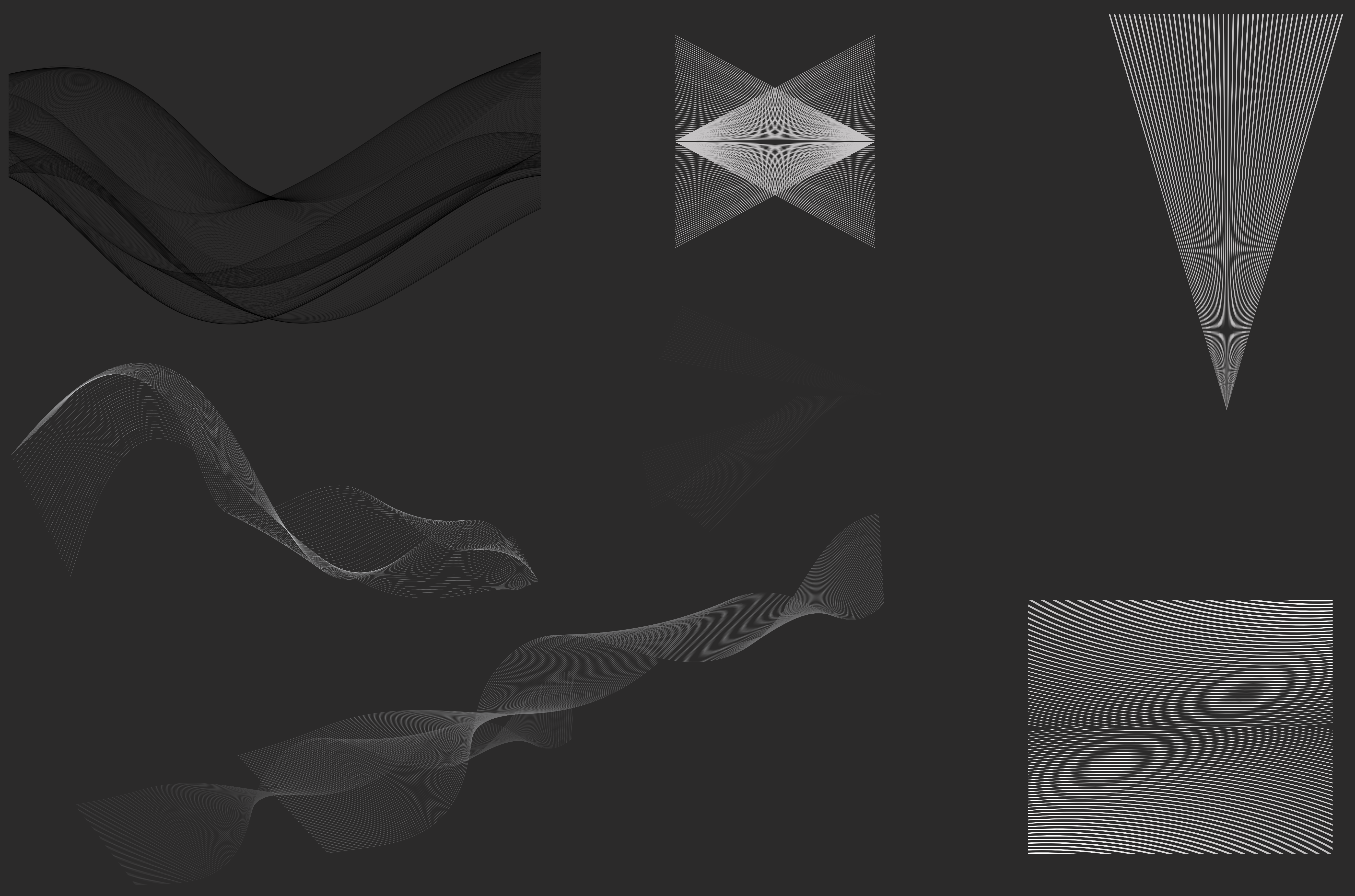
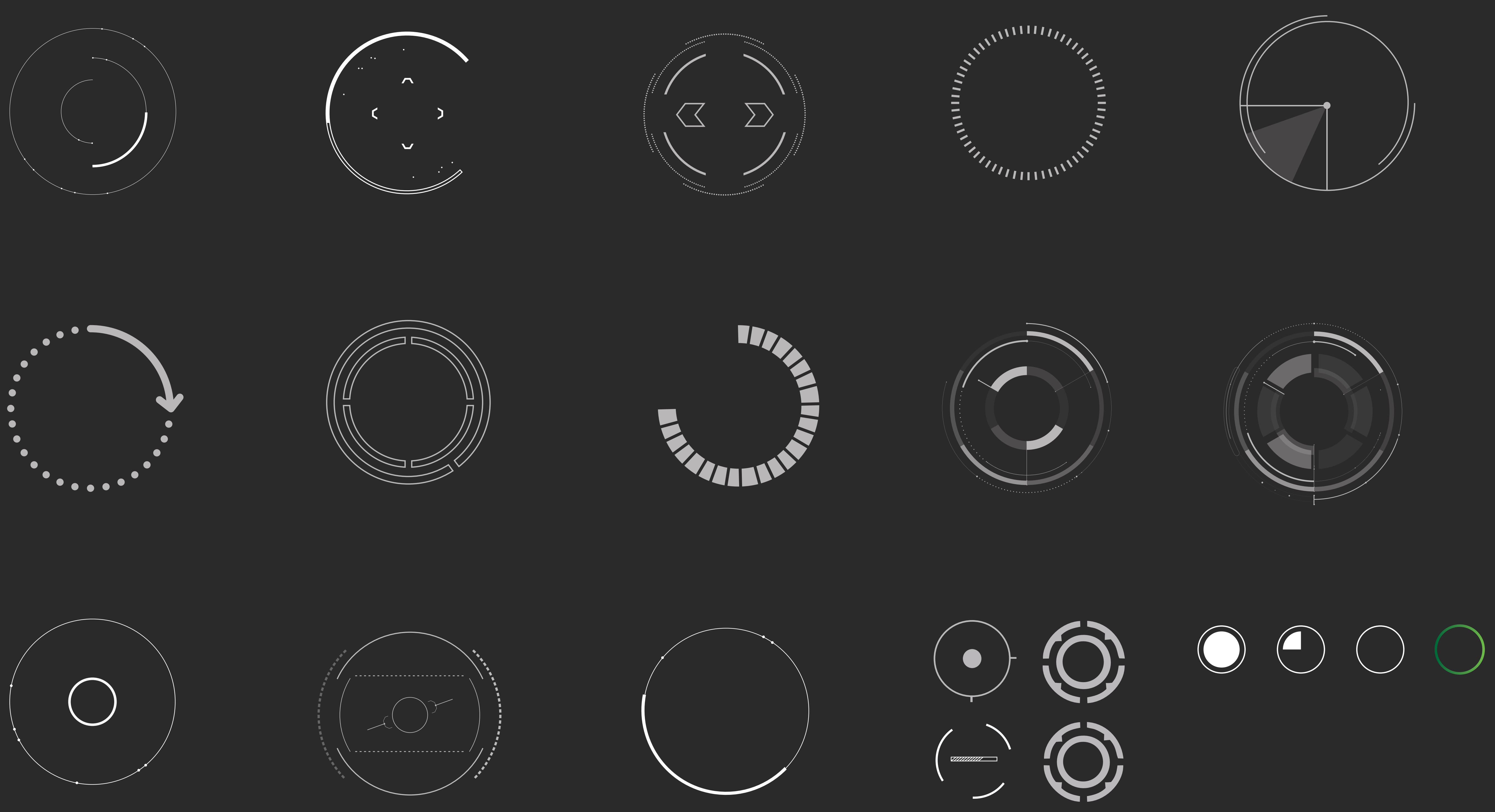
MESHES

