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Subject: Re: Merlin 8 assembler problems with saving

Posted by [Oz](#) on Sun, 05 Oct 2014 08:19:36 GMT

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Hello,

Do you use Merlin 16+ on an Apple IIgs (or Emulator) or do you use Merlin 8 on an Apple IIe/c ?

Merlin let you Save your source file (.s), you can assemble them (usually it performs both Save + Assemble). But if you want an object code to be created on disk, you have to use the Link command. So usually, we go directly to command LINK that ask for a Save (say Yes) and Assemble + Link the object code as a usable file.

Regards,

Olivier

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