

MEMORY DUMP listing was written by Max Manowsky to yield a binary output for a selected memory location. Brett Bilbray has modified it to give a full 16 bit answer, and added the comments to go with it.

Line #	Statements	Comments
1	.MEMORY CONTENTS-BINARY	
2	.BY MAX MANOWSKI	
3	.MODIFIED BY R. BILBRAY	
10	INPUT D; CLEAR; PRINT#7, D; A=%(D); PRINT#7, A; IF A<0 GOTO 30	
20	GOSUB 1000; GOTO 2000	
30	A=-A; GOSUB 1000; FOR B=1 TO 16; IF @(B)=48 @(B)=49; GOTO 50	
40	@(B)=48	
50	NEXT B	
60	B=1	
70	@(B)=@(B)+1	
80	IF @(B)=50 @(B)=48; B=B+1; GOTO 70	
90	GOTO 2000	
1000	FOR B=1 TO 16; @(B)=A-A+2*2 +48; A=A+2; NEXT B; RETURN	
2000	FOR B=16 TO 1 STEP -1; IF (B=12) +(B=8)+(B=4) TV=32	
2010	TV=@(B); NEXT B; PRINT; GOTO 10	

USE OF SHADO AREA IS FOR TWO OR MORE LINES OF MULTILINE STATEMENTS

line 10 asks for the input for the desired location, the machine prints that location and then the PEEKed decimal number
 line 20 calls for a conversion from decimal to binary, and displays binary
 line 30-90 calls the decimal to binary conversion, performs a 'ones compliment' on the number and calls the display routine
 line 1000 stores the decimal number as a binary in @(X)
 lines 2000, 2010 provides the display routine for the binary number

What you will get looks like this arbitrary example:
 The location I requested is 2049
 2049 5727 .decimal
 0001 0110 0101 1111 .binary