

Table 3-3b (continued)
Control characters, 80-column firmware on

Control character	ASCII name	Apple IIe name	Action taken by BASICOUT
Control-Y*	EM	Home	Moves cursor position to upper-left corner of window (but doesn't clear)
Control-Z*	SUB	Clear line	Clears the line the cursor position is on
Control-[ESC	Enable MouseText	Maps inverse uppercase characters to MouseText characters
Control-*	FS	Forward space	Moves cursor position one space to the right, from right edge of window, moves it to left end of line below
Control-]*	GS	Clear EOL	Clears from the current cursor position to the end of the line (that is, to the right edge of the window)
Control-_	US	Up	Moves cursor up a line, no scroll

* Doesn't work from the keyboard

† Only works from the keyboard

The stop-list feature

When you are using any program that displays text via COUT1 (or BASICOUT), you can make it stop updating the display by holding down Control and pressing S. Whenever COUT1 gets a carriage return from the program, it checks to see if you have pressed Control-S. If you have, COUT1 stops and waits for you to press another key. When you want COUT1 to resume, press another key; COUT1 will send the carriage return it got earlier to the display, then continue normally. The character code of the key you pressed to resume displaying is ignored unless you pressed Control-C. COUT1 passes Control-C back to the program; if it is a BASIC program, this enables you to terminate the program while in stop-list mode.