

Grafikbeispiel für den C 16

Unsere »Blockgrafik« ist ein Beispiel dafür, daß Sie auch mit dem vorhandenen Zeichensatz fantastische Bilder erzeugen können.

Es muß nicht immer HiRes sein. Gerade beim C 16 ist die Verwendung der hochauflösenden Grafik (HiRes) kritisch, weil ein erheblicher Speicherbereich für die Programmierung verloren geht. Diese Blockgrafik (Bild) zeigt, wie es auch anders geht. Das untenstehende Listing ist das dazugehörige Basic-Programm. (Jörg Gerjets/kn)

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2280 DATA 01,D0,2C,AD,1D,FF,C9,91
2290 DATA B0,19,A9,C0,8D,12,FF,8D
2300 DATA 19,FF,AD,1D,FF,C9,93,90
2310 DATA F9,A9,C4,8D,12,FF,8D,19
2320 DATA FF,D0,0C,C9,B1,90,08,A9
2330 DATA C0,8D,12,FF,8D,19,FF,AD
2340 DATA 09,FF,29,02,F0,03,20,60
2350 DATA CE,2C,D8,07,10,0E,AD,01
2360 DATA FD,8D,D4,07,10,06,20,95
2370 DATA EA,20,5B,EA,20,E4,E3,AD
2380 DATA 09,FF,29,02,F0,25,8D,09
2390 DATA FF,2C,0B,FF,A9,C3,50,18
2400 DATA 20,BF,CF,20,CD,CE,A5,FB
2410 DATA 48,A9,00,85,FB,08,58,20
2420 DATA 11,DB,28,68,85,FA,A9,62
2430 DATA 8D,0B,FF,4C,BE,FC,A6,2D
2440 DATA 86,5A,A4,2E,84,5B,20,D0
2450 DATA 3F,86,58,86,2D,84,59,84
2460 DATA 2E,A6,2B,86,5F,A4,2C,84
2470 DATA 60,20,D0,3F,86,2B,86,A6
2480 DATA 84,2C,84,A7,20,C0,8B,20
2490 DATA 18,8B,A5,A6,D0,02,C6,A7
2500 DATA C6,A6,A9,00,AB,91,A6,60
2510 DATA 84,AB,18,8A,69,00,AA,A5
2520 DATA AB,69,04,AB,60,A9,00,85
2530 DATA A6,85,AB,A9,D0,85,A7,A9
2540 DATA 10,85,A9,A2,04,A0,00,B1
2550 DATA A6,91,AB,C8,D0,F9,E6,A7
2560 DATA E6,A9,CA,D0,F0,60
2570 IF ER=4 THEN RESUME NEXT
2580 IF ER=35 THEN 2110
2590 IF ER=30 THEN 2110
2600 IF ER=5 THEN PRINT "2DOWN,FLASHON" FLO
PPY EINSCHALTEN !!!":FORT=1 TO 1000:NEXT:R
ESUME 1700
2610 PRINTERR$(ER)" IN "EL
2620 GOTO 2110
2630 X=SX:Y=SY
2640 POKE2368+X1,10
2650 POKE2368+W,241:X1=W
2660 RETURN
2670 POKE2368+X1,10
2680 POKE2368+W,241:X1=W
2690 GETKEYA$
2700 GOSUB 2800
2710 IF X>40 THEN X=0:Y=Y+40
2720 IF X<0 THEN X=40:Y=Y-40
2730 IF Y>120 THEN Y=120
2740 IF Y<0 THEN Y=0
2750 W=Y+X
2760 IF W>127 THEN W=127
2770 IFA$="*" THEN SYS16122:CHAR1,0,16,"{R
VSON,FLASHON}F1{FLASHOFF,RVOFF}":PRINT:P
RINT "{RVSON}F2{RVOFF}":FL=1
2780 IFA$="*" THEN SYS16128:CHAR1,0,16,"{R
VSON}F1{RVOFF}":PRINT:PRINT "{RVSON,FLASH
ON}F2{FLASHOFF,RVOFF}":FL=2
2790 RETURN
2800 IFA$="{DOWN}" OR A$="X" THEN Y=Y+40:RET
URN
2810 IFA$="{RIGHT}" OR A$="D" THEN X=X+1:RET
URN
2820 IFA$="{UP}" OR A$="E" THEN Y=Y-40:RETU
RN
2830 IFA$="{LEFT}" OR A$="S" THEN X=X-1:RETU
RN
2840 FA=0:RETURN
2850 CHAR1,32,4,"{RVSON,FLASHON}WORKING{
RVOFF,FLASHOFF}"
2860 RETURN

```

64'er

Listing »Matrix-Editor« für den C 16 (Schluß)