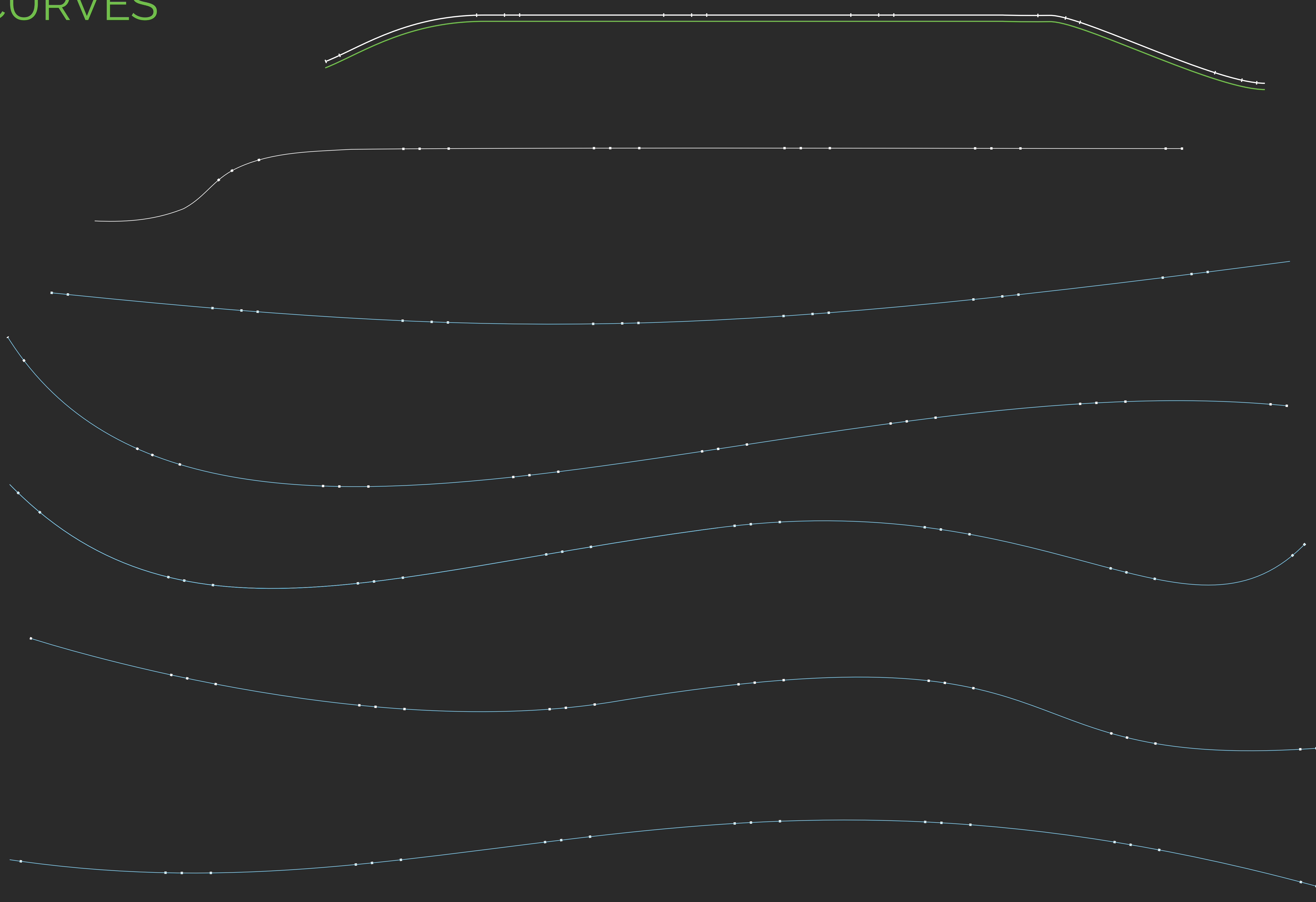


HEXAGONS

CIRCLES

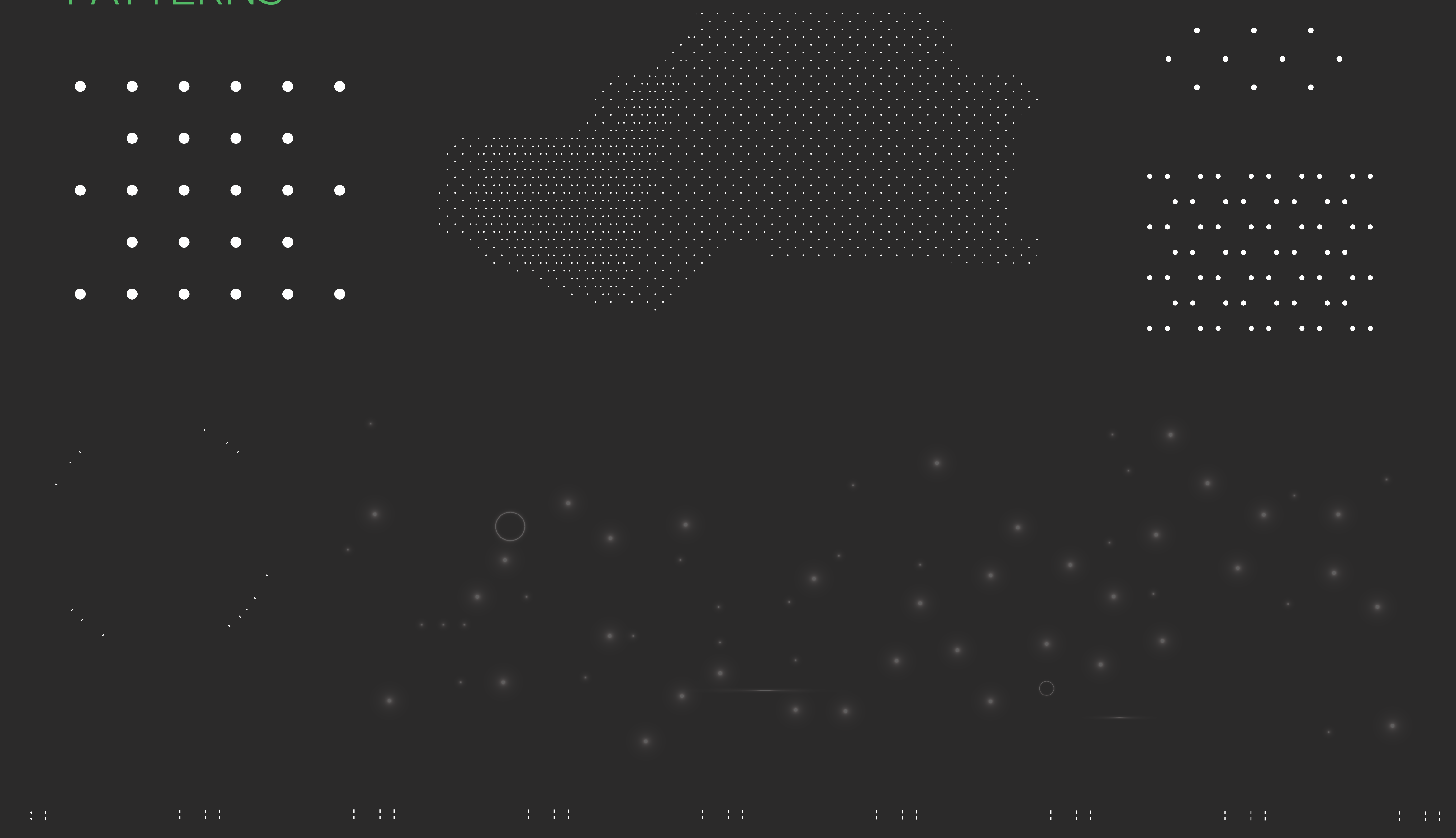


CURVES



FRAMES

PATTERNS



BORDER ELEMENTS

FONT

ROBOTO MONO THIN

ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

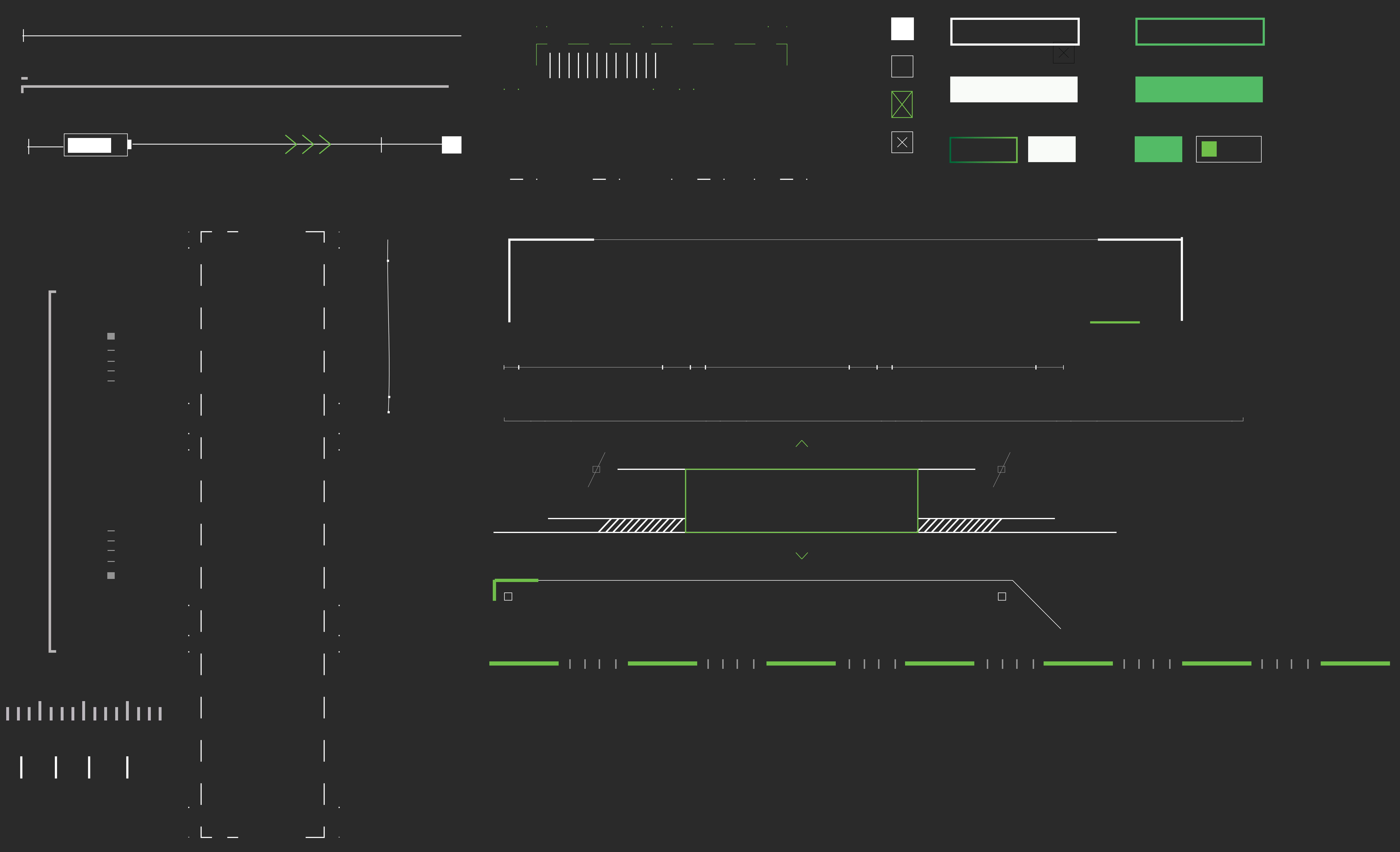
ROBOTO MONO REGULAR

ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

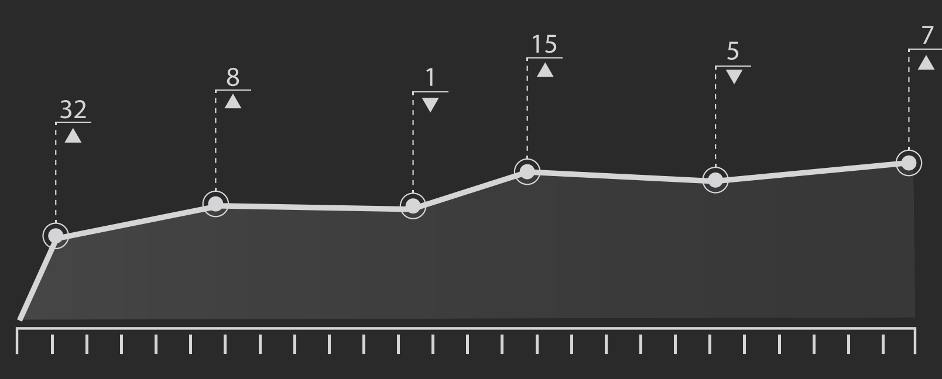
ROBOTO MONO BOLD

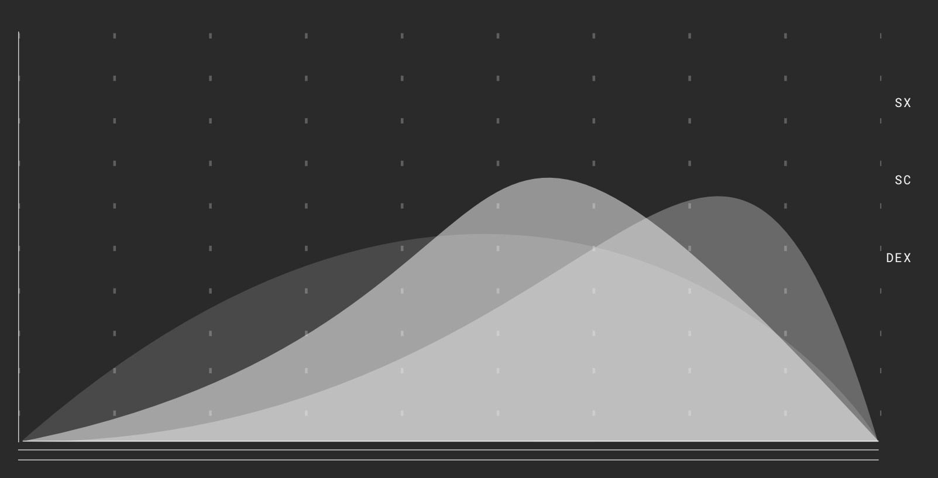
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

