

# **HRTmon**

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	<i>TITLE :</i> HRTmon		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## HRTmon

### 1.1 HRTmon documentation

HRTmon v2.14 Documentation

[Introduction](#)

[Requirements](#)

[Installation](#)

[FAQ](#)

[\\* Usage \\*](#)

[Disclaimer and Author Info](#)

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[History](#)

look out for the latest version at:

<http://dumbo.cryogen.ch/hrtmon/index.html>

### 1.2 HRTmon/Introduction

HRTmon

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Written by

Alain Malek

Have you ever wanted to get an Action Replay on your A1200, A3000 or A4000 ?

If the answer is yes, then you should have a look at HRTmon.

HRTmon is a monitor for your Amiga, which doesn't use the libraries.

You can invoke the monitor at any point. Even if a game or a demo switched off the interrupts.

---

Once in HRTmon you can watch all the memory, disassemble, edit, save, etc...

(Have a look at the [commands list](#) ).

and continue, as if nothing happend.

You don't have to care about any picture address. ALL the CHIP-memory can be edited transparently.

To work perfectly HRTmon requires a 'magic' [level7 button](#) .

(This button is recommended but you can use HRTmon without it.)

NOTE:

The demo version lacks some features:

- saving of files.

HRTmon is shareware software. If you find it useful, please register to get the full version. Please refer to the [How to Register](#) section of this documentation.

Please notice that you are not entitled to use the demoversion on a regular basis without registration. The demoversion is only for evaluation of the program. If you don't use it, delete it. If you use it, register.

Your name and a personal code will be inserted in the registered version of HRTmon.

## 1.3 HRTmon/Requirements

### REQUIREMENTS

Any Amiga with Kickstart 3.0 (or greater).

68020+ processor.

A [level7 interrupt button](#) . (Recommended)

Tested on:

- A1200
- MC68020,MC68060
- Kickstarts 39
- 2.0MB CHIPRAM, 0 - 16MB FASTRAM

Note:

- HRTmon won't work with tools like Enforcer.

To get a complete control over the system, HRTmon HAS to access the exception vectors memory, which will generate lots of Enforcer-hits.

If you find any bugs under your configuration, please contact me (address in the [Disclaimer and Author Info](#) section).

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## 1.4 HRTmon/Installation

### INSTALLATION

Simply copy these files in the same drawer.

hrtmon.data

HRTmonPrefs

HRTmonPrefs.info

HRTmon.guide

HRTmon.guide.info

HRTmon (this file can also be copied in c: for example)

Copy libs/reqtools.library to your libs: directory.

(If you don't have it already).

## 1.5 HRTmon/Usage

### USAGE

**HRTmon**

**HRTmonPrefs**

**Floppy disk launch**

**Enter HRTmon**

**The editor**

**The tracer**

**Commands list**

**Remove HRTmon**

## 1.6 HRTmon/Usage/HRTmon

### HRTmon

This program will launch HRTmon and use the preferences selected in the **HRTmonPrefs** program.

It will try to load the HRTmon.data file from the current directory, if it fails it will look into the HRTmonPrefs directory.

## 1.7 HRTmon/Usage/Tracer

### Tracer

- You can enter the tracer by pressing the F7 key.
  - To get out of the tracer just press F7 again
  - To trace one single instruction press the right-arrow.
  - To trace a BSR or a JSR instruction without tracing all the sub-routine press the down-arrow. (The sub-routine will be executed but not traced.)
-

## 1.8 HRTmon/Usage/Editor

### The Editor

#### General:

- When you enter HRTmon, you get directly in the editor.
- If the keyboard doesn't respond, just press your right-mouse button, to reinit the CIA. (HRTmon doesn't do it automatically, to avoid modifying some read-only registers.)
- The editor has 2 different pages. You can toggle between those two pages by pressing F10
- To execute a command, you just have to type the command on any line and press return to validate it.
- To repeat the same command without any parameter just press RETURN. (Usefull when disassembling or dumping memory.)
- Use the arrows keys to move the cursor arround the screen and scroll up and down into disassembled code, hex dump etc...
- The editor can work in 2 modes: insert-mode ON or OFF.

When the insert-mode is OFF, you can still insert some blank spaces, by pressing SHIFT+Del.

- To clear a single line, press SHIFT+backspace.
- The mouse can move the 'snap cursor'. When you clic on a word with the 'snap cursor', the word will be copied at the actual 'real cursor' position.

#### History:

- If you need to enter a command you used before, just press CTRL+arrow-up or CTRL+arrow-down to get the last commands you have executed.

#### Expression:

- Each time you have to enter a number in a command, you can also enter an expression.
- You can use a register in an expression.

Examples: h a0+4

d pc

- Use:

% for binary

\$ for hexadecimal

# for decimal (default)

[..] for indirect addressing

Example: h [4] will display the ExecBase structure.

