

(on power up, this is automatically 0000)

If, however, the listing is part of a longer program, first enter the beginning 3 pages. Before reading in the next portion, be sure that the last address (02FF when starting from 0000) is displayed on the screen. It does not have to be in any special place, just be sure it is there. After reading in the next portion of your program, the correct pseudo address will be displayed and you can continue to view the listing. (Following the example, the first section ended at 02FF, so the next will start at 0300). Again, no matter what you do here, the program will be read in correctly, provided of course that your little brother wasn't playing with his magnetic doggies on top of your cassette cases again. If the start address is incorrect, simply adjust it using START FROM.

7) Add Table Entry -- I've not discussed the display format of DISASSEMBLER-7 until here for a good reason. If you have been viewing programs before reading this far, you will notice that some instructions are displayed alone while others are followed by one or two bytes such as this: 0000 F8FF LDI ,or, 0200 C0 0406 LBR. This is because some instructions require the next one or two bytes for operation. In the first example, F8 or its mnemonic LDI means "load the D register with the following data." The following data is FF, and that is