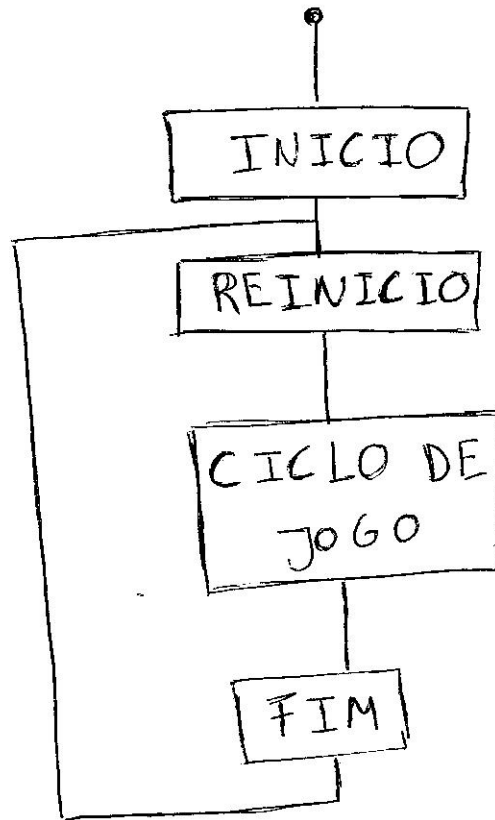
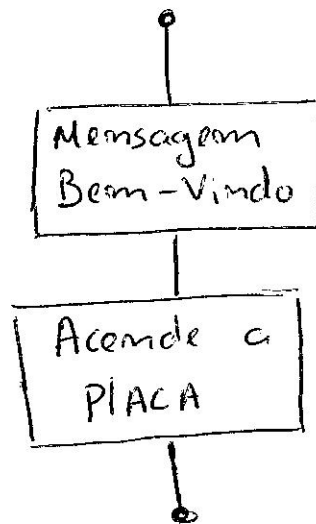


# TRON

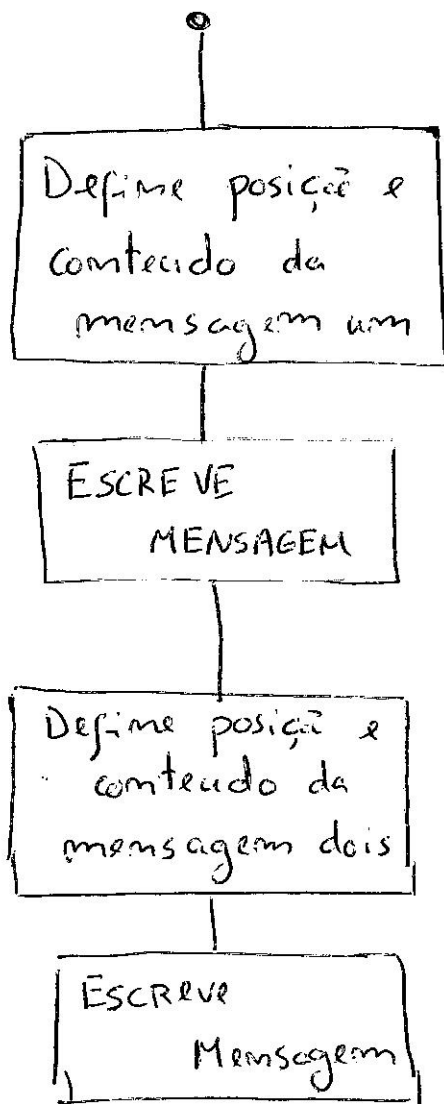
Jogo:



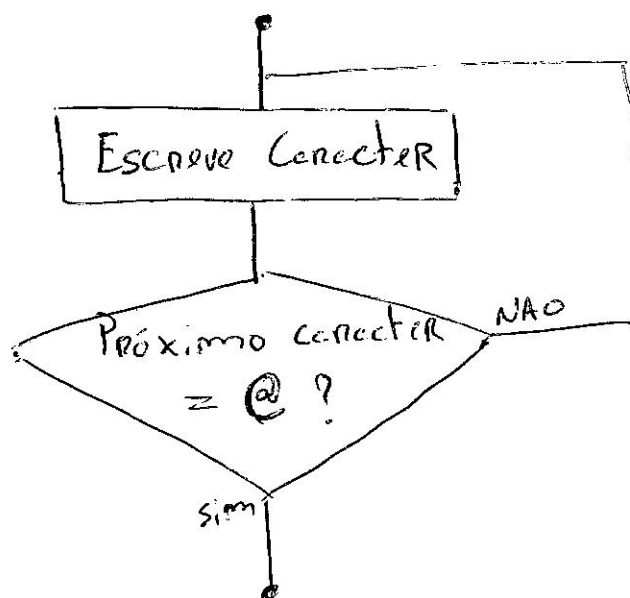
Início:



Mensagem  
Bem-Vindo:



ESCREVE  
Mensagem:



Reset

TEMPO:

Coloca o  
Relógio da  
peça a 0

Apega todos  
os LEDs

VAI  
Começar:

Define intervalo de tempo entre  
interrupções do temporizador

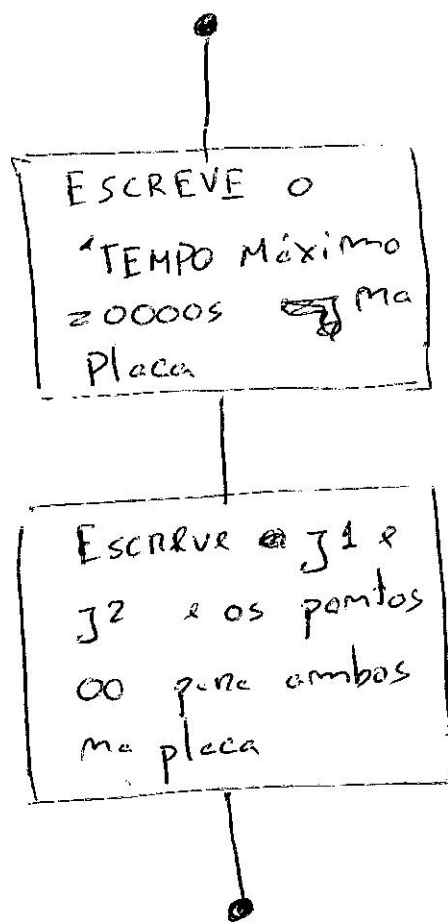
Ativa interrupções para o jogo

Define posição inicial e direção  
inicial do jogador 1 e 2.

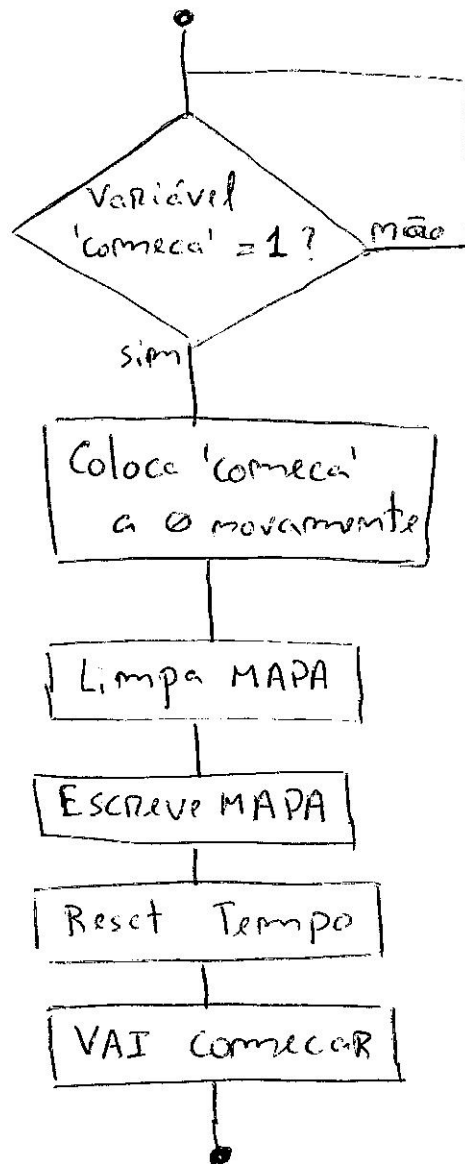
Define tempo até o próximo nível

Define tempo entre ciclos de jogo

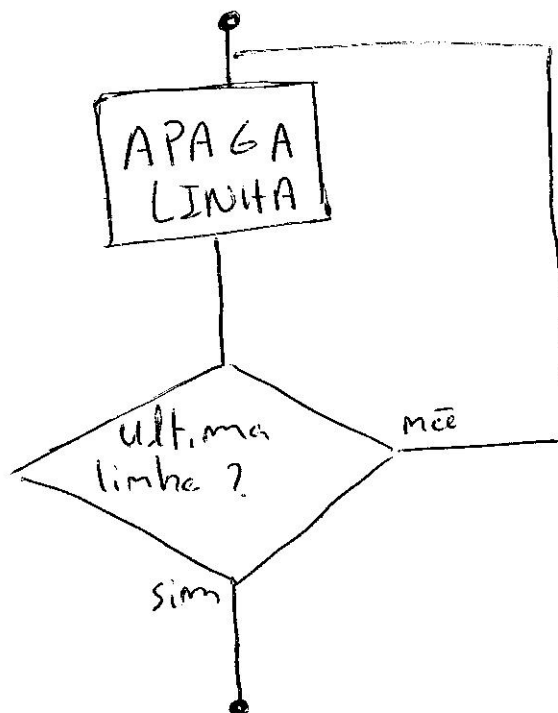
Acenda a  
Placa :



