

0

3

0 (-----Overlay Prefix for COUNTDOWN-----)

1
2 VOCABULARY LAUNCH-VOC IMMEDIATE
3 108 OPEN-OVERLAY
4 LAUNCH-VOC DEFINITIONS
5
6 250 TRANS-ALLOT NEWT-DP

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1

4

0 (Launch Countdown sequence

AWK 10/11/85) (Launch Undock sequence

AWK 10/11/85)

1
2 HEAD: 2CNT (n --) T: 38 135 POS. >2FONT . T;
3 HEAD: 1CNT (n --) T: 39 134 POS. >1FONT . T;
4 HEAD: 0CNT (--) T: 40 132 L PLOT T;
5
6 HEAD: COUNTDOWN (--)
7 T: 2000 BEEPTONE ! 200 BEEPMS !
8 0 5 DO
9 V>DISPLAY I 2CNT BEEP 100 MS
10 V>DISPLAY I 1CNT 200 MS
11 V>DISPLAY 0CNT 100 MS
12 V>DISPLAY 400 MS
13 -1 +LOOP T;
14
15

HEAD: VSYCONSTRAIN (y -- y') T: 72 MAX 191 MIN T;

HEAD: VSXLINE (y c --)
T: !COLOR VSYCONSTRAIN 4 SWAP 75 OVER LLINE T;

HEAD: .STARLINE (y --)
T: DUP >R BLACK VSXLINE 0 8 RRND 0=
IF 1 15 RRND DUP 16* + !COLOR 4 76 RRND I 2DUP L PLOT
72 - SWAP 4 - SWAP >MAINVIEW L PLOT >DISPLAY
THEN
R> DROP T;

2

5

0 (Launch Countdown sequence

AWK 10/11/85) (Launch Undock sequence

AWK 09/10/85)

1
2 HEAD: LAUNCH (--)
3 T: CTINIT CTERASE ." COMMENCING LAUNCH SEQUENCE..."
4 COUNTDOWN CTERASE CONTEXT-ID# @ 0=
5 IF 1 CONTEXT-ID# ! THEN T;
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HEAD: .3D (n n' --)
T: >R VSYCONSTRAIN DUP LT-BLUE VSXLINE BLACK !COLOR
4 OVER 4 I + OVER LLINE
75 R> - SWAP 75 OVER LLINE T;

HEAD: .B3D (y --)
T: 0 3 DO DUP I + 131 MIN I .3D
-1 +LOOP 4 + 131 MIN .STARLINE T;

HEAD: .T3D (y --)
T: 4 0 DO DUP I - 132 MAX I .3D
LOOP 4 - 132 MAX .STARLINE T;

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9

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0 ( Launch Undock   sequence          AWK 10/11/85) ( -----Overlay Suffix for COUNTDOWN-----)
1                                     DISPOSE
2 HEAD: PORTLEAVE                     CLOSE-OVERLAY
3 T: >MAINVIEW DARK >DISPLAY          108 OVERLAY LAUNCH-OV
4 CTINIT CTERASE ." OPENING DOCKING BAY DOORS"
5 29000 TONE BEEPON                   LAUNCH-OV
6 64 0 DO 131 I - .B3D 132 I + .T3D   FORTH DEFINITIONS
7 29000 TONE 30 MS                     : ovCOUNTDOWN LAUNCH-OV LAUNCH-VOC &LAUNCH SAVE-OVERLAY ;
8 LOOP BEEPOFF T;                     OV-CANCEL
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0 ( Launch sequence          AWK 10/15/85)
1
2 : &LAUNCH ( -- )
3 CONTEXT-ID# @ 5 = DUP
4 IF PORTLEAVE THEN LAUNCH
5 IF ' SETUP-MOV MODULE
6   WHITE !COLOR " STANDING BY TO MANEUVER" .TTY
7 THEN ;
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