

Displaying a bitmap at \$2000 the most simplest way

You may have wondered how is this possible to display a multicolour bitmap pic at \$2000 the most simplest way? How can I do it with a Koala paint picture? Well, it is simple. Before you're able to display the picture's bitmap (which will be at \$2000), you will be required to use Brix/Plush's picture splitter (Take a look in CSDB for Tools 4 Fools disk #7), once done, save your bitmap to \$2000, Videoram to \$4000 and Colour RAM to \$4400. Ok, now here is the source code for the picture display in ACME format)

```
;Picture displayer

bordercolour = 0
backgroundcolour = 0
vidmem = $4000
colmem = $4400

    !to "picdisplayer.prg",cbm
    * = $2000
    !binary "mypicture.prg"
    * = $4000
    !binary "myvideoram.prg"
    * = $4400
    !binary "mycolourram.prg"

    * = $4800 ;Where main code lies
    sei
    lda #bordercolour
    ldx #backgroundcolour
    sta $d020
    stx $d021
    lda #$3b ;<--- Turn on bitmap mode
    ldx #$18 ;<--- Turn on all bitmap characters
    ldy #$03
    sta $d011
    stx $d018
    stx $d016
    sty $dd00
    ldx #$00
setpic lda vidmem,x
      sta $0400,x
      lda vidmem+$100,x
      sta $0500,x
      lda vidmem+$200,x
      sta $0600,x
      lda vidmem+$2e8,x
      sta $06e8,x
      lda colmem,x
      sta $d800,x
      lda colmem+$100,x
```

```
    sta $d900,x
    lda colmem+$200,x
    sta $da00,x
    lda colmem+$2e8,x
    sta $dae8,x
    inx
    bne setpic
hold  lda $dc01
      cmp #$ef
      bne hold
      jmp $fce2 ; C64 reset
```

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