

## CloseEditEqu

**Category:** Edit

**Description:** Closes the edit buffer. Extra RAM is removed from the open variable, and the variable's size bytes are updated.

**Inputs:**

**Registers:** None

**Flags:** cmdOpen, (IY + cmdFlags) should be set to indicate than an edit buffer is open. This should be done automatically by whatever entry point is used to initially create the edit buffer.

**Others:** None

**Outputs:**

**Registers:** None

**Flags:** None

**Others:** None

**Registers destroyed:** All

**Remarks:** If an edit buffer is opened, it **must** be closed before the application returns to TIOS. If you use GetKey, this means you must use install a PutAway vector to catch when the user press 2nd+[off] or the app terminates due to silent link.

**Example:**