

In the following example, you display a range of memory, change it, and display it again, all with one line of commands:

```
*300.307 300:18 69 1 N 300.302
0300- 00 00 00 00 00 00 00 00
0300- 18 69 01
*
```

If the Monitor encounters a character in the input line that it does not recognize as either a hexadecimal digit or a valid command character, it executes all the commands on the input line up to that character, then grinds to a halt with a noisy beep and ignores the remainder of the input line.

Filling memory

The MOVE command can be used to replicate a pattern of values throughout a range of memory. To do this, first store the pattern in the first locations in the range.

```
*300:11 22 33
```

Remember the number of values in the pattern: in this case, it is three. Use the number to compute addresses for the MOVE command, like this:

```
{start+number} < {start} . {end-number} M
```

This MOVE command will first replicate the pattern at the locations immediately following the original pattern, then replicate that pattern following itself, and so on until it fills the entire range.

```
*303<300.32DM
*300.32F
0300- 11 22 33 11 22 33 11 22
0308- 33 11 22 33 11 22 33 11
0310- 22 33 11 22 33 11 22 33
0318- 11 22 33 11 22 33 11 22
0320- 33 11 22 33 11 22 33 11
0328- 22 33 11 22 33 11 22 33
*
```