

Tandy 3000

MS-DOS

Quick
Reference
Guide

Tandy 3000
MS-DOS Quick Reference Guide

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LOADING MS-DOS

1. Turn on your Tandy 3000.
2. If you wish to boot from floppy diskette, insert the MS-DOS System Diskette into Drive A and close the drive latch or door. If you have initialized Hard Drive C as a system disk, and you do not insert a floppy system diskette in Drive A, MS-DOS boots from Drive C.
3. The date prompt appears. If you wish to enter a new date, type it in the mm-dd-yyyy format. To leave the date as it is, press **ENTER**. An example of the date format is 06-07-1985 for June 7, 1985.
4. You also have the option of changing the time. When the prompt appears, either type the time in the 24-hour format, hh:mm:ss.cc, or press **ENTER** to leave the time as it is. An example of the time format is 14:30 for 2:30 p.m.

MS-DOS displays the system prompt:

A>

if you used a floppy system diskette to boot, or

C>

if you booted with your system on hard disk.

MS-DOS COMMANDS

Notation:

UPPER CASE indicates keywords (material that you must type)

lower-case italics represent words, letters, characters, or values that you supply

[] (square brackets) indicate optional parameters

... (ellipsis) indicates that you may repeat a parameter as many times as you want

ASSIGN [*drive1* = *drive2* ...]

(*Hard disk only; external*) Reassigns drive letters. Causes requests for one drive to be routed to another drive.

drive1 is the drive letter you wish to reassign.

drive2 is the drive letter to be given *drive 1*.

```
ASSIGN A=C B=C
```

ATTRIB [*set*] [*drive:*] *pathname*

(External) Sets or resets the read-only attribute of a file or displays the attributes of a file.

set is either +R or -R. +R turns read only ON.

-R turns read only OFF.

drive and *pathname* are the path (drive, directory and filename) to the target file.

```
ATTRIB +R myfile.txt      ATTRIB *.*
```

BACKUP *drive1* [*pathname1*] *drive2* [*pathname2*]
[/S] [/M] [/A] [/P] [/D:*date*] [/T:*time*] [/L:*filename*]
[/D:*mm/dd/yy*]

(*Hard disk only; external*) Copies one or more files from a hard disk to floppy diskettes.

pathname1 the hard disk file to backup.

pathname2 specifies the floppy diskette file to receive the backup.

drive1 the hard disk drive from which to backup.

drive2 specifies the floppy disk drive to receive the backup.

/S copies all files in the specified directory and all directories below it.

/M copies only files that have been modified since the last backup.

/A adds the files to the diskette already in the specified drive, rather than prompting you to insert a new diskette.

/P specifies data is to be saved in "packed" format.

/D:*mm/dd/yy* copies only those files created on or after the specified date.

/T backs up only files modified at or after the specified time.

/L creates a backup log entry.

BACKUP C:STORE \sales.dat A:/P

BREAK [ON | OFF]

(*Internal*) Turns the CTRL C check on or off. Displays the current CTRL C setting if you omit ON and OFF.

BREAK OFF

CHDIR [*pathname*]

CD [*pathname*]

(*Internal*) Changes the current or home directory of the specified drive to the directory specified by *pathname*. Displays the *pathname* of your current directory if you omit *pathname*.

pathname specifies the directory to which you wish to change.

CHDIR \BIN\USER CHDIR B:\USER

CHKDSK [*drive*] [/F] [/V] [▶ *pathname*]

(*External*) Checks the directory of the MS-DOS disk in the current, or specified *drive*, for errors.

/F fixes errors (if possible) and updates disk. (Do not specify a *pathname*.)

/V displays messages and error details while CHKDSK is running.

pathname specifies the file to which CHKDSK is to redirect its output. (Do not use /F.)

CHKDSK B:\USER\TOM\errors

CLS

(*Internal*) Clears the screen.

