



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:BDOR=BO
1050 DIM T(15).
1060 P=3:C=O:L=2:CE=O:N=16:DR=O

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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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