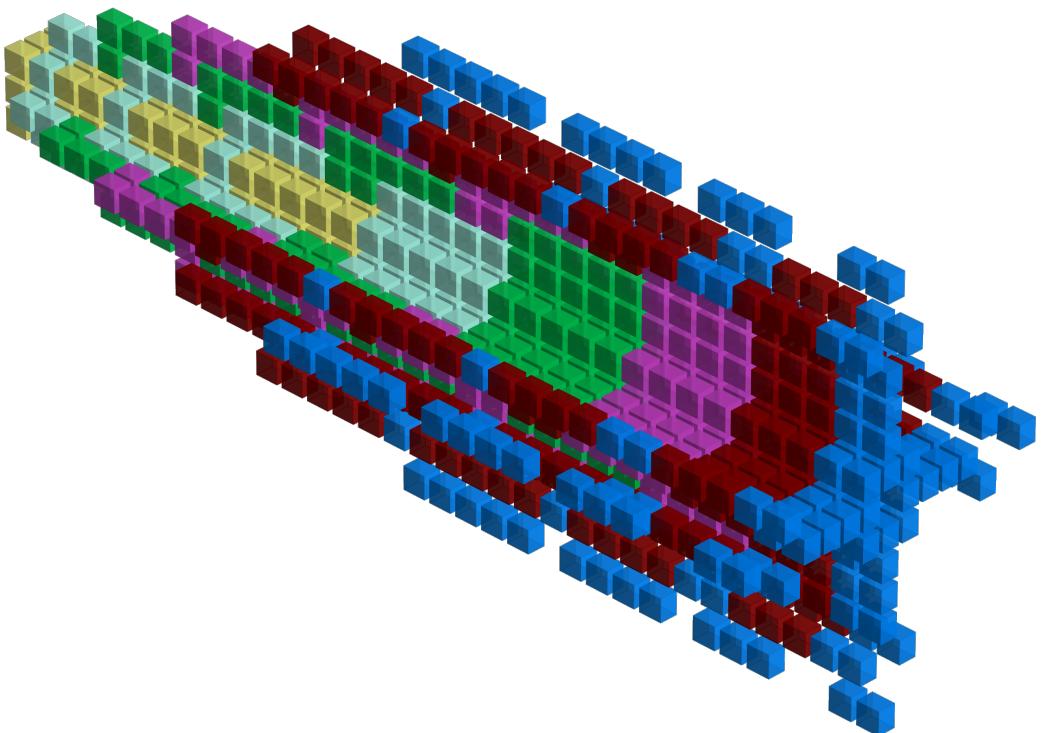


Psychedelia

Pixels and Code



Rob Hogan

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Patterns

1.0.1 Entry Sequence

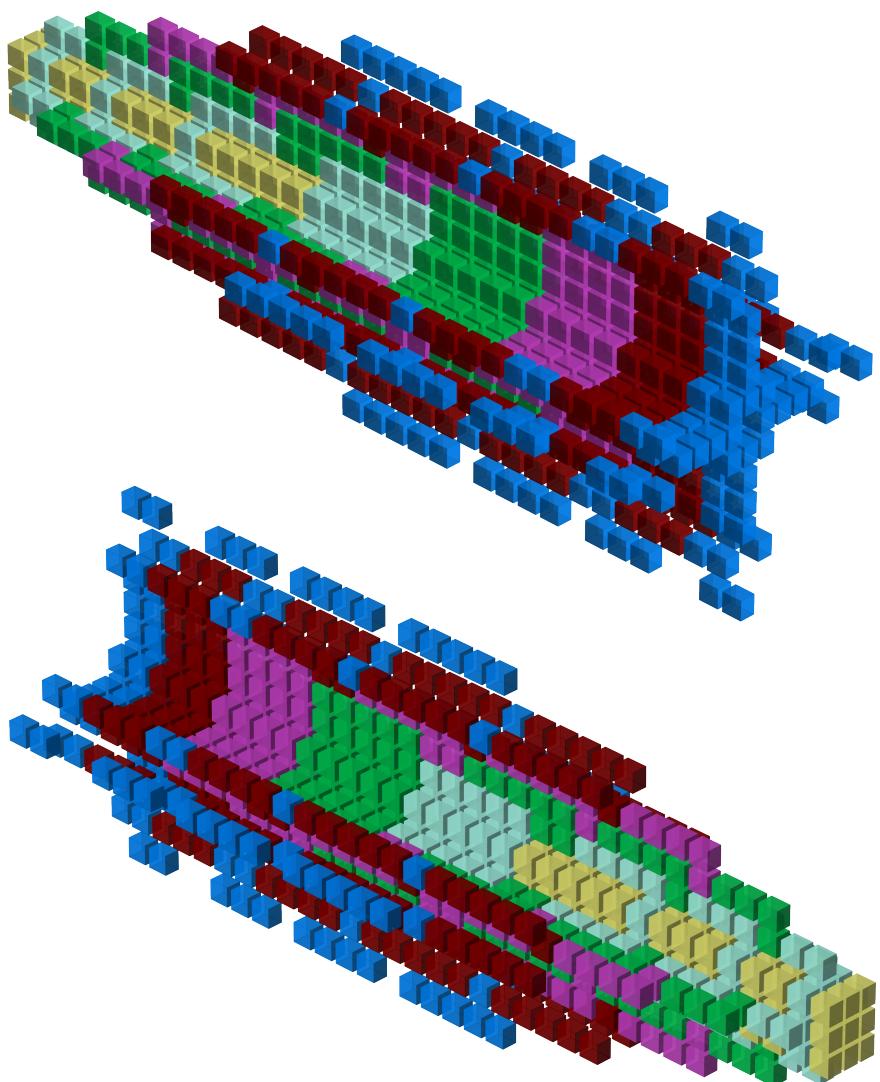


Figure 1.1: Evolution of the 'Star One' pattern.

```
starOneXPosArray
.BYTE $00,$01,$01,$01,$00,$FF,$FF,$FF,$55      ;      5
.BYTE $00,$02,$00,$FE,$55                          ;
.BYTE $00,$03,$00,$FD,$55                          ;      4 4
.BYTE $00,$04,$00,$FC,$55                          ;      3
.BYTE $FF,$01,$05,$05,$01,$FF,$FB,$FB,$55        ;      2
.BYTE $00,$07,$00,$F9,$55                          ;      1
.BYTE $55                                         ;      4 000 4
starOneYPosArray          ; 5 3210 0123 5
.BYTE $FF,$FF,$00,$01,$01,$01,$00,$FF,$55        ;      4 000 4
.BYTE $FE,$00,$02,$00,$55                          ;      1
.BYTE $FD,$00,$03,$00,$55                          ;      2
.BYTE $FC,$00,$04,$00,$55                          ;      3
.BYTE $FB,$FB,$FF,$01,$05,$05,$01,$FF,$55        ;      4 4
.BYTE $F9,$00,$07,$00,$55                          ;
.BYTE $55                                         ;      5
```

