

defined as a string of 16 ASCII spaces (20 hex). As Text Editor-21 automatically inserts spaces in all unused character positions, this function is automatic. Skipping down a couple of lines in other words will have no effect on the assembly of your program.

### CHIP-8 INSTRUCTIONS

Chip-8 instructions and blocks of data such as the bit patterns for rocket ships and race cars must begin at position #7. (Pseudo instructions too, but this is described later. See section I,C.) All Chip-8 instructions are written exactly as you have in the past, four characters wide, except for those instructions requiring an address such as the 1MMM or as in line #3 of the Format Example, the AMMM. The resolution of the Cosmac VIP created a problem with certain characters -- M, N, W, B in particular -- and I have chosen to write the AMMM as AXXX because I think it looks better on the monitor (see line #3).

However, the choice is entirely up to you, and you may write addressing type instructions in any way you want as only the first character distinguishes these from other instruction types. (A--- would be all right for instance, or A..., etc.) The reason for