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0 ( OVERLAY PREFIX: HEAL-OV OVERLAY -----
1
2 \ load screen for healer
3 \ start of roster stuff
4 \ more roster: rdelete, role-call
5 \ ?all-well, ?all-dead
6 \ medical officer's skill level>time
7 \ heal each crewmember
8 \ general window words; positioning
9 \ .vits prints vitality ratings in Vitality window
10
11 \ index to field case
12 \ highpt + sweepstk
13 \ replacing deceased member with best fit
14 \ general case replacement
15 ( OVERLAY SUFFIX: HEAL-OV OVERLAY -----
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0
3
0 ( OVERLAY PREFIX: HEAL-OV OVERLAY -----rfg29jun85) \ start of roster stuff rfg14may85)
1 ov-cancel 8 width ! head: raddr \ index --- addr ! within roster
2 v= healtme \ how long to delay before treating t: 3* roster + t;
3 2v= lastappoint \ time of the last appointment
4 create roster 18 allot \ 6 iaddr's head: rclear \ clear roster array
5 t: roster 18 0 fill t;
6 ROSTER 18 0 FILL
7 head: rinstall \ iaddr --- !install into array if not there
8 vocabulary healer immediate t: 6 0 do i raddr \ cell address
9 118 open-overlay 1.5@ 2over d= \ already there?
10 healer definitions if leave
11 800 TRANS-ALLOT else i raddr 1.5@ or 0= \ empty slot
12 newt-dp if 2dup i raddr 1.5! leave then
13 then
14 loop 2drop t; \ no extra stack value, even if err
15

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1
4
0 \ more roster: rdelete, role-call rfg29jun85)
1
2 : role-call
3 rclear
4 *assign-crew >c set-current
5 inst-sib 17 + \ first address
6 6 0 do i 3* over + 1.5@ >c set-current
7 ^vit c@ if ci rinstall then iclose
8 loop drop iclose ;
9
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2
5
0 \ load screen for healer rfg03may85 \ ?all-well, ?all-dead rfg29jun85)
1
2 17 17 3 ifield: captain : ?all-smthng \ 0 or 100 --- ! check if all same condition
3 17 20 3 ifield: sci-off >r 1 roster
4 17 32 3 ifield: doctor 6 0 do i 3* over + 1.5@ 2dup or
5 16 11 15 ifield: ^name if >c set-current ^vit c@ iclose j =
6 16 26 1 ifield: ^sci else 2drop 1 ( if blank slot, don't consider)
7 16 27 1 ifield: ^nav then rot and swap loop
8 16 28 1 ifield: ^eng r> 2drop ;
9 16 29 1 ifield: ^cmc
10 16 30 1 ifield: ^med : ?all-well 100 ?all-smthng dup 0= ?heal ! ;
11 16 31 1 ifield: ^vit : ?all-dead 0 ?all-smthng ;
12 16 32 2 ifield: ^sta
13 16 19 1 afield: ^dur
14
15

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6

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0 \ medical officer's skill level>time
1 \ decided to include dr's vitality also, + skill
2
3 head: medskill \ --- healtime !
4 t: *assign-crew >c set-current
5 doctor 1.5@ >c set-current \ get med officer
6 360 ^med c@ ^vit c@ + - 100 * \ from 1000 to 35900 jiffs
7 cdrop iclose t;
8
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rfg14may85)

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\ .vits prints vitality ratings in Vitality windowrfg27may85)
: .vits
xormode @ >r xormode off color @ >r
white !color vitwindow 0 1 wpos
6 0 do qcr wchars @ black poly-erase-text
i raddr 1.5@ 2dup
>c set-current or
if ^name $.
14 ^name c@ - ?dup
if 0 do ." ." loop then
4 black poly-erase-text
^vit c@ 3 .r ." %"
then iclose
loop r> !color r> xormode ! ;

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0 \ heal each crewmember
1 head: (heal)
2 t: role-call \ refresh- other processes may change crewlist
3 ?all-well not
4 if 6 0 do i raddr 1.5@ 2dup or \ anybody in this slot
5 if >c set-current
6 ^vit c@ ?dup \ don't do if dead
7 if ^sta c@ 3 > \ under treatment
8 if 2+ else 1+ then
9 100 min ^vit c!
10 then iclose \ crewmember
11 else 2drop
12 then
13 loop
14 then medskill healtime ! t; \ new healing rate
15

```

rfg29jun85)

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```

0 \ general window words; positioning
1
2 head: vitwindow
3 t: 131 83 09 18 window t;
4
5 head: wpos \ x,y ---
6 t: swap 4 * \ width of characters
7 wleft @ 2+ + \ horizontal offset
8 wtop @ 1- \ vertical offset
9 rot 7 * - \ width of characters
10 pos. t; \ position it
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rfg14may85)

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\ index to field case
case >skill
1 is ^sci 2 is ^nav 3 is ^eng
4 is ^cmc 5 is ^med others abort

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11

rfg07may85

12

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0 \ highpt + sweepstk                                rfg06jun85)
1
2 v: highpt \ highest value stored
3 v: winner 1 allot \ iaddr of one with highest rating
4
5 head: sweepstk \ field index --- ! set highpt and winner
6 t: 0 highpt ! \ before first pass
7 *assign-crew >c set-current captain 1.5@ winner 1.5!
8     inst-sib 17 +
9 6 0 do i 3* over + 1.5@ >c set-current \ which crewmember
10     over >skill c@ dup highpt @ > \ get field, then value
11     if ci winner 1.5! highpt ! \ new winner
12     else drop \ skill
13     then iclose                                \ crewmember
14     loop 2drop iclose t; \ *assign
15

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15

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( OVERLAY SUFFIX: HEAL-OV OVERLAY -----rfg12jul85)

t-dp 4 + @ t-dp @ - ." TransBytes= " . cr
trace @ trace off dispose trace !
close-overlay
118 overlay heal-ov heal-ov

forth definitions
: (obits) heal-ov healer obits ;
: (.vits) heal-ov healer .vits ;
: (heal) heal-ov healer heal ;
: (role) heal-ov healer role-call ;
: obits ' (obits) module ;
: heal ' (heal) module ; \ module callers used on ship
save-buffers ov-cancel 31 width !

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13

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0 \ replacing deceased member with best fit            rfg14may85)
1
2 head: obitcapt \ special case for captain->science officer
3 t: *assign-crew >c set-current
4     captain 1.5@ >c set-current
5     ^vit c@ 0=
6     if ci' >c set-current sci-off 1.5@
7         captain 1.5! iclose
8     then cdrop iclose t;
9
10 head: clrmemb t: ^sci 6 0 fill t;
11
12
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16

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\ ?appoint test                                rfg29jun85)

: ?appoint \ --- true if time to heal; sets counter
time 2@ lastappoint 2@ healttime @ 0 d+ d)
?heal @ and
if time 2@ lastappoint 2! 1
else 0
then ;

\ stuff into crew cycle elapsed test for tasker

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14

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0 \ general case replacement                        rfg14may85)
1 head: (obits)
2 t: *assign-crew >c+s captain
3 6 1 do i 3* over + 1.5@ >c+s \ each crewmember
4     ^vit c@ 0=                                \ is deceased
5     if clrmemb iclose i sweepstk winner 1.5@
6         i 3* 4 pick + 1.5!
7     else iclose then                                \ crewmember
8     loop drop iclose t; \ *assign
9
10 : obits (obits) obitcapt ;
11
12 : heal obits (heal) ;
13
14
15

```