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FF95:CA      677      DEX                      ;LEAVE X=5FF IF DIG
FF96:10 F8   FF90  678      BPL NKTBIT
FF98:A5 31   679      NKTBAS LDA MODE
FF9A:00 06   FFA2  680      BNE NKTBS2      ;IF MODE IS ZERO,
FF9C:B5 3F   681      LDA A2H,X           ; THEN COPY A2 TO A1 AND A3
FF9E:95 3D   682      STA A1H,X
FFA0:95 41   683      STA A3H,X
FFA2:E8      684      NKTBS2 INX
FFA3:F0 F3   FF98  685      BEQ NKTBAS
FFA5:D0 06   FFAD  686      BNE NKTCHR
FFA7:        687      *
FFA7:A2 00   688      GETNUM LDH #500           ;CLEAR A2
FFA9:86 3E   689      STX A2L
FFAB:86 3F   690      STX A2H
FFAD:20 FD FC 691      NKTCHR JSR UPMON       ;get char, upshift, INY
FFB0:EA      692      NOP                 ;INY now done in UPMON
FFB1:49 B0   693      EOR #5B0
FFB3:C9 0A   694      CMP #50A
FFB5:90 D3   FF8A  695      BCC DIG           ;BR IF HEX DIGIT
FFB7:69 88   696      ADC #588
FFB9:C9 FA   697      CMP #5FA
FFBB:4C 1B FF 698      JMP LOOKASC        ;check for ASCII input
FFBE:        699      *
FFBE:A9 FE   700      TOSUB LDA #<GO        ;DISPATCH TO SUBROUTINE, BY
FFC0:48      701      PHA                 ; PUSHING THE HI-ORDER SUBR ADDR,
FFC1:B9 E3 FF 702      LDA SUBTBL,Y       ; THEN THE LO-ORDER SUBR ADDR
FFC4:48      703      PHA                 ; ONTO THE STACK,
FFC5:A5 31   704      LDA MODE           ; (CLEARING THE MODE, SAVE THE OLD
FFC7:A0 00   705      ZMODE LDY #500       ; MODE IN A-REG),
FFC9:84 31   706      STY MODE
FFCB:60      707      RTS                 ; AND 'RTS' TO THE SUBROUTINE!
FFCC:        708      *
FFCC:BC      709      CHRTBL DFB 5BC        ;^C (BASIC WARM START)
FFCD:B2      710      DFB 5B2             ;^Y (USER VECTOR)
FFCE:BE      711      DFB 5BE            ;^E (OPEN AND DISPLAY REGISTERS)
FFCF:9A      712      DFB 59A            ;! (enter mini-assembler)
FFD0:EF      713      DFB 5EF            ;V (MEMORY VERIFY)
FFD1:C4      714      DFB 5C4            ;K (IN#SLOT)
FFD2:EC      715      DFB 5EC            ;S (search for 2 bytes)
FFD3:A9      716      DFB 5A9            ;P (PR#SLOT)
FFD4:B8      717      DFB 5B8            ;^B (BASIC COLD START)
FFD5:A6      718      DFB 5A6            ;'- (SUBTRACTION)
FFD6:A4      719      DFB 5A4            ;'+ (ADDITION)
FFD7:06      720      DFB 506            ;M (MEMORY MOVE)
FFD8:95      721      DFB 595            ;'<' (DELIMITER FOR MOVE, VFY)
FFD9:07      722      DFB 507            ;N (SET NORMAL VIDEO)
FFDA:02      723      DFB 502            ;I (SET INVERSE VIDEO)
FFDB:05      724      DFB 505            ;L (DISASSEMBLE 20 INSTRS)
FFDC:F0      725      DFB 5F0            ;W (WRITE TO TAPE)
FFDD:00      726      DFB 500            ;G (EXECUTE PROGRAM)
FFDE:EB      727      DFB 5EB            ;R (READ FROM TAPE)
FFDF:93      728      DFB 593            ;' ' (MEMORY FILL)
FFE0:A7      729      DFB 5A7            ;' ' (ADDRESS DELIMITER)
FFEB:06      730      DFB 5C6            ;'CR' (END OF INPUT)

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