

overflow occurs.

Normally, linking is completely automatic. If your program is too long to fit on the 6 text pages provided by Text Editor-21 (as for example in the sample source listing at the end of this section) you only need to record what you have on tape and then continue typing your program after clearing memory (a function also provided by Text Editor-21 -- see instructions). When these sections are assembled (a procedure discussed in section II), they will be automatically linked together by Chip-8 Assembler-3 in ready-to-run form.

But many times you will want to jump to the next section from the midpoint of a previous one, or you will have a large amount of data in the way to jump over before continuing. For that reason, the addresses of each section's first instruction line are calculated by Chip-8 Assembler-3 and stored in a link table which you may access to join or link sections together.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
						2	X	X	X		L	I	N	K	

When the argument LINK is used in any section of