



LD_X LD_Y LD_Y LD_UNES SDL_DATA=1 LD_TRAP

CL_X CL_Y LD_CN LD_LINES SEL_LINES+2 SEL_DATA-S LD_PATRON

LD_X LD_Y LD_CN LD_UNES SEL_DATA=1 LD_ROMBODS