

ADR	HEXADR	NAME	Description	shadow	OS
77	\$004D	ATTRACT	Attract mode timer and flag	none	All

Attract mode rotates colors on your screen at low luminance levels when the computer is on but no keyboard input is read for a long time (seven to nine minutes). This helps to save your TV screen from "burn-out" damage suffered from being left on and not used. It is set to zero by IRQ whenever a key is pressed, otherwise incremented every four seconds by VBLANK (see locations 18 - 20; \$12 - \$14). When the value in ATTRACT reaches 127 (\$7F), it is then set to 254 (\$FE) until attract mode is terminated. This sets the flag to reduce the luminance and rotate the colors when the Atari is sitting idle. POKE with 128 (\$80) to see this effect immediately: it normally takes seven to nine minutes to enable the attract mode. The OS cannot "attract" color generated by DLI's, although your DLI routine can, at a loss of time. Joysticks alone will not reset location 77 to zero. You will have to add a POKE 77,0 to your program periodically or frequently call in a subroutine to prevent the Atari from entering attract mode if you are not using any keyboard input.

See also:

[DRKMSK](#), [COLRSH](#)