

This short program allows the user to create graphics characters. A grid is displayed

on the screen and you then have the option either to deposit a block or leave a space as you move round and build your character. When

you have finished, the data items for the character are displayed.

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10 GOSUB 630
20 GOSUB 510
30 DIM A(20)
40 MODE 0
50 LOCATE 1,1:PRINT"GRAPHICS DESIGNER BY ";
:PEN 3:PRINT"
  PAUL PARK"
60 PEN 1
70 FOR T=8 TO 15:FOR X=6 TO 13:LOCATE X,T:P
RINT".":NEXT:NEXT
80 LOCATE 6,7:PRINT N1$
90 LOCATE 7,7:PEN 2:PRINT N2$
95 PEN 1
100 LOCATE 1,22:PRINT"[X]-ERASE MISTAKE"
110 PRINT"[C]-LEAVE SPACE"
120 PRINT"[SPACE]-LAY BLOCK"
130 PEN 1
140 SYMBOL AFTER 33
150 SYMBOL 42,255,255,255,255,255,255,2
55
160 ON ERROR GOTO 370
170 GOSUB 420
180 FOR T=8 TO 15
190 FOR X=6 TO 13
200 LOCATE X,T
210 IF COPYCHR$(#0)="*" THEN 270
220 NEXT X
230 LOCATE 15,T:PRINT V
240 A(T)=V
250 V=0
260 NEXT T
270 IF X=6 THEN V=V+128
280 IF X=7 THEN V=V+64
290 IF X=8 THEN V=V+32
300 IF X=9 THEN V=V+16
310 IF X=10 THEN V=V+8
320 IF X=11 THEN V=V+4
330 IF X=12 THEN V=V+2
340 IF X=13 THEN V=V+1
350 GOTO 220
360 LOCATE 1,15
370 REM
380 SYMBOL 35,A(8),A(9),A(10),A(11),A(12),A
(13),A(14),A(15)
390 LOCATE 1,17:PEN 2:PRINT"CHARACTER CREAT

```

PROGRAM LISTINGS

```
ED: ";:PEN 1:PRINT CHR$(35)
395 LOCATE 1,25:PRINT"[S]-RESTART"
400 R$=INKEY$:IF R$="" THEN 400
410 IF R$="S" THEN SYMBOL AFTER 232:RUN ELSE
E 400
420 X=6:Y=8
430 LOCATE X,Y:PRINT"*"
440 R$=INKEY$:IF R$="" THEN 440
450 IF R$=" " THEN LOCATE X,Y:PRINT"*":X=X+
1:IF X=14 THEN X=6:Y=Y+1
460 IF Y=16 THEN RETURN
470 IF R$="C" THEN X=X+1:IF X=14 THEN LOCAT
E 13,Y:PRINT".":X=6:Y=Y+1 ELSE LOCATE X-1,Y
:PRINT".":GOTO 490
480 IF R$="X" THEN X=X-1:IF X=5 THEN X=13:Y
=Y-1:LOCATE 13,Y+1:PRINT".":LOCATE 6,Y+1:PR
INT".":LOCATE X,Y:PRINT"+" ELSE LOCATE X+1,
Y:PRINT".":LOCATE X,Y:PRINT"+"
490 LOCATE X,Y:PRINT"+"
500 GOTO 440
510 SYMBOL AFTER 35
520 SYMBOL 36,183,149,149,183,165,165,183,0
530 SYMBOL 37,117,69,69,119,81,81,113,0
540 SYMBOL 38,119,17,17,119,20,20,119,0
550 SYMBOL 39,92,80,80,92,84,84,92,0
560 SYMBOL 40,56,40,40,56,40,40,56,0
570 SYMBOL 41,40,40,40,56,8,8,8,0
580 SYMBOL 42,56,8,8,56,32,32,56,0
590 SYMBOL 43,16,16,16,16,16,16,16,0
600 N1$="$ & (" *"
610 N2$="% ' ) +"
620 RETURN
630 MODE 1
640 PRINT" GRAPHICS DESIGNER"
650 PRINT
660 PRINT"THIS PROGRAM IS FOR THE PROGRAMME
R WHO DOES NOT WANT TO WASTE MUCH TIME WHE
N PLANNING CHARACTERS SO THIS PROGRAM
ENABLES YOU TO DESIGN A CHARACTER. IF YOU MA
KE A MISTAKE THEN IT IS POSSIBLE TO ERASE
THAT MISTAKE WITHOUT RE-STARTING."
665 PRINT"AFTER YOU HAVE FINISHED YOUR CHAR
ACTER THEN HOLD DOWN [C]."
670 PRINT
680 PRINT"THE KEYS YOU USE ARE....."
690 PRINT
700 PRINT"LAY DOWN A BLOCK.....[SPACE]"
710 PRINT
720 PRINT"ERASE PREVIOUS BLOCK....X"
730 PRINT
740 PRINT"LEAVE A SPACE.....C"
750 PRINT
760 PRINT"AFTER YOU HAVE FINISHED THE CHARA
CTER THE DATA WILL BE PRINTED OUT. YOU CAN
THEN PRESS [S] TO DESIGN A NEW CHARACTER"
770 PEN 3
780 PRINT" WHEN READY PRESS A KEY"
790 R$=INKEY$:IF R$="" THEN 790
800 RETURN
```