

THIS ROUTINE WILL DISPLAY
11001100 ON THE SCREEN AS
1010.

WRITTEN BY: BRETT BILBREY
Screen display routine with
memory save.

E5	²²⁴	Push	HL
F5	²⁴⁵	Push	AF
AE	¹⁷⁴	XOR	(HL)
E6AA	^{230/170}	AND	AAH
AE	¹⁷⁴	XOR	(HL)
77	¹¹⁹	LD	(HL), A
F1	²⁴¹	POP	AF
E1	²²⁵	POP	HL
C9	²⁰¹	Ret	

INPUTS; TAKES BYTE IN ACCUMULATOR
AND PLACES ON SCREEN AT
HL.

} TAKE BITS 6,4,2,0
AND MIX WITH SCREEN
DISPLAY. SAVING PROGRAM.
PUT BACK

NOTE: THIS ROUTINE PLACES BYTE AT ACTUAL
HL LOCATION. TO USE BALLY'S PHONEY
NUMBER, INSERT:

29 ADD HL, HL

SO PROGRAM BECOMES

E5	Push	HL
F5	Push	AF
29	ADD	HL, HL
AE	XOR	(HL)
E6AA	AND	AAH
AE	XOR	(HL)
77	LD	(HL), A
F1	POP	AF
E1	POP	HL
C9	RET	

?