WRITE BYTE @ ADDRESS

```
01AF   D4    SEP  R4
  B0   02              ;Call Function display
  B1   AF
  B2   57 52 49 54 45 20 42 59 54 45 00   ("Write Byte")
  BD   D4    SEP  R4
  BE   03              ;Call Position R7 R9 for keyboard entry
  BF   E4
01C0   D4    SEP  R4
  C1   02              ;Call Keyboard entry
  C2   C0
  C3   04              ;Pass loop value - 4 for an address
  C4   D4    SEP  R4
  C5   01              ;Call Displacement/RA boundary check
  C6   6F              ;(RF = 00 = yes  RF = 01 no, not in bounds)
  C7   8F    GLO  RF
  C8   3A    BNZ       ;If RA not in bounds, branch to Error-Retry
  C9   64              ;In Show From sub @ 0164
  CA   19    INC  R9   ;R9 + 1 to create space after displayed address
  CB   D4    SEP  R4
  CC   02              ;Call Keyboard entry (Answer in RF.1)
  CD   C0
  CE   02              ;Pass loop value - 2 for a single byte
  CF   9F    GHI  RF
01D0   BE    PHI  RE   ;Store byte in temporary register RE.1
  D1   DC    SEP  RC   ;Do keyboard scan
  D2   FB    XRI
  D3   0E              ;Test if key "E" prassed, if not,
  D4   3A    BNZ       ;Branch to recycle for new entry @ 01AF.
  D5   AF              ;(Could branch to exit)
  D6   9E    GHI  RE   ;Get the saved byte
  D7   5A    STR  RA   ;Store in data area
  D8   D4    SEP  R4
  D9   03              ;Call Adjust RA RD to avoid displaying in
  DA   BA              ;The middle of a data byte
  DB   D5    SEP  R5   ;Return
```

TAPE READ/WRITE - CONTROL ROUTINE

```
01DC   D4    SEP  R4
  DD   02              ;Call Function display
  DE   AF
  DF   52 45 41 44 2F 57 52 49 54 45 3F 00   ("Read/Write?")
01EB   F8    LDI
  EC   81              ;Initialize RC to Key scan ROM routine
  ED   BC    PHI  RC
  EE   F8    LDI       ;Initialize RC to Key scan ROM routine
  EF   95
```