Working from a copy of the _original_ Text Editor 21 program supplied with Pips for Vips, enter all the changes from Modification #2 exactly as described _except_ for the Jump Table at 0100-011F.

Next change the byte at 004A to OF. This causes the groups in the Key Chart to be linked in the same way as for the Jump Table in Modification #1. You now have 16 distinct groups of keys instead of 32 to assign the job of controlling the various Escape Functions.

Using the following Byte Table, insert the correct values for whatever function you wish to enable at the address in the Jump Table corresponding with the ASCII code you have looked up in the Key Chart. For example if you want Home Cursor to be activated by the SPACE BAR (after having first pressed the ESCAPE key) you would look up the SPACE BAR's ASCII code which is 00. Then at 0100 in the Jump Table for Modification #2 you would enter the byte from the Byte Table that goes with the Home Cursor function.

Important: All unused memory spaces in both Jump Tables _must_ be set equal to FF. If this is not done, serious bugs in the performance of Text Editor 21 will be likely to show up.

The bytes for Tape Read and Tape Write are the