

GRAPHICS --Subprogram

GRAPHICS

Format

CALL GRAPHICS(graphics-mode1,graphics mode2)

Cross Reference

CHAR,CIRCLE,COLOR,DCOLOR,DRAW,DRAWTO,FILL,MARGINS,POINT,RECTANGLE, SCREEN

Description

The GRAPHICS subprogram enables you to select the graphics-mode that offers you the combination of text and graphics capabilities that best suits the particular needs of your program.

Graphics-mode is defined by a pair of numbers, the first of which defines the screen width(i.e. 1=32 characters, 2=40 characters, 3=80 characters), the second defines the mode the display is currently operating at(i.e. text or bit-mapped).

A new Graphics mode GRAPHICS(4) , a text mode with 80x24 screen is available.

See appendix K for a more detailed description of each graphics mode.

When you enter MYARC Advanced BASIC, the computer is in Text-2 mode.

Whenever you use the CALL GRAPHICS subprogram, the computer does the following:

Clears the entire screen.

Restores the default character definitions of characters 33-126.

Restores the default foreground-color and background-color to all characters.

Restores the default graphics foreground-color and background-color.

Restores the default screen color.

Deletes all sprites.

Resets all sprites.

Resets the sprite magnification level to 1.

Restores the default current position(pixel-row 1, pixel-column 1).

Turns off all sound.