

```
6000 00 FF
6001 00
6002 FF -
```

The contents of 6000 are shown as FF.

To summarize the M command so far, you can sequentially step through memory locations using ENTER and change the value of the contents of each address, or, by typing M again, you can define a new starting address. To re-enter the M command with a partly typed address on the screen, type X to escape to the prompt, and then type M to enter the M command.

Now type 00 to clear the contents of address 6000. You will notice that the cursor is still visible on the bottom line of the screen to the right of the 00 just entered. Although address 6000 now contains the value 00, (the value was changed immediately you typed the second 0) you can change it again if you wish.

So, if you enter an incorrect value, and realize what you have done before you press ENTER, you can correct your mistake without having to specify the address again. In fact, you can make only two attempts at entering a value before the routine returns you to the prompt and cursor, when you will have to type M to re-enter the M command.

Remember, that in the M command, ENTER only has the effect of stepping on to the next memory location, whereas in other commands (where applicable) ENTER causes the operation to be executed.

Imagine that you have just entered a machine code routine from, say 6000 to 6200, and you realize that you need to change the value of one byte somewhere near the middle of the routine, but you do not know the precise address. You could spend a long time guessing addresses and looking at their contents, or repeatedly pressing ENTER until you find the right byte. But if you type M, to re-enter the M command, and look at the contents of an address somewhere near the beginning of the routine, then press ENTER, and hold it fast, and will rapidly display successive locations until you release ENTER. In this way you can quickly scan through a routine until you find the byte you are looking for. To effect the alteration, having released ENTER, you will again have to type M xxxx to re-enter the M command at the correct address, and then change the contents of that address.

The M command, (and the S command, described on page 18) are the only commands that use the repeating key facility.

X - Escape

The X command allows you to escape from a command mode and returns you to the monitor key scan routine.

Type X

The screen will scroll, and the prompt and cursor will reappear on the bottom line of the screen. You can now enter any of the MONITOR commands. All command routines, with the exception of R (display registers) and K (breakpoint restore), will accept X as an escape command at any time up to the point of execution.

I - Insert

If, having written a machine code routine, you find it necessary to add extra instructions in the middle of that routine, the insert command (I) allows you to insert up to 255 bytes at any point, and automatically moves up memory a specified area of RAM by the number of bytes you wish to insert.

The insert command takes the form '1 aaaa bbbb n' where 1 is the insert command mode, aaaa is the Hex address of the first byte of the insertion, bbbb is the Hex address of the highest byte in RAM of the block of memory to be moved, and nn is the number of bytes to be inserted, in Hex.

Example

Type X to restore the prompt and cursor to the bottom line, and then, using the M command, enter the following consecutive values into memory:

```
6000 00
6001 01
6002 02
6003 03
etc.
```