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## Text modes

The text characters displayed include the uppercase and lowercase letters, the ten digits, punctuation marks, and special characters. Each character is displayed in an area of the screen that is seven dots wide by eight dots high. The characters are formed by a dot matrix five dots wide, leaving two blank columns of dots between characters in a row, except for MouseText characters, some of which are seven dots wide. Except for lowercase letters with descenders and some MouseText characters, the characters are only seven dots high, leaving one blank line of dots between rows of characters.

The normal display has white (or other single color) dots on a black background. Characters can also be displayed as black dots on a white background; this is called *inverse format*.

### Text character sets

The Apple IIe can display either of two text character sets: the primary set or an alternate set. The forms of the characters in the two sets are actually the same, but the available display formats are different. The display formats are

- ☐ normal, with white dots on a black screen
- ☐ inverse, with black dots on a white screen
- ☐ flashing, alternating between normal and inverse

With the primary character set, the Apple IIe can display uppercase characters in all three formats: normal, inverse, and flashing. Lowercase letters can only be displayed in normal format. The primary character set is compatible with most software written for the Apple II and Apple II Plus models, which can display text in flashing format but don't have lowercase characters.

The alternate character set displays characters in either normal or inverse format. In normal format, you can get

- ☐ uppercase letters
- ☐ lowercase letters
- ☐ numbers
- ☐ special characters

In inverse format, you can get

- ☐ MouseText characters (on the enhanced and extended keyboard IIe's)