

**COUT1**      Output to screen      \$FDF0

COUT1 displays the character in the accumulator on the Apple IIe's screen at the current output cursor position and advances the output cursor. It places the character using the setting of the Normal/Inverse location. It handles the codes for carriage return, linefeed, backspace, and bell. It returns with all registers intact.

**CROUT**      Generate a carriage return character      \$FD8E

CROUT sends a carriage return character to the current output device.

**CROUT1**      Generate carriage return, clear rest of line      \$FD8B

CROUT1 clears the screen from the current cursor position to the edge of the text window, then calls CROUT.

**GETLN**      Get an input line with prompt      \$FD6A

GETLN is the standard input subroutine for entire lines of characters, as described in Chapter 3. Your program calls GETLN with the prompt character in location \$33; GETLN returns with the input line in the input buffer (beginning at location \$0200) and the X register holding the length of the input line.

**GETLNZ**      Get an input line      \$FD67

GETLNZ is an alternate entry point for GETLN that sends a carriage return to the standard output, then continues into GETLN.

**GETLN1**      Get an input line, no prompt      \$FD6F

GETLN1 is an alternate entry point for GETLN that does not issue a prompt before it accepts the input line. If, however, the user cancels the input line, either with too many backspaces or with a Control-X, then GETLN1 will issue the contents of location \$33 as a prompt when it gets another line.

**HLINE**      Draw a horizontal line of blocks      \$F819

HLINE draws a horizontal line of blocks of the color set by SETCOL on the low-resolution graphics display. Call HLINE with the vertical coordinate of the line in the accumulator, the leftmost horizontal coordinate in the Y register, and the rightmost horizontal coordinate in location \$2C. HLINE returns with A and Y scrambled X intact.