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10 REM *****
20 REM *           D I B U J O           *
30 REM * (c) AMSTRAD USER 1986 *
40 REM *****
50 REM
60 ON BREAK GOSUB 1710
70 MEMORY &3FFF:REM reserva memoria para
   pantalla
80 RESTORE:FOR d=&8000 TO &800B
90 READ a$:POKE d,VAL("&" + a$):NEXT
100 DATA 21,00,40,11,00,C0
110 DATA 01,00,40,ED,B0,C9
120 DIM tin(15)
130 RESTORE 200
140 FOR s=0 TO 15
150 IF PEEK(0)=0 THEN tin(s)=PEEK(&4000+
2000+s):INK s,tin(s):GOTO 180
160 READ tin(s)
170 INK s,tin(s)
180 NEXT
190 POKE 0,0
200 DATA 0,2,3,5,7,9,10,11
210 DATA 13,15,16,18,20,22,23,24
220 plum=1:pap=0
230 PEN plum:PAPER pap
240 modo=1
250 a=1:b=20*2^modo:c=1:d=25
260 pluma$=CHR$(247):m=0
270 MODE modo:WINDOW a,b,c,d
280 CALL &8000
290 REM
300 REM ** BUCLE PRINCIPAL **
310 x=320:y=200
320 GOSUB 460:K=0
330 IF K=1 THEN 320

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340 IF k=2 THEN 310
350 GOSUB 540:REM TEST TECLADO
360 IF com=0 THEN 330
370 GOSUB 460
380 POKE &8002,&C0:POKE &8005,&40
390 CALL &8000
400 GOSUB 960
410 IF com<>4 THEN GOSUB 460
420 GOTO 330
430 REM
440 REM ** BORRA/DIBUJA CURSOR **
450 **
460 PLOT -10,-10,plum:MOVE x,y+6
470 PRINT CHR$(23);CHR$(1);:TAG
480 PRINT pluma$;:TAGOFF
490 PRINT CHR$(23);CHR$(m);
500 MOVE x,y:RETURN
510 REM
520 REM *** TEST TECLADO ***
530 REM
540 IF INKEY(62)=0 THEN col=1 ELSE col=0
550 IF INKEY(0)=0 AND col=1 THEN tin(plu
m)=(tin(plum)+1) MOD 27:INK plum,tin(plu
m):col=0:GOTO 580
560 IF INKEY(0)=0 AND col=0 THEN GOSUB 4
60:k=1:y=y+2:IF INKEY(47)=0 THEN PLOT x,
y,plum:GOTO 580 ELSE GOTO 580
570 IF INKEY(0)=32 AND col=0 THEN GOSUB
460:k=1:y=y+20:IF INKEY(47)=32 THEN MOVE
x,y-20:DRAW x,y,plum
580 IF k=1 THEN com=0:RETURN
590 IF INKEY(2)=0 AND col=1 THEN tin(plu
m)=(tin(plum)-1)-27*(tin(plum)=0):INK pl
um,tin(plum):col=0:GOTO 620
600 IF INKEY(2)=0 AND col=0 THEN GOSUB 4
60:k=1:y=y-2:IF INKEY(47)=0 THEN PLOT x,
y,plum:GOTO 620 ELSE GOTO 620
610 IF INKEY(2)=32 AND col=0 THEN GOSUB
460:k=1:y=y-20:IF INKEY(47)=32 THEN MOVE
x,y+20:DRAW x,y,plum
620 IF k=1 THEN com=0:RETURN
630 IF INKEY(1)=0 THEN GOSUB 460:k=1:x=x
+2^(2-mod0):IF INKEY(47)=0 THEN PLOT x,y
,plum:GOTO 650 ELSE 650
640 IF INKEY(1)=32 THEN GOSUB 460:k=1:x=
x+10*2^(2-mod0):IF INKEY(47)=32 THEN MOV
E x-10*2^(2-mod0),y:DRAW x,y,plum
650 IF k=1 THEN com=0:RETURN
660 IF INKEY(8)=0 THEN GOSUB 460:k=1:x=x
-2^(2-mod0):IF INKEY(47)=0 THEN PLOT x,y
,plum:GOTO 680 ELSE 680
670 IF INKEY(8)=32 THEN GOSUB 460:k=1:x=
x-10*2^(2-mod0):IF INKEY(47)=32 THEN MOV
E x+10*2^(2-mod0),y:DRAW x,y,plum
680 IF k=1 THEN com=0:RETURN
690 IF INKEY(32)=0 THEN GOSUB 460:plum=0
:GOSUB 460 ELSE IF INKEY(32)=32 THEN GOS
UB 460:plum=10:GOSUB 460
700 IF INKEY(64)=0 THEN GOSUB 460:plum=1
:GOSUB 460 ELSE IF INKEY(64)=32 THEN GOS
UB 460:plum=11:GOSUB 460
710 IF INKEY(65)=0 THEN GOSUB 460:plum=2
:GOSUB 460 ELSE IF INKEY(65)=32 THEN GOS
UB 460:plum=12:GOSUB 460
720 IF INKEY(57)=0 THEN GOSUB 460:plum=3
:GOSUB 460 ELSE IF INKEY(57)=32 THEN GOS
UB 460:plum=13:GOSUB 460
730 IF INKEY(56)=0 THEN GOSUB 460:plum=4
:GOSUB 460 ELSE IF INKEY(56)=32 THEN GOS
UB 460:plum=14:GOSUB 460
740 IF INKEY(49)=0 THEN GOSUB 460:plum=5
:GOSUB 460 ELSE IF INKEY(49)=32 THEN GOS
UB 460:plum=15:GOSUB 460
750 IF INKEY(48)=0 THEN GOSUB 460:plum=6
:GOSUB 460
760 IF INKEY(41)=0 THEN GOSUB 460:plum=7

