

routines allow chaining sections of programs together for fast disassembly. If you have a printer, a simple routine could be added to output the contents of the text buffer page to add a professional touch to your programs.

In addition to the DISASSEMBLER-7 program, you need to enter a 2-page character generator and a 2-page mnemonic look-up table at the locations specified in the typed listing. These have been provided with the program on tape, but are not listed here. (See program description for formatting the look up table.) The table forms the heart of DISASSEMBLER-7, and is completely user definable allowing you to use your own mnemonics if you prefer, and to specify which of any bytes you want to be followed by one or two bytes of data.

(The following detailed description of DISASSEMBLER-7's operation should be studied carefully in order to fully appreciate the program's capability.)

If you have a copy of the tape, you will also have a sample listing containing 3 pages of data to be entered. Flip the run switch up and the words "READ/WRITE?" should appear. (If you have difficulties, please refer to the checksum data at the end of the program description.)

Set your tape recorder to the beginning of the sample or to any machine language program that is at least 3 pages in length. (The beginning of any Chip-8 game will do, and the first issue of VIPER may be used to follow the disassembled program flow of the Chip-8