

SUPER SNAPSHOT PARAMETERS / VERSION 1.0

American Cup.....Electronic Arts	Koronis Rift **.....Epyx	Shanghai.....Activision
Artic Fox.....Electronic Arts	Labyrinth.....Activision	Star Rank Boxing v2.....Gamestar
Bard's Tale II.....Electronic Arts	Leader Board.....Access	Summer Games I.....Epyx
Borrowed Time.....Activision	Leader Board Exec #1.....Access	Summer Games II **.....Epyx
Carmen Sandiego.....Broderbund	Little Computer Peop.v1..Activision	Super Cycle **.....Epyx
Certificate Maker.....Springboard	Little Computer Peop.v2..Activision	Tass Times in Tonetown...Activision
Destroyer v1 **.....Epyx	Marble Madness.....Electronic Arts	Temple of Apshai Trilogy **...Epyx
Eidolon **.....Epyx	Movie Monster Game **.....Epyx	Tenth Frame.....Access
Fleet System III.....Professional	Murder on the Miss.....Activision	The Toy Shop.....Broderbund
Geos v1.2.....Berkeley	Newsroom v1.....Springboard	Transformers.....Activision
Graphics Expander.....Springboard	Newsroom v2.....Springboard	Winter Games **.....Epyx
Hacker II.....Activision	Newsroom v3.....Springboard	World Games **.....Epyx
Jet Combat Simulator **.....Epyx	Robot Rascals.....Electronic Arts	World's Greatest Football **...Epyx
Karateka.....Broderbund		

** Programs that have this symbol by them will require the use of a modern nibbler. The fast copier included with your Super Snapshot parameter disk will not work. If you don't own a good nibbler, may we suggest The Shotgun produced by Kracker Jax. It's one of the most effective utilities of it's kind on the market today. It's \$14.95 (postage and handling included:USA only) price tag makes it the BEST value. You may order the Shotgun from : Computer Mart, 2700 NE Andresen Rd, Vancouver Wa 98661, or call (206)695-1393.

Four (4) new commands were added to CODE INSPECTOR V2.1 after manuals for V2.0 had already been printed, because of requests by SUPPER SHAPSHOT owners and our desire to produce the finest utility cartridge for the C-64. As a result, these features are not documented in our manual. The four new commands are:

\$ - display a directory from within monitor. Syntax is the same as in the wedge (pattern matching is also allowed).
e.g. \$:P^ displays all files beginning with P.

U1 - read a disk sector in memory. Syntax is U1 TT SS [3333]

U2 - write a disk sector from memory. U2 TT SS [3333]

U1 and U2 together form a simple sector editor, but with the advantage that all monitor commands can be used to edit the sector (e.g. M, I, D, A, H, ...). The two numbers following U1 and U2 are the track and sector. Remember that unless you prefix these numbers with a '+', they will be interpreted as being hexadecimal. For example, the following are equivalent commands to read the first sector in the directory of a 1541 disk:

U1 +18 +1 - read track 18, sector 1

or U2 12 1 - read track 18 (=12), sector 1

If no optional address is specified, both U1 and U2 will default to address \$C000 (ending at \$COFF). Any address may be specified as a 3rd parameter.

IO modify - the IO modify's '^' command has now been implemented. This means that you can now change the values displayed by the IO command. To do this you simply type IO and then cursor up to the desired byte, make the change and press return.

Another undocumented feature in our monitor is the beginning and ending address display when using the (L)oad command. The first address displayed is the file load address. The second address is one byte past the end of load. This second address is dependent upon whether an optional load address was specified.