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10 ( ICONP-OV ----- OVERLAY PREFIX -----  
11 ( ICONP-OV   Object fields  
12 ( ICONP-OV   Constants  
13 ( ICONP-OV   #ID-PLAYER #ID-ALIEN  
14 ( ICONP-OV   STAR-ID-CASES #ID-STAR  
15 ( ICONP-OV   PLANET-ID-CASES #ID-PLANET #ID-NEBUL  
16 ( ICONP-OV   BOX-ID #ID-BOX  
17 ( ICONP-OV   SPACE-ID  
18 ( ICONP-OV   #ID-RUIN RUIN-ID-CASES  
19 ( ICONP-OV   #ID-CREATURE  
20 ( ICONP-OV   PLANET-ID  
21 ( ICONP-OV   #ID  
22 ( ICONP-OV   STAR-IC-CASES STAR-IC  
23 ( ICONP-OV   CREATURE-IC PLAN-IC-CASES PLANET-IC  
24 ( ICONP-OV   BOX-IC #IC-BOX  
25 ( ICONP-OV   #IC #IC-CASES  
26 ( ICONP-OV       ICON-PARM  
27 ( ICONP-OV ----- OVERLAY SUFFIX -----
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(ICONP-OV ----- OVERLAY PREFIX ----- 7/16/85)

VOCABULARY VICONP IMMEDIATE

72 OPEN-OVERLAY

VICONP DEFINITIONS

1000 TRANS-ALLOT NEWT-DP

(1153 BYTES)

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(ICONP-OV Object fields 3-05-85)

20 73 1 IFIELD: %HEADING

25 32 1 AFIELD: VES-DIRECTIONAL

25 11 1 IFIELD: VES-HEADING

68 144 2 AFIELD: ICON (CREATURE)

68 21 1 IFIELD: MOVE-MODE

68 17 1 IFIELD: HITS

32 1 1 AFIELD: PLAN-SURFTYPE

61 27 1 IFIELD: ?ENCOUNTER-ON

12

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0 ( ICONP-OV Constants
1
2 52 C: ID-STAR-ORBIT ( orbit level)
3 52 C: ID-STAR-SYSLVL ( system level)
4 51 C: ID-PLAN-ORBIT ( orbit level)
5 51 C: ID-PLAN-SYSLVL ( system level)
6
7 20 C: ID-SPECIMEN
8 21 C: ID-MINERAL
9 22 C: ID-ARTIFACT
10 23 C: ID-RECENT-RUIN
11 24 C: ID-ANCIENT-RUIN
12 25 C: ID-SHIP-ON-PLANET
13 26 C: ID-TVEHICLE
14
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9/25/85) ( ICONP-OV PLANET-ID-CASES #ID-PLANET #ID-NEBULA 3-05-85)

CASE PLANET-ID-CASES ( n -- id)
\ 1 IS ID-PLAN-ORBIT ( orbit level)
\ 2 IS ID-PLAN-SYSLVL ( system level)
\ 4 IS ID-PLAN-ORBIT ( encounter in orbit)
OTHERS ID-PLAN-ORBIT \ UNRAVEL

HEAD: #ID-PLANET ( -- id \ set icon#)
( based on context ie. either )
( at system level or in encounter.)
T: CONTEXT-ID# @ PLANET-ID-CASES T;

HEAD: #ID-NEBULA ( -- id \ for nebula w/ variable radii)
T: @INST-SPECIES 50 + T;

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0 ( ICONP-OV #ID-PLAYER #ID-ALIEN
1
2 HEAD: #ID-PLAYER ( -- id \ find right blt for player's ship)
3 ( based on heading)
4 T: %HEADING C@ 27 + T;
5
6 HEAD: #ID-ALIEN ( -- id \ find right blt for alien ship )
7 ( based on heading)
8 T: VES-DIRECTIONAL C@
9 IF VES-HEADING C@ 35 +
10 ELSE 43 ( non-directional icon#)
11 THEN T;
12
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3-15-85) (ICONP-OV BOX-ID #ID-BOX

7/16/85)

```

CASE BOX-ID
24 IS #ID-STAR
32 IS #ID-PLANET
OTHERS INVIS-ICON

HEAD: #ID-BOX ( -- id \ get id of contents of box )
T: IOPEN @INST-CLASS BOX-ID ICLOSE T;

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0 ( ICONP-OV STAR-ID-CASES #ID-STAR
1
2 CASE STAR-ID-CASES ( n -- blt#)
3 \ 1 IS ID-STAR-ORBIT ( orbit level)
4 \ 2 IS ID-STAR-SYSLVL ( system level)
5 \ 4 IS ID-STAR-ORBIT ( encounter in orbit)
6 OTHERS ID-STAR-ORBIT \ UNRAVEL
7
8 HEAD: #ID-STAR ( -- icon# \ set blt# )
9 ( based on context ie. either )
10 ( at system level or in encounter.)
11 T: CONTEXT-ID# @ STAR-ID-CASES T;
12
13
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```

3-05-85) (ICONP-OV SPACE-ID

7/18/85)

```

CASE SPACE-ID ( class -- icon-id)
11 IS #ID-BOX
20 IS #ID-PLAYER
23 IS SYS-ICON
24 IS #ID-STAR
25 IS #ID-ALIEN
32 IS #ID-PLANET
45 IS FLUX-ICON
46 IS #ID-NEBULA
OTHERS INVIS-ICON

