

```

0535: MOV  A, R6
0536: INC  A
0537: JNZ  #054F      ; jump if R6 != #FF
0539: MOV  R0, #20    ; no keys; re-init all
053B: MOV  A, @R0
053C: ANL  A, #FB     ; clr (s/c/a?) key pressed
053E: MOV  @R0, A
053F: MOV  R0, #2A
0541: MOV  @R0, #00   ; #2A (debounce) = 0
0543: MOV  R0, #29
0545: MOV  @R0, #FF  ; #29 (current key) = FF
0547: MOV  R0, #20   ; found key (keycode in A)
0549: MOV  A, @R0
054A: ANL  A, #F7   ; clr repeat key
054C: MOV  @R0, A

054D: JMP  $5BF     ; goto $600

054F: MOV  R0, #20
0551: MOV  A, @R0
0552: ANL  A, #04   ; key pressed?
0554: JNZ  #05BF

[...]

07F0: DB  01, 02   ; version 1.2

```

```

0535: MOV  A, R6
0536: INC  A
0537: JNZ  #054E      ; jump if R6 != #FF
0539: MOV  R0, #20    ; no keys; re-init all
053B: MOV  A, @R0
053C: ANL  A, #FB     ; clr (s/c/a?) key pressed
053E: MOV  @R0, A

053F: MOV  R0, #20   ; found key (keycode in A)
0541: MOV  A, @R0
0542: ANL  A, #F7   ; clr repeat key
0544: MOV  @R0, A
0545: MOV  R0, #29
0547: MOV  @R0, #FF  ; #29 (current key) = FF
0549: INC  R0
054A: MOV  @R0, #00  ; #2A (debounce) = 0
054C: JMP  $5BE     ; goto $600

054E: MOV  R0, #20
0550: MOV  A, @R0
0551: ANL  A, #04   ; key pressed?
0553: JNZ  #05BE

[...]

07F0: DB  00, 07   ; version 0.7

```