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1 REM IAO.BAS
10 REM *** KEY DEF 86,0,0 -
  ^ MEMORY &5AFD:POKF -
    " 0.1:INK "
150 GOSUB 260
160 LOAD "COMPO.SAO" " ecran presentation
170 BORDER 2:LOAD "ROUTINES.SCH"
  ^ REM *** LOAD "COPY-7B.C"
    LOAD "COPY-7B.C"
240 IF m=1 THEN ---
250 RUN "COMPO.SCH"
290 CALL &BB10

```

Figure 1

1 REM COMFO. SCH

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290 DATA 1 POINTS,2 RECTANGLES,3 CARRES,4 POINTILLES, 5 COIN/CROIX,6 CONNEXIONS,
7 FLECHE,8 ALPHA,9 RESISTANCE,10 IC 8,11 IC 14,12 IC 16,13 IC 20, 14 IC 40, 15 M
ASSE/TERRE,16 CERCELES
300 DATA 17 Broches,18 Condo NP2,19 Condo NP4,20 Condo P2,21 Condo P7,22 Condo P
10,23 Condo P14,24 Condo P18, 25 DIODE,26 POT MONO,27 POT DUO,28 ZENER,29 TO92,3
0 TO126,31 TO220,32 TO3,33 SHADOW F2,34 F4,35 F6,36 FG,37 FA 201,38 Pastilles,39
TX,40 T7Y

2000 ' S/P grand cercle
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 18,18: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 2
5,-16:DRAW 18,-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
2040 ' S/P petit cercle
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 17,8:PLOT 18,6:PLOT 19,4:PLOT 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,-8:PLOT 2,-8:PLOT 1,-4:PLOT 0,-2:DRAW 0
,2:RETURN

2180 'SP PASTILLES
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 4,-2:DRAW
4,2:PLOT -3,-2:DRAW -3,2:PLOT 3,-2:DRAW 3,2:GOTO 2190
2200 'cran v ( pour H)
2210 ORIGIN v+org,w+4:DRAW 0,-12:PLOT 1*x,0:DRAW 1*x,-12:DRAW 4*x,-12:DRAW 4*x,-
20:DRAW 0,-20:DRAW 0,-32:PLOT 1*x,-20:DRAW 1*x,-32:PLOT 0,-32:DRAW 1g*x,-32:DRAW
1g*x,0:DRAW (1g-1)*x,0:DRAW (1g-1)*x,-32:DRAW (1g-1)*x,0:DRAW 0,0:RETURN
2220 'cran h ( pour V)
2230 ORIGIN v-4,w+org:DRAW 12,0:DRAW 12,-4*y:DRAW 20,-4*y:DRAW 20,0:DRAW 32,0:PL
OT 32,0:DRAW 32,-1g*y:DRAW 0,-1g*y:DRAW 0,0:RETURN

3800 'resistance
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 2
6,-4:DRAW 6,-4:DRAW 6,0:RETURN
3830 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
3900 'CI 8
3910 IF z=1 THEN 3940
3920 FOR I=0 TO 24 STEP 8:ORIGIN v+1,w:GOSUB 2180:NEXT:FOR I=0 TO 24 STEP 8:ORIG
IN v+1,w-24:GOSUB 2180:NEXT:1g=32:IF x=1 THEN org=-4 ELSE org =28
3930 GOTO 2200
3940 FOR I=0 TO 24 STEP 8:ORIGIN v,w-1:GOSUB 2180:NEXT:FOR I=0 TO 24 STEP 8:ORIG
IN v+24,w-1:GOSUB 2180:NEXT:1g=32:IF y=1 THEN org=4 ELSE org =-28
3950 GOTO 2220
4000 'CI 14
4010 IF z=1 THEN 4040
4020 FOR I=0 TO 48 STEP 8:ORIGIN v+1,w:GOSUB 2180:NEXT:FOR I=0 TO 48 STEP 8:ORIG
IN v+1,w-24:GOSUB 2180:NEXT:1g=56:IF x=1 THEN org=-4 ELSE org =52
4030 GOTO 2200
4040 FOR I=0 TO 48 STEP 8:ORIGIN v,w-1:GOSUB 2180:NEXT:FOR I=0 TO 48 STEP 8:ORIG
IN v+24,w-1:GOSUB 2180:NEXT:1g=56:IF y=1 THEN org=4 ELSE org =-52
4050 GOTO 2220
4100 'CI 16
4110 IF z=1 THEN 4140
4120 FOR I=0 TO 56 STEP 8:ORIGIN v+1,w:GOSUB 2180:NEXT:FOR I=0 TO 56 STEP 8:ORIG
