

- R Display the contents of the CPU registers.
- C Continue operation of a routine after a Breakpoint.
- Y Return to Basic.
- P Hex dump to Printer.
- \$ Text entry.
- Z Disassemble any area of memory into Z80 mnemonics either to the screen, or to both the screen and the ZX Printer.
- N Number conversion. Hex to Decimal or Decimal to Hex.

All command codes are accessed by a single keystroke denoted by the letter in the left hand column above. All keyboard entries are checked for validity, and at any given time, only the permitted keyboard entries are accepted by the MONITOR, any other key press is rejected and the keyboard is scanned again.

All numeric inputs and displays are in Hex to facilitate the entry of the Z80 Op. Codes. The number conversion routine simplifies access to Hex addresses.

PLEASE NOTE

All references to addresses and their contents in these instructions will be in Hex, and will be shown as a two or four figure number, without the suffix 'H'.

Each command will now be dealt with in detail, with examples, to clarify its operation.

M - Display contents of memory location

The screen should still only show the prompt and cursor in the bottom left corner.

Type M

An inverse M (blue letter on a white square) will appear immediately to the right of the prompt, and the cursor will move along the bottom line by one character space.

Now type in the Hex value of the address that you wish to inspect, say 6000. (You can use the MONITOR to inspect or change any memory location in RAM or ROM, although you cannot alter the ROM values.) The address appears on the screen as you type it in,

and as soon as you have typed the fourth digit, a two character Hex number appears on the screen to the right of the address, showing the Hex value of the contents of that memory location.

```

6000 00 -
  
```

The cursor has now moved on, leaving a space after the two contents digits.

Now type FF.

```

6000 00 FF -
  
```

This has loaded the Hex value FF into memory location 6000. The value is loaded into the location automatically after you type the second digit.

Now type ENTER.

```

6000 00 FF
6001 00 -
  
```

The original line with the prompt has scrolled up one line, and 6001 00 is now displayed on the bottom line. At all times, the MONITOR operates with a scrolling screen, and new information is always displayed on the bottom line.

Typing ENTER displays the next memory location and its contents. To enter a value in this new address, enter the two Hex digits, or type ENTER again for the next memory location.

Now let's check that FF really has been loaded into address 6000.

Type M

```

6000 00 FF
6001 00 -
  
```

The screen has scrolled up one line, and the inverse M has reappeared on the bottom line.

Typing M after a Hex address, data entry, or ENTER, allows you to re-enter the M command routine at the start. To re-enter the M command in the middle of typing a Hex address, type X, to escape, and M to enter the M command.

Now type 6000