

Appendix A Graphics Modes

Mode 0

Text mode with 24 lines, 40 characters per line
Main screen area uses one color with two brightness levels
Border color set by color register 4
Background color set by color register 2
Character color set by color register 2, character brightness set by color register 1

Mode 1

Text mode with 24 lines, 20 characters per line
Each character is twice as wide as a mode 0 character
Border and background color set by color register 4
Character color set by color register 0, 1, 2, or 3

Mode 2

Same as mode 1, except 12 lines and the characters are twice as high as mode 1

Mode 3

Four-color graphics mode with 24 lines, 40 points per line
The points are like small rectangular boxes
Border and background color set by color register 4
A PLOT command using COLOR 1% plots a color set by color register 0 (Note: not by color register 1)
COLOR 2% corresponds to color register 1
COLOR 3% corresponds to color register 2

Mode 4

Two-color graphics mode with 48 lines, 80 points per line
Border and background color set by color register 4
A PLOT command using COLOR 1% plots a color determined by color register 0 (Note: not color register 1)

Mode 5

Same as mode 3, except 48 lines, 80 points per line

Mode 6

Same as mode 4, except 96 lines, 160 points per line

Mode 7

Same as mode 3, except 96 lines, 160 points per line

Mode 8

Graphics mode with 192 lines, 320 points per line
Main screen has one color with two brightness levels
Border color set by color register 4
Background color set by color register 2
A PLOT command with COLOR 1% plots a color determined by color register 2 with brightness determined by color register 1

Mode 9

Graphics mode with 192 lines, 80 points per line
One color with 16 brightness levels
Border color and brightness set by color register 4
Color of points plotted in main screen area set by color register 4