

Brightness of plotted points set by the number in COLOR command (min 0 to max 15)

Mode 10

Graphics mode with 192 lines, 80 points per line

Border and background color set by player missile register 0

The table shows how the color registers are associated with the number in the COLOR command

COLOR 1%	player missile color register	1
COLOR 2%	" " " "	2
COLOR 3%	" " " "	3
COLOR 4%	main screen color register	0
COLOR 5%	" " " "	1
COLOR 6%	" " " "	2
COLOR 7%	" " " "	3
COLOR 8%	" " " "	4

Mode 11

Graphics mode with 192 lines, 80 points per line

16-colors with all colors having the same brightness

Border and background color set by color register 4

Brightness of plotted display points set by color register 4

Color of plotted display points set by number in COLOR command (see Table 13-2 in Advan BASIC manual)

Mode 12

Special text mode with 24 lines, 40 characters per line

Almost always used with an alternate character set (see Section 6)

Mode 13

Same as mode 12, except 12 lines, and characters twice as high as mode 12

Mode 14

Same as mode 4, except 192 lines, 160 points per line

Mode 15

Same as mode 3, except 192 lines, 160 points per line

Appendix B Using PLOT, CPLOT@, and SPLOT@ for Text Data

Normally you would use PRINT or CPRINT@ to display text data; however, PLOT, CPLOT@, and SPLOT@ can also be used. Before using these plot commands you need to use the COLOR command to specify the character to be plotted. For the PLOT command use the ASCII code (see Appendix A of Advan BASIC manual); for CPLOT@ and SPLOT@ use the character location in the character set. When working with an alternate character set you normally know the character number rather than the ASCII code. In this case CPLOT@ and SPLOT@ are very easy to use. For instance, if you want to display the third alternate character use COLOR 2% (remember the first alternate character is numbered 0) and then use the CPLOT@ or SPLOT@ command. The following tables show how to use CPLOT@ with ASCII code and PLOT with character location number.