

プチコンmkII

mapeditor

version1.0

内部仕様書

日付	変更点	担当
2012.07.28	初版作成	小林

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田 井

🏠	@ラベル名	指定されたラベルへ分岐	
🏠	番号	アニメ変更	2012.7.28現在、未対応
➡	歩数,時間	右へ移動	
⬇	歩数,時間	下へ移動	
⬅	歩数,時間	左へ移動	
⬆	歩数,時間	上へ移動	
🎵	番号	BGM演奏	

名前情報

ツール上での編集しやすさを実現するために各データに名前文字列を割り当てる

各文字列は最大8文字まで。終了記号があれば短い名前での登録も可能。

名前番号NN(0-)からデータを取得する場合、以下の式で求める。

名前文字列の先頭座標x $\text{FLOOR}(\text{NN}\%32)*8$

名前文字列の先頭座標y $\text{FLOOR}(\text{NN}/32)$

フラグ用の名前

1ビットで単純なON/OFFを管理するフラグ用の名前。

変数用の名前

数値変数用の名前。

OBJECTの構造

256種類のOBJECT管理情報（マップに配置できるのは1番～63番まで）

各オブジェクトは16バイト単位の情報を持つ。

オブジェクト番号ON(0-255)からデータを取得する場合、以下の式で求める。

オブジェクトの先頭座標x $\text{FLOOR}(\text{ON}\%16)*16$

オブジェクトの先頭座標y $\text{FLOOR}(\text{ON}/16)$

上記座標から横に16ドット分が1つのオブジェクトに関する情報となる

0番目はシステムで予約されているのでユーザーは利用できない（設定しても無効）

+0	+1	+2	+3
7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0
名前1文字目	名前2文字目	名前3文字目	名前4文字目
+4	+5	+6	+7
7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0
名前5文字目	名前6文字目	名前7文字目	名前8文字目
+8	+9	+10	+11
15 14 13 12 11 10 9 8	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0
	TEXT番号(0~1023)	アニメ番号(0~255)	HP
+12	+13	+14	+15
7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0
GOLD	FOOD	ATK	DEF

アニメーションの構造

256種類のアニメーション管理情報

各アニメーションは32バイト単位の情報を持つ。

アニメーション番号AN(0-255)からデータを取得する場合、以下の式で求める。

アニメの先頭座標x $\text{FLOOR}(\text{AN}\%8)*32$

アニメの先頭座標y $\text{FLOOR}(\text{AN}/8)$

上記座標から横に32ドット分が1つのオブジェクトに関する情報となる

0番目はシステムで予約されているのでユーザーは利用できない（設定しても無効）

+0	7 6 5 4 3 2 1 0	+1	7 6 5 4 3 2 1 0	+2	7 6 5 4 3 2 1 0	+3	7 6 5 4 3 2 1 0
名前1文字目		名前2文字目		名前3文字目		名前4文字目	
+4	7 6 5 4 3 2 1 0	+5	7 6 5 4 3 2 1 0	+6	7 6 5 4 3 2 1 0	+7	7 6 5 4 3 2 1 0
名前5文字目		名前6文字目		名前7文字目		名前8文字目	
+8	7 6 5 4 3 2 1 0	+9	7 6 5 4 3 2 1 0	+10	15 14 13 12 11 10 9 8	+11	7 6 5 4 3 2 1 0
親の番号		方向	横幅	縦幅	色(0~15)	V H	CHR番号(0~1023)
+12	15 14 13 12 11 10 9 8	+13	7 6 5 4 3 2 1 0	+14	15 14 13 12 11 10 9 8	+15	7 6 5 4 3 2 1 0
HOMEX(0~64)		HOMEY(0~64)					角度(0~359)
+16	15 14 13 12 11 10 9 8	+17	7 6 5 4 3 2 1 0	+18	15 14 13 12 11 10 9 8	+19	7 6 5 4 3 2 1 0
SCALEX(0~200)		SCALEY(0~200)		COLX(±64)		COLY(±64)	
+20	15 14 13 12 11 10 9 8	+21	7 6 5 4 3 2 1 0	+22	7 6 5 4 3 2 1 0	+23	7 6 5 4 3 2 1 0
COLSX(1~64)		COLSY(1~64)			F		グループ(0~255)
+24	15 14 13 12 11 10 9 8	+25	7 6 5 4 3 2 1 0	+26	7 6 5 4 3 2 1 0	+27	7 6 5 4 3 2 1 0
アニメ枚数(1~				アニメ表示時間(1~			
+28	15 14 13 12 11 10 9 8	+29	7 6 5 4 3 2 1 0	+30	7 6 5 4 3 2 1 0	+31	7 6 5 4 3 2 1 0
アニメループ数(0/1~				予約0		予約1	

+9 のビット単位の情報詳細

方向2ビットの扱い

縦幅と横幅2ビットの扱い

0	1方向	1	2方向	2	4方向	3	8方向
0	8ドット	1	16ドット	2	32ドット	3	64ドット

各情報と利用する命令の割り当て

IX スプライト管理番号 (0~99) ※ただし回転やスケールを利用する場合は、0~31の範囲

CHRNAO (+10,+11) AND &H3FF

H ((+10,+11) / 1024) AND 1

V ((+10,+11) / 2048) AND 1

PAL ((+10,+11) / 4096) AND 15

PRIOR 優先順位 (0~3)

SX POW(2, (((+9) / 4) AND 3) + 1)

SY POW(2, ((+9) AND 3) + 1)

SPSET	IX,	CHRNAO,	PAL,	H,	V,	PRIOR,	SX,	SY,
-------	-----	---------	------	----	----	--------	-----	-----

SPHOME	IX,	(+12),	(+13)
		HOMEX	HOMEY

SPANGL	IX,	(+14,+15)
		ANGLE

SPSCALE	IX,	(+16),	(+17)
		SCALEX	SCALEY

F (+22) AND 1

SPCOL	IX,	(+18),	(+19),	(+20),	(+21),	F,	(+23)
		COLX	COLY	COLSX	COLSY		GROUP

SPANIM	IX,	(+24,+25),	(+26,+27),	(+28,+29)
		アニメ枚数	アニメ表示時間	アニメループ数

```

0'
E' MAP&CELL EDITOR
E' (C)SmileBoom Co.Ltd.
E'
E' -----
E' GPAGE 0(HI-CURSOR/WORK)
E' -----
E' GPAGE 1(LO-CURSOR)
E' -----
E' GPAGE 2(DATA)
E' +MAP =256x128
E' +CELL=256x64
E' -----
E' GPAGE 3(DATA)
E' +MSG =256x128(32x1024)
E' +WORK=256x 8( 8x 256)
E' +FLAG=256x 8( 8x 256)
E' +OBJ =256x 16(16x 256)
E' -----
E' +00:NAME$
E' +08:MSGIX(0-1023)
E' +10:ANIMIX(0-255)
E' +11:HP
E' +12:GOLD
E' +13:FOOD
E' +14:ATK
E' +15:DEF
E' -----
E' +ANIM=256x 32(32x 256)
E' -----
E' +00:NAME$
E' +08:PARENT(0-
E' +09:DIR+W+H(*DDWWHH)
E' +10:PAL+H+V+CHR(PPPPHVCCCCCCCCCCCC)
E' +12:HOMEX,Y(0-64)
E' +14:ANGLE(0-359)
E' +16:SCALEX,Y(0-200)
E' +18:COLX,Y(+64)
E' +20:COLSX,SY(1-64)
E' +22:FLAG(0-255)
E' +23:GROUP(0-255)
E' +24:ANIMCNT(1-
E' +26:ANIMTIME(1-
E' +28:ANIMLOOP(0,1-
E' +30:
E' +31:
E' -----
E' BG(DON'T BREAK)
E' -----
E' SP(SPS BREAK)
E' -----
E @TOP
E' ---
E CLEAR:VER$="1.0"
E VISIBLE 1,1,1,1,1,0
E PNLTYPE "OFF"
E COLOR 0,0:CLS:ICONCLR
E FOR I=0 TO 3
E REPEAT I,10,2
E NEXT
E' ---
E BGPAGE 0
E A$="11111110"
E B$="10000010"
E C$="00000000"
E 'CHRSET "BGF",32,A$+(B$*5)+A$+C$
E' ---
E DIM CL(4),BS(2),CPBUF(16,16)
E DIM CX(2),CY(2),SX(2),SY(2)
E DIM OX(2),OY(2),MX(2),MY(2)
E DIM AT$(16),PL$(16),FL$(16)
E DIM BIT(4),GCOL(2,2),SW$(2)
E DIM SMENU(2),SM$(6),DIR$(4)

```

```

DE CL(0)=15:CL(1)=12:CL(2)=8:CL(3)=2
DE BIT(0)=1:BIT(1)=2:BIT(2)=4:BIT(3)=8
DE GCOL(0,0)=15:GCOL(0,1)=9
DE GCOL(1,0)=14:GCOL(1,1)=11
DE DIR$(0)=" 8":DIR$(1)="16"
DE DIR$(2)="32":DIR$(3)="64"
DE SW$(0)="OFF":SW$(1)="ON"
DE '---
DE FOR I=0 TO 1
DE   CX(I)=0:CY(I)=0
DE   OX(I)=0:OY(I)=0
DE   SX(I)=1:SY(I)=1
DE   MX(I)=32:MY(I)=24
DE NEXT
DE '---
DE DATA "PAL","ATR","VAL"
DE DATA "PUT","OBJ"," "
DE FOR I=0 TO 5:READ SM$(I):NEXT
DE '---
DE ATR$="·|—◀▶89ABCDE☒"
DE FOR I=0 TO 15
DE   AT$(I)=MID$(ATR$,I,1)
DE   IF I AND 1 THEN A$="·" ELSE A$="@"
DE   IF I AND 2 THEN B$="·" ELSE B$="●"
DE   IF I AND 4 THEN C$="·" ELSE C$="♀"
DE   IF I AND 8 THEN D$="·" ELSE D$="☒"
DE   FL$(I)=A$+B$+C$+D$
DE NEXT
DE '---
DE FMAP$="MEMAP"
DE FNTXT$="METXT"
DE FNPAL$="MEPAL"
DE FNBG$(0)="MEBG0"
DE FNBG$(1)="MEBG1"
DE FNBG$(2)="MEBG2"
DE FNBG$(3)="MEBG3"
DE FUNC$=""
DE '---
DE GMAPOY = 0:GMAPSY =128
DE GCELLOY=128:GCELLSY= 64
DE GTEXTY= 0:GTEXTSY=128
DE GWORKOY=128:GWORKSY= 8
DE GFLAGOY=136:GFLAGSY= 8
DE GOBJOY =144:GOBJSY = 16
DE GANIMOY=160:GANIMSY= 32
DE '---
DE CELLMAX=1024:CELLSIZE=8
DE DIM CELL(CELLMAX,CELLSIZE)
DE '---
DE NAMESIZE=8
DE MSGMAX=1024:MSGSIZE=32
DE DIM MSG$(MSGMAX)
DE DIM TMP$(MSGMAX)
DE '---
DE ANIMMAX=256
DE A_PARENT= 0:A_DIR = 1
DE A_WIDTH = 2:A_HEIGHT= 3
DE A_CHR = 4:A_PAL = 5
DE A_REVH = 6:A_REVV = 7
DE A_HOMEX = 8:A_HOMEY = 9
DE A_ANGLE =10:A_SCALEX=11
DE A_SCALEY=12:A_COLX =13
DE A_COLY =14:A_COLSX =15
DE A_COLSY =16:A_FLAG =17
DE A_GROUP =18:A_ACNT =19
DE A_ETIME =20:A_ALOOP =21
DE ANIMSIZE=22
DE DIM ANIM(ANIMMAX,ANIMSIZE)
DE DIM ANIMNAME$(ANIMMAX)
DE DIM ANIMJP$(ANIMSIZE)
DE FOR I=0 TO ANIMMAX-1
DE   C$="A"+RIGHT$("00"+STR$(I),3)
DE   L=NAMESIZE-LEN(C$)

```

```

100 ANIMNAME$(I)=C$+" "*L
101 '---
102 ANIM(I,A_SCALEX)=100
103 ANIM(I,A_SCALEY)=100
104 ANIM(I,A_WIDTH)=1
105 ANIM(I,A_HEIGHT)=1
106 ANIM(I,A_COLSX)=POW(2,ANIM(I,A_SIZEY)+3)
107 ANIM(I,A_COLSY)=POW(2,ANIM(I,A_SIZEY)+3)
108 ANIM(I,A_ACNT)=1
109 ANIM(I,A_ETIME)=1
110 '---
111 NEXT
112 '---
113 ANIMJP$(0)="@A_8BIT"
114 ANIMJP$(1)="@A_DIR"
115 ANIMJP$(2)="@A_WIDTH"
116 ANIMJP$(3)="@A_HEIGHT"
117 ANIMJP$(4)="@A_CHR"
118 ANIMJP$(5)="@A_PAL"
119 ANIMJP$(6)="@A_REV"
120 ANIMJP$(7)="@A_REV"
121 ANIMJP$(8)="@A_HOME"
122 ANIMJP$(9)="@A_HOME"
123 ANIMJP$(10)="@A_ANGLE"
124 ANIMJP$(11)="@A_SCALE"
125 ANIMJP$(12)="@A_SCALE"
126 ANIMJP$(13)="@A_COL"
127 ANIMJP$(14)="@A_COL"
128 ANIMJP$(15)="@A_SIZE"
129 ANIMJP$(16)="@A_SIZE"
130 ANIMJP$(17)="@A_8BIT"
131 ANIMJP$(18)="@A_8BIT"
132 ANIMJP$(19)="@A_ACNT"
133 ANIMJP$(20)="@A_ETIME"
134 ANIMJP$(21)="@A_ALOOP"
135 '---
136 OBJMAX=256
137 O_MSGIX =0:O_ANIMIX=1
138 O_HP     =2:O_GOLD  =3
139 O_FOOD   =4:O_ATK   =5
140 O_DEF    =6
141 OBJSIZE  =7
142 DIM OBJ(OBJMAX,OBJSIZE)
143 DIM OBJNAME$(OBJMAX)
144 FOR I=0 TO OBJMAX-1
145   C$=CHR$(&H41+FLOOR(I/16))
146   C$=C$+HEX$(I AND 15,1)
147   C$=C$+" "
148   L=NAME$SIZE-LEN(C$)
149   OBJNAME$(I)=C$+" "*L
150 '---
151 OBJ(I,O_MSGIX)=I
152 OBJ(I,O_ANIMIX)=I
153 OBJ(I,O_HP)=1
154 '---
155 NEXT
156 OBJNAME$(0)="["
157 '---
158 WORKMAX=256
159 DIM WORKNAME$(WORKMAX)
160 FOR I=0 TO WORKMAX-1
161   C$="W"+RIGHT$("00"+STR$(I),3)
162   L=NAME$SIZE-LEN(C$)
163   WORKNAME$(I)=C$+" "*L
164 NEXT
165 '---
166 FLAGMAX=256
167 DIM FLAGNAME$(FLAGMAX)
168 FOR I=0 TO WORKMAX-1
169   C$="F"+RIGHT$("00"+STR$(I),3)
170   L=NAME$SIZE-LEN(C$)
171   FLAGNAME$(I)=C$+" "*L
172 NEXT

