Dataflow in Practice: Real-Time Rendering of Game Scenes in Parallel Using Transparent Dataflow Programming Model for Multicore and Many-core

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Introduction

The number of cores in modern Multicore/ Many-core computer systems grows and will continue to grow in the future up to hundreds and thousands. The parallel multithreading programming for multiple cores becomes a great challenge for those who would like to use multiple cores for speeding-up their applications. The community is getting more and more convinced that a revival of dataflow should close the gap between the evolving number of Multicores/ Many-cores and the difficulties of parallel programming for them.

How do we want to program Multicores/ Many-cores with dataflow? We want to program them like this:

1. We do not want to use any unconventional programming paradigm. We want to use a normal traditional control flow, however, a dataflow engine will run our control flow in a different order according to the dataflow principle: when operands are ready then operators are executed in parallel on the underlying Multicores/ Many-cores hiding all synchronization issues from us:

```
a = foo0(i);
b = foo1(i+1);
b = b + 1;
c = foo2(b);
```

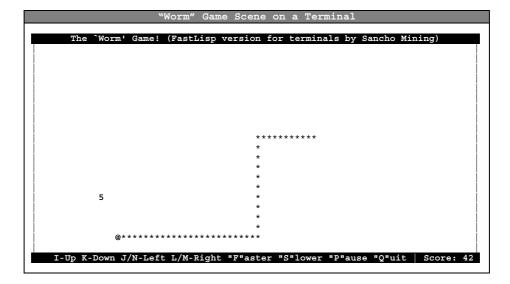
2. We do not want to be restricted with a single-assignment. A dataflow engine should be able to create a different instance of a variable when the variable is re-assigned and then handle all instances correctly.

Is there such a dataflow engine that can do this for us? Yes, BMDFM (Binary Modular Dataflow Machine; http://bmdfm.com) can do this. Further in this document, we provide a comprehensive test application example of an interactive computer game in order to demonstrate how we program Multicores/ Many-cores using the BMDFM dataflow engine for real-time rendering of game scenes.

What do we want to achieve? We want to program our computer game sequentially with no special directives for parallel execution. Every move in the game requires rendering the game scene in real-time that is not manageable by a single processor core for a big size of the scene. However, when we run our test using the BMDFM multithreaded engine rendering the game scenes automatically on all available cores in parallel, we expect to get a speedup that is almost equal to the number of cores enabling a sufficient speed for the real-time rendering.

Test Application of Interactive Computer Game "Worm"

Interactive Computer Game "Worm" (aka "Snake") is trivial for implementation and is a good candidate for our test where every move in the game requires rendering the game scene in real-time. See a typical "worm" game scene below:

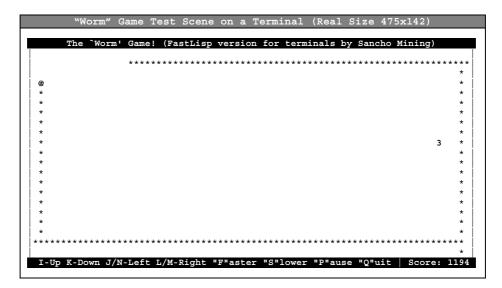


Original rules "Play the growing worm game" are quite simple as well:

- You are a little worm, your body is the "*"'s on the screen and your head is the "@". You move with the keys as shown on the help bar. If you do not press any keys, you continue in the direction you last moved.
- On the screen, you will see a digit. If your worm eats the digit it will grow longer. The actual worm size depends on which digit it was that you ate.
- The object of the game is to see how long you can make the worm grow. The game ends when the worm runs into either the sides of the screen, or itself. The current score (how much the worm has grown) is kept in the lower right corner of the screen.

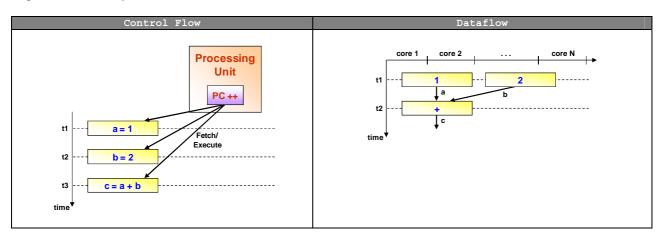
We program our "worm" game with conventional control flow and let the BMDFM dataflow engine run everything (what is possible) in parallel on Multicores/ Many-cores.

In order to simulate a "heavy rendering condition", we will run our test on a *putty* terminal with a big size of 475x142 characters and with a big "worm" size of 1198 characters. The test mode is programmed in such a way that the "worm" runs cyclically around the available field close to the sides of the screen like shown below (note that the terminal is not shown in its full size):

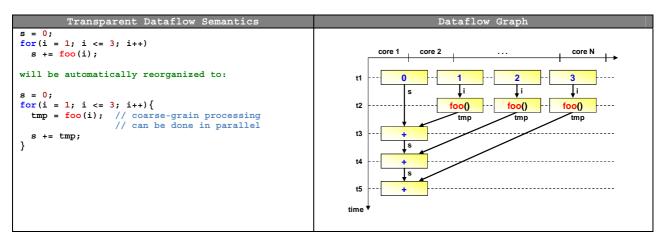


Background (experts may skip this chapter)

1. **Control flow vs. dataflow:** control flow assumes that a processing unit has a Program Counter (PC) register pointing to executing instruction. The processing unit increments PC, fetches instruction that is pointed by PC and executes the instruction. Contrarily, dataflow tags operands with a token when they are ready. Operators of the dataflow graph process operands with ready-tokens.



2. **Transparent dataflow semantics:** an assignment *<variable> = <expression_of_operators_constants_variables>* creates a new instance of the variable and adds new nodes with dependencies to the dataflow graph dynamically at runtime (later on, variable instances and nodes will be garbage collected from the dataflow graph).



3. **C vs. LISP:** we program our applications in C and in a tiny subset of LISP in sake of convenience. Usually, we program our seamless helper functions in C. These are low-level coarse-grain functions. A dataflow engine does not apply any parallelization techniques to them. We program the rest of the code in LISP. This code is loaded into the dataflow engine for automatic parallelization. LISP programs are written in a prefix-form that is easy to understand from the following example (refer to the BMDFM comprehensive manual for more information; http://bmdfm.com/download.html).

```
for (i = 1; i <= N; i++) {
    a = foo((i);
    b = fool(i + 1);
    b++;
    printf("a = %d\n", a);
    printf("b = %d\n", b);
}</pre>
(for i 1 1 N (progn
(setq a (foo0 i))
(setq b (foo1 (+ i 1)))
(setq b (++ b))
(outf "a = %d\n" a)
(outf "a = %d\n" b)
))
```

Implementation of Interactive Computer Game "Worm"

Using transparent dataflow semantics, we write a simple trivial implementation of our "worm" game into the *worm.flp* file. Note that we need neither special parallelization directives nor special reserved function names:

```
Parallel Implementation of Interactive Computer Game "Worm
                                Using Transparent Dataflow Semantics
# Refer to the BMDFM comprehensive manual for more information.
  (defun RENDER ENTIRE WORM GAME SCENE
       (defun RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE # defined in the configuration profile
          (progr
            (setq worm_
                                     (cat "" $1))
            (setq linenum_
                                    (+ 0
(+ 0
                                               $2))
                                               $3))
            (setq num2eat
            (setq num2eatL_
                                               $4))
            (setq num2eatC_
                                               $6))
            (setq columns_term_ (+ 0
            (setq blink_term_ (cat "" $7))
                                     (cat "" $8))
            (setq bold term
            (setq normal_term_
            (setq out "|")
(setq ci (- columns_term_ 3))
            (for c 0 1 ci (progn
               (setq i (at (cat "| " (cat (str linenum_) (cat ": " (cat (str c) " | ")))) worm_))
               (if (== i 1)
                 (progn
                    (setq out (cat out bold_term_))
                    (setq out (cat out "@"))
                    (setq out (cat out normal_term_))
                 (if (> i 1)
                    (setq out (cat out "*"))
(if (&& (> num2eat_ 0) (&& (== num2eatL_ linenum_) (== num2eatC_ c)))
                      (progn
                         (setq out (cat out blink_term_))
                         (setq out (cat out bold_term_))
                         (setq out (cat out (str num2eat )))
                         (setq out (cat out normal term ))
                      (setq out (cat out " "))
                )
              )
            ))
            (setq out (cat out " "))
          # end RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE
                                    (cat "" $1))
       (setq worm
       (setq score
       (setq num2eat
                                              $3))
       (setq num2eatL_
                                    (+ 0
                                              $4))
       (setq num2eatC
                                              $5))
       (setq lines_term_
                                              $6))
       (setq columns_term_
                                    (+ 0
                                              $7))
       (setq hidecursor_term_ (cat "" $8))
(setq showcursor_term_ (cat "" $9))
       (setq blink_term_
                                    (cat "" $10)
                                    (cat "" $11))
       (setq bold_term_
                                    (cat "" $12))
       (setq reverse_term_
(setq normal_term_
                                    (cat "" $13)
       (setq gotocursor_term_ (cat "" $14)
       (setq out "")
       (setq out (cat out hidecursor term ))
       (setq out (cat out reverse_term_))
       (setq out (cat out (gotocursorl_term gotocursor_term_ 0 0)))
(setq out (cat out (padc (cat "The `Worm' Game! "
    "(FastLisp version for terminals by Sancho Mining)") columns_term_)))
       (setq out (cat out normal_term_))
       (setq li (- lines_term_ 4))
(for l 0 1 li (progn
          (setq out (cat out (gotocursor1_term gotocursor_term_ (++ 1) 0)))
          (setq out (cat out (RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE
worm_ 1 num2eat_ num2eatL_ num2eatC_
columns_term_ blink_term_ bold_term_ normal_term_)))
       (setq out (cat out reverse_term_))
       (setq out (cat out (gotocursorl term gotocursor term (- lines term 2) 0)))
(setq out (cat out (padr (cat (cat " I-Up K-Down J/N-Left L/M-Right"
    ""F\"aster \"S\"lower \"P\"ause \"Q\"uit | Score: ")
          (cat (str score_) " ")) columns_term_)))
       (setq out (cat out normal_term_))
(setq out (cat out (gotocursor1_term gotocursor_term_ (-- lines_term_) 0)))
       (setq out (cat out (space (-- columns_term_))))
        (setq out (cat out (gotocursor1 term gotocursor_term_ (-- lines_term_) 0)))
       (setq out (cat out showcursor_term_))
        end RENDER ENTIRE WORM GAME SCENE
```

```
Parallel Implementation of Interactive Computer Game "Worm"

<u>Using Transparent Dataflow Semantics (cont.)</u>
                          Using Transparent Dataflow So
(if (|| (| (!= term_type (term_type)) (!= lines_term (lines_term)))
    (!= columns_term (columns_term)))
   (while 1 (progn
     (outf "\nChoose terminal:\n" nil)
(outf " 0 - TERM_TYPE=`%s';" term_type)
      (outf " LINES TERM= "%d'; " lines term)
     (outf " LINES_TERM= %d';" lines_term)
(outf " COLUMNS_TERM= %d';\n" columns_term)
(outf " 1 - TERM_TYPE= %s';" (term_type))
(outf " LINES_TERM= %d';" (lines_term))
(outf " COLUMNS_TERM= %d'.\n" (columns_term))
     (outf "Enter your choice (0 or 1) or press 'q' to quit:" nil)
(setq ch (upper (scan_console 5000000)))
(if (|| (== ch "Q") (== (asc ch) 3))
        (exit)
        (if (== ch "0")
          (break)
          (if (== ch "1")
                (setq term_type (term_type))
(setq lines_term (lines_term))
(setq columns_term (columns_term))
                 (setq clrscr_term (clrscr_term))
                (setq reverse_term (reverse_term))
(setq blink_term (blink_term))
                 (setq bold_term (bold_term))
                 (setq normal_term (normal_term))
                (setq hidecursor_term (hidecursor_term))
(setq showcursor_term (showcursor_term))
(setq gotocursor_term (gotocursor_term -1 -1))
                (break)
             (if (== (asc ch) 0)
                (outf "\n\n*** Invalid selection ***\n" nil)
       )
    )
  ))
  nil
(if (|| (< lines_term 24) (< columns_term 80))
   (progn
     (outf "\n\n*** Terminal is too tiny ***\n" nil)
     (exit)
  nil
(setq headL 0)
(setq headC 3)
(setq worm " | 0:3 | 0:2 | 0:1 | 0:0 | ")
(setq score 0)
(setq num2eat 0)
(setq num2eatL 0)
(setq num2eatC 0)
# (setq num2eatL 1)
# (setq num2eatC 1)
(setq still2eat 0)
(setq ch_prev "L")
(setq speed 100000)
(irnd -1)
(outf (prn_string_fmt) clrscr_term)
(while 1 (progn
   (outf (prn_string_fmt)
     (RENDER_ENTIRE_WORM_GAME_SCENE worm score num2eat num2eatL num2eatC
     lines term columns term hidecursor term showcursor term blink term bold term reverse term normal term gotocursor term))
   (setq ch (upper (scan_console speed)))
   (if (== ch "P")
  (setq ch (upper (scan_console 1)))
     nil
   (if (== ch "F")
     (progn
        (setq speed (>> speed 1))
        (if (< speed 2)
          (setq speed 0)
          nil
     (if (== ch "S")
        (progn
          (if (< speed 2)
             (setq speed 1)
             nil
           (setq speed (<< speed 1))
```

```
Parallel Implementation of Interactive Computer Game "Worm"
Using Transparent Dataflow Semantics (cont.)
     (if (== ch "O")
       (break)
       nil
    )
  )
(if (== ch "I")
  (setq ch_prev "I")
(if (== ch "K")
     (setq ch_prev "K")
     (if (== ch "J")
       (setq ch_prev "J")
(if (== ch "L")
          (setq ch_prev "L")
         nil
      )
    )
  )
(if (== ch "N")
  (if (== ch_prev "I")
(setq ch_prev "J")
     (if (== ch_prev "K")
(setq ch_prev "L")
       (if (== ch_prev "J")
(setq ch_prev "K")
          (if (== ch_prev "L")
(setq ch_prev "I")
   )
            nil
  (if (== ch "M")
  (if (== ch_prev "I")
        (setq ch_prev "L")
       (if (== ch_prev "K")
(setq ch_prev "J")
          (if (== ch_prev "J")
(setq ch_prev "I")
             (if (== ch_prev "L")
(setq ch_prev "K")
              nil
         )
    )
    nil
  )
############## Performance Test (Fragment 2 of 2) ###############
  (while 1 (progn
     (if (== headC (- columns_term 3))
   (progn (setq ch_prev "K") (setq headC (-- headC)) (break))
     (if (== headL (- lines_term 4))
   (progn (setq ch_prev "J") (setq headL (-- headL)) (break))
   nil
     (if (== headC 0)
#
       (progn (setq ch_prev "I") (setq headC 1) (break))
nil
     (if (== headL 0)
       (progn (setq ch_prev "L") (setq headL 1) (break))
#
     (break)
(if (== ch_prev "I")
  (progn
     (setq headL (-- headL))
     (if (< headL 0)
       (break)
nil
  (if (== ch_prev "K")
     (progn (setq headL (++ headL))
       (if (> headL (- lines_term 4))
          (break)
         nil
```

```
Parallel Implementation of Interactive Computer Game "Worm" Using Transparent Dataflow Semantics (cont.)
     (if (== ch prev "J")
       (progn
  (setq headC (-- headC))
          (if (< headC 0)
(break)
           nil
         )
       (if (== ch_prev "L")
          (progn
            (setq headC (++ headC))
(if (> headC (- columns_term 3))
  (break)
              nil
      nil
 )
(if (at (cat "|" (cat (str headL) (cat ":" (cat (str headC) "|")))) worm)
  (break)
(if (&& (== headL num2eatL) (== headC num2eatC))
   (progn
     (setq still2eat num2eat)
     (setq num2eat 0)
     (setq score (+ score still2eat))
  )
  nil
(if (> still2eat 0)
   (setq still2eat (-- still2eat))
   (progn
     (setq worm (leftr worm 1))
(setq worm (left worm (rat " | " worm)))
  )
(setq worm (cat (str headC) worm))
(setq worm (cat ":" worm))
(setq worm (cat (str headL) worm))
(setq worm (cat "|" worm))
nil
       (progn
  (setq num2eat (++ (irnd 8)))
  (break)
       )
    )
  ))
  nil
)
```

Running the Tests

We tested our "worm" game on an affordable 32-way SMP x86-64 machine. The Linux OS reported in total 32 2.0GHz available processors (that actually are *cores_on_dies>* multiplied by *<cores_per_processor_die>* multiplied by *<simultaneous_threads_per_core>*).

We run our tests on a *putty* terminal with a big size of 475x142 characters and with a big "worm" size of 1198 characters simulating the "heavy rendering condition" with two uncommented code fragments: "Performance Test (Fragment 1 of 2)" and "Performance Test (Fragment 2 of 2)". Function *RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE* is defined as a seamless helper function in the configuration profile. Note that we keep our helper functions away from the dataflow engine (they are seamless for the dataflow engine) in order to avoid unnecessary dataflow scheduling.

Running the tests on a single processor core with the BMDFM single-threaded engine obviously does not ensure rendering with the required speed in real-time. However, when we run our tests using the BMDFM multithreaded engine rendering the game scenes automatically on all available cores in parallel, the real-time speed is ensured by all cores where each core contributes to the scene rendering. See the *top* screen of the running BMDFM multithreaded engine below:

Table 18 19 16 19 17 18 18 18 18 18 18 18	top	top (cont.)
Company 194 Albard 194 Alb		
Graph 14.5km, 1.5km, 1	Tasks: 874 total, 65 running, 809 sleeping, 0 stopped, 0 zombie	
Compact 16.5 Name 3.1 Name 5.0 Name 0.1 Name 0.0 Name	Grun . 04 60 3 60 0 40 0 00 0 00 1 40 0 00	
Spin 196.5 No. 3.1257, 0.0141, 0.1454, 0.00wn, 0.0141, 0.0454, 0.00wn, 0.0141, 0.00wn, 0.00wn, 0.0141, 0.00wn, 0.00w		
\$\frac{\text{cyst}}{\text{cyst}} = 3.6 \text{spc}}{\text{cyst}} = 3.18 \text{cyst}, 0.0 \		
Compair 17 - 18 18 18 18 18 18 18 18		
Cypu 1.5		25001 Banono 20 0 175m 22m x 1510 012 0110155 0101100
Cypus 19.5 abus, 1.8 abus, 0.0 bisi, 0.0 bis		
Cypus 197.5 Num 1.8 Nay 0.0 Num 0.7 Naid 0.0 Nay 0.0 Naid 0.0		
Cypul		
Cypul : 97.9 Num 2.1 Nay 0.0 Num 0.0 N		
Compute 19.5 Setus 1.4 may 0.0 main		
Computer 19.7 Number 2.9 19.7 Number 2.9		
Cyuli 1 98.2 Num		
Cypuls 97.5 wus, 2.1 way, 0.0 wini, 0.0 winid, 0.0 was, 0.0 while, 0.0 was, 0.0 winid,		
Computer 197.9 Nume 2.1 Nume 0.0 Num		
Computer 197.2 Surger 2.5 Surger 0.0		
Cypu2 95.4 Num 2.5 N	Cpul7: 97.2%us, 2.8%sy, 0.0%ni, 0.0%id, 0.0%wa, 0.0%hi, 0.0%si, 0.0%st	23609 sancho 20 0 479m 11m 11m R 43.6 0.1 0:45.67 CPUPROC
Cypu21 96.4%us, 2.8%us, 0.4%ui, 0.0%id, 0.0%us, 0.0%id, 0.0%si, 0.0%		
Cypu22 96.1%us, 3.5%us, 0.4%ii, 0.0%id, 0.0%us, 0.0%ii, 0.0%si, 0.	Cpul9: 95.8%us, 3.5%sy, 0.0%ni, 0.7%id, 0.0%wa, 0.0%hi, 0.0%si, 0.0%st	
Cypu22 95.4%us, 3.5%us, 0.0%mi, 0.0%id, 0.0%us, 0.0%mi, 0.0%si, 0.		
CPU23 96.5 Nums 3.5 Nums 0.0 Nums		
CPU24	Cpu23 : 96.5%us, 3.5%sy, 0.0%ni, 0.0%id, 0.0%wa, 0.0%ni, 0.0%si, 0.0%st	
Cpu26 : 96.1 Num		
CPU27 : 95.7%us, 4.3%sy, 0.0%mi, 0.0%id, 0.0%ws, 0.0%hi, 0.0%si, 0.0%st	Cpu25 : 96.1%us, 3.9%sy, 0.0%ni, 0.0%id, 0.0%wa, 0.0%hi, 0.0%si, 0.0%st	
Cpu28 : 97.1%us, 2.9%sy, 0.0%ni, 0.0%id, 0.0%ws, 0.0%hi, 0.0%si, 0.0		
Cpu20 : 95.2%us, 4.9%uy, 0.0%ni, 0.0%id, 0.0%ws, 0.0%ni, 0.0%si, 0.0		
Cyuli : 94.5%us, 5.1%uy, 0.0%ui, 0.0%us, 0.0		25555 Ballollo 20 0 175m 22m 22m x 5512 012 0115100 0101R00
Church C		
Mem. 16329760k total, 8972664k used, 7357096k free, 518976k buffers Swsp: 10487756k total, 0k used, 10485756k free, 755203k cached 23588 sancho 20 0 478m 11m 11m 2 0.6 0.0 1:0.48 shad 23681 sancho 20 0 478m 1368 2.0 0.0 0:0.1.79 OQPROC 23616 sancho 20 0 478m 13m 11m 11m 11m 14m		
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23548 sancho		23738 sancho 20 0 478m 11m 11m S 2.6 0.1 0:00.94 IORBPROC 16597 sancho 20 0 98.1m 2464 964 S 2.0 0.0 1:10.84 sshd
23616 sancho	Swap: 10485756k total, 0k used, 10485756k free, 7532032k cached	23738 sancho 20 0 478m 11m 11m S 2.6 0.1 0:00.94 IORBPROC 16597 sancho 20 0 98.1m 2464 964 S 2.0 0.0 1:10.84 sshd 23681 sancho 20 0 478m 6976 6888 S 2.0 0.0 0:01.79 OQPROC
23603 sancho 20	Swap: 10485756k total, 0k used, 10485756k free, 7532032k cached PID USER PR NI VIRT RES SHR S %CPU %MEM TIME+ COMMAND	23738 sancho 20 0 478m 11m 11m S 2.6 0.1 0:00.94 IORBPROC 16597 sancho 20 0 98.1m 2464 964 S 2.0 0.0 1:10.84 sshd 23681 sancho 20 0 478m 6976 6888 S 2.0 0.0 0:01.79 QQPROC 23687 sancho 20 0 478m 6892 6804 S 2.0 0.0 0:01.64 QQPROC
23625 sancho 20 0 479m 1lm 1lm R 59.0 0.1 0.46.96 CPUPROC 23678 sancho 20 0 478m 6916 6728 S 1.6 0.0 0.01.76 OQPROC 23573 sancho 20 0 479m 1lm 1lm R 59.0 0.1 0.46.96 CPUPROC 23678 sancho 20 0 478m 7016 6928 S 1.6 0.0 0.01.65 OQPROC 23573 sancho 20 0 479m 1lm 1lm R 57.0 0.1 0.46.48 CPUPROC 23679 sancho 20 0 478m 6884 6800 S 1.6 0.0 0.01.65 OQPROC 23585 sancho 20 0 479m 1lm 1lm R 56.3 0.1 0.45.35 CPUPROC 23699 sancho 20 0 478m 6732 6648 S 1.6 0.0 0.01.80 OQPROC 23615 sancho 20 0 479m 1lm 1lm R 54.4 0.1 0.45.51 CPUPROC 23608 sancho 20 0 478m 6732 6648 S 1.6 0.0 0.01.80 OQPROC 23612 sancho 20 0 479m 1lm 1lm R 54.4 0.1 0.45.54 CPUPROC 23638 sancho 20 0 478m 6732 6648 S 1.3 0.0 0.01.76 OQPROC 23612 sancho 20 0 479m 1lm 1lm R 54.4 0.1 0.45.49 CPUPROC 23638 sancho 20 0 478m 6732 6648 S 1.3 0.0 0.01.77 OQPROC 23610 sancho 20 0 479m 1lm 1lm R 54.1 0.1 0.45.73 CPUPROC 23638 sancho 20 0 478m 6732 6628 S 1.3 0.0 0.01.77 OQPROC 23638 sancho 20 0 479m 1lm 1lm R 52.1 0.1 0.46.44 CPUPROC 23642 sancho 20 0 478m 6912 6824 S 1.3 0.0 0.01.77 OQPROC 23577 sancho 20 0 479m 1lm 1lm R 51.1 0.1 0.45.52 CPUPROC 23645 sancho 20 0 478m 6912 6824 S 1.3 0.0 0.01.77 OQPROC 23582 sancho 20 0 479m 1lm 1lm R 50.8 0.1 0.44.32 CPUPROC 23654 sancho 20 0 478m 6916 6872 S 1.3 0.0 0.01.70 OQPROC 23628 sancho 20 0 479m 1lm 1lm R 50.8 0.1 0.46.43 CPUPROC 23659 sancho 20 0 478m 6986 6872 S 1.3 0.0 0.01.70 OQPROC 23635 sancho 20 0 479m 1lm 1lm R 50.8 0.1 0.46.45 CPUPROC 23669 sancho 20 0 478m 6986 6872 S 1.3 0.0 0.01.70 OQPROC 23635 sancho 20 0 479m 1lm 1lm R 50.8 0.1 0.46.46 CPUPROC 23669 sancho 20 0 478m 6986 6907 S 1.3 0.0 0.01.75 OQPROC 23659 sancho 20 0 479m 1lm 1lm R 50.8 0.1 0.46.45 CPUPROC 23669 sancho 20 0 478m 6986 6907 S 1.3 0.0 0.01.75 OQPROC 23595 sancho 20 0 479m 1lm 1lm R 48.9 0.1 0.45.07 CPUPROC 23669 sancho 20 0 478m 6986 6908 S 1.3 0.0 0.01.75 OQPROC 23595 sancho 20 0 479m 1lm 1lm R 48.9 0.1 0.45.07 CPUPROC 23675 sancho 20 0 478m 6986 6908 S 1.3 0.0 0.01.75 OQPROC 23595 sancho 20 0 479m 1lm 1lm R 48.9 0.1 0.45.70 CPUPROC 23675 sancho 20	Swap: 10485756k total, 0k used, 10485756k free, 7532032k cached PTD USER PR NI VIRT RES SHR S %CPU %MEM TIME+ COMMAND 23589 sancho 20 0 479m 11m 11m R 60.9 0.1 0:46.98 CPUPRCC	23738 sancho 20 0 478m 11m 11m S 2.6 0.1 0:00.94 IORBPROC 16597 sancho 20 0 98.1m 2464 964 S 2.0 0.0 1:110.84 sshd 23681 sancho 20 0 478m 6976 6888 S 2.0 0.0 0:01.79 OQPROC 23687 sancho 20 0 478m 6892 6804 S 2.0 0.0 0:01.64 OQPROC 23648 sancho 20 0 478m 6936 6852 S 1.6 0.0 0:01.83 OQPROC
23632 sancho 20	Swap: 10485756k total, 0k used, 10485756k free, 7532032k cached PID USER PR NI VIRT RES SHR S %CPU %MEM TIME+ COMMAND 23589 sancho 20 0 479m 11m 11m R 60.9 0.1 0.46.98 CPUPROC 23616 sancho 20 0 479m 11m 11m R 60.3 0.1 0.46.02 CPUPROC 23617 sancho 20 0 479m 11m 11m R 59.9 0.1 0.45.62 CPUPROC	23738 sancho 20 0 478m 11m 11m S 2.6 0.1 0:00.94 IORBPROC 16597 sancho 20 0 98.1m 2464 964 S 2.0 0.0 1:10.84 sshd 23681 sancho 20 0 478m 6976 6888 S 2.0 0.0 0:01.79 OQPROC 23687 sancho 20 0 478m 6892 6804 S 2.0 0.0 0:01.64 OQPROC 23648 sancho 20 0 478m 6896 6852 S 1.6 0.0 0:01.83 OQPROC 23651 sancho 20 0 478m 6936 6852 S 1.6 0.0 0:01.80 OQPROC 23653 sancho 20 0 478m 6932 6844 S 1.6 0.0 0:01.80 OQPROC 23663 sancho 20 0 478m 6932 6844 S 1.6 0.0 0:01.60 OQPROC
23573 sancho 20 0 479m 1lm 1lm R 57.0 0.1 0:46.48 CPUPROC 23699 sancho 20 0 478m 6732 6648 S 1.6 0.0 0:01.66 OPROC 23598 sancho 20 0 479m 1lm 1lm R 55.0 0.1 0:45.35 CPUPROC 23700 sancho 20 0 478m 6772 6684 S 1.6 0.0 0:01.80 OPPROC 23615 sancho 20 0 479m 1lm 1lm R 55.0 0.1 0:45.51 CPUPROC 22700 sancho 20 0 478m 6772 6684 S 1.6 0.0 0:01.80 OPPROC 23615 sancho 20 0 479m 1lm 1lm R 55.0 0.1 0:45.51 CPUPROC 22840 sancho 20 0 15692 2004 984 R 1.3 0.0 0:06.40 top 23612 sancho 20 0 479m 1lm 1lm R 54.3 0.1 0:45.52 CPUPROC 23638 sancho 20 0 479m 6912 6642 S 1.3 0.0 0:01.78 OPPROC 23638 sancho 20 0 479m 1lm 1lm R 55.1 0.1 0:47.32 CPUPROC 23640 sancho 20 0 478m 6712 6628 S 1.3 0.0 0:01.78 OPPROC 23638 sancho 20 0 479m 1lm 1lm R 55.1 0.1 0:47.32 CPUPROC 23640 sancho 20 0 478m 6712 6628 S 1.3 0.0 0:01.77 OPPROC 23638 sancho 20 0 479m 1lm 1lm R 55.1 0.1 0:45.52 CPUPROC 23640 sancho 20 0 478m 6912 6624 S 1.3 0.0 0:01.77 OPPROC 23638 sancho 20 0 479m 1lm 1lm R 55.1 0.1 0:45.52 CPUPROC 23640 sancho 20 0 478m 6956 6868 S 1.3 0.0 0:01.70 OPPROC 23638 sancho 20 0 479m 1lm 1lm R 55.1 0.1 0:45.52 CPUPROC 23654 sancho 20 0 478m 6956 6868 S 1.3 0.0 0:01.70 OPPROC 23628 sancho 20 0 479m 1lm 1lm R 50.8 0.1 0:44.55 CPUPROC 23654 sancho 20 0 478m 6956 6868 S 1.3 0.0 0:01.70 OPPROC 23635 sancho 20 0 479m 1lm 1lm R 50.8 0.1 0:44.55 CPUPROC 23659 sancho 20 0 478m 6986 6900 S 1.3 0.0 0:01.74 OPPROC 23659 sancho 20 0 479m 1lm 1lm R 50.2 0.1 0:46.86 CPUPROC 23668 sancho 20 0 478m 6884 6796 S 1.3 0.0 0:01.75 OPPROC 23591 sancho 20 0 479m 1lm 1lm R 50.2 0.1 0:46.86 CPUPROC 23669 sancho 20 0 478m 6886 6768 S 1.3 0.0 0:01.75 OPPROC 23695 sancho 20 0 479m 1lm 1lm R 48.5 0.1 0:44.42 CPUPROC 23669 sancho 20 0 478m 6886 6900 S 1.3 0.0 0:01.75 OPPROC 23695 sancho 20 0 479m 1lm 1lm R 48.2 0.1 0:45.47 CPUPROC 23671 sancho 20 0 478m 6886 6900 S 1.3 0.0 0:01.67 OPPROC 23639 sancho 20 0 479m 1lm 1lm R 48.2 0.1 0:45.37 CPUPROC 23679 sancho 20 0 478m 6886 6908 S 1.3 0.0 0:01.67 OPPROC 23639 sancho 20 0 479m 1lm 1lm R 48.2 0.1 0:45.47 CPUPROC 23679 sancho 20 0 47	Swap: 10485756k total, 0k used, 10485756k free, 7532032k cached PID USER PR NI VIRT RS SHR S CPU NMM TIME+ COMMAND 23589 sancho 20 0 479m 11m 11m 60.9 0.1 0:46.98 CPUPROC 23616 sancho 20 0 479m 11m 11m 60.3 0.1 0:46.02 CPUPROC 23617 sancho 20 0 479m 11m 11m 759.0 0.1 0:44.71 CPUPROC 23603 sancho 20 0 479m 11m 11m 759.0 0.1 0:44.71 CPUPROC	23738 sancho 20 0 478m 11m 11m S 2.6 0.1 0:00.94 IORDPROC 16597 sancho 20 0 98.1m 2464 964 S 2.0 0.0 1:10.84 sshd 23681 sancho 20 0 478m 6976 6888 S 2.0 0.0 0:01.79 OQPROC 23687 sancho 20 0 478m 6892 6804 S 2.0 0.0 0:01.64 OQPROC 23648 sancho 20 0 478m 6936 6852 S 1.6 0.0 0:01.63 OQPROC 23651 sancho 20 0 478m 6876 6788 S 1.6 0.0 0:01.80 OQPROC 23663 sancho 20 0 478m 6936 6800 S 1.6 0.0 0:01.60 OQPROC 23663 sancho 20 0 478m 6888 6800 S 1.6 0.0 0:01.01.01.75 OQPROC 23664 sancho 20 0 478m 6888 6800 S 1.6 0.0 0:01.01.05 OQPROC
23594 sancho 20 0 479m 11m 11m R 57.0 0.1 0.45.35 CPUPROC 23699 sancho 20 0 478m 6732 6648 S 1.6 0.0 0.0 0.01.80 OPROC 23615 sancho 20 0 479m 11m 11m R 55.0 0.1 0.45.35 CPUPROC 23624 sancho 20 0 478m 6732 6648 S 1.6 0.0 0.0 0.01.80 OPROC 23612 sancho 20 0 479m 11m 11m R 55.0 0.1 0.45.49 CPUPROC 23638 sancho 20 0 478m 6732 6648 S 1.6 0.0 0.01.80 OPROC 23612 sancho 20 0 479m 11m 11m R 54.4 0.1 0.45.49 CPUPROC 23638 sancho 20 0 478m 6732 6648 S 1.6 0.0 0.01.80 OPPROC 23610 sancho 20 0 479m 11m 11m R 54.4 0.1 0.45.49 CPUPROC 23638 sancho 20 0 478m 67912 6824 S 1.3 0.0 0.01.77 OPPROC 23636 sancho 20 0 479m 11m 11m R 51.1 0.1 0.45.52 CPUPROC 23642 sancho 20 0 478m 67912 6824 S 1.3 0.0 0.01.77 OPPROC 23582 sancho 20 0 479m 11m 11m R 51.1 0.1 0.45.52 CPUPROC 23645 sancho 20 0 478m 6912 6824 S 1.3 0.0 0.01.68 OPPROC 23628 sancho 20 0 479m 11m 11m R 50.8 0.1 0.44.50 CPUPROC 23659 sancho 20 0 478m 6912 6824 S 1.3 0.0 0.01.68 OPPROC 23628 sancho 20 0 479m 11m 11m R 50.8 0.1 0.44.52 CPUPROC 23668 sancho 20 0 478m 6916 6872 S 1.3 0.0 0.01.67 OPPROC 23678 sancho 20 0 479m 11m 11m R 50.8 0.1 0.44.56 CPUPROC 23668 sancho 20 0 478m 6988 6900 S 1.3 0.0 0.01.67 OPPROC 23591 sancho 20 0 479m 11m 11m R 50.2 0.1 0.46.30 CPUPROC 23668 sancho 20 0 478m 6916 6876 S 1.3 0.0 0.01.67 OPPROC 23591 sancho 20 0 479m 11m 11m R 48.9 0.1 0.44.56 CPUPROC 23668 sancho 20 0 478m 6916 6876 S 1.3 0.0 0.01.67 OPPROC 23591 sancho 20 0 479m 11m 11m R 48.5 0.1 0.44.56 CPUPROC 23674 sancho 20 0 478m 6916 6876 S 1.3 0.0 0.01.67 OPPROC 23692 sancho 20 0 479m	Swap: 10485756k total, 0k used, 10485756k free, 7532032k cached PID USER PR NI VIRT RES SHR S *CPU *MEM TIME+ COMMAND 23589 sancho 20 0 479m 1lm 1lm R 60.9 0.1 0.46.02 CPUPROC 23616 sancho 20 0 479m 1lm 1lm R 60.3 0.1 0.46.02 CPUPROC 23617 sancho 20 0 479m 1lm 1lm R 59.0 0.1 0.45.62 CPUPROC 23603 sancho 20 0 479m 1lm 1lm R 59.0 0.1 0.44.71 CPUPROC 23625 sancho 20 0 479m 1lm 1lm R 59.0 0.1 0.45.11 CPUPROC	23738 sancho 20 0 478m 11m 11m S 2.6 0.1 0:00.94 IORBPROC 16597 sancho 20 0 98.1m 2464 964 S 2.0 0.0 1:10.84 sshd 23681 sancho 20 0 478m 6976 6888 S 2.0 0.0 0:01.79 OQPROC 23687 sancho 20 0 478m 6892 6804 S 2.0 0.0 0:01.64 OQPROC 23648 sancho 20 0 478m 6895 6852 S 1.6 0.0 0:01.83 OQPROC 23651 sancho 20 0 478m 6876 6788 S 1.6 0.0 0:01.80 OQPROC 23663 sancho 20 0 478m 6896 6808 S 1.6 0.0 0:01.60 OQPROC 23664 sancho 20 0 478m 6886 6800 S 1.6 0.0 0:01.75 OQPROC 23667 sancho 20 0 478m 6886 6800 S 1.6 0.0 0:01.75 OQPROC 23670 sancho 20 0 478m 6816 6728 S 1.6 0.0 0:01.75 OQPROC 23670 sancho 20 0 478m 6816 6728 S 1.6 0.0 0:01.75 OQPROC
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2358 sancho 20 0 479m 11m 11m F 50.8 0.1 0:44.56 CPUPROC 23662 sancho 20 0 478m 6988 6900 S 1.3 0.0 0:01.67 OQPROC 23595 sancho 20 0 479m 11m 11m F 50.2 0.1 0:46.86 CPUPROC 23669 sancho 20 0 478m 6886 6796 S 1.3 0.0 0:01.75 OQPROC 23591 sancho 20 0 479m 11m 11m R 48.9 0.1 0:45.07 CPUPROC 23669 sancho 20 0 478m 6892 6824 S 1.3 0.0 0:01.70 OQPROC 23584 sancho 20 0 479m 11m 11m R 48.5 0.1 0:45.07 CPUPROC 23671 sancho 20 0 478m 6856 6768 S 1.3 0.0 0:01.66 OQPROC 23620 sancho 20 0 479m 11m 11m R 48.5 0.1 0:44.63 CPUPROC 23674 sancho 20 0 478m 6986 6876 S 1.3 0.0 0:01.69 OQPROC 23596 sancho 20 0 479m 11m 11m R 48.2 0.1 0:44.45 CPUPROC 23675 sancho 20 0 478m 6886 6800 S 1.3 0.0 0:01.69 OQPROC 23619 sancho 20 0 479m 11m 11m R 48.2 0.1 0:44.53 CPUPROC 23675 sancho 20 0 478m 6886 6800 S 1.3 0.0 0:01.67 OQPROC 23630 sancho 20 0 479m 11m 11m R 48.2 0.1 0:44.53 CPUPROC 23683 sancho 20 0 478m 6886 6772 S 1.3 0.0 0:01.75 OQPROC 23630 sancho 20 0 479m 11m 11m R 48.2 0.1 0:45.96 CPUPROC 23685 sancho 20 0 478m 6886 6800 S 1.3 0.0 0:01.75 OQPROC 23630 sancho 20 0 479m 11m 11m R 48.2 0.1 0:45.96 CPUPROC 23685 sancho 20 0 478m 6886 6772 S 1.3 0.0 0:01.66 OQPROC 23580 sancho 20 0 479m 11m 11m R 47.9 0.1 0:44.62 CPUPROC 23692 sancho 20 0 478m 6880 S 1.3 0.0 0:01.63 OQPROC 23580 sancho 20 0 479m 11m 11m R 47.9 0.1 0:44.62 CPUPROC 23692 sancho 20 0 478m 6880 S 1.3 0.0 0:01.63 OQPROC 23580 sancho 20 0 479m 11m 11m R 47.6 0.1 0:44.80 CPUPROC 23692 sancho 20 0 478m 6892 6804 S 1.3 0.0 0:01.63 OQPROC 23580 sancho 20 0 479m 11m 11m R 47.6 0.1 0:44.80 CPUPROC 23697 sancho 20 0 478m 6892 6804 S 1.3 0.0 0:01.65 OQPROC 23613 sancho 20 0 478m 6892 6804 S 1.3 0.0 0:01.65 OQPROC 23613 sancho 20 0 479m 11m 11m R 47.6 0.1 0:44.80 CPUPROC 23697 sancho 20 0 478m 6892 6804 S 1.3 0.0 0:01.65 OQPROC 23613 sancho 20 0 479m 11m 11m R 47.6 0.1 0:44.80 CPUPROC 23697 sancho 20 0 478m 6892 6804 S 1.3 0.0 0:01.65 OQPROC 23613 sancho 20 0 478m 6892 6804 S 1.3 0.0 0:01.65 OQPROC 23613 sancho 20 0 478m 6892 6804 S 1.3 0.0 0:01.65 OQPROC 23613 sancho 20 0 478m 6892	Swap: 10485756k total,	23738 sancho 20
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	Swap: 10485756k total,	23738 sancho 20
	Swap: 10485756k total,	23738 sancho 20

Test Application	Single-threaded Control Flow	Multithreaded Dataflow
Interactive Game "Worm"	fastlisp worm.flp	BMDFMldr worm.flp
("heavy rendering condition")	2895sec.	100sec.

Appendix: Log Files

The log files are provided in this document for those who are interested in automatic control-flow-to-dataflow code transformations and time measurements:

initial apicid cat /proc/cpuinfo : yes : yes : 13 fpu fpu exception cpuid level cpuid level : 13 wp : yes flags : fpu wme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmmerf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_im_ida arat epb pln pts dts bogomips : 3990.38 processor vendor_id cpu family model model name GenuineIntel Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz stepping bogomips clflush size microcode 1804 : 64 cpu MHz cache size 1995.192 16384 KB cache_alignment : address sizes : power management: 40 bits physical, 48 bits virtual physical id siblings core id processor vendor_id cpu family cpu cores 8 0 0 : GenuineIntel initial apicid 62 yes yes 13 model name Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz stepping microcode cpu MHz 1804 yes fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov wp flags cache size physical id siblings 16384 KE pat pse36 clflush dts mmx fxer see see2 se ht syscall nx rdtscp im constant_tsc arch perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf unfair_spinlock pni pclmulqdq ssee3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_im ida arat epb pln pts dts core id : 3990.38 cpu cores apicid initial apicid fpu clflush size cache_alignment address sizes wp : yes flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf unfair spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64 cache alignment : 64 64 40 bits physical, 48 bits virtual power management: vendor_id cpu family model GenuineIntel 62 --Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz model name stepping microcode cpu MHz 1995.192 cache size 16384 KE address sizes 40 bits physical, 48 bits virtual siblings core id processor vendor id cpu cores apicid initial apicid GenuineIntel cpu family model model name : yes : yes : 13 fpu fpu exception Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz stepping microcode cpu MHz cache size cpuid level 1804 cpuid level : 13 wp : yes flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov pat pse36 clflush dts mmx fxer sse sse2 ss ht syscall nx rdtscp lm constant_tsc arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts 1995.192 16384 KB physical id siblings cpu cores apicid : 3990.38 bogomips clflush size : 64 initial apicid 5 cache_alignment : address sizes : power management: : yes flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc arch perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf unfair spinlock pni pclmulqdq sses3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64 cache_alignment : 64 addrer. fpu fpu_exception cpuid level yes yes 40 bits physical, 48 bits virtual processor vendor_id cpu family model model name : GenuineIntel Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz stepping microcode cpu MHz 1804 1995.192 cache_alignment : 64 address sizes : 40 bits physical, 48 bits virtual cache size physical id 16384 KE power management: siblings core id processor cpu cores vendor_id cpu family model apicid initial apicid GenuineIntel 2 fpu fpu_exception cpuid level wp : yes flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf unfair_spinlock pmi pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64 cache_alignment: 64 address sizes : 40 bite state Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz stepping microcode 1804 cpu MHz cache size physical id 1995.192 siblings core id cpu cores apicid initial apicid yes yes 13 fpu address sizes power manageme : 40 bits physical, 48 bits virtual fpu_exception cpuid level cpuid level : 13 wp : yes flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts processor vendor id GenuineIntel cpu family model model name Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz stepping bogomips clflush size : 3990.38 : 64 microcode cpu MHz cache size 1804 clflush size . cache_alignment : 64 40 bits physical, 48 bits virtual physical id siblings power management:

cores

apicid

processor vendor_id

: GenuineIntel

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cpu family
                                                                                                                                                                    cpu family
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: 62
                                   : 6
: 62
  model name
                                   : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
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1804
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1804
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core id
  cpu cores
                                                                                                                                                                      cpu cores
                                                                                                                                                                      apicid : 11 initial apicid : 11
   apicid
  initial apicid
  fpu
                                  : yes
                                                                                                                                                                       fpu
                                                                                                                                                                                                       : yes
  fpu_exception
cpuid level
                                                                                                                                                                      fpu_exception
cpuid level
                                  : yes
                                                                                                                                                                                                       : yes
  wp : yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
                                                                                                                                                                      wp : yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
 pact peech circush dis munk ixsr sse ssek ss nt syscall nx ratsop im constant arch perfmon pebs bts xtopology tsc reliable nonstop tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
                                                                                                                                                                      arch perfmon pebs bts xtopology tsc_reliable nonstop tsc aperfmerf unfair spinlock pni pclmulqdq ssse3 cxl6 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
                                                                                                                                                                      cache_alignment: 64
address sizes : 40 bits physical, 48 bits virtual
power management:
  cache_alignment: 64
address sizes : 40 bits physical, 48 bits virtual
power management:
  processor
                                                                                                                                                                      processor
                                                                                                                                                                                                        : 12
  vendor_id
cpu family
model
model name
                                                                                                                                                                      vendor_id
cpu family
                                      GenuineIntel
                                                                                                                                                                                                          GenuineIntel
                                                                                                                                                                      model name
                                      Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                                                          Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
  stepping
microcode
                                                                                                                                                                       stepping
microcode
                                                                                                                                                                                                        : 7
: 1804
                                      1804
  cpu MHz
cache size
physical id
                                      1995.192
16384 KB
                                                                                                                                                                      cpu MHz
cache size
physical id
                                                                                                                                                                                                          1995.192
16384 KB
                                                                                                                                                                                                       : 1
                                                                                                                                                                       pnys_
siblings
   siblings
                                                                                                                                                                                                        : 8
                                                                                                                                                                      core id
                                                                                                                                                                                                          12
  apicid
                                                                                                                                                                      apicid : 12
initial apicid : 12
  initial apicid : 8
: yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips : 3990.38
clflush size : 64
cache_alignment : 64
address sizes : 40 ***
                                                                                                                                                                     : yes

flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair spinlock pmi pclmulqdq sses3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips : 3990.38
clflush size : 64
cache_alignment : 64
address -'
                                                                                                                                                                                                       : yes
: yes
: 13
                                                                                                                                                                       fpu
                                                                                                                                                                                                          40 bits physical, 48 bits virtual
                                                                                                                                                                      address sizes
  power management:
                                                                                                                                                                       power management:
  vendor_id
cpu family
model
                                      GenuineIntel
                                                                                                                                                                                                          GenuineIntel
                                                                                                                                                                       vendor id
                                                                                                                                                                      cpu family
                                      62
                                                                                                                                                                        nodel
                                                                                                                                                                                                          62
                                                                                                                                                                                                          Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                      Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                       stepping microcode
  stepping microcode
                                      7
1804
                                                                                                                                                                                                          1804
  cpu MHz
cache size
physical id
siblings
                                      1995.192
16384 KB
                                                                                                                                                                      cpu MHz
cache size
physical id
siblings
                                                                                                                                                                                                       : 1995.192
                                                                                                                                                                                                        : 16384 KE
  core id
                                                                                                                                                                       core id
                                                                                                                                                                                                          5
  cpu cores
                                                                                                                                                                      cpu cores
                                                                                                                                                                                                          13
  initial apicid : 9
                                                                                                                                                                       initial apicid : 13
  fpu : yes
fpu_exception : yes
cpuid level : 13
                                                                                                                                                                       fpu
                                                                                                                                                                                                          yes
yes
                                                                                                                                                                       fpu_exception :
                                                                                                                                                                                                       . yes
: 13
: yes
: fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
                                  : yes
: fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
  wp
flags
                                                                                                                                                                       wp
flags
 flags : fpu wme de pse tsc msr pae mce cxw apic sep mtrr pge mca cmov pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
                                                                                                                                                                      flags : fpu wme de pse tsc msr pae mce cxs apic sep mtrr pge mca cmov pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
  cache_alignment: 64
address sizes : 40 bits physical, 48 bits virtual
power management:
                                                                                                                                                                      cache_alignment : 64
address sizes : 40 bits physical, 48 bits virtual
                                                                                                                                                                       power management:
                                                                                                                                                                      processor
  processor
                                  : 10
                                                                                                                                                                                                       : 14
                                      GenuineIntel
                                                                                                                                                                      vendor_id
cpu family
                                                                                                                                                                                                           GenuineIntel
  cpu family
                                      6
62
  model
                                                                                                                                                                                                          62
                                                                                                                                                                       model name
  model name
                                      Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                                                          Intel(R) Xeon(R) CPH E7-4820 v2 @ 2.00GHz
                                      7
1804
1995.192
                                                                                                                                                                                                          7 1804
  stepping
microcode
                                                                                                                                                                      stepping
microcode
                                                                                                                                                                                                       : 1995.192
  cpu MHz
                                                                                                                                                                       cpu MHz
                                                                                                                                                                       cache size
   cache size
physical id
                                   : 16384 KB
                                                                                                                                                                                                       : 16384 KB
                                                                                                                                                                      physical id
siblings
core id
  siblings
core id
  cpu cores
                                                                                                                                                                      cpu cores
                                                                                                                                                                      apicid : 14
initial apicid : 14
     .
nicid
                                      1.0
  initial apicid : 10
  fpu
                                  : yes
                                                                                                                                                                      fpu fpu exception
                                                                                                                                                                                                       : yes
  fpu exception
                                  : yes
                                                                                                                                                                                                       : yes
  cpuid level
                                                                                                                                                                       cpuid level
 cpuid level : 13

wp : yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips : 3990.38
clflush size : 64
                                                                                                                                                                      wp : yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
                                                                                                                                                                      pat pesso cirtusn dts mmx rxer see ssez se it syscail nx rdtscp im constant
arch perfmon pebs bts xtopology tsc reliable nonstop tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips : 3990.38
clflush size : 64
  cache_alignment : 64
                                                                                                                                                                       cache_alignment : 64
  address sizes : 40 bits physical, 48 bits virtual power management:
                                                                                                                                                                      address sizes :
power management:
                                                                                                                                                                                                          40 bits physical, 48 bits virtual
  processor
                                                                                                                                                                      processor
                                  : GenuineIntel
                                                                                                                                                                       vendor_id
                                                                                                                                                                                                       : GenuineIntel
```

```
cpu family
                                                                                                                                                                    cpu family
                                                                                                                                                                                                       : 6
: 62
                                   : 6
: 62
  model name
                                   : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                      model name
                                                                                                                                                                                                       : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                                                         7
1804
195
                                      7
1804
                                                                                                                                                                      stepping
microcode
                                                                                                                                                                                                      : 1995.192
: 16384 KB
  cpu MHz
                                                                                                                                                                      cpu MHz
                                                                                                                                                                      cache size
  cache size
                                      16384 KB
                                                                                                                                                                      physical id
siblings
core id
  physical id
                                                                                                                                                                                                       : 2
  siblings
core id
  cpu cores
                                                                                                                                                                      cpu cores
                                                                                                                                                                      apicid : 19
initial apicid : 19
   apicid
                                   : 15
  initial apicid
                                  . 15
  fpu
                                                                                                                                                                      fpu
                                     yes
                                                                                                                                                                                                       : yes
  fpu_exception
cpuid level
                                                                                                                                                                      fpu_exception
cpuid level
                                  : yes
                                                                                                                                                                                                      : yes
  wp : yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
                                                                                                                                                                      wp : yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
 pact peech circush dis munk ixsr sse ssek ss nt syscall nx ratsop im constant arch perfmon pebs bts xtopology tsc reliable nonstop tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
                                                                                                                                                                      arch perfmon pebs bts xtopology tsc_reliable nonstop tsc aperfmerf unfair spinlock pni pclmulqdq ssse3 cxl6 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
                                                                                                                                                                      cache_alignment: 64
address sizes : 40 bits physical, 48 bits virtual
power management:
  cache_alignment: 64
address sizes : 40 bits physical, 48 bits virtual
power management:
  processor
                                                                                                                                                                      processor
  vendor_id
cpu family
model
model name
                                                                                                                                                                      vendor_id
cpu family
                                      GenuineIntel
                                                                                                                                                                                                          GenuineIntel
                                                                                                                                                                      model name
                                      Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                                                          Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
  stepping
microcode
                                                                                                                                                                      stepping
microcode
                                                                                                                                                                                                       : 7
: 1804
                                      1804
  cpu MHz
cache size
physical id
                                      1995.192
16384 KB
                                                                                                                                                                      cpu MHz
cache size
physical id
                                                                                                                                                                                                          1995.192
16384 KB
                                                                                                                                                                      pnys_
siblings
   siblings
                                                                                                                                                                                                        : 8
                                                                                                                                                                      core id
                                                                                                                                                                                                          20
  apicid
                                      16
                                                                                                                                                                      apicid : 20 initial apicid : 20
  initial apicid : 16
: yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat psel6 clflueh dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_im ida arat epb pln pts dts
bogomips : 3990.38
clflush size : 64
cache_alignment : 64
address sizes : 40 bi-
                                                                                                                                                                                                      : yes
: yes
: 13
                                                                                                                                                                    : yes

flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair spinlock pmi pclmulqdq sses3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips : 3990.38
clflush size : 64
cache_alignment : 64
address -'
                                                                                                                                                                      fpu
                                                                                                                                                                                                          40 bits physical, 48 bits virtual
                                                                                                                                                                      address sizes
  power management:
                                                                                                                                                                      power management:
  vendor_id
cpu family
model
                                      GenuineIntel
                                                                                                                                                                                                          GenuineIntel
                                                                                                                                                                       vendor id
                                                                                                                                                                      cpu family
                                      62
                                                                                                                                                                        nodel
                                                                                                                                                                                                          62
                                      Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                                                          Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                      stepping microcode
  stepping microcode
                                     7
1804
                                                                                                                                                                                                          1804
  cpu MHz
cache size
physical id
siblings
                                     1995.192
16384 KB
                                                                                                                                                                      cpu MHz
                                                                                                                                                                                                       : 1995.192
                                                                                                                                                                      cache size
physical id
siblings
                                                                                                                                                                                                          16384 KE
  core id
                                                                                                                                                                      core id
  cpu cores
                                                                                                                                                                      cpu cores
                                      17
  initial apicid : 17
                                                                                                                                                                      initial apicid : 21
  fpu : yes
fpu_exception : yes
cpuid level : 13
                                                                                                                                                                      fpu
                                                                                                                                                                                                          yes
yes
                                                                                                                                                                      fpu_exception :
                                                                                                                                                                                                      . yes
: 13
: yes
: fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
                                  : yes
: fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
  wp
flags
                                                                                                                                                                      wp
flags
 flags : fpu wme de pse tsc msr pae mce cxw apic sep mtrr pge mca cmov pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
                                                                                                                                                                     flags : fpu wme de pse tsc msr pae mce cxs apic sep mtrr pge mca cmov pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
  cache_alignment: 64
address sizes : 40 bits physical, 48 bits virtual
power management:
                                                                                                                                                                      cache_alignment : 64
address sizes : 40 bits physical, 48 bits virtual
                                                                                                                                                                      power management:
                                                                                                                                                                      processor
  processor
                                                                                                                                                                                                       : 22
                                      GenuineIntel
                                                                                                                                                                      vendor_id
cpu family
                                                                                                                                                                                                           GenuineIntel
  cpu family
                                      6
62
  model
                                                                                                                                                                                                          62
                                                                                                                                                                      model name
  model name
                                     Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                                                          Intel(R) Xeon(R) CPH E7-4820 v2 @ 2.00GHz
                                     7
1804
1995.192
                                                                                                                                                                                                          7 1804
  stepping
microcode
                                                                                                                                                                      stepping
microcode
                                                                                                                                                                                                       : 1995.192
  cpu MHz
                                                                                                                                                                      cpu MHz
                                                                                                                                                                       cache size
   cache size
physical id
                                   : 16384 KB
: 2
                                                                                                                                                                                                       : 16384 KB
                                                                                                                                                                      physical id
siblings
core id
                                                                                                                                                                                                       : 2
  siblings
core id
  cpu cores
                                                                                                                                                                      cpu cores
                                                                                                                                                                      apicid : 22
initial apicid : 22
     .
nicid
  initial apicid : 18
  fpu
                                  : yes
                                                                                                                                                                      fpu fpu exception
                                                                                                                                                                                                      : yes
  fpu exception
                                  : yes
                                                                                                                                                                                                      : yes
  cpuid level
                                                                                                                                                                      cpuid level
 cpuid level : 13

wp : yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips : 3990.38
clflush size : 64
                                                                                                                                                                      wp : yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
                                                                                                                                                                     pat pesso cirlush dis mmx rxsr sse ssez ss ht syscall hx ratesp im constant arch perfmon pebs bts xtopology tsc reliable nonstop tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
  cache_alignment : 64
                                                                                                                                                                      cache_alignment : 64
  address sizes : 40 bits physical, 48 bits virtual power management:
                                                                                                                                                                      address sizes :
power management:
                                                                                                                                                                                                          40 bits physical, 48 bits virtual
  processor
                                                                                                                                                                      processor
                                  : GenuineIntel
                                                                                                                                                                      vendor_id
                                                                                                                                                                                                      : GenuineIntel
```

```
cpu family
                                                                                                                                                                   cpu family
                                                                                                                                                                                                     : 6
: 62
                                  : 6
: 62
  model name
                                  : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                     model name
                                                                                                                                                                                                     : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                                                       7
1804
195
                                      7
1804
                                                                                                                                                                     stepping
microcode
                                                                                                                                                                                                     : 1995.192
: 16384 KB
  cpu MHz
                                                                                                                                                                     cpu MHz
                                                                                                                                                                     cache size
  cache size
                                      16384 KB
                                                                                                                                                                     physical id
siblings
core id
  physical id
                                                                                                                                                                                                     : 3
  siblings
core id
  cpu cores
                                                                                                                                                                     cpu cores
                                                                                                                                                                     apicid : 27 initial apicid : 27
   apicid
                                   : 23
  initial apicid
                                     23
  fpu
                                                                                                                                                                     fpu
                                                                                                                                                                                                     : yes
                                     yes
  fpu_exception
cpuid level
                                                                                                                                                                     fpu_exception
cpuid level
                                  : yes
                                                                                                                                                                                                     : yes
  wp : yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
                                                                                                                                                                     wp : yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
 pact peech circush dis munk ixsr sse ssek ss nt syscall nx ratsop im constant arch perfmon pebs bts xtopology tsc reliable nonstop tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
                                                                                                                                                                     arch perfmon pebs bts xtopology tsc_reliable nonstop tsc aperfmerf unfair spinlock pni pclmulqdq ssse3 cxl6 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
                                                                                                                                                                     cache_alignment: 64
address sizes : 40 bits physical, 48 bits virtual
power management:
  cache_alignment: 64
address sizes : 40 bits physical, 48 bits virtual
power management:
  processor
                                                                                                                                                                     processor
  vendor_id
cpu family
model
model name
                                                                                                                                                                     vendor_id
cpu family
                                      GenuineIntel
                                                                                                                                                                                                        GenuineIntel
                                                                                                                                                                     model name
                                      Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                                                        Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
  stepping
microcode
                                                                                                                                                                     stepping
microcode
                                                                                                                                                                                                      : 7
: 1804
                                      1804
  cpu MHz
cache size
physical id
                                      1995.192
16384 KB
                                                                                                                                                                     cpu MHz
cache size
physical id
                                                                                                                                                                                                        1995.192
16384 KB
                                      3
                                                                                                                                                                                                     : 3
                                                                                                                                                                     pnys_
siblings
   siblings
                                                                                                                                                                                                      : 8
                                                                                                                                                                     core id
  apicid
                                                                                                                                                                     apicid : 28 initial apicid : 28
  initial apicid : 24
: yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat psel6 clflueh dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_im ida arat epb pln pts dts
bogomips : 3990.38
clflush size : 64
cache_alignment : 64
address sizes : 40 bi-
                                                                                                                                                                                                    : yes
: yes
: 13
                                                                                                                                                                   : yes

flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair spinlock pmi pclmulqdq sses3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips : 3990.38
clflush size : 64
cache_alignment : 64
address -'
                                                                                                                                                                     fpu
                                                                                                                                                                                                        40 bits physical, 48 bits virtual
                                                                                                                                                                     address sizes
  power management:
                                                                                                                                                                     power management:
  vendor_id
cpu family
model
                                      GenuineIntel
                                                                                                                                                                                                        GenuineIntel
                                                                                                                                                                      vendor id
                                                                                                                                                                     cpu family
                                      62
                                                                                                                                                                       nodel
                                                                                                                                                                                                        62
                                      Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                                                        Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                     stepping microcode
  stepping microcode
                                     7
1804
                                                                                                                                                                                                        1804
  cpu MHz
cache size
physical id
siblings
                                     1995.192
16384 KB
                                                                                                                                                                     cpu MHz
cache size
physical id
siblings
                                                                                                                                                                                                     : 1995.192
                                                                                                                                                                                                      : 16384 KE
  core id
                                      1
                                                                                                                                                                     core id
  cpu cores
                                                                                                                                                                     cpu cores
                                      25
  initial apicid : 25
                                                                                                                                                                     initial apicid : 29
  fpu
   fpu : yes
fpu exception : yes
                                                                                                                                                                     fpu
                                                                                                                                                                                                        yes
yes
                                                                                                                                                                     fpu_exception :
                                                                                                                                                                                                     . yes
: 13
: yes
: fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
  cpuid level
                                  : yes
: fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
  wp
flags
                                                                                                                                                                     wp
flags
 flags : fpu vme de pse tsc msr pae mce cxw apic sep mtrr pge mca cmov pat pse36 clflush dts mmx fxer sse sse2 ss ht syscall nx rdtscp mtr nconstant_tsc arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_m ida arat epb pln pts dts bogomips : 3990.38
                                                                                                                                                                    flags : fpu wme de pse tsc msr pae mce cxs apic sep mtrr pge mca cmov pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
  bogomips
clflush size
                                  : 64
  cache_alignment: 64
address sizes : 40 bits physical, 48 bits virtual
power management:
                                                                                                                                                                     cache_alignment : 64
address sizes : 40 bits physical, 48 bits virtual
                                                                                                                                                                     power management:
                                                                                                                                                                     processor
  processor
                                                                                                                                                                                                     : 30
                                      GenuineIntel
                                                                                                                                                                     vendor_id
cpu family
                                                                                                                                                                                                         GenuineIntel
  cpu family
                                      6
62
  model
                                                                                                                                                                                                        62
                                                                                                                                                                     model name
  model name
                                     Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                                                                                                                                                                                        Intel(R) Xeon(R) CPH E7-4820 v2 @ 2.00GHz
                                     7
1804
1995.192
                                                                                                                                                                                                        7
1804
  stepping
microcode
                                                                                                                                                                     stepping
microcode
                                                                                                                                                                                                     : 1995.192
  cpu MHz
                                                                                                                                                                     cpu MHz
                                                                                                                                                                      cache size
   cache size
physical id
                                  : 16384 KB
                                                                                                                                                                                                     : 16384 KB
                                                                                                                                                                     physical id
siblings
core id
  siblings
core id
  cpu cores
                                                                                                                                                                     cpu cores
                                                                                                                                                                     apicid : 30 initial apicid : 30
     nicid
  initial apicid : 26
  fpu
                                  : yes
                                                                                                                                                                     fpu fpu exception
                                                                                                                                                                                                     : yes
  fpu exception
                                  : yes
                                                                                                                                                                                                     : yes
  cpuid level
                                                                                                                                                                     cpuid level
 cpuid level : 13

wp : yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips : 3990.38
clflush size : 64
                                                                                                                                                                     wp : yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
                                                                                                                                                                    pat pesso cirlush dis mmx rxsr sse ssez ss ht syscall hx ratesp im constant arch perfmon pebs bts xtopology tsc reliable nonstop tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
  cache_alignment : 64
                                                                                                                                                                     cache_alignment : 64
  address sizes : 40 bits physical, 48 bits virtual power management:
                                                                                                                                                                     address sizes :
power management:
                                                                                                                                                                                                        40 bits physical, 48 bits virtual
  processor
                                                                                                                                                                     processor
                                  : GenuineIntel
                                                                                                                                                                     vendor_id
                                                                                                                                                                                                     : GenuineIntel
```

```
cpu family
                              : 6
: 62
model name
                              : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
                                 7
1804
cpu MHz
cache size
                                 16384 KB
physical id
siblings
core id
cpu cores
 apicid
                                 31
initial apicid
                                 31
fpu
                                 yes
fpu_exception
cpuid level
                                 yes
13
wp : yes
flags : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant
pact person children des munk ixer see see, se nt syscall nx ratscp im constant arch perfmon pebs bts xtopology tsc reliable nonstop tsc aperfmperf unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx hypervisor lahf_lm ida arat epb pln pts dts bogomips : 3990.38 clflush size : 64
cache_alignment : 64
address sizes : 40 bits physical, 48 bits virtual power management:
```

fastlisp worm.flp

```
Current termcap settings:
 Current termicap settings:

TERM TYPE= 'xterm'; LINES TERM='142'; COLUMNS TERM='475';

CLRSCR TERM= `\e[H\e[2J'; REVERSE TERM=`\e[7m'; BLINK TERM=`\e[5m';

BOLD TERM=`\e[1m'; NORMAL TERM=`\e[0m'; HIDECURSOR TERM=`\e[?251';

SHOWCURSOR TERM=`\e[121] \e[725h'; GOTOCURSOR TERM='\e[\e[\exists]\exists \frac{\exists}{\exists} \frac{\exists}{\exis
   Redundant nested source PROGN statements removed: 0.

Looking for uninitialized variables/arrays in Global FastLisp function set...

Resolving data types in Global FastLisp function set...
      (DEFUN
                 RENDER ONE RASTER FOR WORM GAME SCENE
                                CROCN
(SETQES WORM_SS (CAT "" $1))
(SETQEI LINENUM @I (+ 0 $2))
(SETQEI LINENUM @I (+ 0 $2))
(SETQEI NUMZEAT @I (+ 0 $3))
(SETQEI NUMZEATL_@I (+ 0 $4))
(SETQEI NUMZEATL_@I (+ 0 $5))
(SETQEI COLUNNS TERM @I (+ 0 $6))
(SETQES BLINK TERM @S (CAT "" $7))
(SETQES BLINK TERM @S (CAT "" $8))
(SETQES BOLD TERM @S (CAT "" $9))
(SETQES OUTES "")
(SETQES OUTES "")
(SETQEI CIEI (-@J COLUNNS TERM_@I 3))
(FOR@J
                   (PROGN
                                   (FOR@J
                                                  C@I 0 1 CI@I
                                                  (PROGN
(SETQ@I
I@I
                                                                              (AT@J
                                                                                             (CAT@J
                                                                                                           (CAT@J (STR@I LINENUM @I) (CAT@J ":" (CAT@J (STR@I C@I) "|")))
                                                                                           WORM @S
                                                                              (==@I I@I 1)
(PROGN
                                                                                             (SETQES OUTES (CATEJ OUTES BOLD_TERM_@S))
(SETQES OUTES (CATEJ OUTES "@"))
(SETQES OUTES (CATEJ OUTES NORMAL_TERM_@S))
                                                                                             (SETQES OUTES (CATEJ OUTES "*"))
(IFEJ
                                                                                                           L@33)
                                                                                                                         (>@I NUM2EAT_@I 0)
(&&@J (==@I NUM2EATL_@I LINENUM_@I) (==@I NUM2EATC_@I C@I))
                                                                                                             (PROGN
                                                                                                                            GETQES OUTES (CATEJ OUTES BLINK_TERM_ES))
(SETQES OUTES (CATEJ OUTES BOLD_TERM_ES))
(SETQES OUTES (CATEJ OUTES (STREI NUMZEAT_EI)))
(SETQES OUTES (CATEJ OUTES NORMAL_TERM_ES))
                                                                                                           (SETQ@S OUT@S (CAT@J OUT@S " "))
                                                         )
                                            )
                                  (SETQ@S OUT@S (CAT@J OUT@S "|"))
(DEFUN RENDER ONE RASTER FOR WORM GAME SCENE (PROGN (SETQ®S WORM ®S (CAT "" $1) (SETQ®I LINENUM @I (+ 0 $2)) (SETQ®I NUMZEAT @I (+ 0 $3)) (SETQ®I NUMZEATL @I (+ 0 $4)) (SETQ®I NUMZEATC @I (+ 0 $5)) (SETQ®I COLUMNS_TERM @I (+ 0 $6)) (SETQ®S BLINK_TERM @S (CAT "" $7)) (SETQ®S BOLD_TERM @S (CAT "" $8)) (SETQ®S NORMAL TERM @ S (CAT "" $9)) (SETQ®S OUT®S "|") (SETQ®I CIEI (-GJ COLUMNS_TERM @I 3) (FOR@J C@I 0 1 CI@I (PROGN (SETQ@I I@I (AT@J (CAT@J "|" (CAT@J STRM @I 3)) (SETQ®S OUT®S (CAT@J UT$ ERM @I 3)) (SETQ®S OUT®S (CAT@J UT$ (CAT@J STRM @I 3))) (SETQ®S OUT®S (CAT@J OUT®S BOLD_TERM @S)) (SETQ®S OUT®S (CAT@J OUT®S MORMAL TERM @S)) (SETQ®S OUT®S (CAT@J OUT®S (CAT@J OUT®S NORMAL TERM @S)) (SETQ®S OUT®S (CAT@J OUT®S SOUT®S SOUT®S (CAT@J OUT®S SOUT®S SOUT®S SOUT®S (CAT@J OUT®S SOUT®S SOUT®S SOUT®S SOUT®S (CAT@J OUT®S SOUT®S SOUT®S SOUT®S SOUT®S SOUT®S (CAT@J OUT®S SOUT®S SOUT
```

```
*You may recompile the `fastlisp' with commented `#define _NOISY_MODE_'
*You may recompile the 'fastlisp' with commented '#define _NOISY_M to disable print of the Global FastLisp function code.

