

DAO-3D.BAS

```
10 ' *****>LA
20 ' **>LB
30 ' ** DAO-3D **>LC
40 ' **>LD
50 ' ** 1991 **>LE
60 ' **>LF
70 ' ** MARTRAY **>LG
80 ' ** Fran\ois **>LH
90 ' **>LJ
100 ' *****>RB
110 ' Pr{sentation>RC
120 MODE 2:BORDER 0:INK 0,0:INK 1,21>CY
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130 LOCATE 33,5:PRINT"BIENVENUE SUR"	>GT
140 FOR i=1 TO 92	>CH
150 READ x:READ y:READ pl	>UB
160 DRAW x,y,pl	>GB
170 NEXT i	>NG
180 RESTORE	>HD
190 DATA 32,130,0,32,270,1,92,270,1,112,250,1,112,150,1	>QU
,92,130,1,82,150,0,92,160,1,92,240,1,82,250,1,52,250,1,	
52,150,1,82,150,1,92,130,0,32,130,1	
200 DATA 32,110,0,144,110,0	>TK
210 DATA 144,130,0,144,250,1,164,270,1,204,270,1,224,25	>NL
0,1,224,130,1,204,130,1,204,190,1	
220 DATA 204,210,0,204,240,1,194,250,1,174,250,1,164,24	>NL
0,1,164,210,1,204,210,1,204,190,0	
230 DATA 164,190,1,164,130,1,144,130,1	>CC

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240 DATA 144,110,0,256,110,0,276,130,0 >CW
250 DATA 256,150,1,256,250,1,276,270,1,316,270,1,336,25 >ZE
0,1,336,150,1,316,130,1
260 DATA 306,150,0,316,160,1,316,240,1,306,250,1,286,25 >NK
0,1,276,240,1,276,160,1,286,150,1,306,150,1,316,130,0,2
76,130,1
270 DATA 276,110,0,416,110,0,416,130,0 >CZ
280 DATA 416,150,1,466,150,1,476,160,1,436,200,1,476,24 >UB
0,1,466,250,1,416,250,1,416,270,1,476,270,1,496,250,1,4
96,220,1,476,200,1,496,180,1,496,150,1,476,130,1,416,13
0,1
290 DATA 416,110,0,528,110,0,528,130,0 >CF
300 DATA 528,270,1,588,270,1,608,250,1,608,150,1,588,13 >CH
0,1,528,130,1,548,150,0,548,250,1,578,250,1,588,240,1,5
88,160,1,578,150,1,548,150,1
310 LOCATE 30,21:PRINT"PAR MARTRAY Fran\ois" >TJ
320 LOCATE 57,25:PRINT"APPUYER SUR UNE TOUCHE":CALL &BB >FJ
18
330 REM ***** PROGRAMME ***** >VW
340 nm1$="NET":nm2$="FIN":nm3$="CUBE":nm4$="CYLVER":nm5 >PP
$="CYLHOR1":nm6$="PAVE":nm7$="CYL":nm8$="SAUVE":nm9$="C
HARGE":nm10$="ED":nm11$="COOR":nm12$="CAT":nm13$="CYLHO
R2"
350 nm14$="CURSEUR":nm15$="TRAIT":nm16$="HELP" >RD
360 GOTO 2510 >FE
370 WINDOW 1,80,23,25:WINDOW #1,1,80,1,22 >HB
380 GOTO 610 >ZE
390 INPUT">";com$ >MH
400 com$=UPPER$(com$) >QY
410 IF com$=nm1$+"1" THEN CLS#1:GOTO 610:ELSE IF com$=n >GH
m1$+"0" THEN CLS#1:GOTO 390
420 IF com$=nm2$ THEN CALL 0:' Fin >WF
430 IF com$=nm3$ THEN 700:' Cube >TA
440 IF com$=nm4$ THEN 1160:' Cylver >UB
450 IF com$=nm5$ THEN 1190:' Cylhor1 >UG
460 IF com$=nm6$ THEN 1100:' Pav{ >UZ
470 IF com$=nm14$ THEN 2290:' Curseur >VH
480 IF com$=nm15$ THEN 2440:' Traits >VG
490 IF com$=nm16$ THEN 2490:' Help >VP
500 IF com$=nm10$+CHR$(32)+nm3$ THEN 1640:' ed Cube >HJ
510 IF com$=nm10$+CHR$(32)+nm7$ THEN 1730:' ed Cyl >HP
520 IF com$=nm10$+CHR$(32)+nm6$ THEN 1820:' ed Pav{ >HP
530 IF com$=nm11$+CHR$(32)+nm3$ THEN 1910:' coor Cube >HN
540 IF com$=nm11$+CHR$(32)+nm6$ THEN 1910:' coor Pav{ >HT
550 IF com$=nm11$+CHR$(32)+nm7$ THEN 2020:' coor Cylind >HM
res
560 IF com$=nm12$ THEN 2130:' Cat >VY
570 IF com$=nm13$ THEN 1170:' Cylhor2 >VD
580 IF com$=nm8$ THEN 2180:' Sauvegarde >UP
590 IF com$=nm9$ THEN 2240:' Chargement >UN
600 GOTO 390 >ZE
610 ORIGIN 320,200,1,639,399,48 >XV
620 DEG >RE
630 MOVE 0,0:DRAW 0,50 >PL
640 MOVE 50*SIN(120),50*COS(120):DRAW 0,0 >HB
650 MOVE 50*SIN(240),50*COS(240):DRAW 0,0 >HJ
660 PRINT #1,CHR$(22)+CHR$(1) >WB
670 LOCATE #1,40,10:PRINT #1,CHR$(122);:LOCATE#1, 47,14 >MZ
:PRINT#1,"x";:LOCATE#1, 34,14:PRINT#1,"y";:LOCATE#1, 40

