

(This could take the form: DEBUG1; DEBUG2; etc., which would result in all the dummy labels being output to the sorted symbol table in order of use and more or less in one batch.)

The addresses of each label in any order you want may be "captured" and inserted into the end of object programs by using the following sequence at the end of the last section of the source listing.

```
;DUMMY LABELS
    OXXX BEGIN
    OXXX START
    OXXX DEBUG1
    OXXX DEBUG2
    .
    .
    .
    .
    OXXX DEBUGX
;END CAPTURE
```

} Your labels go here

When assembled, the addresses for each of the labels will be inserted into the OXXX's with matching arguments. The object program then contains its own symbol table for viewing with the ROM System Monitor, or other Chip-8 Editor. (Of course the symbols themselves are not there, only the addresses.) If the Dummy Labels Capture Routine is included on a separate source listing, the link table will indicate where it can be found in memory.

The uses for the symbol and link tables should