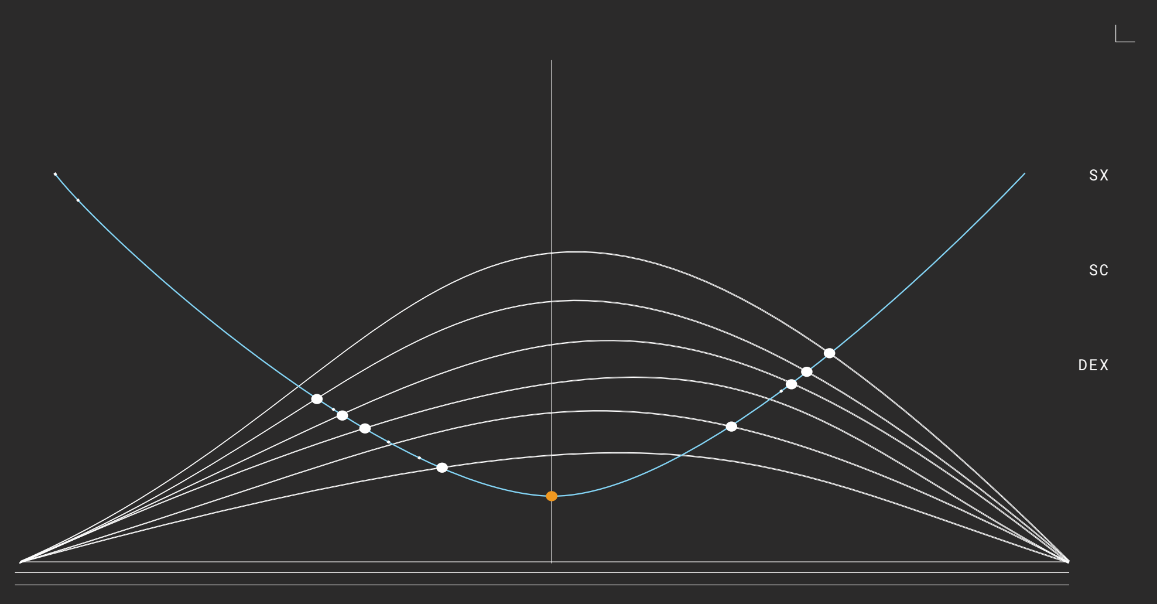
LINES AND BOXES

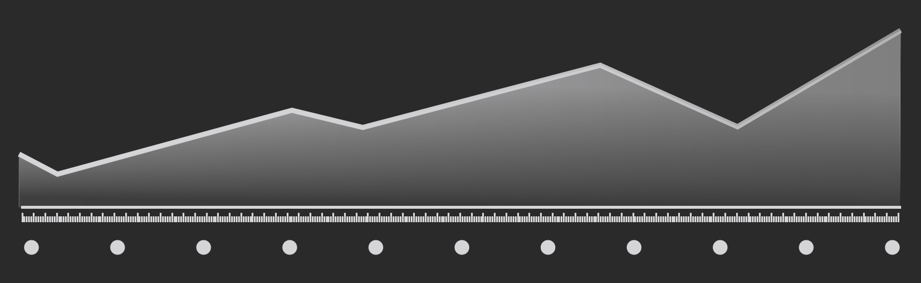


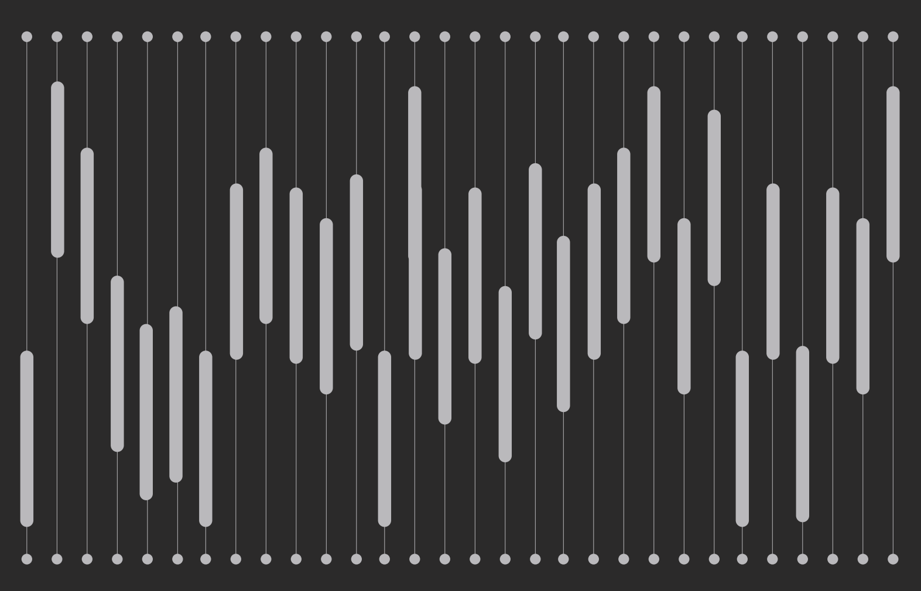
GRAPHS

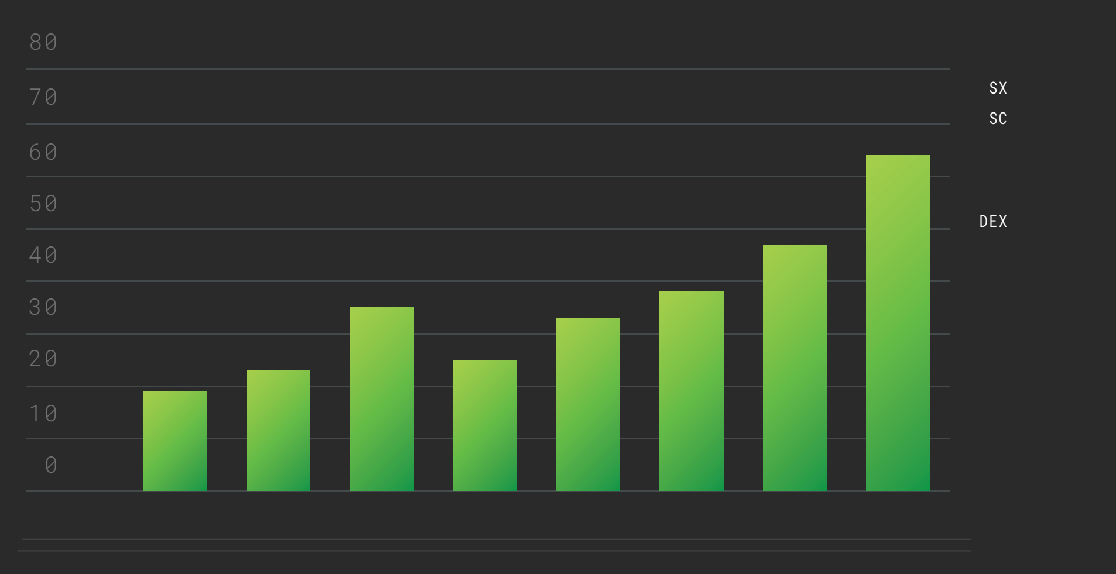


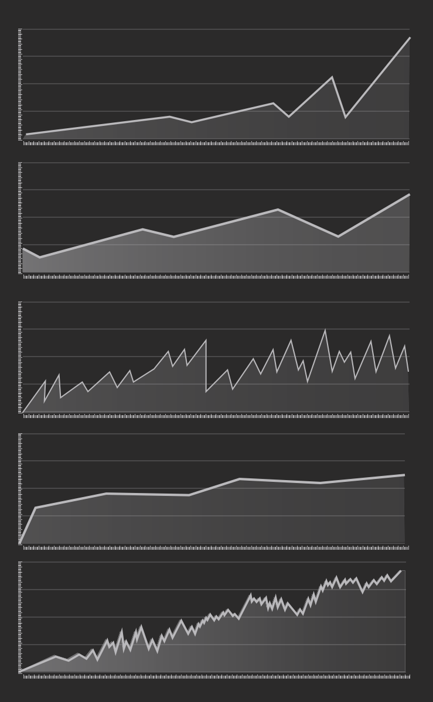


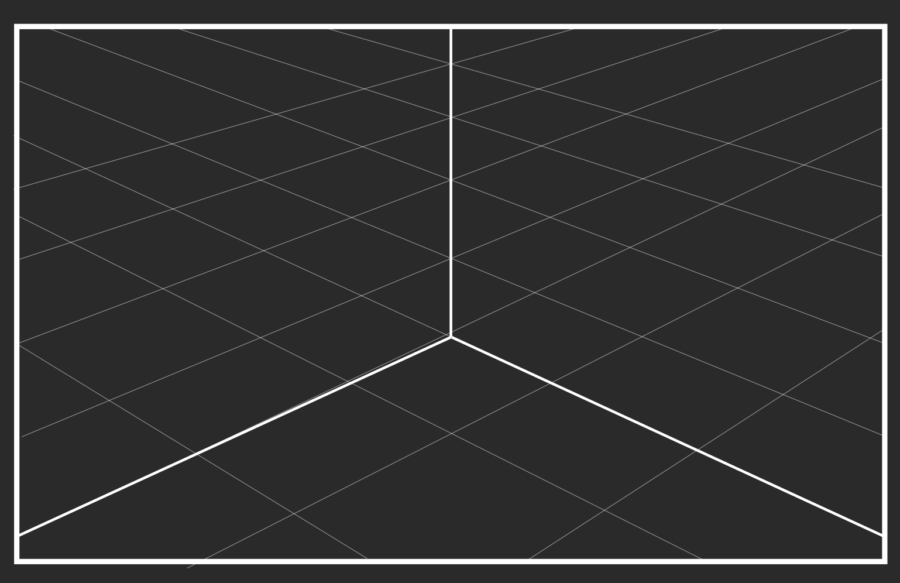


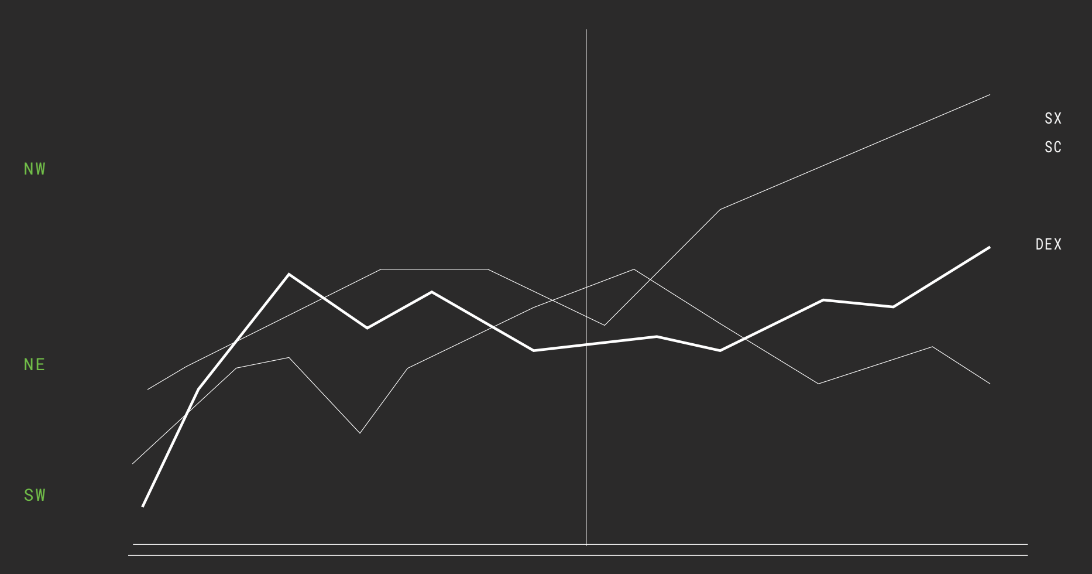




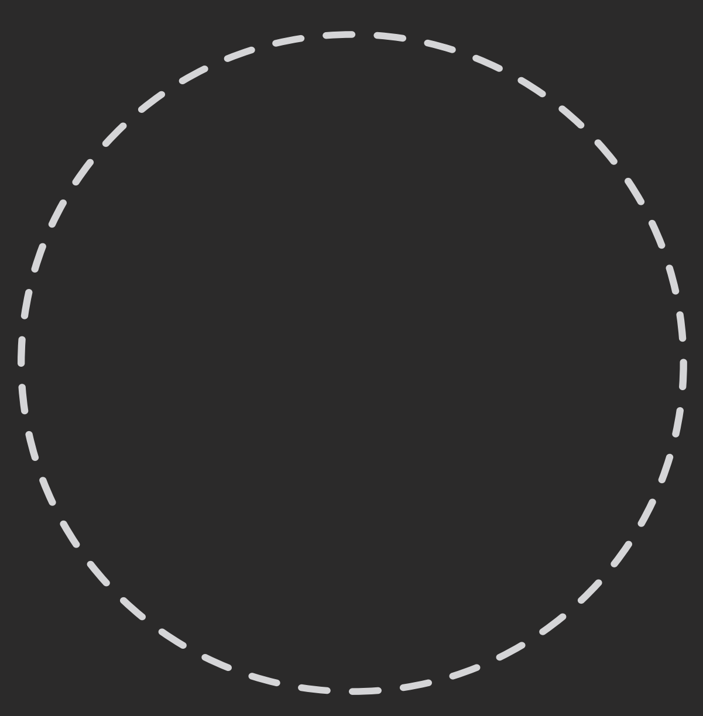


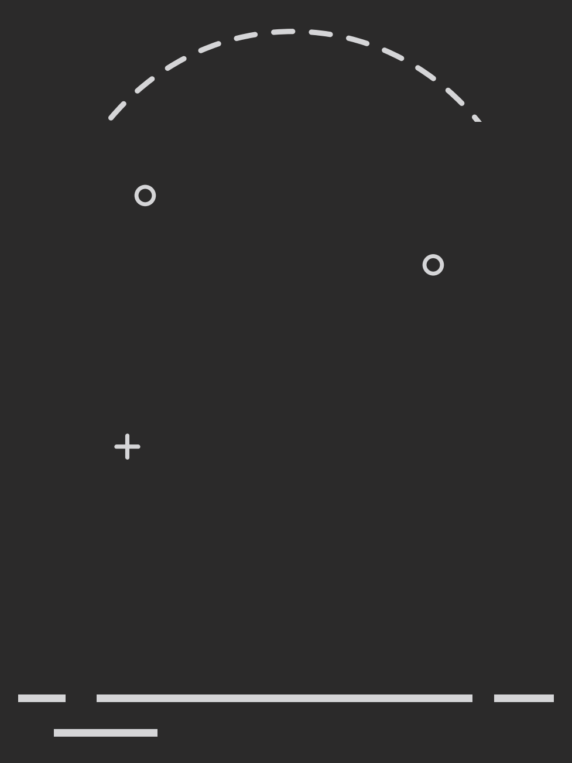


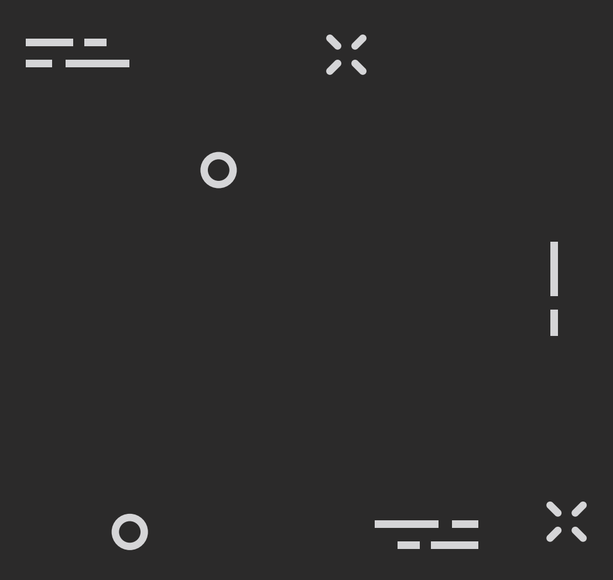




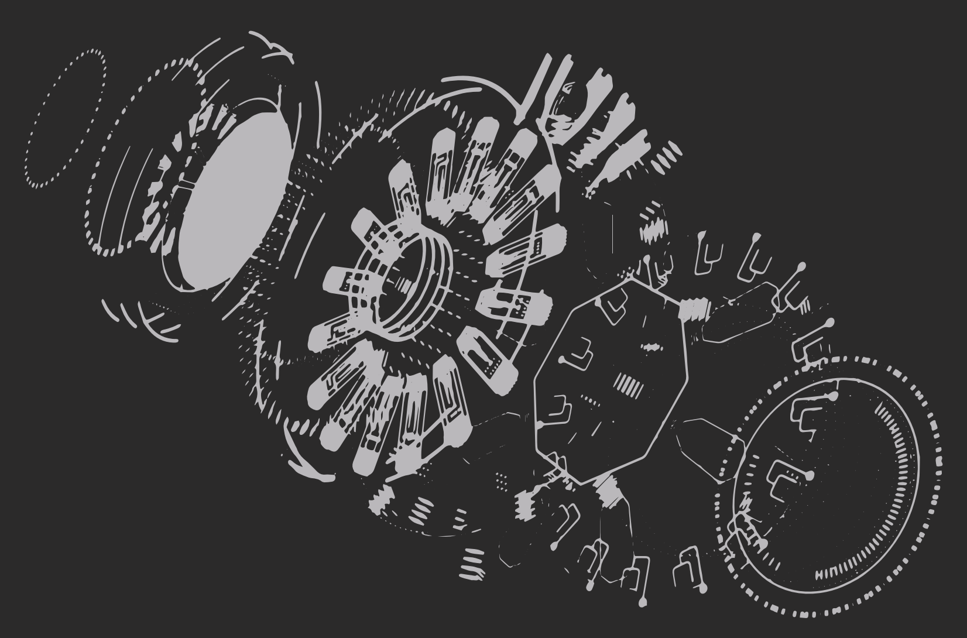
ICON FILIGRE

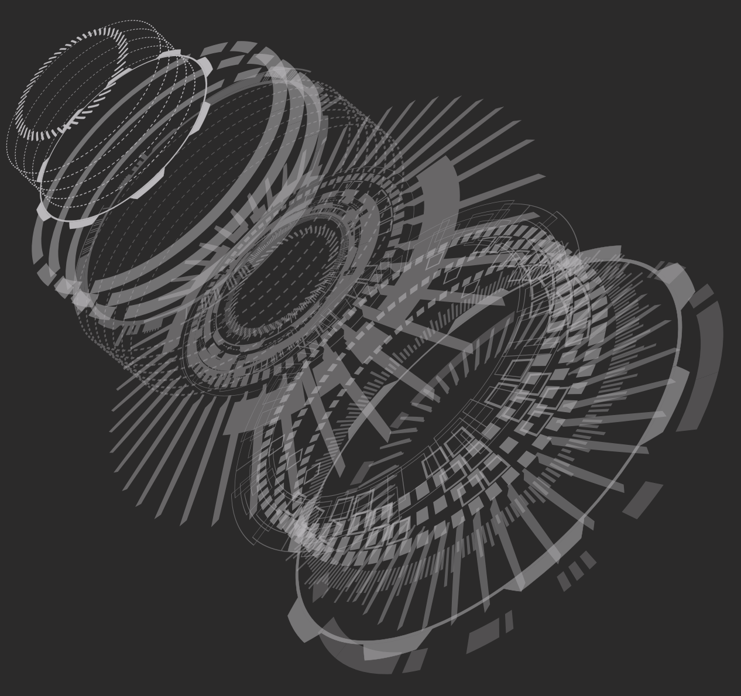


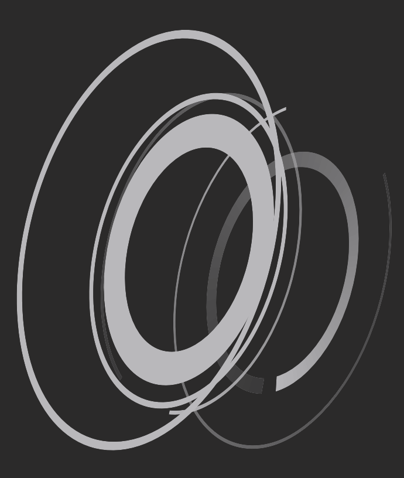


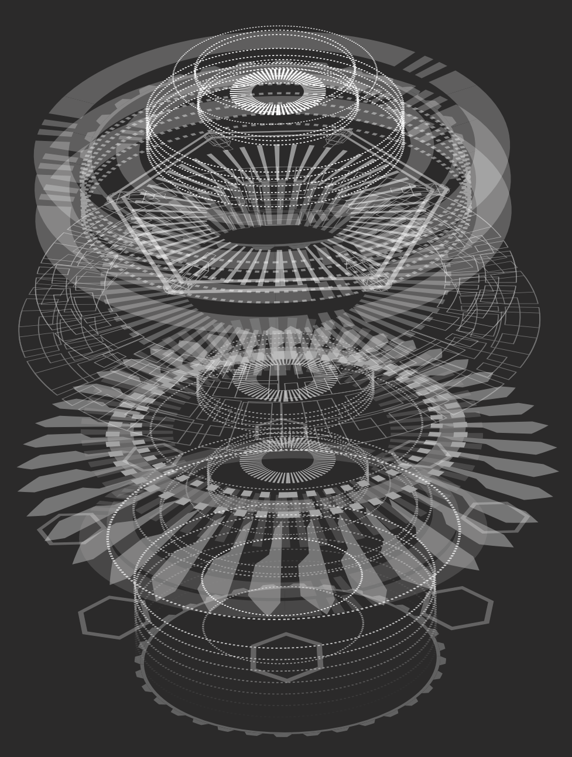


3D SHAPES









ASSEMBLED AS SOFTWARE UI

```
0001D5AB: C9 FF     cmp #$FF
0001D5AD: F0 1A     beq DoRawPPUtransferWith394          ; $0001D5C9

DoRawPPUtransfer:
0001D5AF: AD 80 03  lda RawPPUtransferAddress+0
0001D5B2: 8D 06 20  sta $2006
0001D5B5: AD 81 03  lda RawPPUtransferAddress+1
0001D5B8: 8D 06 20  sta $2006

0001D5BB: A2 00     ldx #$00

-
0001D5BD: BD 82 03  lda RawPPUtransferBuf,x
0001D5C0: 8D 07 20  sta $2007
0001D5C3: E8        inx
0001D5C4: C6 5E     dec RawPPUtransferSize
0001D5C6: D0 F5     bne -                                ; $0001D5BD
0001D5EA: F0 13     beq +                                ; $0001D5FF

0001D5EC: 18        clc                                  ; PPU addr += 32
