

FIGURE No 1: corrections dans le lanceur AC

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500 IF (INKEY(2)<>-1 AND PEEK(&A625)=0) THEN POKE &A625,1:LOCATE 12,9:PRINT"2 LECTEURS DE DISQUETTE":GOTO 520
510 IF INKEY(9)<>-1 THEN 540
520 IF PEEK(&A625)=1 THEN LOCATE 5,24:PRINT CHR$(24),"LE DEUXIEME LECTEUR EST-IL ALLUME ??  Sinon RESET !";SPACE$(11);CHR$(24):ELSE
LOCATE 5,24:PRINT SPACE$(71)

635 SYMBOL 251 ,&60,&30,&18,&C,&18,&33,&66,&C: '>=
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FIGURE No 2: ajouts au lanceur

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180 REM *** KEY DEF 66,0,0,0,0 ' BREAK interdit
190 MEMORY &5AF8
199 DISCSUP=1:COULEUR=0:REM*** LIGNE A MODIFIER EN FONCTION DE VOTRE CONFIGURATION LA PLUS COURANTE *****
200 POKE &A625,DISCSUP:m=COULEUR:INK 0,1:INK 1,24:BORDER 1:MODE 2:GOSUB 610
210 LOCATE 36,2:PRINT"S.A.O ":LOCATE 36,4:PRINT CHR$(164);*1988"
220 LOCATE 13,9:PRINT"Si vous n'avez pas fait de RESET, il est encore temps "
230 LOCATE 13,15:PRINT CHR$(24);" Possedez-vous une disquette formatee en DATA : (O/N) "
240 LOCATE 30,18:PRINT CHR$(24);"(17 Ko par schema)"
250 r$="":WHILE r$(<)"O"AND r$(<)"N":r$=UPPER$(INKEY$):WEND
260 IF r$="N"THEN 550
270 CLS
280 LOCATE 8,4:PRINT"OPTIONS PAR DEFAULT":LOCATE 8,5:PRINT STRING$(18,"-")
290 IF m=0 THEN LOCATE 6,7:PRINT("(";CHR$(240);") - MONITEUR MONOCHROME" ELSE LOCATE 6,7:PRINT("(";CHR$(240);") - MONITEUR COULEUR"
300 IF PEEK (&A625)=1 THEN LOCATE 6,9:PRINT("(";CHR$(241);") - 2 LECTEURS DE DISQUETTE (disc systeme en 'A')" ELSE LOCATE 6,9:PRINT
("(";CHR$(241);") - 1 LECTEUR DE DISQUETTE"
310 LOCATE 8,14:PRINT"Utilisez les fleches pour changer les options ":LOCATE 35,16:PRINT"puis ";CHR$(24);" COPY ";CHR$(24);" pour la
ncher le programme "
320 IF PEEK (&A625)=1 THEN LOCATE 5,24:PRINT CHR$(24);"LE DEUXIEME LECTEUR EST-IL ALLUME ?? Sinon RESET !";SPACE$(11);CHR$(24)
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FIGURE No 3: Modification des cercles dans SCHEMA.SCH

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165 IF a>80 THEN at=a-80:DN at GOSUB 3730,3520,3150,2075,2010,2066,2067,2068,2069,9010,9010,9010,8030,8130  
  
2065 ORIGIN v+17,w:PLOT-p1,0:PLOT 0,-p1:PLOT 0,p1:PLOT p1,0:IF T=1 OR T=2 THEN DEG:FOR PAS=0 TO 360 STEP 10:DRAW p1*COS(PAS),p1*SIN(  
PAS):NEXT:RAD:RETURN ELSE RETURN  
  
2075 ORIGIN v+8,w:GOTO 2050  
  
4520 CLS:t=0:WINDOW#1,35,45,12,15:CLS#1:INPUT#1,"DIA:1...6: ";DIA:IF DIA=0 THEN CLS #1:t=3:RETURN ELSE IF DIA=1 THEN a=84:RETURN ELS  
E IF DIA=2 THEN a=85:RETURN ELSE IF DIA=3 THEN a=86:RETURN ELSE IF DIA=4 THEN a=87:RETURN ELSE 4530
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1 GOTO 6:REM COMPO.SCH
2 POKE &A447,0:CALL &A433:RETURN
3 POKE &A447,1:CALL &A433:RETURN
4 POKE &A505,0:POKE &A555,0:POKE &A57E,0:POKE &A57F,0:POKE &A580,0:POKE &A586,0:POKE &A587,0:POKE &A588,0:POKE &A581,0
5 POKE &A585,0:POKE &A555,0:POKE &A57E,0:POKE &A57F,0:POKE &A580,0:POKE &A586,0:POKE &A587,0:POKE &A588,0:POKE &A581,0:POKE &A582,0:RETURN
6 BORDER PEEK(&A626)
7 IF PEEK(&A625)=1 THEN d$="B":ELSE d$="A:"
20 DEFINT a-z:dc=0
40 MODE 2
50 GOSUB 230:menu
60 DEFINT a-z
70 CALL &A300,@v,@x,@y,@z,@t
71 zq=FRE("0")
80 IF (v<0 OR v>639)OR(w<0 OR w>399)THEN SOUND 1,600,15
90 IF INKEY(62)<>-1 THEN IF dc=0 THEN dc=1 ELSE dc=0
100 GOSUB 1040
120 ON t GOSUB 100,200,230,230
130 GOSUB 150:GOTO 70
150 ORIGIN v,w:ON a GOSUB 3010,3110,3210,3310,3410,3510,3610,3710,3810,3910,4010,4110,4210,4310,4410,4510,5020,5110,5210,5310,5410,5
510,5610,5710,2000,6140,6180,6220,6260,6310,6370,6410,6540,6580,6620,6660,6700,6740,6790,6830,6730,3520,3150
160 RETURN
180 GOSUB 150:GOSUB 21:t=0:RETURN
200 POKE &A451,0:CALL &A440:GOSUB 180:POKE &A451,1:CALL &A440:t=0:RETURN
230 n$="":v=320:w=200:x=1:y=1:z=0:GOSUB 21:IF t=3 THEN 450
240 r$="":n$="":t=0:MODE 2:RESTORE 290
250 LOCATE 1,1:PRINT CHR$(24):" (R)epertoire (C)harger (S)auver (E)ramer (I)mpimer (N)ouveau (Q)uitter ";CHR$(24)
260 FOR j=1 TO 69 STEP 17:FOR j=4 TO 18 STEP 2:READ comp$
270 IF j=35 THEN LOCATE 1+2,j ELSE IF j=52 THEN LOCATE 1+1,j ELSE IF j=69 THEN LOCATE 1-2,j ELSE LOCATE i,j
280 PRINT comp$:NEXT:NEXT
290 DATA 1 POINTS,2 RECTANGLES,3 CARRÉS,4 POINTILLES, 5 COIN/CROIX,6 CONNEXIONS,7 FLECHE,8 ALPHA,9 RESISTANCE,10 IC B,11 IC 14,12 IC
16,13 IC 20, 14 IC 42, 15 MASSE/TERRE,16 CERCLES
300 DATA 17 Broches,18 Condo NP2,19 Condo NP4,20 Condo P2,21 Condo P7,22 Condo P10,23 Condo P14,24 Condo P18, 25 DIODE,26 POT MONC,2
7 POT DUG,28 ZENER,29 TD92,30 TD126,31 TD220,32 TD3,33 SHADOW F2,34 F4,35 F6,36 FG,37 FA 201,38 Pastilles,39 TX,40 TVY
310 LOCATE 4,22:PRINT"TAPEZ une LETTRE du MENU ou le NUMERO du COMPOSANT : ";
320 LINE INPUT"r$":r$=UPPER$(r$):IF r$=""THEN a=0:RETURN
330 ok$="ROSE(NQ)":IF INSTR(ok$,r$)=0 THEN 350
340 ON INSTR(ok$,r$)GOTO 510,510,510,510,660,730,770
350 a=VAL(LEFT$(r$,2)):IF a<1 OR a>40 THEN 310
430 RETURN
450 t=0:WINDOW#1,35,45,12,15:CLS#1:PRINT#1,"COMPOSANT":PRINT#1," No.":
460 LINE INPUT#1,"r$":IF r$=""THEN 240 ELSE a=VAL(LEFT$(r$,2))
470 IF a<1 OR a>40 THEN 450 ELSE RETURN
490 CLS:LOCATE 4,4:PRINT CHR$(7):"INSEREZ LA DISQUETTE DATA DANS LE LECTEUR ";LEFT$(d$,1):" ET APPUYEZ SUR UNE TOUCHE"
520 CALL &B516
510 MODE 2:POKE &A468,PEEK(&A625):POKE &A46A,0:CALL &A452
520 IF PEEK(&A481)=255 THEN GOTO 490
530 POKE &A700,PEEK(&A625):CAT:POKE &A700,0
540 ON INSTR(ok$,r$)GOTO 640,590,560,620
560 LINE INPUT"NM DL SCHEMA A SALVEGARDER (SANS extension) : ",n$:IF n$=""THEN 640
570 n$=n$+"$".SAD":PRINT:PRINT"SAUVEGARDE EN COURS...":CALL &A482,1,n$:GOTO 640
590 LINE INPUT"NM DL SCHEMA A ERASER (extension par defaut = .SAD) : ",n$:IF n$=""THEN 640
600 n$=n$+"$":IF INSTR(n$,".")=0 THEN n$=n$+".SAD"
605 PRINT:PRINT"CHARGEMENT EN COURS...":CALL &A482,0,n$:GOTO 640
620 LINE INPUT"NM DL SCHEMA A ERASER (Avec extension) : ",n$:IF n$=""THEN 640
630 n$=n$+"$":PRINT:PRINT"EFFACEMENT...":ERA,n$:POKE &A700,PEEK(&A625):CAT:POKE &A700,0
640 PRINT:PRINT" TAPEZ une TOUCHE":CALL &B818:GOTO 240
660 WINDOW#0,33,47,8,15:PAPER 1:PEN 0:CLS
670 PRINT:PRINT"APPUYEZ SUR 'O'":PRINT"POUR CONFIRMER":PRINT
680 PRINT" AUTRE TOUCHE":PRINT:PRINT" ANNULLATION"
690 CALL &B818:IF INKEY(34)=-1 THEN 710
695 MODE 2:INPUT"nombre de passes : ",paz$:paz=VAL(paz$)
696 INPUT"SIMPLE densite ou Double (S/D) ?":dens$:dens$=UPPER$(dens$):IF dens$="D"THEN GOSUB 5 ELSE GOSUB 4
700 MODE 2:GOSUB 7:CALL &A4F4,paz
710 PAPER 0:PEN 1:GOTO 240
720 n$=" NOUVEAU":o$="N":p=46:GOSUB 810

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740 IF CO<1 THEN 240
750 MODE 2:GOSUB 2:GOTO 240
770 NOT=" QUITTER":LOF="Q":O=67:AZ=69:GOSUB 810
780 IF CO<1 THEN 240
790 CALL 0
810 WINDOW#0,33,47,0,15:PAPER 1:PEN 0:CLS
820 PRINT:PRINT" CTRL/SHIFT ":LO#PRINT:PRINT MO#PRINT
830 PRINT" AUTRE TOUCHE":PRINT:PRINT" ANNULATION"
840 CO=0:CALL 80810:IF(INKEY(O)=160 OR INKEY(AZ)=160)THEN CO=1
850 PAPER 0:PEN 1:RETURN
1040 IF DC=0 THEN RETURN
1050 LOCATE 1,1:PRINT CHR$(24):V#W:CHR$(24):
1060 FOR I=0 TO 100:NEXT" temporisation
1070 LOCATE 1,1:PRINT SPACE$(12):RETURN
2010 ORIGIN V,W:PLOT 1,4:PLOT 0,6:PLOT 1,8:PLOT 2,10:PLOT 4,12:PLOT 6,14:PLOT 7,14:DRAW 10,16:DRAW 10,18:DRAW 25,16:DRAW 29,14:PLOT
31,12:PLOT 33,10:PLOT 34,8:PLOT 35,6:PLOT 36,4:
2020 DRAW 36,-4:PLOT 35,-6:PLOT 34,-8:PLOT 33,-10:PLOT 31,-12:PLOT 29,-14:DRAW 25,-16:DRAW 10,-18:DRAW 10,-16:DRAW 7,-14:PLOT 6,-14:
PLOT 4,-12:PLOT 2,-10:PLOT 1,-8:PLOT 0,-6:PLOT 1,-4:DRAW 1,4:RETURN
2050 PLOT 0,2:PLOT 1,4:PLOT 2,6:PLOT 3,6:PLOT 4,8:DRAW 7,8:PLOT 8,10:DRAW 12,10:PLOT 13,8:DRAW 16,8:PLOT 17,6:PLOT 18,6:PLOT 19,4:PL
OT 20,2
2060 DRAW 20,-2:PLOT 19,-4:PLOT 17,-6:PLOT 18,-6:PLOT 16,-8:DRAW 13,-8:PLOT 12,-10:DRAW 8,-10:PLOT 7,-8:DRAW 4,-8:PLOT 3,-6:PLOT 2,-
6:PLOT 1,-4:PLOT 0,-2:DRAW 0,2:RETURN
2080 ORIGIN V,W:IF Z=1 THEN 2110
2090 PLOT 6*X,0:DRAW 11*X,0
2100 PLOT 1-X,-4:DRAW 1-X,-4:PLOT 0,-4:DRAW 0,4:FOR I=0 TO 6:PLOT I*X,I:DRAW I*X,-I:NEXT:RETURN
2110 PLOT 15,-4*X:DRAW 23,-4*X:PLOT 19,-4*X:DRAW 19,2*X
2120 PLOT 15,-12*X:DRAW 23,-12*X:PLOT 19,-12*X:DRAW 19,-10*X:GOTO 3630
2180
2190 PLOT 2,-2:DRAW 2,2:PLOT 2,0:PLOT 1,0:PLOT 1,0:PLOT 2,0:PLOT 2,-2:DRAW 2,-2:RETURN
2195 PLOT 2,-4:DRAW 2,4:PLOT 2,-4:DRAW 2,-4:PLOT 4,-2:DRAW 4,2:PLOT 3,-2:DRAW 3,2:PLOT 3,-2:DRAW 3,2:GOTO 2190
2210 ORIGIN V,W:ARG,W+4:DRAW 0,-12:PLOT 1*X,0:DRAW 1*X,-12:DRAW 4*X,-12:DRAW 4*X,-20:DRAW 4*X,-20:DRAW 0,-32:PLOT 1*X,-20:DRAW 1*X,-32:P
LOT 0,-32:DRAW 1*X,-32:DRAW 1*X,0:DRAW 1(X-1)*X,0:DRAW 1(X-1)*X,-32:DRAW 1(X-1)*X,0:DRAW 0,0:RETURN
2230 ORIGIN V-W,W+ARG:DRAW 12,0:DRAW 12,-4*X:DRAW 20,-4*X:DRAW 20,0:DRAW 32,0:PLOT 32,0:DRAW 32,-1*X:DRAW 0,-1*X:DRAW 0,0:RETURN
3010 IF Z=1 THEN 3030
3020 DRAW 4*X,0:PLOT 0,-2*X:DRAW 4*X,-2*X:PLOT 0,2*X:DRAW 4*X,2*X:RETURN
3030 DRAW 5*X,0:PLOT 0,-2*X:DRAW 5*X,-2*X:PLOT 0,2*X:DRAW 5*X,2*X:RETURN
3110 IF T=2 THEN PLOT 0,0:RETURN
3120 MOVE 0,6:DRAW 0,12:MOVE 6,0:DRAW 12,0:MOVE 0,-6:DRAW 0,-12:MOVE 6,0:DRAW 12,0:PLOT 0,0
3130 IF T=1 THEN GOSUB 3:V1=W:W1=W:IF A=2 THEN A=43 ELSE A=42
3140 RETURN
3150 ORIGIN 0,0:PLOT V1,W1:IF Z=1 THEN 3170
3160 DRAW V1,W:DRAW V,W:DRAW V,W1:DRAW V1,W1:GOTO 3180
3170 FOR I=W1 TO W STEP 0:DRAW 0,-4:MOVE 0,4:NEXT:FOR I=V1 TO V STEP 0:DRAW 0,-4:MOVE 4,0:NEXT:FOR I=W1 TO W STEP 0:DRAW 0,4:MO
VER 0,4:NEXT:FOR I=V1 TO V STEP 0:DRAW 0,-4:MOVE 4,0:NEXT
3180 IF T=1 OR T=2 THEN A=2+V=V1:W1=W1:RETURN ELSE GOSUB 3:RETURN
3210 IF Z=1 THEN 3230
3220 ORIGIN 0,0:TAG:MOVE V,W:PRINT CHR$(143):TAGOFF:RETURN
3230 DRAW 0,-15:DRAW 10,-15:DRAW 15,0:DRAW 0,0:RETURN
3210 IF Z=1 THEN 3230
3220 DRAW 4,0:PLOT 0,0:DRAW 12,0:PLOT 16,0:DRAW 20,0:RETURN
3230 DRAW 0,-4:PLOT 0,-8:DRAW 0,-12:PLOT 0,-16:DRAW 0,-20:RETURN
3410 IF Z=1 THEN 3430
3420 DRAW 0,8*X:PLOT X,0:DRAW X,8*X:PLOT X,10*X:DRAW 2*X,10*X:PLOT 3*X,12*X:DRAW 16*X,12*X:RETURN
3430 DRAW 13,13:PLOT 0,13:DRAW 13,0:RETURN
3500 ' connexions
3510 GOTO 3110
3520 ORIGIN 0,0:PLOT V1,W1:DRAW V,W:IF Z=1 THEN PLOT V1+1,W1:DRAW V+1,W
3530 IF T=1 OR T=2 THEN A=6:RETURN ELSE GOTO 3
3610 IF Z=1 THEN 3630
3620 PLOT 12*X,0:DRAW 0,0:DRAW 6*X,3:DRAW 6*X,-3:DRAW 0,0:PLOT 6*X,-4:PLOT 6*X,4:PLOT 2*X,-1:PLOT 2*X,-2:PLOT 5*X,-4:PLOT 5*X,4:PLOT
3*X,-3:PLOT 3*X,3:PLOT 1*X,-1:PLOT 1*X,-1:PLOT 2*X,2:RETURN
3630 PLOT 19,-16*X:DRAW 19,-4*X:DRAW 22,-10*X:DRAW 16,-10*X:DRAW 19,-4*X:PLOT 17,-8*X:DRAW 21,-8*X:RETURN
3710 ORIGIN 0,0:TAG:MOVE V,W:PRINT CHR$(143):IF T=1 THEN GOSUB 3:A=41
3720 TAGOFF:RETURN
3730 ORIGIN 0,0:MOVE V,W
3740 Z=FRE("0"):TAG:B=INKEY$:IF B=""THEN 3740
3750 IF B=CHR$(13)THEN 3790

