

## CursorLeft

**Category:** Edit

**Description:** Moves both the edit cursor, and the text cursor left and updates the screen under the cursor. You do not need to check to see if the cursor is at the beginning of the edit buffer, CursorLeft will do this for you.

**Inputs:**

**Registers:** None

**Flags:** None

**Others:** Edit memory locations, initialized by SetupEmptyEditPtr or other.  
curRow and curCol point to current cursor values.

**Outputs:**

**Registers:** None

**Flags:** None

**Others:** editCursor and editTail updated, as are curRow and curCol.

**Registers destroyed:** All

**Remarks:** None

**Example:**