```
push_char:
  pha                   ; push new first char onto stack
  ldy #0                ; message string index

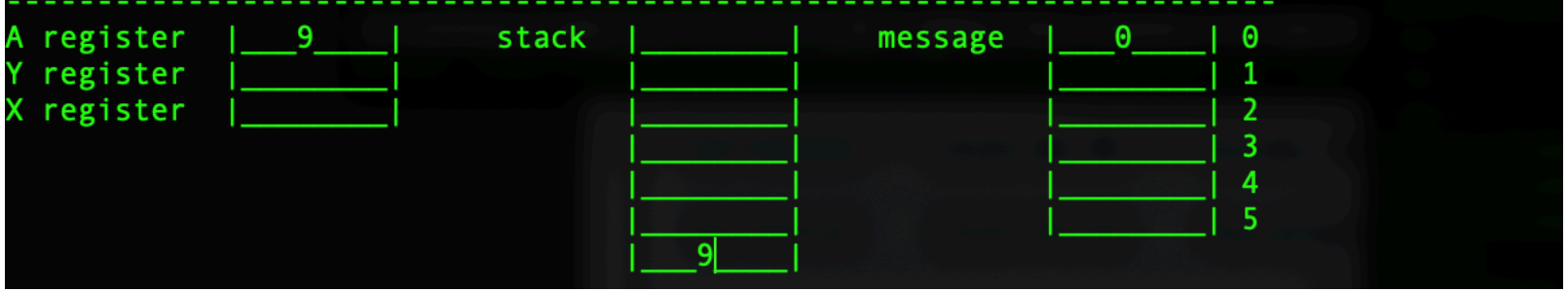
char_loop:
  lda message,y         ; get char on string and put into x
  tax
  pla
  sta message,y         ; pull char off stack and add it to the string
  iny
  txa
  pha                   ; push char from string onto stack
  bne char_loop

  pla
  sta message,y         ; pull the null off the stack and add to the end of the string

  rts                   ; return to do more division and get the next digit into reg A


lcd_wait:
  ...
  ...

lcd_busy:
  ...
  ...
```



```
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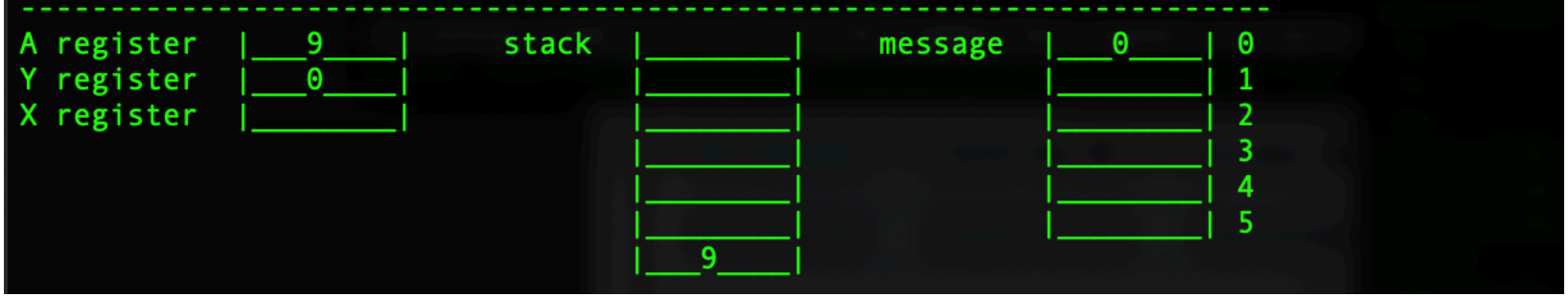
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lcd_wait:
  ...
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------------------------------------------------------------------------
A register  |___0____|     stack  |________|    message  |___0____| 0
Y register  |___0____|            |________|             |________| 1
X register  |________|            |________|             |________| 2
                                  |________|             |________| 3
                                  |________|             |________| 4
                                  |________|             |________| 5
                                  |___9____|
```

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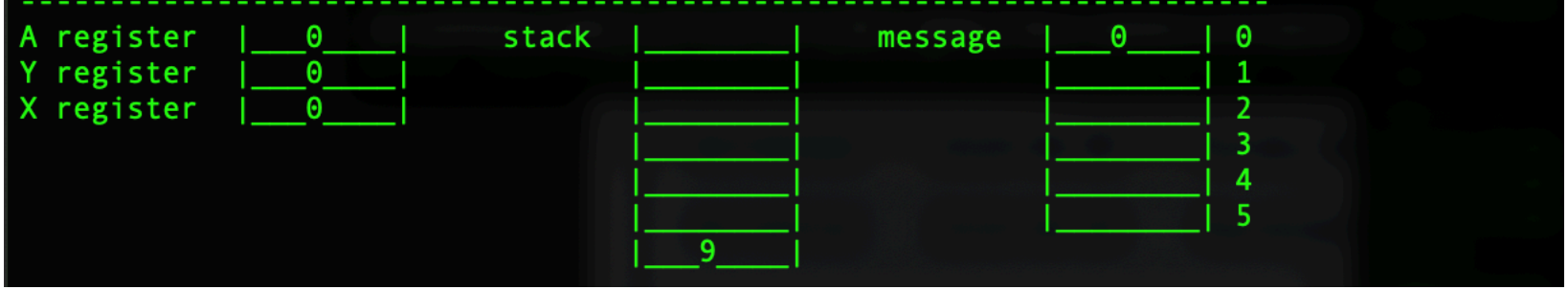
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```

```
-------------------------------------------------------------------------
A register  |___9____|     stack  |________|    message  |___9____| 0
