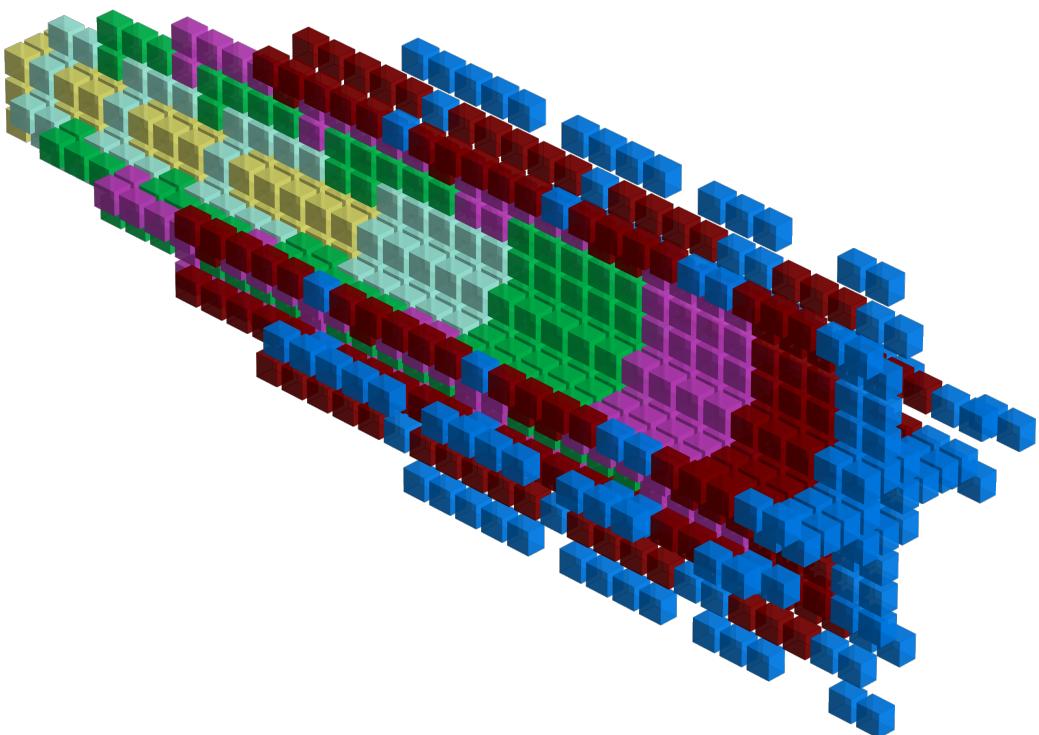


# Psychedelia

## Pixels and Code



Rob Hogan



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# **Patterns**

## **1.0.1 Entry Sequence**

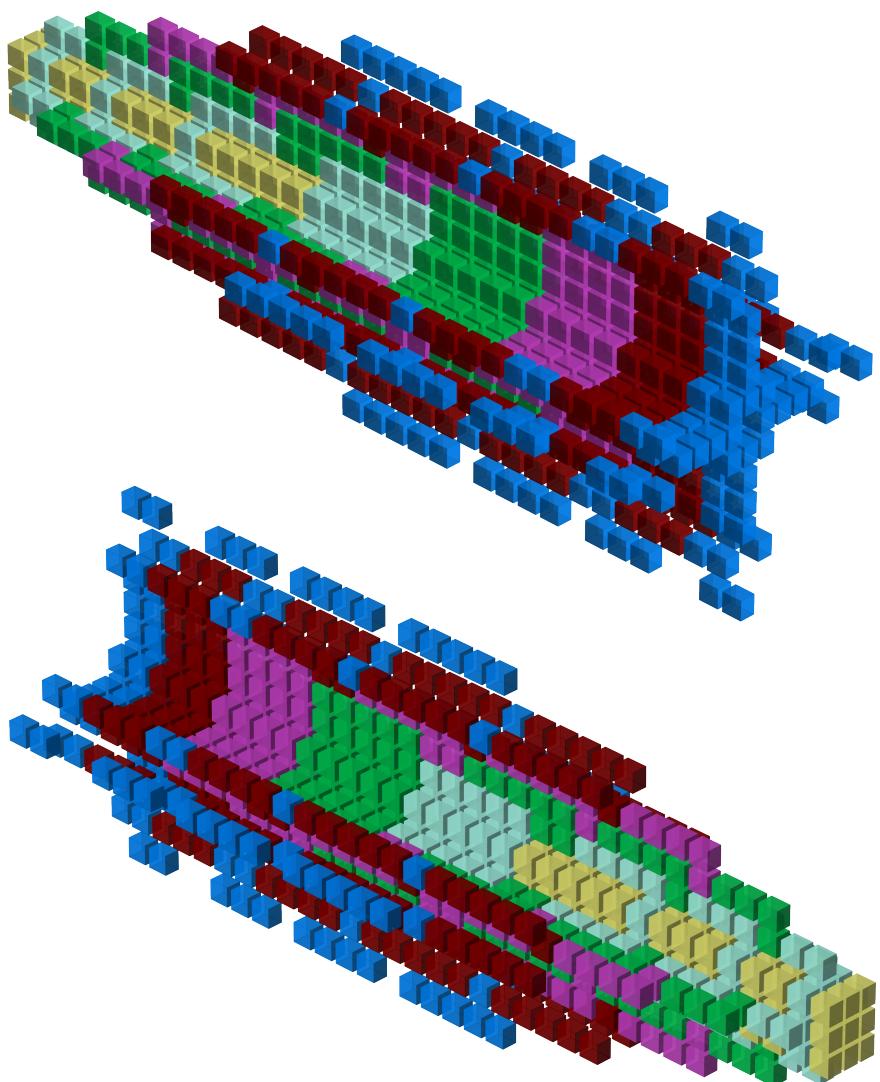


Figure 1.1: Evolution of the 'Star One' pattern.

```

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
.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

```

Listing 1.1: Source code for the Star.

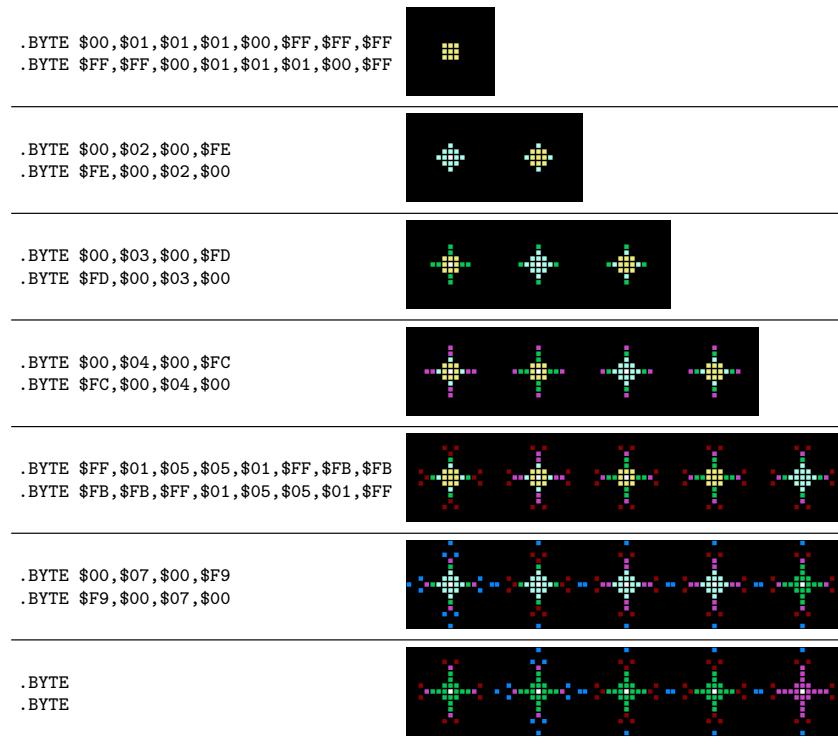


Figure 1.2: The purpose of each of the oscillator values.

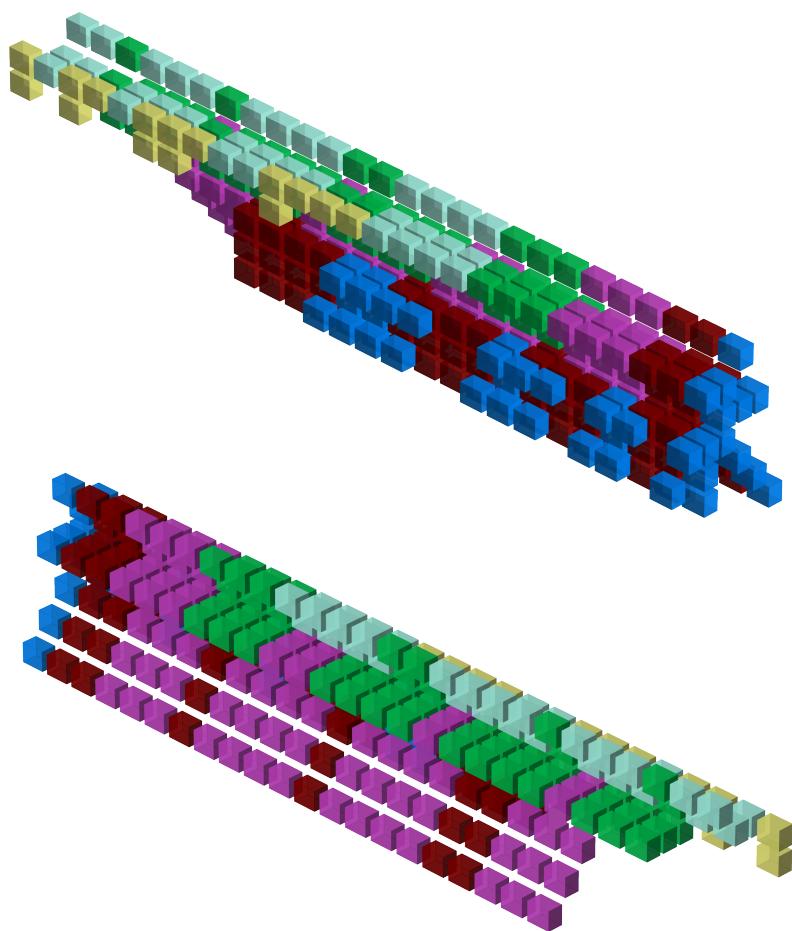


Figure 1.3: The 'Twist'.

```

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

```

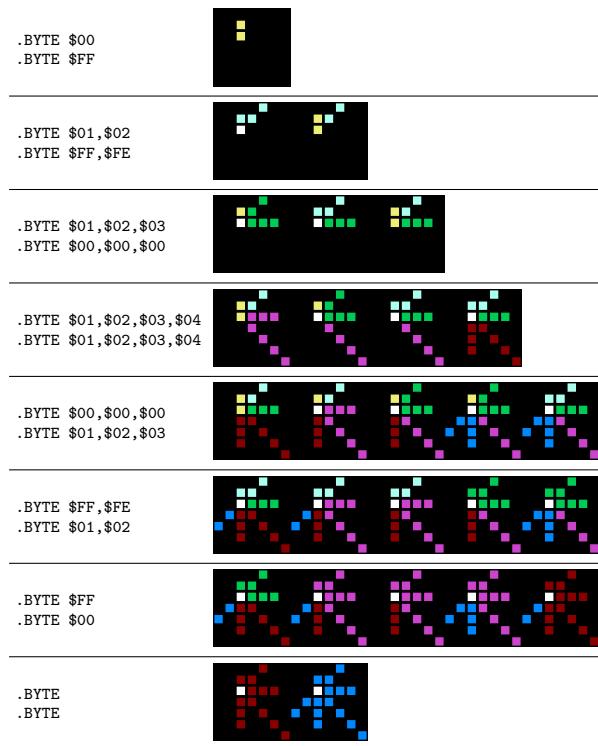


Figure 1.4: The purpose of each of the oscillator values.

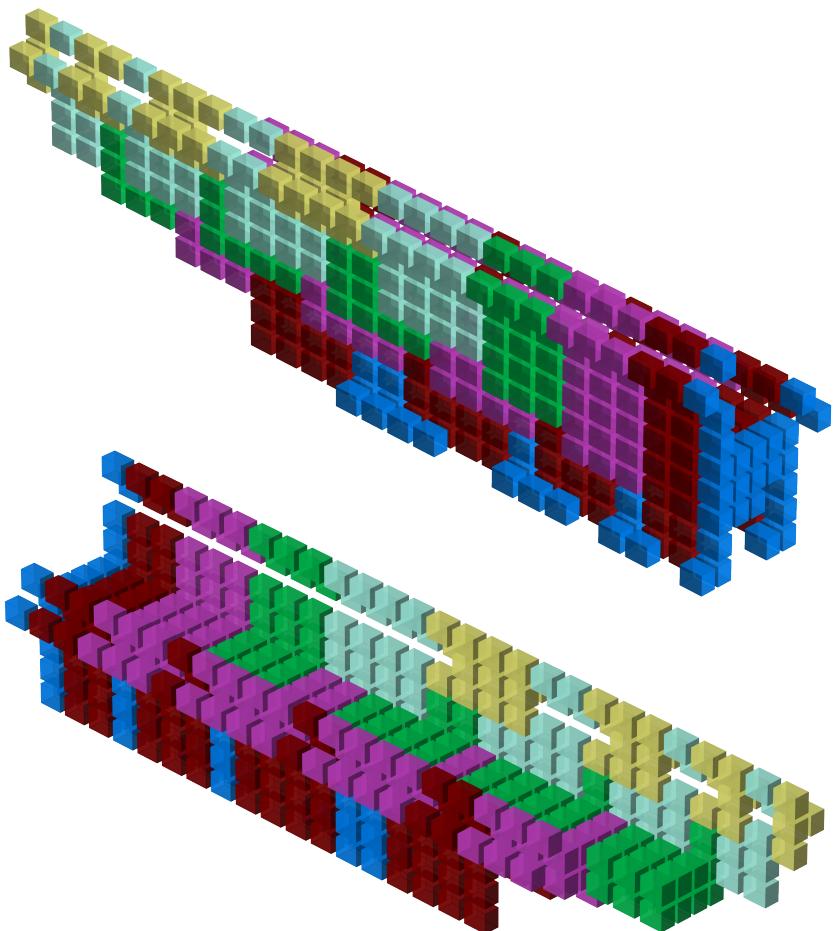


Figure 1.5: 'La Llamita'.

```

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

```

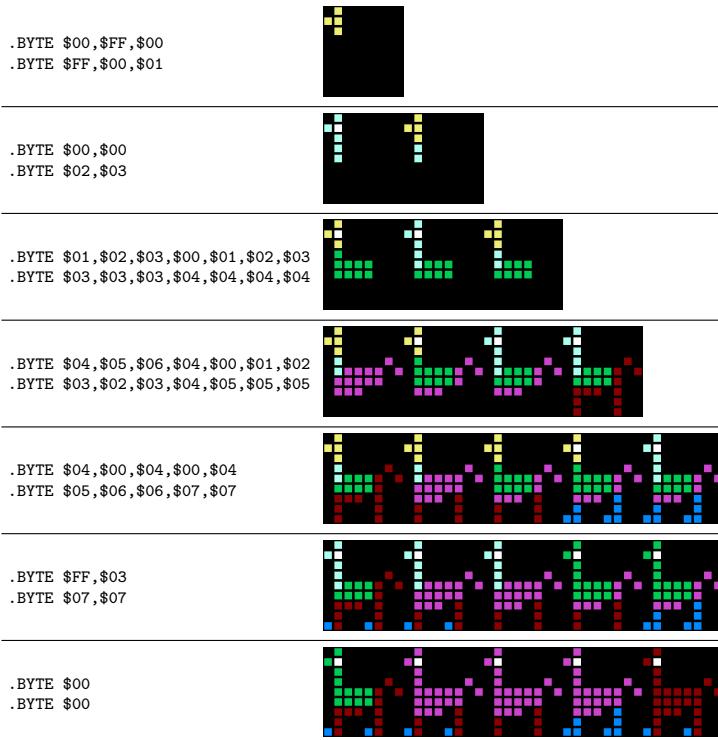


Figure 1.6: The purpose of each of the oscillator values.

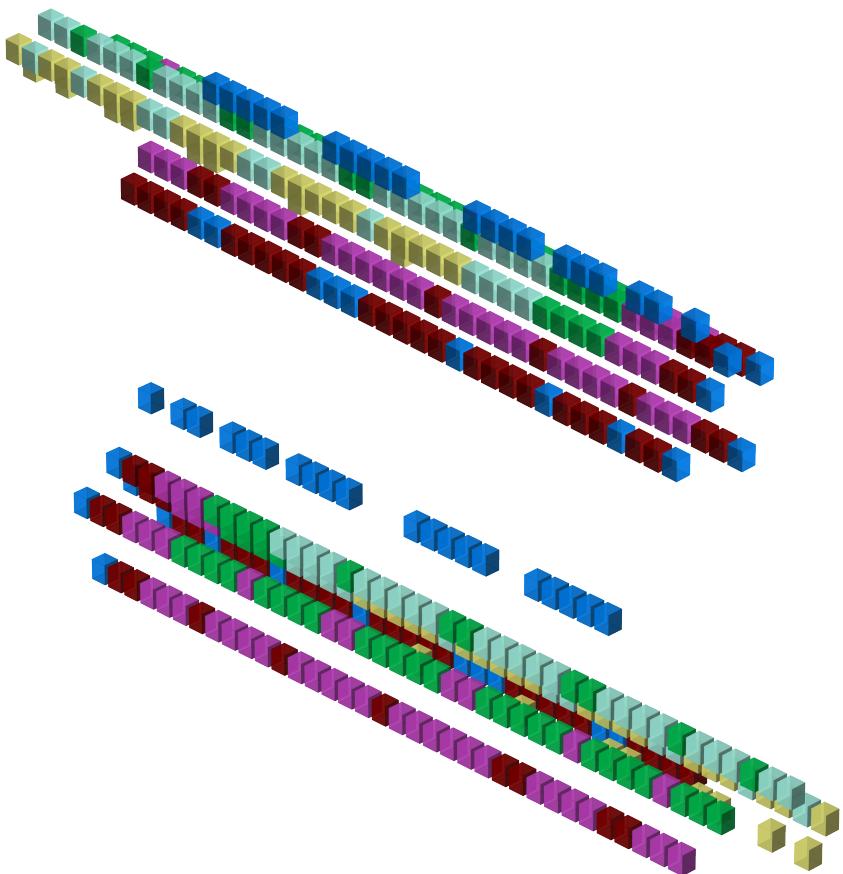


Figure 1.7: 'La Llamita'.

```
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
```

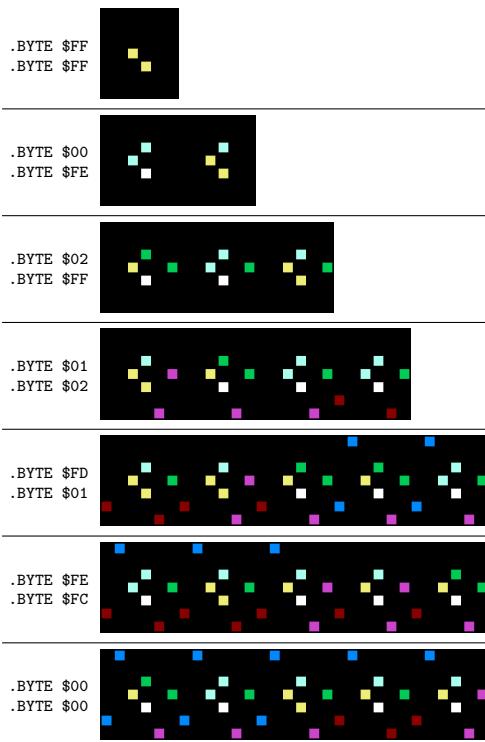


Figure 1.8: The purpose of each of the oscillator values.

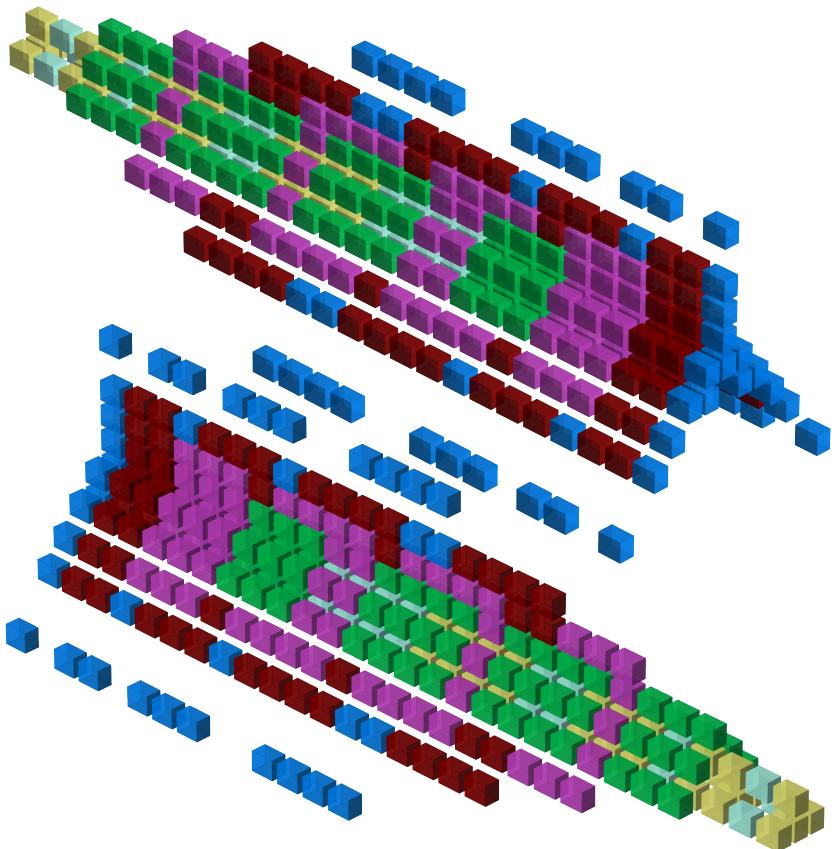


Figure 1.9: 'La Llamita'.

```

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

```

.BYTE \$00,\$01,\$FF  
.BYTE \$FF,\$00,\$00



.BYTE \$00  
.BYTE \$00



.BYTE \$00,\$01,\$02,\$FE,\$FF  
.BYTE \$FE,\$FF,\$00,\$00,\$FF



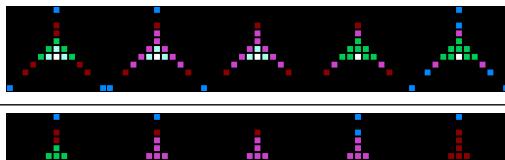
.BYTE \$00,\$03,\$FD  
.BYTE \$FD,\$01,\$01



.BYTE \$00,\$04,\$FC  
.BYTE \$FC,\$02,\$02



.BYTE \$00,\$06,\$FA  
.BYTE \$FA,\$04,\$04



.BYTE \$00  
.BYTE \$00

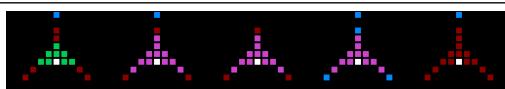


Figure 1.10: The purpose of each of the oscillator values.

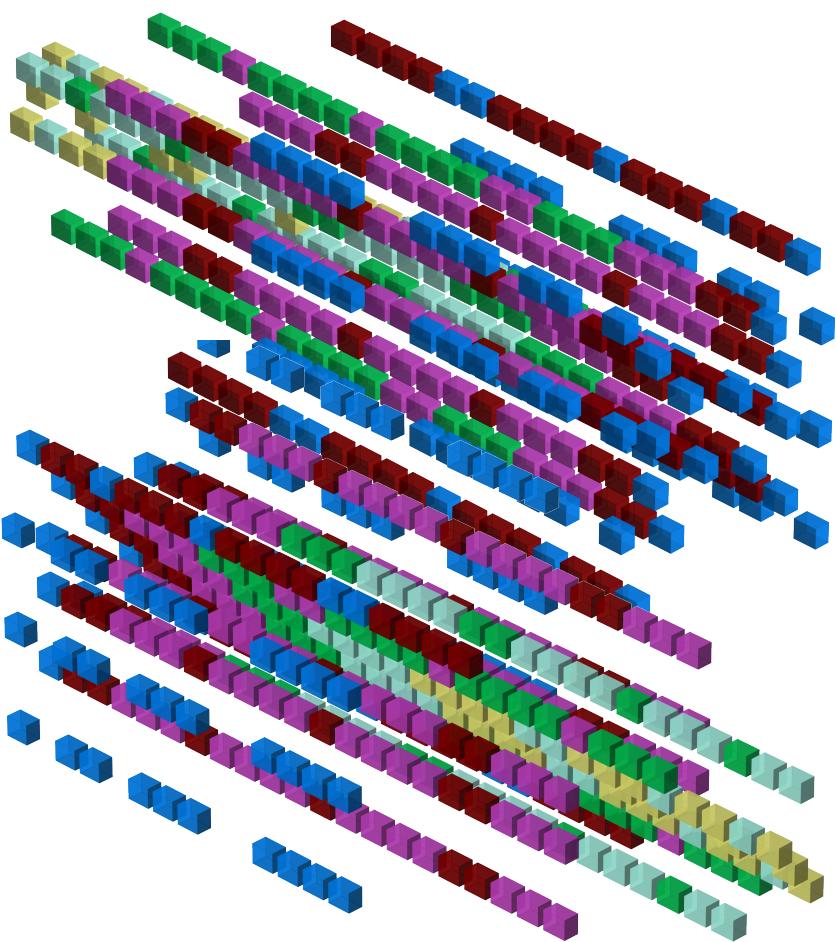


Figure 1.11: 'La Llamita'.

```

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