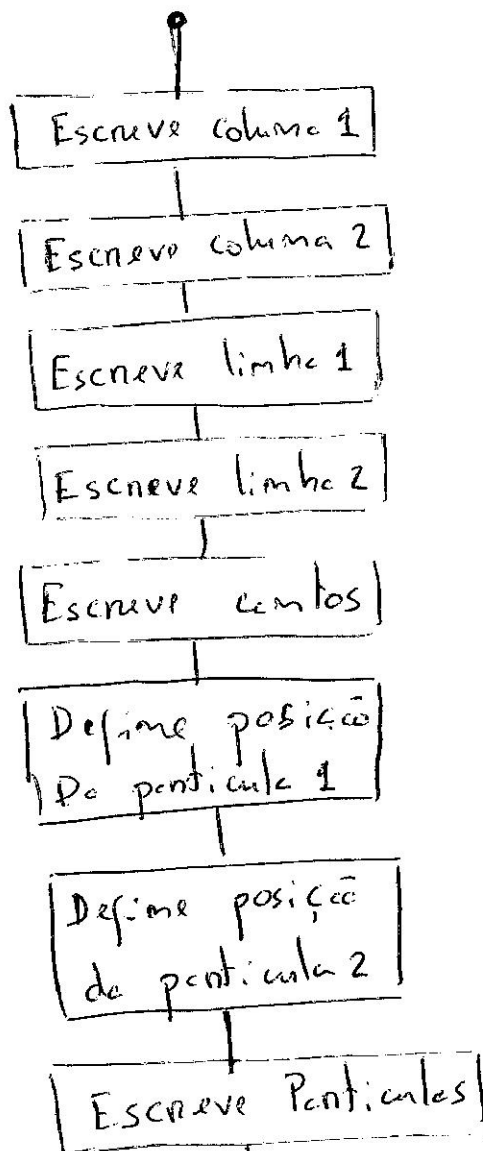
Reinício:



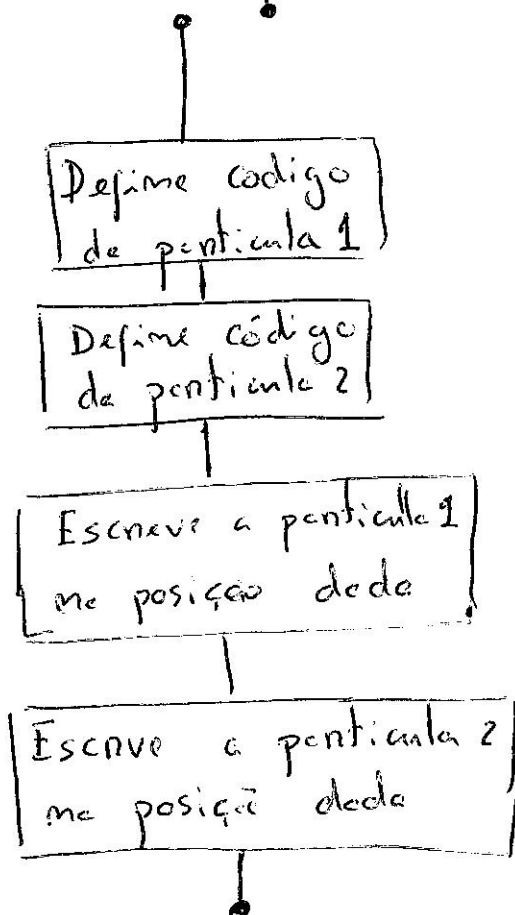
Limpa MAPA:



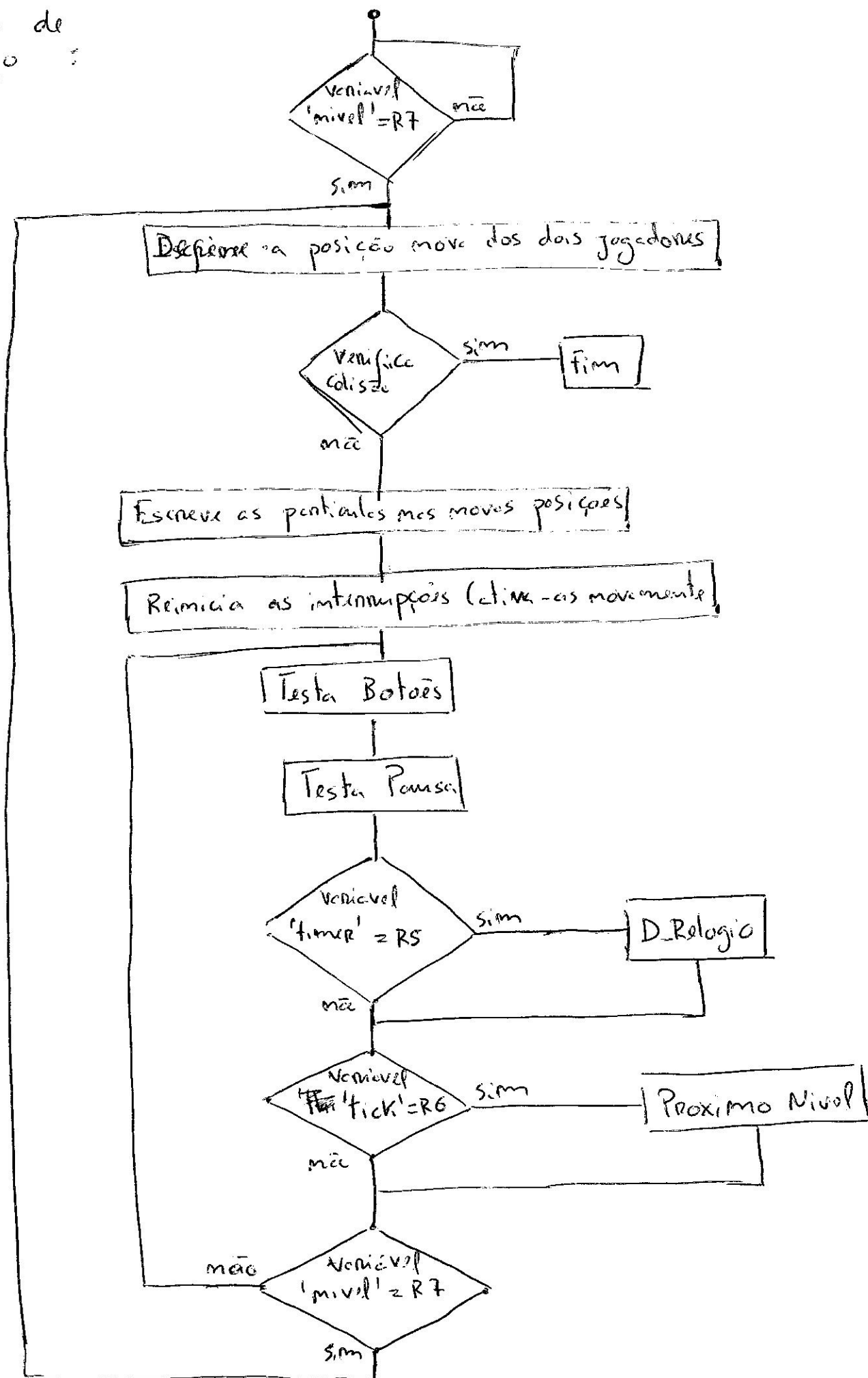
Escrever  
MAPA :



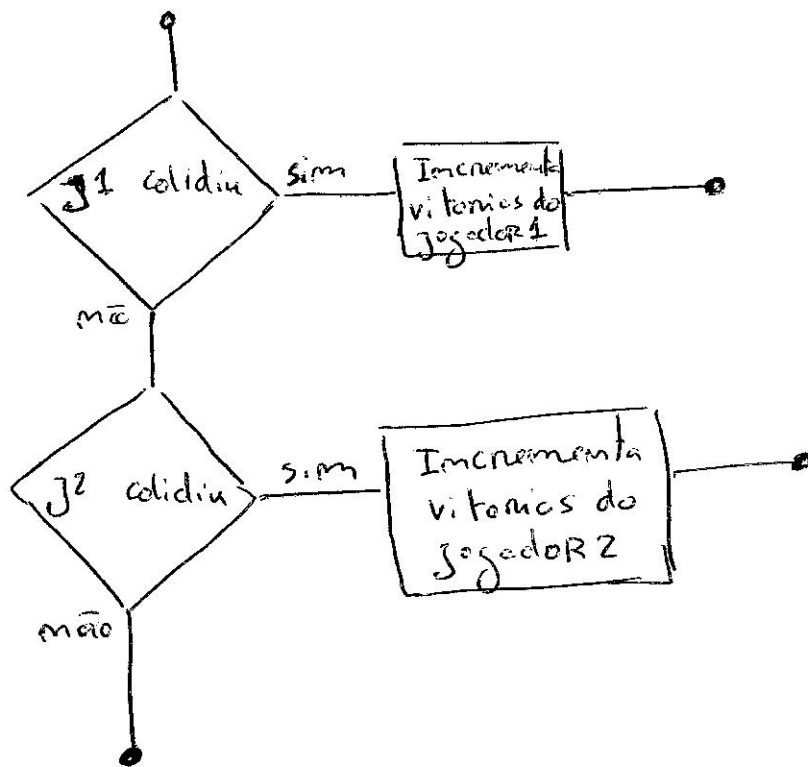
Escrever  
Penticules :



