
Standard output features

The standard output routine is named COUT, pronounced “C-out,” which stands for *character out*. COUT normally calls COUT1, which sends one character to the display, advances the cursor position, and scrolls the display when necessary. COUT1 restricts its use of the display to an active area called the *text window*, described below.

COUT output subroutine

Your program makes a subroutine call to COUT at memory location \$FDED with a character in the accumulator. COUT then passes control via the output link CSW to the current output subroutine, normally COUT1 (or BASICOUT), which takes the character in the accumulator and writes it out. If the accumulator contains an uppercase or lowercase letter, a number, or a special character, COUT1 displays it; if the accumulator contains a control character, COUT1 either performs one of the special functions described below or ignores the character.

Each time you send a character to COUT1, it displays the character at the current cursor position, replacing whatever was there, and then advances the cursor position one space to the right. If the cursor position is already at the right edge of the window, COUT1 moves it to the leftmost position on the next line down. If this would move the cursor position past the end of the last line in the window, COUT1 scrolls the display up one line and sets the cursor position at the left end of the new bottom line.

The cursor position is controlled by the values in memory locations 36 and 37 (hexadecimal \$24 and \$25). These locations are named CH, for cursor horizontal, and CV, for cursor vertical. COUT1 does not display a cursor, but the input routines described below do, and they use this cursor position. If some other routine displays a cursor, it will not necessarily put it in the cursor position used by COUT1.