for other reasons.

RESERVE MEMORY

The KK bytes of the pseudo instruction RMEM are converted from ASCII to hex and put in RF.0 at 024C as a loop count. R9 which is the address counter during the first pass and a pointer to the object code during the second pass is incremented the number of times set in RF.0. Thus the desired number of bytes are skipped or reserved for either pass 1 or pass 2. At 0252, R9 is tested if it is odd or even by shifting the least significant bit into the DF register. If odd, it is incremented by one to make it even. All Chip-8 instructions are then assured of starting on even-numbered addresses provided the start address was selected to be even.

CARRIAGE RETURN

RA is the pointer to the text area containing the source listings and other text (the symbol table for output). On a 16-character line, when RA.0 equals "N0" where N is unimportant, then RA points to the first byte of that line. In other words when the