

have said. (And provided you don't run out of room in the Jump Table.)

Should you want to disable any function, replace the byte in the Jump Table with an FF. Following our example, you would change the byte at 0202 to FF. Now Key R will no longer move the cursor right, only Key N has been assigned the job (plus the other keys in its group).

But what is the C6 byte in the first place? It is not an instruction, but the address of the subroutine performing the function. That subroutine will always be on the same page as the Jump Table. Then, as the Jump Table starts at 0200, if you look at location 02C6 you should find -- what do you know -- the subroutine for cursor right!

To remodify the Modification #2 follow the same procedure for all One Key Functions as just described. (Remember the Jump Table for Modification #1 is the same for Modification #2 -- but only for the One Key type functions.)

If you want to change the keys that control the Escape Functions, you must change the larger Jump Table at 0100-011F. This is done in the same manner just described for the smaller Jump Table at 0200-020F using the same Key Chart to figure out the keys.

The difference is that the key groups for all