AIM 65 MONITOR COMMANDS

MAJOR FUNCTION ENTRY COMMANDS

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

INSTRUCTION ENTRY AND DISASSEMBLY COMMANDS

I — Enter Mnemonic Instruction Entry Mode
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
,A = [ 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 Y Y 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
,B> 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
,:

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 HY
Absolute HHHH
Absolute, X HHHHH, X or HHHHX
Absolute, Y HHHHH, Y or HHHHY
Relative HH or HHHH
(Indirect, X) (HH,X) or (HHX) or (HH, X or (HHX)
(Indirect, Y) (HH,Y) or (HY)
(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


[ 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