

05A4	F8	LDI		;Load Address of Back Up
A5	DE			;Cursor subroutine, and put
A6	AE	PLO	RE	;In RE.0
A7	DE	SEP	RE	;Then call the subroutine
A8	F8	LDI		;Load loop count...Begin part two...
A9	04			;Right character...and put the count
AA	AF	PLO	RF	;In Utility register RF.0
AB	0C	LDN	RC	;Get bit pattern of the character
AC	F6	SHR		;Shift right to push MSB's
AD	F6	SHR		;To LSB position (right side)
AE	F6	SHR		; " "
AF	F6	SHR		; " "
05B0	52	STR	R2	;Push stack
B1	0D	LDN	RD	;Get existing character line on display
B2	F1	OR		;page, then "OR" it with Stack
B3	5D	STR	RD	;And replace it on display page
B4	F8	LDI		;Load address
B5	E9			;Of Next-line Subroutine
B6	AE	PLO	RE	;Into RE.0
B7	DE	SEP	RE	;And call the subroutine
B8	4C	LDA	RC	;Get same bit pattern (packed)
B9	FA	ANI		; "AND" it with
BA	0F			;0F for LSB's
BB	52	STR	R2	;Push stack
BC	0D	LDN	RD	;Get existing character bit pattern displayed
BD	F1	OR		; "OR" it with top of stack
BE	5D	STR	RD	;And replace in memory
BF	DE	SEP	RE	;Call Next-line Subroutine
05C0	2F	DEC	RF	;Loop count-01
C1	8F	GLO	RF	;To test if done
C2	3A	BNZ		;Loop to 05AB
C3	AB			;RF=00 (two characters displayed per byte)
C4	8D	GLO	RD	;Get current cursor position
C5	FA	ANI		; "AND" it with 0F to mask for
C6	0F			;LSB's (End of line is always X7)
C7	FB	XRI		;Exclusive OR with 07
C8	07			;To test if at end of line
C9	32	BZ		;Branch if at end of line to
CA	D7			;Carriage Return @ 05D7
CB	F8	LDI		;Or load address
CC	DE			;Of back up cursor subroutine
CD	AE	PLO	RE	;Put in RE.0
CE	DE	SEP	RE	;And call the subroutine
CF	1D	INC	RD	;Next character position (cursor +1)
05D0	9C	GHI	RC	;Get RC to test
D1	FB	XRI		;If at end of
D2	08			;Character set
D3	3A	BNZ		;If not, loop until
D4	8E			;Done to 058E
D5	12	INC	R2	;R2+1 (Reset Stack Pointer)
D6	D4	SEP	R4	;Return to CHIP-8 control
D7	8D	GLO	RD	;Carriage return
D8	FF	SMI		;Subtract 07 from cursor
D9	07			;To back to beginning of line