Subject: Merlin 32, a 65c816 Cross Assembler, is available
Posted by Oz on Wed, 07 Jan 2015 09:32:25 GMT
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Paris, January 6th, 2015 - Brutal Deluxe Sofware releases Merlin 32

Merlin 32 is a multi-pass Cross Assembler running under Windows
targeting 8-bit processors in the 6502 series (such as 6502 and 65c02)
and the 16 bit 65c816 processor.

It is compatible with Glen Bredon's Merlin 16+ syntax, including support
for Macros, Pre-processor, Logical Expressions, Conditional Operations,
Variables, Loops, Local Labels...

It can build fixed position object code or relocatable executables (OMF
v2.1) as we can find on 16-bit APPLE IIGS operating systems like ProDOS
16 or GS/OS (S16, EXE, CDA, NDA, FST, PIF, LIBRARY, TOOL...).

Merlin 32 has been successfully used to re-assemble classic Apple IIgs
games and utilities such as Rastan, Sensei, Shuffle Puck Cafe, Final
Assault, Lemmings, The Tinies, Cogito, Blockade, Convert 3200... without
the need to modify the original source files.

Merlin 32 is part of the Brutal Deluxe's Cross Development Tools
Project, a full set of utilities available on Windows (and other)
platforms to enable the creation of new Apple IIgs software : 65c816
Assembler, 65c816 Disassembler, 65c816 Simulator, Graphic File
Converter, Resource Catcher...

Learn more and download Merlin 32 at
http://brutaldeluxe.fr/products/crossdevtools/merlin/

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