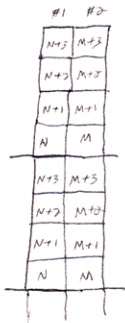


TO: MIKE KOSAKA  
FROM: J. HUETHER

5/31/84

## INSTRUCTIONS FOR DUNE CHARACTER MAP

- 1) Character Mode 4 — 40 char, <sup>4</sup>Xcolor, 8 lines high
- 2) Can have 2 Patterns. That is:



§

Patterns to repeat vertically.

Length of patterns can be 2 to 8 characters high.

Both Patterns should be of same height.

(Could be useful for generating areas of rock fields)

- 3) Background should be black. Use other three colors as needed. Do not use 5th color unless it is used in an artifact ~~in~~ <sup>missiles</sup> manner. (The 5th color is used for missiles and <sup>missiles</sup> would be invisible over ~~an~~ <sup>an</sup> ~~area~~ area using the 5th color by itself.)
- 4) Start by generating test stamps and test screens. Will develop full maps later.