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1000 REM Zeichen - Design
1010 REM
1020 REM (C)1985 by Erik Pfeiffer
1030 REM      Spreenweg 5
1040 REM      2000 Norderstedt 1
1050
1060 REM ----- DEFINITIONSTEIL -----
-----
1070 DIM f(8,8), fh(8,8)
1080 DEF FN asc(x)=(x-32)*8+42240
1090 z(0)=255: z(1)=254
1100 i$=CHR$(24):in$=i$+SPACE$(40)+i$:i0
$=CHR$(22)+CHR$(0):i1$=CHR$(22)+CHR$(1)
1110 INK 0,0 : INK 1,22 : INK 2,0,22 : I
NK 3,22,0 : SPEED INK 20,20
1120 MODE 1 : BORDER 9 : SPEED WRITE 1 :
SYMBOL AFTER 32
1130 WINDOW#0,2,39,4,24 : WINDOW#1,1,40,
1,3 : WINDOW#2,1,40,25,25
1140 SYMBOL 255,255,129,129,129,129,129,
129,255
1150 SYMBOL 254,255,255,255,255,255,255,
255,255
1160 PRINT#1,in$:in$:in$: : PRINT#2,in$:
1170 MOVE 0,393 : DRAW 639,0,0 : MOVE 0
,358 : DRAW 639,0,0
1180 MOVE 0,6 : DRAW 639,0
1190 MOVE 0,17 : DRAW 0,355,1 : MOVE 639
,17 : DRAW 639,355,1
1200
1210 REM ----- HAUPTMENUE -----
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1220 CLS
1230 pr$="ZEICHEN - DESIGNER" : GOSUB 24
20
1240 RESTORE 2780 : LOCATE 1,2
1250 FOR i=0 TO 9 : READ a$ : PRINT a$ :
PRINT : NEXT i
1260 q$=INKEY$:IF q$<"0" OR q$>"9" THEN
1260
1270 CLS
1280 ON VAL(q$)+1 GOSUB 2380,1310,1540,1
580,1750,1900,1990,2100,2190,2280
1290 GOTO 1210
1300
1310 REM ----- ZEICHEN ERSTELLEN -----
-----
1320 pr$="Zeichen erstellen": GOSUB 2420
1330 GOSUB 2460 : x=1 : y=1
1340 FOR i1=1 TO 8 : FOR i2=1 TO 8 : f(i
1,i2)=0 : NEXT i2 : NEXT i1
1350 IF f(y,x)=1 THEN pr$=i$+CHR$(144)+i
$ ELSE pr$=i1$+CHR$(144)+i0$
1360 LOCATE x+1,y+5 : PRINT :pr$:
1370 q$=INKEY$ : IF q$="" THEN 1370
1380 IF q$<>CHR$(240) THEN 1400 ELSE GOS
UB 2500 : y=y-1 : IF y<1 THEN y=8
1390 GOTO 1350
1400 IF q$<>CHR$(241) THEN 1420 ELSE GOS
UB 2500 : y=y+1 : IF y>8 THEN y=1
1410 GOTO 1350

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Ein Zeichendesigner der Sonderklasse

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1420 IF q<>CHR$(242) THEN 1440 ELSE GOS
UB 2500 : x=x-1 : IF x<1 THEN x=0
1430 GOTO 1350
1440 IF q<>CHR$(243) THEN 1460 ELSE GOS
UB 2500 : x=x+1 : IF x>8 THEN x=1
1450 GOTO 1350
1460 IF q=CHR$(13) THEN 1490
1470 IF q<>CHR$(224) THEN 1370
1480 f(y,x)=1-f(y,x) : LOCATE x+1,y+5 :
PRINT CHR$(255) : GOTO 1350
1490 LOCATE x+1,y+5 : PRINT CHR$(z(f(y,
x))) : GOSUB 2620 : GOSUB 2520
1500 LOCATE 30,20 : PRINT CHR$(ac):
1510 GOSUB 2720
1520 RETURN
1530
1540 REM ----- ZEICHEN EDITIEREN -----

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1550 pr$="Zeichen editieren" : GOSUB 242
0
1560 GOSUB 2620 : GOSUB 2650 : GOSUB 275
0 : GOTO 1350
1570
1580 REM ----- ZEICHEN DREHEN -----

