

InsDisp

Category: Edit

Description: Converts a key to a token, puts the token into the edit buffer, and displays it to the screen.

Inputs:

Registers: A = key code to convert and display

Flags: None

Others: edit pointers must be set-up
(keyExtend) = second byte of key code if it's two bytes.
(curRow) and (curCol) = cursor position

Outputs:

Registers: None

Flags: None

Others: (curRow) and (curCol) will be updated, as are edit buffer pointers.

Registers destroyed: All

Remarks: None

Example: