You'll probably have to set the palette up before you try drawing

in the new colours.

Use the bios interrupt calls to set the r g & b values (in the range

from 0-63 for most cards) for a particular palette colour (in the

range from 0-255 for 256 colour modes).

Then you should be able to draw pixels in those palette values and

the result should be ok.

You might have to do a bit of colourmap compressing if you have

more than 256 unique rgb triplets, for a 256 colour mode.

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