

## 13. GRAPHICS

### Graphics Modes

If you use the optional screen design and fine scrolling package, Advan BASIC will support most of the large number of ATARI graphics modes; this includes the 16 supported by the ATARI operating system, as well as many more. Without this optional package, Advan BASIC supports the same 16 graphics modes as ATARI; these are briefly described in Table 13-1.

Table 13-1

MODE	SIZE	TYPE	# OF COLORS
0	40x24	text	2 (1 color and 2 luminance values)
1	20x24	text*	5
2	20x12	text*	5
3	40x24	graphics	4
4	80x48	graphics	2
5	80x48	graphics	4
6	160x96	graphics	2
7	160x96	graphics	4
8	320x192	graphics	2 (1 color and 2 luminance values)
9	80x192	graphics	16 (1 color and 16 luminance values)
10	80x192	graphics	9
11	80x192	graphics	16
12	40x24	text**	4
13	40x12	text**	4
14	160x192	graphics	2
15	160x192	graphics	4

\*With alternate character sets, these modes can provide good graphics

\*\*Works like a text mode, but much more useful with alternate character sets in a graphics display.

The GRAPHICS command is used with a number which specifies the graphics mode. For example, the following line switches the display to graphics mode 4

```
10 GRAPHICS 4%
```

By adding special numbers to the desired mode, however, you can specify any of the following conditions:

- A. An alternate character set (add 128 to mode number).
- B. Player-missiles are used (add 64 to mode number).
- C. The display is not to be cleared when it is opened (add 32 to mode number).
- D. There is to be no text window at the bottom of the display (add 16 to mode number).

And you can combine several of the above options: