



directly into screen memory, Koala Technology has provided a program in the Koala Painter user guide that enables screens to be transferred from the area in which they are loaded to the screen memory.

The maximum resolution of a saved Koala Painter screen is 255 by 255 pixels if it is included in a BASIC program, although higher resolutions may be gained by using machine code. This limitation may cause problems as the Commodore 64 high resolution screen is actually 320 by 200 pixels in size. The Koala-pad is restricted to a maximum of 255 pixels because this is the largest number that can be addressed by one byte - to address a full screen would require 16-bit addresses. Unfortunately this may result in the user losing a portion of the display.

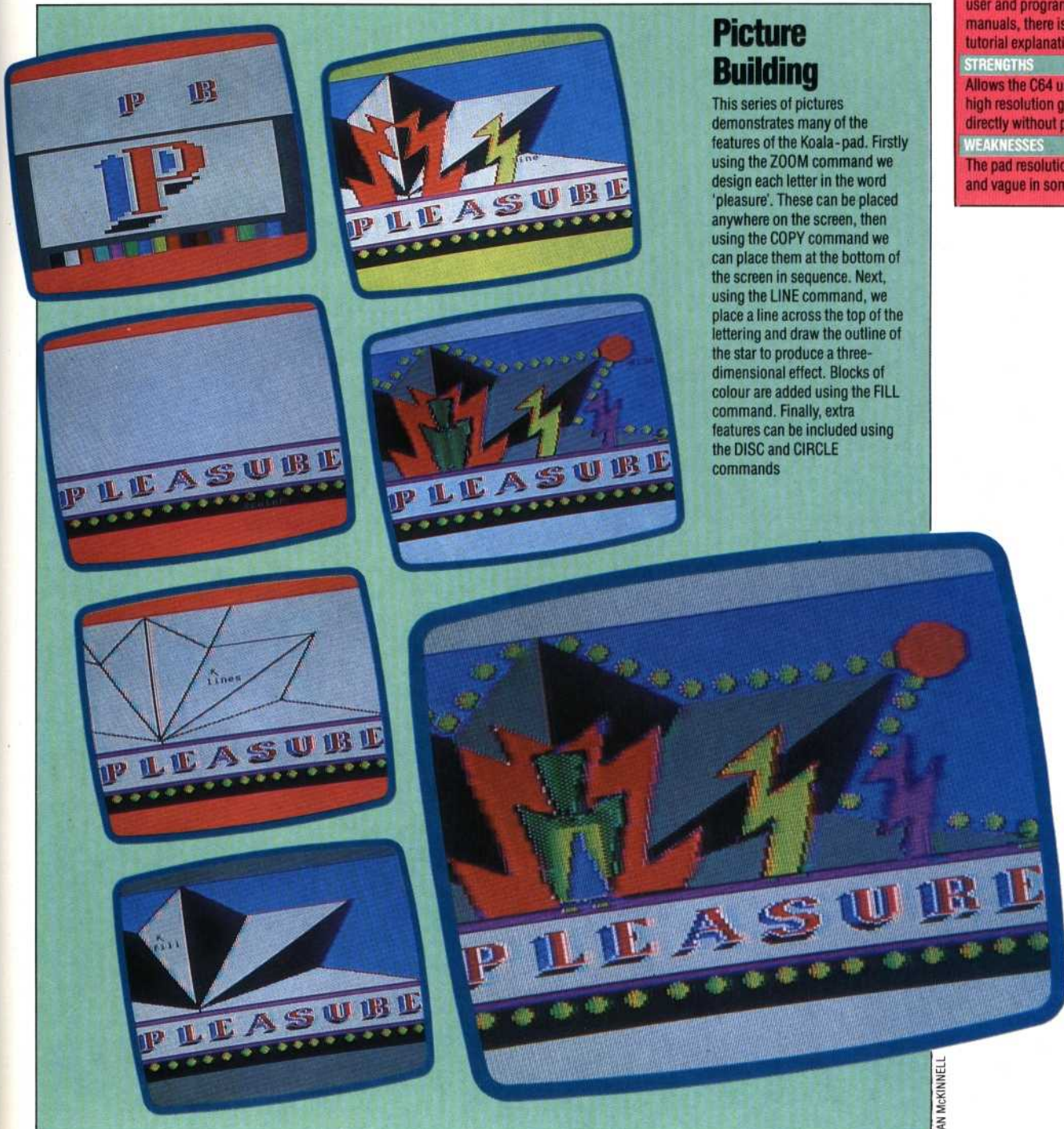
This is because, when the screen is not actually being displayed, it will be stored somewhere within user RAM. Therefore the eight-Kbyte screen, together with the colour information, must be transferred from its location in user memory to the high resolution screen memory commencing at location 55296.

However, any minor niggles apart, it must be said that the Koala-pad is a very useful peripheral for anyone wishing to produce high resolution graphics screens on the Commodore 64. It is a pity that the software is supplied on disk only; as this will inevitably limit the device's appeal. But for disk owners, this would be a worthwhile investment - particularly for the artist or the adventure-writer.

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| KOALA-PAD |
| PRICE |
| £79.95 |
| DIMENSIONS |
| 210 x 165mm |
| SCREEN |
| The full 320 x 200 Commodore 64 screen display is used, though this may be restricted to 255 x 255 when calling a screen from a BASIC program |
| INTERFACE |
| Connects through the joystick port of the C64 |
| DOCUMENTATION |
| Although most of the information required is in the user and programmer's manuals, there is very little tutorial explanation |
| STRENGTHS |
| Allows the C64 user to produce high resolution graphic screens directly without programming |
| WEAKNESSES |
| The pad resolution is coarse and vague in some modes |

Picture Building

This series of pictures demonstrates many of the features of the Koala-pad. Firstly using the ZOOM command we design each letter in the word 'pleasure'. These can be placed anywhere on the screen, then using the COPY command we can place them at the bottom of the screen in sequence. Next, using the LINE command, we place a line across the top of the lettering and draw the outline of the star to produce a three-dimensional effect. Blocks of colour are added using the FILL command. Finally, extra features can be included using the DISC and CIRCLE commands



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