IN v+1,w-24:GOSUB 2180:NEXT:1g=64:IF x=1 THEN org=-4 ELSE org =60
4130 GOTO 2200
4140 FOR I=0 TO 56 STEP 8:ORIGIN v,w-1:GOSUB 2180:NEXT:FOR I=0 TO 56 STEP 8:ORIG
IN v+24,w-1:GOSUB 2180:NEXT:1g=64:IF y=1 THEN org=4 ELSE org =-60
4150 GOTO 2220
4200 'CI 20
4210 IF z=1 THEN 4240
4220 FOR I=0 TO 76 STEP 8:ORIGIN v+1,w:GOSUB 2180:NEXT:FOR I=0 TO 76 STEP 8:ORIG
IN v+1,w-24:GOSUB 2180:NEXT:1g=80:IF x=1 THEN org=-4 ELSE org =76
4230 GOTO 2200
4240 FOR I=0 TO 76 STEP 8:ORIGIN v,w-1:GOSUB 2180:NEXT:FOR I=0 TO 76 STEP 8:ORIG
IN v+24,w-1:GOSUB 2180:NEXT:1g=80:IF y=1 THEN org=4 ELSE org =-76
4250 GOTO 2220
4300 'CI 40
4310 IF z=1 THEN 4340
4320 FOR I=0 TO 152 STEP 8:ORIGIN v+1,w:GOSUB 2180:NEXT:FOR I=0 TO 152 STEP 8:OR
IGIN v+1,w-48:GOSUB 2180:NEXT:IF x=1 THEN ORIGIN v-4,w+4 ELSE ORIGIN v+156,w+4
4330 DRAW 0,-24:PLOT 1*x,0:DRAW 1*x,-24:DRAW 4*x,-24:DRAW 4*x,-32:DRAW 0,-32:DEA
W 0,-56:PLOT 1*x,-32:DRAW 1*x,-56:PLOT 0,-56:DRAW 160*x,-56:DRAW 160*x,0:DRAW 15
9*x,0:DRAW 159*x,-56:DRAW 159*x,0:DRAW 0,0:RETURN
4340 FOR I=0 TO 152 STEP 8:ORIGIN v,w-1:GOSUB 2180:NEXT:FOR I=0 TO 152 STEP 8:OR
IGIN v+48,w-1:GOSUB 2180:NEXT:IF y=1 THEN ORIGIN v-4,w+4 ELSE ORIGIN v-4,w-156:
4350 DRAW 24,0:DRAW 24,-4*y:DRAW 32,-4*y:DRAW 32,0:DRAW 56,0: PLOT 56,0:DRAW 56,
-160*y:DRAW 0,-160*y:DRAW 0,0:PLOT 55,0:DRAW 55,-160*y:DRAW 1,-160*y:DRAW 1,0:RE
TURN
4999 ' suivent les MERGES

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5000 REM COM-3.BAS
5010 'broches
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*y):GOSUB 3030:FOR i=0 TO 24 STEP 6:ORIGIN v+(8*x),(w-(8*y))-(i*y):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*y):GOSUB 3030:NEXT:RETURN
5100 'CONDO NP2
5110 ORIGIN v,w:IF z=1 THEN 5130
5120 DRAW 5*x,0:DRAW 5*x,4*y:DRAW 6*x,4*y:DRAW 6*x,-4*y:DRAW 5*x,-4*y:DRAW 5*x,0:PLOT 10*x,0:DRAW 10*x,4*y:DRAW 11*x,4*y:DRAW 11*x,-4*y:DRAW 10*x,-4*y:DRAW 10*x,0:DRAW 16*x,0:RETURN
5130 DRAW 0,-6*y:DRAW -4*x,-6*y:DRAW 4*x,-6*y:PLOT 0,-10*y:DRAW 4*x,-10*y:DRAW -4*x,-10*y:DRAW 0,-10*y:DRAW 0,-16*y:RETURN
5200 'CONDO NP4
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 0,8*y:PLOT 0,-16*y:DRAW 0,-24*y:ORIGIN v,w:GOTO 5130
5300 'CONDO P2
5310 ORIGIN v,w:IF z=1 THEN 5330
5320 DRAW 5*x,0:DRAW 5*x,2*y:DRAW 6*x,2*y:DRAW 6*x,-2*y:DRAW 5*x,-2*y:DRAW 5*x,0:PLOT 5*x,6*y:DRAW 11*x,6*y:DRAW 11*x,-6*y:DRAW 10*x,-6*y:DRAW 10*x,6*y:PLOT 10*x,-6*y:DRAW 5*x,-6*y:PLOT 10*x,0:DRAW 16*x,0:RETURN
5330 DRAW 0,-6*y:DRAW 2*x,-6*y:DRAW -2*x,-6*y:PLOT 6*x,-6*y:DRAW 6*x,-10*y:DRAW -6*x,-10*y:DRAW -6*x,-6*y:PLOT 0,-10*y:DRAW 0,-16*y:RETURN
5400 'CONDO P7
5410 cd1=10:cd2=8:c10=8:c11=14:c12=18:c13=48:c14=56:IF z=1 THEN 8030 ELSE 8000
5500 'CONDO P10
5510 cd1=12:cd2=10:c10=10:c11=16:c12=22:c13=70:c14=80:IF z=1 THEN 8030 ELSE 8000

5600 'CONDO P14
5610 cd1=14:cd2=12:c10=12:c11=18:c12=24:c13=100:c14=112:IF z=1 THEN 8030 ELSE 8000
5700 'CONDO P18
5710 cd1=24:cd2=22:c10=12:c11=20:c12=28:c13=128:c14=144:IF z=1 THEN 8030 ELSE 8000
7999 'SF Condo H
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,cd2: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 'SF Condo V
8030 ORIGIN v,w:DRAW 0,-c10*y:DRAW cd1,-c10*y:DRAW cd1,-c11*y:DRAW -cd1,-c11*y:DRAW -cd1,-c10*y:DRAW 0,-c10*y:PLOT cd2,-c11*y:DRAW cd2,-c12*y:PLOT -cd2,-c11*y:DRAW -cd2,-c12*y
8040 PLOT 0,-c14*y:DRAW 0,-c13*y:DRAW -cd1,-c13*y:DRAW -cd1,-c12*y:DRAW cd1,-c12*y:DRAW cd1,-c13*y:DRAW 0,-c13*y:RETURN

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5000 REM COM-4.BAS
5010 'DIODE
5020 GOTO 2080
5100 'POTAR SIMPLE
5110 ORIGIN v,w:IF z=1 THEN 5140
5120 GOSUB 8000:DRAW 0,-6*y:DRAW 40,-6*y:DRAW 40,0:PLOT 0,52*y:DRAW 0,58*y:DRAW
40,58*y:DRAW 40,52*y:DRAW 0,52*y:RETURN
5140 GOSUB 8050: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

5200 'POTAR DOUBLE
5210 ORIGIN v,w:IF z=1 THEN 5240
5220 GOSUB 8000:DRAW 0,-16*y:DRAW 40,-16*y:DRAW 40,0:PLOT 0,-16*y:DRAW 0,-22*y:D
RAW 40,-22*y:DRAW 40,0:PLOT 0,52*y:DRAW 0,58*y:DRAW 40,58*y:DRAW 40,52*y:DRAW 0,
52*y:RETURN
5240 GOSUB 8050: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
5300 'zener
5310 IF z=1 THEN 5330
5320 FOR i=0 TO 6:PLOT i*x,i:DRAW i*x,-i:PLOT -i*x,i:NEXT:DRAW -6*x,-6:PLOT -12*x,
0:DRAW -6*x,0:PLOT 6*x,0:DRAW 12*x,0:RETURN
5330 PLOT 18,8*y:DRAW 18,2*y:DRAW 14,2*y:DRAW 22,2*y:DRAW 19,-4*y:GOTO 2120
5400 'T092
5410 IF z=1 THEN 5450
5420 PLOT 19,-4*y:PLOT 17,-6*y:PLOT 18,-6*y:PLOT 16,-8*y:DRAW 13,-8*y:PLOT 12,-1
0*y:DRAW 8,-10*y:PLOT 7,-8*y:DRAW 4,-8*y:PLOT 3,-6*y:PLOT 2,-6*y:PLOT 1,-4*y:PLO
T 0,-2*y:PLOT 0,0:DRAW 20,0:RETURN
5450 PLOT 10*x,10:DRAW 12*x,10:PLOT 13*x,8:DRAW 16*x,8:PLOT 17*x,6:PLOT 18*x,6:P
LOT 19*x,4:PLOT 20*x,2:DRAW 20*x,-2:PLOT 19*x,-4:PLOT 17*x,-6:PLOT 18*x,-6:PLOT
16*x,-8:DRAW 13*x,-8:
5455 PLOT 12*x,-10:DRAW 10*x,-10:DRAW 10*x,10:RETURN
5500 'T0126
5510 IF z=1 THEN 5550
5520 DRAW 0,36*y:DRAW 24,36*y:DRAW 24,0:DRAW 0,0:PLOT 6,24*y:DRAW 18,24*y:PLOT 1
2,18*y:DRAW 12,30*y
5525 PLOT 4,0:DRAW 4,-8*y:PLOT 12,0:DRAW 12,-8*y:PLOT 20,0:DRAW 20,-8*y:PLOT 5
0:DRAW 5,-8*y:PLOT 13,0:DRAW 13,-8*y:PLOT 21,0:DRAW 21,-8*y:RETURN
5550 DRAW 36*x,0:DRAW 36*x,24:DRAW 0,24:DRAW 0,0:PLOT 24*x,6:DRAW 24*x,18:PLOT 1
8*x,12:DRAW 30*x,12
5555 PLOT 0,4:DRAW 18*-8*x,4:PLOT 0,12:DRAW -8*x,12:PLOT 0,20:DRAW -8*x,20:RETURN
5600 'T0220
5610 IF z=1 THEN 5650
5620 PLOT-4,0:DRAW -4,54*y:DRAW 28,54*y:DRAW 28,0:DRAW -4,0:PLOT-4,32*y:DRAW 28,
32*y:PLOT 6,46*y:DRAW 18,46*y:PLOT 12,42*y:DRAW 12,50*y:GOTO 5525
5650 PLOT 0,-4:DRAW 54*x,-4:DRAW 54*x,28:DRAW 0,28:DRAW 0,-4:PLOT 32*x,-4:DRAW 3
2*x,28:PLOT 46*x,6:DRAW 46*x,18:PLOT 42*x,12:DRAW 50*x,12:GOTO 5555
5700 'T03
5710 IF z=1 THEN 5750
5720 x=1:y=1:ORIGIN v,w:GOSUB 5730:y=-1:GOSUB 5730:ORIGIN v,w:GOSUB 5730
:y=1:GOSUB 5730:ORIGIN v,w:RETURN
5730 PLOT 0,0: DRAW 0,4*y:DRAW 4*x,16*y:DRAW 8*x,24*y:DRAW 32*x,56*y:DRAW 36*x,6
0*y:DRAW 44*x,62*y:PLOT 8*x,0:DRAW 8*x,2*y:DRAW 10*x,12*y:DRAW 12*x,14*y:DRAW 16
*x,20*y:DRAW 20*x,26*y:DRAW 24*x,28*y:DRAW 28*x,30*y:DRAW 32*x,32*y:
5740 DRAW 44*x,36*y:PLOT 40*x,40*y:DRAW 44*x,48*y:PLOT 44*x,44*y:DRAW 44*x,52*y:
RETURN
5750 x=1:y=1:ORIGIN v,w:GOSUB 5760:y=-1:ORIGIN v,w:GOSUB 5760:ORIGIN v,w:GOSUB 5760:ORIGIN v,w:GOSUB 5760:RETURN
5760 PLOT 0,0: DRAW 4*x,0:DRAW 16*x,4*y:DRAW 24*x,8*y:DRAW 56*x,32*y:DRAW 60*x,3
6*y:DRAW 62*x,44*y:PLOT 0,8*y:DRAW 2*x,8*y:DRAW 12*x,10*y:DRAW 14*x,12*y:DRAW 20
*x,16*y:DRAW 24*x,18*y:DRAW 28*x,20*y:DRAW 28*x,22*y:DRAW 30*x,26*y:DRAW 32*x,28
*y:
5770 DRAW 34*x,30*y:DRAW 36*x,44*y:PLOT 48*x,40*y:DRAW 48*x,44*y:PLOT 44*x,44*y:
DRAW 52*x,44*y:RETURN
8000 DRAW 40,0:DRAW 40,28*y:DRAW 0,28*y:DRAW 0,0:PLOT 0,16*y:DRAW 40,16*y:DRAW 4
0,18*y:DRAW 0,18*y:PLOT 4,28*y:DRAW 4,52*y:DRAW 36,52*y:DRAW 36,28*y:FOR p= 32 T
O 48 STEP 4:PLOT 4,p*y:DRAW 12,p*y:NEXT p:FOR p= 32 TO 48 STEP 4:PLOT 28,p*y:DR
AW 36,p*y:
8010 NEXT p:PLOT 12,52*y:DRAW 12,104*y:DRAW 28,104*y:DRAW 28,52*y:PLOT 0,0:RETUR
N
8050 DRAW 0,40:DRAW 28*x,40:DRAW 28*x,0:DRAW 0,0:PLOT 16*x,0:DRAW 16*x,40:DRAW 1
8*x,40:DRAW 18*x,0:PLOT 28*x,4:DRAW 52*x,4:DRAW 52*x,36:DRAW 28*x,36:FOR p= 32 T
O 48 STEP 4:PLOT p*x,4:DRAW p*x,12:NEXT p:FOR p= 32 TO 48 STEP 4:PLOT p*x,36:DR
AW p*x,36:
8060 NEXT p:PLOT 52*x,12:DRAW 104*x,12:DRAW 104*x,28:DRAW 52*x,28:PLOT 0,0:RETUR
N

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Figure 5

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5000 REM COM-5.BAS
5010 'SHADOW 21
5020 ORIGIN v,w:IF z=1 THEN 5050
5030 GOSUB 8000:PLOT 0,0:DRAW 0,-8*y:DRAW 4,-14*y:DRAW 26,-14*y:DRAW 30,-8*y:DR
W 30*x,0:RETURN
5050 GOSUB 8080:PLOT 0,0:DRAW-8*x,0:DRAW -14*x,4:DRAW -14*x,26:DRAW -8*x,30:DRAW
0,30:RETURN
5100 'SHADOW 41
5110 ORIGIN v,w:IF z=1 THEN 5130
5120 GOSUB 8000:ORIGIN v,w-(38*y):GOSUB 8050:PLOT 0,0:DRAW 0,-8*y:DRAW 4,-14*y:D
RAW 26,-14*y:DRAW 30,-8*y:DRAW 30*x,0:RETURN
5130 GOSUB 8080:ORIGIN v-(38*x),w:GOSUB 8120:PLOT 0,0:DRAW-8*x,0:DRAW -14*x,4:DR
AW -14*x,26:DRAW -8*x,30:DRAW 0,30:RETURN
5200 'SHADOW 61
5210 ORIGIN v,w:IF z=1 THEN 5230
5220 GOSUB 8000:ORIGIN v,w-(38*y):GOSUB 8050:ORIGIN v,w-(76*y):GOSUB 8050:PLOT 0
,0:DRAW 0,-8*y:DRAW 4,-14*y:DRAW 26,-14*y:DRAW 30,-8*y:DRAW 30,0:RETURN
5230 GOSUB 8080:ORIGIN v-(38*x),w:GOSUB 8120:ORIGIN v-(76*x),w:GOSUB 8120:PLOT 0
,0:DRAW-8*x,0:DRAW -14*x,4:DRAW -14*x,26:DRAW -8*x,30:DRAW 0,30:RETURN
5300 'BOUON
5310 ORIGIN v,w:IF z=1 THEN 5330
5320 DRAW 0,32*y:DRAW 26,32*y:DRAW 26,0:DRAW 0,0:PLOT 0,28*y:DRAW 26,28*y:RETURN
5330 DRAW 32*x,0:DRAW 32*x,26:DRAW 0,26:DRAW 0,0:PLOT 28*x,0:DRAW 28*x,26:RETURN

5400 'OEIL DE CHAT
5410 ORIGIN v,w:IF z=1 THEN 5450
5420 DRAW 0,26*y:PLOT -2*x,26*y:DRAW -2*x,62*y:DRAW 28*x,62*y:DRAW 28*x,26*y:DR
W-2*x,26*y:PLOT-2*x,58*y:DRAW 26*x,58*y:PLOT -2*x,50*y:DRAW 26*x,50*y:PLOT 26*x,
26*y:DRAW 26*x,0:DRAW 0,0
5425 PLOT 0,-26*y:DRAW -38*x,-26*y:DRAW -38*x,-48*y:DRAW 0,-48*y:PLOT 26*x,-26*y
:DRAW 64*x,-26*y:DRAW 64*x,-48*y:DRAW 26*x,-48*y:PLOT 26*x,12*y:DRAW 38*x,4*y:DR
AW 36*x,-42*y:DRAW 42*x,-24*y:RETURN
5450 DRAW 26*x,0:PLOT 26*x,2*y:DRAW 62*x,2*y:DRAW 62*x,-28*y:DRAW 26*x,-28*y:DR
W 26*x,2*y:PLOT 58*x,2*y:DRAW 58*x,-28*y:PLOT 50*x,2*y:DRAW 50*x,-28*y:PLOT 26*x
,-26*y:DRAW 0,-26*y:DRAW 0,0
5455 PLOT -25*x,-25*y:DRAW -25*x,38*y:DRAW -47*x,38*y:DRAW -47*x,0:PLOT -25*x,-26*y:
DRAW -25*x,-64*y:DRAW -47*x,-64*y:DRAW -47*x,-26*y:PLOT 11*x,-26*y:DRAW 3*x,-36*
y:DRAW -41*x,-36*y:DRAW -25*x,-42*y:RETURN
5500 'Pastilles
5510 IF z=1 THEN 2195 ELSE 2190
5520 RETURN
5600 'TX
5610 IF z=1 THEN 5650
5620 DRAW 0,24:DRAW 16*x,24:DRAW 18*x,0:DRAW 0,0:PLOT 15*x,8:DRAW 15*x,16:PLOT 1
4*x,8:DRAW 14*x,16:PLOT 13*x,8:DRAW 13*x,16:PLOT 12*x,8:DRAW 12*x,16:RETURN
5650 DRAW 24,0:DRAW 24,16*y:DRAW 0,16*y:DRAW 0,0:PLOT 8,14*y:DRAW 16,14*y:PLOT 8
,12*y:DRAW 16,12*y:RETURN
5700 '77Y
5710 IF z=1 THEN 5750
5720 y=1:GOSUB 2040:IF x=1 THEN ORIGIN v+4,w ELSE ORIGIN v+16,w:
5730 GOTO 3620
5750 x=1:GOSUB 2040:ORIGIN v-9,w+10*y:GOTO 3630
8000 'SP SHADOW V
8010 DRAW 0,64*y:DRAW 6,64*y:DRAW 6,80*y:DRAW 2,84*y:DRAW 2,88*y:PLOT 30,0:DEAW
30,64*y:DRAW 24,64*y:DRAW 24,80*y:DRAW 28,84*y:DRAW 28,88*y:
8020 PLOT 2,68*y:DRAW 26,68*y:DRAW 2,70*y:PLOT 2,80*y:DRAW 26,76*y:PLOT 6,44*y:D
RAW 8,52*y:DRAW 24,52*y:DRAW 24,44*y:DRAW 6,44*y:
8030 PLOT 6,6*y:DRAW 6,12*y:PLOT 6,18*y:DRAW 6,24*y:PLOT 6,30*y:DRAW 6,36*y:FLO
T 5,6*y:DRAW 5,12*y:PLOT 5,18*y:DRAW 5,24*y:PLOT 5,30*y:DRAW 5,36*y:
8040 PLOT 24,6*y:DRAW 24,12*y:PLOT 24,18*y:DRAW 24,24*y:PLOT 24,30*y:DRAW 24,36*
y:PLOT 25,8*y:DRAW 25,12*y:PLOT 25,18*y:DRAW 25,24*y:PLOT 25,30*y:DRAW 25,36*y:
RETURN
8050 'SP RALLONGE V
8060 PLOT 0,0:DRAW 0,40*y:PLOT 30,0:DRAW 30,40*y:PLOT 6,6*y:DRAW 6,12*y:PLOT 6,1
8*y:DRAW 6,24*y:PLOT 6,30*y:DRAW 6,36*y:PLOT 5,6*y:DRAW 5,12*y:PLOT 5,18*y:DRAW
5,24*y:PLOT 5,30*y:DRAW 5,36*y:GOTO 8040
8080 'SP SHADOW H
8090 DRAW 64*x,0:DRAW 64*x,6:DRAW 80*x,6:DRAW 84*x,2:DRAW 88*x,2:PLOT 0,30:DRAW
64*x,30:DRAW 64*x,24:DRAW 80*x,24:DRAW 84*x,28:DRAW 88*x,28:
8100 PLOT 68*x,2:DRAW 68*x,26:DRAW 70*x,2:PLOT 80*x,2:DRAW 76*x,26:PLOT 44*x,6:D
RAW 52*x,6:DRAW 52*x,24:DRAW 44*x,24:DRAW 44*x,6:
8110 PLOT 6*x,24:DRAW 12*x,24:PLOT 18*x,24:DRAW 24*x,24:PLOT 30*x,24:DRAW 36*x,2
4:PLOT 6*x,6:DRAW 12*x,6:PLOT 18*x,6:DRAW 24*x,6:PLOT 30*x,6:DRAW 36*x,6:RETURN
8120 'SP RALLONGE H
8130 PLOT 0,0:DRAW 42*x,0:PLOT 0,30:DRAW 42*x,30:GOTO 8110
8140 PLOT 6*x,6:DRAW 12*x,6:PLOT 18*x,6:DRAW 24*x,6:PLOT 30*x,6:DRAW 36*x,6:RETU
RN

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```

10 REM ZONARD.DAT
20 MEMORY &A43F:ad=&A440
30 WHILE ad<=&A5D3
40 t=0:FOR i=1 TO 48:READ v$:v=VAL("&"+v$)
