

CLREOL, \$FC9C

CLREOL clears a text line from the cursor position to the right edge of the window. This routine destroys the contents of A and Y.

CLEOLZ, \$FC9E

CLEOLZ clears a text line to the right edge of the window, starting at the location given by base address BASL, which is indexed by the contents of the Y register. This routine destroys the contents of A and Y.

CLREOP, \$FC42

CLREOP clears the text window from the cursor position to the bottom of the window. This routine destroys the contents of A and Y.

CLRSCR, \$F832

CLRSCR clears the low-resolution graphics display to black. If you call this routine while the video display is in text mode, it fills the screen with inverse-mode at-sign (@) characters. This routine destroys the contents of A and Y.

CLRTOP, \$F836

CLRTOP is the same as CLRSCR, except that it clears only the top 40 rows of the low-resolution display.

COUT, \$FDED

COUT calls the current character output subroutine. (See the section "COUT Output Subroutine" earlier in this chapter.) The character to be sent to the output device should be in the accumulator. COUT calls the subroutine whose address is stored in CSW (locations \$36 and \$37), which is usually the standard character output subroutine COUT1 (or BASICOUT).

COUT1, \$FDF0

COUT1 displays the character in the accumulator on the display screen at the current cursor position and advances the cursor. It places the character using the setting of the inverse mask (location \$32). It handles these control characters: carriage return, line feed, backspace, and bell. When it returns control to the calling program, all registers are intact.

See the section "Control Characters With COUT1 and BASICOUT" earlier in this chapter for more information on COUT1.