

grow with experimentation. New uses for them would seem to make good subjects for an article or two in VIPER.

IV D. STORING THE PROGRAM

Tools such as text editors and assemblers tend to eat up tape faster than a wild cassette machine with a burned out bearing under the capstan. In no time at all you will have a lot of information to store and keep track of, creating a potential confusion among your game tapes, utility tapes, source listings, etc. The following section recommends a tape storage system which I have used extensively to organize my cassettes. Only once have I accidentally erased a program, and that was at 2:00 AM, when I had no business programming a computer. The solution to that problem was to go to bed. The back ups built into the system allowed me to restore the tape with no further problems the next morning, and I slept soundly.

As these chapters are intended to describe the workings of CHIP-8 Assembler-3, I will not go into the tape storage system as deeply as I would like. I will instead concentrate on storing source listings and object programs. But first a general look at the system: