

if you have exactly 15 sections to assemble. Should you exceed the 15 sections, the error message will be output as before, but the byte at 02DF will be destroyed, which means the program will crash -- without fail -- on a re-start. You may, of course, reload the program from tape. Please make this change only if absolutely needed.

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You will probably want to read these chapters over several times in order to appreciate the finer details of the operation of Chip-8 Assembler-3. It is, I believe the only programming system of its kind available for the Cosmac VIP and will help you advance and improve your skills in programming. Should you have an opportunity to use a machine language assembler in the future, you will be well acquainted with the basics as they do not operate much differently.

And now that you store comments on tape rather than in the corner mixed in with last week's newspapers, your programs will take on added order and professionalism. Your subroutine library will free you from "housework" to concentrate on new programming concepts. When you design your own custom interpreter, Chip-8 Assembler-3