

```
/*      Arrays and Subroutines from PCSerial.C      */
```

```
                Esc    [    0    m                /* Initialize Terminal */
static INT8U   s_init[]={27,   91,   0x30, 109,   0}; /* esc [0m                */
```

```
                Esc    [    2    J                /* clear screen          */
static INT8U   s_cls[] = {27,   91,   0x32, 74,   0}; /* esc[2J                */
```

```
                Esc    [    2    K                /* clear current line    */
static INT8U   s_cln[] = {27,   91,   0x32, 75,   0}; /* esc[2K                */
```

```
                Esc    E                /* new line              */
static INT8U   s_newl[]={27,   69,   0};          /* escE                  */
```

/\* set cursor home \*/

R O W

C O L U M N

Esc [ 0 0 ; 0 0 H

static INT8U s\_rc[] = {27, 91, 0x30, 0x30, 59, 0x30, 0x30, 72, 0};

s\_rc[X] = 0 1 2 3 4 5 6 7 8

void setrc(INT8U r, INT8U c)

{ s\_rc[3] = ((r % 10) + 0x30);

if ((r /= 10) > 0) s\_rc[2] = ((r % 10) + 0x30);

else s\_rc[2] = 0x30;

s\_rc[6] = ((c % 10) + 0x30);

if ((c /= 10) > 0) s\_rc[5] = ((c % 10) + 0x30);

else s\_rc[5] = 0x30;

}

/\*Set Display Attributes \*/

Reset Dim Foreground Background Dim

Esc [ 0 ; **2** ; 3 **7** ; 4 **0** ; **2** m

```
static INT8U s_atr[]={27, 91, 0x30, 59, 0x32, 59, 0x33, 0x37, 59, 0x34, 0x30, 59, 0x32, 109, 0};
```

```
s_atr[X] = 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
```

```
void setatr(INT8U color)
```

```
{ INT8U ctemp;
```

```
ctemp = (color & 0x0f);
```

```
if (ctemp < 8) s_atr[4] = 0x32;
```

```
else {s_atr[4] = 0x31; ctemp = ctemp - 8;}
```

```
s_atr[7] = (0x30 | ctemp);
```

```
ctemp = ((color & 0x70) >> 4);
```

```
s_atr[10] = (0x30 | ctemp);
```

```
if (color & 0x80) s_atr[12] = 0x35;
```

```
else s_atr[12] = s_atr[4];
```

```
}
```

```
#define DISP_FGND_BLACK      0x00      /*      From PCSerial.H      */
#define DISP_FGND_RED        0x01
#define DISP_FGND_GREEN      0x02
#define DISP_FGND_BROWN     0x03
#define DISP_FGND_BLUE       0x04
#define DISP_FGND_PURPLE     0x05
#define DISP_FGND_CYAN       0x06
#define DISP_FGND_LIGHT_GRAY 0x07
#define DISP_FGND_DARK_GRAY  0x08
#define DISP_FGND_LIGHT_RED   0x09
#define DISP_FGND_LIGHT_GREEN 0x0A
#define DISP_FGND_YELLOW      0x0B
#define DISP_FGND_LIGHT_BLUE  0x0C
#define DISP_FGND_LIGHT_PURPLE 0x0D
#define DISP_FGND_LIGHT_CYAN  0x0E
#define DISP_FGND_WHITE       0x0F

#define DISP_BGND_BLACK      0x00
#define DISP_BGND_RED        0x10
#define DISP_BGND_GREEN      0x20
#define DISP_BGND_BROWN     0x30
#define DISP_BGND_BLUE       0x40
#define DISP_BGND_PURPLE     0x50
#define DISP_BGND_CYAN       0x60
#define DISP_BGND_LIGHT_GRAY 0x70

#define DISP_BLINK           0x80
```