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                                 |________|
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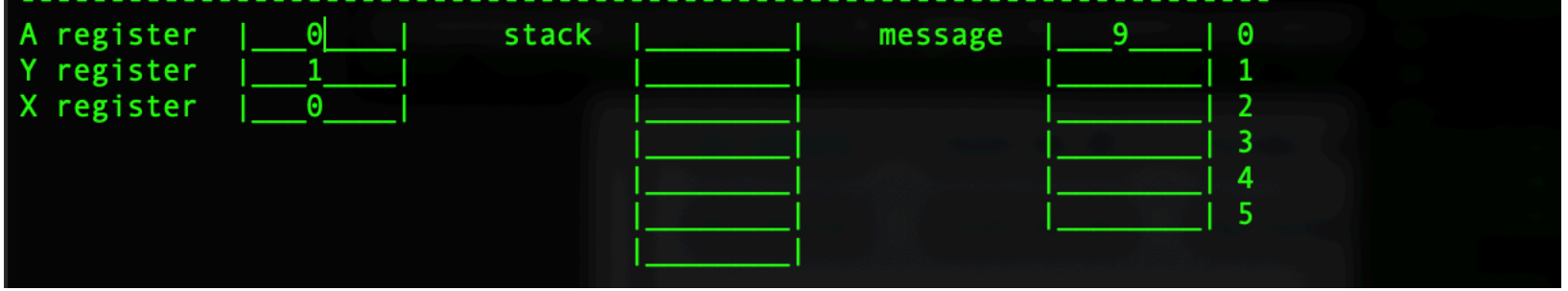
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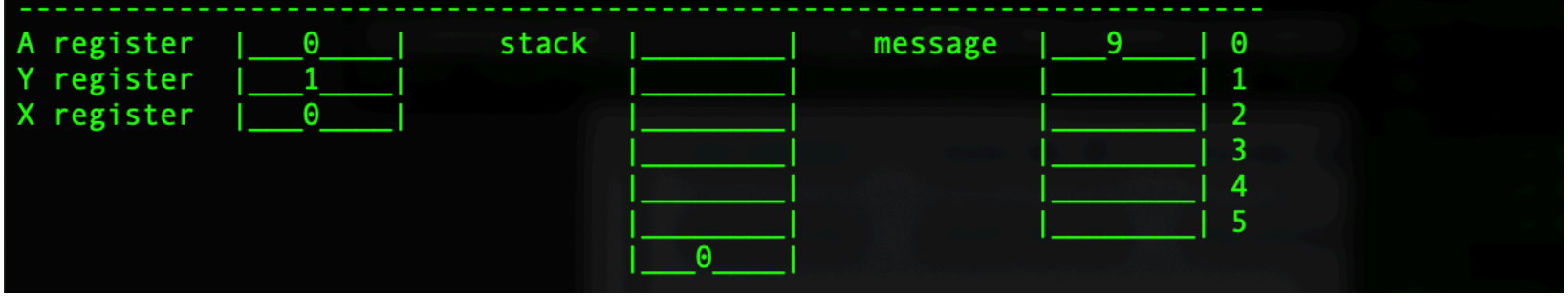
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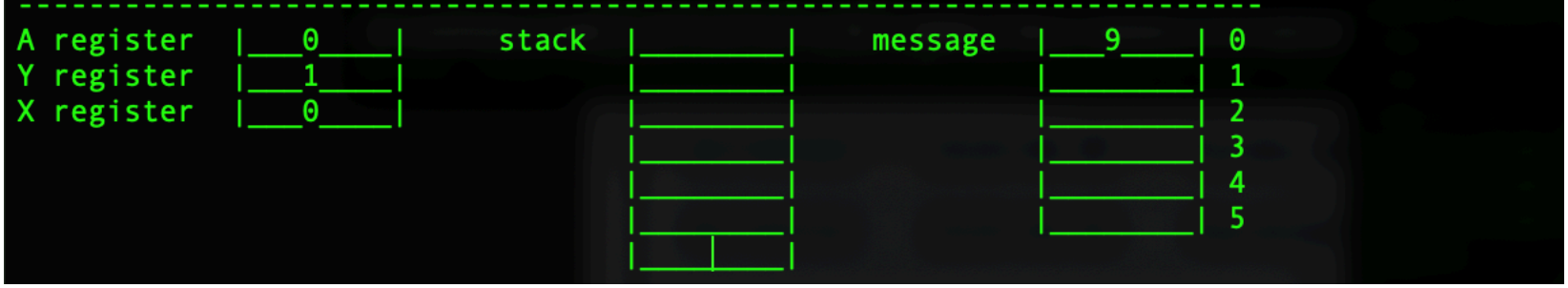
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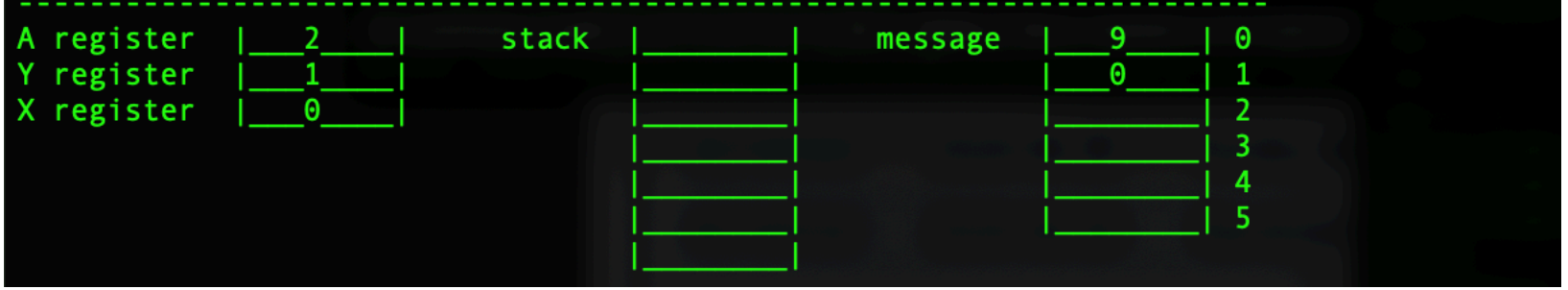
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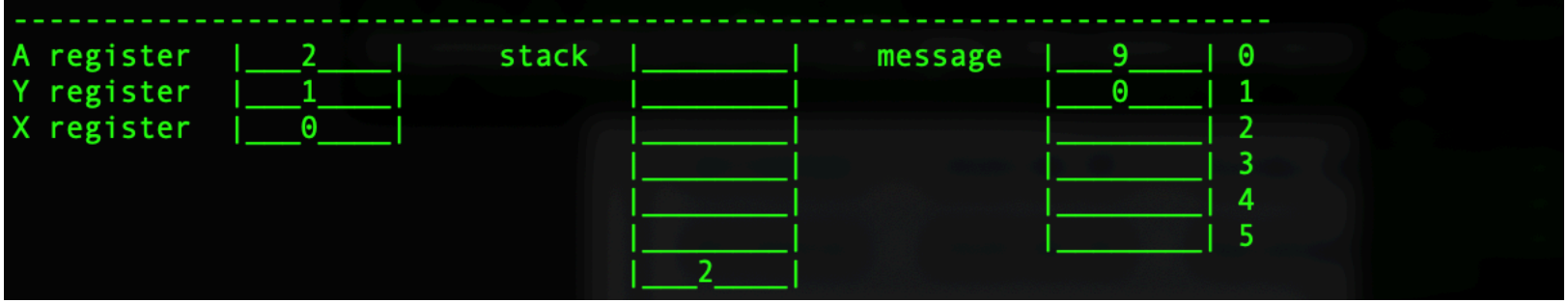
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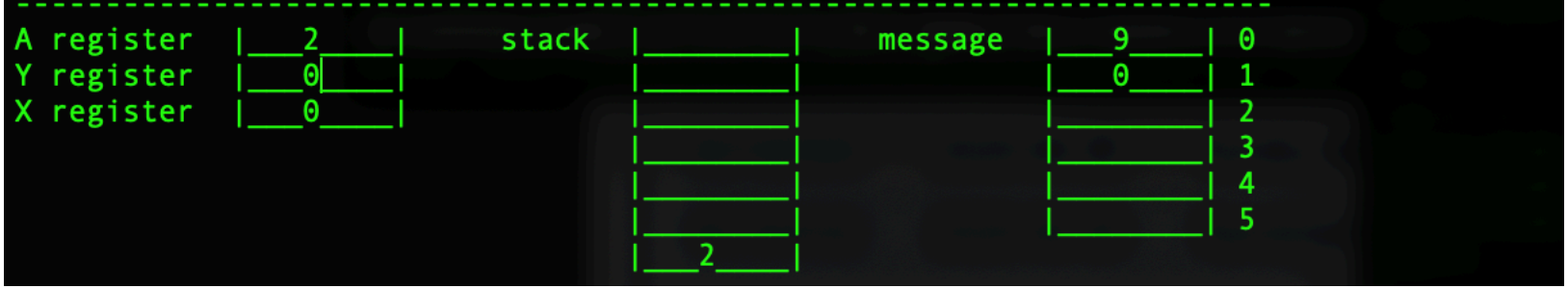
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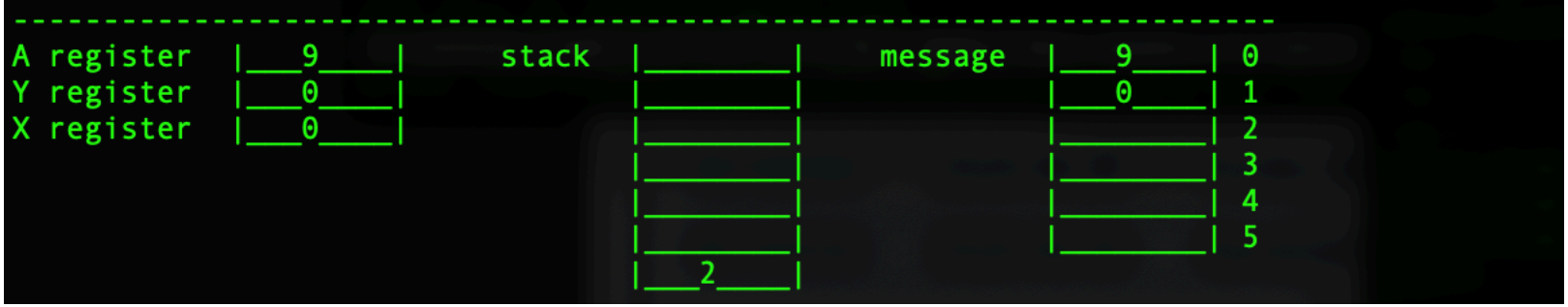
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                                 |________|             |________| 5
                                 |___2____|
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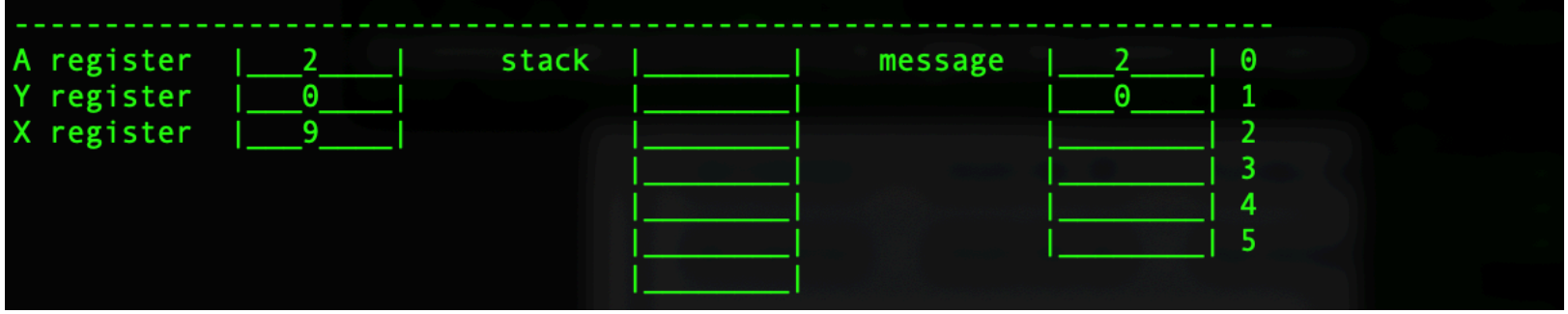
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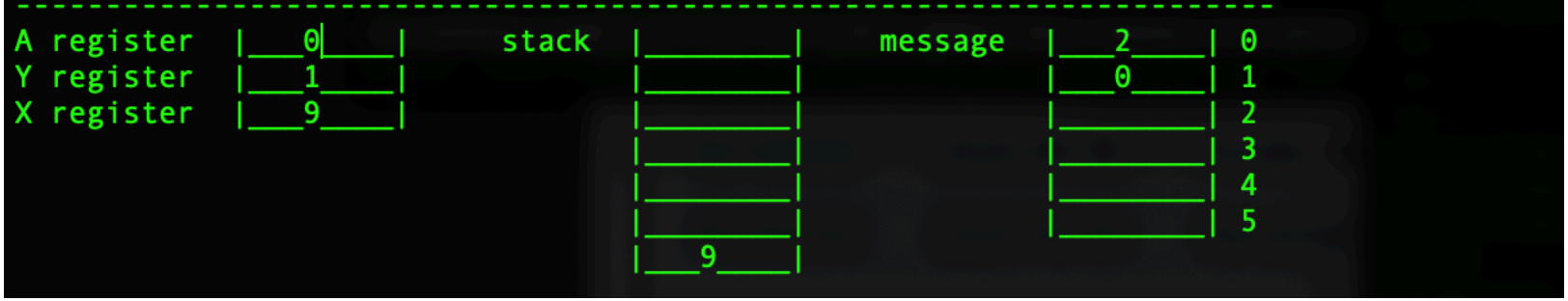
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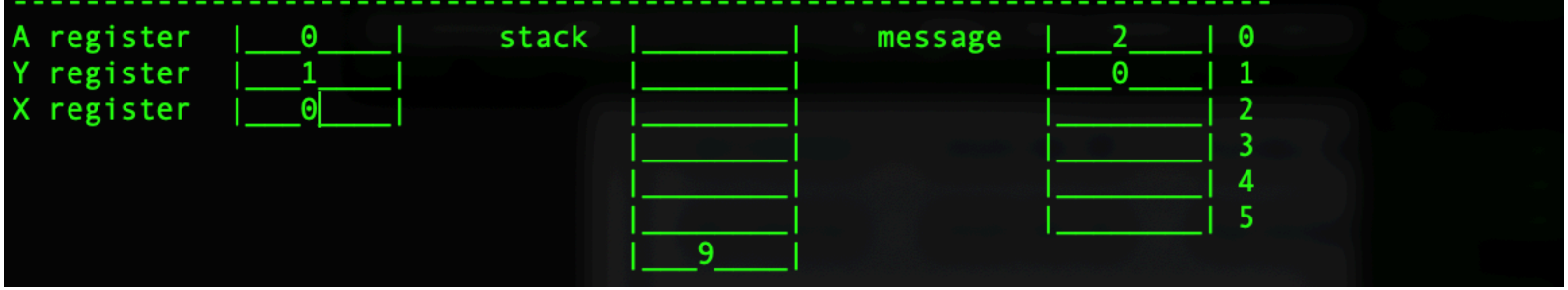
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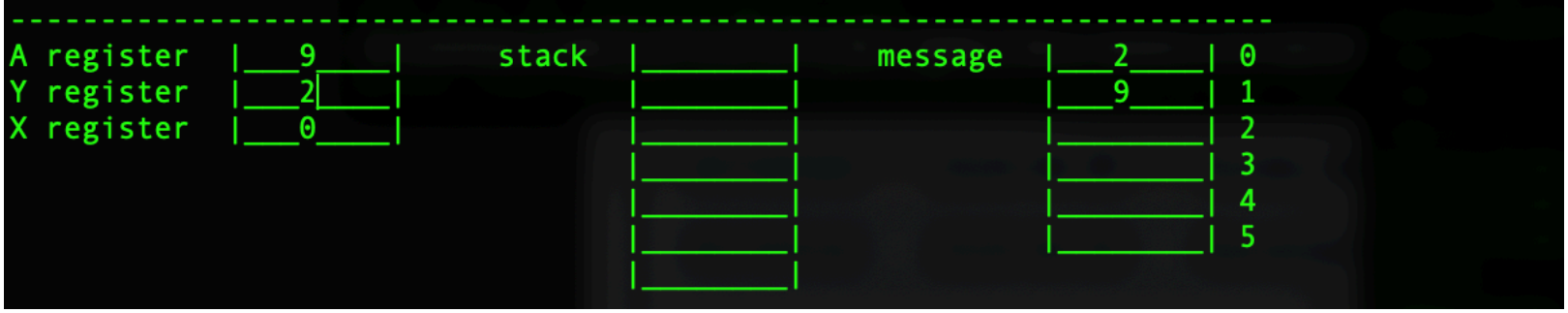
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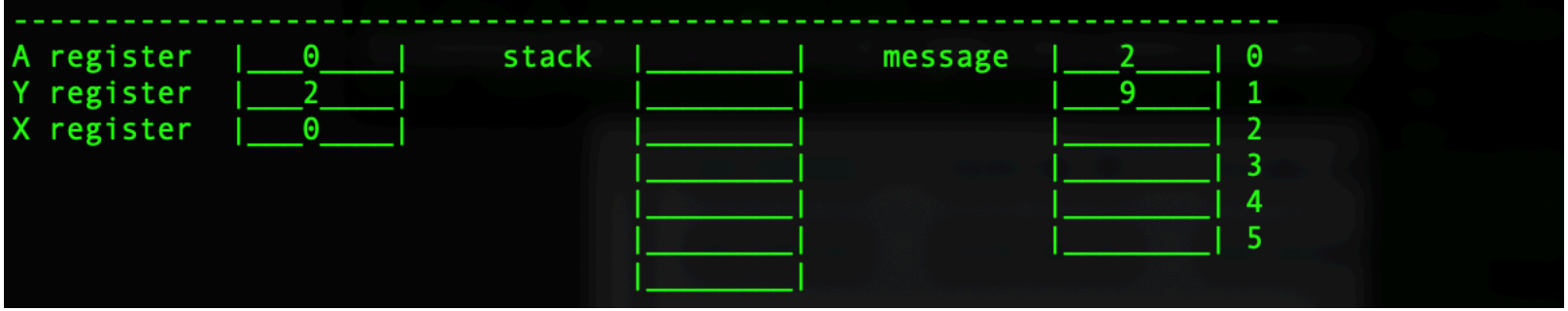
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  sta message,y         ; pull the null off the stack and add to the end of the string

  rts                   ; return to do more division and get the next digit into reg A


lcd_wait:
  ...
