



CPC PAINT

CPC PAINT est un utilitaire de création graphique qui permet de se servir au mieux des possibilités graphiques et couleurs de votre CPC. A noter : le chargement d'un écran est possible en dehors de la présence du programme (pour une page de présentation par exemple) il faut taper :

MODE O : WINDOW O,
1,20,25:LOAD" ", COOO (ENTER)

Michel Chanaud

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10 ' *****
20 ' *
30 ' * M. CHANAUD *
40 ' *
50 ' *****
55 '
60 GOSUB 9010
120 ON BREAK GOSUB 9470
130 ' -----
140 ' REDEFINITION DES CARACTERES POUR
150 ' ECRITURE MINI MALGRE LE MODE O
160 ' -----
170 SYMBOL 242,&O,&O,&13,&AA,&3A,&22,&3A ,&O
180 SYMBOL 243,&O,&10,&99,&50,&50,&50, &50,&O
190 SYMBOL 244,&74,&50,&55,&75,&45,&45, &45,&O
200 SYMBOL 245,&O,&O,&C6,&2B,&2B,&2B,&2B ,&O
210 SYMBOL 246,&O,&O,&4C,&A2,&E6,&8A,&EE ,&O
220 SYMBOL 247,&O,&O,&90,&92,&90,&90,&72 ,&O
230 SYMBOL 248,&30,&40,&43,&44,&44,&44, &33,&O
240 SYMBOL 249,&1,&1,&25,&A5,&A5,&A5,&1C ,&O
250 SYMBOL 250,&O,&O,&12,&2A,&3A,&22,&99 ,&O
260 SYMBOL 251,&O,&O,&58,&55,&50,&50,&D1 ,&O
270 SYMBOL 252,&FB,&20,&26,&25,&24,&24, &24,&O
280 SYMBOL 253,&O,&O,&67,&14,&34,&54,&74 ,&O
290 SYMBOL 254,&O,&O,&3B,&A2,&92,&8A,&BB ,&2
300 SYMBOL 255,&O,&O,&33,&8A,&9A,&AA,&3A ,&O
310 SYMBOL 232,&O,&7E,&7E,&66,&66,&7E, &7E,&O
1000 ' -----
1010 ' INITIALISATIONS
1020 ' -----
1030 DEFINT A-Z
1040 MODE O:BO=13:BOARD BO
1050 DIM T(15).
1060 P=3:C=0:L=2:CE=0:N=16:DR=0

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1070 SPEED KEY 8,1
1080 WINDOW #1,1,20,22,25
1085 WINDOW #3,18,20,23,25
1090 GOSUB 2000
1100 GOTO 5040
2000 ' -----
2010 ' AFFICHAGE DE LA CHARTE COULEURS
2020 ' -----
2030 CLG
2040 FOR I=3 TO 15:INK I,I-1:T(I)=I-1:NEXT
2050 INK 0,13 :T(0)=13 :INK 2,26:T(2)=26
2060 INK 1,0:T(1)=0:INK 14,24:T(14)=24
2070 PAPER 1
2080 :

