

##DazzleStar Summary (by function)##

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#Cursor Movement#

E move cursor one line up
X move cursor one line down
QE move cursor to top of window
QX move cursor to bottom of window

#Scrolling & moving through file#

R up screen
W up line
Z down line
C down screen
0 redisplay from this line
-n go back <digit> locations in file
n go forward <digit> locations in file
QR top file
QC end file
QV return to previous position in file

#Miscellaneous#

A Address -- go to any part of the file
F Follow the symbol referred to on this line
V View in the lower window the area associated with current cursor
Y Delete the symbol or comment on this line
; Add a major comment immediately above this line
/ Add a minor comment alongside this line
^U Stop a command

#Help#

JH1 Suppress menus completely
JH2 Suppress the display of menus, leaving more space on screen;
 secondary menus appear after a delay
JH3 brings back the menus
J and anything else displays the file DZENGHLP.OVR one page at a time

#FILE OPERATIONS & EXIT TO CP/M#

KS Save break table and symbol table to file .DZ
KR Read a .DZ file
KP Print part or all of the file
KW Write part or all of the file to .MAC file
KQ QUIT (without saving) and return to CP/M
KX eXit (after saving tables if necessary) to CP/M

#VARIOUS QUICK & SEARCH FUNCTIONS#

QF find value(s)
QA find, plus obey command string
L QF/QA again
QB find next break, and display from there
QS find next symbol, and display from there
QT find next symbol or break, and display from there
QI find reference to this operand (under development)
QL find reference to this address (under development)

#DISPLAY#

DB display break table
DS display symbol table
DT display both break & symbol tables

#ONSCREEN#

OR split near top of screen (i.e. all hex dump)
OC split at bottom of screen (i.e. all disassembly)
OO split at current cursor position
OV split as at start-up
OF Toggle "Fake symbol display"
OU Toggle "User symbol display"
OS Define character for splitting user symbol
OZ internal diagnostic, no interest to general users

#BREAK TABLE#

BB	bytes
BI	instructions
BL	labels
BW	words (numbers, not addresses) usual lo/hi
BX	words, as W, but hi/lo
BR	relative offsets (e.g. DW label-\$)
BM	messages and bytes
BC	messages DC/DEFM style
BN	numeric only
BH	hexadecimal radix
BD	decimal radix
B2	binary radix
B0	null-terminated string, and then instructions
B7	bit7-terminated string, and then instructions
B\$	dollar-terminated string, and then instructions

#SYMBOL TABLE#

SI	indirect (i.e. symbol in disassembled instruction)
SB	byte
SL	label
SR	relative label
ST	table (e.g. LD HL,T1234)
SW	word
S?	satisfy all types of reference
SY	delete all symbols (2 stages)
SA	auto-build break and symbol tables
.	continue auto-build

#PARAMETERS#

P0	inline parameter, variable length terminated by null
P\$	inline parameter, variable length terminated by dollar
PB	inline parameter, 1 byte
PW	inline parameter, 1 word

##DazzleStar Summary (alphanumeric order)##

0 redisplay from this line
-n go back <digit> locations in file
n go forward <digit> locations in file
; Add a major comment immediately above this line
/ Add a minor comment alongside this line
. Continue auto-build
A Address -- go to any part of the file

B\$ dollar-terminated string, and then instructions
B0 null-terminated string, and then instructions
B2 binary radix
B7 bit7-terminated string, and then instructions
BB bytes
BC messages DC/DEFM style
BD decimal radix
BH hexadecimal radix
BI instructions
BL labels
BM messages and bytes
BN numeric only
BR relative offsets (e.g. DW label-\$)
BW words (numbers, not addresses) usual lo/hi
BX words, as BW, but hi/lo

C scroll to next screen

DB display break table
DS display symbol table
DT display both break & symbol tables

E move cursor one line up
F Follow the symbol referred to on this line

JH1 Suppress menus completely
JH2 Suppress the display of menus, leaving more space on screen;
 secondary menus appear after a delay
JH3 brings back the menus
J and anything else displays the file DZENGHLP.OVR one page at a time

KP	Print part or all of the file
KQ	QUIT (without saving) and return to CP/M
KR	Read a .DZ file
KS	Save break table and symbol table to file .DZ
KW	Write part or all of the file to .MAC file
KX	eXit (after saving tables if necessary) to CP/M
L	do the last QF/QA again
OC	split at bottom of screen (i.e. all disassembly)
OF	Toggle "Fake symbol display"
OO	split at current cursor position
OR	split near top of screen (i.e. all hex dump)
OS	Define character for splitting user symbol
OU	Toggle "User symbol display"
OV	split as at start-up
OZ	internal diagnostic, no interest to general users
P0	inline parameter, variable length terminated by null
P\$	inline parameter, variable length terminated by dollar
PB	inline parameter, 1 byte
PW	inline parameter, 1 word
QA	find, plus obey command string
QB	find next break, and display from there
QC	end file
QE	top of window
QF	find value(s)
QI	find reference to this operand (under development)
QL	find reference to this address (under development)
QS	find next symbol, and display from there
QR	move to top of file
QT	find next symbol or break, and display from there
QV	return to previous position in file
QX	move cursor to bottom of window
R	scroll to previous screen (or thereabouts)

S?	satisfy all types of reference
SA	auto-build symbol table
SB	byte
SI	indirect (i.e. symbol in disassembled instruction)
SL	label
SR	relative label
ST	table (e.g. LD HL,T1234)
SW	word
SY	delete all symbols (2 stages)
^U	Stop a command (ctrl-U, not just U)
V	View in the lower window the area associated with current cursor
W	scroll to the location immediately preceding the top line
X	move cursor one line down
Y	Delete the symbol or comment on this line
Z	scroll down one line