

Draw RAM to screen or color memory

This is a simple subroutine I wrote to draw graphics to the screen and to set the color memory. Set the zero page addresses with the source and the destination (screen or color memory) and set the registers to the width and height of the area you are filling in. Written for ACME assembler.

```

;Draw RAM to the screen memory or the color memory in a rectangular box
;
;drawaddlo = $fb address of data, set before entering draw memory
;drawaddhi = $fc
;drawposhi = $fd where to draw to
;drawposlo = $fe

drawwidth      !byte $00      ;held in a, width of area to draw
drawwidthhold  !byte $00
drawheight     !byte $00      ;held in x, height of area to draw

drawmemory     sta drawwidth
               sta drawwidthhold
               stx drawheight
nextspot       lda drawaddhi
               sta drawjimmy + 2
               lda drawposhi
               sta posjimmy + 2
               ldx drawaddlo
drawjimmy      lda $a000,x
               ldx drawposlo
posjimmy       sta $a000,x
               inc drawaddlo
               bne +
               inc drawaddhi
+              dec drawwidth
               beq nextline
               inc drawposlo
               bne +
               inc drawposhi
+              bne nextspot

nextline       lda drawwidthhold
               sta drawwidth
               lda #$29          ;screenwidth
               sec
               sbc drawwidth
               clc
               adc drawposlo
               sta drawposlo
               lda drawposhi
               adc #$00

```

Last update:

2015-04-17 04:31 base:draw_ram_to_screen_or_color_memory https://codebase64.org/doku.php?id=base:draw_ram_to_screen_or_color_memory

```
sta drawposhi  
dec drawheight  
bne nextspot  
rts
```

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