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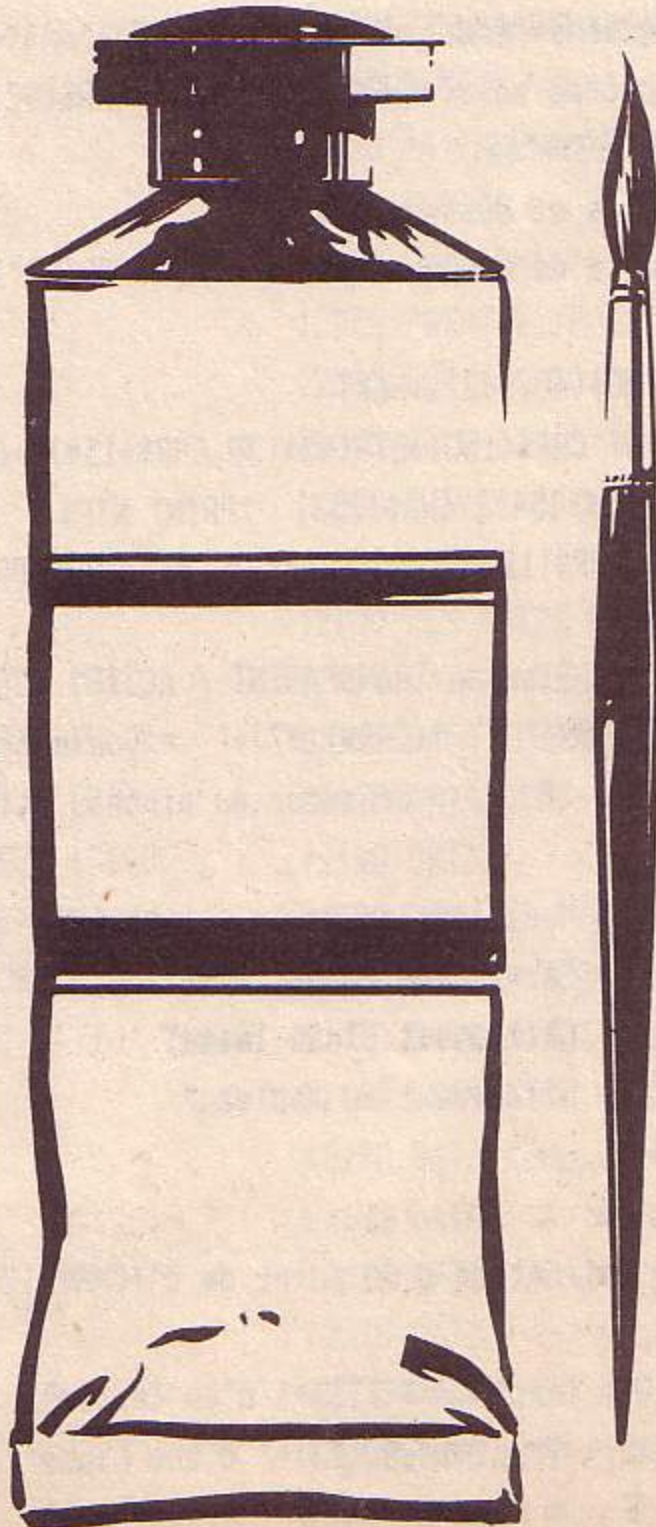
2090 ORIGIN 0,0,0,640,0,400
2100 MOVE 0,400:DRAWR 0,-335,1:DRAWR 639,0,1:DRAWR 0,334,1:DRAWR -639,0,1
2110 LOCATE 1,22:PEN 2:PRINT CHR$(244)+CHR$(245)+CHR$(246)+CHR$(247)+". ";CHR$(252)+CHR$(253)+CHR$(254)+CHR$(255)+CHR$(242)
+CHR$(243) + " "+CHR$(248)+CHR$(249)+CHR$(250)+CHR$(251);T(CE)
2120 FOR I=0 TO 15 : PEN I:LOCATE I+2,23:PRINT CHR$(143):LOCATE I+2,24:PRINT CHR$(143):NEXT
2130 X=34:Y=48:FOR I=1 TO 16: MOVE X,Y:DRAWR 0,-32,1:X=X+32:NEXT
2140 LOCATE 2,25:PEN 1:FOR I=1 TO 16:PRINT CHR$(143);:NEXT:LOCATE 2,25 :PEN 2:PRINT CHR$(240)
2150 X=320:Y=200
2155 MOVE 543,0:DRAWR 0,64,1.:LOCATE 19,24:PRINT"?";
2160 ORIGIN 0,0,0,640,64,400:X=320:Y=200
2170 RETURN
2180 '
3000 '-----
3010 ' DEPLACEMENT DU CURSEUR PALETTE
3020 '-----
3030 EXL=L
3040 IF INKEY(31)=0 AND L<17 THEN L=L+1:LOCATE EXL,25:PRINT " ";: LOCATE L,25:PEN (L-2):PRINT CHR$(240);: LOCATE 17,22:
PRINT T(L-2)
3050 IF INKEY(39)=0 AND L>2 THEN L=L-1:LOCATE EXL,25:PRINT " ";: LOCATE L,25:PEN (L-2):PRINT CHR$(240);: LOCATE 17,22:
PRINT T(L-2)
3055 CE=L-2
