



PEEKER MANUAL

FOR USE WITH MULTIFACE ONE with a 48k SPECTRUM

PEEKER is a program that is installed into the user memory of a MULTIFACE ONE.

It is activated by pushing the RED button on M1.

To install PEEKER, LOAD PEEKER into the SPECTRUM.

When loaded, make sure the M1 switch is in the down position.

(M1 ENABLED ready for use, not hidden)

Press (I) to install PEEKER into M1.

The SPECTRUM will reset after installation.

Now move the DISABLE switch to the up position to 'HIDE' M1.

LOAD a program into the SPECTRUM.

When ready Enable M1 with the DISABLE switch and press the RED button.

You should now see the screen below, this is the start screen.



WINDOW

Press (W) will take you to the next screen.

```

RUETAMA SOFTWARE:  PEEKER (C)
003296:  00  00  00  00  00  00
003302:  00  00  00  00  00  00
003308:  00  00  00  00  00  00
003314:  00  00  00  00  00  00
003320:  00  00  00  00  00  00
003326:  00  00  00  00  04  100
003332:  101 102 109 17  39  40
003338:  07  41  40  70  41  40
003344:  07  41  00  07  70  00
003350:  70  04  00 102 102  41
003356:  00  00  00  00  00  00
003362:  00  00  00  00  00  00
003368:  00  00  00  00  00  00
003374:  00  00  00  00  00  00
003379:  CODE  END

(S) START  =: 14170  BYTES:  341
(F) FINISH =: 14510  COUNT: 10000

(M) MODE: DECIMAL
(A) ASCII (on-off): (C) (L) (W) : COUNT
(E) EXIT:  (U) UP:  (D) DOWN:
    
```

The keys here are mostly self-explanatory.

M – Display DEC or HEX

U – UP Memory

D – DOWN Memory

A – Display Characters

E -- Exit to first screen

The C – L – W keys will need a little more explaining as these control the amount of memory that is moved up or down the viewing window.

COUNT

Pressing (C) will cycle the COUNT number down from 10000 – 1000 – 100 – 10 – 1 back to 10000.

This allows big jumps through memory down to a single byte when using UP or DOWN

```
0  COUNT: 10000
CIMAL
(C) (L) (W) : COUNT
(D) DOWN:
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Pressing (L) views memory LINE by LINE when using UP or DOWN

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0  COUNT: Line
CIMAL
(C) (L) (W) : COUNT
(D) DOWN:
```

Pressing (W) views memory WINDOW by WINDOW using UP or DOWN

```
0  COUNT: Window
CIMAL
(C) (L) (W) : COUNT
(D) DOWN:
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DISPLAYING ASCII CHARACTERS

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    RUETAMA SOFTWARE:  PEEKER (C)
13296:  . . . . . 3 . . . = . . 0
13319:  . . . 0 . . . . #h\ . . 4 . . 3 . . bk .
13340:  . ! . 2 . . . 3 . . 3 . . #h\ . . 4
13365:  . . . 3 . . . . N . . q# . . . G . ↑
13388:  31 . . . . . 1 . . . . 8 . . 3 . . b3 . .
13411:  . 5 . . . 8 . . . . . 4 . . . ~ . ( . #x
13434:  . . . . ? . w + . . . . © - . x . / 0 . . - .
13457:  . . . 4 . . . . # . . + . 0 . . - . . . .
13480:  . x . . . . . ( - . . . ! + - . . . . +
13503:  . x . # . . . . , 8 . . . 8 . . . 0 . < = .
13526:  . . . 0 . . K t \ . 00 . . . + - . . . . G ~
13549:  # . # . # . x . . . 7 . . . 4 . . > . . . . 4
13572:  . . . # . + . . > . w # w # . w . # w # w . .
13595:  . . . 4 . . 7 . . . . 4 . . . . . . . 4 .
13617:  CODE END

    (S) START  =: 14170  BYTES:  341
    (F) FINISH =: 14510  COUNT: 10000

    (M) MODE: DECIMAL
(A) ASCII (on-off) : (C) (L) (W) : COUNT
(E) EXIT:  (U) UP:  (D) DOWN:

```

DISPLAYING HEX

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    RUETAMA SOFTWARE:  PEEKER (C)
33F0h:  AF 05 C8 12 13 18 FA A7
33F8h:  C8 F5 D5 11 00 00 CD C8
3400h:  33 D1 F1 3D 18 F2 4F 07
3408h:  07 81 4F 06 00 09 C9 D5
3410h:  2A 68 5C CD 06 34 CD C0
3418h:  33 E1 C9 62 6B D9 E5 21
3420h:  C5 32 D9 CD F7 33 CD C8
3428h:  33 D9 E1 D9 C9 E5 EB 2A
3430h:  68 5C CD 06 34 EB CD C0
3438h:  33 EB E1 C9 06 05 1A 4E
3440h:  EB 12 71 23 13 10 F7 EB
3448h:  C9 47 CD 5E 33 31 0F C0
3450h:  02 A0 C2 31 E0 04 E2 C1
3458h:  03 38 CD C6 33 CD 62 33
345Fh:  CODE END

    (S) START  =: 375Ah  BYTES:  341
    (F) FINISH =: 38AEh  COUNT: Window

    (M) MODE: HEXADECIMAL
(A) ASCII (on-off) : (C) (L) (W) : COUNT
(E) EXIT:  (U) UP:  (D) DOWN:

