

```
dim zone( 100 , 9 )
WindowWidth = DisplayWidth
WindowHeight = DisplayHeight
global black , red , green , yellow
global blue , magenta , cyan , white
global orange , gray , purple , pink
black = rgb( 0 , 0 , 0 )
red = rgb( 255 , 0 , 0 )
green = rgb( 0 , 255 , 0 )
yellow = rgb( 255 , 255 , 0 )
blue = rgb( 0 , 0 , 255 )
magenta = rgb( 255 , 0 , 255 )
cyan = rgb( 0 , 255 , 255 )
white = rgb( 255 , 255 , 255 )
pink = rgb( 255 , 127 , 127 )
orange = rgb( 255 , 127 , 0 )
gray = rgb( 127 , 127 , 127 )
purple = rgb( 127 , 0 , 127 )
global visible , enable
visible = 1
enable = 2
"end zone & color declarations
"=====
"begin game stuf
global wallup , walldown , human , comp , ball
wallup = 0 : walldown = 1
human = 2 : comp = 3 : ball = 4
global balldx , balldy
balldx = 2
balldy = 2
call zoneblock wallup , 0 , 250 , 0 , 250,20,50,orange
call zoneblock walldown , 0 ,-220 , 0 , 250,20,50,orange
call zoneblock human , 250 , 0 , 0 , 10,20,50,yellow
call zoneblock comp ,-250 , 0 , 0 , 10,20,50,red
call zonesphere ball , 0 , 0 , 0 , 10,blue
nomainwin
timer 40 , [tmr]
open "Colision detection" for graphics as #m
#m "trapclose [quit]"
#m "when mouseMove [mouseMove]"
wait
end
[tmr]
if zonehit( ball , wallup ) then
balldy = 0 - abs( balldy )
end if
```

```
if zonehit( ball , walldown ) then
balldy = abs( balldy )
end if
if zonehit( ball , human ) then
balldx = 0 - abs( balldx )
balldy = zone( ball , 1 ) - zone( human , 1 )
balldy = balldy / 10
end if
if zonehit( ball , comp ) then
balldx = abs( balldx )
balldy = zone( ball , 1 ) - zone( comp , 1 )
balldy = balldy / 10
end if
zone( ball , 0 ) = zone( ball , 0 ) + balldx
zone( ball , 1 ) = zone( ball , 1 ) + balldy
if zone( ball , 0 ) notice "You won !!"
goto [quit]
end if
if zone( ball , 0 ) > 250 then
notice "You lost !!"
goto [quit]
end if
if zone( comp , 1 ) zone( comp , 1 ) = zone( comp , 1 ) + 2
end if
if zone( comp , 1 ) > zone( ball , 1 ) then
zone( comp , 1 ) = zone( comp , 1 ) - 2
end if
#m "cls"
call zonedraw wallup
call zonedraw walldown
call zonedraw human
call zonedraw comp
call zonedraw ball
#m "flush"
wait
[mouseMove]
qy = WindowHeight
zone( human , 1 ) = ( qy / 2 - MouseY ) * 500 / qy
wait
"end game stuf
"=====
"start zone functions and subs
sub zoneblock no , x , y , z , dx , dy , dz , clr
zone( no , 0 ) = x
zone( no , 1 ) = y
zone( no , 2 ) = z
```

```
zone( no , 3 ) = dx
zone( no , 4 ) = dy
zone( no , 5 ) = dz
zone( no , 6 ) = -1
zone( no , 7 ) = clr
zone( no , 8 ) = visible + enable
end sub
sub zonesphere no , x , y , z , r , clr
zone( no , 0 ) = x
zone( no , 1 ) = y
zone( no , 2 ) = z
zone( no , 3 ) = 0
zone( no , 4 ) = 0
zone( no , 5 ) = 0
zone( no , 6 ) = abs( r )
zone( no , 7 ) = clr
zone( no , 8 ) = visible + enable
end sub
sub zonedraw no
if not( zone( no , 8 ) and visible ) then
exit sub
end if
mx = WindowWidth / 2
my = WindowHeight / 2
tx = mx / 50
ty = my / 50
clr = zone( no , 7 )
r = int( clr and 255 )
g = int( clr / 256 ) and 255
b = int( clr / 256 / 256 ) and 255
#m "color " ; r ; " " ; g ; " " ; b
#m "backcolor " ; r ; " " ; g ; " " ; b
x = 0 : y = 1 : z = 2
dx = 3 : dy = 4 : dz = 5 : r = 6
if zone( no , r ) #m "up"
#m "goto " _
; mx + zone( no , x ) + zone( no , dx ) ; " " _
; my - zone( no , y ) + zone( no , dy )
#m "down"
#m "boxfilled " _
; mx + zone( no , x ) - zone( no , dx ) ; " " _
; my - zone( no , y ) - zone( no , dy )
#m "up"
else
#m "goto " ; mx + zone( no , x ) _
; " " ; my - zone( no , y )
```

```
#m "down"
#m "circlefilled " ; zone( no , r )
#m "up"
end if
end sub
function zonehit( no1 , no2 )
if not( zone( no1 , 8 ) and enable ) _
or not( zone( no2 , 8 ) and enable ) then
zonehit = 0
end if
"zone 1 and zone 2 = block
if zone( no1 , 6 ) and zone( no2 , 6 ) dx = abs( zone( no1 , 0 ) - zone( no2 , 0 ) )
dy = abs( zone( no1 , 1 ) - zone( no2 , 1 ) )
dz = abs( zone( no1 , 2 ) - zone( no2 , 2 ) )
ax = zone( no1 , 3 ) + zone( no2 , 3 )
ay = zone( no1 , 4 ) + zone( no2 , 4 )
az = zone( no1 , 5 ) + zone( no2 , 5 )
zonehit = dx end if
"zone 1 and zone 2 = sphere
if zone( no1 , 6 ) > 0 _
and zone( no2 , 6 ) > 0 then
x1 = zone( no1 , 0 )
y1 = zone( no1 , 1 )
z1 = zone( no1 , 2 )
d1 = zone( no1 , 6 )
x2 = zone( no2 , 0 )
y2 = zone( no2 , 1 )
z2 = zone( no2 , 2 )
d2 = zone( no2 , 6 )
dis = sqr( ( x1 - x2 ) ^ 2 _
+ ( y1 - y2 ) ^ 2 _
+ ( z1 - z2 ) ^ 2 )
zonehit = dis end if
"zone 1 = sphere zone 2 = block
if zone( no1 , 6 ) > 0 _
and zone( no2 , 6 ) h = no1
no1 = no2
no2 = h
end if
"zone 1 = block zone 2 = sphere
diss = 0
x = 0 : y = 1 : z = 2 : dx = 3 : dy = 4 : dz = 5 : r = 6
if zone( no2 , x ) _
diss = diss + ( zone( no2 , x ) _
- ( zone( no1 , x ) - zone( no1 , dx ) ) ) ^ 2
else
```

```
if zone( no2 , x ) _
```

