

\$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.

\$D011

- Bit #5: 1 = Bitmap mode.

\$D016

- Bit #4: 1 = Multi-color mode on.