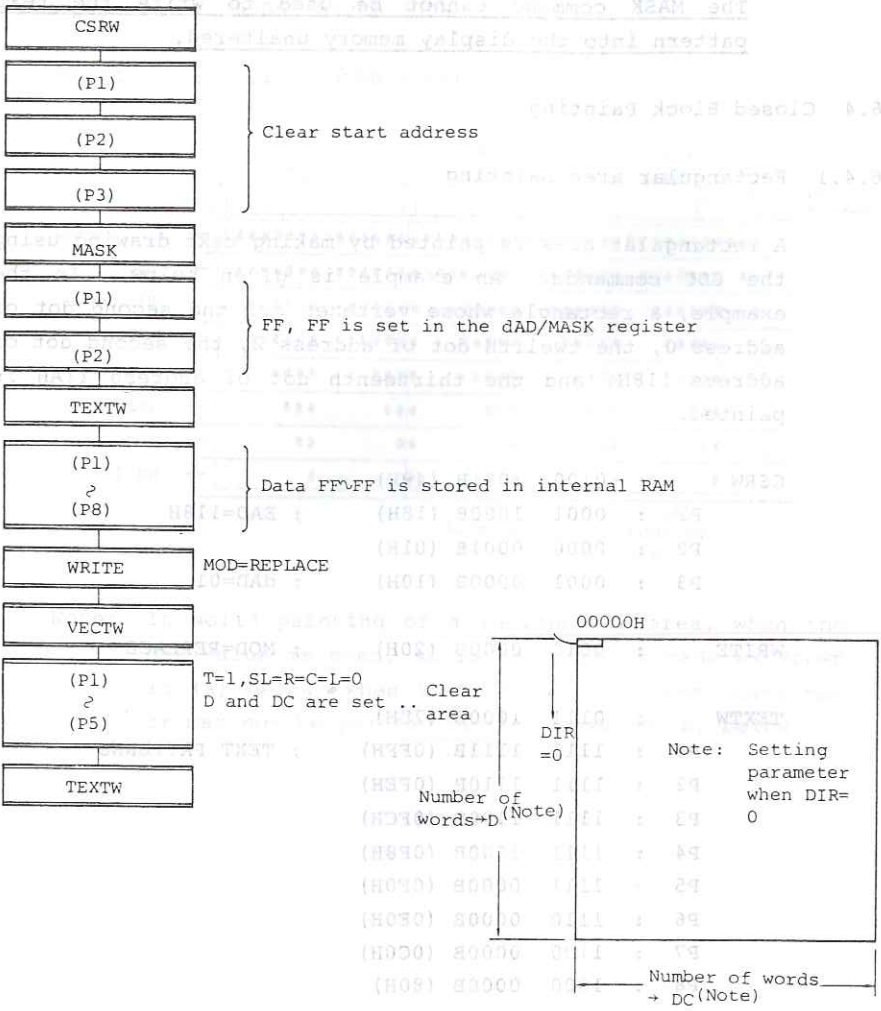
(2) Two-dimensional clear

Set the clear start address in EAD, the number of clear words in the first drawing direction in D, and (number of word - 1) in the second drawing direction in DC.



If this flowchart is used, data written into the display memory is all 0FFFFH. If all the text patterns are set to 00, the data written into the display memory is 0000.

The MASK command cannot be used to write the text pattern into the display memory unaltered.

6.4 Closed Block Painting

6.4.1 Rectangular area painting

A rectangular area is painted by making text drawing using the GDC commands. An example is given below. In the example, a rectangle whose vertexes are the second dot of address 0, the twelfth dot of address 2, the second dot of address 118H, and the thirteenth dot of address 11AH is painted.

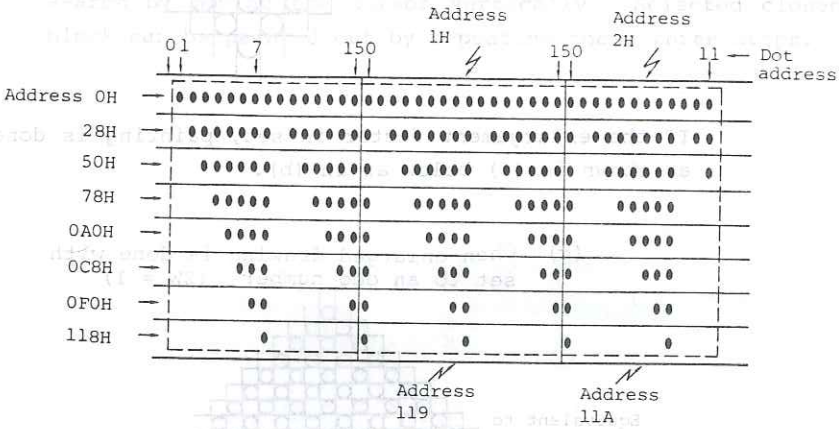
```
CSRW    :  0100  1001B (49H)
     P1 :  0001  1000B (18H)     ; EAD=118H
     P2 :  0000  0001B (01H)
     P3 :  0001  0000B (10H)     ; dAD=01

WRITE   :  0010  0000B (20H)     ; MOD=REPLACE

TEXTW   :  0111  1000B (78H)
     P1 :  1111  1111B (0FFH)    ; TEXT PATTERNS
     P2 :  1111  1110B (0FEH)
     P3 :  1111  1100B (0FCH)
     P4 :  1111  1000B (0F8H)
     P5 :  1111  0000B (0F0H)
     P6 :  1110  0000B (0E0H)
     P7 :  1100  0000B (0C0H)
     P8 :  1000  0000B (80H)
```

