happen, but the program needs at least two lines of text for inserting a line. It will therefore use the next to last line, moving it down one. (This is minor. You will have no reason to use this function on the last line as inserting a line here would result in its loss anyway.)

Erase text buffer sets all memory to ASCII spaces (20's). The cursor is automatically homed on page one to make starting new text easy and fast.

Home cursor sends the cursor to the upper left corner of whatever page it is on.

Erase to end of line. The cursor position is unaffected allowing easy changes to portions of text.

Erase to end of page. Same as erase line with the cursor returning to its original position when done. (Demonstrate this to your friends. It's guaranteed to bring "ooo's" and "ahh's" and "oh that's cute." Funny how computers can do that.)

Tape read/write. The ROM routines are used here with the difference that the number of pages recorded or read in is fixed at six. Therefore the read/write operation begins immediately after pressing keys B or F. For recording, start the tape before pressing key F. By fooling around a little with the program counter, I was able to cause a return to the program rather than the static display reached with the normal operating