

ExecuteApp

Category: Utility

Description: Runs the specified flash application.

Inputs:

Registers: None

Flags: None

Others: progToEdit contains the 8 byte name of the application to run, padded with spaces

Outputs:

Registers: None

Flags: None

Others: The specified flash application is ran; control is not returned to the calling program/app

Registers destroyed: All

Remarks: None

Example:

```
LD      HL,FlashApp
LD      DE,progToEdit
LD      BC,8
LDIR
B_CALL  ExecuteApp
FlashApp:
DB      "Calcsys "
```