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,13:PRINT#1,"o";
680 GOTO 390 >AC
690 '***** CUBE ***** >TF
700 DEG >RD
710 INPUT"Cot(:";x:IF x=0 THEN GOTO 390 >HE
720 INPUT"D(calage X, D(calage Y, D(calage Z:";decx,dec >VD
y,decz
730 x=x*0.82:decx=decx*0.82:decz=decz*0.82:decy=decy*0. >FA
82
740 nb=0 >YA
750 z=x >VK
760 y=x >VK
770 GOTO 790 >AG
780 nb=0:x=x*0.82:z=z*0.82:y=y*0.82:decx=decx*0.82:decz >NG
=decz*0.82:decy=decy*0.82
790 Px0=320+decy*SIN(240):Py0=200+decz+decy*COS(240) >YQ
800 Px01=320+decy*SIN(240):Py01=200+decz+z+decy*COS(240 >DB
)
810 Px1=decx*SIN(120)+decy*SIN(240):Py1=decx*COS(120)+d >UL
ecy*COS(240)
820 Px2=(decx+x)*SIN(120)+decy*SIN(240):Py2=(decx+x)*CO >EK
S(120)+decy*COS(240)
830 Px3=decx*SIN(120)+y*SIN(60)+x*SIN(120)+decy*SIN(240 >KG
):Py3=decx*COS(120)+y*COS(60)+x*COS(120)+decy*COS(240)
840 Px31=decx*SIN(120)+y*SIN(60)+x*SIN(120)+decy*SIN(24 >TK
0):Py31=decx*COS(120)+y*COS(60)+x*COS(120)+decy*COS(240
)-z
850 Px4=decx*SIN(120)+y*SIN(60)+decy*SIN(240):Py4=decx* >BP
COS(120)+y*COS(60)+decy*COS(240)-z
860 Px41=decx*SIN(120)+y*SIN(60)+decy*SIN(240):Py41=dec >BA
x*COS(120)+y*COS(60)+decy*COS(240)
870 Px5=decx*SIN(120)+decy*SIN(240):Py5=decx*COS(120)+d >WC
ecy*COS(240)+z
880 Px6=(decx+x)*SIN(120)+decy*SIN(240):Py6=(decx+x)*CO >HK
S(120)+decy*COS(240)+z
890 Px8=decx*SIN(120)+y*SIN(60)+decy*SIN(240):Py8=decx* >YP
COS(120)+y*COS(60)+decy*COS(240)
900 ORIGIN Px01,Py01:MOVE px8,py8:MASK 30,1:DRAW Px4,Py >PK
4:MASK 255
910 ORIGIN Px0,Py0 >NX
920 MOVE Px1,Py1:MASK 30,1:DRAW Px41,Py41 >KK
930 DRAW Px3,Py3:MASK 255 >UZ
940 MOVE Px1,Py1:DRAW Px5,Py5 >YC
950 MOVE Px1,Py1:DRAW Px2,Py2:DRAW Px6,Py6 >MC
960 MOVE Px3,Py3:DRAW Px2,Py2 >YC
970 ORIGIN Px01,Py01:MOVE Px1,Py1:DRAW Px2,Py2 >RN
980 MOVE Px1,Py1:DRAW Px8,Py8:DRAW Px3,Py3:DRAW Px31,Py >FA
31
990 MOVE Px3,Py3:DRAW Px2,Py2 >YF
1000 ORIGIN 320,200 >MR
1010 IF nb>0 THEN 1080 ELSE 1030 >XY
1020 ' Sauve Cubes/Pav{s >XF
1030 INPUT"NOM DU VOLUME:";vol$ >BD
1040 IF (INSTR(vol$,".")>8 OR LEN(vol$)>11) THEN 1030 E >ZQ
LSE IF vol$="" THEN 1080
1050 OPENOUT vol$ >MV
1060 WRITE #9,x,y,z,decx,decz,decy >DG
1070 CLOSEOUT >YJ

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1080 PRINT"ENTREE DONNEES TERMINEE" >GJ
1090 GOTO 390 >FH
1100 '***** PAVE ***** >XE
1110 DEG >XE
1120 INPUT"Longueur, Largeur, Hauteur:";x,y,z: IF x=0 AND >HP
y=0 AND z=0 THEN 390
1130 INPUT"D{calage X, D{calage Y, D{calage Z:";decx,de >XA
cy,decz
1140 GOTO 780 >FG
1150 '***** CYLINDRE VERTICAL ***** >XK
1160 e=0:GOTO 1210 >LF
1170 '***** CYLINDRE HORIZONTAL2 ***** >YB
1180 e=240:GOTO 1210 >NR
1190 REM ***** CYLINDRE HORIZONTAL1 ***** >HG
1200 e=120 >GC
1210 nb=0:INPUT"Grand axe";ga:pa=ga*0.58 >MD
1220 INPUT"Grandeur";gr >WD
1230 INPUT"D{calage X,D{calage Y,D{calage Z";decx,decy, >TE
decz
1240 decx=decx*0.82:decy=decy*0.82:decz=decz*0.82:gr=gr >JF
*0.82
1250 ga=ga/500:pa=pa/500 >TG
1260 f=ga:g=pa >YD
1270 f1=f*COS(e):f2=g*SIN(e):f3=f*SIN(e):f4=g*COS(e) >YF
1280 a=255:b=0:MOVE (a*f1-b*f2)+(decx*SIN(120)+decy*SIN >JW
(240)), (a*f3+b*f4)+(decx*COS(120)+decy*COS(240)+decz),1
1290 a=255:b=0:FOR i=1 TO 202:DRAW (a*f1-b*f2)+(decx*SI >KB
N(120)+decy*SIN(240)), (a*f3+b*f4)+(decx*COS(120)+decy*C
OS(240)+decz),1:a=a+b/32:b=b-a/32:NEXT
1300 IF e=120 THEN 1340 >PD
1310 IF e=240 THEN 1470 >PM
1320 IF e=0 THEN 1410 >NK
1330 GOTO 1300 >LJ
1340 a=255:b=0:MOVE (a*f1-b*f2)+(gr*SIN(240)+decx*SIN(1 >FM
20)+decy*SIN(240)), (a*f3+b*f4)+(gr*COS(240)+decx*COS(12
0)+decy*COS(240)+decz),1
1350 a=255:b=0:FOR i=1 TO 202:DRAW (a*f1-b*f2)+(gr*SIN( >RF
240)+decx*SIN(120)+decy*SIN(240)), (a*f3+b*f4)+(gr*COS(2
40)+decx*COS(120)+decy*COS(240)+decz),1:a=a+b/32:b=b-a/
32:NEXT
1360 a=255:b=0:FOR i=1 TO 25.75:MOVE (a*f1-b*f2)+(decx* >PC
SIN(120)+decy*SIN(240)), (a*f3+b*f4)+(decx*COS(120)+decy
+COS(240)+decz),1
1370 DRAW (a*f1-b*f2)+(gr*SIN(240)+decx*SIN(120)+decy*S >KB
IN(240)), (a*f3+b*f4)+(gr*COS(240)+decx*COS(120)+decy*CO
S(240)+decz),1
1380 a=a+b/4:b=b-a/4:NEXT >UQ
1390 GOTO 1550 >NB
1400 REM >ZG
1410 a=255:b=0:MOVE (a*f1-b*f2)+(decx*SIN(120)+decy*SIN >PA
(240)), (a*f3+b*f4)+(gr+decx*COS(120)+decy*COS(240)+decz
),1
1420 a=255:b=0:FOR i=1 TO 202:DRAW (a*f1-b*f2)+(decx*SI >RW
N(120)+decy*SIN(240)), (a*f3+b*f4)+(gr+decx*COS(120)+dec
y*COS(240)+decz),1:a=a+b/32:b=b-a/32:NEXT
1430 a=255:b=0:FOR i=1 TO 25.75:MOVE (a*f1-b*f2)+(decx* >PA
SIN(120)+decy*SIN(240)), (a*f3+b*f4)+(decx*COS(120)+decy
*COS(240)+decz),1

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1440 DRAW (a*f1-b*f2)+(decx*SIN(120)+decy*SIN(240)),(a*f3+b*f4)+(gr+decx*COS(120)+decy*COS(240)+decz),1 >WA
1450 a=a+b/4:b=b-a/4:NEXT >UN
1460 GOTO 1550 >MK
1470 REM >AD
1480 a=255:b=0:MOVE (a*f1-b*f2)+(gr*SIN(120)+decx*SIN(120)+decy*SIN(240)),(a*f3+b*f4)+(gr*COS(120)+decx*COS(120)+decy*COS(240)+decz),1 >FL
1490 a=255:b=0:FOR i=1 TO 202:DRAW (a*f1-b*f2)+(gr*SIN(120)+decx*SIN(120)+decy*SIN(240)),(a*f3+b*f4)+(gr*COS(120)+decx*COS(120)+decy*COS(240)+decz),1:a=a+b/32:b=b-a/32:NEXT >RE
1500 a=255:b=0:FOR i=1 TO 25.75:MOVE (a*f1-b*f2)+(decx*SIN(120)+decy*SIN(240)),(a*f3+b*f4)+(decx*COS(120)+decy*COS(240)+decz),1 >PY
1510 DRAW (a*f1-b*f2)+(gr*SIN(120)+decx*SIN(120)+decy*SIN(240)),(a*f3+b*f4)+(gr*COS(120)+decx*COS(120)+decy*COS(240)+decz),1 >KQ
1520 a=a+b/4:b=b-a/4:NEXT >UL
1530 IF nb=1 THEN 1620 ELSE 1540 >XM
1540 ' Sauvegarde Cylindres >YC
1550 INPUT"NOM DU VOLUME:";vol$ >BL
1560 IF (INSTR(vol$,".")>8 OR LEN(vol$)>11) THEN 1550 ELSE IF vol$="" THEN 1600 >ZD
1570 OPENOUT vol$ >MC
1580 WRITE #9,ga,pa,gr,e,decx,decy,decz >JB
1590 CLOSEOUT >ZF
1600 PRINT"ENTREE DONNEES TERMINEE" >GG
1610 nb=0 >DD
1620 GOTO 390 >FG
1630 ' Charge Cubes >YC
1640 INPUT"NOM DU VOLUME:";vol$ >AY
1650 IF (INSTR(vol$,".")>8 OR LEN(vol$)>11) THEN 1640 ELSE IF vol$="" THEN 390 >YE
1660 OPENIN vol$ >LN
1670 INPUT #9,x,y,z,decx,decz,decy >DV
1680 CLOSEIN >MF
1690 PRINT"DONNEES CHARGEES" >ZJ
1700 nb=1 >DE
1710 GOTO 750 >FG
1720 ' Charge Cylindres >YC
1730 INPUT"NOM DU VOLUME:";vol$ >AY
1740 IF (INSTR(vol$,".")>8 OR LEN(vol$)>11) THEN 1730 ELSE IF vol$="" THEN 390 >YE
1750 OPENIN vol$ >LN
1760 INPUT #9,ga,pa,gr,e,decx,decy,decz >JG
1770 CLOSEIN >MF
1780 PRINT"DONNEES CHARGEES" >ZJ
1790 nb=1 >ED
1800 GOTO 1260 >MF
1810 ' Charge Pav{e}s >YC
1820 INPUT"NOM DU VOLUME:";vol$ >AY
1830 IF (INSTR(vol$,".")>8 OR LEN(vol$)>11) THEN 1820 ELSE IF vol$="" THEN 390 >YE
1840 OPENIN vol$ >LN
1850 INPUT #9,x,y,z,decx,decz,decy >DV
1860 CLOSEIN >MF
1870 PRINT"DONNEES CHARGEES" >ZJ
1880 nb=1 >ED

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1890 GOTO 790 >GK
1900 ' ***** COOR CUBE/PAVE ***** >YC
1910 INPUT "Coordonnées de quel volume:";coor$ >BM
1920 IF (INSTR(coor$,".")>8 OR LEN(coor$)>11) THEN 1910 >CB
ELSE IF coor$="" THEN 390
1930 OPENIN coor$ >MV
1940 INPUT #9,x,y,z,decx,decz,decy >DV
1950 CLOSEIN >MF