50 POKE ad,v:t=t+v:ad=ad+1:NEXT
60 READ b,a:IF a<>t THEN PRINT "ERREUR DAN
S LE BLOC":b:STOP
70 WEND
80 PRINT "SAVE ":CHR$(34):"ZONARD.BIN":CHR
$(34):",B,&A440,&0193"
90 END

100 ' --- BLOCK 1 ---
110 DATA ED,5B,8B,A4,2A,6D,A4,CD
120 DATA 1D,BC,22,73,A4,11,FD,84
130 DATA 13,13,3A,70,A4,47,C5,E5
140 DATA 3A,6F,A4,47,CD,75,A4,23
150 DATA 13,10,F9,E1,CD,26,BC,C1
160 DATA 10,EC,C9,00,00,00,00,00
170 DATA 1,5431
180 ' --- BLOCK 2 ---
190 DATA 00,00,00,00,00,3A,99,A4
200 DATA FE,01,28,0B,FE,02,28,0B
210 DATA FE,03,28,0A,7E,12,C9,1A
220 DATA B6,77,C9,AF,77,C9,7E,32
230 DATA 9A,A4,1A,77,3A,9A,A4,12
240 DATA C9,00,00,DD,6E,00,DD,66
250 DATA 2,4551
260 ' --- BLOCK 3 ---
270 DATA 01,46,23,5E,23,56,EB,11
280 DATA FD,7C,3A,99,A4,FE,01,28
290 DATA 30,FE,04,28,47,FE,05,28
300 DATA 50,E5,21,FD,84,3A,6F,A4
310 DATA 77,23,3A,70,A4,77,E1,CD
320 DATA 8C,BC,30,11,21,FD,84,ED
330 DATA 3,5481
340 ' --- BLOCK 4 ---
350 DATA 5B,71,A4,13,13,01,00,00
360 DATA 3E,02,CD,98,BC,CD,8F,BC
370 DATA C9,CD,77,BC,30,06,21,FD
380 DATA 84,CD,83,BC,CD,7A,BC,21
390 DATA FD,84,7E,32,6F,A4,23,7E
400 DATA 32,70,A4,C9,CD,8C,BC,30
410 DATA 4,5914

```

```

420 ' --- BLOCK 5 ---
430 DATA CC,21,00,C0,11,00,40,18
440 DATA CA,CD,77,BC,30,06,21,00
450 DATA C0,CD,83,BC,CD,7A,BC,C9
460 DATA 7B,21,FD,3C,11,00,C0,01
470 DATA 00,40,FE,01,28,01,EB,ED
480 DATA B0,C9,7B,CD,59,BC,C9,06
490 DATA 5,5485
500 ' --- BLOCK 6 ---
510 DATA C8,21,00,C0,C5,E5,E5,11
520 DATA 4F,00,19,EB,E1,06,28,7E
530 DATA CD,5C,A5,32,5B,A5,1A,CD
540 DATA 5C,A5,77,3A,5B,A5,12,23
550 DATA 1B,10,EC,E1,CD,26,BC,C1
560 DATA 10,DA,C9,00,0E,00,CB,47
570 DATA 6,5426
580 ' --- BLOCK 7 ---
590 DATA 28,02,CB,F9,CB,4F,28,02
600 DATA CB,F1,CB,57,28,02,CB,E9
610 DATA CB,5F,28,02,CB,E1,CB,67
620 DATA 28,02,CB,D9,CB,6F,28,02
630 DATA CB,D1,CB,77,28,02,CB,C9
640 DATA CB,7F,28,02,CB,C1,79,C9
650 DATA 7,6192
660 ' --- BLOCK 8 ---
670 DATA 21,00,C0,11,00,FF,06,50
680 DATA C5,E5,D5,06,64,7E,32,BB
690 DATA A5,1A,77,3A,BB,A5,12,CD
700 DATA 26,BC,E5,EB,CD,29,BC,EB
710 DATA E1,10,EA,D1,13,E1,23,C1
720 DATA 10,DE,C9,00,21,00,C0,06
730 DATA 8,5947
740 ' --- BLOCK 9 ---
750 DATA 50,C5,E5,06,C8,7E,2F,77
760 DATA CD,26,BC,10,F8,E1,23,C1
770 DATA 10,EF,C9,00,00,00,00,00
780 DATA 00,00,00,00,00,00,00,00
790 DATA 00,00,00,00,00,00,00,00
800 DATA 00,00,00,00,00,00,00,00
810 DATA 9,2608

```



```

1 REM ZONARD.BAS
10 MEMORY &3CFC
20 LOAD "ZONARD.BIN", &A440
30 SAISIE=&A440:AD=&A46B:TP=&A488:FLAG=&A499:SL=&A49B:TRANS=&A518:MGR=&A52A:REVH
=&A52F:REVV=&A590:VID=&A5BC
40 s=0:MODE 2:BORDER 9:CALL TRANS,0
50 MODE 2
60 PRINT CHR$(24):" A&C SOFT"(SPC(23)):"Z O N A R D"(SPC(25)):CHR$(164):" 198
7 " :CHR$(24)
70 LOCATE 12,8:PRINT "- ECRAN -":SPC(15):"- ZONE -":SPC(15):"- DIVERS -"
80 LOCATE 11,11:PRINT "\) CHARGER":SPC(14):"4) CHARGER":SPC(13):"8) CATALOGUE"
90 LOCATE 11,13:PRINT "2) SAUVER":SPC(15):"5) SAUVER":SPC(14):"9) QUITTER"
