

Beach

64 Column Mod I-III-IV Emulator

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64 COLUMN MOD I-III-IV EMULATOR
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64 COLUMN/MOD I/III EMULATOR

This program was written for those wanting to get more characters on the screen (64*16) and/or for those wanting to run MOD I/III BASIC software on the Color. The program allows the MOD I/III SET, RESET, POINT, PRINT@, CHR\$ and CLS commands to work the same as on a MOD I/III. This is accomplished by using the PMODE 4 screen and rewriting the ROM routines and placing them in RAM. The program does not add the DEFDBL, DEFSNG, DEFINT or fix the other differences in the languages. This routine merely allows a person to type or load a MODEL I/III BASIC program in on the Color and not have to change the graphics statements. (NOTE - some software may require special Color Computer loaders such as Spectral Associates' Magic Box or can be directly downloaded using a package like Colorcom/E). The 64 COLUMN/MOD I/III EMULATOR requires 64K.

The program emulates the black and white monitor of a MOD I/III. Some TVs, by the inherent nature of color transmission, can produce a color flair or sparkle around hi-res characters. To maximize the display quality, two solutions would be: first, turn the color down or off completely on the set or, second, type SCREEN,0 to change the screen color.