

to be output. Remember, a zero is not the same as the letter "0". If you still have problems, reread the sections on writing labels and arguments into your program.

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- 2 E MEMORY OVERFLOW -- Object programs may be up to three pages in length before overflow occurs. Exceeding this limit will result in error message #2. If your start address was 0200, overflow will occur if your program extends beyond 04FF. Most game programs in Chip-8 will fit easily within this range, but see section V,C for assembling programs longer than three pages.
- 3 E SYMBOL TABLE OVERFLOW -- Up to 73 different labels may be used in your program before the symbol table overflows. (Any number of arguments may be used as long as all have at least one identical label.) This is a difficult condition to fix as it means you must rewrite the source listing using fewer labels. Chances are, however, if you exceed this limit you are using far too many Go-To's in your programming -- 73 labels are quite a lot!
- 4 E (NOT ENABLED AT THIS TIME -- reserved by the author for later contemplated expansions.)