

```

CE5D:B1 28      74 PICK2 LDA (BASL),Y ;get that char
CE5F:2C 54 C0   75      BIT TXTPAGE1 ;flip to page 1
CE62:A4 2A      76      LDY BAS2L
CE64:2C 1E C0   77 PICK3 BIT ALTCHARSET ;only allow mouse text
CE67:10 06 CE6F 78      BPL PICK4 ;if alternate character set
CE69:C9 20      79      CMP #S20
CE6B:B0 02 CE6F 80      BCS PICK4
CE6D:09 40      81      ORA #S40
CE6F:60         82 PICK4 RTS
CE70:         83 *
CE70:         84 *****
CE70:         85 * NAME : STORIT
CE70:         86 * FUNCTION: STORE CHAR
CE70:         87 * INPUT : AC=char for store
CE70:         88 * : Z=high bit of char
CE70:         89 * : Y=CH POSITION
CE70:         90 * OUTPUT : AC=CHAR (PICK)
CE70:         91 * VOLATILE: NOTHING
CE70:         92 * CALLS : NOTHING
CE70:         93 *****
CE70:         94 *
CE70:48         95 STORIT PHA ;save char
CE71:29 FF      96      AND #FFF ;if high bit set...
CE73:30 16 CE8B 97      BMI STORE1 ;=>not mouse text
CE75:AD FB 04   98      LDA MODE ;is mouse text enabled?
CE78:6A         99      ROR A ;use carry as flag
CE79:68        100     PLA ;and restore char
CE7A:48        101     PHA ;need to save it too
CE7B:90 0E CE8B 102     BCC STORE1
CE7D:2C 1E C0   103     BIT ALTCHARSET ;only do mouse text if
CE80:10 09 CE8B 104     BPL STORE1 ;alt char set switched in
CE82:49 40      105     EOR #S40 ;do mouse shift
CE84:2C AC CE   106     BIT HEX60 ;is it in proper range?
CE87:F0 02 CE8B 107     BEQ STORE1 ;=>yes, leave it
CE89:49 40      108     EOR #S40 ;else shift it back
CE8B:         109 *
CE8B:2C 1F C0   110     STORE1 BIT RD80VID ;80 columns?
CE8E:10 1D CEAD 111     BPL STOR40 ;=>no, 40 columns
CE90:8D 01 C0   112     STA SET80COL ;force 80STORE for 80 columns
CE93:48        113     PHA ;save shifted character
CE94:84 2A      114     STY BAS2L ;temp storage
CE96:98        115     TYA ;get position
CE97:45 20      116     EOR WNDLFT ;C=1 if char in main RAM
CE99:4A        117     LSR A
CE9A:B0 04 CEAO 118     BCS STORE2 ;=>yes, main RAM
CE9C:AD 55 C0   119     LDA TXTPAGE2 ;else flip in main RAM
CE9F:C8        120     INY ;do this for odd left bytes
CEAO:98        121     STORE2 TYA ;get position
CEA1:4A        122     LSR A ;and divide it by 2
CEA2:A8        123     TAY
CEA3:68        124     STORIT2 PLA ;restore acc
CEAA:91 28      125     STA (BASL),Y ;save to screen
CEA6:AD 54 C0   126     LDA TXTPAGE1 ;flip to page 1
CEA9:A4 2A      127     LDY BAS2L

```

```

CEAB:68        128     PLA ;restore true Acc
CEAC:60        129     HEX60 RTS ;and exit
CEAD:         130 *
CEAD:91 28     131     STOR40 STA (BASL),Y ;quick 40 column store
CEAF:68        132     PLA ;restore real char
CEBO:60        133     RTS
CEB1:         134 *****
CEB1:         135 * NAME : ESCON
CEB1:         136 * FUNCTION: TURN ON 'ESCAPE' CURSOR
CEB1:         137 * INPUT : NONE
CEB1:         138 * OUTPUT : 'CHAR'=ORIGINAL CHAR
CEB1:         139 * VOLATELE: NOTHING
CEB1:         140 * CALLS : PICK,STORCHAR
CEB1:         141 *****
CEB1:         142 *
CEB1:         CEB1 143     ESCON EQU *
CEB1:48        144     PHA ;SAVE AC
CEB2:98        145     TYA ; AND Y
CEB3:48        146     PHA
CEB4:AC 7B 05   147     LDY OURCH ;GET CH
CEB7:20 44 CE   148     JSR PICK ;GET ORIGINAL CHARACTER
CEBA:8D 7B 06   149     STA CHAR ; AND REMEMBER FOR ESCOFF
CEBD:29 80      150     AND #S80 ;SAVE NORMAL/INVERSE BIT
CEBF:49 AB      151     EOR #SAB ;MAKE IT AN INVERSE '+'
CEC1:4C CD CE   152     JMP ESCRET ;RETURN VIA SIMILAR CODE
CEC4:         153 *****
CEC4:         154 * NAME : ESCOFF
CEC4:         155 * FUNCTION: TURN OFF 'ESCAPE' CURSOR
CEC4:         156 * INPUT : 'CHAR'=ORIGINAL CHAR
CEC4:         157 * OUTPUT : NONE
CEC4:         158 * VOLATILE: NOTHING
CEC4:         159 * CALLS : STORCHAR
CEC4:         160 *****
CEC4:         161 *
CEC4:         CEC4 162     ESCOFF EQU *
CEC4:48        163     PHA ;SAVE AC
CEC5:98        164     TYA ; AND Y
CEC6:48        165     PHA
CEC7:AC 7B 05   166     LDY OURCH ;GET CH
CECA:AD 7B 06   167     LDA CHAR ;GET ORIGINAL CHARACTER
CECD:         CEC4 168     ESCRET EQU *
CECD:20 70 CE   169     JSR STORIT ; EXACTLY AS IT WAS
CED0:68        170     PLA ;RESTORE Y
CED1:A8        171     TAY
CED2:68        172     PLA ; AND AC
CED3:60        173     RTS
CED4:         174 *****
CED4:         175 * NAME : PSETUP
CED4:         176 * FUNCTION: SETUP ZP FOR PASCAL
CED4:         177 * INPUT : NONE
CED4:         178 * OUTPUT : NONE
CED4:         179 * VOLATILE: AC
CED4:         180 * CALLS : NOTHING
CED4:         181 *****

```