

### Mode One Commands

- Key (C) 0    Clear the contents of the grid and the sample character. The bit pattern for the character stored at the display address is undisturbed.
- Key (C) 2    Select Mode Two (Display). See Mode Two Commands for instructions to return to Mode One.
- Key (C) A    Select a new ASCII code. Enter a two-digit number from 00 to 7F. The bit pattern for that character will be found, disassembled into the grid, and the new ASCII code and address are displayed on the screen. If you try to enter a number higher than 7F, the first digit will automatically be changed to a 7, since 7F is the highest possible ASCII code number.
- Key (C) D    Deposit current grid contents in the address displayed on the screen, and advance to the next ASCII code. Disassemble the contents into the grid. This feature allows sequential design.
- Key (C) E    Enter a grid marker at the cursor location and at a corresponding point on the sample character.
- Key (C) F    Cancel the "Control" selection and return the cursor to the grid.

### MODE TWO - DISPLAY

When in Mode One, if Key C is pressed, followed by Key 2, you are automatically moved into Mode Two. The entire character set is displayed on the screen for examination. The display is partitioned into 128 blocks, corresponding to