







```
0F830h 0F83h - Get\2set RAM top - Output\input: HL - address -  
0F83Dh - Initialize CRT (after cassette I/O)  
0F83Dh - end: Output: BC - checksum  
0F83Ah - Calculate checksum - input: HL - start;  
DE - end: Output: BC - checksum
```

```
Output: HL - start; DE - end; BC - checksum  
0F83Ah - Read from cassette - input: HL - offset  
0F83Ah - Read screen - output: A - char at cursor  
0F83Ah - Get cursor - Output: H - row, L - column
```

```
A=0Fh - Rus\Lat; otherwise A - key code  
0F8Bh - Get key - Output: A=0Fh - key not pressed  
0F8Bh - Print string - input: HL - start; A - data  
0F8Bh - Print to screen in hex - input: A - data
```

```
pressed; A=0Fh - key pressed  
0F8Bh - Query keyboard - Output: A=00h - key not  
0F8Ch - Cassette output - input: C - data  
0F8Dh - Print to screen - input: C - character
```

```
A=08h - no sync; Output: A - data  
0F8Dh - Cassette input - input: A=0Fh - with sync  
0F8Dh - Keyboard input - Output: A - character
```

```
Monitor Subroutines:
```

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

```
Monitor Commands <> - Memory:  
D>startAddress<>EndAddress< - Display memory content in hexadecimal  
L>startAddress<>EndAddress< - Display memory content in ASCII  
F>startAddress<>EndAddress<Value> - Fill memory with a value  
T>startAddress<>EndAddress<>Destination_startAddress<>EndAddress< - Copy memory block to destination  
C>startAddress<>EndAddress<>Destination_startAddress<>EndAddress< - Compare memory block with destination  
S>startAddress<>EndAddress<>Value<> - Search memory for a value  
R>ROM_startAddress<>ROM_EndAddress<>Destination_startAddress<>EndAddress< - Read from ROM connected to Parallel interface to memory
```

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

```
Monitor Commands - Cassette Input/Output:  
O>startAddress<>EndAddress[]>Speed - Write memory to cassette. Default speed is 10h \ 1500 pps  
I|<Offset>[>2>Speed] - Read data from to cassette memory at specified offset
```

DX	8X
DLX	DLX
DLE	DLE
GND	GND

D8	82
RI2	RI2
CI2	CI2
GND	GND

B0	B0
B1	B1
B2	B2
B3	B3
B4	B4
B5	B5
B6	B6
B7	B7
B8	B8
B9	B9
BA	BA
BB	BB
BC	BC
BD	BD
BE	BE
BF	BF
CA	CA
CB	CB
CC	CC
CD	CD
CE	CE
CF	CF
D0	D0
D1	D1
D2	D2
D3	D3
D4	D4
D5	D5
D6	D6
D7	D7
DA	DA
DB	DB
DC	DC
DD	DD
DE	DE
DF	DF
EA	EA
EB	EB
EC	EC
ED	ED
EE	EE
EF	EF
FA	FA
FB	FB
FC	FC
FD	FD
FE	FE
FF	FF

