



# Tech Info Library

## CP/M: Cursor addressing

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Security: Everyone

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<br>Dec | AIII<br>Hex | CP/M<br>Dec | CP/M<br>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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