With a little planning, you can avoid having to make these changes for every new game or message you employ in games. Use a "standard" location for the storage of your character set (I've used 0600 - ), and use a "standard" pair of variables for X and Y coordinates (I use V5 and V6).

To display a message, the following instruction sequence must be employed:

6XKK - Select the X coordinate for the display
6YKK - Select the Y coordinate for the display
AMMM - Set I to the memory location of the character set.
0244 - Call the Messager routine
DXYN - Display the message. N may be up to 8 bytes deep, but 5 is enough for most displays.

Up to sixteen characters will then be displayed at your selected XY coordinates. The routine "knows" the line is finished when it "sees" the null character (00) at the end of your message. It will continue to display characters, wrapping around from side to side, until a null is encountered. This will permit simple programming of a "Times Square" type of message sign. Repeating the above sequence will erase the message, just as the normal repeating of the DXYN instruction does. Of course, the DXYN instruction may be used in the normal way, too. Only the 0244 call to the Messager routine <u>immediately</u> prior to DXYN modifies this instruction for displaying messages.

After each use of the Messager routine, the following conditions exist:

1. The selected X and Y coordinates are unchanged.
2. "I" points to the byte immediately following the null character at the end of your message. This feature allows fast display of several lines of text with only one AMMM instruction.