So I wrote the DISASSEMBLER-7, which takes its name (like
the TEXT EDITOR 21) from the number of functions available
for use.

Operation is straightforward. All of RCA's standard mnemonics
have been used. Up to 3 pages of machine language program can
be disassembled at once, with the ability to show from 16 to
48 bytes and addresses on the screen at one time. That's up
to 48 pages of displayed data!

In addition to simply viewing data, you have the option to
enter bytes making the disassembler useful as a debugging tool.
Each function is displayed on screen as it is selected, so you
always know what you're about to do - before you do it.

With the addition of tape I/O routines, DISASSEMBLER-7 makes
it a breeze to take programs apart. If you're an old pro at
machine language programming, you'll appreciate the versatility
of this program. If you're just learning, you'll find it an
invaluable tool to your progress. Good luck with your programming!

OPERATION

Written for 4K Cosmac VIP systems, DISASSEMBLER-7
takes any machine language program and converts it to
standard 1802 mnemonics for viewing and editing. At
any time, you may specify the starting address of your
program so if your program was written to begin at 0500,
you don't have to pretend that 0000 means 0500. You can
display from any address and the program tells you when
you have selected an address that is out of range. For
programs longer than 3 pages, the tape read and write