```

```

EEE '---
EEE PGM=2:PGT=3:GCH=4:GCL=6
EEE FM$="GRP"+STR$(PGM)+"："
EEE FT$="GRP"+STR$(PGT)+"："
EEE '---
EEE _S=0:_X=1:_Y=2:_W=3:_H=4:_C=5
EEE BUTMAX=8*3+3+6:BUTSIZE=6
EEE DIM BT(BUTMAX,BUTSIZE)
EEE DIM BN$(BUTMAX)
EEE FOR I=0 TO BUTMAX-1
EEE   FOR J=0 TO BUTSIZE-1
EEE     BT(I,0)=0
EEE   NEXT
EEE NEXT
EEE
EEE '--- ヘルスチェック
EEE BT=0:PR=0:BR=0:CH=0:CN$="BGU"
EEE PAL=0:BGH=0:BGV=0:BCP=0
EEE GRID=1:GRS=2:SNP=0
EEE CP=0:ATR=15:MMENU=0
EEE SMENU(0)=0:SMENU(1)=0
EEE ATRA=0:ATRB=1:ATRC=1:ATRD=0
EEE GTYPE=0:OBJIX=0:OBJBK=0
EEE PALSW=1:PALSY=18
EEE
EEE '--- ショキカ
EEE ?"initialize..."
EEE ?"="*32;
EEE GOSUB @INITDISP
EEE PNLSTR 7, 9," "
EEE PNLSTR 7,10," "
EEE PNLSTR 7,11,"mapeditor",3
EEE PNLSTR 7,12,""+VER$,7
EEE PNLSTR 4,14,"(c)2012 SmileBoom Co.Ltd.",2
EEE GOSUB @INITDATA
EEE ?"-"*32;
EEE CLS
EEE '---
EEE VISIBLE 1,1,1,0,1,1
EEE GPAGE 0,0,0:GPRI0 0
EEE GPAGE 1,1,1:GPRI0 0
EEE MD=0:FC=0
EEE GOSUB @CLRGRID
EEE GOSUB @SETMODE
EEE GOSUB @PUTGRID
EEE GOSUB @FCUPCC
EEE
EEE '=====
EEE @MAIN 'メイン-フ
EEE '=====
EEE OLDBN=BN:OX=TX:OY=TY:OS=TS
EEE TX=TCHX:TY=TCHY:TS=TCHST
EEE BT=BTRIG():BN=BUTTON()
EEE GOSUB @CONTROL
EEE GOSUB @MOVCSR
EEE GOSUB @PUTCSR
EEE GOSUB @PUTSTAT
EEE GOSUB @PUTDLG
EEE VSYNC 1
EEE GOTO @MAIN
EEE
EEE '=====
EEE @CONTROL
EEE '=====
EEE GOSUB @CHKTOUCH
EEE '---
EEE ON FC GOSUB @UPSUB,@DWSUB
EEE '--- START:quick save
EEE IF BT==1024 THEN @TMPSAVE
EEE '--- 8:64
EEE IF BT==64 THEN @PALCTRL
EEE '--- 4:256
EEE SNP=BN AND 256

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EEE '--- A:512
EEE IF BT!=512 THEN RETURN
EEE '---
EEE IF MD==0 AND SMENU(MD)==1 THEN @PSTR
EEE GRID=GRID XOR 1
EEE GOSUB @PUTGRID
EEE RETURN
EEE '---
EEE @PSTR
EEE GTYPE=GTYPE XOR 1
EEE GOSUB @PUTATR
EEE RETURN
EEE
EEE '-----
EEE @PALCTRL
EEE '-----
EEE GOSUB @CLRSCGRID
EEE PALSW=PALSW XOR 1
EEE IF PALSW==0 THEN @PALOFF
EEE '---
EEE GOSUB @CLRGRID
EEE IX=1:GOSUB @CLRCSR
EEE PALSX=18
EEE Y=CX(1):MY=PALSX-MS
EEE IF Y>MY THEN Y=MY-1
EEE CX(1)=Y
EEE GOSUB @PUTMENU
EEE GOSUB @PUTSMENU
EEE GOSUB @PUTBUT
EEE GOTO @PALCNG
EEE '---
EEE @PALOFF
EEE PALSX=24
EEE GOSUB @PUTMAP
EEE GPAGE 1,1,1:GCLS
EEE '---
EEE @PALCNG
EEE BGPAGE 1
EEE BGCLIP 0,0,31,PALSX-1
EEE GOSUB @CNGMODE
EEE RETURN
EEE
EEE '-----
EEE @UPSUB 'I=ICONIX
EEE '-----
EEE '--- A:16/B:32
EEE IF BT==16 THEN @FOCUSDW
EEE IF BT!=32 THEN RETURN
EEE
EEE '-----
EEE @FOCUSDW
EEE '-----
EEE SX(1)=SX(0):SY(1)=SY(0)
EEE BR=1:FC=1
EEE ON MD GOTO @FCDWCC
EEE '--- map mode
EEE M1$=""
EEE M2$="+MOVE V+COPY @PUT @+CELL"
EEE GOTO @FCEND
EEE '--- cell mode
EEE @FCDWCC
EEE M1$=""
EEE M2$="+MOVE V+COPY @PUT @+CHR"
EEE GOTO @FCEND
EEE
EEE '-----
EEE @DWSUB 'I=ICONIX
EEE '-----
EEE '--- A:16
EEE IF (BN AND 16) THEN @DWSCHR ELSE BR=0
EEE '--- B:32
EEE IF BT==32 THEN @COPYEND
EEE '--- B:64

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```

EEE '--- 0:128
EEE IF (BN AND 128)==0 THEN IF OLDBN AND 128 THEN @DWSCOPY
EEE RETURN
EEE '-----
EEE @DWSCHR
EEE '-----
EEE IF BR THEN RETURN
EEE 'IF CP THEN BR=1
EEE X=CX(1):Y=CX(1)
EEE GOSUB @DRAWSUB
EEE RETURN
EEE '-----
EEE @DWSCOPY
EEE '-----
EEE LOCATE 20,23:?"◆paste◆";
EEE IX=0:GOSUB @CLRCSR:FC=1
EEE BX=OX(1)+CX(1):OY=OY(1)+CY(1)
EEE DW=SX(1):DH=SY(1):CP=1
EEE IF MD==1 THEN @COPYMAP
EEE '--- cell copy
EEE FOR YS=0 TO DH-1
EEE   OX=BX
EEE   FOR XS=0 TO DW-1
EEE     BGPAGE 1:BGREAD(0,OX,OY),SC
EEE     BGPAGE 0:BGPUT 1,32+XS,YS,SC
EEE     OX=OX+1
EEE   NEXT
EEE   OY=OY+1
EEE NEXT
EEE RETURN
EEE '--- map copy
EEE @COPYMAP
EEE GPAGE 0,PGM,0
EEE DW=DW/2:DH=DH/2
EEE FOR YS=0 TO DH-1
EEE   BY=FLOOR(OY/2):OX=BX
EEE   FOR XS=0 TO DW-1
EEE     N=GSP0IT(OX,BY)*256
EEE     N=N+GSP0IT(OX+1,BY)
EEE     CPBUF(XS,YS)=N
EEE     OX=OX+2
EEE   NEXT
EEE   OY=OY+2
EEE NEXT
EEE GPAGE 0,0,0
EEE RETURN
EEE '-----
EEE @COPYEND
EEE '-----
EEE LOCATE 20,23:?" *7;
EEE IF CP==0 THEN @FOCUSUP
EEE '--- paste end(サイズメモス)
EEE CP=0:IX=FC:GOSUB @CLRCSR
EEE SX(0)=2:SY(0)=2
EEE SX(1)=2:SY(1)=2
EEE FC=0:GOSUB @PUTCSR
EEE FC=1:GOSUB @PUTCSR
EEE RETURN
EEE '-----
EEE @FOCUSUP
EEE '-----
EEE IX=FC:GOSUB @CLRCSR:FC=0
EEE ON MD GOTO @FCUPCC
EEE '--- map mode
EEE M1$=""
EEE M2$="◆MOVE 0+◆SIZE 00+MAP"
EEE GOTO @FCEND
EEE '--- cell mode
EEE @FCUPCC

```

```

DEF M1$=""
DEF M2$="⊕MOVE ⊕+⊕SIZE ⊕⊕+CELL"
DEF '---
DEF @FCEND
DEF GOSUB @PUTINFO
DEF RETURN
DEF
DEF '=====
DEF @CNGMODE 'モード切り替え
DEF '=====
DEF CP=0:PNLSTR 0,18,""
DEF IX=0:GOSUB @CLRCSR
DEF IX=1:GOSUB @CLRCSR
DEF GOSUB @CLRSCGRID
DEF '---
DEF @SETMODE
DEF ON MD GOSUB @MODECC,@MODECM
DEF '---
DEF GOSUB @CLRBT
DEF GOSUB @PUTGRID
DEF IF PALS=0 THEN @SKIPMENU
DEF '---
DEF GOSUB @PUTSMENU
DEF GOSUB @PUTBT
DEF '---
DEF @SKIPMENU
DEF GOSUB @PUTATR
DEF GOSUB @PUTOBJ
DEF '---
DEF FOR I=0 TO 1
DEF BGPAGE I
DEF BGOF5 0,OX(I)*8,OY(I)*8
DEF BGOF5 1,OX(I)*8,OY(I)*8
DEF NEXT
DEF GOSUB @PUTINFO
DEF '---
DEF @CHANGESP
DEF SPPAGE 1
DEF FOR I=BTOP TO BEND-1
DEF SPREAD(I),X,Y
DEF SPOFS I,X,Y*-1
DEF NEXT
DEF RETURN
DEF
DEF '-----
DEF @MODECC 'CELLへの移動
DEF '-----
DEF GOSUB @PUTDLG
DEF BS(0)=1:BS(1)=2
DEF MX(0)=0:MY(0)=14
DEF MX(1)=32:MY(1)=14+32
DEF MS=1
DEF FOR I=0 TO 1
DEF SX(I)=MS:SY(I)=MS
DEF NEXT
DEF '---
DEF BGPAGE 1
DEF GOSUB @CELLSUB
DEF GOSUB @PUTCHR
DEF RETURN
DEF
DEF '-----
DEF @MODECM 'MAPへの移動
DEF '-----
DEF GOSUB @CLRDLG:OLDDX=-1
DEF '---
DEF MS=2
DEF MX(0)=32:MY(0)=14+32
DEF MX(1)=32*7:MY(1)=14+32*7
DEF FOR I=0 TO 1
DEF BS(I)=1:SX(I)=MS:SY(I)=MS
DEF CX(I)=FLOOR(CX(I)/MS)*MS
DEF CY(I)=FLOOR(CY(I)/MS)*MS

```

```

SEE OX(I)=FLOOR(OX(I)/MS)*MS
SEE OY(I)=FLOOR(OY(I)/MS)*MS
SEE NEXT
SEE '---
SEE BGPAGE 0
SEE GOSUB @CELLSUB
SEE BGPAGE 1:GPAGE 0,PGM,0
SEE '---
SEE @PUTMAP
SEE FOR Y=0 TO PALS-1 STEP 2
SEE GOSUB @PUTMH
SEE NEXT
SEE RETURN
SEE
SEE '-----グリッド*キリカエ
SEE @SELGRID
SEE GRID=GRID XOR 1
SEE GOSUB @PUTINFO
SEE GOSUB @PUTSTAT
SEE RETURN
SEE
SEE '-----
SEE @GETVEC
SEE '-----
SEE VX=0:VY=0
SEE IF BT AND 1 THEN VY=VY-1
SEE IF BT AND 2 THEN VY=VY+1
SEE IF BT AND 4 THEN VX=VX-1
SEE IF BT AND 8 THEN VX=VX+1
SEE RETURN
SEE
SEE '=====
SEE @MOVCSR
SEE '=====
SEE GOSUB @GETVEC
SEE IF (VX OR VY)==0 THEN RETURN
SEE '---
SEE IX=FC:GOSUB @CLRCSR
SEE VX=VX*MS:VY=VY*MS
SEE X=CX(IX):Y=CY(IX)
SEE W=SX(IX):H=SY(IX)
SEE OX=OX(IX):OY=OY(IX)
SEE MX=MX(IX):MY=MY(IX)
SEE
SEE '--- W:ハツイセンタウ?
SEE IF BN AND 128 THEN @SELSIZE
SEE '-----
SEE '+:イトウ
SEE '-----
SEE W=W-1:H=H-1:PSY=PALS-1
SEE IF IX==0 THEN PSY=18-1
SEE X=X+VX:Y=Y+VY:VX=0:VY=0
SEE IF X<0 THEN X=0:VX=-MS
SEE IF X+W>31 THEN X=31-W:VX=MS
SEE IF Y<0 THEN Y=0:VY=-MS
SEE IF Y+H>PSY THEN Y=PSY-H:VY=MS
SEE '---
SEE OX=OX+VX*BS(IX):OY=OY+VY*BS(IX)
SEE IF OX<0 THEN OX=0:VX=0
SEE IF OX>MX THEN OX=MX:VX=0
SEE IF OY<0 THEN OY=0:VY=0
SEE IF OY>MY THEN OY=MY:VY=0
SEE CX(IX)=X:CY(IX)=Y
SEE OX(IX)=OX:OY(IX)=OY
SEE IF (VX OR VY)==0 THEN RETURN
SEE '---
SEE BGPAGE FC
SEE BGOF8 0,OX*8,OY*8
SEE IF FC==0 THEN RETURN
SEE IF MD!=0 THEN @MPWRITE
SEE '--- CELL*クセイ ヒョウジ
SEE GOSUB @PUTATR
SEE RETURN

```

```

600
600 '--- MAPカキ99
600 @MPWRITE
600 Y=0
600 IF VX<0 THEN X=0
600 IF VX>0 THEN X=30
600 IF VX!=0 THEN GOSUB @PUTMV
600 X=0
600 IF VY<0 THEN Y=0
600 IF VY>0 THEN Y=PALSY-2
600 IF VY!=0 THEN GOSUB @PUTMH
600 '--- マップ OBJ ヒョウ99
600 GOSUB @PUTOBJ
600 RETURN
600
600 '-----
600 @SELSIZE '0+0:サイズ'ヘンコウ
600 '-----
600 W=W+VX:H=H+VY
600 IF W<MS THEN W=MS
600 IF W>32 THEN W=32
600 IF H<MS THEN H=MS
600 IF H>PALSY THEN H=PALSY
600 IF X+W>32-MS THEN W=32-FLOOR(X/MS)*MS
600 IF Y+H>PALSY-MS THEN H=PALSY-FLOOR(Y/MS)*MS
600 CX(IX)=X:CY(IX)=Y
600 SX(IX)=W:SY(IX)=H
600 RETURN
600
600 '=====
600 @CHKTOUCH
600 '=====
600 GOSUB @CHKDLG
600 IF RETSW THEN RETURN
600 '---
600 IF OS==TRUE THEN @CHKDRAW
600 IF PALSW==0 THEN @CHKDRAW
600 '---
600 X=0:Y=BOTY:W=255:H=192-BOTY-1
600 GOSUB @TOUCH
600 IF R==FALSE THEN @CHKDRAW
600 GOSUB @CHKBUT
600 IF IX== -1 THEN RETURN
600
600 '=====
600 'mainmenu
600 '=====
600 IF IX>=CBSUB THEN @CTSUB
600 IF IX==MMENU THEN RETURN
600 ON IX GOTO @TOFILE,@TOHILO,@TOTEXT,@TOOBJ
600
600 '---
600 BT(MMENU,_S)=-1
600 MMENU=IX
600 BT(MMENU,_S)=-2
600 GOSUB @PUTBUT
600 GOSUB @CLRGRID
600 MD=MMENU-MMENUCELL
600 GOTO @CNGMODE
600
600 '---
600 @TOHILO
600 IF FC==1 THEN @FOCUSUP
600 GOTO @FOCUSDW
600
600 '=====
600 'submenu
600 '=====
600 @CTSUB
600 IF IX>=CBPAL THEN @CTLEFT
600 '---
600 BT(SMENU(MD)+CBSUB,_S)=-1
600 SMENU(MD)=IX-CBSUB

```

```

655 JP=SMENU(MD)+MD*3
656 ON JP GOSUB @SETPAL,@SETATR,@SETVAL,@SETPUT,@SETOBJ
657 '-----
658 BT(SMENU(MD)+CBSUB,_S)=-2
659 GOSUB @CLRATR
660 OLDDX=-1:GOSUB @PUTDLG
661 GOSUB @PUTGRID
662 GOSUB @CLRBUT
663 GOSUB @PUTOBJ
664 GOTO @PUTBUT
665
666 '=====
667 @CTLEFT
668 '=====
669 JP=SMENU(MD)+MD*3
670 ON JP GOSUB @CTPAL,@CTATR,@CTVAL,@CTPUT,@CTOBJ
671 GOTO @PUTBUT
672
673 '-----
674 @CTPUT
675 '-----
676 RETURN
677
678 '-----
679 @CTOBJ
680 '-----
681 IF IX>=CBETC THEN @CTOBJ2
682 O=OBJIX:OBJIX=IX-CBPAL
683 IF O==OBJIX THEN RETURN
684 FOR I=0 TO 16-1
685   BT(CBPAL+I,_S)=-1
686 NEXT
687 BT(CBPAL+OBJIX,_S)=-2
688 RETURN
689 '-----
690 @CTOBJ2
691 '-----
692 O=OBJBK:OBJBK=IX-CBETC
693 IF O==OBJBK THEN RETURN
694 FOR I=0 TO 4-1
695   BT(CBETC+I,_S)=-1
696 NEXT
700 GOSUB @SETOBJ
701 RETURN
702
703 '-----
704 @CTPAL
705 '-----
706 IF IX>=CBETC THEN @CTPAL2
707 O=PAL:PAL=IX-CBPAL
708 IF PAL==0 THEN RETURN
709 BT(CBPAL+O,_S)=-1
710 BT(CBPAL+PAL,_S)=-2
711 '-----
712 @PUTCHR
713 BGPAGE 0
714 C=PAL*4096+(0*2048)+(0*1024)
715 FOR Y=0 TO 31
716   FOR X=0 TO 31
717     BGPUR 0,X,Y,C+Y*32+X
718   NEXT
719 NEXT
720 RETURN
721 '-----
722 @CTPAL2
723 '-----
724 ON IX-CBETC GOTO @CTBGH,@CTBGV
725 RETURN
726 '--- revh
727 @CTBGH
728 BGH=BGH XOR 1
729 BT(CBETC+0,_S)=(BGH+1)*-1
730 RETURN

