you run it, in case you make a mistake while loading it.

ADDRESS	CODE	COMMENTS
8001	0D	;CHANGES PAGE LOCATION OF CODE
800A	67	;OUTPUT PORT ENABLE FOR KEYPAD
8022	37	;EF4 INSTEAD OF EF3
8056	0E	;CHANGES PAGE LOCATION OF CODE
8104	3F	;EF4 INSTEAD OF EF3
819C	67	;OUTPUT PORT ENABLE FOR KEYPAD
819F	3F	;EF4 INSTEAD OF EF3
81AA	37	;EF4 INSTEAD OF EF3

If you want to use EF3 for your keyboard, don't change the
values at locations 8022, 8104, 819F or 81AA. High addresses
80 and 81 will become 0D and 0E when you load the code into
RAM, starting at address 00D0.

TABLE 1 - OPERATING SYSTEM MODIFICATIONS

Now you can try the operating system by inserting a long
branch (C0 0D 00) at address 0000. When you flip to RUN,
while keeping input depressed if you are using EF4, you
will see some random bit pattern on the top of the screen
and an operating stack toward the bottom of the screen when
you release the input switch. Press INPUT four times, and
and you should see some address appear at the bottom left,
and the contents of that address at the bottom right. (All
this assumes you have either not made the keyboard mods or
that you have made the mods and selected EF4 as your key-
board flag.) If you have made the keyboard modifications,
follow the instructions in the VIP manual for using the OS.
If you haven't made the modifications, this is as far as
you can go with the operating system, although you can still
use CHIP-8 and some of the VIP games.

Once you're sure the OS is working correctly, you can then
modify and load the CHIP-8 interpreter at addresses 0000
through 01FF. Table 2 contains the modifications that must
be made to the CHIP-8 interpreter before using it on your
ELF-II.

ADDRESS	CODE	
0000	00 00 00 00 00 00	
000A	0E	
010B	0E	Locations 0000-0002 will now be
012A	0E	used for a long branch to the
019A	67	CHIP-8 patch at 0CF0, VIP OS at
019E	37	0D00, or to the ELF II monitor
01A1	3F	at F000. Locations 0003-0005 are
		not used.

TABLE 2 - CHIP-8 INTERPRETER MODIFICATIONS