

Absolute Graphic Orders (GEPM and GEVM)

N, N+1	2A				00 (point plot) 02 (vector plot)									
N+2, N+3	0	B	0	0										
N+4, N+5	0	0	0	0										
	0	1	2	3	4							7	8	15

Incremental Graphic Orders (GEPI2 and GEVI2)

N, N+1	2A				04 (point plot) 05 (vector plot)									
N+2, N+3	5	X incremental (Δ X)				1	5	Y incremental (Δ Y)				B		
	0	1	2	3	4		6	7	8	9			1	1
													4	5

Character Mode Orders (GECF Basic or Large and
GECF Basic or Large)

N, N+1	2A				40 (Fixed Basic Size) 41 (Fixed Large Size) 44 (Prot. Basic Size) 45 (Prot. Large Size)									
N+2, N+3	1 Character				1 Character									
														1
														5

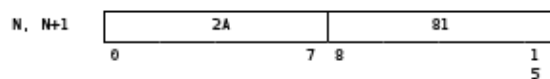
Two Byte No-Op (GNOP2)

N, N+1	2A				80									
														1
														5

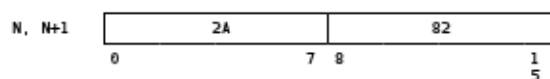
Four Byte No-Op (GNOP4)

N, N+1	2A							C0						
N+2, N+3	Available to Programmer													
	0						7	8						15

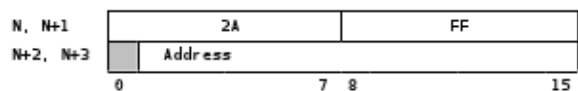
End Order Sequence (GEOS)



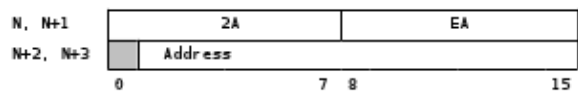
Start Regeneration Timer (GSRT)



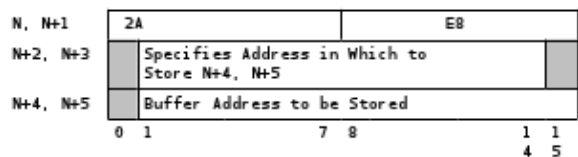
Transfer Unconditional (GTRU)



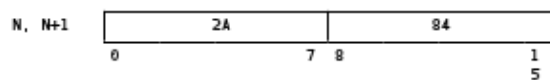
Store X-Y Deflection Registers in Buffer (GSXY)



Move Immediate Address (GMVA)



Enable Switch Detect Operation (GESD)



Defer Response to Light Pen Detects (GDRD)

N, N+1	2A	83
	0 7 8	1 5

Enable Switch Detect Operation (GESD)

N, N+1	2A	84
	0 7 8	1 5

Disable Light Pen Detect (GDPD)

N, N+1	2A	85
	0 7 8	1 5

Enable No Switch Detects Operation (GENSD)

N, N+1	2A	86
	0 7 8	1 5

Permit Detect Interrupt (GDPI)

N, N+1	2A	87
	0 7 8	1 5

Transfer of Deferred Detects (GTDD)

N, N+1	2A	FC
N+2, N+3	Address	
	0 7 8	15

Transfer of NoDetect (GTND)

N, N+1	2A	FD
N+2, N+3	Address	
	0	7 8 15