Thanks for the feedback.

I have been feeling a bit down and discouraged lately, and it helps to see people giving their thoughts. :)

The window is small because it is made of sprites. If I wanted a bigger window, I would've needed more sprites and there would be no room for other objects (sprites). The windows will only pop up if a certain key is pressed, or if combat is initiated.

Time for some **real** reading!

First of all, I PRINT the screen like this:

I have all the data for the maps in memory as CHR$ values, not POKE values. I set a value that I call the "cursor" (represented by the variable "L" currently) to represent the top left character displayed in the window. The window is 12*12 characters, so I read 12 values across (starting at the "cursor"), 12 times, adding 64 each time, since the maps are 64*64 bytes large.

So my "cursor" is "L".

Lets say "L" equals 36864.

This means the top left character in the window is the top left character in the map, 36864 is the memory location where the map data begins. ($9000 in hex.)

There are 12 strings, S1$, S2$, S3$, S4$, S5$, S6$, S7$, S8$, S9$, S0$, SA$, and SB$.

Each of these string represents a row of 12 characters.

I put 12 values in each string like this:

```
105
S1$=CHR$(PEEK(L+1))+CHR$(PEEK(L+2))+CHR$(PEEK(L+3))+CHR$(PEEK(L+4))+CHR
$(PEEK(L+5))+CHR$(PEEK(L+6))
106
S1$=S1$+CHR$(PEEK(L+7))+CHR$(PEEK(L+8))+CHR$(PEEK(L+9))+CHR$(PEEK(L+10))
+CHR$(PEEK(L+11))+CHR$(PEEK(L+12))
```

That's just for 1 string! Each string takes 2 lines of code to fill up with all 12 values. So there are 24 lines for all 12 rows.

For example, lets say my 64*64 map looked like this:

| 0=floor | 1=wall |

1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1

1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
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1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
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0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1

1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
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1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
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0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
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0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
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1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
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1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1

1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,
0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,1
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1

All this data is stored in DATA statements.

Each value is READ and then the program decides what tile it represents. It then puts the CHR$ value for that tile into memory.

Lets say that the CHR$ value for a wall character is 96, while the floor's CHR$ value is 97.

The code will look like this:

```
100 FOR R=0 TO 4096
101 READ D
102 IF D=0 THEN POKE 36864+R,96 : REM WALL
103 IF D=0 THEN POKE 36864+R,97 : REM FLOOR
104 NEXT R
```

Now that all that data has been stuffed into memory, lets say the "cursor", "L" equals 1 (L=1). 1 is the first location. it is shown in the data as a 1, which means it will be a wall.

"L"'s value (96) is read from memory using a PEEK. It is then put into a string as a CHR$, along with the 12 values to the right of it.

The code will look like this:

```
105
S1$=CHR$(PEEK(L+1))+CHR$(PEEK(L+2))+CHR$(PEEK(L+3))+CHR$(PEEK(L+4))+CHR
$(PEEK(L+5))+CHR$(PEEK(L+6))
106
S1$=S1$+CHR$(PEEK(L+7))+CHR$(PEEK(L+8))+CHR$(PEEK(L+9))+CHR$(PEEK(L+10))
+CHR$(PEEK(L+11))+CHR$(PEEK(L+12))
```

Now, we move on to the next value.

Every 64 values represents 1 row. If we want to go down to the next row, we add 64 to the value we are adding to "L" to get one CHR$ code. To move over a column we add the number of spaces we want to move. As you can see in the snippet of code above, with each value put into the string, we keep adding 1 number until we get to 12.

In the first row, the first column's value gets a 1 added to it. Then a 2, then a 3, then a 4... and so on.

In *the second row,* first column's value gets a ***64*** *added to it. Then a* ***65****, then a* ***66****, then a* ***67****... and so on.*

And then, of course, we add another 64...

In *the thirdrow,* first column's value gets a ***128*** added to it. Then a ***129***, then a ***130***, then a ***131***... and so on.

...All the way to the last row...

In *the twelfth row,* first column's value gets a ***768*** *added to it. Then a* ***769****, then a* ***770****, then a* ***770****... and so on.*

Whew! That was a lot to swallow!

The rest is quite simple.

We just PRINT all of the strings:

```
200 ?(display icons to position the window in the middle of the screen);S1$
201 ?(display icons to position the window in the middle of the screen);S2$
202 ?(display icons to position the window in the middle of the screen);S3$
203 ?(display icons to position the window in the middle of the screen);S4$
204 ?(display icons to position the window in the middle of the screen);S5$
205 ?(display icons to position the window in the middle of the screen);S6$
```

```
206 ?(display icons to position the window in the middle of the screen);S7$
207 ?(display icons to position the window in the middle of the screen);S8$
208 ?(display icons to position the window in the middle of the screen);S9$
209 ?(display icons to position the window in the middle of the screen);S0$
210 ?(display icons to position the window in the middle of the screen);SA$
211 ?(display icons to position the window in the middle of the screen);SB$
```

Alright!

As for the scrolling, here's how it works. The orange border is made of 4 multicolor sprites. They are actually black and orange, but you can't tell because of the black background. They are enlarged. There is enough room (4 pixels when small, but 8 when large) on each sprite to cover one 8*8 pixel area (the size of a character). When I want to scroll left, I PRINT all the tiles (characters) behind the right border. They are completely covered because of the black on the sprites. Then, I scroll using the scrolling register. Next I set the position of the cursor to 1 tile left of where it was. Finally, I redraw the screen.

This may sound complicated, so I might make a video to explain it better (I talk better than I type if you know what I mean.) 😉

Thank you!!!

More soon!!!