0

CMP
Expression   Background_Matrix[11,0] + Background_Matrix[11,1] + Background_Matrix[11,2] + Background_Matrix[11,3] + Background_Matrix[1...

,4] + Background_Matrix[11,5] + Background_Matrix[11,6] + Background_Matrix[11,7] = 8

COP
Source   Background_Matrix[0,0]
Dest   Saved_Matrix[1,0]
Length   88

OP
urce   Background_Color_Matrix[0,0]
st   Background_Saved_Color_Matrix[1,0]
ngth   88

ONS_Score[0]
ONS

ADD
Source A   Score
                          0
Source B   8

Dest   Score
                          0

1

CMP
Expression   Background_Matrix[10,0] + Background_Matrix[10,1] + Background_Matrix[10,2] + Background_Matrix[10,3] + Background_Matrix[1...

,4] + Background_Matrix[10,5] + Background_Matrix[10,6] + Background_Matrix[10,7] = 8

COP
Source   Background_Matrix[0,0]
Dest   Saved_Matrix[1,0]
Length   80

```
        OP                                          ONS_Score[1]        ADD
     ource      Background_Color_Matrix[0,0]          ONS            Source A        Score
     st  Background_Saved_Color_Matrix[1,0]                                             0
     ngth                              80                             Source B           8

                                                                      Dest            Score
                                                                                         0
```

```
2        CMP
         Expression   Background_Matrix[9,0] +  Background_Matrix[9,1] +  Background_Matrix[9,2] +  Background_Matrix[9,3] +  Background_Matrix[9,4] +
```

```
                                                                                    COP                                    COP
     Background_Matrix[9,5] +  Background_Matrix[9,6] +  Background_Matrix[9,7] = 8  Source  Background_Matrix[0,0]        Source
                                                                                    Dest          Saved_Matrix[1,0]        Dest   Back
                                                                                    Length                      72        Length
```

```
                                              ONS_Score[2]        ADD
        Background_Color_Matrix[0,0]            ONS            Source A        Score
     round_Saved_Color_Matrix[1,0]                                               0
                              72                               Source B           8

                                                              Dest            Score
                                                                                 0
```

```
3        CMP
         Expression   Background_Matrix[8,0] +  Background_Matrix[8,1] +  Background_Matrix[8,2] +  Background_Matrix[8,3] +  Background_Matrix[8,4] +
```

Background_Matrix[8,5] + Background_Matrix[8,6] + Background_Matrix[8,7] = 8

COP	
Source	Background_Matrix[0,0]
Dest	Saved_Matrix[1,0]
Length	64

COP	
Source	
Dest	Back
Length	

Background_Color_Matrix[0,0]
round_Saved_Color_Matrix[1,0]
64

ONS_Score[3]
[ONS]

ADD	
Source A	Score
	0
Source B	8
Dest	Score
	0

4

CMP	
Expression	Background_Matrix[7,0] + Background_Matrix[7,1] + Background_Matrix[7,2] + Background_Matrix[7,3] + Background_Matrix[7,4] +

Background_Matrix[7,5] + Background_Matrix[7,6] + Background_Matrix[7,7] = 8

COP	
Source	Background_Matrix[0,0]
Dest	Saved_Matrix[1,0]
Length	56

COP	
Source	
Dest	Back
Length	

Background_Color_Matrix[0,0]
round_Saved_Color_Matrix[1,0]
56

ONS_Score[4]
[ONS]

ADD	
Source A	Score
	0
Source B	8
Dest	Score
	0

5

CMP	
Expression	Background_Matrix[6,0] + Background_Matrix[6,1] + Background_Matrix[6,2] + Background_Matrix[6,3] + Background_Matrix[6,4] +

Background_Matrix[6,5] + Background_Matrix[6,6] + Background_Matrix[6,7] = 8

COP	
Source	Background_Matrix[0,0]
Dest	Saved_Matrix[1,0]
Length	48

COP	
Source	
Dest	Back
Length	

Background_Color_Matrix[0,0]
Background_Saved_Color_Matrix[1,0]
48

ONS_Score[5]
[ONS]

ADD		
Source A	Score	0
Source B		8
Dest	Score	0

6

CMP	
Expression	Background_Matrix[5,0] + Background_Matrix[5,1] + Background_Matrix[5,2] + Background_Matrix[5,3] + Background_Matrix[5,4] +

Background_Matrix[5,5] + Background_Matrix[5,6] + Background_Matrix[5,7] = 8

COP	
Source	Background_Matrix[0,0]
Dest	Saved_Matrix[1,0]
Length	40

COP	
Source	
Dest	Back
Length	

Background_Color_Matrix[0,0]
Background_Saved_Color_Matrix[1,0]
40

ONS_Score[6]
[ONS]

ADD		
Source A	Score	0
Source B		8
Dest	Score	0

7

CMP	
Expression	Background_Matrix[4,0] + Background_Matrix[4,1] + Background_Matrix[4,2] + Background_Matrix[4,3] + Background_Matrix[4,4] +

Background_Matrix[4,5] + Background_Matrix[4,6] + Background_Matrix[4,7] = 8

COP		
Source	Background_Matrix[0,0]	
Dest	Saved_Matrix[1,0]	
Length	32	

COP	
Source	
Dest	Back
Length	

Background_Color_Matrix[0,0]
Background_Saved_Color_Matrix[1,0]
32

ONS_Score[7]
ONS

ADD		
Source A	Score	0
Source B		8
Dest	Score	0

8

CMP	
Expression	Background_Matrix[3,0] + Background_Matrix[3,1] + Background_Matrix[3,2] + Background_Matrix[3,3] + Background_Matrix[3,4] +

Background_Matrix[3,5] + Background_Matrix[3,6] + Background_Matrix[3,7] = 8

COP		
Source	Background_Matrix[0,0]	
Dest	Saved_Matrix[1,0]	
Length	24	

COP	
Source	
Dest	Back
Length	

Background_Color_Matrix[0,0]
Background_Saved_Color_Matrix[1,0]
24

ONS_Score[8]
ONS

ADD		
Source A	Score	0
Source B		8
Dest	Score	0

9

CMP	
Expression	Background_Matrix[2,0] + Background_Matrix[2,1] + Background_Matrix[2,2] + Background_Matrix[2,3] + Background_Matrix[2,4] +

Clear_Full_Row - Ladder Diagram   **Page 6**
Tetris:MainTask:MainProgram   12/06/2025 07:15:49
Total number of rungs in routine: 12   C:\Users\admin\Desktop\Projeto Studio5000\Tetris.ACD

Background_Matrix[2,5] + Background_Matrix[2,6] + Background_Matrix[2,7] = 8

COP	
Source	Background_Matrix[0,0]
Dest	Saved_Matrix[1,0]
Length	16

COP	
Source	
Dest	Back
Length	

Background_Color_Matrix[0,0]
round_Saved_Color_Matrix[1,0]
16

ONS_Score[9]
ONS

ADD	
Source A	Score
	0
Source B	8
Dest	Score
	0

10

CMP	
Expression	Background_Matrix[1,0] + Background_Matrix[1,1] + Background_Matrix[1,2] + Background_Matrix[1,3] + Background_Matrix[1,4] +

Background_Matrix[1,5] + Background_Matrix[1,6] + Background_Matrix[1,7] = 8

COP	
Source	Background_Matrix[0,0]
Dest	Saved_Matrix[1,0]
Length	8

COP	
Source	
Dest	Back
Length	

Background_Color_Matrix[0,0]
round_Saved_Color_Matrix[1,0]
8

ONS_Score[10]
ONS

ADD	
Source A	Score
	0
Source B	8
Dest	Score
	0

11

COP	
Source	Saved_Matrix[0,0]
Dest	Background_Matrix[0,0]
Length	96

COP	
Source	Background_Saved_Color_Matrix[0,0]
Dest	Background_Color_Matrix[0,0]
Length	96

(End)