you set the stack pointer with an E2 before beginning. Two branches also need to be recalculated @ 013A and 0140 in order to relocate the routine elsewhere in memory.

INSERT ADDRESS

Once the embryo instruction has been formed, if an argument is discovered with it, the symbol table search finds the label to match. This routine takes the address from the table and "ORS" it with the instruction preserving <u>only</u> the first character of the embryo.

If you want to write an interpreter that uses 16-bit addressing, I would assume that you will use 2 bytes for the instruction and 2 bytes for the address. In that case the routine would boil down to a simple transfer from the symbol table to replace the embryo which only has the purpose then of holding a place for the address to go. This would be the only change needed for Chip-8 Assembler-3 to handle such an advanced interpreter design.

SYMBOL TABLE REARRANGER

Long but not very complicated, this routine takes