
Syntax of Monitor commands

To give a command to the Monitor, you type a line on the keyboard, then press Return. The Monitor accepts the line using the standard I/O subroutine GETLN, described in Chapter 3. A Monitor command can be up to 255 character in length, ending with a carriage return.

A Monitor command can include three kinds of information: addresses, data values, and command characters. You type addresses and data values in hexadecimal notation. Hexadecimal notation uses the ten decimal digits (0–9) and the first six letters (A–F) to represent the sixteen values from 0 to 15. A pair of hexadecimal digits represent values from 0 to 255, corresponding to a byte; and a group of four hexadecimal digits can represent values from 0 to 65,536, corresponding to a word. Any address in the Apple IIe can be represented by four hexadecimal digits.

See "Summary of Monitor Commands" at the end of this chapter.

When the command you type calls for an address, the Monitor accepts any group of hexadecimal digits. If there are fewer than four digits in the group, it adds leading zeros; if there are more than four hexadecimal digits, the Monitor uses only the last four digits. It follows a similar procedure when the command syntax calls for two-digit data values.

Each command you type consists of one command character, usually the first letter of the command name. When the command is a letter, it can be either uppercase or lowercase. The Monitor recognizes 23 different command characters. Some of them are punctuation marks, some are letters, and some are control characters.

❖ *Note:* Although the Monitor recognizes and interprets control characters typed on an input line, they do not appear on the screen.

This chapter contains many examples of the use of Monitor commands. In the examples, the commands and values you type are shown in a normal typeface and the responses of the Monitor are in a computer typeface. Of course, when you perform the examples, all of the characters that appear on the display screen will be in the same typeface. Some of the data values displayed by your Apple IIe may differ from the values printed in these examples, because they are variables stored in programmable memory.