Simply flip the run switch up, enter the above addresses, and check whether Space Wars is correctly loaded.

The last checksum (at 05C0) assumes that the scoring work area at 05C2 is set to zeros - as are all other unused memory locations.

Data for the ASCII coded messages @ 0600 is not included here, since this can be checked with any standard ASCII chart. All character strings are ended with a null character (00).

Data for the character set at 0700 was also not included. The characters may be examined using the Character Designer, by first relocating Space War's character set to 0600 (using the CHIP-8 Editor in chapter one), and then loading the Character Designer in 0000-05FF. If you decide to change any of the bit patterns, remember to re-relocate the new character set at 0700-08FF, then load 7 pages of Space Wars beginning at 0000. SAVE nine pages (which will include the character set changes) and then the program is ready to run.

If you are having troubles, and the checksums all check, make sure the modifications to the CHIP-8 Interpreter were done correctly. Use the 64 byte checksum data to check:

64 BYTE CHECKSUM DATA FOR THE MODIFIED INTERPRETER

(See VIPER, November, 1978, for instructions on using the data)

| | | | |
|---|---|---|---|
| 64-byte check at | * | 0000-9A | Row 2A31 A484 |
| | | | Col EC2A 1E9B |
| | | 0040-9A | Row CA77 EC91 |
| | | | Col 62A4 7671 |
| | | 0080-5B | Row 55A0 39E5 |
| | | | Col 9A35 2B93 |
| | | 00C0-A5 | Row 7CAE 60E8 |
| | | | Col A659 664A |
| | | 0100-5C | Row FB5D C951 |
| | | | Col 05F5 2070 |
| | | 0140-5D | Row 3862 02D6 |
| | | | Col FEB0 7BBF |
| | | 0180-44 | Row 092B 140D |
| | | | Col 5E1F BF45 |
| | | 01C0-25 | Row 4B6B BD00 |
| | | | Col 5ACB D120 |
| | | 0200-90 | Row 55E4 94EA |
| | | | Col 0697 F215 |
| | ** | 0240-19 | Row C5F7 0629 |
| | | | Col 8851 4C5E |
| | *** | 0280-25 | Row 8F00 0000 |
| | | | Col E061 8431 |

* First enter a C0 0A 00 long branch at 0000; load the checksum program at 0A00. When done, change 0000 back to 91 BB FF; and the interpreter is ready to run.

** With location 025E=07. See Message instructions.

*** All unused memory locations are set to zero.