

Syarat Tambahan Berhubung Lesen MIT (Khusus bagi Penggunaan Jalur Gemilang):

Kod ini menjana **Jalur Gemilang**, iaitu bendera kebangsaan Malaysia.

Walaupun kod ini dilesenkan di bawah Lesen MIT yang bersifat longgar dan membenarkan penggunaan semula, pengguna dinasihatkan dengan penuh hormat bahawa reka bentuk bendera ini merupakan lambang kebangsaan yang dilindungi oleh undang-undang Malaysia, khususnya **Akta Lambang dan Nama (Mencegah Penggunaan Tidak Wajar) 1963**.

Penggunaan kod ini hendaklah dibuat dengan **bertanggungjawab dan penuh rasa hormat**, terutamanya dalam konteks:

1. Penggunaan umum atau komersial,
2. Perwakilan politik,
3. Sebarang pengubahsuaian, penyelewengan, atau gambaran yang boleh dianggap menghina bendera.

Penjelasan ini bertujuan memupuk kesedaran budaya dan tidak mengubah syarat-syarat Lesen MIT.

Additional Terms in Relation to the MIT License (Specific to the Use of the Jalur Gemilang):

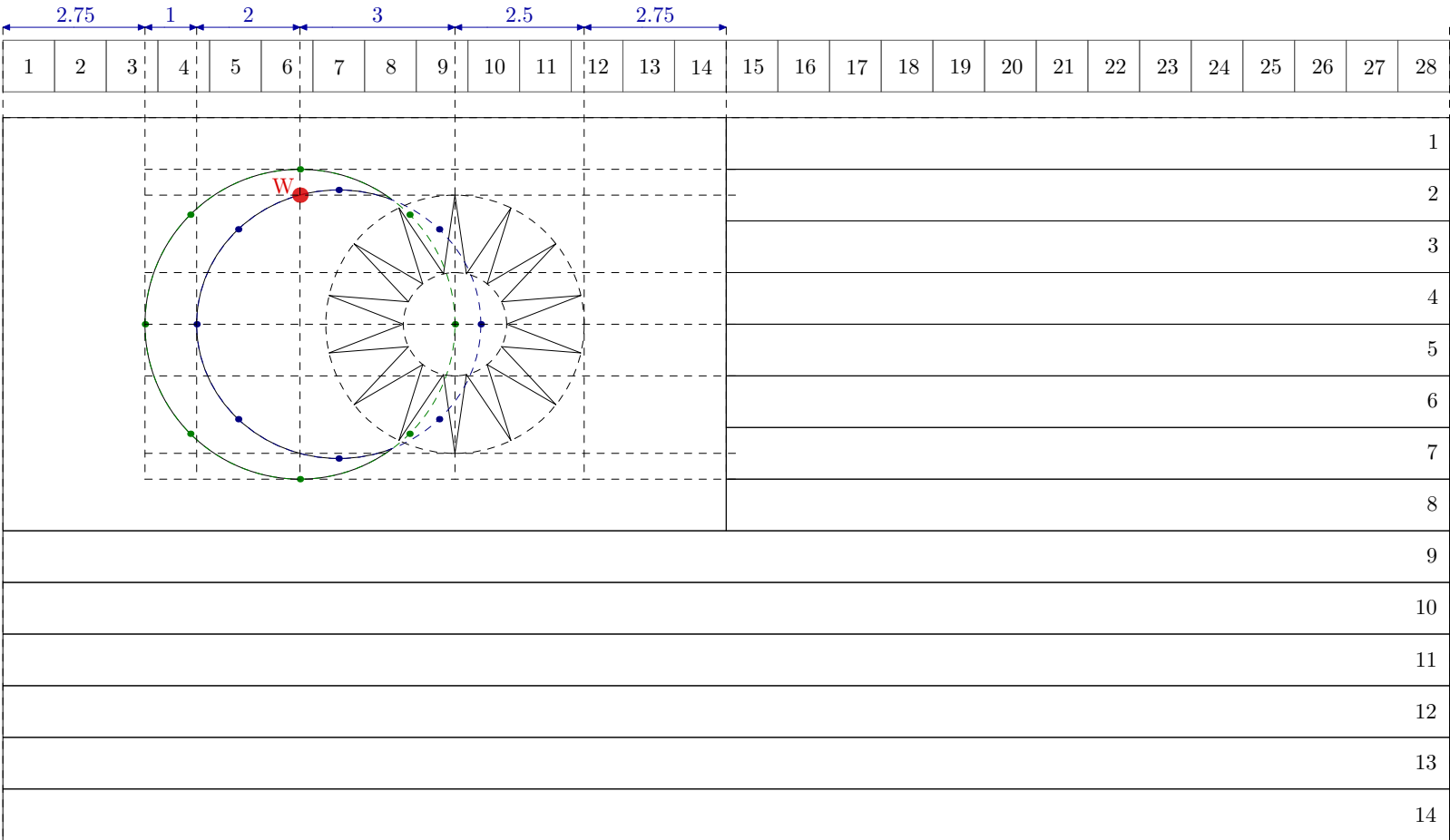
This code generates the **Jalur Gemilang**, the national flag of Malaysia.

While the code is licensed under the permissive MIT License, users are respectfully advised that the flag design is a protected national symbol under Malaysian law, particularly the **Emblems and Names (Prevention of Improper Use) Act 1963**.

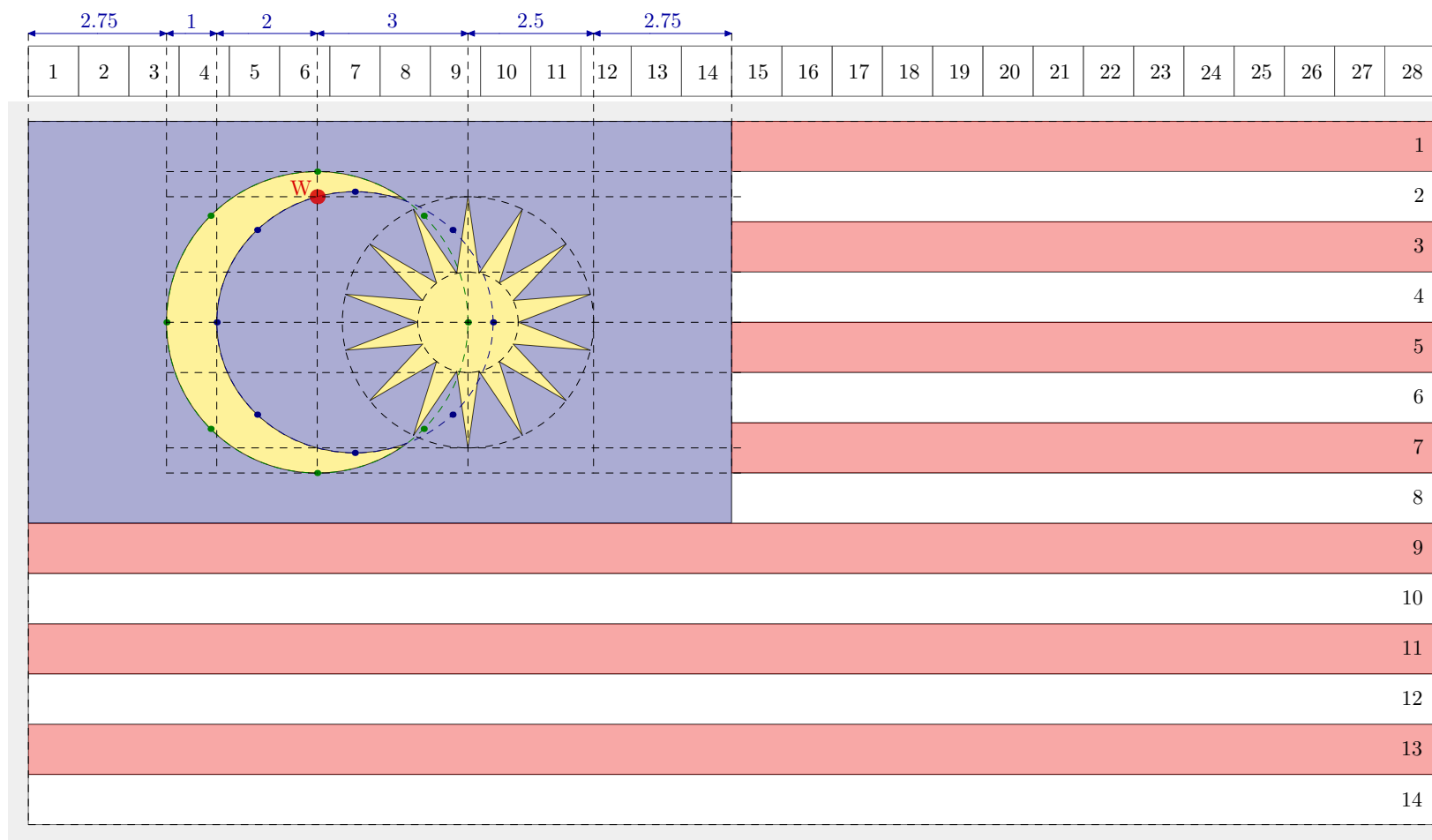
Please use this code **responsibly and respectfully**, especially in contexts involving:

