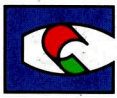
MONITOR

$19.95

Monitor (16K)

The Monitor is used to display and alter the memory contents of the COMPUCOLOR II. Memory can be displayed in hex or ASCII. Memory can be moved, filled with a constant, or substituted with new values. Call can be made to an address with breakpoints and register dump. Source code is included so that you can assemble it to the location you need.



Compucolor® Corporation

IMPORTANT INFORMATION

A. For extended media life of your Sof-Disk™—take the following precautions.

1. Do not put fingers on the precision surface.
2. Insert the Sof-Disk carefully into the disk drive.
3. Keep the Sof-Disk far from magnetic field which will erase it.
4. Store the Sof-Disk in the jacket when not in use.
5. Handle the Sof-Disk with care. Bending and folding will damage it.
6. Sof-Disks are best stored at temperatures ranging from 10° to 52°C or 50° to 125°F.
7. Do not leave Sof-Disk in disk drive while turning your Compucolor II ON or OFF.

B. ALL COMPUTER PROGRAMS ARE DISTRIBUTED ON AN "AS IS" BASIS WITHOUT WARRANTY.

COMPUCOLOR MONITOR

The Compucolor Monitor program is used to display and alter the memory contents of the Compucolor II. Several commands are available which provide access to memory in several ways.

Command syntax is simple. A command is one character followed by one or more parameters separated by spaces. There are no spaces immediately after the command character itself. The form looks like this:

.Cxxxx yyyy zz

Where **C** is the command, **xxxx** is the first parameter, **yyyy** is the second parameter, and **zz** is the third. All parameters are in hexadecimal format and the maximum number of parameters is three.

The commands are:

A - Display memory contents in ASCII

.Assss eeee

Memory contents from starting address **ssss** to end address **eeee** are displayed. The listing can be paused by hitting BREAK and resumed by hitting RETURN. LINEFEED will terminate the listing.

D - Display memory contents in hex

.Dssss eeee

Same as **A** but contents are displayed in hex.

E - Exit program

.E

Returns to CRT Mode.

F - Fill memory with a constant

.Fssss eeee cc

Memory contents from **ssss** to **eeee** is filled with the hex constant **cc.**

G - Go to memory location with optional breakpoints

.Gssss bbbb

Starts execution at location **ssss.** If a RAM breakpoint address **bbbb** is defined, the MONITOR will resume execution when the breakpoint is reached and the contents of the 8080 registers are displayed. NOTE: there is no command to alter or examine the 8080 registers.

M - Move memory

.Mssss eeee dddd

Moves the memory contents between locations **ssss** and **eeee** to the destination address **dddd.**

S - Substitute memory contents

.Sssss

Allows substitution of memory contents starting at **ssss.** The address and memory content are displayed and if a substitution is desired, input the new hex value. Hitting RETURN with no input will leave the memory contents unchanged. A LINEFEED/RETURN will exit the substitution.

When the MONITOR is loaded and run, a jump vector is set for reentering after it has been exited. The ESC ^ sequence will jump back to the MONITOR.

CREATING A MONITOR FILE

There are three programs included on the MONITOR disk; two LDA-type files called MONT.LOW and MONT.HGH, and a menu program that creates a MONT.PRG program. The two MONT files are assembled at 0H and 100H, and the menu program compares the two files to create a PRG file at any RAM memory location the user desires.

To create a MONT.PRG program, first do an ESC W. Next, hit "AUTO" to load the relocater. The program will locate the end of memory, and give the following prompt:

FILE NAME (ENTER '0' TO END):

Enter "MONT" to this prompt. If a MONT program has already been created, you will be given the option of continuing or relocating another file.

After the relocater has accessed the LOW file, the hexidecimal file specificationss for MONT will be printed; the load address, the length in bytes of the program, and the starting address. If you wish to locate the program elsewhere in memory, enter "Y" when asked if you wish to override the load address, then enter in the desired load address in hexidecimal. When you are satisfied with the start address, the program will then create the PRG file, and restart should you wish to create another file.

The MENU program can be used to relocate any assembly-language program that has two identical LDA versions assembled at 0H (LOW) and 100H (HGH), and does not have a DS as its last statement.