1960 CLS >AF
1970 PRINT "X=";x/0.82:PRINT "Y=";y/0.82:PRINT "Z=";z/0.82 >CY

1980 LOCATE 10,1:PRINT "D{callage X=";decx/0.82:LOCATE 1 >LZ
0,2:PRINT "D{callage Y=";decy/0.82:LOCATE 10,3:PRINT "D{c
allage Z=";decz/0.82
1990 CALL &BB18 >VF
2000 CLS >ZB
2010 GOTO 390 >FA
2020 ' ***** COOR CYLINDRES ***** >XG
2030 INPUT "Coordonnées de quel volume:";coor$ >BF
2040 IF (INSTR(coor$,".")>8 OR LEN(coor$)>11) THEN 2030 >CN
ELSE IF coor$="" THEN 390
2050 OPENIN coor$ >MN
2060 INPUT #9,ga,pa,gr,e,decx,decy,decz >JA
2070 CLOSEIN >LK
2080 CLS >ZK
2090 PRINT "Grand axe=";ga*500:PRINT "Grandeur=";gr/0.82: >GD
PRINT "Angle=";e
2100 LOCATE 20,1:PRINT "D{callage X=";decx/0.82:LOCATE 2 >LL
0,2:PRINT "D{callage Y=";decy/0.82:LOCATE 20,3:PRINT "D{c
allage Z=";decz/0.82
2110 CALL &BB18 >UA
2120 CLS:GOTO 390 >LR
2130 '***** CAT ***** >XJ
2140 CLS:CALL &BC06,&40:CLS#1 >XG
2150 MODE 2 >PE
2160 CAT >YJ
2170 CALL &BB18:CLS:CALL &BC06,&C0:GOTO 370 >KC
2180 ' ***** SAUVE ***** >YD
2190 INPUT "Nom du fichier:";fich$ >GD
2200 IF (INSTR(fich$,".")>8 OR LEN(fich$)>11) THEN 2190 >CM
ELSE IF fich$="" THEN 390
2210 CLS >ZE
2220 SAVE fich$,b,&C000,&4000 >WX
2230 PRINT "SAUVEGARDE EFFECTUEE":GOTO 390 >MP
2240 ' ***** CHARGE ***** >YA
2250 INPUT "Nom du fichier:";fich$ >GA
2260 IF (INSTR(fich$,".")>8 OR LEN(fich$)>11) THEN 2250 >CQ
ELSE IF fich$="" THEN 390
2270 LOAD fich$,&C000 >PV
2280 PRINT "CHARGEMENT EFFECTUE":GOTO 390 >LA
2290 '***** CURSEUR ***** >YF
2300 CLS:ORIGIN 320,200 >RJ
2310 x=0:y=0:z=0 >LT
2320 IF INKEY(5)=0 THEN x=x+(2*0.82):GOTO 2400:' X droi >NP
te
2330 IF INKEY(10)=0 THEN x=x-(2*0.82):GOTO 2400:' X gau >PF
che
2340 IF INKEY(13)=0 THEN y=y+(2*0.82):GOTO 2400:' Y gau >PK
che

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2350 IF INKEY(3)=0 THEN y=y-(2*0.82):GOTO 2400:' Y droi >NV
te
2360 IF INKEY(14)=0 THEN z=z-(2*0.82):GOTO 2400:' Z bas >PT
2370 IF INKEY(11)=0 THEN z=z+(2*0.82):GOTO 2400:' Z hau >PN
t
2380 IF INKEY(9)=0 THEN CLS:CLEAR INPUT:MOVE 0,0,1,0:GO >HV
TO 390:' fin curseur
2390 GOTO 2400 >MH
2400 ' Affichage curseur >XJ
2410 PLOT x*SIN(120)+y*SIN(240),x*COS(120)+y*COS(240)+z >DX
,1,1:FRAME:PLOT x*SIN(120)+y*SIN(240),x*COS(120)+y*COS(
240)+z,1,1
2420 LOCATE 1,1:PRINT"X=";CINT(x/0.82):LOCATE 1,2:PRINT >EA
"Y=";CINT(y/0.82):LOCATE 1,3:PRINT"Z=";CINT(z/0.82)
2430 GOTO 2320 >MD
2440 '***** TRAITS ***** >YC
2450 CLS:INPUT"Origine (X,Y,Z)";a,b,c >JQ
2460 INPUT"Arriv(e (X,Y,Z)";a1,b1,c1 >HL
2470 MOVE a*SIN(120)+b*SIN(240),a*COS(120)+b*COS(240)+c >HX
:DRAW a1*SIN(120)+b1*SIN(240),a1*COS(120)+b1*COS(240)+c
1
2480 GOTO 390 >GB
2490 '***** HELP ***** >YH
2500 CLS:CALL &BC06,&40 >QL
2510 MODE 2:LOCATE 24,1:PRINT"***** DAO 3D - Page d'aid >LG
e *****"
2520 LOCATE 2,3:PRINT"Fonctions graphiques" >WG
2530 LOCATE 1,5:PRINT"- CUBE: dessine un cube" >WP
2540 LOCATE 1,6:PRINT"- PAVE: dessine un pav{" >XK
2550 LOCATE 1,7:PRINT"- CYLHOR1: dessine un cylindre ho >ZU
rizontal (sur l'axe Y)"
2560 LOCATE 1,8:PRINT"- CYLHOR2: dessine un cylindre ho >ZW
rizontal (sur l'axe X)"
2570 LOCATE 1,9:PRINT"- CYLVER: dessine un cylindre ver >UG
tical (sur l'axe Z)"
2580 LOCATE 1,10:PRINT"- TRAIT: dessine un trait" >BK
2590 LOCATE 1,11:PRINT"Pour ces fonctions, les grandeur >BG
s des diff{rents objets vous sont demand{es, d{calage
correspondant au d{placement que vous voulez faire fair
e @ l'objet sur les diff{rents axes."
