

This routine erases the display page at 0F00-0FFF, and also clears the areas holding the symbol table and the eventual memory pages for the object program. All unused bytes of the object program will then be equal to 00's, a useful condition for debugging with the help of a Checksum program (see VIPER, NOV. 1978).

ADDRESS ENTRY

Calls the ROM key scan routine 4 times to input the start address for assembly. This address is shifted into R9 A 4-bit nibble at a time using a double precision shift left by 4 at 0337-0343. The digits are displayed one at a time (a feature which precluded using ROM routines exclusively to get the address). Finally if Key E is pressed, the routine returns. If another key is pressed, the routine repeats with the branch to 032D at 0351.

SIGNAL USER

A simple beeper routine that causes 6 short beeps to signal "done" with whatever the computer was doing. Several beeper routines are undoubtedly possible, but