

0800-0995 Mnemonic look-up table. See instructions to modify.
 09C0-09E7 Argument look-up table. See instructions to modify.
 0A00-0BFF ASCII Character set. See CHARACTER DESIGNER
 0C00-0FFF 4-page display refresh

SUBROUTINE LIST

0100-0145 Disassemble subroutine. Orders disassembly subs, controls data pointers
 0146-016C Enter new SHOW FROM address
 016F-018F Displacement calculation. RF.0 indicates selected address too big or too small
 0190-01AE Enter new START FROM (pseudo) address
 01AF-01DB Writy byte @ address
 01DC-01F9 Tape read/write; control routine
 0200-0210 Print address and instruction; 2nd entry @ 020B for arguments
 0211-021E ASCII conversion. Hex digits in RE.0 converted to ASCII
 021F-0235 Convert/store ASCII in text. For 2 digit bytes in RF.1
 0236-0252 Index RC to ASCII string; looks up mnemonics in table
 0253-0291 Special cases decoding. Prepares instruction for look-up table
 *1 0292-02AE Test for arguments. RB.0 indicates number required.
 02AF-02FA Get/Display keyboard entries. # passed by caller; 2 or 4 entries.
 0300-0311 4-page interrupt routine with R8.0 timer
 0312-0321 Call routine running in R4
 0322-032E Return routine running in R5
 *2 0330-0341 Erase display pages (4)
 0342-036B Home cursor. Resets R7, R9 to top left positions
 036C-0394 Display character. Does one ASCII character in R8.1 @ R7
 0395-03AB Display bit row. Does one row for character, XOR for right characters.
 03AC-03B9 Clear text (Display) buffer. Sets 0400-04FF to ASCII spaces (20)
 03BA-03D2 Adjust RA, RD for arguments. Avoids cutting into data.
 03D3-03E3 Error Message
 03E4-03ED Position R7, R9 for displaying keyboard entries.
 03EE-03FF Add table entry. Adds a 2-byte argument to table.

 *1 02AF-02BF Function display -- displays messages passed by caller
 02C0-02FA Get/ Display.....etc.
 *2 0342-0361 Display text -- causes contents @ 0400 to be displayed on screen
 0362-036B Home cursor.....etc.