1. Public or commercial use,
2. Political representation,
3. Any modification, misrepresentation, or depiction that may be viewed as dishonoring the flag.

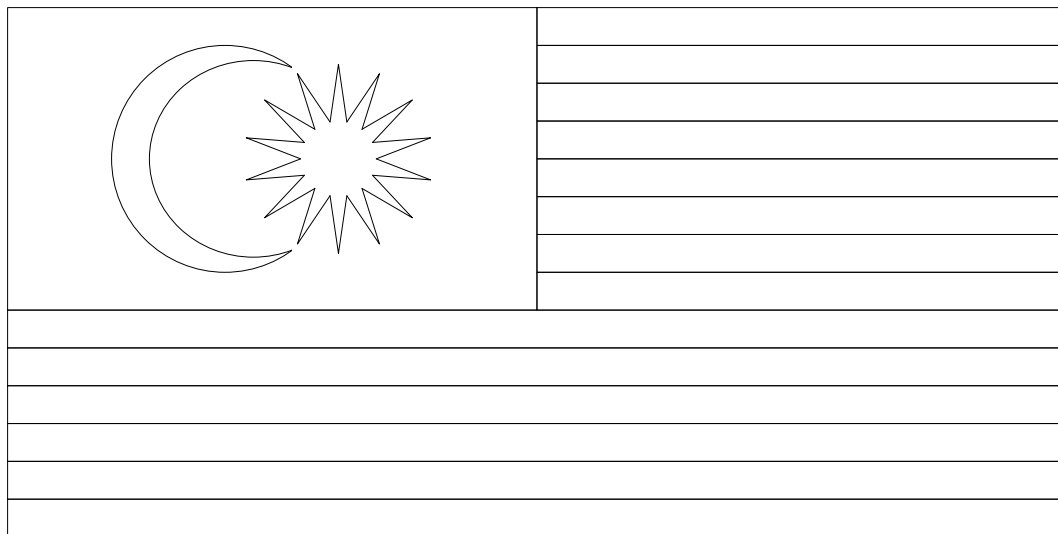
This advisory aims to encourage cultural respect and does not alter the terms of the MIT License.



Grafik 1: Rajah kasar dengan skala.



Grafik 2: Rajah berwarna (dipudarkan) dengan skala.



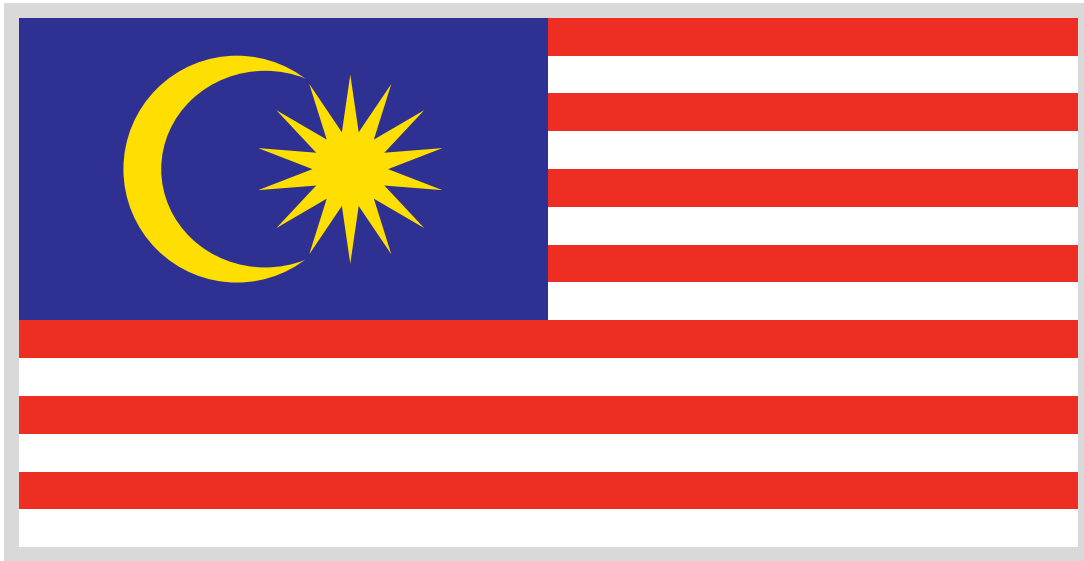
Kod lakaran (elips pada bahagian dalam anak bulan):

