Dataflow in Practice: Real-Time Rendering of Game Scenes in Parallel Using Transparent Dataflow Programming Model for Multicore and Many-core

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Introduction

The number of cores in modern Multicore/ Many-core computer systems grows and will continue to grow in the future up to hundreds and thousands. The parallel multithreading programming for multiple cores becomes a great challenge for those who would like to use multiple cores for speeding-up their applications. The community is getting more and more convinced that a revival of dataflow should close the gap between the evolving number of Multicores/ Many-cores and the difficulties of parallel programming for them.

How do we want to program Multicores/ Many-cores with dataflow? We want to program them like this:

1. We do not want to use any unconventional programming paradigm. We want to use a normal traditional control flow, however, a dataflow engine will run our control flow in a different order according to the dataflow principle: **when operands are ready then operators are executed in parallel on the underlying Multicores/ Many-cores hiding all synchronization issues from us**:

```
a = foo0(i);
b = foo1(i+1);
b = b + 1;
c = foo2(b);
```

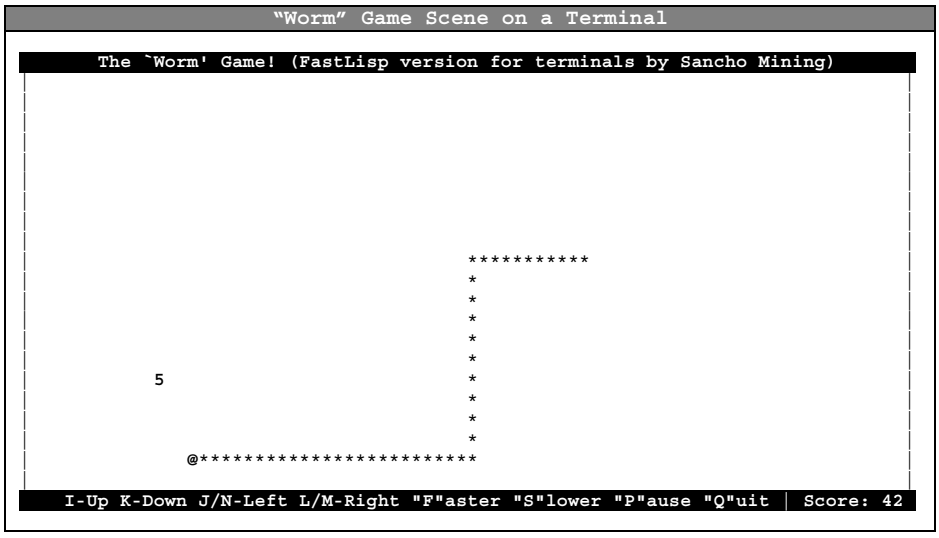
2. We do not want to be restricted with a single-assignment. **A dataflow engine should be able to create a different instance of a variable when the variable is re-assigned and then handle all instances correctly.**

Is there such a dataflow engine that can do this for us? Yes, BMDFM (Binary Modular Dataflow Machine; http://bmdfm.com) can do this. Further in this document, we provide a comprehensive test application example of an interactive computer game in order to demonstrate how we program Multicores/ Many-cores using the BMDFM dataflow engine for real-time rendering of game scenes.

What do we want to achieve? We want to program our computer game sequentially with no special directives for parallel execution. Every move in the game requires rendering the game scene in real-time that is not manageable by a single processor core for a big size of the scene. However, when we run our test using the BMDFM multithreaded engine rendering the game scenes automatically on all available cores in parallel, **we expect to get a speedup that is almost equal to the number of cores** enabling a sufficient speed for the real-time rendering.

Test Application of Interactive Computer Game “Worm”

Interactive Computer Game “Worm” (aka “Snake”) is trivial for implementation and is a good candidate for our test where every move in the game requires rendering the game scene in real-time. See a typical “worm” game scene below:



Original rules “Play the growing worm game” are quite simple as well:

- You are a little worm, your body is the "*"'s on the screen and your head is the "@". You move with the keys as shown on the help bar. If you do not press any keys, you continue in the direction you last moved.
- On the screen, you will see a digit. If your worm eats the digit it will grow longer. The actual worm size depends on which digit it was that you ate.
- The object of the game is to see how long you can make the worm grow. The game ends when the worm runs into either the sides of the screen, or itself. The current score (how much the worm has grown) is kept in the lower right corner of the screen.

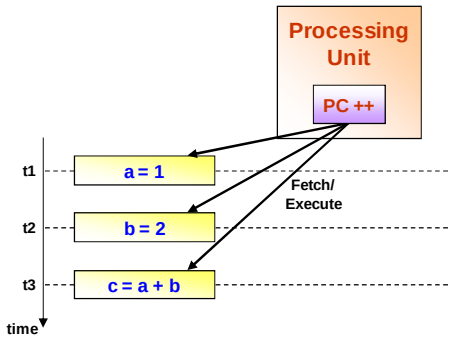
We program our “worm” game with conventional control flow and let the BMDFM dataflow engine run everything (what is possible) in parallel on Multicores/ Many-cores.

