

CROUT, \$FD8E

CROUT sends a carriage return to the current output device.

CROUT1, \$FD8B

CROUT1 clears the screen from the current cursor position to the edge of the text window, then calls CROUT.

HLINE, \$F819

HLINE draws a horizontal line of blocks of the color set by SETCOL on the low-resolution graphics display. Call HLINE with the vertical coordinate of the line in the accumulator, the leftmost horizontal coordinate in the Y register, and the rightmost horizontal coordinate in location \$2C. HLINE returns with A and Y scrambled and X intact.

HOME, \$FC58

HOME clears the display and puts the cursor in the upper-left corner of the screen.

PLOT, \$F800

PLOT puts a single block of the color value set by SETCOL on the low-resolution display screen. Call PLOT with the vertical coordinate of the line in the accumulator, and its horizontal position in the Y register. PLOT returns with the accumulator scrambled, but X and Y intact.

PRBL2, \$F94A

PRBL2 sends from 1 to 256 blanks to the standard output device. Upon entry, the X register should contain the number of blanks to send. If X = \$00, then PRBLANK will send 256 blanks.

PRBYTE, \$FDDA

PRBYTE sends the contents of the accumulator in hexadecimal to the current output device. The contents of the accumulator are scrambled.

PRERR, \$FF2D

PRERR sends the word ERR, followed by a bell character, to the standard output device. On return, the accumulator is scrambled.