assemble them in any order and they will work just as well. Be careful, though. The program must still be constructed in the usual sense. Consecutive instructions will be executed in memory in a path traveling downwards unless that path is altered by an instruction directing the flow elsewhere. You may use the 1XXX LINK instruction to jump over data blocks at the end of source listing sections rather than have to wait until you are done programming to remember to insert bit patterns, etc. Subroutines can and probably should carry their own work spaces, constants, etc., along with them. This will aid in debugging as you will always know where to find these bytes no matter where the subroutine is assembled.

V.B. MACHINE LANGUAGE SUBROUTINES

Machine language subroutines present a special problem to Chip-8 Assembler-3. If the subroutine is not memory dependent -- in other words if it is completely relocatable -- it may be written into the source listing and assembled along with the rest of the program. It may be labeled and called with the instruction OXXX MLS where the MLS argument here is only my choice for the example -- you may use any label and argument