100 LOCATE 11,15:PRINT "3) EFFACER":SPC(14):"6) SAISIR"
110 LOCATE 35,17:PRINT "7) DEPLACER"
120 LOCATE 18,21:PRINT SPC(4):"ENTREZ 1, 2, 3, 4, 5, 6, 7, 8 ou 9 :":SPC(4)
130 rs="":WHILE rs<"1" OR rs>"9":rs=UPPER$(INKEY$):WEND
140 LOCATE 18,21:PRINT "TAPEZ 'RETURN' POUR CONFIRMER : ":rs:" , sinon 'DEL'"
150 CALL &BB18
160 IF INKEY(79)<>-1 THEN 120
170 IF INKEY(18)<>-1 THEN 190
180 CALL &BB03:GOTO 150
190 ON VAL(rs) GOSUB 240,1170,1260,1080,980,330,620,1320,1380
200 GOTO 50
210 :
220 REM - CHARGEMENT D'UNE IMAGE -
230 :
240 im$="":MODE 2
250 CAT:PRINT: ' avec catalogue
260 ' LOCATE 22,12: ' sans catalogue
270 INPUT "NOM DE L'IMAGE A CHARGER : ",im$:IF im$="" THEN RETURN
280 MODE 2:POKE FLAG,5:CALL SL,@im$:CALL TRANS,0
290 CALL &BB18:RETURN
300 :
310 REM - SAISIE D'UNE ZONE -
320 :
330 MODE 2:x=320:y=200
340 '--- deplacement curseur ---
350 GOSUB 850
360 CALL MGR,1:MOVE x-1,y+2:DRAWR 0,-8:MOVER 0,8:DRAWR 8,0:CALL MGR,0
370 IF INKEY(18)=0 THEN RETURN
380 IF INKEY(9)=0 THEN x1=x:y1=y:CALL &BB18:GOTO 420
390 GOSUB 800
400 GOTO 350
410 '--- deformation rectangle ---
420 GOSUB 850
430 IF x<x1 THEN x=x1
440 IF y>y1 THEN y=y1
450 ol=((x-x1)\8)+1:oc=((y1\2)-(y\2))+1:lc=ol*oc:IF lc>8000 THEN x=x-8:GOTO 450
460 CALL MGR,1:MOVE x1-1,y1+2:DRAW x+8,y1+2:DRAW x+8,y-2:DRAW x1-1,y-2:DRAW x1-1
,y1+2:CALL MGR,0
470 IF INKEY(16)=0 THEN x=x1:y=y1:GOTO 350
480 IF INKEY(79)=0 THEN del=1:GOTO 520
490 IF INKEY(9)=0 THEN CALL &BB03:GOTO 520

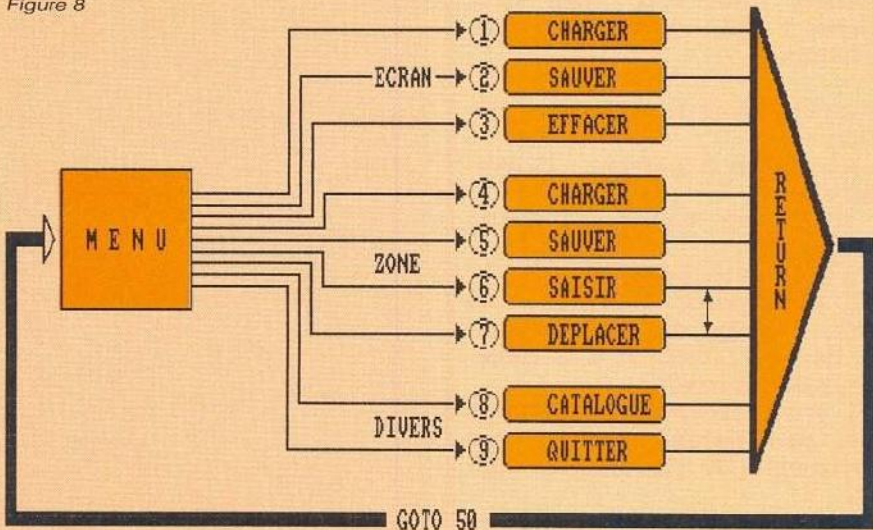
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500 GOTO 420
510 '--- memorisation zone ---
520 CALL TRANS,1
530 POKE (ad+0),x1 MOD 256:POKE (ad+1),x1\256
540 POKE (ad+2),(y1\2) MOD 256:POKE (ad+3),(y1\2)\256
550 POKE (ad+4),o1:POKE (ad+5),oc
560 POKE (ad+6),lc MOD 256:POKE (ad+7),lc\256
570 IF del=1 THEN POKE FLAG,2:CALL SAISIE:CALL TRANS,0:del=0:GOTO 350
580 POKE FLAG,0:CALL SAISIE:s=-1:x=x1:y=y1:GOTO 640
590 :
600 REM - DEPLACEMENT D'UNE ZONE -
610 :
620 IF NOT s THEN RETURN
630 x=0:y=398
640 GOSUB 850
650 IF (8*PEEK(AD+4)-1)+x>639 THEN x=x-8:GOTO 650
660 IF y-(PEEK(AD+5)-1)*2<0 THEN y=y+2:GOTO 660
670 POKE (ad+0),x MOD 256:POKE (ad+1),x\256
680 POKE (ad+2),(y\2) MOD 256:POKE (ad+3),(y\2)\256
690 POKE FLAG,1:CALL SAISIE
700 IF INKEY(18)=0 THEN RETURN
710 IF INKEY(16)=0 THEN 350
720 IF INKEY(50)=0 THEN POKE TP,0:BORDER 18: ' recouvrement
730 IF INKEY(51)=0 THEN POKE TP,&B6:BORDER 9: ' transparence
740 IF INKEY(58)=0 THEN CALL TRANS,1:POKE FLAG,3:CALL SAISIE:CALL TRANS,0
750 IF INKEY(79)=0 THEN POKE FLAG,2:CALL SAISIE:CALL TRANS,0
760 IF INKEY(9)=0 THEN POKE FLAG,1:CALL SAISIE:CALL TRANS,0
770 GOSUB 800
780 GOTO 640
790 ' --- S/P inversions ecran ---
800 IF INKEY(44)=0 THEN CALL TRANS,1:CALL REVH:CALL TRANS,0
810 IF INKEY(55)=0 THEN CALL TRANS,1:CALL REVV:CALL TRANS,0
