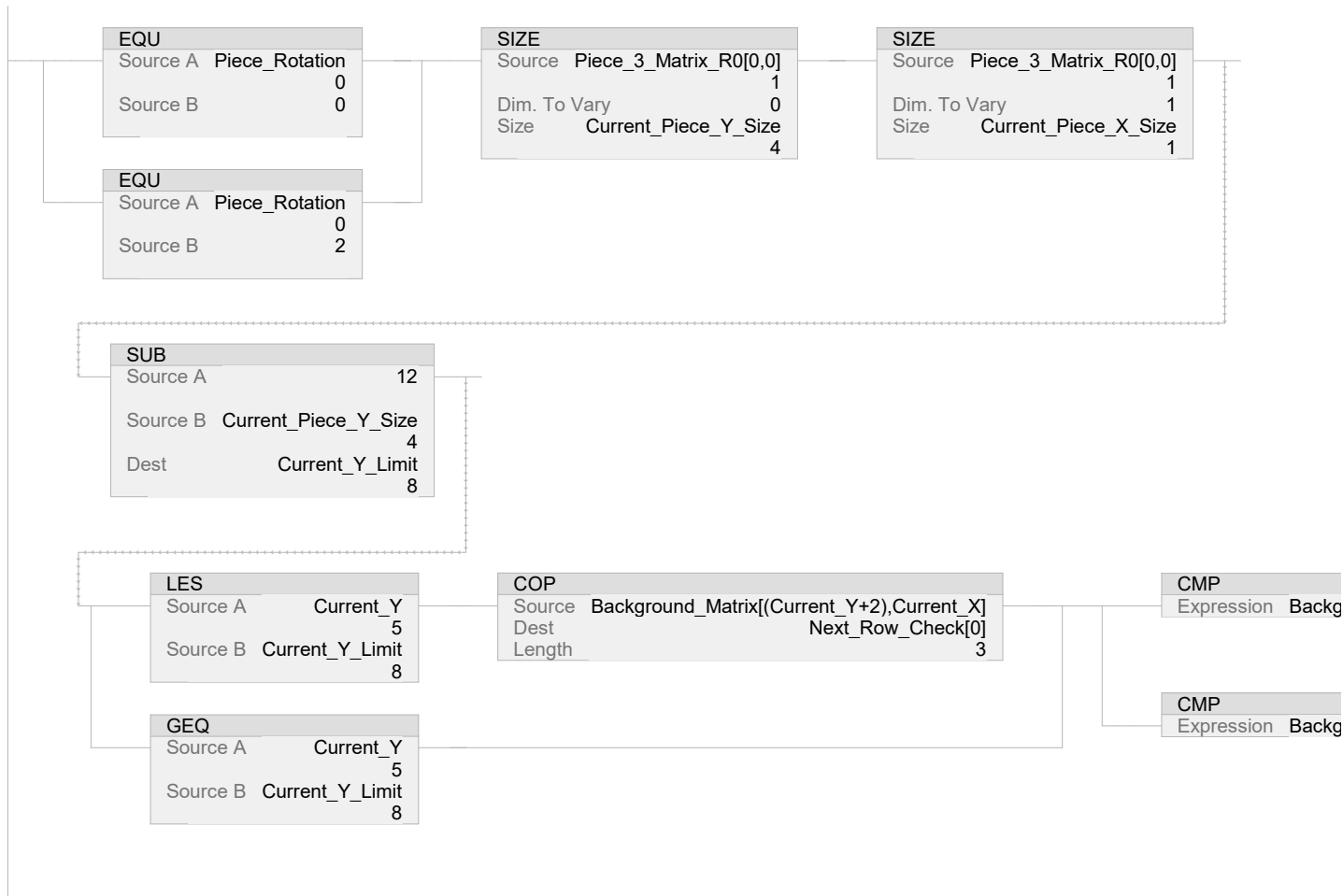


0

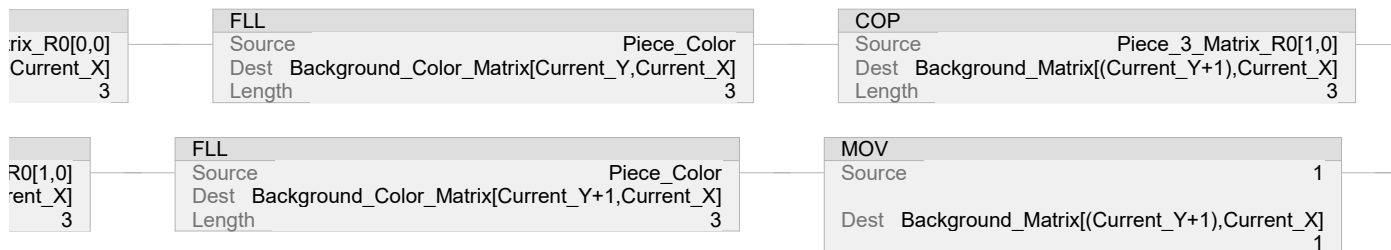


Background_Matrix[(Current_Y+1),Current_X] = 0