```

10 REM *****
15 REM **
20 REM ** 'BLOCKGRAPHIK'
25 REM **
30 REM *****
35 REM **
40 REM ** FUER C 16/116 & C 64
45 REM **
50 REM *****
55 REM ** JOERG GERJETS / 2980 NORDEN
60 REM **
65 REM ** (C) BY DPS MCMLXXXV
70 REM *****
75 REM ** BEI C 16/116 DURCH DRUECKEN
80 REM ** DER TASTEN 'e', '+', '-'
85 REM ** & '*' BEWEGUNG
90 REM ** [ESC] = ENDE
95 REM *****
100 PRINT "2HOME":PRINTCHR$(142):COLOR4,1:COLOR0,
2
110 PRINT "{CLR}";
120 PRINT "{BLACK,RVSON,4SPACE,BLUE}F 2 3 4{BLACK,2
SPACE}#####{4SPACE}↑↑↑↑{SPACE,BLUE,RVSON }2
4{SPACE,BLACK,2SPACE}"
130 PRINT "{RVSON,4SPACE,BLUE}U{2SPACE,BROWN,3SPACE
,BLUE,SPACE,RVOFF,CYAN}UCCCI{BLACK}UCCCCI{LIG,BLU
E}Z{BLACK}Z{RVSON}UURRRRRR{BLUE,RVSON}0{BROWN }B{S
PACE,BLUE}6{BLACK,2SPACE}"
140 PRINT "{RVSON,4SPACE,BLUE}E 1{BROWN }U{SPACE,BL
UE}5{RVOFF,CYAN}B{RED}B{SPACE,GREEN}B{CYAN}B{BLACK
}B{RVSON,ORANGE }M-3{SPACE,RVOFF,BLACK}B{BROWN}U{
BLACK,RVSON}B+++++B{BLUE,RVSON,SPACE,BROWN }B{SPA
CE,BLUE,SPACE,BLACK,2SPACE}"
150 PRINT "{RVSON,4SPACE,BLUE}L{2SPACE,BROWN,2SPACE
}B{BLUE,SPACE,RVOFF,CYAN}B{SPACE,GREEN}B{YELLOW}B{
CYAN}B{BLACK}BCCCCC{BROWN }B{BLACK,RVSON}B+++++B
{BLUE,RVSON}HT{BROWN,2SPACE,BLUE}B{BLACK,2SPACE}"
160 PRINT "{RVSON,4SPACE,BLUE,2SPACE}0 7 6{RVOFF,CY
AN}BCCCC{RVSON,RED}B30.37{RVOFF}B{BROWN}B{BLACK,R
VSON}BEEEEEE{BLUE,RVSON,2SPACE}10{SPACE,BLACK,2SP
ACE}"
170 PRINT "B{ORANGE}B{RVSON}YYYYYYYYYYYYYYYYYYYY
YYYYYYYYYYYYY{RVOFF}B{BLACK}B"
180 PRINT "{ORANGE,SPACE,RVSON,SPACE,RVOFF,17SPACE,
RVSON,2SPACE,RVOFF,4SPACE,BLACK,11SPACE}. {SPACE,OR
ANGE,RVSON }"
190 PRINT "B{RVSON,SPACE,RVOFF,5SPACE,BLACK,RVSON}B
{RVOFF,ORANGE,11SPACE,RVSON,2SPACE,RVOFF,2SPACE,BL
ACK,5SPACE},{9SPACE,ORANGE,RVSON,SPACE,RVOFF}B"
200 PRINT "T{RVSON,SPACE,RVOFF,4SPACE,BLACK,SPACE,R
VSON,2SPACE}YYY B{RVOFF,ORANGE,5SPACE,RVSON,2SPACE
,RVOFF,13SPACE,ORANGE}B{3SPACE,ORANGE,RVSON,SPACE,
RVOFF}B"
210 PRINT "{RVSON}B{SPACE,RVOFF,6SPACE,BLACK}B{RVSD
N}B{RVOFF}B{RVSON}B{RVOFF}B{ORANGE,5SPACE,RVSON,2
SPACE,RVOFF,13SPACE,RED,RVSON}B{RVOFF,3SPACE,ORANG
E,RVSON,SPACE,RVOFF}B"
220 PRINT "{RVSON}B{SPACE,RVOFF,17SPACE,RVSON,2SPAC
E,RVOFF,4SPACE,BLACK}B{8SPACE,RED,RVSON}B{RVOFF,3S
PACE,ORANGE,RVSON,SPACE,RVOFF}B"
230 PRINT "T{RVSON,SPACE,RVOFF,13SPACE,BLACK}B{ORAN
GE,3SPACE,RVSON,2SPACE,RVOFF,3SPACE,BLACK,RVSON}B{
SPACE,RVOFF,8SPACE,RED,RVSON}B{RVOFF,3SPACE,ORANGE
,RVSON,SPACE,RVOFF}B"