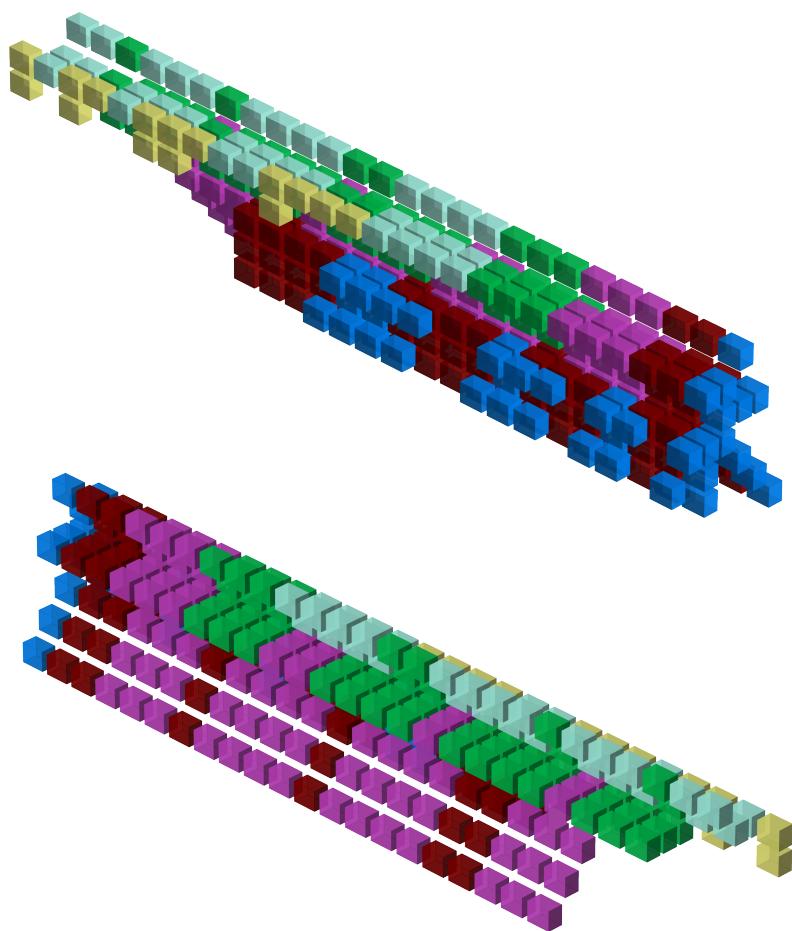


Figure 1.2: The 'Twist'.

```
theTwistXPosArray .BYTE $00,$55 ;      1
    .BYTE $01,$02,$55 ;     01
    .BYTE $01,$02,$03,$55 ;   6 222
    .BYTE $01,$02,$03,$04,$55 ; 543
    .BYTE $00,$00,$00,$55 ; 5 4 3
    .BYTE $FF,$FE,$55 ;     4 3
    .BYTE $55 ;           3
theTwistYPosArray .BYTE $FF,$55
    .BYTE $FF,$FE,$55
    .BYTE $00,$00,$00,$55
    .BYTE $01,$02,$03,$04,$55
    .BYTE $01,$02,$03,$55
    .BYTE $01,$02,$55
    .BYTE $00,$55
    .BYTE $55
```

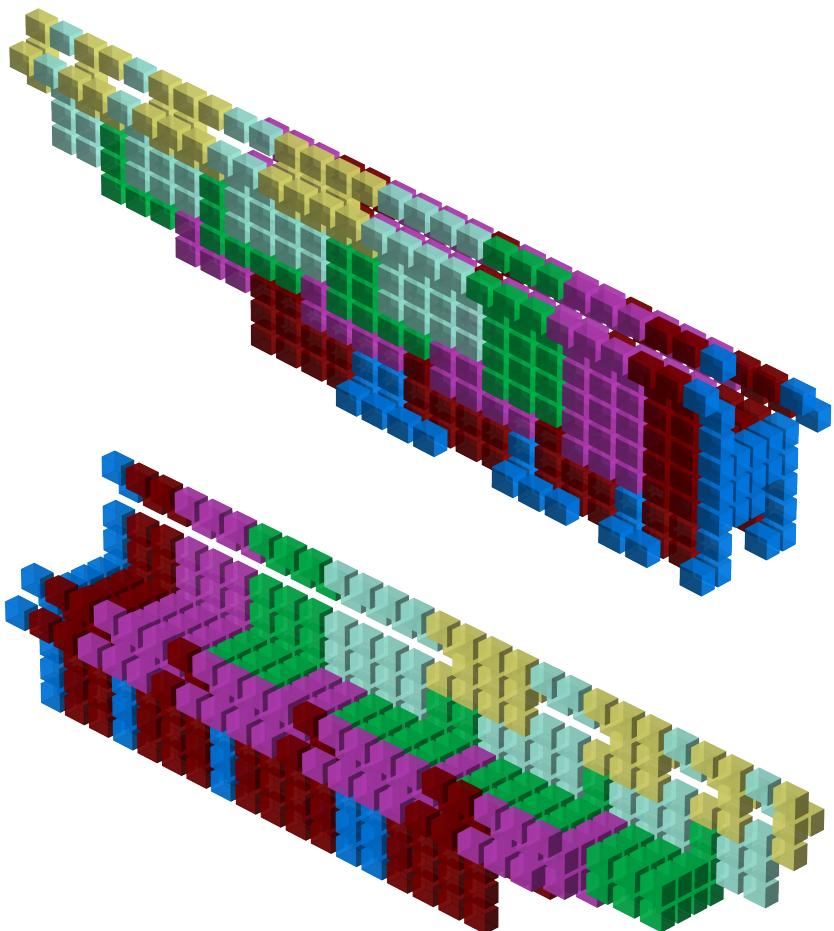


Figure 1.3: 'La Llamita'.

```
laLlamitaXPosArray    .BYTE $00,$FF,$00,$55          ;  0
                      .BYTE $00,$00,$55          ;  06
                      .BYTE $01,$02,$03,$00,$01,$02,$03,$55   ;  0
                      .BYTE $04,$05,$06,$04,$00,$01,$02,$55   ;  1      3
                      .BYTE $04,$00,$04,$00,$04,$55          ; 12223  3
                      .BYTE $FF,$03,$55          ; 22223
                      .BYTE $00,$55          ; 333  4
laLlamitaYPosArray    .BYTE $FF,$00,$01,$55          ;  4      4
                      .BYTE $02,$03,$55          ; 54    54
                      .BYTE $03,$03,$03,$04,$04,$04,$04,$55
                      .BYTE $03,$02,$03,$04,$05,$05,$05,$55
                      .BYTE $05,$06,$06,$07,$07,$07,$55
                      .BYTE $07,$07,$55
                      .BYTE $00,$55
```

