

Koung#

A simple PONG like game written in Quick

General Information

Author: Carsten Strotmann

Language: QUICK

Compiler/Interpreter: QUICK

Published: 1989 ABBUC

D1:KOUNG.QIK

Length: \$11BD

Free : \$65AE

KOUNG

(ODER HIESS ES PONG???)

BYTE

[
CONSOL=53279, COL2H=53272, BOOT=9
HITCLR=53278, ATTR=77, WSYNC=54282
COL1H=53271, COL0=708, COL4H=53274
COL1=709, COL2=710, PCOL1=704, PCOL2=705
PCOL3=706, DMACL=559, PMBASE=54279
PMCTL=53277, HPOS1=53248, HPOS2=53249
MPOS3=53254, M2PCOL=53258, CSRIN=752
STICK0=632, STICK1=633, CRM=87, COL4=712
Y1, Y2, XB, YB, XW, YW, PU1, PU2, FLAG, FLAG2, W
X, Y, CC, FLAG3, WAIT, ENDS, END, SCORE, DEMO
]

WORD

[
CASINI=2
DL=560, DF=88, DLADR=32803, DL2ADR=32922
PLAYDAT1, PLAYDAT2, MISSDAT, X
]

MAIN

UNSIGN

BOOT=2

CASINI=20480

CLOSE (1)

OPEN (1,12,0,"E:")

CLR (131,3)

DMACL=0

DATA (32864) * TITELDISPLAYLIST

[

```
112,112,112,112,112,78,0,144
14,14,14,14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14,14,14,14,14,14,14,14
14,14,14,14,14,14,14
240,112,66,0,0,2,2,2,112,2,2,65,144,0
]
```

-1

```
DLI (TITEL)
VBI (NULL)
```

```
DL=32864
DL2ADR=DF
DMACL=54
```

```
COL0=6
COL1=22
COL2=18
ENDS=50
WAIT=5
DEMO=0
```

```
POS (5,0)
PRINT (" by Phoenix SoftCrew 1989 ")
POS (5,1)
PRINT (" coded from Carsten Strotmann")
POS (5,2)
PRINT (" with the help of QUICK")
POS (6,3)
PRINT (" Please Contact <02581/8920>")
```

REPEAT

```
CSRIN=1
```

```
POS (0,4)
PRINT ("CHOOSE : <SELECT> = ");
PRINT ("SPEED :",WAIT," ")
POS (0,5)
PRINT (" <OPTION> = END");
PRINT ("SCORE :",ENDS," ")
```

```
IF CONSOL=3
ADD(ENDS,5,ENDS)
ENDIF
```

```
IF CONSOL=5
WAIT+
ENDIF
```

```
IF WAIT>10
WAIT=0
ENDIF
```

```
IF ENDS>100
ENDS=10
ENDIF
```



```
REPEAT
  Y+
  PLOT (0,Y)
  DRAW (159,Y)
UNTIL Y=12

PU1=0
PU2=0
CRM=0
.TREFFER

POS (0,0)
PRINT ("          KOUNG          ");
PRINT (" PHOENIX  SOFTCREW")

VBI (PLAYERCOP)
DLI (FARBE)

.PAUSE (255)
DMACL=62

REPEAT

ATTR=0
CSRIN=1

.PAUSE (WAIT)

IF STICK0=14
  IF Y1>70
    Y1-
  ENDIF
ENDIF

IF STICK0=13
  IF Y1<208
    Y1+
  ENDIF
ENDIF

IF STICK1=14
  IF Y2>70
    Y2-
  ENDIF
ENDIF

IF STICK1=13
  IF Y2<208
    Y2+
  ENDIF
ENDIF

FLAG+

IF FLAG=2

  SIGN

  ADD (YB,YW,YB)
```

```
ADD (XB,XW,XB)

UNSIGN

FLAG=0

ENDIF

IF YB<72
  YW=1
ENDIF

IF YB>224
  YW=-1
ENDIF

IF XB<40
  PU2+
  .TREFFER
ENDIF

IF XB>220
  PU1+
  .TREFFER
ENDIF

IF FLAG2>0
  HITCLR=0
  FLAG2-
ELSE
  IF M2PCOL>0
    .SCHLAG
  ENDIF
ENDIF

IF PU1=ENDS
  END=1
  SCORE=PU1
ENDIF

IF PU2=ENDS
  END=2
  SCORE=PU2
ENDIF

IF DEMO>0
  Y1=YB
  SUB (Y1,5,Y1)
  Y2=YB
  SUB (Y2,5,Y2)
ENDIF

UNTIL END>0

CLOSE (1)
OPEN (1,8,0,"E:")

DMACL=0
DL=32864
```

```
POS (8,1)
PRINT ("WINNER OF THIS GAME IS")
POS (15,2)
PRINT ("PLAYER ",END)
POS (15,3)
PRINT ("POINTS ",SCORE)
```

```
POS (13,5)
PRINT ("PRESS START")
```

```
HPOS1=0
HPOS2=0
XB=0
YB=0
```

```
COL1=13
COL2=0
```

```
DMACL=54
```

```
REPEAT
UNTIL CONSOL=6
```

```
JUMP (1)
```

```
ENDMAIN
```

```
*-----*
```

```
INTER PLAYERCOP
```

```
BEGIN
```

```
IPUSH
CLR (131,3)
```

```
PLAYER (PLAYDAT1,Y1,20,32768)
PLAYER (PLAYDAT2,Y2,20,32768)
PLAYER (MISSDAT,YB,3,32768)
```

```
MPOS3=XB
```

```
FLAG3+
IF FLAG3=16
  FLAG3=0
  ADD (COL0,16,COL0)
ENDIF
```

```
IPULL
```

```
ENDVBI
```

```
*-----*
```

```
PROC PAUSE
```

```
IN
```

```
BYTE
[
WAIT
]
```

```
BEGIN
```

```
    REPEAT
    WAIT-
    UNTIL WAIT=0
```

```
ENDPROC
```

```
*-----*
```

```
PROC TREFFER
```

```
BEGIN
```

```
POS (3,1)
PRINT ("PLAYER 1:",PU1)
POS (25,1)
PRINT ("PLAYER 2:",PU2)
POS (0,2)
PRINT (" _____");
PRINT (" _____")
```

```
SOUND (0,14,5,10)
SOUND (1,16,5,12)
```

```
.PAUSE (255)
.PAUSE (255)
```

```
IF XW=-1
    XB=64
    XW=1
ELSE
    XB=180
    XW=-1
ENDIF
```

```
SOUND (0,0,0,0)
SOUND (1,0,0,0)
```

```
ENDPROC
```

```
*-----*
```

```
PROC SCHLAG
```

```
BEGIN
```

```
SOUND (0,50,5,5)
```

```
IF XW=-1
    XW=1
ELSE
    XW=-1
```

ENDIF

.PAUSE (70)

SOUND (0,0,0,0)

HITCLR=0

FLAG2=20

ENDPROC

INTER FARBE

BEGIN

PUSH

IPUSH

WSYNC=0

COL4H=0

CC=6

REPEAT

WSYNC=0

CC+

CC+

COL1H=CC

UNTIL CC=16

WSYNC=0

COL1H=53

IPULL

PULL

ENDDLI

INTER TITEL

BEGIN

PUSH

IPUSH

WSYNC=0

COL1H=13

COL2H=0

IPULL

PULL

ENDDLI

INTER NULL

BEGIN
ENDVBI