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3760 IF B=CHR$(16)THEN GOSUB 3:W=W+16:GOTO 3790
3770 IF B=CHR$(127)THEN MOVE(XPOS-0),W:PRINT" ":MOVE(XPOS-0),W:GOTO 3740
3780 PRINT B$:GOTO 3740
3790 GOSUB 2:W=W-16:A=0:TAGOFF:RETURN
3810 IF Z=1 THEN 3830
3820 ORIGIN V,W:DRAW 6,0:DRAW 6,4:DRAW 26,4:DRAW 26,0:DRAW 32,0:DRAW 26,0:DRAW 26,-4:DRAW 6,-4:DRAW 6,0:RETURN
3820 ORIGIN V,W:DRAW 0,-6:DRAW 4,-6:DRAW 4,-26:DRAW 0,-26:DRAW 0,-32:DRAW 0,-26:DRAW 4*-X,-26:DRAW 4*-X,-6:DRAW 0,-6:RETURN
3850 FOR I=0 TO NP STEP 8:ORIGIN V+I,W:GOSUB 2180:NEXT:FOR I=0 TO NP STEP 8:ORIGIN V+I,W+24:GOSUB 2180:NEXT:IF X=1 THEN ARG=4:GOTO 2
2210 ELSE ARG=NP+4:GOTO 2210
3860 FOR I=0 TO NP STEP 8:ORIGIN V,W-I:GOSUB 2180:NEXT:FOR I=0 TO NP STEP 8:ORIGIN V+24,W-I:GOSUB 2180:NEXT:IF Y=1 THEN ARG=4:GOTO 2
230 ELSE ARG=-NP+4:GOTO 2230
3910 NP=24:LG=32:IF Z=1 THEN 3860 ELSE 3850
4010 NP=40:LG=56:IF Z=1 THEN 3860 ELSE 3850
4110 NP=56:LG=64:IF Z=1 THEN 3860 ELSE 3850
4210 NP=72:LG=80:IF Z=1 THEN 3860 ELSE 3850
4210 IF Z=1 THEN 4240
4230 FOR I=0 TO 152 STEP 8:ORIGIN V+I,W:GOSUB 2180:NEXT:FOR I=0 TO 152 STEP 8:ORIGIN V+I,W+48:GOSUB 2180:NEXT:IF X=1 THEN ORIGIN V-W
,W+4 ELSE ORIGIN V+156,W+4
4230 DRAW 0,-24:PLOT 1*X,0:DRAW 1*X,-24:DRAW 4*X,-24:DRAW 4*X,-32:DRAW 0,-32:DRAW 0,-56:PLOT 1*X,-32:DRAW 1*X,-56:PLOT 0,-56:DRAW 16
0*X,-56:DRAW 160*X,0:DRAW 159*X,0:DRAW 159*X,-56:DRAW 159*X,0:DRAW 0,0:RETURN
4240 FOR I=0 TO 152 STEP 8:ORIGIN V,W-I:GOSUB 2180:NEXT:FOR I=0 TO 152 STEP 8:ORIGIN V+48,W-I:GOSUB 2180:NEXT:IF Y=1 THEN ORIGIN V-W
,W+4 ELSE ORIGIN V-W+156:
4250 DRAW 24,0:DRAW 24,-4*X:DRAW 32,-4*X:DRAW 32,0:DRAW 56,0:PLOT 56,0:DRAW 56,-160*X:DRAW 0,-160*X:DRAW 0,0:PLOT 55,0:DRAW 55,-160*
X:DRAW 1,-160*X:DRAW 1,0:RETURN
4410 IF Z=1 THEN 4430
4420 PLOT 12,0:DRAW 12,-4*X:PLOT 6,-4*X:DRAW 19,-4*X:DRAW 16,-11*X:PLOT 15,-4*X:DRAW 12,-11*X:PLOT 11,-4*X:DRAW 8,-11*X:PLOT 7,-4*X:
DRAW 4,-11*X:RETURN
4430 PLOT 11,0:DRAW 11,-14*X:PLOT 1,-4*X:DRAW 21,-4*X:PLOT 19,-4*X:DRAW 19,-8*X:PLOT 15,-4*X:DRAW 15,-10*X:PLOT 7,-4*X:DRAW 7,-10*X:
PLOT 3,-4*X:DRAW 3,-8*X:RETURN
4510 X=1-Y:IF Z=1 THEN 4530
4520 GOTO 2010
4530 GOTO 2050
5000 REM COM=J.BAS
5020 ORIGIN V,W:IF Z=1 THEN 5050
5030 FOR I=0 TO 30 STEP 6:ORIGIN V,W-(I*X):GOSUB 3030:NEXT:ORIGIN V,W-(32*I):GOSUB 3030:FOR I=0 TO 24 STEP 6:ORIGIN V+(8*X),(W-(8*X)
)-(I*X):GOSUB 3030:NEXT:RETURN
5050 FOR I=0 TO 30 STEP 6:ORIGIN V+(I*X),W:GOSUB 3030:NEXT:ORIGIN V+(32*X),W:GOSUB 3030:FOR I=0 TO 24 STEP 6:ORIGIN V+(8*X)+(I*X),W
+(8*X):GOSUB 3030:NEXT:RETURN
5110 ORIGIN V,W:IF Z=1 THEN 5130
5120 DRAW 5*X,0:DRAW 5*X,4*X:DRAW 6*X,4*X:DRAW 6*X,-4*X:DRAW 5*X,-4*X:DRAW 5*X,0:PLOT 10*X,0:DRAW 10*X,4*X:DRAW 11*X,4*X:DRAW 11*X,-
4*X:DRAW 10*X,-4*X:DRAW 10*X,0:DRAW 10*X,0:RETURN
5130 DRAW 0,0:DRAW 4*X,-6*X:PLOT 0,-10*X:DRAW 4*X,-10*X:DRAW 4*X,-10*X:DRAW 0,-10*X:DRAW 0,-10*X:RETURN
5210 ORIGIN V,W:IF Z=1 THEN 5230
5220 DRAW 8*X,0:PLOT 16*X,0:DRAW 24*X,0:ORIGIN V,W:GOTO 5120
5230 DRAW 2,8*X:PLOT 0,-16*X:DRAW 0,-24*X:ORIGIN V,W:GOTO 5130
5210 ORIGIN V,W:IF Z=1 THEN 5230
5230 DRAW 5*X,0:DRAW 5*X,2*X:DRAW 6*X,2*X:DRAW 6*X,-2*X:DRAW 5*X,-2*X:DRAW 5*X,0:PLOT 5*X,6*X:DRAW 11*X,6*X:DRAW 11*X,-6*X:DRAW 10*X
,-6*X:DRAW 10*X,6*X:PLOT 10*X,-6*X:DRAW 5*X,-6*X:PLOT 10*X,0:DRAW 16*X,0:RETURN
5330 DRAW 0,-6*X:DRAW 2*X,-6*X:DRAW 2*X,-6*X:PLOT 6*X,-6*X:DRAW 6*X,-10*X:DRAW 6*X,-10*X:DRAW 6*X,-10*X:DRAW 0,-10*X:DRAW 0,-16*X:RET
URN
5410 CD=I0:CD2=0:C10=0:C11=14:C12=18:C13=48:C14=56:IF Z=1 THEN 8030 ELSE 8000
5510 CD=12:CD2=10:C10=10:C11=16:C12=22:C13=70:C14=80:IF Z=1 THEN 8030 ELSE 8000
5610 CD=14:CD2=12:C10=12:C11=18:C12=24:C13=100:C14=112:IF Z=1 THEN 8030 ELSE 8000
5710 CD=16:CD2=20:C10=12:C11=20:C12=26:C13=128:C14=144:IF Z=1 THEN 8030 ELSE 8000
8000 ORIGIN V,W:DRAW C10*X,0:DRAW C10*X,CD1:DRAW C11*X,CD1:DRAW C11*X,CD1:DRAW C10*X,CD1:DRAW C10*X,0:PLOT C11*X,CD2:DRAW C12*X,CD
2:PLOT C11*X,CD2:DRAW C12*X,CD2:
8010 PLOT C14,X,0:DRAW C13*X,0:DRAW C13*X,CD1:DRAW C12*X,CD1:DRAW C12*X,CD1:DRAW C13*X,CD1:DRAW C13*X,0:RETURN
8020 ORIGIN V,W:DRAW 2,-C10*X:DRAW CD1,-C10*X:DRAW CD1,-C11*X:DRAW CD1,-C11*X:DRAW CD1,-C11*X:DRAW 0,-C10*X:DRAW 0,-C10*X:PLOT CD2,-C11*X:DRAW CD2
,-C11*X:GOTO CD2:GOTO 8000:DRAW CD2,-C12*X
8030 PLOT 0,-C14*X:DRAW 0,-C13*X:DRAW CD1,-C13*X:DRAW CD1,-C12*X:DRAW CD1,-C12*X:DRAW CD1,-C13*X:DRAW 0,-C13*X:RETURN
8140 ORIGIN V,W:IF Z=1 THEN 8160
8150 GOSUB 8400:DRAW 0,-6*X:DRAW 40,-6*X:DRAW 40,0:PLOT 0,52*X:DRAW 0,58*X:DRAW 40,58*X:DRAW 40,52*X:DRAW 0,52*X:RETURN
8160 GOSUB 8500:DRAW 6*X,0:DRAW 6*X,40:DRAW 0,40:PLOT 52*X,0:DRAW 58*X,0:DRAW 58*X,40:DRAW 52*X,40:DRAW 52*X,0:RETURN
8190 GOSUB 8400:DRAW 0,-16*X:DRAW 40,-16*X:DRAW 40,0:PLOT 0,-16*X:DRAW 0,-22*X:DRAW 40,-22*X:DRAW 40,0:PLOT 0,52*X:DRAW 0,58*X:DRAW
40,58*X:DRAW 40,52*X:DRAW 0,52*X:RETURN
8200 GOSUB 8500:DRAW 16*X,0:DRAW 16*X,40:DRAW 0,40:PLOT 16*X,0:DRAW 22*X,0:DRAW 22*X,40:DRAW 0,40:PLOT 52*X,0:DRAW 58*X,0:DRAW 58*X,
40:DRAW 52*X,40:DRAW 52*X,0:RETURN

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3845 RETURN
3850 IF lop=1 THEN GOSUB 1120 ELSE IF lop=2 THEN GOSUB 1140 ELSE IF lop=3 THEN GOSUB 1210 ELSE IF lop=4 THEN GOSUB 1180 ELSE IF lop=
5 THEN GOSUB 1235 ELSE IF lop=6 THEN GOSUB 1260
3855 RETURN
3860 IF lop=1 THEN GOSUB 1120 ELSE IF lop=2 THEN GOSUB 1160 ELSE IF lop=3 THEN GOSUB 1230 ELSE IF lop=4 THEN GOSUB 1180 ELSE IF lop=
5 THEN GOSUB 1235 ELSE IF lop=6 THEN GOSUB 1260
3865 RETURN
3910 IF t=1 THEN GOSUB 3:IF a=30 THEN a=10
3920 IF z=1 THEN 3950
3930 FOR i=0 TO 11r STEP pqr:ORIGIN v+I,w:GOSUB 3940:NEXT i:RETURN
3940 FOR el=0 TO 1ar-1 STEP 1:PLOT el,0:DRAW el,-longr:NEXT el:RETURN
3950 FOR i=0 TO 11r STEP pqr:ORIGIN v,w+I:GOSUB 3960:NEXT i:RETURN
3960 FOR el=0 TO 1ar-1 STEP 1:PLOT 0,-el:DRAW longr,-el:NEXT el:RETURN
4005 IF t=1 THEN GOSUB 3:IF a=28 THEN a=11
4010 IF esp=1 THEN esp=40
4015 IF esp=2 THEN esp=96
4020 IF esp=0 THEN esp=0
4030 IF z=1 THEN 4050
4035 FOR I=0 TO bro STEP 16:ORIGIN v+I,w:IF sm=1 THEN GOSUB 1210 ELSE GOSUB 1140
4040 NEXT:FOR I=0 TO bro STEP 16:ORIGIN v+I,w-esp:IF sm=1 THEN GOSUB 1210 ELSE GOSUB 1140
4045 NEXT:RETURN
4050 FOR I=0 TO bro STEP 16:ORIGIN v,w-1:IF sm=1 THEN GOSUB 1230 ELSE GOSUB 1160
4055 NEXT:FOR I=0 TO bro STEP 16:ORIGIN v+esp,w-1:IF sm=1 THEN GOSUB 1230 ELSE GOSUB 1160
4060 NEXT:RETURN
4105 IF t=1 THEN GOSUB 3:IF a=35 THEN a=12
4115 GOSUB 4145:IF a1=0 THEN RETURN
4118 IF z=1 THEN 4169
4119 IF x=-1 THEN cal=0 ELSE cal=0:y=1
4120 IF a1=1 THEN 4150 ELSE IF a1=2 THEN 4155 ELSE IF a1=3 THEN GOSUB 4150:GOTO 4155 ELSE IF a1=4 THEN GOSUB 4150:GOSUB 4155:GOTO 41
60 ELSE IF a1=5 THEN GOSUB 4150:GOSUB 4155:GOTO 4165
4145 IF z=1 THEN 4147 ELSE IF a1=0 AND sp=2 THEN 4146 ELSE FOR i=0 TO pt STEP 16*sp:ORIGIN v+i,w:GOSUB 1140:NEXT:FOR i=0 TO pt STEP
16*sp:ORIGIN v+i,w-32:GOSUB 1140:NEXT:RETURN
4146 FOR i=0 TO pt STEP 16*sp:ORIGIN v+i,w:GOSUB 1210:NEXT:FOR i=0 TO pt STEP 16*sp:ORIGIN v+i,w-32:GOSUB 1210:NEXT:RETURN
4147 IF a1=0 AND sp=2 THEN 4148 ELSE FOR i=0 TO pt STEP 16*sp:ORIGIN v,w+1:GOSUB 1160:NEXT:FOR i=0 TO pt STEP 16*sp:ORIGIN v+32,w+1:
GOSUB 1160:NEXT:RETURN
4148 FOR i=0 TO pt STEP 16*sp:ORIGIN v,w-i:GOSUB 1230:NEXT:FOR i=0 TO pt STEP 16*sp:ORIGIN v+32,w-i:GOSUB 1230:NEXT:RETURN
4150 ix=x+1:y=-1:FOR i=0 TO pt STEP 16*sp:ORIGIN v+i,w-32:GOSUB 2010:NEXT:RETURN
4155 ix=x+1:y=1:FOR i=0 TO pt STEP 16*sp:ORIGIN v+i,w:GOSUB 2010:NEXT:RETURN
4160 FOR i=0 TO pt+8*sp STEP 8*sp:ORIGIN((v-(8*sp))+cal)+i,w-32:ix=x+1:y=1:GOSUB 2020:NEXT:RETURN
4165 FOR i=0 TO pt+8*sp STEP 8*sp:ORIGIN(v-cal)+i,w:ix=x+1:y=-1:GOSUB 2020:NEXT:RETURN
4169 x=1:IF y=1 THEN cal=2 ELSE cal=0
4170 IF a1=1 THEN 4180 ELSE IF a1=2 THEN 4182 ELSE IF a1=3 THEN GOSUB 4180:GOTO 4182 ELSE IF a1=4 THEN GOSUB 4180:GOSUB 4182:GOTO 41
76 ELSE IF a1=5 THEN GOSUB 4180:GOSUB 4182:GOTO 4178
4176 ix=1:y=y:IF y=1 THEN FOR i=0 TO pt+8 STEP 8*sp:ORIGIN v,(w+8*cal)-i:GOSUB 4183:NEXT:RETURN ELSE FOR i=0 TO pt+8 STEP 8*sp:ORIG
IN v,(w-cal)-i:GOSUB 4183:NEXT:RETURN
4178 ix=-1:y=y:IF y=-1 THEN FOR i=0 TO pt+8 STEP 8*sp:ORIGIN v+32,(w+10*cal)-i:GOSUB 4183:NEXT:RETURN ELSE FOR i=0 TO pt+8 STEP 8*
sp:ORIGIN v+32,w-i:GOSUB 4183:NEXT:RETURN
4180 ix=-1:y=y:FOR i=0 TO pt STEP 16*sp:ORIGIN v,(w*cal)-i:GOSUB 4183:NEXT:RETURN
4182 ix=1:y=y:FOR i=0 TO pt STEP 16*sp:ORIGIN v+32,(w+2*cal)-i:GOSUB 4183:NEXT:RETURN
4183 PLOT-b*x,0:DRAW-8*x,0:DRAW-24*x,-8*y:DRAW-38*x,-8*y:PLOT-6*x,-2*y:DRAW-8*x,-3*y:DRAW-24*x,-10*y:DRAW-38*x,-10*y:R
ETURN
4205 IF z=1 THEN w4=w:FOR i=1 TO ((qt-1)/2):ORIGIN v,w4:w4=w4-pas:GOSUB 3860:NEXT:v4=v+ecar*x:w4=w+pas/2:FOR i=1 TO ((qt-1)/2):ORIGIN
v4,w4:w4=w4-pas:GOSUB 3860:NEXT:aa=2:GOTO 4265
4210 v4=v:FOR i=1 TO ((qt-1)/2):ORIGIN v4,w4:v4=v4+pas:GOSUB 3850:NEXT:v4=v-pas/2:w4=w+ecar*y:FOR i=1 TO ((qt-1)/2):ORIGIN v4,w4:v4=v4+
pas:GOSUB 3850:NEXT:aa=1
4265 IF INT(qt/2)<qt/2 THEN ORIGIN v4,w4:ON aa GOTO 3850,3860 RETURN ELSE RETURN
4310 IF t=1 THEN GOSUB 3:IF a=33 THEN a=14
4320 IF z=1 THEN 4350
4330 FOR i=0 TO 11r STEP pqr:ORIGIN v+(i*x),w-((i*ora)*(y*dec)):GOSUB 4340:NEXT i:RETURN
4340 FOR el=0 TO 1ar-1:PLOT(el*x),0:DRAW(el*x),-(y*dec)*((dec*longr)+ex*(1/psr))+((i*orb)):NEXT el:RETURN
4350 FOR i=0 TO 11r STEP pqr:ORIGIN v-((i*ora)*(x*dec)),w+(i*y):GOSUB 4360:NEXT i:RETURN
4360 FOR el=0 TO 1ar-1:PLOT 0,-(el*y):DRAW((dec*longr)+ex*(1/psr))+((i*orb))*(-x*dec),-(el*y):NEXT el:RETURN
4405 IF t=1 THEN GOSUB 3:IF a=31 THEN a=15
4410 PLOT 0,0
4415 IF z=1 THEN 4445
4420 IF bout=1 THEN v3=v+(88*x):w3=w+(18*y)ELSE v3=v+(138*x):w3=w+(18*y)
4425 IF typ=1 THEN GOTO 4440
4430 IF typ=2 THEN GOSUB 4440:v3=v/3+(76*x):GOTO 4440
4435 IF typ=3 THEN GOSUB 4440:v3=v/3+(76*x):GOSUB 4440:v3=v/3+(76*x):GOTO 4440
4440 ORIGIN v3,w3:GOSUB 1235:ORIGIN v3+(125*x),w3:GOSUB 1235:ORIGIN v3+(50*x),w3:GOSUB 1235:ORIGIN v3,w3-(36*y):GOSUB 1235:ORIGIN v3+
(25*x),w3-(36*y):GOSUB 1235:ORIGIN v3+(50*x),w3-(36*y):GOTO 1235
4445 IF bout=1 THEN v3=v+(18*x):w3=w-(88*y)ELSE v3=v+(18*x):w3=w-(138*y)
4450 IF typ=1 THEN GOTO 4465
4455 IF typ=2 THEN GOSUB 4465:w3=w3-(74*y):GOTO 4465
4460 IF typ=3 THEN GOSUB 4465:w3=w3-(74*y):GOSUB 4465:w3=w3-(74*y):GOTO 4465
4465 ORIGIN v3,w3:GOSUB 1235:ORIGIN v3,w3-(26*y):GOSUB 1235:ORIGIN v3,w3-(150*y):GOSUB 1235:ORIGIN v3-(36*x),w3:GOSUB 1235:ORIGIN v3-
(36*x),w3-(26*y):GOSUB 1235:ORIGIN v3-(36*x),w3-(150*y):GOTO 1235
4502 GOTO 2210
4504 ORIGIN 0,0:PLOT v1,w1:v2=w:IF 1ar=0 THEN 1ar=4
4506 IF v1>v2 THEN mn=0:se=0
4508 IF v1<v2 THEN mn=0:se=1
4510 IF w1=w2 THEN mn=1:se=0
4512 IF w1<w2 THEN mn=1:se=1
4518 IF v1=v2 AND w1=w2 THEN 4530
4520 IF v1<v2 AND w1<w2 THEN GOTO 4520
4522 IF v1<v2 THEN 4524 ELSE 4528
4524 FOR i=1 TO 1ar-1:PLOT v1,w1:DRAW v2,w2:PLOT v1,w1+((i-1)*y):DRAW v2,w2+((i-1)*y):NEXT
4526 IF T=1 OR T=2 THEN a=16:mo=mn:sa=se:RETURN ELSE GOSUB 3:GOTO 4532
4528 FOR i=1 TO 1ar-1:PLOT v1,w1:DRAW v2,w2:PLOT v1+(i*x),w1:DRAW v2+(i*x),w2:NEXT
4530 IF T=1 OR T=2 THEN a=16:mo=mn:sa=se:RETURN ELSE GOSUB 3:GOTO 4532
4532 IF sa=1 AND mn=1 AND(mn<mo) THEN y=-1:x=-1
4534 IF sa=0 AND mn=1 AND(mn<mo) THEN y=1:x=1
4536 IF sa=1 AND mn=0 AND(mn<mo) THEN y=-1:x=-1
4538 IF sa=0 AND mn=0 AND(mn<mo) THEN y=1:x=1
4540 IF mn=1 AND mn=mo THEN se=sa
4542 IF sa=0 AND(mn=mo) THEN se=sa
4544 IF v1=v2 AND w1=w2 THEN se=sa:mn=mo
4546 IF se=0 AND(mn=mo) THEN se=sa
4548 RETURN
5010 idt$=" PASTILLAGE ":GOSUB 8000:IF conf$="N"OR conf$="n"THEN T=4:RETURN
5015 INPUT#2,"TYPE DE PASTILLE (1-6):":past:IF PAST<1 OR past>6 THEN CLS#2:GOTO 5015
5020 INPUT#3,"Ecart (fois 1.27)=":ecart$
5030 ecart=VAL(ecart$)*0:CLS#1:a=9:RETURN
5110 idt$=" LIAISONS ":GOSUB 8000:IF conf$="N"OR conf$="n"THEN T=4:RETURN
5112 INPUT#2,"Nbre de liaisons ":lir
5115 IF lir=0 THEN CLS#2:GOTO 5112
5120 INPUT#3,"Longeur (fois 1.27)=":longr$:longr=VAL(longr$)*8:IF longr=0 THEN CLS#3:GOTO 5120
5130 INPUT#4,"Pas 1.27=0 /2.54=2 /5.08=5 ":pasr$:IF pasr$="2"THEN psm=16 ELSE IF pasr$="5"THEN psm=32 ELSE IF pasr$="0"OR pasr$=""T
HEN psm=8 ELSE CLS#4:GOTO 5130
5135 INPUT#5,"Largeur des traits ":lar
5136 IF 1ar=0 OR 1ar=1 THEN CLS#5:GOTO 5135
5140 lir=(lir-1)*psr
5150 a=10:GOTO 5731
5210 idt$=" DIPS ":GOSUB 8000:IF conf$="N"OR conf$="n"THEN T=4:RETURN
5212 INPUT#2,"Nbre de broches":bro
5215 IF bro<0 THEN CLS#2:GOTO 5212
5220 INPUT#3,"ECARTEMENT (0.12) = ":espa
5225 IF esp=0 OR esp=2 THEN CLS#3:GOTO 5220
5230 INPUT#4,"SMALL=0 LARGE=1":sm
5235 IF SM<0 OR SM>1 THEN CLS#4:GOTO 5230
5240 IF esp=0 THEN bro=(bro-1)*16 ELSE bro=(bro/2)-1)*16
5250 a=11:RETURN
5310 idt$=" 41162 ":GOSUB 8000:IF conf$="N"OR conf$="n"THEN T=4:RETURN
5312 INPUT#2,"Nbre de points ":ipt
5315 IF pt<2 THEN CLS#2:GOTO 5312
5320 INPUT#3,"Espacement : 2.54=2 / 5.08=5 ":var
5330 IF var=2 THEN sp=1 ELSE IF var=5 THEN sp=2 ELSE CLS#3:GOTO 5320
5335 IF sp=2 THEN al=0:GOTO 5350

