

Second confession: The RM03 in the above example will actually cause 4, not 3, bytes to be reserved at the location labeled DECIM. This is because the RM03 could have been followed by a Chip-8 instruction (the beginning of a subroutine for instance) and all instructions must begin, as you know, on even-numbered addresses. The assembler takes this into account, and will reserve one additional byte for any odd number specified. Thus FF = 256 bytes, not 255 for those readers who thought they had me trapped earlier in a logical confusion of mistaking zero bytes to be the equivalent of the zero th byte equal to one. You can not, of course, do very much by reserving zero bytes, (in fact, it will cause an error message to be output) just as you will not find very much to play back from a tape on which you recorded 0 (i.e. the first?) pages. Those of you who have tried to record more than 3.75K of memory appreciate just what I mean.

;End confession

LINKING

Linking refers to the process of joining sections of programs together for assembly. Up to 14 such sections may be linked by Chip-8 Assembler-3 before