

DMon

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Chapter 1

DMon

1.1 DMon.guide

Donaldos 68030-82 Monitor version 1.86

Copyright

What is DMon

Commands in DMon

Menus in DMon

Arexx support

Command Line

Other Functions

Author Info

Concept Index

1.2 DMon.guide/Copyright

Copyright

DMon V1.86 is (C) Copyright 1991-93 Andreas Smigielski Wiedweg 5,
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Permission is granted to distribute DMon for non-comercial usage
only. Any comercial distribution should by allowed by written
permission by the author. No waranty is made for anything DMon can or

can not do. The use of DMon is on your own risk.

1.3 DMon.guide/What is DMon

What is DMon

DMon is a multi-purpose utility written for my personal usage only. It is a Monitor, Dissassembler, Debugger and development system for my own programs. You may find similarities to Amiga Monitor by Timo Rossi. But DMon is different, it can dissassemble and debug 68xxx software in User and Supervisor Mode. If you do not know what that mean, than do not use DMon! 68000 users should know that DMon may run on these machines, but no waranty is made that every function should work as on other systems. Kick V1.3 users may find that since version 1.70 DMon needs Kick V2.0 to work. There is no need to support Kick V1.3 Amigas either.

1.4 DMon.guide/Commands in DMon

Commands in DMon

Everything in [...] is optional. All memory locations, addresses and other input should be inputed in HEX if not otherwise stated.

Disassemble Memory

Show Memory HEX-ASCII

Show Memory Visual

Read Raw Tracks

Write Raw Tracks

Get Help

Open Output Channel

Close Output Channel

Swap Output Channel

Fill Memory

Find String-HEX

Loading Files

Partial Loading from Files

Writing Memory to Files

Transfer Memory

Read from Device

Write to Device

Show Registers

Change Directory

Jump into Memory

Jump into Subroutine

Go into Memory

Disk Block CkeckSum

Boot Block CheckSum

Change Device

Format Disk

Install Disk

Check Summ Disk

1.5 DMon.guide/Disassemble Memory

Disassemble Memory
=====

COMMAND FLAGS

D [MemAddr] [EndAddr]

Disassemble memory at MemAddr. If no EndAddr is specified 16 lines will be written to standard output.

1.6 DMon.guide/Show Memory HEX-ASCII

Show Memory HEX/ASCII
=====

COMMAND FLAGS

M [MemAddr] [EndAddr]

Display memory as HEX/ASCII at MemAddr. If no EndAddr is specified 16 lines will be written to standard output.

1.7 DMon.guide/Show Memory Visual

Show Memory Visual

=====

COMMAND FLAGS

SHOW [MemAddr]

Display memory as a picture at the memory location specified by MemAddr. For memory hunting. MemAddr will be set by other commands. You can use arrow keys or Mouse to scroll through bitmap Keypad + advance modulo, Keypad - disadvance modulo Del to reset modulus, Enter/Return switch between High and Low resolution display, Space to exit Show Memory.

1.8 DMon.guide/Read Raw Tracks

Read Raw Tracks

=====

COMMAND FLAGS

READ MemAddr Start Number

Read RAW Tracks from disk. MemAddr is the address where the tracks will be MFM decoded. Start is the start track to read from. Number is the number of tracks to read.

1.9 DMon.guide/Write Raw Tracks

Write Raw Tracks

=====

COMMAND FLAGS

WRITE MemAddr Start Number

Write RAW Tracks to disk. Not in the public version!

1.10 DMon.guide/Get Help

Get Help
=====

COMMAND FLAGS

HELP

This will display short discription of commands available.

1.11 DMon.guide/Open Output Channel

Open Output Channel
=====

COMMAND FLAGS

OPEN [Output Channel]

This will open another output channel, default is console output window. Valid output is anything Amiga DOS will understand. Example "Open CON://640/200/Donaldos", "Open SER:", "Open PAR:" or "Open File".

1.12 DMon.guide/Close Output Channel

Close Output Channel
=====

COMMAND FLAGS

CLOSE

Close a before opend output channel.

1.13 DMon.guide/Swap Output Channel

Swap Output Channel
=====

COMMAND FLAGS

SWAP

Swap between two output channels.

1.14 DMon.guide/Fill Memory

Fill Memory

=====

COMMAND FLAGS

FILL Start End Bytes

Fill memory with something. To fill with ASCII strings Enter: "Fill 0 2000 Hello!". To fill with a HEX value Enter: "Fill 0 2000 \$12345" HEX fill is only Byte, Word or Long. It depends on the value you enter.

1.15 DMon.guide/Find String-HEX

Find String/HEX

=====

COMMAND FLAGS

FIND Start End String

Find a string in memory. To find a ASCII string Enter: "Find 0 2000 Me!" To find a HEX value Enter: "Find 0 2000 \$1234"

1.16 DMon.guide/Loading Files

Loading Files

=====

COMMAND FLAGS

[MemAddr [File]

Load a File into memory. If no filename is specified a file requester should appear where the file can be selected.

1.17 DMon.guide/Partial Loading from Files

Partial Loading from Files

=====

COMMAND FLAGS

[# MemLoc Offset Size [File]

Load a partial block from a file. If no filename is specified a file requester should appear where the file can be selected.

1.18 DMon.guide/Writing Memory to Files

Writing Memory to Files

=====

COMMAND FLAGS

] MemAddr Size File

Write memory at MemAddr to a file. Size is the amount of bytes to write to the file. If no filename is specified a file requester should appear where the file can be selected.

1.19 DMon.guide/Transfer Memory

Transfer Memory

=====

COMMAND FLAGS

T Start End Destination

Transfer Memory to a memory location specified by Destination.

1.20 DMon.guide/Read from Device

Read from Device

=====

COMMAND FLAGS

< MemAddr Unit Block Num

Read a DOS block from disk or other device. Example: < 60000 0 0 2
This will read the Boot Block from disk in drive 0 (DF0:). The device can be set with the 'DEV' command.

1.21 DMon.guide/Write to Device

Write to Device

=====

COMMAND FLAGS

> MemAddr Unit Block Num

Write a DOS block to disk or other device. Example: > 60000 0 0 2
This will write the Boot Block to disk in drive 0 (DF0:). The device
can be set with the 'DEV' command.

1.22 DMon.guide/Show Registers

Show Registers

=====

COMMAND FLAGS

R

This will show all CPU, FPU and MMU registers and condition codes,
not only for debugging.

1.23 DMon.guide/Change Directory

Change Directory

=====

COMMAND FLAGS

CD Directory

To change to a new directory the 'CD' command must be used.

1.24 DMon.guide/Jump into Memory

Jump into Memory

=====

COMMAND FLAGS

JMP MemAddress

Jump to a memory location specified by MemAddress. The results may

be shown with the 'R' command.

1.25 DMon.guide/Jump into Subroutine

Jump into Subroutine
=====

COMMAND FLAGS

JSR MemAddress

Jump to a subroutine in memory specified by MemAddress. The results may be shown with the 'R' command.

1.26 DMon.guide/Go into Memory

Go into Memory
=====

COMMAND FLAGS

GO StartAddr EndAddr

This will execute code in memory from StartAddr until EndAddr. Any RTS found before EndAddr will terminate the 'GO' command. The results may be shown with the 'R' command.

1.27 DMon.guide/Disk Block CkeckSum

Disk Block CkeckSum
=====

COMMAND FLAGS

= MemAddress

To calculate the Disk Block CkeckSum.

1.28 DMon.guide/Boot Block CheckSum

Boot Block CheckSum
=====

```
COMMAND  FLAGS
```

```
#  MemAddress
```

To calculate the Boot Block CheckSum.

