

last 4 bits of the pointer equal zero, then the pointer is at the beginning of a 16 byte segment. This routine increments RA until that condition becomes true.

ASCII HEX CONVERSION/CONVERT ASCII-HEX

These two subs will be handy in any programs operating with ASCII data. The subroutine descriptions on page 2 give the parameters for using these routines. The conversion is simple -- adding 9 to all letters and then stripping off the first 4 bits. (As 32 in ASCII equals the number 2 for instance, the conversion only requires stripping off the 3 for all numbers.) The two routines operate together to produce a full hex byte in RF.1 No checks are made, however, for illegal hex digits (i.e. large than F and smaller than 0).

HEX TO ASCII CONVERSION/CONVERT HEX-ASCII

Similarly, these routines perform conversions between hex values and ASCII codes. The formula for conversion is to add 7 to all numbers, then add 30 (hex) to all letters and numbers. The formula is only good, however, for a nibble at a time (4 bits)