CLS

COPY *source pathname* [*target pathname*] [/A] [/B] [/V]

(*Internal*) Copies one or more files to the same directory as the *source* (giving them different filenames) or to another directory (giving them the same or different filenames). To leave the filename the same, omit the filename from the *target pathname*. If you omit /A and /B, /B is used.

/A source file: treats the file as an ASCII file (text or data file).
target file: adds an EOF character to the end of the file.

/B source file: treats the file as a binary file (program file).
target file: does not add an EOF character to the end of the file.

/V verifies the sectors written to disk.

COPY memos.txt /A B:corr.txt

COPY *target pathname* + *source pathname1* [+ *source pathname2* . . .] [/A] [/B] [/V]

(*internal*) Adds one or more files to the end of another existing file. If you omit /A and /B, /A is used.

/A source file: treats the file as an ASCII file (text or data file).
target file: adds an EOF character to the end of the file.

/B source file: treats the file as a binary file (program file).
target file: does not add an EOF character to the end of the file.

/V verifies the sectors written to disk.

COPY B:read.dat + write.dat + print.dat

COPY *source pathname1* [+ *source pathname2*
...] *target pathname* [/A] [/B] [/V]

(*Internal*) Combines any number of source files into a new target file. If you omit /A and /B, /A is used.

/A source file: treats the file as an ASCII file (text or data file).
target file: adds an EOF character to the end of the file.

/B source file: treats the file as a binary file (program file).
target file: does not add an EOF character to the end of the file.

/V verifies the sectors written to disk.

COPY B:memos.txt + B:letters.txt B:corr.txt

CTTY *device*

(*Internal*) Changes the I/O device to the *device* specified.

device can be:

AUX specifies RS232 port Number 1.

COM1, COM2 specifies RS232 Port 1 and 2.

CON specifies the console.

CTTY AUX

DATE [*mm/dd/yy*]

(*Internal*) Enters or changes the system date, or displays the current date.

mm/dd/yy specifies the month, day, and year to set as the date.

DATE 11/15/84

DEL

See ERASE.

DIR [*pathname*] [/P] [/W]

(*Internal*) Displays information about: (1) files in the current directory, or (2) files in the directory specified by *pathname*, or (3) the one file specified by *pathname*.

/P selects "page" mode.

/W selects a wide display.

DIR B: DIR \USER*.bat /P

DISKCOMP [*drive1:*] [*drive2:*] [/sides][/sectors]

(*External*) Compares the contents of two diskettes. *drive1* is the drive containing the source diskette. *drive2* is the drive containing the target diskette. *sides* can be 1 for a single-sided diskette or 2 for a double-sided diskette.

sectors if specified, can only be 8, to compare eight sectors of each track. The default for *sectors* automatically adjusts to either 9 or 15, according to the format of the two diskettes.

DISKCOMP A: B:

DISKCOPY [*source drive*] [*target drive*]

(*External*) Copies the contents of the diskette in the *source drive* to the diskette in the *target drive*. The target diskette must be of the same density type as the source diskette.

DISKCOPY DISKCOPY A: B:

DISKTYPE [*drive*]

(*External*) Displays information on the size and capacity of the specified drive.

drive is the disk drive for which you wish to determine the type.

DISKTYPE A:

ECHO [ON|OFF|*message*]

(*Internal*) Turns the batch ECHO feature on or off; displays a message; displays the current setting of ECHO if you omit all parameters.

ECHO OFF ECHO Insert disk.

ERASE [*pathname*]**DEL** [*pathname*]

(*Internal*) Erases one or more files from the current directory or the directory specified by *pathname*. Omitting the filename erases all files in the specified or current directory.

ERASE \BIN\USER\MARY\text.txt

EXE2BIN *source pathname* [*target pathname*]

(*External*) Converts an .exe file to .com file format.

source pathname specifies the .exe file.

target pathname specifies a file to receive the converted program file.

EXE2BIN testfile.exe B:

EXIT

(*Internal*) Exits the command processor and returns to a previous level, if one exists.

