
Color Computer 2 Compatibility

Color Computer 3 OS-9 Level Two provides compatibility with the Color Computer 2 and OS-9 Level One by letting you use the video display in the Alphanumeric mode (including *Semigraphic* box graphics) and in the Graphics mode. To control the display, it has many built-in functions that you activate using ASCII control characters. Any program written in a language using standard output statements (such as PUT in BASIC) can use these functions. Color Computer BASIC09 has a Graphics Interface Module that can automatically generate most of these codes using BASIC09 RUN statements.

The Color Computer's display system uses a separate memory area for each Display mode. Therefore, operations on the Alpha display do not affect the Graphics display and vice-versa. You can select either display with software control. (See *Getting Started With Extended Color BASIC* for more detailed information.)

The system interprets 8-bit characters sent to the display according to their numerical values, as shown in this chart:

Character Range (Hex)	Mode/Function
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00 - 0E	Alpha—Cursor and screen control.
0F - 1D	Graphics—Drawing and screen control.
1B	Alpha, Graphics—Changing Palette colors.

Alpha mode:

1B 31 2 h change cursor color

1B 31 c h change foreground color

1B 31 d h change background color

where h is a hex number from 0 to 3F (0 to 63 decimal) which determines the color.

Character Range (Hex)	Mode/Function
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Graphics mode:

1B 31 pr h changes foreground/
background color

where pr is a palette register # (0 - F,
hex)

where h is a hex number from 0 to 3F (0
to 63 decimal) which determines the
color.

20-5F	Alpha—Uppercase characters.
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60 - 7F	Alpha—Lowercase characters.
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80 - FF	Alpha—Semigraphic patterns.
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The device driver CC3IO calls a subroutine module named VDGInt to handle all text and graphics for the Color Computer 2 compatibility mode.