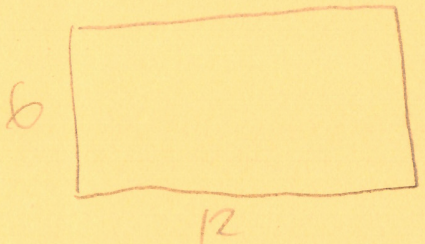
stop driving, play idle

if vel = 0,0 play idle once

change name to snd_idle

if vel > 0 stop idle, play driving



60x120

(0-99)

int to gliph (int n, vF2D pos)

if (n<10):

return {n*12, 0}

else

return {(n/10)*12, 0}, {(n%10)*12, 0}

(score)

Draw partial ((n%10)*12, 0}, {(12, 5)} Draw at {40, 3}

if (score > 9)

Draw partial {(n/10)*12, 0} {12, 5} Draw at {27, 3}