DISASSEMBLER - _7

INTRODUCTION

One day, right in the midst of moving a block of Chip-8 data around with an editor I had written, a dirty little bug surfaced chewing holes in my data with an appetite held at bay only by my lack of more than 4K of RAM to eat. I had written the editor months earlier -- and never had any problems with it.

But I keep good notes on all my programs, and as the experts will tell you to do, lace my instructions with more comments than a friend of mine laces his coffee with brandy. (A good analogy only if you could see my friend slosh brandy into his coffee.)

Never have I heard any expert tell how to avoid losing your notes, however. Laced or unlaced they don't do much good in some drawer in Pennsylvania when you happen to be living in the Sierra Madres in Mexico.

It took me an hour and a half to write out the program steps to a program occupying a little over a page and a half of memory. And the bug was so simple, once I found it, that if I had had a disassembled listing of the program, I'm sure I could have uncovered the dark cave of its hide-a-way in a few minutes.