

After you have changed the text window boundaries, nothing is affected until you send a character to the screen.

**Warning** Any time you change the boundaries of the text window, you should make sure that the current cursor position (stored at CH and CV) is inside the new window. If it is outside, it is possible for COUT1 to put characters into memory locations outside the display page, possibly destroying programs or data.

Table 3-4 summarizes the memory locations and the possible values for the window parameters.

**Table 3-4**  
Text window memory locations

Window parameter	Location		Minimum value		Normal values				Maximum values			
					40 col.		80 col.		40 col.		80 col.	
	Dec	Hex	Dec	Hex	Dec	Hex	Dec	Hex	Dec	Hex	Dec	Hex
Left edge	32	\$20	00	\$00	00	\$00	00	\$00	39	\$27	79	\$4F
Width	33	\$21	00	\$00	40	\$28	80	\$50	40	\$28	80	\$50
Top edge	34	\$22	00	\$00	00	\$00	00	\$00	23	\$17	23	\$17
Bottom edge	35	\$23	01	\$01	24	\$18	24	\$18	24	\$18	24	\$18

**Table 3-5**  
Text format control values

Mask value		
Dec	Hex	Display format
255	\$FF	Normal, uppercase, and lowercase
127	\$7F	Flashing, uppercase, and symbols
63	\$3F	Inverse, uppercase, and lowercase

*Note:* These mask values apply only to the primary character set (see text).

## Inverse and flashing text

Subroutine COUT1 can display text in normal format, inverse format, or, with some restrictions, flashing format. The display format for any character in the display depends on two things: the character set being used at the moment, and the setting of the two high-order bits of the character's byte in the display memory.

As it sends your text characters to the display, COUT1 sets the high-order bits according to the value stored at memory location 50 (hexadecimal \$32). If that value is 255 (hexadecimal \$FF), COUT1 sets the characters to display in normal format; if the value is 63 (hexadecimal \$3F), COUT1 sets the characters to inverse format. If the value is 127 (hexadecimal \$7F) and if you have selected the primary character set, the characters will be displayed in flashing format. Note that flashing format is not available in the alternate character set.