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Listing. Basic-Programm zur Blockgrafik.

Bitte beachten Sie die Eingabehinweise auf Seite 76.

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240 PRINT" (RVSON,SPACE,RVOFF,BROWN) (2SPACE,B
LUE ) (2SPACE,BLACK) (RVSON,3SPACE,ORANGE,2SPACE
,BLACK,6SPACE,RVOFF) (BLUE ) (2SPACE,BROWN) (RVSON
) (RVOFF) (SPACE,ORANGE,RVSON,SPACE,RVOFF) "
250 PRINT" (SPACE,RVSON,SPACE,BLUE,17SPACE,ORANGE,2
SPACE,BLUE,17SPACE,ORANGE )"
260 PRINT" (RVSON) (RVOFF) "
270 PRINT" (SPACE,GREEN) (2SPACE,RED) (SPACE,
BLACK) (BLUE) (RADAR (BLACK) - (BLUE) "
280 PRINT" (GREEN) (RVSON) (RVOFF) (SPACE,RED) (
RVSON) (SPACE) (RVOFF) (BLACK) (LIG. GREEN
N,RVSON) (SPACE) (RVOFF,BLACK) (RED) (BLACK)
(SPACE,RED,RVSON) (SPACE) (SPACE) (RVOFF,BLACK
) "
290 PRINT" (LIG.BLUE ) (SPACE,RVSON,GREEN) (SPACE)
(RVOFF,RED) (BLACK) (LIG.GREEN,RVSON) (SPACE)
(SPACE,SPACE,RVOFF,BLACK) (SPACE,ORANGE) (BLACK)
(SPACE,RED,RVSON,5SPACE) (SPACE,RVOFF,BLACK) "
300 PRINT" (SPACE,GREEN) (RVSON) (SPACE) (RVOFF) (
SPACE,RED) (LIG.BLUE,RVSON,2SPACE,RVOFF,RED) (BLACK
) (LIG.GREEN,RVSON,2SPACE) (SPACE) (SPACE,RVOFF
,BLACK) (GREEN) (SPACE,BLACK) (RED,RVSON,4SPACE)
(SPACE,RVOFF,BLACK) (YELLOW) (BLACK) "
310 PRINT" (GREEN) (RVSON) (SPACE) (RVOFF) (RED)
(LIG.BLUE,RVSON,2SPACE,RVOFF,RED) (BLACK) (LIG
.GREEN,RVSON) (RVOFF,BLACK) (BLUE) (SPACE,B
LACK) (RED,RVSON) (SPACE) (SPACE) (RVOFF,BLACK)
(YELLOW,RVSON,SPACE,RVOFF,BLACK) "
320 PRINT" (SPACE,GREEN) (RVSON,5SPACE,RVOFF) (
SPACE,RED) (BLACK) (RVSON) (SPACE) (RVOFF) (
SPACE,YELLOW) (BLACK) (RED,RVSON,7SPACE,RVOFF,BL
ACK) (YELLOW,RVSON,SPACE,RVOFF,BLACK) "
330 PRINT" (SPACE,ORANGE) (SPACE,GREEN) (RVSON,3SPA
CE,RVOFF) (ORANGE) (SPACE,PURPLE) (DPS (ORANGE) - (BL
ACK) (RVSON) (SPACE) (SPACE) (SPACE,RVOFF) (ORANGE) (CY
AN) (BLACK) (SPACE,RED,RVSON,7SPACE,RVOFF,BLACK) (
YELLOW,RVSON,SPACE,RVOFF,BLACK) "
340 PRINT" (ORANGE) (PURPLE) (ORANGE) (SPACE,GREEN)
(RVSON) (RVOFF) (RED) (BLACK) (RVSON,2SPAC
E) (SPACE) (SPACE,RVOFF) (SPACE,PURPLE) (BLACK)
(SPACE,RED) (RVSON,2SPACE) (SPACE,RVOFF) (BLACK)
(YELLOW,RVSON,SPACE,RVOFF,BLACK) "
350 PRINT" (BROWN) (RVSON) (RVOFF) (SPACE,GREEN) (
BLACK,SPACE,RED) (BLACK) (BLUE) (BLACK) (RED) (BL
ACK) (RVSON,6SPACE,RVOFF) (RED) (BLACK) (SPACE)
(SPACE) (SPACE) "
360 PRINT" (RVSON) (RVOFF) (SPACE,RED) (GREEN) (LIG
.GREEN) (BLACK) (SPACE) (SPACE) (SPACE) (SPACE)
(POKE4071,233
370 REM

