

ABOUT THE PROGRAM...

VIP-OKER turned out to be a big program. It fills practically every nook and cranny in my VIP's 4K of memory, and five rewrites while designing the game were needed to squeeze enough room out of my already bulging memory chips to continue programming! Extensive use of machine language subroutines helped save some space, but only where I was sure the comparable routines in Chip-8 would have taken more room. (Many times a routine will be shorter than its machine language cousin by virtue of an interpretive language such as Chip-8, but not always.)

While the program listing supplied with your game explains each instruction in detail, some additional explanations are necessary for those of you who want to dig in and discover how things work. Many of the routines used by VIP-OKER may be adapted to your own game programming. In particular the Message center sub and new number display may make nice additions to your subroutine library. I'll concentrate on those and other features that will allow you to customize a version to your own taste.

For the following comments, please refer to the program listing for VIP-OKER which follows this chapter.