making an illegal move as well.) Test each XY board

position against the legal move criteria. If the move

is legal, then it is a possibility. If not, do not

store it. It's that simple. VIP-FLOP's move generator

generates legal moves into a 150-byte area at 0A64, and

stores the XY coordinate of the move plus leaving a

third byte empty that will later be used to weight the

move. The end of the move list is marked with an FF

stop byte. The area for the list is longer than necessary,

but there was no scramble for memory bytes so I did not

worry about the overkill. More is better than not enough!

Another routine is needed to almost complete the

building blocks needed for the look-ahead process. This

is the MLS at 096F which is an all-purpose sub used to

transfer bytes in and out of any areas of memory. It is

used by first setting the "I" pointer to the block of

data to be moved, then calling the sub with an 096F --

Do MLS instruction followed by the number of bytes to be

transferred (to a maximum of 00FF) and finally the address

where the data is to go. See 0616-061C for an example

of the use of the transfer sub. It will be used to

transfer move lists as well as computer boards to and

from areas in memory and is a very flexible routine as

it transfers data in any direction, as long as the data

does not overlap on a forward direction (towards higher