

DisCharge, SuperCharge Decompiler

DisCharge (working title) is a decompiler for SuperCharged programs. It is still very much a work in progress, and does not yet know how to handle all SuperBASIC commands. And as it is still in development, anything, and everything is liable to change at any time.

DisCharge cannot just convert an executable file back into a ready to run SuperBASIC program. It requires manual intervention, and the resulting SuperBASIC program will need some tidying up.

This document is an introduction to the steps required to convert a SuperCharged executable back into a SuperBASIC program. See the document DisCharge, and the sample program for a walk through of decompiling a program.

There are 5 steps involved in converting a SuperCharged program back to a SuperBASIC program.

Step 1 - Disassemble the executable program.

Disassemble the executable file to a text file. I use the Assembler Workbench by Talent/Quanta. If you use another disassembler, you may need to make changes to the **ProcessDump_bas** program to accommodate it.

Step 2 - Process the dump file.

Load the **ProcessDump_bas** program, Edit the filenames near the start of the program to suit your system.

dumpFile\$	The disassembly made in step 1
exeFile\$	The executable file from step 1
doFile\$	This will be the generated _codes file
idFile\$	The list of code array index's and checksums used for routine identification

Then **RUN** the program.

This will create two new files a **_lib** file, and a **_codes** file.

The **_lib** file is the disassembly with the various machine code routines for the SuperBASIC program separated out. It misses the start of the first routine, which I will come back to later.

It also checks a **SCLibrary_id** file to see if it can identify any of the routines for you, and calculates a checksum for each of routines. Creating something like -

```
Prefix - 9CD8
version 1.17 - Checksum = 003C0016D3
Matches Version 1.11 - call proc/fun & GOSUB
Code Index = 100
0024D5CE 41F1E880      lea      -$80(a1,a6.1),a0
.
.
.
```

The **_codes** file is a list of these routines code numbers. Any unidentified routines will be given an index code of -1. This file is used later in the **DisCharge_bas** program to create an array used in the decoding the executable program.

```
Analizing Files...
Supercharge Digital Precision
0000
Version                2.00
Dump start              $0024B8FE
Dump A6 value           $002538F6
Sub routines start around $0024C734
Subroutine end marker   JMP    -$7E64
Line number key code    $8ECC
First basic line start  $0024D158
Program end             $0024D2E6
Keyword table starts at $0024D2EA
```

The program will display some information on the disassembled program. A couple of pieces of information will come in useful later. So it may be worth making a note of them.

Dump A6 value, This value is used extensively by SuperCharge.

Line number key code, This is the code used to identify the start of a SuperBASIC line.

Step 3 - Identifying unknown the routines.

The **ProcessDump_bas** program will have hopefully identified most of the routines. However you may have to make some manual identifications.

View the **_codes** file in a text editor, and look for any lines that start with -1. These will need to be resolved, or removed, before trying to do the decompilation.

Any entries in the **_codes** file, starting with -1, that you cannot identify, can be deleted. Don't worry if you delete a needed code, it will be highlighted when you run the decompiler. And you can put it back in once identified.

Note -

The automatic detection of the routines can run into problems if there are two identical copies of a routine in the executable code. So far I have only hit this problem with integer and string SElect clauses. If when you run the decompiler, it stops, telling you that it does not understand a code, Yet the code is correct in the **_codes** file. Check to see if the same index value appears twice. If so you may have duplicate routine to look for.

Identifying routines

There are various ways to identify codes.

It may be that, that routine has been changed in the version of SuperCharge that compiled the program, compared to the known routines in the Library file. Try picking an instruction in the unknown routine, and search for it in the **SCLibrary_lib** files, Looking for a similar routine. There are two reference library files supplied, **SCLibrary1_lib** and **SCLibrary2_lib**. These files contain identified sample routines to compare with your **_dmp_lib** file.

If the routine is short, you may be able to figure out what it does by studying it.

Look for system Trap and Vector calls, which may give a clue to what it does.

