

044A	6E00	VE=00 (Utility loop counter and "I" indexer)
4C	A4E2	I=storage array for address
4E	FE1E	I=I+VE (Indexes "I")
50	F065	Load V0 with byte at "I"
52	F029	I=pattern for V0 (address digit)
54	D895	Display @ V8, V9
56	7805	V8+05 for next digit
58	7E01	VE+01 (Loop count +01)
5A	3E04	Skip VE=04 (Done?)
5C	144C	No: Loop until done.
5E	681C	V8=1C (reset X coordinate)
60	6927	V9=27 (reset Y coordinate)
62	00EE	Return

DEPOSIT GRID CONTENTS IN MEMORY

0464	243C	Do subroutine (erase old code)
66	0557	Do machine language subroutine - deposit sample character in memory
68	23B6	Do subroutine (clear grid)
6A	7701	V7+01 (ASCII+01 - for sequential designing)
6C	3710	Skip V7 7 10 (test for carry)
6E	1478	Go - no carry
70	6700	V7=00
72	7601	V6+01 (add carry to V6)
74	4608	Skip V6=08 (too high)
76	6600	V6=00 (resets to ASCII 00 after 7F)
78	240A	Do subroutine (Display ASCII code and character at address
7A	600F	V0=0F (set escape flag)
7C	00EE	Return

DISPLAY CHARACTER SET

047E	0230	Do machine language subroutine (erase display pages)
80	0581	Do machine language subroutine (display character set)
82	F00A	V0=key pressed. Wait for key
84	300C	Skip V0=0C
86	1482	Loop until key "C" is pressed
88	F00A	V0=key pressed. Wait for instruction
8A	4001	Skip V0 \neq 01 (Key 1?)
8C	149C	Go exit. Key 01 resets to Mode One (design)
8E	300E	Skip V0=0E (first half of erase function)
90	1488	Loop for proper key sequence
92	6F70	VF=70
94	FF18	Sound warning tone for VF
96	F00A	V0=key pressed. Wait for instructions
98	400A	Skip V0 \neq 0A (Fail-safe from accidental erasure)
9A	0547	Do machine language subroutine (erase character set)
9C	237E	Do subroutine (reset to Mode One - design)
9E	600F	V0=0F (set escape flag)
A0	00EE	Return