3060 IF C=0 THEN PEN(E) ELSE PEN CE
3070 LOCATE 5,22:IF P=3 THEN PRINT "." ELSE PRINT CHR$(143)
3080 IF INKEY(31)<>0 AND INKEY(39)<>0 THEN RETURN ELSE FOR I=1 TO 200:NEXT: GOTO 3030
3090 '
4000 '-----
4010 ' MODIFICATION DE LA PALETTE
4020 '-----
4030 INK CE,N:T(CE)=N
4040 LOCATE 17,22:PEN CE:PRINT T(CE)
4050 N=N+1:IF N=27 THEN N=0
4060 FOR I=1 TO 200:NEXT
4070 RETURN
5000 '-----
5010 ' DEPLACEMENT PINCEAU
5020 ' ET TESTS DES TOUCHES FONCTIONS
5030 '-----
5040 E=TEST(X,Y):IF C THEN 5060
5050 P=3:LOCATE 5,22:PEN(E):PRINT "."
5060 PLOT X,Y,2:FOR I=1 TO 5:NEXT:PLOT X,Y,1:FOR I=1 TO 5:NEXT
5070 IF P=3 THEN PLOT X,Y,CE ELSE C0=INT(X/32)+1:LI=25-INT (Y/16):IF C0>=1 AND C0<=20 AND LI<=25 AND LI>=1 THEN LOCATE
C0,LI:PEN CE: PRINT CHR$(143)
5080 IF C=0 THEN PLOT X,Y,E
5090 IF INKEY(27)=0 THEN P=9-P:FOR I=1 TO 200: NEXT: LOCATE 5,22:PEN CE:IF P=3 THEN PRINT"." ELSE PRINT CHR$(143)
5100 IF INKEY(39)=0 OR INKEY(31)=0 THEN GOSUB 3030
5110 IF INKEY(18)=0 THEN GOSUB 4030
5120 EXX=X:EXY=Y
5130 IF INKEY(1)=32 AND C=0 AND X<640 THEN X=X+20
5140 IF INKEY(8)=32 AND C=0 AND X>0 THEN X=X-20
5150 IF INKEY(0)=32 AND C=0 THEN IF Y<400 THEN Y=Y+15