EXIT

FC [*/number*] [*/B*] [*/W*] [*/C*] *pathname1* *pathname2*
[> *target pathname*]

(*External*) Compares the contents of two files, *pathname1* and *pathname2*, and sends the output to the screen or to the file specified by *target pathname*.

/B forces a binary comparison of the files.

number specifies the number of lines that must match for the file to be considered as matching after FC finds a difference. *Number* can be 1-9; default = 3); use in source file comparisons only.

/W compresses tabs and spaces; use in source file comparisons only.

/C interprets all letters in the file as upper case; use in source file comparisons only.

FC */B* test1.src test2.src >test3.src

FDISK

(*External*) Creates, changes, deletes, or displays hard disk partitions.

FDISK

FIND [*/V*] [*/C*] [*/N*] "*string*" [*pathname . . .*]

(*External*) Searches for the specified *string* of text in one or more files, specified by *pathname(s)*.

Searches for *string* among the lines on the current screen display if you omit *pathname*.

/V displays all lines that do not contain the *string*.

/C displays only the number of lines in each file that contain the *string*.

/N displays each line's relative line number in the file; do not use with */C*.

FIND */N* "mispell" *.txt

FOR %f IN (*set*) DO *command* %f
(regular command)

FOR %%f IN (*set*) DO *command* %%f
(batch file command)

(*Internal*) Executes the specified *command* for each item in the *set*.

set is a list of items separated by spaces, or one wildcard item.

```
FOR %f IN (taxfile autofile homefile) DO DEL %f
```

FORMAT [*drive*] [/S] [/V] [/1] [/4] [/8]

(*Floppy disk only; external*) Prepares the blank floppy disk in the specified *drive* for use.

drive is the drive containing the diskette to be formatted.

/S copies the system files to the disk.

/V prompts for a volume label.

/1 formats single-sized diskettes, otherwise MS-DOS formats double-sided.

/4 formats a double-sided standard diskette in a high-capacity drive.

/8 formats 8 sectors-per-track, otherwise MS-DOS formats 9 sectors-per-track.

```
FORMAT          FORMAT B: /S /V
```

GOTO *:label*

(*Internal*) is used in a batch file to transfer execution to the line following the line that contains *:label*.

label is a character string.

```
:G  
REM looping . . .  
GOTO G
```

GRAFTABL

(*external*) Loads character definitions for ASCII characters 128-255.

```
GRAFTABL
```

GRAPHICS *p*type [/R] [/B] [/CR] [/LF]

(*External*) Reproduces a graphics screen in color (on the Tandy CGP-220 printer) or in shades of grey on other printers.

*p*type is the printer type (CGP-220, STANDARD, PCMODE, TMODE, or DMP110).

/R prints black as black and white as white.

/B prints the background color on the CGP-220.

/CR causes GRAPHICS to execute a carriage return.

/LF causes GRAPHICS to send only a line feed as the end-of-line character.

GRAPHICS STANDARD /R

SHIFT **PRTSC**

HFORMAT [*drive*] [/S] [/V] [/B]

(*Hard disk only; external*) Prepares a hard disk for use.

drive can be C: or greater.

/S copies the system files to the disk.

/V prompts for a volume label.

/B causes HFORMAT to issue prompts before locking out flawed sectors.

HFORMAT /S HFORMAT D: /V

IF [NOT] *condition command*

(*Internal*) Allows conditional execution of commands in batch file processing.

NOT executes the *command* only when the condition is false.

conditions are:

ERRORLEVEL *number* executes the *command* only if the program previously executed by **COMMAND** has an exit code of *number* or higher.

string1 = = string2 executes the *command* only if *string1* and *string2* are identical after parameter substitution.

EXIST *filename* executes the *command* only if the file specified by *filename* exists.

command is the command to execute if *condition* is met.

