The screen scrolls up one line, and the prompt and cursor return to the bottom line. The move is complete.

Using the M command, check that addresses 6200 to 620F have been loaded with the same values as those still remaining in addresses 6000 to 600F.

This routine will allow you to move up or down memory, from any original starting address to any new starting address, even if the new area overlaps the original area. The original area (unless over-written by the move) is not changed.

Try moving the area from 6000 to 600F to a new start address of 6008 and then move it back again.

A word of warning: Most MONITOR commands that allow you to alter the values in memory locations, will operate on the area of RAM containing the MONITOR routines. Always check carefully that you are not about to corrupt the MONITOR, which occupies the area from EEAC to FEF9, (48K); or 6EAC to 7EF9 (16K).

## F — Fill an area with a given value

The Fill routine allows you to enter the same byte value into a given area of RAM, and takes the form: 'F aaaa bbbb xx', when aaaa and bbbb are the start and end addresses respectively of the specified area, and xx is the value to be entered.

Type X        to restore the prompt and cursor.
Type F        to enter the F command.
Type 6020     the start address.
Type 6100     the end address.
Type AA       the value to be entered. (Hex).
Type ENTER    to effect the Fill.

The screen scrolls, and the prompt and cursor appear on the bottom line of the screen. The Fill is complete.

Now use the M command, with ENTER kept pressed, to verify that each byte from 6020 to 6100 inclusive has a value of AA.

## Y — Return

Printed on the 'Y' key is the keyword RETURN, and by pressing this key, followed by ENTER, when the prompt and cursor alone are visible on the bottom line of the screen, a return to Basic is effected so that you can use any of the Basic commands. As the MONITOR does not have its own Save and Load commands, you will need the Return command to use the Basic Save and Load.

If, having returned to Basic, you wish to access the MONITOR again the following addresses should be used with the USR function, depending upon which version of the MONITOR you are using:

16K version:      type RANDOMIZE USR 30479
48K version:      type RANDOMIZE USR 63247

followed by ENTER.

Using the MONITOR 'Return' command, will reset the stack, but will not affect the Basic listing or the variables.

To demonstrate the remaining commands of the MONITOR, use the 'M' command to enter the following short program, starting at address 6000 Hex.

```
6000  01 00 00    LD   BC,0000  ;  Clear BC
6003  11 00 00    LD   DE,0000  ;  Clear DE
6006  21 00 00    LD   HL,0000  ;  Clear HL
6009  03          INC  BC       ;  BC = BC + 01
600A  13          INC  DE       ;  DE = DE + 01
600B  23          INC  HL       ;  HL = HL + 01
600C  C9          RET           ;  Return
```

Start 6000
End 600C

Having entered Hex codes, go back to 6000 and check that the codes are correct. (Type M 6000 and check the contents of each location).

It is recommended that you would normally Save a machine code program before running it in case it crashes, which it is certainly likely to do unless you are an experienced machine code programmer. In this case, there is no real point in Saving the program, but if you wish to do so, refer to the section on "The Monitor in practice".