



Scan-line Control bytes (\$9D00-\$9DC7)

7

6

5

4

3

2

1

0

horizontal resolution = (0) 320 or (1) 640

generate interrupt = (0) disabled or (1) enabled

color fill mode (320 only) = (0) disabled or (1) enabled

reserved = write 0

Palette Select

Palette (\$0-\$F)

Pixel Data (\$2000-\$9CFF)

\$2000

\$2001

\$2002

...

\$20A0

\$9CFF

Actual Screen Pixels

Scan-line Control Bytes for each line

Line 0 - \$9D00

Line 1 - \$9D01

.

.

.

Line 198 - \$9DC5

Line 199 - \$9DC6

Line 200 - \$9DC7

Screen Memory is completely linear in relation to pixels!

Pixel 1

Pixel 2

Pixel 3

Pixel 4

7

6

5

4

3

2

1

0

Byte = 2 pixels

Word (2 bytes) = 4 pixels
(largest possible single instruction write)