  ...

lcd_busy:
  ...
  ...
```



```
push_char:
  pha                 ; push new first char onto stack
  ldy #0              ; message string index

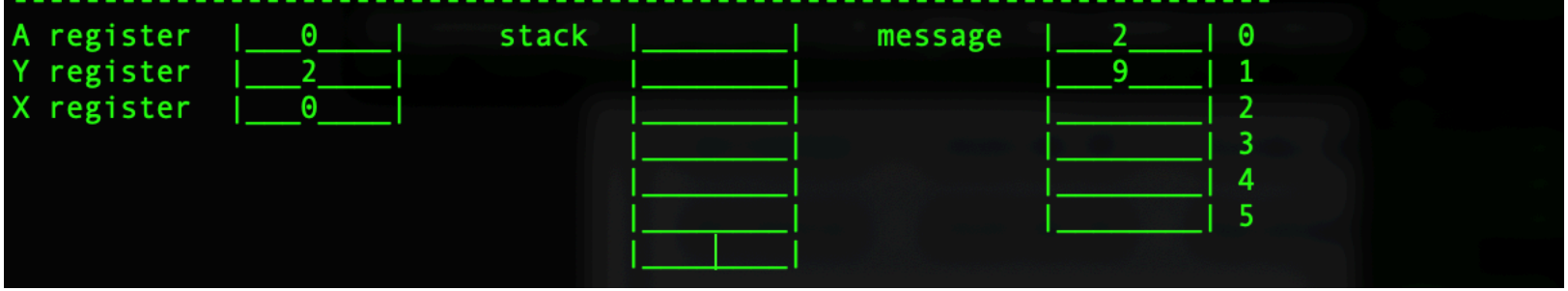
char_loop:
  lda message,y       ; get char on string and put into x
  tax
  pla
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  iny
  txa
  pha                 ; push char from string onto stack
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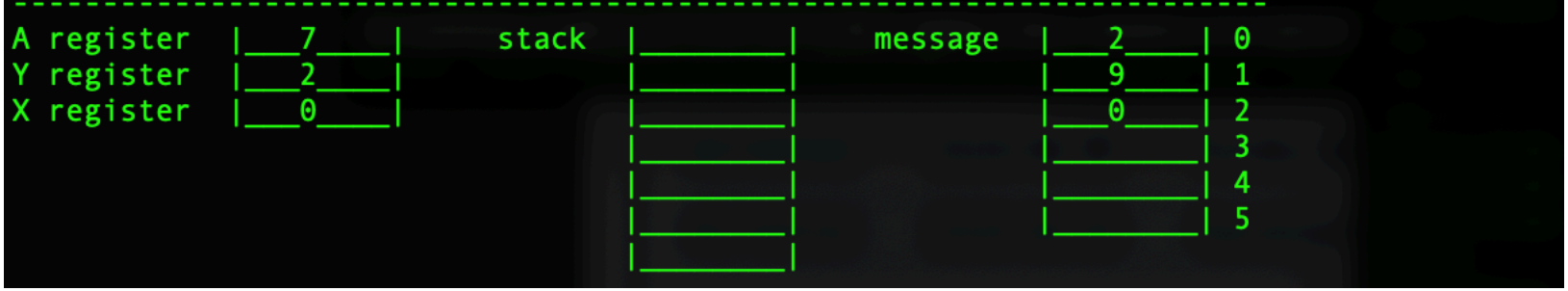
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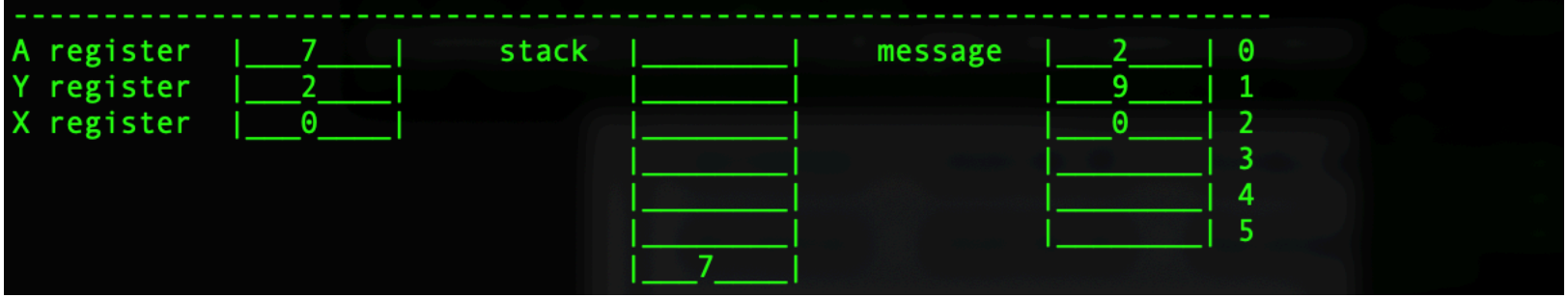
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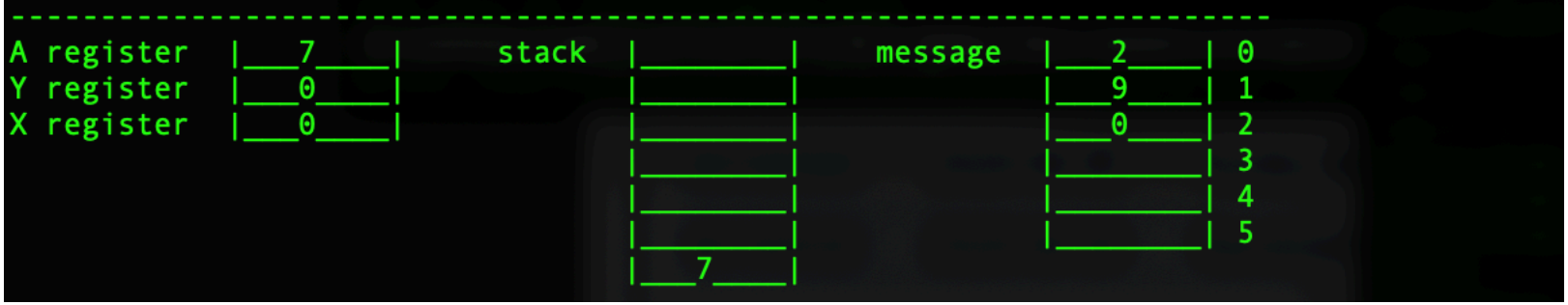
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```
-------------------------------------------------------------------------
A register  |___2____|     stack  |________|    message  |___2____| 0
Y register  |___0____|            |________|             |___9____| 1
X register  |___0____|            |________|             |___0____| 2