1.29 DMon.guide/Change Device

```
Change Device
```

```
=====
```

```
COMMAND  FLAGS
```

```
Dev  [devicename]
```

To change the device this command should be used. Default is trackdisk.device. Example: "dev scsi.device"

1.30 DMon.guide/Format Disk

```
Format Disk
```

```
=====
```

```
COMMAND  FLAGS
```

```
Format  [-qv] Device [Unit]
```

Like standard DOS format command, but better. Deep format will show any error occurred and tries four times to format a track if format failed for any reason. Sometimes a damaged disk can be repaired this way. Modes are : -q for Quick format, -v for Deep format. To break format hit CTRL-C inside Output Window. Example: "Format df0:" This will format a FFS disk in drive df0:

1.31 DMon.guide/Install Disk

```
Install Disk
```

```
=====
```

```
COMMAND  FLAGS
```

```
Install  Device [Unit]
```

Install South of Heaven a nice utility. The install command will install the Boot Block on any DOS disk (OFS/FFS) automatically. South of Heaven can be replaced with standard OS 2.0 boot code by menu selection.

1.32 DMon.guide/Check Summ Disk

Check Summ Disk

=====

COMMAND FLAGS

SumDisk Device [Unit]

To fix Block CheckSumms on Disk or other device.

1.33 DMon.guide/Menus in DMon

Menus in DMon

Open

Close

Save

Exchange

Help

About

Quit

Instruction Bytes

DC.W Statements

South of Heaven

1.34 DMon.guide/Open

Open

====

This will open an output channel.

1.35 DMon.guide/Close

Close
=====

This will Close an output channel.

1.36 DMon.guide/Save

Save
=====

This will close an output channel.

1.37 DMon.guide/Exchange

Exchange
=====

This will exchange between two output channels.

1.38 DMon.guide/Help

Help
=====

This will give quick description on commands available.

1.39 DMon.guide/About

About
=====

This will display author info and online time.

1.40 DMon.guide/Quit

Quit
=====

This will terminate DMon.

1.41 DMon.guide/Instruction Bytes

Instruction Bytes
=====

This will turn on or off instrcution bytes for the dissassembler.

1.42 DMon.guide/DC.W Statements

DC.W Statements
=====

This will turn on or off DC.W Statements for the dissassembler.

1.43 DMon.guide/South of Heaven

South of Heaven
=====

With this the 'install' command can be forced to use standard OS2.0 boot code rather than Sout of Heaven boot code. That is: turn all caches and burst mode on, switch from PAL to NTCS and vice versa with left or right mouse button, remove unwanted resident utilities, boot with a differerent color on diffrent machines for quick identification and turn off CLI window for OS2.0.

1.44 DMon.guide/Arexx support

Arexx support

DMon has a simple arexx port with which one can run arexx scripts and call direct arexx functions. To launch a Arexx program or statement simply enter "Say Here am I", "rx script" or simple "script". Both ' and " should work. the terminating ' or " is not needed but only conventional. Arexx scripts are not included for DMon.

1.45 DMon.guide/Command Line

Command Line

DMon has a simple Command Line Interface. That is: one can enter any

command and if DMon do not understand this command it will call dos.library to execute it. Results will be written to default output channel, normally console window. Note that DMon will try to execute all commands in Supervisor Mode if possible.

1.46 DMon.guide/Other Functions

Other Functions

DMon will always open its window in the left lower part of the display. DMon will report on Guru Meditations if any occurred. It will show full description with code, task address, task name and registers if available.

1.47 DMon.guide/Author Info

Author Info

Please send any bug report or enhancement request to

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1.48 DMon.guide/Concept Index

Concept Index

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Arexx support

Author Info

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Boot Block CheckSum

Boot Block CheckSum

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Fill Memory	Fill Memory
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Help	Help
Install Disk	Install Disk

Instruction Bytes	Instruction Bytes
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Show Registers	Show Registers
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Swap Output Channel	Swap Output Channel
Transfer Memory	Transfer Memory

What is DMon

What is DMon

Write Raw Tracks

Write Raw Tracks

Write to Device

Write to Device

Writing Memory to Files

Writing Memory to Files