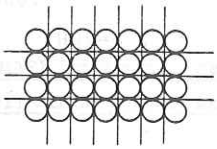
```
VECTW   :  0100  1100B (4CH)
     P1 :  0001  0000B (10H)      ; TEXT, DIR=2
     P2 :  0000  0111B (07H)      ; DC=07
     P3 :  0000  0000B (00H)
     P4 :  0010  1011B (2BH)      ; D=2BH
     P5 :  0000  0000B (00H)

TEXTE   :  0110  1000B (68H)
```

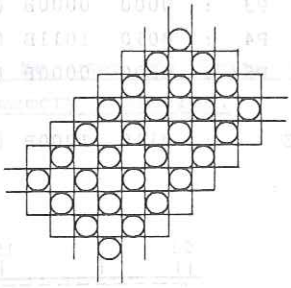


Note: In solid painting of a rectangular area, when the DIR value is even, solid painting is made as shown in (a) below; when the DIR value is odd, dots may or may not be painted out as shown in (b) below:

(a) When the DIR value is even

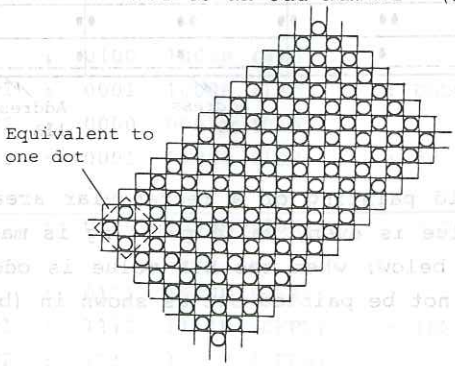


(b) When the DIR value is odd



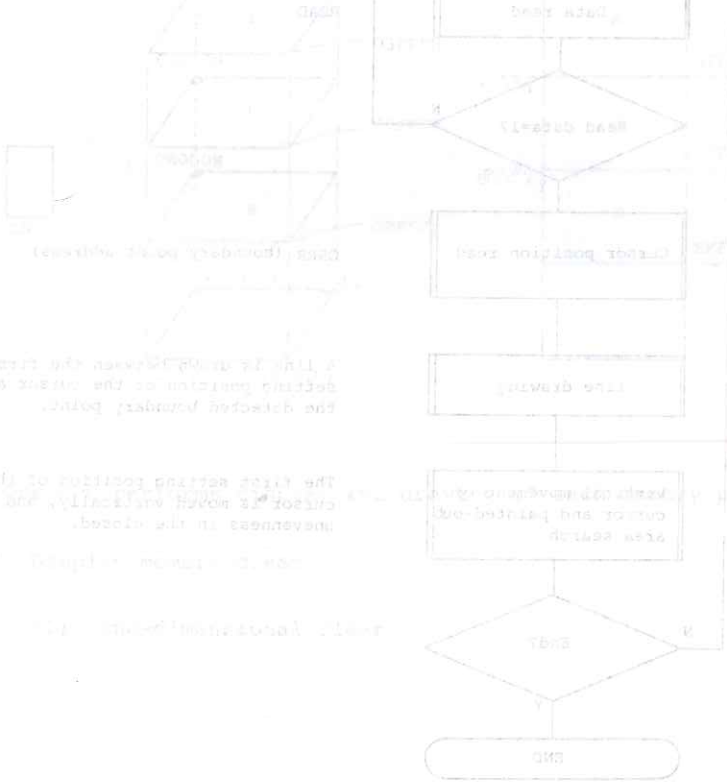
If the enlargement factor is set, painting is done as shown in (c) below as in (b).

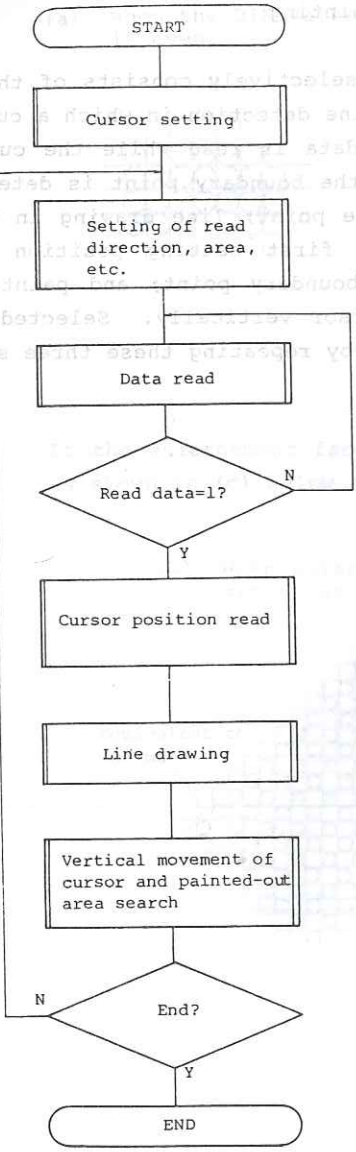
(c) When enlarged drawing is done with set to an odd number (ZW = 1)



6.4.2 Selective closed block painting

Painting a closed block selectively consists of the three basic steps: Boundary line detection in which a cursor is set in a closed block, data is read while the cursor is moved horizontally, and the boundary point is detected by finding the 0-to-1 change point; line drawing in which a line is drawn from the first setting position of the cursor to the detected boundary point; and painted area search by moving the cursor vertically. Selected closed block can be painted out by repeating these three steps.

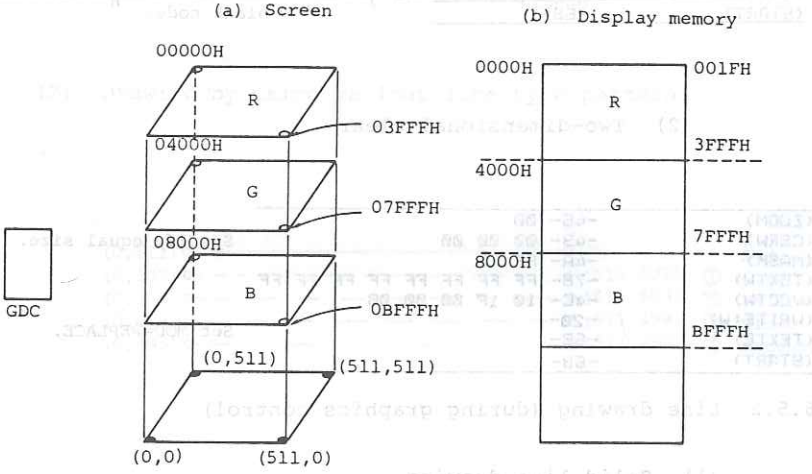



START
Cursor setting
CSRW
Setting of read direction, area, etc.
VECTW
DIR=2,6 (horizontal direction)
DC=PITCH (maximum area in horizontal direction)
Data read
READ
Read data=1?
N
Y
Cursor position read
CSRR (boundary point address)
Line drawing
A line is drawn between the first setting position of the cursor and the detected boundary point.
Vertical movement of cursor and painted-out area search
The first setting position of the cursor is moved vertically, and unevenness in the closed.
End?
N
Y
END

6.5 Actual Drawing Examples

This section gives actual examples of commands and parameters sent to the GDC when various drawings are made in a system having the following memory configuration:

512 x 512 dots, seven colors



One GDC performs display and drawing of each memory plane.

6.5.1 Display memory clear

(1) One-dimensional clear

command	command code	parameter
(ZOOM)	-46-	00
(CSRW)	-49-	00 00
(MASK)	-4A-	FF FF
(VECTW)	-4C-	02 FF 3F
(WRITE:W)	-20-	20 07
(VECTW)	-4C-	02 FF 3F
(WRITE:W)	-20-	20 07
(VECTW)	-4C-	02 FF 3F
(WRITE:W)	-20-	20 07
(VECTW)	-4C-	02 FF 3F
(WRITE:W)	-20-	20 07
(START)	-6B-	

- Specify MOD=REPLACE and WLH=word transfer.
- Set low-order byte = 20H high-order byte = 07H in 64K words (16K words x 4).
- ASCII code 20_H denotes a blank code.

(2) Two-dimensional clear

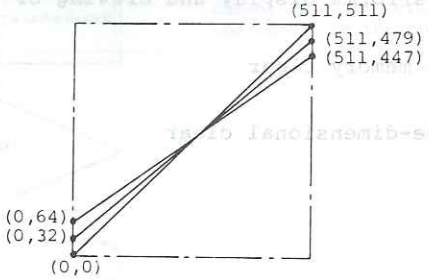
(ZOOM)	-46-	00
(CSRW)	-49-	00 00 00
(MASK)	-4A-	FF FF
(TEXTW)	-78-	FF FF FF FF FF FF FF FF
(VECTW)	-4C-	10 1F 00 00 08
(WRITE:W)	-20-	
(TEXTE)	-68-	
(START)	-6B-	

Specify equal size.

Set MOD=REPLACE.

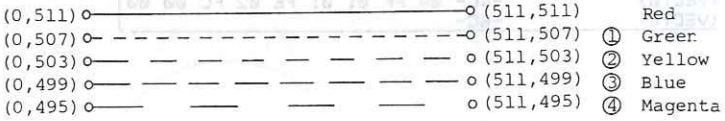
6.5.2 Line drawing (during graphics control)

(1) Solid line drawing



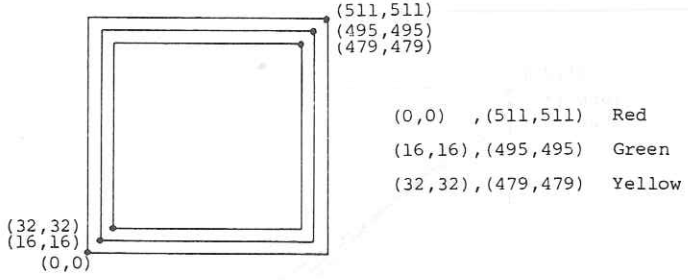
(TEXTW)	-78- FF FF	Sold line specification
(WRITE:W)	-21-	MOD:COMPLEMENT
(CSRW)	-49- E0 3F 00	
(VECTW)	-4C- 0B FF 01 FF 01 00 00 FE 03	Red (0,0)→(511,511)
(VECTE)	-6C-	
(CSRW)	-49- E0 7B 00	
(VECTW)	-4C- 0A FF 01 7F 01 80 FF 7E 03	Green (0,32)→(511,479)
(VECTE)	-6C-	
(CSRW)	-49- E0 37 00	
(VECTW)	-4C- 0A FF 01 FF 00 00 FF FE 02	Yellow (0,64)→(511,447)
(VECTE)	-6C-	
(CSRW)	-49- E0 77 00	The same drawing is made on each of the red and green planes.
(VECTW)	-4C- 0A FF 01 FF 00 00 FF FE 02	
(VECTE)	-6C-	

(2) Drawing by using various line type patterns



(TEXTW)	-78- FF FF	Solid line specification
(WRITE:W)	-20-	MOD:REPLACE
(CSRW)	-49- 00 00 00	Red
(VECTW)	-4C- 0A FF 01 01 FE 02 FC 00 00	(0,511)→(511,511)
(VECTE)	-6C-	
(TEXTW)	-78- 55 55	Broken line specification ①
(CSRW)	-49- 80 40 00	Green
(VECTW)	-4C- 0A FF 01 01 FE 02 FC 00 00	(0,507)→(511,507)
(VECTE)	-6C-	
(TEXTW)	-78- 33 33	
(CSRW)	-49- 00 01 00	Broken line specification ②
(VECTW)	-4C- 0A FF 01 01 FE 02 FC 00 00	Yellow
(VECTE)	-6C-	(0,503)→(511,503)
(CSRW)	-49- 00 41 00	
(VECTW)	-4C- 0A FF 01 01 FE 02 FC 00 00	
(VECTE)	-6C-	
(TEXTW)	-78- 77 77	Broken line specification ③
(CSRW)	-49- 80 81 00	Blue
(VECTW)	-4C- 0A FF 01 01 FE 02 FC 00 00	(0,499)→(511,499)
(VECTE)	-6C-	
(TEXTW)	-78- 0F 0F	Broken line specification ④
(CSRW)	-49- 00 02 00	Magenta
(VECTW)	-4C- 0A FF 01 01 FE 02 FC 00 00	(0,495)→(511,495)
(VECTE)	-6C-	
(CSRW)	-49- 00 82 00	
(VECTW)	-4C- 0A FF 01 01 FE 02 FC 00 00	
(VECTE)	-6C-	

6.5.3 Rectangle drawing (during graphics control)



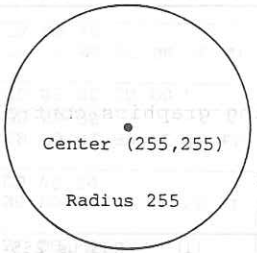
```
(TEXTW)      -78- FF FF
(WRITE:W)    -21-
(CSRW)       -49- E0 3F 00
(VECTW)      -4C- 42 03 00 FF 01 FF 01 FF FF FF 01
(VECTE)      -6C-
(CSRW)       -49- E1 7D 00
(VECTW)      -4C- 42 03 00 DF 01 DF 01 FF FF DF 01
(VECTE)      -6C-
(CSRW)       -49- E2 3B 00
(VECTW)      -4C- 42 03 00 BF 01 BF 01 FF FF BF 01
(VECTE)      -6C-
(CSRW)       -49- E2 7B 00
(VECTW)      -4C- 42 03 00 BF 01 BF 01 FF FF BF 01
(VECTE)      -6C-
```

Solid line specification
MOD:COMPLEMENT
Red
(0,0), (511,511)

Green
(16,16), (495,495)

