

ORIENTATION BYTE

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|------------|---|
| 0b00000001 | ; screen orientation.... face left or face right |
| 0b00000010 | ; facing forward or back (avatar only) |
| 0b00000100 | ; currently not used. Some objects in the world have ; this bit set and some don't. I was considering using ; this to signify objects that the pointer ignores. |
| 0b01111000 | ; choice of one of 16 patterns or commodore colors |
| 0b10000000 | ; decides between pattern or color. If set, use color |

Any other questions, just buzz.