How are characters entered? By typing in their two-digit ASCII code on the hex keypad. At first, I thought this might be far too slow or clumsy to operate, and I'd be forced to break down and buy that zillion key rollover, auto-everything, two shot fuel injected George Risk job I had been drooling over for a month. But not so. In an hour I knew most of the codes for the capital letters, and now I have to look up only the codes for the most obscure punctuation symbols. (Since typing over any character simply changes the character to what you want, mistakes are easy to correct.) It's not any more difficult than learning Morse Code, and after you've learned it, you can write labels in programs where you need to figure ASCII strings without taking half an hour - or more - to look it all up in an ASCII Code Reference Chart.

In the following program description (and in the companion DISASSEMBLER 7 that follows), I have attempted to be as descriptive as possible of each and every routine; what it does, how, and why. When I do buy that keyboard - or if you already have one - I want the interfacing job to be quick and easy. Changing from hex to the "real thing" will only take a minute, and with the detail to follow, you should be able to write the I/O routines with a minimum amount of frustration (and a little effort. Very little.).

OPERATION

Due to the elimination of the tone every time a key is pressed, the hex keyboard will have a much different feel than it does in most other programs. With so many functions, your keyboard gets quite a work out and if the tone had been included, beep-a-mania would surely have been the result. Because of this, each