

to simply run the shorter program in which will cause an error tone to kick on. No problem. Simply reset the computer and the shorter program will all be there.

On initial power up of DISASSEMBLER-7, Tape Read/Write is called as previously mentioned. However, if at any time you wish to cancel the tape operation, pressing any key other than Keys B or F will restart the program listing, escaping the Tape Select feature.

When writing to tape, 3 pages will be output starting as soon as you hit Key F so be sure to start the tape recorder before pressing the key. If you output a listing to tape while viewing from an address not on the first page of your listing, the program will be listed from an incorrect Pseudo Address after the taping operation. It is best, therefore to always set the listing (using the SHOW FROM Function) to the beginning address when outputting to tape. Of course START FROM may be used to correct an improper pseudo address at any time, and the actual output to tape is never affected in any case.

When reading from tape, you need to consider one of two things. Is the program to be disassembled self-contained, or is it only part of a longer program? If it is separate and will not be followed by additional data, then simply read it in and enter the correct START FROM or pseudo address when done with the tape read.