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430
450 t=0:WINDOW#1,35,45,12,15:CLS#1:PRINT#1,"COMPOSANT":PRINT#1," Nos";
460 LINE INPUT#1,"";r$;IF r$=""THEN 240 ELSE a=VAL(LEFT$(r$,2))
470 IF a<1 OR a>24 THEN 450 ELSE 430
490 CLS:LOCATE 4,4:PRINT CHR$(7):"INSERER LA DISQUETTE DATA DANS LE LECTEUR ";LEFT$(d$,1);" ET APPUYEZ SUR UNE TOUCHE"
500 get$=""get$=UPPER$(INKEY$):IF get$=""THEN 500 ELSE IF get$="N"THEN 240
510 MODE 2:POKE 8A468,PEEK(8A625):POKE 8A46A,8C1:CALL 8A452
520 IF PEEK(8A481)=255 THEN GOTO 490
530 POKE 8A700,PEEK(8A625):CAT:POKE 8A700,0
540 ON INSTR(10$,r$)GOTO 640,590,560,620
560 LINE INPUT"NON DU SCHEMA A SAUVEGARDER (SANS extension) : ";n$:IF n$=""THEN 640
570 n$=d$+n$+".SAO":PRINT:PRINT"SAUVEGARDE EN COURS...":CALL 8A482,1,n$:GOTO 640
590 LINE INPUT"NON DU SCHEMA A CHARGER (extension par default = .SAO) : ";n$:IF n$=""THEN 640
600 n$=d$+n$:IF INSTR(n$,".")=0 THEN n$=n$+".SAO"
605 PRINT:PRINT"CHARGEMENT EN COURS...":CALL 8A482,0,n$:GOTO 640
620 LINE INPUT"NON DU SCHEMA A ERASER (AVEC extension) : ";n$:IF n$=""THEN 640
630 n$=d$+n$:PRINT:PRINT"EFFACEMENT...":ERA,n$:POKE 8A700,PEEK(8A625):CAT:POKE 8A700,0
640 PRINT:PRINT" TAPPEZ UNE TOUCHE":CALL 8B019:GOTO 240
660 WINDOW#0,33,47,8,15:PAPER 1:PEN 0:CLS

