

Output Symbol to Text:

Input:

RD points to label in table (R9 initialized by caller)

Output:

One line text @ RA - i.e. Shoot:0234

Changes:

RF.0/RA (points to next symbol in table)

R9 (which stores the text lines)

RF.1/R7 to affect the return address-skipping 7 bytes by caller

Calls:

Hex/ASCII conversion (twice)

Symbol/Object Code Taping:

Input:

None - assembly complete however

Output:

6 pages Symbol Table to tape

4 second (+) space

3 pages Object Code (Chip-8 Program) to tape

Changes:

RE.0 (# pages)

R8.1 (Timer)

Calls:

Tape Write (twice)

Display Digit:

Input:

Hex code for display in RE.0

Set R6 to destination display address

Output:

Displays digit @ R6

Changes:

RE; RF.0; R6

R6 left pointing to next position over for another digit

Calls:

No sub routines

Reserve Memory (First pass)

Input:

RA points to 2-byte ASCII number of bytes for reserving

Output:

R9=Next even # address following bytes reserved

Changes:

RA; RE; RF.0; (RA points to last byte instruction)

Calls:

Error #5 - 00 bytes reserved