Editor's Note: When Tom returned the finished manuscript to us, after having proof-read it, he included the following note. Since I had no idea where in the manuscript this data would best fit, I rather arbitrarily decided to add it here.

" I mention that I will explain the configuration of the Mnemonic Look-up Table and Argument Look-up Table--but I never do.

The Mnemonic table is very simple. The hex codes for instructions precede the ASCII-encoded mnemonics, which are in turn followed by exactly one null (00) stop byte. The table, and thus the mnemonics used by the disassembler, may be changed directly by using the Text Editor to insert new mnemonics, or by selectively changing bytes using the ROM system monitor. Instructions which take the form XN (0N, 1N, 2N, etc.) are entered in the form XF; the "F" being critical to the operation of the table.

The Argument Look-up Table @ 09C0 - 09E7 is in two parts. Part one contains the hex codes for instructions which need one-byte arguments. Part two contains the codes for instructions needing two-byte arguments. The two parts are separated by a null (00) byte, and any bytes may be placed in either part to effect a change. The XF form is not used with this table.

Another serious omission is the checksum data for the Text Editor and the Disassembler. It should be included, as readers will find it very helpful."

Accordingly, Tom included a copy of the checksum data for both programs, which follows on the next page.