The CHIP-8 Program Editor is written in machine language and resides in the first two pages of memory. It uses the last on-card memory page for display refresh. CHIP-8 programs are written and edited beginning at hex location 0200, the normal format for CHIP-8 programs. With the editor in use, you'll be able to see five CHIP-8 instructions on the screen at one time, although for ease of writing the editor, I dropped the leading zero in the address. (The leading zero serves no real purpose unless your VIP has more than 4K of memory.) Thus, location 0252 will appear on the screen as simply 252, followed by the two byte instruction or data (memory contents) stored at that address.

Instead of a cursor, the bottom screen line is designated as the "active" address. When writing to memory, the instruction being typed will automatically be entered into the address location appearing at the bottom of the display.

O P E R A T I N G I N S T R U C T I O N S

The CHIP-8 Program Editor contains only six instructions, three of which are mnemonic:

Key	Function
F	Scroll Forward. Scrolls forward one instruction (two bytes) at a time. The new byte appears at the bottom of the screen, in the "active" position, and the byte previously displayed in that position is moved up one line on the screen.
B	Scroll Backward. Scrolls backward one instruction (two bytes) at a time. The instruction in the "active" position is scrolled off the screen at the bottom, and the byte which had previously been displayed immediately above the "active" position is rolled down, becoming the "active" byte.