

I stress this because you may think since your data is actually in 0500-07FF, changing the byte at 0500 will alter the first byte. But since you tell the computer where to begin disassembly, if you tell it to begin at 0700 for instance, then, that is the first address of your program. The best way to use the DISASSEMBLER is to forget about it being there. Think only of your program and DISASSEMBLER-7 will do the rest.

If you enter an address that is out of range when selecting WRITE BYTE, the program will reset to display the listing. This allows an easy escape if you change your mind as well. Also, upon pressing Key E to enter the byte, the program will display the disassembled flow from that byte.

5-6) TAPE READ/WRITE --This functions much in the same way as for TEXT EDITOR-21. The difference is that all tape operations are fixed at 3 pages instead of at 6 as for the EDITOR. You may be wondering, then, how to view programs that are less than 3 pages long. One way, the best, is to record 3 pages on tape including your shorter program, then read those pages in using DISASSEMBLER-7's tape read. Another would be to "hand load" the program using the ROM monitor, but be sure to load only into ML's 0500-07FF. Still another would be