```
00C0   69   OUT        ;Turn on video when cancelling Read/Write operation
  C1   E2   SEX  2     ;X = 2 Begin exit
  C2   60   IRX        ;Point to saved R6
  C3   72   LDXA       ;Pop R6.0
  C4   A6   PLO  R6    ;Restore R6.0
  C5   F0   LDX        ;Pop R6.1
  C6   B6   PHI  R6    ;Restore R6.1
  C7   84   GLO  R4
  C8   A3   PLO  R3
  C9   23   DEC  R3    ;Swap PC's (R3 = PC)
  CA   94   GHI  R4
  CB   B3   PHI  R3
  CC   D3   SEP  R3
  CD   F8   LDI
  CE   03
  CF   B4   PHI  R4    ;Reset R4 = 0313 for use as
00D0   F8   LDI
  D1   13              ;Dedicated call routine PC
  D2   A4   PLO  R4
  D3   D5   SEP  R5    ;Return

                          DISASSEMBLE SUB

0100   D4   SEP  R4
  01   03              ;Call home cursor to reset R7, R9 -(R7
  02   62              ;however has other function here)
  03   D4   SEP  R4
  04   03              ;Call Clear Text buffer to prepare
  05   AC              ;For new text
  06   F8   LDI
  07   10
  08   A7   PLO  R7    ;R7.0 = Loop count (10 hex = 16 lines per display)
  09   D4   SEP  R4
  0A   02              ;Call Print Address and Instruction-Done initially for
  0B   00              ;Each new line
  0C   1D   INC  RD    ;RD + 01 (Pseudo address holder)
  0D   D4   SEP  R4
  0E   02              ;Call Special Cases - corrected (if needing
  0F   53              ;Correction) value passed back in R7.1
0110   D4   SEP  R4
  11   02              ;Call Index RC to mnemonic ASCII string
  12   36
  13   D4   SEP  R4
  14   02              ;Call agruments test - number of data bytes
  15   92              ;To be printed indicated in RB.0
  16   8B   GLO  RB
  17   32   BZ         ;If RB.0 = 00, then no arguments need
  18   21              ;Printing, exit passing next routine
  19   1A   INC  RA    ;Data pointer + 01 - next data byte
```