

When the cursor is beside "KOM?" you have the following options:

BLANK The command in 1/11 (block 1/line 11) will be executed; the new contents of the registers are shown (block 2 and 3); the commands shown in block 1 are scrolled up; the next command is shown in 1/11.

CA Change content of accumulator

CX Change content of X-register

CY Change content of Y-register

CP Change stackpointer (the last 11 values of the stack are shown in block 2).

The debugger has its stack at \$28. Overlapping of debugger-stack and program-stack will cause errors!

CC Change programcounter

CS Change status-register (only 1 or 0 will be accepted).

Bn 1 <= n <= 6; the cursor goes to the matching position and you can enter the breakpoint address. Bn = FFFF means breakpoint erased.

G Go; the program will be executed under control of the debugger albeit slightly slower; if a breakpoint address is hit or you press CTRL C (only if enabled) the program stops and the next command will be shown in 1/11.

Example: You want to test a program beginning at \$1000 that works well to \$1200. Set the programcounter using the CC command to \$1000. Stepping through the program by using the space key up to \$1200 would take a very long time. It is easier to define a breakpoint at \$1200 and then enter the "G"-command.

J K This command is usefull if you want to jump (not execute) one instruction.

Commands for subroutines:

W If the command in 1/11 is a JSR, then the same than "G" to RTS.

S Like "G" until the stackpointer becomes two larger.

R An RTS will be executed.

Commands for changing memory locations:

M The cursor jumps to position 6/21 and the debugger waits for input of an address.

/ Read location again.

" Display matching ASCII sign.

+ Next memory location.

^ (Shift N) preceding memory location.

0-9,A-F Enter new content.

CR Input of a new address.

else Jump back to command level.

Other commands:

E Exit. Jump back to reset-vector.

N New-start of program.

0 Disable CTRL

1 Enable CTRL

CTRL A Show command being executed.

CTRL C Like CTRL A then break.

All commands are echoed in block 5. Invalid commands cause a question mark as an echo. The commands CTRL A and CTRL C only have effect if CTRL has been enabled previously. If you try to go through the routine which reads the keyboard in single steps, it will not work correctly.

Special features of the debugger:

The debugger uses no zero-page address. The output-vector is changed by the debugger so that the characters to be displayed appear