

Each character to be placed in memory should be delimited by a leading apostrophe (') and a trailing space. The only exception to this rule is that the last character in the line is followed with a return character instead of a space. The following example would enter the string "Hooray for sushi!" at \$0300 in memory.

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*300:'H 'o 'o 'r 'a 'y ' 'f 'o 'r ' 's 'u 's 'h 'i '!
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Important	ASCII input mode sets the high bit of the code for a character that you enter. So 'A will equal \$C1, not \$41.
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Original IIE	The original Apple IIE does not have an ASCII input mode.
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Moving data in memory

You can copy a block of data stored in a range of memory locations from one area in memory to another by using the Monitor's MOVE command. To move a range of memory, you must tell the Monitor both where the data is now situated in memory (the source locations) and where you want the copy to go (the destination locations). You give this information to the Monitor by means of three addresses: the address of the first location in the destination and the addresses of the first and last locations in the source. You specify the starting and ending addresses of the source range by separating them with a period. You separate the destination address from the range addresses with a less-than character (<), which you may think of as an arrow pointing in the direction of the move. Finally, you tell the Monitor that this is a MOVE command by typing the letter *M* (in either lowercase or uppercase). The format of the complete MOVE command looks like this:

{destination} < {start} . {end} M

When you type the actual command, the words in braces should be replaced by hexadecimal addresses, and the braces and spaces should be omitted.

Here are some examples of Monitor commands, including some memory moves. First, you examine the values stored in one range of memory, then store several values in another range of memory; the actual MOVE commands end with the letter *M*.