

COLOR 80

COLOR 80 For the Commodore 64

1. LOADING

To load the COLOR 80 program, insert the program disk in drive 0 and type:

```
LOAD"*",8 <RETURN>.
```

Type "RUN" and <RETURN> to run the COLOR 80 program. The light on the drive may flash; this is normal.

2. OPERATION

When the program has been loaded, the screen will be gray and the cursor will be white. Most procedures for the 64 have not changed. The program is completely C64-LINK compatible and uses no BASIC memory (it is located under BASIC, KERNAL, and I/O).

To change the screen color, enter the appropriate poke and clear the screen. The new color will only appear after the screen is cleared. The blue flash on screen while pressing <RUN/STOP> and <RESTORE> is normal.

Note that scrolling tends to be slow from the bottom of the screen.

3. 40-COLUMN

To return to 40-column mode while also preserving memory, enter:

```
SYS65418:POKE648,4:POKE56576,151:POKE53272,21:  
POKE53265,27
```

Press <RETURN> then hold down <RUN/STOP> and press <RESTORE>. To return to 80-column mode, enter:

```
SYS679 <RETURN>.
```

4. HIGH RESOLUTION

The COLOR 80 program turns on the hires bit map mode described in the Programmer's Reference Manual (start page 122). The screen starts at \$E000 (57344 decimal) and the color starts at \$D800 (55296 decimal). To poke into color memory, first switch out I/O.