```

```

'--- revv
@CTBGV
BGV=BGV XOR 1
BT(CBETC+1,_S)=(BGV+1)*-1
RETURN

'=====
@CTATR
'=====
IF IX>=CBETC THEN @CTATR2
O=ATR:ATR=IX-CBPAL
IF ATR==0 THEN RETURN
BT(CBPAL+0,_S)=-1
BT(CBPAL+ATR,_S)=-2
RETURN

'-----
@CTATR2
'-----
ON IX-CBETC GOTO @ATA,@ATB,@ATC,@ATD
RETURN

'---
@ATA
ATRA=ATRA XOR 1
BT(CBETC+0,_S)=(ATRA+1)*-1
RETURN

'---
@ATB
ATRB=ATRB XOR 1
BT(CBETC+1,_S)=(ATRB+1)*-1
RETURN

'---
@ATC
ATRC=ATRC XOR 1
BT(CBETC+2,_S)=(ATRC+1)*-1
RETURN

'---
@ATD
ATRD=ATRD XOR 1
BT(CBETC+3,_S)=(ATRD+1)*-1
RETURN

'=====
@CHKDRAW 'サキョウイッ?
'=====
X=0:Y=0:W=255:H=PALSY*8-1
GOSUB @TOUCH
IF R==FALSE THEN RETURN
X=FLOOR(X/8):Y=FLOOR(Y/8)

'-----
@DRAWSUB
'-----
BGPAGE 1
UW=SX(0):UH=SY(0)
X=X+OX(1):Y=Y+OY(1)
DW=SX(1):DH=SY(1)
IF SNP THEN X=FLOOR(X/UW)*UW:Y=FLOOR(Y/UH)*UH
IF MD==1 THEN @DRAWMAP

'--- CELL
IF SMENU(MD)==2 THEN RETURN
X=X AND 63:Y=Y AND 63
IF CP!=0 THEN @CELLPASTE

'--- ATRmode?
IF SMENU(MD)!=1 THEN @CELLDRAW

'--- ヲカセイカク
M=FLOOR(X/2)+FLOOR(Y/2)*32
XS=FLOOR(X%2)
YS=FLOOR(Y%2)
O=_CA00+XS+(YS*2)
C=CELL(M,O)

```

```

801 CELL(M,0)=(C AND &HF0)+ATR
802 X=FLOOR((X-0X(1))/2)
803 Y=FLOOR((Y-0Y(1))/2)
804 GOTO @PUTATR1
805
806 '-----
807 @CELLDRAW 'MAP^MAP^MAP^CELL^MAP^
808 '-----
809 SC=(PAL*4096)+(BGV*2048)+(BGH*1024)
810 FOR YS=0 TO DH-1
811   BY=Y+YS:CCY=YS
812   HS=0:IF BY AND 1 THEN HS=1
813   IF BGV THEN CCY=UH-1-YS
814   FOR XS=0 TO DW-1
815     BX=X+XS:CCX=XS
816     IF BGH THEN CCX=UH-1-XS
817     N=CH+CCX+(CCY*32)
818     I=FLOOR(BX/2)+FLOOR(BY/2)*32
819     WS=0:IF BX AND 1 THEN WS=1
820     BGPOT 0,BX,BY,SC+N
821     CELL(I,HS*2+WS)=SC+N
822   NEXT
823 NEXT
824 RETURN
825
826 '-----
827 @CELLPASTE
828 '-----
829 FOR YS=0 TO DH-1
830   BY=Y+YS
831   HS=0:IF BY AND 1 THEN HS=1
832   FOR XS=0 TO DW-1
833     BX=X+XS
834     I=FLOOR(BX/2)+FLOOR(BY/2)*32
835     WS=0:IF BX AND 1 THEN WS=1
836     BGPAGE 0:BGREAD(1,32+XS,YS),SC
837     BGPAGE 1:BGPOT 0,BX,BY,SC
838     CELL(I,HS*2+WS)=SC
839   NEXT
840 NEXT
841 RETURN
842
843 '-----
844 @DRAWMAP 'MAP^MAP^MAP^
845 '-----
846 GPAGE 0,PGM,0
847 IF SMENU(MD)≠1 THEN @DRAWMP
848
849 '--- OBJ^MAP^
850 PX=(X-0X(1)) AND &H1FE
851 PY=(Y-0Y(1)) AND &H1FE
852 X=X AND &H1FE
853 Y=FLOOR(Y/2)
854 M=GSPOTIT(X,Y)
855 C=(OBJIX+(OBJBK*16))*4
856 GPSET X,Y,C OR (M AND 3)
857 LOCATE 0,20:PRINT HEX$(M,2);"/";HEX$(C,2);">>";
858 GOSUB @PUTOBJ1
859 RETURN
860
861 '-----
862 @DRAWMP
863 '-----
864 CX=FLOOR((CX(0)+0X(0))/2)
865 CY=FLOOR((CY(0)+0Y(0))/2)
866 BX=X AND &H1FE
867 OY=Y AND &H1FE
868 DW=DW/2:DH=DH/2
869 FOR YS=0 TO DH-1
870   BY=FLOOR(OY/2):OX=BX
871   FOR XS=0 TO DW-1
872     GOSUB @DMAPSUB
873     GPSET OX ,BY,(N/256) AND 3

```

```

874 GPSET OX+1,BY,N AND 255
875 GOSUB @PUTCELL
876 OX=OX+2
880 NEXT
881 OY=OY+2
882 NEXT
883 GPAGE 0,0,0
884 RETURN
885
886 '---
887 @DMAPSUB
888 IF CP==0 THEN N=(CX+XS)+(CY+YS)*32:RETURN
889 N=CPBUF(XS,YS)
890 RETURN
891
892 '=====
893 @TOUCH 'タッチハンライ
894 '=====
895 R=FALSE
896 IF TS==FALSE THEN RETURN
897 IF TX<X THEN RETURN
898 IF TX>X+W THEN RETURN
899 IF TY<Y THEN RETURN
900 IF TY>Y+H THEN RETURN
901 X=TX AND &HF8
902 Y=TY AND &HF8
903 R=TRUE
904 RETURN
905
906 '=====
907 @TDOOBJ 'オブジェクトモード
908 '=====
909 VISIBLE 1,1,0,0,1,1
910 GPAGE 0,0,0:SPPAGE 0:SPCLR
911 GCLS 0:CLS:GPRI0 3
912 PNLTYPE "KYA"
913 GOSUB @DEFNUM
914 OMENU=0
915 WORKCY=0:WORKOY=0
916 FLAGCY=0:FLAGOY=0
917 ANIMCY=0:ANIMOY=0
918 OBJCY=0:OBJOY=0
919
920 '--- モード切り換え
921 @OBJTOP
922 DATA "OBJ","ANIM","WORK","FLAG"
923 '---
924 COLOR 13:LOCATE 0,6
925 ?"⬇:move":?"⬇:set":?"⬇:exit"
926 COLOR 0
927 X=0:Y=0:SX=6:SY=6:FUNC$=""
928 CY=OMENU:D$="@OBJTOP"
929 GOSUB @SELBOX2:OMENU=CY
930 IF CY==-1 THEN @OBJEXIT
931 ON CY GOSUB @MDOBJ,@MDANIM,@MDWORK,@MDFLAG
932 X=0:Y=0:SX=32:SY=24
933 GOSUB @CLRBOX
934 SPCLR
935 GOTO @OBJTOP
936
937 '---
938 @OBJEXIT
939 GPAGE 0,0,0:SPCLR
940 GOSUB @CLRNUM
941 GPAGE 0,0,0:GCLS:GPRI0 0
942 GOTO @RETMODE
943
944 '-----
945 @MDWORK 'WORK マニパレーション
946 '-----
947 MY=WORKMAX:FUNC$=""
948 FOR I=0 TO MY-1:TMP$(I)=WORKNAME$(I):NEXT
949 CY=WORKCY:OY=WORKOY

```

```

950 GOSUB @SELLIST
950 WORKCY=CY:WORKOY=OY
950 FOR I=0 TO MY-1:WORKNAME$(I)=TMP$(I):NEXT
950 RETURN
950
950 '-----
950 @MDFLAG 'FLAG マリアンダウ
950 '-----
950 MY=FLAGMAX:FUNC$=""
950 FOR I=0 TO MY-1:TMP$(I)=FLAGNAME$(I):NEXT
950 CY=FLAGCY:OY=FLAGOY
950 GOSUB @SELLIST
950 FLAGCY=CY:FLAGOY=OY
950 FOR I=0 TO MY-1:FLAGNAME$(I)=TMP$(I):NEXT
950 RETURN
950
950 '-----
950 @MDANIM 'ANIMATION アニメーション
950 '-----
950 DATA "PARENT"
950 DATA "DIR"
950 DATA "WIDTH"
950 DATA "HEIGHT"
950 DATA "CHR"
950 DATA "PAL"
950 DATA "REXH"
950 DATA "REYH"
950 DATA "HOMEX"
950 DATA "HOMEY"
950 DATA "ANGLE"
950 DATA "SCALEX"
950 DATA "SCALEY"
950 DATA "COLX"
950 DATA "COLY"
950 DATA "COLSX"
950 DATA "COLSY"
950 DATA "FLAG"
950 DATA "GROUP"
950 DATA "ACNT"
950 DATA "ATIME"
950 DATA "ALOOP"
950 '----
950 MY=ANIMMAX:FUNC$="" : SPCLR
950 FOR I=0 TO MY-1:TMP$(I)=ANIMNAME$(I):NEXT
950 CY=ANIMCY:OY=ANIMOY
950 X=0:GOSUB @PUTAREA
950 GOSUB @GETANIMST
950 GOSUB @PUTBOX
950 SELSW=0:OLDON=-1
950 GOSUB @PUTANIMST
950 '----
950 FUNC$="@PUTANIMST"
950 SY=7:GOSUB @SELLIST2
950 ANIMCY=CY:ANIMOY=OY
950 ANIMNO=ANIMCY+ANIMOY
950 FOR I=0 TO MY-1:ANIMNAME$(I)=TMP$(I):NEXT
950 IF BT=32 THEN RETURN
950 '----
950 GOSUB @GETANIMST
950 FUNC$="@SELANIMST"
950 OLDON=-1:SELSW=1:SEL1ST=1
950 GOSUB @SELBOX
950 GOTO @MDANIM
950 '----
950 @GETANIMST
950 X=16:Y=0:SX=16:SY=ANIMSIZE+2
950 D$="@MDANIM"
950 RETURN
950
950 '-----
950 @PUTAREA
950 '-----
950 GPAGE 0,0,0:Y=56

```

```

0000 PAREAX=X:PAREAY=Y
0001 GFILL X,Y,X+128,Y+128,0
0002 '-----
0003 FOR I=X TO X+128 STEP 32
0004 GLINE I,Y,I,Y+128,1
0005 NEXT
0006 FOR I=Y TO Y+128 STEP 32
0007 GLINE X,I,X+128,I,1
0008 NEXT
0009 RETURN
0010
0011 '-----
0012 @MDOBJ 'OBJ 4D919
0013 '-----
0014 DATA "MSG"
0015 DATA "ANIM"
0016 DATA "HP"
0017 DATA "GOLD"
0018 DATA "FOOD"
0019 DATA "ATK"
0020 DATA "DEF"
0021 '-----
0022 MY=OBJMAX:FUNC$="":SPCLR
0023 FOR I=0 TO MY-1:TMP$(I)=OBJNAME$(I):NEXT
0024 CY=OBJCY:OY=OBJOY
0025 '-----
0026 X=120:GOSUB @PUTAREA
0027 LOCATE 0,20:?"-"*32;
0028 '-----
0029 GOSUB @GETOBJST
0030 GOSUB @PUTBOX
0031 SELSW=0:OLDON=-1
0032 GOSUB @PUTOBJST
0033 '-----
0034 FUNC$="@PUTOBJST"
0035 GOSUB @SELLIST
0036 OBJCY=CY:OBJOY=OY
0037 OBJNO=OBJCY+OBJOY
0038 FOR I=0 TO MY-1:OBJNAME$(I)=TMP$(I):NEXT
0039 IF BT=32 THEN RETURN
0040 '-----
0041 GOSUB @GETOBJST
0042 FUNC$="@SELOBJST"
0043 OLDON=-1:SELSW=1
0044 GOSUB @SELBOX
0045 GOTO @MDOBJ
0046
0047 '-----
0048 @GETOBJST
0049 X=16:Y=0:SX=16:SY=9
0050 D$="@MDOBJ"
0051 RETURN
0052
0053 '-----
0054 @SELLIST
0055 '-----
0056 SY=18
0057 '-----
0058 @SELLIST2
0059 '-----
0060 X=6:Y=0:SX=10:D$=""
0061 GOSUB @PUTBOX
0062 '-----
0063 CX=0:CW=0:AY=SY-2
0064 MX=NAME$SIZE:AX=MX
0065 AOX=X+1:AQY=Y+1
0066 '-----
0067 GOSUB @PUTTXLINE
0068 GOSUB @PUTTXALL
0069 GOSUB @PUTTXCSR
0070 '-----
0071 @OBLOOP
0072 BT=BTRIG():BN=BUTTON()

```

```

0000 SNP=BN AND 256
0000 GOSUB @TEXTSUB
0000 IF FUNC$!="" THEN GOSUB FUNC$
0000 VSYNC 1
0000 IF BT==16 THEN RETURN
0000 IF BT!=32 THEN @OBL00P
0000 '-----
0000 GOSUB @CLRBOX0
0000 RETURN
0000
0000 '-----
0000 @SELOBJST
0000 '-----
0000 GOSUB @GETVEC
0000 IF VX==0 THEN @PUTOBJST0
0000 '-----
0000 SP1ST=1
0000 I=OBJ(OBJNO,CY)+VX
0000 M=&HFF:IF CY==0 THEN M=&H3FF
0000 OBJ(OBJNO,CY)=I AND M
0000 GOTO @PUTOBJST0
0000
0000 '-----
0000 @PUTOBJST
0000 '-----
0000 OBJNO=CY+OY
0000 IF OBJNO==OLDON THEN RETURN
0000 OLDON=OBJNO:SP1ST=1
0000 '-----
0000 @PUTOBJST0
0000 ANIMNO=OBJ(OBJNO,O_ANIMIX)
0000 GOSUB @PUTASP
0000 '-----
0000 GOSUB @GETOBJST
0000 X=X+SX:Y=Y+1
0000 '-----
0000 I=O_MSGIX:GOSUB @SETCOL
0000 I=OBJ(OBJNO,I)
0000 C$=RIGHT$("000"+STR$(I),4)
0000 LOCATE X-5,Y:~C$::~Y=Y+1
0000 FOR J=0 TO 2
0000 IF I+J>=1024 THEN C$=" "*32 ELSE C$=MSG$(I+J)
0000 LOCATE 0,21+J:~C$;
0000 NEXT
0000 '-----
0000 I=O_ANIMIX:GOSUB @SETCOL
0000 I=OBJ(OBJNO,I)
0000 C$=RIGHT$("00"+STR$(I),3)
0000 LOCATE X-4,Y:~C$::~Y=Y+1
0000 LOCATE 6,18
0000 ?"●"+ANIMNAME$(I)+"●"
0000 '-----
0000 FOR K=0 TO 5-1
0000 I=O_HP+K:GOSUB @SETCOL
0000 I=OBJ(OBJNO,I)
0000 C$=RIGHT$("00"+STR$(I),3)
0000 LOCATE X-4,Y:~C$::~Y=Y+1
0000 NEXT
0000 '-----
0000 COLOR 0,0
0000 RETURN
0000
0000 '-----
0000 @SETCOL
0000 '-----
0000 C=0
0000 IF SELSW==0 THEN RETURN
0000 IF CY==I THEN C=11
0000 COLOR 0,C
0000 RETURN
0000
0000 '-----
0000 @SELANIMST