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670 PRINT:PRINT"APPUYEZ SUR '0':PRINT"POUR CONFIRMER":PRINT
680 PRINT" AUTRE TOUCHE":PRINT:PRINT" ANNULLATION"
690 CALL 8B018:IF INKEY(34)=-1 THEN 710
695 MODE 2:INPUT"nombre de passes : ";paz$:paz=VAL(paz$)
696 INPUT"ECHELLE 2 ou ECHELLE 1 (G/P):";dens$:dens$=UPPER$(dens$):IF dens$="P"THEN GOSUB 5 ELSE GOSUB 4
700 MODE 2:GOSUB 3:CALL 8A4F4
710 PAPER 0:PEN 1:GOTO 240
730 mo$=" NOUVEAU":lo$="N":co=6:GOSUB 810
740 IF co<1 THEN 240
750 MODE 2:GOSUB 2:GOTO 240
770 mo$=" QUITTER":lo$="O":co=67:az=69:GOSUB 810
780 IF co<1 THEN 240
790 CALL 0
810 WINDOW#0,33,47,8,15:PAPER 1:PEN 0:CLS
820 PRINT:PRINT" CTRL/SHIFT ";lo$:PRINT:PRINT mo$:PRINT
830 PRINT" AUTRE TOUCHE":PRINT:PRINT" ANNULLATION"
840 co=0:CALL 8B018:IF(INKEY(10)=160 OR INKEY(az)=160)THEN co=1
850 PAPER 0:PEN 1:RETURN
1040 IF dc=0 THEN RETURN
1050 LOCATE 1,1:PRINT CHR$(24);v:w:CHR$(24);
1060 FOR i=0 TO 100:NEXT i temporisation
1070 LOCATE 1,1:PRINT SPACE$(12);RETURN
1120 PLOT-2,4:DRAW 2,4:PLOT-4,2:DRAW 4,2:PLOT-4,0:DRAW-2,0:PLOT 2,0:DRAW 4,0:PLOT-4,-2:DRAW 4,-2:PLOT-2,-4:DRAW 2,-4:RETURN
1140 PLOT-2,6:DRAW 2,6:PLOT-4,4:DRAW 4,4:PLOT-4,2:DRAW-2,2:PLOT 2,2:DRAW 4,2:PLOT-4,0:DRAW-2,0:PLOT 2,0:DRAW 4,0:PLOT-4,-2:DRAW-2,-2
:PLOT 2,-2:DRAW 4,-2:PLOT-4,-4:DRAW 4,-4:PLOT-2,-6:DRAW 2,-6:RETURN
1160 PLOT-6,4:DRAW 6,4:PLOT-8,2:DRAW-3,2:PLOT 3,2:DRAW 8,0:PLOT-6,-2:DRAW 6,-2:RETURN
1180 PLOT-4,6:DRAW 4,6:PLOT-5,4:DRAW 5,4:PLOT-6,2:DRAW-2,2:PLOT 2,2:DRAW 6,2:PLOT-6,0:DRAW-3,0:PLOT 3,0:DRAW 6,0:PLOT-6,-2:DRAW-2,-2
:PLOT 2,-2:DRAW 6,-2:PLOT-5,-4:DRAW 5,-4:PLOT-4,-6:DRAW 4,-6:RETURN
1210 PLOT-3,8:DRAW 3,8:PLOT-5,6:DRAW 5,6:PLOT-5,4:DRAW 5,4:PLOT-5,2:DRAW-2,2:PLOT 2,2:DRAW 5,2:PLOT-5,0:DRAW-2,0:PLOT 2,0:DRAW 5,0:P
LOT-5,-2:DRAW-2,-2:PLOT 2,-2:DRAW 5,-2:PLOT-5,-4:DRAW 5,-4:PLOT-5,-6:DRAW 5,-6:PLOT-3,-8:DRAW 3,-8:RETURN
1230 PLOT-6,6:DRAW 6,6:PLOT-8,4:DRAW 8,4:PLOT-8,2:DRAW-3,2:PLOT 3,2:DRAW 8,2:PLOT-8,0:DRAW-3,0:PLOT 3,0:DRAW 8,0:PLOT-8,-2:DRAW 8,-2
:PLOT-6,-4:DRAW 6,-4:RETURN
1235
1240 PLOT-4,8:DRAW 4,8:PLOT-6,6:DRAW 6,6:PLOT-8,4:DRAW 8,4:PLOT-8,2:DRAW-2,2:PLOT 2,2:DRAW 8,2:PLOT-8,0:DRAW-3,0:PLOT 3,0:DRAW 8,0:P
LOT-8,-2:DRAW-2,-2:PLOT 2,-2:DRAW 8,-2:PLOT-8,-4:DRAW 8,-4:PLOT-6,-6:DRAW 6,-6:PLOT-4,-8:DRAW 4,-8:RETURN
1260 PLOT-6,10:DRAW 6,10:PLOT-8,8:DRAW 8,8:PLOT-10,6:DRAW 10,6:PLOT-10,4:DRAW 10,4:PLOT-10,2:DRAW-2,2:PLOT 2,2:DRAW 10,2:PLOT-10,0:
DRAW-3,0:PLOT 3,0:DRAW 10,0:PLOT-10,-2:DRAW-2,-2:PLOT 2,-2:DRAW 10,-2:PLOT-10,-4:DRAW 10,-4:
1270 PLOT-10,-6:DRAW 10,-6:PLOT-8,-8:DRAW 8,-8:PLOT-6,-10:DRAW 6,-10:RETURN
2010 PLOT 0,-6*1Y:DRAW 0,-8*1Y:DRAW-8*1X,-24*1Y:DRAW-8*1X,-38*1Y:PLOT-1*1X,-6*1Y:DRAW-1*1X,-8*1Y:DRAW-9*1X,-24*1Y:DRAW-9*1X,-38*1Y:P
LOT 1*1X,-6*1Y:DRAW 1*1X,-8*1Y:DRAW-7*1X,-24*1Y:DRAW-7*1X,-38*1Y:RETURN
2020 PLOT 0,-6*1Y:DRAW 0,-8*1Y:DRAW-8*1X,-24*1Y:DRAW-8*1X,-26*1Y:PLOT-1*1X,-6*1Y:DRAW-1*1X,-8*1Y:DRAW-9*1X,-24*1Y:DRAW-9*1X,-26*1Y:P
LOT 1*1X,-6*1Y:DRAW 1*1X,-8*1Y:DRAW-7*1X,-24*1Y:DRAW-7*1X,-26*1Y:RETURN
2210 IF t=2 THEN PLOT 0,0:RETURN
2211 IF a=6 OR a=16 THEN IF z=1 THEN x=-1:y=-1 ELSE x=1:y=1
2212 IF z=6 OR a=16 THEN FOR o=0 TO 1ar-1:PLOT o*x,0:DRAW o*x,(1ar-1)*y:NEXT o:MOVE 0,0:DRAW 0,12:MOVE 0,0:DRAW 12,0:MOVE 0,-8:DRAW 0,

