

The Monitor LIST command has the format

*{location}* L

The LIST command starts at the specified location and displays as much memory as it takes to make up a screenful (20 lines) of instructions, as shown in the following example:

\*300L

```
0300-   A9 C1       LDA   #$C1
0302-   20 ED FD   JSR   $FDED
0306-   18         CLC
0306-   69 01      ADC   #$01
0308-   C9 DB      CMP   #$DB
030A-   D0 F6      BNE   $0302
030C-   60         RTS
030D-   00         BRK
030E-   00         BRK
030F-   00         BRK
0310-   00         BRK
0311-   00         BRK
0312-   00         BRK
0313-   00         BRK
0314-   00         BRK
0316-   00         BRK
0316-   00         BRK
0317-   00         BRK
0318-   00         BRK
0319-   00         BRK
*
```

The first seven lines of this example are the assembly-language form of the program you typed in the previous example. The rest of the lines are BRK instructions only if this part of memory has zeros in it; other values will be disassembled as other instructions.

The Monitor saves the address that you specify in the LIST command, but not as the last opened location used by the other commands. Instead, the Monitor saves this address as the program counter, which it uses only to point to locations within programs. Whenever the Monitor performs a LIST command, it sets the program counter to point to the location immediately following the last location displayed on the screen, so that if you type another LIST command it will display another screenful of instructions, starting where the previous display left off.