IF EXIST all.lst GOTO G

HSECT [*drive:*]

(*External*) Formats track and sector information on a hard disk.

drive is the drive to format (C or D)

HSECT C:

JOIN *drive: pathname /D*

(*External*) Formats tract and sector information on a hard disk.

drive: is the drive to be joined.

pathname is the path (including the drive) to which *drive:* is joined.

/D turns off the effects of a previous JOIN command.

JOIN D: C:\MEMOS

KEYB*xx*

(*External*) Replaces the current keyboard BIOS with an international layout.

xx can be UK, GR, or FR for The United Kingdom, Germany or France

/US converts character scan codes to US scan codes.

KEYBGR KEYBUK /US

LABEL [*drive*] [*label*]

(*External*) Lets you create, change or delete a volume label.

drive is the drivename of the disk you wish to modify.

label is the new volume label.

LABEL A:MYDISK

LF

Suppress line feeds after a carriage return in printer output.

LF

MKDIR *pathname*

MD *pathname*

(*Internal*) Makes a new directory.

pathname tells MS-DOS under which directory to create the new directory and specifies the name to give it.

MKDIR \USER MD B:\LETTERS

MODE [*video*] [*characters*]

(*External*) Sets video mode and characters-per-line.

video can be BW (black and white), CO (color), or MONO (changes to the monochrome adapter with 80 columns and 25 rows).

characters can be 40 or 80.

MODE MONO

MODE [*characters*] [*shift*] [T]

(*External*) Shifts the video screen left or right.

characters is the desired character width (40 or 80).

shift can be R (right) or L (left).

Using T produces a video test screen for evaluating the shift.

MODE 80 L T

MODE LPT*number* :[*characters*] [/type] [,P]

(*External*) Sets characters-per-line for printer (LPT) number *number*.

/type can be /DMP (dot matrix) or /PC (PC compatible). The default for *type* is /DMP.

number can be 1, 2, or 3.

characters can be 80 or 132.

P means the driver continuously retries to output on timeouts.

MODE LPT1: 80 /DMP P

MODE LPT*number* := COM*serial*

(*External*) Redirects printer output from the specified parallel printer port (*number*) to the specified RS232 channel (*serial*).

number can be 1, 2, or 3 for your computer's 3 parallel ports.

serial can be 1 or 2. Initialize the selected RS232 channel using MODE COM*number*. before redirecting printer output.

MODE LPT1:=COM1

MODE LPT*number*: *timeout*

(*External*) Sets the timeout delay for printer (LPT) number *number*.

number can be 1, 2, or 3 for your computer's 3 parallel ports.

timeout can be LONG (2 minutes) or SHORT (45 seconds).

MODE LPT1: LONG

MODE *printer*

Sets printer type.

printer can be DMP (dot matrix), DWP (daisy wheel), or NL (reset).

MODE DMP

MODE *linefeed*

Sets printer linefeeds *off* or *on*.

linefeed can be LFOFF or LFON.

MODE *trans*

(*External*) Sets MS-DOS to properly translate video characters for Tandy printers during screen print procedures.

trans can be:

- DMPXLAT - Tandy DMP printers
 - DWPXLAT - Tandy DWPII printers
 - DWP10 - Tandy DWPIIB, DWP410, or DWP510 printers, 10 pitch
 - DWP12 - Tandy DWPIIB, DWP410, or DWP510 printers, 12 pitch
 - NOXLAT - no translation
- MODE DMPXLAT

MODE COM *number*. [*baud*] [*parity*] [*databits*] [*stopbits*] [*P*]

(*External*) Sets RS232 communication parameters.

number is the RS232 port, either 1 or 2.

baud can be 110, 150, 300, 600, 1200, 2400, 4800, 9600 or 1200/75.

parity can be N (no parity), O (odd parity), or E (even parity).

databits can be either 7 or 8 databits.

stopbits can be either 1 or 2 stopbits.

P sets the specified serial port for continuous timeout retries.

MODE COM1:1200 N 8 1 P

MORE

(*External*) Reads from standard input and displays one screen of information at a time, with the message -MORE- at the bottom.

