```
034C   23B6    Yes: Do subroutine (clear grid)
  4E   4002    Skip V0 ≠ 02 (Key 2?)
  50   247E    Yes: Do subroutine (display character set)
  52   400A    Skip V0 ≠ 0A (Key A?)
  54   23FA    Yes: Do subroutine (accept new ASCII code)
  56   400D    Skip V0 ≠ 0D (Key D?)
  58   2464    Yes: Do subroutine (deposit grid contents in
                   memory
  5A   400E    Skip V0 ≠ 0E (Key E?)
  5C   23EA    Yes: Do subroutine (enter/erase at cursor)
  5E   1362    Go to 0362.  No operation.  This space is left
                   available for expansion (extra key functions)
  60   0000
  62   400F    Skip V0 ≠ 0F (Key F?) or: Escape flag set?
  64   00EE    Yes: Return to executive (Key search/cursor move)
  66   1348    Loop for proper function selection
```

CURSOR BLINK

(Three Entry Points)

```
0368   2372    Do subroutine (time loop for blink) Entry #1
                   (double blink)
  6A   DCD1    Display/Erase cursor
  6C   2372    Do subroutine (time loop for blink) Entry #2
                   (single blink)
  6E   DCD1    Display/Erase cursor
  70   00EE    Return to main program

  72   6F08    VF (utility variable) = 08 (blink timing for
                   entry #3 - time loop)
  74   FF15    Set timer = VF
  76   FF07    Set VF = current timer value
  78   3F00    Skip if VF=00
  7A   1376    Loop until VF=00
  7C   00EE    Return to time loop
```

MODE ONE - GRID DISPLAY

```
037E   0230    Erase Display Pages
  80   A4EC    I=V0-VF (storage array)
  82   FF65    Initialize variables V0-VF (values @ I)
  84   A4FE    I=horizontal line pattern for grid
  86   DCD1    Display @ VC,VD (draw horizontal lines)
  88   7C07    VC+07 (X coordinate)
  8A   3C18    Skip VC=18 (end line)
  8C   1386    Go loop to get to end line
  8E   6C03    VC=03 (reset VC)
  90   7D07    VD=07 (Y coordinate)
  92   3D43    Skip VD=43 (last line)
  94   1386    Go loop to last line
  96   A4FC    I=vertical line pattern for grid
  98   6C03    VC=03 (VX)
```