```
015B   3A    BNZ        ;If not equal, continue
  5C   63
  5D   8E    GLO  RE    ;Test if RE.0 = RA.0
  5E   52    STR  R2
  5F   8A    GLO  RA
0160   F3    XOR
  61   32    BZ         ;If equal, branch to exit
  62   67
  63   2E    DEC  RE    ;Else decrement both pointers for next data
  64   2F    DEC  RF    ;Transfer
  65   30    BN         ;Loop until transfer complete
  66   55
  67   D4    SEP  R4    ;Begin exit
  68   01               ;Call Erase to End of Line (deleted line)
  69   77
  6A   30    BN         ;Branch to 0121 to display memory & return
  6B   21                 (This branch conserves memory)
                       DELETE AND CLOSE UP LINE

016C   D4    SEP  R4
  6D   00               ;Call Close Up Routine @ 0097  (no more room
  6E   97               ;Exists on this page for the sub
  6F   F8    LDI
0170   09               ;(09-4K/05-3K)
  71   BA    PHI  RA    ;Set RA = last line in Text Buffer
  72   F8    LDI        ;    "          "        "     "
  73   F0               ;    "          "        "     "
  74   AA    PLO  RA    ;    "          "        "     "
  75   30    BN         ;Branch to 0167 to exit and to
  76   67               ;Call Erase to End of Line (If this were not
                          done, the last line would be repeated)

                        ERASE TO END OF LINE

0177   E2    SEX  2     ;X = 2
  78   87    GLO  R7
  79   73    STXD       ;Push R7.0
  7A   8A    GLO  RA
  7B   73    STXD       ;Push RA.0
  7C   F8    LDI
  7D   20               ;Load R8.1 with ASCII space code
  7E   B8    PHI  R8
  7F   D4    SEP  R4
0180   03               ;Call Display New Character at Cursor
  81   9F
  82   8A    GLO  RA
  83   FA    ANI        ;Test if RA.0 = NF  (at line end)
  84   0F               ;First stripping the first digit
  85   FB    XRI        ;Test
```