// === SIMPLE TEST SCRIPT FOR OBFUSCATION ===

int splash\_done = FALSE;

combo draw\_line\_example {

set\_val(PS5\_R2, 100);

wait(100);

set\_val(PS5\_R2, 0);

}

combo startup\_splash {

draw\_line(50, 10, 80, 10, 1); // horizontal

draw\_line(50, 10, 50, 30, 1); // vertical

wait(500);

cls\_oled(0);

splash\_done = TRUE;

}

init {

combo\_run(startup\_splash);

}

main {

if (splash\_done && get\_val(PS5\_SQUARE)) {

combo\_run(draw\_line\_example);

}

}