2600 LOCATE 1,14:PRINT"Ensuite, le nom du volume cr{{ v >FQ
ous est demand{ pour le sauvegarder sur disque, mais si
vous ne donnez pas de nom, il ne sera pas sauvegard{."
2610 LOCATE 1,17:PRINT"Pour vous aidez @ vous rep{rer s >AL
ur l'{cran, la fonction CURSEUR permet de se d{placer
sur l'{cran et lire les coordonn{es ([COPY] pour reveni
r @ la fenetre)."
2620 LOCATE 1,19:PRINT"D{placement du curseur: * sur l' >GF
axe X: les touches [f3] et [f7]
* sur l'axe Y: les touches [f1] et [f9]
* sur l'axe Z
: les touches [f8] et [f2]"
2630 LOCATE 1,22:PRINT"-NET0: permet de nettoyer l'{cra >VC
n, mais ne conserve pas les axes"
2640 LOCATE 1,23:PRINT"-NET1: permet de nettoyer l'{cra >GM
n, mais conserve les axes"
2650 LOCATE 57,25:PRINT"APPUYEZ SUR UNE TOUCHE":CALL &B >MH

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B18:CLS

2660 LOCATE 24,1:PRINT"***** DAO 3D - Page d'aide ***** >CJ
"

2670 LOCATE 1,3:PRINT"- ED CUBE Ces fonctions perm >TK
ettent de charger des objets d{ja cr{is. - ED PAV
E

- ED CYL

2680 LOCATE 1,7:PRINT"- COOR CUBE Ces fonctions perm >JH
ettent de lire les coordonn{es d'objets d{ja - COOR P
AVE cr{is.

- COOR CYL

2690 LOCATE 1,11:PRINT"Il est possible de sauvegarder o >LG
u de charger des pages {crans @ l'aide des fonc-tions S
AUVE et CHARGE. La fonction CAT vous permet de voir le
catalogue de vo- tre disque."

2700 LOCATE 1,14:PRINT"Il est possible de revenir @ cet >QQ
te page d'aide @ l'aide de la fonction HELP."

2710 LOCATE 1,16:PRINT"FIN permet de sortir du logiciel >CQ
(attention, cette fonction r{initialise compl}-tement
l'ordinateur."

2720 LOCATE 57,25:PRINT"APPUYEZ SUR UNE TOUCHE":CALL &B >VC

B18:CLS:CALL &BC06,&C0:GOTO 370■

DAO-2D.BAS

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10 MODE 2:BORDER 0:INK 0,0:INK 1,21 >BU
20 LOCATE 33,5:PRINT"BIENVENUE SUR" >FK
30 FOR i=1 TO 88 >WK
40 READ x:READ y:READ pl >TH
50 DRAW x,y,pl >ZJ
60 NEXT i >GJ
70 RESTORE >BD
80 DATA 32,130,0,32,270,1,92,270,1,112,250,1,112,150,1, >NB
92,130,1,82,150,0,92,160,1,92,240,1,82,250,1,52,250,1,5
2,150,1,82,150,1,92,130,0,32,130,1
90 DATA 32,110,0,144,110,0 >RX
100 DATA 144,130,0,144,250,1,164,270,1,204,270,1,224,25 >NJ
0,1,224,130,1,204,130,1,204,190,1
110 DATA 204,210,0,204,240,1,194,250,1,174,250,1,164,24 >NJ
0,1,164,210,1,204,210,1,204,190,0
120 DATA 164,190,1,164,130,1,144,130,1 >CA
130 DATA 144,110,0,256,110,0,276,130,0 >CU
140 DATA 256,150,1,256,250,1,276,270,1,316,270,1,336,25 >ZC
0,1,336,150,1,316,130,1
150 DATA 306,150,0,316,160,1,316,240,1,306,250,1,286,25 >NH
0,1,276,240,1,276,160,1,286,150,1,306,150,1,316,130,0,2
76,130,1
160 DATA 276,110,0,416,110,0,416,130,0 >CX
170 DATA 416,210,1,476,210,1,476,250,1,416,250,1,416,27 >HW
0,1,496,270,1,496,190,1,436,190,1,436,150,1,496,150,1,4
96,130,1,416,130,1
180 DATA 416,110,0,528,110,0,528,130,0 >CD
190 DATA 528,270,1,588,270,1,608,250,1,608,150,1,588,13 >CQ
0,1,528,130,1,548,150,0,548,250,1,578,250,1,588,240,1,5
88,160,1,578,150,1,548,150,1
200 LOCATE 30,21:PRINT"PAR MARTRAY Fran\ois" >TG
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210 LOCATE 57,25:PRINT"APPUYER SUR UNE TOUCHE":CALL &BB >FG
18
220 CLG:SYMBOL AFTER 255 >TH
230 x=320:y=200 >ZH
240 tr=0:r=0:c=0:tx=0:m=1:masc=255 >DE
250 MODE 0 >LD
260 REM ***** ROUTINE PRINCIPALE ***** >EH
270 IF INKEY(0)=0 AND y<400 THEN y=y+2:GOTO 510:' haut >PQ
280 IF INKEY(2)=0 AND y>0 THEN y=y-2:GOTO 510:' bas >MK
290 IF INKEY(8)=0 AND x>0 THEN x=x-2:GOTO 510:' gauche >MP