```

ASSEMBLED AS TEXT ELEMENTS

```
mov ah, 0   - set msb to zero
 mov al, 13h - set lsb to 13 hex
 int 10      - call interrupt 10

SpritePalettes  = $03E0
BGPalettes      = $03D0
UnknownPalettes = $03F0
```

```
RawPPUtransferSize       = $5E
RawPPUtransferAddress    = $0380
RawPPUtransferBuf        = $0382

TSAPPUtransferSize       = $1C
TSAPPUtransfer0NTaddress   = $0300
TSAPPUtransfer0NTdata      = $0302
TSAPPUtransfer0AttrAddress = $0312
TSAPPUtransfer0AttrData    = $0314
TSAPPUtransfer0AttrAndMask = $0314
TSAPPUtransfer0AttrOrMask  = $0315
```

```
  10 BASE = 32768 + 32
  20 READ BYTE
  30 IF BYTE = -1 THEN BASE = BASE -1 : GOTO 999
  40 POKE BASE, BYTE
  50 BASE = BASE + 1
  60 GOTO 20
 999 IF BASE = (50 + 32768) THEN SYS(32768 + 32) : END
1000 DATA 120
1010 DATA 169, 128
1020 DATA 141, 21, 3
1030 DATA 169, 45
1040 DATA 141, 20, 3
1050 DATA 88
1060 DATA 96
1070 DATA 238, 32, 208
1080 DATA 76, 49, 234
1100 DATA -1
```

```
0001C163: 20 7B F6  jsr InitActor
0001C166: BD 53 C1  lda XPosTable1,x
0001C169: 9D 80 04  sta ObjectPosX,x
0001C16C: BD 58 C1  lda YPosTable1,x
0001C16F: 9D 00 06  sta ObjectPosY,x
0001C172: BD 5D C1  lda SpriteNumTable1,x
0001C175: 9D 00 04  sta ObjectSpriteNum,x
0001C178: A9 00     lda #$00
0001C17A: 9D 20 04  sta ObjectFlags,x
0001C17D: CA        dex
0001C17E: D0 E3     bne SetNObjects

