

Format

```
CALL HPUT(row,column,string[,...])
CALL HPUT(row,column,string-variable[,...])
CALL HPUT(row,column,number[,...])
CALL HPUT(row,column,numeric-variable[,...])
```

Description

The HPUT subprogram puts a string, string-variable, number, or numeric-variable onto the screen at row and column. The row numbers from 1 to 24 and column numbers for 1 to 32. If the string, string-variable, number, or numeric-variable being put onto screen goes to an edge it wraps to the other side. Unlike the EXTENDED BASIC DISPLAY AT the HPUT subprogram will not scroll the screen.

Programs

Line 100 puts string "THIS" on the screen at row 10 and column 4.	>100 CALL HPUT(10,4,"THIS")
Line 110 sets string-variable A\$ equal to string "HPUT"	>110 A\$="HPUT"
Line 120 puts string "is" at row 12 and column 5, then puts string-variable A\$ at row 14 and column 4.	>120 CALL HPUT(12,5,"is",14,4,A\$)
Line 100 puts string A\$ at row 16 and column 5.	>100 CALL HPUT(16,5,A\$)
Puts 456 at row 10 col 15	>100 CALL HPUT(10,15,456)

Options:
See VPUT, HGET, and VGET.