

The following information is used to set the MODE Registers:

DTDA REGISTER VALUES

Resolution: Adapter Mode:	80 x 25 Monochrome Text	80 x 25 Color Text
R0--HOR TOTAL	61	61
R1--HOR DISP	50	50
R2--HYSNC POSN	52	52
R3--HS WIDTH	0F	0F
R4--VERT TOTAL	19	19
R5--VERT ADJ	06	06
R6--VERT DISP	19	19
R7--VSYNC POSN	19	19
R8--INTERLACE	02	02
R9--MAX SCAN	0D	0D
R10--CUR START	0B	0B
R11--CURSOR END	0C	0C
R12--START (H)	00	00
R13--START (L)	00	00
R14--CURSOR (H)	00	00
R15--CURSOR (L)	00	00
MODE REG	29	2D

Notes:

- \* All values given are in HEX.
- \* Use CRTIC I/O addresses 3B4 (register number) and 3B5 (register value)

MODE register I/O address of 3B8

Blinking Text:

The background intensity bit (80 of ODD bytes) in the video display word is shared with the character BLINK logic. If bit 20 of the MODE register is a 0, then all 16 colors are available for character backgrounds. If the bit is set to a 1, the background intensity bit (80) is changed to be a BLINK CHARACTER bit.

Mode Control Register:

Bit Function

- 08 VIDEO ENABLE--When set to a "0" the video displays are turned off. The monochrome display SYNC signals are set to the OFF state and all video outputs are turned off.
- 20 BLINK ENABLE--When set to "0" text characters can not blink. When set to a "1" the BACKGROUND INTENSITY bit (80) of the display RAM character attribute byte will control the blinking of the character (if set, the character will blink).

Text Mode:

The even byte of each word contains the number of the character to display. The IBM standard character set contains 256 unique characters numbered from 0-255.

The odd byte (attribute byte) determines the shade of the character dots and their surrounding background. The lower four bits contain the shade code of the character's dots. If bit 0 (B) is set to a 1, then underline is enabled. The upper four bits determine the shade of the dots in the character matrix that that surround the character outline.

Even Byte Character Code:

Bits: 7 6 5 4 3 2 1 0  
character code 00-FF

Bits: 7 6 5 4 3 2 1 0  
I R G B I R G B

BACKGROUND

FOREGROUND