

```

file$ = "c:\games\jogos\pinball\fantasia\table1.prg"
OPEN file$ FOR BINARY AS #1
OPEN "c:\table1.img" FOR BINARY AS #2
a$ = ""
c$ = ""
pr = &H531D5
p = pr
x = 0
y = 0
0
GET #2, 1 + x + 320 * y, c$
c = ASC(c$)
n = 1
1
x = x + 1
IF x > 319 THEN x = 0: y = y + 1
IF y = 144 OR y = 2 * 144 OR y = 3 * 144 OR y = 4 * 144 THEN
  parte = parte + 1
  SELECT CASE parte
    CASE 1
      p = &H5A457
    CASE 2
      p = &H62835
    CASE 3
      p = &H6B99F
    CASE 4
      CLOSE #1: END
  END SELECT
END IF
IF n = 1 OR n = 2 THEN
  ELSE
END IF
END IF
IF p - pr - 2 = 128 THEN
  a$ = CHR$(p - pr - 2)
  PUT #1, pr, a$
  pr = p
  p = p + 1
  GOTO 0
END IF
GET #2, 1 + x + 320 * y, c$
IF ASC(c$) = c THEN

```

```

n = n + 1      "org.feldst/stasinst/lisdata/soot/asmsrc" = "c:/src"
IF n = 127 THEN
    **
    IF p - pr > 2 THEN
        a$ = CHR$(p - pr - 2)
        PUT #1, pr, a$
    END IF

    a$ = CHR$(257 - n)
    PUT #1, p, a$
    a$ = CHR$(c)
    PUT #1, p + 1, a$

    p = p + 2
    GET #2, 1 + x + 320 * y, c$ * 3 = y OR A = 3 * IAI OR A = 1
    c = ASC(c$)
    REM n = 1
    n = n - 127
    pr = p
    GOTO 1

    **
END IF

GOTO 1
ELSE
2
    IF n = 1 THEN
        IF pr = p THEN a$ = CHR$(0): PUT #1, p, a$: p = p + 1
        a$ = CHR$(c)
        PUT #1, p, a$
        p = p + 1
        GET #2, 1 + x + 320 * y, c$ * 3 = y OR A = 3 * IAI OR A = 1
        c = ASC(c$)
    ELSE
        IF p - pr > 2 THEN
            a$ = CHR$(p - pr - 2)
            PUT #1, pr, a$
        END IF

        a$ = CHR$(257 - n)
        PUT #1, p, a$
```

```
a$ = CHR$(c)
PUT #1, p + 1, a$

p = p + 2
GET #2, 1 + x + 320 * y, c$
c = ASC(c$)
n = 1

pr = p
GOTO 1
END IF
END IF
GOTO 1
```

sub-1:

a\$ = CHR\$(p - pr - 2)

PUT #1, pr, a\$

a\$ = CHR\$(257 - n)

PUT #1, p, a\$

a\$ = CHR\$(CA)

PUT #1, p+1, a\$

p = p + 2

n = 1

pr = p

RETURN

IF p - pr = 130 THEN

[a\$ = CHR\$(128)

put #1, pr, a\$

pr = p

p = p + 1

GOTO Ø

END IF

GET #2, 1 + x + 320 * y, c\$

IF ASC(c\$) = CA THEN

n = n + 1

IF n = 127 THEN GOSUB sub-1

~~GOSUB~~

GOTO 1

ELSE

2

IF n = 1 THEN

[IF pr = p THEN a\$ = CHR\$(Ø): PUT #1, p, a\$: p = p + 1

a\$ = CHR\$(CA)

PUT #1, p, a\$

p = p + 1

ELSE

[GOSUB sub-1

END IF

~~GOSUB~~

CA = ASC(c\$)

END IF

GOTO 1

OPEN prg\$ FOR BINARY AS#1
OPEN img\$ FOR BINARY AS#2

a\$ = " "; c\$ = "

pr = &H531D5

p = pr

Ø

GET #2, 1 + x + 320 * y, c\$

CANT = ASC(c\$)

n = 1

1

x = x + 1

IF x > 319 THEN x = Ø : y = y + 1 : pode = 1

IF pode AND (y = 144 OR y = 288 OR y = 432 OR y = 576) THEN GOSUB sub2

IF proxperte THEN proxperte = Ø : GOTO Ø

IF p - pr = 130 THEN

a\$ = CHR\$(128)

PUT #1, pr, a\$

pr = p

p = p + 1

GOTO Ø

END IF

GET #2, 1 + x + 320 * y, c\$

IF ASC(c\$) = CANT THEN

n = n + 1

IF n = 127 THEN GOSUB sub1

GOTO 1

ELSE

IF yu = 1 THEN

IF pr = p THEN a\$ = CHR\$(Ø) : PUT #1, p, a\$: p = p + 1

a\$ = CHR\$(CANT)

PUT #1, p, a\$

p = p + 1

ELSE

GOSUB sub1

END IF

CANT = ASC(c\$)

ENDIF

GOTO 1

→ sub3

sub1:

→ ABS(p - pr - 2)

a\$ = CHR\$(p - pr - 2)

PUT #1, pr, a\$

a\$ = CHR\$(257 - n)

PUT #1, p, a\$

a\$ = CHR\$(CANT)

PUT #1, p + 1, a\$

p = p + 2

n = 1

pr = p
RETURN

(LFBET)

IMG → BBC

Sub2:

GOSUB sub3

parte = parte + 1

SELECT CASE parte

CASE 1

pr = &H5A457

CASE 2

pr = &H62835

CASE 3

pr = &H6B99F

CASE 4

CLOSE :END

END SELECT

p = pr

parte = 0

propto = 1

RETURN

390437
466322

42/34/S1/01/09/00/FE/4A/01/09/4A/FF/SE/02/55/SE
PF/14/07/16/14/16/14/16/14/16/14/16/14/16/14/16

(A)

3x

(4A) (9) (4A)

10x

(SE) (55) (5E) ...

2x

(14) (16) (14) (16) (14) (16) (14) (16) (14) (16)

FE 16 0100 09 FF

FE 16 01 00 09 FF 69 FG 2E 00 00 FD 2EF7
SFOL 3DS7 FE 69 00 5A FA 47 03 SA 69 SC SF FD
64FE

```
x = 1
y = 1

file$ = "c:\games\jogos\pinball\fantasie\table1.prg"

OPEN file$ FOR BINARY AS #1
SCREEN 13
CLS
parte = 0
0
parte = parte + 1
SELECT CASE parte
CASE 1
y = 2
p = &H531D5 0
CASE 2
p = &H5A4E7 1024
CASE 3
p = &H62835 --
CASE 4
p = &H6B99F -
CASE 5
END
END SELECT
a$ = ""
GET #1, p, a$
pr = p + ASC(a$) + 2
p = p + 1
GOTO 2
1
IF prbl THEN x = 1: prbl = 0: GOTO 0
2
IF pr = p THEN
    GET #1, p, a$
    IF ASC(a$) > 128 THEN
        GOSUB drawline
```

```
ELSE
    pr = p + ASC(a$) + 2
    p = p + 1
END IF
ELSE
    GET #1, p, a$
    C = ASC(a$)
    GOSUB dot
    p = p + 1
END IF
```

GOTO 1

drawline:

```
GET #1, p, a$ ←
n = 257 - ASC(a$)
GET #1, p + 1, a$
C = ASC(a$)
```

```
FOR I = 1 TO n
    GOSUB dot
```

NEXT I

pr = p + 2

p = p + 2

RETURN

dot:

PSET (x-1, y-1), C

x = x + 1

IF x > 320 THEN

x = x - 320 : y = y + 1

IF y = 145 THEN prbl = L : x = 1
END IF

IF y > 200 THEN END
RETURN.

Mov dx, 03C8h ← 5237h

mov al, 0

out dx, al

mov cx, 0300h

mov di, 4F54h

CS: ← 5243

mov al, [di]

Xor ah, ah → ah = 0

mul bx

mov al, ah

mov dx, 03C9h

out dx, al

inc di

loop 000005243

ret

GET #1, D = 0 + 1
C = ASC(98)

GOSUB GOE

B = B + 1

END IF

END

displays

GET #1, D = 0 + 1
C = ASC(98)

GOSUB GOE

C = ASC(98)

END IF

END

FOR I = 1 TO 11

GOSUB GOE

B = B + 1

END IF

END

Jugar a palota para
alquiler en teles

usando out/in list
no lugan da ^B
inic. de paleta.
enr - prg

rechar gas de

carr.

+ traejir p/c

END IF
 END IF
 GOTO 1

```

a$ = CHR$(257 - n)
PUT #1, p, a$
p = p + 1
a$ = CHR$(c)
PUT #1, p, a$
p = p + 1
END IF
  
```

```

parte = parte + 1
SELECT CASE parte
CASE 1
  p = &H5A457
CASE 2
  p = &H62835
CASE 3
  p = &H6B99F
CASE 4
  CLOSE #1: END
END SELECT
x = 0
pr = p
p = p - 2
proxparte = 1
END IF
  
```

IF proxparte THEN proxparte = 0: GOTO 0

```

IF p - pr - 2 = 128 THEN
  a$ = CHR$(p - pr - 2) + a$ = CHR$(128)
  PUT #1, pr, a$
  pr = p
  p = p + 1
  GOTO 0
END IF
  
```

← se chegar ao nº de pixels de uma cor só
de chegar ao tamanho máximo
de um pixel, salvar o atual e começar
outro.

```

GET #2, 1 + x + 320 * y, c$
IF ASC(c$) = c ATHERN
  n = n + 1
  IF n = 127 THEN
    **
  
```

← se a cor atual é igual à anterior, então:
se o nº de pts de mesma cor chega ao máximo que
corre em uma única compressão, então:

```

    (IF p - pr ≥ 2 THEN)
    a$ = CHR$(p - pr - 2)
    PUT #1, pr, a$
  (END IF)
  
```

```

a$ = CHR$(257 - n)
PUT #1, p, a$
  
```

$\text{a\$} \quad 0\ 15\ 1\ 254\ 7\ 2\ 253\ 2\ 0\ 59\ 4\ 255\ 253$

(C\$) 15 + 7 ~~16~~ 21594 255 253 +

(cant) 15 17 12 59 4 255 253 7

x 1 2 3 4 5 6 7 8 9 ...

40

② 1 2 3 1 2 3 9 1 2 3 4

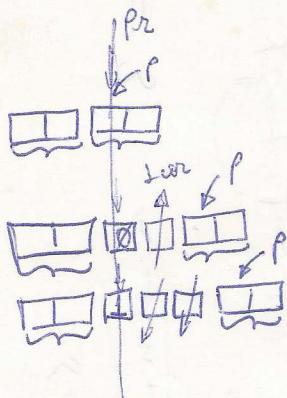
$$S_I = T + \tau I$$

$$3 \times 4 + T + 4 \times T$$

$$ET = S + h + T \leq T_0 + T$$

x	y	parte	p
0	0	0	0
1	1	1	1
2	2		

p[0]	p[1]	c	n	i
0	0	0	0	1
8	7	247	7	
20				



IF P=PR THEN

IF [P]>128 THEN

contração

ELSE

JMP

ENDIF

ELSE

PONTO

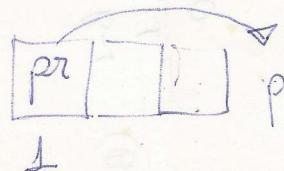
ENDIF

27.100 +

12.100 +

123456789

contracão:
n * PONTO
↓
contr. JMP
RETURN



↓

