Making of

549NOTES.COM

the 256-byte intro PC-DOS intro which plays 549 notes

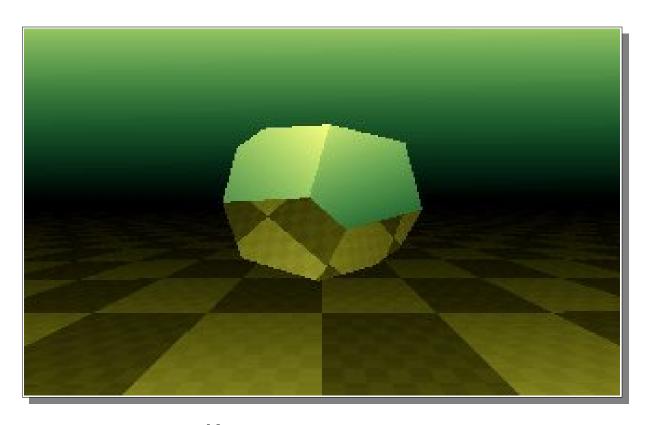
```
BB DOSBox 0.74, Cpu speed: 100000 cycles, Frameskip 0, Program
                                                 BOSBox 0.74, Cpu speed: 100000 cycles, Frameskip 0, Program...
W:∖>dir *.com
Directory of W:\.
549NOTES COM
                             256 02-01-2019 9:
         COM
                      20,788 02-01-2019 10:
DERUG
INSIGHT COM
                         32,935 02-01-2019 10:
    3 File(s)
                          53,979 Bytes.
    0 Dir(s)
                    262,111,744 Bytes free.
₩:\>_
    TomCat & ern0
             2019
```



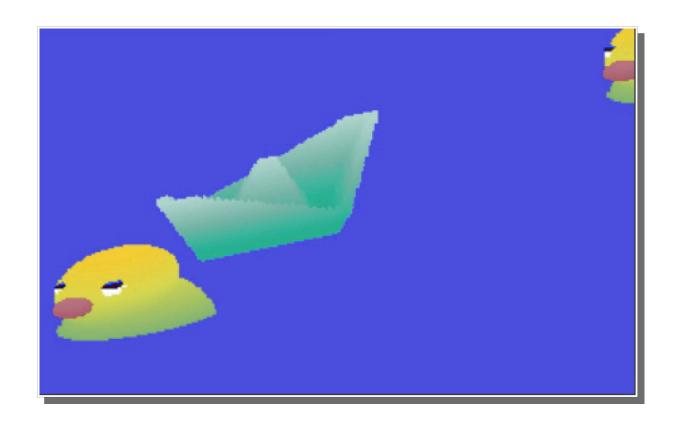
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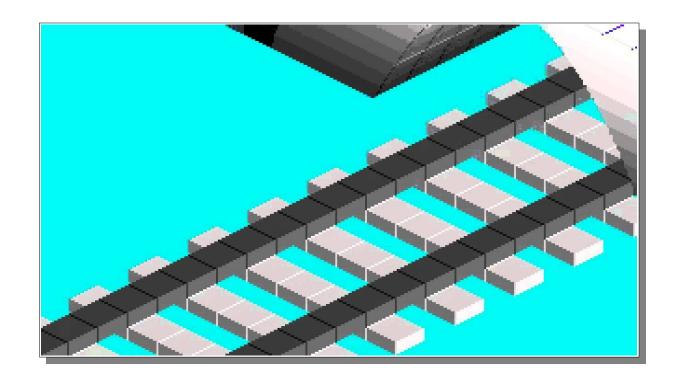
Řrřola: Puls



Řrřola: Pyrit



Digimind: Pool Patrol

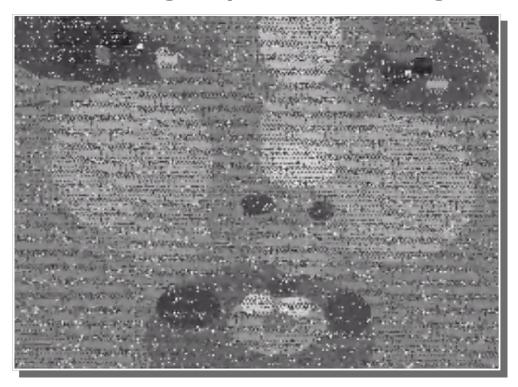


Digimind: Immediate Railways



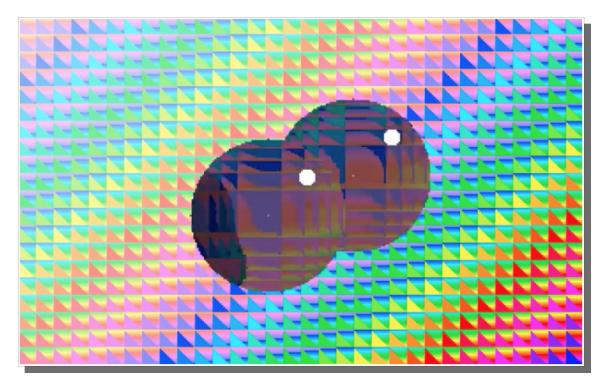
How to shine out of crowd?