Reading the 'worm.flp' source FastLisp file...

*** Resetting time counters (first null assignment)... ***
Modifying the FastLisp code (PATTERN No# 1)...

(PROGN <FastLisp_prog>)
Checking the syntax of the source FastLisp file...
Modifying the FastLisp code (PATTERN No# 2)...

(PROGN {(SETQ <termcap_var> <termcap_val>) }-FastLisp_prog>)
Squeezing the nested source PROGN statements...

Redundant nested source PROGN statements removed: 2.
Looking for uninitialized variables/arrays in the FastLisp code...
Resolving data types in the FastLisp code...
 Resolving data types in the FastLisp code...
 (PROGN
      ROGN

(SETQ@S TERM TYPE@S "xterm")
(SETQ@I LINES TERM@I 142)
(SETQ@I COLUMNS TERM@I 475)
(SETQ@S CLESCE TERM@S "\e[H\e[2J")
(SETQ@S CLESCE TERM@S "\e[7m")
(SETQ@S REVERSE TERM@S "\e[7m")
(SETQ@S BOLD TERM@S "\e[5m")
(SETQ@S BOLD TERM@S "\e[5m")
(SETQ@S NORMAL TERM@S "\e[0m")
(SETQ@S HIDECURSOR TERM@S "\e[?251")
(SETQ@S SHOWCURSOR TERM@S "\e[?121\e[?25h")
(SETQ@S GOTOCURSOR_TERM@S "\e[?121\e[?25h")
(DEFUN
       (DEFUN
           RENDER_ENTIRE_WORM_GAME_SCENE
                FROGIN

(SETQeS WORM @S (CAT "" $1))

(SETQeI SCORE @I (+ 0 $2))

(SETQEI NUMZEAT @I (+ 0 $3))

(SETQEI NUMZEATL @I (+ 0 $4))

(SETQEI NUMZEATC @I (+ 0 $5))

(SETQEI LINES TERM @I (+ 0 $6))

(SETQEI LINES TERM @I (+ 0 $6))
                (SETQ@S COLUMNS TERM @SI (+ 0 $7))
(SETQ@S HIDECURSOR TERM @S (CAT "" $8))
(SETQ@S SHOWCURSOR TERM @S (CAT "" $9))
(SETQ@S BLINK TERM @S (CAT "" $10))
(SETQ@S BOLD TERM @S (CAT "" $11))
(SETQ@S REVERSE TERM @S (CAT "" $12))
(SETQ@S NORMAL TERM @S (CAT "" $13))
(SETQ@S GOTOCURSOR TERM @S (CAT "" $14))
(SETQ@S OUTES (CAT@) OUTES HIDECURSOR TERM @S))
(SETQ@S OUTES (CAT@) OUTES DEVERSE TERM @S))
                 (SETQES OUTES (CATEJ OUTES REVERSE TERM eS))
(SETQES OUTES (CATEJ OUTES (GOTOCURSOR1_TERMEJ GOTOCURSOR_TERM_eS 0 0)))
(SETQES
                     (CAT@J
                                               'Worm' Game! "
                                   "(FastLisp version for terminals by Sancho Mining)"
                              COLUMNS TERM @I
                   )
                 (SETQ@S OUT@S (CAT@J OUT@S NORMAL_TERM_@S))
(SETQ@I LI@I (-@J LINES_TERM_@I 4))
                 (FOR@J
L@I 0 1 LI@I
                     (PROGN
(SETQ@S
                               (CAT@J OUT@S (GOTOCURSOR1 TERM@J GOTOCURSOR TERM @S (++@J L@I) 0))
                          (SETQ@S
                               (CAT@J
                                   OUT@S
                                    GENDER_ONE_RASTER_FOR_WORM_GAME_SCENE
WORM_@S L@I NUM2EAT @I NUM2EATL_@I NUM2EATC_@I COLUMNS_TERM_@I
BLINK_TERM_@S BOLD_TERM_@S NORMAL_TERM_@S
                                  )
                 (SETQ@S OUT@S (CAT@J OUT@S REVERSE TERM @S))
                 (SETQ@S
(SETQ@S
OUT@S
(CAT@J
                          (GOTOCURSOR1 TERM@J GOTOCURSOR TERM @S (-@J LINES TERM @I 2) 0)
                (SETQ@S
                     (CAT@J
OUT@S
                          (PADR@J
                               (CAT@J
                                        " I-Up K-Down J/N-Left L/M-Right"
" \"F\"aster \"S\"lower \"P\"ause \"Q\"uit | Score: "
                                    (CAT@J (STR@I SCORE @I) " ")
                              COLUMNS TERM @I
                    )
                 (SETQES OUTES (CATEJ OUTES NORMAL_TERM_@S))
(SETQES
OUTES
                     (CAT@J
                          (GOTOCURSOR1_TERM@J GOTOCURSOR_TERM_@S (--@J LINES_TERM_@I) 0)
                 (SETQOS OUTOS (CATOJ OUTOS (SPACEOJ (--OJ COLUMNS_TERM_OI))))
(SETQOS
OUTOS
                     (CAT@J
```

"))))))) (SETQ@S OUT@S (CAT@J OUT@S "|"))))

```
(GOTOCURSOR1_TERM@J GOTOCURSOR_TERM_@S (--@J LINES_TERM_@I) 0)
         (SETQ@S OUT@S (CAT@J OUT@S SHOWCURSOR_TERM_@S))
(IF@J
     (||eJ
        (||@J (!=@S TERM TYPE@S (TERM_TYPE)) (!=@I LINES_TERM@I (LINES_TERM)))
(!=@I COLUMNS_TERM@I (COLUMNS_TERM))
    (WHILE@J
             COUTF "\nChoose terminal:\n" NIL)

(OUTF "\nChoose terminal:\n" NIL)

(OUTF " 0 - TERM_TYPE=\s'," TERM_TYPE@S)

(OUTF " LINES_TERM=\s'," LINES_TERM@I)

(OUTF " COLUMNS_TERM=\s'," (TERM_TYPE))

(OUTF " 1 - TERM_TYPE=\s'," (TERM_TYPE))

(OUTF " LINES_TERM=\s'," (LINES_TERM))

(OUTF " COLUMNS_TERM=\s'," (LINES_TERM))

(OUTF " COLUMNS_TERM=\s'," (LINES_TERM))

(OUTF " Enter your choice (0 or 1) or press 'q'

(SETQ@S CH@S (UPPER@J (SCAN_CONSOLE 50000001))

(IP@J

(||@J (==@S CH@S "O") (--@T (**COR*) CTOR*)
         (PROGN
                                                                                                                    ,
q' to quit:" NIL)
                  PeJ (||eJ (==eS CHeS "Q") (==eI (ASCeJ CHeS) 3))
(EXIT)
(IPeJ (==eS CHeS "0")
                       (BREAK)
                       (IF@J
                            (==@S CH@S "1")
                           (PROGN (SETQ@S TERM_TYPE@S (TERM_TYPE))
                               (SETQ@S TERM TYPE@S (TERM TYPE))
(SETQ@I LINES TERM@I (LINES TERM))
(SETQ@I COLUMNS TERM@I (COLUMNS TERM))
(SETQ@S CLRSCR TERM@S (CLRSCR TERM))
(SETQ@S REVERSE TERM@S (REVERSE TERM))
(SETQ@S BLINK TERM@S (BLINK TERM))
(SETQ@S BOLD TERM@S (BOLD TERM))
(SETQ@S BOLD TERM@S (BOLD TERM))
(SETQ@S HORMAL TERM@S (NORMAL TERM))
(SETQ@S HIDECURSOR TERM@S (HIDECURSOR TERM))
(SETQ@S HOWCURSOR TERM@S (GOTOCURSOR TERM@) -1 -1))
(BETQ@S GOTOCURSOR TERM@S (GOTOCURSOR TERM@J -1 -1))
                                (==@I (ASC@J CH@S) 0)
                               NIL
                                (OUTF "\n\n*** Invalid selection ***\n" NIL)
     )
   )
NIL
(IF@J
    (||@J (<@I LINES_TERM@I 24) (<@I COLUMNS_TERM@I 80))
(PROGN (OUTF "\n\n*** Terminal is too tiny ***\n" NIL) (EXIT))
   NIL
)
(SETQ@I HEADL@I 0)
(SETQ@I HEADL@I 3)
(SETQ@S WORM@S "|0:3|0:2|0:1|0:0|")
(SETQ@I SCORE@I 0)
(SETQ@I NUMZEATQI 0)
(SETQ@I NUMZEATL@I 0)
(SETQ@I NUMZEATL@I 0)
(SETQ@I NUMZEATL@I 0)
(SETQ@I NUMZEATL@I 0)
(SETQ@I
NUM2EAT@I
    (<<@J (+@J (-@J LINES_TERM@I 10) (-@J COLUMNS_TERM@I 10)) 1)
(SETQ@I NUM2EATL@I 1)
(SETQ@I NUM2EATC@I 1)
(SETQ@I STILL2EAT@I 0)
(SETQ@S CH_PREV@S "L")
(SETQ@I SPEED@I 100000)
 (IRND@J -1)
 (OUTF (PRN_STRING_FMT) CLRSCR_TERM@S) (WHILE@J
    1
(PROGN
         (OUTF
             UTTF
(FRN STRING FMT)
(RENDER ENTIRE WORM GAME SCENE
WORMES SCOREEI NUM2EATEI NUM2EATLEI NUM2EATCEI LINES_TERMEI
COLUMNS_TERMEI HIDECURSOR_TERMES SHOWCURSOR_TERMES BLINK_TERMES
BOLD_TERMES REVERSE_TERMES NORMAL_TERMES GOTOCURSOR_TERMES
         (PROGN
                  (SETQ@I SPEED@I (>>@J SPEED@I 1))
(IF@J (<@I SPEED@I 2) (SETQ@I SPEED@I 0) NIL)
                   (==@S CH@S "S")
                  (PROGN
                      PROGN
(IF@J (<@I SPEED@I 2) (SETQ@I SPEED@I 1) NIL)
(SETQ@I SPEED@I (<<@J SPEED@I 1))
                  (IF@J (==@S CH@S "O") (BREAK) NIL)
              (==@S CH@S "I")
              (SETQOS CH_PREVOS "I")
                  (==@S CH@S "K")
(SETQ@S CH PREV@S "K")
                  (IF@J
                      :FeJ
(==@S CH@S "J")
(SETQ@S CH_PREV@S "J")
(SETQ@S CH_PREV@S "L") NIL)
```

```
(==@S CH@S "N")
  (IF@J
(==@S CH_PREV@S "I")
(SETQ@S CH_PREV@S "J")
(IF@J
        IFeJ (
==@S CH_PREV@S "K")
(SETQ@S CH_PREV@S "L")
(IFeJ (==@S CH_PREV@S "J")
    (SETQ@S CH_PREV@S "K")
    (IFeJ (==@S CH_PREV@S "L") (SETQ@S CH_PREV@S "I") NIL)
     )
  (IF@J
     (==@S CH@S "M")
(IF@J
        (Fe) (==@S CH_PREV@S "I") (SETQ@S CH_PREV@S "L") (IF@J (==@S CH_PREV@S "K") (SETQ@S CH_PREV@S "J")
            (IF@J
              (Fed (==@S CH_PREV@S "J")
(SETQ@S CH_PREV@S "I")
(IF@J (==@S CH_PREV@S "L") (SETQ@S CH_PREV@S "K") NIL)
       )
  )
(WHILE@J
  (PROGN
(IF@J
         (==@I HEADC@I (-@J COLUMNS TERM@I 3))
         (PROGN
(SETQ@S CH_PREV@S "K")
(SETQ@I HEADC@I (--@J HEADC@I))
(BREAK)
        NIL
      (IF@J
         (==@I HEADL@I (-@J LINES TERM@I 4))
         (PROGN
(SETQ@S CH_PREV@S "J")
(SETQ@I HEADL@I (--@J HEADL@I))
(BREAK)
        NIL
     (IF@J
        (==@I HEADC@I 0)
(PROGN (SETQ@S CH_PREV@S "I") (SETQ@I HEADC@I 1) (BREAK))
NIL
     (IF@J
         (==@I HEADL@I 0)
        (PROGN (SETQES CH_PREVES "L") (SETQEI HEADLEI 1) (BREAK))
NIL
     (BREAK)
   (==@S CH PREV@S "I")
     PROGN
(SETQ@I HEADL@I (--@J HEADL@I))
(IF@J (<@I HEADL@I 0) (BREAK) NIL)
  (IF@J
     (==@S CH_PREV@S "K")
(PROGN
         'ROGN
(SETQ@I HEADL@I (++@J HEADL@I))
(IF@J (>@I HEADL@I (-@J LINES_TERM@I 4)) (BREAK) NIL)
         (==@S CH_PREV@S "J")
(PROGN
            ROGN
(SETQ@I HEADC@I (--@J HEADC@I))
(IF@J (<@I HEADC@I 0) (BREAK) NIL)
            (==@S CH_PREV@S "L")
(PROGN
              PROGM
(SETQ@I HEADC@I (++@J HEADC@I))
(IP@J (>@I HEADC@I (-@J COLUMNS_TERM@I 3)) (BREAK) NIL)
           NTT.
  )
(IF@J
  (AT@J
(CAT@J
        (CAT@J (STR@I HEADL@I) (CAT@J ":" (CAT@J (STR@I HEADC@I) "|")))
     WORM@S
   (BREAK)
  NII.
   (&&@J (==@I HEADL@I NUM2EATL@I) (==@I HEADC@I NUM2EATC@I))
   (PROGN
      (SETQ@I STILL2EAT@I NUM2EAT@I)
     (SETQ@I NUM2EAT@I 0)
(SETQ@I SCORE@I (+@J SCORE@I STILL2EAT@I))
  NIL
   (>@I STILL2EAT@I 0)
  (SETQ@I STILL2EAT@I (--@J STILL2EAT@I))
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(SETQ@S WORM@S (LEFTR@J WORM@S 1))
       (SETO@S WORM@S (LEFT@J WORM@S (RAT@J " | WORM@S)))
 (SETQES WORMES (CATEJ (STREI HEADCEI) WORMES))
(SETQES WORMES (CATEJ ":" WORMES))
(SETQES WORMES (CATEJ ":" WORMES))
(SETQES WORMES (CATEJ ":" WORMES))
                        (CAT@J (STR@I HEADC@I) WORM@S))
    (==@I NUM2EAT@I 0)
(WHILE@J
          (SETQ@I NUM2EATL@I (IRND@J (-@J LINES_TERM@I 4)))
(SETQ@I NUM2EATC@I (IRND@J (-@J COLUMNS TERM@I 3)))
          (IF@J
                   (CAT@J
                      (STR@I NUM2EATL@I)
(CAT@J ":" (CAT@J
                                      (CAT@J (STR@I NUM2EATC@I) "|"))
                   )
                WORM@S
             (PROGN (SETQ@I NUM2EAT@I (++@J (IRND@J 8))) (BREAK))
   )
NIL
)
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(PROGN (SETQES TERM TYPEES "xterm") (SETQEI LINES TERMEI 142) (SETQEI COLUMNS TERMEI 475) (SETQES CLRSCR TERMES "\e[H\e[2.7") (SETQES REVERSE TERMES "\e[7.1"] (SETGES REVERSE TERMES "\e[7.1"] (SETGES NORMAL TERMES "\e[1.0"] (SETGES NORMAL TERMES "\e[1.0] (SETGES NORMAL TERMES "\e[1.0] (SETGES NORMAL TERMES "\e[1.0] (SETGES SHOWCURSOR TERMES "\e[1.1] (SETGES SHOWCURSOR TERMES "\e[1.1] (SETGES SHOWCURSOR TERMES "\e[1.1] (SETGES SHOWCURSOR TERMES "\e[1.1] (SETGES NORME SECHE (PROGN (SETGES WORM SS (CAT "" \$1)) (SETGES NORME SECHE (PROGN (SETGES WORM SS (CAT "" \$1)) (SETGES NUMZEATC SI (+ 0 \$2)) (SETGE NUMZEATC SI (+ 0 \$2)) (SETGES SHOWCURSOR TERM SE (CAT "" \$1)) (SETGES SHOWCURSOR TERM SE (CAT "" \$9)) (SETGES SHOWCURSOR TERM SE (CAT "" \$1)) (SETGES SHOWCURSOR TERM SE (CAT "" SHOWCURSOR TERM SE (CAT SHOWCURSO)) (SETQ@S OUT@S (CAT@J OUT@S NORMAL TERM @S)) (SETQ@S OUT@S (CAT@J OUT@S (GOTO CURSORI_TERM@J GOTOCURSOR TERM @S (--@J LINES TERM @1) 0)) (SETQ@S OUT@S (CAT@J OUT@S (GOTO CURSORI_TERM@J GOTOCURSOR TERM @S (--@J LINES TERM @1)))) (SETQ@S OUT@S (CAT@J OUT@S (SPACE@J (-@J COLUMNS TERM @S)))) (SETQ@S OUT@S (CAT@J OUT@S (GOTOCURSOR TERM @S (--@J LINES TERM @T) 0))) (SETQ@S OUT@S (CAT@J OUT COLUMNS TERM@J GOTOCURSOR TERM @S))) (IF@J (|@J (|@J (|@S TERM TYPE@S CHEM TYPE@S (CAT@J OUT COLUMNS TERM@]))) (IF@J (|@J (|@J (|@G) (-@S TERM TYPE@S CHEM TYPE)) (I-@I LINES TERM@T (LINES TERMM)) (IF@J (|@J (|@J (|@G) (-@S TERM TYPE@S)))) (WHILE@J (PROGN (OUTF "LINES TERMM))) (IF@J (|@J (|@G) (-@C) CULUMNS TERM))) (WHILE@J (PROGN (OUTF "LINES TERM "\$d'," NIL) (OUTF "0 CULUMNS TERM")) (OUTF "LINES TERM "\$d'," (COLUMNS TERM)) (OUTF "END TERM TYPE) (SETQ@S CHES (UPPERA) (SCAN CONSO LE 5000000))) (IF@J (|@J (=@S CHES "Q") (=@E) (ASC@J CHES) 3)) (EXIT) (IF@J (=@S CHES "L") (PROGN (SETQ@S TERM TERM TYPE)) (SETQ@I LINES TERM@S (CLRSCR TERM)) (SETQ@S CHESCART TERM TERM TYPE) (SETQ@I COLUMNS TERMM) (SETQ@S CHESCART TERM S (CLRSCR TERM)) (SETQ@S REVERSE TERMS (REVERSE TERM)) (SETQ@S SHORMA L TERMS (NORMAL TERM)) (SETQ@S HIDECURSOR TERM@S (HIDECURSOR TERMS) (SETQ@S SHORMA L TERMS (NORMAL TERM)) (SETQ@S HIDECURSOR TERM@S (BOLOTERNO) (SETQ@S SHORMA L TERMS (SHOWCURSOR TERM)) (SETQ@S GOTOCURSOR TERM@S (GOTOCURSOR TERMS) (SETQ@S GOTOCURSOR TERMS (GOTOCURSOR TERMS) (SETQ@S SHORMA L TERMS) (SETQ@I NORMA L TERM) (SETQ@I NORMA L TERM) (SETQ@I NORMA L TERM) (SETQ@I NORMA L TERM S (SETQ@I NORMA L TERM S (SETQ@I NUMZEATCEI 0) (SETQ S GOTOCORSON: TERMSS)) (SETQUS CHES (DPPERGU (SCAN_CONSOLE SPERDET))) (IFGU (== S CHES "P"] (SETQUS CHES (UPPERGU (SCAN_CONSOLE 1))) NIL) (IFGU (== SCEQUE SPEEDGE (>>GUSTQUE SPEEDGE 1)) (IFGU (<= SPEEDGE 1) (IFGU (SETQUE SPEEDGE 0) NIL)) (IFGU (== GS CHES "S") (PROGN (IFGU (<= I SPEEDGE 1) (SETQUE SPEEDGE 1)) (PROGN (SETQEI SPEEDEI (>>@J SPEEDEI 1) (IP@J (<@I SPEEDEI 2) (SETQEI SPEEDE 1 0) NIL)) (IF@J (==@S CH@S "S") (PROGN (IF@J (<@I SPEEDEI 2) (SETQEI SPEEDEI 1) NIL) (SETQEI SPEEDEI 1) NIL) (SETQEI SPEEDEI 1) NIL) (SETQEI SPEEDEI 1) (IP@J (==@S CH@S "Q") (SETQEI SPEEDEI 1) (IP@J (==@S CH@S "Q") (SETQEI SPEEDEI 1)) (IF@J (==@S CH@S "L") (SETQES CH PREV@S "L") (IF@J (==@S CH@S "L") (SETQES CH PREV@S "L") (IF@J (==@S CH@S "L") (IF@J (==@S CH@S "L") (IF@J (==@S CH@S "L") (IF@J (==@S CH_PREV@S "L") (IF@J (==

AT@I))) NIL) (IF@J (>@I STILL2EAT@I 0) (SETQ@I STILL2EAT@I (--@J STILL2EAT@I)) (PROGN (SETQ@S WORM@S (LEFTR@J WORM@S 1)) (SETQ@S WORM@S (LEFTR@J WORM@S (RAT@J "|" WORM@S))))) (SETQ@S WORM@S (CAT@J (STR@I HEADC@I) WORM@S)) (SETQ@S WORM@S (CATEGO ":" WORMES) (SETQES WORMES (CATEGO 1) (STREI HEALDET) WORMES)) (SETQES WORMES (CATEGO 1) "!" WORMES)) (SETQES WORMES (CATEGO 1) "!" WORMES)) (IFEU (==EI NUMZEATEI 0) (WHILEGO 1 (PROGN (SETQEI NUMZEATEI 0) (TRIDEGO 1) (-GO 1) (-GO 1) (CATEGO 1) (C (STREI VIMZEATCEI) "|" | (CATEU (CATEU (STREI NUMZEATEI) (CATEU ":" (CATEU (ST (ER NUMZEATCEI) "|"))) WORMES) NIL (PROGN (SETQEI NUMZEATEI (++@J (IRND@J 8))) (BREAK)))) NIL))) "") R@I NUM2EATC@I)

`fastlisp' with commented `#define _NOISY_MODE_' *You may recompile the

to disable print of the FastLisp code.

Compiling the Global FastLisp function source code (Pass One)...

Compiled Global function bytecode size is 2888bytes.

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BMDFMsrv.cfg

```
# BMDFMsrv.cfg
SHMEM_POOL_SIZE =500000000  # Shared memory pool size [Bytes SHMEM_POOL_MNTADDR =99999999  # ShMemPool mount address (0=auto) SHMEM_POOL_PERMS = 432  # ShMemPool permissions (0660=="rw-rw-r") SHMEM_POOL_BANKS = 50  # Number of banks in pool
                                                                                                      [Bytes]
                             = RW+Count # Replace None/RW/RW+Count SVR4 with POSIX sema4
= 64 # Array block size [Entities]
POSIX SEMA4 SYNC
ARRAYBLOCK STZE
OQ_FUNC_ARG_COUNT
                                        32 # OQ function argument count
                                                                                                       [Entities]
                                      1000 # Operation Queue (OQ) size
                                                                                                      [Entities]
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                                       Q DB
  _IORBP
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N TRACEPORT
                                        64 # Number of the CPU PROCs
64 # Number of the OQ PROCs
64 # Number of the IORBP PROCs
N CPUPROC
N_OQPROC
N_IORBPPROC
                                        No # CPU PROC is multithreaded
No # OQ PROC is multithreaded
No # IORBP PROC is multithreaded
CPUPROC MTHREAD
OQPROC_MTHREAD = IORBPPROC_MTHREAD =
BMDFMLDR_MTHREAD =
                                        No # BMDFMldr is multithreaded
                                       1 # Time to scan DFM for statistic [Second
Yes # Heartbeats for the CPU, OQ && IORBP PROCS
Yes # Detection of dataflow stall hazards
T STATISTIC
PROC_HEARTBEATS = DFSTLHAZARD_DETECT =
                                      res # Detection or dataflow stall hazards
No # Allow dropping nonproductive instructions
No # Logs registration for the CPU && IORBP PROCS
No # Hard synchronization of the arrays
Yes # I/O synchronization of external task
ALLOW_DROP_NONPROD =
PROC_CPU_LOGS =
HARD_ARRAY_SYNCHRO =
EXT_IN_OUT_SYNCHRO =
                                          0 # Max number of OQ&&DB semaphores (0=unlim.)
OQ DB SEM LIMIT =
         (defun RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE
            (progn
               (seta worm
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(setq linenum_
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(setq num2eatL_
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                                                          $5))
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                      (progn
(setq out (cat out bold_term_))
                        (setq out (cat out "@"))
(setq out (cat out normal_term_))
                        (setq out (cat out "*"))
(if (&& (> num2eat 0) (&& (== num2eatL linenum )
                             (== num2eatC_ c)))
                            (setq out (cat out bold_term_))
(setq out (cat out (str num2eat )))
                               (setq out (cat out normal_term_))
                           (setq out (cat out " "))
                  )
               (setq out (cat out "|"))
              # end RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE
# <EOF>
```

BMDFMldr worm.flp

```
Current termcap settings:

TERM TYPE= 'xterm'; LINES_TERM= '142'; COLUMNS_TERM= '475';

CLRSCT TERM= '\e|\e|\e|2J'; REVERSE TERM= '\e|Tm'; BLINK_TERM= '\e|5m';

BOLD_TERM= '\e|\e|2J'; REVERSE TERM= '\e|0m'; BLINK_TERM= '\e|5m';

BOLD_TERM= '\e|1m'; NORMAL_TERM= '\e|0m'; HIDECURSOR_TERM= '\e|\e|\e|\e|\e|\e|\e|\e|\e|\e|\e|\e|

Reading the '/tmp/.BMDFMSrv' BM DFM connection file...

Opening the '/tmp/.BMDFMSrv' BM DFM connection file...

Accessing the BM DFM Server...

Receiving the BlobAM FastLisp function set from the BM_DFM Server...

Looking for uninitialized variables/arrays in the Global FastLisp function set...

NOTE: GLOBFUNC data types are already resolved by BM_DFM...

(DEFUN

RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE
(PROGN

(SETQ WORM_(CAT "" $1))
(SETQ NUMZEAT_ (+ 0 \$1))
(SETQ NUMZEAT_ (+ 0 \$1))
(SETQ NUMZEAT_ (+ 0 \$5))
(SETQ NUMZEAT_ (+ 0 \$5))
(SETQ COLUMNS_TERM_(AT "" \$7))
(SETQ BLINK TERM_(CAT "" \$8))
(SETQ BOLD_TERM_(CAT "" \$8))
```

```
C 0 1 CI
                     ROGN
(SETQ
                          (AT (CAT " | " (CAT (STR LINENUM ) (CAT ":" (CAT (STR C) " | ")))) WORM )
                          (== I 1)
                          (PROGN
                               (SETQ OUT (CAT OUT BOLD_TERM_))
(SETQ OUT (CAT OUT "@"))
(SETQ OUT (CAT OUT NORMAL_TERM_))
                               (> I 1)
(SETQ OUT (CAT OUT "*"))
                               (IF
                                     -
(&& (> NUM2EAT_ 0) (&& (== NUM2EATL_ LINENUM_) (== NUM2EATC_ C)))
                                        (SETQ OUT (CAT OUT BLINK_TERM_))
(SETQ OUT (CAT OUT BOLD_TERM_))
(SETQ OUT (CAT OUT (STR NUM2EAT_)))
(SETQ OUT (CAT OUT NORMAL_TERM_))
                                   (SETQ OUT (CAT OUT " "))
             )
           (SETO OUT (CAT OUT " | "))
  (DEFUN RENDER ONE RASTER FOR WORM GAME SCENE (PROGN (SETQ WORM (CAT "" $1)) (S
(DEFUN RENDER ONE RASTER FOR WORM GAME SCENE (PROGN (SETQ WORM (CAT "" $1)) (S ETQ LINENUM (+ 0 $2)) (SETQ WORMERT (+ 0 $3)) (SETQ NUMZEAT (+ 0 $3)) (SETQ NUMZEAT (+ 0 $4)) (SETQ NUMZEAT (+ 0 $5)) (SETQ SETQ COLUMNS TERM (+ 0 $6)) (SETQ BLINK TERM (CAT "" $7)) (SETQ BOLD TERM (CAT "" $8)) (SETQ NORMAL TERM (CAT "" $9)) (SETQ OUT "") (SETQ CI (- COLUMNS TERM 3)) (FOR C 0 1 CI (PROGN (SETQ I (AT (CAT "" (CAT (STR C) "|")))) WORM )) (IF (== I 1) (PROGN (SETQ OUT (CAT OUT BOLD TERM )) (SETQ OUT (CAT OUT "")) (SETQ OUT (CAT OUT NORMAL TERM M))) (IF (> I 1) (SETQ OUT (CAT OUT "")) (F (> I 1) (SETQ OUT (CAT OUT NORMAL TERM M))) (SETQ OUT (CAT OUT BLINK TERM )) (SETQ OUT (CAT OUT BLINK TERM )) (SETQ OUT (CAT OUT SETQ OUT (CAT OUT 
  00 00 80
00 > @
{ P 00
                                                                                                                                                                                  p 80
{ P
00 00
          b
                                                                                                                                 P 00 00 00 00 18
                                                                                                                                                                             С
          _ ... ... ... 00 00 00 00 p 80
@ 00 00 00 00 00 12 00 00 00
00 00 00 00 # - '
     A 00 00
   00 00 00 00
                                                                                                                                                              http://bmdfm.com
```

(SETQ OUT "|") (SETQ CI (- COLUMNS TERM 3))

```
X c {
@ 00 00
                                                                    | Decision 
            E0
                                                                                                                                                                        P 00 00 00 00 @ 15
00 00 00 p 80 A 00
00 11 00 00 00 00 00
       @
            00 00 00 00 00 12 00 00 00 00 00 00 00 88
                                                                                                                                                                        00 00
00 11
d {
P 00
               > @ 00 00 00
P 00 00 00 00
                                                    00 00 00 E0
                                                                                                                                                                                            P
00
                                                                                                                                                                                                     00
                                                              p
A
                                                                                                                                                                                                     00 00 08
           00 00 >
00 00 00
P 00 00
00 00 00
                      00 00
                                                    82
                                                                                                                                                                        00 00
    00 00
                                          X e {
          00
                                 82
    00 00
                                                                                                                                                                                                     00 00 00 00 0F 00
00 00 00 f { P
\( f { P 00 00
                                                                                                                                                                                                               00 00
                                                                                                                                                                                                               00 00 00
                                                                                                                                                                                           P 00 00 00 00
00 00 00 p 80
00 11 00 00 00
                                                                                                                                                                                                              00 p
00 00
P 00
00 00
          00 00 01 00 00 00 00 00 00 00
  *You may recompile the `BMDFMldr' with commented `#define _NOISY_MODE1_'
*You may recompile the `BMDFMIdr' with commented `#define NOISY_MODE1' to disable print of the linked Global function bytecode.

Connection with the BM_DFM Server has been established but not yet registered. Checking whether the `worm.flp' file is already precompiled...

*** Resetting time counters (first null assignment)... ***

Modifying the FastLisp code (PATTERN No# 1)...

(PROGN <Global_FastLisp_function set> <PastLisp_prog>)

Checking the syntax of the source FastLisp file...

Modifying the FastLisp code (PATTERN No# 2)...

</pre
Summary of the BM_DFM CODE STYLE RESTRICTIONS:
          o Variable names within the inclusive range of ['TMP 000000000'; 'TMP 99999999'] are reserved. o 'SHADOW' is the reserved name for a UDF. o Array names should differ from ordinary variable names.
               Every variable should be initialized before use.
The following is an example of how to copy an array:
                         (arsetq a 0 1)
                         (arsetg a 1 5)
                        (alsetq b (alindex a 2)) # instead of `(setq b a)'
          o The <step> and <limit> values of a <for> loop should be
                 the integer numeric constants, function arguments or initialized variables which are not changed inside this
               initialized variables. Grown loop.
Second argument of the booleans <or>
    include any assignments, I/O, conditional/
iteration processing and UDF calls.
          NOTE: Any conventional program can be converted by a
                             formal procedure to the program that is compliant with the above mentioned code style restrictions.
(PRGGN (OUTF (PRN_STRING_FMT) (CAT "" <FastLisp_prog>,, --,
Reorganizing the FastLisp code...
Resolving data types in the FastLisp code...
Registering in the BM_DFM Server Task Connection Zone...
Forking up the message queue listener...
Listener engine has been commenced.
The Loader/Listener pair is fully attached by the BM_DFM Server:
Loader PID=8298, Listener PID=8299, SocketN# is 0.
  (PROGN
      PROGN

(SETQ@S MAIN:TERM_TYPE@S "xterm")

(SETQ@I MAIN:LINES_TERM@I 142)

(SETQ@I MAIN:CLRSCR_TERM@I 475)

(SETQ@S MAIN:CLRSCR_TERM@S "\e[H\e[2J")

(SETQ@S MAIN:REVERSE_TERM@S "\e[7m")

(SETQ@S MAIN:BLINK_TERM@S "\e[5m")

(SETQ@S MAIN:BOLD_TERM@S "\e[6m")

(SETQ@S MAIN:HOLD_TERM@S "\e[0m")

(SETQ@S MAIN:HOLD_TERM@S "\e[7251")

(SETQ@S MAIN:SHOWCURSOR_TERM@S "\e[7121\e[725h")

(SETQ@S MAIN:GOTOCURSOR_TERM@S "\e[%i%d;%dh")

(DEFUN

MAIN:RENDER_ENTIRE_WORM_GAME_SCENE

(PROGN
```

```
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:WORM_@S
(CAT "" MAIN:RENDER ENTIRE WORM GAME SCENE:$1)
   MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SCORE_@1
(+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$2)
.
(SETO@I
   MAIN:RENDER ENTIRE WORM GAME SCENE:NUM2EAT @I
(+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$3)
(SETO@I
  MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATL_@I
(+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$4)
  MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATC_@I
(+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$5)
  MAIN: RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I
(+ 0 MAIN: RENDER_ENTIRE_WORM_GAME_SCENE:$6)
  MAIN:RENDER ENTIRE WORM GAME SCENE:COLUMNS_TERM_@I (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$7)
  MAIN:RENDER ENTIRE WORM GAME SCENE:HIDECURSOR TERM @S (CAT "" MAIN:RENDER ENTIRE WORM GAME SCENE:$8)
(SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SHOWCURSOR_TERM_@S
   (CAT "" MAIN: RENDER ENTIRE WORM GAME SCENE: $9)
  MAIN:RENDER ENTIRE WORM GAME SCENE:BLINK TERM @S
(CAT "" MAIN:RENDER ENTIRE WORM GAME SCENE:$10)
   MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BOLD_TERM_@S
(CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$11)
.
(SETO@S
   MAIN: RENDER_ENTIRE WORM GAME SCENE: REVERSE TERM @S
(CAT "" MAIN: RENDER_ENTIRE WORM GAME SCENE: $12)
(SETO@S
   MAIN: RENDER ENTIRE WORM GAME SCENE: NORMAL TERM @S
(CAT "" MAIN: RENDER ENTIRE WORM GAME SCENE: $13)
  MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S
(CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$14)
(SETQ@S MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S "")
(SETQSS
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
(CAT@J
      MAIN: RENDER ENTIRE WORM GAME SCENE: OUT@S
MAIN: RENDER ENTIRE WORM GAME SCENE: HIDECURSOR TERM @S
(SETQ@S
MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S
   (CAT@J
      MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S
MAIN:RENDER ENTIRE WORM GAME SCENE:REVERSE TERM @S
   )
(SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
(GOTOCURSOR1 TERM@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S 0 0
   )
(GETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
(CAT@J
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (CAT@)
(CAT@)
"The 'Worm' Game! "
"(FastLisp version for terminals by Sancho Mining)"
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I
(SETO@S
   MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
(CAT@J
      A160
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
MAIN:RENDER ENTIRE WORM GAME SCENE:NORMAL TERM @S
)
(GETQ@I

MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LI@I

(-@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I 4)
  MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I 0 1
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LI@I
      (SETQ@S
MAIN: RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
             MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
             MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: OUTES
(GOTOCURSOR] TERM®J
MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: GOTOCURSOR_TERM_@S
(++@J_MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: L@I)
       (SETQ@S
          MAIN: RENDER ENTIRE WORM GAME SCENE: TMP 000000001@S
```

```
(RENDER ONE RASTER FOR WORM GAME SCENE
MAIN: RENDER ENTIRE WORM GAME SCENE: WORM @S
MAIN: RENDER ENTIRE WORM GAME SCENE: LI@I
MAIN: RENDER ENTIRE WORM GAME SCENE: NUMZEAT @I
MAIN: RENDER ENTIRE WORM GAME SCENE: NUMZEATL @I
                                                                                                                                            (PROGN (SETQ@S MAIN:TMP 000000003 (OUTF "\nChoose terminal:\n" NIL))
                                                                                                                                                (SETO@S
                                                                                                                                                   MAIN: TMP__000000003
                                                                                                                                                                        TERM_TYPE=~%s';" MAIN:TERM_TYPE@S)
                   MAIN:RENDER ENTIRE WORM GAME SCENE:COLUMNS TERM @I
MAIN:RENDER ENTIRE WORM GAME SCENE:BLINK TERM @S
MAIN:RENDER ENTIRE WORM GAME SCENE:BOLD TERM @S
MAIN:RENDER ENTIRE WORM GAME SCENE:NORMAL TERM @S
                                                                                                                                                (SETO@S
                                                                                                                                                  MAIN:TMP__000000003
(OUTF " LINES_TERM='%d'; " MAIN:LINES_TERM@I)
                                                                                                                                                  MAIN:TMP_000000003
(OUTF " COLUMNS_TERM=~%d';\n" MAIN:COLUMNS_TERM@I)
             (SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
                (CAT@J
                  MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000001@S
                                                                                                                                                  MAIN:TMP__000000003
(OUTF " 1 - TERM_TYPE=~%s';" (TERM_TYPE))
                                                                                                                                                 (SETQ@S MAIN:TMP__000000003 (OUTF " LINES_TERM=~%d';" (LINES_TERM)))
                                                                                                                                                (SETQ@S
MAIN:TMP__000000003
(OUTF " COLUMNS_TERM=`%d'.\n" (COLUMNS_TERM))
      (SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
(CAT@J
            CATEGO
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TERM_@S
                                                                                                                                                  MAIN:TMP_000000003
(OUTF "Enter your choice (0 or 1) or press 'q' to quit:" NIL)
                                                                                                                                                )
(SETQ@I MAIN:TMP__000000003 5000000)
(SETQ@S MAIN:TMP__000000004 (SCAN_CONSOLE MAIN:TMP__000000003))
(SETQ@S MAIN:CH@S (UPPER@J MAIN:TMP__000000004))
      (SETQ@S
         MAIN: RENDER ENTIRE WORM GAME SCENE: OUT@S
         (GOTOCURSORI_TERMOJ

MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUTOS
(GOTOCURSORI_TERMOJ
                                                                                                                                                   MAIN:TMP__000000011@I
(||@J (==@S MAIN:CH@S "Q") (==@I (ASC@J MAIN:CH@S) 3))
               MAIN:RENDER ENTIRE WORM GAME_SCENE:GOTOCURSOR_TERM @S
(-@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I 2)
0
                                                                                                                                                (IF@J
                                                                                                                                                   MAIN:TMP__000000011@I
(EXIT)
(PROGN
                                                                                                                                                       (SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH@S "0"))
                                                                                                                                                       (IF@J
MAIN:TMP__000000010@I
(BREAK)
      (SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
(CAT@J
            MAIN: RENDER ENTIRE WORM GAME SCENE:OUT@S
                                                                                                                                                          (PROGN
             (PADR@J
                                                                                                                                                             (SETQ@I MAIN:TMP 000000009@I (==@S MAIN:CH@S "1"))
                                                                                                                                                             (IF@J MAIN:TMP_00000009@I
MAIN:TMP_000000009@I
(PROGN
                (CAT@J
                      aleo
" I-Up K-Down J/N-Left L/M-Right"
" \"F\"aster \"S\"lower \"P\"ause \"Q\"uit | Score: "
                                                                                                                                                                   PROGN

(SETQ@S MAIN:TERM_TYPE@S (TERM_TYPE))

(SETQ@I MAIN:LINES TERM@I (LINES TERM))

(SETQ@I MAIN:COLUMNS TERM@I (COLUMNS TERM))

(SETQ@S MAIN:COLUMNS TERM@S (CLRSCR_TERM))

(SETQ@S MAIN:REVERSE TERM@S (REVERSE TERM))

(SETQ@S MAIN:BLINK TERM@S (BLINK TERM))

(SETQ@S MAIN:BOLD TERM@S (BOLD TERM))

(SETQ@S MAIN:HOBCURSOR TERM@S (HIDECURSOR_TERM))

(SETQ@S MAIN:HOBCURSOR_TERM@S (SHOCURSOR_TERM))

(SETQ@S MAIN:SHOWLISSOR_TERM@S (SHOCURSOR_TERM))

(SETQ@S MAIN:GOTOCURSOR_TERM@S (GOTOCURSOR_TERM))
                   (CAT@J (STR@I MAIN:RENDER ENTIRE WORM GAME SCENE:SCORE @I) " ")
               MAIN: RENDER ENTIRE WORM GAME SCENE: COLUMNS TERM @I
      (SETQ@S
         MAIN: RENDER ENTIRE WORM GAME SCENE: OUT@S
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S
                                                                                                                                                                (PROGN
                                                                                                                                                                   (SETQ@I MAIN:TMP__000000008 (==@I (ASC@J MAIN:CH@S) 0))
(IF@J
MAIN:TMP__000000008
(SETQ@Z MAIN:TMP__000000007 NIL)
      (SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (CAT@J
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
                                                                                                                                                                       (SETO@S
             MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: UUT®S
(GOTOCURSORI_TERM®]
MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: GOTOCURSOR_TERM_@S
(--@J_MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: LINES_TERM_@I)
                                                                                                                                                                         MAIN:TMP__000000007
(OUTF "\n\n*** Invalid selection ***\n" NIL)
                                                                                                                                                                  )
      (SETO@S
         MAIN: RENDER ENTIRE WORM GAME SCENE: OUT@S
         (SPACE@J (--@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I))
                                                                                                                                               (SETQ@I MAIN:TMP 000000002 1)
                                                                                                                                         )
      (SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
                                                                                                                                      (SETQ@Z MAIN:TMP__000000002 NIL)
          (CAT@J
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
                                                                                                                                      MAIN: TMP 000000003
             (GOTOCURSORI_TERM#J
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S
(--@J_MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I)
                                                                                                                                      (||@J (<@I MAIN:LINES_TERM@I 24) (<@I MAIN:COLUMNS_TERM@I 80))
                                                                                                                                   (IF
                                                                                                                                      MAIN: TMP__000000003
                                                                                                                                         ROOM
(SETQ@S
MAIN:TMP_000000002
(OUTF "\n\n*** Terminal is too tiny ***\n" NIL)
      (SETQ@S
         MAIN: RENDER ENTIRE WORM GAME SCENE: OUT@S
         MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S

(CAT@]

MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S

MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SHOWCURSOR_TERM_@S
                                                                                                                                      (SETQ@Z MAIN:TMP__000000002 NIL)
                                                                                                                                   (SETQ@I MAIN: HEADL@I 0)
                                                                                                                                   (SETQ@I MAIN:HEADC@I 3)
(SETQ@S MAIN:WORM@S "|0:3|0:2|0:1|0:0|")
(SETQ@I MAIN:SCORE@I 0)
      (SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000000@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
                                                                                                                                   (SETQ@I MAIN:NUM2EAT@I 0)
(SETQ@I MAIN:NUM2EATL@I 0)
(SETQ@I MAIN:NUM2EATC@I 0)
(SETQ@I
                                                                                                                                   (SETQ@I
   MAIN: TMP 000000003
                                                                                                                                      MAIN: NUM2EAT@I
   (<<@J (+@J (-@J MAIN:LINES_TERM@I 10) (-@J MAIN:COLUMNS_TERM@I 10)) 1)
                                                                                                                                   ,
(SETQ@I MAIN:NUM2EATL@I 1)
                                                                                                                                   (!=@I MAIN:COLUMNS_TERM@I (COLUMNS_TERM))
(IF@J
   MAIN: TMP__000000003
(PROGN
      ROGN
(SETQ@I MAIN:TMP__000000002 1)
                                                                                                                                      MAIN:TMP__000000001
                                                                                                                                      (PROGN
         MAIN: TMP 000000002
                                                                                                                                          (SETO@S
```

```
MAIN:TMP_000000002
(MAIN:RENDER ENTIRE WORM GAME SCENE
MAIN:WORMS MAIN:SCOREGI MAIN:NUMZEATLGI
MAIN:WORMS MAIN:SCOREGI MAIN:NUMZEATCGI MAIN:NUMZEATCGI
MAIN:MUMZEATCGI MAIN:LINES TERMGI MAIN:COLUMNS TERMGI
MAIN:HIDECURSOR TERMGS MAIN:SHOWCURSOR TERMGS MAIN:BLINK TERMGS
MAIN:BOLD_TERMGS MAIN:REVERSE_TERMGS MAIN:NORMAL_TERMGS
MAIN:GOTOCURSOR_TERMGS
)
(SETQ@S MAIN:TMP__000000003 (OUTF (PRN_STRING_FMT) MAIN:TMP__000000002))
(SETQ@S MAIN:TMP__000000002 (SCAN_CONSOLE MAIN:SPEED@I))
(SETQ@S MAIN:CH@S (UPPER MAIN:TMP__000000002))
(SETQ@I MAIN:TMP__000000005 (==@S MAIN:CH@S "P"))
(IF

MAIN:TMP__000000005
  (PROGN
      (SETQ@I MAIN:TMP_00000003 1)
(SETQ@S MAIN:TMP_000000004 (SCAN_CONSOLE MAIN:TMP_000000003))
(SETQ@S MAIN:CH@S (UPPER MAIN:TMP_000000004))
   (SETO@Z MAIN:TMP 000000003 NIL)
(SETQ@I MAIN:TMP 000000008 (==@S MAIN:CH@S "F"))
  MAIN: TMP 000000008
      (SETQ@I MAIN:SPEED@I (>>@J MAIN:SPEED@I 1))
(SETQ@I MAIN:TMP__000000005 (<@I MAIN:SPEED@I 2))
      (IF
         MAIN:TMP__000000005
(SETQ@I MAIN:SPEED@I 0)
(SETQ@Z MAIN:TMP__000000004 NIL)
     (SETQ@I MAIN:TMP__000000007 (==@S MAIN:CH@S "S"))
   (PROGN
         MAIN:TMP__000000007
         (PROGN
            (SETQ@I MAIN:TMP__000000006 (<@I MAIN:SPEED@I 2))
               IF
MAIN:TMP __000000006
(SETQ@I MAIN:SPEED@I 1)
(SETQ@Z MAIN:TMP __000000005 NIL)
            (SETO@I MAIN:SPEED@I (<<@J MAIN:SPEED@I 1))
         (PROGN
            (SETQ@I MAIN:TMP__000000006 (==@S MAIN:CH@S "Q"))
(IF MAIN:TMP__000000006 (BREAK) (SETQ@Z MAIN:TMP__000000005 NIL))
.
(SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH@S "I"))
  MAIN:TMP__000000010@I
(SETQ@S MAIN:CH_PREV@S "I")
      (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH@S "K"))
      (IF@
         MAIN:TMP__000000009@I
(SETQ@S MAIN:CH_PREV@S "K")
(PROGN
            (SETQ@I MAIN:TMP 000000008 (==@S MAIN:CH@S "J"))
            (IF
                .F'
MAIN:TMP__000000008
(SETQ@S MAIN:CH_PREV@S "J")
(PROGN
                   (SETQ@I MAIN:TMP__000000007 (==@S MAIN:CH@S "L"))
                     IF
MAIN:TMP__000000007
(SETQ@S MAIN:CH_PREV@S "L")
(SETQ@Z MAIN:TMP__000000006 NIL)
   )
(SETQ@I MAIN:TMP__000000014@I (==@S MAIN:CH@S "N"))
  MAIN:TMP 000000014@I
  (PROGN (SETQ@I MAIN:TMP__000000011@I (==@S MAIN:CH_PREV@S "I"))
        MAIN:TMP_000000011@I
(SETQ@S MAIN:CH_PREV@S "J")
(PROGN
      (IF@J
            (SETQ@I MAIN:TMP 000000010@I (==@S MAIN:CH PREV@S "K"))
            (IF@J
               MAIN-TMP 00000010@T
                MAIN:TMP__U0UUUUUUU
(SETQ@S MAIN:CH_PREV@S "L")
(PROGN
(SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH_PREV@S "J"))
                  (SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH_PREV@S "L"))
                            IF
MAIN:TMP__000000008
(SETQ@S MAIN:CH_PREV@S "I")
(SETQ@Z MAIN:TMP__000000007 NIL)
   (PROGN
      (SETQ@I MAIN:TMP__00000013@I (==@S MAIN:CH@S "M"))
(IF@J
MAIN:TMP__00000013@I
         (PROGN
            (SETQ@I MAIN:TMP__000000012@I (==@S MAIN:CH_PREV@S "I"))
```

```
MAIN:TMP__000000012@I
(SETQ@S MAIN:CH_PREV@S "L")
              (PROGN
                (SETQ@I MAIN:TMP__000000011@I (==@S MAIN:CH_PREV@S "K"))
                   MAIN:TMP__000000011@I
(SETQ@S MAIN:CH PREV@S "J")
                   (PROGN
                      ROGM
(SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH_PREV@S "J"))
(IF@J
MAIN:TMP__000000010@I
(SETQ@S MAIN:CH_PREV@S "I")
(PROGM
                              MAIN:TMP__000000009@I
(==@S MAIN:CH PREV@S "L")
                              IF@J
MAIN:TMP__00000009@I
(SETQ@S MAIN:CH_PREV@S "K")
(SETQ@Z MAIN:TMP__000000008 NIL)
          )
        (SETQ@Z MAIN:TMP 000000004 NIL)
(SETQ@I MAIN:TMP__000000002 1) (WHILE
  MAIN: TMP__000000002
     ROGN
(SETQ@I
       MAIN:TMP__000000005
(==@I MAIN:HEADC@I (-@J MAIN:COLUMNS_TERM@I 3))
        MAIN: TMP 00000005
           KUGHN (SETQ@S MAIN:CH_PREV@S "K")
(SETQ@I MAIN:HEADC@I (--@J MAIN:HEADC@I))
(BREAK)
        (SETQ@Z MAIN:TMP__000000004 NIL)
        MAIN:TMP__000000005
(==@I MAIN:HEADL@I (-@J MAIN:LINES TERM@I 4))
     )
(IF
MAIN:TMP__000000005
        (PROGN
(SETQ@S MAIN:CH_PREV@S "J")
(SETQ@I MAIN:HEADL@I (--@J MAIN:HEADL@I))
(BREAK)
        (SETQ@Z MAIN:TMP 000000004 NIL)
     (SETQ@I MAIN:TMP__000000005 (==@I MAIN:HEADC@I 0))
        MAIN: TMP 000000005
        (PROGN (SETQ@S MAIN:CH_PREV@S "I") (SETQ@I MAIN:HEADC@I 1) (BREAK)) (SETQ@Z MAIN:TMP_000000004 NIL)
     (SETQ@I MAIN:TMP__000000005 (==@I MAIN:HEADL@I 0))
     (IF
MAIN:TMP_000000005
(PROGN (SETQ@S MAIN:CH_PREV@S "L") (SETQ@I MAIN:HEADL@I 1) (BREAK))
(SETQ@Z MAIN:TMP_000000004 NIL)
     (SETQ@I MAIN:TMP 000000002 1)
(SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH_PREV@S "I"))
(IF@J
MAIN:TMP__000000010@I
     ROGN
(SETQ@I MAIN:HEADL@I (--@J MAIN:HEADL@I))
(SETQ@I MAIN:TMP__0000000005 (-@I MAIN:HEADL@I 0))
(IF MAIN:TMP__000000005 (BREAK) (SETQ@Z MAIN:TMP__000000004 NIL))
  (PROGN
     ROGN
(SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH_PREV@S "K"))
(IF@J
MAIN:TMP__000000009@I
        (PROGN
           (SETQ@I MAIN:HEADL@I (++@J MAIN:HEADL@I))
             MAIN:TMP_00000006
(>@I MAIN:HEADL@I (-@J MAIN:LINES_TERM@I 4))
           (IF MAIN:TMP 000000006 (BREAK) (SETQ@Z MAIN:TMP 000000005 NIL))
           (SETQ@I MAIN:TMP 000000008 (==@S MAIN:CH PREV@S "J"))
           (TE
             MAIN: TMP__00000008
             (PROGN (SETQ@I MAIN:HEADC@I (--@J MAIN:HEADC@I)) (SETQ@I MAIN:TMP_000000007 (<@I MAIN:HEADC@I 0))
                   MAIN:TMP__000000007
                   (BREAK)
(SETQ@Z MAIN:TMP 000000006 NIL)
             (PROGN (SETQ@I MAIN:TMP 000000007 (==@S MAIN:CH PREV@S "L"))
                (IF
                   MAIN:TMP__000000007
                      (SETQ@I MAIN:HEADC@I (++@J MAIN:HEADC@I))
```

MAIN: TMP 000000008

```
(>@I MAIN:HEADC@I (-@J MAIN:COLUMNS_TERM@I 3))
                     (II
                        MAIN: TMP 000000008
                        (SETQ@Z MAIN:TMP__000000007 NIL)
                  (SETQ@Z MAIN:TMP 000000006 NIL)
      )
(SETQ@I
  MAIN: TMP__000000004
(AT@J
     (CAT@J
       (CAT@J
          (STR@I MAIN:HEADL@I)
(CAT@J ":" (CAT@J (STR@I MAIN:HEADC@I) "|"))
    MAIN: WORM@S
(IF MAIN: TMP 000000004 (BREAK) (SETQ@Z MAIN: TMP 000000003 NIL))
   MAIN: TMP__000000004
     (==@I MAIN:HEADL@I MAIN:NUM2EATL@I)
(==@I MAIN:HEADC@I MAIN:NUM2EATC@I)
(IF
  MAIN: TMP__00000004
      ROGN
(SETQ@I MAIN:STILL2EAT@I MAIN:NUM2EAT@I)
     (SETQ@I MAIN:NUM2EAT@I 0)
     (SETO@I MAIN:SCORE@I (+@J MAIN:SCORE@I MAIN:STILL2EAT@I))
   (SETQ@Z MAIN:TMP 000000003 NIL)
(SETQ@I MAIN:TMP 000000003 (>@I MAIN:STILL2EAT@I 0))
  MAIN:TMF_UUU0000003
(SETQ@I MAIN:STILL2EAT@I (--@J MAIN:STILL2EAT@I))
(PROGN
   -
MAIN:TMP
     (SETQ@S MAIN:WORM@S (LEFTR@J MAIN:WORM@S 1))
(SETQ@S MAIN:WORM@S (LEFT@J MAIN:WORM@S (RAT@J "|" MAIN:WORM@S)))
(SETQ@S MAIN:WORM@S (CAT@J (STR@I MAIN:HEADC@I) MAIN:WORM@S))
(SETQES MAIN:WORMES (CATEJ ":" MAIN:WORMES))
(SETQES MAIN:WORMES (CATEJ (STREI MAIN:HEADLEI) MAIN:WORMES))
(SETQES MAIN:WORMES (CATEJ "|" MAIN:WORMES))
(SETQ@S MAIN:WORM@S (CAT@J "| " MAIN:WORM@S))
(SETQ@I MAIN:TMP__000000004 (==@I MAIN:NUM2EAT@I 0))
  MAIN: TMP__00000004
     (SETQ@I MAIN:TMP__000000003 1)
       MAIN: TMP__000000003
          (SETQ@I MAIN:NUM2EATL@I (IRND@J (-@J MAIN:LINES_TERM@I 4)))
(SETQ@I MAIN:NUM2EATC@I (IRND@J (-@J MAIN:COLUMNS_TERM@I 3)))
             MAIN: TMP__000000006
                (CAT@J
```

RE WORM GAME SCENE:\$11)) (SETQ@S MAIN:RENDER ENTIRE WORM GAME SCENE:REVERSE TER
M @S (CAT "" MAIN:RENDER ENTIRE WORM GAME SCENE:\$12)) (SETQ@S MAIN:RENDER ENTIR
E WORM_GAME_SCENE:NORMAL TERM @S (CAT "" MAIN:RENDER ENTIRE WORM GAME SCENE:\$1
)) (SETQ@S MAIN:RENDER ENTIRE WORM GAME SCENE:GOTOCURSOR TERM @S (CAT "" MAIN:RENDER ENTIRE WORM GAME SCENE:0
ENDER ENTIRE WORM GAME SCENE:\$14)) (SETQ@S MAIN:RENDER ENTIRE WORM GAME SCENE:O
UTGS "") (SETQ@S MAIN:RENDER ENTIRE WORM GAME SCENE:OUTGS (CATGANI:RENDER
ENTIRE WORM GAME SCENE:OUT@S MAIN:RENDER ENTIRE WORM GAME SCENE:HDECURSOR TERM @ TIRE WORM GAME SCENE:OUT@S MAIN:RENDER ENTIRE WORM GAME SCENE:HIDECURSOR TERM @

S)) (SETQ@S MAIN:RENDER ENTIRE WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER ENTIRE
WORM GAME SCENE:OUT@S MAIN:RENDER ENTIRE WORM GAME SCENE:REVERSE TERM @S)) (SET
Q@S MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S (CAT@J MAIN:RENDER ENTIRE WORM GAME
ESCENE:OUT@S (GOTOCURSORI_TERM@J MAIN:RENDER ENTIRE WORM_GAME_SCENE:GOTOCURSOR
TERM @S 0 0))) (SETQ@S MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S (CAT@J MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S (PADC@J (CAT@J "THE "WORM" GAME! " "(FastLisp
version for terminals by Sancho Mining)") MAIN:RENDER ENTIRE WORM_GAME_SCENE:OUT@S (CAT@J MAIN:
RENDER ENTIRE WORM GAME SCENE:OUT@S MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S (CAT@J MAIN:
RENDER ENTIRE WORM GAME SCENE:OUT@S MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S (CAT@J MAIN:
RENDER ENTIRE WORM GAME SCENE:OUT@S MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S (CAT@J MAIN:
RENDER ENTIRE WORM GAME SCENE:OUT@S MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S (CAT@J MAIN: RENDER ENTIRE WORM GAME SCENE:OUTS MAIN:RENDER ENTIRE WORM GAME SCEME:NORMAL TERM SEND. (SETQSI MAIN:RENDER ENTIRE WORM GAME SCENE:LIGI (-G) MAIN:RENDER ENTIRE WORM GAME SCENE:DUTSS (-G) GOTOCU RSOR1_TERMS MAIN:RENDER ENTIRE WORM GAME SCENE:GOTOCUTSSOR_TERMS (++S) MAIN:RENDER ENTIRE WORM GAME SCENE:GOTOCUTSOR_TERMS (++S) MAIN:RENDER ENTIRE WORM GAME SCENE: E WORM GAME SCENE:OUTSES (CATEJ MAIN.RENDER ENTIRE WORM GAME SCENE:OUTSES (GOTOCURSOR TERMS) MAIN:RENDER ENTIRE WORM GAME SCENE:LET) 0))) (SETQSS MAIN:RENDER ENTIRE WORM GAME SCENE:LET MAIN:RENDER ENTIRE WORM GAME SCENE:LENGENE:LET MAIN:RENDER ENTIRE WORM GAME SCENE:MUMZEATL SI MAIN:RENDER ENTIRE WORM GAME SCENE:MORMAL TER TITE WORM GAME SCENE:BOLD TERM SO MAIN:RENDER ENTIRE WORM GAME SCENE:MORMAL TER WORM GAME SCENE:MORMAL TERMEDER ENTIRE WORM GAME SCENE:MORMAL SCENE UTWES (SPACES) (--S) MAIN:RENDER ENTIRE WORM GAME SCENE:COLUMNS TERM etl))) (SET QSS MAIN:RENDER ENTIRE WORM GAME SCENE:CUTWS (CATS) MAIN:RENDER ENTIRE WORM GAME SCENE:GOTOCURSOR TERM es (--S) MAIN:RENDER ENTIRE WORM GAME SCENE:GOTOCURSOR TERM es (--S) MAIN:RENDER ENTIRE WORM GAME SCENE:GOTOCURSOR TERM es (--S) MAIN:RENDER ENTIRE WORM GAME SCENE:LINES TERM el)))) (SETQES MAIN:RENDER ENTIRE WORM GAME SCENE:BOTOCURSOR TERM es)) (SETQES MAIN:RENDER ENTIRE WORM GAME SCENE:GOTOCURSOR TERM es)) (SETQES MAIN:RENDER ENTIRE WORM GAME SCENE:GOTOCURSOR TERM es)) (SETQES MAIN:RENDER ENTIRE WORM GAME SCENE:TMP_0000000008 MAIN:RENDER ENTIRE WORM GAME SCEN RE:GOTOCURSON)) (SETQEI MAIN:TMP_0000000003 ([e] ([e] ([e] MAIN:RENDER ENTIRE WORM GAME SCEN E:GOTOCURSON))) (SETQEI MAIN:TMP_000000003 ([e] ([e] MAIN:RENDER ENTIRE WORM GAME SCEN E:GOTOCURSON))) (SETQEI MAIN:TMP_000000003 ([e] ([e] MAIN:RENDER ENTIRE WORM GAME SCEN MAIN:TMP])) (SETQES MAIN:TMP_000000003 (FR ([e] MAIN:TREM TYPES) (TERM MIN:TMP_MODOCURSON) (SETQEI MAIN:TMP_MODOCURSON) (SETQEI MAIN:TMP_000000003 ([e] ([e] MAIN:TMP_000000003 ([e] ([e] MAIN:TMP_MOTOCURSON) (SETQEI MAIN:TMP_MOTOCURSON) (SETQEI MAIN:TMP_MOTOCURSON (SETQEI MAIN:TMP (SETQEI MAIN:TMP (SETQEI MAIN:TMP (S COLORDS TREMS (CATS)

```
REVES "I") (SETQ@Z MAIN:TMP 000000007 NIL))))))))) (PROGN (SETQ@I MAIN:TMP 000000013@I (==@S MAIN:CHES "M")) (IP@J MAIN:TMP 000000013@I (PROGN (SETQ@I MAIN :TMP 000000012@I (==@S MAIN:CHES "M")) (IP@J MAIN:TMP 000000012@I (SETQ@ S MAIN:CHES "K")) (IP@J MAIN:TMP 000000012@I (SETQ@I MAIN:TMP 000000012@I (SETQ@I MAIN:TMP 000000012@I (SETQ@I MAIN:TMP 000000010@I (SETQ@I MAIN:TMP 000000010@I (SETQ@I MAIN:TMP 000000010@I (SETQ@I MAIN:TMP 0000000010@I (SETQ@I MAIN:TMP 0000000010@I (SETQ@I MAIN:CHES "L")) (FRGM (SETQ@I MAIN:TMP 00000009@I (SETQ@I MAIN:TMP 00000009@I (SETQ@I MAIN:TMP 00000009@I (SETQ@I MAIN:TMP 000000009@I (SETQ@I MAIN:TMP 000000009@I (SETQ@I MAIN:TMP 000000009@I (SETQ@I MAIN:TMP 000000009@I (SETQ@I MAIN:TMP 0000000009 (RID))) (SETQ@I MAIN:TMP 0000000009 (RID))) (SETQ@I MAIN:TMP 0000000000 (RID))) (SETQ@I MAIN:TMP 0000000000 (RID))) (SETQ@I MAIN:TMP 0000000000 (RID)) (SETQ@I MAIN:TMP 000000000 (RID)) (REARX)) (SETQ@I MAIN:TMP 000000000 (RID)) (RID) (RI
    004 (&&0 (==0 MAIN:HEADL0I MAIN:NUMERATL0I) (==0I MAIN:HEADL0I MAIN:NUMZBATC0
1)) (IF MAIN:TMP_00000000 (PROGN (SETQ0I MAIN:STILL2EAT0I MAIN:NUMZBAT01) (S
ETQ0I MAIN:NUMZBAT01 0) (SETQ0I MAIN:SCORE0I (+0 MAIN:SCORE0I MAIN:STILL2EAT01))) (SETQ0Z MAIN:TMP_00000003 (-0 MAIN:STI
LL2EAT01 0)) (IF MAIN:TMP_00000003 (SETQ0I MAIN:STILL2EAT01 (--0 MAIN:STILL2EAT01 (--0 MAIN:STILL2EAT01 (--0 MAIN:STILL2EAT01 (--0 MAIN:MORMOS (LEFT00 MAIN:WORMOS (1 (--0 MAIN:MORMOS (CAT00 MAIN:WORMOS (CAT00 MAIN:WORMOS (CAT00 MAIN:WORMOS (CAT00 MAIN:WORMOS (CAT00 MAIN:WORMOS (CAT00 MAIN:WORMOS))) (SETQ0S MAIN:WORMOS (CAT00 MAIN:WORMOS)) (SETQ0S MAIN:WORMOS (CAT00 MAIN:WORMOS (CAT00 MAIN:WORMOS (CAT00 MAIN:WORMOS)) (SETQ0S MAIN:WORMOS) (CAT00 MAIN:WORMOS)) (SETQ0S MAIN:WORMOS)) (SETQ0S MAIN:WORMOS) (CAT00 MAIN:WORMOS)) (WANDWORMOS (CAT00 MAIN:WORMOS (CAT00 MAIN:WORMOS)) (WANDWORMOS (CAT00 MAIN:WORMOS (CAT00 M
      (CATEJ " | " MAIN:WORMES]) (SETQEI MAIN:TMP_000000004 (==EI MAIN:NUMZEATEI 0)) (IF MAIN:TMP_000000000 4 (PROGN (SETQEI MAIN:TMP_000000003 1) (WHILE MAIN:TMP_000000003 (PROGN (SETQEI MAIN:NUMZEATLEI (IRNDEJ (-EJ MAIN:LINES TERMEI 4))) (SETQEI MAIN:MUMZEATCEI (IRNDEJ (-EJ MAIN:CLUMNS TERMEI 3))) (SETQEI MAIN:TMP_0 00000006 (ATEJ (CATEJ | " (CATEJ (STRE MAIN:NUMZEATLEI) (CATEJ " " (CATEJ (STRE MAIN:NUMZEATLEI) (CATEJ (STRE MAIN:TMP_000000005 (SETQEZ MAIN:TMP_000000005 NIL) (PROGN (SETQEI MAIN:NUMZEATEI (++EJ (IRNDEJ 8))) (REEAK)) (SETQEI MAIN:TMP_000000001 1)) (SETQES MAIN:TMP_000000001 (OUTF (PR_STRING_FMT) (CATEJ " " " " "))) (SETQES MAIN:TMP_0000000001 "))
            *You may recompile BMDFMldr module with commented `#define _NOISY_MODE_' to disable print of the FastLisp code.

Performing preliminary STATIC SCHEDULING (HARD_ARRAY_SYNCHRO=NO, EXT_IN_OUT_SYNCHRO=YES)...
       The translator has returned the following exit code: O(Success).

The following generated control sequence (so-called `BM_DFM UNICODE') will be transferred to the BM_DFM kernel:
         (CTRL
                       (N# 0)
(OpGroup 1)
(COP 50)
                    (COP 50)

(dfmput_marshaled_cluster
(Vars N# Ref_Name [Array]
(0 53 "MAIN:TERM TYPE®S")
(1 10 "MAIN:INES TERMEI")
(2 5 "MAIN:COLUMNS TERMEI")
(3 4 "MAIN:CLRSCR TERMES")
(4 48 "MAIN:REVERSE TERMES")
(5 0 "MAIN:BLINK_TERMES")
(6 1 "MAIN:BLINK_TERMES")
(7 11 "MAIN:BOLD TERMES")
(8 9 "MAIN:HIDECURSOR_TERMES")
(9 50 "MAIN:SHOWCURSOR_TERMES")
(10 6 "MAIN:GOTOCURSOR_TERMES")
)
                                     (Fnc
                                                    (N# 0)
                                                   (Var_Ptrs 0)
                                                   (N# 1)
                                                   (Var_Ptrs 1)
                                   (Fnc
                                                    (N# 2)
                                                 (FLP (SETQ@I MAIN:COLUMNS_TERM@I 475))
(FLP_COMPILED
```

```
(Var Ptrs 3)
        (N# 4)
(FLP (SETQ@S MAIN:REVERSE_TERM@S "\e[7m"))
(FLP_COMPILED
          "1B [ 7
                          m 00 00 00 00"
        (Var_Ptrs 4)
      .
(Fnc
       (Var_Ptrs 5)
        **Pac** (N# 6)

(FLP (SETQ@S MAIN:BOLD_TERM@S "\e[1m"))

(FLP_COMPTLED:

"D5 01 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "04 05 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00" "04 05 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00" "04 00 00 00 00 00 00"

"1B [ 1 m 00 00 00 00 00"
        (Var Ptrs 6)
        (N# 7)
(FLP (SETQ@S MAIN:NORMAL_TERM@S "\e[0m"))
(FLP_COMPILED
          (Var Ptrs 7)
      (Fnc
        (N# 8)
(PLP (SETQ@S MAIN:HIDECURSOR_TERM@S "\e[?251"))
(FLP_COMPILED
          (Var_Ptrs 8)
       (Fnc
        (Var Ptrs 9)
        (N# 10)
        (Var Ptrs 10)
(CTRL
  (N# 1)
   (OpGroup 2)
(COP 14)
  (GOTO 16)
(REM "Pass over UDF `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE' body")
(CTRL
  (OpGroup 1)
(COP 50)
  (COP 50)

(dfmput_marshaled_cluster

(Vars N# Ref Name_[Array]

(0 15 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$1")

(1 47 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:WORM_@S")

(2 21 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$2")

(3 43 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$2")

(4 22 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$3")

(5 40 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$1")

(6 23 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$4")

(7 39 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$4")
```