TYPE B:acctspay.dat | MORE

PATH [*pathname*[:*pathname*] . . .]

(*Internal*) Sets a command path, which tells MS-DOS the directories or drives in which to search for external commands. Displays the current path setting if you omit *pathname*.

pathname specifies a directory or an entire drive.

PATH \BIN\USER\JOE

PAUSE [*comment*]

(*Internal*) Suspends execution of the batch file.

comment is a message to be displayed when the file pauses.

PAUSE Insert disk

PRINT [*drive*] [*pathname*] [/D:*device*] [/B:*size*]
[U:*value*] [M:*value*] [S:*value*] [Q:*value*] [T] [C]
[P]

(*External*) Prints text files as a background task.

drive is the drive that contains the file to print.

pathname is the path to the file you wish to print.

/D:*device* specifies the print device.

/B:*size* sets the size of the internal buffer.

/U:*value* specifies the clock ticks that PRINT waits until the printer is available.

/M:*value* specifies the clock ticks PRINT can have to print a file.

/S:*value* specifies the time slice value.

/Q:*value* selects the number of files allowed in the print queue.

/T deletes all files in the print queue.

/C turns on the cancel mode.

/P turns on the print mode.

PRINT /T

PRINT temp1.tst /C temp2.tst /P temp3.tst

PROMPT [*prompt-text*]

(*Internal*) Changes the system prompt to *prompt-text*. Sets the prompt to the current drive specification if you omit *prompt-text*.

prompt-text is a string of characters to set as the prompt.

PROMPT \$n\$g

RECOVER [*drive*] [*pathname*]

(*External*) Recovers a file that contains bad sectors or recovers all files on a disk that contains bad sectors in its directory.

pathname specifies the file to recover.

drive specifies the disk to recover.

RECOVER oldbook.txt RECOVER B:

REM [*remark*]

(*Internal*) Includes the specified *remark* in a batch file.

REM This file is called billfile.bat.

REN *pathname filename*

(*Internal*) Changes the name of the file specified by *pathname* to *filename*.

REN B:\USER\gl1.dat gl2.dat

RESTORE *drive1* [*drive2*] [*pathname*] [/S] [/P]
[/B:*date*] [/A:*date*] [/E:*time*] [/L:*time*] [/M] [/N]

(*External*) Restores files previously backed up from hard disk to floppy diskette.

drive1 is the drive containing the backed up files.

drive2 is the hard drive to receive the files.

pathname is a file or directory to restore.

/S restores a directory and all its subdirectories.

/P prompts for permission to restore hidden or read-only files.

/B only restores files modified on or before *date*.

/A only restores files modified on or after *date*.

/E only restores files modified on or before *time*.

/L only restores files modified on or after *time*.

/M only restores files modified since the last backup.

/N only restores files that do not exist on the destination disk.

RESTORE A: C: MYDIR /S

RMDIR *pathname*

RD *pathname*

(*Internal*) Removes the subdirectory specified by *pathname* from the specified disk.

RMDIR \BIN\USER\JIM

SELECT *country* [[*keyboard*]/[US]]

(*External*) Changes the current country code or creates an internationally configured backup MS-DOS diskette.

country is the country code you select.

keyboard specifies the keyboard layout (US, FR, UK, or GR.)

/US specifies US scan codes.

SELECT 033 /US

SETUP

(*External*) Initializes the system configuration. Answer the prompts for date, time, floppy disk drive capacity, hard disk type, system base memory, expansion memory, and primary video adapter type.

SET [[*string1*] = [*string2*]]

(*Internal*) Sets one string value in the environment equal to another string for later use in programs you have written. Defines system replaceable parameters.

string1 is the string you wish to have replaced.

string2 is the string to replace *string1*.

SET drive = B: SET dirpath = C:/SALES

SHARE [/F:*space*] [/L:*locks*]

(*External*) Installs file sharing and locking.

