

3) MOVING CHARACTER CONTROL.

X, Y, Position, Color, Character No. of eight 16x16 dot character can be set up individually.

*Set up area

- 0) 0101 1000 0100 00XX
- 1) 0101 1000 0100 01XX
- 2) 0101 1000 0100 10XX
- 3) 0101 1000 0100 11XX
- 4) 0101 1000 0101 00XX
- 5) 0101 1000 0101 01XX
- 6) 0101 1000 0101 10XX
- 7) 0101 1000 0101 11XX

9890

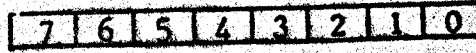
989A

- 00 - X Position
- 01 - Character
- 10 - Color
- 11 - Y position

*Set up data

X Position 00 - FFH

Character →



Color lower 3 Bit

Y position 00-FFH

↓ Y invert

↓ X invert

16x16 Character No.