

When you call the Monitor, it stores the contents of the microprocessor's registers in memory. The registers are stored in the order A, X, Y, P (processor status register), and S (stack pointer), starting at location \$45 (decimal 69). When you give the Monitor a GO command, the Monitor loads the registers from these five locations before it executes the first instruction in your program.

Pressing Control-E and then Return invokes the Monitor's EXAMINE command, which displays the stored register values and sets the location containing the contents of the A register as the next changeable location. After using the EXAMINE command, you can change the values in these locations by typing a colon and then typing the new values separated by spaces. In the following example, you display the registers, change the first two, and then display them again to verify the change.

\*Control-E

A=0A X=FF Y=D8 P=B0 S=F8

\*:B0 02

\*Control-E

A=B0 X=02 Y=D8 P=B0 S=F8

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## Monitor cassette tape commands

The Apple IIe has two jacks for connecting an audio cassette tape recorder. With a recorder connected, you can use the Monitor commands described later in this section to save the contents of a range of memory onto a standard cassette and recall it for later use.

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### Saving data on tape

The Monitor's WRITE command saves the contents of up to 65,536 memory locations on cassette tape. To save a range of memory on tape, give the Monitor the starting and ending addresses of the range, followed by the letter *W* (for WRITE), like this:

{start} . {end} W