

```
1
2 // ----- screen ram setup example -----
3
4 BasicUpstart2(main)
5
6 main:
7     lda #00011110 // screen ram: $0400 charset: $3800
8     sta $d018 // screen memory setup
9
10
11
12     rts
13
14
15     *=$3800 "charset"
16     .import binary "charset.bin"
17
18
19
20
21
22
```

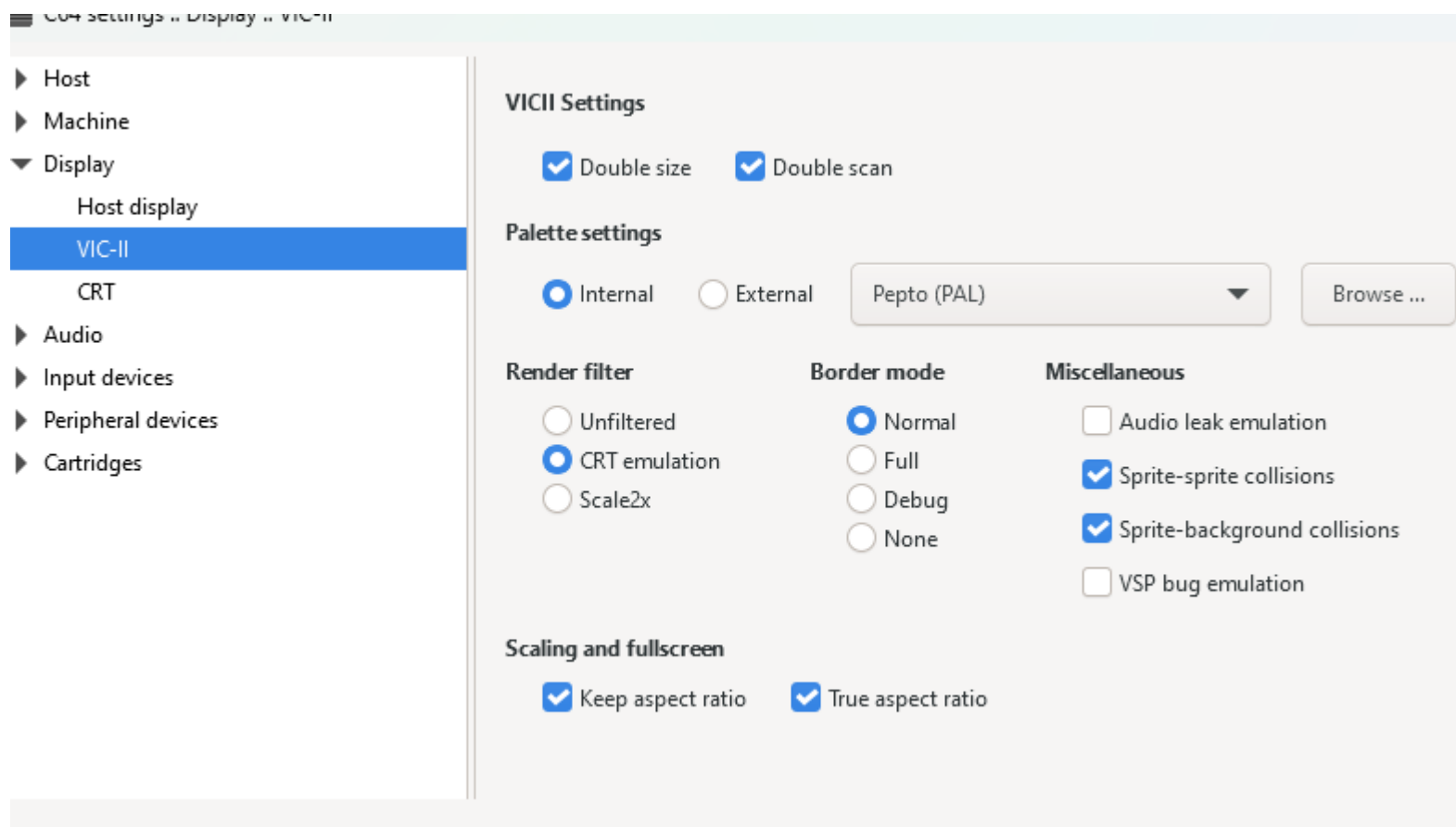
File History Tools Options View Help Map

The image shows a character editor software interface. The main window has a menu bar (File, History, Tools, Options, View, Help, Map) and a toolbar with various editing tools. The main editor area displays a grid of characters, with the first few rows containing alphanumeric characters and symbols. The status bar at the bottom of the main window shows "Ready" and "2048 Bytes | Zoom x2".

On the left side, there are several configuration panels:

- Pens:** Radio buttons for Bg (00 / 0), Fg (11 / 1) (selected), M1 (01), and M2 (10).
- Colours:** Radio buttons for VIC Bg0 (d021, screen), VIC Bg1 (d022, mc1), VIC Bg2 (d023, mc2), VIC Bg3 (d024), Colour Matrix (low nyb) (selected), Screen Matrix (low nyb), and Screen Matrix (high nyb). Below this is a color palette with a plus sign and a minus sign.
- Char materials:** A grid showing character materials for digits 0-9 and letters A-F.
- Display mode:** A dropdown menu set to "Text - Multi-colour".
- Matrix colouring method:** A dropdown menu set to "Per Char".
- Tile set:** A dropdown menu set to "No".

A smaller window titled "Char Editor" is open in the foreground, showing a grid of characters with a pattern of black, white, and olive green. Its status bar shows "Ready" and "#1 (\$01) | Zoom x24".



**** COMMODORE 64 BASIC V2 ****

64K RAM SYSTEM 38911 BASIC BYTES FREE

READY.

LOAD"MAIN",8,1

SEARCHING FOR MAIN

LOADING

READY.

RUN:

READY.

NO Change