0001C1C4: A9 78     lda #$78
0001C1C6: 85 0D     sta $0D
0001C1C8: A9 70     lda #$70
0001C1CA: 85 0C     sta $0C
```

```
stop
EXC_BAD_ACCESS
(cc00fa3)

frame #0:
0x00001005f65
program 'main:
-> 0x10000f65 <+37>:
movb
 0xx00fab <+44) $0x0
%al
```

```
D|X|Y|% TSN61HUO6GK|718|64.48786,
100.6261|-0.12677321437583
ZAZ78GKB7PD|283|-73.55826,
-38.61944|0.36936042496107 JZB91ZKZ6-
JA|85|3.14828,
149.53765|-0.28390716118354 RGZ50TCA9IP-
|812|23.99957,
15.36981|-0.018630615096459 WSW26Q-
YP4RB|740|-48.22599,
138.8435|-0.074261093935673 KCQ26-
CAK5AJ|455|80.475,
-45.87632|0.54165308558375
GFD38SYC7YP|839|43.1709,-54.58178
```

```
-162.01422|-0.086765005478386
ZBD83LXC9TM|768|-54.58178,
-83.87551|0.1988343690985
XKV07AFV2BH|903|-6.71669,
-45.54235|0.27797859419347
KAO53SVT1NY|831|45.02751,
86.3507|0.18358637878653
JAV22PHP5LI|38|-33.30691,
-131.27639|0.30704592187023
H|439|53.46941,
-113.48413|-0.14577789956918
AEM49TKM1OY|816|13.88859,
-55.69701|0.49174073881575
```

```
-162.01SUY75ARP1VI|287|21.72848,
-52.88843|-0.25918004233861
JKH15YAK7YA|167|-83.37533,
148.65424|0.5036988446782
AJH65FJE0QV|538|8.73446,
-177.38083|-0.36911449802499
VGG19CGD3UT|43|-18.16178,
-109.77556|0.061345160035503 IQM14X-
DO3ZD|1|50.86926,
165.27624|0.13657107966631 OUU64PXX-
9RW|122|56.22279,
```

```
00000000000.02341
7593-3923-2305-1103-40
51
GLK-OFF     ///
```

