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CC9D:A5 32      136 X.GSEOLZ LDA INVFLG ;mask blank
CC9F:29 80      137 AND #80 ;with high bit of invflg
CCA1:09 20      138 ORA #80 ;make it a blank
CCA3:2C 1F C0   139 BIT RD80VID ;is it 80 columns?
CCA6:30 15 CCB0 140 BMI CLR80 ;=>yes do quick clear
CCA8:91 28      141 CLR40 STA (BASL),Y
CCAA:C8         142 INY
CCAB:C4 21      143 CPY WNDWDTH
CCAD:90 F9 CCA8 144 BCC CLR40
CCAF:60         145 RTS
CCB0:         146 *
CCB0:         147 * Clear right half of screen for 40 to 80
CCB0:         148 * screen conversion
CCB0:         149 *
CCB0:86 2A      150 CLRRHALF STX BAS2L ;save X
CCB2:A2 D8      151 LDX #D8 ;set horizontal counter
CCB4:A0 14      152 LDY #20
CCB6:A5 32      153 LDA INVFLG ;set (inverse) blank
CCB8:29 A0      154 AND #80
CCBA:4C D5 CC   155 JMP CLR2
CCBD:         156 *
CCBD:         157 * Clear to end of line for 80 columns
CCBD:         158 *
CCBD:86 2A      159 CLR80 .STX BAS2L ;save X
CCBF:48         160 PHA ;and blank
CCD0:98         161 TYA ;get count for CH
CCC1:48         162 PHA ;save for left edge check
CCC2:38         163 SEC ;count=WNDWDTH-Y-1
CCC3:E5 21      164 SBC WNDWDTH
CCC5:AA         165 TAX ;save CH counter
CCC6:98         166 TYA ;div CH by 2 for half pages
CCC7:4A         167 LSR A
CCC8:A8         168 TAY
CCC9:68         169 PLA ;restore original ch
CCCA:45 20      170 EOR WNDLFT ;get starting page
CCCB:6A         171 ROR A
CCCD:B0 03 CCD2 172 BCS CLRO
CCCF:10 01 CCD2 173 BPL CLRO
CCD1:C8         174 INY ;iff WNDLFT odd, starting byte odd
CCD2:68         175 CLRO PLA ;get blank
CCD3:B0 08 CCE0 176 BCS CLR1 ;starting page is 1 (default)
CCD5:2C 55 C0   177 CLR2 BIT TXTPAGE2 ;else do page 2
CCD8:91 28      178 STA (BASL),Y
CCDA:2C 54 C0   179 BIT TXTPAGE1 ;now do page 1
CCDD:E8         180 INX
CCDE:F0 06 CCE6 181 BEQ CLR3 ;all done
CCD0:91 28      182 CLR1 STA (BASL),Y
CCD2:C8         183 INY ;forward 2 columns
CCD3:E8         184 INX ;next ch
CCD4:D0 EF CCD5 185 BNE CLR2 ;not done yet
CCD6:A6 2A      186 CLR3 LDX BAS2L ;restore X
CCD8:38         187 SEC ;good exit condition
CCD9:60         188 RTS ;and return
CCEA:         189 *

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CCEA:         190 * EXECUTE '40COL MODE':
CCEA:         191 *
CCEA:         192 X.DC1 EQU *
CCEA:AD FB 04   193 LDA MODE ;don't convert if Pascal
CCEB:30 40      194 BMI X.DC1RTS ;=>it's Pascal
CCEB:20 31 CD   195 X.DC1A JSR SETTOP ;set top of window (0 or 20)
CCEB:2C 1F C0   196 BIT RD80VID ;are we in 80 columns?
CCEB:10 12 CD09 197 BPL X.DC1B ;=>no, no convert needed
CCEB:20 91 CD   198 JSR SCRNB4 ;else convert 80 to 40
CCEA:90 0D CD09 199 BCC X.DC1B ;=>always set new window
CCFC:         200 *
CCFC:         201 * Set 80 column mode
CCFC:         202 *
CCFC:         203 X.DC2 EQU *
CCFC:20 90 CA   204 JSR TESTCARD ;is there an 80 column card?
CCFF:DO 3B CD3C 205 BNE X.DC1RTS ;=>no, can't do this
CD01:2C 1F C0   206 BIT RD80VID ;are we in 40 columns?
CD04:30 03 CD09 207 BMI X.DC1B ;=>no, no convert needed
CD06:20 C4 CD   208 JSR SCRNB4 ;else convert 40 to 80
CD09:         209 *
CD09:AD 7B 05   210 X.DC1B LDA OURCH ;get cursor
CD0C:18         211 CLC ;since new window left = 0
CD0D:65 20      212 ADC WNDLFT ;NEWCH=OLDCH+OLDWNDLFT
CD0F:2C 1F C0   213 BIT RD80VID ;in 80 columns?
CD12:30 06 CD1A 214 BMI X.DC1C ;=>yes, CH is ok
CD14:C9 28      215 CMP #40 ;else if CH is too big,
CD16:90 02 CD1A 216 BCC X.DC1C ;set it to 39
CD18:A9 27      217 LDA #39
CD1A:8D 7B 05   218 X.DC1C STA OURCH ;save new CH
CD1D:85 24      219 STA CH
CD1F:A5 25      220 LDA CV ;base
CD21:20 BA CA   221 JSR BASCALC
CD24:2C 1F C0   222 BIT RD80VID ;in 80 columns?
CD27:10 05 CD2E 223 BPL D040 ;=>no, set forty column window
CD29:         224 *
CD29:20 71 CD   225 D080 JSR FULL80 ;set 80 column window
CD2C:F0 03 CD31 226 BEQ SETTOP ;=>always branch
CD2E:         227 *
CD2E:20 6D CD   228 D040 JSR FULL40 ;set 40 column window
CD31:A9 00      229 SETTOP LDA #0 ;assume normal window
CD33:2C 1A C0   230 BIT RDTEXT ;text or mixed?
CD36:30 02 CD3A 231 BMI D040A ;=>text, all ok
CD38:A9 14      232 LDA #20
CD3A:85 22      233 D040A STA WNDTOP ;set new top
CD3C:60         234 X.DC1RTS RTS
CD3D:         235 *
CD3D:         236 * EXECUTE MOUSE TEXT OFF
CD3D:         237 *
CD3D:AD FB 04   238 MOUSEOFF LDA MODE
CD40:09 01      239 ORA #M.MOUSE ;set mouse bit
CD42:D0 05 CD49 240 BNE SMOUSE ;to disable mouse chars
CD44:         241 *
CD44:         242 * EXECUTE MOUSE TEXT ON

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