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C272:A9 FF      326      LDA #FFF ;no, get checkerboard
C274:D0 02      327      BNE NEW.CUR2 ;=>always
C276:68         328      NEW.CUR1 PLA ;get character
C277:48         329      PHA ;into accumulator
C278:48         330      NEW.CUR2 PHA ;save for next cursor check
C279:A4 24      331      LDY CH ;get cursor horizontal
C27B:91 28      332      STA (BASL),Y ;and save char/cursor
C27D:          333      *
C27D:          334      * Now leave char/cursor for awhile or
C27D:          335      * until a key is pressed.
C27D:          336      *
C27D:E6 4E      337      WAITKEY1 INC RNDL ;hump random seed
C27F:D0 0A      338      BNE WAITKEY4 ;=>and check keypress
C281:A5 4F      339      LDA RNDH ;is it time to blink yet?
C283:E6 4F      340      INC RNDH
C285:A5 4F      341      EOR RNDH
C287:29 40      342      AND #$40
C289:D0 E2      343      BNE NEW.CUR ;=>yes, blink it
C28B:AD 00 C0    344      WAITKEY4 LDA KBD ;Ivories been tickled?
C28E:10 ED      345      BPL WAITKEY1 ;no, keep blinking
C290:          346      *
C290:68         347      PLA ;pop char/cursor
C291:68         348      PLA ;pop character
C292:A4 24      349      LDY CH ;and display it
C294:91 28      350      STA (BASL),Y ;(erase cursor)
C296:68         351      PLA ;restore X
C297:AA         352      TAX
C298:AD 00 C0    353      LDA KBD ;now retrieve the key
C29B:8D 10 C0    354      STA KBDSTRB ;clear the strobe
C29E:30 C4      355      BMI GOF.RET ;=>exit always
C2A0:          356      *
C2A0:          357      B.SETWDX EQU *
C2A0:20 52 C1    358      JSR F.SETWDX ;set 40 column width
C2A3:2C 1F C0    359      BIT RDBOVID ;80 columns?
C2A6:10 02      360      BPL SKPSHFT ;=>no, width ok
C2A8:06 21      361      ASL WNDWDTH ;make it 80
C2AA:A5 25      362      SKPSHFT LDA CV
C2AC:8D FB 05    363      STA OURCV ;update OURCV
C2AF:60         364      RTS
C2B0:          365      *
C2B0:          366      * HANDLE RESET FOR MONITOR:
C2B0:          367      *
C2B0:          368      B.RESETX EQU *
C2B0:A9 FF      369      LDA #FFF ;DESTROY MODE BYTE
C2B2:8D FB 04    370      STA MODE
C2B5:AD 5D C0    371      LDA CLRAN2 ;SETUP
C2B8:AD 5F C0    372      LDA CLRAN3 ; ANNUNCIATORS
C2BB:          373      *
C2BB:          374      * IF THE OPEN APPLE KEY
C2BB:          375      * (ALIAS PADDLE BUTTONS 0) IS
C2BB:          376      * DEPRESSED, COLDSTART THE SYSTEM
C2BB:          377      * AFTER DESTROYING MEMORY:
C2BB:          378      *
C2BB:AD 62 C0    379      LDA BUTN1 ;GET BUTTON 1 (SOLID)

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C2BE:10 03      C2C3 380      BPL NODIAGS ;=>Up, no diag
C2C0:4C 00 C6    381      JMP DIAGS ;=>else go do diagnostics
C2C3:AD 61 C0    382      NODIAGS LDA BUTNO ;GET BUTTON 0 (OPEN)
C2C6:10 1A      C2E2 383      BPL RESETRET ;=>NOT JIVE OR DIAGS
C2C8:          384      *
C2C8:          385      * BLAST 2-BYTES OF EACH PAGE,
C2C8:          386      * INCLUDING THE RESET VECTOR:
C2C8:          387      *
C2C8:A0 80      388      LDY #$80 ;LET IT PRECESS DOWN
C2CA:A9 00      389      LDA #0
C2CC:85 3C      390      STA AIL
C2CE:A9 BF      391      LDA #$BF ;START FROM BFX DOWN
C2D0:38         392      SEC ;FOR SUBTRACT
C2D1:          C2D1 393      BLAST EQU *
C2D1:85 3D      394      STA AILH
C2D3:48         395      PHA ;save acc to store
C2D4:A9 A0      396      LDA #$A0 ;blanks
C2D6:91 3C      397      STA (AIL),Y
C2D8:88         398      DEY
C2D9:91 3C      399      STA (AIL),Y
C2DB:68         400      PLA ;restore acc for counter
C2DC:E9 01      401      SBC #1 ;BACK DOWN TO NEXT PAGE
C2DE:C9 01      402      CMP #1 ;STAY AWAY FROM STACK!
C2E0:D0 EF      C2D1 403      BNE BLAST
C2E2:          404      *
C2E2:          405      * If there is a ROM card plugged into slot 3,
C2E2:          406      * don't switch in the internal ROM C3 space. If not,
C2E2:          407      * only switch them in if there is a RAM card
C2E2:          408      * in the video slot.
C2E2:          409      *
C2E2:          410      * NOTE: The //e powers up with internal $C3 ROM switched
C2E2:          411      * in. TSTROMCARD switches it out, RESETRET may or may
C2E2:          412      * not switch it back in.
C2E2:          413      *
C2E2:          C2E2 414      RESETRET EQU *
C2E2:8D 0B C0    415      STA SETSLOT3ROM ;swap in slot 3
C2E5:20 89 CA    416      JSR TSTROMCRD ;ROM or no card plugged in?
C2E8:D0 03      C2ED 417      BNE GORETN1 ;=>ROM or no card, leave $C3 slot
C2EA:8D 0A C0    418      STA SETINIC3ROM ;card, enable internal ROM
C2ED:60         419      GORETN1 RTS
C2EE:          420      *
C2EE:88 95 8A 8B 421      ESCIN DFB $88,$95,$8A,$8B
C2F2:          422      *
C2F2:A4 24      423      B.RDKEYX LDY CH ;get cursor position
C2F4:B1 28      424      LDA (BASL),Y ;and character
C2F6:2C 1F C0    425      BIT RDBOVID ;80 columns?
C2F9:30 F2      C2ED 426      BMI GORETN1 ;=>don't display cursor
C2FB:4C 26 CE    427      JMP INVERT ;else display cursor, exit
C2FE:          428      *
C2FE:          0002 429      ZSPAREC2 EQU C30RC-*
C2FE:          0002 430      DS C30RC-*0
C300:          0000 431      IFNE *-C30RC
C300:          S      432      FAIL 2,'C300 overflow'
C300:          433      FIN

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