

Table of command level jumps

editor jumps

2249

0D 278A
45 2441 E
52 2400 R
43 2A80 C
54 243A T
46 242D F
4D 226E M
53 22E3 S
4C 2348 L
56 234F V
5A 2232 Z
51 22BB Q

called from

21AC

294B

called
from
2461

02 25E4 CONTR. B beginning
03 2689 " C cont. search
04 26C1 " D delete bl.
05 25F1 " E end
06 2675 " F find str.
09 26CC " I insert bl.
0D 2608 CR
0E 25F8 CONTR N cursor + 14
0F 2601 " O lines
10 2712 " P cursor - 14
13 2636 CUU lines
14 262E CUD
18 2754 CONTR X return to
1A 264E " Z command
19 2262 ESC delete line,
cursor up

226D → FF

WORKSPACE

C80 System highest access address
C82 end of source text
C84 end of object code
C86 cursor pos. in buffer
C88 start of screen window in
buffer (at start of relevant line)
G8A actual cursor pos. on screen
C8C byte offset of top left of screen from
start of top line (80 chars per line) so 0 → 20H

297C

called
from
2498

08 253A backspace.
12 24A7 CUR
11 24CF CUL
16 24F8 insert 1 space,
15 2516 delete one char
0A 254B cursor to 1st. column
0C 2559 cursor to last char in line
17 25B5 cursor to next Tab.
01 257A CONTR. A insert block marker
07 259D " G alters 'GRAPH' key
0B 25AD " K alters 'TAB' length

Jump from editor back to command 299D → FF

mode at 278D

routine at 22BF compares A in turn with left hand code and returns DE
with R.H. address on matching. Returns CARRY if no match.