```
0350   87   GLO  R7
  51   FA   ANI       ;Test if last 3 bits R7 = 00 by masking out
  52   07             ;All others
  53   3A   BNZ       ;If not, continue to display
  54   45             ;Characters to the end of a line (R7.0 = X000)
  55   87   GLO  R7
  56   FC   ADI
  57   38
  58   A7   PLO  R7   ;Add 38 hex (56 decimal) to
  59   97   GHI  R7
  5A   7C   ADCI      ;Cursor for next row down
  5B   00
  5C   B7   PHI  R7
  5D   FB   XRI       ;Then test if cursor went
  5E   10
  5F   3A   BNZ       ;Off display -- if not, loop
0360   45             ;Until done
  61   D5   SEP  R5   ;Return

                          HOME CURSOR

0362   9B   GHI  RB
  63   B7   PHI  R7   ;R7.1 = RB.1
  64   F8   LDI
  65   04
  66   B9   PHI  R9   ;R9.1 = 04
  67   F8   LDI
  68   00
  69   A7   PLO  R7   ;R7 = 0C00  Top display page
  6A   A9   PLO  R9   ;R9 = 0400  Top text buffer
  6B   D5   SEP  R5   ;Return - R7 R9 reinitialized

                          DISPLAY A CHARACTER

036C   98   GHI  R8   ;R8.1 holds ASCII character passed by caller
  6D   FE   SHL
  6E   FE   SHL       ;Multiply (by shifting) times 04
  6F   AF   PLO  RF   ;And place in RF.0
0370   F8   LDI
  71   0A             ;Add 0A hex plus possible
  72   7C   ADCI
  73   00             ;Carry to index character bit pattern
  74   BF   PHI  RF   ;And put in RF.1
  75   F8   LDI
  76   04
  77   AE   PLO  RE   ;Set RE.0 = 04 for loop count (4 X 2 lines each char.)
  78   0F   LDN  RF   ;Get a bit pattern row (2 rows packed actually)
  79   FA   ANI
  7A   F0             ;"AND" with F0 hex for MSB's
```