

## DispHead

**Category:** Display

**Description:** Displays the text starting from (editCursor) and going backwards to (editTop). This entry point moves in reverse, both in memory and one the display. It also moves the editCursor back to the beginning of the buffer.

**Inputs:**

**Registers:** None

**Flags:** None

**Others:** (editCursor) and (editTop) should be set to their proper positions.

**Outputs:**

**Registers:** None

**Flags:** None

**Others:** (editCursor) will now point to (editTop).

**Registers destroyed:** All

**Remarks:** This entry point is used to scroll all the way back to the beginning of of the buffer. This is used, for example, the clear button is pressed and if you have a lot of text in the buffer, you'll see all of it whiz by as it scrolls back to the beginning.

**Example:**