In order to simulate a “**heavy rendering condition**”, we will run our test on a ***putty*** terminal with a big size of **475x142** characters and with a big “worm” size of **1198** characters. The test mode is programmed in such a way that the “worm” runs cyclically around the available field close to the sides of the screen like shown below (note that the terminal is not shown in its full size):

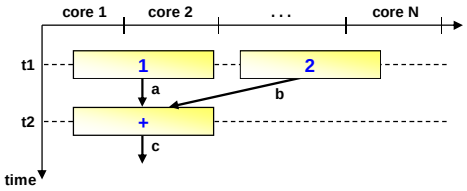
Background (experts may skip this chapter)

1. **Control flow vs. dataflow:** control flow assumes that a processing unit has a Program Counter (PC) register pointing to executing instruction. The processing unit increments PC, fetches instruction that is pointed by PC and executes the instruction. Contrarily, dataflow tags operands with a token when they are ready. Operators of the dataflow graph process operands with ready-tokens.

Control Flow



Dataflow



2. **Transparent dataflow semantics:** an assignment <***variable***> = <***expression_of_operators_constants_variables***> creates a new instance of the variable and adds new nodes with dependencies to the dataflow graph dynamically at runtime (later on, variable instances and nodes will be garbage collected from the dataflow graph).

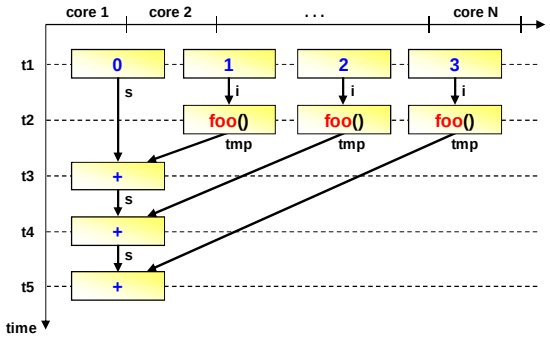
Transparent Dataflow Semantics

```
s = 0;
for(i = 1; i <= 3; i++)
  s += foo(i);

will be automatically reorganized to:

s = 0;
for(i = 1; i <= 3; i++){
  tmp = foo(i);  // coarse-grain processing
                 // can be done in parallel
  s += tmp;
}
```

Dataflow Graph



3. **C vs. LISP:** we program our applications in C and in a tiny subset of LISP in sake of convenience. Usually, we program our seamless helper functions in C. These are low-level coarse-grain functions. A dataflow engine does not apply any parallelization techniques to them. We program the rest of the code in LISP. This code is loaded into the dataflow engine for automatic parallelization. LISP programs are written in a prefix-form that is easy to understand from the following example (refer to the BMDFM comprehensive manual for more information; http://bmdfm.com/download.html).

C

```
for(i = 1; i <= N; i++){
  a = foo0(i);
  b = foo1(i + 1);
  b++;
  printf("a = %d\n", a);
  printf("b = %d\n", b);
}
```

LISP

```
(for i 1 1 N (progn
  (setq a (foo0 i))
  (setq b (foo1 (+ i 1)))
  (setq b (++ b))
  (outf "a = %d\n" a)
  (outf "b = %d\n" b)
))
```

Implementation of Interactive Computer Game “Worm”

Using transparent dataflow semantics, we write a simple trivial implementation of our “worm” game into the ***worm.flp*** file. Note that we need neither special parallelization directives nor special reserved function names:

Parallel Implementation of Interactive Computer Game “Worm”
Using Transparent Dataflow Semantics

```
# worm.flp
# Refer to the BMDFM comprehensive manual for more information.

(progn
  (defun RENDER_ENTIRE_WORM_GAME_SCENE
    (progn
      (defun RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE  # defined in the configuration profile
        (progn
          (setq worm_          (cat "" $1))
          (setq linenum_       (+ 0    $2))
          (setq num2eat_       (+ 0    $3))
          (setq num2eatL_      (+ 0    $4))
          (setq num2eatC_      (+ 0    $5))
          (setq columns_term_  (+ 0    $6))
          (setq blink_term_    (cat "" $7))
          (setq bold_term_     (cat "" $8))
          (setq normal_term_   (cat "" $9))
          (setq out "|")
          (setq ci (- columns_term_ 3))
          (for c 0 1 ci (progn
            (setq i (at (cat "|" (cat (str linenum_) (cat ":" (cat (str c) "|")))) worm_))
            (if (== i 1)
              (progn
                (setq out (cat out bold_term_))
                (setq out (cat out "@"))
                (setq out (cat out normal_term_))
              )
              (if (> i 1)
                (setq out (cat out "*"))
                (if (&& (> num2eat_ 0) (&& (== num2eatL_ linenum_) (== num2eatC_ c)))
                  (progn
                    (setq out (cat out blink_term_))
                    (setq out (cat out bold_term_))
                    (setq out (cat out (str num2eat_)))
                    (setq out (cat out normal_term_))
                  )
                  (setq out (cat out " "))
                )
              )
            )
          ))
          (setq out (cat out "|"))
        )
      )  # end RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE

      (setq worm_             (cat "" $1))
      (setq score_            (+ 0    $2))
      (setq num2eat_          (+ 0    $3))
      (setq num2eatL_         (+ 0    $4))
      (setq num2eatC_         (+ 0    $5))
      (setq lines_term_       (+ 0    $6))
      (setq columns_term_     (+ 0    $7))
      (setq hidecursor_term_  (cat "" $8))
      (setq showcursor_term_  (cat "" $9))
      (setq blink_term_       (cat "" $10))
      (setq bold_term_        (cat "" $11))
      (setq reverse_term_     (cat "" $12))
      (setq normal_term_      (cat "" $13))
      (setq gotocursor_term_  (cat "" $14))
      (setq out "")
      (setq out (cat out hidecursor_term_))
      (setq out (cat out reverse_term_))
      (setq out (cat out (gotocursor1_term gotocursor_term_ 0 0)))
      (setq out (cat out (padc (cat "The `Worm' Game! "
        "(FastLisp version for terminals by Sancho Mining)") columns_term_)))
      (setq out (cat out normal_term_))
      (setq li (- lines_term_ 4))
      (for l 0 1 li (progn
        (setq out (cat out (gotocursor1_term gotocursor_term_ (++ l) 0)))
        (setq out (cat out (RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE
          worm_ l num2eat_ num2eatL_ num2eatC_
          columns_term_ blink_term_ bold_term_ normal_term_)))
      ))
      (setq out (cat out reverse_term_))
      (setq out (cat out (gotocursor1_term gotocursor_term_ (- lines_term_ 2) 0)))
      (setq out (cat out (padr (cat (cat " I-Up K-Down J/N-Left L/M-Right"
        " \"F\"aster \"S\"lower \"P\"ause \"Q\"uit | Score: ")
        (cat (str score_) " ")) columns_term_)))
      (setq out (cat out normal_term_))
      (setq out (cat out (gotocursor1_term gotocursor_term_ (-- lines_term_) 0)))
      (setq out (cat out (space (-- columns_term_))))
      (setq out (cat out (gotocursor1_term gotocursor_term_ (-- lines_term_) 0)))
      (setq out (cat out showcursor_term_))
    )
  )  # end RENDER_ENTIRE_WORM_GAME_SCENE
```

```
(if (|| (|| (!= term_type (term_type)) (!= lines_term (lines_term)))
   (!= columns_term (columns_term)))
  (while 1 (progn
    (outf "\nChoose terminal:\n" nil)
    (outf "  0 - TERM_TYPE=`%s';" term_type)
    (outf " LINES_TERM=`%d';" lines_term)
    (outf " COLUMNS_TERM=`%d';\n" columns_term)
    (outf "  1 - TERM_TYPE=`%s';" (term_type))
    (outf " LINES_TERM=`%d';" (lines_term))
    (outf " COLUMNS_TERM=`%d'.\n" (columns_term))
    (outf "Enter your choice (0 or 1) or press 'q' to quit:" nil)
    (setq ch (upper (scan_console 5000000)))
    (if (|| (== ch "Q") (== (asc ch) 3))
      (exit)
      (if (== ch "0")
        (break)
        (if (== ch "1")
          (progn
            (setq term_type (term_type))
            (setq lines_term (lines_term))
            (setq columns_term (columns_term))
            (setq clrscr_term (clrscr_term))
            (setq reverse_term (reverse_term))
            (setq blink_term (blink_term))
            (setq bold_term (bold_term))
            (setq normal_term (normal_term))
            (setq hidecursor_term (hidecursor_term))
            (setq showcursor_term (showcursor_term))
            (setq gotocursor_term (gotocursor_term -1 -1))
            (break)
          )
          (if (== (asc ch) 0)
            nil
            (outf "\n\n*** Invalid selection ***\n" nil)
          )
        )
      )
    )
  ))
  nil
)
(if (|| (< lines_term 24) (< columns_term 80))
  (progn
    (outf "\n\n*** Terminal is too tiny ***\n" nil)
    (exit)
  )
  nil
)
(setq headL 0)
(setq headC 3)
(setq worm "|0:3|0:2|0:1|0:0|")
(setq score 0)
(setq num2eat 0)
(setq num2eatL 0)
(setq num2eatC 0)
################ Performance Test (Fragment 1 of 2) ################
# (setq num2eat (<< (+ (- lines_term 10) (- columns_term 10)) 1))
# (setq num2eatL 1)
# (setq num2eatC 1)
#####################################################################
(setq still2eat 0)
(setq ch_prev "L")
(setq speed 100000)
(irnd -1)
(outf (prn_string_fmt) clrscr_term)
(while 1 (progn
  (outf (prn_string_fmt)
    (RENDER_ENTIRE_WORM_GAME_SCENE worm score num2eat num2eatL num2eatC
    lines_term columns_term hidecursor_term showcursor_term
    blink_term bold_term reverse_term normal_term gotocursor_term))
  (setq ch (upper (scan_console speed)))
  (if (== ch "P")
    (setq ch (upper (scan_console 1)))
    nil
  )
  (if (== ch "F")
    (progn
      (setq speed (>> speed 1))
      (if (< speed 2)
        (setq speed 0)
        nil
      )
    )
    (if (== ch "S")
      (progn
        (if (< speed 2)
          (setq speed 1)
          nil
        )
        (setq speed (<< speed 1))
      )
```

```
        (if (== ch "Q")
          (break)
          nil
        )
      )
    )
    (if (== ch "I")
      (setq ch_prev "I")
      (if (== ch "K")
        (setq ch_prev "K")
        (if (== ch "J")
          (setq ch_prev "J")
          (if (== ch "L")
            (setq ch_prev "L")
            nil
          )
        )
      )
    )
    (if (== ch "N")
      (if (== ch_prev "I")
        (setq ch_prev "J")
        (if (== ch_prev "K")
          (setq ch_prev "L")
          (if (== ch_prev "J")
            (setq ch_prev "K")
            (if (== ch_prev "L")
              (setq ch_prev "I")
              nil
            )
          )
        )
      )
      (if (== ch "M")
        (if (== ch_prev "I")
          (setq ch_prev "L")
          (if (== ch_prev "K")
            (setq ch_prev "J")
            (if (== ch_prev "J")
              (setq ch_prev "I")
              (if (== ch_prev "L")
                (setq ch_prev "K")
                nil
              )
            )
          )
        )
        nil
      )
    )
    ################ Performance Test (Fragment 2 of 2) ################
    # (while 1 (progn
    #   (if (== headC (- columns_term 3))
    #     (progn (setq ch_prev "K") (setq headC (-- headC)) (break))
    #     nil
    #   )
    #   (if (== headL (- lines_term 4))
    #     (progn (setq ch_prev "J") (setq headL (-- headL)) (break))
    #     nil
    #   )
    #   (if (== headC 0)
    #     (progn (setq ch_prev "I") (setq headC 1) (break))
    #     nil
    #   )
    #   (if (== headL 0)
    #     (progn (setq ch_prev "L") (setq headL 1) (break))
    #     nil
    #   )
    #   (break)
    # ))
    ######################################################################
    (if (== ch_prev "I")
      (progn
        (setq headL (-- headL))
        (if (< headL 0)
          (break)
          nil
        )
      )
      (if (== ch_prev "K")
        (progn
          (setq headL (++ headL))
          (if (> headL (- lines_term 4))
            (break)
            nil
          )
        )
```

```
        (if (== ch_prev "J")
          (progn
            (setq headC (-- headC))
            (if (< headC 0)
              (break)
              nil
            )
          )
          (if (== ch_prev "L")
            (progn
              (setq headC (++ headC))
              (if (> headC (- columns_term 3))
                (break)
                nil
              )
            )
            nil
          )
        )
      )
    )
    (if (at (cat "|" (cat (str headL) (cat ":" (cat (str headC) "|")))) worm)
      (break)
      nil
    )
    (if (&& (== headL num2eatL) (== headC num2eatC))
      (progn
        (setq still2eat num2eat)
        (setq num2eat 0)
        (setq score (+ score still2eat))
      )
      nil
    )
    (if (> still2eat 0)
      (setq still2eat (-- still2eat))
      (progn
        (setq worm (leftr worm 1))
        (setq worm (left worm (rat "|" worm)))
      )
    )
    (setq worm (cat (str headC) worm))
    (setq worm (cat ":" worm))
    (setq worm (cat (str headL) worm))
    (setq worm (cat "|" worm))
    (if (== num2eat 0)
      (while 1 (progn
        (setq num2eatL (irnd (- lines_term 4)))
        (setq num2eatC (irnd (- columns_term 3)))
        (if (at (cat "|" (cat (str num2eatL) (cat ":" (cat (str num2eatC) "|")))) worm)
          nil
          (progn
            (setq num2eat (++ (irnd 8)))
            (break)
          )
        )
      ))
      nil
    )
  ))
  ""
)
```

