COMPASS COMMANDS SUMMARY

See Page	Command	Parameters	Description
11	A	options LNS	Assemble source (List? No object? Symbols?).
8	B		Move to Beginning of source.
8	C	string new-string	Find and optionally Change: RETURN to change;
8	D	lnum lnum	Delete source line(s). other to continue.
9	F	string	Find line(s) containing string.
17	G		Execute assembled program.
9	I	lnum	Insert new source after line.
10	L	lnum	List source.
13	N	low-addr high-addr	New program source area (deletes old source).
12	O	low-addr high-addr	Object code limits.
10	P	lnum	Print source line.
17	Q		Quit and return to the monitor.
13	R	addr	Relocate object code in subsequent assemblies.
18	S		Clear Screen.
12	T	low-addr high-addr	Symbol Table limits.
14	W		Write source to tape.
17	?		What are the source, object & table limits?
10	(Control)Q		Recall last command/edit source line.
	ESC		Stop continuing command (A,C,F,L).

All numbers are in hexadecimal. Line numbers are optional, defaulting to the current line (usually the last one displayed). Strings can be delimited by any sensible character – the following three are valid: "A STRING", ' ' ', ?"Shan't"!?

WARNING: DO NOT USE (CONTROL)E. THIS CAUSES A JUMP STRAIGHT BACK TO BASIC, WHICH MAY CORRUPT COMPASS OR YOUR PROGRAM SOURCE.

SAVE

To save, enter:

W(Return)

* (Control)Q

You can now edit the source file name "X" to anything you like before saving the file by pressing:

(Return)

Now return to COMPASS by entering:

* G 9F03

LOAD

To load, enter:

Q	(back to monitor)
* R "X"	(or other name)
"X"	
* G 9F03	(restart Compass)

EDIT

To edit a source line, enter:

| P lnum | (print the line) |
| (Control)Q | |

Use cursor keys etc to modify line and finally press:

(Return)

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LOADING NORMAL COMPASS

The first copy of COMPASS, on each side of the cassette, is the "unbanked" version which uses 8K bytes of ordinary memory. To load it, switch on the Lynx and enter:

TEXT   (If you like. This speeds up editing etc, as with BASIC)
MON   (Start the monitor. Ignore the numbers output)
* R "COMPASS"   (and play the COMPASS cassette to load it)
   "COMPASS"

If you would like to make a copy of COMPASS, when it has loaded, start a blank cassette on RECORD and enter:

* D 8000 9F20 0 "COMPASS"

To start COMPASS, enter:

* G 9F00

LOADING 'BANKED' COMPASS

The second copy of COMPASS, on each side of the cassette, is the "banked" version which uses only 256 bytes of ordinary memory. Most of its code lives in unused bank 3 memory (the alternate green bank). To load it, switch on the Lynx and enter:

TEXT   (If you like. This speeds up editing etc, as with BASIC)
MON   (Start the monitor. Ignore the numbers output)
* R "COMPASS"   (and play the COMPASS cassette, starting part-way through,
   "COMPASS"   to load it into memory)

If you would like to make a copy of "banked" COMPASS, when it has loaded, start a blank cassette on RECORD and enter:

* D 7E00 9FF0 0 "COMPASS"

To copy the banked version of COMPASS to its proper location, enter:

* G 7E00   (only do this once, after loading)

And to start COMPASS, enter:

* G 9F00

START

To start either version of COMPASS, enter:
* G 9F00

RESTART

To restart either version of COMPASS, after using QUIT or loading/saving source for example, enter:

* G 9F03

If you've used BASIC after leaving COMPASS, you probably won't be able to restart it.