

MODIFICATION #2 SHOW PAGE "N"

03D3	37	B4		;Test EF-4 looping here until Key 3
D4	D3			is released
D5	E2	NOP		;No operation lines for Signal Debounce
D6	E2	NOP		
D7	3F	BN4		;Test EF-4 looping here until Key is pressed
D8	D5			
D9	6B	INP		;Get byte at Input port
DA	FA	ANI		
DB	07			;Strip all but last 3 bits
DC	32	BZ		;Branch to exit ignoring command
DD	E7			to Show Page "0"
DE	52	STR	R2	;Push page selected onto stack
DF	FD	SDI		;Subtract 6 - M(R(X))
03E0	06			
E1	3B	BM		;Branch if byte >6
E2	E7			
E3	F0	LDX		;Pop byte off stack
E4	FC	ADI		;Add 3 to equal proper memory page
E5	03			
E6	B9	PHI	R9	;Put in R9.1
E7	D5	SEP	R5	;Return

(END MODIFICATION #2)

KEY CHART

ASCII codes of all keys with CONTROL key held down*

<u>ASCII</u>		<u>KEYS</u>	<u>ASCII</u>		<u>KEYS</u>
00	@	SPACE BAR	10	0	P
01	A		11	1	Q
02	B		12	2	R
03	C		13	3	S
04	D		14	4	T
05	E		15	5	U
06	F		16	6	V
07	G		17	7	W
08	H	BKSP*	18	8	X
09	I		19	9	Y
0A	J	LINE FEED*	1A	:	Z
0B	K		1B	ESCAPE* {	;
0C	L		1C	\	
0D	M	RETURN*	1D	}	
0E	N	PERIOD	1E	~	
0F	O	/	1F	DELETE*	