the address is added. With 2 or 4 pages for the table,
there is always room for the address if there was room
for the label, and that is the only time overflow is
tested.

You may want to shorten the table, thus gaining
one extra page for object code. Change 03A2 to 0B
and 0125 to 0B. Also set 007F to 0B. Also change
01C1 to 04 and 01C6 to 0B to enable 4 pages of object
code to be written to tape during the second part of
output. That's it, you now have a capacity of 4 pages
for object code, but you only may use 36 labels
maximum. If you are a tidy programmer this should be a
highly desirable change. (Important: be sure whatever
format you use that the byte following the last table
entry is a 00 byte. This is needed when the table is
sorted by the Symbol Table Rearranger.)

TAPE READ/WRITE

Again, the subroutine descriptions give good hints
on how you may include this routine in your programs.
The two-byte start address for either reading or writing
is passed to the routine via R7 (which points back to
wherever the tape routine was called). At 008F you will
see such a call. The two bytes at 0092 and 0093 are the