

HI-RES TEXTURED 10 COLOR TEST PATTERN

AN UPGRADED HI-RES VERSION OF BIT FIDDLER'S "STANDARD COLOR GENERATOR"
 LISTED IN MACHINE LANGUAGE MANAGER'S "USER'S MANUAL" PAGE 7-4.
 VERY COOL GRAPHIC PATTERN ON MY 20" RF TV USING A COMPOSITE VIDEO OUTPUT.
 NOTE: ROUTINE IS SELF-SUPPORTING AND USES NO OUTSIDE CALLS.

CALL ROUTINE @ 8000H.

ROUTINE ENDS WITH A HALT INSTRUCTION.

HI-RES TEXTURE DISPLAYS 10 COLORS ON SCREEN.

WRITE TEST PATTERN

WPATTERN 8000	H F3	DI	DISABLE INTERRUPTS
	H 3E 01	LDA, 01H	} MAP SCREEN IN HI-RES
	D3 08	OUT (08H), A	
	AF	XOR A, A=0	} STOP ALL SOUND (SIMILAR TO SUB#2a)
DOG	01 18 08	LD BC, 0818H	
	ED 79	OUT (C), A	
	10 FC	DJNZ-2	} SET VERTICAL BLANK REG TO 201D
DOG	3E C9	LDA, 201D	
	D3 0A	OUT (0AH), A	} SET HORIZONTAL COLOR BOUNDARY TO 20D (SPLIT SCREEN)
8011H	3E 14	LDA, 20D	
	D3 09	OUT (09), A	} SET COLORS
	21 58 80	LD HL, COLOR TABLE ADR	
	BOY 01 0B 08	LD BC, 080BH	} SET COLORS
DOG	ED B3	OTIR	
801D	H 11 00 40	LD DE, 4000H	} DE = START ADR BC = # OF BYTES TO CLEAR FILL WITH ZERO
8020H	H 01 D0 3E	LD BC, 3ED0H	
	3E 00	LD A, 00H	} CLEAR SCREEN 201 LINES X 80 BYTES/LINE TOTAL 16,080 BYTES (SIMILAR TO FILL AREA SUB#26)
MFILL	BOY EB	EX DE, HL	
MFILL 1	8026H 77	LD (HL), A	} SET STACK POINTER
	DOG ED A1	CPI	
8029H	EA 26 80	JP PE, MFILL 1	} FILL BORDER AROUND 8 BARS (TEXTURE BORDER)
	31 70 7F	LD SP, 7F70H	
	11 4A C9	LD DE, YSIZE/XSIZE	} FILL BORDER AROUND 8 BARS (TEXTURE BORDER)
8032H	06 22	LD B, 22H	
	21 03 40	LD HL, 4003H	} FILL WITH 0010 0010
DOG	CD 68 80	CALL FILL	
	21 44 41	LD HL, START ADR	} B = # OF BARS
	11 60 80	LD DE, PIXEL SET TABLE ADR	
8040H	06 08	LD B, 8D	} SAVE CTR
BAR 8042H	E5	PUSH HL	
	C5	PUSH BC	} A = PIXEL BAR TO WRITE B =
	1A	LD A, (DE)	
	47	LD B, A	} POINT DE AT NEXT PIXEL BAR
	13	INC DE	

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8047H D5
      1109 C1
      DOG
      CD6880
      DI
      CI
  
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8050H E1 ← DOG
      7D
      C609
      6F ← BOY
      10EB
  
```

```
8057H 76
```

COLOR TABLE

8058H	AC	GREEN	LEFT COLORS
	86	YELLOW	
	07	WHITE	
	00	BLACK	
	CD ← DOG	CYAN	RIGHT COLORS
	5A ← BOY	RED	
	2B	MAGENTA	
	F9	BLUE	

COLOR REG	7	PIXEL	11
	6		10
	5		01
	4		00
	3		11
	2		10
	1		01
	0		00

BACK 21_D
 0001 0101
 1110 1010
 +1
 1110 1011
 E B

```

PUSH DE
LD DE, YSIZE/XSIZE
CALL FILL
POP DE
POP BC
POP HL
LD A, L
ADD A, 9D
LD L, A
DJNZ BAR
HALT
  
```

SAVE PIXEL BAR POINTER
 D = # OF LINES = 193_D
 E = # OF BYTES/LINE = 9
 WRITE A BAR
 DE = NEXT PIXEL BAR POINTER
 B = CTR
 HL = LAST BAR START ADR

POINT HL AT
 NEXT BAR
 START ADR

WRITE ANOTHER BAR?
 YOUR DONE

PIXEL SET TABLE (SET VERTICAL BAR COLOR/TEXTURE)

8060H	33	00	AA	EE	33	00	AA	EE
	↑	BLK	YEL	↑	↑	BLU	RED	↑
	EACH 00 11			11 10	00 11			11 10
	BYTE BLK GRN		GRN YEL	BLU GRN		GRN YEL		

NEW!
 HI-RES
 VERSION
 (4 BARS WITH
 TEXTURE)

FILL AREA

```

8068H 3E 50
      93 ← 80 BYTES PER LINE
      4F
      78
      43
      77
      23
      10 FC
      09
      15
      20 F7
      C9
  
```

FILL AREA
 (SIMILAR TO
 SUB#42
 SEE CUTTING MANUAL)
 E = # BYTES/LINE
 D = # OF LINES
 B = DATA TO FILL
 HL = START ADDRESS TO FILL

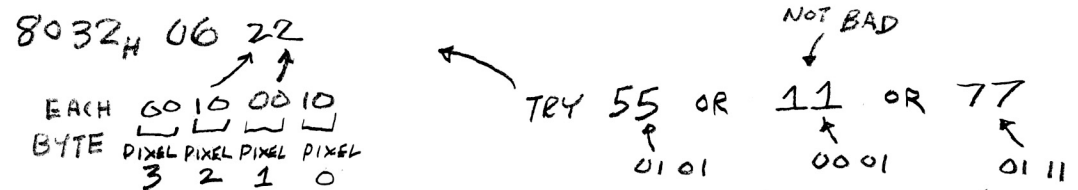
PLAY NOTES

M L M

LOW-RES VERSION FOR "PIXEL SET TABLE" WOULD BE:

8060 _H	00	55	AA	FF	00	55	AA	FF	SOLID COLORS,
	BLU	WHT	YEL	GRN	BLU	MAG	RED	CYN	NO TEXTURE

HAVE FUN MIXING UP COLORS AND HI-RES TEXTURE.
FOR EXAMPLE, YOU CAN CHANGE THE SURROUNDING BORDER.



YOU CAN ALSO CHANGE THE VERTICAL BAR COLOR/TEXTURES IN THE PIXEL SET TABLE AT 8060H. YOU CAN DISPLAY SOLID COLORS OR TEXTURED COLORS. NOTE THAT EVEN THOUGH 8 COLORS WERE SPECIFIED, THE TEXTURING EFFECT IN THE ABOVE LISTED ROUTINE YIELDS 2 ADDITIONAL COLORS. SO, THE ABOVE ROUTINE DISPLAYS 10 COLORS TOTAL.

WISH YOU COULD SEE THIS HI-RES TEST PATTERN ON MY 20" TOSHIBA USING MY HI-RES ASTROCADE WITH A COMPOSITE VIDEO OUTPUT. IT IS SO COOL. HERE'S HOPING YOU CAN SHARE THIS EXPERIENCE ON THE MAME EMULATOR.

MCM DESIGN