- You can specify a size to each number you enter by using an extension.
-

.b for byte

.w for word (16 bits)

.l for longword (32 bits)

for example:

\$134.l

This is usefull for functions like memory search or trainer.

- To enter a string with spaces use : '

Example: s 'mod.blue light' \$40000 \$50000

## 1.9 HRTmon/Usage/Floppy

Floppy

To launch HRTmon from a floppy disk you have to create a boot-disk with **HRTmonPrefs** .

This boot-disk makes possible to debug games or demos using 'NON-DOS' disks. (have also a look at the 'reboot' command)

You have to do the following :

- Boot the HRTmon disk.
- When the screen flashes insert the disk you want to debug.
- Press the left-mouse button to enter HRTmon.

You are now debugging the boot-block of the disk you inserted.

## 1.10 HRTmon/Usage/HRTmonPrefs

HRTmonPrefs

Starting HRTmonPrefs:

Type HRTmonPrefs from the CLI or simply click on the HRTmonPrefs icon.

HRTmonPrefs options:

Address

Enter the address where you want HRTmon to be located.

This address must be entered in hexadecimal.

If you don't have any idea where to locate HRTmon then type in this

address: \$1d0000

Repeat key delay

Change the repeat key delay of HRTmon. (Default = 15)

AllocABS

When HRTmon is installed the memory used will automatically be allocated through the AllocABS function of exec.library.

This behaviour can be turned off by this switch.

---

### AutoAlloc

If you don't want to specify yourself the address field just activate this option. HRTmon will try to find out by itself the best address. (This option works at best with Kickstart 3.0 or higher, but you can also use it with Kickstart lower than 3.0)

### Insert mode as default

Editor will use 'insert' mode as default. (You can still toggle the mode with the F2 key)

### Right-Mouse Enter

Select this option if you want to enter HRTmon by pressing on your right mouse button. If you don't select this option or the Key Enter option, then the only way to enter HRTmon will be the **level7 button** .

### Key Enter

Select this option if you want to enter HRTmon by pressing on the backslash key (on US keyboard). This key is located next to the backspace key just over the return.

### IDE harddisk

Select this option if you have an A1200 or A4000 with an IDE harddisk and you want to access this disk from HRTmon.

Have also a look at the **HD WARNINGS** .

### LoadView Task

If selected a special task will be added to restore special screens correctly (gfx boards, or non 15khz display)

The LoadView call can't be done from an interrupt routine (here HRTmon), that's why it uses an additional system task.

### Keyboard

Select the keyboard you want to use in HRTmon.

### Make Boot-Disk

Click this button to create a disk which will load HRTmon at 'address', and allows you to boot from another disk.

(See **Floppy disk launch** )

### Install

After having checked the Address, and AllocABS options click on this button to install HRTmon in memory.

Saving HRTmonPrefs options:

Select 'Save' in the preferences menu.

---

## 1.11 HRTmon/HD warnings

Hard Disk Warnings !

When accessing a partition from HRTmon you have to follow the following rule:

- After having saved a file to your harddisk using HRTmon. You should perform a RESET of your computer before accessing this partition again from the AmigaDOS or Workbench side. But you can perform as many access you want from HRTmon.

If you don't follow this rule you might corrupt the files saved from HRTmon and you will need to perform a repair of your partition using DiskSalv of QuarterBackTools or any similar program, but you won't lose any file already on your HD !

Instead of resetting your computer you can also perform a 'diskchange' of the partition. (This is an AmigaDOS command)

example:

Get into a Shell or the CLI and type:

```
DiskChange hd0:
```

So the AmigaDOS will see the modifications of the disk made by HRTmon.

## 1.12 HRTmon/Usage/Enter

ENTER

To enter HRTmon, simply press your **level7** button or the right-mouse button if you have selected the Right-Mouse Enter in **HRTmonPrefs** or the BackSlash key also depending of your settings in **HRTmonPrefs** .

If the keyboard doesn't work in HRTmon press the right mouse button. (It shouldn't happen very often.)

HINTS:

HRTmon uses the VBR register to get transparent.

If you can't enter a demo or game, than try to trace the startup-code and modify every instruction concerning the VBR instruction.

The program shouldn't modify the VBR register, and every read of the VBR register should return zero. (HRTmon emulates a VBR register equal to zero).

