

## COLOUR PACK OPERATION INSTRUCTION FOR USER WITH THEIR COMPUTER SERIAL NO. UNDER 015031

1. Set up TV to channel 36 or colour monitor
2. Connect input lead of colour pack to computer's monitor output.
3. Connect colour pack output to either TV or monitor..
4. Turn on power of your computer.
5. Initialize the colour pattern by the following program

```
10 POKE 12301, 1
20 FOR A=8192 TO 10240
30 POKE A,7
40 NEXT A
```

The background will be initialized to black colour with white characters.

6. After initialization, input the command statements

POKE 12301, N (WHERE  $0 \leq N \leq 7$ )  
IS USED TO ENABLE THE COLOUR FUNCTON. WHILE

POKE 12300, N (WHERE  $0 \leq N \leq 7$ )  
IS USED TO DISABLE THE COLOUR FUNCTON.

## DEMONSTRATION PROGRAM

```
10 REM HORIZONTAL BARS
20 C=1
30 FOR A=0 TO 7
40 FOR B=0 TO 31
50 PRINT AT A,B,"█"
60 Z=A*33+B*8*319
70 POKE Z,C
80 NEXT B
90 NEXT A
100 C=C+1
110 NEXT A

RUN

20 REM VERTICAL BAR
30 A=0 TO 13
40 B=0 TO 31
50 PRINT AT A,B,"█"
60 Z=A*33+B*8*319
70 POKE Z,(B/4)+4
80 NEXT B
90 NEXT A
100 NEXT A
110 NEXT A

RUN
```

## COLOUR CONTROL CODE

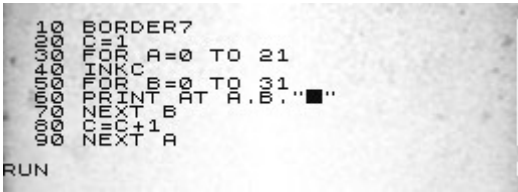
<u>VALUE</u>	<u>COLOUR</u>
0	BLACK
1	BLUE
2	GREEN
3	CYAN
4	RED
5	MAGENTA
6	YELLOW
7	WHITE

Enjoy yourself !

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USER WITH THEIR COMPUTER SERIAL NO.  
OVER 015031**

1. Set up TV to channel 36 or colour monitor
  2. Connect input lead of colour pack to computer's monitor output.
  3. Connect colour pack output to either TV or monitor..
  4. Turn on power of your computer.
  5. input the commandes for controlling colour functions.
- (a) Border N (WHERE  $0 \leq N \leq 7$ )  
- to control the boundary colour.
- (b) Paper N (WHERE  $0 \leq N \leq 7$ )  
- to control the background screen colour.
- (c) Inc N (WHERE  $0 \leq N \leq 7$ )  
- to control the colours of characters.

**COLOUR BAR DEMONSTRATION PROGRAM**



**COLOUR CONTROL CODE**

<u>VALUE</u>	<u>COLOUR</u>
0	BLACK
1	BLUE
2	GREEN
3	CYAN
4	RED
5	MAGENTA
6	YELLOW
7	WHITE