

Teil 1

SCHNEIDER LISTING MIT CHECKSUMMEN V 2.0

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1 '+++++
2 ' + S H A P E DESIGNER +
3 '+(C)1986 OTTFRIED SCHMIDT+
4 '+++++
5
10 BORDER 1
20 INK 0,0:INK 1,3:INK 2,15:INK
3,25:INK 4,24:INK 5,6:INK 7,26
:INK 8,2
30 SYMBOL AFTER 256:MEMORY &7FF
F
40 DIM x(16,21):DIM z(16,21)
50 GOTO 100
60 DATA 21,00,C0,ED,4B,FE,9F,E5
,16,82
70 DATA 1E,05,7E,02,03,23,1D,20
,F9,E1
80 DATA CD,26,8C,E5,15,20,EF,E1
,ED,43
90 DATA FE,9F,00,C9
100 FOR i=&9200 TO &9221:READ a
$
110 POKE i,VAL("&"+a$):NEXT i
120 POKE &9FFE,0:POKE &9FFF,&00
130 CALL &BB03:MODE 1:LOCATE 2,
6:INPUT"WAAGERECHTE GROESSE.?"
:WA
140 LOCATE 2,8:INPUT"SENKRECHTE
GROESSE.?" :se
150 IF se>21 OR se<1 OR wa>16 O
R wa<2 THEN GOTO 130
160 POKE &9209,se:POKE &920B,(w
a/2)
170 ad1=PEEK(&9FFE):ad2=PEEK(&9
FFF):ad1$=HEX$(ad1):ad2$=HEX$(a
d2)
180 IF LEN(ad1$)<2 THEN ad1$="0
"+ad1$
190 IF LEN(ad2$)<2 THEN ad2$="0
"+ad2$
200 adr$=ad2$+ad1$:POKE VAL("&
+adr$"),wa/2:POKE VAL("&"+adr$)+
1,se
210 adr=65536+(2+VAL("&"+adr$))
220 POKE &9FFE,adr-256*INT(adr/
256):POKE &9FFF,INT(adr/256)

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(GN)
(DC)
(PM)
(FC)
(DK)
(DK)
320 FOR i=1 TO wa:FOR l=1 TO se
:x(i,1)=0:z(i,1)=0
290 LOCATE i,1+4:PRINT CHR$(200
):NEXT i,1
300 xp=1:yp=399:a=1:b=5:pe=1:y$
=CHR$(200)
310 a1=a:b1=b:y$=CHR$(x(a,b-4)+
200):zz=(z(a,b-4))
320 IF NOT INKEY(15) THEN GOSUB
460
330 IF NOT INKEY(6) THEN 530
340 IF NOT INKEY(7) THEN GOTO 50
0
350 IF NOT INKEY(5) THEN GOSUB 5
90
360 IF NOT INKEY(14) THEN GOSUB
630
370 jo=JOY(0)
380 IF jo AND 1 THEN b=b-1:IF b
<5 THEN b=5 ELSE yp=yp+2
390 IF jo AND 2 THEN b=b+1:IF b
>se+4 THEN b=se+4 ELSE yp=yp-2
400 IF jo AND 4 THEN a=a-1:IF a
<1 THEN a=1 ELSE xp=xp-4
410 IF jo AND 8 THEN a=a+1:IF a
>wa THEN a=wa ELSE xp=xp+4
420 IF jo AND 16 THEN PLOT xp,y
p,pe:LOCATE a,b:PEN pe:x(a,b-4)
=1:z(a,b-4)=pe:IF pe<>0 THEN PR
INT CHR$(201)ELSE PEN 1:PRINT C
HR$(200):x(a,b-4)=0:z(a,b-4)=0
430 IF z(a1,b1-4)=0 THEN PEN 1:
LOCATE a1,b1:PRINT y$:PEN 15:LO
CATE a,b:PRINT CHR$(201):GOTO 3
10
440 LOCATE a1,b1:PEN z(a1,b1-4)
=:PRINT y$:PEN 15:LOCATE a,b:PR
INT CHR$(201)
450 GOTO 310
460 CALL &BB03:LOCATE 17,21:PRI
NT"PEN":LOCATE 17,22:PRINT"NR?"
:LOCATE 17,23:INPUT pe
470 IF pe<0 OR pe>15 THEN SOUND
1,60,50,7:GOTO 460
480 LOCATE 17,21:PRINT "":LO
CATE 17,22:PRINT "":LOCATE 1

