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1 REM *****
2 REM * GRAFIK-DESIGNER *
3 REM * COPYRIGHT by *
4 REM * FRANK BRALL *
5 REM *****
6
14 SYMBOL AFTER 97
15 MEMORY 40000-1
20 SPEED KEY 10,5
50 DEF FNscreen (x1,y1)=(y1*16)+x1+(40000
0-17)
100 PAPER 0:PEN 1:CLS
200 FOR i=1 TO 16:PRINT".....
":NEXT i
210 FOR i=40000 TO 41000:POKE i,ASC(".")
:NEXT i
220 LOCATE 20,1:PEN 3:PRINT"Grafik-Desig
ner":PEN 1
225 LOCATE 20,3:PRINT"(c) Frank Brall"
230 LOCATE 2,18
235 PRINT"COPY = PUNKT SETZEN"
237 PRINT"SPACE = PUNKT LOESCHEN"
239 PRINT" '=' = DEFINIEREN"

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240 PRINT" I = INVERTIEREN"
245 PRINT" R = ROTIEREN"
250 PRINT" Y = SPIEGELN Y-Achse"
255 PRINT" X = SPIEGELN X-Achse"
260 PRINT" CLR = LOESCHEN";
270 LOCATE 30,18:PRINT"Q = ENDE"
300 x%=1:y%=1
400 e$=INKEY$:IF e$="" THEN 1000
405 SOUND 1,8,3
410 e=ASC(e$)
420 IF e=243 THEN x%=x%+1:GOTO 1000
430 IF e=242 THEN x%=x%-1:GOTO 1000
440 IF e=240 THEN y%=y%-1:GOTO 1000
450 IF e=241 THEN y%=y%+1:GOTO 1000
460 IF e=224 THEN 600:REM zeichen setzen
470 IF e=32 THEN 700:REM zeichen loesche
n
480 IF e$="i" THEN 3000
485 IF e$="r" THEN 4000
490 IF e$="s" THEN 5000
495 IF e$="y" THEN 5000
496 IF e$="x" THEN 6000
500 IF e=16 THEN 100:REM loeschen

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505 IF e#="" THEN 7000:REM definieren
510 IF e#="q" THEN 10000
550 GOTO 400
600 REM ** zeichen setzen **
610 LOCATE x%,y%:PEN 1:PRINT"*";
620 POKE FNscreen(x%,y%),ASC("*")
630 PLOT (X%*2)+400,300-(y%*2),1
640 GOTO 400
700 REM ** zeichen loeschen **
710 LOCATE x%,y%:PEN 1:PRINT".";
720 POKE FNscreen(x%,y%),ASC(".")
730 PLOT (X%*2)+400,300-(y%*2),0
740 GOTO 400
1000 REM ** cursor zeigen **
1010 IF x%<1 THEN x%=1
1020 IF y%<1 THEN y%=1
1030 IF x%>16 THEN x%=16
1040 IF y%>16 THEN y%=16
1050 e=PEEK(FNscreen(x%,y%))
1060 LOCATE x%,y%:PEN 0:PAPER 1::PRINT C
HR$(e);
1070 FOR i= 1 TO 60:NEXT i
1080 LOCATE x%,y%:PEN 1:PAPER 0::PRINT C
HR$(e);
1100 GOTO 400
2000 REM ** screen-speicher anzeigen **
2005 SOUND 1,20,10
2010 FOR y= 1 TO 16
2020 FOR x= 1 TO 16
2030 LOCATE x,y:PEN 1:PRINT CHR$(PEEK(FN
screen(x,y)));
2040 IF PEEK(FNscreen(x,y))=ASC("*") THE
N color =1 ELSE color =0
2050 PLOT (X*2)+400,300-(y*2),color
2060 NEXT x:NEXT y:RETURN
3000 REM ** invertieren **
3010 FOR y= 1 TO 16:FOR x=1 TO 16
3020 IF PEEK(FNscreen(x,y))=ASC("*") THE
N POKE FNscreen(x,y),ASC(".") ELSE POKE
FNscreen(x,y),ASC("*")
3030 NEXT x:NEXT y
3100 GOSUB 2000
3110 GOTO 400
4000 REM ** rotieren **
4010 u=0:FOR y= 1 TO 16:FOR x=1 TO 16
