Z80 Home Brew #3
Monitor ROM
December 11, 2022

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Overview

The monitor may be entered from a running program by pressing the NMI button or by executing a RST 1 instruction (0xCF) in the program. In the case of RST 1, the saved PC will point to the RST 1 instruction (not the next instruction). In both cases, the saved PC is printed after a '>' character before entering the monitor loop.

Pressing NMI while running the monitor is similar to RESET.

Implemented Commands

In the following, *addr* and *byte* are entered in hexadecimal. **[ ]** means the parameter is optional. CR means the carriage return key.

[*addr*]CR
: print the byte stored at *addr*, advance *addr* by 1.

[*addr*]/
: print the word stored at *addr*, advance *addr* by 2. Also used after **T** or **R** commands to view subsequent values/

[*addr*]**I**
: Input bytes starting at *addr*. Prints address and current contents and waits for input. Commands are:
  [*byte*]CR
  : store *byte* (if entered) in *addr*, increment *addr* by 1.
  -
  : decrement *addr* by 1.
  .
  : return to monitor

[*addr*]**G**
: Go (start execution) at *addr* or saved PC

P

start execution at PC+1 (for continuing after RST 1 traps).

T

print word at saved SP (top of stack), increment *addr* by 2. The top of stack will not include the PC that was pushed as part of the NMI or RST 1. The rest of the stack may be viewed by using / commands.

R*reg*/

print contents of saved register pair. *reg* is one of: A,B,D,H,A',B',D',H',X,Y,S,P. Increment *addr* by 2, effectively selecting the next register pair.

Unknown Commands

^

"up"?

V

"down"?

H

Host control mode?

Host Control Commands

x