Running the Tests

We tested our "worm" game on an affordable 32-way SMP x86-64 machine. The Linux OS reported in total 32 2.0GHz available processors (that actually are ***<processors_on_dies>*** multiplied by ***<cores_per_processor_die>*** multiplied by ***<simultaneous_threads_per_core>***).

We run our tests on a ***putty*** terminal with a big size of **475x142** characters and with a big "worm" size of **1198** characters simulating the "**heavy rendering condition**" with two uncommented code fragments: "**Performance Test (Fragment 1 of 2)**" and "**Performance Test (Fragment 2 of 2)**". Function ***RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE*** is defined as a seamless helper function in the configuration profile. Note that we keep our helper functions away from the dataflow engine (they are seamless for the dataflow engine) in order to avoid unnecessary dataflow scheduling.

Running the tests on a single processor core with the BMDFM single-threaded engine obviously does not ensure rendering with the required speed in real-time. However, when we run our tests using the BMDFM multithreaded engine rendering the game scenes automatically on all available cores in parallel, the real-time speed is ensured by all cores where each core contributes to the scene rendering. See the ***top*** screen of the running BMDFM multithreaded engine below:

top

```
top - 18:09:46 up 17 days,  4:37,  2 users,  load average: 50.41, 21.89, 16.78
Tasks: 874 total,  65 running, 809 sleeping,   0 stopped,   0 zombie

Cpu0  : 94.6%us,  3.6%sy,  0.4%ni,  0.0%id,  0.0%wa,  0.0%hi,  1.4%si,  0.0%st
Cpu1  : 96.5%us,  3.1%sy,  0.0%ni,  0.3%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu2  : 96.5%us,  3.2%sy,  0.0%ni,  0.4%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu3  : 96.9%us,  3.1%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu4  : 95.5%us,  3.5%sy,  0.0%ni,  1.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu5  : 95.8%us,  4.2%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu6  : 97.9%us,  1.8%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.4%si,  0.0%st
Cpu7  : 96.8%us,  3.2%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu8  : 97.5%us,  1.8%sy,  0.0%ni,  0.7%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu9  : 97.2%us,  2.8%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu10 : 97.9%us,  2.1%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu11 : 97.1%us,  2.9%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu12 : 98.6%us,  1.4%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu13 : 97.1%us,  2.9%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu14 : 98.2%us,  1.8%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu15 : 97.1%us,  2.9%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu16 : 97.9%us,  2.1%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu17 : 97.2%us,  2.8%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu18 : 97.2%us,  2.5%sy,  0.4%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu19 : 95.8%us,  3.5%sy,  0.0%ni,  0.7%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu20 : 96.8%us,  2.8%sy,  0.0%ni,  0.4%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu21 : 96.1%us,  3.6%sy,  0.4%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu22 : 96.4%us,  3.6%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu23 : 96.5%us,  3.5%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu24 : 95.4%us,  4.3%sy,  0.0%ni,  0.4%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu25 : 96.1%us,  3.9%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu26 : 96.1%us,  3.9%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu27 : 95.7%us,  4.3%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu28 : 97.1%us,  2.9%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu29 : 95.2%us,  4.8%sy,  0.0%ni,  0.0%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu30 : 94.5%us,  5.1%sy,  0.0%ni,  0.0%id,  0.4%wa,  0.0%hi,  0.0%si,  0.0%st
Cpu31 : 93.6%us,  4.9%sy,  0.7%ni,  0.7%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st

Mem:  16329760k total,  8972664k used,  7357096k free,   518976k buffers
Swap: 10485756k total,        0k used, 10485756k free,  7532032k cached

  PID USER      PR  NI  VIRT  RES  SHR S %CPU %MEM    TIME+  COMMAND
23589 sancho    20   0  479m  11m  11m R 60.9  0.1   0:46.98 CPUPROC
23616 sancho    20   0  479m  11m  11m R 60.3  0.1   0:46.02 CPUPROC
23617 sancho    20   0  479m  11m  11m R 59.9  0.1   0:45.62 CPUPROC
23603 sancho    20   0  479m  11m  11m R 59.0  0.1   0:44.71 CPUPROC
23625 sancho    20   0  479m  11m  11m R 59.0  0.1   0:45.11 CPUPROC
23632 sancho    20   0  479m  11m  11m R 58.0  0.1   0:46.96 CPUPROC
23573 sancho    20   0  479m  11m  11m R 57.0  0.1   0:46.48 CPUPROC
23594 sancho    20   0  479m  11m  11m R 57.0  0.1   0:45.35 CPUPROC
23585 sancho    20   0  479m  11m  11m R 56.3  0.1   0:47.13 CPUPROC
23615 sancho    20   0  479m  11m  11m R 55.0  0.1   0:45.51 CPUPROC
23612 sancho    20   0  479m  11m  11m R 54.4  0.1   0:45.49 CPUPROC
23610 sancho    20   0  479m  11m  11m R 53.1  0.1   0:47.32 CPUPROC
23636 sancho    20   0  479m  11m  11m R 52.1  0.1   0:46.44 CPUPROC
23577 sancho    20   0  479m  11m  11m R 51.1  0.1   0:45.52 CPUPROC
23582 sancho    20   0  479m  11m  11m R 51.1  0.1   0:45.07 CPUPROC
23602 sancho    20   0  479m  12m  11m R 50.8  0.1   0:46.52 CPUPROC
23628 sancho    20   0  479m  11m  11m R 50.8  0.1   0:44.32 CPUPROC
23635 sancho    20   0  479m  11m  11m R 50.8  0.1   0:44.56 CPUPROC
23578 sancho    20   0  479m  11m  11m R 50.2  0.1   0:46.86 CPUPROC
23595 sancho    20   0  479m  11m  11m R 50.2  0.1   0:46.30 CPUPROC
23591 sancho    20   0  479m  11m  11m R 48.9  0.1   0:45.07 CPUPROC
23584 sancho    20   0  479m  11m  11m R 48.5  0.1   0:46.41 CPUPROC
23620 sancho    20   0  479m  11m  11m R 48.5  0.1   0:44.26 CPUPROC
23596 sancho    20   0  479m  11m  11m R 48.2  0.1   0:45.47 CPUPROC
23619 sancho    20   0  479m  11m  11m R 48.2  0.1   0:44.53 CPUPROC
23630 sancho    20   0  479m  11m  11m R 48.2  0.1   0:45.13 CPUPROC
23637 sancho    20   0  479m  11m  11m R 48.2  0.1   0:45.96 CPUPROC
23580 sancho    20   0  479m  11m  11m R 47.9  0.1   0:46.26 CPUPROC
23613 sancho    20   0  479m  11m  11m R 47.9  0.1   0:44.00 CPUPROC
23587 sancho    20   0  479m  11m  11m R 47.6  0.1   0:44.80 CPUPROC
23606 sancho    20   0  479m  11m  11m R 46.6  0.1   0:46.24 CPUPROC
```

