

00000000	53 4f 53 20 44 52 56 52	<b>22 05</b>	03 00 43 48 41 52	SOS DRVR"...CHAR	000a+	<b>0522</b>
00000010	53 45 54 20 20 20 20 20	20 20 20 20 09 0b 0d 29		SET (...)	<b>052c</b>	
00000020	28 28 38 00 06 01 2a 2c	3b 28 28 00 06 01 2a 2c		((8...*,;((...*,		
...						
00000520	0c 10 14 18 1c 20 8c 8c	b0 2c b4 b8	<b>00 00</b>	<b>86 0f</b>	.....,.....	0530+ <b>0f86</b>
00000530	00 00 0a 01 08 2e 43 4f	4e 53 4f 4c 45 20 20 20			.....CONSOLE	<b>14b6</b>
...						
000014b0	00 ca 10 f8 60 00	<b>66 04</b>	02 00 a1 00 a3 00 a5 00	....`.f.....	14b8+	<b>0466</b>
000014c0	a9 00 ac 00 b5 00 bd 00	17 01 28 01 2c 01 3a 01		.....(.,.:	<b>191e</b>	
...						
00001910	f5 0e fc 0e 33 0f 36 0f	71 0f 77 0f 7f 0f	<b>00 00</b>		....3.6.q.w....	
00001920	<b>22 06</b>	22 00 32 01 0b 2e	43 46 46 41 33 30 30 30		".".2...CFFA3000	1922+ <b>0622</b>
00001930	44 31 20 20 20 20 80 01	00 f1 10 00 00 00 53 44			D1 .....SD	<b>1f44</b>
00001940	00 10 00 00 44 00 32 01	0b 2e 43 46 46 41 33 30			....D.2...CFFA30	
...						
00001f40	00 06 00 00	<b>18 01</b>	00 00 02 00 22 00 24 00 44 00	.....".\$.D.	1f46+	<b>0118</b>
00001f50	46 00 66 00 68 00	<b>88 00</b>	8a 00 aa 00 ac 00 cc 00	F.f.h.....	<b>205e</b>	
...						
00002050	68 05 70 05 81 05 89 05	94 05 99 05 af 05	<b>ff ff</b>		h.p.....	
00002060	00 00 00 00 00 00 00 00	00 00 00 00 00 00 00 00			.....	

**Black** means calculate next jump.

**Light Blue** is "decision bytes" (Read 2 bytes for calculating bytes (0000) or stop (FFFF)).

**Light Green** is destination of next jump.