

BufLeft

Category: Edit

Description: Moves edit position to the left, and then gets a token from the edit buffer.

Inputs:

Registers: None

Flags: None

Others: Edit memory locations, initialized by SetupEmptyEditPtr or other.

Outputs:

Registers: DE = token retrieved from edit buffer.

Flags: Z = 1 if can't move left because already at the beginning of the buffer.

Others: editCursor and editTail updated.

Registers AF, DE, BC

destroyed:

Remarks: BufLeft doesn't get the previous byte in the edit buffer, it gets the previous token. If the token is a two byte token, editCursor and editTail will be decremented twice instead of once.

Example: