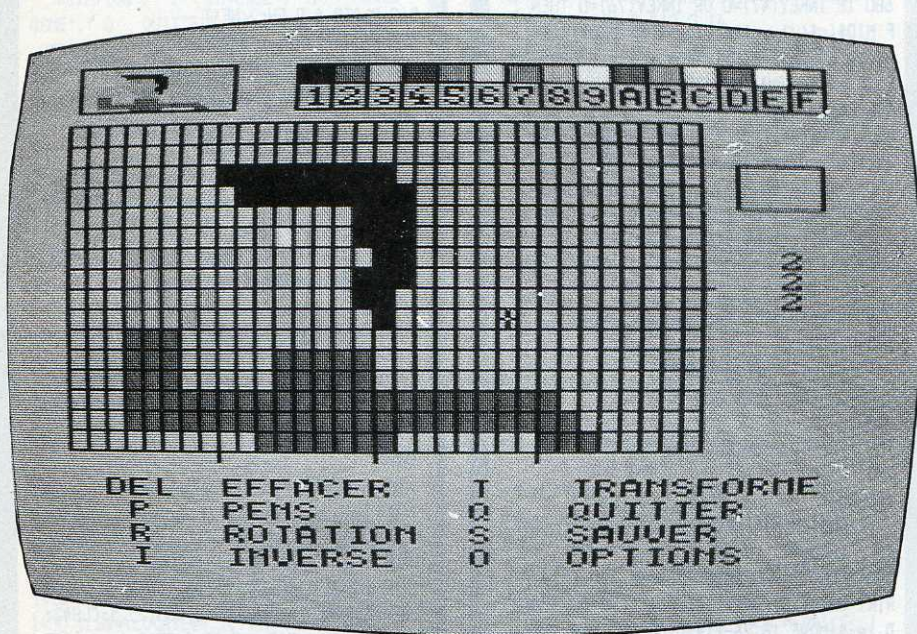


REFONT 2

Alain LARRODE



Ce programme permet la redéfinition de caractères à l'unité ou en blocs pouvant atteindre 8 caractères. Vos dessins peuvent être sauvegardés pour modification ultérieure sous forme de tableaux, mais aussi sous forme de dates ou de chaînes de caractères dans un module Basic que vous pourrez inclure dans vos propres programmes.

Il fonctionne sur 464, 664 et 6128 avec détection automatique du type de machine. Un moniteur couleur est souhaitable. Il est possible de sauter la présentation en pressant deux fois la touche ESCAPE.

Après ce préambule, le programme teste si vous disposez d'une unité de disquettes et réagit en conséquence. Puis la grille apparaît aux dimensions voulues. En haut et à gauche, vous avez le dessin en dimensions réelles. A droite, un ruban avec les couleurs disponibles. Attention : les couleurs 14 et 15 sont réservées à l'affichage. Le choix PENS permet de modifier la palette. Le curseur peut être déplacé à l'aide du curseur ou du joystick.

Voyons les autres commandes :

— TRANSFORME fait apparaître sur la grille le SYMBOL voulu, une lettre par exemple.

— SYMBOLS INTERDITS permet d'éviter certains SYMBOLS qui existent déjà dans le jeu disponible.

— ROTATION permet d'effectuer... des rotations droite/gauche ou haut/bas.

— INVERSION effectue une inversion vidéo avec parfois des effets surprenants.

Comme indiqué plus haut, l'option SAUVER permet d'archiver son travail sous forme de programme Basic ou sous forme de tableau pour modification ultérieure.

```

10 ' #####
20 ' #
30 ' #   REFONT   #
40 ' #           #
50 ' # (C) LARRODE #
60 ' #           ALAIN #
70 ' #           #
80 ' #####
90 '
100 ' INITIALISATION
110 ' LES REMS SONT OPTIONNELS
120 '
130 ' PRESENTATION
140 '
150 MODE 0:BORDER 0:DEFINT i,j,k,c:FOR i
=0 TO 10:INK i,i:NEXT:INK 11,10:INK 13,2
6:INK 14,24:INK 15,2:c=1:x#=CHR$(23)+CHR
$(1):n#=CHR$(23)+CHR$(0):ENV 1,2,7,2,1,1
,5,14,-1,5:ENT-1,5,1,1,10,-1,1,5,1,1:ON
BREAK GOSUB 210
160 PAPER 2:p=13:a$="":b$="Veuillez pati
enter":x=1:y=22:GOSUB 200:FOR i=0 TO 100
0:NEXT:PAPER 0:CLS:FOR i=2 TO 22 STEP 2:
SOUND 7,i*70,0,0,1,1:BORDER 11-c
170 WHILE SO(1)>4 AND i=22:WEND:MOVE 320
-14.5*i,390-12*i:RESTORE 220:FOR j=1 TO
8:READ x,y,z:MOVER x*i,y*i:FOR k=1 TO z:
READ x,y:DRAWR x*i,y*i,c:IF c=11 THEN SO
UND 7,60,5:x=XPOS:y=YPOS:PRINT x$:DRAW
320,0:CALL &BD19:DRAW x,y:PRINT n$:
180 NEXT k,j:c=c+1:NEXT:p=14:a$=CHR$(164
)+* LARRODE Alain*:x=2:y=20:GOSUB 200:p=
15:a$="APPUYEZ":x=6:y=22:GOSUB 200:a$="S
UR UNE TOUCHE .."+CHR$(143):x=1:y=24:GOS
UB 200
190 c=0:d=0:WHILE INKEY$="":INK 1+c,0:CA
LL &BD19:c=c+1:INK 1+c,1+d:CALL &BD19:WH
ILE c=10:d=d+1:d=d MOD 25:INK 11,1+d:FOR
i=1 TO 10:CALL &BD19:NEXT:c=0:WEND:WEND
:GOTO 220
200 PEN p:PRINT x$:FOR i=LEN(a$) TO 1 ST
EP-1:FOR j=1 TO i:x=a*j*32+16:b=(25-y)*1
6-2:MOVE a,b:DRAW 320,0,p:CALL &BD19:LOC
ATE j,y:PRINT " "+MID$(a$,i,1):CALL &BD1
9:MOVE a,b:DRAW 320,0:NEXT j,i:PRINT n$:
:RETURN
210 PRINT CHR$(23)CHR$(0):RUN 240
220 DATA ,,13,,7,3,,1,-1,-2,-5,-.5,.5,
-.5,-3,-1,,2.75,-.25,.25,-1.75,,-3,-1
,,1,4,6,,2,1.75,,.25,-.25,-1.5,-.25,-.2
5,-1.75,,4,-4,12,,7,4,,-1,-3,,-2,2,,-
1,-2,,-2,3,,-1,-4,,5,,10,,7,4,,-1,-3,
,,-2,2,,-1,-2,,-3,-1,,5,1,8,,5,1,1,2,,
1,-1,-5,-1,-1
230 DATA -2,-1,1,1,.25,8,,4,5,.25,.25,1
.5,.25,-.25,-4.5,-.25,-.25,-1.5,-.25,
.25,4,-1.25,10,,7,1,2,-5,5,1,,7,-1,-
-2.5,-5,-1,,6.5,8,,6,-1.5,,1,4,,-1,-
1.5,,-6,-1,

```



```

240 CLS: CLEAR: DEFINT i=1,x,y: numsymb=126
:djdd$="": ON ERROR GOTO 3290
250 SYMBOL AFTER 32: PAPER 0: PEN 1: INK 14
,1: INK 0,1: INK 1,24: BORDER 1
260 CLS: MODE 1: LOCATE 1,4: PRINT "COULEUR
OU MONOCHROME (C/M) ?"
270 a$="": WHILE a$<"C" AND a$<"M": a$=UP
PER$(INKEY$): WEND
280 IF a$="M" THEN colm=26 ELSE colm=13
290 PRINT: PRINT "MATERIEL : "; IF PEEK(&
A6A0)=0 THEN PRINT "CASSETTE" ELSE PRINT "D
ISOUETTE"
300 KEY 138, "symbol after 32: ink 1,24: in
k 0,1: border 1: pen 1: mode 2+CHR$(13)
310 KEY 128, "for i=1 to hoy: ?c$(i): next"
+CHR$(13)
320 DIM tab1$(8), numdef$(222), symb$(222)
,c$(16), eng(15), pe(1.15)
330 FOR i=1 TO 5000: NEXT: ON BREAK GOSUB
1590: FOR i=0 TO 13: pe(0,i)=i: pe(1,i)=1: N
EXT: IF colm=13 THEN pe(0,13)=26: pe(1,13)
=26
340 INK 0, colm: INK 1, 0: BORDER colm: PAPER
0: PEN 1: MODE 1: SYMBOL AFTER 32
350 LOCATE 1,4: PRINT "Largeur du caractere
(1 a 4) :";
360 a$="": WHILE a$<"1" OR a$>"4": a$=INKEY
$: WEND: la=VAL(a$): lax=8*la: PRINT a$
370 INK 14, colm: INK 15, 0: LOCATE 1,7: PRIN
T "Hauteur du caractere (1 a 2) :";
380 a$="": WHILE a$<"1" OR a$>"2": a$=INKEY
$: WEND: ho=VAL(a$): hoy=8*ho: PRINT a$
390 MODE 0: PAPER 14: PEN 15: CLS: WINDOW#1,
18,19,6,7: WINDOW#2,1,20,21,25: PAPER#2,14
: WINDOW#3,18,19,4,10: PAPER#3,14: WINDOW#4
,1,20,25,25: PAPER#4,14: PEN#4,15
400 FOR i=0 TO 13: INK i, pe(0,i), pe(1,i):
NEXT: GOSUB 2780
410 '
420 ' ***** DETECTION 464 OU 6
64-6128 *****
430 ' NE PAS EFFACER LE 'FRAME' (S
ERT A LA DETECTION !!!)
440 '
450 frame: adcar=PEEK(&B736)+256*PEEK(&B7
37): paperg=&B6A4: peng=&B6A3
460 '
470 ' ATTENTION !! TOUS LES 'SYMBOL AFTE
R 32' SONT INDISPENSABLES
480 '
490 FOR i=0 TO 15: PLOT -10, -10, i: eng(i)=P
EEK(peng): NEXT
500 DEF Fnc3$=VAL("&"+MID$(c$(y),x,1)): DE
F Fnc3$(x)=MID$(STR$(x),2)
510 pe(0,14)=colm: DEF Fnc1$=VAL("&"+MID$(
c$(y),((x-1)\2)*2+1,1))
520 pe(1,14)=colm: DEF Fnc2$=VAL("&"+MID$(
c$(y),((x-1)\2)*2+2,1))
530 DEF Fnc1$=CHR$(22)+CHR$(1)+CHR$(15)+
CHR$(Fnc1$)+"'+CHR$(8)+CHR$(15)+CHR$(Fnc
2$)+"'+CHR$(22)+CHR$(0)
540 DEF Fnc2$=CHR$(22)+CHR$(1)+CHR$(15)+
CHR$(15)+((pe(0,Fnc1)<2 AND x MOD 2=1) OR (
pe(0,Fnc2)<2 AND x MOD 2=0))+CHR$(36+(x
MOD 2=1))+CHR$(22)+CHR$(0)
550 GOSUB 940: TAG: FOR i=0 TO 14: POKE pap
erg,eng(15): POKE peng,eng(i): MOVE 192+i*
28,396: PRINT CHR$(233);: POKE peng,eng(15
): POKE paperg,eng(14): MOVE 200+i*28,380:
PRINT HEX$(i+1):; NEXT: TAGOFF: color$="E"