```

```

DEFE '-----
DEFE IF SEL1ST THEN SEL1ST=0:SP1ST=1:GOTO @PUTANIMST0
DEFE '---
DEFE GOSUB @GETVEC
DEFE IF VX=0 THEN RETURN
DEFE '---
DEFE SP1ST=1
DEFE I=ANIM(ANIMNO,CY)+VX
DEFE GOSUB ANIMJP$(CY)
DEFE ANIM(ANIMNO,CY)=I
DEFE GOTO @PUTANIMST0
DEFE '---
DEFE @A_REV
DEFE I=I AND &H1:RETURN
DEFE @A_PAL
DEFE I=I AND &HF:RETURN
DEFE '
DEFE @A_WIDTH
DEFE J=A_HEIGHT:GOTO @CHK_WH
DEFE '
DEFE @A_HEIGHT
DEFE J=A_WIDTH
DEFE '---
DEFE @CHK_WH
DEFE I=I AND 3
DEFE K=ANIM(ANIMNO,J)
DEFE IF I>1 THEN @CHKWH_HI
DEFE '---
DEFE IF K<2 THEN RETURN
DEFE ANIM(ANIMNO,J)=1
DEFE RETURN
DEFE '---
DEFE @CHKWH_HI
DEFE IF K>1 THEN RETURN
DEFE ANIM(ANIMNO,J)=2
DEFE RETURN
DEFE '
DEFE @A_CHR
DEFE I=I AND &H3FF:RETURN
DEFE @A_HOME
DEFE IF I<-127 THEN I=-127
DEFE IF I>127 THEN I=127
DEFE RETURN
DEFE @A_ANGLE
DEFE IF I<0 THEN I=I+360
DEFE IF I>359 THEN I=I-360
DEFE RETURN
DEFE @A_SCALE
DEFE IF I<1 THEN I=1
DEFE IF I>200 THEN I=200
DEFE RETURN
DEFE @A_COL
DEFE IF I<-64 THEN I=-64
DEFE IF I>64 THEN I=64
DEFE RETURN
DEFE @A_SIZE
DEFE IF I<1 THEN I=1
DEFE IF I>64 THEN I=64
DEFE RETURN
DEFE @A_8BIT
DEFE I=I AND &HFF:RETURN
DEFE RETURN
DEFE @A_ACNT
DEFE @A_ETIME
DEFE IF I<1 THEN I=1
DEFE IF I>9999 THEN I=9999
DEFE RETURN
DEFE @A_ALOOP
DEFE IF I<0 THEN I=0
DEFE IF I>9999 THEN I=9999
DEFE RETURN
DEFE @A_DIR
DEFE I=I AND 3:RETURN

```

```

DEVE
DEVE '-----
DEVE @PUTANIMST
DEVE '-----
DEVE ANIMNO=CY+OY
DEVE IF ANIMNO==OLDON THEN RETURN
DEVE OLDON=ANIMNO:SP1ST=1
DEVE
DEVE '-----
DEVE @PUTANIMST0
DEVE '-----
DEVE GOSUB @PUTASP
DEVE '----
DEVE GOSUB @GETANIMST
DEVE X=X+SX:Y=Y+1
DEVE '----
DEVE FOR K=0 TO ANIMSIZE-1
DEVE I=K:GOSUB @SETCOL
DEVE N=ANIM(ANIMNO,I)
DEVE C$=RIGHT$(" "+STR$(N),5)
DEVE LOCATE X-6,Y:?"C$";C$=""
DEVE IF I==A_DIR THEN C$=RIGHT$(" "+STR$(POW(2,N)),1)
DEVE IF I==A_WIDTH THEN C$=RIGHT$(" "+STR$(POW(2,N+3)),2)
DEVE IF I==A_HEIGHT THEN C$=RIGHT$(" "+STR$(POW(2,N+3)),2)
DEVE IF I==A_REVH THEN C$=SW$(N)
DEVE IF I==A_REVV THEN C$=SW$(N)
DEVE '----
DEVE IF C$!="" THEN LOCATE X-(5+LEN(C$)),Y:?" (" +C$+)"
DEVE Y=Y+1
DEVE NEXT
DEVE '----
DEVE COLOR 0,0
DEVE RETURN
DEVE
DEVE '=====
DEVE @PUTASP
DEVE '=====
DEVE IF SP1ST==0 THEN RETURN
DEVE '----
DEVE SP1ST=0
DEVE '----
DEVE C=ANIM(ANIMNO,A_CHR)
DEVE P=ANIM(ANIMNO,A_PAL)
DEVE H=ANIM(ANIMNO,A_REVH)
DEVE V=ANIM(ANIMNO,A_REVV)
DEVE SX=POW(2,ANIM(ANIMNO,A_WIDTH)+3)
DEVE SY=POW(2,ANIM(ANIMNO,A_HEIGHT)+3)
DEVE SPSET 0,C,P,H,V,0,SX,SY
DEVE '----
DEVE GX=PAREAX+64:GY=PAREAY+64
DEVE SPOFS 0,GX,GY
DEVE '----
DEVE X=ANIM(ANIMNO,A_HOMEX)
DEVE Y=ANIM(ANIMNO,A_HOMEY)
DEVE SPHOME 0,X,Y
DEVE GX=GX-X:GY=GY-Y
DEVE '----
DEVE X=ANIM(ANIMNO,A_COLX)
DEVE Y=ANIM(ANIMNO,A_COLY)
DEVE W=ANIM(ANIMNO,A_COLSX)
DEVE H=ANIM(ANIMNO,A_COLSY)
DEVE F=ANIM(ANIMNO,A_FLAG)
DEVE G=ANIM(ANIMNO,A_GROUP)
DEVE SPCOL 0,X,Y,W,H,F,G
DEVE GX=GX+X:GY=GY+Y
DEVE '----
DEVE X=PAREAX:GOSUB @PUTAREA
DEVE GBOX GX,GY,GX+W-1,GY+H-1,2
DEVE '----
DEVE X=ANIM(ANIMNO,A_SCALEX)
DEVE Y=ANIM(ANIMNO,A_SCALEY)
DEVE SPSCALE 0,X,Y
DEVE '----

```

```

DEF A=ANIM(ANIMNO,A_ANGLE)
DEF SPANGLE 0,A
DEF '---
DEF C=ANIM(ANIMNO,A_ACNT)
DEF T=ANIM(ANIMNO,A_ETIME)
DEF L=ANIM(ANIMNO,A_ALOOP)
DEF SPANIM 0,C,T,L
DEF '---
DEF RETURN
DEF
DEF '=====
DEF @TOTEXT 'ラキストモート'
DEF '=====
DEF VISIBLE 1,1,0,0,0,1
DEF GPAGE 0,0,0:GCLS 0:CLS
DEF PNLTYPE "KYA"
DEF COLOR 13:LOCATE 0,23
DEF ?"■TEXT EDIT(0=exit)";:COLOR 0
DEF GOSUB @DEFNUM
DEF '---
DEF CX=0:CY=0:OY=0:OW=0
DEF MX=MSGSIZE:MY=MSGMAX
DEF AX=32:AY=20:AOX=0:AOW=0
DEF FOR I=0 TO MY-1
DEF   TMP$(I)=MSG$(I)
DEF NEXT
DEF '---
DEF GOSUB @PUTTXLINE
DEF GOSUB @PUTTXALL
DEF GOSUB @PUTTXCSR
DEF '---
DEF @TXLOOP
DEF BT=BTRIG():BN=BUTTON()
DEF SNP=BN AND 256
DEF GOSUB @TEXTSUB
DEF VSYNC 1
DEF IF BT!=32 THEN @TXLOOP
DEF '---
DEF FOR I=0 TO MY-1
DEF   MSG$(I)=TMP$(I)
DEF NEXT
DEF GOSUB @CLRNUM
DEF GPAGE 0,0,0:GCLS
DEF GOTO @RETMODE
DEF
DEF '-----
DEF @TEXTSUB
DEF '-----
DEF C$=TMP$(CY+OY)
DEF L=AX-LEN(C$):C$=C$+"  "*L
DEF '--- セイキョコート?
DEF K=KEYBOARD
DEF IF K==0 THEN @TXINPUT
DEF '---
DEF IF K==15 THEN @TX_BS
DEF IF K==66 THEN @TX_INS
DEF IF K==67 THEN @TX_DEL
DEF '--- キーニュウリョクカクニ
DEF @TXINPUT
DEF K$=INKEY$()
DEF IF K$!="" THEN @TX_SETCHR
DEF '--- モジカーソルイトウ
DEF GOSUB @GETVEC
DEF IF (VX OR VY)==0 THEN @PUTTXCSR
DEF IF SNP==0 THEN @MOVTXCY
DEF '---
DEF CX=0:CY=0:VY=VY*AY
DEF GOTO @MOVTXOFS
DEF '---
DEF @MOVTXCY
DEF Y=CY:GOSUB @PUTMSG
DEF 'IF VY!=0 THEN CX=0:VX=0
DEF CX=CX+VX

```

```

0000 IF CX<0 THEN IF CY>0 THEN CX=AX-1:VY=-1 ELSE CX=0
0000 IF CX>=AX THEN CX=0:VY=1
0000 CY=CY+VY:VY=0
0000 IF CY<0 THEN CY=0:VY=-1
0000 IF CY>=AY THEN CY=AY-1:VY=1
0000 IF VY=0 THEN @PUTTXCSR
0000 '-----
0000 @MOVTXOFS
0000 OY=OY+VY:EY=MY-AY
0000 IF OY<0 THEN OY=0
0000 IF OY>EY THEN OY=EY
0000 GOSUB @PUTTXALL
0000 '-----
0000 @PUTTXCSR
0000 COLOR 0,11
0000 Y=CY:GOSUB @PUTMSG
0000 IF CW<8 THEN LOCATE AOX+CX,AOY+Y:"■"
0000 CW=CW+1:CW=CW AND 15
0000 COLOR 0,0
0000 RETURN
0000 '-----
0000 @TX_SETCHR 'モジトウロク
0000 '-----
0000 IF K$=CHR$(13) THEN @TX_ENTER
0000 TMP$(OY+CY)=SUBST$(C$,CX,1,K$)
0000 VX=1:VY=0:GOTO @MOVTXCY
0000 '-----
0000 @TX_ENTER
0000 'カイキョウ
0000 '-----
0000 FOR I=MX-1 TO CY+1 STEP -1
0000 SWAP TMP$(I),TMP$(I-1)
0000 NEXT
0000 '-----
0000 M1$=LEFT$(C$,CX)
0000 S=MX-LEN(M1$)
0000 TMP$(OY+CY)=M1$+" "*S
0000 '-----
0000 IF CY=MY-1 THEN @TXENTSKIP
0000 M2$=RIGHT$(C$,MX-CX)
0000 S=MX-LEN(M2$)
0000 TMP$(OY+CY+1)=M2$+" "*S
0000 '-----
0000 @TXENTSKIP
0000 GOSUB @PUTTXALL
0000 CX=0:VX=0:VY=1:GOTO @MOVTXCY
0000 '-----
0000 @TX_BS
0000 'ヒタツラゲシテ、ミキカクタイトウ
0000 'キョウレンサツハ、ミタイオウ
0000 '-----
0000 IF CX+CY=0 THEN RETURN
0000 IF CX=0 THEN M1$="" ELSE M1$=LEFT$(C$,CX-1)
0000 M2$=RIGHT$(C$,MX-CX)
0000 TMP$(OY+CY)=M1$+M2$
0000 VX=-1:VY=0:GOTO @MOVTXCY
0000 '-----
0000 @TX_DEL
0000 'ツツハクヲゲシテ、ミキカクタイトウ
0000 'ヒトマスナニモナイキョウハサクシヨ
0000 'キョウレンサツハ、ミタイオウ
0000 '-----
0000 C$=TMP$(OY+CY):I=MX
0000 @CSLOOP
0000 IF MID$(C$,I-1,1)!=" " THEN @TXDEL1
0000 I=I-1:IF I!=0 THEN @CSLOOP
0000 '-----
0000 FOR I=OY+CY TO MY-2
0000 SWAP TMP$(I),TMP$(I+1)

```

```

0460 NEXT
0465 TMP$(MY-1)=" "*MX
0465 GOSUB @PUTTXALL
0465 CX=0:VX=0:VY=0:GOTO @MOVTXCY
0465 '-----
0465 @TXDEL1
0465 M1$=LEFT$(C$,CX)
0465 M2$=RIGHT$(C$,MX-CX-1)
0465 TMP$(OY+CY)=M1$+M2$+" "
0465 VX=0:VY=0:GOTO @MOVTXCY
0465 '-----
0465 @TX_INS
0465 'スペースソウニュウ
0465 'キョウレンサツハ、ミタイオウ
0465 '-----
0465 M1$=LEFT$(C$,CX)
0465 S=MX-CX:M2$=RIGHT$(C$,S)
0465 TMP$(OY+CY)=M1$+" "+LEFT$(M2$,S-1)
0465 VX=0:VY=0:GOTO @MOVTXCY
0465 '-----
0465 @PUTTXALL
0465 FOR PY=0 TO AY-1
0465 Y=PY:GOSUB @PUTMSG
0465 N=OY+Y:Y=PY*8:X=(AX*8)-16
0465 X=X+AOX*8:Y=Y+AOY*8
0465 GOSUB @PUTNUM
0465 NEXT
0465 RETURN
0465 '-----
0465 @PUTMSG
0465 LOCATE AOX,AOY+Y
0465 L=MX-LEN(TMP$(OY+Y))
0465 PRINT TMP$(OY+Y);" "*L;
0465 RETURN
0465 '-----
0465 @PUTTXLINE
0465 GPAGE 0,0,0
0465 X=AOX*8:Y=AOY*8
0465 FOR I=7 TO AY*8 STEP 8
0465 GLINE X,Y+I,X+AX*8-1,Y+I,1
0465 NEXT
0465 RETURN
0465 '=====
0465 @TOFILE 'ファイルモードへ
0465 '=====
0465 GOSUB @CHANGESP
0465 GOSUB @FILESUB
0465 '-----
0465 @RETMODE
0465 '-----
0465 VISIBLE 1,1,1,1,1,1
0465 PNLTYPE "OFF":CLS
0465 GOSUB @SETMODE
0465 OLDDX=-1:GOSUB @PUTDLG
0465 RETURN
0465 '-----
0465 @FILESUB 'ファイルノヨミカキ
0465 '-----
0465 VISIBLE 1,1,0,0,0,0
0465 COLOR 0
0465 PNLTYPE "KYA"
0465 FOR I=0 TO 3:ICONCLR I:NEXT
0465 '-----
0465 CLS:BGPAGE 1:SPPAGE 1
0465 PRINT"■file menu (F4+:end of tool)"
0465 '-----
0465 @FMENU
0465 DATA "LOAD ALL"
0465 DATA "LOAD PALET"

```

```

0551 DATA "LOAD CHR"
0552 DATA "SAVE ALL"
0553 DATA "BYEBYE"
0554 X=0:Y=1: SX=16:SY=7
0555 D$="@FMENU"
0556 GOSUB @SELBOX
0557 ON CY GOTO @_FLOAD, @_PLOAD, @_CLOAD, @_FSAVE
0558 RETURN
0559 '-----
0560 @GETNAME
0561 '-----
0562 PRINT:PRINT T$
0563 PRINT "-"*32;
0564 '---
0565 @_GNLOOP
0566 I$="filename:"+K$+"(0=OK, 0=INPUT)"
0567 GOSUB @BUTWAIT
0568 IF BT==16 THEN RETURN
0569 IF BT!=32 THEN @_GNLOOP
0570 '---
0571 INPUT"filename:";K$
0572 RETURN
0573 '-----
0574 @_PLOAD
0575 '-----
0576 T$="<load COLOR>"
0577 K$=FNPAL$:GOSUB @GETNAME:FNPAL$=K$
0578 K$="COL0:"+K$:PRINT K$
0579 FOR I=0 TO 1
0580 BGPAGE I:LOAD K$,FALSE
0581 NEXT
0582 RETURN
0583 '-----
0584 @_CLOAD
0585 '-----
0586 T$="<load CHR>"
0587 FOR UB=0 TO 3
0588 N$="BGU"+STR$(UB)+": "
0589 K$=FNBG$(UB):GOSUB @GETNAME:FNBG$(UB)=K$
0590 K$=N$+K$:PRINT K$
0591 FOR I=0 TO 1
0592 BGPAGE I:LOAD K$,FALSE
0593 NEXT
0594 NEXT
0595 RETURN
0596 '-----
0597 @_FLOAD
0598 '-----
0599 T$="<load map&cell>"
0600 K$=FNMAP$:GOSUB @GETNAME:FNMAP$=K$
0601 K$=FM$+K$:PRINT K$
0602 GPAGE 0,PGM,PGM
0603 LOAD K$,FALSE
0604 '---
0605 T$="<load text&object>"
0606 K$=FNTXT$:GOSUB @GETNAME:FNTXT$=K$
0607 K$=FT$+K$:PRINT K$
0608 GPAGE 0,PGT,PGT
0609 LOAD K$,FALSE
0610 '---
0611 GPAGE 0,0,0
0612 GOSUB @COPY_G2W
0613 RETURN
0614 '-----
0615 @_FSAVE
0616 '-----
0617 T$="<write map&cell>"
0618 K$=FNMAP$:GOSUB @GETNAME:FNMAP$=K$

