• ISTRUZIONI (FIXED LENGHT 64 BIT)

1) DRAW PIXEL =

4-BIT	8-BIT	8-BIT
0 0 0 1	X COORD.	Y COORD.

2) DRAWLINE =

4	8	8	8	8	1
0 0 1 0	X1 COORD	Y1 COORD	X2 COORD	Y2 COORD	Z

3) DRAWTRIANGLE =

4	8	8	8	8	8	8	1
0 0 1 1	X1 COORD	Y1 COORD	X2 COORD	Y2 COORD	X3 COORD	Y3 COORD	Z

4) NOP =

4	
0 0 0 0	o o o o o o...o

6) DRAWCIRCLE =

0100	DA DEFINIRE

7) SETCOLOR =

4	15
0101	RGB COLOR

• C FUNCTIONS FOR EXTRA FUNCTIONS

1) struct { int x, int y } Vector2;

2) void DRAWSQUARE (Vector2 P1, Vector2 P2, Vector2 P3, Vector2 P4, int color);

3) void ROTATE ...   DA DEFINIRE

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