Background_Matrix[(Current_Y+1),Current_X] > 0

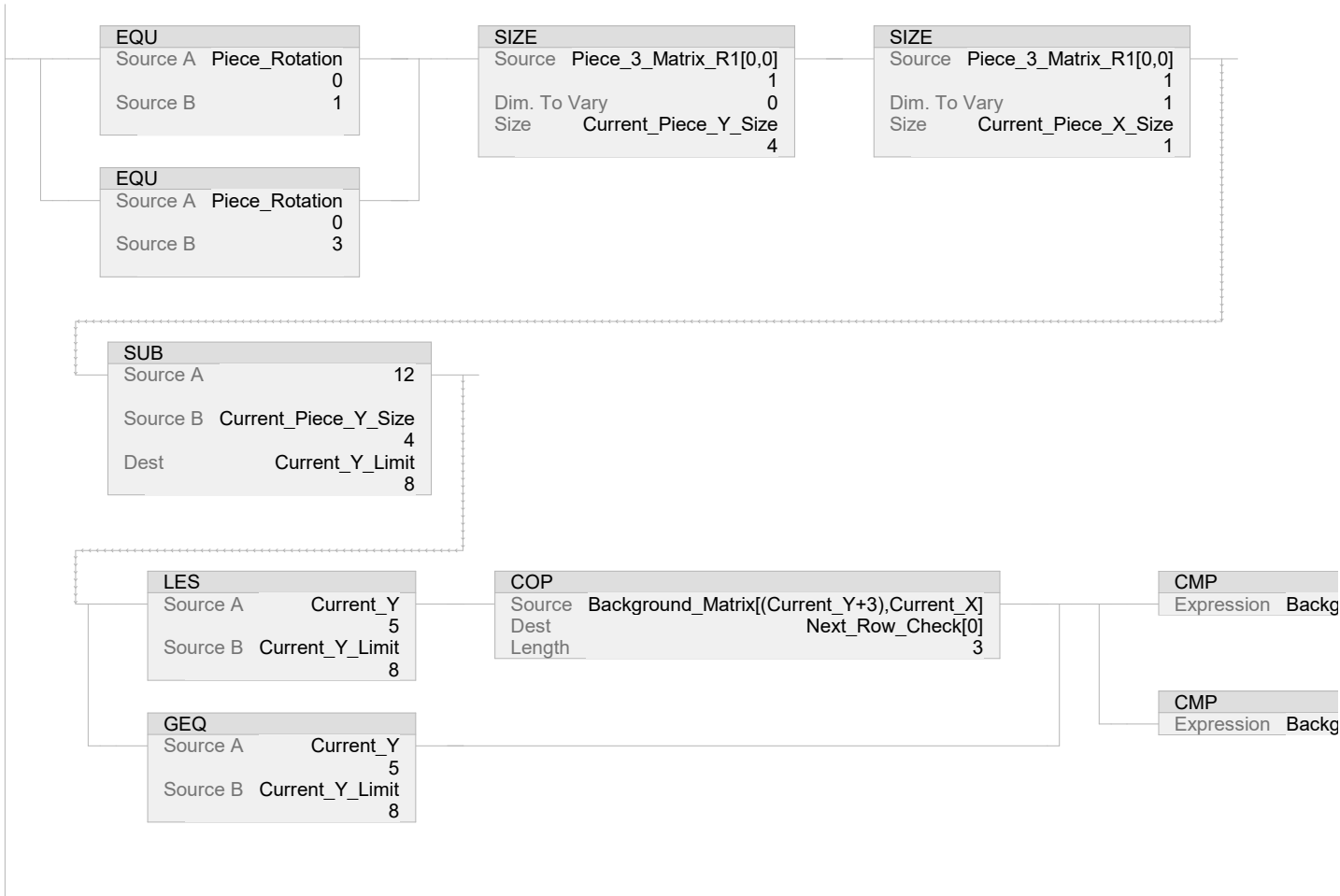
MOV
Source Background_Color_Matrix[(Current_Y+1),Current_X]
Dest Previous_Color