                                 |________|             |________| 3
                                 |________|             |________| 4
                                 |________|             |________| 5
                                 |___7____|
```

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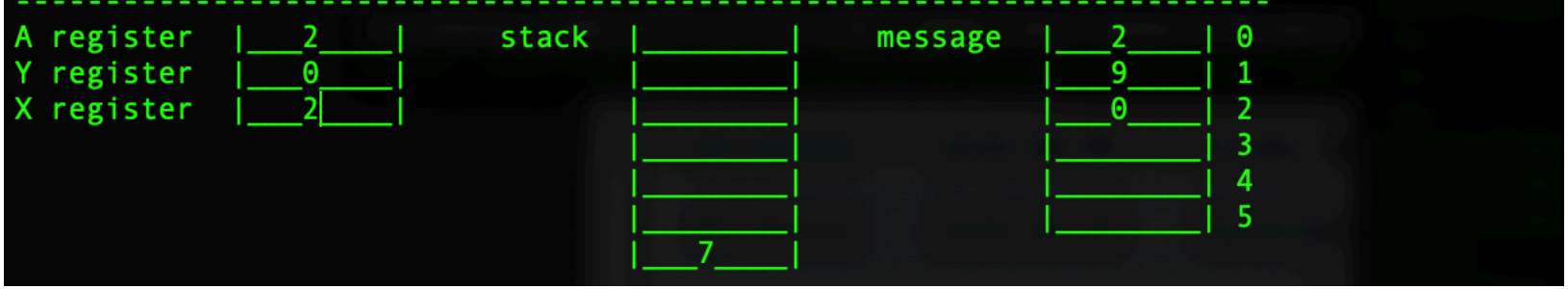
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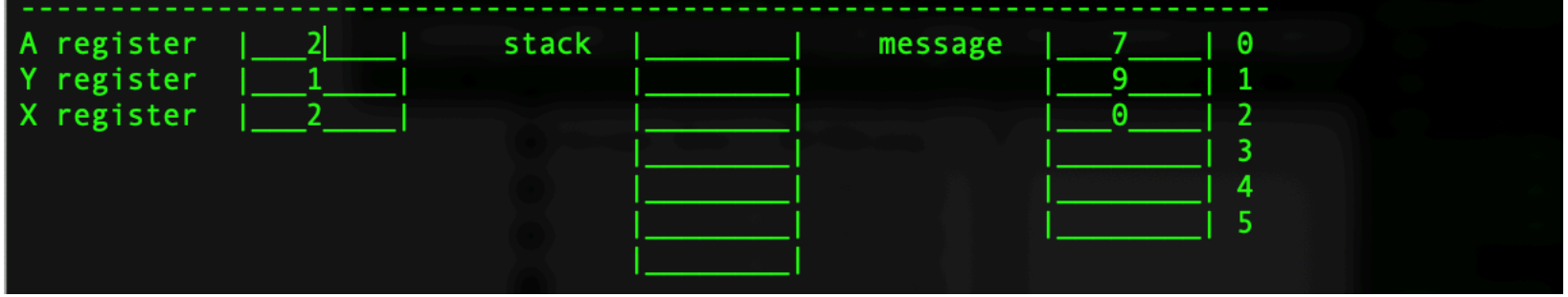
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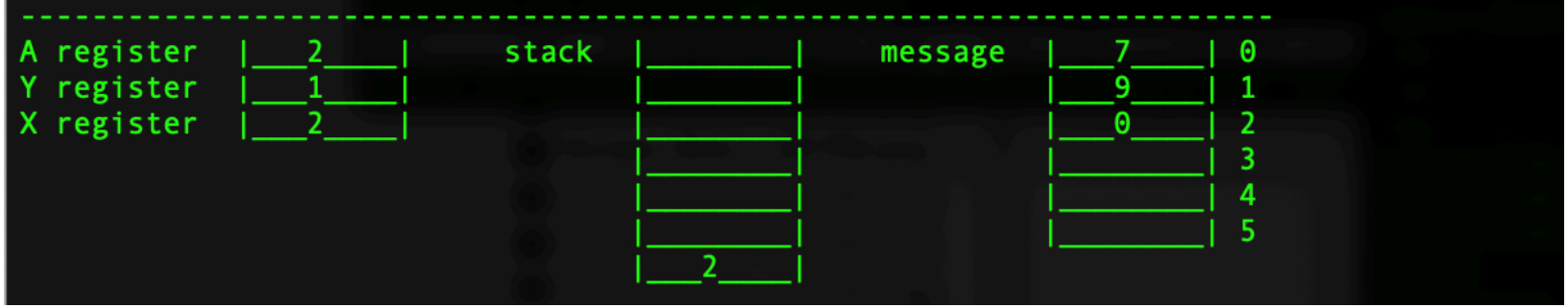
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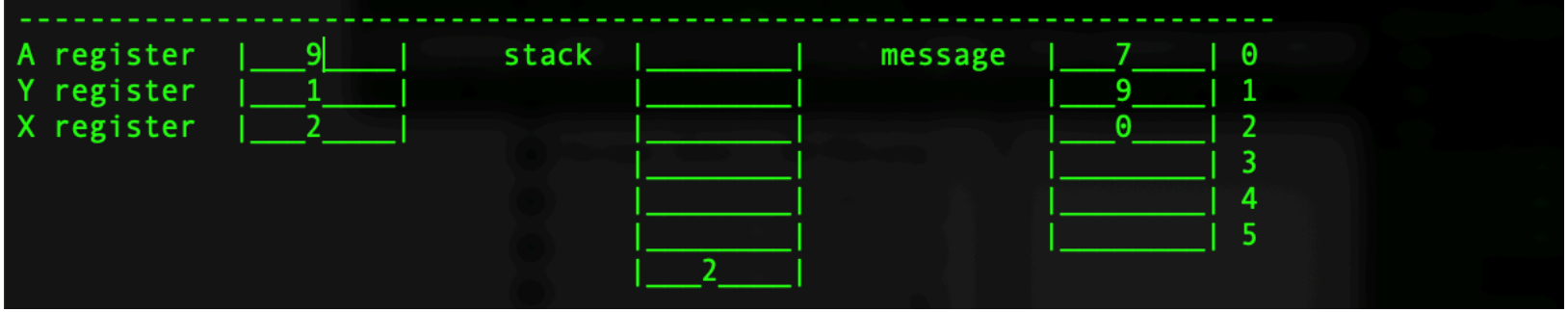
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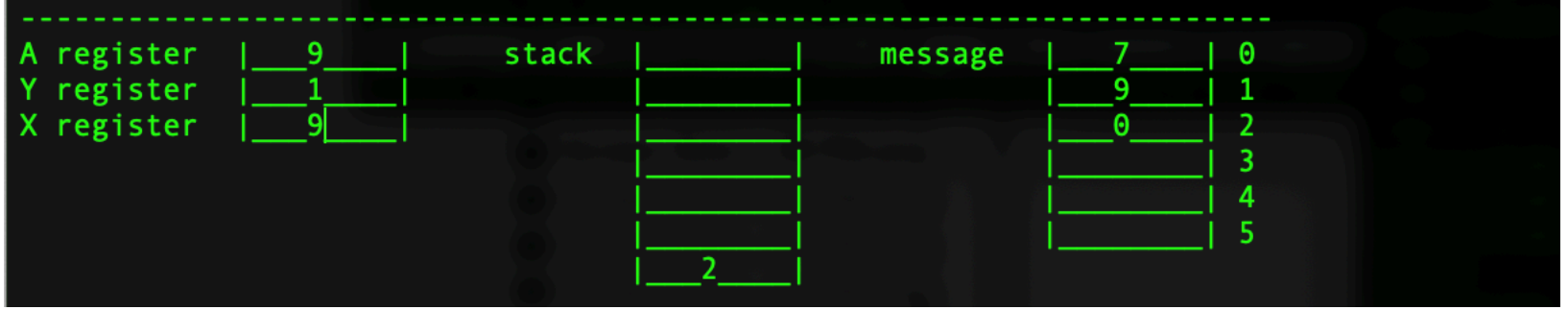
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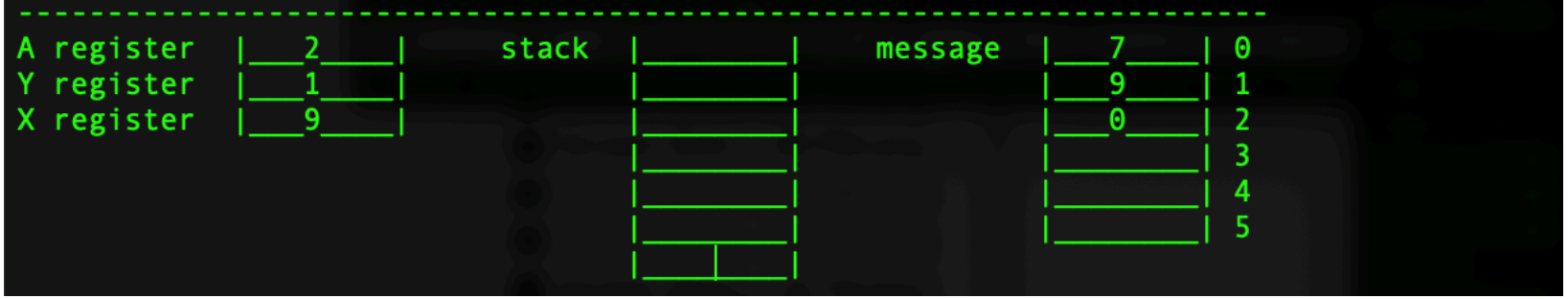
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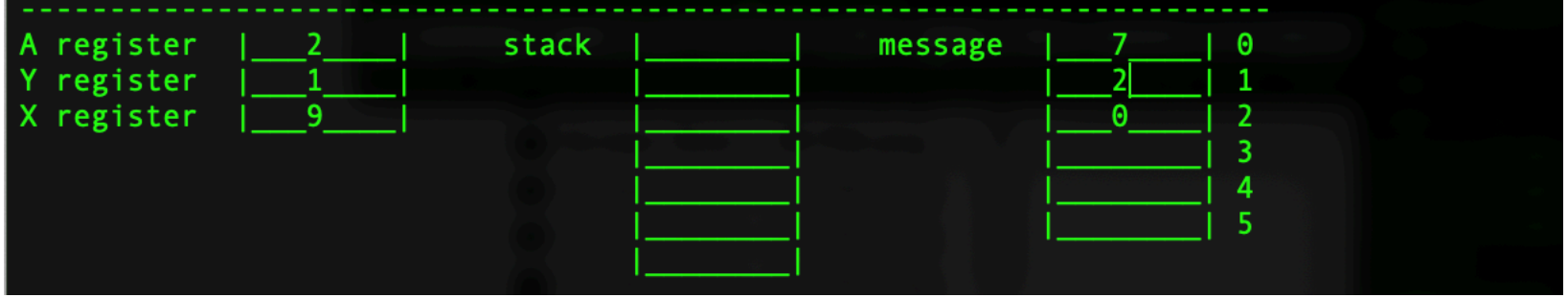
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  ...
  ...

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  ...
  ...