```

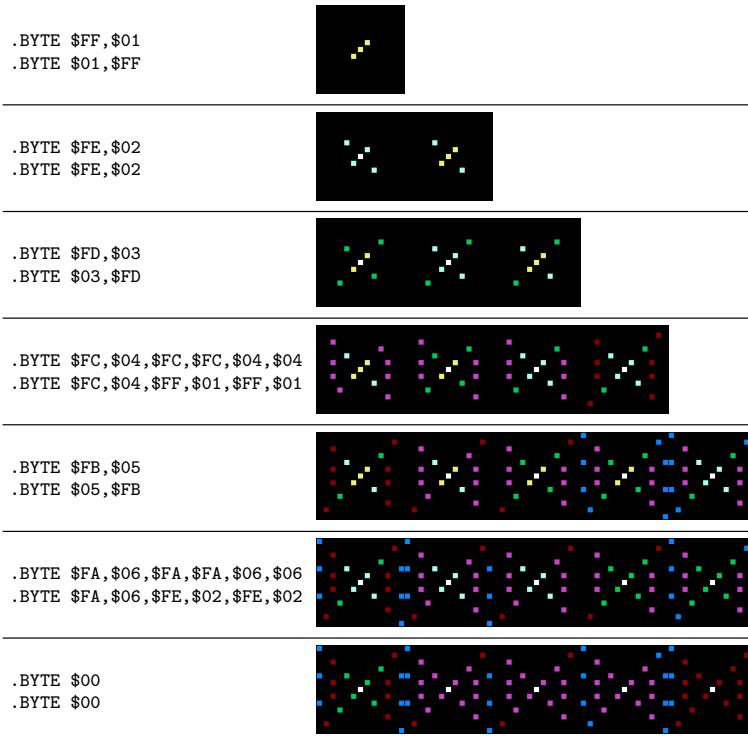


Figure 1.12: The purpose of each of the oscillator values.

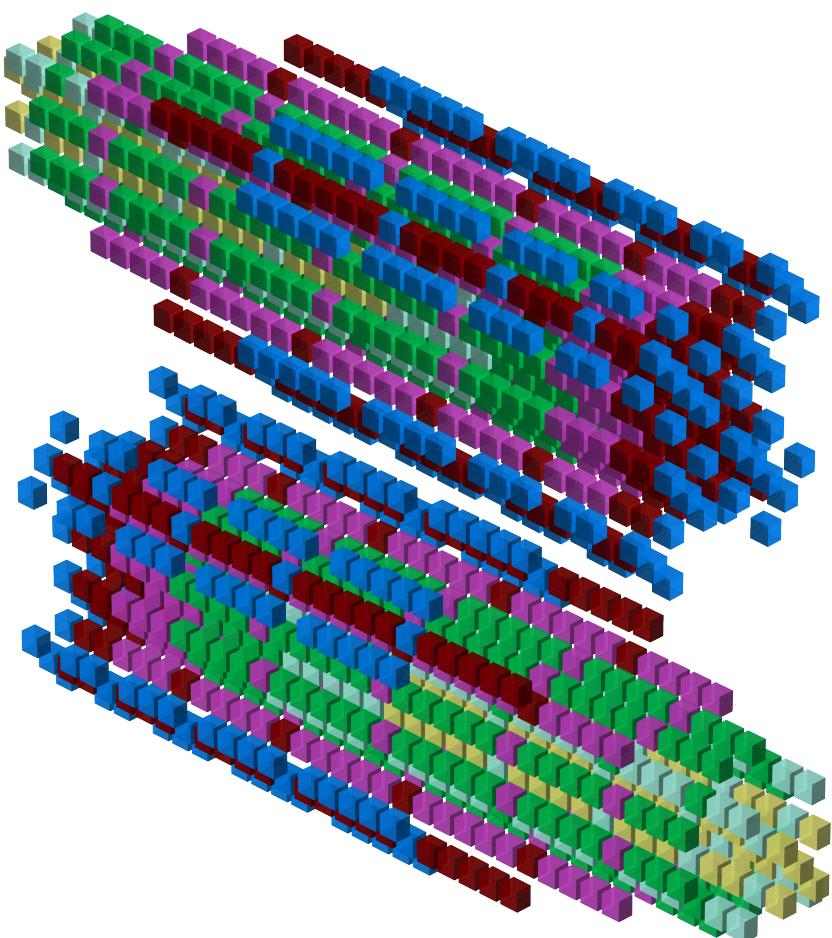


Figure 1.13: 'La Llamita'.

```

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

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

```

.BYTE \$01,\$01,\$FF,\$FF  
.BYTE \$FF,\$01,\$01,\$FF



.BYTE \$02,\$02,\$FE,\$FE  
.BYTE \$FE,\$02,\$02,\$FE



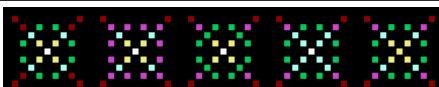
.BYTE \$01,\$03,\$03,\$01,\$FF,\$FD,\$FD,\$FF  
.BYTE \$FD,\$FF,\$01,\$03,\$03,\$01,\$FF,\$FD



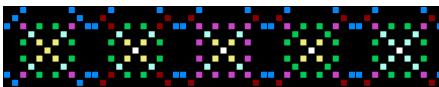
.BYTE \$03,\$03,\$FD,\$FD  
.BYTE \$FD,\$03,\$03,\$FD



.BYTE \$04,\$04,\$FC,\$FC  
.BYTE \$FC,\$04,\$04,\$FC



.BYTE \$03,\$05,\$05,\$03,\$FD,\$FB,\$FB,\$FD  
.BYTE \$FB,\$FD,\$03,\$05,\$03,\$FD,\$FB



.BYTE \$00  
.BYTE \$00

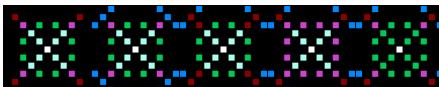


Figure 1.14: The purpose of each of the oscillator values.

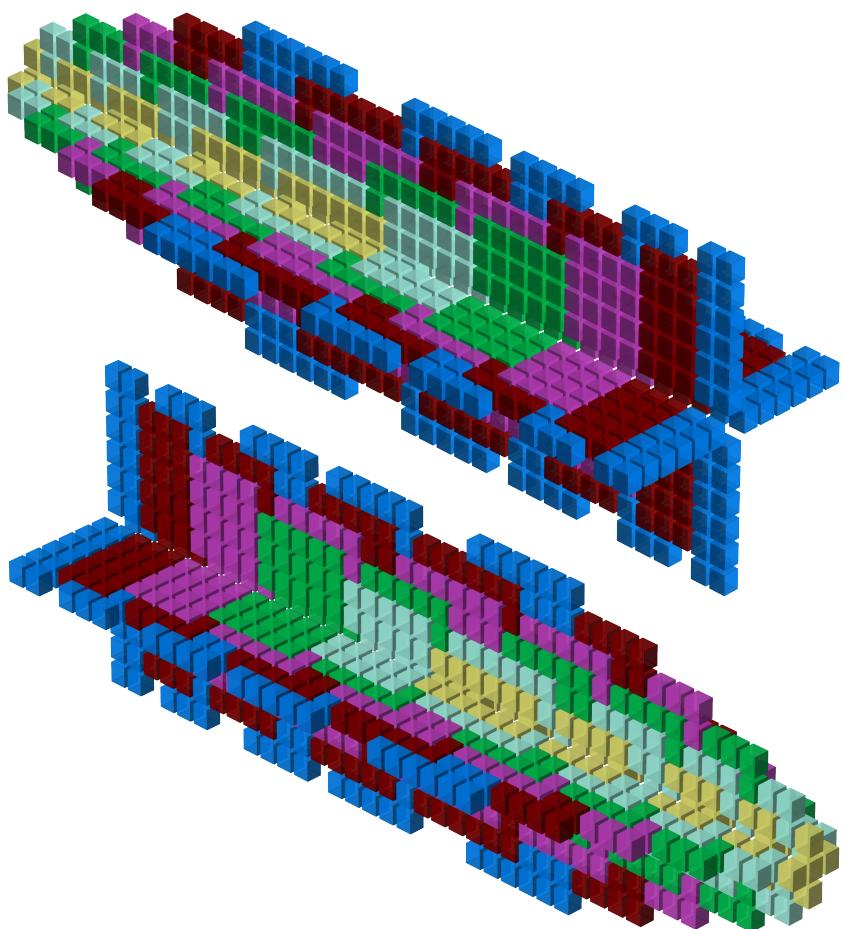


Figure 1.15: 'La Llamita'.

```

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

