

represents the last known position of the arrow (generated the last time this sub was called) and is first used to erase the current arrow on display. The display of arrows is controlled by a subroutine at 0422 which first sets "I" to the proper bit pattern depending on the value in V0 and then displaying (or erasing) the pattern with the DCD8 instruction at 0430. On the first time through this routine (when there is no previous arrow to erase) VF is tested to see if it is 01 in which case the information displayed touched another display (the previous arrow) pattern. If VF=00 though, then no arrow was there previously and another call to the sub at 0422 resets the arrow just displayed. This makes initializing the display easy and avoids flags and things to know when the routine is initializing and when it is not.

The arrow index indicates which player the arrow points to on return from the routine. This number is in V0 at that time, and will be set into V4 by the betting and draw subs that called the arrow routine. V4, remember, is subsequently used to index certain flags and information to independently control the action of individual opponents and strategies.

The Message Center sub at 083E controls the printing of messages in the display to ask you to "PLEASE BET"