

APPENDIX -- SOME NOTES

The Chip-8 Interpreter supplied with VIP-OKER and VIP-FLOP in this book differs somewhat from the interpreter that comes in the VIP manual for your computer. First of all it takes up more room, three pages instead of two, and second, it is designed to support a two-page high-resolution display rather than the "normal" one-page format usually used for Chip-8 games. The modifications which allow this were detailed in the September 1978 issue of VIPER, the newsletter published by ARESCO exclusively for Cosmac 1802 system owners. Some additional changes were added by me and these were described in my book Pips for Vips, also available through ARESCO.

You may use the interpreter for your own games, and in fact you must use it if you decide to adapt some of the subroutines here for your own programming. Other than the two-page display capability, there are five other important differences.

1)The Chip-8 memory map which your manual charts out for your reference and to aid in debugging programs, is unchanged in format, but is located in front of your programs instead of behind them as it was before. All work spaces, the stack, and Chip-8 variables are now