CLEAR TEXT (DISPLAY) BUFFER

```
03AC   F8   LDI
  AD   04
  AE   BF   PHI  RF
  AF   F8   LDI
03B0   00
  B1   AF   PLO  RF    ;Initialize RF = 0400  Text buffer beginning
  B2   F8   LDI
  B3   20              ;Get ASCII space (20)
  B4   5F   STR  RF    ;Store in text buffer
  B5   1F   INC  RF    ;RF + 1 next byte
  B6   8F   GLO  RF
  B7   3A   BNZ        ;Loop until RF.0 = 00  and one full page
  B8   B2              ;Has been set to 20's
  B9   D5   SEP  R5    ;Return
```

ADJUST RA RD FOR ARGUMENTS
(Used for scrolling & paging back to avoid cutting into data)

```
03BA   2A   DEC  RA  ;Decrement RA, RD X 02 to check first if
  BB   2A   DEC  RA   ;Byte originally pointed to is part of
  BC   2D   DEC  RD   ;A 2-byte argument
  BD   2D   DEC  RD   ;"   "      "
  BE   D4   CALL
  BF   02             ;Call Arguments test (RB.0 indicates
03C0   92             ;Match)
  C1   8B   GLO  RB   ;Test if RB.0 = 02, if so
  C2   FB   XRI       ;Then a match was found in the
  C3   02             ;2-byte argument table and RA RD are properly set
  C4   32   BZ        ;Branch to Exit
  C5   CE
  C6   1A   INC  RA   ;Else INC RA RD to test for one-byte
  C7   1D   INC  RD   ;Arguments
  C8   D4   CALL
  C9   02             ;Call Arguments test again
  CA   92
  CB   8B   GLO  RB   ;Test RB.0
  CC   32   BZ
  CD   D0             ;If = 00, then byte is not data-branch to reset
  CE   30   BN        ;To begin continue to test to be positive
  CF   BA             ;Byte jumped to cannot be data
03D0   1A             ;INC RA RD when byte is not data
  D1   1D
  D2   D5             ;Return
```