CMM2 Quick Reference

MODE r, bits, bg, int

8 = 8-bit colour value with 256 colours (default).
12 = 12-bit colour value with 4096 colours. (4:3 only)
16 = 16-bit colour value with 65536 colours.
32 = 24-bit colour (16 million colours) with 8 bits for transparency (Gen 2 only).

Mode	Resolution	Ratio	Gen 1 (8MB) pages			Gen 2 (32MB) pages			
			8 bit	12 bit	16 bit	8 bit	12 bit	16 bit	32 bit
1 (def)	800x600	4:3	6	2	2	15	6	6	2
2	640x400	4:3	13	6	6	29	14	14	6
3	320x200	4:3	53	24	25	60	56	57	27
4	480x432	4:3	15	7	7	35	17	17	7
5	240x216	4:3	60	29	30	60	60	60	33
6	256x240	4:3	53	25	26	60	59	60	28
7	320x240	4:3	41	18	19	60	45	46	20
8	640x480	4:3	10	4	4	23	10	10	4
9	1024x768	4:3	3		1	8		3	
10	848x480	16:9	7	2	2	17	7	7	3
11	1280x720	16:9	2		0	6		2	
12	960x540	16:9	3		0	11		4	
13	400x300	4:3	26	10	11	60	27	28	12
15	1280x1024		1			4			
16	1920x1080	16:9				2			
17	384x240		34	14	15	60	37	38	16

LINE x1,y1,x2,y2,lw,c	BOX x,y,w,h,lw,c,fill	RBOX x,y,w,h,r,c,fill
TRIANGLE x1,y1,x2,y2,x3,y3,c,fill	CIRCLE x,y,r,lw,a,c,fill	DO: LOOP UNTIL x=y
TEXT x,y,S$,align,font,scale,c,bc	RGB(r,g,b)	DO WHILE x=y: LOOP
FUNCTION name(a!,b!): END FUNCTION	PIXEL x,y,c	
FUNCTION name(a!,b!) AS STRING name="fred" ' EXIT FUNCTION END FUNCTION	SUB name a,b STATIC INTEGER counter LOCAL STRING msg$ 'EXIT SUB END SUB	DIM FLOAT a! DIM STRING b$ DIM INTEGER c% DIM INTEGER d(100)

DEL	127	Up Arrow	128	Down Arrow	129			Left Arrow	130
Right Arrow	131	F1	145	F2	146			Insert	84