

## Commodore 128 Specific Entries

Below are all of the results for all of the Commodore 128 entries into the Commodore FREE One Liners competition 2013. There are other entries that will, by design or accident, work with the C128; these are listed in the 'All format' entries.

Please accept my apologies for the extreme lateness of these results. This must not reflect badly on Nigel Parker or Commodore FREE as the fault is entirely at my door. The final complete list will be published in an upcoming issue of Commodore FREE. All ratings out of five (minimum one star).

Name: Confetti OL

Author: WTE

Notes: For 40 Columns mode.

This is a simple animation that looks like colourful confetti, inspired by a mini demo (or "micro demo") Konfetti which is available on WTE's blog at [blog.c128.net/?s=kconfetti](http://blog.c128.net/?s=kconfetti). This is re-factored for this competition and was downwardly compatible for the C16. This is the genuine one-liner version. The two-liner edition is below.

Type: One-liner

Originality: \*\*

A fairly nice animation, taking advantage of the way that the C128 screen is handled.

Technical: \*\*

Pretty tidy use of BASIC 7. Some more obfuscation from the two-liner edition, so it is a few clicks quicker.

Documentation: \*\*\*

WTE has documented all of his programs really well, in this case referencing the original for you to peruse.

Fun rating: \*\*


Pretty nice to watch.

Overall: \*\*

A nice colourful PETSCII demo.

Listing:

```
1 I$=CHR$(19)+CHR$(27)+'I':
C=55296:COLOR0,2:
COLOR4,2:
GRAPHIC0,1:
FORI=1TO50:
P=RND(1)*800:
POKE1024+P,81:
POKEC+P,I:NEXT:
FORI=0TO256:
PRINTI$;;
FORJ=1TO3:
P=RND(1)*40:
POKE1024+P,81:
POKEC+P,I+JAND255:NEXT:I=IAND255:NEXT
```



Name: Confetti TL

Author: WTE

Notes: For 40 Columns mode.

This is a simple animation that looks like colourful confetti, inspired by a mini demo (or "micro demo") Konfetti which is available on WTE's blog at [blog.c128.net/?s=kconfetti](http://blog.c128.net/?s=kconfetti). This is re-factored for this competition and was downwardly compatible for the C16. This is available as a genuine one-liner.

Type: Two-liner

Originality: \*\*

A fairly nice animation, taking advantage of the way that the C128 screen is handled.

Technical: \*\*

Pretty tidy use of BASIC 7. Opts for 'for/next' rather than 'while' loops.

Documentation: \*\*\*

WTE has documented all of his programs really well, in this case referencing the original for you to peruse.

Fun rating: \*\*  
Pretty nice to watch.  
Overall: \*\*  
A nice colourful PETSCII demo.

Listing:

```
10 I$=CHR$(19)+CHR$(27)+"I":C=55296:
COLOR0,2:COLOR4,2:GRAPHIC0,1:
FORI=1TO50:P=RND(1)*800:POKE1024+P,81:
POKEC+P,I:NEXT
20 FORI=0TO256:PRINTI$;:FORJ=1TO3:
P=RND(1)*40:POKE1024+P,81:
POKEC+P,I+JAND255:NEXT:I=IAND255:NEXT
```

Name: Primes OL

Author: Hydrophilic/WTE

Notes: For 40/80 Columns mode.

An interesting problem for all programmers is working out prime numbers, ie, an integer number that is only divisible evenly by one or itself. So, seven is a prime number and nine is not (because nine can be divided evenly into one, three and itself). This negates rounding errors with Commodore BASIC to work out each prime number in a sequence from the smallest true prime number.

Type: One-liner

Originality: \*\*

Others are credited with this, with the bulk of the maths and logic done by Hydrophilic.

Technical: \*\*

Works around the problems with number of type INT in Commodore BASIC to work out the next prime number in the sequence.

Documentation: \*\*\*

Good list of credits and sources listed.

Fun rating: \*\*

Something quite interesting for mathematicians, so it's fun if you like maths.

