on video boards costing as much as your computer. It's
your character set -- you designed it!

Should you want to locate the text for assembly
at a different location, instructions at 003E-0042
set RA to the beginning of the data area. At 006C
is the page address that RA.1 will equal when it goes
past the last page of data. New parameters could be
inserted here to examine text elsewhere im memory. The
tape read routine will also need modifying.

(If you make any changes here, please read through
the second pass controller -- corresponding changes
will have to be made there too.)

SECOND PASS CONTROLLER

The pointer to the link address is first reset
allowing the LINK argument to be used. R9 is set to
the address of the object code area - 3 pages @ 0C00-
0EFF. Once again, the ROM key scan routine allows
selection of pass 2, or procede to output. (You can
see that pass 2 is easily by-passed if all you want
to do is create the symbol table. Also, any key other
than 2 will jump to the Output routines -- F is just
easier to remember.) Tape read again allows entry of
the source code, RA = 0400 to point to the beginning