Image processing



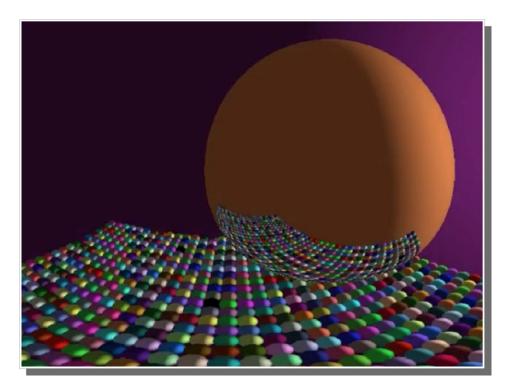
TomCat: She - Weak Signal

Raytracing



TomCat: Spectrum Rulez!

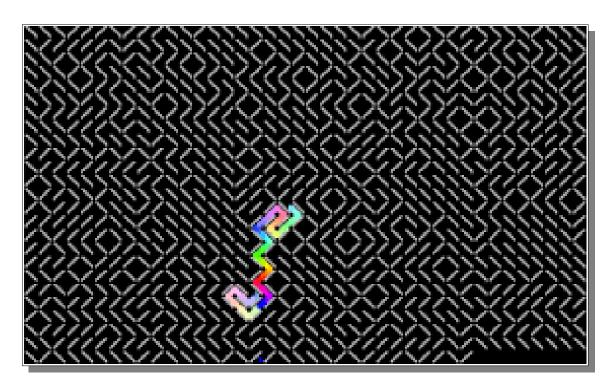
Raytracing



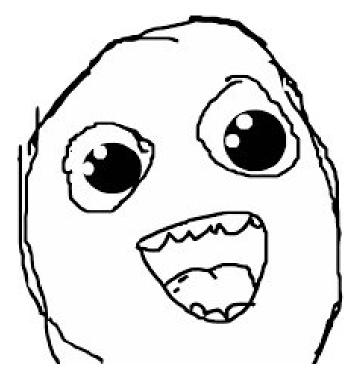
TomCat: Colorful

Fun

(if you are not a hardcore sizecoder)

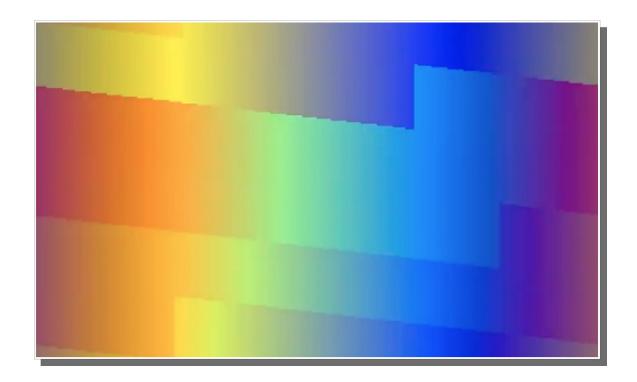


ern0: Maze Solver



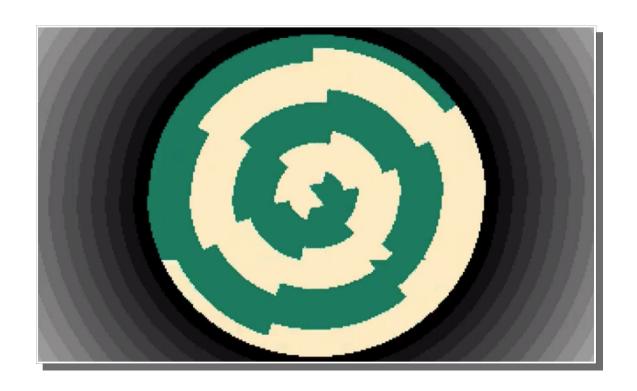
Music! Add music in 256-byte intros!

256 byte intro with music



TomCat: 2(56)unlimited (bytebeat music by ern0)

256 byte intro with music



TomCat: No Sleep! (buzzer music by ern0)

• Bytebeat player & editor TomCat



• Bytebeat player & editor TomCat



 Formula pre-compiler for assembly ern0



 Bytebeat player & editor TomCat

 Formula pre-compiler for assembly ern0

 Bytebeat player & editor TomCat

 Formula pre-compiler for assembly ern0

Making of 549NOTES.COM

Bytebeat Editor (TomCat)

. . .

Transform bytebeat formula to assembly code...

Transform bytebeat formula to assembly code ...using a modern C compiler!

Transform bytebeat formula to assembly code ...using a modern C compiler!

Transform bytebeat formula to assembly code ...using a modern C compiler!

```
int main() {
    int result = 0;
    int result = 0;

    for (int i = 0; i < 100; i++) {
        for (int j = 0; j < 100; j++) {
            result += i * j;
        }
    }
}

return result;
}</pre>

Wain:
main:
mov eax,0x175e0e4
ret

Such compiler!

Such compiler!

**Teturn result;
```