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C8DE:AD 7B 06      6      LDA CHAR
C8E1:91 28        7      STA (BASL),Y
C8E3:20 50 C8      8      JSR CSETUP ;get newest cursor
C8E6:20 26 CE      9 B.INPUT JSR INVERT ;invert that char
C8E9:20 3B C8      10     JSR GETKEY ;GET A KEY
C8EC:8D 7B 06      11     STA CHAR ;SAVE IT
C8EF:20 26 CE      12     JSR INVERT ;REMOVE CURSOR
C8F2:A8            13     TAY ;preserve acc.
C8F3:            14 *
C8F3:            15 * On pure input, an uninterpreted character code should
C8F3:            16 * be returned. If M.CTL is set, however, escape functions
C8F3:            17 * are enabled, and CTL-U causes the character under the
C8F3:            18 * cursor to be picked up from the screen.
C8F3:            19 * M.CTL is set whenever a character is requested using
C8F3:            20 * RDCHAR in the $F8 ROM.
C8F3:            21 *
C8F3:AD FB 04      22     LDA MODE ;is escape mode enabled?
C8F6:29 08        23     AND #M.CTL
C8F8:F0 C8 C8C5    24     BEQ BIORRET ;=>no,return
C8FA:C0 8D        25     CPY #$8D ;was it a CR
C8FC:D0 08 C906    26     BNE NOTACR ;=>nope, not a CR
C8FE:AD FB 04      27     LDA MODE
C901:29 F7        28     AND #255-M.CTL ;else end of line...
C903:8D FB 04      29     STA MODE ; disable escape
C906:            30 NOTACR EQU *
C906:C0 9B        31     CPY #$9B ;ESCAPE KEY?
C908:F0 11 C918    32     BEQ ESCAPING ;=>YES IT IS
C90A:            33 *
C90A:            34 * Not an escape sequence. Check for control-u.
C90A:            35 *
C90A:C0 95        36     CPY #$95 ;is it control-U?
C90C:D0 B7 C8C5    37     BNE BIORRET ;no, return to caller
C90E:AC 7B 05      38     LDY OURCH ;get horizontal position
C911:20 44 CE      39     JSR PICK ;and pick up the char
C914:09 80        40     ORA #$80 ;always pick as normal
C916:8D 7B 06      41     STA CHAR ;save keystroke
C919:D0 AA C8C5    42     BNE BIORRET ;=>(always) return to caller
C91B:            43 *
C91B:            44 * Start an escape sequence. If the next character
C91B:            45 * pressed is one of the following, it is executed.
C91B:            46 * Otherwise it is ignored.
C91B:            47 *
C91B:            48 * @ - home & clear
C91B:            49 * E - clear to end of line
C91B:            50 * F - clear to end of screen
C91B:            51 * I - move cursor up
C91B:            52 * J - move cursor left
C91B:            53 * K - move cursor right
C91B:            54 * M - move cursor down
C91B:            55 * 4 - enter 40 column mode
C91B:            56 * 8 - enter 80 column mode
C91B:            57 *
C91B:            58 *
C91B:            59 * CTL-D- disable the printing of control characters
C91B:            60 * CTL-E- enable the printing of control characters
C91B:            61 * CTL-Q- quit (PR#0/IN#0)

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C918:            62 * The four arrow keys (as IJKM)
C918:            63 *
C918:            64      MSB OFF
C918:            65 ESCAPING EQU *
C918:20 B1 CE        66      JSR ESCON ;ESCAPE CURSOR ON
C91E:20 3B C8      67      JSR GETKEY ;GET ESCAPE FUNCTION
C921:20 C4 CE      68      JSR ESCOFF ;REPLACE ORIGINAL CHARACTER
C924:20 14 CE      69      JSR UPSHFT ;upshift the char
C927:29 7F        70      AND #$7F ;DROP HI BIT
C929:A0 10        71      LDY #ESCONUM-1 ;COUNT/INDEX
C92B:D9 7C C9      72      ESC2 CMP ESCTAB,Y ;IS IT A VALID ESCAPE?
C92E:F0 05 C935    73      BEQ ESC3 ;=>YES
C930:88            74      DFL
C931:10 F8 C92B    75      BPL ESC2 ;TRY 'EM ALL...
C933:30 0F C944    76      BMI ESCSPEC ;=>MAYBE IT'S A SPECIAL ONE
C935:            77 *
C935:            78 ESC3 EQU *
C935:B9 6B C9      79      LDA #ESCCHAR,Y ;GET CHAR TO "PRINT"
C938:29 7F        80      AND #$7F ;DROP HI BIT (FLAG)
C93A:20 D6 CA      81      JSR CTLCHAR ;EXECUTE IT
C93D:B9 6B C9      82      LDA #ESCCHAR,Y ;GET FLAG
C940:30 D9 C91B    83      BMI ESCAPING ;=>STAY IN ESCAPE MODE
C942:10 A2 C8E6    84      BPL B.INPUT ;=>QUIT ESCAPE MODE
C944:            85 *
C944:            86 ESCSPEC EQU *
C944:A8            87      TAY ;put char here
C945:AD FB 04      88      LDA MODE ;so we can put this here
C948:C0 11        89      CPY #11 ;was it Quit?
C94A:D0 0B C957    90      BNE ESCSP1 ;=>no
C94C:20 4D CD      91      JSR X.NAK ;do the quitting stuff
C94F:A9 98        92      LDA #98 ;make it look like
C951:8D 7B 06      93      STA CHAR ;CTL-X was pressed
C954:4C C5 C8      94      JMP BIORRET ;=>quit the card forever
C957:            95 *
C957:C0 05        96      ESCSP1 CPY #505 ;was it CTL-E for enable
C959:D0 08 C963    97      BNE ESCSP4 ;=>no
C95B:29 DF        98      AND #255-M.CTL2 ;yes, enable ctl chars
C95D:8D FB 04      99      ESCSP2 STA MODE ;save new mode
C960:4C E6 C8      100     ESCSP3 JMP B.INPUT ;=> exit escape mode
C963:            101 *
C963:C0 04        102     ESCSP4 CPY #504 ;was it CTL-D for disable
C965:D0 F9 C960    103     BNE ESCSP3 ;=>no, exit escape mode
C967:09 20        104     ORA #M.CTL2 ;disable ctl chars
C969:D0 F2 C95D    105     BNE ESCSP2 ;=> exit escape mode
C96B:            106 *
C96B:            107 * This table contains the control characters which,
C96B:            108 * when executed, carry out the escape functions. If
C96B:            109 * the high bit of the character is set, it means that
C96B:            110 * escape mode should not be exited after execution of
C96B:            111 * the character.
C96B:            112 *
C96B:            113 ESCCHAR EQU *
C96B:OC            114      DFB $0C ;@: FORMFEED
C96C:1C            115      DFB $1C ;A: FS

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