MODIFICATION #1   HALF 'N HALF

```
0028    F8    LDI          ;Set RC=8195 = Key Scan subroutine in ROM
  29    81                 ;     "       "      "          "        "
  2A    BC    PHI    RC    ;     "       "      "          "        "
  2B    F8    LDI          ;     "       "      "          "        "
  2C    95                 ;     "       "      "          "        "
  2D    AC    PLO    RC    ;     "       "      "          "        "
  2E    3F    BN4          ;Test EF-4.   Branch to 002B if no key is
  2F    2B                 ;being pressed.  Use above 3 lines to
                            debounce signal.
0030    6B    INP          ;Get ASCII code at Input port
  31    B8    PHI    R8    ;Put in R8.1 (Also on stack)
  32    30    BR           ;Branch to 00B3 -- Delete Key Test
  33    B3
  34    F8    LDI          ;Load 1F into D register
  35    1F
  36    F7    SM           ;Subtract D - M(R(X))
  37    3B    BNF          ;If result is negative, R8.1 >1F therefore
  38    3E                  branch to 003E skipping next sub
  39    D4    SEP    R4    ;Call Funtion Decode (R8.1≤1F)
  3A    02
  3B    F7
  3C    30    BR           ;Upon return, branch to 0044 skipping
  3D    44                  next 2 subroutines
  3E    D4    SEP    R4    ;Call Next Character
  3F    03
0040    9F
  41    D4    SEP    R4    ;Call Cursor Right
  42    02
  43    C6
  44    37    B4           ;Test EF-4 looping here until key
  45    44                  is released
  46    30    BR           ;Branch to 0028 for next key press
  47    28
```

0048-004F   Available for future expansion

MODIFICATION #1   DELETE KEY TEST

```
00B3    F8    LDI          ;RC.1 preset = 81 for Taping Routines
  B4    81                 ;(needed for Modification #2)
  B5    BC    PHI    RC    ;
  B6    F0    LDX          ;Pop ASCII code from stack
  B7    FB    XRI          ;Test if equal to 7F (Delete)
  B8    7F
  B9    32    BZ           ;If equal, branch to next part
  BA    C0
```