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INTRODUCTION

The SPECTRUM MONITOR is a machine code entry and debug monitor utility, with comprehensive facilities including a Disassembler, that has been designed to allow the ZX Spectrum computer to be programmed in machine code, without the need to use any Basic commands.

Used in conjunction with one of the many books available that teach the principles and practice of Machine code programming, the Spectrum MONITOR is an ideal learning tool for the beginner.

For the more experienced user, the Spectrum MONITOR offers the commands necessary for successful Machine code programming and debugging.

The MONITOR allows a free interchange with Basic, and has been carefully structured so that machine code routines can be run from either Basic or from the MONITOR, and that the MONITOR can be accessed at any time without upsetting the stack. All keyboard entries are validated, and it is impossible to crash the Spectrum while using the MONITOR commands.

The program cassette that accompanies this book contains two versions of the MONITOR, one for the 16K Spectrum and one for the 48K Spectrum. If you own a 48K machine, you can use either version.

THE SPECTRUM MONITOR occupies just over 4K of memory at the top of memory and is not relocatable. On loading into your Spectrum, Ramtop is automatically reset to below the MONITOR, and should only be altered downwards. In other words, assuming you use the correct version for the memory size your Spectrum contains, you can lower Ramtop further to create space for your own machine code programs if you wish, but the MONITOR uses the 4K of memory immediately below the start of the User Definable Graphics area of RAM. If you load the 16K version into a 48K Spectrum, you can use the memory above the MONITOR but if you move Ramtop above the MONITOR, you may run the risk of corrupting the MONITOR routines with Basic commands.