
Alive Dead Media

Day 2

Textmode experiments

Today we'll start with some (fake) textmode programming

- 40 x 25 characters
 - 256 different glyphs: text, numbers and symbols
 - 16 colors for the foreground, fixed background color
 - Fixed PETSCII font from the Commodore 64
 - Let's see some examples again
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Commodore 64 boot up screen



PETSCII Art



Some Tero Heikkinen's works

PETSCII screen codes

	second number															
	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	C	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	P	Q	R	S	T	U	V	W	X	Y	Z	[£]	↑	+
2	!	"	#	\$	%	&	'	()	*	+	,	-	.	/	
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	~		—	—	—	—	—									
5	~		—	—	—	—	—									
6	~		—	—	—	—	—									
7	~		—	—	—	—	—									
8	C	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
9	P	Q	R	S	T	U	V	W	X	Y	Z	[£]	↑	+
A	!	"	#	\$	%	&	'	()	*	+	,	-	.	/	
B	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
C	~		—	—	—	—	—									
D	~		—	—	—	—	—									
E	~		—	—	—	—	—									
F	~		—	—	—	—	—									

First seen on the Commodore PET in 1977

Commodore 64 colors



Let's try it out!

- Download *petscii-c64.png* and *petsciirender.pde*
 - Add them both to a new sketch (make a new tab for the pde)
 - Screen codes and the color palette can be found in the same folder (*petscii-screen-codes.png* and *c64-colors.png*)
 - Next let's see how it works and get some characters on the screen
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Effects: interference circles



Here in *Budbrain Megademo 2* (1990) on the Amiga

Effects: 3D Starfield



Here in *Plan-B* by Sonic PC (1993)

Effects: twister



Here in *World of Commodore* by Sanity (1992)
