

### 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  
O 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



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)  
 ŠOS 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

## DazzleStar

### Program Disassembler

### Quick Reference Guide