To Relocate Blocks Of Memory

Key 0 is the most complicated feature of the editor. The ability to move blocks of data around in memory at will is a huge timesaver! For example, suppose you have a program contained in locations 0200-0326, and discover you have left out two instructions. Worse, you find that the missing code should have been placed in locations 0250-0252. This means that all the code from 0250 to 0326 will have to be moved down four bytes to accomodate the forgotten instructions. Using the VIP ROM monitor, all this code had to be re-entered by hand - and the user's exasperation defies description! The CHIP-8 Program Editor eliminates this problem with the Key 0 function: Relocate.

First (assuming you have the editor running), write down the address of the last instruction in the block you wish to relocate. In this example, it's 326. Remember not to include the leading zero of the address! Write this address down on paper so you won't forget it. (I realize it sounds "childish" to write down the addresses you'll need to remember. I have found, while working with the editor, that it's very easy to forget one of them - so they should be written down at least until you are absolutely convinced your memory is better than mine!).

Next, locate the first address of the block to be moved; in this case, location 0250. Using the scrolling keys, bring location 250 to the "active" position on the screen.

Now mentally calculate the <u>new</u> start address of the block. In this example, we want locations 250 and 252 free so we can insert the forgotten two instructions, so the new start address will be 254. Write this address down on your sheet of paper.

With location 250 still at the bottom of the screen, press Key 0 <u>one</u> time. The editor enters a loop that sits and waits for your instructions. Now enter the address of the <u>last</u> instruction to be moved (326 in this case), and then enter the <u>new</u> start address (254) - both of which you have written down. Be careful not to enter the old start address! If