top (cont.)

```
23607 sancho    20   0  479m  11m  11m R 46.6  0.1   0:46.28 CPUPROC
23598 sancho    20   0  479m  11m  11m R 46.3  0.1   0:45.00 CPUPROC
23608 sancho    20   0  479m  11m  11m R 46.3  0.1   0:45.45 CPUPROC
23574 sancho    20   0  479m  11m  11m R 45.9  0.1   0:45.59 CPUPROC
23579 sancho    20   0  479m  11m  11m R 45.9  0.1   0:45.04 CPUPROC
23593 sancho    20   0  479m  11m  11m R 45.9  0.1   0:45.25 CPUPROC
23590 sancho    20   0  479m  11m  11m R 45.6  0.1   0:45.08 CPUPROC
23604 sancho    20   0  479m  11m  11m R 45.6  0.1   0:46.39 CPUPROC
23626 sancho    20   0  479m  11m  11m R 45.6  0.1   0:46.48 CPUPROC
23633 sancho    20   0  479m  11m  11m R 45.6  0.1   0:44.86 CPUPROC
23588 sancho    20   0  479m  11m  11m R 45.3  0.1   0:46.65 CPUPROC
23634 sancho    20   0  479m  11m  11m R 45.3  0.1   0:45.37 CPUPROC
23586 sancho    20   0  479m  11m  11m R 44.9  0.1   0:43.76 CPUPROC
23611 sancho    20   0  479m  11m  11m R 44.9  0.1   0:46.06 CPUPROC
23629 sancho    20   0  479m  11m  11m R 44.9  0.1   0:45.35 CPUPROC
23583 sancho    20   0  479m  11m  11m R 44.6  0.1   0:44.62 CPUPROC
23623 sancho    20   0  479m  11m  11m R 44.3  0.1   0:45.35 CPUPROC
23624 sancho    20   0  479m  11m  11m R 44.3  0.1   0:44.85 CPUPROC
23627 sancho    20   0  479m  11m  11m R 44.0  0.1   0:45.23 CPUPROC
23631 sancho    20   0  479m  11m  11m R 44.0  0.1   0:45.26 CPUPROC
23609 sancho    20   0  479m  11m  11m R 43.6  0.1   0:45.67 CPUPROC
23597 sancho    20   0  479m  11m  11m R 42.7  0.1   0:45.30 CPUPROC
23576 sancho    20   0  479m  11m  11m R 42.3  0.1   0:46.16 CPUPROC
23592 sancho    20   0  479m  11m  11m R 42.3  0.1   0:45.70 CPUPROC
23618 sancho    20   0  479m  11m  11m R 42.3  0.1   0:45.98 CPUPROC
23581 sancho    20   0  479m  11m  11m R 42.0  0.1   0:47.52 CPUPROC
23601 sancho    20   0  479m  11m  11m R 42.0  0.1   0:46.42 CPUPROC
23605 sancho    20   0  479m  11m  11m R 41.4  0.1   0:45.56 CPUPROC
23575 sancho    20   0  479m  11m  11m R 41.0  0.1   0:45.52 CPUPROC
23614 sancho    20   0  479m  11m  11m R 39.7  0.1   0:45.91 CPUPROC
23622 sancho    20   0  479m  11m  11m R 39.7  0.1   0:46.71 CPUPROC
23599 sancho    20   0  479m  12m  11m R 39.1  0.1   0:45.68 CPUPROC
23600 sancho    20   0  479m  11m  11m R 39.1  0.1   0:46.50 CPUPROC
23766 sancho    20   0  479m  20m  20m S  8.5  0.1   0:03.28 BMDFMldr
23652 sancho    20   0  478m 6876 6788 S  3.6  0.0   0:01.69 OQPROC
