

12. SCREEN MAP

1) 40-character mode character display screen

X-COORDINATES

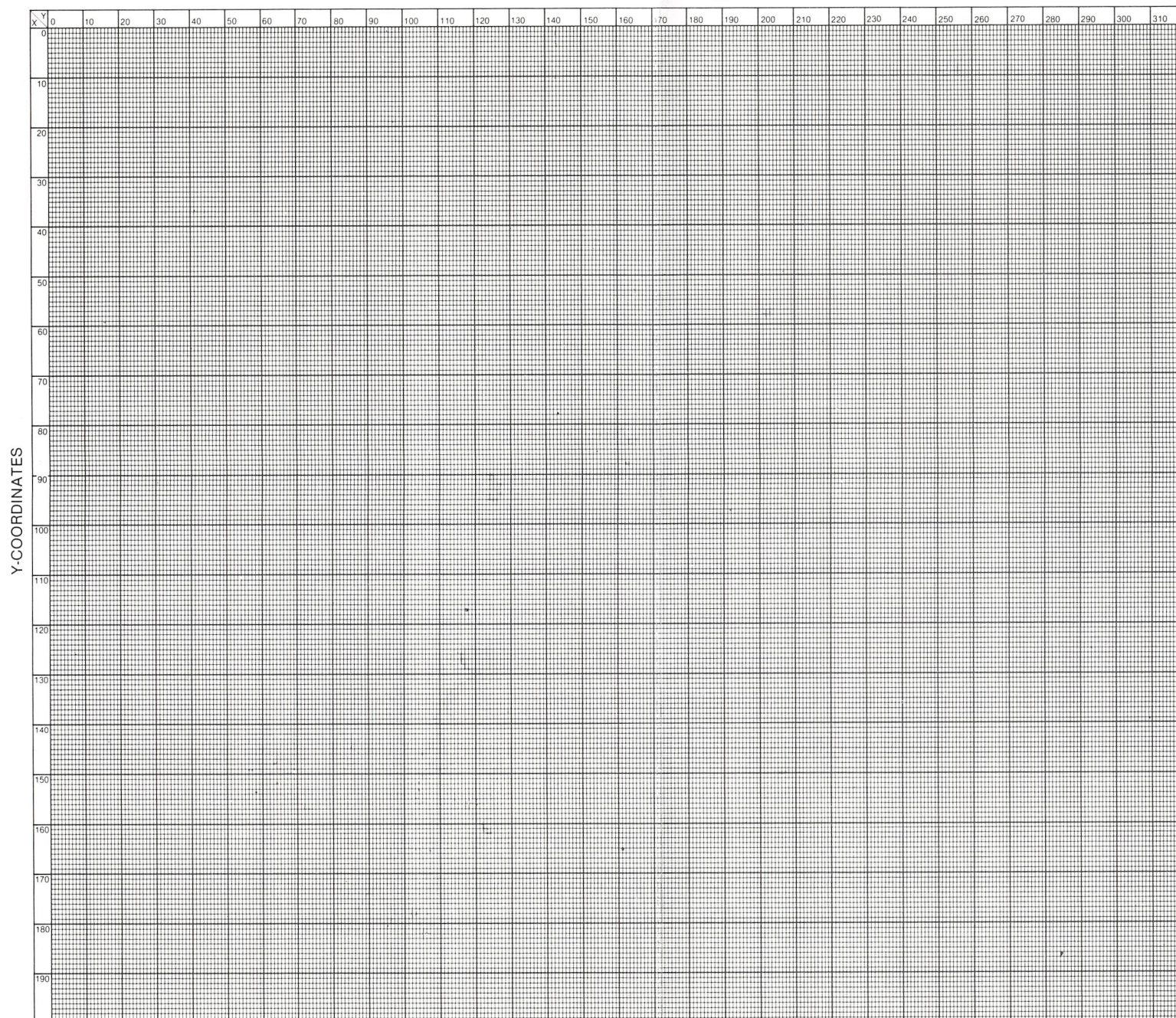
[illegible]

X-COORDINATES

Y-COORDINATES

3) Graphic display screen (standard resplution, without compensation)

X-COORDINATES



4) Graphic display screen (standard resolution, with compensation)

X-COORDINATES