Hand decompile (see later) the program line in the **_dmp_lib** file looking for clues, like what parameters it receives, and the expected result (if any)

If you have a copy of SuperCharge. And you have some ideas of what you think the code may be. Write a short program using your ideas, then compile it in SuperCharge, and then Decompile it. And compare the unknown routine with your ideas. (This is the main method I use in development of the decompiler)

When you have identified what the routine does, You can look at the **CodeArrayKeys** document to identify the correct index code. And then amend the index number, or re-insert it into the **_codes** file.

Step 4 - Do the decompilation.

Load the program **DisCharge_bas**, Edit the filenames near the start of the program to suit your system.

filename\$	The filename of the executable program
codeArrayData\$	The filename of the _codes file

Then **RUN** the program.

You only need to **RUN** the program once, after that us **GO TO 1000**.

There is a program line, around line 2000 - **IF lineno>100 THEN PAUSE -1**

This line allows you to pause the decompilation at a BASIC line number. And then continue one line at a time, by pressing any key.

Use **GOTO 1000** to start decompiling.

When asked for a filename, just press Enter to start a decompilation to the screen.

The decompilation will begin, Press any key to continue one line at a time.

If the program encounters a Prefix code it does not understand, you will see the code highlighted.

```
Start of code      0025E274
A6 value          0026626C
Line number prefix 8ECC
BASIC program start 0025FACE    0000185A
BASIC program end   0025FC5C    000019E8
Keyword table start 0025FC60    000019EC
End of code        0025FF0A

Enter filename for output file
_bas & _log extensions will be added
ENTER alone for output to screen

Filename -

100 procFun220
110 CSIZE #1 1,1
120 PRINT#1, TO 7 ;"Press ESC to Exit"
130 CSIZE #1 0,0
140 INK #1 7
150 var89D8 = 0
160 REMark Possible start of a REPEAT loop, or DATA Statement, or
a SElect ON/END SElect
170 var89D4% = INKEY$(#1,50 )
180 IF (var89D4% = CHR$(27)) THEN 8E38
```

There will be at least one code it does not recognise. Remember I said earlier that the **ProcessDump_bas** program misses the start of the first routine.

From the example above, To find the start of this routine in the **dmp_lib** file, use the formula 'A6 value-(\$10000-code)' in this case \$2538F6-(\$10000-\$8E38) = \$24C72E which in this example gives

```
0024C72E 3E1D          move.w      (a5)+,d7
0024C730 4BF67000      lea        $00(a6,d7.w),a5
0024C734 4EEE819C      jmp        -$7E64(a6)
```

You will need to search for, and identify the routine in the **SCLibrary_lib** files.

When you get a complete decompilation. You can **REMark** out the **IF lineno>100 THEN PAUSE -1** line.

Decompile again, this time entering a filename when asked. Two files will be created with your filename, and extensions of **_bas** and **_log**

The **_bas** file will be the BASIC program, and the **_log** file will contain any warning, or errors, and a list of Procedure/Function line numbers.

Step 5 - Tidy the SuperBASIC program

The SuperBASIC program produced is unlikely to Load without errors, So load the produced BASIC program into a text editor. And check for obvious problems.

Here are some of the things to look out for.

Procedures and Functions

DisCharge cannot tell the difference between a **DEFine PROCedure**, and a **DEFine FuNction**, and will produce code like.

```
DEFine PROCedure/FuNction procFun680
```

search for **procFun680** to establish if it is a Procedure or a Function, and edit the line accordingly.

Likewise Discharge cannot tell the difference between a **RETurn** and a **END DEFine**.

```
RETurn/END DEFine
```

END DEFine's usually are followed by more **DEF PROCedures** and **DEFine FuNctions**. And **RETurns** will be in between. And **RETurns** in Functions will have a value of some sort to return.

Missing comma's after channel numbers

You will find that some commands with channel numbers have the comma after the channel number missing.

```
CSize #1 1,0
```

This is not a problem with the decompiler itself, but SuperCharge not recording that a comma is required.

REPEAT loops

SuperCharge converts REPEAT loops into GO TO's.

Look out for GO TO's which point back to a line right after a

```
REMark Possible start of a REPEAT loop, or DATA Statement, or a  
SElect ON
```

This GO TO is probably the END REPEAT.

Within this loop, If you see a GO TO back to the start of the loop, It is probably an NEXT loop. And a GO TO to just past the END REPEAT, is probably a EXIT loop.

You don't always get the REMark and GO TO's that neatly give line numbers. For example this code for an actual decompile, has negative GO TO's. This is caused by there not being an actual line number to EXIT to, as the END REPEAT is in the middle of a statement.

```
15040 var8970% = 0  
15045 INPUT#9,var8818$ : IF EOF(#9) THEN GO TO -29220 : END IF  
15060 PRINT#3,var8818$ : var8970% = ((var8970% + 1) MOD 4) : IF  
      (var8970% = 0) THEN procFun3000(" ") : END IF  
15070 IF (var8858% = 27) THEN GO TO -29220 : END IF  
15075 GO TO 15045 : CLOSE #9 : DELETE var880C$ & var8828$ &  
      "_zxxz" : RETURN/END DEFINE
```

After hand decompiling the GO TO's the code becomes.

```
15040 var8970% = 0 : REPEAT loop15040  
15045 INPUT#9,var8818$ : IF EOF(#9) THEN EXIT loop15040 : END IF  
15060 PRINT#3,var8818$ : var8970% = ((var8970% + 1) MOD 4) : IF  
      (var8970% = 0) THEN procFun3000(" ") : END IF  
15070 IF (var8858% = 27) THEN EXIT loop15040 : END IF  
15075 END REPEAT loop15040 : CLOSE #9 : DELETE var880C$ &  
      var8828$ & "_zxxz" : END DEFINE procFun15000
```

SElect ON

SuperCharge converts SElect's into GO TO's. DisCharge will try to convert them for you. But a SElect ON y line is not recorded in the SuperCharged program, and is replaced with

```
REMark Possible start of a REpeat loop, or DATA Statement, or a  
SElect ON
```

and the SElect lines look like

```
[SElect] ON var8914 = 8 : procFun2940
```

If you have above REMark line just before the SElect lines. Then it's probably a long form SElect. And the REMark line would be **SElect ON var8914**, and the select line would be **ON var8914 = 8 : procFun2940**

If there is no REMark line. Then it's probably a short form SElect. And the SElect line would be **SElect ON var8914 = 8 : procFun2940**

DATA statements

The data in DATA statements is not stored in the encoded version of the BASIC program in SuperCharge. They are replaced with

```
REMark Possible start of a REpeat loop, or DATA Statement, or a  
SElect ON
```

and at the end of the decompiled program is a list of the DATA values

```
DATA statements
```

```
DATA00271B78 41,2,20,10,376,10,0,6,15,1,19,13,0
```

separated by RESTORE commands

These values need to be cut and pasted into DATA lines in the above REMark statements

(This is still a bit of a work in progress)

FOR..NEXT..END FOR statements

SuperCharge uses the same code for a **NEXT** and a **END FOR** in **FOR** loops.

So you may need to change a **END FOR** to a **NEXT** for a **FOR..NEXT..END FOR** loop.

If the programmer of the original SuperBASIC program used **FOR..NEXT** as a loop, instead of a **FOR..END FOR** loop. Then SuperCharge will add the missing **END FOR**. So the decompiler in this case will produce two **END FOR** commands.

Hand decompiling

If you are trying to identify what a particular routine does, or you think the decompiler may be decompiling incorrectly. Then you may want to decompile the program manually.

These are a few notes to help you get started decompiling by hand.

The encoded SuperBASIC program in the disassembly listing of the executable file, is located after the end of the routines marked with 'Prefix', and before the list of SuperBASIC keywords at the end of the listing.

The encoded BASIC program in SuperCharge makes extensive use of a stack, referenced by the A6 register. Any machine code programmers who have written SuperBASIC extensions will find this familiar. The SuperCharge stack is the equivalent of SuperBASICs maths stack.

The encoded SuperBASIC program is stored as a sequence of Word sized instruction codes, optionally, followed by a (even) number of bytes.

If you examine the CodeArraysKeys document, it will tell you how many additional bytes are required by each instruction.

Most of the instructions will manipulate the information that is on the stack. For example Code Index 20, + Add (float), will take two six bytes floating point numbers off the stack, Add them together, Then place the resulting six byte floating point number back onto the stack.

If you know the line number, of the line you want to decompile, Then in the disassembly listing, search for the hexadecimal number of the line. For example to find the SuperBASIC line 100, search for 0064.

Program structures such as REPEAT loops, IF..THEN..ELSE, and SELECT are converted into GOTO's

I will now work through a few lines from the sample decompile walk through.

```
110 CSIZE 1,1          This is the original SuperBASIC line
      8ECC 006E
      8F0E
      8F14 0001
      8F14 0001
      8F14 0001
      8F1A 8604 03831303
```

8ECC is code index 0, Start of a program line. 006E is 110 in hexadecimal.

8F0E is code index 96, Precedes actual parameters of a command.

8F14 is code index 55, Integer to place on stack, This is the channel number.

Two further 1's are then placed onto the stack, which are the two parameters for CSIZE.

8F1A is code index 97, Keyword (procedure), 8604 is a reference to the CSIZE command. 03 is the number of parameters, 831303 are the Type Byte parameters.

The Type Byte parameters, are as in the SuperBASIC Name Table.
In this case #integer integer,integer

Note that the comma after the channel number is missing, as I mentioned above in **Tidying the SuperBASIC** program above.

```
160 REPEAT loop
0024D1DC 8ECC 00A0
```

Note that REPEAT loops start with an empty line. DATA lines, SELECT ON, and REMARKS are also empty lines

```
180 IF a$=CHR$(27) THEN EXIT loop
0024D1F8 8ECC 00B4
          91A8
          91A8
          951A 89D4
0024D204 8F14 001B
          95A2
0024D20A 95B0
          965A 991E
0024D210 8E38 9966
```

The two 91A8's are code index 58, Put an integer 0 on the stack.

951A is code index 61, Fetch a string variable onto the stack, the two preceding zeros on the stack, mean the whole string. If there was say, a 1 and a 5 on the stack, then it would have been the string(1 TO 5). The 89D4 is a reference to the string variable (a\$).

8F14 is code index 55, Integer to place on stack, 001B being 27.

95A2 is code index 151, CHR\$(), Convert the 27 on the stack to a string character.

95B0 is code index 3, = Equals (string), Remove the two strings on the stack, compare them, and place back on the stack, a True, or a False.

965A is code index 140, IF..THEN, If there is a False on the stack, then jump over the next bit of code to the offset 991E, Which is an offset from the A6 register to jump to. The calculation is A6-(\$10000-offset) In this case A6 is \$2538F6 and the calculation is \$2538F6-(\$10000-\$991E) = \$24D214 which is the start of the next program line 190.

8E38 is code index 160, GOTO, Continue program execution at the offset 9966, Which is worked out as above \$2538F6-(\$10000-\$9966) = \$24D25C. Which is the start of the program line 220.


```

200  x=x+1
0024D23E  8ECC 00C8
0024D242  9674 89D8
0024D246  97D2 080140000000
          97DC
0024D250  91B6 89D8

```

9674 is code index 60, Fetch a floating point variable onto the stack. The 89D8 is a reference to the variable (x).

97D2 is code index 56, Place a floating point number onto the stack, 080140000000 being 1.

97DC is code index 20, + Add(float), Take the two numbers on the stack, Add them together, and place the result back on the stack.

91B6 is code index 63, Assign a variable (float), Store the result back in the variable referenced by 89D8.

```

210  END REPEAT loop
0024D254  8ECC 00D2
0024D258  8E38 98EA

```

8E38 is code index 160, GOTO, Continue program execution at the offset 98EA, Which is worked out as above $\$2538F6 - (\$10000 - \$98EA) = \$24D1E0$. Which is the start of the program line after the REPEAT loop, which in the case of the sample program is line 170.

```

220  DEFINE PROCEDURE Setup
0024D25C  8ECC 00DC
0024D260  8E38 99F0

```