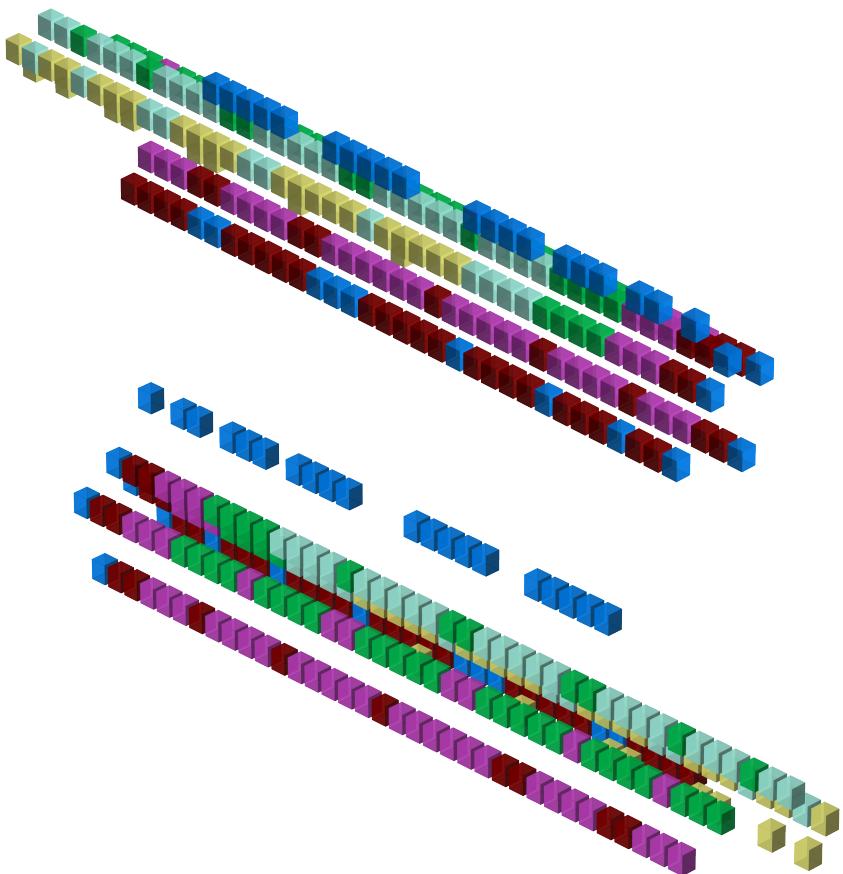


Figure 1.4: 'La Llamita'.

```
starTwoXPosArray    .BYTE $FF,$55          ;   1
                    .BYTE $00,$55          ;   0  2
                    .BYTE $02,$55          ;   6
                    .BYTE $01,$55          ;   4
                    .BYTE $FD,$55          ;   3
                    .BYTE $FE,$55          ;   5
                    .BYTE $00,$55
starTwoYPosArray    .BYTE $FF,$55
                    .BYTE $FE,$55
                    .BYTE $FF,$55
                    .BYTE $02,$55
                    .BYTE $01,$55
                    .BYTE $FC,$55
                    .BYTE $00,$55
```

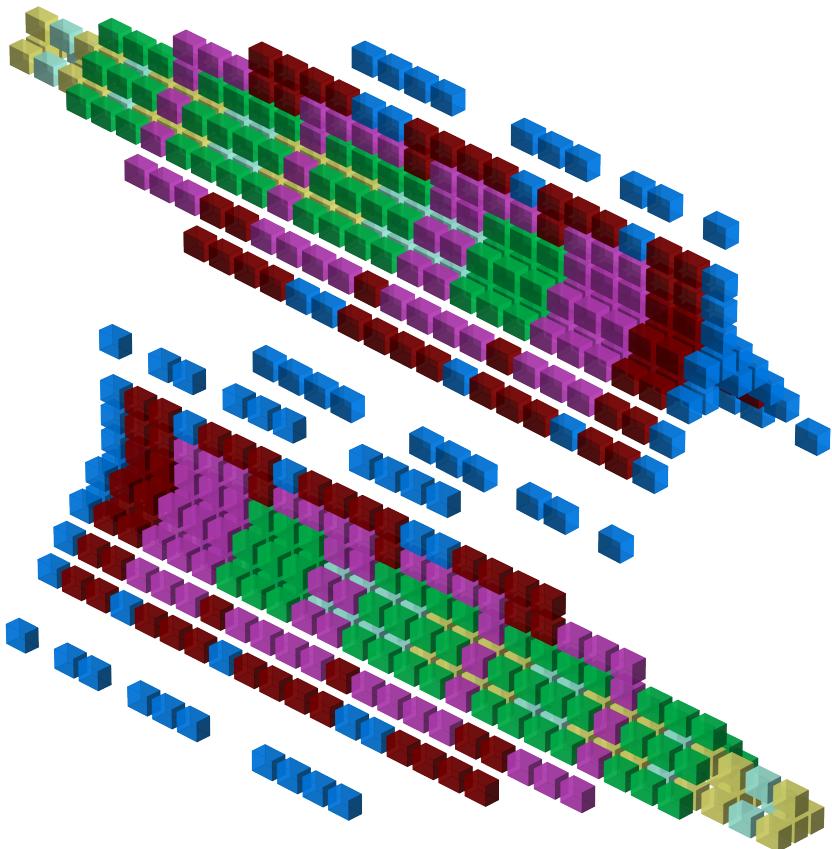


Figure 1.5: 'La Llamita'.

```
deltoidXPosArray    .BYTE $00,$01,$FF,$55      ;      5
                    .BYTE $00,$55          ;
                    .BYTE $00,$01,$02,$FE,$FF,$55   ;      4
                    .BYTE $00,$03,$FD,$55          ;      3
                    .BYTE $00,$04,$FC,$55          ;      2
                    .BYTE $00,$06,$FA,$55          ;      202
                    .BYTE $00,$55          ;      20602
deltoidYPosArray    .BYTE $FF,$00,$00,$55      ;      3      3
                    .BYTE $00,$55          ;      4      4
                    .BYTE $FE,$FF,$00,$00,$FF,$55   ;
                    .BYTE $FD,$01,$01,$55          ;      5      5
                    .BYTE $FC,$02,$02,$55          ;
                    .BYTE $FA,$04,$04,$55          ;
                    .BYTE $00,$55          ;
```

