like a version with the names of your family. Or play
against your best friends or trounce your worst enemies.

    This change is as easy to make as entering your
own name. Working with ASCII codes for the letters of
whatever names you want, enter name #1 at 09E4; name #2
at 09EB; and name #3 at 09F2. In each case you have
six spaces for each name. If you want to insert cross
hatch marks as in the version supplied on tape, these
may be programmed by inserting ASCII 40's. Spaces are
ASCII 20's. The seventh byte in the string, or the
byte immediately following the name must be a 00 null
character. The program prints characters until it
reaches a 00 null. *

    Mickey, Donald and Goofy would fit, for instance,
as no name is more than six characters long. Most
punctuation is available in the character set and all
the numbers, but some symbols were replaced by
subroutines not having anywhere else to go. Experimenting
will tell you which symbols are no longer there, though
if you have a copy of the Character Designer program
from Pips for Vips, the character set may be examined
in full more easily. (It is located at 0C00-0DFF and
will have to be relocated to 0600-07FF to view with the
character designer operating in mode two.)

                    *   *   *
* Please see instructions for CHIP-8 Messager in PIPS
For VIPs I by the author for further instructions on
displaying text in CHIP-8. (PIPS I available from ARESCO)