

Graphics Bitmaps

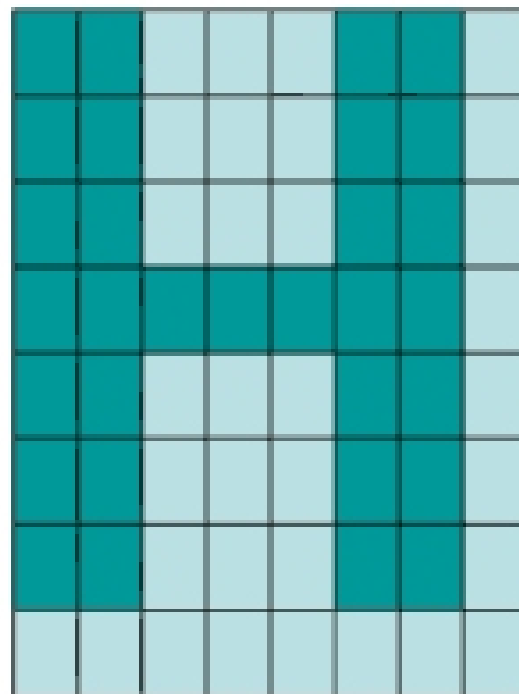
Drawing characters glyphs and
multicolor patterns

Limitations of BIOS routines

- Last time we used a ROM-BIOS routine to draw a text message on a graphics screen (i.e., the so-called 'write_string' service)
- But some limitations were apparent:
 - String-location had to conform to a cell-grid
 - Background color pattern was obliterated
- We can overcome both these limitations if we draw the character-glyphs ourselves

Built-in character bitmaps

- The ROM-BIOS has full sets of bitmaps for the images of all the ASCII characters in several sizes (e.g., 8x8, 8x14 and 8x16)



Example: An 8-by-8 glyph for the letter 'H'