text page and press the key you are unsure of. The ASCII code will be stored at 0400 which you may then examine using the ROM system monitor in the normal way.

Since writing Text Editor 21, I have included a divided by sign ($\div$) and the symbol for not equals ($\neq$). In my character set, you may want to replace a little-used character with an underline and in that way avoid having to make the change suggested above. Another idea would be to replace the entire lower case set with graphics symbols which could then be typed directly from your keyboard.

One caution. The ASCII "characters" 20 and 7F should be the only ones to produce a space on the screen. In all other character locations, even if they are not used, you should record a dot or other symbol (using the Character Designer program) in order to insure that all blank spaces are equal to ASCII spaces with the hex code 20. (The DELETE key -- ASCII 7F -- is programmed to store a 20 hex number in memory not a 7F.) Future programs will make use of this feature and will not operate if anything other than the ASCII 20 is used to create a space on the screen. But don't be afraid to experiment, just be aware of this caution.

One final note. The ASCII codes 00-1F are now recognized by Text Editor-21 as control characters