

Entertainment Systems – Simple Tic Tac Toe game.

Code:

-see BasicChip1 and BasicChip2 file

Setup:

Yolol:

Simply Copy each code file to a basic Yolol chip and insert it into a rack, connect that with the controll panel via socket



Controlls:

A Progress bar or button
That indicates that the game
Is currently loading
(checking for winners)

This could be replaced with a
button too.

Data:
PanelValue renamed to Chk
PanelMinValue = 0
PanelMaxValue = 1

A grid of 9 Buttons, these
could be any buttons with a
colour field.

Data:
ButtonState Renamed to
1 2 3
4 5 6
7 8 9
ButtonStyle = 1 on all buttons
ButtonColor renamed to
1c to 9c similar to ButtonState



A Text panel that displays Wich player
won the last round or if it was a tie
Data:

PanelValue renamed to TicTacToe

A Button or warning Light
Button which displays what
players turn it is

Any button that has a Button
color field will work.

Data:
ButtonColor renamed to Turn