Overall: \*\*\*

A good team effort.

Listing:

```
1 E=2↑-24:I=1:J=1:PRINT"#1 :",2:DO:
I=I+2:D=3:S=SQR(I):P=1:DOWHILED<=S:
Q=I/D:IFABS(QINT(Q))<E THENP=0:EXIT:
ELSE D=D+2:LOOP:IFPT THENJ=J+1:
PRINT"#J":",I:LOOP:ELSELOOP
```

Name: Lame Game

Author: Robert Willie

Notes: For 40 Columns mode.

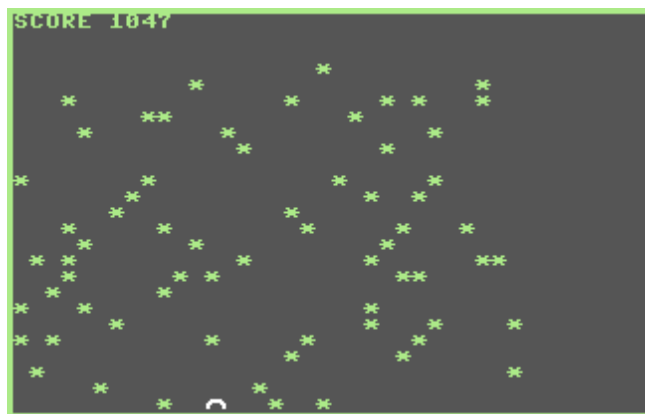
This is a simple 'avoid-em-up' type game, requiring joystick movements left or right. A sprite is drawn to the bottom of the screen, and the task is to avoid the stars, which are scrolled downwards which uses the way the C128 BASIC writes a new line to the screen; essentially, it will 'insert' a line and push those below one row down. The score is updated for each row of stars navigated, increasing by three points.

Type: Two-liner

Originality: \*\*

Similar to the Skiing type games, but turned on its head. Some nice use of the enhanced BASIC 7 instructions, including sprite and joystick handling.

Technical: \*\*



Sticks within the limits of BASIC without digging beneath the surface. Takes advantage of how the C128 kernal writes to the screen (ie, it will insert a line of text rather than over-writing as the text that is there).

Documentation: \*\*

This game includes a back-story as well as some information about how the game works.

Fun rating: \*\*

Not bad, but a bit slow. Can be sped up using an emulator.

Overall: \*\*

Not as lame as the game title suggests.

Listing:

```
10 IFRTHENEND:ELSER=1:GRAPHIC1,1:
CHAR1,0,0,"^":SSHAPEAS,0,0,23,20:
SPRSAVAS,1:GRAPHIC0,1:SPRITE1,1,2:
X=24+160:Y=240:COLLISION2,10:
K$="..[ ][ ].[ ][ ]":B=32:K=10:F=666:S=F:
D$="5"+CHR$(27)+"WSCORE"
20 DO:GETA$:POKE208,0:J=JOY(2)OR
INSTR(K$,A$):DX=-(J>1ANDJ<5)+(J>5):
X=X+9*DX:MOUSPR1,X,Y:PRINTD$:
S-F:L=LOG(LOG(S))/1.85:S=S+3:
FORC=1TO39:PRINTCHR$(B+K*
INT(L*RND(1)))::NEXT:LOOP
```

Name: Lab 128

Author: Lightfoot

Notes: Another random maze generator for 40 columns mode

It is a maze program with a difference from others: firstly, it uses the bitmap mode of the C128, and secondly, it generates one that can potentially be solved.

Type: Two-liner

Originality: \*\*\*

A good idea, taking advantage (or as is suggested in the notes, misuses) some of the C128's commands, including entering the machine code monitor to somehow return to BASIC.

Technical: \*\*\*\*

Although the notes state that this is not pure basic, it still uses all of the in-built functionality of the 128.

Documentation: \*\*\*\*

A good explanation of everything that's happening.