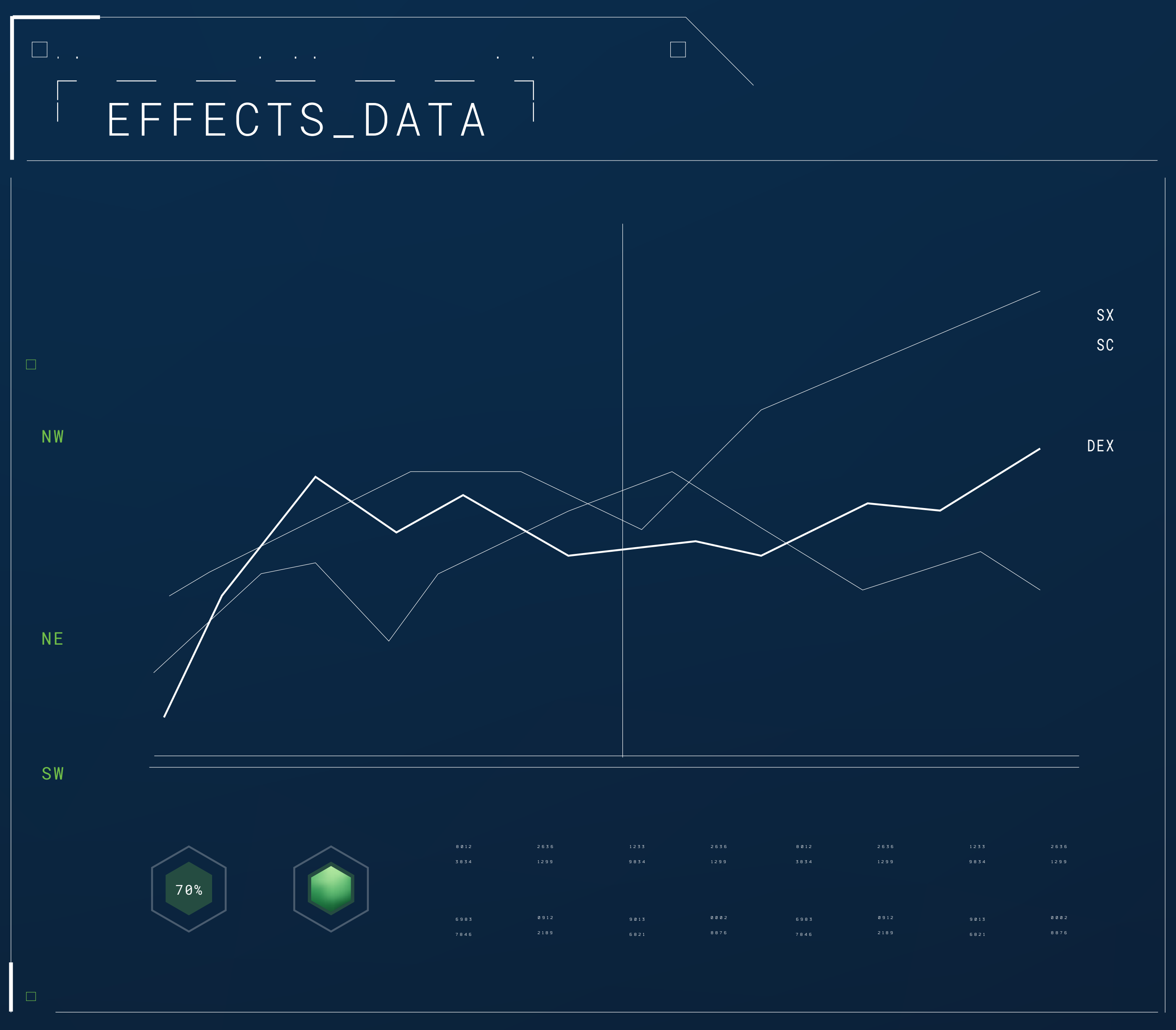
```
StageCheckPointA ;at C2D4
    .byte
$0A,$0A,$0E,$08,$07,$0A
    .byte
$22,$24,$2F,$1D,$1D,$1D
StageCheckPointB
    .byte
$14,$14,$14,$10,$14,$0F
    .byte
```

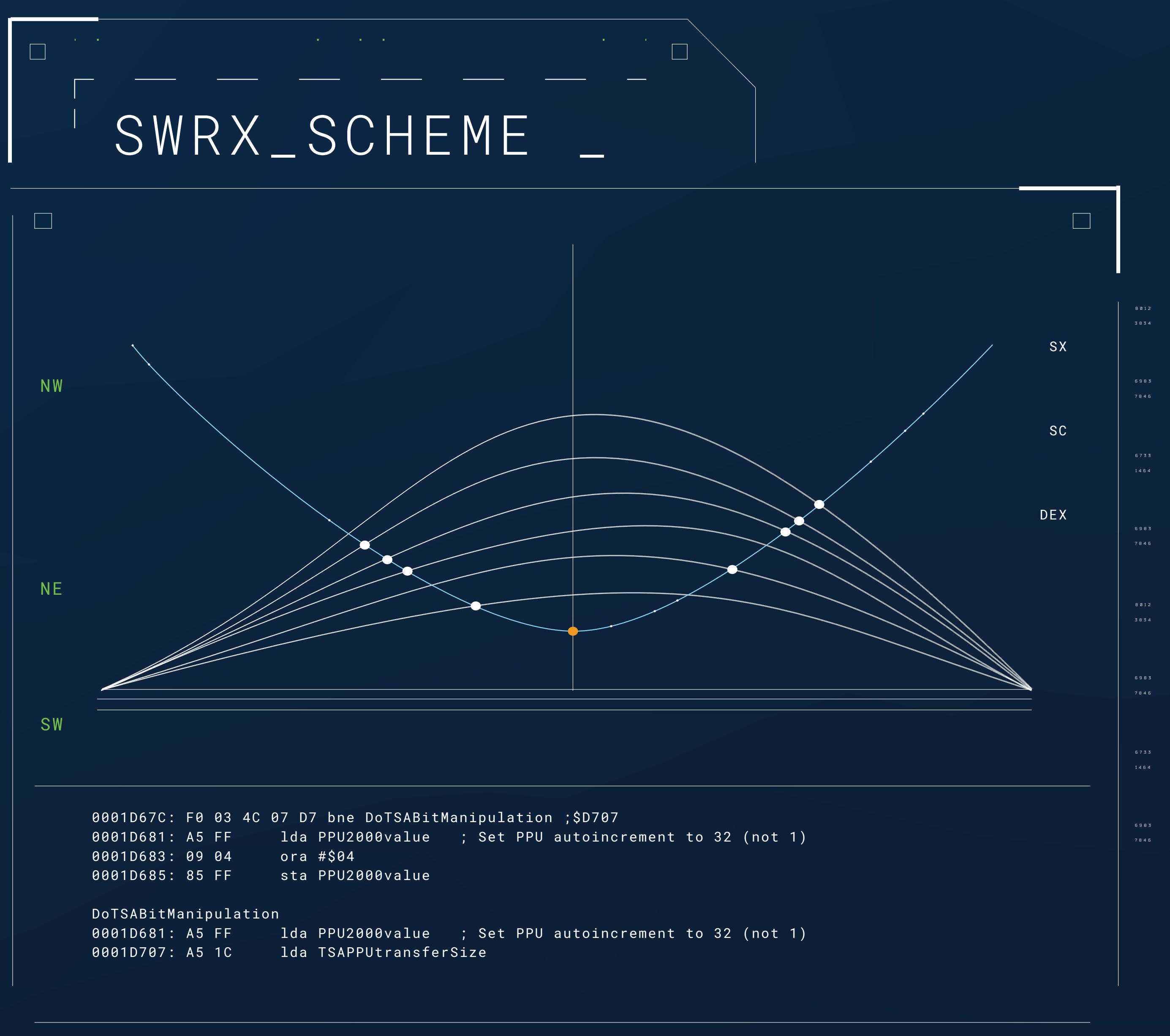
```
044 15.BB > W8116 > 01 > 00000016XX
103 11
8304-649945055 = ------------------
12305J OL 16 77 99%
F193506958193045 < FGFSD >> 16 77 90%
  URALWEB   D=DOCUMENT:
```

```
++
0001C2A7: A9 00
lda #$00
0001C2A9: 85 19
sta JoyD1
0001C2AB: A2 FF
ldx #$FF
0001C2AD: 9A
txs
```

```
ZERO: FALSE,
CONTLEN: 98364,
LOGINSCHEME: 'HTTPS',
IP_H: 'E3732AB2C77E56D014',
VC_H: 'EE7D4A9C729C1390B4EA53CAD670A'
```