/F:*space* allocates file space for record filesharing information.

/L:*locks* allocates the number of locks allowed.

SHARE

SHIFT

(*Internal*) Shifts all parameters that replace the batch file parameters %0 through %9 down one place.

SHIFT

SORT [/R] [/ + *n*] [<*input pathname*]
[>*output pathname*]

(*External*) Reads input from the keyboard or a file, sorts the data, and writes it to the display or to a file.

<*input pathname* specifies the file to be sorted. If you omit this parameter, keyboard input is sorted.

>*output pathname* specifies the file to receive the sorted information. If you omit this parameter, output is sent to the display.

/R reverses the sort (sorts from Z to A).

/ + *n* begins the sort at Column *n*. If you omit this parameter, the sort begins at Column 1.

SORT /R <unsort.txt >sort.txt

SUBST [drive:] [pathname] [/D]

(*External*) Substitutes a string alias for a pathname.

drive: is the drive for which you are supplying a substitute name.

pathname is the substitute name — a pathname.

SUBST Z: B:\USR\FRED\forms

SYS *drive*

(*External*) Transfers the MS-DOS system files from the current disk to the disk in *drive*.

SYS B:

TIME [*hh:mm:ss.cc*]

(*Internal*) Displays or sets the time.

hh:mm:ss.cc specifies the time to set. If you omit the time, the current system time is displayed.

TIME 14:30

TREE [*drive*] [/F]

(*External*) Displays all directories, subdirectories, and (optionally) all files on a diskette.

drive is the drive containing the diskette to be examined.

/F causes a display of all files in all levels of subdirectories.

TREE B: /F

TYPE *pathname*

(*Internal*) Displays the contents of the specified file.

TYPE B:carfile

VER

(*Internal*) Displays the number of the MS-DOS version that you are using.

VER

VERIFY [ON|OFF]

(*Internal*) Turns the verify switch on or off. (VERIFY ON verifies all disk writes.) Displays the current VERIFY setting if you omit ON and OFF.

VERIFY OFF

VOL [*drive*]

(*Internal*) Displays the volume label of the disk in the specified *drive*, or of the disk in the current drive if you omit *drive*.

VOL B: VOL

MS-DOS EDITING KEYS

Function	Key(s)	Description
Copy <i>char</i>	F1 or →	Copies one character from the template to the command line and displays it.
Delete <i>char</i>	DEL	Deletes a character from the template.
Copy to <i>char</i>	F2 <i>char</i>	Copies and displays all characters up to the specified character.
Delete to <i>char</i>	F4 <i>char</i>	Deletes all characters up to the specified character from the template.
Copy all	F3	Copies the remaining characters and displays the command line.
Insert	INS	Enters the insert mode. (F3 ends the insert mode.)
Replace template	F5	Makes the new line the new template; does not send it to the requesting program.
Void line	ESC	voids current input, leaves the template unchanged.
Enter line	ENTER	Makes the new line the new template; sends it to the requestion program.
End-of-file	F6 or CTRL Z	Puts an end-of-file character in the template.

CONTROL CHARACTER KEYS

Key(s)	Function
CTRL C	Stops execution of a command.
SHIFT PRTSC	Sends the current screen contents to the printer.
CTRL PRTSC or CTRL P	Sends all output to the printer and the screen.
CTRL H or ←	Removes last character from command line.
CTRL J	Inserts a physical end-of-line.
CTRL S	Suspends the screen. Press CTRL S again to continue scrolling.
CTRL NUMLOCK	Suspends the screen. Press the space bar to resume scrolling.
ESC	Exits the current line and empties the command line.

EDLIN COMMANDS

Append Lines

[*number*]A

Adds the specified *number* of lines from disk to memory. If you omit *number*, EDLIN appends lines until available memory is 75% full.

100A

Copy Lines

[*line1*][,*line2*],*line3* [,*count*]C

Copies all lines in the range *line1* to *line2*, placing them immediately ahead of *line3* for the number of times specified by *count*.

