

# @ScrollDn

## Brief

Scroll Screen Area Down

## Syntax

```
@ScrollDn distance, atrib, upcol, uprow, downcol, downrow
```

## Parameters

- distance (BYTE) - rows to scroll
- atrib (BYTE) - fill attribute
- upcol (BYTE) - upper left column
- uprow (BYTE) - upper left row
- downcol (BYTE) - down right column
- downrow (BYTE) - down right row

## Return

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