

Modes 4, 6, and 14 are graphics 2 color modes. Thus, the number following COLOR must be 0 or 1. COLOR 1% refers to color register 0 and COLOR 0% refers to color register 4.

Graphics mode 8 is a one color mode with two luminances. COLOR 0% specifies the color and luminance from color register 2. COLOR 1% specifies the color from register 2 and the luminance from color register 1.

Mode 9 is a one color mode with 16 luminances. The color comes from color register 4. The luminance comes directly from the number in the color command. Thus, COLOR 15% will give the color from color register 4 at maximum brightness, while COLOR 0% gives the same color at minimum brightness.

Mode 11 is a one luminance mode with 16 colors. The luminance comes from the luminance of color register 4. The color comes directly from the number in the color command using the coding shown in Table 13-2. Thus, COLOR 8% will give BLUE with a luminance specified by color register 4.

Mode 10 is a 9 color mode. It uses the 4 player-missile registers as well as the 5 main display color registers. Table 13-3 shows how this works.

Table 13-3

Number in Color Command	Color Register
0	player-missile 0
1	" " 1
2	" " 2
3	" " 3
4	main display 0
5	" " 1
6	" " 2
7	" " 3
8	" " 4

Modes 1 and 2 are normally text modes. If you use an alternate character set, however, they can produce effective graphics displays. The characters displayed are double width (compared to mode 0) and can be in one of four colors. Mode 2 characters are double the height of mode 0 characters. You can display all characters with ASCII codes from 32 to 95. (See Appendix A). One way to work with these modes is to use the +16 option in the GRAPHICS command and then use the PRINT command. For example, the command PRINT "A" will display a capital A using the color specified by color register 0. PRINT "a" will also display a capital A; however, the color is determined by color register 1. The following chart shows how to get capital letters with different colors:

Letter entered	Color from color register
upper case	0
lower case	1
inverse upper case	2
inverse lower case	3