



color-table.asm X

graph-screen > color-table.asm > ...

```

149     ... pop registers
150     JSUB    stAllPo
151     JSUB    stPop
152     LDL     @stPtr
153     RSUB
154
155
156
157     ... -----
158     ... /      H E L P E R S      /
159     ... -----
160     ... Draw a pixel of color (reg B) to address (reg A)
161 drPxl  STA    addr
162
163     LDA    addr
164     RSUB
165
166     ... Draw a 4x4 square of color (reg B) to address starting at (reg A)
167 drSq   ... push all regs
168     STL    @stPtr
169     JSUB    stPush
170     JSUB    stAllPu
171     ... init regs
172     CLEAR  X      . X stores the current column
173     CLEAR  T      . T stores the current row
174     LDS    #4     . S stores the limit
175 drSqRw CLEAR  X
176     ... draw the 4 pixels in the row

```