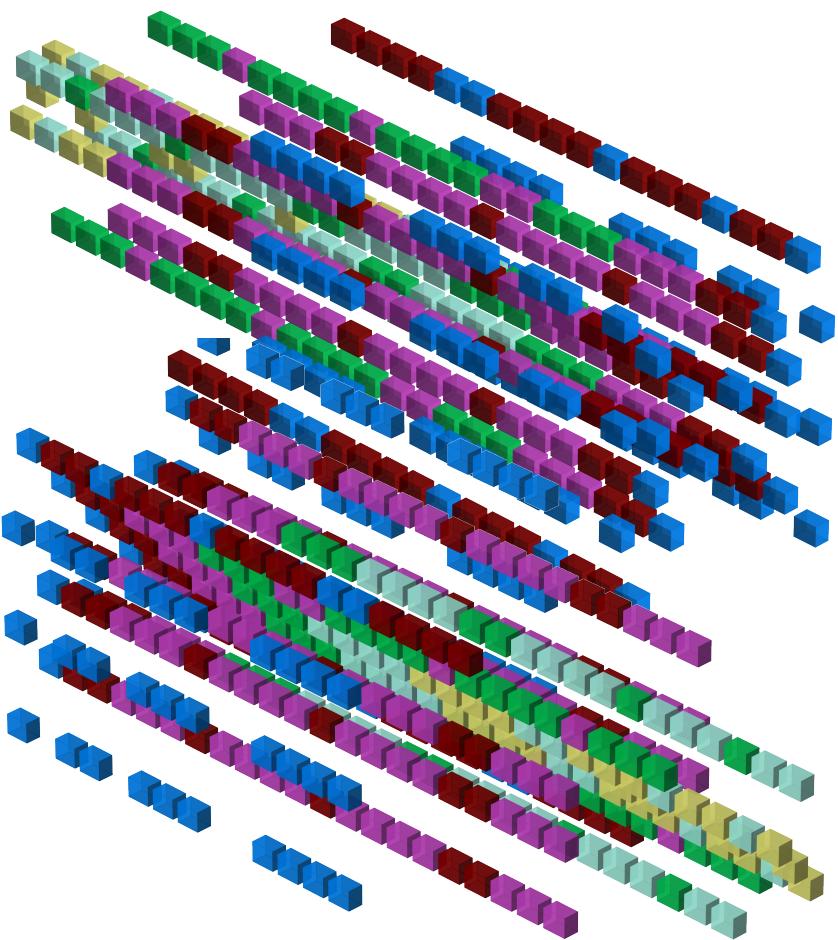


Figure 1.6: 'La Llamita'.

```
diffusedXPosArray .BYTE $FF,$01,$55 ; 5
    .BYTE $FE,$02,$55 ; 4
    .BYTE $FD,$03,$55 ; 3
    .BYTE $FC,$04,$FC,$FC,$04,$04,$55 ; 2
    .BYTE $FB,$05,$55 ; 5 1 5
    .BYTE $FA,$06,$FA,$FA,$06,$06,$55 ; 3 0 3
    .BYTE $00,$55 ; 6
diffusedYPosArray .BYTE $01,$FF,$55 ; 3 0 3
    .BYTE $FE,$02,$55 ; 5 1 5
    .BYTE $03,$FD,$55 ; 2
    .BYTE $FC,$04,$FF,$01,$FF,$01,$55 ; 3
    .BYTE $05,$FB,$55 ; 4
    .BYTE $FA,$06,$FE,$02,$FE,$02,$55 ; 5
    .BYTE $00,$55
```

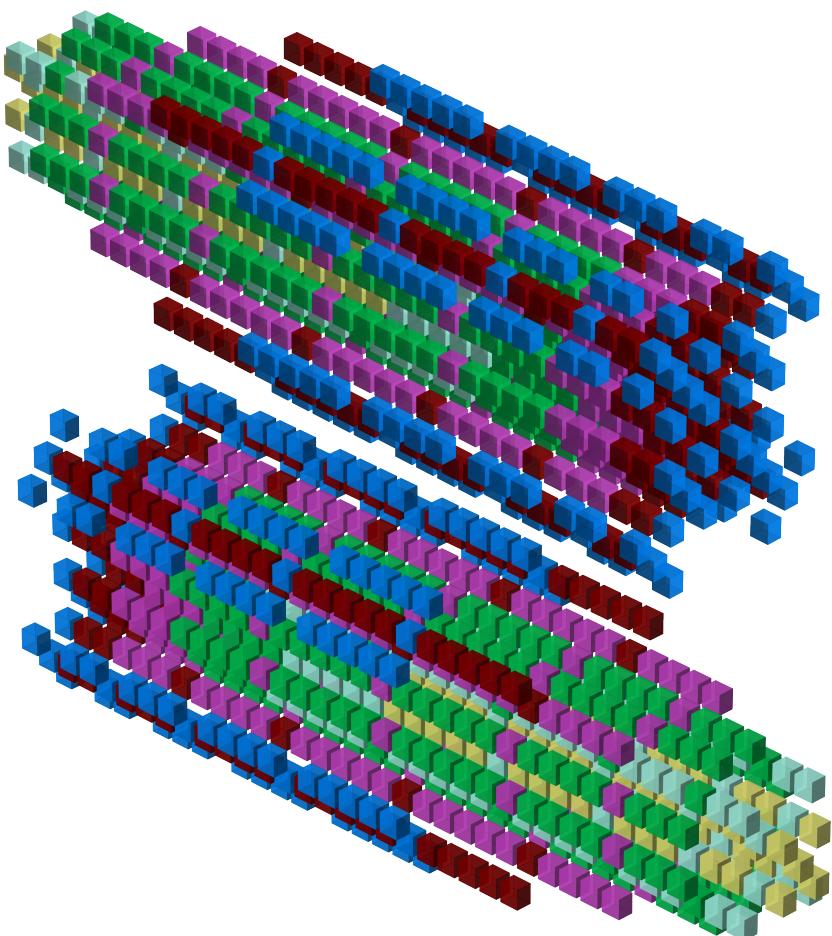


Figure 1.7: 'La Llamita'.

```
multicrossXPosArray
    .BYTE $01,$01,$FF,$FF,$55          ;
    .BYTE $02,$02,$FE,$FE,$55          ; 5   5
    .BYTE $01,$03,$03,$01,$FF,$FD,$FD,$FF,$55 ; 4   4
    .BYTE $03,$03,$FD,$FD,$55          ; 5 3 2 2 3 5
    .BYTE $04,$04,$FC,$FC,$55          ; 1   1
    .BYTE $03,$05,$05,$03,$FD,$FB,$FB,$FD,$55 ; 2 0 0 2
    .BYTE $00,$55                      ; 6
multicrossYPosArray
    .BYTE $FF,$01,$01,$FF,$55          ; 1   1
    .BYTE $FE,$02,$02,$FE,$55          ; 5 3 2 2 3 5
    .BYTE $FD,$FF,$01,$03,$03,$01,$FF,$FD,$55 ; 4   4
    .BYTE $FD,$03,$03,$FD,$55          ; 5   5
    .BYTE $FC,$04,$04,$FC,$55          ;
    .BYTE $FB,$FD,$03,$05,$05,$03,$FD,$FB,$55
    .BYTE $00,$55
```

