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Subject: Re: Programming Videos

Posted by [mmphosis](#) on Wed, 10 Sep 2014 23:51:57 GMT

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Thanks for creating these videos. I think we learn by making mistakes. I learned a lot of little things from the errata and follow up. The = that mcpderez just mentioned, / to switch banks, and " to enter text.

Both the Branch Always (BRA) instruction and the Jump (JMP) instruction take three cycles.

Advantages of Branch Always:

- the code is relocatable because branching uses relative addressing
- two byte instruction vs. three bytes for the Jump instruction

Question:

I don't think that Sweet 16 version 3.0.3 does the retrace / video timing correctly. Are you using KEGS version 0.91 ?

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