

CPLLOT@ and SPLOT@--Modes 0,12,13

ASCII code Number in COLOR command

0-31	ASCII code+64
32-95	ASCII code-32
96-127	ASCII code

CPLLOT@ and SPLOT@--Modes 1 and 2

ASCII code Color reg. # used No. in COLOR
 for character command

32-63	0	ASCII code
	1	ASCII code-32
	2	ASCII code+128
	3	ASCII code+96
64-95	0	ASCII code+32
	1	ASCII code+64
	2	ASCII code+160
	3	ASCII code+192

PLOT--Modes 0,12,13

Character Number No. in COLOR command

0 to 31	character no. +64
32 to 95	character no. -32
96 to 127	character number

PLOT--Modes 1 and 2

Character No. Color Register No. in COLOR command

0 to 31	0	character no.+32
	1	character no.
	2	character no.+160
	3	character no.+128
32 to 63	0	character no.+64
	1	character no.+96
	2	character no.+192
	3	character no.+224

Note that to show a mode 0 character in inverse, add 128 to the number in the COLOR command. To use color register 3 instead of 2 for a mode 12 or 13 character, add 128 to the number in the COLOR command (see special information on modes 12 and 13).