by carefully following the provided listing. All bytes that need to be changed have been marked, like this:

EXAMPLE: 014C 05/09 3K=05/4K=09

Enter whichever number applies to your system.

REGISTER ASSIGNMENT

R0 DMA pointer
R1 Interrupt PC - for display refresh routine @ 0300
R2 Stack pointer @ 00FF
R3 Normal PC
R4 PC for Call routine @ 0312 - dedicated
R5 PC for Return routine @ 0322 - dedicated
R6 Pointer to Return and arguments to be passed
R7 Display cursor address pointer
R8 Timer in interrupt (Decrementing) R8.0 only. R8.1 holds key presses and ASCII codes
R9 Pointer to first byte data page - initialized to 0400
RA Cursor to data (displacement from R9)
RB RB.1=Display page start address. RB.0 is available
RC PC for ROM keyboard scan. Not dedicated except between successive key presses.
RD Utility
RE Utility - loop counter; RE.1 passes unpacked bit rows in display subroutine
RF Altered in key scan. Utility for other uses; Bit pattern pointer, etc.

MAIN PROGRAM

0000-0027 Initialization
0028-0049 Main loop - Character entry
0050-0096 Tape read/write subroutine
0097-00B2 Close up line subroutine
00B3-00DF 45 bytes available for expansion

RESERVED MEMORY

00E0-00FF Stack - 32 bytes deep
0400-09FF Text area; 6 on-screen pages (0400-05FF for 3K systems - 2 pages)
0A00-0BFF Full ASCII Character set including lower case letters (for 3K systems, 0600-07FF)
0C00-0FFF Display refresh (0800-0BFF in 3K systems)