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0 ( ICONP-OV  #ID-ROIN  RUIN-ID-CASES
1
2 CASE RUIN-ID-CASES ( type -- icon#)
3 \ 1 IS ID-RECENT-RUIN
4 \ 2 IS ID-ANCIENT-RUIN
5 \ 3 IS ID-RECENT-RUIN
6 \ 4 IS ID-ANCIENT-RUIN
7 OTHERS ID-RECENT-RUIN \ UNRAVEL
8
9 HEAD: #ID-ROIN ( -- id \ distinguish between ancient & recent)
10 T: @INST-SPECIES RUIN-ID-CASES T;
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0 ( ICONP-OV  #ID-CREATURE
1
2 HEAD: #ID-CREATURE ( -- id \ select lifeform icon# based on )
3 ( motion & type)
4 T: MOVE-MODE C@ ?DUP
5 IF 16 + ( flying=17, floating=18)
6 ELSE ICON @ THEN T;
7
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0 ( ICONP-OV  PLANET-ID
1
2 CASE PLANET-ID ( class -- icon-id)
3 40 IS ID-SPECIMEN
4 41 IS #ID-ROIN
5 42 IS ID-TVEHICLE
6 68 IS #ID-CREATURE
7 20 IS ID-SHIP-ON-PLANET
8 26 IS ID-MINERAL
9 28 IS ID-ARTIFACT
10 OTHERS UNRAVEL
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3-05-85) ( ICONP-OV  #ID
3-05-85)
HEAD: #ID ( { i -- i }, -- id \ get icon id based on i and )
( context )
T: @INST-CLASS
CONTEXT-ID# @
IF SPACE-ID
ELSE PLANET-ID
THEN T;

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7/18/85) ( ICONP-OV  STAR-IC-CASES STAR-IC
3-05-85)
CASE STAR-IC-CASES ( type -- color)
ASCII M IS RED
ASCII K IS ORANGE
ASCII G IS YELLOW
ASCII F IS WHITE
ASCII A IS GREEN
ASCII B IS BLUE
\ ASCII O IS LT-BLUE
OTHERS LT-BLUE \ UNRAVEL

HEAD: STAR-IC ( -- clr \ determine star color based on class# )
T: @INST-SPECIES STAR-IC-CASES T;

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3-05-85) ( ICONP-OV  CREATURE-IC PLAN-IC-CASES PLANET-IC
6/06/85)
HEAD: CREATURE-IC ( -- clr \ lifeform dead marker indicator)
T: HITS C@ IF DEFAULT-IC ELSE DEAD-IC THEN T;

CASE PLAN-IC-CASES
1 IS VIOLET 2 IS BLUE
3 IS WHITE 4 IS ORANGE
\ 5 IS BROWN
OTHERS BROWN \ UNRAVEL

HEAD: PLANET-IC ( -- clr \ set pln color code based on type)
T: PLAN-SURFTYPE C@ PLAN-IC-CASES T;

HEAD: FLUX-IC ( -- clr / get flux color based on trav flag )
T: @INST-SPECIES IF 3 ELSE DEFAULT-IC THEN T;

```

24

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0 ( ICONP-OV BOX-IC #IC-BOX
1
2 CASE BOX-IC
3 24 IS STAR-IC      ( star)
4 32 IS PLANET-IC    ( planet)
5 OTHERS DEFAULT-IC
6
7 HEAD: #IC-BOX ( -- c \ get color of contents of box )
8 T: IOPEN @INST-CLASS BOX-IC ICLOSE T;
9
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0 ( ICONP-OV #IC #IC-CASES
1
2 CASE #IC-CASES ( class --code)
3 11 IS #IC-BOX      ( star or planet )
4 23 IS STAR-IC      ( starsys)
5 32 IS PLANET-IC    ( planet)
6 24 IS STAR-IC      ( starsys)
7 68 ( not 30!!) IS CREATURE-IC ( dead marker ck)
8 45 IS FLUX-IC      ( flux color un?traversed )
9 46 IS DK-GREEN     ( nebula)
10 OTHERS DEFAULT-IC
11
12 HEAD: #IC ( -- color-code \ get icon color override code)
13 T: @INST-CLASS #IC-CASES T;
14
15

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0 ( ICONP-OV          ICON-PARM          7/16/85)
1
2 : ICON-PARM ( {i--}. -- x y id ic i \ given instance address )
3   ( compute the icon parms)
4   INST-X @ INST-Y @ #ID #IC CI :
5
6
7 : +ICP ICON-PARM +ICON ;
8
9 : +ICONBOX ' +ICP ALL ;
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7/16/85) ( ICONP-OV ----- OVERLAY SUFFIX ----- 3-05-85)
dispose
CLOSE-OVERLAY
72 OVERLAY ICONP-OV

ICONP-OV
FORTH DEFINITIONS
: ICON-PARM ( i -- x y id ic i) ICONP-OV VICONP ICON-PARM ;
: +ICONBXOV ( --, {ii'--ii'}) ICONP-OV VICONP +ICONBOX ;

OV-CANCEL

' ICON-PARM 'ICON-PRM ! ( patch kernel forward link)
' +ICONBXOV 'ICONBOX ! ( patch kernel forward link)

```

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