

Table 3-1 (continued)
Monitor firmware routines

Location0	Name	Description
\$FD8E	CROUT	Generates a carriage return character
\$FD8B	CROUT1	Clears to end of line, then generates a carriage return character
\$FD6A	GETLN	Displays the prompt character; accepts a string of characters by means of RDKEY
\$F819	HLINE	Draws a horizontal line of blocks
\$FC58	HOME	Clears the window and puts cursor in upper-left corner of window
\$FD1B	KEYIN	With 80-column firmware inactive, displays checkerboard cursor; accepts character from keyboard
\$F800	PLOT	Plots a single low-resolution block on the screen
\$F94A	PRBL2	Sends 1 to 256 blank spaces to the output device
\$FDDA	PRBYTE	Prints a hexadecimal byte
\$FF2D	PRERR	Sends ERR and Control-G to the output device
\$FDE3	PRHEX	Prints 4 bits as a hexadecimal number
\$F941	PRNTAX	Prints contents of A and X in hexadecimal
\$FD0C	RDKEY	Displays blinking cursor; goes to standard input routine, normally KEYIN or BASICIN
\$F871	SCRN	Reads color value of a low-resolution block
\$F864	SETCOL	Sets the color for plotting in low resolution
\$FC24	VTABZ	Sets cursor vertical position
\$F828	VLINE	Draws a vertical line of low-resolution blocks