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-12:MOVE 0,0:DRAW-12,0:GOTO 2216
2215 MOVE 0,6:DRAW 0,12:MOVE 6,0:DRAW 12,0:MOVE 0,-6:DRAW 0,-12:MOVE-6,0:DRAW-12,0:POKE 8A51,0:CALL 8A448:PLOT 0,5:DRAW 0,-5:PLOT 5
,0:DRAW-5,0:POKE 8A51,1:CALL 8A448:PLOT 0,0
2216 IF t=1 THEN GOSUB 3:y1=v1:w1:w1 IF a=2 THEN a=27 ELSE IF a=6 THEN a=26 ELSE IF a=11 THEN a=28 ELSE IF a=12 THEN a=29 ELSE IF a=10
THEN a=30 ELSE IF a=15 THEN a=31 ELSE IF a=13 THEN a=32 ELSE IF a=14 THEN a=33 ELSE IF a=16 THEN a=34
2220 RETURN
3010 IF z=1 THEN 3030
3020 DRAW 4*x,0:PLOT 0,-2*y:DRAW 4*x,-2*y:PLOT 0,2*y:DRAW 4*x,2*y:RETURN
3030 PLOT-1,0:DRAW 1,0:RETURN
3150 ORIGIN 0,0:CALL 85AF9,1:PLOT v1,w1:IF z=1 THEN BORDER 15 ELSE BORDER PEEK(8A626)
3160 DRAW v1,w1:DRAW v,w:DRAW v,w1:DRAW v1,w1
3170 IF t<1 AND t<2 THEN GOTO 3 ELSE IF T=1 THEN CALL 85AF9,0:PLOT v1,w1:DRAW v1,w1:DRAW v,w1:DRAW v,w1 ELSE IF T=2 THEN
CALL 85AF9,0:PLOT v1,w1,0:DRAW v1,w1,0:DRAW v,w1,0:DRAW v,w1,0:DRAW v1,w1,0
3175 IF w1=w THEN s=2 ELSE s=-2
3180 IF z=1 AND t<1 AND t<2 THEN FOR i=w TO w1 STEP ss:PLOT v1,i:DRAW v,i:NEXT ELSE IF z=1 AND t=1 THEN FOR i=w TO w1 STEP ss:PLOT
v1,i:DRAW v,i:NEXT ELSE IF z=1 AND t=2 THEN FOR i=w TO w1 STEP ss:PLOT v1,i,0:DRAW v,i,0:NEXT
3185 a=2:v=v1:w=w1:BORDER PEEK(8A626):RETURN
3210 i=x*x1:y=y:IF z=1 THEN 3230
3220 GOTO 2020
3230 PLOT-b*x,0:DRAW-b*x,0:DRAW-24*x,-8*y:DRAW-26*x,-8*y:PLOT-6*x,-2*y:DRAW-8*x,-2*y:DRAW-24*x,-10*y:DRAW-26*x,-10*y:RETURN
3310 IF z=1 THEN 3330

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3320 DRAW 4,0:PLOT 8,0:DRAW 12,0:PLOT 16,0:DRAW 20,0:PLOT 0,-2:DRAW 4,-2:PLOT 8,-2:DRAW 12,-2:PLOT 16,-2:DRAW 20,-2:RETURN
3330 FOR i=0 TO 3:PLOT 1,0:DRAW 1,4:PLOT 1,-8:DRAW 1,-12:PLOT 1,-16:DRAW 1,-20:NEXT i:RETURN
3410 IF z=1 THEN 3430
3420 PLOT 4*x,0:DRAW 16*x,0:PLOT 2*x,-2*y:DRAW 16*x,-2*y:PLOT 0,-4*y:DRAW 4*x,-4*y:FOR i=6 TO 14 STEP 2:PLOT 0,-1*y:DRAW 3*x,-1*y:NE
XT i:RETURN
3430 PLOT 6*x,2*y:DRAW 16*x,2*y:PLOT 4*x,0:DRAW 16*x,0:PLOT 2*x,-2*y:DRAW 16*x,-2*y:PLOT 0,-4*y:DRAW 7*x,-4*y:FOR i=6 TO 14 STEP 2:P
LOT 0,-1*y:DRAW 5*x,-1*y:NEXT i:RETURN
3505 GOTO 2210
3510 ORIGIN 0,0:PLOT v1,w1:v2=v:w2=w:IF 1ar=0 THEN 1ar=4
3515 IF 1ar=2*INT(1ar/2) THEN corr=0 ELSE corr=1
3520 IF z=1 THEN x=-1:y=-1 ELSE x=1:y=1
3525 IF v1=v2 AND w1=w2 THEN 3560
3530 IF v1<v2 AND w1<w2 THEN 3550
3535 IF v1<v2 THEN 3540 ELSE 3550
3540 FOR i=1 TO 1ar-1:PLOT v1,w1:DRAW v2,w2:PLOT v1,w1*((1-i+corr)*y):DRAW v2,w2*((1-i+corr)*y):NEXT
3545 IF t=1 OR t=2 THEN a=6:RETURN ELSE GOTO 3
3550 FOR i=1 TO 1ar-1:PLOT v1,w1:DRAW v2,w2:PLOT v1+i*x,w1:DRAW v2+i*x,w2:NEXT
3555 IF t=1 OR t=2 THEN a=6:RETURN ELSE GOTO 3
3560 IF t=1 OR t=2 THEN a=6:RETURN ELSE GOTO 3
3610 MODE 2:t=0:WINDOW#1,30,70,6,9:CLS#1:INPUT#1,"Pas 1180(0) - 1.27(1) - 2.54(2)":var:IF var<0 OR var>2 THEN 3610
3620 IF var=1 THEN hn=8:hs=16:hc=64:vn=8:vs=16:vc=64 ELSE IF var=2 THEN hn=16:hs=32:hc=64:vn=16:vs=32:vc=64 ELSE hn=1:hs=8:hc=48:vn=
1:vs=8:vc=48
3630 POKE 8A387,(256-hn):POKE 8A39C,hn:POKE 8A38E,(256-hs):POKE 8A3A3,hs:POKE 8A395,(256-hc):POKE 8A3AA,hc:POKE 8A372,vn:POKE 8A35D,
(256-vn):POKE 8A379,vs:POKE 8A364,(256-vs):POKE 8A380,vc:POKE 8A368,(256-vc):RETURN
3640 t=4:RETURN
3710 ORIGIN 0,0:TAGE:MOVE v,w:PRINT CHR$(143):IF t=1 THEN GOSUB 3:a=25
3720 TABOFF:RETURN
3730 ORIGIN 0,0:MOVE v,w
3740 zq=FRE("0"):TAGE:bs=INKEY$:IF bs=""THEN 3740
3750 IF bs=CHR$(13) THEN 3790
3760 IF bs=CHR$(16) THEN GOSUB 3:w=w+16:GOTO 3790
3770 IF bs=CHR$(127) THEN MOVE(XPOS-8),w:PRINT" ";MOVE(XPOS-8),w:GOTO 3740
3780 PRINT bs:GOTO 3740
3790 GOSUB 2:w=w-16:a=8:TAGEFF:RETURN
3805 "PASTILLAGE
3810 ORIGIN v,w:IF z=1 THEN 3820
3815 GOSUB 3830:ORIGIN v+ecart,w:GOSUB 3830:RETURN
3820 GOSUB 3840:ORIGIN v,w+ecart:GOSUB 3840:RETURN
3830 IF past=1 THEN GOSUB 1120 ELSE IF past=2 THEN GOSUB 1140 ELSE IF past=3 THEN GOSUB 1210 ELSE IF past=4 THEN GOSUB 1180 ELSE IF
past=5 THEN GOSUB 1235 ELSE IF past=6 THEN GOSUB 1260
3835 RETURN
3840 IF past=1 THEN GOSUB 1120 ELSE IF past=2 THEN GOSUB 1160 ELSE IF past=3 THEN GOSUB 1230 ELSE IF past=4 THEN GOSUB 1180 ELSE IF
past=5 THEN GOSUB 1235 ELSE IF past=6 THEN GOSUB 1260