820 IF INKEY(35)=0 THEN CALL TRANS,1:CALL VID:CALL TRANS,0
830 RETURN
840 '--- S/P test fleches curseur ---
850 CALL &BB03:CALL TRANS,1
860 IF INKEY(8)=0 THEN x=x-8 ELSE IF INKEY(8)=32 THEN x=x-24 ELSE IF INKEY(8)=12
8 THEN x=x-48
870 IF x<0 THEN x=0
880 IF INKEY(1)=0 THEN x=x+8 ELSE IF INKEY(1)=32 THEN x=x+24 ELSE IF INKEY(1)=12
8 THEN x=x+48
890 IF x>632 THEN x=632
900 IF INKEY(0)=0 THEN y=y+2 ELSE IF INKEY(0)=32 THEN y=y+16 ELSE IF INKEY(0)=12
8 THEN y=y+32
910 IF y>398 THEN y=398
920 IF INKEY(2)=0 THEN y=y-2 ELSE IF INKEY(2)=32 THEN y=y-16 ELSE IF INKEY(2)=12
8 THEN y=y-32
930 IF y<0 THEN y=0
940 CALL &BB03:RETURN
950 :
960 REM - SAUVEGARDE D'UNE ZONE -
970 :
980 IF NOT s THEN RETURN
990 z$="":MODE 2
1000 CAT:PRINT:p=26: ' avec catalogue
1010 ' LOCATE 22,12:p=47: ' sans catalogue
1020 PRINT "NOM DE LA ZONE A SAUVER : ";SPC(8);".ZSC"
1030 LOCATE POS(#0)+p,VPOS(#0)-1:INPUT " ",z$:IF z$="" THEN RETURN
1040 z$=z$+".ZSC":POKE FLAG,0:CALL SL,@z$:RETURN
1050 :
1060 REM - CHARGEMENT D'UNE ZONE -
1070 :
1080 z$="":MODE 2
1090 CAT:PRINT:p=27: ' avec catalogue
1100 ' LOCATE 22,12:p=48: ' sans catalogue
1110 PRINT "NOM DE LA ZONE A CHARGER : ";SPC(8);".ZSC"
1120 LOCATE POS(#0)+p,VPOS(#0)-1:INPUT " ",z$:IF z$="" THEN RETURN
1130 z$=z$+".ZSC":POKE FLAG,1:CALL SL,@z$:x=0:y=398:s=-1:RETURN
1140 :
1150 REM - SAUVEGARDE D'UN ECRAN -
1160 :
1170 im$="":MODE 2
1180 CAT:PRINT: ' avec catalogue
1190 ' LOCATE 22,12: ' sans catalogue
1200 INPUT "NOM DE L'ECRAN A SAUVER : ",im$:IF im$="" THEN RETURN
1210 MODE 2:CALL TRANS,1:POKE FLAG,4:CALL SL,@im$
1220 RETURN
1230 :
1240 REM - EFFACEMENT DU FOND -
1250 :
1260 r$="":MODE 2:LOCATE 26,12:INPUT "'0' POUR EFFACER LE FOND : ",r$
1270 r$=UPPER$(r$):IF r$="0" THEN MODE 2:CALL TRANS,0
1280 RETURN
1290 :
1300 REM - CATALOGUE -
1310 :
1320 m$="":MODE 2:INPUT " MASQUE : ";m$
1330 !DIR,@m$
1340 CALL &BB18:RETURN
1350 :
1360 REM - QUITTER -
1370 :
1380 r$="":MODE 2:LOCATE 31,12:INPUT "'0' POUR QUITTER : ",r$
1390 r$=UPPER$(r$):IF r$="0" THEN MODE 2:END: ' CALL 0 ' reset
1400 RETURN
1410 :
1420 REM - FIN DU LISTING -
1430 :
1440 ' C'ETAIT PEUT-ETRE UN PEU LONG, MAIS VOUS NE LE REGRETTEREZ PAS '

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Figure 8



~~SECRET~~

RADIO-PLANS - A & C

DEMO

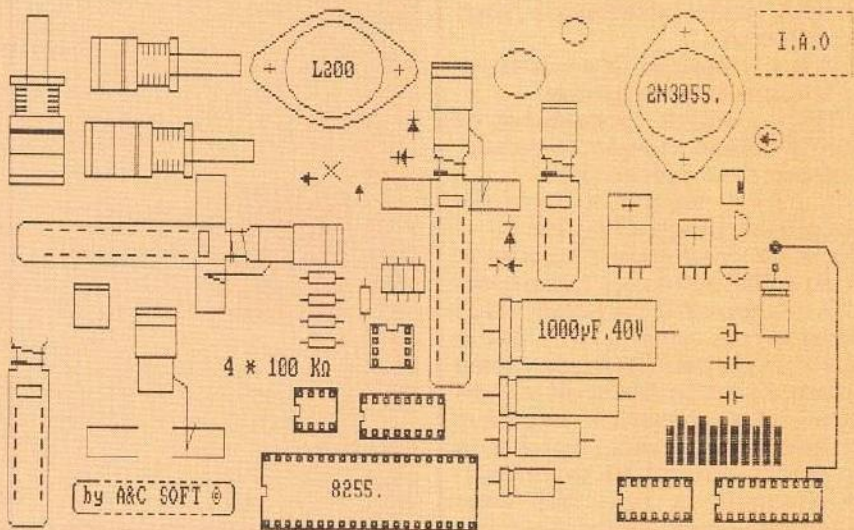


Figure 10

(R)epertoire (C)harger (S)uivre (E)raser (I)mprimer (N)ouveau (Q)uitter

1 POINTS	9 RESISTANCE	17 Broches	25 DIODE	33 SHADOW F2
2 RECTANGLES	10 IC 8	18 Condo NP2	26 POT MONO	34 F4
3 CARRES	11 IC 14	19 Condo NP4	27 POT DUO	35 F6
4 POINTILLES	12 IC 16	20 Condo P2	28 ZENER	36 FG
5 COIN/CROIX	13 IC 20	21 Condo P7	29 T092	37 FA 201
6 CONNEXIONS	14 IC 40	22 Condo P10	30 T0126	38 Pastilles
7 FLECHE	15 MASSE/TERRE	23 Condo P14	31 T0220	39 TX
8 ALPHA	16 CERCLES	24 Condo P18	32 T03	40 T7Y

TAPEZ une LETTRE du MENU ou le NUMERO du COMPOSANT :