$DD00

Bits #0-#1: VIC bank. Values:
- %00, 0: Bank #3, $C000-$FFFF, 49152-65535.
- %01, 1: Bank #2, $8000-$BFFF, 32768-49151.
- %10, 2: Bank #1, $4000-$7FFF, 16384-32767.
- %11, 3: Bank #0, $0000-$3FFF, 0-16383.

$D018

Bit #3. Use for pixel. Values:
- 0: $0000-$1FFF, 0-8191.
- 1: $2000-$3FFF, 8192-16383.

Bits #4-#7: Pointer to screen memory. Use for colors in a cell. Values:
- %0000, 0: $0000-$03FF, 0-1023.
- %0001, 1: $0400-$07FF, 1024-2047.
- %0010, 2: $0800-$0BFF, 2048-3071.
- %0011, 3: $0C00-$0FFF, 3072-4095.
- %0100, 4: $1000-$13FF, 4096-5119.
- %0101, 5: $1400-$17FF, 5120-6143.
- %0110, 6: $1800-$1BFF, 6144-7167.
- %0111, 7: $1C00-$1FFF, 7168-8191.
- %1000, 8: $2000-$23FF, 8192-9215.
- %1001, 9: $2400-$27FF, 9216-10239.
- %1010, 10: $2800-$2BFF, 10240-11263.
- %1011, 11: $2C00-$2FFF, 11264-12287.
- %1100, 12: $3000-$33FF, 12288-13311.
- %1101, 13: $3400-$37FF, 13312-14335.
- %1110, 14: $3800-$3BFF, 14336-15359.
- %1111, 15: $3C00-$3FFF, 15360-16383.