

Once a program is LOADED these will normally be overwritten, if any problem arise due to the use of the function keys they can be switched out by pressing CTRL and X (This also clears the areas of memory from \$293 - \$299 and \$334 - \$3FF). This can be reversed by typing (RETURN). ETP 6/8

THE SCREEN EDITOR

The screen editor commands are used by pressing CTRL and the appropriate letter.

CTRL B	cursor to bottom of screen
CTRL G	cursor 20 columns forward
CTRL L	delete line left of cursor
CTRL K	delete line right of cursor
CTRL @	displays drive status
CTRL D	displays directory
CTRL A	repeat for all keys on/off
CTRL *	hardcopy of textscreen to printer
CTRL V	initialise videocontroller
CTRL X	turn off FUNCTION keys
CTRL &	turn on FUNCTION keys
CTRL DEL	reads text to buffer, deletes it on screen but not in memory.
C=	DEL fetches text from buffer and displays it on screen. press RETURN to change the lines in memory

THE MONITOR

The monitor is started either with SYS0, if there is no other monitor active, or directly with SYS\$F (=SYS\$F000). It displays the registers...

```
SR AC XR YR SP  PC  NV-BDIZC
32 00 FF 00 F9 F2BC 00110010
```

SR is the flags in hexadecimal.

Registers can be changed by overwriting them. The status flags have to be changed hexadecimal on SR. PC cannot be changed, however this does not matter as you have to enter an address with the go command.

M ADDRESS

Displays 8 bytes in HEX and ASCII starting with address.

A ADDRESS

Displays 32 bytes in ASCII.

You can then scroll through memory with C= F3 or back with C= F5. Change from HEX to ASCII and VV. by entering simply A or M

W ADDRESS TEXT

Writes the ASCII-TEXT to address.

@ COMMAND

Send disc commands, display directory etc

L FILE"2000

LOADs "FILE" at address \$2000. If you omit the address, the program is loaded at the stored start address, you can also omit the ".

V FILE"2000

VERIFYs "FILE" at address \$2000. If you omit the address, the program is loaded at the stored start address, you can also omit the ".

S FILE"2000

SAVES file to standard device from \$2000 to \$BFFF. If you wish to save to drive 9 change the device with @9.

G ADDRESS

Jumps to address, takes stored registers

X

Return to BASIC

The appendix to these instructions includes a listing for MON.FT which provides redefined function keys to suit the monitor.