Yellow
(32,32), (479,479)

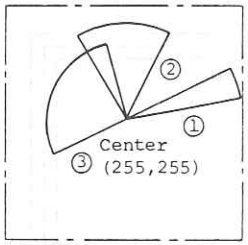
6.5.4 Circle drawing (during graphics control)



Solid line specification
MOD:REPLACE

```
(TEXTW)     -78- FF FF
(WRITE:W)   -20-
(CSRW)      -49- 1F 20 E0
(VECTW)     -4C- 27 B4 00 FE 00 FC 01 FF FF 00 00
(VECTE)     -6C-
(CSRW)      -49- 1F 20 E0
(VECTW)     -4C- 24 B4 00 FE 00 FC 01 FF FF 00 00
(VECTE)     -6C-
(CSRW)      -49- 2F 00 F0
(VECTW)     -4C- 21 B4 00 FE 00 FC 01 FF FF 00 00
(VECTE)     -6C-
(CSRW)      -49- 2F 00 F0
(VECTW)     -4C- 26 B4 00 FE 00 FC 01 FF FF 00 00
(VECTE)     -6C-
(CSRW)      -49- 00 20 00
(VECTW)     -4C- 23 B4 00 FE 00 FC 01 FF FF 00 00
(VECTE)     -6C-
(CSRW)      -49- 00 20 00
(VECTW)     -4C- 20 B4 00 FE 00 FC 01 FF FF 00 00
(VECTE)     -6C-
(CSRW)      -49- EF 3F F0
(VECTW)     -4C- 25 B4 00 FE 00 FC 01 FF FF 00 00
(VECTE)     -6C-
(CSRW)      -49- EF 3F F0
(VECTW)     -4C- 22 B4 00 FE 00 FC 01 FF FF 00 00
(VECTE)     -6C-
```

6.5.5 Sector drawing (during graphics control)



① : Radius 255
Start angle: 0.2 radian
End angle: 0.5 radian
Red

② : Radius 233
Start angle: 1.0 radian
End angle: 2.1 radian
Green

③ : Radius 191
Start angle: 1.8 radian
End angle: 3.7 radian
Yellow

```
(TEXTW)     -78- FF FF                                          Solid line specification
(WRITE:W)   -20-                                                MOD:REPLACE
(CSRW)      -49- 1F 20 E0                                       Arc(Note)
(VECTW)     -4C- 24 31 00 FE 00 FC 01 FF FF 32 00               (mask)
(VECTE)     -6C-                                                                          ①
(CSRR)      -E0-(BF 19 00 00 02)*
(CSRW)      -49- 0F 20 F0                                       Line
(VECTW)     -4C- 0A FA 00 6C FF 72 FE 66 00
(VECTE)     -6C-
(CSRW)      -49- 1F 20 E0                                       Arc
(VECTW)     -4C- 24 7A 00 FE 00 FC 01 FF FF 32 00
(VECTE)     -6C-
(CSRR)      -E0-(BD 10 00 00 40)*
(CSRW)      -49- 0F 20 F0                                       Line
(VECTW)     -4C- 0A DF 00 17 00 38 FF F6 00
(VECTE)     -6C-
(CSRW)      -49- 2F 44 F0                                       Arc
(VECTW)     -4C- 21 D0 FF DE 00 BC 01 FF FF 00 00
(VECTE)     -6C-                                                                          ②
(CSRR)      -E0-(B7 48 00 00 01)*
(CSRW)      -49- 0F 60 F0                                       Line
(VECTW)     -4C- 0B BB 00 37 00 7C FF F2 00
(VECTE)     -6C-
(CSRW)      -49- 2F 44 F0                                       Arc
(VECTW)     -4C- 26 70 00 DE 00 BC 01 FF FF 00 00
(VECTE)     -6C-
(CSRR)      -E0-(08 48 00 00 20)*
(CSRW)      -49- 08 48 D0                                       Line
(VECTW)     -4C- 08 C0 00 24 00 64 FF E4 00
(VECTE)     -6C-
(CSRW)      -49- 2F 08 F0                                       Arc**
(VECTW)     -4C- 26 29 00 BE 00 7C 01 FF FF 2B 00               (mask)
(VECTE)     -6C-
(CSRR)      -E0-(CD 08 00 20 00)*
(CSRW)      -49- CD 08 50                                       Line**
(VECTW)     -4C- 08 BA 00 9A FF E0 FE 54 00
(VECTE)     -6C-
(CSRW)      -49- CD 48 50
(VECTW)     -4C- 08 BA 00 9A FF E0 FE 54 00
(VECTE)     -6C-
(CSRW)      -49- 2F 08 F0                                       Arc**
(VECTW)     -4C- 26 87 00 BE 00 7C 01 FF FF 2B 00                                         ③
(VECTE)     -6C-
(CSRW)      -49- 2F 48 F0
(VECTW)     -4C- 26 87 00 BE 00 7C 01 FF FF 2B 00
(VECTE)     -6C-
(CSRW)      -49- 04 20 00                                       Arc**
(VECTW)     -4C- 23 87 00 BE 00 7C 01 FF FF 00 00
(VECTE)     -6C-
(CSRW)      -49- 04 60 00
(VECTW)     -4C- 23 87 00 BE 00 7C 01 FF FF 00 00
(VECTE)     -6C-
(CSRW)      -49- 04 20 00                                       Arc**
(VECTW)     -4C- 20 65 00 BE 00 7C 01 FF FF 00 00
(VECTE)     -6C-
(CSRW)      -49- 04 60 00
(VECTW)     -4C- 20 65 00 BE 00 7C 01 FF FF 00 00
(VECTE)     -6C-
(CSRR)      -E0-(C5 6C 00 00 40)*
(CSRW)      -49- C5 2C E0                                       Line**
(VECTW)     -4C- 0A A1 00 2B 00 8A FF CC 00
(VECTE)     -6C-
(CSRW)      -49- C5 6C E0
(VECTW)     -4C- 0A A1 00 2B 00 8A FF CC 00
(VECTE)     -6C-
```

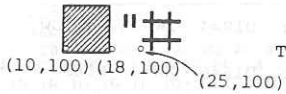
* Read address data is enclosed in parentheses following the CSRR command

** ┐: R plane (red) ┐: G plane (green)

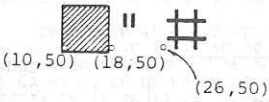
Note: The arc (mask) is drawn (but not actually drawn because of mask) to obtain the coordinate data to write one line of a sector (drawing start angle side).

6.5.6 Graphics character drawing (during graphics control)

(1) Character width change



The character width can be changed.

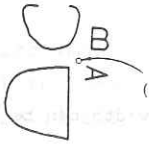


The character width is fixed to eight dots.

In the following example, drawing of 8x8 dot area is performed by overlapping the drawing start point using the CSRW command although the character widths differ.

(WRITE:W)	-20-		
(TEXTW)	-78- FF FF FF FF FF FF FF FF	①	MOD:REPLACE
(CSRW)	-49- 60 73 A0		
(VECTW)	-4C- 12 07 00		
(TEXTE)	-68-		
(CSRW)	-49- A0 79 A0	②	
(VECTW)	-4C- 12 07 00		
(TEXTE)	-68-		
(TEXTW)	-78- 00 22 22 22 00 00 00 00	①	
(CSRW)	-49- 61 73 20		
(VECTW)	-4C- 12 07 00		
(TEXTE)	-68-		
(CSRW)	-49- A1 79 20	②	
(VECTW)	-4C- 12 07 00		
(TEXTE)	-68-		
(TEXTW)	-78- 00 44 44 FE 44 FE 44 44	①	
(CSRW)	-49- 61 73 90		
(VECTW)	-4C- 12 07 00		
(TEXTE)	-68-		
(CSRW)	-49- A1 79 A0	②	
(VECTW)	-4C- 12 07 00		
(TEXTE)	-68-		

(2) Enlarged graphics character drawing



A: DIR=0 ZW=0 Red

B: DIR=2 ZW=1 Green

C: DIR=4 ZW=2 Yellow

D: DIR=6 ZW=3 Blue

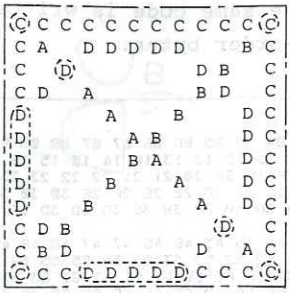
```
(ZOOM)          -46- 00                                          A   Equal size
(WRITE:W)       -21-                                                 COMPLEMENT mode
(TEXTW)         -78- 00 38 44 82 82 FE 82 82                     A
(CSRW)          -49- 66 33 40                                    A
(VECTW)         -4C- 10 07 00                                    A
(TEXTE)         -68-                                             A
(ZOOM)          -46- 01                                          B   Double
(TEXTW)         -78- 00 7E 82 82 7E 82 82 7E                     B
(CSRW)          -49- 66 73 40                                    B
(VECTW)         -4C- 12 07 00                                    B
(TEXTE)         -68-                                             B
(ZOOM)          -46- 02                                          C   Threefold
(TEXTW)         -78- 00 7C 82 02 02 02 82 7C                     C
(CSRW)          -49- 66 33 40                                    C
(VECTW)         -4C- 14 07 00                          Red       C
(TEXTE)         -68-                                             C
(CSRW)          -49- 66 73 40                                    C
(VECTW)         -4C- 14 07 00                          Green     C
(TEXTE)         -68-                                             C
(ZOOM)          -46- 03                                          D   Fourfold
(TEXTW)         -78- 00 3E 42 82 82 82 42 3E                     D
(CSRW)          -49- 66 B3 40                                    D
(VECTW)         -4C- 16 07 00                                    D
(TEXTE)         -68-                                             D
```