```

```

0601 K$=FM$+K$:PRINT K$
0602 GPAGE 0,PGM,PGM
0603 SAVE K$
0604 ? ---
0605 T$="<write text&object>"
0606 K$=FNTXT$:GOSUB @GETNAME:FNTXT$=K$
0607 K$=FT$+K$:PRINT K$
0608 GPAGE 0,PGT,PGT
0609 SAVE K$
0610 RETURN
0611 ? ---
0612 @_FEXIT
0613 ? ---
0614 FOR I=1 TO 0 STEP -1
0615   SPPAGE I:SPCLR
0616   GPAGE I,I,I:GCLS 0
0617 NEXT
0618 FOR I=0 TO 255
0619   COLINIT "GRP",I
0620   COLINIT "BG",I
0621 NEXT
0622 COLOR 0
0623 CLS
0624 PRINT "オツカレサマ!"
0625 END
0626 ? ===
0627 @PUTBOX
0628 ? ===
0629 PBX=X:PBX=Y:PBW=SX:PBH=SY
0630 IF D$!="" THEN RESTORE D$
0631 ? ---
0632 S=SX-2:LOCATE X,Y
0633 ? "┌"+"─"*S+"┐";
0634 ? ---
0635 FOR I=0 TO SY-3
0636   LOCATE X,Y+I+1
0637   IF D$!="" THEN READ C$ ELSE C$=""
0638   L=LEN(C$):C$=C$+" "*S
0639   C$=LEFT$(C$,S)
0640   ? "│"+C$+"│";
0641 NEXT
0642 ? ---
0643 LOCATE X,Y+SY-1
0644 ? "└"+"─"*S+"┘";
0645 RETURN
0646 ? ---
0647 @CLRBOX0
0648 ? ---
0649 X=PBX:Y=PBX:Y=PBH:Y=PBH
0650 ? ---
0651 @CLRBOX
0652 ? ---
0653 COLOR 0,0
0654 FOR I=0 TO SY-1
0655   LOCATE X,Y+I:?" "*SX;
0656 NEXT
0657 GFill X*8,Y*8,X*8+SX*8-1,Y*8+SY*8-1,0
0658 RETURN
0659 ? ---
0660 @SELBOX
0661 ? ---
0662 CY=0
0663 ? ---
0664 @SELBOX2
0665 ? ---
0666 GOSUB @PUTBOX
0667 SBX=X+1:SBY=Y+1
0668 SBSX=SX-2:SBSY=SY-2
0669 GOSUB @BXPUT0

```

```

0680 '---
0680 @BXLOOP
0680 BT=BTRIG():VY=0
0680 IF BT==1 THEN VY=-1
0680 IF BT==2 THEN VY=1
0680 IF VY==0 THEN @BXSKIP
0680 '---
0680 C=0:GOSUB @BXPUT
0680 CY=CY+VY
0680 IF CY<0 THEN CY=0
0680 IF CY>=SBSY THEN CY=SBSY-1
0680 GOSUB @BXPUT0
0680 '---
0680 @BXSKIP
0680 IF FUNC#!=" " THEN GOSUB FUNC#
0680 VSYNC 1:W=W+1
0680 IF BT==32 THEN CY=-1:GOTO @BXEND
0680 IF BT!=16 THEN @BXLOOP
0680 '---
0680 @BXEND
0700 LOCATE 0,SBY+SY
0700 X=SBX-1:Y=SBY-1
0700 SX=SBSX+2:SY=SBSY+2
0700 FUNC#=""
0700 RETURN
0700 '---
0700 @BXPUT0
0700 C=11
0700 '---
0700 @BXPUT
0700 COLOR 0,C
0700 FOR I=0 TO SBSX-1
0700 C=CHKCHR(SBX+I,SBY+CY)
0700 LOCATE SBX+I,SBY+CY
0700 ? CHR$(C);
0700 NEXT
0700 COLOR 0,0
0700 RETURN
0700 '=====
0720 @INITDISP 'カメツノゾウキ
0720 '=====
0720 FOR I=0 TO 1
0720 GPAGE I,I,I
0720 GPRI0 0:GCOLOR 0:GCLS 0
0720 GDRAWMD FALSE
0720 SPPAGE I:SPCLR
0720 BGPAGE I:BGCLR
0720 BGOFS 0,0,0:BGOF5 1,0,0
0720 BGCLIP 0,0,31,PALSY-1:BGCLR
0720 ' COLSET "BG",0,"000000"
0720 ' CHRSET "BGU0",0,"0"*64
0720 NEXT
0720 '---ウイ カメツ
0720 BGPAGE 0:SPPAGE 0:SPCLR
0720 '---ゾウ カメツ
0720 BGPAGE 1:SPPAGE 1:SPCLR
0720 GPAGE 1,1,1
0720 '--- dialog sprite
0740 A$="00EEEEEE"
0740 A$=A$+"0EDFFFFFF"
0740 A$=A$+"EDF1EEEE"
0740 A$=A$+"EF1EEEE"
0740 A$=A$+"EFEEEEEE"*4
0740 B$="E"*8+"F"*8+"E"*8*6
0740 C$=("EF"+"E"*6)*8
0740 D$="E"*64
0740 CHRSET "SPS1",0,A$
0740 FOR I=1 TO 7:CHRSET "SPS1",I,B$:NEXT
0750 FOR I=0 TO 7-1
0750 N=I*8+8
0750 CHRSET "SPS1",N,C$

```

```

0755 FOR J=1 TO 7
0756   CHRSET "SPS1",N+J,D$
0757 NEXT
0758 NEXT
0759 '---
0760 FOR I=0 TO 3
0761   H=I AND 1:V=(I/2) AND 1
0762   SPSET I,64,0,H,V,1,64,64
0763   SPOFS I,-64,-64
0764 NEXT
0765
0766 '--- サイショのCELLカウ
0767 MMENU=4
0768
0769 '=====
0770 @PUTMENU
0771 '=====
0772 DATA "FILE","▲▼"
0773 DATA "MSG","SUB"
0774 DATA "CELL","MAP"
0775 '---
0776 RESTORE @PUTMENU
0777 BUTCNT=0
0778 MMENUCELL=BUTCNT+4
0779 C=&HFD:H=14
0780 FOR N=0 TO 6-1
0781   IF N>3 THEN C=&H64
0782   IF (N AND 1)=0 THEN X=192
0783   Y=FLOOR(N/2)*15+147
0784   READ C$:GOSUB @SETBUT
0785 NEXT
0786 BT(MMENU,_S)=-2
0787 '---
0788 SMBCNT=BUTCNT
0789 '---
0790 GPAGE 1,1,1
0791 GLINE 0,144,255,144,15
0792 GLINE 189,144,189,191,15
0793 RETURN
0794
0795 '=====
0796 @PUTSMENU
0797 '=====
0798 BUTCNT=SMBCNT
0799 CBSUB=BUTCNT
0800 CBPAL=CBSUB+3
0801 CBETC=CBPAL+8*2
0802 '---
0803 C=&H87:Y=147:H=14
0804 SN=SMENU(MD)+MD*3
0805 FOR LC=0 TO 2
0806   X=162
0807   C$=SM$(MD*3+LC)
0808   GOSUB @SETBUT
0809   Y=Y+15
0810 NEXT
0811 BT(CBSUB+SMENU(MD),_S)=-2
0812 '---
0813 ON SN GOSUB @SETPAL,@SETATR,@SETVAL,@SETPUT,@SETOBJ
0814 RETURN
0815
0816 '-----
0817 @SETPUT
0818 '-----
0819 FOR N=0 TO 24-1
0820   BT(CBPAL+N,_S)=0
0821 NEXT
0822 RETURN
0823
0824 '-----
0825 @SETOBJ
0826 '-----
0827 C=&HBA:X=0:H=14:IX=CBPAL

```

```

0826 FOR N=0 TO 16-1
0827 IF (N AND 7)=0 THEN X=0
0828 Y=FLOOR(N/8)*15+147
0829 C$=LEFT$(OBJNAME$(OBJBK*16+N),2)
0830 IF C$="" THEN C$=CHR$(&H41+OBJBK)+HEX$(N,1)
0831 GOSUB @SETBUT1
0832 IX=IX+1
0833 NEXT
0834 BT(CBPAL+OBJIX,_S)=-2
0835 '-----
0836 X=0:Y=Y+15:C=&HFD
0837 FOR N=0 TO 4-1
0838 C$="bank"+CHR$(&H41+N)
0839 GOSUB @SETBUT1
0840 BT(IX+4,_S)=0
0841 IX=IX+1
0842 NEXT
0843 BT(CBPAL+16+OBJBK,_S)=-2
0844 RETURN
0845 '-----
0846 @SETPAL
0847 '-----
0848 DATA " 0"," 1"," 2"," 3"," 4"," 5"," 6"," 7"
0849 DATA " 8"," 9","10","11","12","13","14","15"
0850 DATA "+","+","++"," "," "," "," "," "
0851 RESTORE @SETPAL
0852 GOSUB @CLRDLG
0853 H=14:CM=16:GOSUB @LEFTBUT
0854 '-----
0855 BT(CBPAL+PAL,_S)=-2
0856 IF BGH THEN BT(CBETC+0,_S)=-2
0857 IF BGV THEN BT(CBETC+1,_S)=-2
0858 RETURN
0859 '-----
0860 @SETATR
0861 '-----
0862 DATA ".","|","-","@","▲","▴","▵","▿"
0863 DATA "X","X","X","X","X","X","X","X"
0864 DATA " ","X","X","X","X","X","X","X"
0865 RESTORE @SETATR
0866 GOSUB @CLRDLG
0867 H=14:CM=16:GOSUB @LEFTBUT
0868 '-----
0869 BT(CBPAL+ATR,_S)=-2
0870 RETURN
0871 '-----
0872 @SETVAL
0873 '-----
0874 DATA " "," "," "," "," "," "," "," "
0875 DATA " "," "," "," "," "," "," "," "
0876 DATA " "," "," "," "," "," "," "," "
0877 RESTORE @SETVAL
0878 OLDDX=-1
0879 GOSUB @PUTDLG
0880 H=14:CM=16:GOSUB @LEFTBUT
0881 '-----
0882 IF ATRA THEN BT(CBETC+0,_S)=-2
0883 IF ATRB THEN BT(CBETC+1,_S)=-2
0884 IF ATRC THEN BT(CBETC+2,_S)=-2
0885 IF ATRD THEN BT(CBETC+3,_S)=-2
0886 RETURN
0887 '-----
0888 @LEFTBUT
0889 '-----
0890 FOR N=0 TO 24-1
0891 IF N<CM THEN C=&HBA ELSE C=&HFD
0892 IF (N AND 7)=0 THEN X=0
0893 Y=FLOOR(N/8)*15+147
0894 READ C$:IX=N+CBPAL

```

```

0999 GOSUB @SETBUT1
1000 NEXT
1001 RETURN
1002
1003 '-----
1004 @SETBUT 'X,Y,C$
1005 '-----
1006 IF BUTCNT>=BUTMAX THEN RETURN
1007 IX=BUTCNT:BUTCNT=BUTCNT+1
1008 '-----
1009 @SETBUT1
1010 '-----
1011 L=LEN(C$)
1012 IF C$==( " "*L) THEN C$=""
1013 BN$(IX)=C$
1014 BT(IX,_S)=-1
1015 BT(IX,_X)=X
1016 BT(IX,_Y)=Y
1017 BT(IX,_W)=6+6*L+1
1018 BT(IX,_H)=H
1019 BT(IX,_C)=C
1020 '-----
1021 X=X+BT(IX,_W)+1
1022 RETURN
1023
1024 '-----
1025 @CHKBUT 'TX,TY
1026 '-----
1027 IX=0
1028 @CHKBLOOP
1029 S=BT(IX,_S)
1030 IF S==0 THEN @CHKBNEXT
1031 IF BN$(IX)="" THEN @CHKBNEXT
1032 IF BT(IX,_C)<0 THEN @CHKBNEXT
1033 '-----
1034 X=BT(IX,_X):Y=BT(IX,_Y)
1035 W=BT(IX,_W):H=BT(IX,_H)
1036 IF TX<X THEN @CHKBNEXT
1037 IF TY<Y THEN @CHKBNEXT
1038 IF TX>=X+W THEN @CHKBNEXT
1039 IF TY>=Y+H THEN @CHKBNEXT
1040 RETURN
1041 '-----
1042 @CHKBNEXT
1043 IX=IX+1
1044 IF IX<BUTMAX THEN @CHKBLOOP
1045 '-----
1046 IX=-1
1047 RETURN
1048
1049 '-----
1050 @PUTBUT
1051 '-----
1052 GPAGE 1,1,1:COLOR 0
1053 IX=0:N$="BGF0"
1054 @PUTBLOOP
1055 '-----
1056 S=BT(IX,_S)
1057 IF S>=0 THEN @PUTBNEXT
1058 IF S<0 THEN BT(IX,_S)=-S
1059 '-----
1060 X=BT(IX,_X):Y=BT(IX,_Y)
1061 W=BT(IX,_W):H=BT(IX,_H)
1062 C=BT(IX,_C):
1063 C$=BN$(IX):L=LEN(C$)
1064 IF BT(IX,_C)<0 THEN C=0
1065 IF C$="" THEN C=0
1066 IF S== -2 THEN C=C/16
1067 C=C AND 15
1068 OX=2+X:OY=(H-7)/2:GY=Y+OY
1069 EX=X+W-2:EY=Y+H-2
1070 IF C!=0 THEN @PUTBASE
1071 '--- erase

```

```

1000 GFILL X,Y,X+W,Y+H,0
1000 GOTO @PUTBNEXT
1000 '--- base
1000 @PUTBASE
1000 GBOX X+1,Y+2,EX+1,EY,1
1000 GBOX X+2,Y+1,EX,EY+1,1
1000 GFILL X,Y+1,EX,EY-1,C
1000 GFILL X+1,Y,EX-1,EY,C
1000 '--- string
1000 FOR I=0 TO L-1
1000 S=ASC(MID$(C$,I,1))
1000 GPUTCHR OX,GY,N$,S,1,1
1000 OX=OX+6
1000 NEXT
1000 '---
1000 @PUTBNEXT
1000 IX=IX+1
1000 IF IX<BUTMAX THEN @PUTBLOOP
1000 RETURN
1000 '-----
1000 @CLR BUT
1000 '-----
1000 GPAGE 1,1,1
1000 GFILL 0,147,161,191,0
1000 RETURN
1000 '=====
1000 @PUTDLG 'CX(1),CY(1)
1000 '=====
1000 GOSUB @GETDLGPOS
1000 IF DLGX== -1 THEN RETURN
1000 IF OLDDX!=DLGX THEN @DLGMOVE
1000 IF DLGCX!=CX(1)+OX(1) THEN @DLGDRAW
1000 IF DLGCY!=CY(1)+OY(1) THEN @DLGDRAW
1000 RETURN
1000 '---
1000 @DLGMOVE
1000 GOSUB @CLRDLG
1000 OLDDX=DLGX:GX=DLGX*8:GY=8
1000 '---
1000 SPOFS 0,GX,GY
1000 SPOFS 1,GX+25,GY
1000 SPOFS 2,GX,GY+64
1000 SPOFS 3,GX+25,GY+64
1000 '---
1000 @DLGDRAW
1000 DLGCX=CX(1)+OX(1)
1000 DLGCY=CY(1)+OY(1)
1000 'BEEP
1000 X=DLGX+1:Y=DLGY
1000 GX=X*8:GY=Y*8
1000 GFILL GX,GY,GX+72,GY+112,0
1000 GOSUB @CLRDLGTX
1000 '---
1000 MX=1:IF DLGCX>62 THEN MX=0
1000 MY=1:IF DLGCY>62 THEN MY=0
1000 FOR YS=0 TO MY
1000 OY=FL00R((DLGCY+YS)/2)
1000 LY=Y+YS*7+4:GX=X*8
1000 H=((DLGCY+YS) AND 1)*2
1000 FOR XS=0 TO MX
1000 '---
1000 GOSUB @DLGCELL
1000 '---
1000 PNLSTR LX,LY,HEX$(N,4)
1000 PNLSTR LX,LY+1,AT$(A)
1000 PNLSTR LX+2,LY+1,HEX$(C,2)
1000 PNLSTR LX,LY+2,FL$(F)
1000 '---
1000 P=J+2:GOSUB @GPUTHV
1000 GX=GX+SX

```

```

2046 ' ---
2046 NEXT
2046 GY=GY+SY
2046 NEXT
2046 RETURN
2050 ' -----
2050 @DLGCELL
2050 ' -----
2050 OX=FLOOR((DLGCX+XS)/2)
2050 I=OX+OY*32
2050 IF I>=CELLMAX THEN RETURN
2050 LX=X+XS*5
2050 J=((DLGCX+XS) AND 1)+H
2050 N=CELL(I,J)
2050 C=(N/4096) AND 15
2050 A=CELL(I,4+J)
2050 F=FLOOR(A/16) AND 15
2050 V=FLOOR(A/256) AND 255
2050 A=A AND 15
2050 RETURN
2060 ' -----
2060 @GPUTHV
2060 ' -----
2060 B=(N/256) AND 3
2060 C$="BGU"+STR$(B)
2060 GPUTCHR GX,GY,C$,N AND 255,P,4
2060 ' --- H
2060 IF (N AND 1024)==0 THEN @GPV
2060 FOR I=0 TO 3
2060 GCOPY 1,GX+I*4,GY,GX+3+I*4,GY+SY,GX+4*8,GY,TRUE
2060 GCOPY 1,GX+(7-I)*4,GY,GX+3+(7-I)*4,GY+SY,GX+I*4,GY,TRUE
2060 GCOPY 1,GX+4*8,GY,GX+3+4*8,GY+SY,GX+(7-I)*4,GY,TRUE
2060 NEXT
2060 GFILL GX+4*8,GY,GX+3+4*8,GY+SY,0
2060 ' --- V
2060 @GPV
2060 IF (N AND 2048)==0 THEN @GPC
2060 FOR I=0 TO 3
2060 GCOPY 1,GX,GY+I*4,GX+SX,GY+3+I*4,GX,GY+4*8,TRUE
2060 GCOPY 1,GX,GY+(7-I)*4,GX+SX,GY+3+(7-I)*4,GX,GY+I*4,TRUE
2060 GCOPY 1,GX,GY+4*8,GX+SX,GY+3+4*8,GX,GY+(7-I)*4,TRUE
2060 NEXT
2060 GFILL GX,GY+4*8,GX+SX,GY+3+4*8,0
2060 ' --- 1010514
2060 @GPC
2060 FOR K=0 TO 15
2060 COLREAD("BG",C*16+K),R,G,B
2060 C$=HEX$(R,2)+HEX$(G,2)+HEX$(B,2)
2060 COLSET "GRP",32+J*16+K,C$
2060 NEXT
2060 RETURN
2070 ' -----
2070 @CLRDLG
2070 ' -----
2070 GPAGE 1,1,1:SPPAGE 1
2070 GFILL 0,0,255,143,0
2070 ' ---
2070 FOR I=0 TO 3
2070 SPOFS I,-64,0
2070 NEXT
2070 ' ---
2070 IF OLDDX===-1 THEN RETURN
2070 ' ---
2070 @CLRDLGTX
2070 C$=" "*32
2070 FOR I=0 TO 18-1
2070 PNLSTR 0,I,C$
2070 NEXT
2070 RETURN
2070

```

```

END *-----
END @GETDLGPOS
END *-----
END DLGX=-1
END IF MD!=0 THEN RETURN
END IF SMENU(MD)!=2 THEN RETURN
END IF CX(1)>15 THEN DLGX=1 ELSE DLGX=20
END DLGY=2: SX=32+8: SY=48+8
END GPAGE 1,1,1: BGPAGE 1: SPPAGE 1
END RETURN
END *-----
END @CHKDLG
END *-----
END RETSW=FALSE
END GOSUB @GETDLGPOS
END IF DLGX== -1 THEN RETURN
END *--- リビートカマシ ---
END IF OS THEN RETURN
END *---
END X=DLGX*8: Y=8: W=64+25: H=64*2
END GOSUB @TOUCH
END IF R==FALSE THEN RETURN
END *---
END RETSW=TRUE
END X=DLGX+1: GX=X*8: GY=DLGY*8
END MX=1: IF DLGCX>62 THEN MX=0
END MY=1: IF DLGCY>62 THEN MY=0
END TTX=FLOOR(TX/8)
END TTY=FLOOR(TY/8)
END FOR YS=0 TO MY
END OY=FLOOR((DLGCY+YS)/2)
END LY=DLGY+YS*7+4: GX=X*8
END H=((DLGCY+YS) AND 1)*2
END FOR XS=0 TO MX
END GOSUB @DLGCELL
END *---
END IF TX<GX THEN @CHKDSKIP
END IF TY<GY THEN @CHKDSKIP
END IF TX>GX+SX-9 THEN @CHKDSKIP
END IF TY>GY+SY-1 THEN @CHKDSKIP
END *---
END TN=TTX-LX
END ON TTY-LY GOSUB @SETDCHR, @SETDATR, @SETDFLG
END *---
END @CHKDSKIP
END GX=GX+SX
END NEXT
END GY=GY+SY
END NEXT
END RETURN
END *-----
END @SETDCHR
END *-----
END *PNLSTR TTX, LY, "@", CC
END RETURN
END *---
END @SETDATR
END IF TN>0 THEN @SETDVAL
END IF SNP THEN TN=-1 ELSE TN=1
END A=(A+TN) AND 15
END PNLSTR LX, LY+1, AT$(A)
END GOTO @WRTATR
END *---
END @SETDVAL
END IF TN==1 THEN RETURN
END IF TN==2 THEN TN=16 ELSE TN=1
END IF SNP THEN TN=-TN
END V=(V+TN) AND 255
END PNLSTR LX+2, LY+1, HEX$(V, 2)

```

```

0100 GOTO @WRTATR
0101
0102 * ---
0103 @SETDFLG
0104 F=F XOR BIT(TTX-LX)
0105 PNLSTR LX,LY+2,FL$(F)
0106 * ---
0107 @WRTATR
0108 * ---
0109 CELL(I,4+J)=(V*256)+(F*16)+A
0110 RETURN
0111
0112 * =====
0113 @PUTSTAT
0114 * =====
0115 COLOR 0:LOCATE 0,19
0116 IF MD==1 THEN @PUTSTMAP
0117 * ---
0118 CH=CX(0)+(OY(0)+CY(0))*32
0119 ? HEX$(CH,4);"(";
0120 ? SX(0);", ";SY(0);") ";
0121 * ---
0122 LOCATE 0,23
0123 X=CX(1)+OX(1):Y=CX(1)+OY(1)
0124 ? X;",";Y;"(";
0125 ? SX(1);", ";SY(1);") ";
0126 ? OX(1);", ";OY(1);" ";
0127 RETURN
0128
0129 * ---
0130 @PUTSTMAP
0131 X=CX(0)+OX(0):Y=CX(0)+OY(0)
0132 N=FLOOR(X/2)+FLOOR(Y/2)*32
0133 ? N;"(";X;",";Y;" ";
0134 * ---
0135 LOCATE 0,23
0136 X=CX(1)+OX(1):Y=CX(1)+OY(1)
0137 ? FLOOR(X/2);", ";FLOOR(Y/2);" ";
0138 GPAGE 0,PGM,0
0139 C=GSP0IT(X,Y/2)*256
0140 C=C+GSP0IT(X+1,Y/2)
0141 ? HEX$((C/1024) AND 63,2);": ";
0142 ? HEX$((C AND 1023),3);"(";
0143 ? SX(1);", ";SY(1);")";
0144 ? OBJBK;": ";OBJIX;"/";
0145 ? PALS;": ";
0146 GPAGE 0,0,0
0147 RETURN
0148
0149 * =====
0150 @PUTINFO
0151 * =====
0152 S=25:X=0:Y=18
0153 LOCATE X,Y:Y=Y+2
0154 * ---
0155 C$=" "*(S-LEN(M1$))
0156 C=7+MD*2:COLOR C
0157 LOCATE X,Y:Y=Y+1
0158 ? M1$;C$
0159 C$=" "*(S-LEN(M2$)):COLOR 3
0160 LOCATE X,Y:Y=Y+1
0161 ? M2$;C$;
0162 * ---
0163 C$=" " :CNT=1
0164 IF MD==1 THEN C$="■" :CNT=4
0165 X=S:Y=19
0166 FOR I=0 TO 4-1
0167 LOCATE X,Y+I:" " *7;
0168 NEXT
0169 LOCATE X,Y
0170 COLOR 13:?"↑";
0171 COLOR 14:?"C$";
0172 COLOR 11:?"↓";

```

```

#### COLOR 14
#### FOR I=0 TO CNT-1
#### LOCATE X+3,Y+I:PRINT"■"*CNT;
#### NEXT
#### COLOR 13:L=LEN(VER$)
#### LOCATE 31-L,23:"v";VER$;
#### '---
#### GPAGE 0,0,0
#### GLINE 0,144,255,144,15
#### '---
#### GOSUB @PUTSTAT
#### RETURN
####
#### '=====
#### @PUTGRID '2x29x47 グリッド
#### '=====
#### IF MD==0 THEN @PUTGCELL
#### IF SMENU(1)==1 THEN RETURN
#### GOTO @PUTGRID2
#### '---
#### @PUTGCELL
#### IF SMENU(0)!=0 THEN RETURN
#### '---
#### @PUTGRID2
#### C1$=" ":C2$=" "
#### IF GRID THEN C1$="|":"" :C2$="| "
#### COLOR GRS
#### FOR Y=0 TO PALS-1 STEP 2
#### IF MD==0 THEN @SKIPGR
#### IF Y>17 THEN @SKIPGR
#### LOCATE 0,Y :?C1$*16;
#### LOCATE 0,Y+1:?C2$*16;
#### @SKIPGR
#### PNLSTR 0,Y ,C1$*16,GRS
#### PNLSTR 0,Y+1,C2$*16,GRS
#### NEXT
#### COLOR 0
#### RETURN
####
#### '-----
#### @CLRGRID
#### '-----
#### OLDG=GRID:GRID=0
#### GOSUB @PUTGRID2
#### GRID=OLDG
#### RETURN
####
#### '=====
#### @CELLSUB
#### '=====
#### FOR Y=0 TO 32-1
#### FOR X=0 TO 32-1
#### I=Y*32+X:OX=X*2:OY=Y*2
#### BGPOT 0,OX,OY,CELL(I,0)
#### BGPOT 0,OX+1,OY,CELL(I,1)
#### BGPOT 0,OX,OY+1,CELL(I,2)
#### BGPOT 0,OX+1,OY+1,CELL(I,3)
#### NEXT
#### NEXT
#### RETURN
####
#### '-----
#### @PUTMH 'Y=OFSY<CHRスナップ>
#### '-----
#### OX=OX(1):OY=OY(1)+Y
#### FOR X=0 TO 31 STEP 2
#### GOSUB @PUTCELL:OX=OX+2
#### NEXT
#### RETURN
####
#### '-----
#### @PUTMV 'X=OFSX<CHRスナップ>
#### '-----

```

```

EEEE OX=OX(1)+X:OY=OY(1)
EEEE FOR Y=0 TO PALS-1 STEP 2
EEEE GOSUB @PUTCELL:OY=OY+2
EEEE NEXT
EEEE RETURN
EEEE
EEEE '-----
EEEE @PUTCELL
EEEE '-----
EEEE IF OX<0 THEN RETURN
EEEE IF OX>254 THEN RETURN
EEEE IF OY<0 THEN RETURN
EEEE IF OY>254 THEN RETURN
EEEE
EEEE '---- GRPカウCELLカウゴウライル
EEEE GPAGE 0,PGM,0
EEEE I=FLOOR(OY/2)
EEEE M=(GSPoit(OX,I) AND 3)*256
EEEE M=M+GSPoit(OX+1,I)
EEEE
EEEE '---- BGヘビウシ
EEEE WX=OX AND 63
EEEE WY=OY AND 63:Y1=WY
EEEE BGPOT 0,WX,WY,CELL(M,0)
EEEE X1=(WX+1) AND 63
EEEE BGPOT 0,X1,WY,CELL(M,1)
EEEE Y1=(WY+1) AND 63
EEEE BGPOT 0,WX,Y1,CELL(M,2)
EEEE BGPOT 0,X1,Y1,CELL(M,3)
EEEE RETURN
EEEE
EEEE '=====
EEEE @PUTATR 'OX(1),OY(1)
EEEE '=====
EEEE IF MD!=0 THEN RETURN
EEEE IF SMENU(MD)!=1 THEN RETURN
EEEE '----
EEEE T=FLOOR(OY(1)/2)*32
EEEE T=T+FLOOR(OX(1)/2)
EEEE PPY=FLOOR(PALS/2)-1
EEEE FOR YS=0 TO PPY
EEEE M=T
EEEE FOR XS=0 TO 16-1
EEEE X=XS:Y=YS
EEEE GOSUB @PUTATR1
EEEE M=M+1
EEEE NEXT
EEEE T=T+32
EEEE NEXT
EEEE GPAGE 0,0,0
EEEE RETURN
EEEE
EEEE '----
EEEE @PUTATR1
EEEE C=(X AND 1) XOR (Y AND 1)
EEEE C=GCOL(GTYPE,C AND 1)
EEEE X=X*2:Y=Y*2
EEEE A=CELL(M,4) AND 15
EEEE PNLSTR X,Y,AT$(A),C
EEEE A=CELL(M,5) AND 15
EEEE PNLSTR X+1,Y,AT$(A),C
EEEE Y=Y+1
EEEE A=CELL(M,6) AND 15
EEEE PNLSTR X,Y,AT$(A),C
EEEE A=CELL(M,7) AND 15
EEEE PNLSTR X+1,Y,AT$(A),C
EEEE RETURN
EEEE
EEEE '-----
EEEE @CLRATR
EEEE '-----
EEEE IF SMENU(MD)==1 THEN @PUTATR
EEEE FOR Y=0 TO PALS-1

```

```

2410 PNLSTR 0,Y," "*32
2411 NEXT
2412 RETURN
2413
2414 '=====
2415 @PUTOBJ
2416 '=====
2417 IF MD=0 THEN RETURN
2418 IF SMENU(MD)≠1 THEN RETURN
2419 '---
2420 GPAGE 0,PGM,0
2421 Y=FLOOR(OY(1)/2)
2422 FOR PY=0 TO PALSX-1 STEP 2
2423   X=OX(1)
2424   FOR PX=0 TO 32-1 STEP 2
2425     GOSUB @PUTOBJ1
2426     X=X+2
2427   NEXT
2428   Y=Y+1
2429 NEXT
2430 GPAGE 0,0,0
2431 RETURN
2432
2433 '---
2434 @PUTOBJ1
2435 I=((PX/2) AND 1)
2436 I=I XOR ((PY/2) AND 1)
2437 C=GCOL(GTYPE,I AND 1)
2438 A=(GSPDIT(X,Y)/4) AND 63
2439 C$=LEFT$(OBJNAME$(A),2)
2440 D$=MID$(OBJNAME$(A),2,2)
2441 PNLSTR PX,PY,C$,C
2442 PNLSTR PX,PY+1,D$,C
2443 RETURN
2444
2445 '=====
2446 @PUTCSR
2447 '=====
2448 IX=FC:C=CL((CC/4) AND 3)
2449 CC=CC+1:CC=CC AND 15
2450
2451 '-----
2452 @PCSRSUB
2453 '-----
2454 GOSUB @PUTSCGRID
2455
2456 '--- select cursor
2457 GPAGE IX,IX,IX
2458 X=CX(IX)*8:Y=CX(IX)*8
2459 SX=SX(IX)*8:SY=SY(IX)*8
2460 GBOX X,Y,X+SX-1,Y+SY-1,C
2461
2462 '--- navi cursor
2463 GPAGE 0,0,0
2464 '
2465 X=FLOOR((CX(0)+OX(0))/32)*4
2466 Y=FLOOR((CY(0)+OY(0))/32)*4
2467 X=X+26*8-1:Y=Y+19*8-1
2468 GBOX X,Y,X+4,Y+4,C
2469 '
2470 X=FLOOR((CX(1)+OX(1))/32)*4
2471 Y=FLOOR((CY(1)+OY(1))/32)*4
2472 X=X+28*8-1:Y=Y+19*8-1
2473 GBOX X,Y,X+4,Y+4,C
2474
2475 RETURN
2476
2477 '-----
2478 @CLRCSR
2479 '-----
2480 C=0:GOTO @PCSRSUB
2481
2482 '=====

```

```

8486 @PUTSCGRID
8487 ' =====
8488 I=1:CS=GCL:GOSUB @PSGRID
8489 I=0:CS=GCH
8490 IF MD==0 THEN RETURN
8491 ' ---
8492 @PSGRID
8493 ' ---
8494 GPAGE I,I,I
8495 X=-(OX(I)*8) AND 255
8496 Y=-(OY(I)*8) AND 255
8497 PPY=PALSY*8-1
8498 IF I==0 THEN PPY=18*8-1
8499 IF Y>PPY THEN Y=-16
8500 IF C==0 THEN CS=0
8501 GLINE X,0,X,PPY,CS
8502 GLINE 0,Y,255,Y,CS
8503 RETURN
8504 ' -----
8505 @CLRSCGRID
8506 ' -----
8507 CS=0:I=1:GOSUB @PSGRID
8508 I=0:GOTO @PSGRID
8509 ' =====
8510 @BUTWAIT
8511 ' =====
8512 X=CSRX:Y=CSRY:W=0
8513 COLOR 3:BT=BTRIG():VSYNC 1
8514 ' ---
8515 @BWLOOP
8516 IF (W AND 31)<16 THEN C#=I$ ELSE C#=" "*32
8517 LOCATE 0,Y:PRINT C#;
8518 BT=BTRIG()
8519 VSYNC 1:W=W+1
8520 IF BT==0 THEN @BWLOOP
8521 ' ---
8522 COLOR 0
8523 LOCATE 0,Y:PRINT " "*32
8524 LOCATE X,Y
8525 RETURN
8526 ' =====
8527 @DEFNUM
8528 ' =====
8529 N$(0)="111101101101111"
8530 N$(1)="110010010010111"
8531 N$(2)="111001111100111"
8532 N$(3)="111001111001111"
8533 N$(4)="111101101111001"
8534 N$(5)="111100111001111"
8535 N$(6)="111100111101111"
8536 N$(7)="111001001001001"
8537 N$(8)="111101111101111"
8538 N$(9)="111101111001111"
8539 ' ---
8540 GPAGE 1,1,1:C=1
8541 FOR I=0 TO 9
8542 C#=N$(I):X=I*4
8543 GFILL X,0,X+3,7,0:Y=1:J=0
8544 FOR H=0 TO 4
8545 FOR W=0 TO 2
8546 GPSET X+W,Y+H,VAL(MID$(C#,J,1))*C
8547 J=J+1
8548 NEXT
8549 NEXT
8550 NEXT
8551 RETURN
8552 ' -----
8553 @CLRNUM
8554 ' -----