```

```

560 FOR i=0 TO 15: MOVE 192+i*28,396: DRAW
R 0,-34,15: NEXT: DRAW-414,0
570 '
580 ' MENU PRINCIPAL
590 '
600 touche$="123456789ABCDEF"+CHR$(127)+
"PRITSQO": GOSUB 1310: GOSUB 1070
610 x=1: y=1: LOCATE 1,4: PRINT Fnc2$: inx=
0: iny=0: PAPER#1, VAL("&"+color$): CLS#1
620 t$=UPPER$(INKEY$): IF t$="" THEN 620
630 IF INKEY(0)=0 OR INKEY(72)=0 THEN IF
y>1 THEN iny=-1 ELSE 620
640 IF INKEY(2)=0 OR INKEY(73)=0 THEN IF
y<hoy THEN iny=1 ELSE 620
650 IF INKEY(8)=0 OR INKEY(74)=0 THEN IF
x>1 THEN inx=-1 ELSE 620
660 IF INKEY(1)=0 OR INKEY(75)=0 THEN IF
x<lax THEN inx=1 ELSE 620
670 ' IF INKEY(47)=0 OR INKEY(76)=0 THEN
MID$(c$(y),x,1)=color$ ELSE IF inx+iny=0
THEN 680
680 IF INKEY(47)=0 OR INKEY(76)=0 THEN I
F MID$(c$(y),x,1)=color$ THEN MID$(c$(y),
x,1)="E" ELSE MID$(c$(y),x,1)=color$ ELS
E IF inx+iny=0 THEN 700
690 GOSUB 1540: x=x+inx: y=y+iny: inx=0: iny
=0: LOCATE(x+1)\2,3+y: PRINT USING"&"; Fnc2
$:; PLOT 10+x*4,396-y*2, Fnc3: GOTO 620
700 t=INSTR(touche$,t$): IF t=0 THEN 620
710 IF t<16 THEN color$=HEX$(t-1): PAPER#
1, VAL("&"+color$): CLS#1: GOTO 620
720 ON t-15 GOSUB 920,780,1110,1210,1360
,1630,1590,2470
730 ON t-15 GOTO 740,740,740,740,600,620
,2390,600
740 IF t=17 THEN GOSUB 1310: GOTO 620 ELS
E IF control THEN 620 ELSE 600
750 '
760 ' CHOIX DES COULEURS
770 '
780 DATA "r s CHOIX COULEUR", " C
LIGNOTEMENT", "ESPACE COULEUR +", "ENT
ER RETOUR"
790 SOUND 3,200,25,5: RESTORE 780: CLS#2: P
RINT CHR$(23); CHR$(13);: FOR t=0 TO 3: REA
D tex$: MOVE 16,76-t*20: GOSUB 1030: NEXT:
PRINT CHR$(23); CHR$(0);
800 col=0: ccol=0: incol=0: GOTO 880
810 a$=UPPER$(INKEY$): IF a$="" THEN 810
ELSE incol=0
820 IF a$=CHR$(242) THEN IF col>0 THEN i
ncol=-1: ccol=0 ELSE 810
830 IF a$=CHR$(243) THEN IF col<13 THEN
incol=1: ccol=0 ELSE 810
840 IF a$="C" THEN ccol=ccol XOR 1: SOUND
3,200,25,5: pe(1-ccol,col)=pe(0,col)
850 IF a$=" " THEN pe(ccol,col)=pe(ccol,c
ol)+1: pe(ccol,col)=pe(ccol,col) MOD 27: pe
(1-ccol,col)=pe(0,col): INK col, pe(ccol,c
ol), pe(ccol,col): GOTO 880
860 IF a$=CHR$(13) THEN INK col, pe(0,col)
, pe(1,col): PAPER#1,14: CLS#1: GOTO 990
870 INK col, pe(0,col), pe(1,col): col=col+
incol: INK col, pe(ccol,col), pe(ccol,col)
880 PAPER#1, col: CLS#1: tex$=HEX$(col+1): M
OVE 570,340: GOSUB 1030: FOR c=0 TO 1: tex$
=RIGHT$(STR$(pe(c,col)),2)+CHR$(32-35*((
pe(0,col)<>pe(1,col) AND c=1) OR ccol=c=1)
): MOVE 550,282-c*18: GOSUB 1030: NEXT: GOTO
810