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380 REM
390 REM
400 REM *****
410 REM ** BEWEGUNG - NUR C 16/116 ! **
420 REM *****
430 DO:GETKEY$
440 IFA$="" THEN CHAR1,34,08," (FLASHON,ORANGE) (BLA
CK) : CHAR1,37,24," (FLASHON,BLACK) : CHAR1,26,19," (
FLASHON,RED) "
450 IFA$="" THEN CHAR1,13,3," (FLASHON,GREEN) : CHAR
1,1,22," (FLASHON,PURPLE) "
460 IFA$="" THEN CHAR1,25,23," (FLASHON,RED) : CHAR1
,23,1," (FLASHON,PURPLE) "
470 IFA$="" THEN PRINT" (HOME,2RIGHT,6DOWN)" CHR$(27)
" T "
480 IFA$="" THEN PRINT" (HOME,16RIGHT,4DOWN)" CHR$(27)
" B " : GOT0510
490 IFA$=CHR$(27) THEN 600
500 LOOP
510 FOR I=1 TO 4: FOR J=1 TO 1000: NEXT: PRINT: NEXT: LOOP
600 PRINT" (HOME,CLR,BLACK,4DOWN,4SPACE) *** (SPACE)
(C) BY DON'T PANIC SOFT (SPACE) *** "
700 REM *****
710 REM *****
720 REM ** ACHTUNG : AENDERUNGEN **
730 REM ** FUER C 64 **
740 REM *****
750 REM ** POKE 4071,233 IN ZEILE 360 **
