

Another programming aid that is most useful when used in conjunction with the CHIP-8 Program Editor is the ability to fill all of RAM with "0000" so you don't accidentally "fall" into the routines of a previous program.

The following little machine language program sets the entire VIP memory space to zeros as quick as you can flip the RUN/RESET toggle switch. This routine will eventually write zeros into itself, thus forcing the VIP into an idle state until you flip the toggle switch back down.

Enter this code using the normal ROM monitor - not the CHIP-8 Program Editor. If the editor is present in memory when this routine is executed, the editor will also get "eaten" - as will any program residing in VIP RAM.

```
0000  E1  SEX  R(1) ;Last On-Card Memory Byte
0001  F8  LDI           ;Load "D"
0002  00                ;With zeros
0003  73  STXD          ;Store via X and Decrement X
0004  30  BN            ;Loop until
0005  03                ;Finished
```

Normally such a "trick" would not be acceptable to an expert programmer, but in this case, it's a trick that does the job.

Now load the CHIP-8 Program Editor and you're ready to design a game of your very own!