(discussed later) control the pointer to the link table. Output address to text is used to convert the address to ASCII code, storing the code as a line of text. All addresses are output, resulting in the 0000's seen underneath the last active address in the table.

DISPLAY DIGIT

RE is set to the bit pattern in ROM of the hex digit in RE.0 (which is changed by this routine). R6 points to the byte where the digit is to be displayed and RF is a loop counter to assure only 5 rows of bits are output. Following the display of the digit, R6 points to the next byte over in the display area. This is similar to the display routine in ROM.

INTERRUPT ROUTINE

Identical to the ROM one-page routine with the exception of the random number source R9. Freeing R9 was necessary, however R8 functions in the normal way with R8.1 a decrementing timer (once every 1/60 second) and R8.0 a tone generator, producing a latched Q line for a length of time proportional to its value. Use this one-page interrupt when, as here, you need R9