)

```
(8 24 "MAIN:RENDER ENTIRE WORM GAME SCENE:$5")
(9 38 "MAIN:RENDER ENTIRE WORM GAME SCENE:$5")
(10 25 "MAIN:RENDER ENTIRE WORM GAME SCENE:$6")
(11 36 "MAIN:RENDER ENTIRE WORM GAME SCENE:$6")
(11 36 "MAIN:RENDER ENTIRE WORM GAME SCENE:$6")
(12 26 "MAIN:RENDER ENTIRE WORM GAME SCENE:$7")
(13 31 "MAIN:RENDER ENTIRE WORM GAME SCENE:$7")
(14 27 "MAIN:RENDER ENTIRE WORM GAME SCENE:$8")
(15 33 "MAIN:RENDER ENTIRE WORM GAME SCENE:$8")
(16 28 "MAIN:RENDER ENTIRE WORM GAME SCENE:$9")
(17 44 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10")
(18 16 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10")
(19 29 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10")
(19 29 "MAIN:RENDER ENTIRE WORM GAME SCENE:$11")
(20 17 "MAIN:RENDER ENTIRE WORM GAME SCENE:$11")
(21 30 "MAIN:RENDER ENTIRE WORM GAME SCENE:$11")
(22 18 "MAIN:RENDER ENTIRE WORM GAME SCENE:$12")
(24 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$12")
(25 37 "MAIN:RENDER ENTIRE WORM GAME SCENE:$12")
(26 40 "MAIN:RENDER ENTIRE WORM GAME SCENE:$12")
(26 20 "MAIN:RENDER ENTIRE WORM GAME SCENE:$12")
(27 32 "MAIN:RENDER ENTIRE WORM GAME SCENE:$14")
(28 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$14")
(29 42 "MAIN:RENDER ENTIRE WORM GAME SCENE:$14")
(26 40 "MAIN:RENDER ENTIRE WORM GAME SCENE:$14")
(27 32 "MAIN:RENDER ENTIRE WORM GAME SCENE:$14")
(28 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$14")
(29 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$14")
(30 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10**)
(31 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10**)
(32 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10**)
(33 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10**)
(34 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10**)
(35 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10**)
(36 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10**)
(37 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10**)
(38 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10**)
(39 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10**)
(30 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10**)
(30 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10**)
 (Fnc
         (N# 0)
               MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:WORM_@S

(CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$1)
        (Var_Ptrs 1 0)
 (Fnc
         (N# 1)
(FLP
(SETQ@I
                     MAIN:RENDER ENTIRE WORM GAME SCENE:SCORE @I
(+ 0 MAIN:RENDER ENTIRE WORM GAME SCENE:$2)
              (Var Ptrs 3 2)
(Fnc (N# 2) (FLP (SETQ@I
                      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EAT_@I
(+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$3)
         (FLP COMPILED
              (Var Ptrs 5 4)
(Fnc (N# 3)
        (FLP
(SETQ@I
                     MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATL_@I
(+ 0 MAIN:RENDER ENTIRE WORM GAME SCENE:$4)
             (Var_Ptrs 7 6)
 (Fnc
         (N# 4)
         (FLP
               CLP (SETQ@I MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: NUM2EATC_@I (+ 0 MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: $5)
        "01 00 00 00 00 00 00 00 00"
```

```
(Var Ptrs 9 8)
  .
(Fnc
     (N# 5)
    (FLP
(SETQ@I
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I
(+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$6)
    (FLP COMPILED
    (Var_Ptrs 11 10)
 (Fnc (N# 6)
    (FLP (SETQ@I MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$7)
     (FLP COMPILED
       00"
00"
00"
     (Var_Ptrs 13 12)
 (Fnc
     (N# 7)
(FLP
       (SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:HIDECURSOR_
(CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$8)
       00"
     (Var_Ptrs 15 14)
 (Fnc
    'hc
(N# 8)
(FLP
(SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SHOWCURSOR_TERM_@S
(CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$9)
       FIP_COMPILED
"D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
"05 01 00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00 00" "D1 00 00 00 00 00 00 00"
"T F4 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
"04 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00"
"V 00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
"V 00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
     )
(Var_Ptrs 17 16)
 (Fnc
    Phc (N# 9) (FLP (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BLINK_TERM_@S (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$10)
     (FLP COMPILED
       (Var Ptrs 19 18)
)
(Fnc
(N# 10)
(FLP
(SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BOLD_TERM_@S
(CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$11)
    00
00
00
                                                                                       00"
                                                                                  0.0
                                                                                       00"
     (Var_Ptrs 21 20)
 (Fnc
     (N# 11)
    (FLF
```

```
(SETQ@S

MAIN: RENDER ENTIRE WORM GAME SCENE: REVERSE TERM @S

DNWTDR WORM GAME SCENE: $12)
    (Var_Ptrs 23 22)
(Fnc
  (N# 12)
(FLP
(SETQ@S
      MAIN:RENDER ENTIRE_WORM_GAME_SCENE:NORMAL TERM @S
(CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$13)
  (FLP COMPILED
    (Var_Ptrs 25 24)
(Fnc
(N# 13)
(FLP
(SETQ@S
      MAIN:RENDER ENTIRE WORM GAME_SCENE:GOTOCURSOR_TERM_@S
(CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$14)
  (RIP COMPILED
    (Var Ptrs 27 26)
(Fnc
  (N# 14)
  (Var Ptrs 28)
(Fnc (N# 15) (FLP (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
(CAT@J
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:HIDECURSOR_TERM_@S
    )
  (FLP COMPILED
    "02 00 00 00 00 00 00 00 00"
  (Var_Ptrs 29 28 15)
(Fnc
  (N# 16)
(FLP
(SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
      (CAT@1)
MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TERM_@S
    )
    (Var_Ptrs 30 29 23)
(Fnc
  (N# 17)
  (FLP
(SETQ@S
      MAIN:RENDER ENTIRE WORM GAME_SCENE:OUT@S
      MAIN:RENUER_ENTIRE_WORM_GAME_SCENE:OUT@S
(GOTOCURSORI_TERM@J
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S 0 0
```

```
)
      00"
                                                               00"
                                                               00"
                                                               00"
       .
(Var_Ptrs 31 30 27)
       (N# 18)
       (FLP
         **LP (SETQES
MAIN: RENDER_ENTIRE_WORM_GAME_SCENE:OUTES
(CATE)
MAIN: RENDER_ENTIRE_WORM_GAME_SCENE:OUTES
             (CATG)

"The `Worm' Game! "

"(FastLisp version for terminals by Sancho Mining)"
               MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I
             )
          )
        )
      (Var Ptrs 32 31 13)
     (Fnc
       (N# 19)
(FLP
(SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
           (CAT@)

MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S

MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S
        )
      (Var Ptrs 33 32 25)
     (Fnc
      'hc
(N# 20)
(FLP
(SETQ@I
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LI@I
(-@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I 4)
       (FLP COMPILED
        "04 00 00 00 00 00 00
       (Var Ptrs 34 11)
  )
(CTRL (N# 3) (OpGroup 2) (COP 10) (PUSHA))
(CTRL (N# 3)
(CTRL
(N# 4)
(OpGroup 4)
(COP 90)
(SubCOP 1)
   (<loop_slo> 0)
     "<For> `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I' loop initialization begins
(CTRL (N# 5) (OpGroup 4) (COP 90) (SubCOP 2) (<loopstep_slo> 1))
(CTRL
(N# 6)
  (OpGroup 1)
(COP 70)
(dfmput_zdata
(VarRef 35)
     (VarName "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LI@I")
(Inq_Dest Ld)
```

```
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000001@S
(CTRL (N# 7) (OpGroup 1) (COP 81) (SubCOP 3) (<loopto slo> (dfmget idata)))
                                                                                                                                                                                                                                                     )
(CTRL
(N# 8)
                                                                                                                                                                                                                                                     00"
     (OpGroup 4)
     (COP 100)
(FOR <loop_slo> (STEP <loopstep_slo>) (TO <loopto_slo>) (BODY 12))
(REM "Controlled by `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I' variable")
                                                                                                                                                                                                                                                                                                                                                                                   00
                                                                                                                                                                                                                                                                                                                                                                                  0.0
(CTRL
     (N# 9)
    (Var Ptrs 13 3 12)
                                                                                                                                                                                                                                    )
                                                                                                                                                                                                                                 (CTRL
(N# 11)
                                                                                                                                                                                                                                      (OpGroup 4)
(COP 101)
                                                                                                                                                                                                                                      (GubCDF 1)
(NEXT (BODY 8))
(REM "Controlled by `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I' variable")
(CTRL
(N# 10)
(OpGroup 1)
(COP 50)
    (COP 50)

(dfmput_marshaled_cluster
(Vars N# Ref Name [Array]

(0 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S")

(1 32 "MAIN:RENDER ENTIRE WORM GAME SCENE:GOTOCURSOR_TERM_@S")

(2 34 "MAIN:RENDER ENTIRE WORM GAME SCENE:L@I")

(3 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S")

(4 47 "MAIN:RENDER ENTIRE WORM GAME SCENE:WORM @S")

(5 40 "MAIN:RENDER ENTIRE WORM GAME SCENE:WORM @S")
                                                                                                                                                                                                                                 (CTRL
(N# 12)
(OpGroup 1)
(COP 71)
                                                                                                                                                                                                                                       (SubCOP 1)
                                                                                                                                                                                                                                      (dfmput_idata
<loop_slo>
(VarRef 34)
               (5 40 "MAIN:RENDER ENTITE WORM GAME SCENE:NUMZEAT @1")
(6 39 "MAIN:RENDER ENTITE WORM GAME SCENE:NUMZEATL @1")
(7 38 "MAIN:RENDER ENTITE WORM GAME SCENE:NUMZEATL @1")
(8 31 "MAIN:RENDER ENTITE WORM GAME SCENE:NUMZEATC @1")
(9 29 "MAIN:RENDER ENTITE WORM GAME SCENE:BLINK TERM @5")
(10 30 "MAIN:RENDER ENTITE WORM GAME SCENE:BLINK TERM @5")
(11 37 "MAIN:RENDER ENTITE WORM GAME SCENE:NORMAL TERM @5")
(12 46 "MAIN:RENDER ENTITE WORM GAME SCENE:TMP 000000001@5")
(13 41 "MAIN:RENDER ENTITE WORM GAME SCENE:OUT@S")
                                                                                                                                                                                                                                                                   "MAIN: RENDER ENTIRE WORM GAME SCENE: L@I")
                                                                                                                                                                                                                                            (VarName
                                                                                                                                                                                                                               (REM
"<For> postloop `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I' control variable value"
                                                                                                                                                                                                                                (CTRL (N# 13) (OpGroup 2) (COP 11) (POPA))
(CTRL
                                                                                                                                                                                                                                    CTRL
(N# 14)
(OpGroup 1)
(COP 50)
(dfmput marshaled_cluster
(Vars N# Ref Name [Array]
(0 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S")
(1 42 "MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S")
(2 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:GOTOCURSOR TERM @S")
(3 32 "MAIN:RENDER ENTIRE WORM GAME SCENE:GOTOCURSOR TERM @S")
(4 36 "MAIN:RENDER ENTIRE WORM GAME SCENE:GOTOCURSOR TERM @S")
(5 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:COTOCURSOR TERM @S")
(6 43 "MAIN:RENDER ENTIRE WORM GAME SCENE:COTOCURSOR TERM @S")
(7 31 "MAIN:RENDER ENTIRE WORM GAME SCENE:COLUMS TERM @I")
(8 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:COLUMNS TERM @I")
(9 37 "MAIN:RENDER ENTIRE WORM GAME SCENE:COTOCUTS")
(10 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUT@S")
(11 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUTS")
(12 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUTS")
(13 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUTS")
(14 44 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUTS")
(15 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUTS")
(16 45 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUTS")
(17 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUTS")
(18 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUTS")
(19 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUTS")
(10 45 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUTS")
(16 45 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUTS")
(17 44 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUTS")
(18 45 "MAIN:RENDER ENTIRE WORM GAME SCENE:CUTS")
                                                                                                                                                                                                                                      (N# 14)
          (Fnc
                (N# 0)
               (N# U)
(FLP
(SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
                               CATEJ
MAIN:RENDER ENTIRE WORM GAME_SCENE:OUT@S
(GOTOCURSOR] TERMEJ
MAIN:RENDER ENTIRE WORM GAME_SCENE:GOTOCURSOR_TERM_@S
(++BJ MAIN:RENDER ENTIRE_WORM GAME_SCENE:LEI)
                    )
               (Fnc
                                                                                                                                                                                                                                                 (N# 0)
(FLP
(SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
                                                                                                                                                                                                                                                            (CATE)

MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: OUT@S

MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: REVERSE_TERM_@S
                (Var_Ptrs 3 0 1 2)
          )
(Fnc
                (N# 1)
                                                                                                                                                                                                                                                     )
                (FELP
(SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000001@S
                                                                                                                                                                                                                                                      MAIN:RENDER ENTIRE WORM GAME SCENE:HMP 0000000108S
(RENDER ONE RASTER FOR WORM GAME SCENE:WORM @S
MAIN:RENDER ENTIRE WORM GAME SCENE:WORM @S
MAIN:RENDER ENTIRE WORM GAME SCENE:L@I
MAIN:RENDER ENTIRE WORM GAME SCENE:NUMZEATL @I
MAIN:RENDER ENTIRE WORM GAME SCENE:NUMZEATL @I
MAIN:RENDER ENTIRE WORM GAME SCENE:NUMZEATC @I
MAIN:RENDER ENTIRE WORM GAME SCENE:CULUMNS TERM @S
MAIN:RENDER ENTIRE WORM GAME SCENE:BOLD TERM @S
MAIN:RENDER ENTIRE WORM GAME SCENE:BOLD TERM @S
MAIN:RENDER ENTIRE WORM GAME SCENE:BOLD TERM @S
                                                                                                                                                                                                                                                       "02 00 00 00 00 00 00
                                                                                                                                                                                                                                                 (Var Ptrs 2 0 1)
                                                                                                                                                                                                                                            (Fnc
                                                                                                                                                                                                                                                 (N# 1)
(FLP
(SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
                   (FLP COMPILED
                                                                                                                                                                                                                                                                CAT@J

MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
(GOTOCURSOR1_TERM#J)

MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S
(-@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@1 2)
0
                                                                                                                                                                                                                                                             (CATO)
                                                                                                                                                                                                                                                     )
                                                                                                                                                                                                                                                    ,
(FLP COMPILED
                                                                                                                                                                                                                                                                                                                                                                                  00
                                                                                                                                                                                                                                                                                                                                                                                   00
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                                                                                                                                                                                                                                                                                                                                                                                            00"
                                                                                                                                                                                                                                                                                                                                                                                            00"
                                                                                                                                                                                                                                                                                                                                                                                           00"
                (Var_Ptrs 12 4 2 5 6 7 8 9 10 11)
          )
(Fnc
                (N# 2)
                                                                                                                                                                                                                                                                                                                                                                                   00
                           MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
                           (CAT@J
                                MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
                                                                                                                                                                                                                                            (Fnc
```

```
(N# 2)
(FLP
                                                                                                                                                                                        (Var Ptrs 12 11 7)
         (SETO@S
             MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
(CAT@J
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
                                                                                                                                                                                    (Fn
                                                                                                                                                                                        (FLP
(SETQ@S
                  (PADR@J
(CAT@J
                                                                                                                                                                                                MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: OUT@S
                                                                                                                                                                                                MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: OUT@S
(GOTOCURSORI TERM@J
MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: GOTOCURSOR_TERM @S
(--@J MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: LINES_TERM_@I)
                          CATeJ

(CATeJ

"I-Up K-Down J/N-Left L/M-Right"

"\"F\"aster \"S\"lower \"P\"ause \"Q\"uit | Score: "
                          (CAT@J (STR@I MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SCORE_@I) " ")
                     MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I
                                                                                                                                                                                                )
                                                                                                                                                                                            )
                                                                                                                                                                                     )
(FLP_COMPILED
"D5 01 00 0
"00 00 00 0
"00 00 00 0
"D4 F4 01 0
                                                                                                                                                                                                                                                                                               00
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                                                                                                                                                                                                                                                                                                00
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                                                                                                                                                                                        (Var_Ptrs 13 12 3 4)
                                                                                                                                                                                    (Fnc
                                                                                                                                                                                       'nc
(N# 7)
(FLP
(SETQES
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUTES
                                                                                                                                                                                                 CATEJ

MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S

MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SHOWCURSOR_TERM_@S
     (Var_Ptrs 8 5 6 7)
                                                                                                                                                                                      (Fnc
    (N# 3)
(FLP
         (SETQ@S
MAIN:RENDER ENTIRE WORM GAME SCENE:OUT@S
             (CAT@J
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S
                                                                                                                                                                                        (Var_Ptrs 15 13 14)
                                                                                                                                                                                    (Fnc
                                                                                                                                                                                       'nc
(n# 8)
(FLP
(SETORS
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__00000000000S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUTES
                                                                                             00 00 00 00 00"
     (FLP COMPILED
         "D5 01 00 00
"00 00 00 00
"00 00 00 00
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                                                                                                                                                                                        (FLP COMPILED
                                                                                                                                                                                            "D5 01 00 00 00 00 00 00 ""02 00 00 00 00 00 00 00 ""
"00 00 00 00 00 00 00 00 00 ""D4 05 00 00 00 00 00 00 00 ""
"00 00 00 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00 ""
" s 00 00 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00 ""
     (Var_Ptrs 10 8 9)
)
(Fnc
     (N# 4)
     (FLP
(SETQ@S
MAIN: RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
                                                                                                                                                                                        (Var Ptrs 16 15)
             (CAT@J MAIN: RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
                                                                                                                                                                           (CTRL
                  MAIN.RENDER_ENTINE_HOUNG GAME_SCENE:GOTOCURSOR_TERM @S

(--@J_MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I)
                                                                                                                                                                               (N# 15)
(OpGroup 2)
(COP 16)
                      0
                                                                                                                                                                               (RETURN)
(REM "End of UDF "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE' body")
                                                                                                                                                                          (CTRL
(N# 16)
                                                                                                                                                                              (N# 16)
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 53 "MAIN:TERM_TYPE@S")
(1 10 "MAIN:LINES_TERM@I")
(2 5 "MAIN:COLUMNS_TERM@T")
(3 57 "MAIN:TMP__000000003")
     (FLP COMPILED
        PLP_COMPILED
"D5 01 00 00 00 00 00 00 00 "04"
"00 00 00 00 00 00 00 00 00" "D4"
"00 00 00 00 00 00 00 00 00 00" "D4"
"03 00 00 00 00 00 00 00 00 00" "B
"01 00 00 00 00 00 00 00 00 "D4"
"03 00 00 00 00 00 00 00 00 "D4"
"03 00 00 00 00 00 00 00 00 "B4"
"03 00 00 00 00 00 00 00 00" "B4"
"03 00 00 00 00 00 00 00 00" "B4"
"04 00 00 00 00 00 00 00 00" "B4"
"05 00 00 00 00 00 00 00 00" "B4"
"06 00 00 00 00 00 00 00 00" "B4"
"07 00 00 00 00 00 00 00 00" "B4"
"08 00 00 00 00 00 00 00 00" "B4"
"09 00 00 00 00 00 00 00 00" "B4"
"09 00 00 00 00 00 00 00 00" "B4"
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                                                                                                                                                                                        (N# 0)
(FLP
(SETQ@I
MAIN:TMP__000000003
                                                                                 00
                                                                                        00
     (Var_Ptrs 11 10 3 4)
                                                                                                                                                                                                     |@J
(||@J
(!=@S MAIN:TERM_TYPE@S (TERM_TYPE))
(!=@I MAIN:LINES_TERM@I (LINES_TERM))
     (N# 5)
     (FI.P
         'LP (SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
(CAT@J
                                                                                                                                                                                                     (!=@I MAIN:COLUMNS_TERM@I (COLUMNS_TERM))
                                                                                                                                                                                           )
                 CAT®]
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT®S
(SPACE®J (--@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I))
                                                                                                                                                                                      00
00
00
                                                                                                                                                                                                                                                                                                      00"
    00"
                                                                                                                                                                                                                                                                                                00
                                                                                                                                                                                                                                                                                                00
00
00
                                                                                                                                                                                                                                                                                                00
                                                                                                                                                                                                                                                                                                      00"
                                     00 00 00
```

```
(Var_Ptrs 3 0 1 2)
  )
(CTRL
   (N# 17)
(OpGroup 1)
(COP 70)
   (dfmput_zdata (VarRef 57) (VarName "MAIN:TMP__000000003") (Inq_Dest Ld))
(CTRL (N# 18) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
(CTRL
   (N# 19)
  (OpGroup 2)
(COP 17)
(IF NOT <accum_slo> (GOTO 60))
(REM "Pass over `MAIN:TMP_000000003' <if> conditional branch")
(CTRL
(N# 20)
(OpGroup 1)
   (COP 50)
   (COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
     (Fnc
(N# 0)
        (Var_Ptrs 0)
  )
(CTRL (N# 21) (OpGroup 2) (COP 10) (PUSHA))
(CTRL
   (N# 22)
   (OpGroup 1)
(COP 70)
   (dfmput zdata (VarRef 56) (VarName "MAIN:TMP_000000002") (Inq_Dest Ld)) (REM "<While> `MAIN:TMP_00000002' loop body begins here")
(CTRL (N# 23) (OpGroup 1) (COP 81) (SubCOP 1) (<loop_slo> (dfmget_idata)))
(CTRL
(N# 24)
   (OpGroup 2)
(COP 17)
  (SubCOP 1)
(IF NOT <loop_slo> (GOTO 58))
(REM "Exit <while> loop")
(CTRL
(N# 25)
  (OpGroup 1)
(COP 50)
  (COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref Name [Array]
(0 57 "MAIN:TMP_000000003")
(1 53 "MAIN:TERM TYPE08")
(2 57 "MAIN:THP 000000003")
(3 10 "MAIN:LINES TERMET")
(4 57 "MAIN:TMP 000000003")
(5 5 "MAIN:COLUMNS_TERMET")
(6 57 "MAIN:TMP 000000003")
(7 57 "MAIN:TMP 000000003")
(8 57 "MAIN:TMP 000000003")
(9 57 "MAIN:TMP 0000000003")
(9 57 "MAIN:TMP 0000000003")
        (10 57 "MAIN:TMP 000000003")
(11 57 "MAIN:TMP 000000003")
     (Fnc (N# 0)
        "t e r m i n a 1"
"Z 00 00 00 00 00 00 00 00"
        (Inq_Dest Ls)
(Var Ptrs 0)
     (Enc
        (N# 1)
(FLP
           (SETQ@S
             MAIN:TMP__000000003
(OUTF " 0 - TERM_TYPE=~%s';" MAIN:TERM_TYPE@S)
        (FLP COMPILED
          (Inq_Dest Ls)
(Var_Ptrs 2 1)
     (Fnc
        (N# 2)
        (FLE
           'LP (SETQ@S MAIN:TMP__000000003 (OUTF " LINES_TERM="%d';" MAIN:LINES_TERM@I)
```

```
(FLP COMPILED
  (Inq_Dest Ls)
(Var_Ptrs 4 3)
(Fnc
 (N# 3)
 (FLP
  (SETQ@S
MAIN:TMP__000000003
(OUTF " COLUMNS_TERM= "%d'; \n" MAIN:COLUMNS_TERM@I)
 (Inq Dest Ls)
 (Var Ptrs 6 5)
.
(Fnc
 (N# 4)
(FLP
   (SETQ@S MAIN:TMP__000000003 (OUTF " 1 - TERM_TYPE=~%s';" (TERM_TYPE)))
  - - s
                                 - - T
  " R M _ T Y P E ="
" T 88 02 00 00 00 00 00"
 (Inq_Dest Ls)
(Var Ptrs 7)
(Fnc
(N# 5)
(FLP
   (SETQ@S MAIN:TMP__000000003 (OUTF " LINES_TERM=~%d';" (LINES_TERM)))
  "ERM = "% d'"
"T8C 02 00 00 00 00 00"
 (Inq_Dest Ls)
(Var Ptrs 8)
(Enc
 (N# 6)
(FLP
(SETQ@S
    MAIN:TMP__000000003
(OUTF " COLUMNS_TERM=~%d'.\n" (COLUMNS_TERM))
  )
 (FLP COMPILED
  (Inq_Dest Ls)
(Var Ptrs 9)
(Fnc
 (N# 7)
(FLP
(SETQ@S
    MAIN:THP_000000003
(OUTF "Enter your choice (0 or 1) or press 'q' to quit:" NIL)
 (FLP COMPILED
  (Inq_Dest Ls)
(Var Ptrs 10)
(Enc
```

```
(CTRL
                                                                                                                                      (N# 37)
                                                                                                                                     (OpGroup 1)
(COP 70)
(dfmput_zdata (VarRef 64) (VarName "MAIN:TMP__000000010@I") (Inq_Dest Ld))
          (Var_Ptrs 11)
     )
  )
                                                                                                                                   (CTRL (N# 38) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
(N# 26)
                                                                                                                                  (CTRL
(N# 39)
   (OpGroup 1)
(COP 70)
                                                                                                                                      (OpGroup 2)
(COP 17)
   (dfmput_zdata (VarRef 57) (VarName "MAIN:TMP__000000003") (Inq_Dest Ld))
                                                                                                                                      (IF_NOT <accum_slo> (GOTO 42))
(REM "Pass over `MAIN:TMP__000000010@I' <if> conditional branch")
(CTRL
                                                                                                                                   (CTRL (N# 40) (OpGroup 2) (COP 14) (GOTO 58) (REM "BREAK"))
   (N# 27)
   (COP 81)
(<accum_slo> (dfmget_idata))
(REM "[I/O synchro]")
                                                                                                                                   (CTRL
                                                                                                                                     (N# 41)
(OpGroup 2)
(COP 14)
                                                                                                                                      (GOTO 56)
(CTRL (N# 28) (OpGroup 3) (COP 21) (<accum_chr> (SCAN_CONSOLE <accum_slo>)))
                                                                                                                                      (REM "Pass over `MAIN:TMP__000000010@I' <else> conditional branch")
(CTRL
(N# 29)
   (OpGroup 1)
(COP 73)
(dfmput_sdata <accum_chr> (VarRef 58) (VarName "MAIN:TMP__000000004"))
                                                                                                                                      (N# 42)
                                                                                                                                     (CTRL
   (N# 30)
   (N# 30)
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref_Name_[Array]
(0 58 "MAIN:TMP_000000004")
(1 2 "MAIN:CH@S")
(2 65 "MAIN:TMP_000000011@I")
                                                                                                                                            'nc
(N# 0)
(FLP (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH@S "1")))
(FLP_COMPILED
                                                                                                                                              FICE (N# 0)

(FLP (SETQS MAIN: CH0S (UPPERBJ MAIN: TMP___0000000004)))

(FLP_COMPILED

"D5 01 00 00 00 00 00 00 00 ""02 00 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 "D4 05 00 00 00 00 00 00 00"

"D4 H 02 00 00 00 00 00 "00" "01 00 00 00 00 00 00"

"V 0 0 00 00 00 00 00 00 00" "01 00 00 00 00 00 00"

"V 0 00 00 00 00 00 00 00" "01 00 00 00 00 00 00"
      (Fnc
                                                                                                                                            (Var Ptrs 1 0)
                                                                                                                                        )
                                                                                                                                     )
                                                                                                                                  (CTRL
(N# 43)
                                                                                                                                      (OpGroup 1)
(COP 70)
(dfmput_zdata (VarRef 63) (VarName "MAIN:TMP__000000009@I") (Inq_Dest Ld))
          (Var_Ptrs 1 0)
      )
(Fnc
                                                                                                                                   (CTRL (N# 44) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
          (N# 1)
                                                                                                                                   (CTRL (N# 45)
(N# 45)
(OpGroup 2)
(COP 17)
            (IF_NOT <accum_slo> (GOTO 49))
(REM "Pass over "MAIN:TMP__000000009@I' <if> conditional branch")
           (CTRL
(N# 46)
                                                                                                                                     (N# 46)
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref Name [Array]
(0 53 "MAIN:TERM TYPE®S")
(1 10 "MAIN:LINES_TERM®I")
(2 5 "MAIN:COLUNNS TERM®I")
(3 4 "MAIN:CLUSCR TERM®S")
(4 48 "MAIN:DUPLES TERM®S")
                                                                                                                                            (3 4 MAIN:REVERSE_TERM®S")
(5 0 "MAIN:BLINK_TERM®S")
(6 1 "MAIN:BOLD_TERM®S")
(7 11 "MAIN:NORMAL_TERM®S")
                                                                                                                                            (8 9 "MAIN:HIDECURSOR_TERM@S")
(9 50 "MAIN:SHOWCURSOR_TERM@S")
(10 6 "MAIN:GOTOCURSOR_TERM@S")
         (Var Ptrs 2 1)
  )
(CTRL
   (N# 31)
                                                                                                                                            (N# 0)
                                                                                                                                            (N# U)
(FLP (SETQ@S MAIN:TERM_TYPE@S (TERM_TYPE)))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 ""D4 05 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 ""01 00 00 00 00 00 00"

" T 88 02 00 00 00 00 00"
   (dfmput_zdata (VarRef 65) (VarName "MAIN:TMP__000000011@I") (Inq_Dest Ld))
(CTRL (N# 32) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
(CTRL
(N# 33)
   (OpGroup 2)
                                                                                                                                            (Var Ptrs 0)
   (COP 17)
(IF_NOT <accum_slo> (GOTO 36))
(REM "Pass over `MAIN:TMP__000000011@I' <if> conditional branch")
                                                                                                                                         (Fnc
                                                                                                                                            (CTRL (N# 34) (OpGroup 2) (COP 14) (GOTO 351) (REM "EXIT"))
(CTRL (N# 34)
(N# 35)
(OpGroup 2)
(COP 14)
   (GOTO 56)
(REM "Pass over 'MAIN:TMP_000000011@I' <else> conditional branch")
                                                                                                                                            (Var Ptrs 1)
   (N# 36)
                                                                                                                                            (N# 2)
                                                                                                                                            (N# 2)
(FLP (SETQET MAIN:COLUMNS_TERME) (COLUMNS_TERM)))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 00 ""D1 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 ""D1 00 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 ""D1 00 00 00 00 00 00 00"
"T 90 02 00 00 00 00 00 00"
   (AW JO)
(OpgCroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 64 "MAIN:TMP__000000010@I"))
      (Fnc
          (N# 0)
          (FLP (SETQ®I MAIN:TMP__000000010@I (==@S MAIN:CH@S "0")))
(FLP_COMPILED
                                                                                                                                            (Var Ptrs 2)
            "D5 01 00 00 00 00 00 00 " "02 00 00 00 00 00 00 00
            (Fnc
                                                                                                                                             (N# 3)
                                                                                                                                            (N# 3)
(FLP (SETQES MAIN:CLRSCR_TERMES (CLRSCR_TERM)))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 ""D4 05 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00"

"T 94 02 00 00 00 00 00 00"
         (Var Ptrs 1 0)
                                                                                                                                            (Var Ptrs 3)
```

```
(CTRL (N# 51) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata))) (CTRL (N# 52)
     (Fnc
       (N# 4)
       (N# 4)
(FLP (SETQ®S MAIN:REVERSE_TERM®S (REVERSE_TERM)))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 " "01 00 00 00 00 00 00 00 "
"00 00 00 00 00 00 00 00 " "04 05 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00 " "04 05 00 00 00 00 00 00"
"T 7 98 02 00 00 00 00 00 "
                                                                                                       (GF_NOT <accum_slo> (GOTO 55))
(REM "Pass over `MAIN:TMP 000000008' <if> conditional branch")
                                                                                                     (CTRL
                                                                                                       (N# 53)
       (Var Ptrs 4)
                                                                                                       (OpGroup 1)
(COP 50)
     (Fnc
                                                                                                       (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 61 "MAIN:TMP__000000007"))
       nc
(N# 5)
(FLP (SETQ@S MAIN:BLINK_TERM@S (BLINK_TERM)))
(FLP_COMPILED
                                                                                                          (Fnc (N# 0)
         (N# 0)
(FLP (SETQ@Z MAIN:TMP_000000007 NIL))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 ""T 06 00 00 00 00 00 00"

"2 00 00 00 00 00 00 00 00" "10 00 00 00 00 00 00"

"2 0 00 00 00 00 00 00 00 00"
       (Var_Ptrs 5)
     (Fnc
                                                                                                            (Var_Ptrs 0)
       (N# 6)
                                                                                                         )
       (RIP (SETQ@S MAIN:BOLD_TERM@S (BOLD_TERM)))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00
                                                                                                      )
                                                                                                    (CTRL
         (N# 54)
                                                                                                       (COP 14)
(GOTO 56)
(REM "Pass over `MAIN:TMP_000000008' <else> conditional branch")
       (Var_Ptrs 6)
     (Fnc
                                                                                                     (CTRL
       N# 7)
(FLP (SETQ@S MAIN:NORMAL_TERM@S (NORMAL_TERM)))
(FLP_COMPILED
                                                                                                       (N# 55)
                                                                                                       (OpGroup 1)
(COP 50)
         (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 61 "MAIN:TMP__000000007"))
(Fnc
(N# 0)
                                                                                                           (N# 0,
(FLP
(SETQ@S
MAIN:TMP_00000007
(OUTF "\n\n*** Invalid selection ***\n" NIL)
       (Var Ptrs 7)
    (Fnc (N# 8)
       (Var_Ptrs 8)
    (Fnc
        (N# 9)
       (RH 9)
(FLP (SETQES MAIN:SHOWCURSOR_TERMES (SHOWCURSOR_TERM)))
(FLP COMPILED
"D5 01 00 00 00 00 00 00 " "01 00 00 00 00 00 00 00"
                                                                                                            (Inq_Dest Ls)
                                                                                                            (Var Ptrs 0)
         "00 00 00 00 00 00 00 00 00 "Pd 05 00 00 00 00 00 00 ""
"00 00 00 00 00 00 00 00 00 00 ""
"T AC 02 00 00 00 00 00 00"
                                                                                                      )
                                                                                                    (CTRL
                                                                                                       (N# 56)
                                                                                                       (OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
       (Var_Ptrs 9)
    (Fnc (N# 10)
       (Fnc
                                                                                                            "03 00 00 00 00 00 00 00 " I " I "FF FF FF FF FF FF FF FF" " I "FF FF FF FF" " I
                                                      00
                                                                                                            (Var Ptrs 0)
       (Var_Ptrs 10)
                                                                                                    (CTRL
(CTRL (N# 47) (OpGroup 2) (COP 14) (GOTO 58) (REM "BREAK"))
                                                                                                       (N# 57)
                                                                                                       (OpGroup 2)
(COP 14)
(SubCOP 1)
(CTRL
(N# 48)
  (OpGroup 2)
  (COP 14)
(GOTO 56)
                                                                                                       (GOTO 22)
  (REM "Pass over `MAIN:TMP__00000009@I' <else> conditional branch")
                                                                                                           Continue <while> `MAIN:TMP__000000002' loop, <while> loop body ends h
(CTRL
  (N# 49)
                                                                                                     (CTRL (N# 58) (OpGroup 2) (COP 11) (POPA))
   (OpGroup 1)
(COP 50)
                                                                                                    (CTRL
(N# 59)
  (dfmput_marshaled_cluster
                                                                                                       (OpGroup 2)
(COP 14)
     (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 62 "MAIN:TMP__000000008"))
                                                                                                       (GOTO 61)
(REM "Pass over `MAIN:TMP__000000003' <else> conditional branch")
       (CTRL
                                                                                                       (N# 60)
(OpGroup 1)
(COP 50)
                                                                                                       (ddfmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
                                                                                                            (Var Ptrs 1 0)
    )
 )
(CTRL
  (N# 50)
(OpGroup 1)
(COP 70)
                                                                                                            (Var_Ptrs 0)
  (dfmput zdata (VarRef 62) (VarName "MAIN:TMP 000000008") (Ing Dest Ld))
```