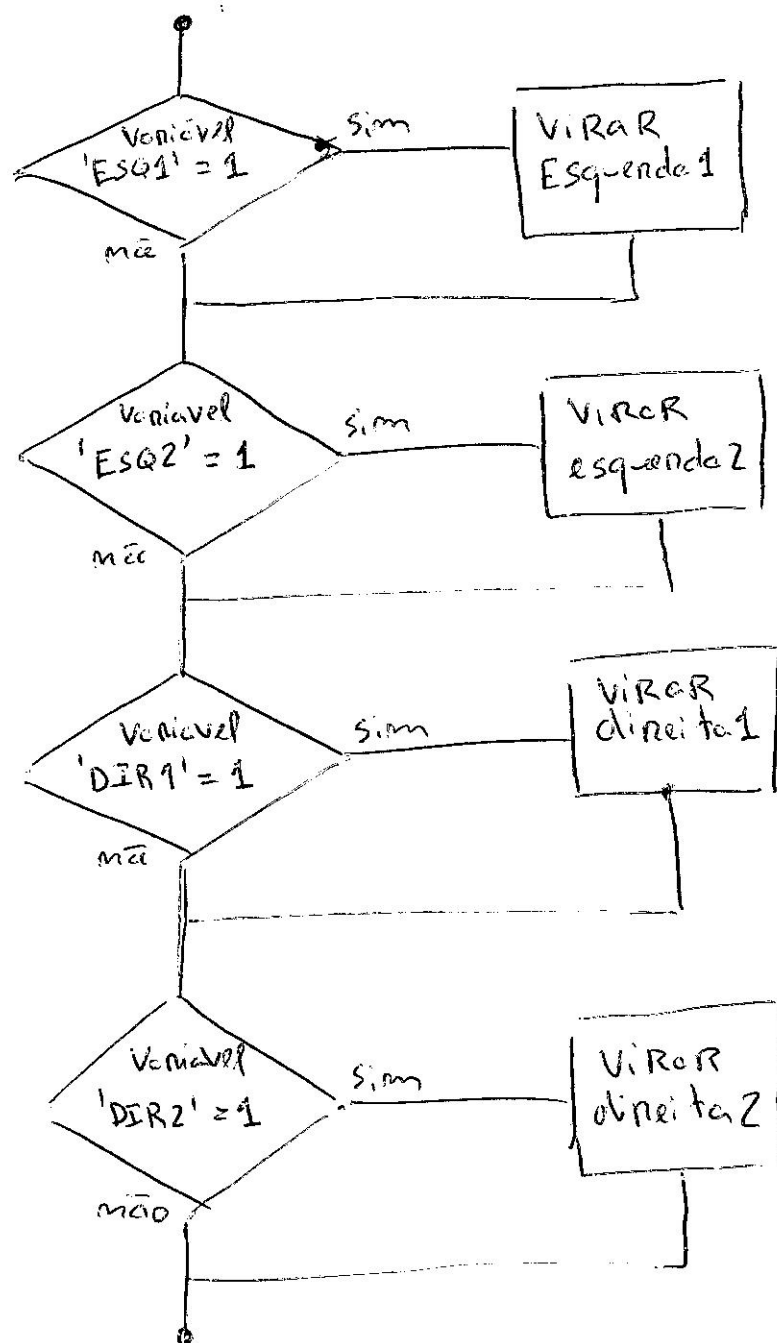
ciclo de  
jogo :



Verifica  
Colisão :