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1590 pr$="Zeichen drehen" : GOSUB 2420
1600 LOCATE 1,2 : PRINT "Zeichen nach "i
$"1"i$links oder"
1610 LOCATE 6,4 : PRINT "nach "i$"r"i$e
chts drehen " : INPUT q$
1620 q$=LOWER$(q$)
1630 LOCATE 1,2 : PRINT SPACE$(38) : LOC
ATE 1,4 : PRINT SPACE$(38)
1640 GOSUB 2620 : GOSUB 2650
1650 FOR y=1 TO 8 : FOR x=1 TO 8 : fh(y,
x)=f(y,x) : NEXT : NEXT
1660 IF q$="l" THEN 1690
1670 IF q$="r" THEN 1720 ELSE 1680
1680 REM nach links drehen
1690 FOR y=1 TO 8 : FOR x=1 TO 8 : f(y,x
)=fh(x,9-y) : NEXT : NEXT
1700 GOSUB 2750 : GOSUB 2620 : GOSUB 252
0 : GOTO 1500
1710 RETURN
1720 FOR y=1 TO 8 : FOR x=1 TO 8 : f(y,x
)=fh(9-x,y) : NEXT : NEXT
1730 GOTO 1700
1740
1750 REM ----- Zeichen spiegeln -----

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1760 pr$="Zeichen spiegeln" : GOSUB 2420
1770 LOCATE 1,2 : PRINT "Zeichen "i$"v"i
$vertikal oder"
1780 LOCATE 3,4 : PRINT i$"h"i$horizonta
l spiegeln " : INPUT q$
1790 q$=LOWER$(q$)
1800 LOCATE 1,2 : PRINT SPACE$(38) : LOC
ATE 1,4 : PRINT SPACE$(38)
1810 GOSUB 2620 : GOSUB 2650
1820 FOR y=1 TO 8 : FOR x=1 TO 8 : fh(y,
x)=f(y,x) : NEXT : NEXT
1830 IF q$="h" THEN 1860
1840 IF q$="v" THEN 1880 ELSE 1770
1850 REM horizontal spiegeln
1860 FOR y=1 TO 8 : FOR x=1 TO 8 : f(y,x
)=fh(9-y,x) : NEXT : NEXT : GOTO 1700
1870 REM vertikal spiegeln
1880 FOR y=1 TO 8 : FOR x=1 TO 8 : f(y,x
)=fh(y,9-x) : NEXT : NEXT : GOTO 1700
1890
1900 REM ----- Zeichen verschmelzen --

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1910 pr$="Zeichen verschmelzen" : GOSUB
2420
1920 LOCATE 2,16 : INPUT "ASCII 1 "i:ac1
: IF ac1<32 OR ac1>255 THEN 1920
1930 LOCATE 2,18 : INPUT "ASCII 2 "i:ac2
: IF ac2<32 OR ac2>255 THEN 1930
1940 za1=FN acs(ac1) : za2=FN acs(ac2)
1950 FOR i=0 TO 7 : POKE 44000+i,(PEEK(z
a1+i) OR PEEK(za2+i)) : NEXT i
1960 ac=253 : GOSUB 2650 : GOSUB 2750 :
GOSUB 2620 : GOSUB 2520
1970 GOTO 1500
1980
1990 REM ----- Zeichen kursivieren ---

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2000 pr$="Zeichen kursivieren" : GOSUB 2
420
2010 LOCATE 1,2 : PRINT "Welche Zeichen
sollen kursiv"
2020 LOCATE 1,4 : INPUT "dargestellt wer
den (von,bis)"i:a,b
2030 IF a<32 OR b<32 OR a>255 OR b>255 O
R a>b THEN 2010
2040 LOCATE 1,8 : PRINT "Einen Moment, b
itte ..."
2050 FOR i=a TO b : za=FN acs(i)
2060 FOR j=0 TO 3 : POKE za+j,INT(PEEK
(za+j)/2) : NEXT j
2070 NEXT i
2080 RETURN
2090
2100 REM ----- Zeichen abspeichern ---

