**Update_Movement - Ladder Diagram**
Tetris:MainTask:MainProgram
Total number of rungs in routine: 9

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C:\Users\admin\Desktop\Projeto Studio5000\Tetris.ACD

**0**

SBR
Input Par   Input_Piece

NOP

**1**

JSR
Routine Name   Background_Clear

**2**

EQU
Source A   Input_Piece
                          4
Source B                1

JSR
Routine Name   Piece_1_Rotation

**3**

NOP

**4**

EQU
Source A   Input_Piece
                          4
Source B                2

SIZE
Source   Piece_2_Matrix[0,0]
                                 1
Dim. To Vary                  1
Size   Current_Piece_X_Size
                                 1

LES
Source A   Current_Y
                        5
Source B         10

COP
Source   Background_Matrix[(Current_Y+2),Current_X]
Dest                         Next_Row_Check[0]
Length                                        3

GEQ
Source A   Current_Y
                        5
Source B         10

COP
Source                        Piece_2_Matrix[0,0]
Dest   Background_Matrix[Current_Y,Current_X]
Length                                              2

FLL
Source                                Piece_Color
Dest   Background_Color_Matrix[Current_Y,Current_X]
Length                                              2

COP
Source                        Piece_2_Matrix[1,0]
Dest   Background_Matrix[(Current_Y+1),Current_X]
Length                                              2

FLL
Source                                Piece_Color
Dest   Background_Color_Matrix[Current_Y+1,Current_X]
Length                                              2

CMP
Expression   Next_Row_Check[0]+Next_Row_Check[1] > 0

JSR
Routine Name   Piece_Stopped

GEQ
Source A   Current_Y
                        5
Source B         10

**5**

NOP

**6**

EQU
Source A   Input_Piece
                          4
Source B                3

JSR
Routine Name   Piece_3_Rotation

7
```
        EQU                                        JSR
        Source A  Input_Piece                      Routine Name   Piece_3_Rotation
                          4
        Source B         3
```

8
```
        EQU                                        JSR
        Source A  Input_Piece                      Routine Name   Piece_4_Rotation
                          4
        Source B         4
```

(End)