

The Character Designer program is stored from 0300-05FF, and the character set is stored in packed form in 0600-07FF. The program will run in 4K without changes except for the 00EB change described in the 2-Page Display article. The Designer displays a 4 x 8 grid on the screen, and uses a blinking cursor to indicate which square of the grid is to be filled or erased. The cursor is moved with the usual 2, 4, 6, and 8 keys. As you design each character, the resulting pattern is shown to the right of the grid exactly as it will look when you use it. This pattern is referred to as the "sample" character.

Below the sample character, the ASCII code for the character is displayed, along with the address in memory where the bit pattern for the sample characters will be/are stored. Each character takes four bytes of memory. Displaying the entire 128-character set is possible, and a complicated sequence of events must occur before erasure of the character set takes place. In fact, a "warning" note sounds before erasure, to help prevent accidental erasure of the entire character set.

Key C is used as a control key to set up selection of one of several available features of the program. This feature was included to allow for future expansion of the program without disturbing the present contents. If you get confused in the middle of selecting a function, Key F will always return the cursor to the screen. If you are in Mode Two (Display Mode), pressing Key C, followed by Key 1, will get you out of trouble and return you to Mode One (Design Mode).

Changes To The Two-Page Display Program

These changes are to be made to the CHIP-8 Two-Page Display Interpreter found in the September, 1978 issue of VIPER, pages 11 and 12 - in addition to the changes listed by Andy Modla and Jef Winsor: