Alive Dead Media

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

Commodore 64 boot up screen

```
**** COMMODORE 64 BASIC U2 ****
64K RAM SYSTEM 38911 BASIC BYTES FREE
READY.
```

PETSCII Art

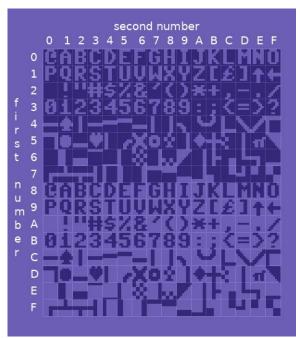






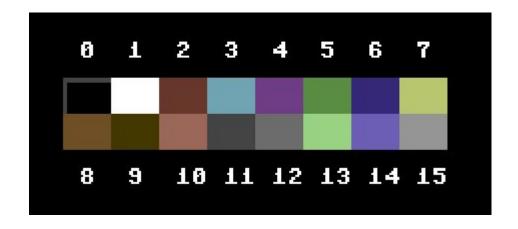
Some Tero Heikkinen's works

PETSCII screen codes



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

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)