

Detect VIC Model

“Well...for the definition. As far as I know, there are (at least) 3 different vic types:

new (with the grey dots if you change the color - 9 luma) old (without the grey dots - 9 luma) VERY old (without the grey dots - 5 luma).

This VIC-Check routine checks only for the new/old version, not the very old with less luma steps!”

```
VIC_type no.---luma steps---VICCHECK.prg
```

```
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```

```
PAL      8565R2-4191      9      new vic
```

```
PAL      8565R2-3991(22) 9      new vic
```

```
PAL      8565R2-0787(22) 9      new vic
```

```
PAL      6596R5          9      old vic
```

```
PAL      6569R3-4685     9      old vic
```

```
PAL      6569R3-2983     9      old vic
```

```
PAL      6569R1-2283     5      old vic
```

```
PAL-N    6572R0          ?      new vic
```

```
NTSC     6567R8          ?      flickers between old/new vic
```

```
; -----
```

```
-
```

```
; VIC-Check 2 written by Crossbow/Crest (shamelessly disassembled by  
Groepaz)
```

```
; -----
```

```
-
```

```
JSR      $FF81 ; clear screen
```

```
SEI      ; disable irq
```

```
; init VIC registers
```

```
LDX      #$2F
```

```
loc_813:
```

```
LDA      vicregs,X
```

```
STA      $D000,X
```

```
DEX
```

```
BNE      loc_813
```

```
; clear sprite data at $2800
```

```
TXA
```

```
loc_81D:
```

```
        STA      $2800,X
        INX
        BNE     loc_81D

        LDA     #$10
        STA     $2800

        ; put a black reversed space at start of charline 22
        LDA     #$A0
        STA     $770
        STA     $7FB      ; sprite pointer
        STA     $DB70

mainloop:

        ; wait for rasterline $e4
        LDA     #$E4
loc_835:
        CMP     $D012
        BNE     loc_835

        ; waste some cycles
        LDX     #3
loc_83C:
        DEX
        BNE     loc_83C

        LDX     #$1C
        STX     $D011      ; $d011=$1c

        LDY     #$5B
        DEX
        STX     $D011      ; $d011=$1b

        ; 4 cycles more for ntsc
        LDA     $2A6
        BNE     loc_851

        NOP
        NOP

loc_851:
        STY     $D011      ; $d011=$5b (enables ECM)
        STX     $D011      ; $d011=$1b

        LDX     $D01F      ; sprite/background collision (will be
either 0 or 8)

        ; display result
        LDY     #0
loc_85C:
```