Fun rating: \*\*

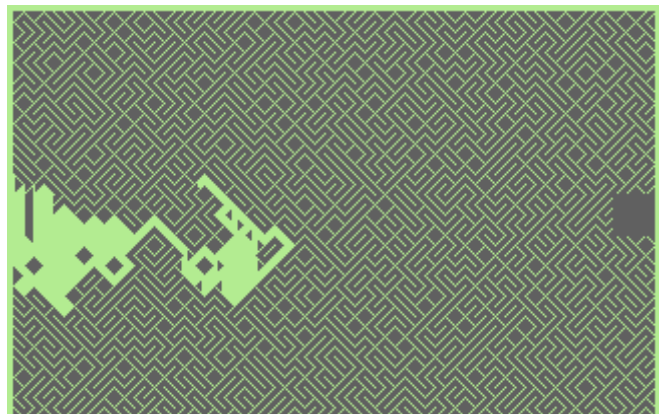
Like other maze generators, can be hypnotic to watch. Good to see the solving algorithm in action.

Overall: \*\*\*

A great improvement on the classic random maze generator, making use of the in-built features of the 128.

Listing:

```
0 IFQ=0THENQ=1:G=5:GRAPHIC1,1:
FORY=0TO199STEPG:FORX=0TO319STEPG:R=RND
(1)<.5:DRAW,X-R*G,YTO+G+R*G*2,+G:NEXTX,Y:
BOX0,0,90,19,110,,1:BOX0,299,90,319,110,,
1:PRINT"000000T2000 3FFF 600000X00G0S":
FORI=0TO2:POKE842+I,13:NEXTI:POKE208,3:
MONITOR:ELSEPAINT,0,99:LOCATE319,99:
IFRDOT(2)=0THENRUN
```



Name: Byte Me 128

Author: Lightfoot

Notes: A two-player Snake game for 40 columns mode

Take on a human opponent in this version of the classic Snake game.

Type: One-liner

Originality: \*\*\*

This is quite a nice idea to bring a playable game into a single line of BASIC 7.

Technical: \*\*\*

Nicely done, accepting all eight directions without a problem. Would also make a good Etch-a-sketch simulator.

Documentation: \*\*\*\*

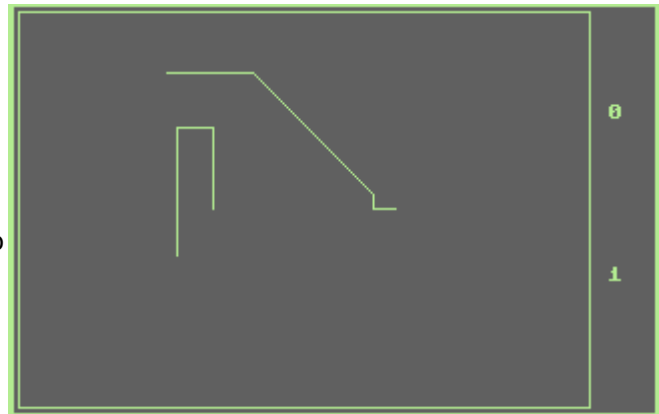
The accompanying text is very clearly written with a good amount of detail.

Fun rating: \*\*\*

A pretty good mini-game, although head-on crashes favour one player over the other.

Overall: \*\*\*

A fun mini-game for those competitive types out there. The code could be recycled into an Etch-a-Sketch simulator.



Listing:

```
0 IFQ=0THENQ=1:G=5:GRAPHIC1,1:
FOR Y=0 TO 199 STEP G:FOR X=0 TO 319 STEP G:R=RND
(1)<.5:DRAW,X-R*G,Y TO +G+R*G*2,+G:NEXT X,Y:
BOX0,0,90,19,110,,1:BOX0,299,90,319,110,,
1:PRINT"0000000T2000 3FFF 600000x00G0S":
FOR I=0 TO 2:POKE842+I,13:NEXT I:POKE208,3:
MONITOR:ELSE PAINT,0,99:LOCATE319,99:
IF RDOT(2)=0 THEN RUN
```

