

instruction (see label).

ASCII --

A one byte (8-bit) code from 00 to 7F hex that represents one of 128 standard codes for each letter of the alphabet, number, punctuation mark or control character normally used in text applications. Ex. 41=A; 42=B; etc.

ASSEMBLER --

A program that allows programming usually one level higher than absolute hex -- the method used to enter programs with the Cosmac VIP system monitor. Instead of addresses, labels are used to specify positions in the program, and in the case of machine language assemblers, mnemonics are used instead of the hex codes for instructions. Assemblers also usually include pseudo instructions as aids to programming.

COMMENTS --

Text in the program. Clarifies instructions, allows titles to be written before subroutines, etc. Format for Chip-8 Assembler-3 must be