Camera

```
©GET CAMER X VALUE
If ʟHEROX(1)<(ʟSMAXX(1)/2)
Then
   1→ʟCAMX(1)
Else
   If ʟHEROX(1)>(ʟDMAXX(1)−(ʟSMAXX(1)/2)
   Then
      ʟDMAXX(1)−ʟSMAXX(1)→ʟCAMX(1)
   Else
      ʟHEROX(1)−(ʟSMAXX(1)/2)→ʟCAMX(1)
   End
End
©GET CAMERA Y VALUE
If ʟHEROY(1)≤(ʟSMAXY(1)/2)+3
Then
   1→ʟCAMY(1)
Else
   If ʟHEROY(1)>(ʟSMAXY(1)/2)+3
   Then
      ʟCAMY(1)+1→ʟCAMY(1)
   End
End
©BLIT WORLD TO SCREEN SIZE
{8,12}→dim([B])
For(X,ʟCAMX(1),ʟCAMX(1)+7)
   For(Y,ʟCAMY(1),ʟCAMY(1)+11)
      [D](X,Y)→[B](ʟCAMX(1)+(X−1),(Y+1)−ʟCAMY(1))
   End
End
Return
```