APPENDIX B

SUMMARY OF COMMANDS

M aaaa nn ENTER
Memory Location & contents in Hex.
aaaa = address.
nn = new contents value
ENTER = next location (repeating)

X
'M' re-enters command.

Escape to prompt, and wait for new
command.

I aaaa bbbb nn
Insert.
aaaa = address 1st byte insertion
bbbb = address highest byte to be moved
nn = no. bytes to be inserted
Type ENTER to execute.

D aaaa bbbb nn
Delete.
aaaa = address 1st byte deletion
bbbb = address highest byte to be moved
nn = no. bytes to be deleted
Type ENTER to execute

A aaaa bbbb cccc
Area Relocate.
aaaa = present start address
bbbb = present end address
cccc = new start address
Type ENTER to execute.

F aaaa bbbb xx
Fill.
aaaa = start address of area to fill
bbbb = end address of area to fill
xx = value to be loaded into area
Type ENTER to execute.

Z aaaa bbbb ENTER/N
Disassembler.
aaaa = addr. start of disassembly
bbbb = addr. end of disassembly
Type ENTER for printer or N for screen.
BREAK stops printer early.

Y
Return.
Returns to Basic and resets the Basic stack
Pointer.
Type ENTER to execute.

J aaaa
Jump.
aaaa = start address of program
Type ENTER to execute.

B aaaa
Breakpoint.
aaaa = address of Breakpoint
Executes automatically on typing 4th
address digit.

K
Break Restore.'
Executes automatically, and restores last
entered Breakpoint.

R
Register Display.
Executes automatically, displaying values
in CPU registers.

C
Breakpoint Continue.
Type ENTER to execute.
Continues program execution after a
Breakpoint.

$ aaaa letter/ENTER
String Entry.
aaaa = address 1st byte of string
Letter = character from keyboard
ENTER = next location (repeating)
'$' re-enters command.
Typing a letter automatically increments
address.

P aaaa bbbb
Printer.'
aaaa = address 1st byte to LPrint
bbbb = address; last byte required to
LPrint
Type ENTER to execute
Type Break to stop early.

N H/D, Number
Number Conversion.
H/D = Hex or Decimal number
Type ENTER to execute.