

Opening the top and bottom borders

This is a clever trick for you to try on the C64. Demos in the 1980's and 1990's and probably still today use the opened borders technique. I am going to show you how to do a simple border opening technique in ACME crossassembler format.

```
;Opening the top + bottom borders
;inside an IRQ interrupt player

    !to "borders.prg"
    * = $0810 ;SYS 2064 to run it
    sei
    lda #$02
    sta $d020
    lda #$00
    sta $d021
    lda #<irq1
    sta $314
    lda #>irq1
    sta $315
    lda #$7f
    sta $dc0d
    lda #$1b
    sta $d011
    lda #$01
    sta $d01a
    cli
    jmp *
irq1: inc $d019
    lda #$00
    sta $d012
    lda #$00
    sta $d011
    lda #<irq2
    sta $314
    lda #>irq2
    sta $315
    jmp $ea7e
irq2: inc $d019
    lda #$fa
    sta $d012
    lda #$1b ;If you want to display a bitmap pic, use #$3b instead
    sta $d011
    lda #<irq1
    sta $314
    lda #>irq1
    sta $315
    jmp $ea7e
```

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