Lastertag STD’s

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Inhoudopgave

ParameterControl 2

GameControl 2

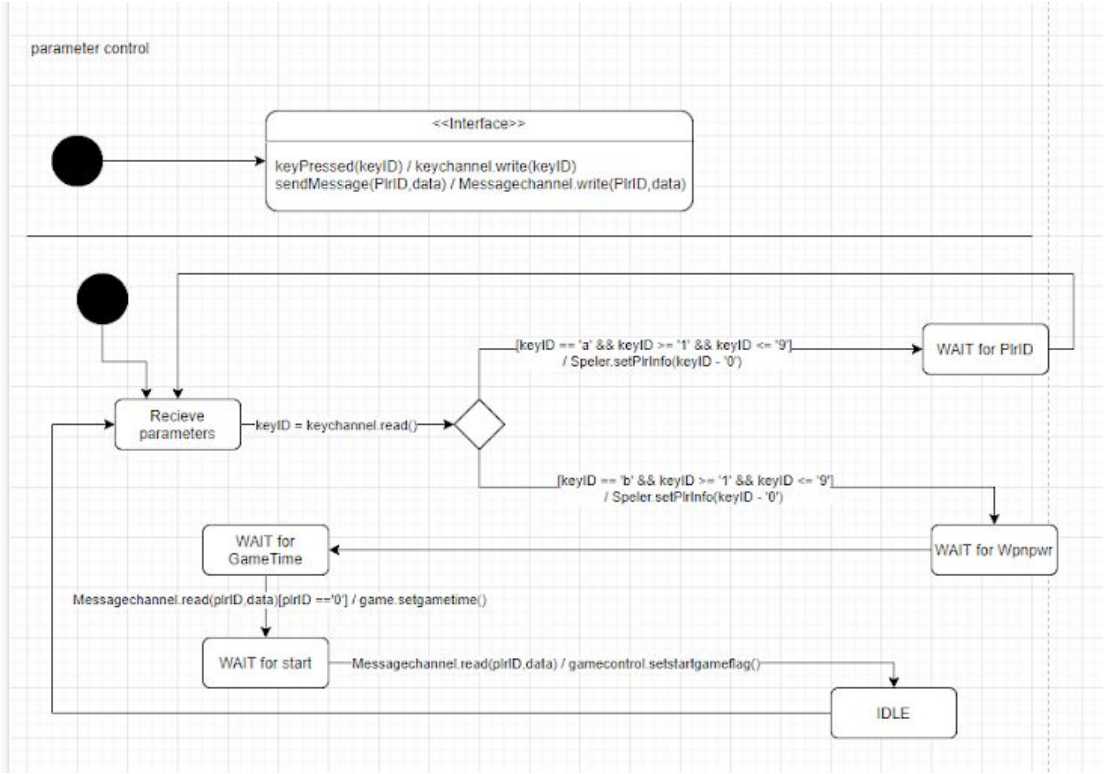
Decoder 3

Encoder 3

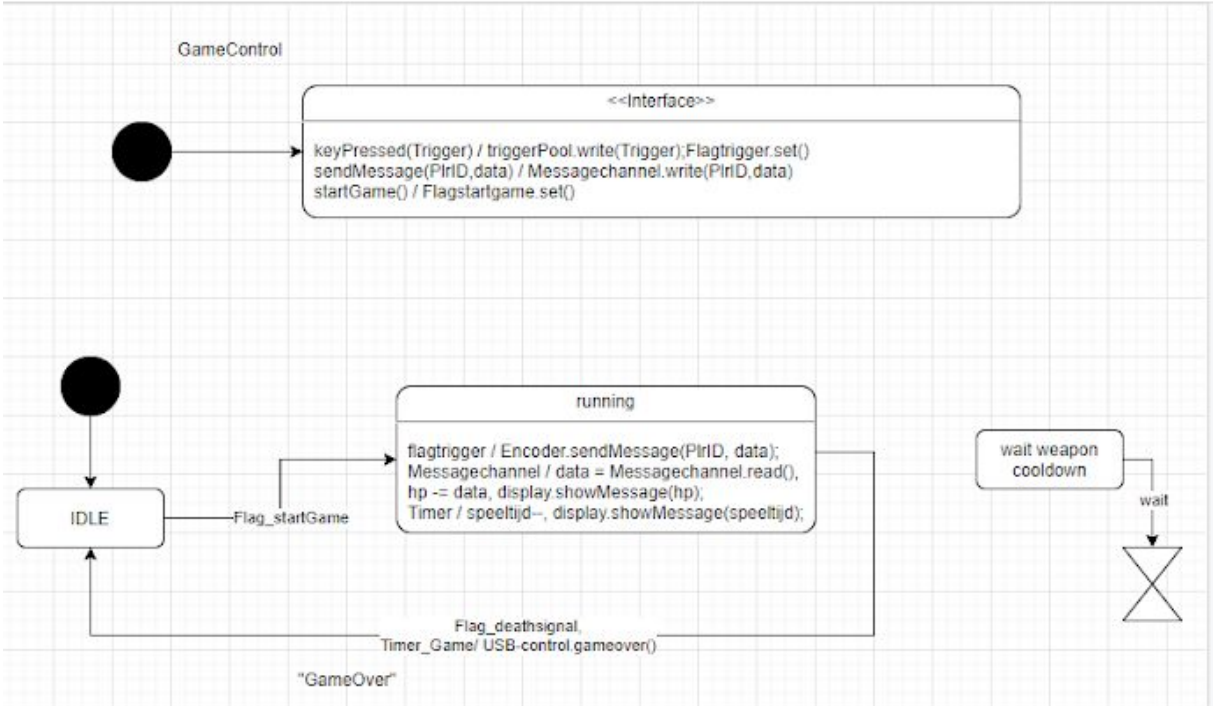
