

AttrAddress

attrAddress(x,y)

This function will return the address of the byte that controls the attributes of a given X-Y print position co-ordinate.

```
FUNCTION attrAddress (x as uByte, y as uByte) as uInteger
'This function returns the memory address of the Character Position
'x,y in the attribute screen memory.
'Adapted from code by Jonathan Cauldwell.
'Rebuilt for ZX BASIC by Britlion from NA_TH_AN's fourspriter, with permission.
```

Asm

```
ld      a,(IX+7)  ;ypos
rrca
rrca
rrca
rrca          ; Multiply by 32
ld      l,a      ; Pass to L
and     3        ; Mask with 00000011
add     a,88     ; 88 * 256 = 22528 - start of attributes.
ld      h,a      ; Put it in the High Byte
ld      a,l      ; We get y value *32
and     224     ; Mask with 11100000
ld      l,a      ; Put it in L
ld      a,(IX+5) ; xpos
add     a,l      ; Add it to the Low byte
ld      l,a      ; Put it back in L, and we're done. HL=Address.
```

```
End Asm
END FUNCTION
```

Usage

Example:

```
poke attrAddress(10,10),43
```

Will change the attributes of print position 10, 10 to 43 - (magenta ink on cyan paper)