

Table 3-10
Pascal video control functions

Control-	Hex	Function performed
E or e	\$05	Turns cursor on (enables cursor display)
F or f	\$06	Turns cursor off (disables cursor display)
G or g	\$07	Sounds bell (beeps)
H or h	\$08	Moves cursor left one column. If cursor was at beginning of line, moves it to end of preceding line
J or j	\$0A	Moves cursor down one row; scrolls if needed
K or k	\$0B	Clears to end of screen
L or l	\$0C	Clears screen; moves cursor to upper-left of screen
M or m	\$0D	Moves cursor to column 0
N or n	\$0E	Displays subsequent characters in normal video (Characters already on display are unaffected.)
O or o	\$0F	Displays subsequent characters in inverse video (Characters already on display are unaffected.)
V or v	\$16	Scrolls screen up one line; clears bottom line
W or w	\$17	Scrolls screen down one line; clears top line
Y or y	\$19	Moves cursor to upper-left (home) position on screen
Z or z	\$1A	Clears entire line that cursor is on
or \	\$1C	Moves cursor right one column; if at end of line, does Control-M
} or]	\$1D	Clears to end of the line the cursor is on, including current cursor position; does not move cursor
^ or 6	\$1E	GOTOxy: initiates a GOTOxy sequence; interprets the next two characters as x+32 and y+32, respectively
_	\$1F	If not at top of screen, moves cursor up one line