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10 '#####
20 '#
30 '* POLI GUY 12/11/87 *
40 '#
50 '* EFFETS VIDEO *
60 '#
70 '* Programme 5 *
80 '#
90 '#####
100 '
110 DEFINT a-z
120 MODE 1:INK 0,0:BORDER 0:INK 1,25:PEN 1
130 '
140 'Effacement ecran style Beach Head
150 '
160 FOR x=1 TO 40:FOR y=1 TO 25:LOCATE x,y:PRINT CHR$(x
+64);:NEXT:NEXT
170 FOR tempo=1 TO 200:NEXT
180 FOR x=40 TO 1 STEP-1
190 OUT &BC00,1:OUT &BD00,x
200 FOR tempo=1 TO 120:NEXT:NEXT
210 CLS:OUT &BC00,1:OUT &BD00,40
220 '
230 'Affichage de la meme maniere
240 '
250 OUT &BC00,1:OUT &BD00,0
260 FOR x=1 TO 40:FOR y=1 TO 25:LOCATE x,y:PRINT CHR$(x
+64);:NEXT:NEXT
270 FOR x=1 TO 40
280 OUT &BC00,1:OUT &BD00,x
290 FOR tempo=1 TO 120:NEXT:NEXT
300 '
310 FOR tempo=1 TO 3000:NEXT
320 '
330 'Affichage ecran style volet
340 '
350 OUT &BC00,6:OUT &BD00,0:INK 1,0
360 FOR x=1 TO 40:FOR y=1 TO 25:LOCATE x,y:PRINT CHR$(x
+64);:NEXT:NEXT
370 INK 1,25
380 FOR x=1 TO 25
390 OUT &BC00,6:OUT &BD00,x
400 FOR tempo=1 TO 160:NEXT:NEXT
410 '
420 'et effacement style volet
430 '
440 FOR tempo=1 TO 3000:NEXT
450 FOR x=25 TO 0 STEP -1

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460 OUT &BC00,6:OUT &BD00,x
470 FOR tempo=1 TO 160:NEXT:NEXT
480 CLS:OUT &BC00,6:OUT &BD00,25
490 '
500 'Effet de collision
510 '
520 FOR x=1 TO 40:FOR y=1 TO 25:LOCATE x,y:a=(CINT(RND*
2)+1):PRINT CHR$(a*65);:NEXT:NEXT
530 FOR tempo=1 TO 200:NEXT
540 ENV 1,1,0,10,5,-1,5,5,-1,3:SOUND 7,2300,50,15,1,,15
550 FOR n=1 TO 9
560 FOR x=20 TO 1 STEP -2
570 OUT &BC00,5:OUT &BD00,x
580 NEXT:NEXT
590 OUT &BC00,5:OUT &BD00,0
600 FOR tempo=1 TO 3000:NEXT
610 '
620 'scroll. horiz. rapide avec border
630 '
640 FOR x=1 TO 40:FOR y=1 TO 25:LOCATE x,y:PRINT CHR$(x
+64);:NEXT:NEXT
650 FOR nbre=1 TO 5
660 FOR x=46 TO 1 STEP -1
670 OUT &BC00,2:OUT &BD00,x
680 FOR tempo=1 TO 2:NEXT
690 NEXT:NEXT
700 OUT &BC00,2:OUT &BD00,46
710 CLS
720 '
730 'Effet de panne ecran
740 '
750 FOR x=1 TO 40:FOR y=1 TO 25:LOCATE x,y:PRINT CHR$(x
+64);:NEXT:NEXT
760 FOR nbre=1 TO 25
770 FOR x=30 TO 0 STEP -1
780 OUT &BC00,7:OUT &BD00,x
790 NEXT:NEXT
800 OUT &BC00,7:OUT &BD00,30
```