SetEmptyEditPtr

Category: Edit

Description: Sets up edit points for an empty variable.

Inputs:

   Registers: DE = pointer to start of variable's data storage area

   Flags: None

   Others: None

Outputs:

   Registers: None

   Flags: cmdOpen, (IY + cmdFlags) will be set.

   Others: Edit and iMath pointers initialized.

Registers destroyed: All

Remarks: All warnings described in EditProg apply here as well. All memory is allocated into the variable's data space, so no further allocation can be done. That means: no creating of variables, no resizing variables, and no pushing to or popping from the floating point stack.

Example: