SPLASH / generation 1 — User manual

Library: `src/lib2/splash/1/`
Edition: 2026-11-18, source/document review (documentation only)
Qualification: CLARITAS Wave 4 source/native parity accepted; consumer display/runtime proof remains separate.

What this member does

Center four ROM-resident NUL strings on a 4x32 LCD, then optionally pause for TM timer transitions.

Public interfaces

Entry point or group	Inputs, outputs and behavior
`SPL_SHOW`	`$10/$11` points to four consecutive ROM NUL strings (each <=32 chars); `$12` TM transitions to wait. Returns `$0=0` success, 1 invalid input; validates before clearing LCD.

How to integrate

Place four NUL-terminated strings in ROM, supply pointer/transition count, include `splash.s` and its timer/LCD dependencies, then `CAL SPL_SHOW` at application startup. Check status before assuming display changed.

Composition sketch (not an independently assembled client):

```
#INCLUDE (lib2/splash/1/splash.s)
; Supply the dependencies, RAM, bank context and symbols described above.
        CAL     SPL_SHOW
```

Environment, dependencies and memory

Requires `LCD_CLEAR`, `LCD_PUTZ`, `TMR_WAIT`, platform defs and caller-provided UA14 `SPL_PTR`, `SPL_WAITN` scratch. Not reentrant.

Limits and evidence

Not a generic image/splash renderer: four 32-character text rows only, no wall-clock guarantee for TM transitions.

This documentation does not introduce a new build or runtime PASS. Source equivalence, native assembler parity, emulator execution and physical-machine evidence remain distinct.

Actual source and further reference

- This exact member folder in Google Drive
- Source modules: `splash.s`.
- Further contracts/source notes: splash.s. These may include dated donor paths or older acceptance statements.

- For a new consumer, pin exact source files and hashes, verify full include closure, inspect register/bank/resource conflicts and test the resulting application on each claimed target.

Praeteritum ad futurum servamus.