the symbol table which is in the form of labels in ASCII code along with addresses in hex, and transforms the whole thing to ASCII placing the labels and addresses in neat rows in the text area at 0400 for later output to tape. An insertion sort is performed on all labels which assumes a range of 41 to 5C (A-Z) for the first letter of all labels.

If you want to enable the entire 128 ASCII codes (actually 125 are possible) for first characters of labels, all you need to do is increase the sorting range. Restrictions to this have already been covered in the instructions. Change 0160 to 00 and 016D to 80. The sort now assumes a range of 01-7F which is the entire ASCII set less one. This will take an average of 4.6 times as long to accomplish, but you won't be waiting long -- it's still only a matter of a second or two for most tables. It is not possible nor desirable to use 00 nulls as first characters with this routine. This is because the sorting for any letter terminates upon finding a 00 null character -- the table always ends with a null. This confines the sort to only the symbols in the table thus only taking as long as necessary.

An interesting project would be to write a routine to truly alphabetize the set of labels though I don't