23694 sancho    20   0  478m 6956 6868 S  2.6  0.0   0:01.86 OQPROC
23738 sancho    20   0  478m  11m  11m S  2.6  0.1   0:00.94 IORBPROC
16597 sancho    20   0 98.1m 2464  964 S  2.0  0.0   1:10.84 sshd
23681 sancho    20   0  478m 6976 6888 S  2.0  0.0   0:01.79 OQPROC
23687 sancho    20   0  478m 6892 6804 S  2.0  0.0   0:01.64 OQPROC
23648 sancho    20   0  478m 6936 6852 S  1.6  0.0   0:01.83 OQPROC
23651 sancho    20   0  478m 6876 6788 S  1.6  0.0   0:01.80 OQPROC
23663 sancho    20   0  478m 6932 6844 S  1.6  0.0   0:01.60 OQPROC
23664 sancho    20   0  478m 6888 6800 S  1.6  0.0   0:01.75 OQPROC
23670 sancho    20   0  478m 6816 6728 S  1.6  0.0   0:01.76 OQPROC
23678 sancho    20   0  478m 7016 6928 S  1.6  0.0   0:01.60 OQPROC
23679 sancho    20   0  478m 6884 6800 S  1.6  0.0   0:01.66 OQPROC
23699 sancho    20   0  478m 6732 6648 S  1.6  0.0   0:01.80 OQPROC
23700 sancho    20   0  478m 6772 6684 S  1.6  0.0   0:01.81 OQPROC
22840 sancho    20   0 15692 2004  984 R  1.3  0.0   0:06.40 top
23638 sancho    20   0  478m 6912 6824 S  1.3  0.0   0:01.78 OQPROC
23640 sancho    20   0  478m 6712 6628 S  1.3  0.0   0:01.77 OQPROC
23642 sancho    20   0  478m 6912 6824 S  1.3  0.0   0:01.68 OQPROC
23645 sancho    20   0  478m 6956 6868 S  1.3  0.0   0:01.70 OQPROC
23654 sancho    20   0  478m 6936 6848 S  1.3  0.0   0:01.68 OQPROC
23659 sancho    20   0  478m 6960 6872 S  1.3  0.0   0:01.60 OQPROC
23661 sancho    20   0  478m 6884 6796 S  1.3  0.0   0:01.74 OQPROC
23662 sancho    20   0  478m 6988 6900 S  1.3  0.0   0:01.67 OQPROC
23668 sancho    20   0  478m 6884 6796 S  1.3  0.0   0:01.75 OQPROC
23669 sancho    20   0  478m 6912 6824 S  1.3  0.0   0:01.70 OQPROC
23671 sancho    20   0  478m 6856 6768 S  1.3  0.0   0:01.66 OQPROC
23674 sancho    20   0  478m 6964 6876 S  1.3  0.0   0:01.89 OQPROC
23675 sancho    20   0  478m 7012 6924 S  1.3  0.0   0:01.69 OQPROC
23677 sancho    20   0  478m 6888 6800 S  1.3  0.0   0:01.79 OQPROC
23683 sancho    20   0  478m 6860 6772 S  1.3  0.0   0:01.67 OQPROC
23685 sancho    20   0  478m 6840 6756 S  1.3  0.0   0:01.75 OQPROC
23691 sancho    20   0  478m 6936 6848 S  1.3  0.0   0:01.66 OQPROC
23692 sancho    20   0  478m 6856 6772 S  1.3  0.0   0:01.63 OQPROC
23695 sancho    20   0  478m 6892 6804 S  1.3  0.0   0:01.59 OQPROC
23697 sancho    20   0  478m 6908 6824 S  1.3  0.0   0:01.85 OQPROC
23698 sancho    20   0  478m 6900 6812 S  1.3  0.0   0:01.80 OQPROC
```

