

the changes you made and you may now proceed with the second pass. First passes must not be made at this point.

Enter an address and press Key E -- any address, it does not matter -- then press Key 2 to select the second pass routines. For each group (the 3=page groups that you calculated previously) perform a normal second pass, recording the output just as explained before. In between groups you will reset the computer, enter a bogus address, then go directly to pass 2.

After all the groups have been assembled, they may be loaded consecutively into memory (group one at 0200, group two at 0500 etc., for example) and the whole program is ready to run. All symbol tables are duplicates of each other. The groups are linked together by the Go-To's you inserted at the ends of each group. The LINK function will work provided you have no more than 14 sections to join. This represents a maximum of 1,344 Chip-8 instructions which would occupy 2,688 bytes of memory. If the link table is disabled, then the size limit is only checked by the 73 labels limit. Both conditions represent a large capability for a 4K system. Owners of additional memory may want to make permanent modifications to enable even larger programs. See the program description