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## How to use control-character codes in programs

To issue a control-character command from a program, use the ASCII decimal code that corresponds to the control character. (See Table G-1.)

The following example shows how to use ASCII decimal codes in an Applesoft BASIC program. Type

```
HOME [?] NEW
10 PRINT CHR$(15): PRINT "MAKE HAY"
20 PRINT CHR$(14): PRINT "WHILE THE SUN SHINES"
RUN
```

(CHR\$ is the Applesoft BASIC command that signifies that a control-character function is to be performed.)

You will get

```
]NEW
]10 PRINT CHR$(15): PRINT "MAKE HAY"
]20 PRINT CHR$(14): PRINT "WHILE THE SUN SHINES"
]RUN
MAKE HAY
WHILE THE SUN SHINES
]■
```

The ASCII decimal codes for inverse video (Control-O) and normal video (Control-N) are 15 and 14. When the PRINT statements in the example are executed, the display switches to inverse and prints MAKE HAY, then switches back to a normal display and prints WHILE THE SUN SHINES.

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## A word of caution to Pascal programmers

Avoid writing Control-U or Control-Q to the console from a Pascal program. Either one puts the system into a state that will eventually cause Pascal to crash.

You can't send control characters from the keyboard to the 80-column firmware when using Pascal. The only exceptions to this rule are Control-M (CR) and Control-G (BEL).

See Chapter 3 in this manual for a description of control-character functions.