(CTRL

```
(N# 61)
(OpGroup 1)
(COP 50)
                                                                                                                                           (9 12 "MAIN:NUM2EAT@I")
(10 14 "MAIN:NUM2EATL@I")
(11 13 "MAIN:NUM2EATC@I")
                                                                                                                                           (11 13 "MAIN:NUMZEATCE!")

(12 52 "MAIN:STILLZEATE!")

(13 33 "MAIN:CH PREVES")

(14 51 "MAIN:SPEEDE!")

(15 55 "MAIN:THP 000000001")

(16 4 "MAIN:CHRSCR TERMES")

(17 55 "MAIN:THP 000000001")

(18 55 "MAIN:THP 000000001")
    (COF 50)
(dfmput marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 10 "MAIN:LINES_TERM®I")
(1 5 "MAIN:COLUMNS_TERM®I")
(2 57 "MAIN:TMP__000000003")
      (Fnc (N# 0)
          (FLP
                                                                                                                                         (Fnc
            (N# 0)
                                                                                                                                           )
         (Var Ptrs 0)
                                                                                                                                         (Fnc (N# 1)
                                                                                                                                           (N# 1)
(FLP (SETQ@I MAIN:HEADC@I 3))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""D4 04 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00 00"

"1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0" "01 00 00 00 00 00 00 00"

"1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0" "03 00 00 00 00 00 00 00"
         (Var_Ptrs 2 0 1)
                                                                                                                                           (Var Ptrs 1)
  )
                                                                                                                                         (Fnc
                                                                                                                                            (N# 2)
                                                                                                                                           (N# 2)
(FLP (SETQ@S MAIN:WORM@S "|0:3|0:2|0:1|0:0|"))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "11 00 00 00 00 00 00 00"

" $ 00 00 00 00 00 00 00 00" "11 00 00 00 00 00 00"

" $ 00 00 00 00 00 00 00 00" "11 00 00 00 00 00 00"

" | 0 0 : 3 | 0 : 2 " | 0 : 1 | 0 : 0"

" | 00 00 00 00 00 00 00 00"
(CTRL
(N# 62)
   (OpGroup 1)
(COP 70)
   (dfmput_zdata (VarRef 57) (VarName "MAIN:TMP__000000003") (Inq_Dest Ld))
(CTRL (N# 63) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
(CTRL
(N# 64)
   (OpGroup 2)
(COP 17)
(IF_NOT <accum_slo> (GOTO 68))
                                                                                                                                            (Var_Ptrs 2)
                                                                                                                                         (Fnc
                                                                                                                                           (REM "Pass over `MAIN:TMP__000000003' <if> conditional branch")
(CTRL
(N# 65)
   (OpGroup 1)
(COP 50)
   (ddfmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
                                                                                                                                           (Var Ptrs 3)
      (Fnc
         (N# 0)
                                                                                                                                         (Fnc
                                                                                                                                           (SETQ@S

MAIN:TMP_000000002

(OUTF "\n\n*** Terminal is too tiny ***\n" NIL)
            )
         (Var_Ptrs 4)
                                                                                                                                            (N# 5)
                                                                                                                                           (Inq_Dest Ls)
(Var_Ptrs 0)
  )
                                                                                                                                            (Var_Ptrs 5)
(CTRL (N# 66) (OpGroup 2) (COP 14) (GOTO 351) (REM "EXIT"))
(CTRL (N# 66)
(CTRL
(N# 67)
(OpGroup 2)
(COP 14)
                                                                                                                                         (Fnc
                                                                                                                                           THE (N# 6)
(FLP (SETQ@I MAIN:NUM2EATC@I 0))
(FLP_COMPILED
"D5 01 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"

"1 02 02 02 02 02 02 02 02" "14 04 00 00 00 00 00 00"
   (GOTO 69)
                                                                                                                                              (REM "Pass over `MAIN:TMP__000000003' <else> conditional branch")
   (N# 68)
   (N# 68)
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
                                                                                                                                            (Var Ptrs 6)
                                                                                                                                        (Fnc
                                                                                                                                           (N# 7)
(FLP
         (SETQ@I
MAIN:NUM2EAT@I
                                                                                                                                                  (<<@J
                                                                                                                                                     (+@J (-@J MAIN:LINES TERM@I 10) (-@J MAIN:COLUMNS TERM@I 10))
                                                                                                                                           (Var Ptrs 0)
     )
  )
(CTRL
   (N# 69)
(OpGroup 1)
(COP 50)
  (Opform ) (COP 50)
(dfmput_marshaled_cluster
(Vars N#_Ref_Name_[Array]
(0 8 "MAIN:HEADL@I")
(1 7 "MAIN:HEADC@I")
(2 69 "MAIN:WORM@S")
(3 49 "MAIN:SCORE@I")
(4 12 "MAIN:SUMZEAT@I")
(5 14 "MAIN:NUMZEAT@I")
(6 13 "MAIN:NUMZEAT@I")
(7 10 "MAIN:LINES_TERM@I")
(8 5 "MAIN:COLUMNS_TERM@I")
                                                                                                                                        (Fnc
```

```
(N# 8)
(FLP (SETQ@I MAIN:NUM2EATL@I 1))
                                                                                                                                                                                                                                                             "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$1")
"MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SCORE @I")
                                                                                                                                                                                                                                             (1 15
(2 43
                 (FLP COMPILED
                                                                                                                                                                                                                                              (3 21
                                                                                                                                                                                                                                                             "MAIN: RENDER ENTIRE WORM GAME SCENE: $2")
                     "MAIN:RENDER ENTIRE WORM GAME SCENE:NUMZEAT_@I")
"MAIN:RENDER ENTIRE WORM GAME SCENE:S3")
"MAIN:RENDER ENTIRE WORM GAME SCENE:NUMZEATL_@I")
"MAIN:RENDER ENTIRE WORM GAME SCENE:S4")
                                                                                                                                                                                                                                           (6 39 "MAIN:RENDER ENTIRE WORM GAME SCENE:NUM2EATL @!")
(7 23 "MAIN:RENDER ENTIRE WORM GAME SCENE:$4")
(8 38 "MAIN:RENDER ENTIRE WORM GAME SCENE:$5")
(9 24 "MAIN:RENDER ENTIRE WORM GAME SCENE:S5")
(10 36 "MAIN:RENDER ENTIRE WORM GAME SCENE:S5")
(11 25 "MAIN:RENDER ENTIRE WORM GAME SCENE:LINES TERM @!")
(11 25 "MAIN:RENDER ENTIRE WORM GAME SCENE:COLUMNS TERM @!")
(12 31 "MAIN:RENDER ENTIRE WORM GAME SCENE:GOLUMNS TERM @!")
(13 26 "MAIN:RENDER ENTIRE WORM GAME SCENE:S7")
(14 33 "MAIN:RENDER ENTIRE WORM GAME SCENE:S7")
(15 27 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR TERM @S")
(15 27 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR TERM @S")
(16 44 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR TERM @S")
(17 28 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR TERM @S")
(19 16 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR TERM @S")
(19 16 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR TERM @S")
(20 30 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR TERM @S")
(21 17 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR)
(22 18 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR)
(23 18 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR)
(24 27 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR)
(25 30 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR TERM @S")
(26 32 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR TERM @S")
(27 10 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR TERM @S")
(28 41 "MAIN:RENDER ENTIRE WORM GAME SCENE:SHOWCURSOR TERM @S")
(29 35 "MAIN:RENDER ENTIRE WORM GAME SCENE:GUT®")
(30 34 "MAIN:RENDER ENTIRE WORM GAME SCENE:IQE")
(31 46 "MAIN:RENDER ENTIRE WORM GAME SCENE:IQE")
(32 45 "MAIN:RENDER ENTIRE WORM GAME SCENE:IQE")
(33 45 "MAIN:RENDER ENTIRE WORM GAME SCENE:IQE")
(34 5 "MAIN:RENDER ENTIRE WORM GAME SCENE:IQE")
                                                                                                                                                                                                                                                     23
                (Var_Ptrs 10)
          (Fnc
                (Var Ptrs 11)
           (Enc
                (N# 10)
(FLP (SETQ@I MAIN:STILL2EAT@I 0))
(FLP_COMPILED
                     (Var_Ptrs 12)
           )
(Fnc
                (N# 11)
                (CTRL
                                                                                                                                                                                                                                        (N# 75)
                                                                                                                                                                                                                                        (OpGroup 1)
(COP 50)
                                                                                                                                                                                                                                      (COP 50)

(dfmput_marshaled_cluster

(Vars N# Ref Name_[Array]

(0 15 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$1")

(1 69 "MAIN:WORMSS")

(2 21 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$2")

(3 49 "MAIN:SCOREGI")

(4 22 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$3")

(5 12 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$4")

(6 23 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$4")

(7 14 "MAIN:NUM2EATAGI")

(8 24 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$5")

(9 13 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$5")

(10 25 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$6")
                (Var Ptrs 13)
                NE (N# 12)
(FLP (SETQ@I MAIN:SPEED@I 100000))
(FLP_COMPILED
                                                                                                                                                                                                                                                  (7 14 "MAIN:NUMZEATUGI")

(8 24 "MAIN:RENDER ENTIRE WORM GAME SCENE:$5")

(9 13 "MAIN:NUMZEATUGI")

(10 25 "MAIN:RENDER ENTIRE WORM GAME SCENE:$6")

(11 10 "MAIN:LINES TERMGI")

(12 26 "MAIN:RENDER ENTIRE WORM GAME SCENE:$7")

(13 5 "MAIN:COLUNNS TERMGI")

(14 27 "MAIN:RENDER ENTIRE WORM GAME SCENE:$8")

(15 9 "MAIN:HIDECURSOR TERMGS")

(16 28 "MAIN:RENDER ENTIRE WORM GAME SCENE:$9")

(17 50 "MAIN:HOLOWCURSOR TERMGS")

(18 16 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10")

(19 0 "MAIN:BLINK TERMGS")
                    (Var_Ptrs 14)
           (Fnc
               (18 16 "MAIN:RENDER ENTIRE WORM GAME SCENE:$10")
(19 0 "MAIN:BLINK TERMSS")
(20 17 "MAIN:RENDER ENTIRE WORM GAME SCENE:$11")
(21 1 "MAIN:BOLD TERMSS")
(22 18 "MAIN:RENDER ENTIRE WORM GAME SCENE:$12")
(23 48 "MAIN:RENDER ENTIRE WORM GAME SCENE:$13")
(24 19 "MAIN:RENDER ENTIRE WORM GAME SCENE:$13")
(25 11 "MAIN:NORMAL TERMSS")
(26 20 "MAIN:RENDER ENTIRE WORM GAME SCENE:$14")
(27 6 "MAIN:GOTOCURSOR TERMSS")
                (Var_Ptrs 15)
          (Fnc (N# 14)
                                                                                                                                                                                                                                             (Fnc
                (FLF
                                                                                                                                                                                                                                                  (SETQ@S MAIN:TMP__000000001 (OUTF (PRN_STRING_FMT) MAIN:CLRSCR_TERM@S))
                     (Var Ptrs 0 1)
                (Inq_Dest Ls)
(Var_Ptrs 17 16)
                                                                                                                                                                                                                                                   (R# 1)
(PLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$2 MAIN:SCORE@I))
(FLP_COMPILED
          (Fnc
                                                                                                                                                                                                                                                       (N# 15)
(FLP (SETQ@I MAIN:TMP__000000001 1))
(FLP_COMPILED
                     (Var Ptrs 2 3)
                                                                                                                                                                                                                                             (Fnc
                                                                                                                                                                                                                                                  'NC (N# 2)
(FLP (ALSETQ MAIN: RENDER_ENTIRE_WORM_GAME_SCENE: $3 MAIN: NUM2EAT@1))
(FLP COMPILED

"D5 01 00 00 00 00 00 00 00 "" 20 00 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 "" T 08 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 "" 101 00 00 00 00 00 00 00"

"1 00 00 00 00 00 00 00 00 00 "" 101 00 00 00 00 00 00 00"

"1 00 00 00 00 00 00 00 00 "" 101 00 00 00 00 00 00 00"
               (Var Ptrs 18)
        )
(CTRL (N# 70) (OpGroup 2) (COP 10) (PUSHA))
(CTRL (N# 70)
(CTRL
(N# 71)
(OpGroup 1)
(COP 70)
                                                                                                                                                                                                                                                  (Var Ptrs 4 5)
     (dfmput zdata (VarRef 55) (VarName "MAIN:TMP__000000001") (Inq_Dest Ld))
(REM "<While> `MAIN:TMP__000000001' loop body begins here")
                                                                                                                                                                                                                                              ,
(Enc
                                                                                                                                                                                                                                                  (N# 3)
(FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$4 MAIN:NUM2EATL@1))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""02 00 00 00 00 00 00 00 ""
"00 00 00 00 00 00 00 00 "" T 08 00 00 00 00 00 00 ""
"00 00 00 00 00 00 00 00 00 "" T 08 00 00 00 00 00 00 ""
"00 00 00 00 00 00 00 00 00 "" 01 00 00 00 00 00 00 00 ""
"1 00 00 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00 00 ""
(CTRL (N# 72) (OpGroup 1) (COP 81) (SubCOP 1) (<loop slo> (dfmget idata)))
(CTRL (N# 73)
     (OpGroup 2)
(COP 17)
     (SubCOP 1)
(IF_NOT <loop_slo> (GOTO 349))
(REM "Exit <while> loop")
                                                                                                                                                                                                                                                   (Var_Ptrs 6 7)
(CTRL
                                                                                                                                                                                                                                             (Fnc
     (N# 74)
                                                                                                                                                                                                                                                   (N# 4)
                                                                                                                                                                                                                                                   (OpGroup 2)
(COP 12)
(ENTER_RECURSION)
     (ENTER MECURSION)
(Vars N# Ref Name [Array]
(0 47 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:WORM_@S")
```

```
" i 00 00 00 00 00 00 00 " "01 00 00 00 00 00 00 00
                                                                                                                         (REM "UDF `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE' call")
        (Var Ptrs 8 9)
                                                                                                                     (CTRL
                                                                                                                         (N# 77)
(OpGroup 1)
(COP 50)
                                                                                                                         (dfmput marshaled cluster
         (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$6 MAIN:LINES_TERM@I)) (FLP COMPILED
                                                                                                                            (Vars_N#_Ref_Name_[Array]
(0 56 "MAIN:TMP__000000002")
(1 45 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000000@S")
           (Fnc
                                                                                                                              .
(Var_Ptrs 10 11)
      (Fnc
         (N# 6)
         (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$7 MAIN:COLUMNS_TERM@I))
(FLP_COMPILED
           "D5 01 00 00 00 00 00 00 " "02 00 00 00 00 00 00
                                                                                                                               (FLP COMPILED
           (Var Ptrs 12 13)
                                                                                                                               (Var Ptrs 0 1)
         (N# 7)
                                                                                                                         (REM "UDF "MAIN: RENDER ENTIRE WORM GAME SCENE' returned value")
         (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$8 MAIN:HIDECURSOR_TERM@S)
                                                                                                                      (CTRL (N# 78) (OpGroup 2) (COP 13) (LEAVE_RECURSION))
(CTRL
(N# 79)
           (OpGroup 1)
(COP 50)
                                                                                                                         (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 56 "MAIN:TMP__000000002")
(1 57 "MAIN:TMP__000000003")
        (Var_Ptrs 14 15)
     (Fnc
                                                                                                                            (Fnc
(N# 0)
        (N# 8)
(FLP
                                                                                                                              (N# U,
(FLP
(SETQ@S
MAIN:TMP__000000003
(OUTF (PRN_STRING_FMT) MAIN:TMP__000000002)
           (ALSETO MAIN: RENDER ENTIRE WORM GAME SCENE: $9 MAIN: SHOWCURSOR TERM@S)
           (Var Ptrs 16 17)
      (Enc
         (RH 9)
(PLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$10 MAIN:BLINK_TERM@S))
(FLP_COMPILED
           (Inq_Dest Ls)
(Var Ptrs 1 0)
                                                                                                                        )
         (Var Ptrs 18 19)
                                                                                                                      (CTRL
                                                                                                                         (N# 80)
(OpGroup 1)
(COP 70)
         (N# 10)
        (N# 10)
(FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$11 MAIN:BOLD_TERM@S))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""02 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 ""T 08 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 ""10 00 00 00 00 00 00 00"

"8 00 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00 00"

"8 00 00 00 00 00 00 00 00 ""10 00 00 00 00 00 00 00"
                                                                                                                         (dfmput zdata (VarRef 51) (VarName "MAIN:SPEED@I") (Ing Dest Ld))
                                                                                                                      (CTRL (N# 81)
                                                                                                                         (OpGroup 1)
(COP 81)
(<accum slo
                                                                                                                         (COP 81)
(<accum_slo> (dfmget_idata))
(REM "[I/O synchro]")
         (Var_Ptrs 20 21)
                                                                                                                      (CTRL (N# 82) (OpGroup 3) (COP 21) (<accum_chr> (SCAN_CONSOLE <accum_slo>)))
     (Fnc
                                                                                                                      (CTRL
(N# 83)
         (N# 11)
         (A# 11)
(FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$12 MAIN:REVERSE_TERM@S))
(FLP COMPILED

"D5 01 00 00 00 00 00 00 "02 00 00 00 00 00 00 00 00 "
                                                                                                                         (OpGroup 1)
(COP 73)
(dfmput_sdata <accum_chr> (VarRef 56) (VarName "MAIN:TMP__000000002"))
           (CTRL (N# 84)
                                                                                                                         (N# 84)
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref Name_[Array]
(0 56 "MAIN:TMP_000000002")
(1 2 "MAIN:TMP_000000005")
         (Var Ptrs 22 23)
         (N# 12)
        (NF 12)
(FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$13 MAIN:NORMAL_TERM@S))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 " "02 00 00 00 00 00 00 00 "

"00 00 00 00 00 00 00 00 " "T 08 00 00 00 00 00 00 "

"00 00 00 00 00 00 00 00 " "10 00 00 00 00 00 00 00 "

"80 00 00 00 00 00 00 00 00 " "10 00 00 00 00 00 00 00 "

"80 00 00 00 00 00 00 00 " "10 00 00 00 00 00 00 00 00 "
                                                                                                                            (Fnc
                                                                                                                              (Var_Ptrs 24 25)
     (Fnc
         (N# 13)
         (FLP (ALSETQ MAIN: RENDER ENTIRE WORM GAME SCENE: $14 MAIN: GOTOCURSOR TERM®S)
         (FI.P COMPTIED
                                                                                                                               (Var Ptrs 1 0)
           (N# 1)
                                                                                                                               (N# 1)
(PLP (SETQ@I MAIN:TMP 000000005 (==@S MAIN:CH@S "P")))
(FLP COMPILED

"D5 01 00 00 00 00 00 00 " "02 00 00 00 00 00 00 00 "00"
"00 00 00 00 00 00 00 00 " "04 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 " "04 00 00 00 00 00 00 00"
"D4 i 00 00 00 00 00 00 " "02 00 00 00 00 00 00 00"
"D4 i 00 00 00 00 00 00 00 " "02 00 00 00 00 00 00 00"
"03 00 00 00 00 00 00 00 " "8 00 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 00 " " S 00 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 00 " " P 00 00 00 00 00 00 00 00"
        (Var Ptrs 26 27)
  (REM
      "UDF `MAIN:RENDER ENTIRE WORM GAME SCENE' invoke initialization (passing
the arguments)
(CTRL
(N# 76)
(OpGroup 2)
(COP 15)
                                                                                                                               (Var_Ptrs 2 1)
                                                                                                                     (CTRL
```

```
(CTRL
(N# 97)
     (N# 85)
(OpGroup 1)
(COP 70)
                                                                                                                                                                                                                       (OpGroup 1)
(COP 70)
      (dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
                                                                                                                                                                                                                        (dfmput_zdata (VarRef 62) (VarName "MAIN:TMP__000000008") (Inq_Dest Ld))
 (CTRL (N# 86) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
                                                                                                                                                                                                                  (CTRL (N# 98) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
 (CTRL (N# 87)
                                                                                                                                                                                                                  (CTRL
                                                                                                                                                                                                                      TRL
(N# 99)
(OpGroup 2)
(COP 17)
(IF NOT <accum_slo> (GOTO 108))
(REM "Pass over `MAIN:TMP__000000008' <if> conditional branch")
     (COP 17)
(REM "Pass over `MAIN:TMP_000000005' <if> conditional branch")
 ,
(CTRL
     (N# 88)
(OpGroup 1)
(COP 50)
                                                                                                                                                                                                                 (CTRL
(N# 100)
                                                                                                                                                                                                                      (N# 100)
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref Name_[Array]
    (0 51 "MAIN:SPEEDBI")
    (1 51 "MAIN:SPEEDBI")
    (2 59 "MAIN:TMP__000000005")
     (ddfmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array] (0 57 "MAIN:TMP__000000003"))
          (Fnc
                (N# 0)
               (N# 0)
(FLP (SETQ@I MAIN:TMP_000000003 1))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 ""D4 04 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"

"I 0 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
                                                                                                                                                                                                                            (Fnc
                                                                                                                                                                                                                                 (N# 0)
(FLP (SETQ@I MAIN:SPEED@I (>>@J MAIN:SPEED@I 1)))
(FLP_COMPILED
                                                                                                                                                                                                                                     FLP COMPILED
"D5 01 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
"03 00 00 00 00 00 00 00 00" "1 00 00 00 00 00 00 00"
"03 00 00 00 00 00 00 00 00" "1 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 00" "1 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 00" "1 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 00" "1 00 00 00 00 00 00 00"
               (Var Ptrs 0)
    )
(CTRL
     (N# 89)
     (OpGroup 1)
(COP 70)
(dfmput_zdata (VarRef 57) (VarName "MAIN:TMP__000000003") (Inq_Dest Ld))
                                                                                                                                                                                                                                 (Var Ptrs 1 0)
(CTRL
                                                                                                                                                                                                                            (Fnc
     (N# 90)
(OpGroup 1)
(COP 81)
                                                                                                                                                                                                                                 (N# 1)
(FLP (SETQ@I MAIN:TMP 000000005 (<@I MAIN:SPEED@I 2)))
(FLP_COMPILED
     (COP 81)
(<accum_slo> (dfmget_idata))
(REM "[T/O synchro]")
                                                                                                                                                                                                                                    FLP COMPILED
"D5 01 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00 00"
"D4 x 00 00 00 00 00 00 00" "02 00 00 00 00 00 00"
"03 00 00 00 00 00 00 00 00" "1 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 "1 1 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 00" "1 00 00 00 00 00 00 00"
 (CTRL (N# 91) (OpGroup 3) (COP 21) (<accum_chr> (SCAN_CONSOLE <accum_slo>)))
 (CTRL
     (N# 92)
     (OpGroup 1)
(COP 73)
(dfmput_sdata <accum_chr> (VarRef 58) (VarName "MAIN:TMP__000000004"))
                                                                                                                                                                                                                                      "02 00 00 00 00 00 00 00
                                                                                                                                                                                                                                 (Var Ptrs 2 1)
                                                                                                                                                                                                                          )
                                                                                                                                                                                                                     )
(CTRI.
     (N# 93)
(OpGroup 1)
(COP 50)
                                                                                                                                                                                                                 (CTRL
(N# 101)
                                                                                                                                                                                                                      (COpGroup 1)
(COP 70)
(dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
     (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004") (1 2 "MAIN:CH@S"))
         (Fnc
(N# 0)
                                                                                                                                                                                                                  (CTRL (N# 102) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
                (FLP (SETQ@S MAIN:CH@S (UPPER MAIN:TMP__000000004)))
(FLP COMPILED
                                                                                                                                                                                                                  (CTRL
(N# 103)
                   (OpGroup 2)
(COP 17)
                                                                                                                                                                                                                       (REM "Pass over `MAIN:TMP_00000005' <if> conditional branch")
               (Var_Ptrs 1 0)
                                                                                                                                                                                                                  (CTRL
        )
                                                                                                                                                                                                                       (N# 104)
                                                                                                                                                                                                                       (OpGroup 1)
(COP 50)
    )
                                                                                                                                                                                                                      (dfmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array] (0 51 "MAIN:SPEED@I"))
(CTRL
    TRL
(N# 94)
(OpGroup 2)
(COP 14)
(GOTO 96)
(REM "Pass over `MAIN:TMP__000000005' <else> conditional branch")
                                                                                                                                                                                                                                 TAC (N# 0) (NF 0
(CTRL
(N# 95)
     (OpGroup 1)
(COP 50)
     (COF 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 57 "MAIN:TMP__000000003"))
(Fnc (N# 0)
                                                                                                                                                                                                                                (Var Ptrs 0)
                                                                                                                                                                                                                     )
               (NF U)
(FLP (SETQ@Z MAIN:TMP__000000003 NIL))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 ""T 06 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00 00"

" Z 00 00 00 00 00 00 00 00"
                                                                                                                                                                                                                 (CTRL
(N# 105)
(OpGroup 2)
(COP 14)
                                                                                                                                                                                                                        (GOTO 107)
                                                                                                                                                                                                                       (REM "Pass over `MAIN:TMP 00000005' <else> conditional branch")
               (Var_Ptrs 0)
                                                                                                                                                                                                                  (CTRL
        )
                                                                                                                                                                                                                       (N# 106)
                                                                                                                                                                                                                      (OpGroup 1)
(COP 50)
    )
(CTRL (N# 96)
                                                                                                                                                                                                                       (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
     (OpGroup 1)
(COP 50)
                                                                                                                                                                                                                            (Fnc
                                                                                                                                                                                                                                 (N# 0)
(FLP (
      (ddfmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 62 "MAIN:TMP__000000008"))
                                                                                                                                                                                                                                              (SETQ@Z MAIN:TMP__000000004 NIL))
                                                                                                                                                                                                                                 (FLP (SETQ@Z MAIN:TMF__ 000000004 NIL))
(FLP_ COMPILED

"D5 01 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "10 00 00 00 00 00 00 00"

"2 0 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00"

"2 0 00 00 00 00 00 00 00"
          (Fnc (N# 0)
                (FLP (SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH@S "F")))
(FLP COMPILED
"D5 01 00 00 00 00 00 00 ""02 00 00 00 00 00 00 00"
                   (Var Ptrs 0)
                                                                                                                                                                                                                     )
                                                                                                                                                                                                                 (CTRL
                                                                                                                                                                                                                      (N# 107)
                                                                                                                                                                                                                       (OpGroup 2)
(COP 14)
               (Var_Ptrs 1 0)
                                                                                                                                                                                                                       (GOTO 128)
                                                                                                                                                                                                                       (REM "Pass over `MAIN:TMP 000000008' <else> conditional branch")
```

```
(CTRL
(N# 119)
(CTRL
(N# 108)
    (OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
                                                                                                                                                        (OpGroup 1)
(COP 50)
(dfmput_mar
                                                                                                                                                            or so,
fmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 51 "MAIN:SPEED@I") (1 51 "MAIN:SPEED@I"))
       (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 61 "MAIN:TMP__000000007"))
       (Fnc
           (N# 0)
                                                                                                                                                               (N# 0)
                                                                                                                                                               (N# 0)
(FLP (SETQ@I MAIN:SPEED@I (<<@J MAIN:SPEED@I 1)))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""02 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "14 04 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "10 00 00 00 00 00 00"

"D4 0 01 00 00 00 00 00 00" "10 00 00 00 00 00 00"

"D4 0 01 00 00 00 00 00 00 "" 1 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00" "1 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00" "1 00 00 00 00 00 00 00"
           (RH 0') (FLP (SETQ@I MAIN:TMP__000000007 (==@S MAIN:CH@S "S"))) (FLP COMPILED "D5 01 00 00 00 00 00 00 ""02 00 00 00 00 00 00 00"
             "01 00 00 00 00 00 00 00 00"
          (Var_Ptrs 1 0)
                                                                                                                                                               (Var_Ptrs 1 0)
                                                                                                                                                       )
  )
                                                                                                                                                    (CTRL
(N# 120)
(CTRL (N# 109)
                                                                                                                                                        (COP 14)
(GOTO 128)
(REM "Pass over `MAIN:TMP_000000007' <else> conditional branch")
   (OpGroup 1)
(COP 70)
    (dfmput_zdata (VarRef 61) (VarName "MAIN:TMP__000000007") (Inq_Dest Ld))
(CTRL (N# 110) (OpGroup 1) (COP 81) (<accum slo> (dfmqet idata)))
                                                                                                                                                    (CTRL
   (N# 111)
(OpGroup 2)
(COP 17)
                                                                                                                                                         (N# 121)
                                                                                                                                                        (OpGroup 1)
(COP 50)
    (GOTO 121)
(REM "Pass over `MAIN:TMP__000000007' <if> conditional branch")
                                                                                                                                                        (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 60 "MAIN:TMP__000000006"))
                                                                                                                                                           (CTRL
(N# 112)
   (N# 112)
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 51 "MAIN:SPEED@I")
(1 60 "MAIN:TMP__000000006")
                                                                                                                                                                  FLP COMPILED
"D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00
"00 00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00
"00 00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00
"00 00 00 00 00 00 00 00 "01 00 00 00 00 00 00
"03 00 00 00 00 00 00 00" "02 00 00 00 00 00
"03 00 00 00 00 00 00 00" "8 00 00 00 00 00 00
"01 00 00 00 00 00 00 00 "8 8 00 00 00 00 00 00
"01 00 00 00 00 00 00 00 00" "2 00 00 00 00 00
"01 00 00 00 00 00 00 00 00" "2 00 00 00 00 00 00
"01 00 00 00 00 00 00 00 00" "2 00 00 00 00 00 00
                                                                                                                                                                                                                                                          00"
                                                                                                                                                                                                                                                     00 00
      (Fnc (N# 0)
          (N# 0)
(FLP (SETQEI MAIN:TMP__000000006 (<EI MAIN:SPEEDEI 2)))
(FLP COMPILED

"D5 01 00 00 00 00 00 ""02 00 00 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 ""104 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 ""104 00 00 00 00 00 00 00"

"D4 x 00 00 00 00 00 00 00 ""102 00 00 00 00 00 00 00"

"03 00 00 00 00 00 00 00 ""10 00 00 00 00 00 00 00"

"03 00 00 00 00 00 00 00 00 ""1 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00 ""1 00 00 00 00 00 00 00"

"02 00 00 00 00 00 00 00 00"
                                                                                                                                                               (Var Ptrs 1 0)
                                                                                                                                                       )
                                                                                                                                                    (CTRL
                                                                                                                                                        (N# 122)
(OpGroup 1)
(COP 70)
                                                                                                                                                        (dfmput zdata (VarRef 60) (VarName "MAIN:TMP 000000006") (Inq Dest Ld))
           (Var_Ptrs 1 0)
                                                                                                                                                    (CTRL (N# 123) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
                                                                                                                                                    (CTRL
(N# 124)
  )
                                                                                                                                                        (OpGroup 2)
(COP 17)
(IF NOT <accum_slo> (GOTO 127))
(REM "Pass over `MAIN:TMP_000000006' <if> conditional branch")
(CTRL
    (N# 113)
(OpGroup 1)
(COP 70)
                                                                                                                                                    (CTRL (N# 125) (OpGroup 2) (COP 14) (GOTO 349) (REM "BREAK"))
    (dfmput_zdata (VarRef 60) (VarName "MAIN:TMP__000000006") (Inq_Dest Ld))
                                                                                                                                                    (CTRL
(N# 126)
(CTRL (N# 114) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
                                                                                                                                                        (OpGroup 2)
(COP 14)
(CTRL
    (N# 115)
                                                                                                                                                         (GOTO 128)
(REM "Pass over `MAIN:TMP__000000006' <else> conditional branch")
   (OpGroup 2)
(COP 17)
(IF_NOT <accum_slo> (GOTO 118))
(REM "Pass over "MAIN:TMP_000000006' <if> conditional branch")
                                                                                                                                                   (CTRL (N# 127)
                                                                                                                                                       (CTRL
(N# 116)
   (OpGroup 1)
(COP 50)
    (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 51 "MAIN:SPEED@I"))
                                                                                                                                                               (Fnc (N# 0)
           (N# U)
(FLP (SETQ@I MAIN:SPEED@I 1))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""D4 04 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 ""D4 04 00 00 00 00 00 00 00"

"1 00 00 00 00 00 00 00 00 ""10 00 00 00 00 00 00 00"

"1 0 00 00 00 00 00 00 00 00 ""10 00 00 00 00 00 00 00"
                                                                                                                                                               (Var Ptrs 0)
          (Var Ptrs 0)
  )
                                                                                                                                                    (CTRL
                                                                                                                                                         (N# 128)
                                                                                                                                                        (OpGroup 1)
(COP 50)
    (N# 117)
                                                                                                                                                        (dfmput marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 64 "MAIN:TMP__000000010@I"))
    (OpGroup 2)
(COP 14)
    (GOTO 119)
(REM "Pass over `MAIN:TMP__000000006' <else> conditional branch")
                                                                                                                                                           (CTRI.
                                                                                                                                                                  (N# 118)
    (OpGroup 1)
(COP 50)
    (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 59 "MAIN:TMP__000000005"))
           (N# 0)
(FLP (SETQ@Z MAIN:TMP__000000005 NIL))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 "" T 06 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"

" Z 00 00 00 00 00 00 00 00"
                                                                                                                                                               (Var Ptrs 1 0)
                                                                                                                                                       )
                                                                                                                                                    (CTRL
                                                                                                                                                        (N# 129)
(OpGroup 1)
(COP 70)
           (Var_Ptrs 0)
                                                                                                                                                        (dfmput zdata (VarRef 64) (VarName "MAIN:TMP 000000010@I") (Inq Dest Ld))
```

```
(CTRL
(N# 141)
 (CTRL (N# 130) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
 (CTRL
(N# 131)
                                                                                                                                                                                                                 (OpGroup 1)
(COP 70)
(dfmput_zdata (VarRef 62) (VarName "MAIN:TMP__000000008") (Inq_Dest Ld))
    (N# 151)
(OpGroup 2)
(COP 17)
(IF_NOT <accum_slo> (GOTO 134))
(REM "Pass over "MAIN:TMP__000000010@I' <if> conditional branch")
                                                                                                                                                                                                            (CTRL (N# 142) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
                                                                                                                                                                                                            (CTRL
                                                                                                                                                                                                                 (N# 143)
(OpGroup 2)
(COP 17)
(CTRL (N# 132)
     (OpGroup 1)
(COP 50)
                                                                                                                                                                                                                 (IF_NOT <accum_slo> (GOTO 146))
(REM "Pass over `Main:TMP__000000008' <if> conditional branch")
      (dfmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
                                                                                                                                                                                                           (CTRL
(N# 144)
          (Fnc (N# 0)
               (N# 0)
(FLP (SETQES MAIN:CH_PREVES "I"))
(FLP, COMPILED

"D5 01 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"

"I 00 00 00 00 00 00 00 00 00"
                                                                                                                                                                                                                 (OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
                                                                                                                                                                                                                           (N# 0)
                                                                                                                                                                                                                          (N# 0)
