

Note: Change only the blue cells

Binary to Decimal / Hexadecimal converter

	BYTE = 8 bits								DEC	HEX
Bit number	7	6	5	4	3	2	1	0		
2^bit	128	64	32	16	8	4	2	1		

1	0	0	0	1	0	0	0	136	88
0	1	0	0	0	1	0	0	68	44
0	0	1	0	0	0	1	0	34	22
1	1	0	0	1	1	0	0	204	CC
								0	0
								0	0
								0	0
								0	0
								0	0
								0	0
								0	0
								0	0
								0	0

Hexadecimal to Binary converter

1	0	1	0	0	0	0	0	0	160	a0
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BYTE = 8 bits								DEC	HEX	
Bit number	7	6	5	4	3	2	1	0		
2^bit	128	64	32	16	8	4	2	1		
pixel #	1	2	3	4	1	2	3	4	202	CA
	1	1	0	0	1	0	1	0		

pixel #	1	2	3
1	1	1	3
2	0	1	1
3	1	0	2
4	0	0	0

Screen modes http://www.cpcwiki.eu/index.php/Video_modes

	width (pixels)	height (pixels)	bits per pixel	possible colour	Total bits need in Bytes
Mode 0	160	200	4	16	128000 16000
Mode 1	320	200	2	4	128000 16000
Mode 2	640	200	1	2	128000 16000

Total video memory is 16K and here you have why