

SCROLLING

```

WRAP
< ""
  WHILE OVER SIZE 24
  >
    REPEAT OVER DUP
      IF 1 24 SUB DUP
      10 CHR POS DUP NOT
      THEN DROP
        IF " " POS
        THEN 25
          DO 1 - DUP2
        DUP SUB
          UNTIL " " ==
          END
        ELSE 12
        END
      END DUP + j
      < 1 - 1 SWAP SUB
      10 CHR + + SWAP j 1
      +
      > OVER SIZE SUB
    SWAP
    END SWAP +
  >

```

```

Disp
< CLLCD ""
  DO OVER 1 DISP
  DO KEY
  UNTIL
  END DUP + k
  <
    IF "UP" ==
    THEN SWAP
    END OVER DUP
  10 CHR POS + j
  < 1 j SUB SWAP
  + SWAP j
  > 1 + OVER
  SIZE SUB
    IF k "DOWN" ==
    THEN SWAP
    END k
  >
  UNTIL DUP "UP" =
  SWAP "DOWN" = AND
  END DROP2 CLMF
  >

```

For WRAP, all that needs to be on the stack is a string. Same thing for Disp!