



Horizontal Scrolling

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;+++++
;+++++
;+++ HORIZONTAL SCROLL +++
;+++ FOR CBM 64 +++
;+++++
;+++++
;
SCRPTR=#FB ;0 PAGE
COLPTR=#FD ;COPY POINTERS
;
MEMPTR=#FD ;0 PAGE PTR TO MEMORY
SCRLRG=#D016 ;HORIZ SCROLL REGISTER
SCRNLO=#00 ;SCREEN START LOBYTE
SCRNHI=#04 ;SCREEN START HIBYTE
COLRLO=#00 ;COLOUR START LOBYTE
COLRHI=#08 ;COLOUR START HIBYTE
BLOCKS=#03 ;3*256 BYTE BLOCKS
EXTRA=#E8 ;EXTRA BYTES TO 1000
NMCOLS=#28 ;NO OF COLUMNS
NMROWS=#19 ;NO OF ROWS
;
*=$C200
;
MEMLO *++1 ;START OF MEMORY
MEMHI *++1 ;TO BE SCROLLED
COFFLO *++1 ;OFFSET TO COLOUR MAP
COFFHI *++1
NMSCRN *++1 ;NUMBER OF SCREENS
DELAY *++1 ;DELAY LOOP VALUE
;
;++++ SET 38 COLUMN MODE +++
;
LDA SCRLRG
AND #F7
STA SCRLRG
;
;++++ SET 1ST SCROLL POSITION +++
;
LDX NMSCRN
NEXSCR LDY #NMCOLS
START TXA
PHA ;PUSH X,Y REGS
TYA ;ONTO STACK
PHA
;
LDA SCRLRG
AND #FB
CLC
ADC #07
STA SCRLRG
;
;++++ COPY SCR N & COLR ONE LEFT +++
;
LDA #SCRNLO ;SET UP 0 PAGE
STA SCRPTTR
LDA #SCRNHI ;POINTERS FOR
STA SCRPTTR+1
LDA #COLRLO ;COPY
STA COLPTR
LDA #COLRHI
STA COLPTR+1
;
LDX #BLOCKS
AGAIN LDY #01
NEXT LDA (SCRPTTR),Y
DEY
STA (SCRPTTR),Y
INY
LDA (COLPTR),Y
DEY
STA (COLPTR),Y
INY
BNE NEXT
;
;+++ COPY OVER PAGE BOUNDARY ++
INC SCRPTTR+1 ;INC HIBYTES
INC COLPTR+1 ;OF 0 PAGE PTRS
LDA (SCRPTTR),Y
DEC SCRPTTR+1
DEY
STA (SCRPTTR),Y;COPY OVER PAGE
INY
LDA (COLPTR),Y
DEC COLPTR+1
DEY
STA (COLPTR),Y
INC SCRPTTR+1 ;INC 0 PAGE PTRS
INC COLPTR+1 ;AGAIN
DEX
BNE AGAIN
;
;+++ DO EXTRA BYTES ++
LDY #01
ANTHER LDA (SCRPTTR),Y
DEY
STA (SCRPTTR),Y
INY
LDA (COLPTR),Y
DEY
STA (COLPTR),Y
INY
;
;++++ INSERT RIGHT COLUMN OF SCREEN +++
;
LDA MEMLO
STA MEMPTR
LDA MEMHI ;SET UP 0 PAGE
STA MEMPTR+1 ;PTRS TO MEMORY
LDA #NMCOLS-1
STA SCRPTTR ;SET UP 0 PAGE
LDA #SCRNHI ;PTRS TO SCREEN
STA SCRPTTR+1
JSR COPY40 ;COPY COLUMN
;
;++++ INSERT RIGHT COLUMN OF COLOUR +++
;
LDA MEMLO
CLC
ADC COFFLO ;ADD OFFSET TO
STA MEMPTR ;COLOUR MAP
LDA MEMHI ;AND SET 0 PAGE
ADC COFFHI ;PTRS
STA MEMPTR+1
LDA #NMCOLS-1 ;SET UP 0 PAGE
STA SCRPTTR ;PTRS TO COLOUR
LDA #COLRHI ;RAM
STA SCRPTTR+1
JSR COPY40 ;DO COPY
;
;++++ SCROLL POSITIONS 6 TO 0 +++
;
LDX #06
MORE1 LDA SCRLRG
AND #FB
STA SCRLRG
TXA
CLC
ADC SCRLRG
STA SCRLRG
;
LDY DELAY ;COUNT DOWN
MORE2 DEY MORE2 ;DELAY VALUE
BNE MORE2
DEX
BPL MORE1
;
;++++ INCREMENT MEMORY POINTER +++
;
LDA MEMLO
CLC
ADC #01
STA MEMLO
LDA MEMHI
ADC #00
STA MEMHI
;
;++++ CHECK FOR END OF MEMORY AREA +++
;
PLA
TAY ;GET X,Y REGS BACK
PLA
TAX ;OFF STACK
DEY
BEQ NOJMP
JMP START
NOJMP LDA MEMLO
CLC
ADC #C0 ;ADD 1000-40
STA MEMLO ;TO MEMORY POINTER
LDA MEMHI
ADC #03
STA MEMHI
DEX
BEQ RETRN
JMP NEXSCR
RETRN RTS
;
;++++ COPY EVERY 40TH BYTE S/R +++
;
COPY40 LDX #NMROWS
LDY #00
REPEAT LDA (MEMPTR),Y
STA (SCRPTTR),Y
DEX
BEQ FINISH ;EVERY ROW DONE?
;
LDA SCRPTTR
CLC
ADC #NMCOLS ;INC PTRS BY 40
STA SCRPTTR
LDA SCRPTTR+1
ADC #00
STA SCRPTTR+1
;
LDA MEMPTR
CLC
ADC #NMCOLS
STA MEMPTR
LDA MEMPTR+1
ADC #00
STA MEMPTR+1
JMP REPEAT
FINISH RTS

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