```

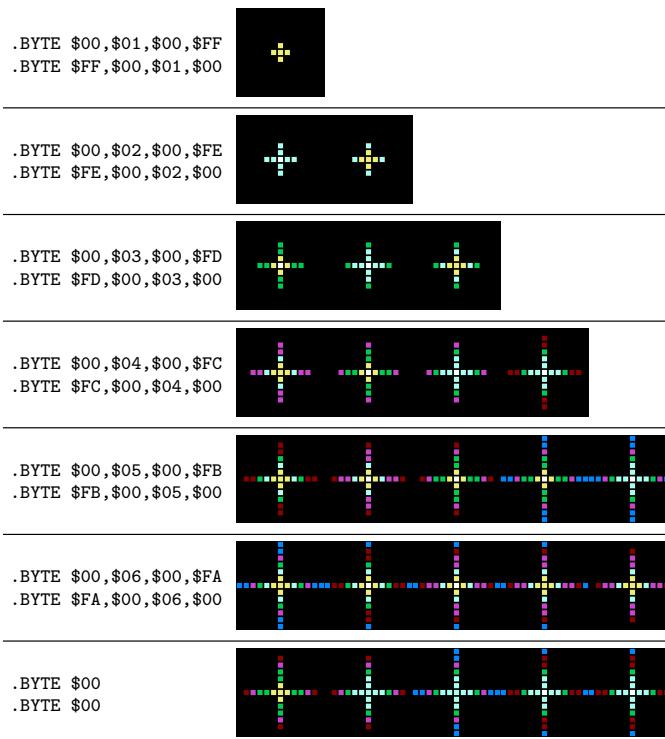


Figure 1.16: The purpose of each of the oscillator values.

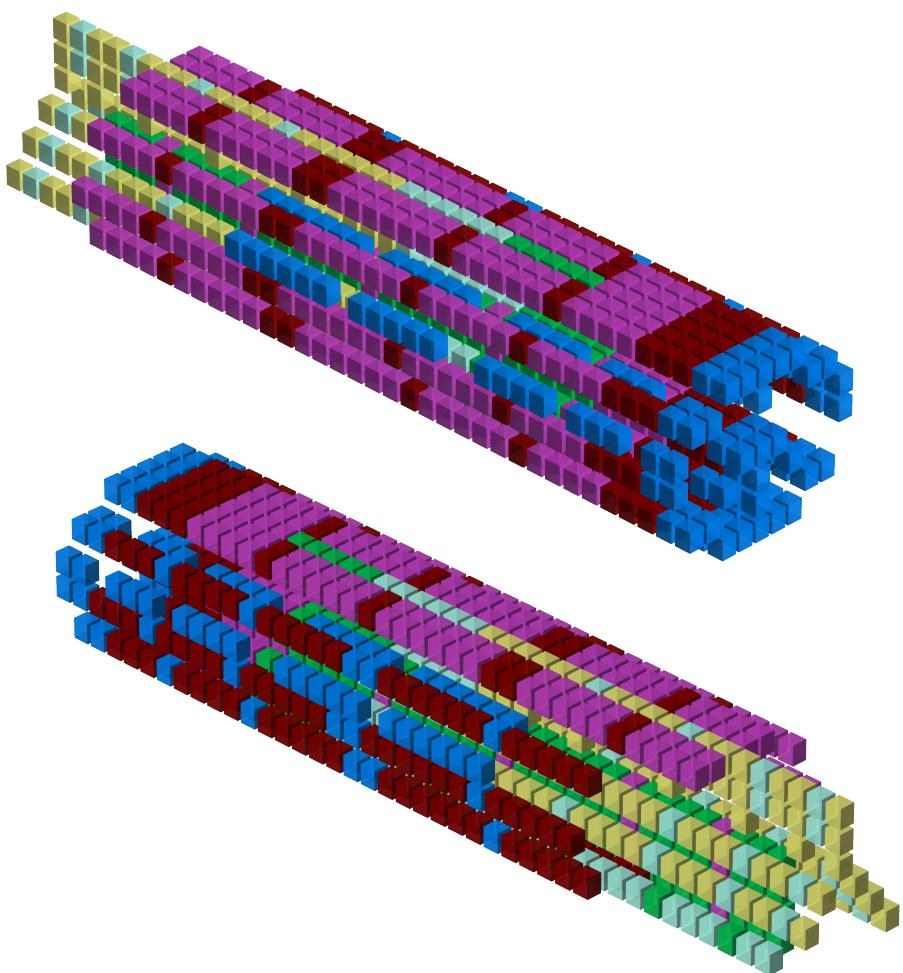


Figure 1.17: 'La Llamita'.

```

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

; 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

```

.BYTE \$00,\$00,\$00,\$FF,\$FE,\$FD,\$01,\$02  
.BYTE \$00,\$FF,\$FE,\$01,\$02,\$03,\$01,\$02



.BYTE \$00,\$03  
.BYTE \$00,\$03



.BYTE \$00,\$00,\$00,\$00,\$00  
.BYTE \$00,\$01,\$02,\$03,\$04



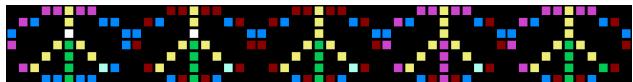
.BYTE \$00,\$FF,\$FE,\$FC,\$FB,\$FC,\$01,\$02  
.BYTE \$00,\$FE,\$FE,\$FF,\$01,\$03,\$FE,\$FE



.BYTE \$00,\$04,\$05,\$04,\$FF,\$01  
.BYTE \$00,\$FF,\$01,\$03,\$04,\$04



.BYTE \$00,\$FD,\$FB,\$03,\$05,\$02,\$FE  
.BYTE \$00,\$FF,\$00,\$FF,\$00,\$04,\$04



.BYTE \$00  
.BYTE \$00



Figure 1.18: The purpose of each of the oscillator values.

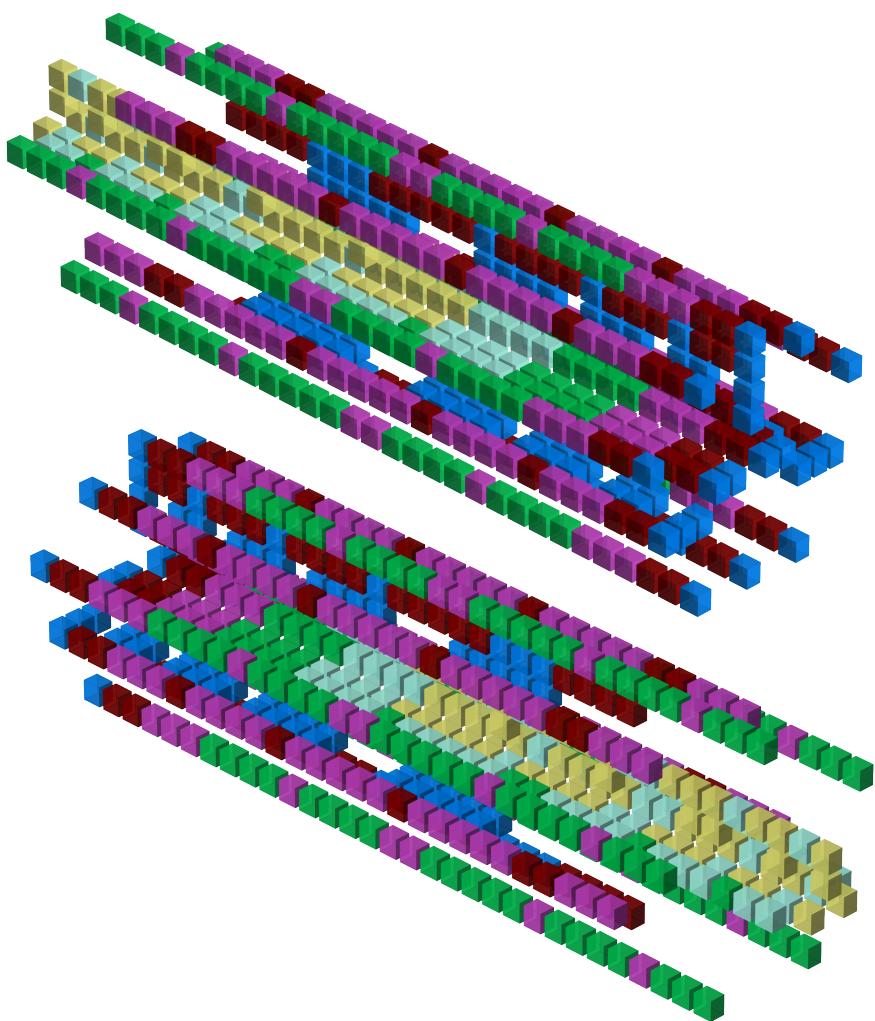


Figure 1.19: 'La Llamita'.

```

; 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
    .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

