

0300
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 0311 4-Page Interrupt

 0312
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 0321 Call Routine See Text Editor-21 for Full Description

 0322
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 032E Return Routine

ERASE DISPLAY PAGES

0330	9B	GHI	RB	
31	BF	PHI	RF	;RF.1 = RB.1 - Top display page
32	FC	ADI		
33	04			;Add 4 to value to indicate
34	E2	SEX	2	;When pointer goes past last display page
35	52	STR	R2	;Push this value onto stack
36	F8	LDI		
37	00			;Store 00 in RF.0
38	AF	PLO	RF	;To point to first display byte
39	F8	LDI		
3A	00			;Get 00 for erasing
3B	5F	STR	RF	;Store in Display area
3C	1F	INC	RF	;RF + 01
3D	9F	GHI	RF	
3E	F3	XOR		;Test if RF.1 = stacked byte
3F	3A	BNZ		
0340	39			;If not, loop till done
41	D5	SEP	R5	;Else, return

DISPLAY TEXT

0342	D4	SEP	R4	
43	03			;Call Home cursor (R7 & R9 reset)
44	62			
45	09	LDN	R9	;Get a character
46	B8	PHI	R8	;R8.1 holds ASCII character
47	D4	SEP	R4	
48	03			;Call Display a character @ R7
49	6C			
4A	19	INC	R9	;Point to next character
4B	89	GLO	R9	;Test R9.0 for Even/Odd
4C	F6	SHR		;Shift LSB into DF
4D	33	BDF		;Branch if odd (DF=01) to display next character
4E	45			;@ R7 (does 2 characters per display byte)
4F	17	INC	R7	;Cursor + 01