

Removing the sideborders

Here is an ugly piece of code that shows how to remove the sideborder. Of course there is much more to desire if you want to use it in a demo, you probably want sprites and perhaps graphics in the open area as well. This just shows how it worx.

Please note that the code is assumed to be started from a normal basic screen. Particularly the \$d016-register is assumed to be \$c8 at start. Have fun! / HCL

```
        sei
;Fix PAL, otherwise NTSC
        lda $02a6
        beq +
        lda #$49 ; ie EOR #$xx (time 2 cycles)
        sta PALFIX
+
loop1
        lda #$1b ; Set y-scroll to normal position (because we do FLD later
on..)
        sta $d011

        lda #$3d ; Wait for position high up on the screen
        cmp $d012
        bne *-3

        lda $d012 ; Ugly way to get stable raster
and #7
        ora #$18
        sta $d011

        nop ; Wait some cycles to make the loop work fine
        nop
        nop
        nop
nop
lda 0

        ldx #0 ; Set 0 to counter
loop2
        clc ; Do FLD to avoid badlines
        lda $d012
        adc #4
        and #7
        ora #$18
        sta $d011

        ldy #5 ; Wait a little
        dey
```

```
bne *-1
PALFIX nop
nop

dec $d016 ; Set 38-chars width of screen -> remove sideborder
inc $d016 ; Set back to 40-chars

inx ; Increase counter
cpx #$80
bcc loop2 ; Branch if counter less than $80

jmp loop1 ; Next frame
```

From:

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Last update: **2018-11-04 13:16**