760 REM ** MUSS DURCH POKE 2023,233 **
770 REM ** ERSETZT WERDEN **
780 REM *****
790 REM ** COLOR 0,2 IN ZEILE 100 **
800 REM ** MUSS DURCH POKE 53281,1 **
810 REM ** ERSETZT WERDEN **
820 REM *****
830 REM ** COLOR 4,1 IN ZEILE 100 **
840 REM ** MUSS DURCH POKE 53280,0 **
850 REM ** ERSETZT WERDEN **
860 REM *****
870 REM ** DAS STEUERZEICHEN FUER **
880 REM ** HELLBLAU MUSS DURCH **
890 REM ** NORMAL-BLAU ERSETZT **
900 REM ** NUR WICHTIG IN ZEILE **
910 REM ** 280 - 310 **
920 REM *****
930 REM ** ZEILE 430 MUSS LAUTEN : **
940 REM ** 430 GETA$: IFA$="" THEN 430 **
950 REM ** ZEILE 440 - 510 DUERFEN **
960 REM ** NICHT UEBERNOMMEN WERDEN **
970 REM *****
980 REM *****

```

Listing.
Basic-
Programm
zur Block-
grafik.
Bitte
beachten
Sie die
Eingabe-
hinweise
auf Seite
76.

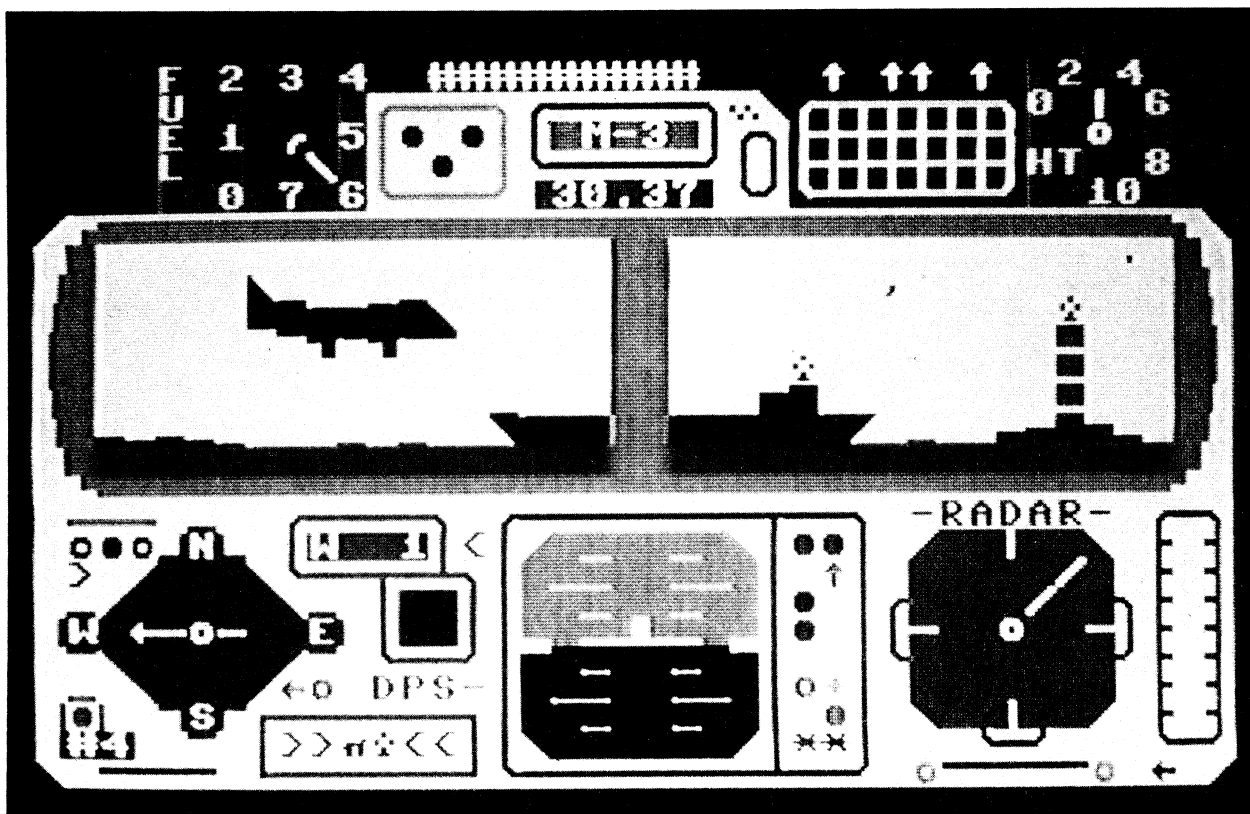


Bild.
Blockgrafik
für den C16