

CODES BARRES : TRAITEMENT

Listings sources

§LIST

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0 REM PROGRAMME CODE3
5 HOME : TEXT
10 D# = CHR# (4)
20 PRINT D#;"BLOADST.POLICE A,A#4000"
30 PRINT D#;"BLOADST.POLICE B,A#4400"
40 PRINT D#;"BLOADST.POLICE C,A#4800"
45 PRINT D#;"BLOADST.GARDES,A#4C00"
46 PRINT D#;"BLOADCS.CONDENSED 8,A#6000"
50 I = 1
52 HGR : HCOLOR= 3
53 HPLLOT 20,0 TO 120,0
55 SCALE= 1: ROT= 0
56 IF (I = 1) OR (I = 8) OR (I = 15) THEN GOTO 1000
60 VTAB 20: PRINT : INPUT "POLICE (A,B,C):";P#
65 IF P# = "D" THEN END
70 INPUT "NOMBRE (0-9):";N
80 N = N + 1
200 IF P# = "A" THEN POKE 233,64
210 IF P# = "B" THEN POKE 233,68
220 IF P# = "C" THEN POKE 233,72
230 POKE 232,00
240 FOR J = 38 TO 77 STEP 38
245 IF N = 0 THEN N = 10
250 DRAW N AT 13 + 7 * I,J
260 NEXT J
270 I = I + 1
280 IF I < 16 THEN 56
300 IF I = 16 THEN GOSUB 10000
310 END
1000 POKE 233,76
1010 POKE 232,00
1020 FOR J = 38 TO 80 STEP 2
1030 N = INT (I / 7) + 1
1040 DRAW N AT 13 + 7 * I,J
1050 NEXT J
1060 GOTO 270
10000 REM AFFICHAGE DU CODE
10010 HOME
10030 GOTO 10060
10040 KB = PEEK ( - 16384) - 159: IF KB = - 18 THEN POKE - 16368,0: POP
: GOTO 10070
10045 IF KB < 1 THEN 10040
10050 POKE - 16368,0: RETURN
10060 POKE 232,0: POKE 233,96:VT = VAL ( RIGHT# (N#,2)): IF VT = 0 THEN
VT = VAL ( RIGHT# (N#,1))
10065 SCALE= 1: ROT= 0:X1 = 0:Y1 = 0:X = X1:Y = Y1
10070 Y = Y + VT: HCOLOR= 0: HPLLOT X,Y + 79: HCOLOR= 3
10080 GOSUB 10040: XDRAW KB: IF PEEK (229) > 39 - VT / 7 THEN 10070
10100 GOTO 10080
19999 RETURN
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§PREQ.