



Tech Info Library

Pascal II: High-res Character Set

SYSTEM.CHARSET is used by the WCHAR and WSTRING procedures in Turtlegraphics to write textual information on the High-Res Graphics screen. It's a file of 1024 bytes, arranged in a sequence of 128 X 8 bytes in order to represent the ASCII character set. Each character is drawn from bottom to top; e.g., byte 0 is the bottom line of dots in the character. Drawblock uses these characters, so they should be accessed and treated as any other drawblock unit.

Apple Tech Notes

Keywords: <None>

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