Next, program the following sequence:

```
CMBIN :F00A ;V0=KY -- Let V0=value of next keypress
       400E ;SK≠0E -- If not Key E, skip next
       1XXX  EXIT  -- Jump to exit this loop
       01A4 ;MLS   -- Do MLS--combine keypresses
       F1F0 ;V1=V0 -- V1 equals combined values in V0
       1XXX  CMBIN -- Jump back for next key entry
 EXIT :   (Program continues here)
```

An example of the new 01A4 instruction may be seen at location 0C96-0CA0 in the program listing of VIP-OKER. The F1F0 that follows the 01A4 instruction tells the MLS which Chip-8 variables hold the last keypress and which is to get the answer or the combination of all keypresses. The F1 means V1 will receive the answer, and the F0 part tells the routine that V0 holds the most recent keypress value. If you programmed F2F4, for example, V2 would receive the answer and V4 would be the amount for combining. In the example above, pressing Key E will exit the routine with the answer in V1, though any key may be programmed to do this.

You are not limited to combining only keypresses, however. Any string of digits (up to 255) may be combined into a single binary byte if you wish. Perhaps a good way to understand this instruction is to think of it as the reverse of the FX33, convert VX into its three decimal digit equivalent. The 01A4/FXFY instruction pair