USB-Control 4

InitGame 4

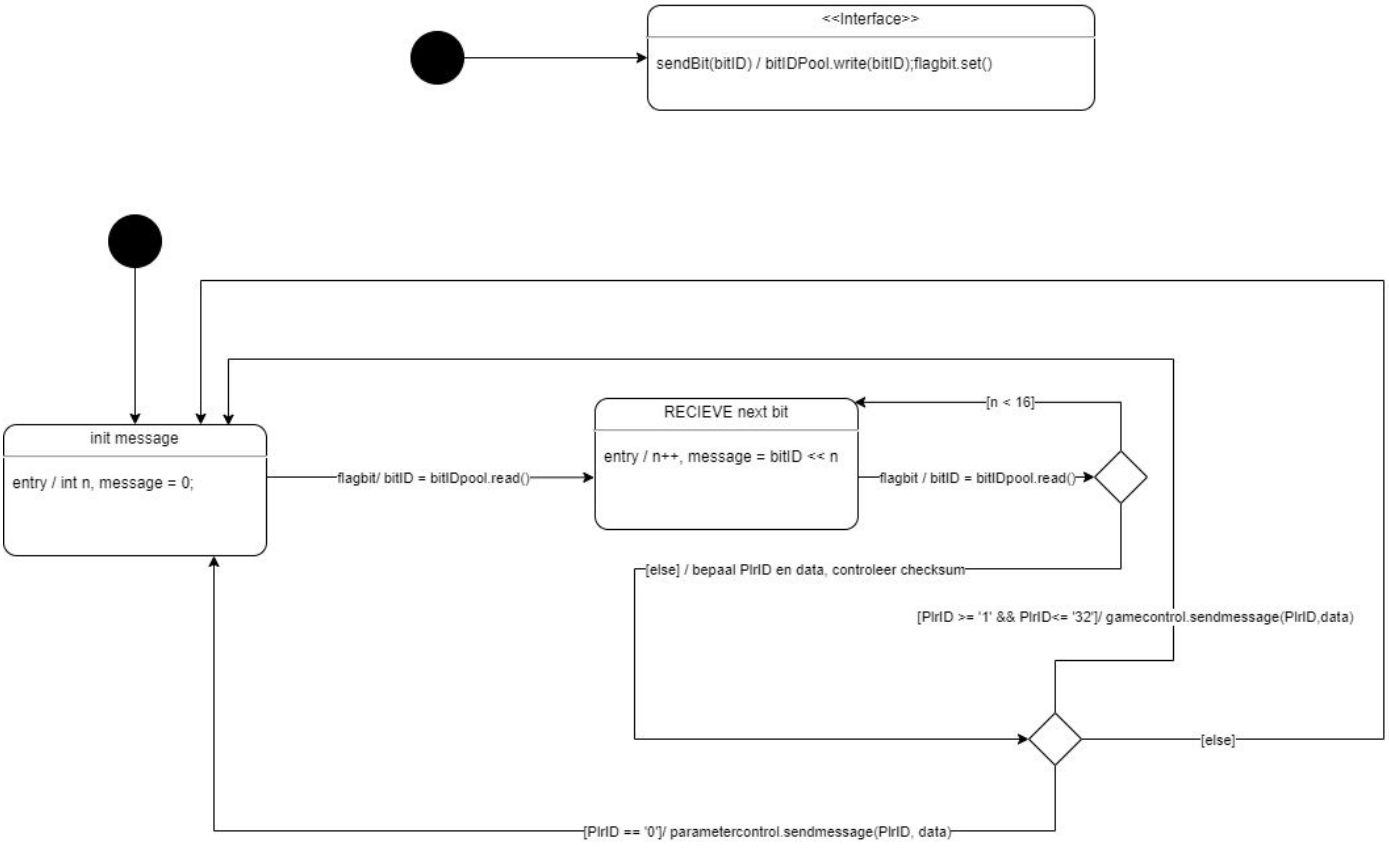
ParameterControl



GameControl

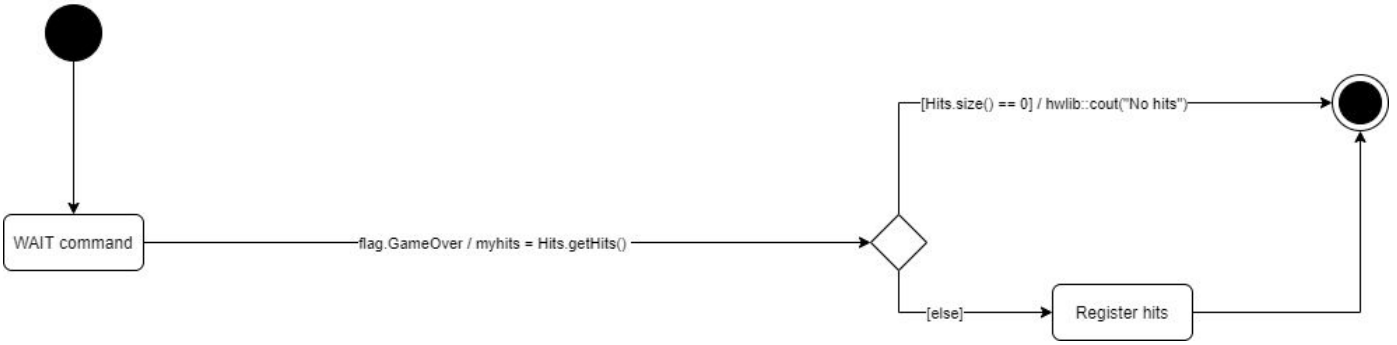


Decoder

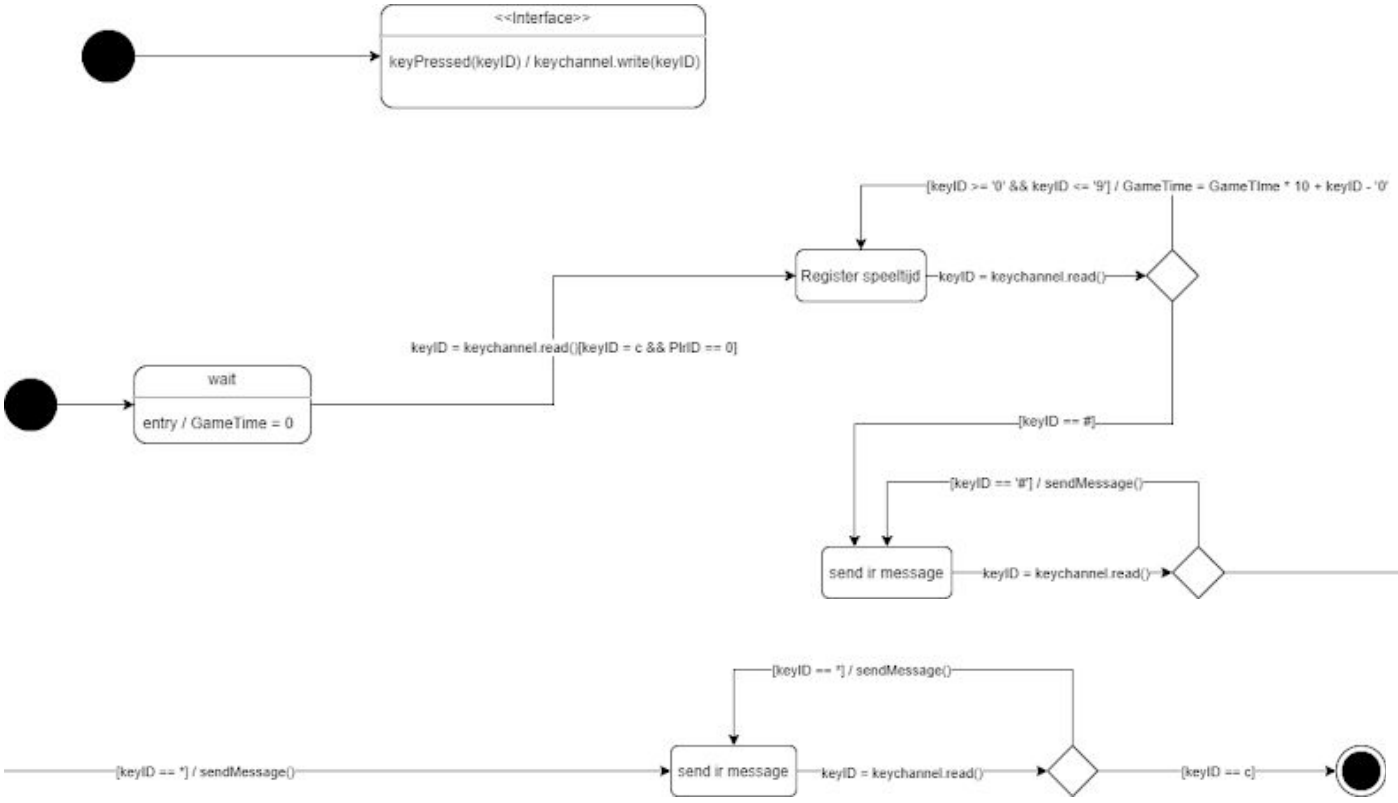


Encoder

USB-Control



InitGame


<<Interface>>
keyPressed(keyID) / keychannel.write(keyID)
[keyID >= '0' && keyID <= '9'] / GameTime = GameTime * 10 + keyID - '0'
Register speeltijd
keyID = keychannel.read()
keyID = keychannel.read()[keyID = c && PlrID == 0]
wait
entry / GameTime = 0
[keyID == #]
[keyID == '#'] / sendMessage()
send ir message
keyID = keychannel.read()
[keyID == *] / sendMessage()
[keyID == *] / sendMessage()
send ir message
keyID = keychannel.read()
[keyID == c]