

Four (4) new commands were added to CODE INSPECTOR V2.1 after manuals for V2.0 had already been printed, because of requests by SUPER SNAPSHOT owners and our desire to produce the finest utility cartridge for the C-64. As a result, these features are not documented in our manual. The four new commands are:

\$ - display a directory from within monitor. Syntax is the same as in the wedge (pattern matching is also allowed). e.g. \$:P* displays all the files beginning with P.

U1 - read a disk sector in memory. Syntax is U1 TT SS [3333]

U2 - write a disk sector from memory. U2 TT SS [3333]

U1 and U2 together form a simple sector editor, but with the advantage that all monitor commands can be used to edit the sector (e.g. M, I, D, A, H, ...). The two numbers following U1 and U2 are the track and sector. Remember that unless you prefix these numbers with a '+', they will be interpreted as being hexadecimal. For example, the following are equivalent commands to read the first sector in the directory of a 1541 disk:

U1 +18 +1 - read track 18, sector 1

or U2 12 1 - read track 18 (=12), sector 1

If no optional address is specified, both U1 and U2 will default to address \$C000 (ending at \$C0FF). Any address may be specified as a 3rd parameter.

IO modify - the IO modify's '*' command has now been implemented. This means you can now change the values displayed by the IO command. To do this you simply type IO and then cursor up to the desired byte, make the change and press return.

Another undocumented feature in our monitor is the beginning and ending address display when using the (L)oad command. The first address displayed is the file load address. The second address is one byte past the end of the load. This second address is dependent upon whether an optional load address was specified.