```
0318   93   GHI  R3   ;R3→R6
 19    B6   PHI  R6   ;Save the return address
 1A    83   GLO  R3
 1B    A6   PLO  R6
 1C    46   LDA  R6   ;Load sub routine
 1D    B3   PHI  R3   ;Address
 1E    46   LDA  R6   ;Into R3
 1F    A3   PLO  R3   ;  "   "
0320   30   BN        ;Branch to exit
 21    12

                  RETURN ROUTINE - RUNS IN R5

0322   D3   SEP  R3   ;Exit/to "Main" (calling) routine
 23    96   GHI  R6   ;R6→R3  ;Entry point
 24    B3   PHI  R3   ;R3 = Return address
 25    86   GLO  R6   ;  "      "        "
 26    A3   PLO  R3   ;  "      "        "
 27    E2   SEX  R2   ;X = 2
 28    60   IRX       ;Point to saved R6
 29    72   LDXA      ;Pop R6.0
 2A    A6   PLO  R6   ;Restore R6.0
 2B    F0   LDX       ;Pop R6.1
 2C    B6   PHI  R6   ;Restore R6.1
 2D    30   BN        ;Branch to exit
 2E    22

DISPLAY MEMORY PAGE - ONE PAGE DISPLAYED-CURSOR OFF ON RETURN

032F   D4   SEP  R4
 30    03             ;Call Home Cursor (no need to erase old cursor)
 31    53
 32    D4   SEP  R4
 33    03             ;Call Erase Display
 34    AE             ;(Erases all old cursors, of course, too)
 35    0A   LDN  RA   ;Get a character
 36    B8   PHI  R8   ;R8.1 is ASCII holder for display
 37    D4   SEP  R4
 38    03             ;Call Display Character @ R7
 39    5F
 3A    1A   INC  RA   ;Next character
 3B    8A   GLO  RA
 3C    F6   SHR       ;Test LSB of RA.0
 3D    33   BDF       ;If odd, (DF=01) then loop is only on first swing
 3E    35             ;And a second character will go in R7 on display
 3F    17   INC  R7   ;Display Cursor + 01
0340   87   GLO  R7
 41    FA   ANI
 42    07             ;Mask all but last 3 bits to test if at begin of line
```