

```
;FOR DEBUGGING ONLY - DISPLAY DE VALUE ON SCREEN
;(optionally included from power up logic)

    ld      a, d                ;Display D15:D12 nibble
    rra
    rra
    rra
    rra
    and    #0x0f
    cp    #10
    jr    nc, DNAlpha5        ;if (A < 10)
    add    #0x30                ; offset value to '0'
    jr    DNDone5
DNAlpha5:
    add    #(0x41 - 10)        ;else
                                ; offset value to 'A'
DNDone5:
    or    #DISPWRBIT
    out   (#DISPPORT), a
    xor   a
    out   (#DISPPORT), a

    ld      a, d                ;Display D11:D8 nibble
    and    #0x0f
    cp    #10
    jr    nc, DNAlpha6        ;if (A < 10)
    add    #0x30                ; offset value to '0'
    jr    DNDone6
DNAlpha6:
    add    #(0x41 - 10)        ;else
                                ; offset value to 'A'
DNDone6:
    or    #DISPWRBIT
    out   (#DISPPORT), a
    xor   a
    out   (#DISPPORT), a

    ld      a, e                ;Display D7:D4 nibble
    rra
    rra
    rra
    rra
    and    #0x0f
    cp    #10
    jr    nc, DNAlpha7        ;if (A < 10)
    add    #0x30                ; offset value to '0'
    jr    DNDone7
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DNAlpha7:                ;else
    add    #(0x41 - 10)    ; offset value to 'A'
DNDone7:
    or     #DISPWRBIT
    out    (#DISPPORT), a
    xor    a
    out    (#DISPPORT), a

    ld     a, e            ;Display D3:D0 nibble
    and    #0x0f
    cp     #10
    jr     nc, DNAlpha8   ;if (A < 10)
    add    #0x30           ; offset value to '0'
    jr     DNDone8
DNAlpha8:                ;else
    add    #(0x41 - 10)    ; offset value to 'A'
DNDone8:
    or     #DISPWRBIT
    out    (#DISPPORT), a
    xor    a
    out    (#DISPPORT), a

;FOR DEBUGGING ONLY - DISPLAY HL VALUE ON SCREEN

    ld     a, h            ;Display D15:D12 nibble
    rra
    rra
    rra
    rra
    and    #0x0f
    cp     #10
    jr     nc, DNAlpha1   ;if (A < 10)
    add    #0x30           ; offset value to '0'
    jr     DNDone1
DNAlpha1:                ;else
    add    #(0x41 - 10)    ; offset value to 'A'
DNDone1:
    or     #DISPWRBIT
    out    (#DISPPORT), a
    xor    a
    out    (#DISPPORT), a

    ld     a, h            ;Display D11:D8 nibble
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    and    #0x0f
    cp     #10
    jr     nc, DNAlpha2           ;if (A < 10)
    add    #0x30                   ; offset value to '0'
    jr     DNDone2
DNAlpha2:                          ;else
    add    #(0x41 - 10)           ; offset value to 'A'
DNDone2:
    or     #DISPWRBIT
    out    (#DISPPORT), a
    xor    a
    out    (#DISPPORT), a

    ld     a, 1                   ;Display D7:D4 nibble
    rra
    rra
    rra
    rra
    and    #0x0f
    cp     #10
    jr     nc, DNAlpha3           ;if (A < 10)
    add    #0x30                   ; offset value to '0'
    jr     DNDone3
DNAlpha3:                          ;else
    add    #(0x41 - 10)           ; offset value to 'A'
DNDone3:
    or     #DISPWRBIT
    out    (#DISPPORT), a
    xor    a
    out    (#DISPPORT), a

    ld     a, 1                   ;Display D3:D0 nibble
    and    #0x0f
    cp     #10
    jr     nc, DNAlpha4           ;if (A < 10)
    add    #0x30                   ; offset value to '0'
    jr     DNDone4
DNAlpha4:                          ;else
    add    #(0x41 - 10)           ; offset value to 'A'
DNDone4:
    or     #DISPWRBIT
    out    (#DISPPORT), a
    xor    a
    out    (#DISPPORT), a
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