

DECUS NO.

8-700

TITLE

JET AMBUSH

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COMPANY

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SOURCELANGUAGE

PAL III

## ATTENTION

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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-

0;0;0;0

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

LEFT 6 BITS = XRIGHT 6 BITS = Y

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

```
DIS=140
                               /DISPLAY COMMAND ON 12.
LINC=6141
                               /GO TO LINC MODE.
PDP=2
                               /GO TO 8 MODE.
AUTO5=15
                               /STORAGE.
CRLF=105
                               /STORAGE.
MASK=65
                               /CONTENTS=0077
M100 = 162
                               /CONTENTS=7700
*121
PLOT,
                               /DO NOT CHANGE !!!
M1000, NOP
                               /DO NOT CHANGE !!!
       DCA CRLF
                               /SAVE COORDINATES.
       TAD CRLF
       AND M100
       CLL RTR
                               /SCALE X UP TO 256.
       RTR
       DCA AUTO5
                               /SAVE X
       TAD CRLF
       AND MASK
                               /SCALE Y UP TO 256.
       CLL RTL
                               /Y IN AC.
       JMP I .+1
                               /OUT OF ROOM.
       270
*270
       LINC
                               /GO TO LINC MODE
       DIS AUTO5
                               /DISPLAY
       PDP
                              /RETURN TO 8 MODE
                              /MUST EXIT WITH CLEARED AC & L.
       CLA CLL
       0;0;0
                              /SPARE ROOM
*1070
       0:0:0:0
                              /SPARE ROOM
```