

00BB	FO	LDX		;Else Pop same code from stack
BC	FB	XRI		;Test if equal to 5F (allowing delete to
BD	5F			;Function in both upper and upper/lower
				case modes
BE	3A	BNZ		;Branch if ≠ to 0034 or to 0030
BF	34/30			;Modification #1=34/Modification #2=30
00C0	F8	LDI		;Load the D register with ASCII space
C1	20			code (20)
C2	B8	PHI	R8	;Put in R8.1
C3	D4	SEP	R4	;Call next character to delete at
C4	03			; present cursor position (Cursor
C5	9F			will not move)
C6	30	BR		;Branch to 0044 or to 0044
C7	44/44			;Modification #1=44/Modification #2=44

MODIFICATION #1 JUMP TABLE

0200	10	Scroll up
01	FF	-None-
02	C6	Cursor right
03	FF	-None-
04	5F	Cursor down
05	7F	Cursor up
06	FF	-None-
07	FF	-None-
08	DE	Backspace
09	FF	-None-
0A	10	Line feed
0B	F0	Escape-select hexpad functions
0C	DE	Cursor left
0D	98	Carriage return
0E	FF	-None-
0F	44	Scroll back

MODIFICATION #1 FUNCTION DECODE

02F7	98	GHI	R8	;Get ASCII code in R8.1
F8	FA	ANI		
F9	0F			;Strip first 4 bits
FA	AE	PLO	RE	;And place in RE.0 to reference Jump Table
FB	93	GHI	R3	;Get page address of table (from the
				program counter)
FC	BE	PHI	RE	;And place in RE.1
FD	0E	LDN	RE	;Load byte addressed by RE
FE	A3	PLO	R3	;Put in R3.0 to jump to function
FF	D5	SEP	R5	;Return for disabled functions

(END MODIFICATION #1)