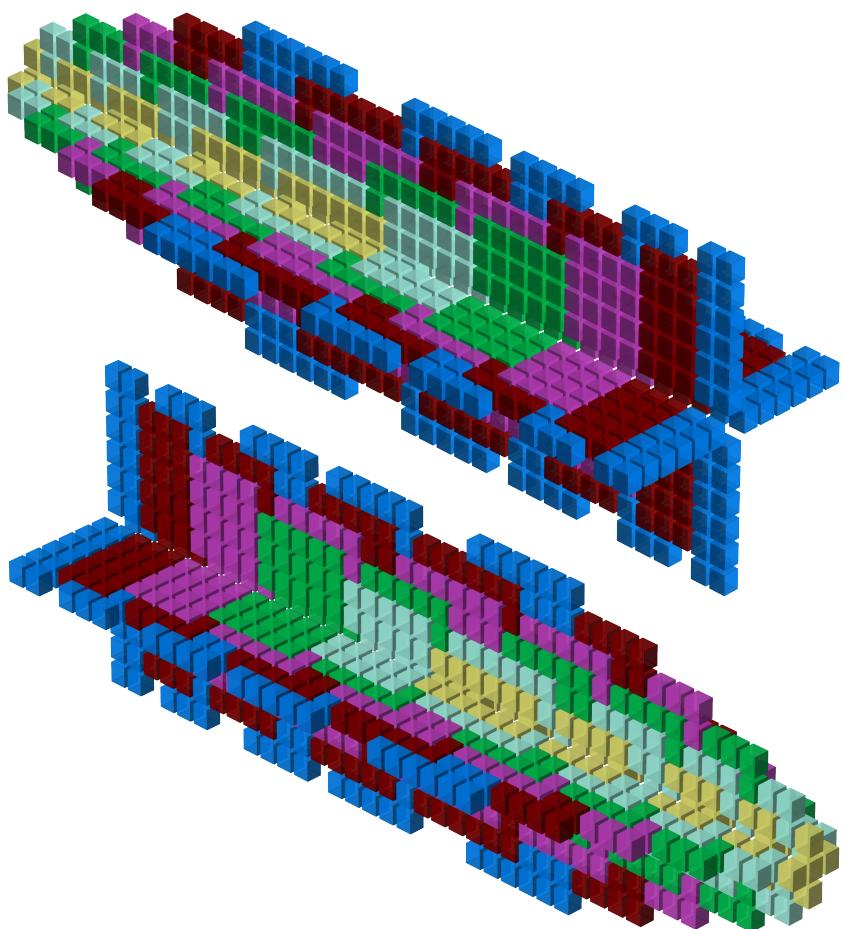


Figure 1.8: 'La Llamita'.

```
pulsarXPosArray .BYTE $00,$01,$00,$FF,$55      ;  
.BYTE $00,$02,$00,$FE,$55      ;      5  
.BYTE $00,$03,$00,$FD,$55      ;      4  
.BYTE $00,$04,$00,$FC,$55      ;      3  
.BYTE $00,$05,$00,$FB,$55      ;      2  
.BYTE $00,$06,$00,$FA,$55      ;      1  
.BYTE $00,$55                  ;      0  
pulsarYPosArray .BYTE $FF,$00,$01,$00,$55      ; 5432106012345  
.BYTE $FE,$00,$02,$00,$55      ;      0  
.BYTE $FD,$00,$03,$00,$55      ;      1  
.BYTE $FC,$00,$04,$00,$55      ;      2  
.BYTE $FB,$00,$05,$00,$55      ;      3  
.BYTE $FA,$00,$06,$00,$55      ;      4  
.BYTE $00,$55                  ;      5
```

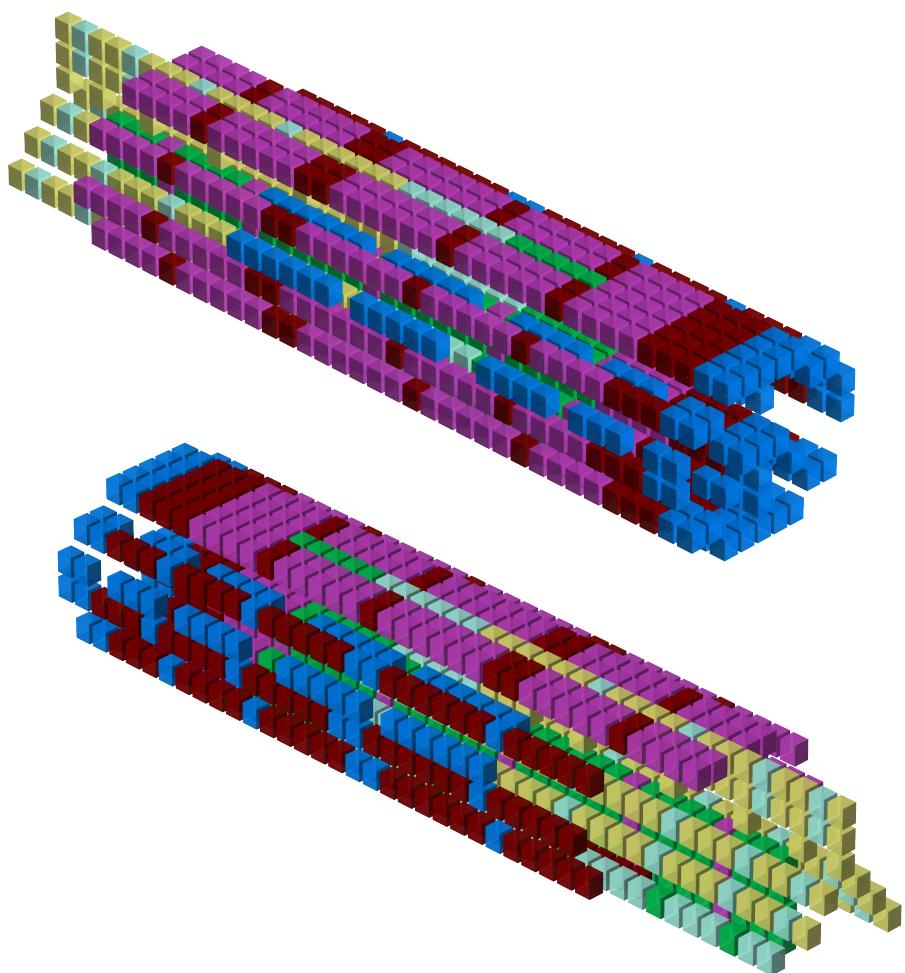


Figure 1.9: 'La Llamita'.

```
; customPatternOXPosArray ;  
.BYTE $00,$00,$00,$FF,$FE,$FD,$01,$02,$55 ; 33033  
.BYTE $00,$03,$55 ; 35 0 54  
.BYTE $00,$00,$00,$00,$00,$55 ; 5 6 5  
.BYTE $00,$FF,$FE,$FC,$FB,$FC,$01,$02,$55 ; 3 020 4  
.BYTE $00,$04,$05,$04,$FF,$01,$55 ; 0 2 0  
.BYTE $00,$FD,$FB,$03,$05,$02,$FE,$55 ; 30 2 14  
.BYTE $00,$55 ; 54245  
  
; customPatternOYPosArray  
.BYTE $00,$FF,$FE,$01,$02,$03,$01,$02,$55  
.BYTE $00,$03,$55  
.BYTE $00,$01,$02,$03,$04,$55  
.BYTE $00,$FE,$FE,$FF,$01,$03,$FE,$FE,$55  
.BYTE $00,$FF,$01,$03,$04,$04,$55  
.BYTE $00,$FF,$00,$FF,$00,$04,$04,$55  
.BYTE $00,$55
```

