

03F0	7D03	VD+03 (reset cursor VY)
F2	A4FC	I=sample character point
F4	DAB1	Display @ VA, VB
F6	600F	V0=0F (set controls Escape Flag)
F8	00EE	Return

ACCEPT NEW ASCII CODE - KEY C (A)

03FA	243C	Do subroutine (erase old code and address)
FC	23B6	Do subroutine (clear grid)
FE	F60A	V6=key pressed. Wait for first digit.
0400	6F07	VF=07 (test first ASCII digit)
02	8F65	VF-V6 (DF into VF)
04	3F01	Skip VF=01 (VF.GE. V6 - number in 00-07 range)
06	6607	V6=07 (limits first digit to ASCII 7)
08	F70A	V7=key pressed. Wait for second digit.
0A	0500	Do machine language subroutine (unpack bit pattern of character)
0C	243C	Do subroutine (display new code and address)
0E	A4DA	I=unpacked character bit pattern
10	DAB8	Display at VA, VB
12	A4FC	I=bit for sample character
14	DAB1	Display on sample character (tests each bit)
16	3F01	Skip VF=01 (Bit there?)
18	141E	No: Go display
1A	23EA	Do subroutine (display grid mark - disassemble character into grid) Bit is there
1C	1420	Go - skip next instruction
1E	DAB1	Display bit to erase
20	7C05	VC+05 (cursor right)
22	7A01	VA+01 (sample character pointer right)
24	3C19	Skip VC=19 (end of line)
26	1412	Loop to test next bit
28	4D3A	Skip VD ≠ 3A (last line)
2A	1436	Go exit - done
2C	6C05	VC=05 (reset cursor X coordinate for next line)
2E	6A1C	VA=1C (reset sample X coordinate for next line)
30	7D07	VD+07 (cursor down)
32	7B01	VB+01 (sample pointer down)
34	1412	Loop until last line is tested
36	23E0	Do subroutine (home cursor)
38	600F	V0=0F (set escape flag)
3A	00EE	Return

DISPLAY ASCII CODE AND ADDRESS

043C	F629	I=pattern for V6 (first ASCII digit)
3E	D895	Display @ V8, V9
40	7805	V8+05 (for next digit)
42	F729	I=pattern for V7 (next ASCII digit)
44	D895	Display @ V8, V9
46	681C	V8=1C (reset V8)
48	7907	V9+07 (VY down for address row)