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SELECTING DATA FOR SAVING

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RUETAMA SOFTWARE: PEEKER (C)
23794: 80 69 69 75 69 82
23800: 32 17 7 16 0 32
23806: 67 79 68 69 34 13
23812: 0 30 5 0 239 34
23818: 34 175 13 0 35 75
23824: 0 251 58 245 172 50
23830: 14 0 0 2 0 0
23836: 44 54 14 0 0 6
23842: 0 0 59 34 77 65
23848: 75 69 32 83 85 82
23854: 69 32 77 85 76 84
23860: 73 70 65 67 69 32
23866: 49 34 44 34 32 32
23872: 32 32 32 83 87 73
23877: CODE END
(S) START =: 23794 BYTES: 84
(F) FINISH=: 23877 COUNT: Window
(M) MODE: DECIMAL
(A) ASCII (on-off): (C) (L) (U): COUNT
(E) EXIT: (U) UP: (D) DOWN:
    
```

Pressing (S) saves the START position of data

Pressing (F) saves the FINISH position of data

The top left memory location, in the viewing window, is the marker for the START position.

CODE END, in the viewing window, is a marker for the memory location when selecting the FINISH position.

In the picture above 23877 : CODE END = 73.

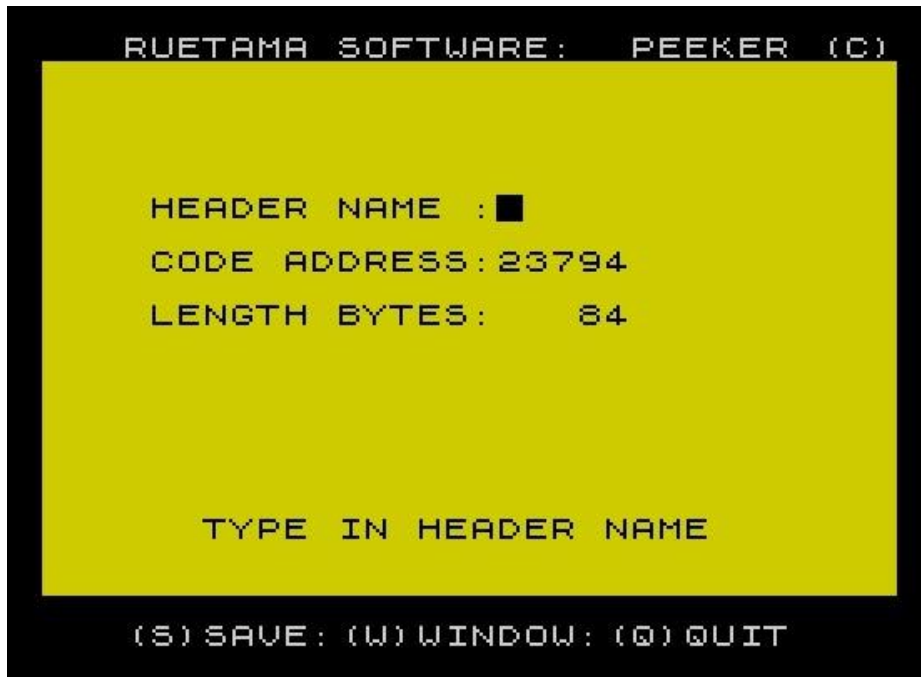
(Bottom row of data, furthest right)

By using COUNT this allows any amount of data to be saved from 65535 bytes right down to a single byte.

SAVING DATA

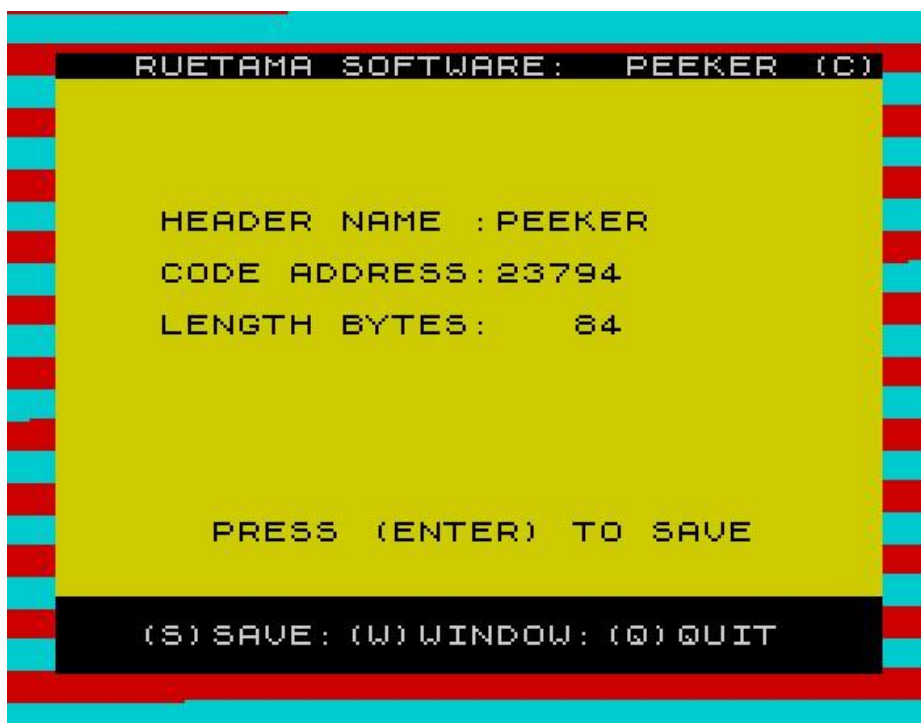
When viewing is complete press (E) to go back to the START screen.

From here you can Press (S) to save data.



Press (S) and type in a header name, press ENTER when finished.

Pressing ENTER again will save out the data.



Pressing (Q) resets the SPECTRUM.

Power off to reset MULTIFACE 1.