300 IF INKEY(1)=0 AND x<640 THEN x=x+2:GOTO 510:' droit >PN
e
310 IF INKEY(0)=32 AND y<400 THEN y=y+2:PLOT x,y,pe,0:G >GA
OTO 510
320 IF INKEY(2)=32 AND y>0 THEN y=y-2:PLOT x,y,pe,0:GOT >ER
O 510
330 IF INKEY(8)=32 AND x>0 THEN x=x-2:PLOT x,y,pe,0:GOT >EW
O 510
340 IF INKEY(1)=32 AND x<640 THEN x=x+2:PLOT x,y,pe,0:G >GH
OTO 510
350 IF INKEY(47)=0 THEN tr=tr+1:FOR a=1 TO 20:NEXT:GOSU >FJ
B 600:' trait
360 IF INKEY(50)=0 THEN r=r+1:FOR a=1 TO 20:NEXT:GOSUB >CC
630:' rectangle
370 IF INKEY(58)=0 THEN c=c+1:FOR a=1 TO 20:NEXT:GOSUB >CJ
670:' ellipse
380 IF INKEY(62)=0 THEN ct=ct+1:FOR a=1 TO 20:NEXT:GOSU >FD
B 710:' cercle
390 IF INKEY(27)=0 THEN PLOT x,y,pe,0:' plot >FZ
400 IF INKEY(53)=0 THEN MOVE x,y:FILL pe:' fill >JE
410 IF INKEY(51)=0 THEN tx=tx+1:FOR a=1 TO 20:NEXT:GOSU >FQ
B 800:' texte
420 IF INKEY(29)=0 THEN GOSUB 950:' menu >AW
430 IF INKEY(16)=0 THEN CLS:' cls >WL
440 IF INKEY(35)=0 THEN GOSUB 1390:' stylo >BA
450 IF INKEY(9)=0 THEN tr=0:c=0:r=0:ct=0:tx=0:' annulat >QK
ion
460 CLEAR INPUT >LW
470 GOTO 510 >ZD
480 FRAME >LA
490 GOTO 270 >ZJ
500 REM ***** AFFICHAGE CROIX ***** >AN
510 MASK 255:PLOT x,y,1,1:MOVER 6,0:DRAW 8,0:MOVE x,y: >PN
MOVER -6,0:DRAW -8,0:MOVE x,y:MOVER 0,6:DRAW 0,8:MOVE
x,y:MOVER 0,-6:DRAW 0,-8:FOR t=0 TO 5:NEXT
520 FRAME >KF
530 PLOT x,y,1,1:MOVER 6,0:DRAW 8,0:MOVE x,y:MOVER -6, >LA
0:DRAW -8,0:MOVE x,y:MOVER 0,6:DRAW 0,8:MOVE x,y:MOVE
R 0,-6:DRAW 0,-8
540 MASK 255:IF tr=1 THEN MOVE xx,yy,1,1:DRAW x,y:FOR t >ZE
=0 TO 5:NEXT:MOVE xx,yy,1,1:DRAW x,y
550 MASK 255:IF r=1 THEN MOVE xx,yy,1,1:DRAW xx,y:DRAW >FB
x,y:DRAW x,yy:DRAW xx,yy:MOVE xx,yy,1,1:DRAW xx,y:DRAW
x,y:DRAW x,yy:DRAW xx,yy
560 MASK 255:IF c=1 THEN DEG:FOR a=1 TO 360 STEP 90:MOV >VG
E xx,yy,1,1:PLOT xx+(x-xx)*COS(a),yy+(y-yy)*SIN(a):NEXT
:FOR t=0 TO 5:NEXT:DEG:FOR a=1 TO 360 STEP 90:MOVE xx,y
y,1,1:PLOT xx+(x-xx)*COS(a),yy+(y-yy)*SIN(a):NEXT
570 MASK 255:IF ct=1 THEN DEG:FOR a=1 TO 360 STEP 90:MO >WD

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VE xx,yy,1,1:PLOT xx+(x-xx)*COS(a),yy+(x-xx)*SIN(a):NEX
T:FOR t=0 TO 5:NEXT:DEG:FOR a=1 TO 360 STEP 90:MOVE xx,
yy,1,1:PLOT xx+(x-xx)*COS(a),yy+(x-xx)*SIN(a):NEXT:FOR
t=0 TO 5:NEXT
580 GOTO 270 >ZJ
590 REM ***** TRACAGE ***** >TT
600 IF tr=1 THEN xx=x:yy=y >VC
610 IF tr=2 THEN MASK masc:MOVE xx,yy,pe,0:DRAW x,y:tr= >CU
0
620 RETURN >ZD
630 REM ***** RECTANGLE ***** >VB
640 IF r=1 THEN xx=x:yy=y >UY
650 IF r=2 THEN MASK masc:MOVE xx,yy,pe,0:DRAW xx,y:DRA >UR
W x,y:DRAW x,yy:DRAW xx,yy:r=0
660 RETURN >ZH
670 REM ***** ELLIPSE ***** >TR
680 IF c=1 THEN xx=x:yy=y >UL
690 IF c=2 THEN MASK masc:ORIGIN xx,yy:DEG:MOVE 0,(y-yy >JA
),pe,0:FOR a=0 TO 360 STEP 10:DRAW (x-xx)*SIN(a),(y-yy)
*COS(a):NEXT:ORIGIN 0,0:c=0
700 RETURN >ZC
710 REM ***** CERCLE ***** >RM
720 IF ct=1 THEN xx=x:yy=y >VP
730 IF ct=2 THEN MASK masc:ORIGIN xx,yy:DEG:MOVE 0,(x-x >NZ
x),pe,0:FOR a=0 TO 360 STEP 10:DRAW (x-xx)*SIN(a),(x-xx
)*COS(a):NEXT:ORIGIN 0,0:ct=0
740 RETURN >ZG
750 REM ***** CATALOGUE ***** >VE
760 MODE 2 >JC
770 CAT:PRINT:PRINT"Appuyer sur une touche pour revenir >GR
au menu"
780 CLEAR INPUT >LB
790 CALL &BB18:GOTO 970 >QB
800 REM ***** TEXTE ***** >QE
810 CLEAR INPUT >LV
820 SYMBOL AFTER 223:SYMBOL 224,0 >BV
830 TAG >TK
840 a$=INKEY$:IF a$="" THEN 840 >XG
850 IF tx=1 THEN 860 ELSE IF tx>1 THEN TAGOFF:tx=0:RETU >CD
RN
860 IF INKEY(79)=32 THEN r=1 >VT
870 IF r=1 AND m=1 THEN x=x-16:r=0:GOTO 840 >JP
880 IF r=1 AND m=0 THEN x=x-32:r=0:GOTO 840 >JM
890 IF r=1 AND m=2 THEN x=x-8:r=0:GOTO 840 >HE
900 IF INKEY(9)<>32 THEN 910 ELSE tx=tx+1 >HM