-------------------------------------------------------------------------
A register  |___2____|     stack  |________|    message  |___7____| 0
Y register  |___2____|            |________|             |___2____| 1
X register  |___9____|            |________|             |___0____| 2
                                 |________|             |________| 3
                                 |________|             |________| 4
                                 |________|             |________| 5
                                 |________|
```

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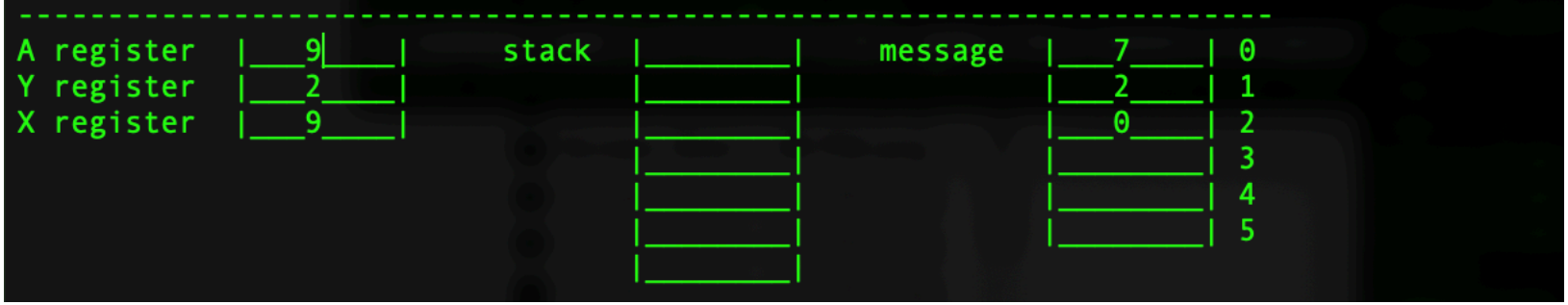
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  ...
  ...

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  ...
  ...

-------------------------------------------------------------------------
A register  |___9____|     stack  |________|    message  |___7____| 0
Y register  |___2____|            |________|             |___2____| 1
X register  |___9____|            |________|             |___0____| 2
                                 |________|             |________| 3
                                 |________|             |________| 4
                                 |________|             |________| 5
                                 |___9____|
```

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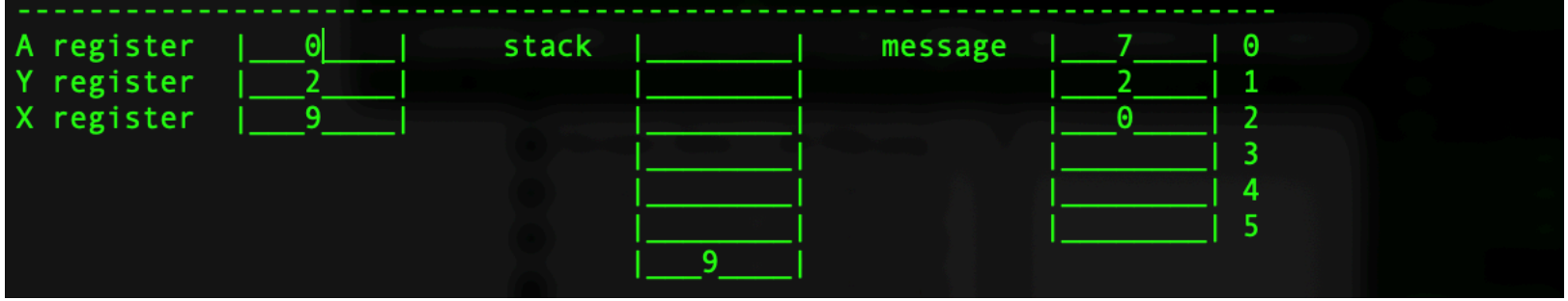
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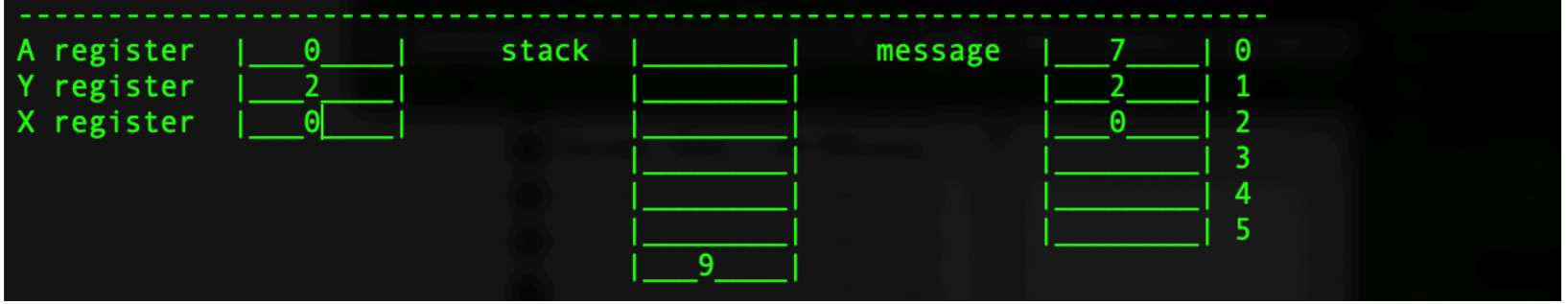
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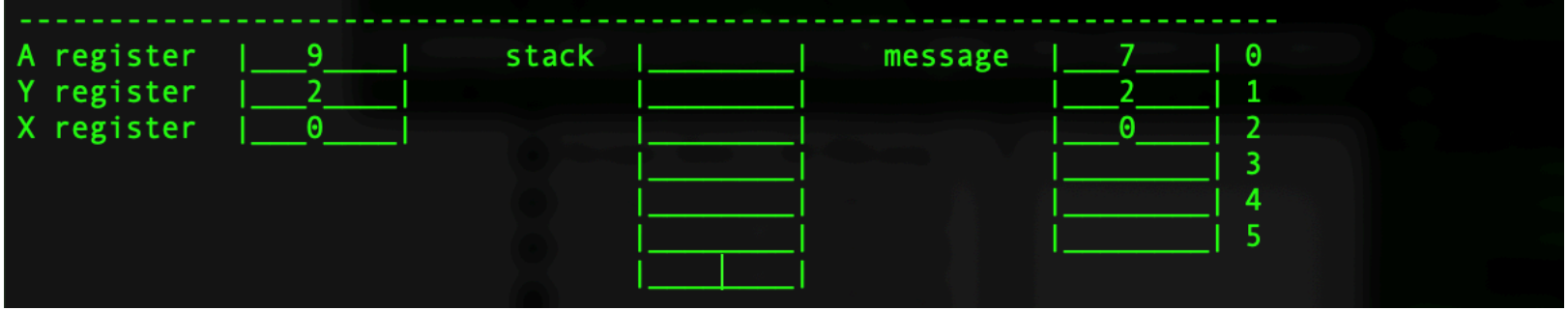
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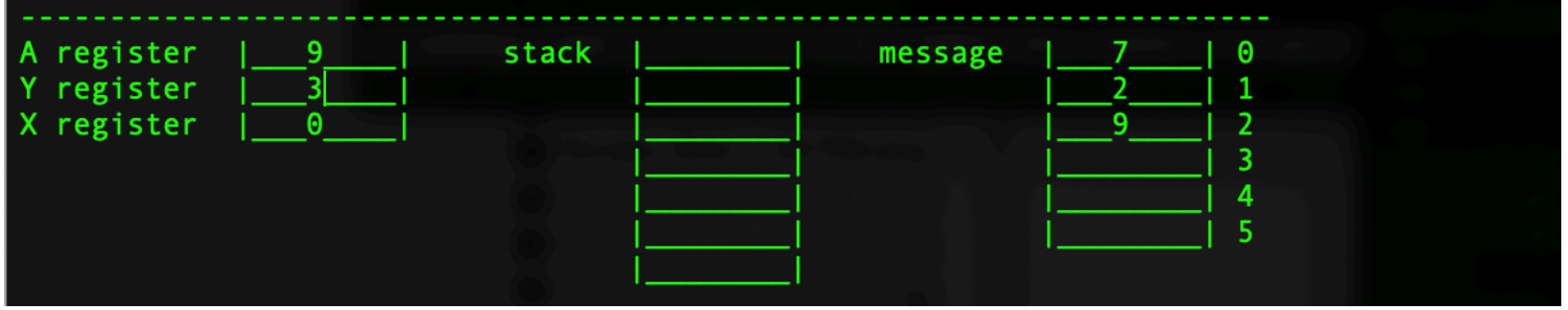
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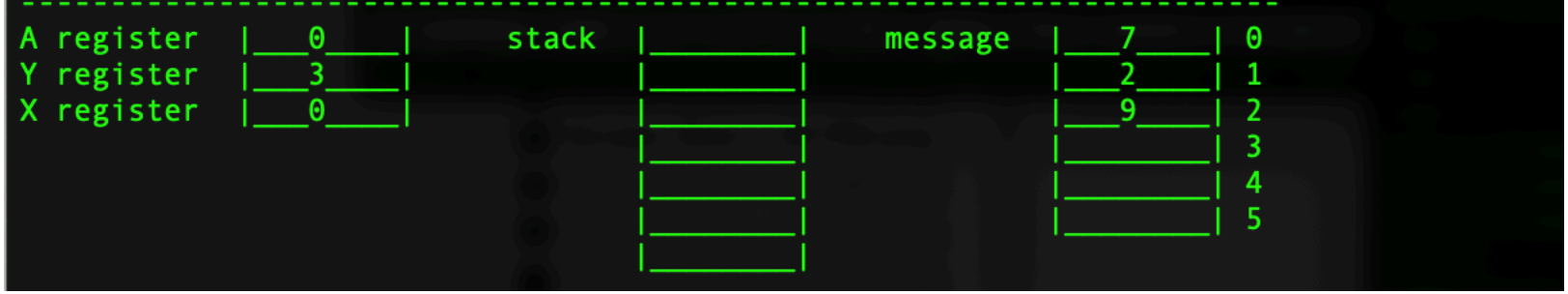
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lcd_wait:
  ...
  ...

lcd_busy:
  ...
  ...

