

## P O G L A V J E 16

BARVE

Kratka vsebina: INK, PAPER, FLASH, BRIGHT, INVERSE in OVER  
BORDER

Naredite ta program:

```

10 FOR m = 0 TO 1: BRIGHT m
20 FOR n = 1 TO 10
30 FOR c = 0 TO 7
40 PAPER c: PRINT " "; REM 4 pobarvan prostor
50 NEXT c: NEXT n: NEXT m
60 FOR m = 0 TO 1: BRIGHT m:PAPER 7
70 FOR c = 0 TO 3
80 INK c: PRINT c;" ";
90 NEXT c: PAPER 0
100 FOR c = 4 TO 7
110 INK c: NEXT m
120 NEXT c: NEXT m
130 PAPER 7: INK 0: BRIGHT 0

```

Ta program nam pokaže osem barv (vštevši belo in črno) ter dve zaporedji osvetljenosti, ki jih ZX Spectrum lahko naredi na barvni TV (če imate črno beli TV, boste videli različne odtenke sive barve).

Barve so zapisane poleg odgovarjajočih tipk s številkami:

0 = črna  
1 = plava  
2 = rdeča  
3 = purpurna  
4 = zelena  
5 = svetlo plava (cyano)