III -OUTPUT

III,A. RECORDING

The assembly of your program is now complete and
you are ready to record the program, reload and run.
Chip-8 Assembler-3 contains a special two-part
recording scheme -- please read the next two sections
III A and B carefully before proceeding.

1) OUTPUT PARTS 1 AND 2

The display now looks as it did before with the
start address (0200 for the sample source listing) in the
upper left corner. The first step in the recording
process is to tell the computer that both passes of the
assembly have been completed. This is done by pressing
Key F to signal "Finished." Press Key F -- but press it
only one time. The beeps are again heard signaling
ready, and the letter F is displayed in the upper right
corner to remind you that the next key press (Key F)
will begin the tape output.

Position your tape at an empty spot. Probably
the best spot for this is immediately after the
sections of source listing previously recorded. If