COP
Source
Dest Background_M
Length





1

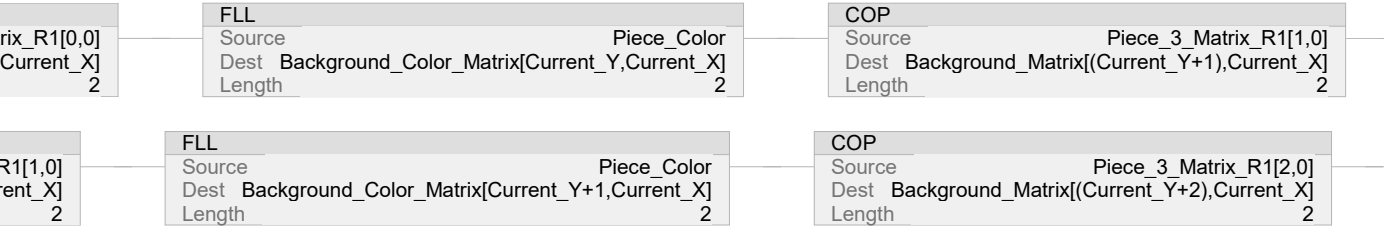
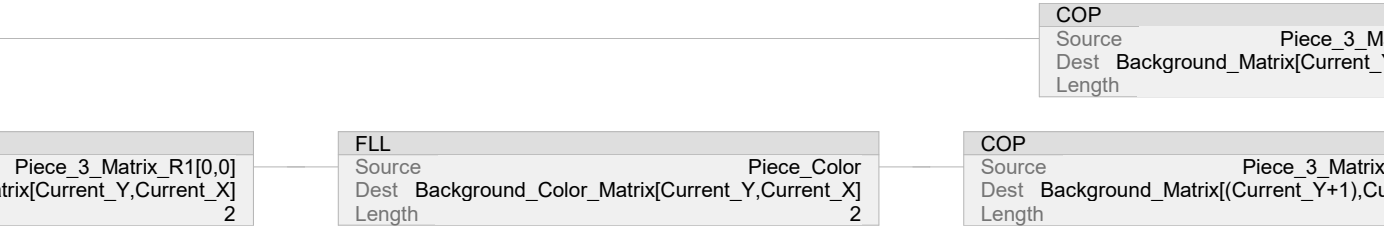


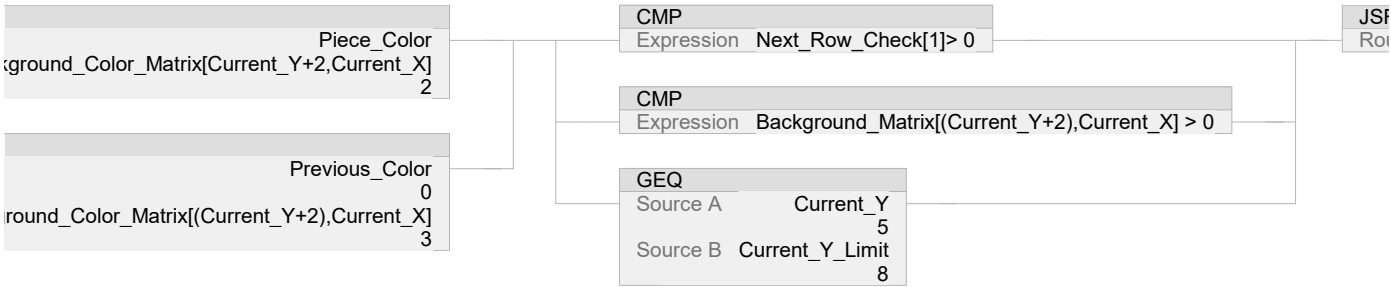
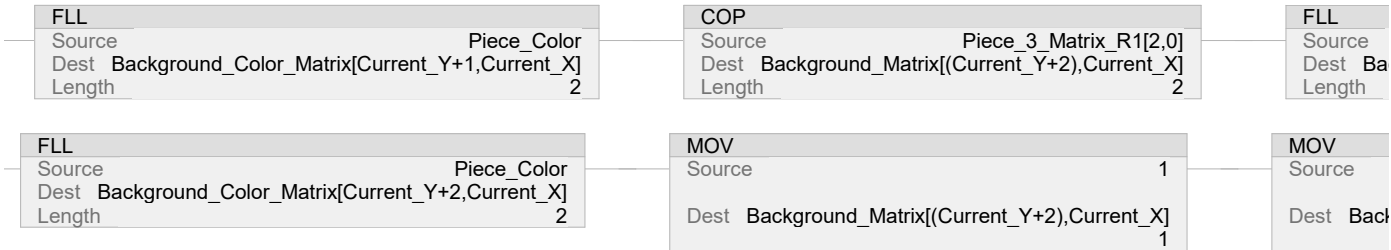
Background_Matrix[(Current_Y+2),Current_X] = 0

Background_Matrix[(Current_Y+2),Current_X] > 0

MOV
Source Background_Color_Matrix[(Current_Y+2),Current_X] 3
Dest Previous_Color 0

COP
Source
Dest Background_M
Length





ine Name Piece_Stopped

(End)