

Unlike high-resolution color, double high-resolution color has no restrictions on which colors can be adjacent. Color is determined by any four adjacent dots along a line. Think of a four-dot-wide window moving across the screen: at any given time, the color displayed will correspond to the four-bit value from Table 2-7 that corresponds to the window's position (Figure 2-10). Effective horizontal resolution with color is 140 (560 divided by 4) dots per line.

To use Table 2-7, divide the display column number by four, and use the remainder to find the correct column in the table: *ab0* is a byte residing in auxiliary memory corresponding to a remainder of zero (byte 0, 4, 8, and so on); *mb1* is a byte residing in main memory corresponding to a remainder of one (byte 1, 5, 9, and so on); and similarly for *ab3* and *mb4*.

Table 2-7
Double high-resolution graphics colors

Color	ab0	mb1	ab2	mb3	Repeated bit pattern
Black	\$00	\$00	\$00	\$00	0000
Magenta	\$08	\$11	\$22	\$44	0001
Brown	\$44	\$08	\$11	\$22	0010
Orange	\$4C	\$19	\$33	\$66	0011
Dark green	\$22	\$44	\$08	\$11	0100
Gray 1	\$2A	\$55	\$2A	\$55	0101
Green	\$66	\$4C	\$19	\$33	0110
Yellow	\$6E	\$5D	\$3B	\$77	0111
Dark blue	\$11	\$22	\$44	\$08	1000
Purple	\$19	\$33	\$66	\$4C	1001
Gray 2	\$55	\$2A	\$55	\$2A	1010
Pink	\$5D	\$3B	\$77	\$6E	1011
Medium blue	\$33	\$66	\$4C	\$19	1100
Light blue	\$3B	\$77	\$6E	\$5D	1101
Aqua	\$77	\$6E	\$5D	\$3B	1110
White	\$7F	\$7F	\$7F	\$7F	1111