2) Press the ESCAPE key to select all Escape

Functions. Then press the hexpad key

corresponding to the function you want. Return

to the keyboard is automatic, but you may press

Key 0 on the hexpad to return control in the

event you pressed the ESCAPE key by mistake.

If you press a wrong key while holding the CONTROL

key down, nothing serious can happen. (Remember, the

"bad guy" functions in particular the Erase Text Buffer

instruction, are over there on the hexpad; you have to

press ESCAPE first to get to them.) Many letters,

however, will produce the same ASCII codes as others

with the CONTROL key held down, and you will find that

some of the keyboard keys will do the same jobs. At

the end of Modification #2, I have included a list of

what keys are connected in this way. (This is further

explained there.) One way to customize your keyboard

would be to consult the list making note of which keys

match others, then use those instead if they are more

to your taste. This is not a very flexible method, but

if the right key works, why not use it! That way, you

won't need to modify the modifications.

If you would like more extensive revisions, you

may also change the Jump Table (as explained later) to