

not use the registers changed, then you may shorten it considerably.

The program counter swaps at 036A and 0380 utilize a technique which is the subject of a Little Loops column in VIPER (perhaps already published by the time you read this.) Though a bit confusing, they permit the entire tape routine to be relocated anywhere in memory. The PC swap routines at 036A-036F and 0380-0385 must not cross page boundaries, but the rest of the sub could at any point. You might want a copy of this routine separate on one of your utility cassettes.

INITIALIZE LINK TABLE

This is a two-part subroutine having two entry points. Entry #1 @ 03D7 first sets the table to 00's. When finally output, then only true addresses will be seen -- no garbage information is allowed in. Entry #2 @ 03C4 skips the erase. This point is called when pass #2 is selected. From 03C5 to the end at 03CD, the byte at 02FF is set to equal FE. This byte will be used to index the table to obtain or insert the next entry.