This is a USER program. Other than requiring that it conform to submittal and review standards, no quality control has been imposed upon this program by DECUS.

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Jet Ambush is a C.R.T. game program designed to run on series 8 and 12 computers. It is intended that the user write his own plot routine for his own C.R.T., however, it comes with a PDP-12 C.R.T. control. It creates a 64x64 display and the plot routine can scale it to the C.R.T. size. The game tests the user's skill at shooting down jets which appear randomly over a hillside; Control is through the switch register; The initial dialog explains how to play.

-PLOT ROUTINE-

The plot routine is called via a JMS PLOT and has the coordinates in the AC when called:

LEFT 6 BITS = X
RIGHT 6 BITS = Y

Here is how it's done: (on the PDP-12)

```
DIS=140
LINC=6141
PDP=2
AUTO5=15
CRLF=105
MASK=65
M100=162

*121
PLOT, 0
M1000, NOP
DCA CRLF
TAD CRLF
AND M100
CLL RTR
RTR
DCA AUTO5
TAD CRLF
AND MASK
CLL RTL
JMP I .+1
270

*270
LINC
DIS AUTO5
PDP
CLA CLL
0;0;0

*1070
0;0;0;0
0;0;0;0
```

/DISPLAY COMMAND ON 12.
/GO TO LINC MODE.
/GO TO 8 MODE.
/STORAGE.
/STORAGE.
/CONTENTS=0077
/CONTENTS=7700

/DO NOT CHANGE !!!
/DO NOT CHANGE !!!
/SAVE COORDINATES.

/SCALE X UP TO 256.
/SAVE X

/SCALE Y UP TO 256.
/Y IN AC.
/OUT OF ROOM.

/GO TO LINC MODE
/DISPLAY
/RETURN TO 8 MODE
/MUST EXIT WITH CLEARED AC & L.
/SPARE ROOM
/SPARE ROOM