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CP/M: Cursor addressing

Below is a table for the Cursor commands required when using CP/M 2.21 on the Apple III. Note that all of the commands are offset by 128 decimal. This prevents CP/M BDOS from interpreting control codes (Tab for example) in the cursor command sequences.

Command	AIII Dec	AIII Hex	CP/M Dec	CP/M Hex
Turn Screen ON	15	0F	143	8F
Turn Screen OFF	14	0E	142	8E
Normal Video (White on Black)	17	11	145	91
Inverse Video (Black on White)	18	12	146	92
Lead-in, Cursor Addressing	26	1A	154	9A
Horizontal (X-Axis) Offset	0	0	128	80
Vertical (Y-Axis) Offset	0	0	128	80
Clear Screen (& Home Cursor)	28	1C	156	9C
Clear to End of Screen (From Cursor)	29	1D	157	9D
Clear to End of Line (From Cursor)	31	1E	159	9E
Clear line	30	1E	158	9E
Setup - Initialize Screen to 80x24	16 03	10 03	144 03	90 03
Home Cursor (Do Not Clear)	12	0C	140	8C

Note the Setup command; this places the console in 80x24 text format if it is not already there.

For additional information on the subject, refer to the Standard Device Drivers Manual supplied with the Apple III.

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