

These rules are summarized in Table 2-6. The blacks and whites are numbered to remind you that the high-order bit is different.

Table 2-6
High-resolution graphics colors

Bits 0-6	Bit 7 off	Bit 7 on
Adjacent columns off	Black 1	Black 2
Even columns on	Purple	Blue
Odd columns on	Green	Orange
Adjacent columns on	White 1	White 2

Note: Colors may vary depending upon the controls on the monitor or television set.

For information about the way NTSC color television works, see the magazine articles listed in the bibliography.

The peculiar behavior of the high-resolution colors reflects the way NTSC color television works. The dots that make up the Apple IIe video signal are spaced to coincide with the frequency of the color subcarrier used in the NTSC system. Alternating black and white dots at this spacing cause a color monitor or TV set to produce color, but two or more white dots together do not. Effective horizontal resolution with color is 140 dots per line (280 divided by 2).

Double high-resolution graphics

In the double high-resolution graphics mode, the Apple IIe displays an array of colored dots 560 columns wide and 192 rows deep. There are 16 colors available for use with double high-resolution graphics (see Table 2-7).

Double high-resolution graphics is a bit-mapping of the low-order seven bits of the bytes in the main-memory and auxiliary-memory pages at \$2000-\$3FFF. The bytes in the main-memory and auxiliary-memory pages are interleaved in exactly the same manner as the characters in 80-column text: of each pair of identical addresses, the auxiliary-memory byte is displayed first, and the main-memory byte is displayed second. Horizontal resolution is 560 dots when displayed on a monochrome monitor.