```
0396    87    GLO    R7
        97    FC     ADI            ;Add 08 to cursor address to
        98    08
        99    A7     PLO    R7      ;Point to next bit row for characters
        9A    97     GHI    R7
        9B    7C     ADCI
        9C    00                    ;Adding possible carry to R7.1
        9D    B7     PHI    R7
        9E    D5     SEP    R5      ;Return
```

NEW CHARACTER AT CURSOR-FOR ENTERING NEW CHARACTERS

```
039F    98    GHI    R8     ;Get new ASCII
        A0    52     STR    R2     ;Push-(for immediate use)
        A1    0A     LDN    RA     ;Get old ASCII in text
        A2    B8     PHI    R8     ;Put in R8.1
        A3    02     LDN    R2     ;Pop new ASCII
        A4    5A     STR    RA     ;Store in text at memory displacement pointer
        A5    D4     SEP    R4
        A6    03                   ;Call Display to Erase old character @ cursor
        A7    5F
        A8    0A     LDN    RA     ;Get new ASCII from text
        A9    B8     PHI    R8     ;Put in R8.1
        AA    D4     SEP    R4
        AB    03                   ;Call Display to Show New character @ cursor
        AC    5F
        AD    D5     SEP    R5     ;Return
```

ERASE DISPLAY PAGES-SETS 4 REFRESH PAGES = 00

```
03AE    9B    GHI    RB
        AF    BF     PHI    RF     ;RF.1 = RB.1 -top display page
03B0    FC    ADI
        B1    04
        B2    E2     SEX    2      ;Add 4 to this value to indicate when
        B3    52     STR    R2     ;Pointer goes past last page-push on stack
        B4    F8     LDI
        B5    00
        B6    AF     PLO    RF     ;RF now initialized to first display byte
        B7    F8     LDI
        B8    00                   ;Get 00 for erasing
        B9    5F     STR    RF     ;Store in display area
        BA    1F     INC    RF     ;RF + 01
        BB    9F     GHI    RF
        BC    F3     XOR           ;Test if RF.1=stacked byte and is off bottom
        BD    3A     BNZ           ;If not, loop until done
        BE    B7
        BF    D5     SEP    R5     ;Else return
```