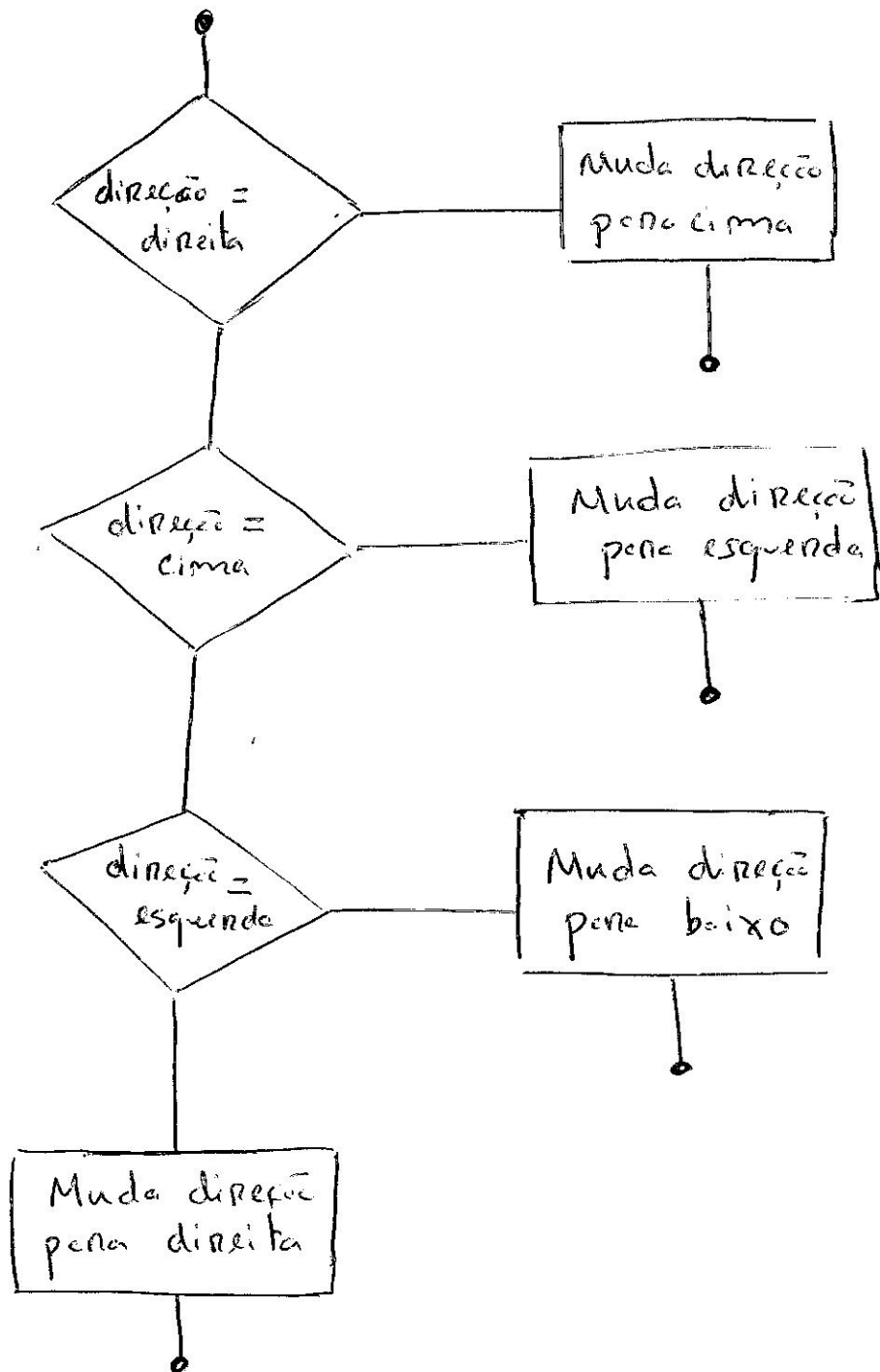


Testa  
Botões :