```

```

890 '
900 ' EFFACE OU AFFICHE GRILLE (SUIVANT
LE FLAG)
910 '
920 GOSUB 1580: IF control THEN RETURN
930 SOUND 3,200,25,5: CLS#2: tex$="J EFFAC
E ?": MOVE 100,66: GOSUB 1030: a$="": WHILE
a$<"0" AND a$<"N": a$=UPPER$(INKEY$): WE
ND: IF a$="N" THEN RETURN
940 FOR i=1 TO hoy: c$(i)=STRING$(lax,"E"
): NEXT: flag=1
950 PLOT 0,352,14: DRAW 520,0: FOR i=0 TO
hoy: MOVE 0,352-16*i: DRAW 128*la-8*(i>0
AND i<hoy AND i MOD 8=0),0,15: NEXT: FOR
i=0 TO lax: MOVE 16*i,352: DRAW 0,-128*ho
+8*(i>0 AND i<lax AND i MOD 8=0),15: NEXT
960 MOVE 8,396: DRAW 32*la+4,0: DRAW 0,-
16*ho-2: DRAW-32*la-4,0: DRAW 0,16*ho+2
970 FOR y=1 TO hoy: IF flag THEN PEN 15: P
APER 14: LOCATE 1,y+3: PRINT STRING$(la*4,
"%");: MOVE 12,396-2*y: DRAW 31*la,0,14 E
LSE FOR x=1 TO lax STEP 2: PEN 15: GOSUB 1
540: PLOT 4,0, Fnc2: NEXT
980 NEXT: PEN 15: flag=0: x=1: y=1
990 CLS#3: PLOT 540,320,15: DRAW 68,0: DRA
WR 0,-34: DRAW-68,0: DRAW 0,34: RETURN
1000 '
1010 ' AFFICHE LES MESSAGES
1020 '
1030 posx=XPOS: POKE peng,eng(15): POKE pa
perg,eng(14): TAG: FOR af=0 TO LEN(tex$)-1
: MOVE posx+af*20, YPOS: PRINT MID$(tex$,af
+1,1):; NEXT: TAGOFF: RETURN
1040 '
1050 ' COMPTE LES SYMBOLS RESTANTS
1060 '
1070 FOR m=1 TO 4: LOCATE 19,8+m: PRINT MI
D$(STR$(222-LEN(djdd$))+ " ",m,1):; NEXT: R
ETURN
1080 '
1090 ' ROTATION DE LA GRILLE
1100 '
1110 DATA " G GAUCHE", " D DROITE", " H
HAUT", " B BAS", "ENTER RETOUR",,
1120 GOSUB 1580: IF control THEN RETURN E
LSE RESTORE 1110: SOUND 3,200,25,5: CLS#2:
FOR p=0 TO 1: FOR q=0 TO 2: READ tex$: MOVE
10+p*250,76-q*20: GOSUB 1030: NEXT q,p
1130 a$=UPPER$(INKEY$): IF a$="" THEN 113
0
1140 IF a$=CHR$(13) THEN RETURN ELSE IF
INSTR("GDHB",a$)=0 THEN 1130
1150 IF a$="H" THEN c$=c$(1): FOR i=1 TO h
oy-1: c$(i)=c$(i+1): NEXT: c$(hoy)=c$ ELSE
IF a$="B" THEN c$=c$(hoy): FOR i=hoy TO 2
STEP-1: c$(i)=c$(i-1): NEXT: c$(1)=c$
1160 FOR y=1 TO hoy: IF a$="D" THEN c$(y)=
LEFT$(RIGHT$(c$(y),1)+c$(y),lax) ELSE IF
a$="G" THEN c$(y)=RIGHT$(c$(y))+LEFT$(c$(
y),1),lax)
1170 FOR x=1 TO lax STEP 2: GOSUB 1540: PL
OT 4,0, Fnc2: NEXT: NEXT: SOUND 3,200,25,5:
GOTO 1130
1180 '
1190 ' INVERSION
1200 '
1210 DATA " G GAUCHE-DROITE", " H HAUT-B
AS", " V VIDEO",, "ENTER RETOUR"
1220 GOSUB 1580: IF control THEN RETURN E
LSE SOUND 3,200,25,5: RESTORE 1210: CLS#2:

```



```

FOR p=0 TO 1:FOR q=0 TO 2:READ tex$:MOVE
10+p*300,76-q*20:GOSUB 1030:NEXT q,p
1230 a$=UPPER$(INKEY$):IF a$="" THEN 123
0 ELSE IF a$="V" THEN SOUND 3,200,25,5
1240 IF a$=CHR$(13) THEN RETURN ELSE IF I
NSTR("GHV",a$)=0 THEN 1230
1250 FOR y=1 TO hoy:IF a$="G" THEN c$=c$(
y):FOR x=1 TO lax:MID$(c$(y),x,1)=MID$(c
$,lax+1-x,1):NEXT ELSE IF a$="H" THEN c$(
y)=c$(y)+LEFT$(c$(hoy+1-y),lax)
1260 IF a$="V" THEN FOR x=1 TO lax:MID$(c
$(y),x,1)=HEX$(MAX(13-VAL("&"+MID$(c$(y
),x,1),-14*(MID$(c$(y),x,1)="E"))):NEXT
1270 NEXT:FOR y=1 TO hoy:c$(y)=RIGHT$(c$(
y),lax):FOR x=1 TO lax STEP 2:GOSUB 154
0:PLOTR 4,0,Fnc2:NEXT x,y:SOUND 3,200,25
,5:GOTO 1230
1280 '
1290 ' MESSAGE PRINCIPAL
1300 '
1310 DATA "DEL EFFACER"," P PENS"," R
ROTATION"," I INVERSE"," T TRANSF
ORME"," Q QUITTER"," S SAUVER"," 0
OPTIONS"
1320 CLS#2:RESTORE 1310:FOR ti=0 TO 1:F0
R t2=0 TO 3:READ tex$:MOVE 32+ti*280,76-
t2*18:GOSUB 1030:NEXT:RETURN
1330 '
1340 ' TRANSFORMATION
1350 '
1360 SOUND 3,200,25,5:GOSUB 940:tex$="EN
TRETZ VOS LETTRES"+STR$(1a*ho)+ " MAX":CLS
#2:MOVE 90,76:GOSUB 1030:tex$=" LETTRE 0
U NOMBRE ASCII":MOVE 90,58:GOSUB 1030
1370 tex$="ENTER POUR TERMINER _ OP OPT
ION":MOVE 5,40:GOSUB 1030
1380 FOR i=1 TO ho:FOR j=1 TO la:SYMBOL
AFTER 32:ON ERROR GOTO 1490:op=0
1390 CLS#4:LOCATE#4,1,1:PRINT#4,STR$(i-
1)*1a+j)+ " ";:LINE INPUT#4,:car$
1400 op=INSTR(UPPER$(car$),"OP"):IF car$
="" THEN 1480 ELSE IF op<>0 THEN 1430
1410 car=VAL(car$):IF ASC(car$)<32 OR ca
r>255 OR(car>9 AND car<32) THEN 1390
1420 IF car>31 THEN car$=CHR$(car)
1430 CLS#4:LOCATE#4,2,1:IF op<>0 THEN PR
INT#4,"Entrez la matrice";:FOR att=1 TO
900:NEXT ELSE PRINT#4," Patience":ad=
adcar+(ASC(car$)-32)*8
1440 FOR k=0 TO 7:IF op<>0 THEN ON ERROR
GOTO 1500:CLS#4:LOCATE#4,1,1:PRINT#4,"0
P"+STR$(k+1);:INPUT#4,: " ,c$:c$=BIN$(VA
L("+"+c$),8) ELSE c$=BIN$(PEEK(ad+k),8)
1450 FOR l=1 TO 8:y=(i-1)*8+k+1:x=(j-1)*
8+1:IF MID$(c$,l,1)="1" THEN MID$(c$(y),
x,1)="1"
1460 NEXT l,k:GOSUB 2780:FOR k=1 TO 8:F0
R l=1 TO 8:y=(i-1)*8+k:x=(j-1)*8+1
1470 GOSUB 1540:NEXT l,k
1480 NEXT j,i:GOSUB 2780:ON ERROR GOTO 3
290:RETURN
1490 IF LEN(car$)=1 AND ASC(car$)>32 THE
N RESUME 1430
1500 SOUND 3,1000,80,5:RESUME 1390
1510 '
1520 ' AFFICHAGE DU POINT DANS LA GRILLE
1530 '
1540 LOCATE(x+1)\2,3+y:PRINT USING"&";FN
c1$::PLOT 10+x*4,396-y*2,Fnc3:RETURN
1550 '

```

```

1560 ' CONTROLE SI LA GRILLE EST VIDE
1570 '
1580 c=0:i=1:WHILE c=0 AND i<hoy:c=c-(c
$(i)<>STRING$(lax,"E")):i=i+1:WEND:contr
ol=(c=0):IF control THEN SOUND 3,2000,90
,6
1590 RETURN
1600-'
1610 ' DECODE ET SAUVE LA GRILLE EN MEMO
IRE
1620 '
1630 GOSUB 1580:IF control THEN RETURN E
LSE FOR i=1 TO hoy:MOVE 12,396-2*i:DRAWR
31*1a,0,14:NEXT:PAPER 14:PEN 15:CLS#2:W
INDOW#2,1,20,22,25
1640 SOUND 3,200,20,5:CLS#2:tex$="VOULEZ
VOUS UTILISER DES":MOVE 80,60:GOSUB 103
0:tex$="CARACTERES UTILISATEURS":MOVE 94
,44:GOSUB 1030:ch$="":WHILE ch$<>"0"AND
ch$<>"N":ch$=UPPER$(INKEY$):WEND:ON ERRO
R GOTO 3290
1650 FOR i=1 TO ho*1a:tabl$(i)="" :NEXT:M
OVE 0,352:DRAWR 512,0,14
1660 WINDOW 1,20,4,25:CLS:PAPER 14:WINDO
W 1,20,1,25
1670 '
1680 ' AFFICHE ET COMPTE LES COULEURS PA
R CARACTERES
1690 '
1700 FOR d=0 TO 1:MOVE 0,336-d*144:DRAWR
128,0,15:DRAWR 0,-128:DRAWR-128,0:DRAWR
0,128:FOR i=5 TO 12:LOCATE 1,i+9*d:PRIN
T STRING$(4,"Z");
1710 NEXT:NEXT:FOR i=1 TO ho:FOR j=1 TO
1a:col$="" :FOR k=0 TO 7:FOR l=1 TO 8
1720 x=(j-1)*8+1:y=(i-1)*8+k+1:LOCATE(1+
1)\2,5+k:PRINT USING"&";Fnc1$;:PLOT 10+x
*4,396-y*2,Fnc3:c$=HEX$(Fnc3):IF c$<"E"
AND INSTR(col$,c$)=0 THEN col$=col$+c$
1730 NEXT l,k:FOR col=0 TO 13:IF INSTR(c
ol$,HEX$(col))=0 THEN 1880
1740 tex$="PEN"+STR$(col+1):MOVE 190,210
:GOSUB 1030
1750 FOR k=0 TO 7:c$="" :y=(i-1)*8+k+1:ta
mp$=c$(y):FOR l=1 TO 8:x=(j-1)*8+1:IF MI
D$(c$(y),x,1)<>HEX$(col) THEN MID$(c$(y),
x,1)="E":c$=c$+"0" ELSE c$=c$+"1"
1760 NEXT:FOR l=1 TO 8:x=(j-1)*8+1:LOCAT
E(1+1)\2,14+k:PRINT USING"&";Fnc1$;
1770 NEXT:tex$=RIGHT$(" "+STR$(VAL("&X"+
c$)),3):MOVE 150,190-k*16:GOSUB 1030
1780 tabl(k)=VAL(tex$):c$(y)=tamp$:NEXT:
IF ch$="N" THEN num$="" :GOTO 1810
1790 CLS#2:tex$="TAPEZ LA LETTRE OU ENTE
R":MOVE 10,60:GOSUB 1030:SYMBOL AFTER 32
1800 CLS#4:LOCATE#4,1,1:PRINT#4,">":LIN
E INPUT#4,num$
1810 IF num$="" THEN num$=num$+1:n
um=num$+1:IF INSTR(djd$,CHR$(num))>0 AN
D num<256 THEN 1810 ELSE IF num>255 THEN
CLS#2:GOSUB 2780:tex$="LIMITE DES 255 C
":MOVE 100,60:GOSUB 1030:SOUND 3,2000,90
,6:GOTO 1790
1820 IF num$<>" " THEN num=ASC(num$):IF n
um<32 OR num>126 THEN 1800
1830 IF num$<>" " THEN IF INSTR(djd$,CHR$(
num))>0 THEN 1800
1840 '
1850 ' FABRICATION DES LIGNES PROGRAMMES
' SYMBOL ... '

