as each are separated by about 2-3 seconds of leader.
Up to 14 sections may be played in by simply pressing
Key 1, playing the tape, pressing Key 1, playing the
tape, etc.

What the computer has done is to make a list of
all the labels in your program calculating the correct
address of each using the start address which you fed
in at the beginning and taking into consideration
RMEM pseudo instructions to reserve memory bytes at
specified locations. This list of labels and addresses
is called the symbol table and will be available for
your reference following assembly. The link table has
also been created during the first pass.

The actual computation of the symbol and link
table occurs for each section within the time the TV
display comes back on and the sound of the beeps signaling
"ready." What takes time is the taping, not the
assembly itself.

(If you receive any error messages — shown by a
number and the letter "E" and accompanied by a long tone
-- turn to the Error Messages section III D. This is
unlikely but could happen if you were not careful
while loading in the source listing.)