

# MYARC ADVANCED BASIC

GCHAR --Subprogram--Get Character  
GCHAR

## Format

### Pattern and Text Modes

CALL GCHAR(row,column,numeric-variable)

### High-Resolution Mode

CALL GPOINT(pixel-row,pixel-column,numeric-variable color value)

## Cross Reference

GRAPHICS,HCHAR,VCHAR,DRAW

## Description

The GCHAR subprogram enables you to ascertain the character code of a character on the screen or the color value of a screen pixel.

The meaning of the value returned to the specified numeric-variable varies according to the graphics mode.

## Pattern and Text Modes

Row and column are numeric-expressions whose values specify a character position on the screen.

The value of row must be greater than or equal to 1 and less than or equal to 24 or 26.5(Graphics 3,1).

The value of column must be greater than or equal to 1. In Pattern mode, column must be less than or equal to 32; in Text mode, column must be less than or equal to 40 or 80.

GCHAR is not affected by margin settings. Row and column are relative to the upper-left corner of the screen, not to the corner of the window defined by the margins.

The character code of the character at the specified position is returned to the numeric-variable. See Appendix B for a list of ASCII character codes.

## High-Resolution Mode

The pixel-row and pixel-column are numeric-expressions whose values specify a screen pixel position. The value of the numeric-expression pixel-row and pixel-column must be greater than or equal to 1. In High-Resolution Mode, pixel-row must be less than or equal to 192. See Appendix K for Graphics Modes ranges.

The value of the numeric-expression pixel-column must be greater than or equal to 1 and less than or equal to the value of the maximum pixel columns allowed for the Graphics mode selected. See Appendix K.

In Graphics(3,3) pixel-row 193 through 212 is available.

The color of the specified screen pixel is given by the value returned to the numeric-variable.

## Example

```
100 CALL GRAPHICS(3,3)
```

```
110 CALL GPOINT(106,256,X)
```

Returns to X the color value of a position of the center of screen.