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5160 IF INKEY(2)=32 AND C=0 THEN IF Y>66 THEN Y=Y-15
5170 X=X+P*((1 AND INKEY(1)=0)-(1 AND INKEY(8)=0)):IF X<0 OR X>640 THEN X=EXX
5180 Y=Y+P*(1 AND INKEY(0)=0)/2:IF Y>=400 OR Y<66 THEN Y=EXY
5190 Y=Y-P*(1 AND INKEY(2)=0)/1.5:IF Y>=400 OR Y<66 THEN Y=EXY
5195 IF LOUPE THEN GOSUB 11000
5200 IF INKEY(9)=0 THEN C=1-C:FOR I=1 TO 50:NEXT:IF C=1 THEN PEN CE:LOCATE 5,22:PRINT ".":LOCATE 6,22:PEN 2:PRINT" ACTIF"
ELSE PEN 2:LOCATE 6,22:PRINT CHR$(252)+CHR$(253)+CHR$(254)+CHR$(255)+CHR$(242)+CHR$(243)
5210 IF INKEY(60)=32 OR INKEY(60)=128 THEN GOSUB 6010
5220 IF INKEY(62)=32 OR INKEY(62)=128 THEN GOSUB 7010
5230 IF INKEY(16)=32 OR INKEY(16)=128 THEN ERASE T:GOTO 1000
5240 IF INKEY(29)=0 THEN DR=1:DX=X:DY=Y:PLOT X,Y,CE:PEN CE:LOCATE 1,25:PRINT"*"
5250 IF INKEY(36)=0 AND DR=1 THEN DRAW DX,DY,CE:DR=0:LOCATE 1,25:PEN 0:PRINT CHR$(143)
5260 IF INKEY(62)=0 AND DR=1 THEN R=SQR((X-DX)^2+(Y-DY)^2):DEG:PLOT DX+R,DY,CE:FOR A=0 TO 360 STEP 10:DRAW R*COS(A)+DX,
R*SIN(A)+DY,CE:NEXT A:DR=0:PEN 0:LOCATE 1,25:PRINT CHR$(143)
5270 IF INKEY(53)=0 THEN GOSUB 10000
5275 IF INKEY(54)=0 THEN B0=B0+1:FOR I=1 TO 100:NEXT:IF B0=27 THEN B0=0
5276 BORDER B0
5277 IF INKEY(44)=0 THEN GOSUB 12000
5280 IF INKEY(50)=0 THEN GOSUB 8010
5285 IF INKEY(30)=0 THEN FOR I=1 TO 100:NEXT:LOUPE=1-LOUPE:IF LOUPE=0 THEN CLS #3:LOCATE 19,24:PEN 2:PRINT"?":
5290 GOTO 5040
6000 '-----
6010 ' SAUVEGARDE TABLEAU
6020 '-----
6030 WINDOW SWAP 0,1
6040 CLS:PEN 2:SPEED KEY 10,5
6050 IF INKEY#<>" THEN 6050
6060 INPUT"NOM ?",N#
6070 SPEED WRITE 1
6080 SAVE N#,B,&C000,&4000
6090 CLS
6100 WINDOW SWAP 0,1
6110 GOSUB 2090
6130 SPEED KEY 8,1
6140 RETURN
7000 '-----
7010 ' CHARGEMENT TABLEAU
7020 '-----
7030 WINDOW SWAP 0,1
7040 PEN 2
7050 CLS
7060 LOAD ""
7070 CLS
7080 WINDOW SWAP 0,1
7090 GOSUB 2090
7100 RETURN
8000 '-----
8010 ' S/PGM FILL
8020 '-----
8030 DX=X:DY=Y:F=E

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8040 DX=DX+3:IF TEST(DX,DY)=F AND DX<640 THEN 8040
8050 ZX=DX-X-6:DX=X
8060 DX=DX-3:IF TEST(DX,DY)=F AND DX>0 THEN 8060
8070 PLOT 3,0,CE:DRAW (X-DX)+ZX,0,CE
8080 DY=DY-2:DX=X
8090 IF INKEY(39)=0 OR INKEY(31)=0 THEN GOSUB 3030
8100 IF TEST(DX,DY)=F AND DY>64 AND INKEY(63)<>0 THEN 8040
8110 X=DX:Y=DY:PRINT " ";:RETURN
9000 '-----
9010 '     PRESENTATION
9020 '-----
9030 SYMBOL AFTER 64
9040 SYMBOL 125,&6D,&10,&3C,&66,&7E,&6D,&3C
9050 SYMBOL 123,&6,&8,&3C,&66,&7E,&6D,&3C
9060 SYMBOL 64,&6D,&10,&78,&C,&7C,&CC,&76
9070 SYMBOL 92,&D,&D,&3C,&66,&6D,&3E,&8,&18
9080 MODE 1:TR#=CHR$(22)+CHR$(1):NTR#=CHR$(22)+CHR$(0)
9090 INK 0,13:INK 1,1:INK 2,0:INK 3,11
9100 BORDER 13:PAPER 0
9110 PEN 3:FOR I=1 TO 3: PRINT TAB(13) STRING$(13,CHR$(143)) :NEXT
9120 PEN 1:PRINT TR#:LOCATE 15,2:PRINT"CPC PAINT":PRINT NTR#
9130 MOVE 200,350:DRAW 200,0,2:DRAW 0,40,2
9140 PEN 1:PRINT:PRINT TAB(30)"M. Chanaud"
9150 PEN 2:LOCATE 1,8:PRINT"Ce programme permet de cr"+CHR$(123)+"er "+CHR$(64)+" l'"+CHR$(123)+"cran"
9160 PRINT:PRINT"des images multicolores en d"+CHR$(123)+"pla"+CHR$(92)+"ant un":PRINT:PRINT"pinceau "+CHR$(64)+" l'aide
des touches|f1"+CHR$(123)+"ch"+CHR$(123)+"es,"
9170 PRINT:PRINT"de tracer des cercles et des segments,"
9180 PRINT:PRINT"de choisir sa palette de couleurs et de":PRINT:PRINT"la modifier "+CHR$(64)+" volont"+CHR$(123)+". "
9190 GOSUB 9400
9192 FOR IX=1 TO 3:PEN 3:PRINT STRING$(40,143);:NEXT
9200 PRINT TR#:PEN 2:LOCATE 1,1:PRINT CHR$(150)+STRING$(38,CHR$(154))+CHR$(156)+CHR$(149)+" Les commandes disponibles sont:
"+CHR$(149)+CHR$(147)+STRING$(38,CHR$(154))+CHR$(153) :PRINT NTR#
9210 PRINT CHR$(154)+" FLECHES = D"+CHR$(123)+"placement du pinceau":PRINT:PRINT" ----- SHIFT"+CHR$(123)+"es: avance
rapide"
9220 PRINT:PRINT CHR$(154)+" COPY = Pinceau TRANSPARENT / ACTIF"
9230 PRINT:PRINT CHR$(154)+" "+CHR$(199)+" ET "+CHR$(197)+" = Couleur de la peinture"
9240 INK 1,26:PRINT:PRINT CHR$(154)+" P = Grosseur du pinceau ";:PEN 1:PRINT CHR$(132);:PEN 2:PRINT" ou ";:PEN 1:PRINT
STRING$(2,CHR$(143)):PEN 2
9250 PRINT:PRINT CHR$(154)+" ENTER = Modification de la palette"
9260 PRINT:PRINT CHR$(154)+" CTRL S = Sauvegarde d'une image"
9270 PRINT:PRINT CHR$(154)+" CTRL C = Chargement d'une image"
9280 PRINT:PRINT CHR$(154)+" CTRL CLR= Effacement du tableau"
9290 FOR I=1 TO 100:NEXT:GOSUB 9400
9300 CLS
9310 PRINT:PRINT CHR$(154)+" * = Validation d'un point de d"+CHR$(123)+"part":PRINT" -(extremite"+CHR$(123)+" ou centr
e)"
9320 PRINT:PRINT TAB(8)CHR$(159)+" C : Trac"+CHR$(123)+" d'un Cercle"
9330 PRINT:PRINT TAB(8)CHR$(159)+" L : Trac"+CHR$(123)+" d'une Ligne"
9340 PRINT:PRINT:PRINT CHR$(154)+" .F = FILL (en mode transparent)"
9350 PRINT:PRINT CHR$(154)+" R = REMPLISSAGE --- # ---"

