

0290	10			
91	AA	PLO	RA	;From RA data pointer
92	9A	GHI	RA	
93	7F	SMBI		;To point to next row of
94	00			
95	BA	PHI	RA	;Text in memory (up)
96	30	BN		;Branch to
97	76			;Display Cursor & return (in Cursor Down sub)

CARRIAGE RETURN

0298	D4	SEP	R4	
99	03			;Call Display Cursor to erase old
9A	5C			
9B	87	GLO	R7	;Enter here if cursor already off
9C	FA	ANI		;Mask last 3 bits R7.0
9D	07			
9E	32	BZ		;Branch if = 00 -- when last three bits R7 = 00
9F	A3			;Then cursor is at extreme left of display
02A0	27	DEC	R7	;R7 - 01 to move left
A1	30	BN		
A2	9B			;Loop till done
A3	8A	GLO	RA	
A4	FA	ANI		;Mask last 4 bits RA.0
A5	0F			
A6	32	BZ		;Branch if = 00 -- when last 4 bits RA = 00
A7	AB			;Then data pointer is at the beginning of a row
A8	2A	DEC	RA	;RA -01 Data pointer left (of row)
A9	30	BN		
AA	A3			;Loop till done
AB	87	GLO	R7	
AC	FC	ADI		
AD	40			;Add 40 hex 64 decimal to <u>value</u> in R7 cursor
AE	97	GHI	R7	
AF	7C	ADCI		;To test if at page bottom - R7 unchanged
02B0	00			;And (cursor off) still
B1	FB	XRI		;When R7.1 would = 0C, then cursor is at
B2	0C/10			;(3K=0C/4K=10)Page bottom, and a scroll up must be
B3	3A	BNZ		;If ≠ 00 (R7.1 would ≠ 0C) branch to done
B4	BE			;Simply move cursor down a row
B5	99	GHI	R9	;Test if on
B6	FB	XRI		
B7	05/09			;Last text page (3K=05/4K=09)
B8	32	BZ		
B9	C2			;Branch to turn on cursor-no scroll-no cursor down
BA	D4	SEP	R4	
BB	02			;Call Scroll Up - auto with carriage return
BC	10			;At page bottom
BD	D5	SEP	R5	;Return