```

```

1860 '
1870 dj$d=djd$+CHR$(num):GOSUB 1070:tabl
$((i-1)*1a+j)=tabl$((i-1)*1a+j)+HEX$(num
,2)+HEX$(col):syms$(num-32)="":FOR n=0 T
O 7:syms$(num-32)=syms$(num-32)+HEX$(tab
l(n),2):NEXT:GOSUB 2780
1880 NEXT col,j,i:FOR i=1 TO ho*1a:sb$="
":FOR j=1 TO LEN(tabl$(i))STEP 3
1890 c2$="0F"+HEX$(VAL("&"+MID$(tabl$(i)
,j,2))+2,2)+MID$(tabl$(i),j,2)
1900 IF j>1 THEN sb$=sb$+"08"+c2$ ELSE s
b$=sb$+c2$
1910 NEXT:IF LEN(sb$)>6 THEN sb$="1603"+
sb$+"1604"
1920 IF LEN(sb$)>6 THEN numdef$(numdef)=
sb$:numdef=numdef+1
1930 NEXT
1940 CLS#2:WINDOW#2,1,20,21,25:tex$="ON
CONTINUE ?":MOVE 90,50:GOSUB 1030
1950 t$="":WHILE t$<>"0"AND t$<>"N":t$=U
PPER$(INKEY$):WEND:IF t$="N" THEN 1990
1960 tex$="AVEC LE MEME ?":MOVE 90,34:GO
SUB 1030
1970 t$="":WHILE t$<>"0"AND t$<>"N":t$=U
PPER$(INKEY$):WEND:IF t$="N" THEN 340 EL
SE WINDOW 1,20,4,25:CLS:WINDOW 1,20,1,25
:GOSUB 1320:GOTO 950
1980 IF numdef=0 THEN GOSUB 1580:IF cont
rol THEN 620
1990 CLS#2:tex$="SAUVEGARDE ?":MOVE 100,
44:GOSUB 1030:t$="":WHILE t$<>"0"AND t$<
">"N":t$=UPPER$(INKEY$):WEND:IF t$="N"THE
N IF t=22 THEN 620 ELSE 2380
2000 CLS#2:tex$="CHAINES OU DATAS ?":MOV
E 60,44:GOSUB 1030:type$="":WHILE type$<
">"C"AND type$<>"D":type$=UPPER$(INKEY$):
WEND
2010 CLS#2:tex$="ENTREZ LE NOM DU FICHIE
R":MOVE 10,60:GOSUB 1030:SYMBOL AFTER 32
2020 CLS#4:LOCATE#4,1,1:INPUT#4,"> ",nomp
rog$:IF LEN(nomprog$)>8 THEN SOUND 3,100
0,90,5:GOTO 2020
2030 DATA PREPAREZ UNE CASSETTE,APPUYER
ENSUITE SUR,PLAY ET REC PUIS,SUR UNE AU
TRE TOUCHE
2040 GOSUB 2780:IF PEEK(&A6A0)=0 THEN RE
STORE 2030:CLS#2:FOR i=0 TO 3:READ tex$:
MOVE 10,76-i*20:GOSUB 1030:NEXT:CALL &BB
06
2050 CLS#2:tex$="SAUVEGARDE EN COURS":MO
VE 40,50:GOSUB 1030
2060 '
2070 ' GENERATION DU FUTUR PROGRAMME (CH
AINES OU DATAS)
2080 '
2090 numd=0:OPENOUT!" "+nomprog$+".BAS":G
$=CHR$(34):IF type$="D" THEN 2220
2100 '
2110 ' PARTIE CHAINES
2120 '
2130 numlig=10:FOR i=0 TO 222
2140 IF numdef$(i)="" THEN 2180 ELSE numd
=numd+1
2150 numlig=numlig+10:PRINT#9,Fnc3$(numl
ig)+ " a$("+Fnc3$(i)+")="+G$;
2160 FOR j=1 TO LEN(numdef$(i))STEP 2:IF
MID$(numdef$(i),j,2)="0C" THEN PRINT#9,G
$+"+CHR$(13)+"+G$; ELSE PRINT#9,CHR$(VAL
("&"+MID$(numdef$(i),j,2)));
2170 NEXT:PRINT#9,G$

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2180 NEXT:GOTO 2290
2190 '
2200 ' PARITE DATAS
2210 '
2220 numlig=20:FOR i=0 TO 222:IF numdef$(i)=" THEN 2250 ELSE numd=numd+1
2230 numlig=numlig+10:PRINT#9,FNC3$(numlig)+ " DATA ";
2240 FOR j=1 TO LEN(numdef$(i))STEP 2:PRINT#9,HEX$(VAL("&"+MID$(numdef$(i),j,2)))+" ";NEXT:PRINT#9,"*"
2250 NEXT:IF numd>0 THEN PRINT#9,"20 RESTORE 30:FOR i=0 TO "+STR$(numd-1)+"*:t$="+G$+"*"+G$+"*:a$(i)="+G$+G$+"*:WHILE t$<"+"*"+G$+"*"+G$+"*:a$(i)=a$(i)+CHR$(VAL("&"+G$+"*"+G$+"*"+t$)):READ t$:WEND:NEXT"
2260 '