------------------------------------------------------------------------
A register  |___1____|     stack  |_________|    message  |___7____| 0
Y register  |___3____|            |_________|             |___2____| 1
X register  |___0____|            |_________|             |___9____| 2
                                 |_________|             |___0____| 3
                                 |_________|             |_________| 4
                                 |_________|             |_________| 5
                                 |_________|
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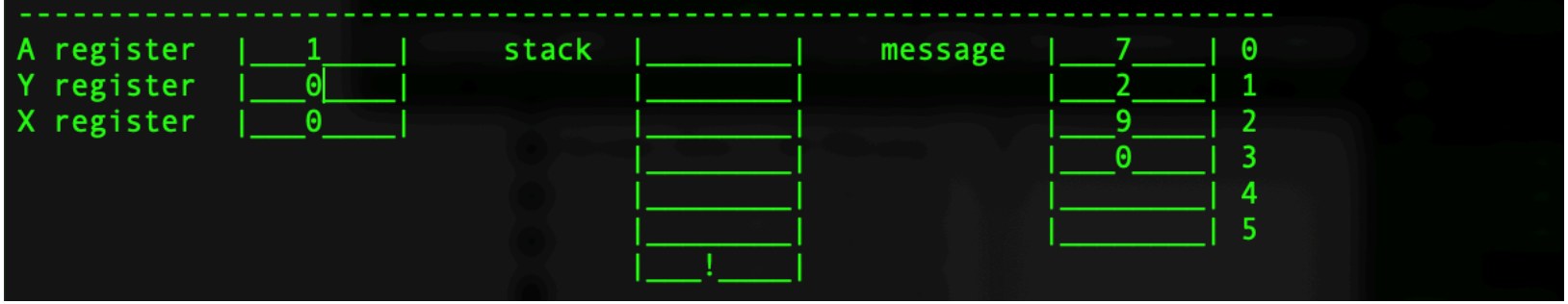
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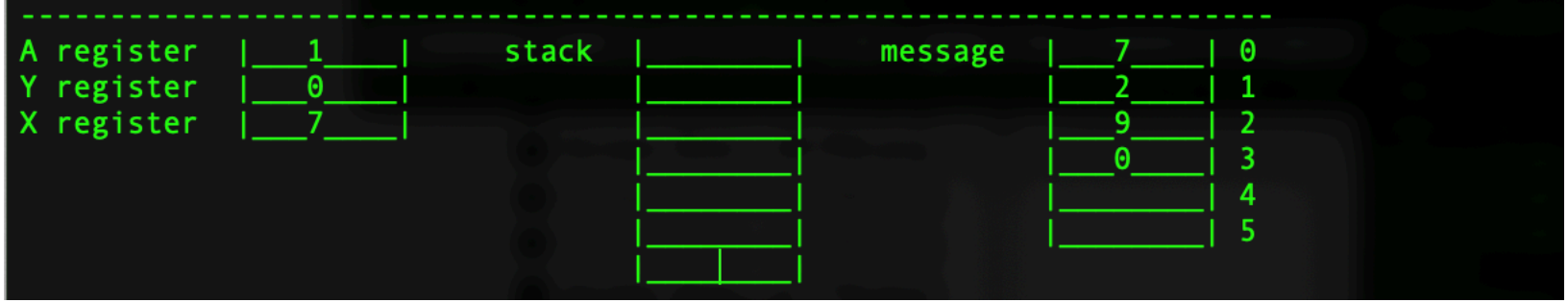
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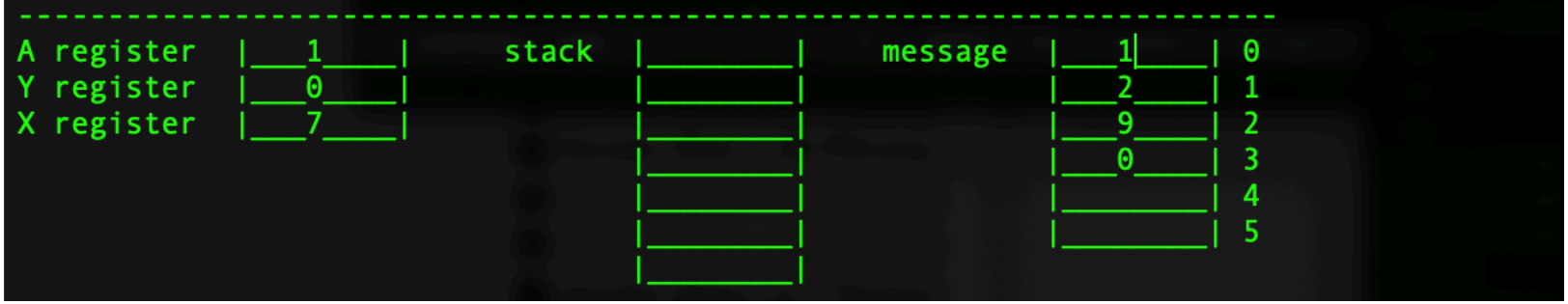
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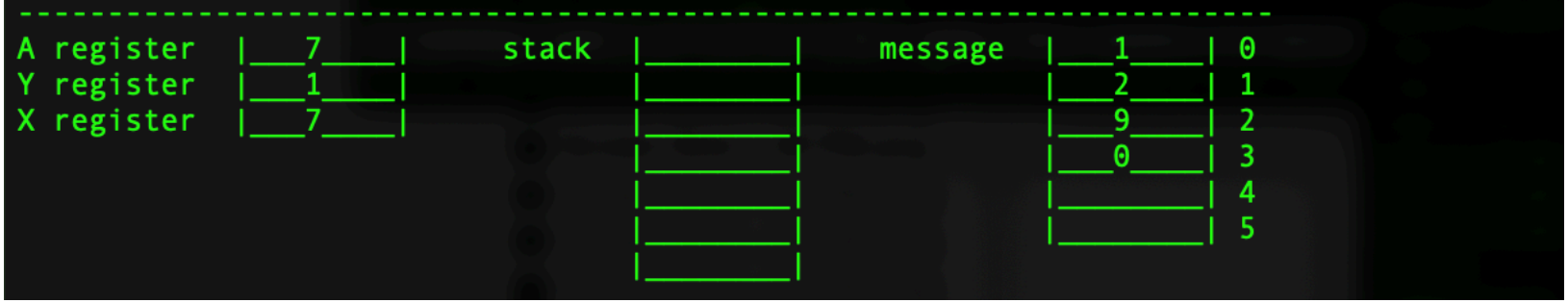
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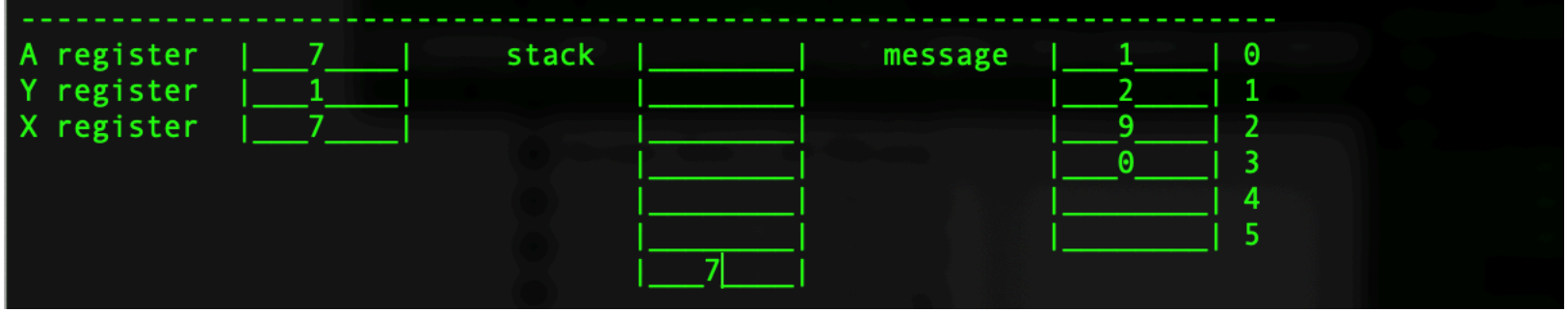
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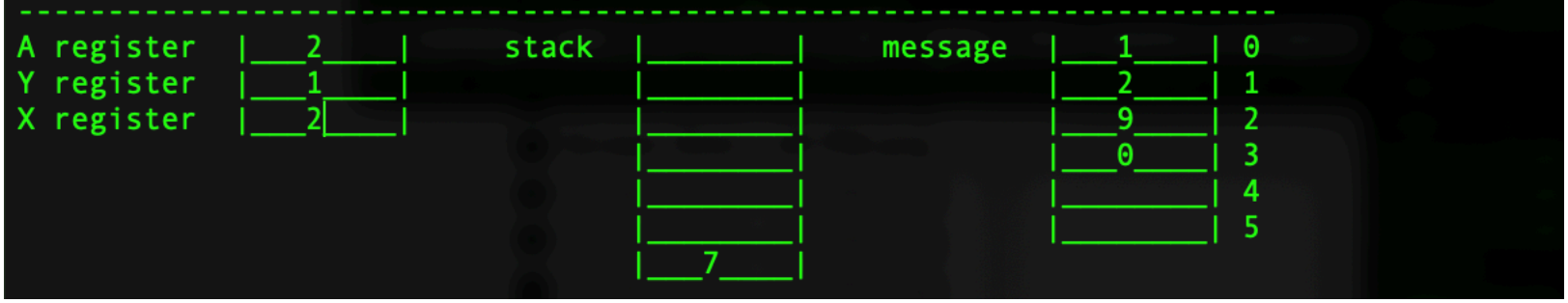
