

3) Enter Start From Address -- this address, which will be referred to as the PSEUDO ADDRESS in the program listing, allows you to tell the computer the address that your machine language program is written from. In other words, if you have a program that starts at 0500 such as the Register Display and Breakpoint program in the NOV. 78 VIPER, you wouldn't want it to be disassembled at 0000. Therefore after loading the program (using DISASSEMBLER's Tape Read feature) you need to tell the computer to start from 0500 by pressing Key E, then the address.

All Start From addresses must be from a page beginning -- 0200, 0300 etc. Entering 0252 for instance will read 0200 to conform with the VIP's recording scheme. (This may be disabled. See program description.) Remember, this is only a Pseudo Address and does not represent an actual place in memory.

4) Write Byte --, pressing Key 0 calls this editing routine which uses the Pseudo Address to enter bytes in your program. Enter an address, then the byte you wish to enter. If you change your mind press any key but E. Key E will write the byte at the specified Pseudo Address -- in other words, at the correct place in your program. (Where else?)