910 MOVE x,y,pe,0:PRINT a$;:IF m=1 THEN x=x+16 ELSE IF >VZ
n=0 THEN x=x+32 ELSE IF m=2 THEN x=x+8
920 IF x>640 THEN y=y-16:x=0 >WM
930 IF x<0 THEN y=y+16:x=624 >WQ
940 GOTO 840 >AB
950 REM ***** MENU ***** >PB
960 CALL &BC06,&40 >LL
970 MODE 1 >JE
980 LOCATE 12,1:PRINT"***** MENU *****" >FF
990 LOCATE 13,7:PRINT"1- Sauvegarde" >JK
1000 LOCATE 13,9:PRINT"2- Chargement" >JA
1010 LOCATE 13,11:PRINT"3- Couleurs" >HD
1020 LOCATE 13,13:PRINT"4- Catalogue" >JM
1030 LOCATE 13,15:PRINT"5- Traits" >EY

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1040 LOCATE 13,17:PRINT"6- Help" >BX
1050 LOCATE 13,19:PRINT"7- Fin" >AH
1060 LOCATE 24,25:PRINT"Retour: [RETURN]" >PE
1070 CLEAR INPUT >LL
1080 a$=UPPER$(INKEY$):IF a$="" THEN 1080 >GA
1090 IF a$=CHR$(13) THEN CLS:MODE m:CALL &BC06,&C0:RETU >BD
RN
1100 IF a$="1" THEN GOTO 2030 >UZ
1110 IF a$="2" THEN GOTO 2110 >UA
1120 IF a$="3" THEN GOTO 1190 >VB
1130 IF a$="4" THEN GOTO 750 >UE
1140 IF a$="5" THEN GOTO 1690 >VL
1150 IF a$="6" THEN GOTO 2180 >VH
1160 IF a$="7" THEN END >PF
1170 GOTO 1080 >MF
1180 CALL &BB18:END >NK
1190 REM ***** Choix couleurs ***** >BR
1200 MODE 1 >NJ
1210 LOCATE 3,5:PRINT"Mode [M]" >BZ
1220 LOCATE 3,7:PRINT"Border [B]" >EW
1230 LOCATE 3,9:PRINT"Pen [P]" >AC
1240 LOCATE 15,15:PRINT"Fin : [RETURN]" >KY
1250 a$=UPPER$(INKEY$):IF a$="" THEN 1250 >GY
1260 IF a$=CHR$(13) THEN GOTO 970 >YB
1270 IF a$="M" THEN 1310 >QE
1280 IF a$="B" THEN 1320 >PD
1290 IF a$="P" THEN 1330 >QM
1300 GOTO 1250 >LK
1310 LOCATE 13,5:INPUT" Mode";m:IF m<0 OR m>2 THEN 1310 >KM
:ELSE 1200
1320 LOCATE 13,7:INPUT" Border";b:IF b<0 OR b>26 THEN 1 >HP
320 ELSE BORDER b:GOTO 1200
1330 LOCATE 13,9:INPUT" Pen";p >ZH
1340 IF p<0 OR p>15 THEN 1330 >UW
1350 LOCATE 13,10:INPUT" Ink";i >AV
1360 IF i<0 OR i>26 THEN 1350 >UM
1370 INK p,i >AA
1380 GOTO 1200 >MC
1390 REM ***** CHOIX DU STYLO ***** >AZ
1400 CALL &BC06,&40:MODE m >TG
1410 CLEAR INPUT >LJ
1420 SYMBOL 255,255,129,129,129,129,129,129,255 >NP
1430 xp=6:d=0 >ME
1440 TAG >ZC
1450 FOR g=6 TO 640 STEP 40:GRAPHICS PEN 2:MOVE g,56:PR >YN
INT CHR$(255);:NEXT
1460 FOR g=6 TO 606 STEP 40:GRAPHICS PEN d:MOVE g,56:PR >GV
INT CHR$(233);:d=d+1:NEXT
1470 IF INKEY(8)=0 AND xp>6 THEN xp=xp-40:FOR t=1 TO 50 >EG
:NEXT
1480 IF INKEY(1)=0 AND xp<606 THEN xp=xp+40:FOR t=1 TO >GM
50:NEXT
1490 IF INKEY(47)=0 THEN 1520 >WL
1500 MOVE xp,20,1,1:PRINT CHR$(240);:FOR t=1 TO 50:NEXT >TP
:MOVE xp,20,1,1:PRINT CHR$(240);
1510 GOTO 1470 >MG
1520 IF xp=6 THEN pe=0 >PE
1530 IF xp=46 THEN pe=1 >QC
1540 IF xp=86 THEN pe=2 >QJ

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1550 IF xp=126 THEN pe=3 >RY
1560 IF xp=166 THEN pe=4 >RE
1570 IF xp=206 THEN pe=5 >RB
1580 IF xp=246 THEN pe=6 >RH
1590 IF xp=286 THEN pe=7 >RP
1600 IF xp=326 THEN pe=8 >RB
1610 IF xp=366 THEN pe=9 >RH
1620 IF xp=406 THEN pe=10 >TQ
1630 IF xp=446 THEN pe=11 >TX
1640 IF xp=486 THEN pe=12 >TD
1650 IF xp=526 THEN pe=13 >TA
1660 IF xp=566 THEN pe=14 >TG
1670 IF xp=606 THEN pe=15 >TD
1680 MODE m:CALL &BC06,&C0:RETURN >BL
1690 REM ***** Type de trait ***** >YF
1700 MODE m >TB
1710 LOCATE 3,1:PRINT"Types de traits" >MB
1720 LOCATE 3,2:PRINT"En mode";m >CX
1730 yt=308 >WD
1740 IF m=0 THEN 1770 >NK
1750 IF m=1 THEN 1770 >NM
1760 IF m=2 THEN 1910 >NK
1770 MASK 255:MOVE 50,300,1:DRAW 150,300:MASK 231:MOVE >GF
50,250:DRAW 150,250:MASK 102:MOVE 50,200:DRAW 150,200:M
ASK 85:MOVE 50,150:DRAW 150,150:MASK 189:MOVE 50,100:DR
AW 150,100
1780 TAG >ZK
1790 IF INKEY(0)=0 AND yt<308 THEN yt=yt+50 >KH