4020 zeichen= PEEK(FNscreen(x,y))
4030 POKE 40260+u,PEEK(FNscreen(x,y))
4040 u=u+1:NEXT x:NEXT y
4050 u=0:FOR y=16 TO 1 STEP -1:FOR x=1 T
O 16
4060 zeichen= PEEK(40260+u)
4070 POKE FNscreen(y,x),zeichen
4080 u=u+1:NEXT x:NEXT y
4090 GOSUB 2000
4100 GOTO 400
5000 REM ** spiegeln y-achse **
5010 u=0:FOR y= 1 TO 16:FOR x=1 TO 16
5020 zeichen= PEEK(FNscreen(x,y))
5030 POKE 40260+u,PEEK(FNscreen(x,y))
5040 u=u+1:NEXT x:NEXT y
5050 u=0:FOR y=1 TO 16:FOR x=16 TO 1 STE
P -1

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5060 zeichen= PEEK(40260+u)
5070 POKE FNscreen(x,y),zeichen
5080 u=u+1:NEXT x:NEXT y
5090 GOSUB 2000
5100 GOTO 400
6000 REM ** spiegeln x-achse **
6010 u=0:FOR y= 1 TO 16:FOR x=1 TO 16
6020 zeichen= PEEK(FNscreen(x,y))
6030 POKE 40260+u,PEEK(FNscreen(x,y))
6040 u=u+1:NEXT x:NEXT y
6050 u=0:FOR y=16 TO 1 STEP -1:FOR x=1 T
O 16
6060 zeichen= PEEK(40260+u)
6070 POKE FNscreen(x,y),zeichen
6080 u=u+1:NEXT x:NEXT y
6090 GOSUB 2000
6100 GOTO 400
7000 REM ** definieren **
7010 PEN 1:PAPER 0
7020 LOCATE 22,10:INPUT"ZEICHEN ";zeiche
n
7025 IF zeichen <97 OR zeichen>251 THEN
7020
7030 LOCATE 22,10:PRINT SPACE$(16)
7100 FOR y=1 TO 8
7110 code$=""&x"
7120 FOR x=1 TO 8
7130 w=PEEK(FNscreen(x,y))
7140 IF w=ASC("*") THEN code$=code$+"1"
ELSE code$=code$+"0"
7150 NEXT x
7160 wert(y)=VAL(code$)
7170 NEXT y:GOSUB 8000
7200 FOR y=1 TO 8
7210 code$=""&x"
7220 FOR x=9 TO 16
7230 w=PEEK(FNscreen(x,y))
7240 IF w=ASC("*") THEN code$=code$+"1"
ELSE code$=code$+"0"
7250 NEXT x
7260 wert(y)=VAL(code$)
7270 NEXT y:GOSUB 8000
7300 FOR y=9 TO 16
7310 code$=""&x"
7320 FOR x=1 TO 8
7330 w=PEEK(FNscreen(x,y))
7340 IF w=ASC("*") THEN code$=code$+"1"
ELSE code$=code$+"0"
7350 NEXT x
7360 wert(y-8)=VAL(code$)
7370 NEXT y:GOSUB 8000
7400 FOR y=9 TO 16
7410 code$=""&x"
7420 FOR x=9 TO 16
7430 w=PEEK(FNscreen(x,y))
7440 IF w=ASC("*") THEN code$=code$+"1"
ELSE code$=code$+"0"
7450 NEXT x
7460 wert(y-8)=VAL(code$)
7470 NEXT y:GOSUB 8000
7500 GOTO 400

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8200 REM ** SYMBOL zelle schreiben **
8005 u=0:FOR i=1 TO 8:u=u+wert(i):NEXT i
:IF u=0 THEN 8200
8010 platz =5500 :'basic such-anfang
8020 GOSUB 9000
8050 a$=HEX$(zeichen)
8051 IF LEN(a$)<2 THEN a$="0"+a$
8052 POKE platz,ASC(LEFT$(a$,1))
8053 POKE platz+1,ASC(RIGHT$(a$,1))
8055 zeichen =zeichen+1:GOSUB 9000
8060 FOR u=1 TO 8
8070 a$=HEX$(wert(u))
8075 IF LEN(a$)<2 THEN a$="0"+a$
8080 POKE platz,ASC(LEFT$(a$,1))
8090 POKE platz+1,ASC(RIGHT$(a$,1))
8100 GOSUB 9000
8110 NEXT u
8200 RETURN
9000 REM ** naechste byte suchen **
