

0108	16	None
09	16	None
0A	CF	Erase Text Buffer
0B	E2	Tape Read
0C	F5	Home Cursor
0D	77	Delete to End of Line
0E	98	Delete to End of Page
0F	E2	Tape Write

CONTROL (C) FUNCTION DECODE

0110	DC	SEP	RC	;Do sub - Key Scan in ROM
11	AF	PLO	RF	;Put the key press into RF.0
12	93	GHI	R3	;Load RF.1 with page address of Jump Table
13	BF	PHI	RF	;RF indexes the above table
14	OF	LDN	RF	;Get the byte from table
15	A3	PLO	R3	;Put in R3.0 to effect jump to that function
16	D5	SEP	R5	;Return instruction for disabled functions

REVERSE FIELD VIDEO

0117	F8	LDI		
18	03			
19	BE	PHI	RE	
1A	F8	LDI		
1B	B8			
1C	AE	PLO	RE	;RE points to Erase Routine Memory byte @ 03B8
1D	OE	LDN	RE	;Get the current erase byte
1E	FB	XRI		
1F	FF			;Compliment
0120	5E	STR	RE	;Put new byte back
21	D4	SEP	R4	;(Routines branch to here that require the next sub ⁵)
22	03			;Call Display Memory Page
23	2F			
24	D4	SEP	R4	
25	03			;Call Home Cursor
26	53			
27	D5	SEP	R5	;Return

PAGE FORWARDS

0128	99	GHI	R9	
29	FB	XRI		;Test if R9.1 is at last page of text
2A	05/09			;(3K=05/4K=09)
2B	3A	BNZ		;If not, continue
2C	2E			
2D	D5	SEP	R5	;Else return
2E	99	GHI	R9	
2F	FC	ADI		;Add 01 to R9.1 for next page