

CD2			
A Screen and Character Editor rolled into one.			
FILES MENU			
Key	Action		
1	Save	8	Change File-type CHS Standard and Alternative Characters only ALT Alternative Characters only STD Standard Characters Only SCN Both Character sets and Screen
2	Load		
3	Display directory		
4	Display Full Directory		
5	Update save using current filename		
6	Save Character Range	9	Change Disc Device A- Change to Drive A (Boot Drive) B- Change to Drive B C- Change to Drive C D- Change to Drive D
7	Clear screen with "White-spaces".		
0	Quit CD2 to BASIC		
ESC	Return to Screen editor		
SCREEN EDITOR			
Key	Action	+ Shift	+ Control key
←	Move cursor left	Accelerate Step size	Plot whilst moving left
→	Move cursor right	Accelerate Step size	Plot whilst moving right
↑	Move Cursor Up	Accelerate Step size	Plot whilst moving up
↓	Move Cursor Down	Accelerate Step size	Plot whilst moving down
Space	Plot Character		
G	Grab Character beneath cursor (Including attributes)		
S	Swap Character beneath cursor for character currently being held.		
-	Last character		
=	Next character		
0	Plot Black Ink		Plot Black Paper
1	Plot Red Ink		Plot Red Paper
2	Plot Green Ink		Plot Green Paper
3	Plot Yellow Ink		Plot Yellow Paper
4	Plot Blue Ink	4Plot current Character	Plot Blue Paper
5	Plot Magenta Ink		Plot Magenta Paper
6	Plot Cyan Ink		Plot Cyan Paper
7	Plot White Ink		Plot White Paper
8	STD Charset Attribute		
9	ALT Charset Attribute		
I	Inverse cursor Character		
E	Begin editing character beneath cursor		
ESC	Exit to File-menu		
C		Clear Screen	Break!!
W	Write Sentence		
DEL	Plot white-space attribute		
P	Display screen/cursor statistics		
V	Fill the current column with Character held by cursor		
H	Fill the current Row with Character held by cursor		
F	Add/Remove Flashing Attribute	Smart Fill Area	
D	Add/Remove Double Height Attribute		
CHARACTER EDITOR			
Key	Action	+ Shift	+ Control key
←	Move cursor left		Plot whilst moving left
→	Move cursor right		Plot whilst moving left
↑	Move Cursor Up		Plot whilst moving up
↓	Move Cursor Down		Plot whilst moving down
Space	Plot/Delete Pixel		
H	Horizontal Line		
V	Vertical Line		
I	Invert Character		
C	Clear Character	Clear Character	Break!!
L	Scroll Character Left one pixel	Limit cursor to Character On/Off	
R	Scroll Character Right one pixel	Restore Character from ROM	Randomize Character Definition
U	Scroll Character Up one pixel		
D	Scroll Character Down one pixel	Show Current Byte location within Character	
E	Return to Screen Editor		
F		Smart Fill Character	
X	Mirror X Character		
Y	Mirror Y Character		
O	Copy Character to cursor Character	Super-Impose Character to Cursor	
4		4Plot Character	

If the cursor moves beyond the character boundaries, if there is an adjacent character and that it is not an attribute, then the cursor will move into to the next character. If the next character is a row higher or lower, then a check is performed on whether it is in Alternate or Standard text mode. If the adjacent character is inversed, it may still be edited.

If the user wishes to use the screen as a Cassette loading scene, then they must consider that the top line (Status Line) is used to display the filename being loaded and cannot be reserved without specialist loading routines.