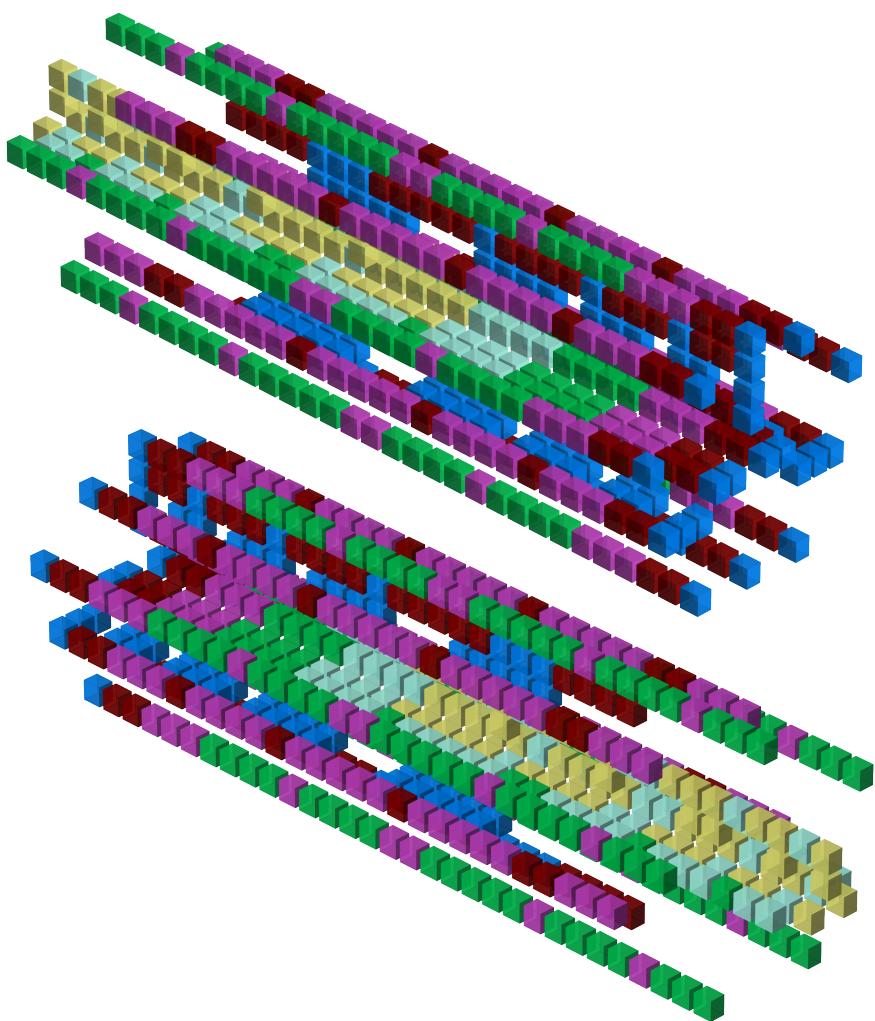


Figure 1.10: 'La Llamita'.

```
; customPattern1XPosArray ;      3
.BYTE $00,$00,$FF,$01,$55 ;      4 5 4
.BYTE $00,$FE,$02,$55 ;         6
.BYTE $00,$00,$FA,$06,$03,$FD,$55 ; 3      1      3
.BYTE $00,$FD,$03,$FB,$05,$55 ;      7
.BYTE $00,$00,$00,$55 ;         21 12
.BYTE $00,$00,$FC,$04,$03,$FD,$55 ; 466      664
.BYTE $00,$55 ;                 3 5 3

; customPattern1YPosArray ;      3
.BYTE $00,$FF,$01,$01,$55
.BYTE $00,$01,$01,$55
.BYTE $00,$FC,$FF,$FF,$05,$05,$55
.BYTE $00,$FD,$FD,$02,$02,$55
.BYTE $00,$05,$FD,$55
.BYTE $00,$FE,$02,$02,$02,$02,$55
.BYTE $00,$55
```

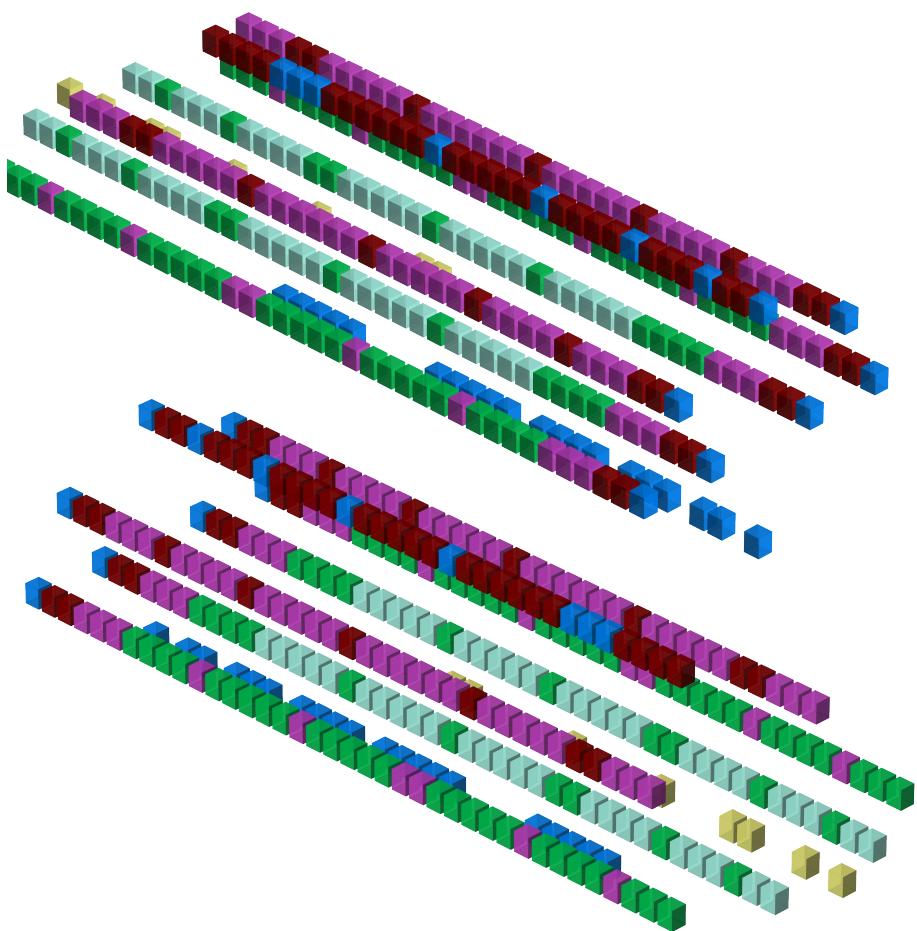


Figure 1.11: 'La Llamita'.

```
; customPattern2XPosArray      ;      5
.BYTE $00,$55      ;      8    8
.BYTE $00,$FD,$03,$55  ;   4        4
.BYTE $00,$F9,$07,$55  ;
.BYTE $00,$FB,$05,$55  ;
.BYTE $00,$00,$55      ; 3   2   9   2   3
.BYTE $00,$00,$55      ;
.BYTE $00,$55          ;
.BYTE $FE,$02,$55      ;
.BYTE $00,$55          ;       6
.BYTE $55

; customPattern2YPosArray
.BYTE $00,$55
.BYTE $00,$00,$00,$55
.BYTE $00,$00,$00,$55
.BYTE $00,$FD,$FD,$55
.BYTE $00,$FB,$55
.BYTE $00,$04,$55
.BYTE $00,$55
.BYTE $FC,$FC,$55
.BYTE $00,$55
.BYTE $55
```