```

.BYTE \$00,\$00,\$FF,\$01  
.BYTE \$00,\$FF,\$01,\$01



.BYTE \$00,\$FE,\$02  
.BYTE \$00,\$01,\$01



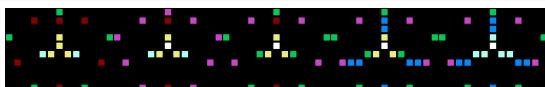
.BYTE \$00,\$00,\$FA,\$06,\$03,\$FD  
.BYTE \$00,\$FC,\$FF,\$FF,\$05,\$05



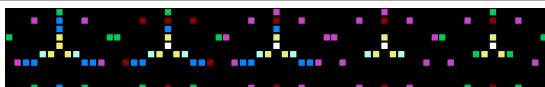
.BYTE \$00,\$FD,\$03,\$FB,\$05  
.BYTE \$00,\$FD,\$FD,\$02,\$02



.BYTE \$00,\$00,\$00  
.BYTE \$00,\$05,\$FD



.BYTE \$00,\$00,\$FC,\$04,\$03,\$FD  
.BYTE \$00,\$FE,\$02,\$02,\$02,\$02



.BYTE \$00  
.BYTE \$00

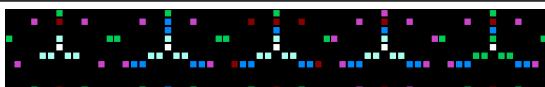


Figure 1.20: The purpose of each of the oscillator values.

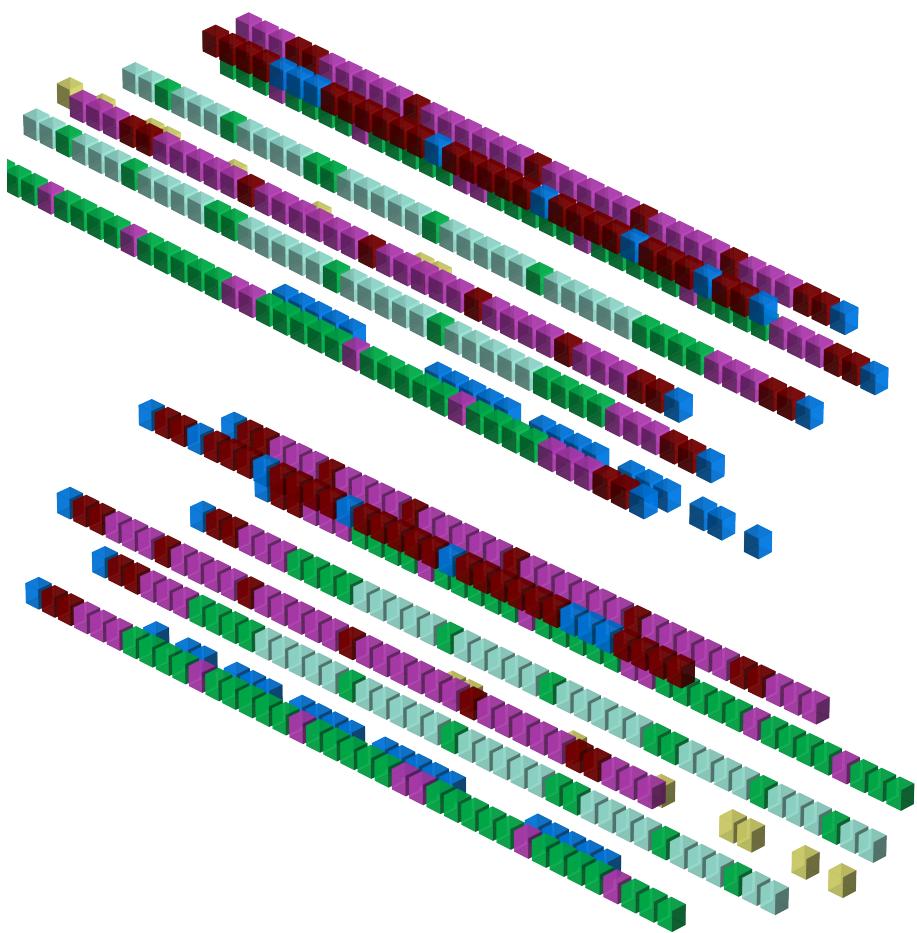


Figure 1.21: 'La Llamita'.

```

; 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
; 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

```

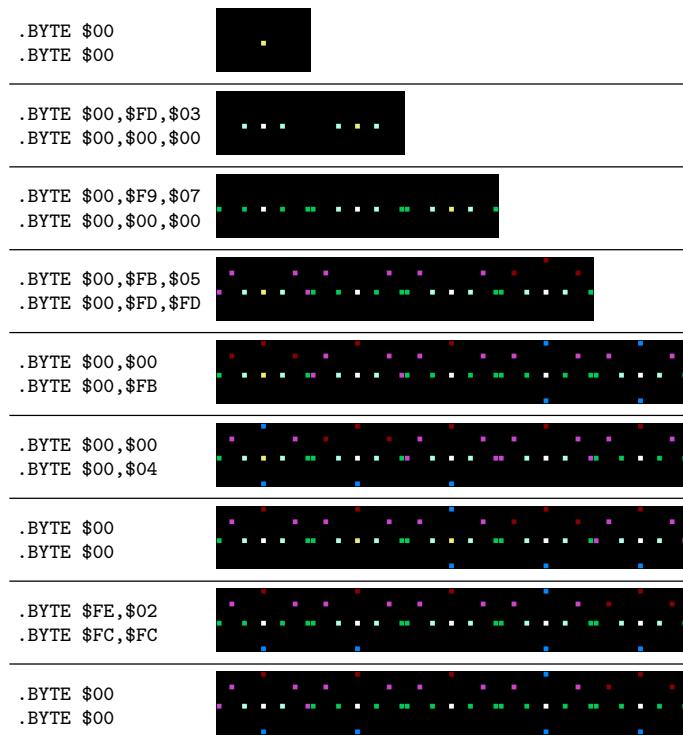


Figure 1.22: The purpose of each of the oscillator values.

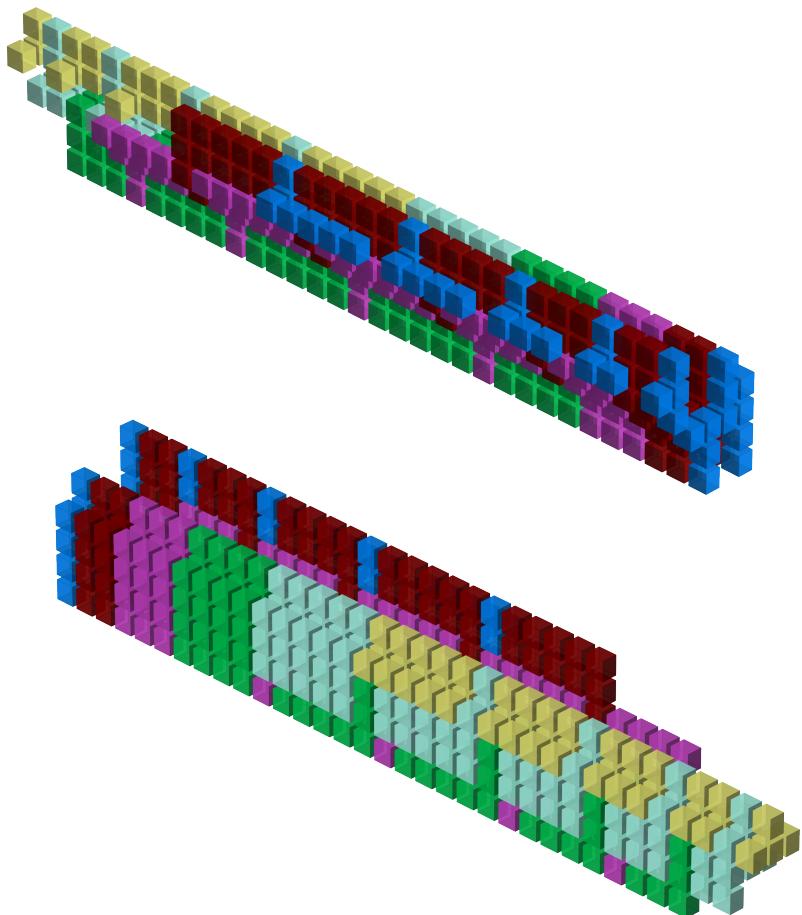


Figure 1.23: 'La Llamita'.

```

; 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

