

SETCOLOR integerexpression,integerexpression,integerexpression

10 SETCOLOR 1%,8%,4%

The first integerexpression after SETCOLOR specifies the main display color register and must be 0, 1, 2, 3, or 4. PSETCOLOR has the same format and works the same way, except that the first integerexpression refers to the player-missile color register and must be 0, 1, 2, or 3. The second integerexpression specifies the color, as shown in the following table:

Table 13-2

NUMBER	COLOR
0	gray
1	gold
2	orange
3	red orange
4	pink
5	purple
6	purple blue
7	cyan
8	blue
9	light blue
10	turquoise
11	blue green
12	green
13	yellow green
14	orange green
15	light orange

The third integerexpression gives the luminance (brightness) and must be an even number from 0 (darkest) to 14 (brightest). Note that luminance has a big effect on color. For example, zero hue is called gray, but zero hue with 0 luminance is black and zero hue with 14 luminance is white.

To illustrate how these commands work, consider mode 3, a 4 color graphics mode. In this mode the number following COLOR must be 0, 1, 2, or 3. If you use a COLOR 1% command, the color plotted is specified by color register 0 (note: not register 1), COLOR 2% displays what is specified by color register 1, COLOR 3% displays what is specified by color register 2, and COLOR 0% what is specified by color register 4. The border is also controlled by color register 4. Unless you use SETCOLOR to change them, the colors registers will have:

Color register 0 orange
1 light green
2 blue
4 black

Now, if you want to shift from light green to purple for COLOR 2% (i.e., color register 1) you need to give the following command:

SETCOLOR 1%,5%,8%

Modes 5, 7, and 15 work just like mode 3 in the way the COLOR command works with color registers.