







Monitor Commands - Cassette Input/Output:
<0>StartAddress<<<EndAddress>>>]2speed] - Write memory to cassette. Default speed is 100 \ 1500 pps
[<0>speed]>]2speed] - Read data from to cassette memory at specified offset

X - Display and modify registers
G>StartAddress<<<EndAddress>>>] - Run code, optionally stop at the specified address
Monitor Commands and Registers:

R>ROMStartAddress<<<ROMEndAddress>>>DestinationStartAddress<<<Read from ROM connected to Parallel interface to memory

<M>Address<<<M> - Modify memory content
T>StartAddress<<<EndAddress>>>DestinationStartAddress<<<Copy memory block to destination
C>StartAddress<<<EndAddress>>>DestinationStartAddress<<<Compare memory block with destination
<2>StartAddress<<<EndAddress>>>Value>>> - Search memory for a value

Monitor Commands - Memory:
<D>StartAddress<<<EndAddress>>> - Display memory content in hexadecimal
<L>StartAddress<<<EndAddress>>>]2A] - Fill memory with a value

0E000h - ROM (Read Only)
0E000h - 8257 DMA Controller (Write Only)
0D000h - Unused
0C000h - 8275 CRT Controller
0B000h - 8257A UART
0A000h - 8257A PPI (Parallel Interface)
9000h - 8253 PPI (Sound, UART Clock)
8000h - 8255A PPI (Keyboard, Cassette Sound Control)
0000h - 7FFFh: RAM (32K): 7E00h - 7FFFh - Display and Monitor Memory

Memory Map:

DX
LX
DLX
GND

D08
R12
C12

BV0
BV1
BV2
BV3
BV4
BV5
BV6
BV7
BV8
BV9
BV10
BV11
BV12
BV13
BV14
BV15
BV16
BV17
BV18
BV19
BV20

Cassette In
Cassette Out

+15A
-15A
+2A
+2A
GND
GND
GND

Monitor Subroutines:
0F803h - Keyboard input - Input: A=0FFh - character
0F806h - Cassette input - Input: A=0FFh - with sync
A=08h - no sync; Output: A - data

0F809h - Print to screen - Input: C - character
0F80Ch - Cassette output - Input: C - data
0F825h - Query keyboard - Output: A=00h - key not
pressed; A=0FFh - key pressed

0F825h - Print to screen in hex - Input: A - data
0F826h - Print string - Input: HL - char at cursor
0F828h - Get key - Output: A=0FFh - key not pressed
A=0FFh - Rus\Lat; otherwise A - key code

0F825h - Read from cassette - Input: HL - offset
0F826h - Read screen - Output: HL - char at cursor
0F828h - Get cursor - Output: H - row, L - column
Output: HL - start; DE - end; BC - checksum

0F82Ah - Calculate checksum - Input: HL - start;
DE - end; Output: BC - checksum
0F82Dh - Initialize CRT (after cassette I/O)
0F830h-0F837h - Get\Set RAM top - Output\Input: HL
- address