BYTE TABLE

BYTE TO BE ENTERED IN JUMP TABLE @ 0100	FUNCTION THAT WILL BE PERFORMED
CF	Erase Text Buffer
E2	Tape Read
E2	Tape Write
F5	Home Cursor
77	Erase to End of Line
98	Erase to End of Page
37	Page Backward
28	Page Forward
F0	Select Page "N"
E6	Cursor On/Off
44	Insert Line
6C	Delete Line
17*	Reverse Field Video*
FF	Return to Typing Mode (Also all unused memory locations in table)

*** Use this byte only if you are shortening the Jump Table at 0100 to 16 bytes as described in the text above.**

CONCLUSION

The procedure described here -- that of using a Jump Table to select subroutines in memory -- is a famous old friend of the 1802 microprocessor. Your CHIP-8 interpreter uses this technique as one of its basic building blocks. Even if you decide to keep everything as is -- in which case I am flattered by the compliment -- you may want to try some experiments using the suggestions outlined here. In your future programming, a Jump Table may be just the thing to order the selection of a large number of subroutines that would otherwise be unwieldy and difficult to control.

After you've used your keyboard with the Text Editor 21 for awhile, please feel free to let us know if it meets your expectations. I'm sure ARESCO would love to hear from you, and I make every effort to answer mail addressed to me personally. Please enclose a self-addressed, stamped envelope so I can get back to you as soon as possible.

No - for that Index of VIPER articles you've been meaning to store on tape, your new keyboard's ready and waitin'. Have fun - and good luck with your programming.