(FLP (SETQ@S MAIN:CH_PREV@S "J"))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 " "01 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 "D4 05 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"

"J 00 00 00 00 00 00 00 00"

"J 00 00 00 00 00 00 00"
              (Var Ptrs 0)
    )
(CTRL
(N# 133)
     (OpGroup 2)
(COP 14)
(GOTO 153)
                                                                                                                                                                                                                           (Var_Ptrs 0)
                                                                                                                                                                                                               )
     (REM "Pass over `MAIN:TMP 000000010@I' <else> conditional branch")
                                                                                                                                                                                                            (CTRL
(CTRL
(N# 134)
                                                                                                                                                                                                                 (N# 145)
                                                                                                                                                                                                                 (OpGroup 2)
(COP 14)
     (OpGroup 1)
(COP 50)
                                                                                                                                                                                                                  (GOTO 153)
     (ddmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 63 "MAIN:TMP__000000009@I"))
  (Fnc
                                                                                                                                                                                                                  (REM "Pass over `MAIN:TMP__000000008' <else> conditional branch")
                                                                                                                                                                                                            (CTRL
                                                                                                                                                                                                                 (N# 146)
(OpGroup 1)
(COP 50)
               (N# 0)
              (N# 0)
(FLP (SETQEI MAIN:TMP__000000009EI (==@S MAIN:CHeS "K")))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 00 "*02 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 "*104 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 "*102 00 00 00 00 00 00 00"

"D4 i 00 00 00 00 00 00 00 "*102 00 00 00 00 00 00 00"

"D4 i 00 00 00 00 00 00 00 "*12 00 00 00 00 00 00 00"

"D1 00 00 00 00 00 00 00 00 "* s 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00 "* S 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00 "* S 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 "* K 00 00 00 00 00 00 00"
                                                                                                                                                                                                                 (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 61 "MAIN:TMP__000000007"))
                                                                                                                                                                                                                          (Fnc
              (Var_Ptrs 1 0)
   )
(CTRL
(N# 135)
     (OpGroup 1)
(COP 70)
                                                                                                                                                                                                                           (Var Ptrs 1 0)
     (dfmput_zdata (VarRef 63) (VarName "MAIN:TMP__000000009@I") (Inq_Dest Ld))
                                                                                                                                                                                                               )
                                                                                                                                                                                                            (CTRL
(N# 147)
 (CTRL (N# 136) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
 (CTRL
     (N# 137)
                                                                                                                                                                                                                 (OpGroup 1)
(COP 70)
    (N# 137)
(OpGroup 2)
(COP 17)
(IF_NOT <accum_slo> (GOTO 140))
(REM "Pass over `MAIN:TMP__00000009@I' <if> conditional branch")
                                                                                                                                                                                                                 (dfmput zdata (VarRef 61) (VarName "MAIN:TMP 000000007") (Inq Dest Ld))
                                                                                                                                                                                                            (CTRL (N# 148) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
                                                                                                                                                                                                            (CTRL
(N# 149)
 ,
(CTRI.
     (N# 138)
                                                                                                                                                                                                                 (OpGroup 2)
(COP 17)
     (OpGroup 1)
(COP 50)
                                                                                                                                                                                                                  (GF NOT <accum_slo> (GOTO 152))
(REM "Pass over `MAIN:TMP__000000007' <if> conditional branch")
     (ddfmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
                                                                                                                                                                                                            (CTRL
          (Fnc (N# 0)
                                                                                                                                                                                                                 (N# 150)
               (OpGroup 1)
(COP 50)
                                                                                                                                                                                                                 (Continue of the state of 
                                                                                                                                                                                                                      (Fnc
                                                                                                                                                                                                                           (N# 0)
(FLP (SETQ@S MAIN:CH_PREV@S "L"))
(FLP_COMPILED
                                                                                                                                                                                                                              (Var Ptrs 0)
(CTRL
     (N# 139)
     (OpGroup 2)
(COP 14)
                                                                                                                                                                                                                           (Var_Ptrs 0)
     (GOTO 153)
                                                                                                                                                                                                               )
     (REM "Pass over `MAIN:TMP 00000009@I' <else> conditional branch")
                                                                                                                                                                                                            (CTRL
                                                                                                                                                                                                                 (N# 151)
(OpGroup 2)
(COP 14)
(CTRL (N# 140)
     (OpGroup 1)
(COP 50)
                                                                                                                                                                                                                  (GOTO 153)
(REM "Pass over `MAIN:TMP__000000007' <else> conditional branch")
      (ddfmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 62 "MAIN:TMP__000000008"))
                                                                                                                                                                                                            (CTRL
          (Fnc (N# 0)
                                                                                                                                                                                                                 (N# 152)
               (FLP (SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH@S "J")))
(FLP COMPILED
"D5 01 00 00 00 00 00 00 ""02 00 00 00 00 00 00 00"
                                                                                                                                                                                                                 (N# 152)
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 60 "MAIN:TMP__000000006"))
                   (N# 0)
                                                                                                                                                                                                                           (N# 0)
(FLP (SETQ@Z MAIN:TMP__000000006 NIL))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 " "01 00 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 " "T 06 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 ""01 00 00 00 00 00 00"
" Z 00 00 00 00 00 00 00 00"
               (Var_Ptrs 1 0)
                                                                                                                                                                                                                           (Var Ptrs 0)
```

```
)
(CTRL
(N# 153)
   (OpGroup 1)
(COP 50)
                                                                                                                             (Var Ptrs 1 0)
   (dfmput marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 68 "MAIN:TMP__000000014@I"))
(Fnc _____(N#_0)
                                                                                                                    (CTRL
        (N# 0)
(FLP (SETQ@I MAIN:TMP__000000014@I (==@S MAIN:CH@S "N")))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 00 " "02 00 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 " "100 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 " "01 00 00 00 00 00 00 00"

"D4 i 00 00 00 00 00 00 00 " "02 00 00 00 00 00 00 00"

"D4 i 00 00 00 00 00 00 00 " "50 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00 " " S 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 " " S 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 " " N 00 00 00 00 00 00 00"
                                                                                                                       (M# 164)
(OpGroup 1)
(COP 70)
(dfmput_zdata (VarRef 64) (VarName "MAIN:TMP__000000010@I") (Inq_Dest Ld))
                                                                                                                     (CTRL (N# 165) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
                                                                                                                     (CTRL
(N# 166)
                                                                                                                        (OpGroup 2)
(COP 17)
        (Var_Ptrs 1 0)
                                                                                                                       (IF_NOT <accum_slo> (GOTO 169))
(REM "Pass over `MAIN:TMP__000000010@I' <if> conditional branch")
  )
                                                                                                                     (CTRL
(CTRL
(N# 154)
(OpGroup 1)
(COP 70)
                                                                                                                       (N# 167)
(OpGroup 1)
(COP 50)
                                                                                                                       (dfmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
   (dfmput_zdata (VarRef 68) (VarName "MAIN:TMP__000000014@I") (Inq_Dest Ld))
                                                                                                                          (Fnc (N# 0) (FLP (SETQ@S MAIN:CH_PREV@S "L"))
(CTRL (N# 155) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
   (N# 156)
                                                                                                                             (AW 150)
(OpgGroup 2)
(COP 17)
(IF_NOT <accum_slo> (GOTO 183))
(REM "Pass over `MAIN:TMP__000000014@I' <if> conditional branch")
                                                                                                                               " L 00 00 00 00 00 00 00"
(CTRL
(N# 157)
(OpGroup 1)
                                                                                                                             (Var_Ptrs 0)
  (COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref_Name_[Array]
(0 3 "MAIN:CH_PREV@S")
(1 65 "MAIN:TMP_000000011@I")
                                                                                                                       )
                                                                                                                    (CTRL
(N# 168)
(OpGroup 2)
(COP 14)
        (GOTO 182)
(REM "Pass over `MAIN:TMP__000000010@I' <else> conditional branch")
                                                                                                                    (CTRL
                                                                                                                       (N# 169)
(OpGroup 1)
(COP 50)
                                                                                                                       (COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name [Array]
(0 3 "MAIN:CH_PREV@S")
(1 63 "MAIN:TMP__000000009@I")
        (Var Ptrs 1 0)
                                                                                                                          (Fnc
                                                                                                                             (## 0)

(FLP (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH_PREV@S "J")))

(FLP_COMPILED
                                                                                                                               (CTRL
  (N# 158)
(OpGroup 1)
(COP 70)
(dfmput_zdata (VarRef 65) (VarName "MAIN:TMP__000000011@I") (Inq_Dest Ld))
(CTRL (N# 159) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL (N# 160)
                                                                                                                             (Var_Ptrs 1 0)
   (OpGroup 2)
(COP 17)
                                                                                                                       )
  (IF_NOT <accum_slo> (GOTO 163))
(REM "Pass over `MAIN:TMP__000000011@I' <if> conditional branch")
                                                                                                                     (CTRL
                                                                                                                       (N# 170)
(CTRL
                                                                                                                        (OpGroup 1)
(COP 70)
   (N# 161)
(OpGroup 1)
(COP 50)
                                                                                                                        (dfmput_zdata (VarRef 63) (VarName "MAIN:TMP__000000009@I") (Inq_Dest Ld))
                                                                                                                     (CTRL (N# 171) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
   (dfmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
                                                                                                                    (CTRL
                                                                                                                       (N# 172)
(OpGroup 2)
(COP 17)
      (Fnc (N# 0)
        (IF NOT <accum_slo> (GOTO 175))
(REM "Pass over `MAIN:TMP__000000009@I' <if> conditional branch")
                                                                                                                    (CTRL
(N# 173)
                                                                                                                       (OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
        (Var_Ptrs 0)
     )
  )
                                                                                                                          (Fnc
                                                                                                                             (N# 0)
                                                                                                                             (CTRL
(N# 162)
   (OpGroup 2)
(COP 14)
  (GOTO 182)
(REM "Pass over `MAIN:TMP__000000011@I' <else> conditional branch")
(CTRL
   (N# 163)
                                                                                                                             (Var_Ptrs 0)
   (OpGroup 1)
(COP 50)
  (COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 3 "MAIN:CH_PREV@S")
(1 64 "MAIN:TMP__000000010@I")
                                                                                                                    (CTRL
                                                                                                                        (N# 174)
                                                                                                                        (OpGroup 2)
(COP 14)
                                                                                                                        (GOTO 182)
     (Fnc
         (N# 0)
(FLP (SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH_PREV@S "K")))
(FLP_COMPILED
                                                                                                                        (REM "Pass over `MAIN:TMP__000000009@I' <else> conditional branch")
                                                                                                                    (CTRL
           "D5 01 00 00 00 00 00 00 ""D2 00 00 00 00 00 00 00 ""
"00 00 00 00 00 00 00 00 ""D4 04 00 00 00 00 00 00 ""
                                                                                                                       (N# 175)
                                                                                                                       (OpGroup 1)
```

```
(COP 50)
                                                                                                                  (OpGroup 2)
(COP 17)
   (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 3 "MAIN:CH_PREV@S")
(1 62 "MAIN:TMP__000000008")
                                                                                                                  (IF_NOT <accum_slo> (GOTO 213))
(REM "Pass over `MAIN:TMP 0000
                                                                                                                                        MAIN: TMP__000000013@I' <if> conditional branch")
                                                                                                               (CTRL
(N# 187)
     (Fnc
                                                                                                                 (N# 187)
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 3 "MAIN:CH_PREV@S")
(1 66 "MAIN:TMP__000000012@I")
        (N# 0)
        (RH 0) (FLP (SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH_PREV@S "L"))) (FLP COMPILED "D5 01 00 00 00 00 00 00 " "02 00 00 00 00 00 00 00 "
          (Fnc
                                                                                                                       (N# 0)
                                                                                                                       (Var_Ptrs 1 0)
  )
(CTRL
(N# 176)
  (OpGroup 1)
(COP 70)
   (dfmput_zdata (VarRef 62) (VarName "MAIN:TMP__000000008") (Inq_Dest Ld))
                                                                                                                       (Var_Ptrs 1 0)
(CTRL (N# 177) (OpGroup 1) (COP 81) (<accum slo> (dfmqet idata)))
                                                                                                                 )
   (N# 178)
                                                                                                               (CTRL
(N# 188)
(OpGroup 1)
   (OpGroup 2)
(COP 17)
  (IF NOT <accum_slo> (GOTO 181))
(REM "Pass over `MAIN:TMP__000000008' <if> conditional branch")
                                                                                                                  (COP 70)
                                                                                                                  (dfmput zdata (VarRef 66) (VarName "MAIN:TMP 000000012@I") (Inq Dest Ld))
(CTRL (N# 179)
                                                                                                               (CTRL (N# 189) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
                                                                                                               (CTRL (N# 190)
   (COP 50)
(dfmput_marshaled_cluster
(Vars N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
                                                                                                                  (X# 190)
(OpGroup 2)
(COP 17)
(IF_NOT <accum_slo> (GOTO 193))
(REM "Pass over `MAIN:TMP__00000012@I' <if> conditional branch")
     (Fnc (N# 0)
        (N# 0) (FLP (SETQ@S MAIN:CH_PREV@S "I")) (FLP COMPILED "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
                                                                                                               (CTRL
                                                                                                                  (N# 191)
                                                                                                                  (OpGroup 1)
(COP 50)
          "00 00 00 00 00 00 00 00 00 00 " "D4 05 00 00 00 00 00 00 00 "
"00 00 00 00 00 00 00 00 00 " "01 00 00 00 00 00 00 00 "
" S 00 00 00 00 00 00 00 " "01 00 00 00 00 00 00 00 "
" I 00 00 00 00 00 00 00 00 "
                                                                                                                  (ddfmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
                                                                                                                    (Fnc (N# 0)
                                                                                                                       (Var Ptrs 0)
(CTRL
(N# 180)
(OpGroup 2)
(COP 14)
(GOTO 182)
                                                                                                                       (Var Ptrs 0)
   (REM "Pass over `MAIN:TMP__000000008' <else> conditional branch")
   (N# 181)
                                                                                                               (CTRL (N# 192)
  (OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 61 "MAIN:TMP__000000007"))
                                                                                                                  (OpGroup 2)
(COP 14)
(GOTO 212)
                                                                                                                  (REM "Pass over `MAIN:TMP 000000012@I' <else> conditional branch")
     (Fnc
        (CTRL
                                                                                                                  (N# 193)
                                                                                                                  (OpGroup 1)
(COP 50)
                                                                                                                  (COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref Name [Array]
(0 3 "MAIN:CH_PREV@S")
(1 65 "MAIN:TMP__000000011@I")
       (Var Ptrs 0)
                                                                                                                       (N# 0)
(FLP (SETQ@I MAIN:TMP__000000011@I (==@S MAIN:CH_PREV@S "K")))
(FLP_COMPILED
(CTRL
   (N# 182)
                                                                                                                         (OpGroup 2)
(COP 14)
(GOTO 214)
   (REM "Pass over `MAIN:TMP 000000014@I' <else> conditional branch")
(CTRL (N# 183)
   (OpGroup 1)
(COP 50)
                                                                                                                       (Var Ptrs 1 0)
   (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 67 "MAIN:TMP__000000013@I"))
                                                                                                                 )
     (Fnc
        (N# 0)
                                                                                                               (CTRL
        (RHP 0) (SETQ@I MAIN:TMP 000000013@I (==@S MAIN:CH@S "M (FLP COMPILED "D5 01 00 00 00 00 00 00 00 " "02 00 00 00 00 00 00 00 "
               (SETQ@I MAIN:TMP__000000013@I (==@S MAIN:CH@S "M")))
                                                                                                                  (N# 194)
                                                                                                                  (OpGroup 1)
(COP 70)
          (dfmput_zdata (VarRef 65) (VarName "MAIN:TMP__000000011@I") (Inq_Dest Ld))
                                                                                                               (CTRL (N# 195) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
                                                                                                              (CTRL
(CTRL
(N# 196)
                                                                                                                  (COP 17)
(IF_NOT <accum_slo> (GOTO 199))
(REM "Pass over `MAIN:TMP__000000011@I' <if> conditional branch")
       (Var Ptrs 1 0)
  )
                                                                                                               (CTRL
(CTRL
                                                                                                                  (N# 197)
  (N# 184)
(OpGroup 1)
                                                                                                                  (OpGroup 1)
(COP 50)
                                                                                                                  (COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
(Fnc
(N# 0)
(FLP (SETQ@S_MAIN:CH_PREV@S_"J"))
(FLP_COMPILED
   (COP 70)
   (dfmput_zdata (VarRef 67) (VarName "MAIN:TMP__000000013@I") (Inq_Dest Ld))
(CTRL (N# 185) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
   (N# 186)
```

```
(REM "Pass over `MAIN:TMP__000000009@I' <if> conditional branch")
                                                                                                                               (CTRL
                                                                                                                                   (N# 209)
(OpGroup 1)
(COP 50)
                                                                                                                                   (dfmput marshaled cluster
         (Var Ptrs 0)
                                                                                                                                      (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
                                                                                                                                         nc
(N# 0)
(FLP (SETQ@S MAIN:CH_PREV@S "K"))
(CTRL
   (N# 198)
                                                                                                                                         (FLP COMPILED
                                                                                                                                           FLP_COMPILED
"D5 01 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
"S 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
"K 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
"K 00 00 00 00 00 00 00 00"
   (OpGroup 2)
(COP 14)
   (GOTO 212)
(REM "Pass over `MAIN:TMP 000000011@I' <else> conditional branch")
(CTRL (N# 199)
                                                                                                                                         (Var_Ptrs 0)
   (OpGroup 1)
(COP 50)
   (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 3 "MAIN:CH_PREV@S")
(1 64 "MAIN:TMP__000000010@I")
                                                                                                                               (CTRL
(N# 210)
                                                                                                                                  (OpGroup 2)
(COP 14)
(GOTO 212)
(REM "Pass over `MAIN:TMP__000000009@I' <else> conditional branch")
         TIC
(N# 0)
(FLP (SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH_PREV@S "J")))
(FLP_COMPILED
""F 01 00 00 00 00 00 ""02 00 00 00 00 00 00 ""
                                                                                                                               (CTRL
           (N# 211)
                                                                                                                                   (OpGroup 1)
(COP 50)
                                                                                                                                  (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 62 "MAIN:TMP__000000008"))
                                                                                                                                      (Fnc (N# 0) (FLP (SETQ@Z MAIN:TMP_000000008 NIL))
         (Var Ptrs 1 0)
                                                                                                                                         (FLP COMPILED
                                                                                                                                           FIP COMPILED
"D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "T 06 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "10 00 00 00 00 00 00"
"Z 00 00 00 00 00 00 00 00"
"Z 00 00 00 00 00 00 00 00"
  )
(CTRL
   (N# 200)
   (OpGroup 1)
(COP 70)
                                                                                                                                         (Var_Ptrs 0)
   (dfmput_zdata (VarRef 64) (VarName "MAIN:TMP__000000010@I") (Inq_Dest Ld))
                                                                                                                               (CTRL (N# 212)
(CTRL (N# 201) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
(N# 202)
                                                                                                                                   (OpGroup 2)
(COP 14)
   (OpGroup 2)
(COP 17)
                                                                                                                                   (GOTO 214)
   (IF NOT <accum_slo> (GOTO 205))
(REM "Pass over `MAIN:TMP__00000010@I' <if> conditional branch")
                                                                                                                                   (REM "Pass over `MAIN:TMP__000000013@I' <else> conditional branch")
                                                                                                                               (CTRL
(CTRL
(N# 203)
(OpGroup 1)
(COP 50)
                                                                                                                                  (N# 213)
(OpGroup 1)
(COP 50)
                                                                                                                                  (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
   (COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
    N# 0)
(FLP (SETQ@Z MAIN:TMP__000000004 NIL))
                                                                                                                                         (FLP COMPILED
                                                                                                                                           (Var Ptrs 0)
                                                                                                                               (CTRL
                                                                                                                                   (N# 214)
                                                                                                                                   (OpGroup 1)
(COP 50)
   (N# 204)
                                                                                                                                  (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
   (OpGroup 2)
(COP 14)
(GOTO 212)
                                                                                                                                     (REM "Pass over `MAIN:TMP__000000010@I' <else> conditional branch")
(CTRL
   (N# 205)
(OpGroup 1)
(COP 50)
                                                                                                                                            (Var Ptrs 0)
      (Fnc
         nc
(N# 0)
(PLP (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH_PREV@S "L")))
(FLP_COMPILED
                                                                                                                               (CTRL (N# 215) (OpGroup 2) (COP 10) (PUSHA))
(CTRL
(N# 216)
           FLP_COMPILED
"D5 01 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
"D4 1 00 00 00 00 00 00 00 "02 00 00 00 00 00 00 00"
"03 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 00 " "L 00 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 00" "L 00 00 00 00 00 00 00 00"
                                                                                                                                   (OpGroup 1)
(COP 70)
                                                                                                                                   (COP 70)
(dfmput_zdata (VarRef 56) (VarName "MAIN:TMP_000000002") (Inq_Dest Ld))
(REM "<While> `MAIN:TMP_000000002' loop body begins here")
                                                                                                                               (CTRL (N# 217) (OpGroup 1) (COP 81) (SubCOP 1) (<loop_slo> (dfmget_idata)))
                                                                                                                               (CTRL
(N# 218)
         (Var Ptrs 1 0)
                                                                                                                                  (OpGroup 2)
(COP 17)
     )
                                                                                                                                   (SubCOP 1)
(IF_NOT <loop_slo> (GOTO 254))
(REM "Exit <while> loop")
  )
   (N# 206)
                                                                                                                               (CTRL (N# 219)
   (OpGroup 1)
(COP 70)
                                                                                                                                   (OpGroup 1)
(COP 50)
   (dfmput_zdata (VarRef 63) (VarName "MAIN:TMP__000000009@I") (Inq_Dest Ld))
                                                                                                                                  (COP 50)
(dfmput_marshaled_cluster
(Vars N#_Ref_Name_[Array]
(0 7 "MAIN:HEADC@T")
(1 5 "MAIN:COLUMNS_TERM@I")
(2 59 "MAIN:TMP__000000005")
(CTRL (N# 207) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL (N# 207
(N# 208)
(OpGroup 2)
(COP 17)
   (IF_NOT <accum_slo> (GOTO 211))
```

```
00 00"
00 00"
      (Fnc (N# 0)
          (FLP
            MAIN:TMP__000000005
(==@I MAIN:HEADC@I (-@J MAIN:COLUMNS_TERM@I 3))
            )
                                                                                                                                                " I 00 00 00 00 00 00 00"
         (Var_Ptrs 2 0 1)
                                                                                                                                     )
                                                                                                                                  (CTRL
(N# 228)
                                                                                                                                      (OpGroup 1)
(COP 70)
                                                                                                                                       (dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
                                                                                                                                   (CTRL (N# 229) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
         (Var Ptrs 2 0 1)
                                                                                                                                      (N# 230)
(OpGroup 2)
(COP 17)
  )
(CTRL
  TRLL
(N# 220)
(OpGroup 1)
(COP 70)
(dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
                                                                                                                                      (IF_NOT <accum_slo> (GOTO 234))
(REM "Pass over `MAIN:TMP__000000005' <if> conditional branch")
                                                                                                                                      (N# 231)
                                                                                                                                      (N# 231)
(OpGroup 1)
(COP 50)
(dfmput_marsheled_cluster
(Vars N# Ref_Name [Array]
(0 3 "MAIN:CH PREVES")
(1 8 "MAIN:HEADLEI")
(2 8 "MAIN:HEADLEI")
(CTRL (N# 221) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
(N# 222)
(OpGroup 2)
   (COP 17)
   (IF NOT <accum_slo> (GOTO 226))
(REM "Pass over `MAIN:TMP__00000005' <if> conditional branch")
,
(CTRL
                                                                                                                                            (N# 223)
   (Fnc
                                                                                                                                            (Var Ptrs 0)
                                                                                                                                             (N# 1)
                                                                                                                                            (FLP (SETQ@I MAIN:HEADL@I (--@J MAIN:HEADL@I)))
(FLP_COMPILED
                                                                                                                                               (Var_Ptrs 0)
      (Fnc
                                                                                                                                            (Var Ptrs 2 1)
          (N# 1)
         )
                                                                                                                                   (CTRL (N# 232) (OpGroup 2) (COP 14) (GOTO 254) (REM "BREAK"))
                                                                                                                                   (CTRL
(N# 233)
                                                                                                                                      (OpGroup 2)
(COP 14)
(GOTO 235)
                                                                                                                                      (REM "Pass over `MAIN:TMP 000000005' <else> conditional branch")
         (Var Ptrs 2 1)
                                                                                                                                   (CTRL
                                                                                                                                      (N# 234)
(CTRL (N# 224) (OpGroup 2) (COP 14) (GOTO 254) (REM "BREAK"))
                                                                                                                                      (OpGroup 1)
(COP 50)
(CTRL
                                                                                                                                      (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
(Fnc
   (N# 225)
   (OpGroup 2)
(COP 14)
   (GOTO 227)
                                                                                                                                             (N# 0)
                                                                                                                                            (N# U)
(FLP (SETQ@Z MAIN:TMP__000000004 NIL))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 ""T 06 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00" "T 06 00 00 00 00 00 00"
"20 00 00 00 00 00 00 00 ""10 00 00 00 00 00 00"
" Z 00 00 00 00 00 00 00 00"
   (REM "Pass over `MAIN:TMP__000000005' <else> conditional branch")
(CTRL (N# 226)
   (A# 220/
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
                                                                                                                                            (Var Ptrs 0)
      (Fnc (N# 0)
                                                                                                                                     )
         (N# 0)
(FLP (SETQ@Z MAIN:TMP_000000004 NIL))
(FLP COMPILED

"D5 01 00 00 00 00 00 00 " "01 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00" "T 06 00 00 00 00 00 00"

"2 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00"

"2 0 00 00 00 00 00 00 00"
                                                                                                                                  (CTRL
                                                                                                                                      (N# 235)
                                                                                                                                      (N# 235)
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref Name [Array]
(0 7 "MAIN:HEADC@I")
         (Var_Ptrs 0)
                                                                                                                                            (1 59 "MAIN:TMP__000000005")
(CTRL
                                                                                                                                            (N# 0)
                                                                                                                                            (N# 0)
(FLP (SETQ@I MAIN:TMP__000000005 (==@I MAIN:HEADC@I 0)))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 00 ""02 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 ""14 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00 00 ""100 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00 ""1 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00" "1 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00" "1 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00"
   (N# 227)
(OpGroup 1)
(COP 50)
   (COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 8 "MAIN:HEADL@T")
(1 10 "MAIN:LINES_TERM@I")
(2 59 "MAIN:TMP__000000005")
      (Fnc
          (N# 0)
                                                                                                                                             (Var_Ptrs 1 0)
         (FLP
(SETQ@I
                                                                                                                                     )
               MAIN:TMP__000000005
(==@I MAIN:HEADL@I (-@J MAIN:LINES TERM@I 4))
                                                                                                                                   (CTRL
(N# 236)
            )
                                                                                                                                      (OpGroup 1)
(COP 70)
             "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
                                                                                                                                      (dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
```

```
" L 00 00 00 00 00 00 00 00
(CTRL (N# 237) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
(CTRL (N# 238)
(N# 238)
(OpGroup 2)
(COP 17)
                                                                                                                                                                                    (Var Ptrs 0)
                                                                                                                                                                                    (N# 1)
(FLP (SETQ@I MAIN:HEADL@I 1))
(FLP COMPILED
    (COP 17)
(IF_NOT <accum_slo> (GOTO 242))
(REM "Pass over `MAIN:TMP__000000005' <if> conditional branch")
                                                                                                                                                                                       (N# 239)
     (OpGroup 1)
(COP 50)
    (ddmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S") (1 7 "MAIN:HEADC@I"))
  (Fnc
                                                                                                                                                                           )
            (N# 0)
                                                                                                                                                                       (CTRL (N# 248) (OpGroup 2) (COP 14) (GOTO 254) (REM "BREAK"))
(CTRL
(N# 249)
            (COP 14)
(GOTO 251)
(REM "Pass over `MAIN:TMP__000000005' <else> conditional branch")
            (Var_Ptrs 0)
                                                                                                                                                                       (CTRL
                                                                                                                                                                             (N# 250)
                                                                                                                                                                            (OpGroup 1)
(COP 50)
            (N# 1)
            (N# 1)
(FLP (SETQ@I MAIN:HEADC@I 1))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""D4 04 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 ""D4 04 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "D1 00 00 00 00 00 00 00"

"1 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"

"1 00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
                                                                                                                                                                            (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
                                                                                                                                                                               (Fnc
(N# 0)
                                                                                                                                                                                    (FLP (SETQ@Z MAIN:TMP__000000004 NIL)) (FLP COMPILED
                                                                                                                                                                                       (Var Ptrs 1)
   )
(CTRL (N# 240) (OpGroup 2) (COP 14) (GOTO 254) (REM "BREAK"))
(CTRL
    (N# 241)
                                                                                                                                                                           )
    (OpGroup 2)
(COP 14)
(GOTO 243)
(REM "Pass over `MAIN:TMP_000000005' <else> conditional branch")
                                                                                                                                                                       (CTRL (N# 251) (OpGroup 2) (COP 14) (GOTO 254) (REM "BREAK"))
(CTRL
(N# 252)
                                                                                                                                                                            (OpGroup 1)
(COP 50)
(dfmput marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
(CTRL
(N# 242)
(OpGroup 1)
    (COP 50)
                                                                                                                                                                                (Fnc
    (COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
                                                                                                                                                                                     (N# 0)
                                                                                                                                                                                    (N# 0)
(FLP (SETQ@I MAIN:TMP_000000002 1))
(FLP COMPILED
"D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00
         (Fnc (N# 0)
            (NF U)
(FLP (SETQ@Z MAIN:TMP__000000004 NIL))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 """1 06 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 """1 06 00 00 00 00 00 00 00"

"2 0 00 00 00 00 00 00 00 00" "10 00 00 00 00 00 00 00"

"2 0 00 00 00 00 00 00 00 00"
                                                                                                                                                                                        "00 00 00 00 00 00 00 00 00 "D4 04 04 00 00 00 00 00 00 00 00 ""
"00 00 00 00 00 00 00 00 00 ""D1 00 00 00 00 00 00 00 00 ""
"1 00 00 00 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00 ""
                                                                                                                                                                                    (Var Ptrs 0)
            (Var_Ptrs 0)
                                                                                                                                                                       (CTRL
   )
                                                                                                                                                                            (N# 253)
                                                                                                                                                                            (OpGroup 2)
(COP 14)
(SubCOP 1)
    (N# 243)
    (GOTO 216)
                                                                                                                                                                                  Continue <while> `MAIN:TMP__000000002' loop, <while> loop body ends here"
                                                                                                                                                                        (CTRL (N# 254) (OpGroup 2) (COP 11) (POPA))
                                                                                                                                                                       (CTRL
(N# 255)
        (Fnc (N# 0)
                                                                                                                                                                            (OpGroup 1)
(COP 50)
            (N# 0)
(FLP (SETQ@I MAIN:TMP__000000005 (==@I MAIN:HEADL@I 0)))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 " "02 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 "D4 04 04 00 00 00 00 00"

"00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00"

"D4 h 00 00 00 00 00 00 00 ""20 00 00 00 00 00 00"
                                                                                                                                                                            (COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 3 "MAIN:CH_PREV@S")
(1 64 "MAIN:TMP__000000010@I")
                "03 00 00 00 00 00 00 00 "" i
"01 00 00 00 00 00 00 00 00 "" I
"00 00 00 00 00 00 00 00 00 "" I
                                                                                                                                                                                   Frc (N# 0)

(FLP (SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH_PREV@S "I")))

(FLP COMPILED

"D5 01 00 00 00 00 00 00 00 ""02 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 ""14 04 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 ""12 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00 00 ""20 00 00 00 00 00 00 00"

"03 00 00 00 00 00 00 00 00 ""20 00 00 00 00 00 00 00"

"03 00 00 00 00 00 00 00 00 ""20 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00 ""5 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00 "" I 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00 "" I 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"

"01 00 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
            (Var Ptrs 1 0)
(CTRI.
    (N# 244)
(OpGroup 1)
(COP 70)
    (dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
