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Filename: SCENE
Mat E[U,V]→Z↵
If 100×Frac (Z÷100)=13↵
Then ↵
Locate U,V,"B"↵
IfEnd↵
If 100×Frac (Z÷100)=14↵
Then ↵
Locate U,V,"F"↵
IfEnd↵
If 100×Frac (Z÷100)=17↵
Then ↵
Locate U,V,"P"↵
IfEnd↵
If 100×Frac (Z÷100)=18↵
Then ↵
Locate U,V,"S"↵
IfEnd↵
If 100×Frac (Z÷100)>20 And Z<200 And 100×Frac (Z÷100)<29↵
Then ↵
If 100×Frac (Z÷100)<24↵
Then ↵
Locate U,V,Frac (Z÷10)×10+6↵
Else ↵
If 100×Frac (Z÷100)=24↵
Then ↵
Locate U,V,"#E5B5"↵
Else ↵
Locate U,V,"#E5B6"↵
IfEnd↵
IfEnd↵
IfEnd↵
If 100×Frac (Z÷100)=9↵
Then ↵
Locate U,V,"0"↵
Else ↵
If 100×Frac (Z÷100)=29↵
Then ↵
Locate U,V,"*"↵
IfEnd↵
IfEnd↵
If 100×Frac (Z÷100)=19↵
Then ↵
Locate U,V,"#E6A9"↵
IfEnd↵
If 100×Frac (Z÷100)≤6 And Z≠0 And Z<200↵
Then ↵
Locate U,V,Frac (Z÷10)×10↵
Else ↵
If Frac (Z÷100)×100=8↵
Then ↵
Locate U,V,"#E567"↵
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Else ↵
If Frac (Z÷100)×100=7↵
Then ↵
Locate U,V,"∞"↵
Else ↵
If Frac (Z÷100)×100=15↵
Then ↵
Locate U,V,"#E6D2"↵
Else ↵
If Frac (Z÷100)×100=16↵
Then ↵
Locate U,V,"#E6D1"↵
Else ↵
If Frac (Z÷100)×100=11↵
Then ↵
If (U<10 And List 12[1]=0) Or (U>10 And List 12[2]=0)↵
Then ↵
Locate U,V,"#"↵
Else ↵
If (U<10 And List 12[1]=1) Or (U>10 And List 12[2]=1)↵
Then ↵
Locate U,V,"#E515"↵
Else ↵
Locate U,V,"#E558"↵
IfEnd↵
IfEnd↵
Else ↵
If Frac (Z÷100)×100=12↵
Then ↵
Locate U,V,"#E6A8"↵
Else ↵
If Z=201↵
Then ↵
Locate U,V,"#E6A7"↵
IfEnd↵
IfEnd↵
IfEnd↵
IfEnd↵
IfEnd↵
IfEnd↵
IfEnd↵
IfEnd↵
IfEnd↵
IfEnd↵
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