EXTENDED MONITOR FOR THE COMPUKTUK101

The tape supplied comes with an extended monitor on one side and two games on the other side. The
two games are called:

1. HECAR
2. MEGAN

To load the games, go into BASIC and type LOAD. After the game has loaded in type RUN to execute
the program. Instructions on how to play the game are contained within the program.

EXTENDED FUNCTIONALITY

The extended monitor enables you to use machine code programs and debug them very efficiently
by setting breakpoints and displaying register contents. You can also use the monitor to load programs
by typing LOAD followed by any 8-bit hexadecimal number. This will load the program into the
monitor's memory and allow you to debug it.

MEMORY DISPLAY AND MODIFICATION

@NNNN
Opens location @NNNN. The contents (0000-00FF) may be changed by typing another 8-bit
number in the form of hexadecimal. When complete, the program automatically executes again and
will leave a colon in the bottom left corner of the screen.

(TL) F (CR)
Increments to next location.

(Q) E (CR)
Executes from this mode and closes current location.

DDDDDD YYYYYY
DDDDDD is the memory location, while YYYYYY is the contents. This is the program's
opening statement. It may be changed by typing another 8-bit hexadecimal number and
then pressing CR. The command is accepted only in the current location.

MEMO:
The memory display mode may be changed only when the program is at
the beginning of a new location.

EXIT

Notes:

WASD1 X X X YYY
X is the memory location of the program, while YYY is the contents. This is the program's
opening statement. It may be changed by typing another 8-bit hexadecimal number and
then pressing CR. The command is accepted only in the current location.

H INNN, XXX, YYY
H INNN performs an HME on the program's contents.

SOME SPECIAL INSTRUCTIONS

Some 1 capacitors are specified in the manual as being supplier in mylar, but in some kits are supplied as disk ceramics. These should be used in place of the mylar capacitors. The manual states that 6801, 4701, and 220pF capacitors are used. A capacitor for the 1602 chip should be used. One of the keyswitches supplied with the space bar switch should be used. One of the keyswitches supplied with the space bar switch should be used.