                                                                                                                                                                                    (Var Ptrs 1 0)
(CTRL (N# 245) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata))) (CTRL
    (N# 246)
                                                                                                                                                                       (CTRL
                                                                                                                                                                            (N# 256)
(OpGroup 1)
(COP 70)
     (OpGroup 2)
(COP 17)
     (IF_NOT <accum_slo> (GOTO 250))
(REM "Pass over `MAIN:TMP 000000005' <if> conditional branch")
                                                                                                                                                                            (dfmput zdata (VarRef 64) (VarName "MAIN:TMP 000000010@I") (Inq Dest Ld))
    (REM
,
(CTRL
                                                                                                                                                                        (CTRL (N# 257) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
    (N# 247)
(OpGroup 1)
(COP 50)
                                                                                                                                                                        (CTRL
(N# 258)
                                                                                                                                                                            (OpGroup 2)
(COP 17)
    (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S") (1 8 "MAIN:HEADL@I"))
                                                                                                                                                                            (IF_NOT <accum_slo> (GOTO 267))
(REM "Pass over `MAIN:TMP__00000010@I' <if> conditional branch")
       (Fnc (N# 0)
            (N# U)
(FLP (SETQ@S MAIN:CH_PREV@S "L"))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 ""D4 05 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "D1 00 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
                                                                                                                                                                       (CTRL
                                                                                                                                                                            (N# 259)
(OpGroup 1)
(COP 50)
                                                                                                                                                                            (COF 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
```

```
(0 8 "MAIN:HEADL@I")
(1 8 "MAIN:HEADL@I")
(2 59 "MAIN:TMP__000000005")
                                                                                                                                                      (N# 271)
(OpGroup 1)
(COP 50)
                                                                                                                                                       (dfmput_marshaled_cluster
  (Vars_N#_Ref_Name_[Array]
   (0 8 "MAIN:HEADL@I")
   (1 8 "MAIN:HEADL@I")
           (N# 0)
           (FLP (SETQ@I MAIN:HEADL@I (--@J MAIN:HEADL@I))) (FLP COMPILED
                                                                                                                                                              (2 10 "MAIN:LINES_TERM@I")
(3 60 "MAIN:TMP__000000006")
             FIP_COMPILED
"D5 01 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00 00 00"
"104 F4 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
"1 00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
"1 00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
                                                                                                                                                          (Fnc
                                                                                                                                                             PROF (N# 0)

(FLP (SETQ@I MAIN:HEADL@I (++@J MAIN:HEADL@I)))

(FLP_COMPILED:

"D5 01 00 00 00 00 00 00 ""02 00 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 ""14 04 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00"

"1 0 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"

"1 0 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
           (Var_Ptrs 1 0)
       (Fnc
          (Var Ptrs 1 0)
                                                                                                                                                          (Fnc (N# 1)
                                                                                                                                                            (N# 1)
(FLP
(SETQ@I
MAIN:TMP_00000006
(>@I MAIN:HEADL@I (-@J MAIN:LINES_TERM@I 4))
          (Var Ptrs 2 1)
  )
                                                                                                                                                                (CTRL
    (N# 260)
   (OpGroup 1)
(COP 70)
(dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
(CTRL (N# 261) (OpGroup 1) (COP 81) (<accum slo> (dfmqet idata)))
(CTRL
(N# 262)
(OpGroup 2)
                                                                                                                                                              (Var Ptrs 3 1 2)
    (COP 17)
(IF_NOT <accum_slo> (GOTO 265))
(REM "Pass over `MAIN:TMP__000000005' <if> conditional branch")
                                                                                                                                                         )
                                                                                                                                                     )
                                                                                                                                                  (CTRL
(N# 272)
(CTRL (N# 263) (OpGroup 2) (COP 14) (GOTO 349) (REM "BREAK"))
(CTRL
(N# 264)
(OpGroup 2)
(COP 14)
                                                                                                                                                       (COp Group 1)
(COP 70)
(dfmput_zdata (VarRef 60) (VarName "MAIN:TMP__000000006") (Inq_Dest Ld))
    (GOTO 266)
(REM "Pass over `MAIN:TMP_000000005' <else> conditional branch")
                                                                                                                                                   (CTRL (N# 273) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
                                                                                                                                                   (CTRL
(N# 274)
                                                                                                                                                       (OpGroup 2)
(COP 17)
(CTRL
(N# 265)
    (Am 25),
(OpGroup 1)
(COP 50)
(dfmput marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
                                                                                                                                                       (IF_NOT <accum_slo> (GOTO 277))
(REM "Pass over `MAIN:TMP__000000006' <if> conditional branch")
                                                                                                                                                  )
(CTRL (N# 275) (OpGroup 2) (COP 14) (GOTO 349) (REM "BREAK"))
(CTRL
(N# 276)
(OpGroup 2)
(COP 14)
(COP 14)
       (Fnc
           (N# 0)
           (GOTO 278)
             (REM "Pass over `MAIN:TMP__000000006' <else> conditional branch")
                                                                                                                                                   (CTRL
                                                                                                                                                       (N# 277)
                                                                                                                                                      (OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 59 "MAIN:TMP__000000005"))
          (Var Ptrs 0)
   )
(CTRL
(N# 266)
                                                                                                                                                          (Fnc
                                                                                                                                                              The (N# 0) (FLP (SETQ@Z MAIN:TMP 000000005 NIL)) (FLP COMPILED "D5 01 00 00 00 00 00 00 00 "" 1 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00 00" "2 00 00 00 00 00 00 00 00" "10 00 00 00 00 00 00" "2 0 00 00 00 00 00 00 00 00"
    (OpGroup 2)
(COP 14)
(GOTO 304)
    (REM "Pass over `MAIN:TMP 000000010@I' <else> conditional branch")
(CTRL
(N# 267)
(OpGroup 1)
(COP 50)
                                                                                                                                                              (Var Ptrs 0)
    (COP 50)
(dfmput_marshaled_cluster
(Vars_N# Ref Name_[Array]
(0 3 "MAIN:CH_PREV@S")
(1 63 "MAIN:TMP__000000009@I")
                                                                                                                                                      )
                                                                                                                                                   (CTRL
                                                                                                                                                      (N# 278)
(OpGroup 2)
(COP 14)
(GOTO 304)
(REM "Pass over `MAIN:TMP__000000009@I' <else> conditional branch")
       (Fnc (N# 0) (FLP (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH_PREV@S "K"))) (FLP_COMPILED
             FLP_COMPILED
"D5 01 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
"D4 1 00 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
"03 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 00 "R S 00 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 00 00" "K 00 00 00 00 00 00 00"
                                                                                                                                                   (CTRL
(N# 279)
                                                                                                                                                      (OpGroup 1)
(COP 50)
                                                                                                                                                      (COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref Name_[Array]
(0 3 "MAIN:CH_PREV@S")
(1 62 "MAIN:TMP__000000008")
          (Var_Ptrs 1 0)
      )
                                                                                                                                                          (Fnc
                                                                                                                                                              nc (N# 0) (PLP (SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH_PREV@S "J"))) (FLP_COMPILED
   )
(CTRL
                                                                                                                                                                 (N# 268)
(OpGroup 1)
(COP 70)
                                                                                                                                                                 00
                                                                                                                                                                                                                                                        00"
    (dfmput_zdata (VarRef 63) (VarName "MAIN:TMP__000000009@I") (Inq_Dest Ld))
                                                                                                                                                                                                                                                  00
                                                                                                                                                                                                                                                        00"
                                                                                                                                                                                                                                                   0.0
                                                                                                                                                                                                                                                        00"
(CTRL (N# 269) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
(N# 270)
   (COP 17)
(IF NOT <accum_slo> (GOTO 279))
(REM "Pass over `MAIN:TMP__000000009@I' <if> conditional branch")
                                                                                                                                                              (Var Ptrs 1 0)
                                                                                                                                                  (CTRL
                                                                                                                                                      (N# 280)
```

```
(OpGroup 1)
(COP 70)
                                                                                                                                                                                      )
    (dfmput_zdata (VarRef 62) (VarName "MAIN:TMP__000000008") (Inq_Dest Ld))
                                                                                                                                                                                  (CTRL
(N# 292)
 (CTRL (N# 281) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
                                                                                                                                                                                       (OpGroup 1)
(COP 70)
(CTRL
    (N# 282)
    (OpGroup 2)
(COP 17)
(IF NOT <accum_slo> (GOTO 291))
(REM "Pass over "MAIN:TMP_000000008' <if> conditional branch")
                                                                                                                                                                                       (dfmput zdata (VarRef 61) (VarName "MAIN:TMP 000000007") (Inq Dest Ld))
                                                                                                                                                                                   (CTRL (N# 293) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
                                                                                                                                                                                   (CTRL (N# 294)
                                                                                                                                                                                       (OpGroup 2)
(COP 17)
(IF_NOT <accum_slo> (GOTO 303))
(REM "Pass over "MAIN:TMP_000000007' <if> conditional branch")
(CTRL
     (N# 283)
    (OpGroup 1)
(COP 50)
    (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
  (0 7 "MAIN:HEADC@I")
  (1 7 "MAIN:HEADC@I")
                                                                                                                                                                                   (CTRL
(N# 295)
                                                                                                                                                                                       (OpGroup 1)
(COP 50)
             (2 61 "MAIN:TMP__000000007")
                                                                                                                                                                                       (COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 7 "MAIN:HEADC@I")
(1 7 "MAIN:HEADC@I")
(2 5 "MAIN:COLUMNS_TERM@I")
(3 62 "MAIN:TMP__000000008")
             (N# 0)
(FLP (SETQEI MAIN:HEADCEI (--GJ MAIN:HEADCE))))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 00 ""02 00 00 00 00 00 00 00 00 ""
"00 00 00 00 00 00 00 00 00 ""14 04 00 00 00 00 00 00 00 ""
"00 00 00 00 00 00 00 00 00 ""14 04 00 00 00 00 00 00 00 ""
"10 00 00 00 00 00 00 00 00 ""10 00 00 00 00 00 00 00 00 ""
"1 00 00 00 00 00 00 00 00 ""10 00 00 00 00 00 00 00 ""
"1 00 00 00 00 00 00 00 00 00 ""10 00 00 00 00 00 00 00 00 ""
                                                                                                                                                                                            (Fnc
                                                                                                                                                                                                (Var_Ptrs 1 0)
        (Fnc
             N# 1)
(PLP (SETQ@I MAIN:TMP__000000007 (<@I MAIN:HEADC@I 0)))
(PLP_COMPILED
                 "D5 01 00 00 00 00 00 00 "02 00 00 00 00 00 00 00
                                                                                                                                                                                                (Var Ptrs 1 0)
                (Fnc (N# 1)
                                                                                                                                                                                              (N# 1)
(FLP
(SETQ@I
MAIN:TMP__00000008
(>@I MAIN:HEADC@I (-@J MAIN:COLUMNS_TERM@I 3))
            (Var_Ptrs 2 1)
   )
                                                                                                                                                                                                   (CTRL
    .TKL
(N# 284)
(OpGroup 1)
(COP 70)
(dfmput_zdata (VarRef 61) (VarName "MAIN:TMP__000000007") (Inq_Dest Ld))
(CTRL (N# 285) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
(N# 286)
    (NF 285)
(COP Group 2)
(COP 17)
(IF_NOT <accum_slo> (GOTO 289))
(REM "Pass over "MAIN:TMP__000000007' <if> conditional branch")
                                                                                                                                                                                                (Var Ptrs 3 1 2)
                                                                                                                                                                                          )
                                                                                                                                                                                      )
                                                                                                                                                                                  (CTRL
(CTRL (N# 287) (OpGroup 2) (COP 14) (GOTO 349) (REM "BREAK"))
                                                                                                                                                                                       (N# 296)
(CTRL (N# 288)
(N# 288)
(OpGroup 2)
(COP 14)
                                                                                                                                                                                       (OpGroup 1)
(COP 70)
                                                                                                                                                                                       (dfmput zdata (VarRef 62) (VarName "MAIN:TMP 000000008") (Inq Dest Ld))
                                                                                                                                                                                   (CTRL (N# 297) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
    (GOTO 290)
                                                                                                                                                                                   (CTRL
(N# 298)
    (REM "Pass over `MAIN:TMP__000000007' <else> conditional branch")
                                                                                                                                                                                       (OpGroup 2)
(COP 17)
    (N# 289)
                                                                                                                                                                                        (COP 1/)
(IF NOT <accum_slo> (GOTO 301))
(REM "Pass over `MAIN:TMP__000000008' <if> conditional branch")
    (AW 205)
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 60 "MAIN:TMP__000000006"))
                                                                                                                                                                                   (CTRL (N# 299) (OpGroup 2) (COP 14) (GOTO 349) (REM "BREAK"))
      (CTRL (N# 300)
                                                                                                                                                                                       (OpGroup 2)
(COP 14)
                                                                                                                                                                                        (GOTO 302)
                                                                                                                                                                                       (REM "Pass over `MAIN:TMP__000000008' <else> conditional branch")
                                                                                                                                                                                   (CTRL
                                                                                                                                                                                       (N# 301)
                                                                                                                                                                                        (OpGroup 1)
(COP 50)
                                                                                                                                                                                       (COP 50)
(dfmput marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 61 "MAIN:TMP__000000007"))
(CTRL
                                                                                                                                                                                                TAC (N# 0) (NF 0
    (N# 290)
    (OpGroup 2)
(COP 14)
    (GOTO 304)
    (REM "Pass over `MAIN:TMP 000000008' <else> conditional branch")
(CTRL (N# 291)
                                                                                                                                                                                                (Var Ptrs 0)
    (OpGroup 1)
(COP 50)
    (COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 3 "MAIN:CH_PREV@S")
(1 61 "MAIN:TMP__000000007")
                                                                                                                                                                                      )
                                                                                                                                                                                  (CTRL
                                                                                                                                                                                       (N# 302)
                                                                                                                                                                                       (OpGroup 2)
(COP 14)
(GOTO 304)
      (REM "Pass over `MAIN:TMP__000000007' <else> conditional branch")
                                                                                                                                                                                  (CTRL
(N# 303)
                                                                                                                                                                                       (OpGroup 1)
(COP 50)
                                                                                                                                                                                        (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 60 "MAIN:TMP__000000006"))
                                                                                                                                                                                                (N# 0)
                                                                                                                                                                                                (FLP (SETQ@Z MAIN: TMP 000000006 NIL))
```

```
(SETQ@I
MAIN:TMP__000000004
                                                                                                                                                                                                                                                       (==@I MAIN:HEADL@I MAIN:NUM2EATL@I)
(==@I MAIN:HEADC@I MAIN:NUM2EATC@I)
                 (Var Ptrs 0)
                                                                                                                                                                                                                                            )
                                                                                                                                                                                                                                       )
(CTRL
(N# 304)
(OpGroup 1)
(COP 50)
       (COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref_Name_[Array]
(0 8 "MAIN:HEADL@I")
(1 7 "MAIN:HEADL@I")
(2 69 "MAIN:WORMSS")
(3 58 "MAIN:TMP__000000004")
            (Fnc
                 (N# 0)
(FLP
(SETQ@I
                                                                                                                                                                                                                                       (Var Ptrs 4 0 1 2 3)
                                                                                                                                                                                                                            )
                           MAIN: TMP__000000004
(AT@J
(CAT@J
                                                                                                                                                                                                                        (CTRL
(N# 312)
                                                                                                                                                                                                                             (OpGroup 1)
(COP 70)
                                    (STR@I MAIN:HEADL@I) (CAT@J ":" (CAT@J (STR@I MAIN:HEADC@I) "|"))
                                                                                                                                                                                                                              (dfmput_zdata (VarRef 58) (VarName "MAIN:TMP__000000004") (Inq_Dest Ld))
                                                                                                                                                                                                                        (CTRL (N# 313) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
                                                                                                                                                                                                                        (CTRL (N# 314)
                                 MAIN: WORM@S
                                                                                                                                                                                                                             (N# 314)
(OpGroup 2)
(COP 17)
(IF_NOT <accum_slo> (GOTO 317))
(REM "Pass over `MAIN:TMP__000000004' <if> conditional branch")
                    FLP_COMPILED

"D5 01 00 00 00 00 00 00 "00" "D4 00 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00" "D4 00 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 00 00" "D4 00 00 00 00 00 00 00 00"

"D4 EC 01 00 00 00 00 00 00 "00 40 40 00 00 00 00 00 00 00"

"E1E 00 00 00 00 00 00 00 00 "01 40 40 00 00 00 00 00 00 00 00"

"S2 00 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00 00 00 00"

"S3 00 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00" "D4 F4 01 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00" "D4 F4 01 00 00 00 00 00 00 00"

"S4 00 00 00 00 00 00 00 00" "D4 F4 01 00 00 00 00 00 00 00"

"D4 00 00 00 00 00 00 00 00" "D5 00 00 00 00 00 00 00 00"

"D4 00 00 00 00 00 00 00 00" "D5 00 00 00 00 00 00 00 00 00"

"D4 F4 01 00 00 00 00 00 00" "D1 00 00 00 00 00 00 00 00 00"

"D4 F4 01 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00"

"D4 F4 01 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00"

"D4 F4 01 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00"

"D5 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00"

"D6 F4 01 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00"

"D7 F8 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00 00"

"D8 F8 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00 00"

"D8 F8 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00 00"

"D8 F8 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00"

"S 00 00 00 00 00 00 00 00 00 00" "S 00 00 00 00 00 00 00 00 00"
                  (FLP COMPILED
                                                                                                                                                                                                                        (CTRL
                                                                                                                                                                                                                             (OpGroup 1)
(COP 50)
                                                                                                                                                                                                                              (COP 50)
(dfmput marshaled cluster
(Vars_N# Ref Name [Array]
(0 12 "MAIN:NUM2EAT@I")
(1 52 "MAIN:STILL2EAT@I")
(2 12 "MAIN:STILL2EAT@I")
(3 49 "MAIN:SCORE@I")
(4 49 "MAIN:SCORE@I")
                                                                                                                                                                                                                                   (Fnc
                                                                                                                                                                                                                                       THE (N# 0)
(FLP (SETQ@I MAIN:STILL2EAT@I MAIN:NUM2EAT@I))
(FLP_COMPILED
                                                                                                                                                                                                                                            (Var Ptrs 3 0 1 2)
                                                                                                                                                                                                                                        (Var Ptrs 1 0)
                                                                                                                                                                                                                                       (CTRL
       (N# 305)
(OpGroup 1)
(COP 70)
(dfmput_zdata (VarRef 58) (VarName "MAIN:TMP__000000004") (Inq_Dest Ld))
  (CTRL (N# 306) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
  (CTRL
(CTRL
(N# 307)
                                                                                                                                                                                                                                       (Var_Ptrs 2)
       (OpGroup 2)
(COP 17)
                                                                                                                                                                                                                                   (Fnc
                                                                                                                                                                                                                                       (IF_NOT <accum_slo> (GOTO 310))
(REM "Pass over 'MAIN:TMP__000000004' <if> conditional branch")
  (CTRL (N# 308) (OpGroup 2) (COP 14) (GOTO 349) (REM "BREAK"))
  (CTRL (N# 306
(CTRL
(N# 309)
(OpGroup 2)
(COP 14)
       (GOTO 311)
       (REM "Pass over `MAIN:TMP__000000004' <else> conditional branch")
                                                                                                                                                                                                                                       (Var_Ptrs 4 3 1)
       (N# 310)
       )
                                                                                                                                                                                                                       (CTRL
                                                                                                                                                                                                                             (N# 316)
                                                                                                                                                                                                                             (COP 14)
(GOTO 318)
(REM "Pass over `MAIN:TMP_000000004' <else> conditional branch")
                 THE (N# 0)
(FLP (SETQ@Z MAIN:TMP__000000003 NIL))
(FLP_COMPILED
"D5 01 00 00 00 00 00 00 00" "O1 00 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "T 06 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 00" "O1 00 00 00 00 00 00"
"Z 00 00 00 00 00 00 00 00"
                                                                                                                                                                                                                        (CTRL
                                                                                                                                                                                                                             (N# 317)
(OpGroup 1)
(COP 50)
                                                                                                                                                                                                                             (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 57 "MAIN:TMP__000000003"))
(Fnc
(N# 0)
                 (Var Ptrs 0)
      )
                                                                                                                                                                                                                                       (N# 0)
(FLP (SETQ@Z MAIN:TMP__000000003 NIL))
(FLP_COMPILED

"D5 01 00 00 00 00 00 00 " "01 00 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 " "T 06 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00"
"Z 00 00 00 00 00 00 00 00"
  (CTRL
       (N# 311)
(OpGroup 1)
(COP 50)
      (COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref Name [Array]
(0 8 "MAIN:HEADL@I")
(1 14 "MAIN:NUM2EATL@I")
(2 7 "MAIN:HEADC@I")
(3 13 "MAIN:NUM2EATC@I")
(4 58 "MAIN:TMP__000000004")
)
                                                                                                                                                                                                                                       (Var_Ptrs 0)
                                                                                                                                                                                                                            )
                                                                                                                                                                                                                        (CTRL
(N# 318)
            (Fnc
                  (N# 0)
                                                                                                                                                                                                                             (OpGroup 1)
(COP 50)
```

```
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 52 "MAIN:STILL2EAT@I")
(1 57 "MAIN:TMP__000000003")
                                                                                                                                                      (6 69 "MAIN:WORM@S")
(7 12 "MAIN:NUM2EAT@I")
                                                                                                                                                       (8 58 "MAIN: TMP 000000004")
          (N# 0)
                                                                                                                                                       (FLP (SETQ@S MAIN:WORM@S (CAT@J (STR@I MAIN:HEADC@I) MAIN:WORM@S)))
          (CFLP (SETQ@I MAIN:TMP_000000003 (>@I MAIN:STILL2EAT@I 0)))
(FLP COMPILED
"D5 01 00 00 00 00 00 00 "*02 00 00 00 00 00 00 00 00 "*00 00 00 00 00 00 "*04 04 00 00 00 00 00 00 00 "*
                                                                                                                                                       (FLP COMPILED
                                                                                                                                                         (Var_Ptrs 1 0)
                                                                                                                                                       (Var_Ptrs 2 0 1)
  )
                                                                                                                                                   (Fnc
                                                                                                                                                      (CTRL
   (N# 319)
(OpGroup 1)
(COP 70)
   (dfmput_zdata (VarRef 57) (VarName "MAIN:TMP__000000003") (Inq_Dest Ld))
(CTRL (N# 320) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL (N# 321)
  (N# 321)
(OpGroup 2)
(COP 17)
(IF_NOT <accum_slo> (GOTO 324))
(REM "Pass over `MAIN:TMP__000000003' <if> conditional branch")
                                                                                                                                                      (Var_Ptrs 3 2)
                                                                                                                                                   (Fnc
                                                                                                                                                       (N# 2)
                                                                                                                                                      (CTRL
(N# 322)
   (OpGroup 1)
(COP 50)
   (dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 52 "MAIN:STILL2EAT@I")
(1 52 "MAIN:STILL2EAT@I")
          HC (N# 0) (FLP (SETQ@I MAIN:STILL2EAT@I (--@J MAIN:STILL2EAT@I))) (FLP_COMPILED
                                                                                                                                                      (Var_Ptrs 5 4 3)
            Finc (N# 3)
(FLP (SETQES MAIN:WORMES (CATEJ " | " MAIN:WORMES)))
(FLP_COMPILED
"D5 01 00 00 00 00 00 00 " "02 00 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 " "14 05 00 00 00 00 00 00"
"00 00 00 00 00 00 00 00 " "14 05 00 00 00 00 00 00"
"04 04 01 00 00 00 00 00 00 " "12 00 00 00 00 00 00"
"04 04 00 00 00 00 00 00 00 " "5 00 00 00 00 00 00 00"
"01 00 00 00 00 00 00 00 00" " | 00 00 00 00 00 00 00"
"101 00 00 00 00 00 00 00 " " | 00 00 00 00 00 00 00"
"8 00 00 00 00 00 00 00 00 " " | 00 00 00 00 00 00 00"
"8 00 00 00 00 00 00 00 00 " "10 00 00 00 00 00 00"
         (Var_Ptrs 1 0)
  )
   (N# 323)
   (COP 14)
(GOTO 125)
(REM "Pass over `MAIN:TMP_000000003' <else> conditional branch")
                                                                                                                                                       (Var Ptrs 6 5)
                                                                                                                                                   / (Fnc (N# 4) (FLP (SETQ@I MAIN:TMP_000000004 (==@I MAIN:NUM2EAT@I 0))) (FLP_COMPILED
(CTRL
(N# 324)
(OpGroup 1)
(COP 50)
                                                                                                                                                         FLP_COMPILED
"D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00
"00 00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00
"00 00 00 00 00 00 00 00 00 "D4 04 00 00 00 00 00
"00 00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00
"03 00 00 00 00 00 00 00 00" "1 00 00 00 00 00 00
"03 00 00 00 00 00 00 00 00" "1 00 00 00 00 00
"00 00 00 00 00 00 00 00 00" "1 00 00 00 00 00
"00 00 00 00 00 00 00 00 00 00" "1 00 00 00 00 00
"00 00 00 00 00 00 00 00 00 00" "1 00 00 00 00 00
"00 00 00 00 00 00 00 00 00 00"
                                                                                                                                                                                                                                             00"
   (COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref Name_[array]
(0 69 "MAIN:WORM@S")
(1 69 "MAIN:WORM@S")
(2 69 "MAIN:WORM@S")
                                                                                                                                                                                                                                             00"
                                                                                                                                                       (Var Ptrs 8 7)
      (Fnc (N# 0) (FLP (SETQES MAIN:WORMES (LEFTREJ MAIN:WORMES 1))) (FLP_COMPILED)
                                                                                                                                              )
                                                                                                                                            (CTRL
            (N# 326)
(OpGroup 1)
(COP 70)
                                                                                                                                                (dfmput_zdata (VarRef 58) (VarName "MAIN:TMP__000000004") (Inq_Dest Ld))
                                                                                                                                            (CTRL (N# 327) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
(N# 328)
          (Var Ptrs 1 0)
                                                                                                                                                (OpGroup 2)
(COP 17)
      (Fnc (N# 1) (FLP (SETQES MAIN:WORMES (LEFTEJ MAIN:WORMES (RATEJ " | " MAIN:WORMES)))) (FLP_COMPILED
                                                                                                                                               (GIF_NOT <accum_slo> (GOTO 346))
(REM "Pass over "MAIN:TMP 000000004' <if> conditional branch")
                                                                                                                                            (CTRI.
            (N# 329)
                                                                                                                                                (OpGroup 1)
(COP 50)
                                                                                                                                               (dfmput marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 57 "MAIN:TMP__000000003"))
                                                                                                                                                 (Var Ptrs 2 1)
     )
  )
                                                                                                                                              )
   (N# 325)
  (N# 325)
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars N# Ref Name [Array]
(0 7 "MAIN:HEADCOI")
(1 69 "MAIN:WORMOS")
(2 69 "MAIN:WORMOS")
(3 69 "MAIN:WORMOS")
(4 8 "MAIN:HEADLOI")
(5 69 "MAIN:WORMOS")
                                                                                                                                           (CTRL (N# 330) (OpGroup 2) (COP 10) (PUSHA))
(CTRL
(N# 331)
                                                                                                                                               (OpGroup 1)
(COP 70)
                                                                                                                                                        70)

nut_zdata (VarRef 57) (VarName "MAIN:TMP__000000003") (Inq_Dest Ld))

"-While> `MAIN:TMP__000000003' loop body begins here")
                                                                                                                                          (CTRL (N# 332) (OpGroup 1) (COP 81) (SubCOP 1) (<loop_slo> (dfmget_idata)))
```

```
(CTRL
(N# 333)
                                                                                                                          "00 00 00 00 00 00 00 00 00 "01 00 00 00 00 00 00 00 00 "
" z 00 00 00 00 00 00 00 "
  (N# 333)
(Opdroup 2)
(COP 17)
(SubCOP 1)
(IF NOT <loop_slo> (GOTO 344))
(REM "Exit <while> loop")
                                                                                                                       (Var_Ptrs 0)
                                                                                                                 )
                                                                                                               (CTRL
(CTRL
(N# 334)
                                                                                                                  (N# 339)
(OpGroup 2)
(COP 14)
   (OpGroup 1)
(COP 50)
                                                                                                                  (GOTO 342)
(REM "Pass over `MAIN:TMP_00000006' <else> conditional branch")
   (COF 50)
(dfmput_marshaled_cluster
(Vars N#_Ref_Name_[Array]
(0 10 "MAIN:LINES TERM@I")
(1 14 "MAIN:NUMZEATLEI")
(2 5 "MAIN:COLUMNS TERM@I")
(3 13 "MAIN:NUMZEATC@I")
(4 69 "MAIN:WORM@S")
(5 60 "MAIN:TMP_000000006")
                                                                                                               (CTRL
(N# 340)
                                                                                                                 (N# 149)
(OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 12 "MAIN:NUM2EAT@I"))
                                                                                                                      (Fnc
        nc
(N# 0)
(PLP (SETQ@I MAIN:NUM2EATL@I (IRND@J (-@J MAIN:LINES_TERM@I 4))))
(FLP_COMPILED
          (Var_Ptrs 0)
                                                                                                                 )
        (Var_Ptrs 1 0)
                                                                                                               (CTRL (N# 341) (OpGroup 2) (COP 14) (GOTO 344) (REM "BREAK"))
(CTRL
(N# 342)
     (Fnc (N# 1)
        (N# 1)
(FLP (SETQ@I MAIN:NUMZEATC@I (IRND@J (-@J MAIN:COLUMNS_TERM@I 3))))
(FLP COMPILED

"D5 01 00 00 00 00 00 00 ""02 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 "D4 00 00 00 00 00 00 00 00"

"00 00 00 00 00 00 00 00 "101 00 00 00 00 00 00 00"

"04 B4 00 00 00 00 00 00 00 ""101 00 00 00 00 00 00 00"
                                                                                                                  (OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 57 "MAIN:TMP__000000003"))
                                                                                                                        (N# 0)
           "D4 C4 00 00 00 00 00 00 ""01 "03 00 00 00 00 00 " "10 00 00 00 00 00 00 00 00 " " 1 00 00 00 00 00 00 " " 1
                                                   00 00 00
00 00 00
00 00 00
                                                               00 00 00
00 00 00
00 00 00
                                                                                                                       "00 00 00 00 00 00 00 00 00 "D4 04 00 00 00 00 00 00 00 ""
"00 00 00 00 00 00 00 00 00 ""D1 00 00 00 00 00 00 00 ""
"1 00 00 00 00 00 00 00 00 00 ""01 00 00 00 00 00 00 00 00 ""
           "03 00 00 00 00 00 00 00 00"
        .
(Var_Ptrs 3 2)
                                                                                                                       (Var Ptrs 0)
     (Fnc
        (N# 2)
        (N# 2)
(FLP
(SETQ@I
MAIN:TMP__000000006
                                                                                                               (CTRL
                                                                                                                  (N# 343)
(OpGroup 2)
(COP 14)
(SubCOP 1)
(GOTO 331)
             (AT@J
                (CAT@J
                  (CAT@J
                    (STR@I MAIN:NUM2EATL@I)
(CAT@J ":" (CAT@J (STR@I MAIN:NUM2EATC@I) "|"))
                                                                                                                  (REM
                                                                                                                     "Continue <while> `MAIN:TMP 000000003' loop, <while> loop body ends here'
               MAIN: WORM@S
                                                                                                               (CTRL (N# 344) (OpGroup 2) (COP 11) (POPA))
             )
                                                                                                               (CTRL
(N# 345)
          )
                                                                                                                  (OpGroup 2)
(COP 14)
          (FLP COMPILED
                                                                                                                  (GOTO 347)
(REM "Pass over `MAIN:TMP__000000004' <else> conditional branch")
                                                                                                              (CTRL (N# 346)
                                                                                                                 (Var Ptrs 0)
        (Var Ptrs 5 1 3 4)
  )
                                                                                                               (CTRL
                                                                                                                  (N# 347)
                                                                                                                  (OpGroup 1)
(COP 50)
   (N# 335)
                                                                                                                  (dfmput marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 55 "MAIN:TMP__000000001"))
   (OpGroup 1)
(COP 70)
                                                                                                                   (dfmput_zdata (VarRef 60) (VarName "MAIN:TMP__000000006") (Inq_Dest Ld))
(CTRL (N# 336) (OpGroup 1) (COP 81) (<accum slo> (dfmget idata)))
(CTRL (N# 337)
(N# 337)
(OpGroup 2)
(COP 17)
   (COP 17)
(IF NOT <accum_slo> (GOTO 340))
(REM "Pass over `MAIN:TMP__000000006' <if> conditional branch")
                                                                                                                 )
   (N# 338)
  (OpGroup 1)
(COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array] (0 59 "MAIN:TMP__000000005"))
                                                                                                               (CTRL
(N# 348)
                                                                                                                  (OpGroup 2)
     (Fnc
                                                                                                                  (COP 14)
        "Continue <while> `MAIN:TMP 000000001' loop, <while> loop body ends here"
```

```
(CTRL (N# 349) (OpGroup 2) (COP 11) (POPA))
(CTRL
(N# 350)
(OpGroup 1)
(COP 50)
    (COP 50)
(dfmput_marshaled_cluster
(Vars_N#_Ref_Name_[Array]
(0 55 "MAIN:TMP__000000001")
(1 54 "MAIN:TMP__00000000008")
           (Fnc
            (Inq_Dest Ls)
(Var_Ptrs 0)
        (Fnc
            (N# 1)
            (Var_Ptrs 1)
(CTRL (N# 351) (OpGroup 4) (COP 200) (END) (REM "End of the control sequence"))

*You may recompile BMDFMldr module with commented `#define _NOISY_MODE1_'
to disable print of the BM_DFM control sequence.
to disable print of the BM_DFM control sequence.

*** Uploading and immediate running of the BM_DFM control sequence by
the BM_DFM kernel will start here just after the time report!

Time spent to check and prepare the task approx.:
Used by process: 0.121982sec.
Used by system: 0.004999sec.
Total used time: 1.269810000000E-Olsec.

Real absolute time: 1.284968852997E-Olsec.

**** Resetting time counters (second event controlpoint)... ***
_____
The task is being carried out on SocketN# 0.
           The `Worm' Game! (FastLisp version for terminals by Sancho Mining)
   @
*
I-Up K-Down J/N-Left L/M-Right "F"aster "S"lower "P"ause "Q"uit | Score: 1194
Time spent to run the task (by PARENT loader and CHILD listener):

Used by process: 3.013997sec.

Used by system: 1.005999sec.

Total used time: 4.019996000000E+00sec.

Real absolute time: 9.987659879868E+01sec.

Task has been detached (logged out) from the BM_DFM Server.

The BM_DFM Task Loader/Listener pair has done its job decently and gracefully.
```

