

AIM 65 MONITOR COMMANDS

MAJOR FUNCTION ENTRY COMMANDS

- [RESET] — Enter and Initialize Monitor
ROCKWELL AIM 65
- E — Enter and Initialize Editor
<E>
- T — Re-enter Text Editor at Top of Text
<T>
TOP LINE OF TEXT
- N — Enter Assembler
<N>
- 5 — Enter and Initialize BASIC Interpreter
<5>
- 6 — Re-enter BASIC Interpreter
<6>

INSTRUCTION ENTRY AND DISASSEMBLY COMMANDS

- I — Enter Mnemonic Instruction Entry Mode
<I>
AAAA [*] = [ADDRESS]
AAAA XX [OPCODE][HEX OPERAND]
AAAA XX XX XX
- K — Disassemble Memory
<K> * = [ADDRESS]
/[DECIMAL NUMBER]
AAAA XX OPCODE HEX OPERAND

DISPLAY/ALTER REGISTER COMMANDS

- * — Alter Program Counter
<*> = [ADDRESS]
- A — Alter Accumulator
<A> = [BYTE]
- X — Alter X Register
<X> = [BYTE]
- Y — Alter Y Register
<Y> = [BYTE]
- P — Alter Processor Status
<P> = [BYTE]
- S — Alter Stack Pointer
<S> = [BYTE]
- R — Display Register Values
<R>
**** PS AA XX YY SS
0200 00 00 01 02 FF

DISPLAY/ALTER MEMORY CONTENTS

- M — Display Specified Memory Locations
<M> = [ADDRESS]XX XX XX XX
- SPACE — Display Next 4 Memory Locations
< >AAAA XX XX XX XX
- / — Alter Current Memory Locations
</>AAAA XX XX XX XX

LOAD/DUMP MEMORY COMMANDS

- L — Load Object Code into Memory
<L> IN = [INPUT DEVICE]
- D — Dump Memory
<D>
FROM = [ADDRESS] TO = [ADDRESS]
OUT = [OUTPUT DEVICE]
MORE? [Y, N]

BREAKPOINT MANIPULATION COMMANDS

- # — Clear All Breakpoints
<#> OFF
- 4 — Toggle Breakpoint Enable
<4> OFF/ON
- B — Set/Clear Breakpoint Address
 BRK/[0, 1, 2, 3] = [ADDRESS]
- ? — Display Breakpoint Addresses
<?>

AIM 65 MONITOR COMMANDS (Continued)

EXECUTION/TRACE CONTROL COMMANDS

- G — Start Execution of User's Program
<G>/[DECIMAL NUMBER]
- Z — Toggle Instruction Trace Mode
<Z> ON/OFF
- V — Toggle Register Trace Mode
<V> ON/OFF
- H — Trace Program Counter History
<H>
AAAA
:
AAAA

CONTROL PERIPHERAL DEVICES

- CTRL PRINT — Toggle Printer On/Off
<CTRL><PRINT>
- PRINT — Print Display Contents
<PRINT>
- LF — Advance Printer Paper
<LF>
- 1 — Toggle Tape 1 Control On/Off
<1>
- 2 — Toggle Tape 2 Control On/Off
<2>
- 3 — Tape Verify Block Checksum
<3> IN = [T] F = [FILE NAME] T = [1, 2]

USER FUNCTION COMMANDS

- F1 — Call User Function 1 (through loc. \$010C)
<F1>
- F2 — Call User Function 2 (through loc. \$010F)
<F2>
- F3 — Call User Function 3 (through loc. \$0112)
<F3>

AIM 65 COMMAND DEFINITIONS

- [ADDRESS] Hexadecimal address, one to four characters
- [BYTE] Two-digit hexadecimal value from 00 to FF.
- [DECIMAL NUMBER] A two-digit decimal number in the range 00 to 99.
- [FILE NAME] A string of 1 to 5 characters.
- [HEX OPERAND] The instruction operand.

Addressing Mode Operand Format

Accumulator	A
Immediate	#HH
Zero Page	HH
Zero Page, X	HH, X or HHX
Zero Page, Y	HH, Y or HHY
Absolute	HHHH
Absolute, X	HHHH, X or HHHHX
Absolute, Y	HHHH, Y or HHHHY
Relative	HH or HHHH
(Indirect, X)	(HH,X) or (HHX) or (HH,X) or (HHX)
(Indirect), Y	(HH),Y or (HH)Y
(Absolute Indirect)(HHHH)	

- [INPUT DEVICE] RETURN or SPACE — AIM 65 Keyboard (S2 = KB)
or TTY Keyboard (S2 = TTY)
- M — Memory
- T — Audio Tape, AIM 65 format
- K — Audio Tape, KIM-1 format
- L — TTY Paper Tape Reader
- U — User-defined input device

- [MNEMONIC OPCODE] A three-letter mnemonic abbreviation.

- [OUTPUT DEVICE] RETURN or SPACE — AIM 65 Display/Printer (S2 = KB) or TTY Printer (S2 = TTY)
- P — AIM 65 Printer
- X — Dummy
- T — Audio Tape, AIM 65 format
- K — Audio Tape, KIM-1 format
- L — TTY Paper Tape Punch
- U — User-defined output device