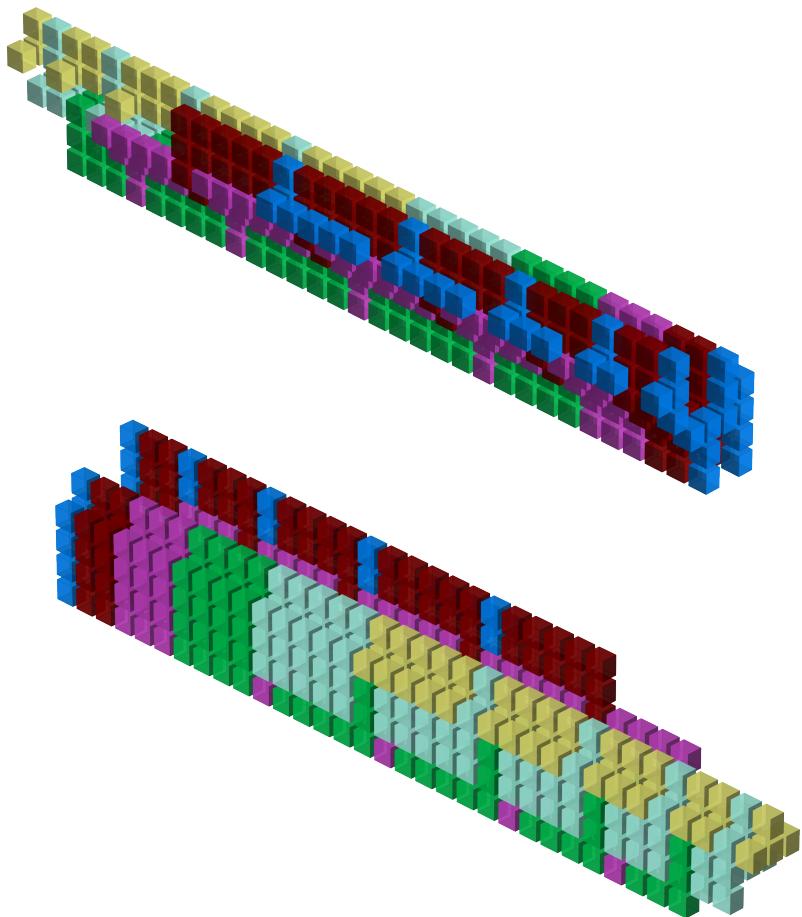


Figure 1.12: 'La Llamita'.

```
; customPattern3XPosArray          ;  5
.BYTE $00,$01,$01,$02,$55      ; 66  1
.BYTE $00,$00,$01,$02,$02,$55  ; 4 711
.BYTE $00,$00,$00,$02,$55      ; 4222
.BYTE $00,$FF,$FE,$55          ;   3 2
.BYTE $00,$FE,$FE,$55          ;   3 3
.BYTE $00,$FD,$FE,$55
.BYTE $00,$55

; customPattern3YPosArray
.BYTE $00,$FF,$00,$00,$55
.BYTE $00,$01,$01,$01,$02,$55
.BYTE $00,$02,$03,$03,$55
.BYTE $00,$01,$00,$55
.BYTE $00,$FF,$FE,$55
.BYTE $00,$FF,$FF,$55
.BYTE $00,$55
```

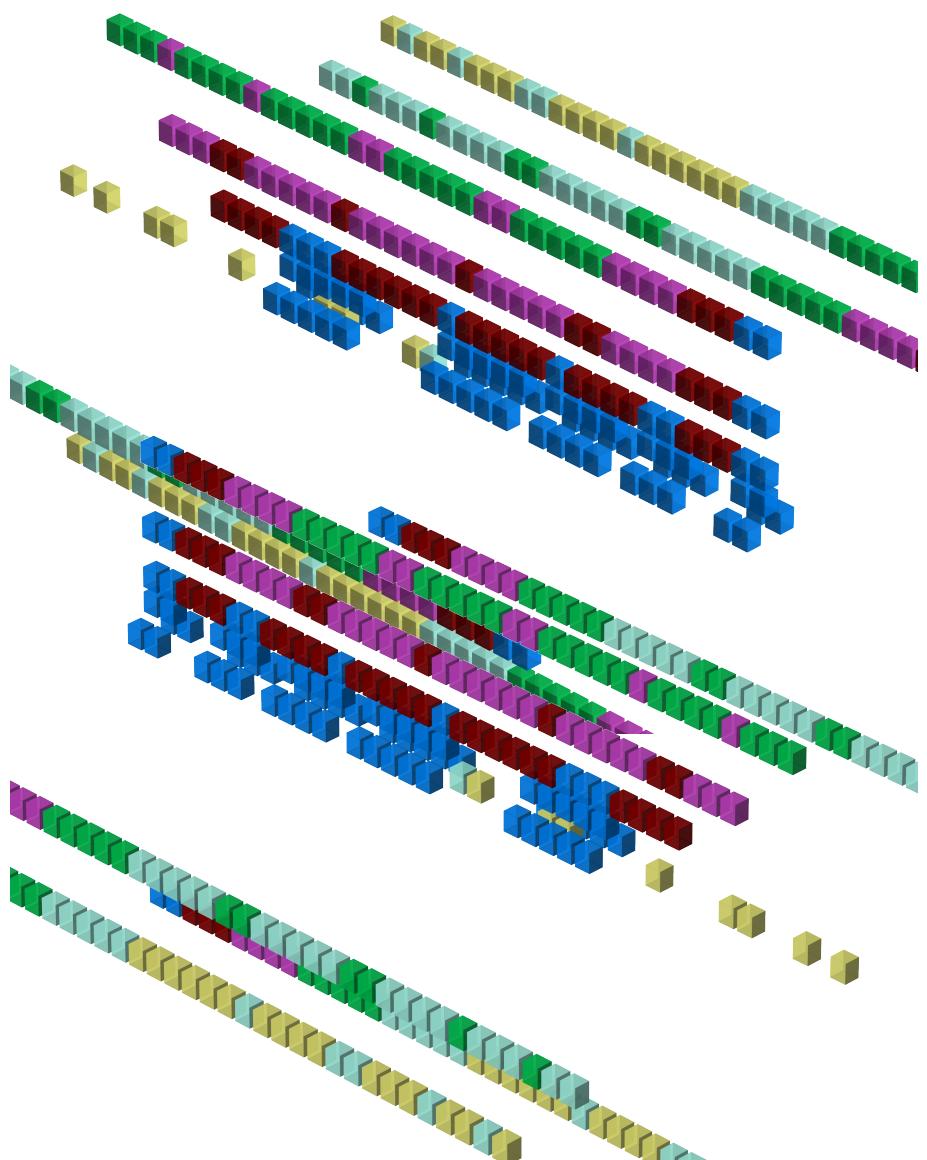


Figure 1.13: 'La Llamita'.

```
; customPattern4XPosArray ; 1
.BYTE $00,$00,$00,$ED,$14,$55 ;
.BYTE $00,$F2,$0F,$55 ;
.BYTE $00,$00,$55 ;
.BYTE $00,$00,$55 ;
.BYTE $00,$00,$FF,$01,$55 ; 3
.BYTE $00,$55 ;
.BYTE $02,$55 ; 4
.BYTE $00,$FC,$FD,$03,$04,$55 ;
.BYTE $00,$55 ; 5
; 6
; 1 2 99 6106899 2
; 1
```