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2110 pr$="Zeichen abspeichern" : GOSUB 2
420
2120 LOCATE 1,6 : INPUT "Name der Datei
"i:n$ : n$=LEFT$(UPPER$(n$),16)
2130 LOCATE 1,9 : PRINT "Cassettenrec. f
ertig zur Aufnahme ?" : CALL &B906
2140 LOCATE 1,11 : PRINT "Die Datei "CHR
$(34)n$CHR$(34)
2150 PRINT : PRINT "wird gespeichert."
2160 SAVE "i"+n$,b,42240,1768
2170 RETURN
2180
2190 REM ----- Zeichen laden -----

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2200 pr$="Zeichen laden" : GOSUB 2420 :
2210 LOCATE 1,6 : INPUT "Name der Datei
"i:n$ : n$=UPPER$(n$)
2220 LOCATE 1,9 : PRINT "Cassettenrecord
er fertig zum laden ?":CALL &B906
2230 LOCATE 1,11 : PRINT "Die Datei "CHR
$(34)n$CHR$(34)
2240 PRINT : PRINT "wird geladen."
2250 LOAD "i"+n$,b,42240
2260 RETURN
2270
2280 REM ----- Information -----

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2290 pr$="Information" : GOSUB 2420
2300 LOCATE 1,2 : INPUT "Von, bis "i:a,b
2310 IF a<32 OR b<32 OR a>255 OR b>255 T
HEN 2300 ELSE CLS : LOCATE 1,2
2320 FOR i=a TO b
2330 PRINT USING "###"i: : PRINT "
" : i1=FN acs(i)
2340 FOR j=i1 TO i1+7
2350 PRINT HEX$(PEEK(j),2) : " :
2360 NEXT j : PRINT CHR$(i)
2370 NEXT i : GOSUB 2720 : RETURN

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2380 MODE 2 : END
2390
2400 REM -----  UNTERPROGRAMME  -----
-----
2410 REM *** String als Ueberschrift drucken ***
2420 pr=19-INT(LEN(pr$)/2):pr$=SPACE$(pr)+pr$+SPACE$(40-pr-LEN(pr$))
2430 LOCATE#1,1,2 : PRINT#1,i$;pr$;i$;
2440 RETURN
2450 REM *** 8*8 Matrix zeichnen ***
2460 LOCATE 1,6
2470 FOR i=1 TO 8 : PRINT " ";STRING$(8,CHR$(255)) : NEXT i
2480 RETURN
2490 REM *** Block in der Matrix loeschen ***
2500 LOCATE x+1,y+5 : PRINT CHR$(z(f(y,x))) : RETURN
2510 REM *** Code fuer Zeichen - Definition ausrechnen ***
2520 za=FN acs(ac)
2530 FOR y=1 TO 8
2540     zh=0
2550     FOR x=8 TO 1 STEP -1
2560         zh=zh+f(y,9-x)*2^(x-1)
2570     NEXT x
2580     POKE za,zh : za=za+1
2590 NEXT y
2600 RETURN
2610 REM *** Eingabe des ASC's ***

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2620 LOCATE 2,20 : INPUT "ASCII ";ac : IF ac<32 OR ac>252 THEN 2620
2630 RETURN
2640 REM *** Zeichen auf Matrix bringen ***
2650 za=FN acs(ac)
2660 FOR y=1 TO 8
2670     FOR x=8 TO 1 STEP -1
2680         f(y,9-x)=SGN(PEEK(za) AND 2^(x-1))
2690     NEXT x : za=za+1
2700 NEXT y : RETURN
2710 REM *** Zurueck zum Menue ***
2720 pr$="Press any key to return" : PAPER#1,3 : GOSUB 2420
2730 PAPER#1,8 : CALL &BB06 : RETURN

2740 REM *** f(y,x) auf Matrix bringen ***
2750 FOR y=1 TO 8 : LOCATE 2,y+5 : FOR x=1 TO 8 : PRINT CHR$(z(f(y,x))) :
2760 NEXT x : PRINT : NEXT y : x=1 : y=1 : RETURN
2770 REM *** DATA's des Menues ***
2780 DATA " 1 -   Zeichen erstellen"," 2 -   Zeichen editieren"," 3 -   Zeichen drehen"," 4 -   Zeichen spiegeln"," 5 -   Zeichen verschmelzen"
2790 DATA " 6 -   Zeichen kursivieren"," 7 -   Zeichen abspeichern"," 8 -   Zeichen laden"," 9 -   Information"," 0 -   Ende
Zeichen-Designer (Schluß)

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