

ACORNSOFT

GXR

The
Graphics
Extension
ROM

Reference Card

The complete list of PLOT codes available with OS 1.2 and the Graphics Extension ROM is as follows:

Plot code	Effect
&00-&07	Solid line, includes both ends
&08-&0F	Solid line, final point omitted
&10-&17	Dot-dash line, includes both ends, pattern restarted
&18-&1F	Dot-dash line, first point omitted, pattern restarted
&20-&27	Solid line, first point omitted
&28-&2F	Solid line, both points omitted
&30-&37	Dot-dash line, initial point omitted, pattern continued
&38-&3F	Dot-dash line, both ends omitted, pattern continued
&40-&47	Point plot
&48-&4F	Line fill left and right to non-background
&50-&57	Triangle fill
&58-&5F	Line fill right to background
&60-&67	Rectangle fill
&68-&6F	Line fill left and right to foreground
&70-&77	Parallelogram fill
&78-&7F	Line fill right to non-foreground
&80-&87	Flood until non-background
&88-&8F	Flood until foreground
&90-&97	Circle outline
&98-&9F	Circle fill
&A0-&A7	Circular arc
&A8-&AF	Circular segment
&B0-&B7	Circular sector
&B8-&BF	Rectangle copy/move
B8	Move relative
B9	Relative rectangle move
BA/BB	Relative rectangle copy
BC	Move absolute
BD	Absolute rectangle move
BE/BF	Absolute rectangle copy
&C0-&C7	Ellipse outline
&C8-&CF	Ellipse fill
&D0-&D7	
&D8-&DF	
&E0-&E7	
&E8-&EF	Sprite plot
&F0-&F7	
&F8-&FF	

Within each group of eight PLOT codes the effects are as follows:

Plot code	Effect
0	move relative
1	plot relative in current foreground colour
2	plot relative in logical inverse colour
3	plot relative in current background colour
4	move absolute
5	plot absolute in current foreground colour
6	plot absolute in logical inverse colour
7	plot absolute in current background colour

The effects of the various VDU 23 parameters are as follows:

VDU 23,n,p1,p2,p3,p4,p5,p6,p7,p8

n	Effect
0	6845 control
1	Cursor control
2	Colour pattern 1 (plot with GCOL 16,c)
3	Colour pattern 2 (plot with GCOL 32,c)
4	Colour pattern 3 (plot with GCOL 48,c)
5	Colour pattern 4 (plot with GCOL 64,c)
6	Dot-dash pattern (set length with *FX 163,242)
11	Set default colour patterns
12	Simple pattern 1 (plot with GCOL 16,c)
13	Simple pattern 2 (plot with GCOL 32,c)
14	Simple pattern 3 (plot with GCOL 48,c)
15	Simple pattern 4 (plot with GCOL 64,c)
27	Select/pick up sprite
27,0	Select sprite
27,1	Pick up sprite

The sprite commands available in the Graphics Extension ROM are as follows:

*SSPACE <i>n</i>	Reserves <i>n</i> pages for sprite definitions
*SEdit <i>n</i>	Define/alter sprite <i>n</i>
*SSAVE <i>filename</i>	Saves sprite file
*SLOAD <i>filename</i>	Loads sprite file
*SMERGE <i>filename</i>	Merges sprite file with sprites in memory
*SRENUMBER <i>n,m</i>	Renumbers sprite <i>n</i> as sprite <i>m</i>
*SDELETE <i>n</i>	Deletes sprite <i>n</i>
*SDELETE <i>m,n,o...</i>	Deletes sprites <i>m,n,o...</i>
*SNEW	Deletes all sprites
*SCHOOSE <i>n</i>	Selects sprite <i>n</i> for plotting
*SGET <i>n</i>	Makes rectangular area of screen sprite <i>n</i>