doing so is that we use labels instead of addresses

now to specify where we want the "I" pointer to

point, or the jump to occur. Chip-8 Assembler-3

will insert the proper addresses -- in place of the

XXX or whatever -- for you. In the next section, labels

will be discussed in depth.

If you happen to know the address you want for

a particular instruction, simply write the instruction

as you normally would. Only if an instruction is followed

by an argument (see next section) will that instruction

be affected by the assembler. This gives you the option

of keeping data blocks or subroutines in memory where

you know the addresses rather than having to include the

data along with the source listing.

The above rules apply to all the addressing type

instructions -- 1XXX; BXXX; 2XXX; AXXX; and OXXX. If

you have modified your interpreter, or if you are using

a different one, the rules apply automatically to your

new instructions too, even if you use a different

letter for the first character. This is because the

instruction will be modified and an address inserted

if and only if it is followed by an argument.

Remember, begin all instructions on position #7.