Generic koala shower (VIC settings calculator)

Do not use this code, it's just... wrong

This is not code anyone should learn from.

Original article below:

As I was fed up searching for the correct settings in $d018 and alike, I wrote a general koala source that will calculate all settings depending on the bitmap/screen locations as the only input needed. Of course this “unnecessary” calculation takes memory space, so if you need optimized code, you may still want use this and copy the resulting values into your code.

Feel free to edit.

```
;JTR TRIES TO CODE: GENERIC KOALA SHOWER

PIC          = $6000  ;SOURCE       - only these two settings are manually
entered
SCREEN       = $4000  ;DESTINATION

             *= $0810
             SEI

             STA $D07A ;1MHZ on SCPU

             LDX #$00
             LDA #>PIC
             CMP #$40
             BCC CHECKED
             INX
             CMP #$80
             BCC CHECKED
             INX
             CMP #$C0
             BCC CHECKED
             INX
CHECKED      SEC
             SBC VICBANK,X
             LDY #%00000000
             CMP #$00
             BEQ LOCCED
             LDY #%00001000
LOCCED       STY BITLOC+1
```

```
              LDA $DD00
              AND ANDD,X
              ORA ORADD,X
              STA $DD00

              LDY #$00
              LDA #>SCREEN
              SEC
              SBC VICBANK,X
              BEQ SCREENCHECKED
CHECKSON      INY
              SBC #$04
              BNE CHECKSON
SCREENCHECKED
              TYA
              ASL A
              ASL A
              ASL A
              ASL A
              STA ORARA+1

              LDA $D018
              AND #%00000111
ORARA         ORA #$EE
BITLOC        ORA #$EE
              STA $D018

              LDA #%00011000  ;BIT4: MULTI ON
              STA $D016

              LDA $D011       ;BITMAP-MODE
              ORA #%00100000
              STA $D011

              LDA PIC+$2710   ;BACKGROUND
              STA $D021
              STA $D020

              LDX #$00        ;SCREENRAM COPY
SCREENRAME    LDA PIC+$1F40,X
              STA SCREEN,X
              LDA PIC+$2040,X
              STA SCREEN+$0100,X
              LDA PIC+$2140,X
              STA SCREEN+$0200,X
              LDA PIC+$2240,X
              STA SCREEN+$0300,X
              INX
              BNE SCREENRAME
```

```
              LDA #$D8
              STA FARBRAM+2
              LDA #>PIC+$23
              STA MULTIFIL+2
              LDX #$00        ;FARBRAM COPY
MULTIFIL      LDA $6328,X
FARBRAM       STA $D800,X
              INX
              BNE MULTIFIL
              INC FARBRAM+2
              INC MULTIFIL+2
              LDY FARBRAM+2
              CPY #$DB
              BNE MULTIFIL

FILL2         LDA PIC+$2628,X
              STA $DB00,X
              INX
              CPX #$E8
              BNE FILL2

              JMP *

ANDD          .BYTE %11111111,%11111110,%11111101
              .BYTE %11111100
ORADD         .BYTE %00000011,%00000010
              .BYTE %00000001,%00000000
VICBANK       .BYTE $00,$40,$80,$C0
```

— *Tim Jakob Chen-Voos 2011/02/07 21:49*

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