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9360 PRINT:PRINT CHR$(154)+" X = Sortie du FILL en cours"
9365 PRINT:PRINT CHR$(154)+" ? = LOUPE (ou non)"
9366 PRINT:PRINT CHR$(154)+" B = Couleur de Bordure"
9367 INK 3,24:PEN 3:PRINT:PRINT CHR$(154)+" H = HELP !!":PEN 1
9370 FOR I=1 TO 100:NEXT:GOSUB 9400
9380 RETURN
9390 PEN 2
9400 IF INKEY$("<")="" THEN 9400
9410 PEN 2:LOCATE 16,25:PRINT CHR$(243)+" APPUYEZ SUR UNE TOUCHE":CALL &BB18:CLS:RETURN
9440 'DRAWR 30,0,2:DRAWR 0,30,2:RETURN
9460 '-----
9461 ' ARRET DEMANDE ??
9462 '-----
9470 CLS #1:PRINT #1,"voulez-vous arreter":PRINT #1:PRINT #1," 0/N"
9480 WHILE INKEY$ "<":"" :WEND
9490 r$=UPPER$(INKEY$):IF r$="" THEN 9490
9500 IF r$="N" THEN GOSUB 2090:RETURN
9510 IF r$="0" THEN CLS #1:PRINT #1,"Voulez-vous sauver":PRINT#1,
"ce dessin sur une":PRINT #1,"cassette ? (0/N)"
9512 WHILE INKEY$ "<":"" :WEND
9513 r$=UPPER$(INKEY$):IF r$="" THEN 9513
9514 IF r$="0" THEN GOSUB 6000
9515 CLS #1:CALL &BB18:END
9520 GOTO 9480
10000 '-----
10010 ' FILL "FIN"
10030 '-----
10040 XS%=X:YS%=Y
10050 DIM XP%(200),YP%(200)
10060 HEAD%=0:TAIL%=0
10070 GOSUB 10170
10080 TAIL%=(TAIL%+1) MOD 200
10090 XT%=XP%(TAIL%)
10100 YT%=YP%(TAIL%)
10110 IF TEST(XT%+4,YT%)=E THEN XS%=XT%+4:YS%=YT%:GOSUB 10170
10120 IF TEST(XT%-4,YT%)=E THEN XS%=XT%-4:YS%=YT%:GOSUB 10170
10130 IF TEST(XT%,YT%+2)=E THEN XS%=XT%:YS%=YT%+2:GOSUB 10170
10140 IF TEST(XT%,YT%-2)=E THEN XS%=XT%:YS%=YT%-2:GOSUB 10170
10150 IF HEAD%=TAIL%+1 THEN ERASE XP%,YP%:PRINT"":RETURN
10160 IF INKEY$(63)=0 THEN ERASE XP%,YP%:PRINT"":RETURN ELSE
GOTO 10080
10170 PLOT XS%,YS%,CE
10180 HEAD%=(HEAD%+1) MOD 200
10190 XP%(HEAD%)=XS%:YP%(HEAD%)=YS%
10200 RETURN
10210 FOR KK=1 TO 10:NEXT:RETURN
11000 '-----
11010 ' LOUPE
11020 '-----
11030 LOCATE 18,23:PEN (TEST(X-4,Y+2)):PRINT CHR$(233);
11040 LOCATE 19,23:PEN (TEST(X,Y+2)):PRINT CHR$(233);
11050 LOCATE 20,23:PEN (TEST(X+4,Y+2)):PRINT CHR$(233);
11060 LOCATE 18,24:PEN (TEST(X-4,Y)):PRINT CHR$(233);
11070 LOCATE 19,24:PEN (TEST(X,Y)):PRINT CHR$(232);
11080 LOCATE 20,24:PEN (TEST(X+4,Y)):PRINT CHR$(233);
11090 LOCATE 18,25:PEN (TEST(X-4,Y-2)):PRINT CHR$(233);
11100 LOCATE 19,25:PEN (TEST(X,Y-2)):PRINT CHR$(233);
11110 LOCATE 20,25:PEN (TEST(X+4,Y-2)):PRINT CHR$(233);
11120 RETURN
12000 REM ##### HELP
12010 RESTORE 12110
12020 A$=INKEY$:IF A$("<")="" THEN 12020
12030 CLS #1
12040 FOR IX=1 TO 16:READ W#
12050 PRINT #1:PRINT #1,W#:PRINT #1
12060 FOR j=1 TO 200:NEXT
12070 CALL &BB18:NEXT
12080 CLS #1:GOSUB 2090
12090 RETURN
12100 REM DATAS DE MODE D'EMPLOI
12110 DATA FLECHES= Deplacement
12120 DATA FLECHES+SHIFT Rapide
12130 DATA COPY = Transpa/Actif
12140 DATA < > = Choix peinture
12150 DATA P = Grosseur pinceau
12160 DATA ENTER=Modif. palette
12170 DATA CTRL S = Sauvegarde
12180 DATA CTRL C = Changement
12190 DATA CTRL CLR= Effacement
12200 DATA * = Pointage
12210 DATA C = Cercle
12220 DATA L = Ligne
12230 DATA F = Fill
12240 DATA R = Remplissage
12250 DATA X = Exit fill
12260 DATA B = Bordure

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