3,9,12C ,20,35C

Delete Lines

[*line1*][,*line2*]D

Deletes all lines in the range *line1* to *line2*. Deletes the current line if you omit *line1* and *line2*.

5,25D 4D ,4D

Edit Line

[*line*]

Displays the specified *line* for editing.

4

End Edit

E

Ends the EDLIN program and saves the edited file.

E

Insert

[*line*]I

Inserts lines of text immediately before the specified *line*; enters lines into a new file.

3I .I #I

List

[*line1*][,*line2*]L

Displays all lines in the range *line1* to *line2*.

2,5L ,.26L

Move Lines

[line1][line2],line3M

Moves all lines in the range *line1* to *line2* to the line immediately preceding *line3*.

23,30,100M

Page

[line1][,line2]P

Pages through a file 23 lines at a time or lists the specified block of lines.

10,15P 20P

Quit

Q

Quits the editing session without saving the file.

Q

Replace String

[line1][,line2][?]Rstring1 [CTRL] [Z] string2

Replaces all occurrences of *string1* with *string2*, in the lines between *line1* and *line2*.

? prompts before each modification.

2,7?Rand [CTRL] [Z]

Search Text

[line1][,line2][?]Sstring

Searches all lines in the range *line1* to *line2* for each occurrence of the text *string*.

? prompts at each occurrence of *string*.

1,10Sand

Transfer Lines

[line]T[drive]filename

Inserts the contents of the file specified by *filename* into the file being edited, just ahead of the specified *line* or current line.

10 TB:myfile

Write Lines

[number]W

Writes a specified *number* of edited lines from memory to disk, beginning with Line 1. If you omit *number*, EDLIN writes lines until 25% of memory is freed.

100W

EDLIN EDITING KEYS

Function	Key(s)	Description
Copy <i>char</i>	→	Copies one character to the new line.
Copy to <i>char</i>	F2 <i>char</i>	Copies all characters up to the specified character to the new line.
Copy all	F3	Copies all remaining characters in the template to the new line.
Delete <i>char</i>	DEL	Deletes a character in the template.
Delete to <i>char</i>	F4 <i>char</i>	Deletes all characters up to the character specified.
Void line	ESC	voids the current input.
Insert	INS	Enters/exits the insert mode.
Replace template	F5	Replaces the template with the characters displayed to allow further editing.
Enter line	ENTER	Makes the new line the new template and sends it to the requesting program.

The period (.) can be used to indicate the current line.

The pound (#) symbol can be used to indicate the end of a program.

The addition symbol (+) can be used to reference lines *after* the current line.

The subtraction (–) symbol can be used to reference lines *before* the current line.

DEBUG COMMANDS

Assemble

A [*address*]

Assembles statements directly into memory. *address* is the starting address at which the instructions are to be assembled in memory.

A CS:0100

Compare

C *range address*

Compares the portion of memory specified by the *range* to a portion of the same size beginning at the specified *address*, and displays any differences.

C 100,1FF 300 C 100L100 300

Dump

D [*address*]

D [*range*]

Displays the contents of the specified *address* or *range* in memory.

D CS:100 109

Enter

E *address [list]*

Enters byte values into memory at the specified *address*; replaces the contents of memory beginning at *address* with the *list* of values.

E DS:100 45 A1 "abc" 0F E CS:1004

Fill

F *range list*

Fills the memory locations in the specified *range* with the values in the *list*.

F 04BA:100 L 100 42 45 52 54 41

Go

G[= *address1*] [*address2 . . .*]

Executes the program currently in memory, beginning at *address1* and stopping at each breakpoint (specified by the optional *addresses*).

G CS:7550

Hex

H *value1 value2*

Displays the results of *value1* + *value2* and *value1* — *value2* (hexadecimal arithmetic).

H 19F 10A

Input

I *portaddress*

Inputs and displays one byte from the specified port.

