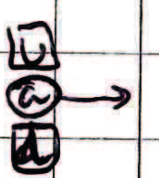


DATA IS → a c p s → command
 value parameter

→ tiles 



if (t == a)
 READ C

AUTOMATED MAP EMBELLISHER

bit 2
 C ⇒ φ == 000
 1 != 001
 2 ↑ == 010
 3 ↑ != 011
 6 ↓ == 110
 7 ↓ != 111

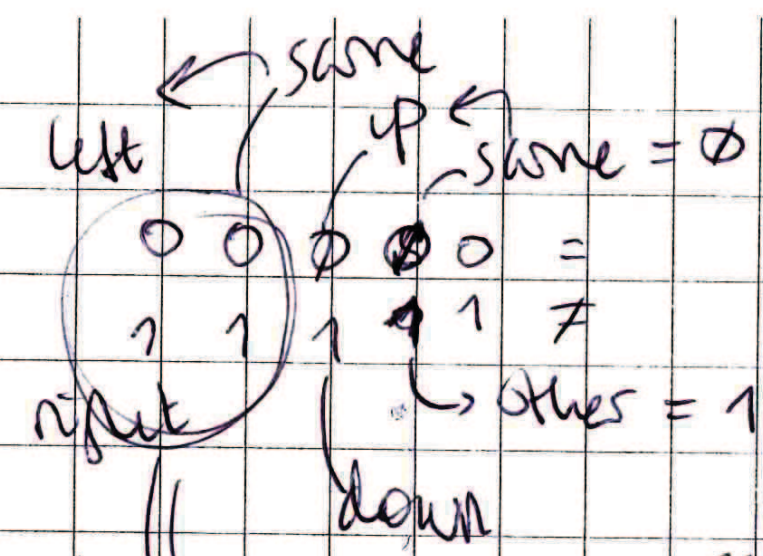
④ Select parameter
 if C82
 if C84 P = d
 else P = n
 else P = t

⑤ Select operation
 if C81 req
 else eq



Idea: ① RECODE TO MAP ATTR
 ② RENDER (EMBELLISH) TO MAP BUF
 ③ CORRELATE MAP ATTR & DRAW

Setting too complex.
 ↳ Memoos
 See no
 for p8 state extnd
 ↳ less data
 than on
 modifier
 ↳ TO DO
 ↳ process
 recent
 less copy.



So long
 for another
 ops phase.

18 ⇒ move ←
 16 ⇒ move →

8 8 = move ←
 821 = move →
 82 = move ↑
 86 = move ↓

refine with this new simplified table