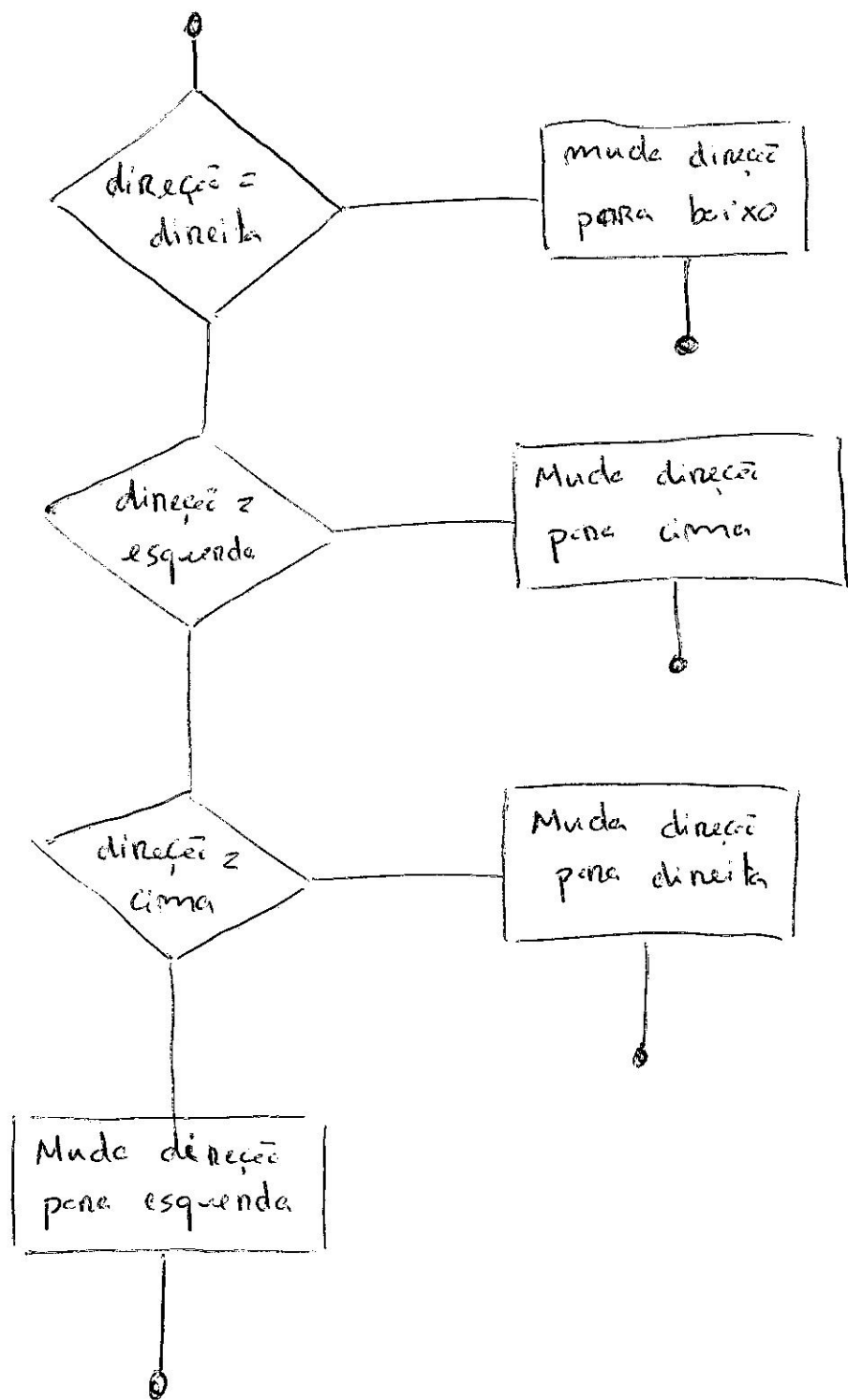




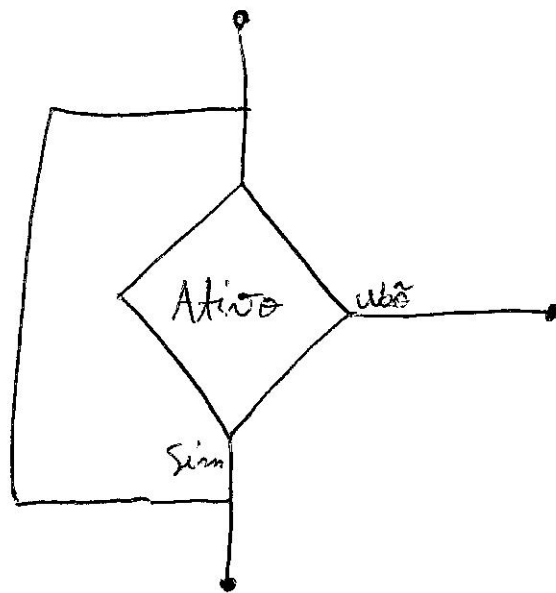
VIRER  
Esquende:



Virar  
direita:



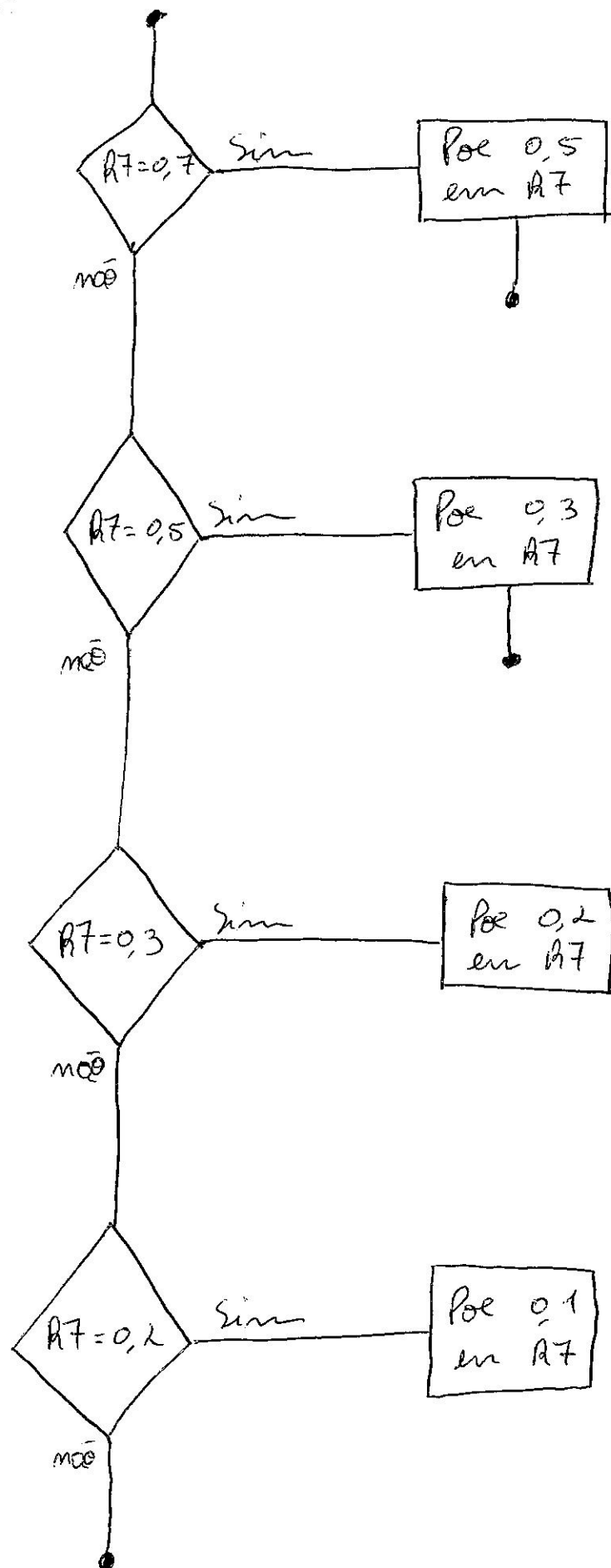
Pausa:



