

SWTPC SWTBUG® (SWATBUG) MONITOR ROM

One of the features of the SWTPC 6800 Computer System is that the conventional programmer's console has been replaced with a monitor ROM. The programmer's console

A002 à 01 MOST SIGNIFICANT BYTE OF LO

\$M A048
\$A048 01 00
\$A049 03 05
\$A04A F4
\$P
\$S11300000A0501001EF023FF01A01B351B37022443
\$E
S105A04800050DS9
\$
\$

A previously set breakpoint will remain and may be changed or removed as described earlier. If, when using the B command, a non-hex value is entered the previous breakpoint will be removed and SWTBUG® control will resume.

There are several things that one must be aware of when using breakpoints to insure proper operation.

- 1.) The breakpoint function uses the same locations as do vectored software interrupts; therefore, vectored software interrupts should not be used with break points.
- 2.) The SWI jump location, A012, will be set to E124 when breakpoints are not in use, as after power up, and will be set to E123 when breakpoints are in use. This location serves as a pointer to tell the computer what to do when a 3F is seen. The RESET button will not reset this location to the non-breakpoint state. The breakpoint-activated state can only be exited by typing **B** followed by a carriage return. If you are using breakpoints in a program that “bombs out” and you hit the RESET switch, you must clear the present breakpoint before going on to another program. If this is not done before a new program is loaded in, the first time the **B** command is used one byte of the new program will be replaced by the stored byte from the last program.
- 3.) Do not w (c64 M1..52(The SWiir5.64 -11.4 02D 0.0220.0add49 scompc -0. Tw (Do no.03al Twd3877 . Dbrea

PIA STROBING

Use of the Control Interface for Read/Punch-On/Off Decoding

NOTE: This does not mean that SWTBUG® is equipped with a binary loader-only certain SWTPC binary tapes that contain a special binary loader (in ASCII) will work correctly.

To load the tape simply follow the instructions given for loading an ASCII tape, but keep the reader locked on.

SP (A008)	Temporary storage location for the stack pointer. SP is used in the register dump subroutines and by the breakpoint function.
PORADD (A00A)	This location contains the port address used for SWTBUG's I/O routines.
PORECH (A00C)	This byte tells SWTBUG® 's input routines whe Tw 1c adiUt to echo

	ORG \$100
START	LDX #TEXT
	JSR PDATA1
	JMP CONTRL
TEXT	FCB \$0D, \$0A

CONTRL (E0E3) This MIKBUG® equivalent sequence again resets the stack to A042. PORECH is cleared to enable echo and the subroutine SAVGET is selected to get the correct port number and type. Next, the routines PNCHOF and RDOFF generate punch and reader off commands. A carriage return, line feed, erase to end of line (15₁₆) and a \$ is then output to the control terminal. At this point SWTBUG® is ready for command input.

SFEI (E124) SFEI is the entry point for non user-vectored lenr 0.09.586517nal. R D O F F r e d 8 l e n