*Imej di atas yang terhasil daripada kod di bawah ini telah dikecilkan skalanya kepada 0.5cm per unit.

```
\startMPcode
draw image (
  picture Jalur; Jalur := image (
    draw fullsquare xysized (14,8);
    path p; p := fullsquare xscaled 14 shifted (0,3.5);
    for i= 0 downto - 7: draw p shifted (14 ,i); endfor;
    for i=-8 downto -13: draw p shifted (3.5,i) xscaled 2; endfor;
  ) scaled 1cm; draw Jalur withpen pencircle scaled .25pt;

  draw fullcircle scaled 6cm shifted (-1.25cm,0); % Bulan %
  draw fullcircle xyscaled (5.5cm,5.2cm) shifted (-.5cm,0);
  fill fullsquare xyscaled (1.8cm,4.9cm) %to hide the overlapping lines
    shifted (1.43cm,0) withcolor white;

  Ra=1cm; Rb=2.5cm; d=360; n=28; % Bintang %
  for i=0 step 2 until 26:
    draw ((Ra*cosd(d*i/n),Ra*sind(d*i/n)) --
      (Rb*cosd(d*(i+1)/n),Rb*sind(d*(i+1)/n)) --
      (Ra*cosd(d*(i+2)/n),Ra*sind(d*(i+2)/n))) shifted (1.75cm,0);
  endfor;
) scaled .75;
\stopMPcode
```



Kod grafik berwarna (elips pada bahagian dalam anak bulan):

*Imej di atas yang terhasil daripada kod di bawah ini telah dikecilkan skalanya kepada 0.5cm per unit.

```
\definecolor [biru] [c=1,m=1.0,y=0,k=0]
\definecolor [merah] [c=0,m=.95,y=1,k=0]
\definecolor [kuning] [c=0,m=.09,y=1,k=0]

\startMPcode
draw image ( picture Jalur; Jalur := image (
  fill fullsquare xysized (14,8) withcolor \MPcolor{biru};
  path p; p:=fullsquare xscaled 14 shifted (0,3.5); forsuffices i=0,2,4,6:
  fill p shifted (14,-i ) withcolor \MPcolor{merah};
  fill p shifted (14,-i-1) withcolor white; endfor; forsuffices i=8,10,12:
  fill p shifted (3.5,-i ) xscaled 2 withcolor \MPcolor{merah};
  fill p shifted (3.5,-i-1) xscaled 2 withcolor white; endfor; )
  scaled 1cm; draw Jalur;

  fill fullcircle scaled 6cm shifted (-1.25cm,0) withcolor \MPcolor{kuning};
  fill fullcircle xyscaled (5.5cm,5.2cm) % Bulan %
    shifted (-.5cm,0) withcolor \MPcolor{biru};

  Ra=1cm; Rb=2.5cm; d=360; n=28; path q; q:=fullcircle scaled 2cm; % Bintang %
  for i=0 step 2 until 26: fill ((Ra*cosd(d*i/n),Ra*sind(d*i/n)) --
    (Rb*cosd(d*(i+1)/n),Rb*sind(d*(i+1)/n))--(Ra*cosd(d*(i+2)/n),Ra*sind(d*(i+2)/n))
    -- origin -- cycle) shifted (1.75cm,0) withcolor \MPcolor{kuning};
  endfor; fill q shifted (1.75cm,0) withcolor \MPcolor{kuning}; %to hide image noise
) scaled .75; setbounds currentpicture to boundingbox currentpicture enlarged 3mm;
addbackground withcolor "lightgray";
\stopMPcode
```