## 1.13 HRTmon/Usage/Commands

### COMMANDS

List of commands :

**r** view or edit CPU registers  
**a** assemble 680x0  
**d** disassemble/assemble 680x0  
**h** hex dump/modify memory  
**n** ascII dump of memory  
**e** dump/modify custom registers  
**type** type from memory  
**c** copy memory  
**q** compare memory  
**o** fill memory  
**ce** exchange memory  
**f** find  
**fi** find instruction  
**fs** find string  
**cop** find copperlist  
**p** enter the graphic searcher  
**b** set or remove breakpoint (view all)  
**bj** set or remove JSR breakpoint  
**bd** remove all breakpoints  
**t** trace  
**ta** trace till address reached  
**debug** switch debug mode on/off  
**drive** change current drive  
**motor** switch drive motor on  
**format** format FFS disk  
**qformat** quick format FFS disk  
**diskchk** check a floppy disk  
**ide** get information from IDE drives  
**part** list all partitions  
**dir** dir  
**cd** change current directory  
**l** load file  
**s** save file  
**sp** save the actual picture  
**makedir** makedir

---

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del delete a file  
copy copy a file  
rs read sectors from disk  
ws write sectors to disk  
bb calculate boot-block checksum  
la load all  
sa save all  
sac save all compressed  
d2f read a floppy and save it as a file  
f2d read a file and save it as a floppy  
ts trainer start  
tsd deep trainer start  
tf trainer find  
output redirect output to memory  
af assemble 65816  
df disassemble 65816  
fif find instruction 65816  
clear clear all memory and reboot  
reboot reboot and keep HRTmon resident  
pal set PAL display  
ntsc set NTSC display  
31k set 31Khz display (Productivity,...)  
led switch power led on/off  
? evaluate expression  
excep show exception vectors  
x exit HRTmon  
kill kill HRTmon  
List of special keys :  
F1 clear screen  
F2 toggle insert mode on/off  
F6 toggle 65802/65816 CPU mode (for disassemble)  
F7 enter and exit tracer  
F10 toggle between page 1 and 2  
ESC break the actual command  
HELP show commands list  
See also : [The Editor](#)

---

## 1.14 HRTmon/Usage/Commands/CMD\_31K

CMD\_31K : Set 31khz display

Syntax:

31K

Notes:

- If you have stopped a program which runs on a Productivity, Euro72, DblPal, DblNtsc screen you can restore the display correctly by using this command.

## 1.15 HRTmon/Usage/Commands/CMD\_FS

CMD\_FS : Find String

Syntax:

fs start end 'string'

Parameters:

start = start address of search

end = end address of search

string = string to search

Notes:

- The search isn't case sensitive.

## 1.16 HRTmon/Usage/Commands/CMD\_E

CMD\_E : dump/edit custom registers

Syntax:

e offset [newval]

Parameters:

offset = offset of custom register (\$100 <=> \$dff100)

newval = new value for the custom register

Notes:

- This command replaces the old cmd\_esc (for HRTmon 1.x users)

## 1.17 HRTmon/Usage/Commands/CMD\_DISKCHK

CMD\_DISKCHK : check disk

Description:

- Check a floppy disk for errors

Syntax:

diskchk

Notes:

- Use the **DRIVE** command to check a disk in df1:

---

## 1.18 HRTmon/Usage/Commands/CMD\_R

CMD\_R : registers

Description:

- View the processor registers, or modify a register.

Syntax:

r

or r reg val

Parameters:

reg = name of register to modify.

val = new value for the register.

Notes:

- register RTS shows you the return address if a RTS is executed.

if the PC points on a RTE instruction, you will see the 'RTE address'.

## 1.19 HRTmon/Usage/Commands/CMD\_A

CMD\_A : assemble

Description:

- Assemble MC680X0 code into memory.

Syntax:

a address instruction

Parameters:

address = address where the instruction must be assembled.

instruction = MC68000-MC68040/FPU/MMU instruction.

Notes:

- You have to enter the instruction with the new syntax.

Example: `move.l d0,(4,a0)` correct

`move.l d0,4(a0)` incorrect

`move.l d0,($40000)` correct

`move.l d0,$40000` incorrect

- You have to enter the instructions in their original forme.

Example: `cmpi.w #4,d0` correct

`cmp.w #4,d0` incorrect

- If the assemble command succeeds it will automatically print 'a nextaddress' on the next line.

If you want to stop assembling just press return.

Otherwise type in the next instruction.

- You can also use the **D** command.

---

## 1.20 HRTmon/Usage/Commands/CMD\_D

CMD\_D : disassemble / assemble

Description:

- Disassemble (or assemble) MC680X0 code from memory.

Syntax:

d address [instr]

Parameters:

address = address of the 680x0 code to disassemble.

Notes:

- 8 instructions from 'address' will be disassembled and printed.

## 1.21 HRTmon/Usage/Commands/CMD\_H

CMD\_H : hex dump

Description:

- Dump memory in hex and ascII, or edit memory.

