

General Information

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Language: ACTION!

Compiler/Interpreter: ACTION!

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```
; Atari LOGO
; Translated from the BASIC
; by Leo Laporte, 10/19/83
```

```
PROC fuji()
```

```
    BYTE top, bottom, xpos, cntr = [0]
```

```
    BYTE ARRAY data =
```

```
    [ 37 41 43 45 46 29 48 35 49 37 50
      39 51 41 52 43 53 44 54 45 55 46
      55 47 56 48 57 48 57 49 58 49 58
      50 59 50 59 51 59 51 59 52 60 52
      60 52 60 52 60 52 60 52 60 52 60 ]
```

```
    CARD x
```

```
    color = 1
```

```
    top = 5
```

```
    bottom = 61
```

```
    FOR xpos = 80 TO 84
```

```
        DO
```

```
            Plot(xpos, top)
```

```
            Drawto(xpos, bottom)
```

```
            Plot(160-xpos, top)
```

```
            Drawto(160-xpos, bottom)
```

```
        OD
```

```
    FOR xpos = 86 TO 115
```

```
        DO
```

```
            IF xpos > 90 THEN
```

```
                top = data(cntr) cntr ==+ 1
```

```
            FI
```

```
            bottom = data(cntr) cntr ==+ 1
```

```
            Plot(xpos, top)
```

```
            Drawto(xpos, bottom)
```

```
            Plot(160-xpos, top)
```

```
            Drawto(160-xpos, bottom)
```

```
        OD
```

```
RETURN
```

```
PROC letters()
```

```
    BYTE x,y,i
```

```
    CARD cntr=[0]
```

```

BYTE ARRAY atari = [
  49 55 61 76 81 87 93 104 0
  48 56 61 76 80 88 93 105 0
  47 57 61 76 79 89 93 106 0
  46 58 61 76 78 90 93 107 0
  45 50 54 59 67 70 77 82 86 91 93 96 103 108 0
  45 49 55 59 67 70 77 81 87 91 93 96 104 108 0
  45 48 56 59 67 70 77 80 88 91 93 96 104 108 0
  45 48 56 59 67 70 77 80 88 91 93 96 104 108 0
  45 48 56 59 67 70 77 80 88 91 93 96 104 108 0
  45 48 56 59 67 70 77 80 88 91 93 96 103 108 0
  45 59 67 70 77 91 93 107 0
  45 59 67 70 77 91 93 106 0
  45 59 67 70 77 91 93 105 0
  45 59 67 70 77 91 93 104 0
  45 48 56 59 67 70 77 80 88 91 93 96 100 105 0
  45 48 56 59 67 70 77 80 88 91 93 96 101 106 0
  45 48 56 59 67 70 77 80 88 91 93 96 102 107 0
  45 48 56 59 67 70 77 80 88 91 93 96 103 108 0
  45 48 56 59 67 70 77 80 88 91 93 96 104 109 0
  45 48 56 59 67 70 77 80 88 91 93 96 105 109 0 1 1 ]

```

```

i = 66
color = 1

```

```

DO
  x = atari(cntr) cntr ==+ 1

  IF x = 0 THEN
    x = 112
    y = 115
    Plot(x,i)
    Drawto(y,i)
    i ==+ 1

  ELSE y = atari(cntr) cntr ==+ 1
    IF x = 1 AND y = 1 THEN EXIT FI
    Plot(x,i)
    Drawto(y,i)
    IF x = 112 THEN i ==+ 1 FI
  FI
OD

```

```

RETURN

```

```

PROC delay(BYTE time)

```

```

  BYTE jifs = 20

```

```

  jifs = 0

```

```

  DO
  UNTIL (jifs >= time)
  OD

```

```

RETURN

```

```

PROC jingle()

```

```
BYTE ARRAY music=  
[ 121 121 121 121  
 91 96 108 121 0 ]
```

```
BYTE note, cntr = [0]
```

```
DO  
  note = music(cntr) cntr ==+ 1  
  IF note = 0 THEN EXIT FI  
  SndRst()  
  Delay(2)  
  Sound(0, note, 10, 8)  
  Delay(8)  
OD  
Delay(12)  
SndRst()
```

```
RETURN
```

```
PROC scroll()
```

```
BYTE wsync = 54282,  
  vcount = 54283,  
  clr = 53270,  
  ch = 764,  
  cntr, chgclr = [0],  
  incclr, delay
```

```
DO  
  FOR cntr = 1 TO 4  
    DO  
      incclr = chgclr  
      FOR delay = 1 TO 9 DO OD  
        DO  
          wsync = 0  
          clr = incclr  
          incclr ==+ 1  
          UNTIL vcount & 128  
        OD  
      OD  
      chgclr ==+ 1  
    UNTIL ch <> 255  
  OD
```

```
RETURN
```

```
PROC main()
```

```
Graphics(23)
```

```
fuji()  
letters()  
jingle()  
scroll()
```

RETURN