039A	6D04	VD=04 (VY)
9C	DCD1	Display @ VC, VD (draw vertical lines)
9E	7D01	VD+01
A0	3D3D	Skip VD=3D (end of line)
A2	139C	Go loop to End of line
A4	6D04	VD=04 (Reset VD)
A6	7C05	VC+05
A8	3C1C	Skip VC=1C (last line)
AA	139C	Go loop to last line
AC	A4E2	I=storage array for bit pattern addresses
AE	F555	V0-V5 stored at I (reset storage array)
B0	23E0	Do subroutine (home cursor)
B2	240A	Do subroutine (display ASCII code/address & character
B4	00EE	Return

CLEAR GRID

03B6	23E0	Do subroutine (home cursor)
B8	A4FD	I=cursor pattern
BA	DCD1	Display @VC, VD
BC	4F01	Skip VF≠ 01 (no grid marker @ VC, VD)
BE	23EA	Do subroutine (erase grid marker)
C0	A4FD	I=cursor pattern
C2	DCD1	Erase cursor
C4	7C05	VC+05 (cursor moves right)
C6	7A01	VA+01 (sample character pointer moves right)
C8	3C19	Skip if VC=19 (end of row)
* CA	13BA	Loop to end of row
CE	13DA	Go exit - done.
D0	6C05	VC=05 (reset cursor X coordinate)
D2	6A1C	VA=1C (reset sample X coordinate)
D4	7D07	VD+07 (cursor moves down)
D6	7B01	VB+01 (sample pointer moves down)
D8	13BA	Loop until done
DA	23E0	Do subroutine (home cursor)
DC	600F	V0=0F (set controls Escape Flag)
DE	00EE	Return
03CC	403A	Skip if V0 ≠ 3A

HOME CURSOR

03E0	6A1C	VA=1C (reset cursor X coordinate)
E2	6B12	VB=12 (reset cursor Y coordinate)
E4	6C05	VC=05 (reset sample X coordinate)
E6	6D09	VD=09 (reset sample Y coordinate)
E8	00EE	Return

ENTER/ERASE GRID MARK AT CURSOR - KEY C (E)

03EA	A4E8	I=Grid mark
EC	7DFD	VD+FD (-03) Top of grid square
EE	DCD4	Display/erase @ VC, VD