Syntax:

h address ;hex dump

or h address val.x val.x val.x ... ;modify memory

or h address 'string' ;modify memory

Parameters:

address = address of the memory to dump or to modify

val = new values to write in memory.

x = size of val = b,w,l (default: w)

Examples:

h \$40000 10.b \$140.w \$12345678.l

h \$50000 'HRTmon'

## 1.22 HRTmon/Usage/Commands/CMD\_N

CMD\_N : ascII dump

Description:

- Dump memory in ascII only.

Syntax:

n address

Parameters:

address = address of the memory to dump.

---

## 1.23 HRTmon/Usage/Commands/CMD\_TYPE

CMD\_TYPE

Description:

- Type a text in memory in the editor.

Syntax:

type address

Parameters:

address = address of the memory to type.

Notes:

- the memory will be printed in the editor.

A zero will stop the command.

## 1.24 HRTmon/Usage/Commands/CMD\_C

CMD\_C

Description:

- Copy a block of memory.

Syntax:

c start end dest

Parameters:

start = start address of the block to copy.

end = end address of the block to copy.

dest = destination address for the block.

## 1.25 HRTmon/Usage/Commands/CMD\_Q

CMD\_Q

Description:

- Compare two blocks of memory to see if they are equals.

Syntax:

q start end start2

Parameters:

start = start address of the block to compare.

end = end address of the block to compare.

start2 = start address of the 2nd block to compare with the first one.

Notes:

- If the two blocks are different, the address of the first byte different from the 2nd block will be printed.

- If the two areas are equal, the following message will be printed:

'Equal areas.'

---

## 1.26 HRTmon/Usage/Commands/CMD\_O

### CMD\_O

#### Description:

- Fill the memory with the same byte.

#### Syntax:

o start end val

#### Parameters:

start = start address of the block to fill.

end = end address of the block to fill.

val = value used to fill the block.

#### Notes:

- 'val' can only be a byte. (If you enter a word or a long it will be truncated to a byte.)

## 1.27 HRTmon/Usage/Commands/CMD\_CE

### CMD\_CE

#### Description:

- Exchange two blocks of memory.

#### Syntax:

ce start end dest

#### Parameters:

start = start address of the block to exchange.

end = end address of the block to exchange.

dest = destination address for the exchange.

#### Notes:

- The two areas will be exchanged.

## 1.28 HRTmon/Usage/Commands/CMD\_F

### CMD\_F

#### Description:

- Find a sequence of bytes, words, longs in memory.

#### Syntax:

f start end val.x val.x ...

#### Parameters:

start = start address for the search.

end = end address for the search.

val = value to find.

x = size (b,w,l)

#### Examples:

f \$f80000 \$f90000 \$4ef9.w \$f800d2.1

## 1.29 HRTmon/Usage/Commands/CMD\_FI

### CMD\_FI

#### Description:

- Search for a string in the disassembled (MC680X0) code.

#### Syntax:

```
fi start end 'string'
```

#### Parameters:

start = start address for the search.

end = end address for the search.

string = string to find.

#### Notes:

- don't forget to use the new Motorola syntax.
- you can use the \* character to replace any character.
- you can also find relative address as the fa command of the

#### ActionReplay

#### Examples:

```
fi $f80000 $f90000 '9a,a*')
```

will find for example:

```
MOVE.W #$7FFF,($9A,A4)
```

## 1.30 HRTmon/Usage/Commands/CMD\_P

### CMD\_P

#### Description:

- Enter the graphic searcher

#### Syntax:

```
p picno
```

#### Parameters:

picno (optional parameter)

#### Notes:

- First use the **COP** command to find the right copper-list, then use this command
  - F10 or ESC : exit this mode.
  - arrows keys : to move unlocked plans
  - Shift : Fast move
  - 1-8 : Lock, Unlock plans
  - M : Increase modulo
  - N : Decrease modulo
-

- , : Clear modulo
- Q : Decrease picture width
- W : Increase picture width
- A : Decrease picture height
- S : Increase picture height
- R : Set all bitplans to the same address
- H : Toggle HAM mode on/off
- Help : Switch info panel on/off
- Del : Change colors of info panel
- F1 : Start / stop set height mode

### 1.31 HRTmon/Usage/Commands/CMD\_B

#### CMD\_B

##### Description:

- Set or remove an Illegal breakpoint.

##### Syntax:

b address ;set,remove breakpoint

or b ;view all breakpoints

##### Parameters:

address = address of the breakpoint to set or remove.

### 1.32 HRTmon/Usage/Commands/CMD\_BJ

#### CMD\_BJ

##### Description:

- Set or remove a JSR breakpoint.

##### Syntax:

bj address ;set,remove JSR breakpoint

or bj ;view all breakpoints

##### Parameters:

address = address of the breakpoint to set or remove.

##### Notes:

- Will enter the monitor with a JSR instruction.

Don't forget that it will modify 6 bytes in memory to put a JSR.

- This feature was implemented for Amigas without a VBR register.

