```
01D3   73   STXD       ;Set text area to "spaces" @ 0400-09FF
  D4   9F   GHI  RF    ;  "    "    "        "       "     "
  D5   FB   XRI        ;  "    "    "        "       "     "
  D6   03              ;  "    "    "        "       "     "
  D7   3A   BNZ        ;  "    "    "        "       "     "
  D8   D1
  D9   D5   SEP  R5    ;Return

                  OUTPUT LINK TABLE

01DA   D4   SEP  R4
  DB   02             ;Call Carriage Return
  DC   5F
  DD   D4   SEP  R4
  DE   03             ;Call Set Link Address
  DF   CE
01E0   8D   GLO  RD
  E1   FB   XRI        ;Test if RD.0 past top Link Table
  E2   DF             ;(15 addresses printed)
  E3   3A   BNZ
  E4   E6             ;If not, continue
  E5   D5   SEP  R5    ;Else return
  E6   D4   SEP  R4
  E7   01             ;Call Output Address to Text
  E8   9E
  E9   D4   SEP  R4
  EA   03             ;Call Set Link Table Back (for next address)
  EB   D8
  EC   30   BN
  ED   DA             ;Continue
  EE   00   Filler
  EF   00   Filler

                     DISPLAY DIGIT

0200   F8   LDI        ;RE.0 contains hex digit for display
  01   81
  02   BE   PHI  RE    ;RE = 810H where 0H= Hex digit
  03   0E   LDN  RE    ;Load address of bit pattern from ROM table
  04   AE   PLO  RE    ;Put in RE.0 to reference the bits
  05   F8   LDI
  06   05
  07   AF   PLO  RF    ;RF.0 = Loop Counter of 05
  08   4E   LDA  RE    ;Get bit pattern
  09   56   STR  R6    ;Store in display via R6 (set by caller)
  0A   86   GLO  R6
  0B   FC   ADI        ;Add 08 to R6 for next
  0C   08
  0D   A6   PLO  R6    ;Row of bits
```