Piece_Stopped – Ladder Diagram
Tetris:MainTask:MainProgram
Total number of rungs in routine: 12

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

0

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

1

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

2

```
MOV
Source                 0
Dest          Current_Y
                      5
```

3

```
EQU
Source A    Piece_Type
                    4
Source B            5
```

```
MOV
Source                 1
Dest          Piece_Type
                      4
```

4

```
LES
Source A    Piece_Color
                    3
Source B            5
```

```
ADD
Source A    Piece_Color
                    3
Source B            1
Dest         Piece_Color
                    3
```

5

```
EQU
Source A    Piece_Color
                    3
Source B            5
```

```
MOV
Source                 0
Dest          Piece_Color
                      3
```

6

[NOP]

7

```
FOR
Routine Name    Clear_Full_Row
Index       Clear_Row_For_Index
                            0
Initial Value               0
Terminal Value             11
Step Size                   1
```

8

```
MOV
Source                 0
Dest    Clear_Row_For_Index
                      0
```

```
MOV
Source                 3
Dest          Current_X
                      3
```

9

```
MOV
Source    Randomized_Next_Piece
                            0
Dest          Piece_Type
                      4
```

10

```
JSR
Routine Name    Randomize_Next_Piece
```

11

[AFI]

```
LES
Source A    Piece_Type
                    4
Source B            5
```

```
ADD
Source A    Piece_Type
                    4
Source B            1
Dest          Piece_Type
                      4
```

(End)