

(5800-587F)

1) STATIC CHARACTER ROTATION

Set up the number of character shift at each line.

\*Set up area

0101 1000 00XX XXX <sup>ⓐ</sup> even addresses  
line No. 0-31

\*Shift data

00 - FFH (RIGHT SHIFT)

2) STATIC CHARACTER COLOR

Set up the color data at each line.

\*Set up area

0101 1000 00XX XXX <sup>ⓑ</sup> all addresses  
line No.

\*Color data

8 color Only D0-D2. 3 bit is valid

2) above refers to <sup>vertical</sup> bands of 8 <sup>bits wide</sup> lines, therefore each block is one colour, (used mainly for High Score, Credits etc. which are the same colour)  
D Shift is up to 256 bits ie 1 screen width