

Table 3-8 (continued)
Video firmware routines

| Location | Name | Description |
|----------|--------|------------------------------------------------------------------------------------------------------------------------|
| \$F819 | HLINE | Draws a horizontal line of blocks |
| \$FC58 | HOME | Clears the window and puts cursor in upper-left corner of window |
| \$F800 | PLOT | Plots a single low-resolution block on the screen |
| \$F94A | PRBL2 | Sends 1 to 256 blank spaces to the output device whose address is in CSW |
| \$FDDA | PRBYTE | Prints a hexadecimal byte |
| \$FF2D | PRERR | Sends ERR and Control-G to the output device whose output routine address is in CSW |
| \$FDE3 | PRHEX | Prints 4 bits as a hexadecimal number |
| \$F941 | PRNTAX | Prints contents of A and X in hexadecimal |
| \$F871 | SCRN | Reads color value of a low-resolution block on the screen |
| \$F864 | SETCOL | Sets the color for plotting in low resolution |
| \$FC24 | VTABZ | Sets cursor vertical position (Setting CV at location \$25 does not change vertical position until a carriage return.) |
| \$F828 | VLINE | Draws a vertical line of low-resolution blocks |

BASICOUT, \$C307

BASICOUT is essentially the same as COUT1—BASICOUT is used instead of COUT1 when the 80-column firmware is active. BASICOUT displays the character in the accumulator on the display screen at the current cursor position and advances the cursor. It places the character using the setting of the inverse mask (location \$32). BASICOUT handles control characters; see Table 3-3b. When it returns control to the calling program, all registers are intact.