

Value of 1st Integerexpression	Area filled
0	player 0
1	" 1
2	" 2
3	" 3
4	missile 0
5	" 1
6	" 2
7	" 3
16	entire screen

The value of the second integerexpression is stored in the filled area.

Examples:

DFILL 16%,0% clears the entire screen much faster than the GRAPHICS command does.

DFILL 0%,255% turns on all the data points of player 0; that is, player 0 will be a uniformly colored bar.

Special note: DFILL 16%,integerexpression can cause problems in mode 0 if you are using the editor to input data from the screen. This is because DFILL does not reset the cursor position nor some of the other variables used by the editor. You can rapidly clear the screen in mode 0 with the command PRINT CHR\$(125%).

DRAWTO

Type: BASIC command

Format: DRAWTO integerexpression,integerexpression

Description: Draws a line from the last plotted point to the point whose column (horizontal position) equals the first integerexpression and whose vertical position equals the second integerexpression. The color of the line is determined by the last color command. Note that this command does not work in mode 0. The following program draws a line on the screen and then waits about 4 seconds before it clears the screen and returns to the text mode.

```

100 GRAPHICS 3%
110 COLOR 2%
120 PLOT 2%,3%
130 DRAWTO 8%,3%
140 WAIT 240%
150 END

```

END

Type: BASIC command

Format: END

Description: Stops program execution and returns control to BASIC. Note