

Swapping ZeroPage data

On some occasions you might want to save and restore ZP data. I.e. you have no time to patch a SID player, or the speedup you gain by giving several routines full ZP access is worth it. The small snippet below swaps 10 bytes from \$00 on with memory in \$10. It clutters X,Y and A though. Enjoy, enthusi.

```
ldx #10
loop
  ldy $00,x
  lda $10,x
  sta $00,x
  sty $10,x
  dex
  bpl loop
```

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<https://codebase64.org/> - **Codebase 64 wiki**

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