFTED
OR outa,SRAM_STROBE_MASK
AND outa,nSRAM_STROBE_MASK
AND dira,nSRAM_DBUS_MASK
AND outa,nSRAM_CTRL_MASK
OR outa,#SRAM_CMD_READ_SHIFTED
OR outa,SRAM_STROBE_MASK
MOV Byte0,ina
SHR Byte0,#SRAM_DBUS_BIT_SHIFT
AND Byte0,#Byte0BitMask
WRBYTE Byte0,ResultAddr
AND outa,nSRAM_STROBE_MASK
OR outa,SRAM_STROBE_MASK
MOV Byte1,ina
SHR Byte1,#SRAM_DBUS_BIT_SHIFT
AND Byte1,#Byte1BitMask
WRBYTE Byte1,ResultAddr+1
AND outa,nSRAM_STROBE_MASK
OR outa,SRAM_STROBE_MASK
MOV Byte2,ina
SHR Byte2,#SRAM_DBUS_BIT_SHIFT
AND Byte2,#Byte2BitMask
WRBYTE Byte2,ResultAddr+2
AND outa,nSRAM_STROBE_MASK
OR outa,SRAM_STROBE_MASK
MOV Byte3,ina
SHR Byte3,#SRAM_DBUS_BIT_SHIFT
AND Byte3,#Byte3BitMask
WRBYTE Byte3,ResultAddr+3
AND outa,nSRAM_STROBE_MASK

```

Raster	Memory1	Memory2	Memory3
Set BUS to OUT	MASK Bits 0..7		
	Shift Bits into Bus Position		
	Make Hole for Bits on BUS		
	Load Bits onto BUS	Make Hole for CTRL Bits	
		Load LoAddr Latch CMD	Strobe Hi
Strobe Lo	Shift Bits into Lower Position		
	MASK Bits 8..15		
	Shift Bits into Bus Position		
	Make Hole for Bits on BUS		
	Load Bits onto BUS	Make Hole for CTRL Bits	
		Load HiAddr Latch CMD	Strobe Hi
Strobe Lo	Set BUS to IN	Make Hole for CTRL Bits	
		Load Read Latch CMD	Strobe Hi
Read Pins into Byte0	Strobe Lo	Strobe Hi	Read Pins into Byte1
Shift Data into 0..7 position	Strobe Lo	Strobe Hi	Shift Data into 0..7 position
Mask the DataBits	Read Pins into Byte2	Strobe Lo	Mask the DataBits
Write Byte0 to ResultAddr	Shift Data into 0..7 position	Strobe Hi	Write Byte1 to ResultAddr
	Mask the DataBits	Read Pins into Byte3	
	Write Byte2 to ResultAddr	Shift Data into 0..7 position	
		Mask the DataBits	
		Write Byte3 to ResultAddr	Strobe Lo

