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10 REM basic machine code monitor
20 REM (c) D.P. Riley 1985
25 WINDOW #0,1,40,1,19
30 WINDOW #1,1,40,20,25
35 FOR pointer=&ABC0 TO &ABDF:READ a:POKE pointer,a:NE
XT
36 DATA &e5,&f5,&e1,&22,&e0,&ab,&e1,&ed
37 DATA &43,&e2,&ab,&ed,&53,&e4,&ab,&22
38 DATA &e6,&ab,&dd,&22,&e8,&ab,&fd,&22
39 DATA &ea,&ab,&ed,&73,&ec,&ab,&e1,&c9
40 CLS #1:LOCATE #1,1,1:PRINT #1,"Command - (q)uery me
memory: (e)dit memory":PRINT #1,"          (b)reakpoint
set: (g)oto":PRINT #1,"
          (l)oad code : (s)ave code
50 INPUT #1,"command ? ",command$
60 IF command$="q" THEN 100 ELSE IF command$="e" THEN
200 ELSE IF command$="b" THEN 300 ELSE IF command$="g"
THEN 400 ELSE IF comman
d$="l" THEN 500 ELSE IF command$="s" THEN 600
70 GOTO 40
100 REM query memory routine
110 CLS #1:GOSUB 1000:REM get start address
120 byte.count=0:PRINT #1,HEX$(address);" ";:WHILE by
te.count<8:IF PEEK(address+byte.count)<16 THEN PRINT #
1,"0";
125 PRINT #1,HEX$(PEEK(address+byte.count));" ";:byte.
count=byte.count+1:WEND
130 IF INKEY(18)=-1 AND INKEY(47)=-1 THEN 130 ELSE IF
INKEY(47)=0 THEN PRINT #1:address=address+8:GOTO 120
140 INPUT #1,a$:IF a$="" THEN 40 ELSE 40
200 REM edit memory routine
210 CLS #1:GOSUB 1000
220 PRINT #1,HEX$(address);" ";:HEX$(PEEK(address));"
";:INPUT #1,dat$:IF dat$="q" THEN 40 ELSE IF dat$="" T
HEN address=address+1:GO
TO 220 ELSE 230
230 IF dat$="^" THEN address=address-1:GOTO 220
240 i=0:WHILE UPPER$(LEFT$(dat$,1))<>HEX$(i) AND i<16:
i=i+1:WEND:IF i>15 THEN 220 ELSE dat=i*16
250 i=0:WHILE UPPER$(RIGHT$(dat$,1))<>HEX$(i) AND i<16

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:i=i+1:WEND:IF i>15 THEN 220 ELSE dat=dat+i:POKE addre
ss,dat:address=address+1
:GOTO 220
300 REM breakpoint routine
310 CLS #1:INPUT #1,"(s)et OR (c)lear ",break$:IF brea
k$="s" THEN GOSUB 1000:GOTO 320 ELSE IF break$="c" THE
N 350 ELSE 310
320 break.address=address:saved.data=PEEK(break.address
):POKE break.address,&F7:REM set break
330 POKE &30,&C3:POKE &31,&C0:POKE &32,&AB:REM set res
tart 6 ready to jump to breakpoint handler at &ABC0
340 GOTO 40
350 POKE break.address,saved.data:GOTO 40
400 REM goto routine
410 CLS #1:GOSUB 1000
420 CALL address
430 reg.store=&ABE0:CLS #1:PRINT #1,"A F B C D E H
L IX IY SP PC"
440 FOR i=reg.store TO reg.store+13 STEP 2:a=PEEK(i+1)
:b=PEEK(i):IF a<16 THEN PRINT #1,"0";
450 PRINT #1,HEX$(a);:IF b<16 THEN PRINT #1,"0";
460 PRINT #1,HEX$(b);" ";:NEXT:PRINT #1,HEX$(break.add
ress);:PRINT #1:LOCATE #1,11,5:PRINT #1,"<Hit any key
when ready>";
470 a$=INKEY$:IF a$="" THEN 470 ELSE 40
500 REM load code routine
510 CLS #1:INPUT #1,"Title ? ",title$
520 WINDOW SWAP 0,1:LOAD title$:WINDOW SWAP 0,1:GOTO 4
0
600 REM save code routine
610 CLS #1:GOSUB 1000:INPUT #1,"length ? ",length:INPU
T #1,"entry point ? ",entry
620 INPUT #1,"title ? ",title$
630 WINDOW SWAP 0,1:SAVE title$,B,address,length,entry
:WINDOW SWAP 0,1
640 GOTO 40
1000 INPUT #1,"Start Address ? ",address
1010 RETURN
9999 LOCATE 1,18

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