

0003 05 For 2K VIP Systems
09 For 3K VIP Systems
0D For 4K VIP Systems

0100 9B FF 01 BB D4
01FA 01 00
0200 13 00

0244-0249 are no longer needed

These changes:

1. Locate CHIP-8's variable storage, stack, and work space in 02A0-02FF (V0-VF are at 02F0-02FF now).
2. Put the "Adjust TV Memory Pointer" routine in a more convenient spot.
3. Enable programs to begin at 0300, instead of at 0260, as with the previous version. This is more compatible with VIP's recording scheme, and frees up a large area from 0244-029F for additional CHIP-8 instructions.
4. Allows CHIP-8 programs to go right up to the display page. In other words, if you have 3K in your system, your CHIP-8 program can be stored from 0300 to 09FF.

If you wish, you can disable the initial "Erase Display Pages" instruction by changing 01FC to 30FE.

MODE ONE - CHARACTER DESIGN

The program begins with Mode One. A 4 x 8 grid, an ASCII code, and a 4-digit address are displayed on the screen. If there is a character stored at that address, it will appear to the right of the grid. Its bit pattern will be disassembled into the grid, allowing changes to be made and preventing accidental erasure of a particular character. Keys 2, 4, 6, and 8 move the cursor in the appropriate direction.

The C key must be pressed prior to pressing any of the Mode One (or, for that matter, Mode Two) Command keys. In the list of commands which follows, the C is in parentheses to remind you to press the C key first.