pointed before, it will point to the 7th byte of the line on return, thus it points to the first character of the instruction field.

ERROR MESSAGE

Before calling this routine, RE.0 is set to the value corresponding to the appropriate error message. (RE.0 = 01 = no symbol in table, for example.) This digit is displayed after first setting R6 to the bottom left area of the display page, with a call to Display Digit. An E is displayed by the same technique (RE.0 = 0e @ 02BB), a long tone sounded, and the program halted at 02C2. The length of the tone may be changed or eliminated by changing the byte at 02C0 to any new value.

(At this point, the typist hiccupped and the next routine got bumped to the last page of the listing. We'll cover it when we get there. But don't forget to include it if you are hand-loading the program.)

CALL AND RETURN ROUTINES

Your 1802 manual covers the use of these routines