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(OH) 7,23:PRINT" " (IH)
(NM) 490 RETURN (PJ)
(DF) 500 'SHAPE IM BILDSCHIRMFORMAT
AB &A000 ABLEGEN (AB)
(FE) 510 CALL &9200:CLS (OP)
520 PEN 1:GOTO 130 (ME)
(IG) 530 CALL &BB03:PEN 1:LOCATE 17,
21:PRINT"J/N":LOCATE 17,22:INPU
T t$ (GO)
(HA) 540 IF t$="n"OR t$="N"THEN LOCA
TE 17,21:PRINT "":LOCATE 17,2
2:PRINT "":GOTO 370 (LG)
(BN) 550 CLS:INPUT"SHAPEDATEN ABSPEI
CHERN?":t$ (CA)
(EB) 560 IF t$="N"OR t$="n"THEN END (CB)
570 INPUT"DATEINAME?":t$ (JF)
(DL) 580 SAVE t$,b,&8000,&1000:END (BH)
(NM) 590 'SHAPEMATRIX DRUCKEN (EO)
600 FOR i=1 TO se:FOR l=1 TO wa
610 PRINT#0,z(1,i):NEXT l:PRIN
T#0:NEXT i (BM)
(BA) 620 RETURN (OC)
630 CALL &BB03:LOCATE 17,21:PRI
NT"PEN":LOCATE 17,22:PRINT"NR?"
:LOCATE 17,23:INPUT pnr (GP)
640 LOCATE 17,21:PRINT "":LO
CATE 17,22:PRINT "":LOCATE 1
7,23:PRINT" " (FN)
(PE) 650 LOCATE 17,21:PRINT"ARB":LO
CATE 17,22:PRINT"NR?":LOCATE 17
,23:INPUT fanr (PD)
(IF) 660 LOCATE 17,21:PRINT "":LO
CATE 17,22:PRINT "":LOCATE 1
7,23:PRINT" " (ML)
(BB) 670 INK pnr,fanr:RETURN (NI)

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ENDE DES LISTINGS

Teil 2

SCHNEIDER LISTING MIT CHECKSUMMEN V 2.0

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1 '*****
2 '* SPRITEROUTINE (C) 1987 by
* (DH)
3 '* OTTFRIED SCHMIDT (MJ)
* (JC)
4 '*****
* (HM)

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5 :
6 :
1000 DATA 11,00,40,21,00,C0,01,
00
1010 DATA 40,ED,B0,C9,21,00,C0,
06
1020 DATA 03,11,03,00,E5,CD,19,
BD
1030 DATA CD,20,92,E1,23,10,F5,
C9
1040 DATA CB,8C,7E,CB,FC,77,CD,
2D
1050 DATA 92,19,DB,1B,F3,3E,0A,
3D
1060 DATA 20,FD,C9,21,00,C0,06,
03
1070 DATA 11,03,00,E5,CD,19,BD,
CD
1080 DATA 47,92,E1,23,10,F5,C9,
AF
1090 DATA 77,CD,2D,92,19,DB,1B,
F7
1100 DATA 21,00,C0,DD,21,00,8F,
FD
1110 DATA 21,65,8F,06,64,7C,DD,
77
1120 DATA 00,7D,FD,77,00,DD,23,
FD
1130 DATA 23,CD,26,BC,CD,26,BC,
10
1140 DATA EC,C9,DD,21,00,8F,FD,
21
1150 DATA 65,8F,7A,32,83,92,32,
87
1160 DATA 92,DD,7E,00,67,FD,7E,
00
1170 DATA 6F,16,00,19,E5,0A,32,
9A
1180 DATA 92,03,0A,32,98,92,03,
16
1190 DATA 00,1E,00,0A,FE,00,2B,
03
1200 DATA 77,1B,06,CB,BC,7E,CB,
FC
1210 DATA 77,03,23,1D,20,ED,E1,
7C
1220 DATA C6,08,67,E6,38,20,14,
7C
1230 DATA D6,40,67,7D,C6,50,6F,
30
1240 DATA 0A,24,7C,E6,07,20,04,
7C
1250 DATA D6,08,67,E5,15,20,CA,
E1
1260 DATA C9,3A,00,91,57,3A,01,
91
1270 DATA 5F,ED,4B,02,91,CD,72,
92
1280 DATA C9,00,00,00,00,00,00,
00

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(DK) 1290 DATA 00,00,00,00,00,00,00,
(EP) 00
1300 DATA 00,00,00,00,00,00,00,
(BJ) 00
1310 DATA 00,00,00,00,00,00,00,
(GM) 00
1320
1330 MEMORY &3FFF:FOR i=&9200 T
(LF) O &92FF
(HD) 1340 READ a#
(LD) 1350 POKE i,VAL("&"a#)
(IH) 1360 NEXT i

