

DFILL

You can use DFILL to fill the entire screen, a player, or a missile with a given number. Its format is

DFILL integerexpression, integerexpression

The second integerexpression equals the number which is used to fill the screen, player, or missile. The first integerexpression determines what is filled. The following table shows how this works.

Table 13-4

Value of integerexpression	Object filled
0	player 0
1	" 1
2	" 2
3	" 3
4	missile 0
5	" 1
6	" 2
7	" 3
16	main display screen

Normally, filling with a zero will clear the screen, player, or missile. For example, the following line will clear the display screen:

```
100 DFILL 16%,0%
```

POS and LOCATE

The POS command is used to position the cursor. In mode 0 the cursor is visible; in the other modes it is not. This command is normally used before a PRINT command and determines the location of the characters printed. The LOCATE function lets you determine what is on the main display screen at a given point. See the reference manual for more information on these two commands.