

## Advan Screen Design and Fine Scrolling

### Introduction

You will find two disks in the center of this manual. Make sure the write protect tab is on each one. Put one in a safe place; it is your back up disk.

The Advan screen design program, SCREEN.COD, allows you to design a graphics display using one of the standard graphics modes or a custom mode. With a custom mode you can mix several different graphics modes in one display and you can even specify horizontal and/or vertical fine scrolling. After designing a display, you can save it to a disk. With the Advan BASIC special command, LSCREEN, you can load the display from your program.

Two special program files are also on the disk, CPLOT.APP and SCROLL.APP. When appended to a program, CPLOT.APP provides the commands (i.e., special named subroutines) CPLOT@, SPLOT@, CPRINT@, CPOS@, and FNLOC%. These commands let you print and plot points to custom displays. The standard PLOT, PRINT, POS, and LOCATE commands won't work with these custom displays because of the mixing of the graphics modes. When appended to a program, SCROLL.APP gives the command SCROLL@, allowing you to do horizontal and vertical fine scrolling.

### 1. Loading the Screen Design program

To run SCREEN.COD insert the Screen Design disk and then type EXEC SCREEN.COD. Or if you have a two disk system, you can insert the disk into drive two and type EXEC D2:SCREEN.COD. First, a menu with four options is presented: 1 is to design a display, 2 is to save a display to a disk file, 3 is to load a previously saved display, and 4 is to end the program and return to the BASIC. Type the number next to the option you want.

### 2. Designing a display

When you type 1, the program displays a list of the available graphics modes. Modes 0 through 15 are the standard graphics modes. Appendix A has a description of each one. Mode 256 is the custom graphics mode. Adding 128 to the graphics mode number causes the system to use the alternate character set. Adding 16 deletes the text window at the bottom of the screen. Adding 64 causes the player-missiles to be enabled when your program loads the display with the LSCREEN command. For example, if you type 444 (=256+128+64), followed by RETURN, you will have a custom graphics mode with an alternate character set and with player-missiles.

If you select a custom mode, the program asks a series of questions to obtain the information needed to specify the display. See Section 5 (p.5) for a discussion of custom modes. After you have selected the mode and if necessary, provided the information for a custom display, the program will activate the display. You will see a flashing cursor in the center of the screen. Now you can begin to create the screen design.