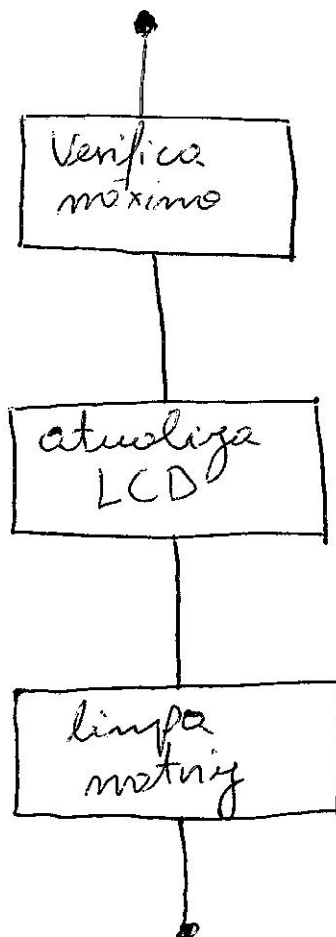
D. Relógio:



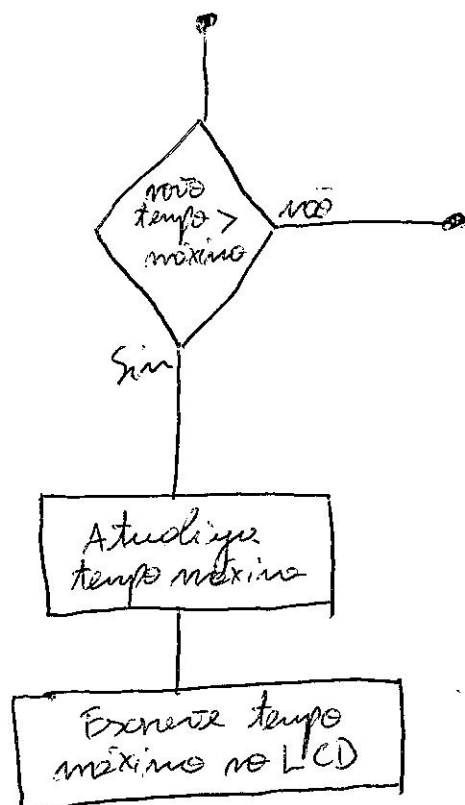
Proximo nivel:



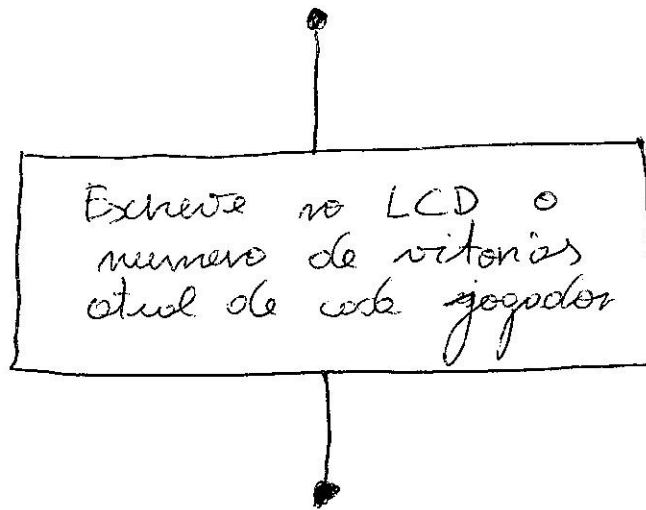
Fim:



Verifica máximo:



Atualize:  
LCD



limpe  
matriz:

