CURSOR ON/OFF-COMPLIMENTS CURSOR FOR INVISIBLE OR UNDERLINE DISPLAY

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03C0   F8   LDI
  C1   03
  C2   BF   PHI  RF   ;RF points to memory byte @ 035D
  C3   F8   LDI
  C4   5D
  C5   AF   PLO  RF   ;Containing ASCII code for cursor
  C6   0F   LDN  RF   ;Get the current cursor code
  C7   FB   XRI       ;Exclusive OR with "20" (ASCII space)
  C8   20             ;To test if cursor is on or off
  C9   32   BZ        ;If = 00, cursor is off - branch to turn on cursor
  CA   CF
  CB   F8   LDI       ;If ≠ 00 cursor is on, load "20" ASCII space
  CC   20
  CD   30   BN
  CE   D1
  CF   F8   LDI       ;If cursor is off, load 5F - ASCII underline
03D0   5F
  D1   5F   STR  RF   ;Store D via RF - cursor either on or off
  D2   D5   SEP  R5   ;Return

            SHOW PAGE "N"-ENTER # PAGE FOR DISPLAY
                        (1-6 4K  1-2  3K)
03D3   DC   SEP  RC   ;Do key scan routine in ROM for page #
  D4   32   BZ        ;If "0" page selected, branch to exit ignoring
  D5   DF             ;The bad command
  D6   F0   LDX       ;Get page number (stacked by ROM routine)
  D7   FD   SDI       ;Subtract: 6-number (if negative, number>6)
  D8 02/06            ;(3K=02/4K=06)
  D9   3B   BM        ;If negative, branch to exit ignoring
  DA   DF             ;The bad command
  DB   F0   LDX       ;Once again get the page number (which is = 1-6)
  DC   FC   ADI       ;Add 3 to reference the correct memory page
  DD   03             ;(1=04; 2=05; 3=06; etc.)
  DE   B9   PHI  R9   ;R9 points to correct page top
  DF   D5   SEP  R5   ;Return
```

03E0-03FF 32 bytes available for expansion