6.5.7 Character code write (during character control)

Codes 00 to FF are written. The same code is written into each of the high-order and low-order bytes.

```
(VECTW)          -4C- 02
(MASK)           -4A- FF FF
(WRITE:W)        -20- 00 00 01 01 02 02 03 03 04 04 05 05 06 06 07 07 08 08 09
09 0A 0A 0B 0B 0C 0C 0D 0D 0E 0E 0F 0F 10 10 11 11 12 12 13 13 14 14 15 15 16 16
 17 17 18 18 19 19 1A 1A 1B 1B 1C 1C 1D 1D 1E 1E 1F 1F 20 20 21 21 22 22 23 23 2
4 24 25 25 26 26 27 27 28 28 29 29 2A 2A 2B 2B 2C 2C 2D 2D 2E 2E 2F 2F 30 30 31
31 32 32 33 33 34 34 35 35 36 36 37 37 38 38 39 39 3A 3A 3B 3B 3C 3C 3D 3D 3E 3E
 3F 3F
(WRITE:W)        -20- 40 40 41 41 42 42 43 43 44 44 45 45 46 46 47 47 48 48 49
49 4A 4A 4B 4B 4C 4C 4D 4D 4E 4E 4F 4F 50 50 51 51 52 52 53 53 54 54 55 55 56 56
 57 57 58 58 59 59 5A 5A 5B 5B 5C 5C 5D 5D 5E 5E 5F 5F 60 60 61 61 62 62 63 63 6
4 64 65 65 66 66 67 67 68 68 69 69 6A 6A 6B 6B 6C 6C 6D 6D 6E 6E 6F 6F 70 70 71
71 72 72 73 73 74 74 75 75 76 76 77 77 78 78 79 79 7A 7A 7B 7B 7C 7C 7D 7D 7E 7E
 7F 7F
(WRITE:W)        -20- 80 80 81 81 82 82 83 83 84 84 85 85 86 86 87 87 88 88 89
89 8A 8A 8B 8B 8C 8C 8D 8D 8E 8E 8F 8F 90 90 91 91 92 92 93 93 94 94 95 95 96 96
 97 97 98 98 99 99 9A 9A 9B 9B 9C 9C 9D 9D 9E 9E 9F 9F A0 A0 A1 A1 A2 A2 A3 A3 A
4 A4 A5 A5 A6 A6 A7 A7 A8 A8 A9 A9 AA AA AB AB AC AC AD AD AE AE AF AF B0 B0 B1
B1 B2 B2 B3 B3 B4 B4 B5 B5 B6 B6 B7 B7 B8 B8 B9 B9 BA BA BB BB BC BC BD BD BE BE
 BF BF
(WRITE:W)        -20- C0 C0 C1 C1 C2 C2 C3 C3 C4 C4 C5 C5 C6 C6 C7 C7 C8 C8 C9
C9 CA CA CB CB CC CC CD CD CE CE CF CF D0 D0 D1 D1 D2 D2 D3 D3 D4 D4 D5 D5 D6 D6
 D7 D7 D8 D8 D9 D9 DA DA DB DB DC DC DD DD DE DE DF DF E0 E0 E1 E1 E2 E2 E3 E3 E
4 E4 E5 E5 E6 E6 E7 E7 E8 E8 E9 E9 EA EA EB EB EC EC ED ED EE EE EF EF F0 F0 F1
F1 F2 F2 F3 F3 F4 F4 F5 F5 F6 F6 F7 F7 F8 F8 F9 F9 FA FA FB FB FC FC FD FD FE FE
 FF FF
```

