the 128 ASCII character set (and the 4 bytes each of the 4 x 8 grid).

Mode Two Commands

Key (C) 1   Select Mode One (Design). See Mode One Com-
             mands for getting back into Mode Two.

Key (C) E/A Erase the character set from memory. This can
             be used to clear garbage from the memory space
             on power-up or when beginning the design of a
             new set of characters. As soon as you press
             Key E in this sequence, a warning tone will
             sound, and the program waits for further in-
             struction. After the warning, press Key A
             to erase the set and automatically return to
             Mode One. If any key other than Key A is pressed
             after the warning note has sounded, you auto-
             matically escape the erase sequence and are
             returned to Mode One.

OPERATION NOTES

Try to use standard ASCII references (41 for "A", etc.), so
your program will be compatible with other programs written
using the Designer. In later programs in this book, we'll use
the characters to display messages in CHIP-8 programs.

Bit patterns for each 4 x 8 grid are stored in memory in
packed form, with each grid occupying 4 bytes of memory. In
other words, each byte stores two lines of each character.

After designing your characters, record two pages, starting
at 0600. This will store the set on tape separately from
the designer, and will be used in this form later.

I have included my version of a character set, using 3 x 5