2270 ' PARTIE COMMUNE AUX DATAS ET/OU SYMBOLS
2280 '
2290 PRINT#9,"10 *";IF numd>9 THEN PRINT#9,"DIM a$(;FNC3$(numd);)";
2300 PRINT#9,"MODE 0:SYMBOL AFTER 32";:FOR i=0 TO 13:PRINT#9,".INK"+STR$(i+2)+"*,+FNC3$(pe(0,i));IF pe(1,i)<pe(0,i)THEN N PRINT#9,"*"+FNC3$(pe(1,i));
2310 NEXT:PRINT#9
2320 FOR i=0 TO 222
2330 IF symb$(i)<>" THEN numlig=numlig+10:PRINT#9,FNC3$(numlig);" SYMBOL";STR$(i+32);:FOR j=1 TO LEN(symb$(i))STEP 2:PRINT#9,"*"+FNC3$(VAL("&"+MID$(symb$(i),j,2)));NEXT:PRINT#9
2340 NEXT:CLOSEOUT
2350 '
2360 ' FINI !!!
2370 '
2380 CLS#2:tex$="JE SAUVE LE TABLEAU ?":MOVE 90,60:GOSUB 1030:a$="":WHILE a$<"N" OR a$>"0":a$=UPPER$(INKEY$):WEND:IF a$="0" THEN CLS#2:a$="2":GOSUB 2620
2390 CLS#2:WINDOW#2,1,20,21,25:tex$="ON ARRETE ?":MOVE 90,50:GOSUB 1030
2400 t$="":WHILE t$<"0" AND t$<"N":t$=UPPER$(INKEY$):WEND:IF t$="N" THEN IF t=22 THEN 600 ELSE 1940
2410 DATA 1,24,20,6,26,0,2,8,10,12,14,16,18,22
2420 RESTORE 2410:FOR i=0 TO 13:READ c:INK i,c:NEXT:INK 14,1,24:INK 15,16,11
2430 PEN 1:PAPER 0:BORDER 1:MODE 1:SYMBOL AFTER 32:END
2440 '
2450 ' OPTIONS
2460 '
2470 DATA "1 CHARGER UN TABLEAU", "2 SAUVER UN TABLEAU", "3 SYMBOLS INTERDITS", "4 RETOUR AU MENU"
2480 CLS#2:RESTORE 2470:FOR ti=0 TO 3:READ tex$:MOVE 32,76-ti*18:GOSUB 1030:NEXT
2490 a$="":WHILE a$<"1" OR a$>"4":a$=INKEY$:WEND:IF a$="4" THEN RETURN
2500 '
2510 ' SYMBOLS INTERDITS A LA REDEFINITION
2520 '
2530 CLS#2:IF a$<"3" THEN 2620 ELSE tex$="ENTREZ LETTRES OU NOMBRE ASCII":MOVE 5,70:GOSUB 1030:tex$="ENTER POUR TERMINER":MOVE 20,50:GOSUB 1030:SYMBOL AFTER 32

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2540 CLS#4:LOCATE#4,1,1:PRINT#4,"*";:LINE INPUT#4,;car$:ON ERROR GOTO 2570
2550 IF car$="" THEN GOSUB 2780:RETURN ELSE car=VAL(car$):IF ASC(car$)<32 OR car>255 OR car>9 AND car<32 THEN 2540 ELSE IF car>31 THEN car$=CHR$(car)
2560 CLS#4:PRINT#4,CHR$(ASC(car$))+ " EST BON (O/N) ?":a$="":WHILE a$<"N" OR a$>"0":a$=UPPER$(INKEY$):WEND:IF a$="N" THEN 2540 ELSE djd$=djd$+CHR$(ASC(car$)):GOSUB 1070:SOUND 3,200,10:GOTO 2540
2570 IF LEN(car$)=1 AND ASC(car$)>31 THEN N RESUME 2560
2580 SOUND 3,1000,80,5:RESUME 2540
2590 '
2600 ' CHARGEMENT OU SAUVEGARDE DE LA GRILLE
2610 '
2620 tex$="ENTREZ LE NOM DU FICHIER":MOVE 32,50:GOSUB 1030:SYMBOL AFTER 32
2630 CLS#4:PRINT#4,"*";:LINE INPUT#4,;car$:IF LEN(car$)>8 THEN 2630
2640 GOSUB 2780:IF car$="" THEN RETURN ELSE IF a$="2" THEN 2710
2650 DATA PREPAREZ LA CASSETTE, APPUYEZ EN SUITE SUR, PLAY PUIS EN SUITE, SUR UNE AUTRE TOUCHE
2660 IF PEEK(&A6A0)=0 THEN RESTORE 2650:CLS#2:FOR i=0 TO 3:READ tex$:MOVE 10,76-i*20:GOSUB 1030:NEXT:CALL &B806
2670 OPENIN!"*"+car$+"*.REF":INPUT#9,la,hoy,djd$:lax=8*1a:hoy=8*ho
2680 FOR i=0 TO 13:INPUT#9,pe(0,i),pe(1,i):INK i,pe(0,i),pe(1,i):NEXT
