

02A7	D5	SEP	R5	;Return, number arguments in RB.0
A8	1B	INC	RB	;RB.0 + 1 for second part table (Last INC ignored)
A9	2F	DEC	RF	;Loop counter RF.0 - 01
AA	8F	GLO	RF	
AB	3A	BNZ		;Loop through table till done or equality found
AC	A1			
AD	AB	PLO	RB	;Else set RB.0 = 00, no arguments required
AE	D5	SEP	R5	;Return

#### FUNCTION DISPLAY

02AF	D4	SEP	R4	
B0	03			;Call Home cursor (sets R7 R9)
B1	62			
B2	D4	SEP	R4	
B3	03			;Call Clear text buffer
B4	AC			
B5	46	LDA	R6	;Get text from calling routine
B6	32	BZ		;Test for null end of string character
B7	BC			;Branch if end
B8	59	STR	R9	;Else store in text
B9	19	INC	R9	;Advance pointer to text
BA	30	BN		;Loop till done
BB	B5			
BC	D4	SEP	R4	
BD	03			;Call Display text
BE	42			
BF	D5	SEP	R5	;Return

#### GET/DISPLAY KEYBOARD ENTRIES

02C0	E2	SEX	2	;X = 2
C1	F8	LDI		
C2	FF			
C3	73	STXD		;Store FF stop byte on stack
C4	46	LDA	R6	;Get # entries wanted from calling routine
C5	AB	PLO	RB	;Put in loop counter RB.0 (1-4 possible)
C6	F8	LDI		
C7	81			;Initialize RC to ROM Key scan routine
C8	BC	PHI	RC	
C9	F8	LDI		;Initialize RC to ROM Key scan routine
CA	95			
CB	AC	PLO	RC	;Initialize RC to ROM Key scan routine
CC	DC	SEP	RC	;Get keyboard entry
CD	AE	PLO	RE	;Put in RE to pass to sub
CE	73	STXD		; (Byte is already there, but this decrements the
CF	D4	SEP	R4	pointer)
02D0	02			;Call ASCII conversion - result in RE.0
D1	11			