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:GOSUB 460
770 IF INKEY(40)=0 THEN GOSUB 460:plum=8
:GOSUB 460
780 IF INKEY(33)=0 THEN GOSUB 460:plum=9
:GOSUB 460
790 IF INKEY(50)=0 THEN GOSUB 460:FILL plum:GOSUB 460
800 IF INKEY(63)=0 THEN m=1
810 IF INKEY(69)=0 THEN m=2
820 IF INKEY(34)=0 THEN m=3
830 IF INKEY(53)=0 THEN m=0
840 IF INKEY(54)=128 THEN GOSUB 460:CLS:k=2:RETURN
850 IF INKEY(67)=0 THEN xa=XPOS:ya=YPOS:f1=1:SOUND 1,100,10
860 IF INKEY(59)=0 AND f1=1 THEN xb=XPOS:yb=YPOS:SOUND 1,170,10:GOSUB 460:MOVE a, ya:DRAW xb,yb,plum:f1=0:GOSUB 460
870 IF INKEY(61)=0 THEN com=1
880 IF INKEY(36)=0 THEN com=2
890 IF INKEY(60)=0 THEN com=3
900 IF INKEY(38)=0 THEN com=4
910 IF INKEY(27)=0 THEN com=5
920 RETURN
930 REM
940 REM *** ENTRADA COMANDOS ***
950 REM
960 ON BREAK GOSUB 920
970 MODE 1:CLS
980 WHILE INKEY#("<>"):WEND
990 ON com GOTO 1080,1170,1290,1430,1500
1000 com=0:MODE mod0
1010 POKE &8002,&40:POKE &8005,&C0
1020 CALL &8000
1030 ON BREAK GOSUB 1710
1040 RETURN
1050 REM
1060 REM ** DIRECTORIO **
1070 REM
1080 INK 0,0:INK 1,26:PEN 1:PAPER 0:MODE 1
1090 !DIR
1100 PRINT "Pulse una tecla para continuar"
1110 WHILE INKEY#="":WEND
1120 INK 0,tin(0):INK 1,tin(1)
1130 GOTO 1000

