and to tell you who is the "DEALER" and when the
program is "SHUFFLING" etc. The same routine displays
all the messages and represents a departure from the
normal VIP way of doing things. In other words by
figuring out the bit patterns of letters on graph
paper and then displaying the bits with a DXYN instruction.

Every time the Message Center is called, several
things happen. First the old message is erased by a
machine language subroutine at 093A which sets the
message window to all zeros. This was easier to program
than writing a routine that erases messages by redisplaying
the old one on top and then proceding with the new message.

Any routine calling the Message Center first sets VO
equal to a number representing whatever message is to be
displayed. The machine language subroutine at 094A uses
the value of VO to set the "I" pointer (which is in
reality register RA to the computer) to the address of
the proper ASCII string for that message. VC and VO are
then set to the XY coordinates of the display's message
window, and the PRINT part of the Message Center sub at
0846 calls the Messager sub located in the Chip-8
Interpreter supplied with your game. The Messager sub
requires the use of the DCD5 instruction at line 0848
and will print any ASCII string addressed by "I" up to
16 characters long. All strings must end with a 00 null