```

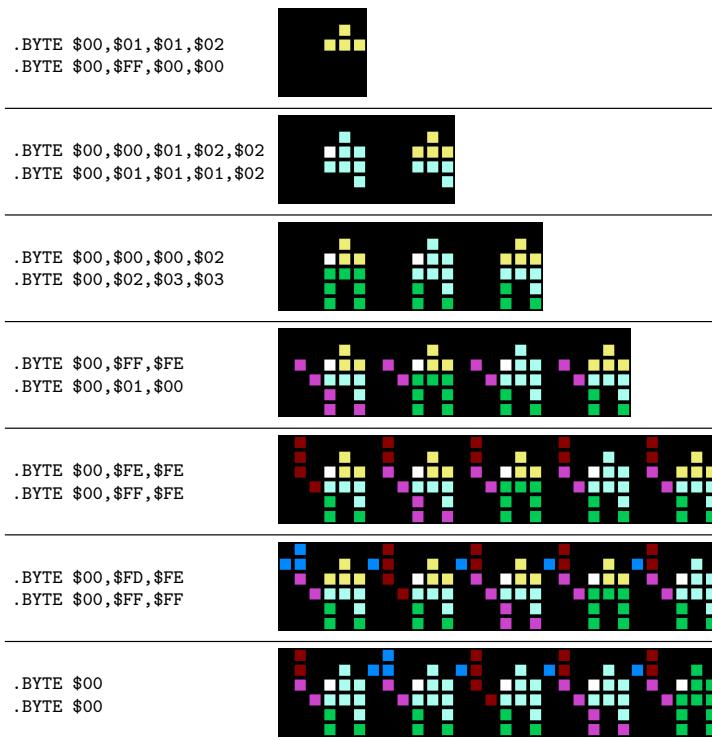


Figure 1.24: The purpose of each of the oscillator values.

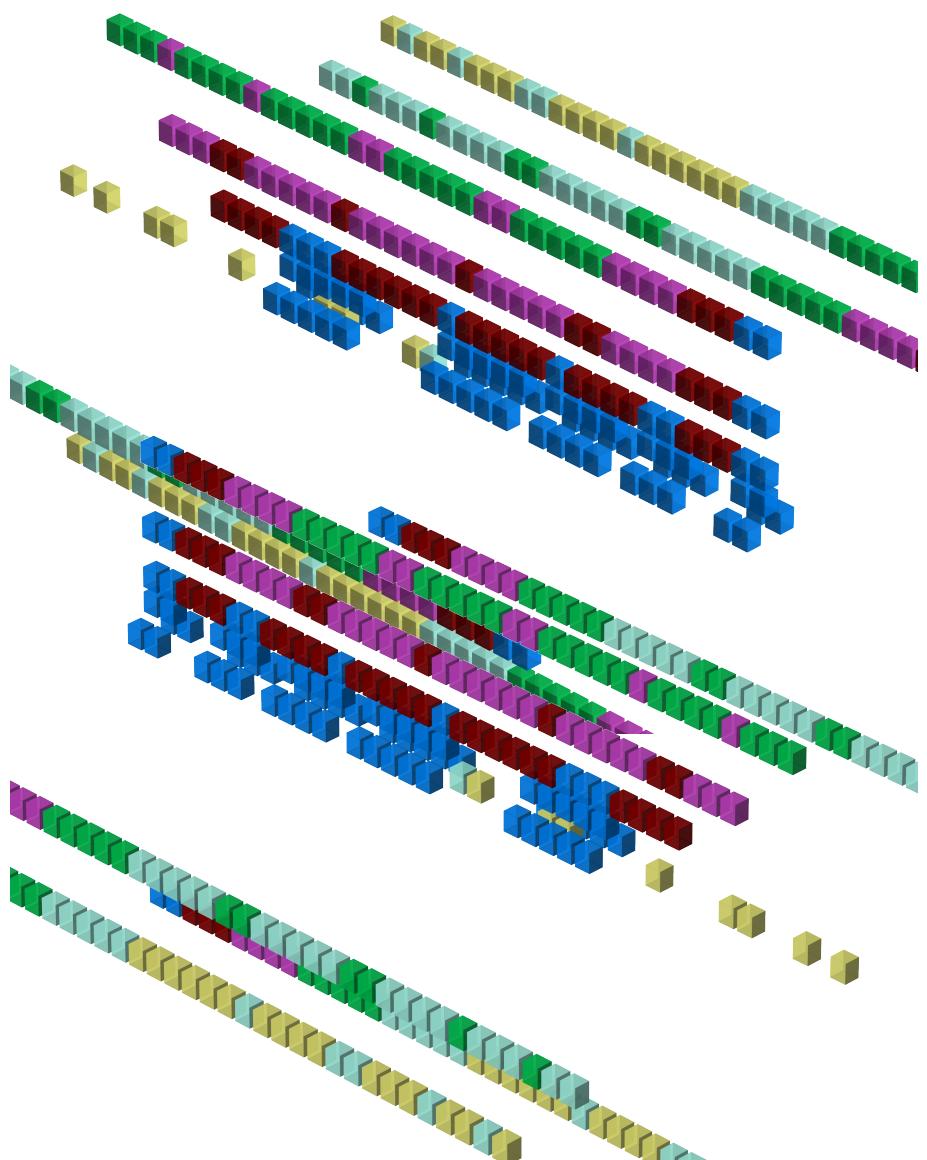


Figure 1.25: 'La Llamita'.

```
; 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,$55 ; 3
.BYTE $00,$00,$FF,$01,$55 ;
.BYTE $00,$55 ;
.BYTE $02,$55 ; 4
.BYTE $00,$FC,$FD,$03,$04,$55 ;
.BYTE $00,$55 ; 5
; ; 6
; customPattern4YPosArray ; 1 2 99 6106899 2
1
.BYTE $00,$0B,$F4,$00,$00,$55 ;
.BYTE $00,$00,$00,$55 ;
.BYTE $00,$F9,$55 ;
.BYTE $00,$FC,$55 ;
.BYTE $00,$FE,$55 ;
.BYTE $00,$FF,$00,$00,$55 ;
.BYTE $00,$55 ;
.BYTE $00,$55 ;
.BYTE $00,$00,$00,$00,$00,$55 ;
.BYTE $00,$55 ;
```

.BYTE \$00,\$00,\$00,\$ED,\$14	
.BYTE \$00,\$0B,\$F4,\$00,\$00	
.BYTE \$00,\$F2,\$0F	
.BYTE \$00,\$00,\$00	
.BYTE \$00,\$00	
.BYTE \$00,\$F9	
.BYTE \$00,\$00	
.BYTE \$00,\$FC	
.BYTE \$00,\$00	
.BYTE \$00,\$00	
.BYTE \$00,\$00,\$FF,\$01	
.BYTE \$00,\$FF,\$00,\$00	
.BYTE \$00	
.BYTE \$00	
.BYTE \$02	
.BYTE \$00	
.BYTE \$00,\$00,\$00,\$00	
.BYTE \$00,\$FC,\$FD,\$03,\$04	
.BYTE \$00,\$00,\$00,\$00,\$00	
.BYTE \$00	
.BYTE \$00	

Figure 1.26: The purpose of each of the oscillator values.

