

V1 - V5	Available
V6	First ASCII digit
V7	Second ASCII digit
V8	Vx for ASCII code & address
V9	Vy for ASCII code & address
VA	Vx for sample character
VB	Vy for sample character
VC	Vx for grid & grid cursor
VD	Vy for grid & grid cursor
VE	Utility variable for various routines
VF	Utility variable for various routines

IMPORTANT PROGRAM ROUTINES

0300	Main program - executive routine
0348	Control C subroutine

CHIP-8 SUBROUTINE ADDRESSES

0368	Cursor blink - Entry #1
036C	- Entry #2
0372	- Entry #3 / Time loop
037E	Mode One - Grid Display Keys
	Mode Two - C (1)
03B6	Clear Grid Keys - C (0)
03E0	Home cursor. Also resets sample character XY.
03EA	Enter/Erase Grid Mark At Cursor - C (E)
03FA	Accept New ASCII Code - C (A)
043C	Display ASCII Code and Address. 040A entry skips Key-Press part.
0464	Deposit Grid Contents to Memory - C (D)
047E	Mode Two - Display Character Set - C (2)
04DA	Data Storage/Display patterns for DXYN instructions

MACHINE LANGUAGE SUBROUTINES

0500	Unpack Character Bit Pattern
0547	Erase Character Set
0557	Deposit Sample Character in Memory
0581	Display Character Set

0600-07FF	Character Set Storage
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The code for the program has been listed with comments, so you can follow exactly what's happening. If you purchased the tape containing the program, don't let that stop you from examining this code so you'll know how it all works.