eZapple Command Synopsis and Usage

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; CHANGE COMMAND - allows examination and modification of memory on a byte
;   by byte basis. It takes one address parameter,followed by a space. The data
;   at that location will be displayed. To change it, a new value is entered,
;   and a following space displays the next byte. A CR terminates the command.
;   A Backspace backs up the pointer and displays the previous location.
;   USAGE: C<addr><SP>

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; DISPLAY COMMAND - displays the contents of memory from <addr1> to <addr2>
;   in hex with the starting location displayed at the beginning of each line.
;   USAGE: D<addr1> <addr2>[CR]

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; ERROR COMMAND - Restores the stack pointer to its startup value, prints a
;    '*' to announce an error, and jumps back to the start of eZapple's
;    main work loop.

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; FILL COMMAND - fills a memory block from <addr1> to <addr2> with a byte value.
;   USAGE: F<addr1> <addr2> <byte>[CR]

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; GOTO COMMAND - executes a program with or without a breakpoint. When this
;   command is executed, SP points to the address of START, so a RET at the end
;   of the program being executed will return to there.
;   USAGE:
;     G<start addr>[CR]            Execute program with no breakpoints
;     G<start addr> <brkpt addr>[CR] Execute program from start to breakpoint
;     G[CR]                        Restart program execution from current PC
;           G,<brkpt addr>[CR]     Restart program execution from current PC
;                                    to next breakpoint

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; HEXLOAD COMMAND - Converts an Intel Hex file to a binary file and loads it
;    into memory at the load address specified in the file. The first record
;    of the Hex file is assumed to be an Extended Linear Address record.
;    USAGE: H[CR]

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; LOAD COMMAND - loads a binary file from the SD card into memory at
;    <start addr>. The file name  entered must include the path if the file
;    isn't in the root directory.
;    USAGE:  L<start addr>[CR]

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; MOVE COMMAND - moves a block of memory from <addr1> thru <addr2> to the
;    the address starting at <addr3>.
;    USAGE: M<start addr> <end addr> <destination start addr>[CR]

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; QUERY I/O PORT COMMAND - reads a byte from an input port and displays it
;    as a binary number, or sends a byte to an output port.
;    USAGE: QO<port>,<byte>[CR]   or   QI<port>[CR]

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; REGDISP COMMAND - Displays the contents of all Z80 registers on the console.
;    USAGE: R[CR]
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; SAVE COMMAND - Save a file to the SD card. The file name entered should
;    include the path if you don't want it stored in the root directory.
;    USAGE: S<StartAddr> <EndAddr>[CR]

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; TYPE COMMAND - Displays the contents of a block of memory as ASCII text
;    USAGE: T<addr1> <addr2>[CR]

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; USER COMMAND - This jumps to any user program that has been stored in memory
;    starting at location USER_START (040100h)
;    USAGE: U[CR]

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; VERIFY COMMAND - Verifies that the contents of one memory block are identical
;    to another block of memory.
;    USAGE: V<start addr> <end addr> <start addr of 2nd memory block>[CR]

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; WHERE COMMAND - searches memory for a specified sequence of bytes.
;    As many bytes as desired may be entered, separated by commas. The entire
;    memory is searched starting from 0000, and all starting addresses of each
;    occurance of the search string are printed on the console.
;    USAGE: W<byte1>,<byte2>,<byte3>,...[CR]

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; XMODEM COMMAND - Reads a file sent via a serial port from a PC terminal
;    program like TeraTerm  and places it in RAM at a specified location.
;    The file must be sent via the XModem protocol.
;    USAGE: X<StartAddr>[CR]
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