following string would be programmed to print the word VIPER:

56 49 50 45 52 00 "VIPER"

Setting "I" to the address of the first byte of this string, and then programming the above instructions will print the word VIPER <u>starting</u> at the VX VY coordinates you have specified. Messages may be erased by redisplaying the same message twice or, as in VIP-OKER, writing a machine language subroutine to clear a "window" in the display to prepare for the next message.

(A detailed description of the Chip-8 Message and the format for the character set is described in the author's book, Pips for Vips.)

* * *

Each program is supplied with a list of assignments of variables or registers, a memory map and a list of all the subroutines and their addresses. Following each sub may be a one to five character label in parenthesis, for example (SHIMR), which will serve to identify that subroutine in the program listing. Machine language subs are marked "MLS" and may or may not have an associated label. Data areas are usually labeled in the same manner