- (zone(no1 , x) + zone(no1 , dx)) then

```
diss = diss + ( zone( no2 , x ) _  
- ( zone( no1 , x ) + zone( no1 , dx ) ) ) ^ 2
```

```
end if
```

```
end if
```

```
if zone( no2 , y ) _
```

```
diss = diss + ( zone( no2 , y ) _  
- ( zone( no1 , y ) - zone( no1 , dy ) ) ) ^ 2
```

```
else
```

```
if zone( no2 , y ) _
```

- (zone(no1 , y) + zone(no1 , dy)) then

```
diss = diss + ( zone( no2 , y ) _  
- ( zone( no1 , y ) + zone( no1 , dy ) ) ) ^ 2
```

```
end if
```

```
end if
```

```
if zone( no2 , z ) _
```

```
diss = diss + ( zone( no2 , z ) _  
- ( zone( no1 , z ) - zone( no1 , dz ) ) ) ^ 2
```

```
else
```

```
if zone( no2 , z ) _
```

- (zone(no1 , z) + zone(no1 , dz)) then

```
diss = diss + ( zone( no2 , z ) _  
- ( zone( no1 , z ) + zone( no1 , dz ) ) ) ^ 2
```

```
end if
```

```
end if
```

```
zonehit = diss end function
```

```
function rgb( r , g , b )
```

```
rgb = ( r and 255 ) _
```

```
+ ( g and 255 ) * 256 _
```

```
+ ( b and 255 ) * 256 * 256
```

```
end function
```

```
[quit]
```

```
close #m
```

```
end
```