```

```

8555 GPAGE 1,1,1
8556 GFILL 0,0,39,7,0
8557 RETURN
8558
8559 '-----
8560 @PUTNUM
8561 '-----
8562 GPAGE 0,0,0:S=1:Y=Y+1
8563 '--- 1000
8564 I=FLOOR(N/1000)
8565 GOSUB @PUTNUM1
8566 X=X+4
8567 '--- 100
8568 N=FLOOR(N%1000)
8569 I=FLOOR(N/100)
8570 GOSUB @PUTNUM1
8571 X=X+4
8572 '--- 10
8573 N=FLOOR(N%100)
8574 I=FLOOR(N/10)
8575 GOSUB @PUTNUM1
8576 X=X+4
8577 '--- 1
8578 S=0:I=FLOOR(N%10)
8579 '---
8580 @PUTNUM1
8581 IF I!=0 THEN S=0
8582 XX=I*4
8583 IF S THEN GFILL X,Y,X+3,Y+4,0:RETURN
8584 GCOPY 1,XX,1,XX+3,5,X,Y,TRUE
8585 RETURN
8586
8587 '=====
8588 @INITDATA
8589 '=====
8590 GPAGE 0,PGM,PGM:GPRI0 1
8591
8592 '---
8593 I$="map reset?(0=OK)"
8594 GOSUB @BUTWAIT
8595 IF !(BT AND 16) THEN @LOADCHR
8596
8597 '-----
8598 'GRP:PGM=MAP&CELL
8599 '-----
8600 GPAGE 0,PGM,PGM
8601 ?"■clear workarea":?"-"*32;
8602
8603 '--- clear MAP area
8604 GFILL 0,GMAPOY,255,GMAPOY+GMAPSY-1,1
8605 ?".map[";GMAPOY;" ";GMAPSY;" ](<"
8606 FOR Y=0 TO 128
8607 IF (Y%8)=0 THEN ?". ";
8608 FOR X=0 TO 255 STEP 2
8609 C=FLOOR(X/32)
8610 C=C+FLOOR(Y/16)*8
8611 GPSET X,GMAPOY+Y,0
8612 GPSET X+1,GMAPOY+Y,C AND 255
8613 NEXT
8614 NEXT
8615 ?">"
8616
8617 '--- clear CELL area
8618 ?".cell[";GCELLOY;" / ";GCELLSY;">"
8619 GFILL 0,GCELLOY,255,GCELLOY+GCELLSY-1,0
8620
8621 '-----
8622 'GRP:PGT=TEXT&OBJECT
8623 '-----
8624 GPAGE 0,PGT,PGT
8625
8626 '--- clear TEXT area
8627 ?".text[";GTEXT0Y;" / ";GTEXTSY;">"

```

```
8655 GFILL 0,GTEXT0Y,255,GTEXT0Y+GTEXTSY-1,ASC(" ")
```

```
8656
```

```
8657 '--- clear other area
```

```
8658 GOSUB @INITWORK
```

```
8659 PRINT
```

```
8660
```

```
8661 '-----
```

```
8662 @LOADCHR
```

```
8663 '-----
```

```
8664 I$="load temporarily?(0=OK)"
```

```
8665 GOSUB @BUTWAIT
```

```
8666 IF !(BT AND 16) THEN @SKIPLDCHR
```

```
8667
```

```
8668 '---
```

```
8669 SYSBEEP=FALSE
```

```
8670 ?"■load temporarily":?"-"*32;
```

```
8671 FOR I=0 TO 1
```

```
8672 BGPAGE I:LOAD"COL0:TMPCOL",FALSE
```

```
8673 NEXT
```

```
8674 FOR I=0 TO 3
```

```
8675 N$="BGU"+STR$(I)+":TMPBG"+STR$(I)
```

```
8676 ?"·";N$
```

```
8677 BGPAGE 0:LOAD N$,FALSE
```

```
8678 BGPAGE 1:LOAD N$,FALSE
```

```
8679 NEXT
```

```
8680 FOR I=0 TO 7
```

```
8681 N$="SPU"+STR$(I)+":TMPSP"+STR$(I)
```

```
8682 ?"·";N$
```

```
8683 SPPAGE 0:LOAD N$,FALSE
```

```
8684 NEXT
```

```
8685
```

```
8686 '--- load MAP&CELL bank
```

```
8687 GPAGE 0,PGM,PGM
```

```
8688 N$=FM$+"TMPMAP":?"·";N$
```

```
8689 LOAD N$,FALSE
```

```
8690
```

```
8691 '--- load TEXT&OBJ bank
```

```
8692 GPAGE 0,PGT,PGT
```

```
8693 N$=FT$+"TMPTXT":?"·";N$
```

```
8694 LOAD N$,FALSE
```

```
8695
```

```
8696 '---
```

```
8697 SYSBEEP=TRUE
```

```
8698 PRINT
```

```
8699
```

```
8700 '---
```

```
8701 @SKIPLDCHR
```

```
8702 GOSUB @COPY_G2W
```

```
8703 RETURN
```

```
8704
```

```
8705 '=====
```

```
8706 @COPY_G2W
```

```
8707 '=====
```

```
8708 ?"■copy work":?"-"*32;
```

```
8709 ?"·CELL(";
```

```
8710 GPAGE 0,PGM,0
```

```
8711 OY=GCELL0Y
```

```
8712 FOR I=0 TO CELLMAX-1
```

```
8713 IF (I%64)=0 THEN ?"·";
```

```
8714 X=FLOOR(I%16)*16
```

```
8715 Y=FLOOR(I/16)
```

```
8716 FOR J=0 TO CELLSIZE-1
```

```
8717 H=GSP0IT(X+J*2,OY+Y)
```

```
8718 L=GSP0IT(X+J*2+1,OY+Y)
```

```
8719 CELL(I,J)=H*256+L
```

```
8720 NEXT
```

```
8721 NEXT
```

```
8722 ?")"
```

```
8723
```

```
8724 GPAGE 0,PGT,0
```

```
8725
```

```
8726 '--- copy TEXT
```

```
8727 ?"·TEXT(";
```

```

8100 OY=GTEXTY:MX=MSGSIZE:ST=MX
8101 FOR I=0 TO MSGMAX-1
8102 IF (I%64)=0 THEN ?". ";
8103 GOSUB @SPOITSTR:MSG$(I)=C$
8104 NEXT
8105 ?">"
8106
8107 '--- copy workname
8108 ?".WORKNAME"
8109 OY=GWORKY:MX=NAME$SIZE:ST=MX
8110 FOR I=0 TO WORKMAX-1
8111 GOSUB @SPOITSTR:WORKNAME$(I)=C$
8112 NEXT
8113
8114 '--- copy flagname
8115 ?".FLAGNAME"
8116 OY=GFLAGY
8117 FOR I=0 TO FLAGMAX-1
8118 GOSUB @SPOITSTR:FLAGNAME$(I)=C$
8119 NEXT
8120
8121 '--- copy object
8122 ?".OBJECT"
8123 OY=GOBJY:ST=MX+8
8124 FOR I=0 TO OBJMAX-1
8125 '---
8126 GOSUB @SPOITSTR
8127 OBJNAME$(I)=C$
8128 X=X+MX
8129 '---
8130 GOSUB @SPOITW:OBJ(I,O_MSGIX)=N
8131 GOSUB @SPOITB:OBJ(I,O_ANIMIX)=N
8132 GOSUB @SPOITB:OBJ(I,O_HP)=N
8133 GOSUB @SPOITB:OBJ(I,O_GOLD)=N
8134 GOSUB @SPOITB:OBJ(I,O_FOOD)=N
8135 GOSUB @SPOITB:OBJ(I,O_ATK)=N
8136 GOSUB @SPOITB:OBJ(I,O_DEF)=N
8137 '---
8138 NEXT
8139
8140 '--- copy animation
8141 ?".ANIMATION"
8142 OY=GANIMOY:ST=MX+24
8143 FOR I=0 TO ANIMMAX-1
8144 '---
8145 GOSUB @SPOITSTR:ANIMNAME$(I)=C$
8146 X=X+MX
8147 '---
8148 GOSUB @SPOITB
8149 ANIM(I,A_PARENT)=N
8150 GOSUB @SPOITB
8151 ANIM(I,A_DIR)=(N/16) AND 3
8152 ANIM(I,A_WIDTH)=(N/4) AND 3
8153 ANIM(I,A_HEIGHT)=N AND 3
8154 GOSUB @SPOITW
8155 ANIM(I,A_PAL)=(N/4096) AND 15
8156 ANIM(I,A_H)=(N/2048) AND 1
8157 ANIM(I,A_V)=(N/1024) AND 1
8158 ANIM(I,A_CHR)=N AND &H3FF
8159 GOSUB @SPOITB:ANIM(I,A_HOMEX)=N
8160 GOSUB @SPOITB:ANIM(I,A_HOMEY)=N
8161 GOSUB @SPOITW:ANIM(I,A_ANGLE)=N
8162 GOSUB @SPOITB:ANIM(I,A_SCALEX)=N
8163 GOSUB @SPOITB:ANIM(I,A_SCALEY)=N
8164 GOSUB @SPOITB:ANIM(I,A_COLX)=N-64
8165 GOSUB @SPOITB:ANIM(I,A_COLY)=N-64
8166 GOSUB @SPOITB:ANIM(I,A_COLSX)=N
8167 GOSUB @SPOITB:ANIM(I,A_COLSY)=N
8168 GOSUB @SPOITB:ANIM(I,A_FLAG)=N
8169 GOSUB @SPOITB:ANIM(I,A_GROUP)=N
8170 GOSUB @SPOITW:ANIM(I,A_ACNT)=N
8171 GOSUB @SPOITW:ANIM(I,A_ETIME)=N
8172 GOSUB @SPOITW:ANIM(I,A_ALOOP)=N

```

```

2775 ' ---
2776 NEXT
2777 RETURN
2778
2779 ' -----
2780 @SPOITW
2781 ' -----
2782 N=GSPOIT(X,Y)
2783 X=X+1
2784 ' -----
2785 @SPOITB
2786 N=GSPOIT(X,Y)
2787 X=X+1:RETURN
2788
2789 ' -----
2790 @SPOITSTR
2791 ' -----
2792 S=FLOOR(256/ST)
2793 X=FLOOR(I/S)*ST
2794 Y=FLOOR(I/S)+OY
2795 C$=""
2796 FOR J=0 TO MX-1
2797   G=GSPOIT(X+J,Y)
2798   IF G=0 THEN G=ASC(" ")
2799   C#=C#+CHR$(G)
2800 NEXT
2801 RETURN
2802
2803 ' =====
2804 @COPY_W2G
2805 ' =====
2806 GPAGE 0,PGM,PGM
2807
2808 ' --- cell data
2809 ?".cell"
2810 FOR I=0 TO CELLMAX-1
2811   X=FLOOR(I/16)*16
2812   Y=FLOOR(I/16)
2813   FOR J=0 TO CELLSIZE-1
2814     L=CELL(I,J)
2815     H=FLOOR(L/256) AND 255
2816     L=L AND 255
2817     GPSET X+J*2 ,GCELLOY+Y,H
2818     GPSET X+J*2+1,GCELLOY+Y,L
2819   NEXT
2820 NEXT
2821
2822 ' ---
2823 GPAGE 0,PGT,PGT
2824
2825 ' --- text data
2826 ?".text"
2827 OY=GTEXTY:MX=MSGSIZE:ST=MX
2828 FOR I=0 TO MSGMAX-1
2829   C#=MSG$(I):GOSUB @PSETSTR
2830 NEXT
2831
2832 ' -----
2833 @INITWORK
2834 ' -----
2835
2836 ' --- work name
2837 ?".work"
2838 OY=GWORKY:MX=NAME SIZE:ST=MX
2839 FOR I=0 TO WORKMAX-1
2840   C#=WORKNAME$(I):GOSUB @PSETSTR
2841 NEXT
2842
2843 ' --- flag name
2844 ?".flag"
2845 OY=GFLAGY
2846 FOR I=0 TO FLAGMAX-1

```

```

8848 C$=FLAGNAME$(I):GOSUB @PSETSTR
8849 NEXT
8850
8851 '--- object data
8852 ?".object"
8853 OY=GOBJOY:ST=MX+8
8854 FOR I=0 TO OBJMAX-1
8855 '---
8856 C$=OBJNAME$(I):GOSUB @PSETSTR : '0-7
8857 X=X+MX
8858 '---
8859 N=OBJ(I,O_MSGIX):GOSUB @PSETW : '8,9
8860 N=OBJ(I,O_ANIMIX):GOSUB @PSETB : '10
8861 N=OBJ(I,O_HP):GOSUB @PSETB : '11
8862 N=OBJ(I,O_GOLD):GOSUB @PSETB : '12
8863 N=OBJ(I,O_FOOD):GOSUB @PSETB : '13
8864 N=OBJ(I,O_ATK):GOSUB @PSETB : '14
8865 N=OBJ(I,O_DEF):GOSUB @PSETB : '15
8866 '---
8867 NEXT
8868
8869 '--- animation data
8870 ?".animation"
8871 OY=GANIMOY:ST=MX+24
8872 FOR I=0 TO ANIMMAX-1
8873 '---
8874 C$=ANIMNAME$(I):GOSUB @PSETSTR : '0-7
8875 X=X+MX
8876 '---
8877 N=ANIM(I,A_PARENT)
8878 GOSUB @PSETB
8879 '
8880 D=ANIM(I,A_DIR)*16
8881 W=ANIM(I,A_WIDTH)*4
8882 H=ANIM(I,A_HEIGHT)
8883 N=D+W+H
8884 GOSUB @PSETB
8885 '
8886 C=ANIM(I,A_CHR)
8887 P=ANIM(I,A_PAL)*4096
8888 H=ANIM(I,A_H)*2048
8889 V=ANIM(I,A_V)*1024
8890 N=P+H+V+C
8891 GOSUB @PSETW
8892 '
8893 N=ANIM(I,A_HOMEX):GOSUB @PSETB
8894 N=ANIM(I,A_HOMEY):GOSUB @PSETB
8895 N=ANIM(I,A_ANGLE):GOSUB @PSETW
8896 N=ANIM(I,A_SCALEX):GOSUB @PSETB
8897 N=ANIM(I,A_SCALEY):GOSUB @PSETB
8898 N=ANIM(I,A_COLX)+64:GOSUB @PSETB
8899 N=ANIM(I,A_COLY)+64:GOSUB @PSETB
8900 N=ANIM(I,A_COLSX):GOSUB @PSETB
8901 N=ANIM(I,A_COLSY):GOSUB @PSETB
8902 N=ANIM(I,A_FLAG):GOSUB @PSETB
8903 N=ANIM(I,A_GROUP):GOSUB @PSETB
8904 N=ANIM(I,A_ACNT):GOSUB @PSETW
8905 N=ANIM(I,A_ETIME):GOSUB @PSETW
8906 N=ANIM(I,A_ALOOP):GOSUB @PSETW
8907 '---
8908 NEXT
8909
8910 RETURN
8911
8912 '-----
8913 @PSETW
8914 '-----
8915 GPSET X,Y,(N/256) AND 255
8916 X=X+1
8917 '---
8918 @PSETB
8919 GPSET X,Y,N AND 255
8920 X=X+1:RETURN

