

page	HEX	address	HEX
0	&00	16384	&04000
1	&01	32768	&08000
2	&02	49152	&0C000
3	&03	65536	&10000
4	&04	81920	&14000
5	&05	98304	&18000
6	&06	114688	&1C000
7	&07	131072	&20000
8	&08	147456	&24000
9	&09	163840	&28000
10	&0A	180224	&2C000
11	&0B	196608	&30000
12	&0C	212992	&34000
13	&0D	229376	&38000
14	&0E	245760	&3C000
15	&0F	262144	&40000
16	&10	278528	&44000
17	&11	294912	&48000
18	&12	311296	&4C000
19	&13	327680	&50000
20	&14	344064	&54000
21	&15	360448	&58000
22	&16	376832	&5C000
23	&17	393216	&60000
24	&18	409600	&64000
25	&19	425984	&68000
26	&1A	442368	&6C000
27	&1B	458752	&70000
28	&1C	475136	&74000
29	&1D	491520	&78000
30	&1E	507904	&7C000
31	&1F	524288	&80000

TurboMON starts on **odd** page
mode 3&4 screens start on even page

Quit TurboMON	CTRL-Q
NMI exit	CTRL-Esc
Extra system status information	S
Prepare system as used by BASIC	CTRL-Z
Invert panel screen colours	INV

Editing Registers

Edit	B	C	D	E	H	L	A
EDIT-	-B	-C	-D	-E	-H	-L	-A
Perform EXX, EX AF,AF', EX DE,HL				CTRL-X, -A, -D			
Edit	Flags	I	R	IX	IY	PC	SP
EDIT-	-F	-I	-R	-X	-Y	-P	-S

Changing RAM/ROM paging

Toggle ROM ON/OFF (ROM 0,1)	F0, F1
Toggle RAM write-protection of section A	F2
Change page LMPR, HMPR, VMPR	L, H, V
Change screen mode	M
Toggle monitor and panel screens	F3
Toggle monitor screen ON/OFF	CTRL-F3

Quick changes to PC and SP

PC increment, decrement	Cursor_Right, _Left
Instruction down, up	Cursor_Down, _Up
SP = SP - 2	CTRL/SHIFT-Up
SP = SP + 2	CTRL/SHIFT-Down
Push value onto stack	K

Input / Output Ports

Read value from a port	CTRL-R
Write value to a port	CTRL-W
Set palette colour	P
Toggle sound chip ON/OFF	CTRL-S
Toggle sound chip ON/OFF	CTRL-S

Executing Code

Update screen	CTRL-INV
Execute 1,10,100 instruction	F7, F8, F9
Execute (unconditionally)	CTRL-F7
Stop executing	CTRL-F8
Conditional execute	CTRL-F9
Execute until PC = x	U
Execute until PC = x, with trace	CTRL-T
Boundary execute, with trace	B
Execute a given number of instructions	E
Execute until a given port is written to	W
Execute until a given port is read from	R
Execute until location value changes	X
Execute 1 instruction completely	F4
Execute until PC = top of stack	F5
Execute until the current location	F6
Execute until instruction reached	Z

F Register Bits

7 Sign	S	negative	s	positive
6 Zero	Z	zero	z	not zero
5 unused	+	set	-	reset
4 Half Carry	H	half carry	h	no half carry
3 unused	+	set	-	reset
2 Parity / Overflow	E	p. even / o.	o	p.odd / no o.
1 Subtract	N	subtraction	n	addition
0 Carry	C	carry	c	no carry

CP x	JR Z, equal	X = A
	JR NC, over	X > A
	JR C, less	X <= A

Disassembling & Editing

Evaluate expression	CTRL-E
Graphs of memory pages	G
Toggle base decimal/hex	CTRL-B
Text Editing	T
Toggle command/overtyp	RETURN
Number editing	N
Put number(s) at cursor	RETURN
Input new address	A
Page up, down	SHIFT-Up, -Down
Disassembler	D
Save current address	SPACE
Restore saved address	SHIFT-SPACE
Up, Down 1 instruction	Cursor_Up, _Down
Fill memory with given byte	CTRL-F
Copy memory block	C
Find num/char (memory search)	F
Delete highlighted instruction	EDIT-DELETE

Interrupts

Changing interrupt delay/frequency	I
Set line interrupts per frame interrupt	CTRL-L
Toggle interrupts EI/DI	CTRL-I
Generate maskable interrupt	CTRL-M
Generate non-maskable interrupt	CTRL-N
Changing interrupt mode 0, 1, 2	CTRL-F0, -F1, -F2

Prepare system and load snapshot registers	EDIT-Z
1. Load the (Spectrum) ROM at 65536 (page 3). 2. Load the .SNA file at 81893. 3. Run TurboMON at 131072 (page 7).	