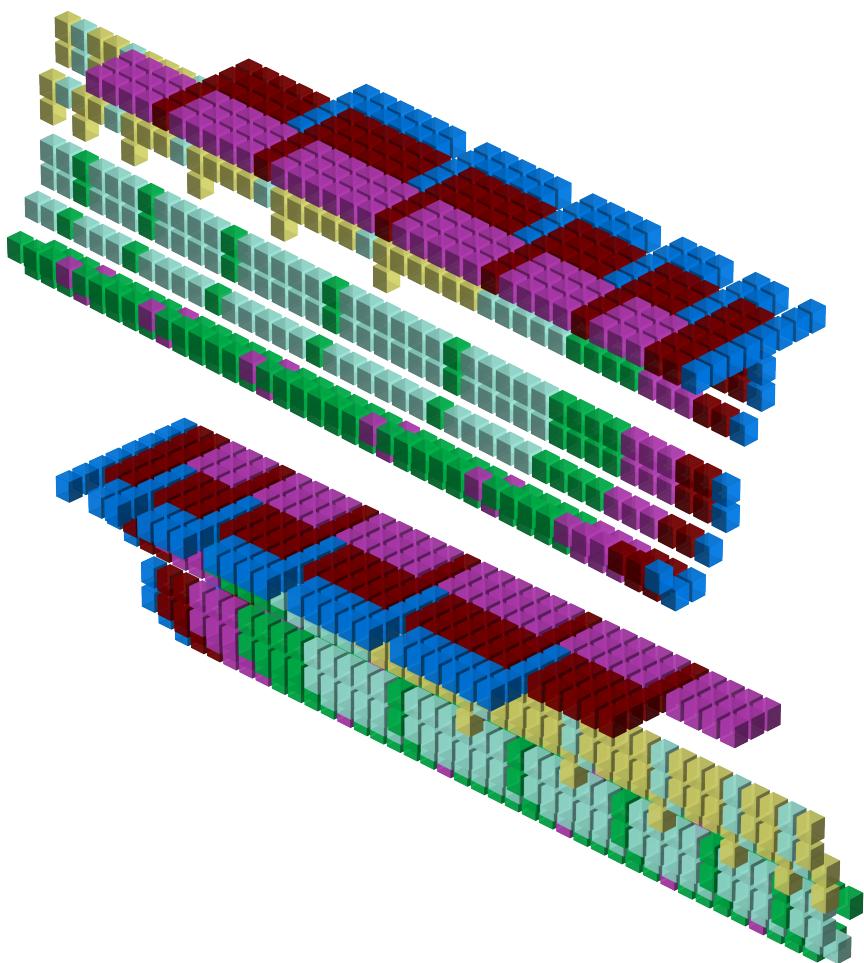


Figure 1.14: 'La Llamita'.

```
; customPattern5XPosArray ; 44455566
.BYTE $00,$00,$01,$01,$55 ; 1
.BYTE $00,$FF,$FF,$FE,$55 ; 1
.BYTE $00,$FD,$FC,$FB,$55 ; 1
.BYTE $00,$FD,$FE,$FF,$55 ; 7
.BYTE $00,$00,$01,$02,$55 ; 2
.BYTE $00,$03,$04,$55 ; 2
.BYTE $00,$55 ; 3 2
; 33

; customPattern5YPosArray
.BYTE $00,$FF,$FE,$FD,$55
.BYTE $00,$01,$02,$03,$55
.BYTE $00,$04,$04,$03,$55
.BYTE $00,$FC,$FC,$FC,$55
.BYTE $00,$FC,$FC,$FC,$55
.BYTE $00,$FC,$FC,$55
.BYTE $00,$55
```

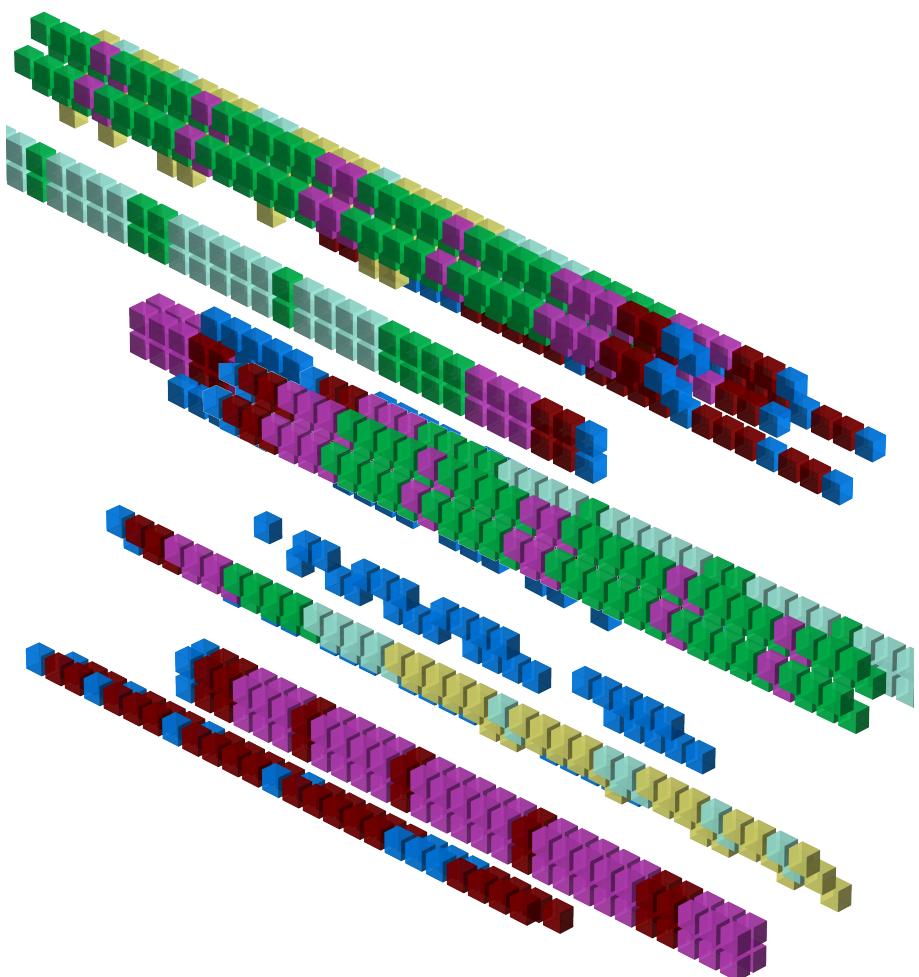


Figure 1.15: 'La Llamita'.

```
; customPattern6XPosArray ;      3
    .BYTE $00,$01,$02,$55 ;      3 3
    .BYTE $00,$F6,$F6,$55 ; 2      3
    .BYTE $00,$FB,$FA,$FB,$FC,$55 ; 2
    .BYTE $00,$FD,$FD,$FE,$FE,$55 ;           1
    .BYTE $00,$05,$07,$55 ;           1
    .BYTE $00,$F9,$F7,$FB,$55 ;           8
    .BYTE $00,$55 ;           6
    .BYTE $00,$55 ;           6      5
; customPattern6YPosArray ;
    .BYTE $00,$FF,$FE,$55 ;        44
    .BYTE $00,$FC,$FD,$55 ;        44
    .BYTE $00,$FA,$FB,$FC,$FB,$55
    .BYTE $00,$05,$06,$06,$05,$55
    .BYTE $00,$03,$02,$55
    .BYTE $00,$01,$03,$03,$03,$55
    .BYTE $00,$55
```

