

The function table consists of character strings to be used by the keyboard driver when processing F1-F8 keys. Each string has a maximum length of 16 characters and is terminated by an 80H code. If the last character of the string is ORed with 80H, that last character can also serve as the terminator. The entire string (up to the 80H) will be placed in the keyboard character buffer when the appropriate function key is pressed. You must specify character strings for all eight function keys. To leave a key undefined, use the 80H terminator as the definition of the key. The user determines where in memory the table will reside.

Example of a function key table:

```
FCTAB  DEFM  'FILES'      ; F1
        DEFW  0D80H
        DEFM  'LOAD'     ; F2
        DEFB  80H
        DEFM  'SAVE'     ; F3
        DEFB  80H
        DEFM  'RUN'      ; F4
        DEFW  0D80H
        DEFM  'LIST'     ; F5
        DEFW  0D80H
        DEFB  80H        ; IGNORE F6
        DEFB  80H        ; IGNORE F7
        DEFM  'MENU'     ; F8
        DEFW  0D80H
```

KYREAD—Scan keyboard for a key. Return with or without one.

Entry Address : 7242H *29250*
 Entry Conditions: none
 Exit Conditions : A = Character, if any

Z Flag:
 SET if no key
 RESET if key found

Carry:
 SET—Character in code Table below.
 RESET—Normal character set code.

Note: Code Table is indicated if Carry is SET (1), Register A will contain one of the following:

A	Key Pressed
0	F1
1	F2
2	F3
3	F4
4	F5
5	F6
6	F7
7	F8
8	LABEL
9	PRINT
0AH	SHIFT-PRINT
0BH	PASTE

CHGET—Get a character from keyboard. Wait for character.

Entry Address : 12CBH *4811*
 Entry Conditions: none
 Exit Conditions : A = Character code.

Carry:
 SET if special character.
 RESET if normal character

Note: F1-F8 return preprogrammed text strings.

CHSNS—Check keyboard queue for characters.

Entry Address : 13DBH *5083*
 Entry Conditions: none
 Exit Conditions : Z Flag:

SET if queue is empty
 RESET if keys are pending

KEYX—Check keyboard queue for characters or BREAK.

Entry Address : 7270H *29296*
 Entry Conditions: none
 Exit Conditions : Z Flag:

SET if queue is empty
 RESET if keys are pending
 Carry:
 SET if BREAK has been entered
 RESET if any other key

LRFLK—Clear function key definition table (fills table with 80Hs).

Entry Address : 5A79H *23161*
 Entry Conditions: none
 Exit Conditions : none

DSPFNK—Display function keys

Entry Address : 42A8H *17064*
 Entry Conditions: none
 Exit Conditions : none

STDSPF—Set and display function keys.

Entry Address : 42A5H *17061*
 Entry Conditions: HL = Start address of function table.
 Exit Conditions : none

ERAFNK—Erase function key display.

Entry Address : 428AH *17034*
 Entry Conditions: none
 Exit Conditions : none

FNKSB—Display function table (if enabled).

Entry Address : 5A9EH *23198*
 Entry Conditions: none
 Exit Conditions : none

PRINTER FUNCTIONS

PRINTR—Send a character to the line printer.

Entry Address : 6D3FH
 Entry Conditions: A = Character to be printed.
 Exit Conditions : Carry:
 SET if cancelled by BREAK
 RESET if normal return

PNOTAB—Print character without expanding tab characters.

Entry Address : 1470H
 Entry Conditions: A = Character to be printed.
 Exit Conditions : unknown

PRTTAB—Print a character, expanding tabs to spaces.

Entry Address : 4B55H
 Entry Conditions: A = Character to be printed.
 Exit Conditions : unknown

PRTLCD—Print contents of LCD.

Entry Address : 1E5EH
 Entry Conditions: none
 Exit Conditions : none

RS-232C AND MODEM FUNCTIONS

DISC—Disconnect phone line.

Entry Address : 52BBH
 Entry Conditions: none
 Exit Conditions : none

CONN—Connect phone line.

Entry Address : 52D0H
 Entry Conditions: none
 Exit Conditions : none

DIAL—Dial a specified phone number.

Entry Address : 532DH
 Entry Conditions: HL = Address of phone number information.
 Exit Conditions : none

RCVX—Check RS-232 queue for characters.

Entry Address : 6D6DH
 Entry Conditions: none
 Exit Conditions : A = Number of characters in queue.
 Z Flag:

SET if no data.
 RESET if characters pending.

RV232C—Get a character from RS232 receive queue.

Entry Address : 6D7EH
 Entry Conditions: none
 Exit Conditions : A = Character received.
 Z Flag:
 SET if OK.
 RESET if Error (PE, FF, or OF).
 Carry:
 SET if BREAK pressed.
 RESET if no BREAK.