

# ACTION! Workshop 1 organized by [ABBUC#](#)

24th October 2010 "[Unperfekthaus](#)" Essen

## The MENUE Program#

```
BYTE NUMPLAYER, LEVEL
BYTE CONSOL=53279
BYTE CRSINH=752

PROC PRINTPOS(CARD X, BYTE Y, BYTE ARRAY STR)

    BYTE ROWCRS=$54
    CARD COLCRS=$55

    ROWCRS=Y
    COLCRS=X
    PRINT(STR)
RETURN

PROC PRINTBPOS(CARD X, BYTE Y, BYTE VALUE)

    BYTE ROWCRS=$54
    CARD COLCRS=$55

    ROWCRS=Y
    COLCRS=X
    PRINTB(VALUE)
RETURN

PROC CLS()
    PUT(125)
RETURN

PROC RAINBOW()
BYTE VCOUNT=$D40B,
    WSYNC=$D40A,
    COLPF2=$D018,
    RTCLK=20,
    I,J
    FOR J=1 TO 192
DO
    FOR I=1 TO 192
    DO
        WSYNC=0
        COLPF2 = VCOUNT+RTCLK
    OD
OD
RETURN

PROC HIGHLIGHT(BYTE LINE)
    BYTE VCOUNT=$D40B
    BYTE WSYNC = $D40A
```

```

BYTE COLPF2=$D018      ;HINTERGRUND
BYTE COLOR2=710
BYTE I
LINE==LSH 2
LINE==+15

DO
UNTIL VCOUNT=LINE
OD
WSYNC=0
WSYNC=0
COLPF2=$CC

FOR I=0 TO 7
DO
    WSYNC=0
OD
COLPF2=COLOR2
RETURN

```

```

PROC MAIN()
    BYTE SCONSOL, LINE
    BYTE ARRAY BALKEN=[ $C0
                        $C2
                        $C6
                        $C8
                        $C8
                        $C6
                        $C2
                        $C0 ]

    CRSINH=1
    CLS()
    NUMPLAYER=1
    LEVEL=1
    PRINTPOS(5,10,"ANZAHL SPIELER:")
    PRINTPOS(5,12,"LEVEL:")
    PRINTPOS(5,16,"SPIEL STARTEN!")
    DO
        PRINTBPOS(20,10,NUMPLAYER)
        PRINTBPOS(20,12,LEVEL)

        DO
            SCONSOL=CONSOL
            UNTIL SCONSOL#7
        OD

        IF SCONSOL=5 THEN
            LEVEL==&7
            LEVEL==+1
            LINE= 12

        ELSEIF SCONSOL=3 THEN
            NUMPLAYER==&1
            NUMPLAYER==+1
            LINE=10
        FI
    DO
        HIGHLIGHT(LINE)
        UNTIL CONSOL=7

```

OD

UNTIL SCONSOL=6

OD

RAINBOW( )

CRSINH=0

RETURN

## The DLI#

; DLI

CARD SDLSTL=\$230

CARD VSDLST=\$200

BYTE NMIEN =\$D40E

CARD DLI2V

DEFINE PLA="\$68"

DEFINE PHA="\$48"

DEFINE TXA="\$8A"

DEFINE TYA="\$98"

DEFINE TAX="\$AA"

DEFINE TAY="\$A8"

DEFINE RTI="\$40"

PROC SETDLI(BYTE LINE)

BYTE POINTER P

P = SDLSTL+LINE+5

P^==%\$80

RETURN

PROC DLI( )

BYTE WSYNC=\$D40A

BYTE COLPF2=\$D018

[PHA TXA PHA TYA PHA]

WSYNC=0

COLPF2=\$CC

VSDLST=DLI2V

[PLA TAY PLA TAX PLA RTI]

RETURN

PROC DLI2( )

BYTE WSYNC=\$D40A

BYTE COLPF2=\$D018

[PHA TXA PHA TYA PHA]

WSYNC=0

COLPF2=\$50

VSDLST=DLI

[PLA TAY PLA TAX PLA RTI]

RETURN

```
PROC MAIN()  
  SETDLI(8)  
  DLI2V=DLI2  
  VSDLST=DLI  
  SETDLI(12)  
  NMIEN==%$80  
RETURN
```