6.5.8 Line, rectangle, and circle drawing by using character codes (during character control)



Lines by using A and B characters

Rectangle by using C characters

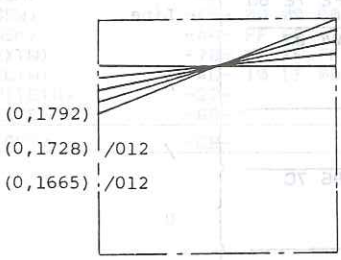
Circle by using D characters

: Where the character is changed by the later written code

```
(CSRW)          -49- 00 00                                          Line of A
(VECTW)         -4C- 08 1F 00 1F 00 00 00 3E 00                     41: ASCII code A
(MASK)          -4A- FF FF                                          01: Attribute
(WRITE:W)       -20- 41 01                                          Line of B
(CSRW)          -49- E0 03
(VECTW)         -4C- 0B 1F 00 1F 00 00 00 3E 00                     42: ASCII code B
(WRITE:W)       -20- 42 02                                          02: Attribute
(CSRW)          -49- E0 03                                          Rectangle of C
(VECTW)         -4C- 42 03 00 1F 00 1F 00 FF FF 1F 00
(WRITE:W)       -20- 43 03                                          43: ASCII code C
(CSRW)          -49- 1E 02                                          03: Attribute
(VECTW)         -4C- 24 0A 00 0E 00 1C 00 FF FF 00 00
(WRITE:W)       -20- 44 04
(CSRW)          -49- 2F 00
(VECTW)         -4C- 21 0A 00 0E 00 1C 00 FF FF 00 00
(WRITE:W)       -20- 44 04
(CSRW)          -49- 2F 00                                          44: ASCII code D
(VECTW)         -4C- 26 0A 00 0E 00 1C 00 FF FF 00 00               04: Attribute
(WRITE:W)       -20- 44 04
(CSRW)          -49- 00 02
(VECTW)         -4C- 23 0A 00 0E 00 1C 00 FF FF 00 00
(WRITE:W)       -20- 44 04
(CSRW)          -49- 00 02
(VECTW)         -4C- 20 0A 00 0E 00 1C 00 FF FF 00 00
(WRITE:W)       -20- 44 04
(CSRW)          -49- EF 03
(VECTW)         -4C- 25 0A 00 0E 00 1C 00 FF FF 00 00               Circle of D
(WRITE:W)       -20- 44 04
(CSRW)          -49- EF 03
(VECTW)         -4C- 22 0A 00 0E 00 1C 00 FF FF 00 00
(WRITE:W)       -20- 44 04
(CSRW)          -49- 1E 02
(VECTW)         -4C- 27 0A 00 0E 00 1C 00 FF FF 00 00
(WRITE:W)       -20- 44 04
```

6.5.9 Graphics drawing (in character and graphics mix mode)

For graphics drawing in the character and graphics mix mode, the VECTW command DGD bit must be set to 1. Set a value twice the normal value in PITCH. For graphics display, set the SCROLL command IM bit to 1.



Line

Graphics character

/ 0 1 2 The character width can be changed (Note 1).

/ 0 1 2 The character width is fixed to eight dots.

Note 1: Although the character widths differ, an 8x8 dot area is written by overlapping the drawing start point using the CSRW command, making character widths very equivalently.

(TEXTW)	-78- FF FF	
(CSRW)	-49- F0 0F 00	
(VECTW)	-4C- 0A FF 40 FF 00 00 00 FE 01	Line
(VECTE)	-6C-	
(CSRW)	-49- F0 0D 00	
(VECTW)	-4C- 0A FF 40 7F 00 80 FF 7E 01	Line
(VECTE)	-6C-	
(CSRW)	-49- F0 0B 00	
(VECTW)	-4C- 0A FF 40 FF FF 00 FF FE 00	Line
(VECTE)	-6C-	
(CSRW)	-49- F0 09 00	
(VECTW)	-4C- 0A FF 40 7F FF 80 FE 7E 00	Line
(VECTE)	-6C-	
(TEXTW)	-78- 00 80 40 20 10 08 04 02	
(CSRW)	-49- F0 13 00	
(VECTW)	-4C- 12 07 40	/
(TEXTE)	-68-	
(CSRW)	-49- E0 17 00	
(VECTW)	-4C- 12 07 40	/
(TEXTE)	-68-	
(TEXTW)	-78- 00 7C C2 A2 92 8A 86 7C	
(CSRW)	-49- F0 13 80	
(VECTW)	-4C- 12 07 40	0
(TEXTE)	-68-	
(CSRW)	-49- E0 17 80	
(VECTW)	-4C- 12 07 40	0
(TEXTE)	-68-	
(TEXTW)	-78- 00 04 06 04 04 04 04 0E	
(CSRW)	-49- F1 13 00	
(VECTW)	-4C- 12 07 40	1
(TEXTE)	-68-	
(CSRW)	-49- E1 17 00	
(VECTW)	-4C- 12 07 40	1
(TEXTE)	-68-	
(TEXTW)	-78- 00 7C 82 80 70 08 04 FE	
(CSRW)	-49- F1 13 40	
(VECTW)	-4C- 12 07 40	2
(TEXTE)	-68-	
(CSRW)	-49- E1 17 80	
(VECTW)	-4C- 12 07 40	2
(TEXTE)	-68-	

6.5.10 Initialization

(RESET1)	-00-	
(MASTER/SLAVE)	-6F-	Master specification
(SYNC)	-0E- 06 1E A2 08 03 0F 00 92	
(CSRFORM)	-4B- 00 40 00	
(PITCH)	-47- 20	
(SCROLL)	-70- 00 00 10 20	
(SCROLL)	-74- 00 00 00 20	
(ZOOM)	-46- 00	Equal size specification
(CSRW)	-49- 00 00 00	
(MASK)	-4A- FF FF	
(TEXTW)	-78- FF FF FF FF FF FF FF FF	Display memory clear (two-dimensional) MOD:CLEAR
(VECTW)	-4C- 10 1F 00 00 08	
(WRITE:W)	-22-	
(TEXTE)	-68-	
(START)	-6B-	