

# Displaying graphics using \$3fff

\$3fff-graphics is shown when gfx display is switched on (char or bitmap mode), but of some other reason the normal rendering of gfx is disabled. Check out [removing top and bottom borders](#) or [removing the sideborders](#). The opened areas (upper and lower border or the area between the opened sideborders) are displaying \$3fff-gfx. Try setting some value to \$3fff at the start of the code and see what happens.

When want to avoid showing \$3fff gfx but still see it after setting \$3fff to #00 it might be so that you need to use character mode instead of bitmap mode (use #1b in \$d011 at \$3fff gfx area).

From:

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