

C H I P - 8 P R O G R A M E D I T O R

CONTROLLING ROUTINES

0000 - 0006	Erase Display Page
0007 - 0033	Initialization - Video On
0034 - 0053	Display Addresses & Instructions
0054 - 0069	Keyboard Scan
006A - 0071	Scroll Forward Key F
0072 - 0078	Scroll Backward Key B
0079 - 007F	Page Forward Key C
0080 - 008F	Page Backward Key D
008F - 00B0	Enter Instructions Key E
00B1 - 00BD	Set up for Key 0
00BE - 00D5	Address Control For Block Data Move
00D6 - 00F4	Utility Routines
00F5 - 00FF	Time Loop
0100 - 010F	Table For Character Addresses
0120 - 0126	
0127 - 012D	Shift Right Subroutine
012E - 0132	Masking Subroutine
0133 - 013F	
0140 - 01A7	Data Move Routine

REGISTER ASSIGNMENTS

R0	Display Refresh Pointer
R1	8146 - Interrupt Routine In ROM
R2	Stack Pointer - 01FF
R3	Program Counter
R4	First Display Address - Initially 0200
R5	Used For ROM Character Generator
R6	Display Control
R7	ROM Character Address Table Index
R8	Debouncing And Tones (Used In ROM & Time Loops)
R9	+1 In Interrupt. Not used.
RA	Subroutine To Display Characters
RB	Display Page Pointer
RC	8195 - Keyboard Scan Routine
RD	Subroutine To Shift Right - For Display Purposes
RE	Subroutine To Mask Values - For Display Purposes
RF	Utility Register