

0090	D4	SEP	R4	
91	03			;Call Display Memory Page
92	2F			
93	D4	SEP	R4	
94	03			;Call Home Cursor
95	53			
96	D5	SEP	R5	;Return

CLOSE UP LINE

0097	D4	SEP	R4	
98	02			;Call Left Cursor
99	DE			
9A	8A	GLO	RA	;Move Cursor left
9B	FA	ANI		
9C	0F			;Until @ extreme left (RA.0 = X0)
9D	3A	BNZ		
9E	97			;Then procede
9F	8A	GLO	RA	
00A0	FC	ADI		
A1	10			
A2	AF	PLO	RF	;Set RF to row
A3	9A	GHI	RA	
A4	7C	ADCI		;Directly below cursor row
A5	00			
A6	BF	PHI	RF	
A7	EF	SEX	F	;X = F
A8	9F	GHI	RF	
A9	FB	XRI		
AA	06/0A			;When RF goes past (3K=06/4K=0A)
AB	32	BZ		;Last byte of text
AC	B2			;Branch to exit
AD	72	LDXA		;Get character below (advance pointer)
AE	5A	STR	RA	;Put character above
AF	1A	INC	RA	;Next character position
00B0	30	BN		;Loop to end of text
B1	A8			
B2	D5	SEP	R5	;Return

JUMP TABLE FOR CONTROL C FUNCTIONS

0100	16	Escape Control
01	37	Page Backwards
02	28	Page Forwards
03	F0	Show Page "N"
04	E6	Cursor On/Off
05	17	Reverse Field Video
06	44	Insert Line
07	6C	Close Up Line