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10 '*****
11 '* *
12 '* BEWEGTE GRAFIK *
13 '* *
14 '* Ralf Siebrecht *
15 '* *
16 '* fuer Schneider aktiv *
17 '* *
18 '* fuer CPC 464 *
19 '* *
20 '* 090 *
21 '* *
22 '*****
25 MEMORY &9FFF:DEFINT a,s,t,z:DEFSTR w
30 adresse=&9FFF:'Startadresse-1 => Adresse=&A000
40 FOR s=1 TO 30
50 summe=0
60 FOR t=1 TO 10
70 READ wert
80 summe=summe+VAL("&"+wert)
90 z=z+1
100 POKE adresse+z,VAL("&"+wert)
110 NEXT t
120 READ t
130 IF summe<>t THEN PRINT CHR$(7)CHR$(24)"Datenfehler in ";150+s*10;CHR$(24):STOP
140 NEXT s
150 CALL &A000
160 DATA 01,09,a0,21,44,a0,c3,d1,bc,20,1055
170 DATA a0,c3,48,a0,c3,ac,a0,c3,c7,a0,1668
180 DATA c3,6b,a0,c3,f9,a0,c3,ed,a0,c3,1853
190 DATA f3,a0,4c,49,4e,49,c5,4c,4f,45,1124
200 DATA 53,43,c8,54,41,55,53,43,c8,4b,1009
210 DATA 4f,4d,42,c9,49,4e,49,d4,4f,42,1004
220 DATA 45,ce,55,4e,54,45,ce,00,00,00,797
230 DATA 00,00,dd,6e,04,dd,66,05,dd,5e,978
240 DATA 06,dd,56,07,ed,53,2c,b3,22,2e,943
250 DATA b3,dd,6e,00,dd,66,01,dd,5e,02,1151
260 DATA dd,56,03,ef,3c,18,c9,3a,cb,b1,1272
270 DATA f5,f3,d9,cb,91,ed,49,d9,fb,cd,2036
280 DATA 45,0b,f3,d9,cb,d1,ed,49,d9,fb,1730
290 DATA f1,fe,c0,ca,9a,a0,3e,c0,32,cb,1710
300 DATA b1,67,2e,00,54,1e,01,01,ff,3f,7

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60
310 DATA 75,ed,b0,c9,3e,40,32,cb,b1,67,1390
320 DATA 2e,00,54,1e,01,01,ff,3f,75,ed,834
330 DATA b0,c9,3a,cb,b1,fe,c0,ca,ba,a0,1809
340 DATA 21,00,c0,c3,bd,a0,21,00,40,54,950
350 DATA 1e,01,01,ff,3f,75,ed,b0,c9,3a,1139
360 DATA cb,b1,fe,c0,ca,d4,a0,3e,c0,c3,1849
370 DATA d6,a0,3e,40,f3,d9,cb,91,ed,49,1618
380 DATA d9,fb,cd,ba,07,cd,45,0b,f3,d9,1611
390 DATA cb,d1,ed,49,d9,fb,c9,3e,c0,ef,1884
400 DATA 45,0b,c9,3e,40,ef,45,0b,c9,3a,985
410 DATA cb,b1,fe,c0,ca,13,a1,3e,c0,32,1512
420 DATA cb,b1,67,2e,00,54,1e,01,01,ff,900
430 DATA 3f,75,ed,b0,c9,3e,40,32,cb,b1,1350
440 DATA 67,2e,00,54,1e,01,01,ff,3f,75,700
450 DATA ed,b0,c9,00,00,00,00,00,00,00,614

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```

10 '*****
11 '*
12 '* BEISPIEL PROGRAMM 1
13 '*
14 '* Ralf Siebrecht
15 '*
16 '* fuer Schneider aktiv
17 '*
18 '* fuer CPC 464
19 '*
20 '* 091
21 '*
22 '*****
50 MODE 2:DEFINT r,x,y
60 !INIT:ON BREAK GOSUB 170
70 y=3
80 FOR r=1 TO 100 STEP 6
90 x=x+y:IF x>590 THEN y=-3 ELSE IF x<50
  THEN y=3
100 ORIGIN x,100
110 !LINIE,0+r,100,0+r,150:DRAW 50,200
120 DRAW 100-r,150:DRAW 100-r,100
130 DRAW 50,50:DRAW 0+r,100
140 DRAW 100-r,150:!LINIE,100-r,100,0+r,
150
150 !KOMBI:NEXT
160 GOTO 80
170 !OBEN

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```

10 '*****
11 '*
12 '* BEISPIEL PROGRAMM 2
13 '*
14 '* Ralf Siebrecht
15 '*
16 '* fuer Schneider aktiv
17 '*
18 '* fuer CPC 464
19 '*
20 '* 092
21 '*
22 '*****
50 MODE 2:DEFINT x,z
60 !INIT:ON BREAK GOSUB 150
70 z1=3:z2=3
80 x=x+z1:y=y+z2
90 MOVE x,0:DRAW x,400
100 MOVE 0,y:DRAW 640,y
110 IF x>638 OR x<1 THEN z1=-z1
120 IF y>397 OR y<1 THEN z2=-z2
130 !KOMBI
140 GOTO 80
150 !OBEN

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