well. To call subroutines, you execute a D4 (SEP R4) instruction followed by two bytes equal to the address of the subroutine being called. To return from routines, a single D5 (SEP R5) is executed. R7 (instead of R6 as for Text Editor-21) is used to point to the return address. This change allowed a shorter Tape I/O routine to be written as this uses R6. All routines except these (and the ones in ROM) run in R3 using this method. It provides a means of jumping around memory without regard to page boundaries and given a large enough stack, unlimited nesting capability. Other registers may be used instead of R4, R5 and R7. One disadvantage with the technique is the amount of time required to execute a call and return.

CLEAR MEMORY

Memory from 0FFF down to 0A00 is set to all zeros using RF as the pointer. The process is stopped by the byte at 0329 representing the page in front of the last one to be erased. (09 erases to 0A00, 07 would clear to 0800) This byte may be changed to 0B in order to preserve the symbol table when resetting the computer in between pass 1 and 2. (The reasons for doing so are outlined in section V,C - Special Cases.)