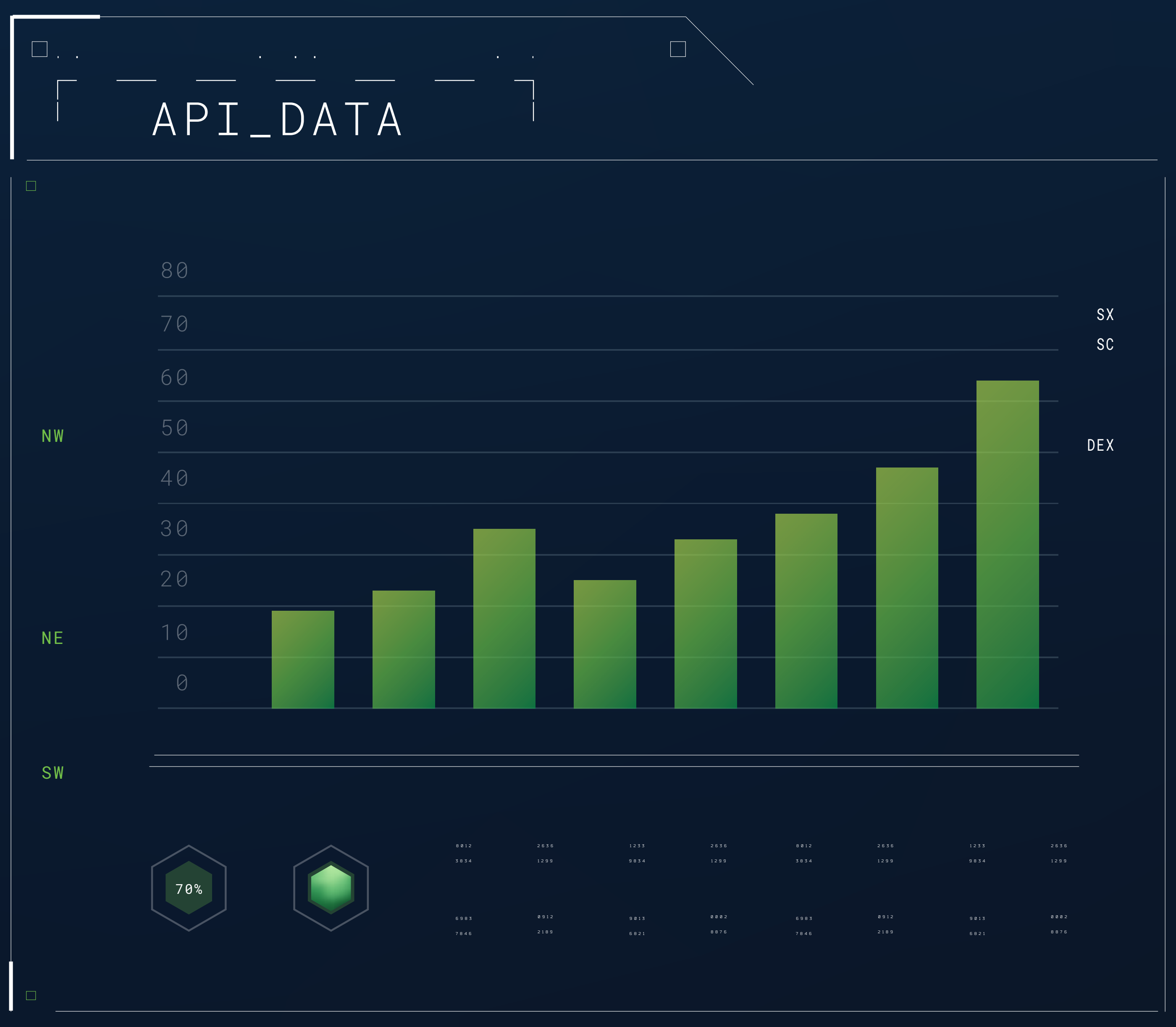
ASSEMBLED AS GRAPHS

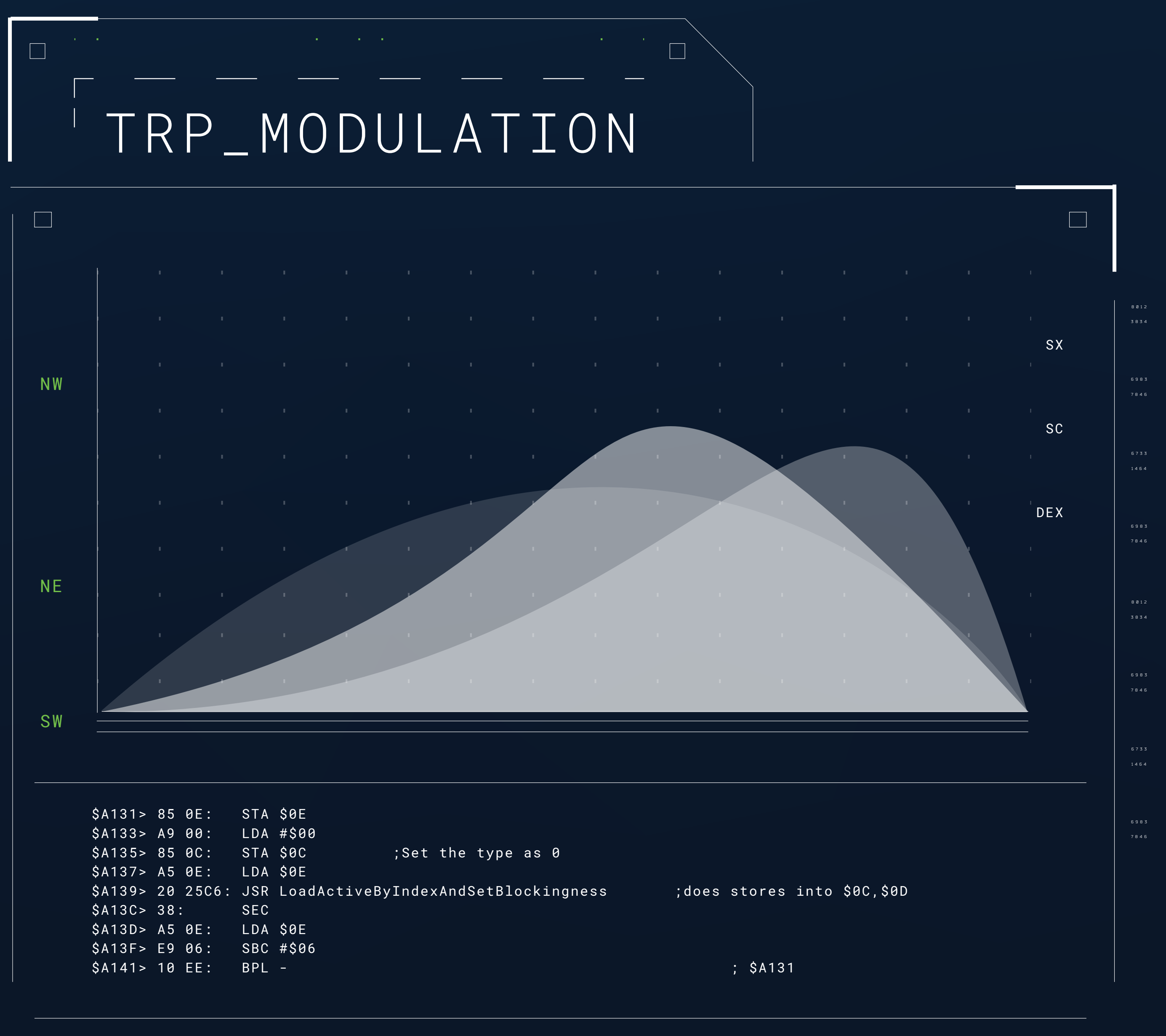




```
0001D67C: F0 03 4C 07 D7 bne DoTSABitManipulation ;$D707
0001D681: A5 FF     lda PPU2000value   ; Set PPU autoincrement to 32 (not 1)
0001D683: 09 04     ora #$04
0001D685: 85 FF     sta PPU2000value

DoTSABitManipulation
0001D681: A5 FF     lda PPU2000value   ; Set PPU autoincrement to 32 (not 1)
0001D707: A5 1C     lda TSAPPUtransferSize
```





```
$A131> 85 0E:   STA $0E
$A133> A9 00:   LDA #$00
$A135> 85 0C:   STA $0C         ;Set the type as 0
$A137> A5 0E:   LDA $0E
$A139> 20 25C6: JSR LoadActiveByIndexAndSetBlockingness       ;does stores into $0C,$0D
$A13C> 38:      SEC
$A13D> A5 0E:   LDA $0E
$A13F> E9 06:   SBC #$06
$A141> 10 EE:   BPL -                                         ; $A131
```

ASSEMBLED AS TARGETS