1800 IF INKEY(2)=0 AND yt>108 THEN yt=yt-50 >KD
1810 IF INKEY(47)=0 THEN GOTO 1840 >AJ
1820 MOVE 200,yt,1,1:PRINT CHR$(242);:FOR t=1 TO 50:NEX >VG
T:MOVE 200,yt,1,1:PRINT CHR$(242);
1830 GOTO 1790 >NG
1840 IF yt=308 THEN MASc=255 >WH
1850 IF yt=258 THEN MASc=231 >WG
1860 IF yt=208 THEN MASc=102 >VH
1870 IF yt=158 THEN MASc=85 >VR
1880 IF yt=108 THEN MASc=189 >WR
1890 TAGOFF >CA
1900 GOTO 970 >GB
1910 MASK 255:MOVE 50,300,1:DRAW 150,300:MASK 231:MOVE >AW
50,250,1:DRAW 150,250:MASK 102:MOVE 50,200:DRAW 150,200

1920 TAG >ZF
1930 IF INKEY(0)=0 AND yt<308 THEN yt=yt+50 >KD
1940 IF INKEY(2)=0 AND yt>208 THEN yt=yt-50 >KK
1950 IF INKEY(47)=0 THEN GOTO 1980 >AV
1960 MOVE 200,yt,1,1:PRINT CHR$(242);:FOR t=1 TO 50:NEX >WD
T:MOVE 200,yt,1,1:PRINT CHR$(242);
1970 GOTO 1930 >NH
1980 IF yt=308 THEN MASc=255 >WN
1990 IF yt=258 THEN MASc=231 >WM
2000 IF yt=208 THEN MASc=102 >VU
2010 TAGOFF >AF
2020 GOTO 970 >FF
2030 REM ***** SAUVEGARDE ***** >XG
2040 MODE 1:LOCATE 15,1:PRINT"Sauvegarde" >PQ
2050 LOCATE 3,13:PRINT" Nom du dessin ":INPUT " ",n$ >AJ
2060 IF n$="" THEN CLS:GOTO 970 ELSE IF LEN(n$)>8 THEN >AG

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2050
2070 IF INSTR(n$,".")=0 THEN n$=n$+".bin" >HU
2080 MODE m:CALL &BC06,&C0 >UD
2090 SAVE n$,b,&C000,&4000 >TQ
2100 GOTO 270 >EH
2110 REM ***** CHARGEMENT ***** >XW
2120 MODE 1:LOCATE 15,1:PRINT"Chargement" >PE
2130 LOCATE 3,13:PRINT" Nom du dessin ":INPUT " ",n$ >AH
2140 IF n$="" THEN CLS:GOTO 970 ELSE IF (INSTR(n$,".") >CB
11 OR LEN(n$)>8) THEN 2130
2150 CLS >ZH
2160 LOAD n$,&C000 >LG
2170 GOTO 270 >FE
2180 REM ***** HELP ***** >QB
2190 MODE 2:LOCATE 24,1:PRINT"***** DAO 2D - Page d'aid >LK
e *****"
2200 LOCATE 2,3:PRINT"Touches fonctions" >RD
2210 LOCATE 1,5:PRINT"- [R] : rectangle":PRINT"- [C] : >XE
cercle":PRINT"- [E] : ellipse":PRINT"- [ESPACE] : trait
continu"
2220 LOCATE 30,5:PRINT"Pour ces fonctions, il faut rapp >LE
uyer sur la touche":LOCATE 30,6:PRINT"pour que l'objet
se dessine":LOCATE 30,7:PRINT"Appuyer sur [COPY] pour a
nnuler"
2230 LOCATE 1,10:PRINT"- [P] : plot":PRINT"- [I] : choi >LC
x du stylo courant":PRINT"- [SHIFT]+ touches flech(s :
d{placement en tra\ant"
2240 PRINT"- [F] : fill (remplissage de zone avec la co >RF
uleur courante)"
2250 PRINT"- [CLR] : effa\age de l'{cran" >RM
2260 PRINT"- [T] : texte" >XJ
2270 PRINT"Cette fonction permet d'{crire, mais elle ef >KG
face tout ce qui se trouve sous les lettres. Pour effac
er un caract}re, faire [SHIFT]+[DEL] et r{crire par des
sus. Faire [SHIFT]+[COPY] pour en sortir."
2280 LOCATE 1,20:PRINT"- [M] : menu" >GE
2290 LOCATE 3,23:PRINT"Pour voir les options du menu, a >AH
ppuyez sur une touche":CALL &BB18:CLS
2300 LOCATE 24,1:PRINT"***** DAO 2D - Page d'aide ***** >CY
"
2310 LOCATE 2,3:PRINT"MENU" >WH
2320 LOCATE 1,5:PRINT"- Sauvegarde: permet de sauvegard >MW
er la page {cran sur disque"
2330 PRINT"- Chargement: permet de charger une page {cr >WY
an"
2340 PRINT"- Couleurs: permet * de choisir le mode >QW
* de choisir la couleur du bord
* de choisir la couleur de cha
que stylo"
2350 PRINT"- Catalogue: permet de voir le catalogue de >NX
la disquette"
2360 PRINT"- Traits: permet de choisir le type de trait >AM
s pour le trac{ (pointill{s, traits d'axe...)"
2370 PRINT"- Help: pour revenir @ la page d'aide en cas >DB
d'oubli"
2380 PRINT"- Fin: pour sortir du logiciel" >XC
2390 LOCATE 57,25:PRINT"APPUYEZ SUR UNE TOUCHE":CALL &B >UJ
B18:GOTO 970■

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