Apple III Pascal: Reading special keyboard characters (2 of 2)

```
procedure KEY_NAME;
  var Its_There: integer;
  begin
    Key:= ' '; {Initialize as one character}
    if (A > 127) then A:= A - 128; {Open-Apple
                                    flagged elsewhere}
    if (A < 33) then begin
      Its_There:= pos ('Special', Mod_Key);
      if (Its_There > 0) then begin
        case (A) of
           8: Key:= 'LeftArrow';
           9: Key:= 'Tab';
          10: Key:= 'DownArrow';
          11: Key:= 'UpArrow';
          13: Key:= 'Enter';
          21: Key:= 'RightArrow';
          27: Key:= 'Escape';
          32: Key:= 'Space'
        end;
        delete (Mod_Key, 1, 7); {Delete 'Special'}
      end
      else begin
        Key [1]:= chr (A + 64); {Convert to regular character}
        if (A = 13) then begin
          Its_There:= pos ('Control', Mod_Key);
          if (Its_There = 0) then Key:= 'Return'
        end
      end
    end
    else begin {Printing characters}
      Key [1]:= chr (A);
      if (A = 127) then Key:= 'Delete'
    end
  end; {Key_Name}

begin
  write (chr (28)); {Clear viewport}
  KBD_MODE (128); {Request 2-byte keyboard operation}
  repeat
    write ('Enter key combination: ');
    READ_TWO;
    MODIFIER; {Interpret Byte_B}
```

```
      KEY_NAME; {Interpret Byte_A}
      writeln (Mod_Key, Key);
   until (Key = 'Escape');
   KBD_MODE (0) {Restore 1-byte keyboard operation}
  end. {Two_Bytes}
```
Apple Technical Communications

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