(Now HRTmon needs at least a 68020, so this command is obsolete.)

It doesn't need to modify the illegal instruction exception vector.

Use **b** command instead.

---

### 1.33 HRTmon/Usage/Commands/CMD\_BD

CMD\_BD

Description:

- Remove all breakpoints set by {"b " Link cmd\_b} or {"bj " Link cmd\_bj}.

Syntax:

bd

Notes:

- All breakpoints will be removed.

### 1.34 HRTmon/Usage/Commands/CMD\_T

CMD\_T

Description:

- Trace one or more instructions.

Syntax:

t ;trace 1 instruction

or t nbsteps ;trace nbsteps instructions

Parameters:

nbsteps = nb of instructions to trace without entering in the monitor.

### 1.35 HRTmon/Usage/Commands/CMD\_TA

CMD\_TA

Description:

- Trace till a specific address is reached.

Syntax:

ta address ;trace 1 instruction

Parameters:

address = when the processor reaches this address, it will activate the monitor.

Notes:

- This function is usefull when you want to put a breakpoint in a ROM.

- Warning ! This function will slow-down your computer, as each instruction will be traced until the address is reached.

- Be carfull when the processor swithcs from User mode, to Supervisor !

---

### 1.36 HRTmon/Usage/Commands/CMD\_DEBUG

CMD\_DEBUG

Description:

- Intercept some exceptions.

Syntax:

debug ;switch on/off debug mode

Notes:

- When in debug mode. The monitor will be invoked when one of the following exceptions is raised.

Bus Error

Address Error

Illegal Instruction

Divide by Zero

LINE-A

LINE-F

### 1.37 HRTmon/Usage/Commands/CMD\_DRIVE

CMD\_DRIVE

Description:

- View or set the actual drive number.

Syntax:

drive ;view actual drive no

or drive no ;change drive no

Parameters:

no = no of the drive to use for disk operations. (0-3)

Notes:

- All disk operations will take place on that drive.

### 1.38 HRTmon/Usage/Commands/CMD\_MOTOR

CMD\_MOTOR

Description:

- Switch the drive motor on.

Syntax:

motor

---

### 1.39 HRTmon/Usage/Commands/CMD\_FORMAT

#### CMD\_FORMAT

##### Description:

- Format a floppy disk in FFS.

##### Syntax:

format diskname

##### Parameters:

diskname = name for the disk. Default = HRTmon

##### Notes:

- The disk will be formatted in FFS.
- Use the **DRIVE** command to format a disk

in df1:

### 1.40 HRTmon/Usage/Commands/CMD\_QFORMAT

#### CMD\_QFORMAT

##### Description:

- Quick format a floppy disk.

##### Syntax:

qformat diskname

##### Parameters:

diskname = name for the disk. Default = HRTmon

##### Notes:

- The disk will be quick formatted in FFS.
- This command won't work properly if the disk as never been formatted in any Amiga format. (First use **format** )
- Use the **DRIVE** command to format a disk

in df1:

### 1.41 HRTmon/Usage/Commands/CMD\_DIR

#### CMD\_DIR

##### Description:

- View the contents of the actual directory.

##### Syntax:

dir

or dir name

##### Parameters:

name = name of the directory to list.

##### Notes:

- use **cd** command to change the current directory.

## 1.42 HRTmon/Usage/Commands/CMD\_CD

CMD\_CD

Description:

- Change current directory.

Syntax:

cd path

Parameters:

path = path of the future current directory

Examples:

cd hd0:c

cd df0:

Notes:

- To go to the parent directory type : cd /

## 1.43 HRTmon/Usage/Commands/CMD\_L

CMD\_L

Description:

- Load a binary file into memory.

Syntax:

l name address

Parameters:

name = name of the file to load from disk.

address = destination address for the file.

## 1.44 HRTmon/Usage/Commands/CMD\_S

CMD\_S

Description:

- Save a block of memory to disk.

Syntax:

s name start end

Parameters:

name = name of the file to save to disk.

start = start address of the block to save.

end = end address of the block to save.

Have also a look at the **HD WARNINGS** .

---

## 1.45 HRTmon/Usage/Commands/CMD\_MAKEDIR

CMD\_MAKEDIR

Description:

- Create a new directory.

Syntax:

mkdir name

Parameters:

name = name of the new directory to create.

## 1.46 HRTmon/Usage/Commands/CMD\_RS

CMD\_RS

Description:

- Read some sectors from disk.

Syntax:

rs address startsec nbsec

Parameters:

address = address where you want to load the sectors.

startsec = first sector you want to load.

nbsec = nb of sectors from startsec you want to load.

## 1.47 HRTmon/Usage/Commands/CMD\_WS

CMD\_WS

Description:

- Write some sectors to disk.

Syntax:

ws address startsec nbsec

Parameters:

address = address from where you want to save.

startsec = first sector of the disk to save.

nbsec = nb of sectors from startsec you want to save.

## 1.48 HRTmon/Usage/Commands/CMD\_LA

CMD\_LA

Description:

- Load all. (See [sa](#))

---

Syntax:

LA

Notes:

- You will be asked to enter the disks you used for **sa** .
- As all registers can't be read. This function won't work 100%.
- To get the best results do the following.

1st load the programm you want to restore.

2nd when you are in the programm use the LA command.

By this way all custom registers will be already initialized properly.

## 1.49 HRTmon/Usage/Commands/CMD\_SA

CMD\_SA

Description:

- Save all. (Save memory, registers, etc... to disks.)

It is usefull if you want to save a game which doesn't have a 'save game' option.

Syntax:

SA

Notes:

- You will be asked to enter multiple disks if not saving onto a HD.
- As all registers can't be read. This function won't work 100%.
- See **la** command to see how to restore the programm.
- Warning ! Only the CHIP memory from \$0 to \$200000 will be saved.

So, if you want to use this command you will have to switch off your FAST-RAM.

- Have also a look at the **HD WARNINGS** .

## 1.50 HRTmon/Usage/Commands/CMD\_SAC

CMD\_SAC

Description:

- Crunch and save all. (Save memory, registers, etc... to disks.)

It is usefull if you want to save a game which doesn't have a 'save game' option.

Syntax:

SAC

Notes:

- You will be asked to enter multiple disks if not saving onto a HD.
-

- As all registers can't be read. This function won't work 100%.
  - See **la** command to see how to restore the programm.
  - Warning ! Only the CHIP memory from \$0 to \$200000 will be saved.
- So, if you want to use this command you will have to switch off your FAST-RAM.
- Have also a look at the **HD WARNINGS** .

## 1.51 HRTmon/Usage/Commands/CMD\_TS

### CMD\_TS

#### Description:

- Start the trainer process.

It will save all address containing a specific value (the actual number of lives you have) in a buffer.

#### Syntax:

ts start end val.x

#### Parameters:

start = start of the memory block you want to search.

end = end of the memory block.

val = the value you want to search. (number of lives)

x = b or w or l

#### Notes:

- After having used this command, continue your game and loose one life.

Then enter HRTmon and use the **tf** command.

## 1.52 HRTmon/Usage/Commands/CMD\_TS

### CMD\_TS

#### Description:

- Start the trainer process in deep mode

It will save all address containing a specific value (the actual number of lives you have +- 1) in a buffer.

#### Syntax:

tsd start end val.x

#### Parameters:

start = start of the memory block you want to search.

end = end of the memory block.

val = the value you want to search. (number of lives)

x = b or w or l

#### Notes:

- After having used this command, continue your game and loose one life.

Then enter HRTmon and use the **tf** command.

---

### 1.53 HRTmon/Usage/Commands/CMD\_TF

#### CMD\_TF

##### Description:

- Continue the trainer process.

It will check if the address contained in the trainer buffer have the value given in parameter.

If it's the case the address will be printed.

Only the printed address will remain in the trainer buffer, so you can repeat the same procedure, to track step by step the exact address.

##### Syntax:

tf start end val

##### Parameters:

start = start of the memory block you want to search.

end = end of the memory block.

val = the value you want to search. (new number of lives)

##### Notes:

- If there are too many address, continue your game and loose one life.

Then enter HRTmon and use the **tf** command again.

### 1.54 HRTmon/Usage/Commands/CMD\_OUTPUT

#### CMD\_OUTPUT

##### Description:

- Makes a copy of all outputs of HRTmon in memory.

##### Syntax:

output address ;start output

or output ;stop output

##### Parameters:

address = address where you want to redirect the output of HRTmon.

### 1.55 HRTmon/Usage/Commands/CMD\_AF

#### CMD\_AF

##### Description:

- assemble 65816 code in memory.

##### Syntax:

af address string

##### Parameters:

address = address where the code must be assembled.

string = code to assemble.

Parameters:

- I don't remember if this function was 100% finished.

As I never use it, I don't care... (Ask me if you really need it)

## 1.56 HRTmon/Usage/Commands/CMD\_DF

CMD\_DF

Description:

- disassemble 65816 code from memory.

Syntax:

df address

Parameters:

address = address to disassemble

Notes:

- Use the F6 key to toggle the 8/16 bit mode.

## 1.57 HRTmon/Usage/Commands/CMD\_FIF

CMD\_FIF

Description:

- Search for a string in the disassembled (65816) code.

Syntax:

fif start end 'string'

Parameters:

start = start address for the search.

end = end address for the search.

string = string to find.

Notes:

- you can use the \* character to replace any character.

