```
0343   3A    BNZ          ;If not, then line is not finished
  44   35                 ;Continue
  45   87    GLO   R7
  46   FC    ADI          ;Else add 38 hex (56 decimal)
  47   38
  48   A7    PLO   R7     ;To cursor
  49   97    GHI   R7
  4A   7C    ADCI         ;To point to next
  4B   00
  4C   B7    PHI   R7     ;Row
  4D   97    GHI   R7
  4E   FB    XRI          ;Then test if R7.1 went past last page bottom
  4F   0C/10               ;(3K=0C/4K=10)
0350   3A    BNZ          ;Continue to loop
  51   35                 ;Till page is displayed
  52   D5    SEP          ;Return

            HOME CURSOR-CURSOR MUST BE OFF ON ENTRY

0353   9B    GHI   RB
  54   B7    PHI   R7     ;R7.1 = RB.1
  55   F8    LDI
  56   00
  57   A7    PLO   R7     ;R7 = RB  -Homes Display cursor
  58   99    GHI   R9
  59   BA    PHI   RA
  5A   89    GLO   R9
  5B   AA    PLO   RA     ;RA = R9  -Top byte in data page - homes data
                                      displacement pointer
                                    (continue on to Display Cursor routine)

          DISPLAY CURSOR (ALSO ERASES CURSOR IF RECALLED)

035C   F8    LDI
  5D   5F                 ;Load ASCII underline (change to 20 for invisible)
  5E   B8    PHI   R8     ;Set into R8.1 for display (or erasing)
                                    (continue on to Display Character sub)

        DISPLAY CHARACTER - DISPLAYS ASCII CHARACTER IN R8.1

035F   98    GHI   R8     ;R8.1 holds ASCII code
  60   FE    SHL          ;Multiply x 4 (4 bytes to each bit pattern)
  61   FE    SHL
  62   AF    PLO   RF     ;Put in RF.0 index
  63   F8    LDI          ;Load page address of character set into RF.1
  64   06/0A                ;(3K=06/4K=0A)
  65   7C    ADCI         ;Adding possible carry from the multiply
  66   00
  67   BF    PHI   RF     ;RF now indexes the character bit pattern
```