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1140 REM
1150 REM ** CARGAR PANTALLA **
1160 REM
1170 INK 0,0:INK 1,26:PEN 1:PAPER 0:MODE
1
1180 PRINT " CARGAR PANTALLA ":PRINT
1190 INPUT "Nombre de la pantalla":p#
1200 LOAD p#, &4000
1210 FOR s=0 TO 15
1220 tin(s)=PEEK(&4000+2000+s)
1230 INK s,tin(s)
1240 NEXT
1250 modo=PEEK(&4000+2016):GOTO 1000
1260 REM
1270 REM ** SALVAR PANTALLA **
1280 REM
1290 FOR s=0 TO 15
1300 POKE &4000+2000+s,tin(s)
1310 NEXT
1320 POKE &4000+2016,modo
1330 INK 0,0:INK 1,26
1340 PEN 1:PAPER 0:MODE 1
1350 PRINT "SALVAR PANTALLA":PRINT
1360 INPUT "nombre de la pantalla":p#
1370 SAVE p#,B,&4000,&4000
1380 INK 0,tin(0):INK 1,tin(1)
1390 GOTO 1000
1400 REM
1410 REM ** CAMBIAR MODO **
1420 REM
1430 PRINT "CAMBIAR MODO"
1440 PRINT:INPUT "Modo: ";modo
1450 GOTO 1000
1460 RETURN
1470 REM
1480 REM ** PALETA COLORES **
1490 REM
1500 MODE modo:PEN 1:PAPER 0:CLS
1510 PRINT "PALETA DE COLORES":PRINT
1520 FOR s=0 TO 15:PEN 1
1530 PRINT TAB(2) USING "##";s;
1540 PAPER s:LOCATE 5,s+3
1550 PRINT " ":PAPER 0:NEXT:k#=""
1560 yy=3:xx=7
1570 LOCATE xx,yy:PEN 1
1580 PRINT CHR$(242);
1590 k#=INKEY$:IF k#="" THEN 1590
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1600 IF k#=CHR$(13) THEN GOTO 1000
1610 IF k#=CHR$(&F0) THEN LOCATE xx,yy:P
RINT" ";yy=(yy>3)+yy
1620 IF k#=CHR$(&F1) THEN LOCATE xx,yy:P
RINT" ";yy=yy-(yy<18)
1630 IF k#=CHR$(&F2) THEN tin(yy-3)=tin(
yy-3)-1-27*(tin(yy-3)=0):INK yy-3,tin(yy
-3)
1640 IF k#=CHR$(&F3) THEN tin(yy-3)=(tin
(yy-3)+1)MOD 27:INK yy-3,tin(yy-3)
1650 LOCATE 5,yy:PAPER yy-3
1660 PRINT" ";PAPER 0
1670 GOTO 1570
1680 REM
1690 REM ** PANTALLA DE AYUDA **
1700 REM
1710 GOSUB 460
1720 POKE &8002,&C0:POKE &8005,&40
1730 CALL &8000
1740 INK 1,26:INK 0,0
1750 PAPER 0:PEN 1:MODE 1
1760 PRINT"                INSTRUCCIONES"
1770 PRINT
1780 PRINT " Las teclas del cursor permi
ten mover la";
1790 PRINT " plumilla. Pulsando a la vez
SHIFT "
1800 PRINT " avanzara rapidamente, y en
ambos casos,";
1810 PRINT " pulsando ESPACIO dibujara."
:PRINT
1820 PRINT " Pulsando C y las teclas de
cursor "
1830 PRINT " ARRIBA o ABAJO cambia el co
lor de la "
1840 PRINT " pluma en uso.":PRINT
1850 PRINT " Pulsando un numero de 0 a 9
cambia a la";
1860 PRINT " pluma correspondiente, y pu
lsando SHIFT";
1870 PRINT " y un numero de 0 a 5 las pl
umas 10 a 15"
1880 PRINT " Pulsando R rellenara una su
perficie del";
1890 PRINT " color actual.":PRINT
1900 PRINT " Pulsando D obtendra un dire
ctorio del ";

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1910 PRINT " disco":PRINT
1920 PRINT " Pulsando L carga una pantal
la.":PRINT
1930 LOCATE 1,25:PRINT CHR$(24)+" [ESPAC
IO] : Continuar -- [TAB] : SALIR "+CHR$(
24);
1940 k$=""
1950 k$=INKEY$:IF k$="" THEN 1950
1960 IF k$=CHR$(9) THEN 2350
1970 IF k$(>)CHR$(32) THEN 1950
1980 PRINT STRING$(25,10);:CLS
1990 PRINT
2000 PRINT " Pulsando S salva una pantal
la."
2010 PRINT
2020 PRINT " Pulsando X activa el modo X
OR."
2030 PRINT
2040 PRINT " Pulsando A activa el modo A
ND."
2050 PRINT
2060 PRINT " Pulsando O activa el modo O
R."
2070 PRINT
2080 PRINT " Pulsando F vuelve al modo n
ormal"
2090 PRINT " (Forzado).":PRINT
2100 PRINT " Pulsando M puede cambiar el
modo de "
2110 PRINT " pantalla sin borrar el dibu
jo."
2120 PRINT
2130 PRINT " Pulsando CONTROL + B borra
el dibujo."
2140 PRINT
2150 PRINT " Pulsando Q memoriza las coo
rdenadas del";
2160 PRINT " cursor, y pulsando W traza
una linea"
2170 PRINT " desde la posicion memorizad
a a la "
2180 PRINT " actual.":PRINT
2190 PRINT " Pulsando P puede cambiar la
paleta de"
2200 PRINT " colores."
2210 LOCATE 1,25:PRINT CHR$(24)+" [ESPAC
IO] : Continuar -- [TAB] : SALIR "+CHR$(
24);
2220 WHILE INKEY$(">"):"":WEND:k$=""
2230 k$=INKEY$:IF k$="" THEN 2230
2240 IF k$=CHR$(9) THEN 2350
2250 IF k$(>)CHR$(32) THEN 2220
2260 PRINT STRING$(25,10);:CLS
2270 PRINT
2280 PRINT " Pulsando las teclas de curs
or ARRIBA y"
2290 PRINT " ABAJO recorre la paleta. Pu
lsando las"
2300 PRINT " teclas IZQUIERDA y DERECHA
cambia el "
2310 PRINT " color de la pluma a la que
apunta la"
2320 PRINT " flecha.":PRINT
2330 LOCATE 1,25:PRINT CHR$(24)+" [ESPAC
IO] : Continuar -- [TAB] : SALIR "+CHR$(
24);
2340 CALL &BB18
2350 PRINT STRING$(25,10);
2360 ON BREAK GOSUB 1710
2370 MODE modo
2380 INK 0,tin(0):INK 1,tin(1)
2390 POKE &8002,&40:POKE &8005,&C0
2400 CALL &8000
2410 GOSUB 460
2420 RETURN

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