

RDKEY Get an input character \$FD0C

RDKEY is the character input subroutine. It places a blinking cursor on the display at the cursor position and jumps to the subroutine whose address is stored in KSW (locations \$38 and \$39), usually the standard input subroutine KEYIN, which returns with a character in the accumulator.

READ Read a record from a cassette \$FEFD

READ reads a series of tones at the cassette input port, converts them to data bytes, and stores the data in a specified range of memory locations. Before calling READ, the address of the first byte must be in A1 (\$3C-\$3D) and the address of the last byte must be in A2 (\$3E-\$3F).

READ keeps a running exclusive-OR of the data bytes in CHKSUM (\$2E). When the last memory location has been filled, READ reads one more byte and compares it with CHKSUM. If they are equal, READ sends out a beep and returns; if not, it sends the word ERR through COUT, sends the beep, and returns.

SCRN Read the low-resolution graphics screen \$F871

SCRN returns the color value of a single block on the low-resolution graphics display. Call it with the vertical position of the block in the accumulator and the horizontal position in the Y register. Call it as you would call PLOT (above). The color of the block will be returned in the accumulator. No other registers are changed.

SETCOL Set low-resolution graphics color \$F864

SETCOL sets the color used for plotting in low-resolution graphics to the value passed in the accumulator. The colors and their values are listed in Table 2-6.

SETINV Set inverse mode \$FE80

SETINV sets the display format to inverse. COUT1 will then display all output characters as black dots on a white background. The Y register is set to \$3F, all others are unchanged.

SETNORM Set normal mode \$FE84

SETNORM sets the display format to normal. COUT1 will then display all output characters as white dots on a black background. On return, the Y register is set to \$FF, all others are unchanged.