2690 FOR i=1 TO hoy:INPUT#9,c$(i):NEXT:FOR i=1 TO 222:INPUT#9,symb$(i):NEXT:FOR i=1 TO 222:INPUT#9,numdef$(i):NEXT:CLOSEIN
2700 WINDOW 1,5,1,3:CLS:WINDOW 1,20,4,25:CLS:WINDOW 1,20,1,25:GOTO 950
2710 IF PEEK(&A6A0)=0 THEN RESTORE 2030:CLS#2:FOR i=0 TO 3:READ tex$:MOVE 10,76-i*20:GOSUB 1030:NEXT:CALL &B806
2720 OPENOUT!"*"+car$+"*.REF":WRITE#9,la,hoy,djd$
2730 FOR i=0 TO 13:WRITE#9,pe(0,i),pe(1,i):NEXT
2740 FOR i=1 TO hoy:WRITE#9,c$(i):NEXT:FOR i=0 TO 222:WRITE#9,symb$(i):NEXT:FOR i=0 TO 222:WRITE#9,numdef$(i):NEXT:CLOSEOUT:RETURN
2750 '
2760 ' SYMBOLS POUR LA GRILLE
2770 '
2780 SYMBOL 35,32,32,32,80,32,32,32
2790 SYMBOL 36,2,2,2,5,2,2,2
2800 SYMBOL 37,136,136,136,136,136,136,136,255
2810 SYMBOL 92,112,112,112,112,112,112,112
2820 SYMBOL 96,7,7,7,7,7,7,7
2830 '
2840 ' REDEFINITION DE L'ALPHABET (PSEUDO-MODE 1)
2850 '
2860 SYMBOL 43,0,0,32,32,112,32,32
2870 SYMBOL 45,0,0,0,0,240
2880 SYMBOL 48,0,96,144,144,176,208,144,96
2890 SYMBOL 49,0,32,96,32,32,32,112

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2900 SYMBOL 50,0,96,144,16,32,64,144,240
2910 SYMBOL 51,0,96,144,16,96,16,144,96
2920 SYMBOL 52,0,32,64,128,160,240,32,112
2930 SYMBOL 53,0,240,144,128,224,16,144,96
2940 SYMBOL 54,0,96,144,128,224,144,144,96
2950 SYMBOL 55,0,240,144,16,32,64,64,64
2960 SYMBOL 56,0,96,144,144,96,144,144,96
2970 SYMBOL 57,0,96,144,144,112,16,144,96
2980 SYMBOL 63,0,112,136,8,16,32,0,32
2990 SYMBOL 65,0,96,240,144,144,240,144,144
3000 SYMBOL 66,0,224,144,144,224,144,144,224
3010 SYMBOL 67,0,96,144,128,128,128,144,96
3020 SYMBOL 68,0,224,144,144,144,144,144,224
3030 SYMBOL 69,0,240,128,128,224,128,128,240
3040 SYMBOL 70,0,240,128,128,224,128,128,128
3050 SYMBOL 71,0,96,144,128,128,176,144,112
3060 SYMBOL 72,0,144,144,144,240,144,144,144
3070 SYMBOL 73,0,112,32,32,32,32,32,112
3080 SYMBOL 74,0,112,32,32,32,32,160,64
3090 SYMBOL 75,0,144,144,160,192,160,144,144
3100 SYMBOL 76,0,64,64,64,64,64,112
3110 SYMBOL 77,0,144,240,144,144,144,144,144
3120 SYMBOL 78,0,144,208,176,144,144,144,144
3130 SYMBOL 79,0,96,144,144,144,144,144,96
3140 SYMBOL 80,0,224,144,144,224,128,128,128
3150 SYMBOL 81,0,96,144,144,144,144,160,80
3160 SYMBOL 82,0,224,144,144,224,160,144,144
3170 SYMBOL 83,0,96,144,128,96,16,144,96
3180 SYMBOL 84,0,112,32,32,32,32,32,32
3190 SYMBOL 85,0,144,144,144,144,144,144,96
3200 SYMBOL 86,0,144,144,144,144,144,96,96
3210 SYMBOL 87,0,144,144,144,144,144,240,144
3220 SYMBOL 88,0,144,144,144,96,144,144,144
3230 SYMBOL 89,0,80,80,80,112,32,32,112
3240 SYMBOL 90,0,240,16,32,64,128,128,240
3250 RETURN
3260 '
3270 ' UNE ERREUR '
3280 '
3290 IF ERL=450 THEN paperg=&B339:peng=&B338:adcar=PEEK(&B296)+256*PEEK(&B297):RESUME 490
3300 INK 1,0:PEN 1:tex$="ERREUR"+STR$(ERL)+" EN LIGNE"+STR$(ERL):CLS#2:MOVE 10,70:GOSUB 1030:END

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