I 2F8

Load

L [*address* [*drive sector sectorcount*]]

Loads a file from the *drive* into memory, beginning at the specified *address*; loads absolute sectors from the *drive*, beginning at *sector* and continuing until *sectorcount* number of sectors have been loaded. *Drive* can be 0-3.

L 04BA:100 2 0F 6D

Move

M *range address*

Moves the block of memory specified by *range* to the location beginning at *address*.

M CS:100 1100 CS:500

Name

N *filespec1* [*filespec2* . . .]

Sets the filespec for Load and Write commands. All subsequent Load and Write commands will use *filespec*. Also establishes filespec parameters for the file being debugged.

N file1.exe N file2.dat file3.dat

Output

O *portaddress byte*

Sends the value of *byte* to the specified *portaddress*.

O 2F8 4F

Proceed

P [= *address*] [*value*]

Executes instructions and displays register contents, flags, and the next instruction.

address is where proceed is to begin execution.

value is the number of instructions to execute.

P=011A 10

Quit

Q

Ends the DEBUG program without saving the file.

Q

Register

R [*registername*]

Displays the contents of all registers and flags; displays a single register and lets you change the contents; displays the flags and lets you change the settings.

R RAX RF

Search

S *range list*

Searches the locations in *range* for the *list* of bytes.

S CS:100 110 41

Trace

T [= *address*] [*value*]

Executes one or more instructions (indicated by *value*), beginning at *address*, and displays the register contents, flags, and the next instruction after each instruction executes.

T T=011A 10

Unassemble

U [*address*]

U [*range*]

Disassembles instructions, beginning at *address* (or for the specified *range*), and displays their addresses, their hexadecimal values, and the source statements that correspond to them.

U 04BA:100 L 10

Write

W [*address*[*drive sector sectorcount*]]

Writes the data being debugged, starting at the *address*, to the disk file; writes absolute sectors to the specified *drive*, beginning at *sector* and continuing until *sectorcount* number of sectors have been written.

W CS:100 1 37 2B

DEBUG COMMAND PARAMETERS

Parameter	Description
<i>address</i>	<ul style="list-style-type: none"> • Alphabetic segment register + offset CS:0100 • Segment address + offset 04BA:0100 • Offset only (default segment is used)
<i>byte</i>	1- or 2-character hex value
<i>drive</i>	1-digit value: 0 = Drive A 1 = Drive B 2 = Drive C 3 = Drive D
<i>filespec</i>	File specification (drive specification, filename, and filename extension). You must specify at least the drive or filename.
<i>list</i>	A series of strings or byte values. CS:100 FF 42 "XXX" 1A 3
<i>portaddress</i>	A hex value of up to four characters.
<i>range</i>	<ul style="list-style-type: none"> • <i>address1 address2</i> <i>address2</i> must be an offset. CS:100 110 • <i>address L value</i> Do not use if another hex value follows <i>range</i>. <i>value</i> = number of bytes to operate on. If <i>L value</i> is omitted, 80 bytes is assumed. CS:100 L 10 CS:100
<i>registername</i>	One of the following: AX SP DS IP BX BP ES PC CX SI SS F DX DI CS
<i>sector</i>	1- to 3-character hex values.
<i>sectorcount</i>	<i>sector</i> = relative sector number. <i>sectorcount</i> = number of sectors to write or load.
<i>string</i>	Any number of characters enclosed in quotation marks.
<i>value</i>	A hex value of up to 4 characters.

Notes:

RADIO SHACK, A Division of Tandy Corporation

**U.S.A.: FORT WORTH, TEXAS 76102
CANADA: BARRIE, ONTARIO L4M 4W5**

AUSTRALIA	BELGIUM	FRANCE	U. K.
91 Kurrajong Avenue Mount Druitt N S W 2770	Rue des Pieds d'Aiguette. 39 5140 Naninne (Namur)	BP 147-95022 Cergy Pontoise Cedex	Bilston Road Wednesbury West Midlands WS10 7JN
