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'DISPMAC.BAS
'A Basic program to build the contents of an include file
' to make nice representations of bit patterns

DIM char$(2)
char$(0) = "_"
char$(1) = "#"

dig$(0) = "0"
dig$(1) = "1"

OPEN "bit_patt.ern" FOR OUTPUT AS #1

FOR bit7 = 0 TO 1
FOR bit6 = 0 TO 1
FOR bit5 = 0 TO 1
FOR bit4 = 0 TO 1
FOR bit3 = 0 TO 1
FOR bit2 = 0 TO 1
FOR bit1 = 0 TO 1
FOR bit0 = 0 TO 1

'Assembler requires a label to start with an alpha character
print #1, "A";

PRINT #1, char$(bit7);
PRINT #1, char$(bit6);
PRINT #1, char$(bit5);
PRINT #1, char$(bit4);
PRINT #1, char$(bit3);
PRINT #1, char$(bit2);
PRINT #1, char$(bit1);
PRINT #1, char$(bit0);

PRINT #1, "      EQU %";

PRINT #1, dig$(bit7);
PRINT #1, dig$(bit6);
PRINT #1, dig$(bit5);
PRINT #1, dig$(bit4);
PRINT #1, dig$(bit3);
PRINT #1, dig$(bit2);
PRINT #1, dig$(bit1);
PRINT #1, dig$(bit0);

PRINT #1,

NEXT bit0
NEXT bit1
NEXT bit2
NEXT bit3
NEXT bit4
NEXT bit5
NEXT bit6
NEXT bit7

CLOSE #1
```