

Visible area of the screen on the monitor

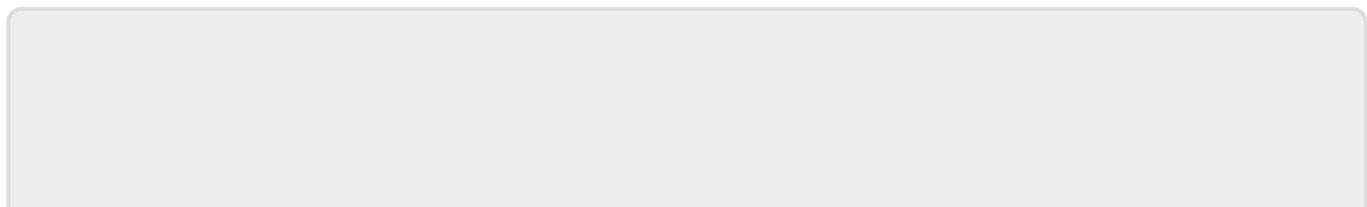
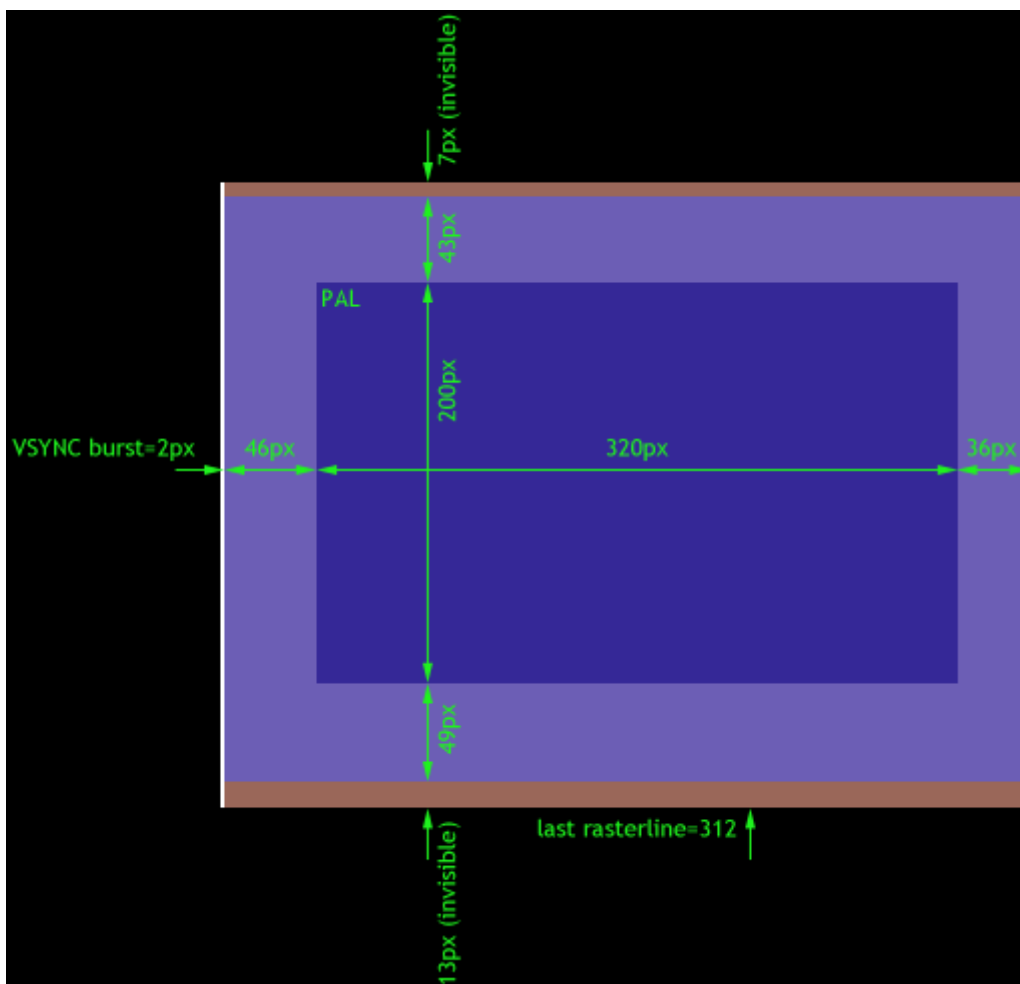
Different monitors show differently much of the VIC's output. The following figures are valid for PAL.

The left border is 6 chars wide. From these 48 pixels, 2 are invisible because of the white HSYNC burst stripe. The right border is 4.5 chars wide, which is 36 pixels. Thus, the visible area is $46 + 320 + 36 = 402$ pixels wide.

The earliest line known to be displayed by any monitor is \$08. This makes 43 lines of upper border. The last line known to be displayed is \$12c, which makes 49 lines of lower border. Thus, the visible area is $43 + 200 + 49 = 292$ pixels high.

Remember that when using sprites in the upper border, line \$08 corresponds to sprite y-position \$07 (!). So if you want to cover the *whole* visible area, you should start with sprite(s) at y-position \$07 and then work your way down 292 lines.

Overall, this makes a visible area of 402 by 292 pixels.



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