```

```

EEEE
EEEE '-----
EEEE @PSETSTR
EEEE '-----
EEEE S=FLOOR(256/ST)
EEEE X=FLOOR(I/S)*ST
EEEE Y=FLOOR(I/S)+OY
EEEE L=LEN(C$):C#=C$+"  *(MX-L)
EEEE FOR J=0 TO MX-1
EEEE   G=ASC(MID$(C$,J,1))
EEEE   GPSET X+J,Y,G
EEEE NEXT
EEEE RETURN
EEEE
EEEE '=====
EEEE @TMPSAVE
EEEE '=====
EEEE VISIBLE 1,1,0,0,0,1
EEEE GPAGE 0,0,0:GCLS 0
EEEE BGPAGE 0:SPPAGE 0:CLS
EEEE PNLTYPE "KYA"
EEEE ?"■save temporarily"
EEEE ?"- "*32;
EEEE
EEEE '--- save MAP/CELL
EEEE I$="save MAP&TEXT?(0=OK)"
EEEE GOSUB @BUTWAIT
EEEE IF BT!=16 THEN @TMPSVCOL
EEEE
EEEE '---
EEEE PRINT I$
EEEE 'COLREAD("GRP",32),R,G,B
EEEE 'COLSET "GRP",32,"080824"
EEEE GOSUB @COPY_W2G
EEEE SAVE FM$+"TMPMAP"
EEEE SAVE FT$+"TMPTXT"
EEEE COLSET "GRP",32,HEX$(R,2)+HEX$(G,2)+HEX$(B,2)
EEEE
EEEE '--- save COL
EEEE @TMPSVCOL
EEEE GPAGE 0,0,0
EEEE I$="save COL?(0=OK)"
EEEE GOSUB @BUTWAIT
EEEE IF BT!=16 THEN @TMPSVBG
EEEE '---
EEEE PRINT I$
EEEE SAVE"COL0:TMPCOL"
EEEE
EEEE '--- save BG0-BG3
EEEE @TMPSVBG
EEEE I$="save BGU0-BGU3?(0=OK)"
EEEE GOSUB @BUTWAIT
EEEE IF BT!=16 THEN @TMPSVSP
EEEE '---
EEEE PRINT I$
EEEE FOR I=0 TO 3
EEEE   C$=STR$(I)
EEEE   SAVE"BGU"+C$+" :TMPBG"+C$
EEEE NEXT
EEEE
EEEE '--- save SPU0-SPU7
EEEE @TMPSVSP
EEEE I$="save SPU0-SPU7?(0=OK)"
EEEE GOSUB @BUTWAIT
EEEE IF BT!=16 THEN @TMPSVEND
EEEE '---
EEEE PRINT I$
EEEE FOR I=0 TO 7
EEEE   C$=STR$(I)
EEEE   SAVE"SPU"+C$+" :TMPSP"+C$
EEEE NEXT
EEEE '---
EEEE @TMPSVEND

```

```

8000 VISIBLE 1,1,1,1,1,1
8000 PNLTYPE "OFF":CLS
8000 GOSUB @PUTINFO
8000 GOSUB @PUTGRID
8000 GOSUB @PUTATR
8000 GOSUB @PUTOBJ
8000 OLDDX=-1:GOSUB @PUTDLG
8000 RETURN
8000
8000
8000 ' ---
8000 @EOT
8000 I$="save SPU0-SPU7?(Y=OK)"
8000 GOSUB @BUTWAIT
8000 IF BT!=16 THEN @TMPSVEND
8000 ' ---
8000 PRINT I$
8000 FOR I=0 TO 7
8000   C$=STR$(I)
8000   SAVE"SPU"+C$+" :TMPSP"+C$
8000 NEXT
8000 ' ---
8000 @TMPSVEND
8000 VISIBLE 1,1,1,1,1,1
8000 PNLTYPE "OFF":CLS
8000 GOSUB @PUTINFO
8000 GOSUB @PUTGRID
8000 GOSUB @PUTATR
8000 GOSUB @PUTOBJ
8000 OLDDX=-1:GOSUB @PUTDLG
8000 RETURN
8000
8000
8000 ' ---
8000 @EOT

```

```

0'
E'MAP PLAYER
E'(C)SmileBoom Co.Ltd.
E'
ECLEAR:ACLS:ICONCLR
EVISIBLE 1,1,0,0,0,0
E
E'---
EGMAPOY = 0:GMAPSY =128
EGCELLOY=128:GCELLSY= 64
EGTEXTY= 0:GTEXTSY=128
EGWORKY=128:GWORKSY= 8
EGFLAGY=136:GFLAGSY= 8
EGOBJY =144:GOBJSY = 16
EGANIMOY=160:GANIMSY= 32
E'---
EGCELLMAX=1024
EGCELLSIZE=8
EGDIM CELL(CELLMAX,CELLSIZE)
E'---
EGNAME SIZE=8
EGMSGMAX=1024:MSGSIZE=32
EGDIM MSG$(MSGMAX)
E'---
EGANIMMAX=256
EGA_PARENT= 0:A_DIR = 1
EGA_WIDTH = 2:A_HEIGHT= 3
EGA_CHR = 4:A_PAL = 5
EGA_REVH = 6:A_REVV = 7
EGA_HOMEX = 8:A_HOMEY = 9
EGA_ANGLE =10:A_SCALEX=11
EGA_SCALEY=12:A_COLX =13
EGA_COLY =14:A_COLSX =15
EGA_COLSY =16:A_FLAG =17
EGA_GROUP =18:A_ACNT =19
EGA_ETIME =20:A_ALOOP =21
EGANIMSIZE=22
EGDIM ANIM(ANIMMAX,ANIMSIZE)
EGDIM ANIMNAME$(ANIMMAX)
E'---
EGOBJMAX=256
EGO_MSGIX =0:O_ANIMIX=1
EGO_HP =2:O_GOLD =3
EGO_FOOD =4:O_ATK =5
EGO_DEF =6
EGOBJSIZE =7
EGDIM OBJ(OBJMAX,OBJSIZE)
EGDIM OBJNAME$(OBJMAX)
E'---
EGWORKMAX=256
EGDIM WORKNAME$(WORKMAX)
E'---
EGFLAGMAX=256
EGDIM FLAGNAME$(FLAGMAX)
E
E'---
EGPGM=2:'map ランカイサキ
EGPGT=3:'text/obj/anim ランカイサキ
EGFM$="GRP"+STR$(PGM)+": "
EGFT$="GRP"+STR$(PGT)+": "
EG
E'--- initialize
EGBT=0:PR=0
EGMPOX=0:MPOY=0:MPWAIT=16
EGMPSX=16*8:MPSY=16*8
EGGOSUB @INITMAP
EG
E'--- back layer

```

```

EE LAYER=1
EE FOR BY=0 TO 1
EE   FOR BX=0 TO 1
EE     MPOX=MPSX-32+BX*16
EE     MPOY=MPSY-32+BY*16
EE     GOSUB @PUTMAP
EE   NEXT
EE NEXT
EE
EE '--- front layer
EE MPOX=0:MPOY=0
EE LAYER=0:GOSUB @PUTMAP
EE
EE '---
EE VISIBLE 1,1,1,1,1,1
EE LOCATE 0,22
EE ? "Ⓜ(move) 00000000(change wait)";
EE
EE '=====
EE @MAIN 'マイソルブ
EE '=====
EE BN=BUTTON<>
EE GOSUB @MOVE
EE '---
EE LOCATE 0,23
EE ? "x:";MPOX;" y:";MPOY;" ";
EE ? "wait:";MPWAIT;
EE ? " ";
EE '---
EE VSYNC 1
EE GOTO @MAIN
EE
EE '=====
EE @MOVE
EE '=====
EE I=BGCHK<0> AND 1
EE IF I!=0 THEN RETURN
EE '---
EE IF BN AND 16 THEN MPWAIT=1
EE IF BN AND 32 THEN MPWAIT=2
EE IF BN AND 64 THEN MPWAIT=4
EE IF BN AND 128 THEN MPWAIT=8
EE IF BN AND 256 THEN MPWAIT=16
EE IF BN AND 512 THEN MPWAIT=32
EE '---
EE VX=0:VY=0
EE IF BN AND 1 THEN VY=VY-1:MY=0
EE IF BN AND 2 THEN VY=VY+1:MY=11
EE IF BN AND 4 THEN VX=VX-1:MX=0
EE IF BN AND 8 THEN VX=VX+1:MX=15
EE IF (VX OR VY)=0 THEN RETURN
EE '---
EE W=MPSX-16:H=MPSY-12
EE X=MPOX+VX:Y=MPOY+VY
EE IF X<0 THEN X=0
EE IF X>W THEN X=W
EE IF Y<0 THEN Y=0
EE IF Y>H THEN Y=H
EE MPOX=X:MPOY=Y
EE '---
EE IF VX!=0 THEN X=MX:Y=0:GOSUB @PUTMV
EE IF VY!=0 THEN X=0:Y=MY:GOSUB @PUTMH
EE '---
EE X=MPOX*16:Y=MPOY*16
EE BGOF5 0,X,Y,MPWAIT
EE BGOF5 1,X/4,Y/4,MPWAIT
EE RETURN
EE

```

```

DEF ? =====
DEF @PUTMAP
DEF ? =====
DEF BGPAGE 0
DEF FOR X=0 TO 15
DEF OX=MPOX+X:OY=MPOY
DEF FOR Y=0 TO 15
DEF GOSUB @PUTCELL:OY=OY+1
DEF NEXT
DEF NEXT
DEF RETURN
DEF
DEF ? -----
DEF @PUTMH
DEF ? -----
DEF OX=MPOX:OY=MPOY+Y
DEF FOR X=0 TO 15
DEF GOSUB @PUTCELL:OX=OX+1
DEF NEXT
DEF RETURN
DEF
DEF ? -----
DEF @PUTMV
DEF ? -----
DEF OX=MPOX+X:OY=MPOY
DEF FOR Y=0 TO 11
DEF GOSUB @PUTCELL:OY=OY+1
DEF NEXT
DEF RETURN
DEF
DEF ? -----
DEF @PUTCELL
DEF ? -----
DEF IF OX<0 THEN RETURN
DEF IF OX>127 THEN RETURN
DEF IF OY<0 THEN RETURN
DEF IF OY>127 THEN RETURN
DEF
DEF ? --- GRPカウCELLハツゴウヲイル
DEF GPAGE 0,PGM,0
DEF I=OX*2:J=OY*2
DEF O=GSPDIT(I,OY)
DEF M=(O AND 3)*256
DEF M=M+GSPDIT(I+1,OY)
DEF
DEF ? --- ハイヂOBJハツゴウ
DEF O=FLOOR(O/4)
DEF
DEF ? --- BGヘヒョウシ
DEF WX=I AND 63
DEF WY=J AND 63:Y1=WY
DEF BGPUT LAYER,WX,WY,CELL(M,0)
DEF X1=(WX+1) AND 63
DEF BGPUT LAYER,X1,WY,CELL(M,1)
DEF Y1=(WY+1) AND 63
DEF BGPUT LAYER,WX,Y1,CELL(M,2)
DEF BGPUT LAYER,X1,Y1,CELL(M,3)
DEF RETURN
DEF
DEF ? =====
DEF @INITMAP
DEF ? =====
DEF ? "・loading"?
DEF SYSBEEP=FALSE
DEF
DEF ? ---
DEF N$="COL0:TMPCOL"
DEF ? " -" ;N$

```

```

BGPAGE 0:LOAD"COL0:TMPCOL",FALSE
BGPAGE 1:LOAD"COL0:TMPCOL",FALSE
BGL
BGL' ---
BGL?" -BGU(" ;
BGLFOR I=0 TO 3
BGLN$="BGU"+STR$(I)+":TMPBG"+STR$(I)
BGL? I;:BGPAGE 0:LOAD N$,FALSE
BGLNEXT
BGL?" )"
BGL
BGL' ---
BGL?" -SPU(" ;
BGLFOR I=0 TO 7
BGLN$="SPU"+STR$(I)+":TMPSP"+STR$(I)
BGL? I;:SPPAGE 0:LOAD N$,FALSE
BGLNEXT
BGL?" )"
BGL
BGL' ---
BGLGPAGE 0,PGM,PGM
BGLN$=FM$+"TMPMAP":?" -";N$
BGLLOAD N$,FALSE
BGL
BGL' ---
BGLGPAGE 0,PGT,PGT
BGLN$=FT$+"TMPTXT":?" -";N$
BGLLOAD N$,FALSE
BGL
BGL' ---
BGLPRINT
BGLSYSBEEP=TRUE
BGL
BGL' -----
BGL?" *copy":?
BGL' ---
BGL?" -CELL(" ;
BGLGPAGE 0,PGM,0
BGLOY=GCELLOY
BGLFOR I=0 TO CELLMAX-1
BGLIF (I%64)==0 THEN ?". " ;
BGLX=FLOOR(I%16)*16
BGLY=FLOOR(I/16)
BGLFOR J=0 TO CELLSIZE-1
BGLH=GSPOIT(X+J*2,OY+Y)
BGLL=GSPOIT(X+J*2+1,OY+Y)
BGLCELL(I,J)=H*256+L
BGLNEXT
BGLNEXT
BGL?" )"
BGL' ---
BGL?" -TEXT(" ;
BGLGPAGE 0,PGT,0
BGLOY=GTEXTTOY:MX=MSGSIZE:ST=MX
BGLFOR I=0 TO MSGMAX-1
BGLIF (I%64)==0 THEN ?". " ;
BGLGOSUB @SPOITSTR:MSG$(I)=C$
BGLNEXT
BGL?" )"
BGL' ---
BGL?" -WORKNAME"
BGLOY=GWORKOY:MX=NAME SIZE:ST=MX
BGLFOR I=0 TO WORKMAX-1
BGLGOSUB @SPOITSTR:WORKNAME$(I)=C$
BGLNEXT
BGL' ---
BGL?" -FLAGNAME"
BGLOY=GFLAGOY

```

```

FOR I=0 TO FLAGMAX-1
GOSUB @SPOITSTR:FLAGNAME$(I)=C$
NEXT
' ---
?" -OBJECT"
OY=GOBJOY:ST=MX+8
FOR I=0 TO OBJMAX-1
' ---
GOSUB @SPOITSTR
OBJNAME$(I)=C$
X=X+MX
' ---
GOSUB @SPOITW:OBJ(I,O_MSGIX)=N
GOSUB @SPOITB:OBJ(I,O_ANIMIX)=N
GOSUB @SPOITB:OBJ(I,O_HP)=N
GOSUB @SPOITB:OBJ(I,O_GOLD)=N
GOSUB @SPOITB:OBJ(I,O_FOOD)=N
GOSUB @SPOITB:OBJ(I,O_ATK)=N
GOSUB @SPOITB:OBJ(I,O_DEF)=N
' ---
NEXT
' ---
?" -ANIMATION"
OY=GANIMOY:ST=MX+24
FOR I=0 TO ANIMMAX-1
' ---
GOSUB @SPOITSTR:ANIMNAME$(I)=C$
X=X+MX
' ---
GOSUB @SPOITB
ANIM(I,A_PARENT)=N
GOSUB @SPOITB
ANIM(I,A_DIR) =(N/16) AND 3
ANIM(I,A_WIDTH) =(N/4) AND 3
ANIM(I,A_HEIGHT)=N AND 3
GOSUB @SPOITW
ANIM(I,A_PAL)=(N/4096) AND 15
ANIM(I,A_H) =(N/2048) AND 1
ANIM(I,A_V) =(N/1024) AND 1
ANIM(I,A_CHR)=N AND &H3FF
GOSUB @SPOITB:ANIM(I,A_HOMEX)=N
GOSUB @SPOITB:ANIM(I,A_HOMEY)=N
GOSUB @SPOITW:ANIM(I,A_ANGLE)=N
GOSUB @SPOITB:ANIM(I,A_SCALEX)=N
GOSUB @SPOITB:ANIM(I,A_SCALEY)=N
GOSUB @SPOITB:ANIM(I,A_COLX)=N-64
GOSUB @SPOITB:ANIM(I,A_COLY)=N-64
GOSUB @SPOITB:ANIM(I,A_COLSX)=N
GOSUB @SPOITB:ANIM(I,A_COLSY)=N
GOSUB @SPOITB:ANIM(I,A_FLAG)=N
GOSUB @SPOITB:ANIM(I,A_GROUP)=N
GOSUB @SPOITW:ANIM(I,A_ACNT)=N
GOSUB @SPOITW:ANIM(I,A_ETIME)=N
GOSUB @SPOITW:ANIM(I,A_ALOOP)=N
' ---
NEXT
' ---
CLS
RETURN
' -----
@SPOITW
' -----
N=GSPoit(X,Y)
X=X+1
' ---
@SPOITB
N=GSPoit(X,Y)

```

```
END X=X+1:RETURN
END
END '-----
END @SPOITSTR
END '-----
END S=FLOOR(256/ST)
END X=FLOOR(I%ST)*ST
END Y=FLOOR(I/S)+OY
END C$=""
END FOR J=0 TO MX-1
END G=GSPoit(X+J,Y)
END IF G=0 THEN G=ASC(" ")
END C$=C$+CHR$(G)
END NEXT
END RETURN
END GOTO @FCEND
END
```