

and the call and return registers R4 and R5 are set up (see your 1802 manual). Page 1 lists the registers and their functions in detail.

At ML 001E, the first subroutine is called. Memory is cleared (set = 00's) from 0A00 to 0FFF to prepare for the symbol table, to clear the display page @ 0F00, and to clear the 3-page area which will eventually hold the object program. This will insure that all unused bytes in the object program will equal 00's, making the use of such debugging devices as the Checksum Program published in VIPER, easier to use. (A patch at 0074 from 0021 sets up the pointers for the link table -- to disable the link table, do not change this call -- an easier way exists and will be explained.)

#### FIRST PASS CONTROLLER

The First Pass Controller on page 9 to page 11 is the main routine in charge of the first pass. RC is initialized to 8195, the address of the keyboard scan routine in ROM, and Address Entry is called to allow the user to specify the start address for assembly. The main loop begins at 0020 with a call to the beeper subroutine, then waits for a key press to determine if another (or an initial) first pass request has been made with Key 1.