

# MEM.ZAP Commands

**←/→** MOVE CURSOR ONE BYTE  
(or 3 bytes with open-Apple+arrow)

**↑/↓** MOVE CURSOR UP/DOWN  
(or one page with open-Apple+arrow  
older Apples: use < > )

**G** GO TO AN ADDRESS  
(enter hex memory location)

**X** AUXILIARY/MAIN MEMORY SWITCH  
(requires 128K)

**R** RANGE  
(limits for Change, Insert, Delete and Search)

**0-9, A-F** CHANGE VALUE AT CURSOR  
(within specified range only)

**ctrl-I** INSERT ZERO AT CURSOR POSITION  
(affects specified Range)

**ctrl-D** DELETE BYTE AT CURSOR  
(affects specified Range)

**S** SEARCH FOR A STRING  
(only specified Range will be searched)

**L** LIST (DISASSEMBLE)  
(press "L" again to list more)

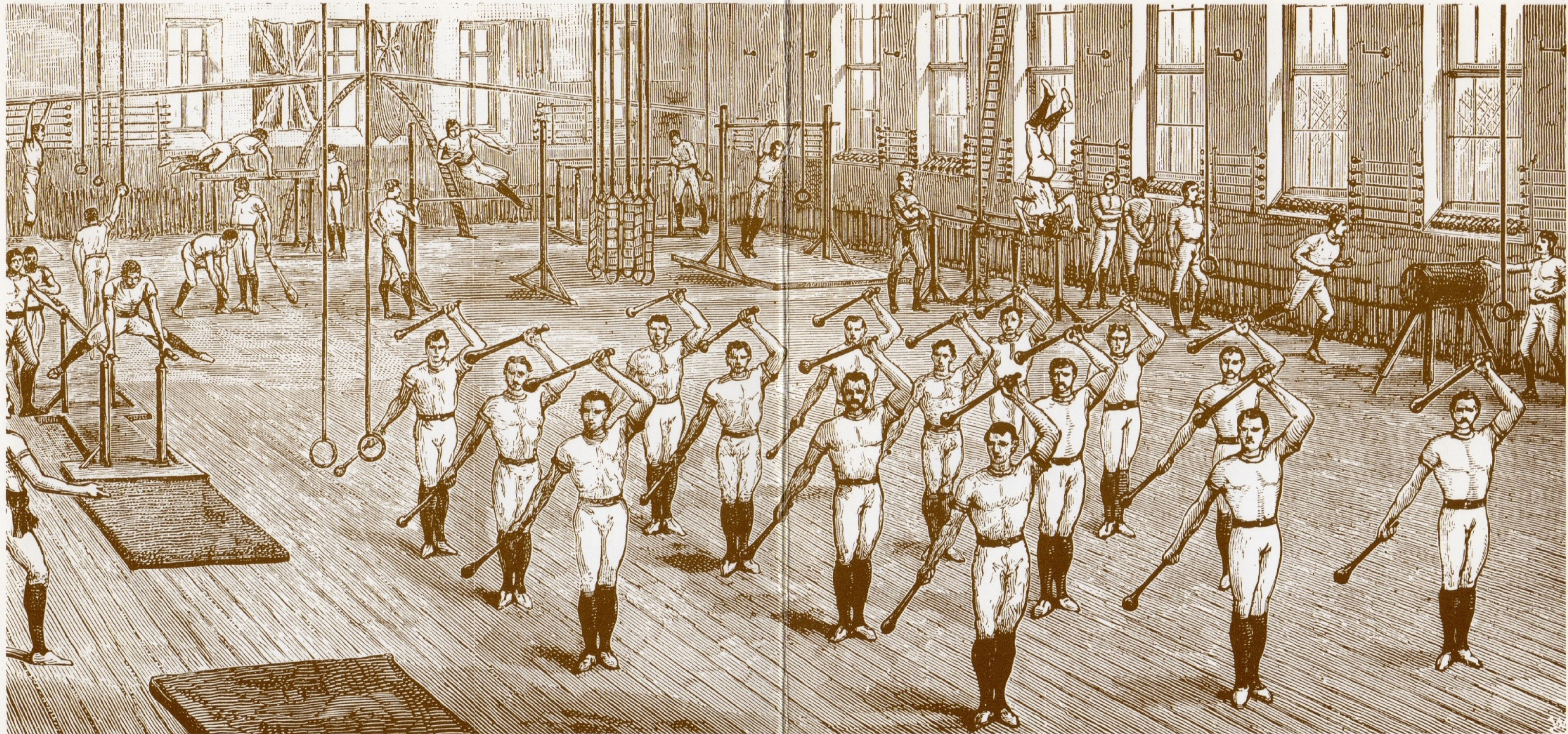
**Esc** QUIT PROGRAM  
(Call start address to continue)



# BYTEZAP.PRO Commands

<b>D</b>	NEW DISK: DRIVE 1 (Important: <i>Always</i> use after switching disks.)	<b>←/→</b>	MOVE CURSOR ONE BYTE (or <i>5 bytes</i> with open-Apple+arrow Apple II/II+: use colon/hyphen keys)
<b>ctrl-D</b>	NEW DISK: DRIVE 2 (use after switching disks)	<b>↑/↓</b>	MOVE CURSOR UP/DOWN (Apple II/II+: use A/Z keys.)
<b>R</b>	READ A BLOCK OR SECTOR (affected by Trace—see manual)	<b>1-9</b>	POSITION CURSOR (1=1st byte, 9=last byte)
<b>&lt; &gt;</b>	READ NEXT DISK SECTOR (or next <i>file</i> sector if Trace active)	<b>V</b>	VALUES OF BYTE AT CURSOR (token, bits and 2-byte value)
<b>S</b>	SEARCH DISK (or search <i>file</i> if Trace active)	<b>Y</b>	YEAR (DATE/TIME) AT CURSOR (press "Y" again to change date)
<b>L</b>	LOAD TRACE-FILE (cursor on filename in catalog)	<b>F</b>	FORMAT: Hex/Dec/Cat/Ascii/Screen (or Space Bar toggles between formats)
<b>T</b>	TRACE MODE OFF/ON (load trace-file first)	<b>P</b>	PRINT SCREEN (block/sector screen or disk map)
<b>B</b>	BYTE CHANGE (in memory only)	<b>C</b>	CATALOG DISK (or enter ProDOS command)
<b>X</b>	CANCEL CHANGES (re-reads current sector)	<b>M</b>	MAP DISK (and map <i>file</i> if Trace active)
<b>ctrl-W</b>	WRITE TO DISK (USE BACKED-UP DISKS ONLY!)	<b>Esc</b>	QUIT PROGRAM (type "RUN" to restart)





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