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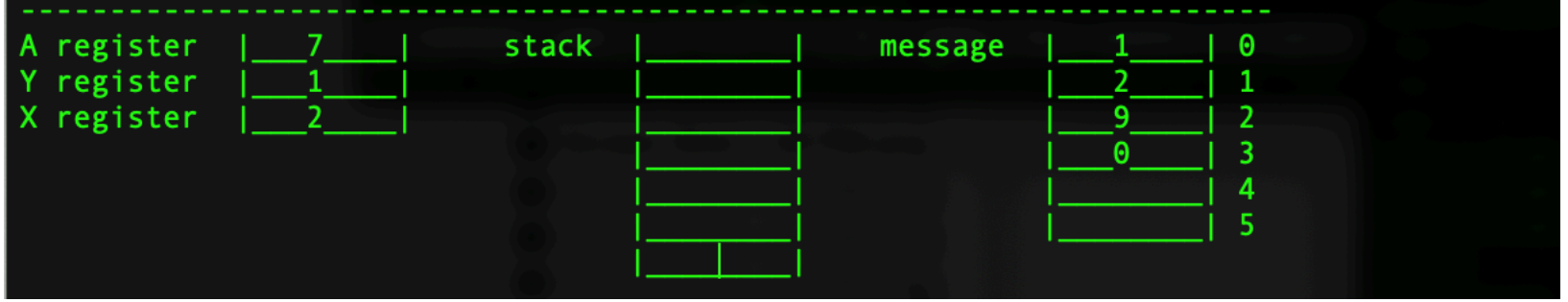
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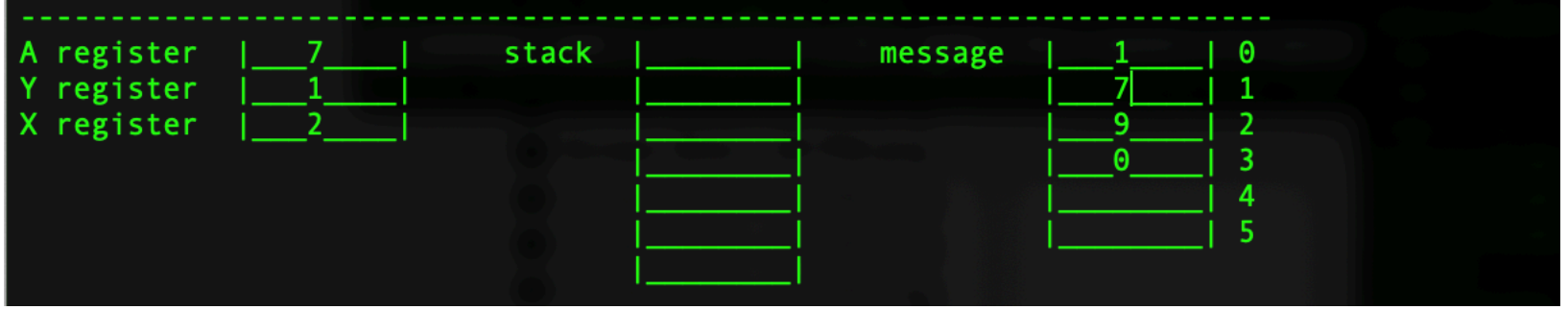
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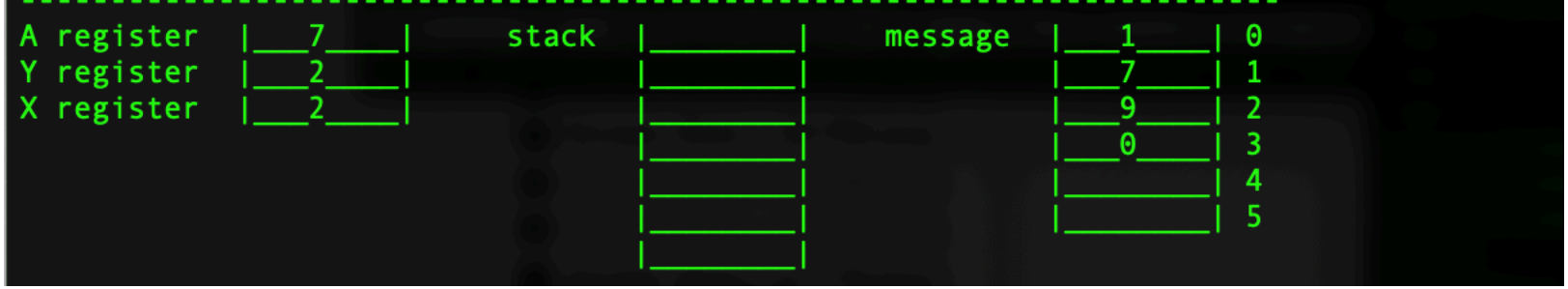
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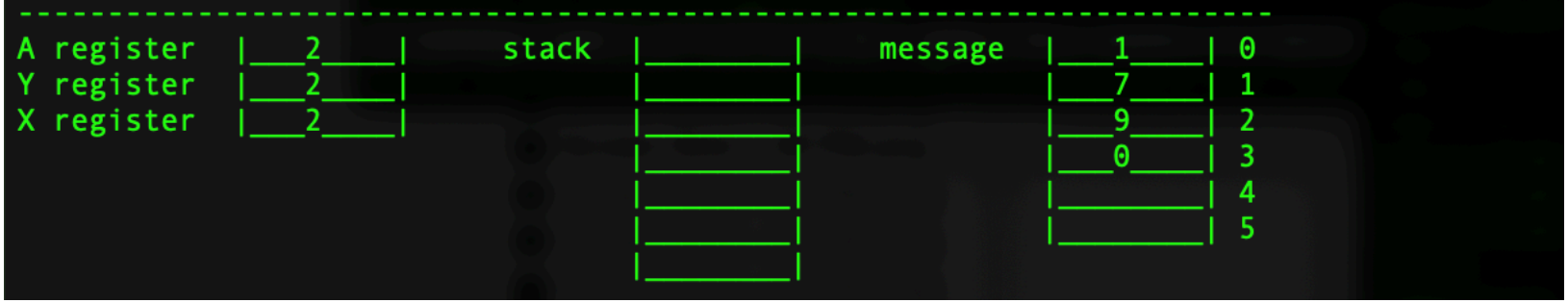
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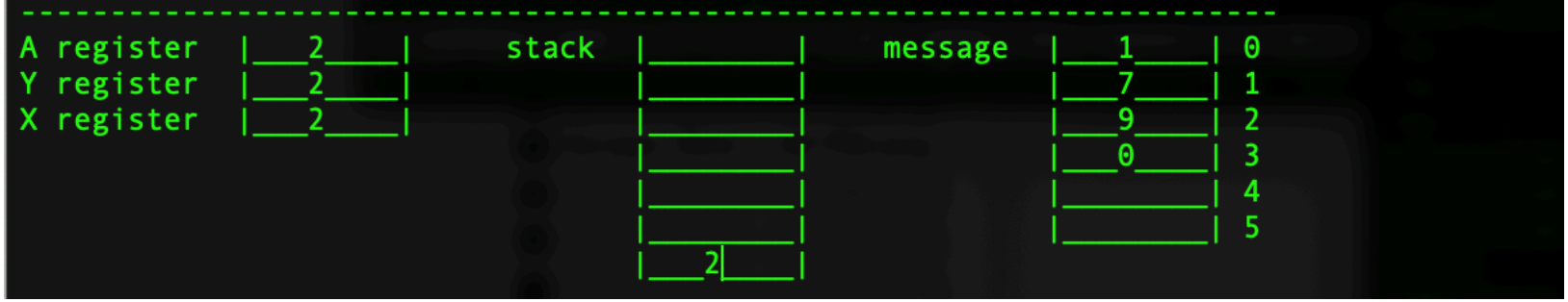
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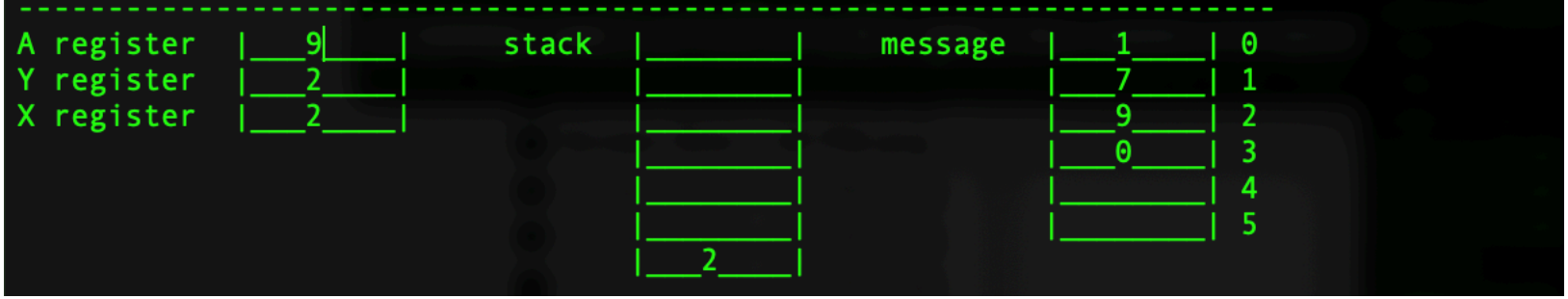
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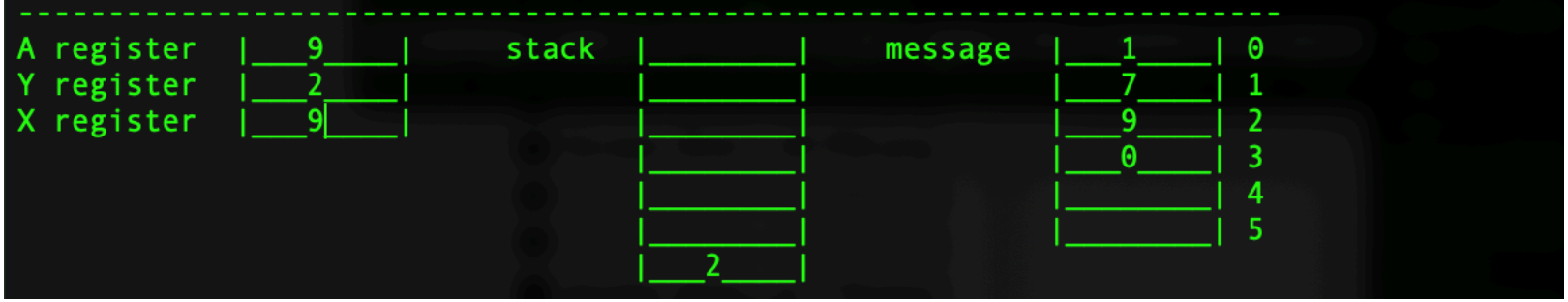
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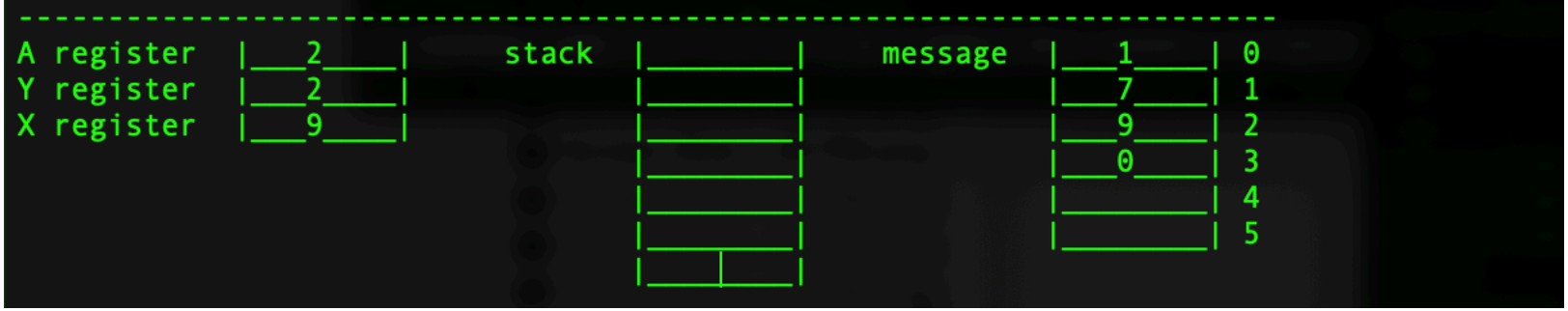
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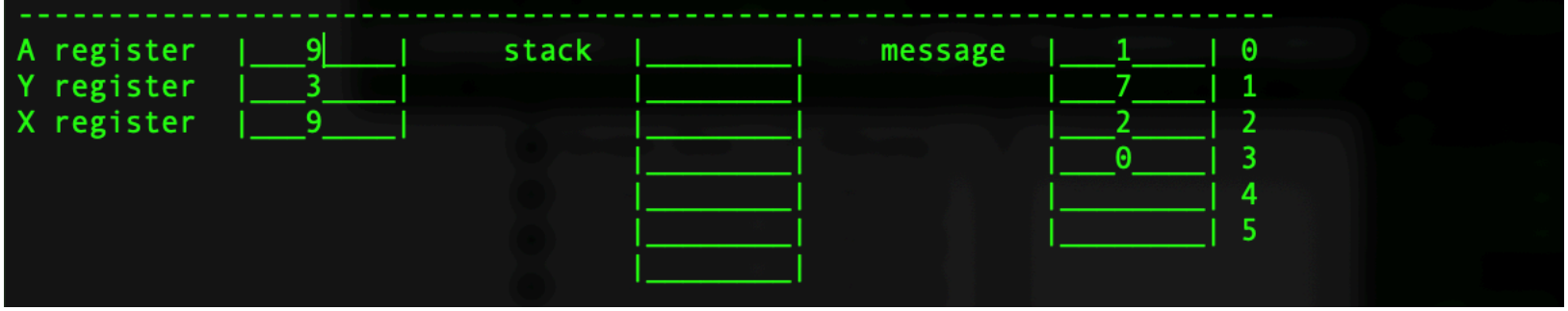
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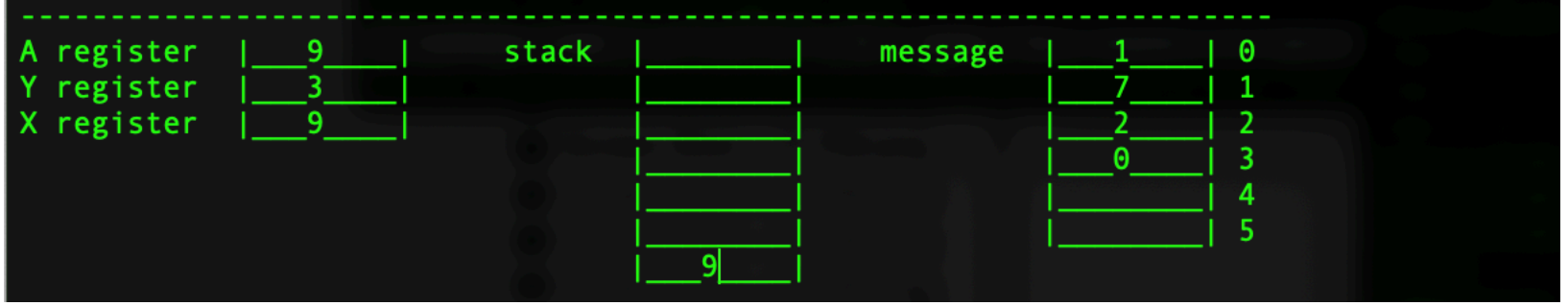
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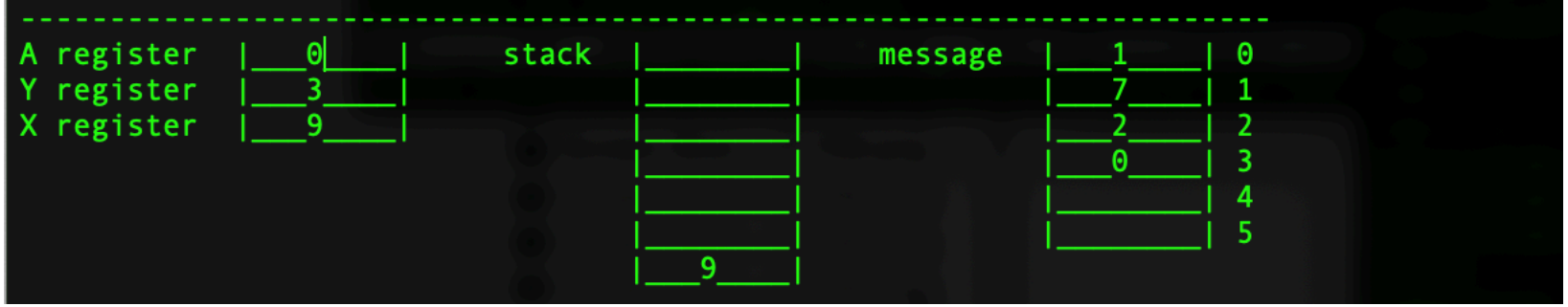
