CursorDown

Category: Edit

Description: Moves both the edit cursor, and the text cursor down and updates the screen under the cursor. You do not need to check to see if the cursor is at the end of the edit buffer, CursorDown will do this for you.

Inputs:

    Registers: None

    Flags: None

    Others: Edit memory locations, initialized by SetupEmptyEditPtr or other.

               curRow and curCol point to current cursor values.

Outputs:

    Registers: None

    Flags: None

    Others: editCursor and editTail updated, as are curRow and curCol.

Registers destroyed: All

Remarks: None

Example: