

elaborate system could be devised on this principal, and I sometimes put programs on three tapes if they are very complex, or save intermediate (I-give-up) programs elsewhere while the idea settles.

I would strongly suggest that the above Tape C contain only duplications of the programs that are tucked safely away elsewhere too. While you could always reload the above tools using the program listing provided, the destruction of the above tape if it is your only copy will mean a long afternoon of (boring) hex pad punching.

Tape D is intended as storage for general often-used subroutines kept in source form, ready to be assembled into your program. Chip-8 Assembler-3's capability to relocate subroutines anywhere in memory means you can concentrate on the main program rather than re-write the same old beeper routine that you included in the last twelve games. Now when you write a general purpose subroutine, it is always available for any of your programs -- you never have to write it again.

It is a good idea to transfer these subroutines when you need them to Work Tape C for assembly, then assembly may procede without changing tapes around. These subs may or may not be stored with the saved source listings on Tape E. It's up to you how much