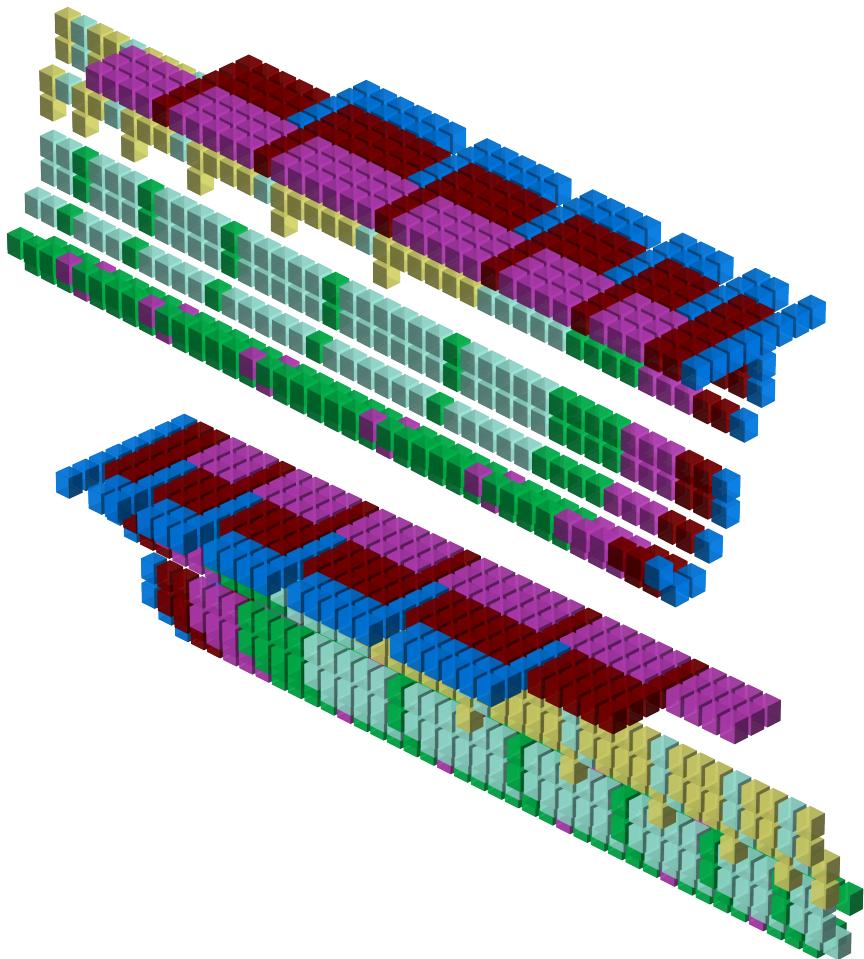


Figure 1.27: 'La Llamita'.

```

; 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,$55

```

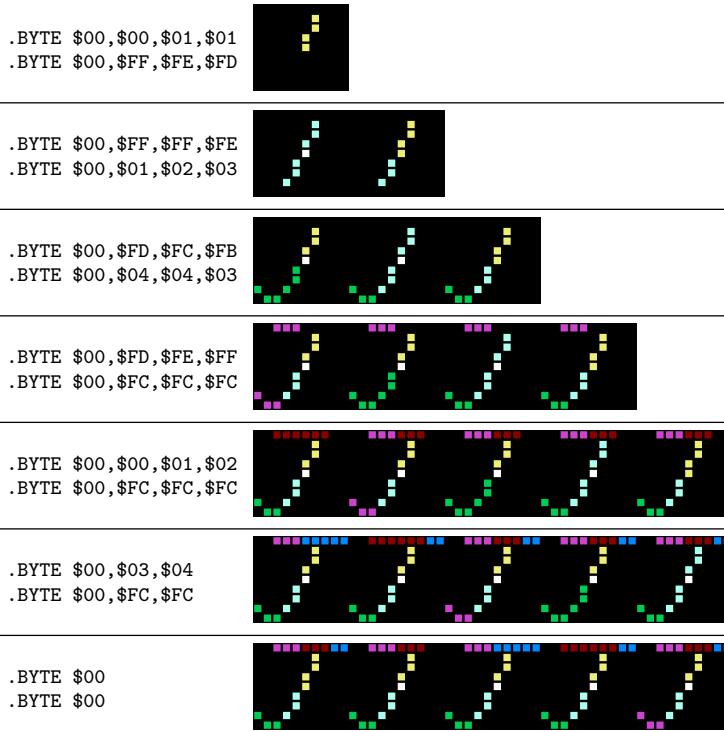


Figure 1.28: The purpose of each of the oscillator values.

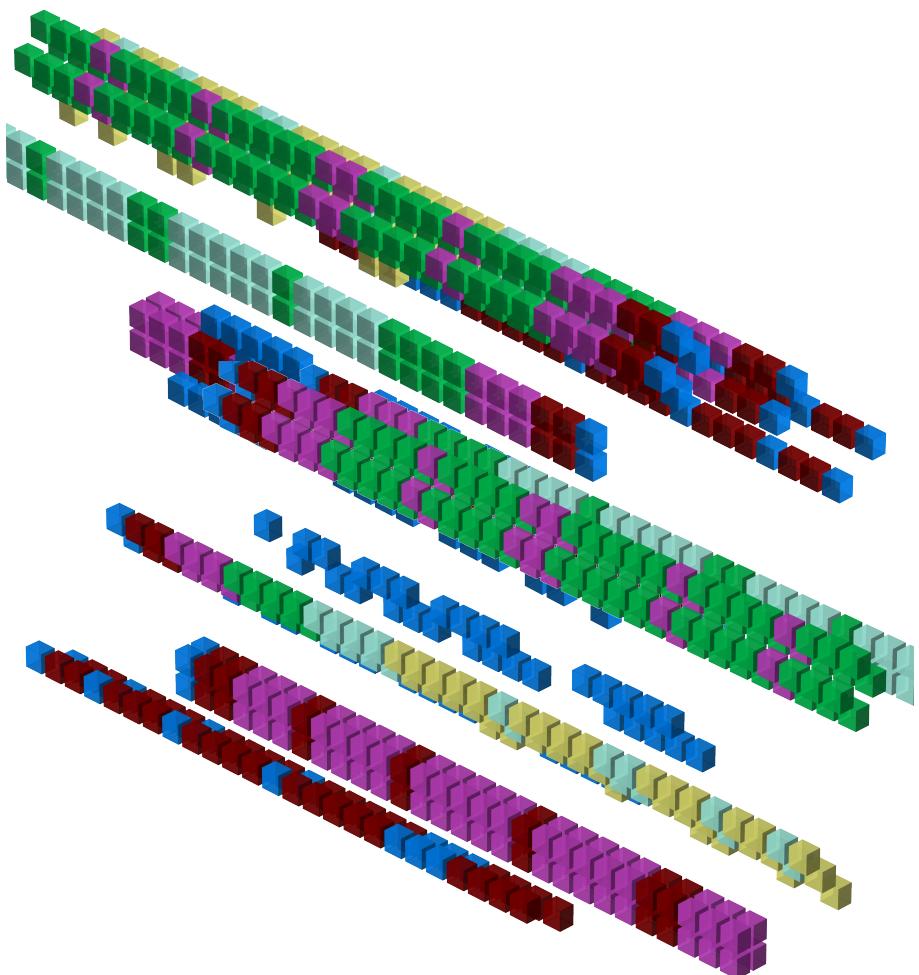


Figure 1.29: 'La Llamita'.

```

; 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 ;           5
    .BYTE $00,$55 ;       6   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
    .BYTE $00,$55

```

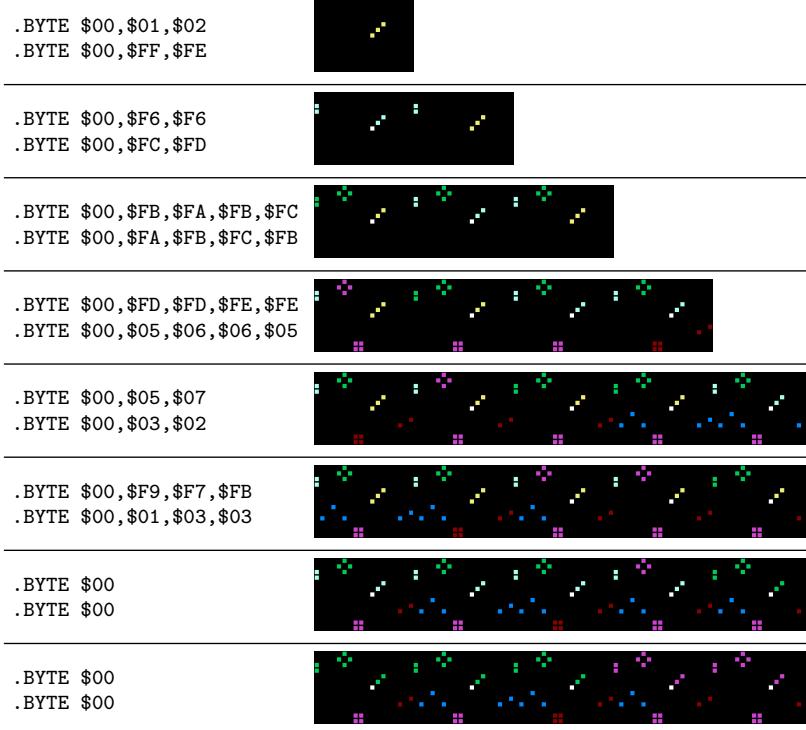


Figure 1.30: The purpose of each of the oscillator values.