9004 SOUND 1,10,7
9005 platz=platz-10
9010 WHILE (PEEK(platz)<>ASC("1")) OR PEEK(platz+1)<>ASC("I"))
9020 platz=platz+1
9030 WEND:RETURN
10000 REM ** definieren beenden **
10010 PEN 1:PAPER 0:CLS
10020 LOCATE 3,3:PRINT"PROGRAMM IST ERST
ELLT !!!":PRINT:PRINT:PRINT
10030 PRINT"LETZTE DATA-ZEILE MUSS SO AU
SSEHEN:" :PRINT
10040 PRINT"   xxxx DATA '**':PRINT:PRI
NT
10050 PRINT" RESTLICHE ZEILEN MIT DELETE
LOESCHEN !"
10100 DELETE -4999:END
50000 REM ** ZEICHEN DEFINIEREN **
50001
50010 RESTORE 51000
50020 READ a$:IF a$="**" THEN RETURN
50030 u=1:FOR a=1 TO 18 STEP 2
50040 wert(u)=VAL("&"+MID$(a$,a,2))
50050 u=u+1:NEXT a
50060 SYMBOL wert(1),wert(2),wert(3),wer
t(4),wert(5),wert(6),wert(7),wert(8),we
rt(9)
50070 GOTO 50020
50100
51000 DATA "J0000000000000000","J00000
000000000000"
51001 DATA "J0000000000000000","J00000
000000000000"
51002 DATA "J0000000000000000","J00000
000000000000"
51003 DATA "J0000000000000000","J00000
000000000000"
51004 DATA "J0000000000000000","J00000
000000000000"
51005 DATA "J0000000000000000","J00000
000000000000"
```

```
51006 DATA "0000000000000000","000000
000000000000"
51007 DATA "0000000000000000","000000
000000000000"
51008 DATA "0000000000000000","000000
000000000000"
51009 DATA "0000000000000000","000000
000000000000"
51010 DATA "0000000000000000","000000
000000000000"
51011 DATA "0000000000000000","000000
000000000000"
51012 DATA "0000000000000000","000000
000000000000"
51013 DATA "0000000000000000","000000
000000000000"
51014 DATA "0000000000000000","000000
000000000000"
51015 DATA "0000000000000000","000000
000000000000"
51016 DATA "0000000000000000","000000
000000000000"
51017 DATA "0000000000000000","000000
000000000000"
51018 DATA "0000000000000000","000000
000000000000"
51019 DATA "0000000000000000","000000
000000000000"
51020 DATA "0000000000000000","000000
000000000000"
51021 DATA "0000000000000000","000000
000000000000"
51022 DATA "0000000000000000","000000
000000000000"
51023 DATA "0000000000000000","000000
000000000000"
51024 DATA "0000000000000000","000000
000000000000"
51025 DATA "0000000000000000","000000
000000000000"
51026 DATA "0000000000000000","000000
000000000000"
51027 DATA "0000000000000000","000000
000000000000"
51028 DATA "0000000000000000","000000
000000000000"
51029 DATA "0000000000000000","000000
000000000000"
51030 DATA "0000000000000000","000000
000000000000"
51031 DATA "0000000000000000","000000
000000000000"
51032 DATA "0000000000000000","000000
000000000000"
51033 DATA "0000000000000000","000000
000000000000"
