of the page. The computer keeps backing up to be sure it is always displaying a valid instruction.

Now press Key C Page Forward to display from ML 001F. At ML 0025 you will see a D4, SEP; 03 LDN; and a 3069 BR, branch to ML 0069. Now check the typed program listing to confirm this. What? You say this is not correct? Horrors! What went wrong?

Both DISASSEMBLER-7 and TEXT EDITOR-21 use a subroutine technique called Standard Call and Return. This is further described in the program listing for the Editor, but for illustrating the problem we are having, you only need to know that a D4 SEP is a call to a sub-routine. The address of that sub routine must immediatly follow the D4 byte meaning that every D4 now requires a two-byte argument. Aha! So the two bytes 0360 that follow the D4 at ML 0025 are the address of the subroutine called. And that means that the 69 at ML 0028 isn't a branch address, but an input instruction, in particular, the one needed to turn on the video. How to right such a hopelessly unassembled disassembly?

To make such things simple, all instructions needing argument bytes are kept in a table. DISASSEMBLER-7 checks the table for each instruction to see if it needs a one or two byte argument. In the program description, I will show you how to make changes to this table, but to