

002C	95			
2D	AC	PLO	RC	;RC initialized for keyboard scan
2E	DC	SEP	RC	;Get keyboard input
2F	B8	PHI	R8	;Put first key press in R8.1
0030	F8	LDI		
31	07			
32	F7	SM		;D - M(R(x)) -Test if key press ≥ 8
33	33	BPZ		;Branch if positive or zero-key was 00-07- DF=01 (<8)
34	3A			
35	D4	SEP	R4	
36	02			;Call Function Decode (ASCII code not selected)
37	00			
38	30	BN		;On Return From Function, branch for next
39	28			;Key press cycle (RC possibly changed)
3A	DC	SEP	RC	;Get second keyboard input
3B	98	GHI	R8	
3C	FE	SHL		
3D	FE	SHL		;Shift first key press left
3E	FE	SHL		to move digit to MSB's position
3F	FE	SHL		
0040	F1	OR		;OR with second digit on stack (D= ASCII code)
41	B8	PHI	R8	;R8 contains the new ASCII code
42	D4	SEP	R4	
43	03			;Call Display New-Erase Old character @ cursor
44	9F			
45	D4	SEP	R4	
46	02			;Call Cursor Right (after displaying
47	C6			;A character)
48	30	BN		;Branch to 0028 - loop for next command
49	28			;End of Main Loop

004A-4F Filler

TAPE READ/WRITE

0050	E2	SEX	2	;X = 2
51	96	GHI	R6	
52	73	STXD		;Push R6.1
53	86	GLO	R6	
54	73	STXD		;Push R6.0 (save old R6)
55	F8	LDI		
56	04			
57	B6	PHI	R6	
58	F8	LDI		;Set R6 to point to
59	00			
5A	A6	PLO	R6	;Text Buffer beginning
5B	F8	LDI		
5C	02/06			;(Change for 4K system) (3K=2/4K=6)
5D	AE	PLO	RE	;/# pages for data transfer