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5340 INPUT#4,"Code de sortie (0-5)";:a1
5345 IF a1<0 OR a1>5 THEN CLS#4:GOTO 5340
5350 pt=((pt/2)-1)*16:IF sp=2 THEN pt=pt*2
5360 a=12:RETURN
5410 idt$=" past.DECALÉES ":GOSUB 8000:IF conf$="N"OR conf$="n"THEN T=4:RETURN
5412 INPUT#2,"Pas (fois 1.27)";:pas:IF pas<1 THEN CLS#2:GOTO 5412 ELSE pas=pas*8
5420 INPUT#3,"Ecart (fois 1.27)";:ecar:IF ecar<1 THEN CLS#3:GOTO 5420 ELSE ecar=ecar*8
5430 INPUT#4,"Nbre de points";:qt:IF qt<2 THEN CLS#4:GOTO 5430
5440 INPUT#5,"PASTILLES 1-6";:lop:IF lop<1 OR lop>6 THEN CLS#5:GOTO 5440
5450 a=13:RETURN
5510 idt$=" RACCORD DECALES ":GOSUB 8000:IF conf$="N"OR conf$="n"THEN T=4:RETURN
5515 INPUT#2,"Nbre de Raccords ";:lir:IF lir<2 THEN CLS#2:GOTO 5515
5520 INPUT#3,"Pas du decalage (fois 1.27)";:longr:IF longr<1 THEN CLS#3:GOTO 5520 ELSE longr=longr*8
5530 INPUT#4,"Pas de depart:(1.27=0 /2.54=2 /5.08=5)";:psr:IF psr=2 THEN psr=16 ELSE IF psr=5 THEN psr=32 ELSE IF psr=0 THEN psr=8 ELSE CLS#4:GOTO 5530
5540 INPUT#5,"Pas d'arrivee:(1.27=0/2.54=2/5.08=5)";:pasa:IF pasa=2 THEN psa=16 ELSE IF pasa=5 THEN psa=32 ELSE IF pasa=0 THEN psa=8 ELSE CLS#5:GOTO 5540
5550 INPUT#6,"Origine flat=0 / decalée=1";:ora:IF ora<0 OR ora>1 THEN CLS#6:GOTO 5550 ELSE IF ora=0 THEN orb=1:dec=1 ELSE orb=0:IF psr>pasa THEN dec=-1 ELSE dec=1
5560 INPUT#7,"Largeur des traits ";:lar:IF lar<2 THEN CLS#7:GOTO 5560
5570 lir=(lir-1)*psr
5580 ex=(psa-psr)
5590 a=14:GOTO 5731
5610 idt$=" SCHADOW ":GOSUB 8000:IF conf$="N"OR conf$="n"THEN T=4:RETURN
5615 INPUT#2,"Bouton fg=1/fa=2 ";:bout:IF bout<1 OR bout>2 THEN CLS#2:GOTO 5615
5620 INPUT#3,"Cellule f2=1 / f4=2 / f6=3 ";:typ:IF typ<1 OR typ>3 THEN CLS#3:GOTO 5620

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5630 a=15:RETURN
5710 idt$=" CONNEXIONS ":GOSUB 8000:IF conf$="N"OR conf$="n"THEN T=4:RETURN
5715 INPUT#2,"Largeur des traits";:lar
5720 IF lar<2 THEN CLS#2:GOTO 5715
5730 PRINT#3,"Retour =X N X";:INPUT#3,"ormal ou Auto";:RT$:IF RT$="A"OR RT$="a"THEN a=16 ELSE a=6
5731 LOCATE 26,16:PRINT,"le PAS LIBRE est enclanche d'office ":LOCATE 26,18:PRINT," Votre choix sera retabi automatiquement plus tard ".LOCATE 26,20:PRINT," Appuyez une touche quelconque":
5732 POKE &A387,255:POKE &A39C,1:POKE &A3BE,248:POKE &A343,8:POKE &A395,208:POKE &A3AA,48:POKE &A372,1:POKE &A35D,255:POKE &A379,8:P
OKE &A364,248:POKE &A380,48:POKE &A36B,208:CALL &B818:RETURN
5740 MODE 2:t=0:WINDOW#1,30,80,6,15:CLS#1:RETURN
8000 MODE 2:t=0:WINDOW#1,25,80,5,5:WINDOW#2,25,80,7,7:WINDOW#3,25,80,8,8:WINDOW#4,25,80,9,9:WINDOW#5,25,80,10,10:WINDOW#6,25,80,11,11:WINDOW#7,25,80,12,12:CLS#1:CLS#2:CLS#3:CLS#4:CLS#5:CLS#6:CLS#7
8010 PRINT#1,"X";:idt$:"X";:INPUT#1," confirm. N/D ";:conf$:IF conf$="N"OR conf$="n"OR conf$="O"OR conf$="o"OR conf$=" "THEN RETURN ELSE CLS#1:GOTO 8010

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[5732][168][70][71][72][73][74][75][76][77][78][79][80][81][82][83][90][91][92][100][1040][111][112][113][114][71][120][130][150][151][152][153][1
1000][1000][10005][156][3505][2210][2211][2212][2213][160][70][71][72][73][74][75][76][77][78][79][80][81][82][83][90][91][92][100][1040][111]
[112][113][114][71][120][130][150][151][152][153][10000][10001][10005][156][3505][2210][2211][2212][2213][160][70][71][72][73][74][75]
[76][77][78][80][82][83][90][91][92][100][1040][111][112][113][114][71][120][130][150][151][152][153][10000][10001][10005][156][3505][22
0][221][2212][2213][160][70][71][72][73][74][75][76][77][78][79][80][81][82][83][90][91][92][100][1040][111][112][113][114][151][15000][1500
1][15005][116][120][130][150][151][152][153][10000][10001][10005][156][3505][2210][2211][2212][2213][160][70][71][72][90][91][92][100]
[1040][111][112][113][114][151][15000][15001][15005][116][120][130][150][151][152][153][10000][10001][10005][156][3505][2210][2211][2212]

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