

3380 Clear screen white out.

3380 PRINT@Z,STRING\$(64,CHR\$(32));

3390 IFZ<64THEN3410

3400 Z=Z-64:GOTO3380

3410 F2=0:GOTO1370

3420-3680 Cloud printing S/R.

3420 IFJ3>200THENJ3=200

3430 J2=ABS((S(B)/10)-13)

3440 IFJ3>100THEN3610

3450 IFJ3>10ANDJ3<100THEN3540

3460 IFJ3<10THEN3680

3470 J4=-12:J5=12:J4=J1+J4:J5=J1+J5:IFJ4<0THENJ4=0

3480 IFJ5>63THENJ5=63

3490 IFF1=1THEN3510

3500 J2=J2-5

3510 IFJ2<0THEN3680ELSEJ2=(J2\*64)

3520 PRINT@J2+J4,CHR\$(184);:PRINT@J2+J4+1,STRING\$(J5-J4-1,CHR\$(191));

3530 PRINT@J2+J5,CHR\$(180);:GOTO3680

3540 J4=-8:J5=8:J4=J1+J4:J5=J1+J5:IFJ4<0THENJ4=0

3550 IFJ5>63THENJ5=63

3560 IFF1=1THEN3580

3570 J2=J2-3

3580 IFJ2<0THEN3680ELSEJ2=(J2\*64)

3590 PRINT@J2+J4,CHR\$(184);:PRINT@J2+J4+1,STRING\$(J5-J4-1,CHR\$(191));

3600 PRINT@J2+J5,CHR\$(180);:GOTO3680

3610 J4=-4:J5=4:J4=J1+J4:J5=J1+J5:IFJ4<0THENJ4=0

3620 IFJ5>63THENJ5=63

3630 IFF1=1THEN3650

3640 J2=J2-2

3650 IFJ2<0THEN3680ELSEJ2=(J2\*64)

3660 PRINT@J2+J4,CHR\$(184);:PRINT@J2+J4+1,STRING\$(J5-J4-1,CHR\$(191));

3670 PRINT@J2+J5,CHR\$(180);

3680 RETURN

3690-3920 Cockpit printing S/R.

3690 CLS:Z=16000

3700 FORN=0TO12:POKEZ+N,188:NEXT

3710 FORN=13TO26:POKEZ+N,140:NEXT

3720 POKEZ+27,191:POKEZ+36,191:POKEZ+28,67:POKEZ+29,79:POKEZ+30,77:POKEZ+31,80:POKEZ+32,58:FORN=37TO47:POKEZ+N,140:NEXT

3730 FORN=48TO63:POKEZ+N,188:NEXT:Z=Z+64

3740 FORN=0TO12:POKEZ+N,191:NEXT

3750 FORN=14TO38:POKEZ+N,191:NEXT

3760 POKEZ+39,131:POKEZ+40,147:POKEZ+41,147:POKEZ+42,179:POKEZ+43,163:POKEZ+44,163:POKEZ+45,131:POKEZ+46,191:POKEZ+48,143:POKEZ+49,143

3770 FORN=50TO63:POKEZ+N,191:NEXT

3780 Z=Z+64:FORN=0TO12:POKEZ+N,191:NEXT

3790 POKEZ+14,191:POKEZ+24,191:POKEZ+16,65:POKEZ+17,83:POKEZ+18,73:POKEZ+19,58:POKEZ+25,45:FORN=26TO30:POKEZ+N,160:NEXT

3800 POKEZ+31,188:FORN=32TO36:POKEZ+N,144:NEXT

3810 POKEZ+37,43:POKEZ+38,191:POKEZ+46,191:POKEZ+47,191:POKEZ+48,191:FORN=50TO63:POKEZ+N,191:NEXT

3820 Z=Z+64:FORN=0TO12:POKEZ+N,191:NEXT

3830 FORN=14TO24:POKEZ+N,191:NEXT

3840 POKEZ+40,93:POKEZ+44,94:POKEZ+25,86:POKEZ+37,86:POKEZ+38,191:POKEZ+41,84:POKEZ+42,38:POKEZ+43,83:POKEZ+46,191:POKEZ+47,191:POKEZ+48,191:FORN=50TO63:POKEZ+N,191:NEXT

3850 Z=Z+64:FORN=0TO12:POKEZ+N,191:NEXT

3860 POKEZ+14,191:POKEZ+15,65:POKEZ+16,76:POKEZ+17,84:FORN=24TO28:POKEZ+N,191:NEXT

3870 POKEZ+38,191:POKEZ+46,191:POKEZ+48,188:POKEZ+49,188:FORN=50TO63:POKEZ+N,191:NEXT

3880 Z=Z+64:FORN=0TO12:POKEZ+N,191:NEXT

3890 POKEZ+13,176:POKEZ+14,179:POKEZ+15,179:POKEZ+16,131:FORN=17TO46:POKEZ+N,191:NEXT

3900 FORN=48TO63:POKEZ+N,191:NEXT

3910 PRINT@((ABS((W(B)/10)-13))\*64),"  
";

3920 RETURN

3930-3960 Relaunch S/R.

3930 IFXY(B)=1THENPRINT@10,"YOU HAVE ALREADY TAKEN YOUR ONE PERMITTED RELAUNCH":Q4=0:RETURN

3940 IFR(B)>1THENPRINT@10,"RELAUNCH NOT NOW PERMITTED":Q4=0:RETURN

3950 PRINT@20,"RELAUNCH EXECUTING":PRINT@((ABS((W(B)/10)-13))\*64),"

";:H(B)=3000:S(B)=60:W(B)=60:D(B)=45:K(B)=3000:X(B)=200:Y(B)=200:R(B)=0:XY(B)=1:Q4=0:CZ=0

3960 PRINT@((ABS((W(B)/10)-13))\*64),"  
";:RETURN

### LIST OF VARIABLES FOR SAILPLANE

#### ARRAYS:

- D(1-3) = Compass heading
- H(1-3) = Height
- K(1-3) = Previous height
- L(1-3) = Landings flags
- R(1-3) = Time taken
- S(1-3) = Current speed
- TH(1-30,1-4) = Thermal array . . . . .
  - Line 1 = X-coordinate
  - Line 2 = Y-coordinate
  - Line 3 = Strength (pos. or neg.)
  - Line 4 = Height of vertical centroid of thermal above ground level.

- VV(1-3) = Finish times
- W(1-3) = Previous speed
- X(1-3) = X-coordinate of sailplanes
- XY(1-3) = Relaunch flags
- Y(1-3) = Y-coordinate of sailplanes
- String Array
- B\$(1-3) = Name of competitors

#### SINGLE VARIABLES

- A1 = Thermal strength multiplier
- A2 = Weather type
- A3 = Wind factor
- A4 = Multiplier for strength of thermal at particular time of day.
- A5 = Cloud base factor
- B = Player counter
- CZ = Control store for INKEY commands
- E1 = X-coordinate of closest thermal
- E2 = Y-coordinate of closest thermal
- E3 = Strength
- E4 = Diagonal distance to closest thermal
- E5 = Temporary trigonometric store
- E6 = Temporary trigonometric store
- E7 = Temporary trigonometric store
- E8 = Temporary store to hold identity of closest thermal