

The machine and simulator share the same source code, so the mods below are prefixed to indicate which one the mod applies to; M = Machine/MCU, S = Simulator.

- v3.30 8-Sep-2020
M,S Toy-B - major revamp; some opcodes and system call codes changed; see manuals.
M,S Toy-B - added system call 'TTY Clear' to clear screen.
S Added option to clear TTY/Oper screen after 'load hex file'.
- v3.26 3-Sep-2020
S Toy-B - added system calls for 'load/store indirect' extra-codes.
- v3.24 1-Sep-2020
S Fixed crash if 'm' missing from plh file.
S Minor corrections of IR annotations.
- v3.23 31-Aug-2020
S Renamed executable name to avoid confusing the 3 variants...
PlasMaSim1.exe handles mcode 1 only (Toy-A), PlasMaSim2.exe handles mcodes 1 & 2 only (Toy-A & Toy-B), PlasMaSim3.exe handles all 3 (Toy-A, Toy-B & Advanced).
Please delete old copies of PlasMaSim.exe.
- v3.22 30-Aug-2020
M,S Instruction Set documentation available.
M,S Plasm assembler for offline assembly released; mods history in separate file.
S Fixed failure to start up on 32-bit computers.
S Renamed executable to PlasMaSim.exe to avoid confusion with the Plasm.exe assembler.
The single executable now handles either 1, 2 or all 3 microcodes.
Please delete old copies of PlasMa-LE.exe.
S Changed keypad handling to avoid using non-standard Ctrl+Alt keys.
The keypad is now treated as an extra 'switch' so standard hex keys (0-9, a-f) can be used.
- v3.07 16-Aug-2020
M,S Fixed shift functions shr and shl in Toy-A.
R[d] was not changed when shift amount was zero.
S Added 'Ctrl+Alt+r' keypress when program is waiting for keypad input.
This invokes 'run full' (same as 'r') when entering keypad digits, and avoids having to release the Ctrl+Alt keys if a program is prompting for multiple entries.