



Example: Labels, Jumps, Entry points, loops and allowed interrupt (INT) positions

### Entry-Label encoding implementation:

0x000 ... 0x07f direct single key access press  
 0x080 ... 0x0ff direct single key access release

0x200 ... 0x20b chord major w/o inversion (C,C#,D,D#,...,B)  
 0x210 ... 0x21b chord major 1st inversion (C,C#,D,D#,...,B)  
 0x220 ... 0x22b chord major 2nd inversion (C,C#,D,D#,...,B)

0x300 ... 0x30b chord minor w/o inversion (C,C#,D,D#,...,B)  
 0x310 ... 0x31b chord minor 1st inversion (C,C#,D,D#,...,B)  
 0x320 ... 0x32b chord minor 2nd inversion (C,C#,D,D#,...,B)

0x400 ... 0x40b chord sus2 w/o inversion (C,C#,D,D#,...,B)  
 0x410 ... 0x41b chord sus2 1st inversion (C,C#,D,D#,...,B)  
 0x420 ... 0x42b chord sus2 2nd inversion (C,C#,D,D#,...,B)

0x280 ... 0x28b chord major w/o inversion release (C,C#,D,D#,...,B)  
 0x290 ... 0x29b chord major 1st inversion release (C,C#,D,D#,...,B)  
 0x2a0 ... 0x2ab chord major 2nd inversion release (C,C#,D,D#,...,B)