|  |  |  |  |
| --- | --- | --- | --- |
| 6000 | 6008 |  | 61F8 |
| 6001 | 6009 |  | 61F9 |
| 6002 | 600a |  | 61FA |
| 6003 | 600b |  | 61FB |
| 6004 | 600c |  | 61FC |
| 6005 | 600d |  | 61FD |
| 6006 | 600e |  | 61FE |
| 6007 | 600f |  | 61FF |
| 6200 | 6208 |  | 63F8 |
| 6201 | 6209 |  | 63F9 |
| 6202 |  |  | 63FA |
| 6203 |  |  | 63FB |
| 6204 |  |  | 63FC |
| 6205 |  |  | 63FD |
| 6206 |  |  | 63FE |
| 6207 |  |  | 63FF |
|  |  |  |  |
|  |  |  |  |
| 7E00 | 7E08 |  | 7FF8 |
| 7E01 | 7E09 |  | 7FF9 |
| 7E02 | 7E0A |  | 7FFA |
| 7E03 | 7E0B |  | 7FFB |
| 7E04 | 7E0C |  | 7FFC |
| 7E05 | 7E0D |  | 7FFD |
| 7E06 | 7E0E |  | 7FFE |
| 7E07 | 7E0F |  | 7FFF |

The screen window is 128 x 128 pixels.

Screen memory is mapped between &6000 and &7FFF, a total of 8Kb.

Each byte in memory carries the information to describe 2 pixels, with 4 bits of colour each.

Therefore, for every 2 pixels going right on the X axis, you need to add 8 bytes.

For every 8 pixels down on the Y axis, you need to add &200 bytes.

(0,0) => &6000

(0,7) => &6007

(0,8) => &6200

(2, 0) => &6008

(127, 0) => &61f8

From pixel co-ordinates:

(X >> 1) << 3 + (Y >> 3) << 9 + (y AND 7)

From game co-ordinates:

((x & 0xffe0) >> 2) + ((y & 0xffc0) << 3) + ((y >> 3) & 7) + 0x6000

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **0** | **1** | **1** | **Y9** | **Y8** | **Y7** | **Y6** | **Xa** | **X9** | **X8** | **X7** | **X6** | **X5** | **Y5** | **Y4** | **Y3** |