51034 DATA "0000000000000000","000000
000000000000"
51035 DATA "0000000000000000","000000
000000000000"
```

51036 DATA "J[]C[]J[]C[]J[]C[]J[]C[]J[]C[]J[]C[]", "J[]C[]J[]C[]
C[]J[]C[]J[]C[]C[]"

51037 DATA "J[]C[]J[]C[]J[]C[]J[]C[]J[]C[]J[]C[]", "J[]C[]J[]C[]
C[]J[]C[]C[]J[]C[]C[]"

51038 DATA "J[]C[]J[]C[]J[]C[]J[]C[]J[]C[]J[]C[]", "J[]C[]J[]C[]
C[]J[]C[]J[]C[]C[]"

51039 DATA "J[]C[]J[]C[]J[]C[]J[]C[]J[]C[]J[]C[]", "J[]C[]J[]C[]
C[]J[]C[]C[]J[]C[]C[]"

ZEILENR.: SUMMEN

1- 2: 23974
3- 4: 21109
5- 6: 10158
14- 15: 5648
20- 50: 54614
100- 200: 47350
210- 220: 103254
225- 230: 24906
235- 237: 38275
239- 240: 28960
245- 250: 36005
255- 260: 37579
270- 300: 18421
400- 405: 24702
410- 420: 45939
430- 440: 77345
450- 460: 87629
470- 480: 65099
485- 490: 21183
495- 496: 20699
500- 505: 67112
510- 550: 9781
600- 610: 33887

620- 630: 65426
640- 700: 24773
710- 720: 47717
730- 740: 32689
1000- 1010: 31492
1020- 1030: 28717
1040- 1050: 50574
1060- 1070: 47182
1080- 1100: 32887
2000- 2005: 46027
2010- 2020: 13090
2030- 2040: 52367
2050- 2060: 64718
3000- 3010: 42413
3020- 3030: 8909
3100- 3110: 1947
4000- 4010: 52861
4020- 4030: 117152
4040- 4050: 81907
4060- 4070: 81379
4080- 4090: 25201
4100- 5000: 23749
5010- 5020: 99866
5030- 5040: 84219

5050- 5060: 91709
5070- 5080: 73687
5090- 5100: 1947
6000- 6010: 65751
6020- 6030: 117152
6040- 6050: 81907
6060- 6070: 81384
6080- 6090: 25201
6100- 7000: 13873
7010- 7020: 37002
7025- 7030: 13278
7100- 7110: 13591
7120- 7130: 42160
7140- 7150: 21090
7160- 7170: 33419
7200- 7210: 13591
7220- 7230: 42468
7240- 7250: 21090
7260- 7270: 33419
7300- 7310: 13899
7320- 7330: 42160
7340- 7350: 21090
7360- 7370: 39286
7400- 7410: 13899

7420- 7430: 42468
7440- 7450: 21090
7460- 7470: 39286
7500- 8000: 37523
8005- 8010: 74229
8020- 8050: 19630
8051- 8052: 58226
8053- 8055: 69295
8060- 8070: 26475
8075- 8080: 58226
8090- 8100: 30334
8110- 8200: 1886
9000- 9004: 33632
9005- 9010: 65584
9020- 9030: 22700
10000-10010: 30683
10020-10030: 111929
10040-10050: 74336
10100-50000: 24600
50001-50010: 1893
50020-50030: 41246
50040-50050: 60937
50060-50070: 19176
50100-51000: 15287

51001-51002: 29804
51003-51004: 29804
51005-51006: 29804
51007-51008: 29804
51009-51010: 29804
51011-51012: 29804
51013-51014: 29804
51015-51016: 29804
51017-51018: 29804
51019-51020: 29804
51021-51022: 29804
51023-51024: 29804
51025-51026: 29804
51027-51028: 29804
51029-51030: 29804
51031-51032: 29804
51033-51034: 29804
51035-51036: 29804
51037-51038: 29804
51039- : 14902

GESAMTCHECKSUMME: 41926