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ENDE DES LISTINGS

Teil 3

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(LB) 1000 *****
1010 * SPRITEDEMO *
(MM) 1020 *****
1030
(AI) 1040
1050 DATA 06,10,00,00,00,00,00,
(NJ) 00
1060 DATA 00,00,00,00,00,00,00,
(CE) CC
1070 DATA CC,CC,CC,00,00,8C,0C,
(HB) 0C
1080 DATA 4B,00,00,8C,0C,0C,4B,
(AC) 00
1090 DATA 00,8C,0C,0C,4B,00,00,
(IL) BC
1100 DATA 0C,0C,4B,00,00,8C,0C,
(PD) 0C
1110 DATA 4B,00,00,8C,0C,0C,4B,
(LL) 00
1120 DATA 00,8C,0C,0C,4B,00,00,
(KP) BC
1130 DATA 0C,0C,4B,00,00,8C,0C,
(PB) 0C
1140 DATA 4B,00,00,8C,0C,0C,4B,
(HP) 00
1150 DATA 00,CB,C0,C0,C0,00,00,
(DJ) 00
1160 DATA 00,00,00,00,00,00,00,
(MA) 00
1170 DATA 00,00,05,12,00,00,00,
(LF) 00
1180 DATA 00,00,00,00,00,00,00,
(JD) CC
1190 DATA CC,CC,00,00,8C,0C,4B,
(EJ) 00
1200 DATA 00,8C,0C,4B,00,00,8C,
(HI) CB
1210 DATA 4B,00,00,8C,CB,4B,00,
(FE) 00

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(CP) 1220 DATA 8C,CB,4B,00,00,8C,CB,
4B (JA)
1230 DATA 00,00,8C,CB,4B,00,00,
(KG) 8C
1240 DATA CB,4B,00,00,8C,CB,4B,
(DJ) 00
1250 DATA 00,8C,0C,4B,00,00,8C,
(KJ) 0C
1260 DATA 4B,00,00,8C,0C,4B,00,
(KG) 00
1270 DATA CB,C0,C0,00,00,00,00,
(KA) 00
1280 DATA 00,00,00,00,00,00,01,
(BN) 02
1290 DATA 00,00,00,00,00,00,00,
(CP) 00
1300 DATA 00,00,00,00,00,00,00,
(OH) 00
1310 MEMORY &3FFF (FA)
1320 FOR i=&8000 TO &80CF (NA)
1330 READ a#:POKE i,VAL("&"a#)
(CO) :NEXT i
1340 (AD)
1350 DEFINIT a-z (MH)
1360 CALL &9250 (DE)
1370 MODE 0:INK 0,1:INK 1,3:INK
2,15:INK 3,25 (AC)
1380 FOR i=640 TO 0 STEP-12:MOV
E i,400:DRAW i,0,6:NEXT i (LB)
1390 FOR i=400 TO 0 STEP-6:MOVE
640,i:DRAW 0,i,5:NEXT i (EG)
1400 CALL &9200 (AG)
1410 POKE &9102,&62:POKE &9103,
(JL) &80
1420 x1=1:x2=70:y1=1:y2=1 (DM)
1430 z1=1:z2=2 (AK)
1440 FOR i=1 TO 450 (JN)
1450 POKE &9102,&62:POKE &9100,
(MB) y1:POKE &9101,x1:CALL &92D1
1460 POKE &9102,&0:POKE &9100,y
(AN) 2:POKE &9101,x2:CALL &92D1
1470 IF z1=1 THEN x1=x1+1:y1=y1
+1:IF x1>71 THEN z1=2 (EJ)
1480 IF z1=2 THEN x1=x1-1:y1=y1
-1:IF x1<1 THEN z1=1 (PM)
1490 IF z1=1 THEN x2=x2+1:y2=y2
-1:IF x2>71 THEN z2=2 (NE)
1500 IF z2=2 THEN x2=x2-1:y2=y2
+1:IF x2<1 THEN z2=1 (LM)
1510 NEXT i (FD)
1520 FOR i=1 TO 3 (OD)
1530 FOR l=1 TO 1500:NEXT l:CAL
L &9233:FOR l=1 TO 1500:NEXT l:
(BJ) CALL &920C
1540 NEXT i (FM)
1550 GOTO 1410 (AI)

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ENDE DES LISTINGS

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(PE)
(LL)

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