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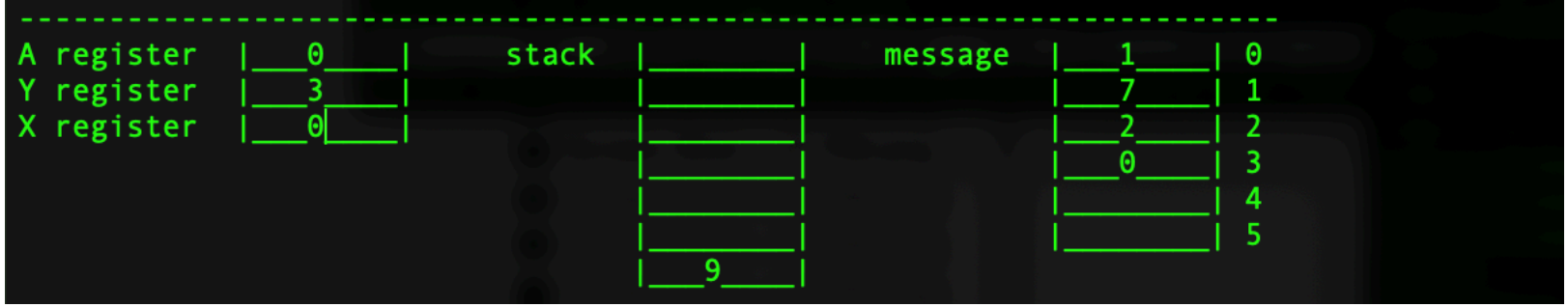
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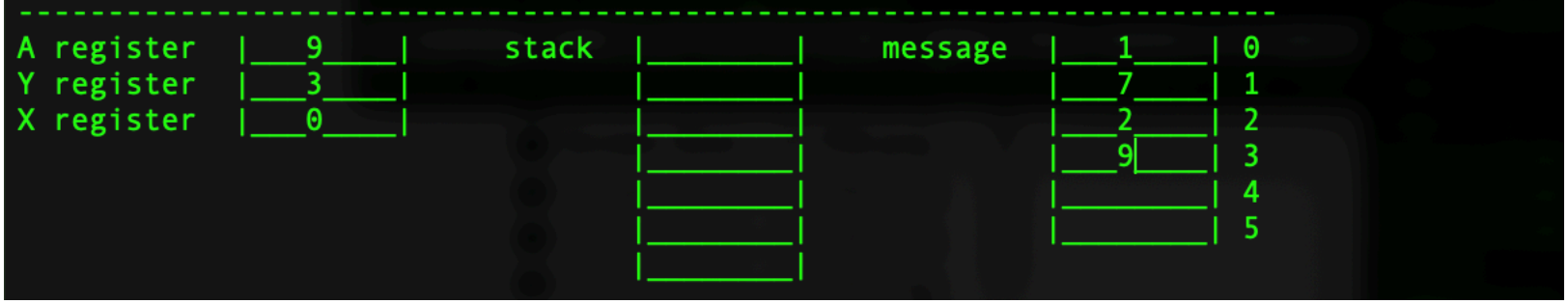
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  rts                   ; return to do more division and get the next digit into reg A


lcd_wait:
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  ...

lcd_busy:
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  ...
```



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push_char:
  pha                   ; push new first char onto stack
  ldy #0                ; message string index

char_loop:
  lda message,y         ; get char on string and put into x
  tax
  pla
  sta message,y         ; pull char off stack and add it to the string
  iny
  txa
  pha                   ; push char from string onto stack
  bne char_loop

  pla
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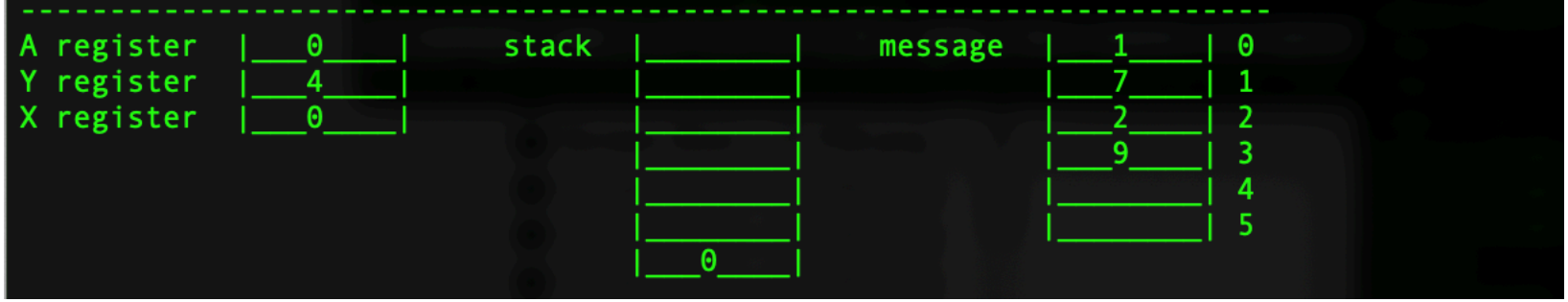
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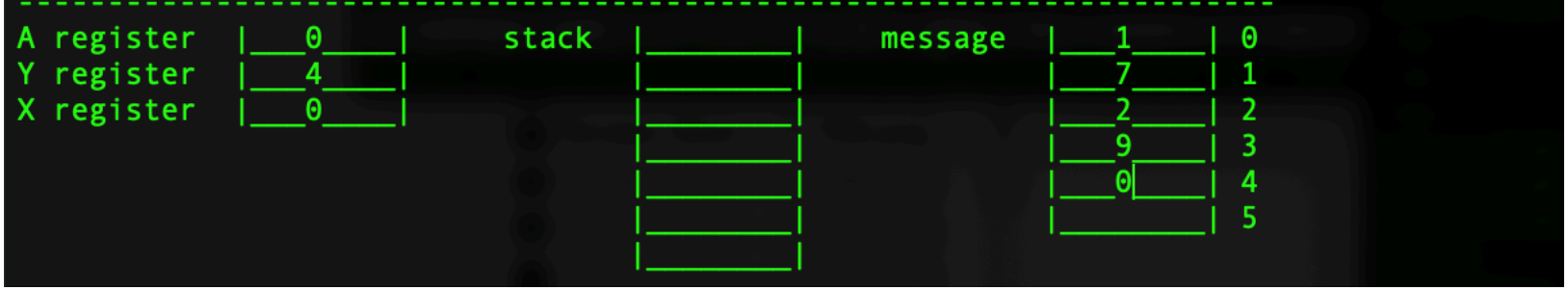
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