

a "dynamic" keyboard. It is perfectly suited to interactive programs and games that require keyboard responses. This is a very simple design to implement on the ELF-II, and full details are included in this article.

Before you start thinking about using the original ELF-II key board, you must be aware of the fact that it latches up 8 bits on the data bus when INPUT is pressed. In addition, the low (or first) digit pressed is shifted when you enter a subsequent digit. Even if you write another routine to read the ELF-II keyboard, you will be pressing three keys to do the function of one on a dynamic-type keyboard. This situation won't allow you to take full advantage of the CHIP-8 games.

Before I discuss the actual conversion, refer to figure 1 for a summary of ELF-II and VIP I/O instructions. The 64 instruction is really doing the same function on both machines, but with the ELF-II, you have the additional feature of displaying the contents of memory on the 7-segment displays. The other major difference between the I/O instructions is the hex keypad enables. The ELF-II uses the 6C, which is an input instruction, and the VIP uses a 62, which is an output instruction. This should give you a clue as to why a different keyboard is needed to run CHIP-8.

<u>ELF-II</u>	<u>VIP</u>
61 video off	61 video off
62 available	62 output to keyboard
63 available	63 output port
64 display LEDs	64 Mx-bus, Rx 1
65 available	65 available
66 available	66 available
67 output port	67 available
68 illegal	68 illegal
69 video on	69 video on
6A available	6A available
6B available	6B input port
6C input from keyboard	6C available
6D available	6D available
6E available	6E available
6F input port	6F available

FIGURE 1
I/O INSTRUCTION SUMMARY

The operating system in the VIP actually outputs the low 4 bits of the data bus to a (4 to 16 line decoder) attached to one side of the hex keypad, allowing EF3 to be enabled corresponding to the key being pressed. So actually, the VIP keypad only inputs EF3, not data. The ELF-II, on the other