

Jupiter

ACE

Screen Layout

decimal address

decimal address	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31		
9216 (8192)	0																																	0
9248 (8224)	1																																	1
9280 (8256)	2																																	2
9312 (8288)	3																																	3
9344 (8320)	4																																	4
9376 (8352)	5																																	5
9408 (8384)	6																																	6
9440 (8416)	7																																	7
9472 (8448)	8																																	8
9504 (8480)	9																																	9
9536 (8512)	10																																	10
9568 (8544)	11																																	11
9600 (8576)	12																																	12
9632 (8608)	13																																	13
9664 (8640)	14																																	14
9696 (8672)	15																																	15
9728 (8704)	16																																	16
9760 (8736)	17																																	17
9792 (8768)	18																																	18
9824 (8800)	19																																	19
9856 (8832)	20																																	20
9888 (8864)	21																																	21
9920 (8896)	22																																	22
9952 (8928)	23																																	23

access priority:
VIDEO (CPU)

HEX	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0																
10																
20		!	"	#	\$	%	&	'	()	*	+	,	-	.	/
30	@	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
40	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
50	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	↑	
60	e	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
70	p	q	r	s	t	u	v	w	x	y	z	{		}	~	@
80																
90																
A0		!	"	#	\$	%	&	'	()	*	+	,	-	.	/
B0	@	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
C0	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
D0	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	↑	
E0	e	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
F0	p	q	r	s	t	u	v	w	x	y	z	{		}	~	@

Typing graphic characters in GRAPHIC mode



ASCII	00	01	02	03	04	05	06	07	Hex
	0	1	2	3	4	5	6	7	
KEY		A	B	C	D	E	F	G	

ASCII	08	09	0A	0B	0C	0D	0E	0F	Hex
	8	9	10	11	12	13	14	15	
KEY	H	I	J	K	L	M	N	O	

ASCII	10	11	12	13	14	15	16	17	Hex
	16	17	18	19	20	21	22	23	
KEY	0	1	2	3	4	5	6	7	

ASCII	18	19	1A	1B	1C	1D	1E	1F	Hex
	24	25	26	27	28	29	30	31	
KEY	8	9	:	;	<	=	>	?	

To get ASCII 80h to 9Fh set to **INVERT** mode.
ASCII 0 cannot be typed.