

E---stands for erase, and erases the entire screen. Be careful with this key!

H---stands for help, and displays a list of most of the commands. In addition, in the lower right corner it gives the cursor location, the maximum cursor column and row numbers, and scroll information (if scrolling is used). Pressing RETURN causes the display you were working on to reappear.

U---stands for undo, and undoes the last plot command. That is, the display is restored to what it was just before the last plot command. Pressing U a second time undoes the next to last plot command. Pressing U n times will undo the last n plot commands; n must be 510 or less.

G---sends you to the same menu you used to specify the current graphics mode. You can now select a new graphics mode or you can select the same mode, but change whether or not player-missiles will be activated and whether or not to use the alternate character set. If you choose the same mode, add 32 to the mode number and type this number. The 32 stops the display from being cleared. For example, suppose you selected mode 1 and later decide you want player-missiles. When asked to enter the mode, type 97 (=1+32+64) followed by RETURN.

W---stands for drawto, and draws a line from the last plotted point to the current cursor location.

O---draws a circle whose center is the current cursor location. The last plotted point is on the circumference and determines the radius. If you decide you don't want the circle while it is being drawn, press RETURN to stop the drawing process. Pressing U undoes the last point plotted on the circle. Repeated pressing of U undoes the rest of the points plotted on the circle (up to 510).

L---draws an ellipse whose center is the current cursor location. The last two plotted points determine the axes; one must be the major axis (the greatest distance from the center), and the other the minor axis (the shortest distance from the center). Pressing RETURN stops the drawing process.

R---draws a circular arc from the next to last plotted point clockwise to the last plotted point. The current cursor location is a point on the arc and determines the amount of curvature. Pressing RETURN stops the drawing process.

F---stands for fill. If you place the cursor inside a figure and press F, the figure will be filled with the color or character you have selected. Note that the figure must be completely enclosed or the whole screen will be filled. Pressing RETURN stops the filling process.

S---stands for scroll (see Section 6, p.8), and is used after you have set up a scrolling display. After pressing S, you must enter a number, a comma, another number, and then RETURN. This causes the display to be scrolled to the horizontal location specified by the first number and the vertical location specified by the second number. If you have selected full scrolling, the help display (reached by pressing H) will have the current and maximum values for the horizontal and vertical scroll in the lower right hand corner.