## 1.58 HRTmon/Usage/Commands/CMD\_COP

CMD\_COP

Description:

- Find the actual copper-list.

Syntax:

cop start end

---

Parameters:

start = start of the range to search.

end = end of the range to search.

Notes:

- This command can take some time if the copper-list is very long...

## 1.59 HRTmon/Usage/Commands/CMD\_?

CMD\_?

Description:

- Evaluate an expression.

Syntax:

? expression

Parameters:

expression = expression to evaluate.

Notes:

- use the '\$' character to enter a hexadecimal value.
- use the '%' character to enter a binary value.
- use the '#' character to enter a decimal value.
- you can use any register in the expression.

Example:

? a0+d0\*4

- use the '[' and ']' characters to enter an indirect address.

## 1.60 HRTmon/Usage/Commands/CMD\_X

CMD\_X

Description:

- Exit HRTmon

Syntax:

x

## 1.61 HRTmon/Usage/Commands/CMD\_KILL

CMD\_KILL

Description:

- Kill and exit HRTmon

Syntax:

kill

---

## 1.62 HRTmon/Usage/Commands/CMD\_IDE

CMD\_IDE

Description:

- Display IDE HardDisk information

Syntax:

ide

Notes:

- You need an A1200 or an A4000 to access a HardDisk.
- You need to activate the IDE option in **HRTmonPrefs** .
- Read **HD WARNINGS** before accessing your HardDisk.

## 1.63 HRTmon/Usage/Commands/CMD\_PART

CMD\_PART

Description:

- Display a list of accessible disks and partitions.

Syntax:

part

Notes:

- You need an A1200 or an A4000 to access a HardDisk.
- You need to activate the IDE option in **HRTmonPrefs** .
- Read **HD WARNINGS** before accessing your HardDisk.

## 1.64 HRTmon/Usage/Commands/CMD\_SP

CMD\_SP

Description:

- Save the actual picture of the graphic searcher ( **P** command)  
in IFF format.

Syntax:

sp filename

## 1.65 HRTmon/Usage/Commands/

This function doesn't need any comments !

---

## 1.66 HRTmon/Usage/Remove

### REMOVE

- To remove HRTmon just run **HRTmonPrefs** .

HRTmon will be automatically located and removed.

- You can also use the **KILL** command.

## 1.67 HRTmon/Level7

### LEVEL7 BUTTON

HRTmon needs a special hardware to work properly.

(If you don't have it you can still use HRTmon with the 'right-mouse enter' or the 'key-enter' options of **HRTmonPrefs** )

You will have to add a level7 button to your Amiga (if you don't have it already). This button will also work with other software as ASMOne.

This button will generate a level7 (Non maskable interrupt) on you Amiga.

When you press this button, you will immediatly enter HRTmon.

Don't be afraid if you are not an electronics specialist ! It's very easy if you know soldering.

(If you can't do it, just ask some friends. I'm sure you know someone who will be able to do it.)

Material needed :

- 1 button.

- some wires.

- 3 diodes 1N4148 or any other equivalent.

Here is the schematics of this button:

```
IPL0 ----- >| -----\
```

```
|
```

```
IPL1 ----- >| ----- button ----- GND
```

```
|
```

```
IPL2 ----- >| -----/
```

>| = diode.

IPL0 IPL1 IPL2 signals can be found on pin 83-82-81 of the expansion port of the A1200.

## 1.68 HRTmon/Disclaimer and Author Info

### HRTmon Information

HRTmon Copyright © 1991 - 1998 Alain Malek, All Rights Reserved.

The registered version is copyrighted, and is a personal license only.

The demoversion is freely distributable as long as all of the files are included in their original form without additions, deletions or modifications of any kind, and only a nominal fee can be charged for the distribution.

This software is provided "AS IS" without warranty of any kind, either expressed or implied. By using HRTmon, you agree to accept the entire risk as to the quality and performance of the program.

Please send your comments, wishes and bug reports for HRTmon to:

Alain Malek

Bonne-Esperance 1

1006 Lausanne

SWITZERLAND

Or by email:

Alain.Malek@cryogen.com

Please remember to state the version number you are using, in all correspondance.

## 1.69 HRTmon/How To Register

### How To Register

To register, send me an errorfree double-density disk and USD \$25

(SFR 30, DM 40, or an equal amount in any currency). Cash only, please.

This will earn you the latest full version plus any number of free upgrades.

If you've got the possibility of receiving the package through email, send only money (no disk), and let me know how to contact you.

If you're a registered user and want to upgrade; send money to cover for a disk, packing and postage (one 2DD disk is approx. \$1 USD, packing approx. \$1 USD and postage is approx. \$1.5 inside Europe and approx. \$2 USD outside, which should sum up to ~\$3.5 - \$4 USD). This is not necessary if you've got an email adress where you can receive the upgrade, as they will be emailed to you free of charge upon request.

Notice that the demoversion is only an evaluation version. If you use it regularly, you should register.

Mail to:

Alain Malek

---

Bonne-Esperance 1

1006 Lausanne

SWITZERLAND

Email:

Alain.Malek@cryogen.com

HRTmon homepage:

<http://dumbo.cryogen.ch/hrtmon/>

Also contact me for questions, ideas for future releases, bugreports.

Please support Amiga shareware, don't spread the registered version, nor use a pirated version. Increased support means better and more software for the Amiga range of computers.

## 1.70 HRTmon/Thanks to...

Thanks to ...

- Nico Francois for his great reqtools library.
- Carnivore/BeerMacht for the assembler and disassembler functions.  
First I did my own routines, but only for 68000, and I was too lazy to add the 68020-68040,FPU,MMU instructions. So I took his routines from BeerMon and adapted them to HRTmon.
- Roberto Marra, sCREEM/cRUX, SHANE, Jean-Francois Fabre, Henry Sopko for beta-testing and new ideas.
- Pablo d'Angelo for his help in finding the cpu detection bug.
- And all the people who registred HRTmon !

## 1.71 HRTmon/Future

The Future

- Add play-sound command (no one seems to need it, till now...)
  - Add breakpoint option in the tracer.
  - 68060 instructions
  - Add saving of FASTRAM to SA/LA commands.
  - Address access breakpoint by using the MMU
  - Trap write-only registers with MMU
  - PPC assembling/disassembling
  - Any good idea from you :)
-

## 1.72 HRTmon/FAQ

FAQ (Frequently Asked Questions)

1 - I can't find a FA command ?

Use the **FI** command instead. Finding relative addresses is just one aspect of this powerful command.

2 - HRTmon doesn't restore the display of my game correctly ?

I can't do anything against this. The problem is due to some write-only registers which can't be restored.

To get the correct display mode you can try to change the default values of some custom registers as BPLCON0 (\$100), BPLMOD0 (\$108), FMODE (\$1fc) by using the **E** command.

3 - HRTmon doesn't restore my Productivity, Euro72, DblPal, DblNtsc, ... (or gfx board) screen ?

Again this is due to some write-only registers which can't be restored.

You can solve this problem by using the **31K** command, or use the LoadView option of HRTmonPrefs.

## 1.73 HRTmon/History

History

version 2.14 9 Jan 1998 (8th public release)

- support for CD32 ProModule IDE interface
- faster copper list search (cmd COP)
- support for NTSC and Multiscan screen modes
- configuration fileformat changed, users of v2.13 or prior should save a new config from HRTmonPrefs

version 2.13 6 Nov 1997 (7th public release)

- level 7 a little bit more powerful
- better IDE HD support
- trainer functions fixed

version 2.12 16 Jun 1997 (6th public release)

- 68060 instructions added
- 68060 register display

version 2.1 22 May 1997 (5th public release)

- 'Snap cursor' added in editor window
  - new status bar
  - no output on screen when switching insert mode on/off
-

- '#' key was missing on French keyboard
- command history invoked through CTRL-up/down keys
- use SHIFT-up/down to scroll faster in memory dump
- Garbage on screen with some 040 machines fixed
- help page doesn't scroll further when HELP key released
- 31K command added
- Bug in disk bitmap allocation removed. (got a disk full msg too early)
- Bug in CPU detection routine removed. (failed on 68020 boards with FPU)
- LoadView task option added in HRTmonPrefs (gfx-board compatible)

version 2.00 24 Nov 1996 (4th public release)

- IDE hard-disk access (A1200 and A4000 only)
- Support for International FileSystem
- Works on 68020-68060
- A4000 bug fixed
- Scroll up and down for disassembly, mem dump, etc...
- New powerfull gfx searcher and ripper
- Save picture command
- Improved floppy disk access
- HRTmon can be entered by pressing a key
- Auto memory location
- Some more preferences
- Completely rewritten file access routines
- New HRTmon program launcher
- Lots of small usefull commands added...

version 1.20 2 May 1995 (3rd public release)

- SETMAP command removed.
- Now you select your keyboard from HRTmonPrefs
- Added MMU option in HRTmonPrefs
- Added Clock option in HRTmonPrefs

(The auto-detection of the clock caused a crash on A3000 and A4000/030 and maybe some other configurations too.)

version 1.10 22 April 1995

- Added KILL command.

version 1.01 10 April 1995 (2nd public release)

- Removed a bug when entering HRTmon. (Sometimes it crashed...)
- No more crash when exiting HRTmon, after having pressed the right-mouse button in HRTmon (only in 'right-mouse enter' mode.)
- Now the debug command should work correctly.

version 1.00 2 April 1995

- First public release
-