

The only way to stop a loop like this is to press Control-Reset; that is how this example ends.

```
*N 300 302 34:0
```

```
0300- 11
```

```
0302- 33
```

```
0300- 11
```

```
0302- 33
```

```
0300- 11
```

```
0302- 33
```

```
0300- 11
```

```
0302- 33
```

```
0300- 11
```

```
0302- 33
```

```
0300- 11
```

```
0302- 33
```

```
030
```

```
*
```

---

## Creating your own commands

The USER command, Control-Y, forces the Monitor to jump to memory location \$03F8. You can put a JMP instruction there that jumps to your own machine-language program. Your program can then examine the Monitor's registers and pointers or the input buffer itself to obtain its data. For example, here is a program that displays everything on the input line after the Control-Y. The program starts at location \$0300; the command line that starts with \$03F8 stores a jump to \$0300 at location \$03F8.

```
*300:A4 34 B9 00 02 20 ED FD C8 C9 8D D0 F5 4C 69 FF
```

```
*378:4C 00 03
```

```
*Control-Y THIS IS A TEST
```

```
THIS IS A TEST
```

```
*
```