Test Application	Single-threaded Control Flow	Multithreaded Dataflow
Interactive Game "Worm" ("heavy rendering condition")	fastlisp worm.flp **2895sec.**	BMDFMldr worm.flp **100sec.**

Appendix: Log Files

The log files are provided in this document for those who are interested in automatic control-flow-to-dataflow code transformations and time measurements:

cat /proc/cpuinfo

```
processor       : 0
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 0
siblings        : 8
core id         : 0
cpu cores       : 8
apicid          : 0
initial apicid  : 0
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 1
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 0
siblings        : 8
core id         : 1
cpu cores       : 8
apicid          : 1
initial apicid  : 1
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 2
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 0
siblings        : 8
core id         : 2
cpu cores       : 8
apicid          : 2
initial apicid  : 2
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 3
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 0
siblings        : 8
core id         : 3
cpu cores       : 8
apicid          : 3
initial apicid  : 3
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 4
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 0
siblings        : 8
core id         : 4
cpu cores       : 8
apicid          : 4
initial apicid  : 4
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 5
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 0
siblings        : 8
core id         : 5
cpu cores       : 8
apicid          : 5
initial apicid  : 5
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 6
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 0
siblings        : 8
core id         : 6
cpu cores       : 8
apicid          : 6
initial apicid  : 6
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 7
vendor_id       : GenuineIntel
```

```
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 0
siblings        : 8
core id         : 7
cpu cores       : 8
apicid          : 7
initial apicid  : 7
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 8
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 1
siblings        : 8
core id         : 0
cpu cores       : 8
apicid          : 8
initial apicid  : 8
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 9
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 1
siblings        : 8
core id         : 1
cpu cores       : 8
apicid          : 9
initial apicid  : 9
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 10
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 1
siblings        : 8
core id         : 2
cpu cores       : 8
apicid          : 10
initial apicid  : 10
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 11
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 1
siblings        : 8
core id         : 3
cpu cores       : 8
apicid          : 11
initial apicid  : 11
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 12
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 1
siblings        : 8
core id         : 4
cpu cores       : 8
apicid          : 12
initial apicid  : 12
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 13
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 1
siblings        : 8
core id         : 5
cpu cores       : 8
apicid          : 13
initial apicid  : 13
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 14
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 1
siblings        : 8
core id         : 6
cpu cores       : 8
apicid          : 14
initial apicid  : 14
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 15
vendor_id       : GenuineIntel
```

```
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 1
siblings        : 8
core id         : 7
cpu cores       : 8
apicid          : 15
initial apicid  : 15
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 16
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 2
siblings        : 8
core id         : 0
cpu cores       : 8
apicid          : 16
initial apicid  : 16
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 17
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 2
siblings        : 8
core id         : 1
cpu cores       : 8
apicid          : 17
initial apicid  : 17
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 18
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 2
siblings        : 8
core id         : 2
cpu cores       : 8
apicid          : 18
initial apicid  : 18
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 19
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 2
siblings        : 8
core id         : 3
cpu cores       : 8
apicid          : 19
initial apicid  : 19
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 20
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 2
siblings        : 8
core id         : 4
cpu cores       : 8
apicid          : 20
initial apicid  : 20
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 21
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 2
siblings        : 8
core id         : 5
cpu cores       : 8
apicid          : 21
initial apicid  : 21
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 22
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 2
siblings        : 8
core id         : 6
cpu cores       : 8
apicid          : 22
initial apicid  : 22
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 23
vendor_id       : GenuineIntel
```

```
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 2
siblings        : 8
core id         : 7
cpu cores       : 8
apicid          : 23
initial apicid  : 23
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 24
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 3
siblings        : 8
core id         : 0
cpu cores       : 8
apicid          : 24
initial apicid  : 24
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 25
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 3
siblings        : 8
core id         : 1
cpu cores       : 8
apicid          : 25
initial apicid  : 25
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 26
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 3
siblings        : 8
core id         : 2
cpu cores       : 8
apicid          : 26
initial apicid  : 26
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 27
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 3
siblings        : 8
core id         : 3
cpu cores       : 8
apicid          : 27
initial apicid  : 27
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 28
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 3
siblings        : 8
core id         : 4
cpu cores       : 8
apicid          : 28
initial apicid  : 28
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 29
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 3
siblings        : 8
core id         : 5
cpu cores       : 8
apicid          : 29
initial apicid  : 29
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 30
vendor_id       : GenuineIntel
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 3
siblings        : 8
core id         : 6
cpu cores       : 8
apicid          : 30
initial apicid  : 30
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:

processor       : 31
vendor_id       : GenuineIntel
```

```
cpu family      : 6
model           : 62
model name      : Intel(R) Xeon(R) CPU E7-4820 v2 @ 2.00GHz
stepping        : 7
microcode       : 1804
cpu MHz         : 1995.192
cache size      : 16384 KB
physical id     : 3
siblings        : 8
core id         : 7
cpu cores       : 8
apicid          : 31
initial apicid  : 31
fpu             : yes
fpu_exception   : yes
cpuid level     : 13
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov
pat pse36 clflush dts mmx fxsr sse sse2 ss ht syscall nx rdtscp lm constant_tsc
arch_perfmon pebs bts xtopology tsc_reliable nonstop_tsc aperfmperf
unfair_spinlock pni pclmulqdq ssse3 cx16 sse4_1 sse4_2 popcnt aes xsave avx
hypervisor lahf_lm ida arat epb pln pts dts
bogomips        : 3990.38
clflush size    : 64
cache_alignment : 64
address sizes   : 40 bits physical, 48 bits virtual
power management:
```

fastlisp worm.flp

```
Current termcap settings:
  TERM_TYPE=`xterm'; LINES_TERM=`142'; COLUMNS_TERM=`475';
  CLRSCR_TERM=`\e[H\e[2J'; REVERSE_TERM=`\e[7m'; BLINK_TERM=`\e[5m';
  BOLD_TERM=`\e[1m'; NORMAL_TERM=`\e[0m'; HIDECURSOR_TERM=`\e[?25l';
  SHOWCURSOR_TERM=`\e[?12l\e[?25h'; GOTOCURSOR_TERM=`\e[%i%d;%dH'.
Checking whether the `worm.flp' file is already precompiled...
Reading the `fastlisp.cfg' configuration profile...
Checking the syntax of the configuration profile...
Squeezing the nested source PROGN statements in Global FastLisp function set...
  Redundant nested source PROGN statements removed: 0.
Looking for uninitialized variables/arrays in Global FastLisp function set...
Resolving data types in Global FastLisp function set...
```

```
(DEFUN
  RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE
  (PROGN
    (SETQ@S WORM_@S (CAT "" $1))
    (SETQ@I LINENUM_@I (+ 0 $2))
    (SETQ@I NUM2EAT_@I (+ 0 $3))
    (SETQ@I NUM2EATL_@I (+ 0 $4))
    (SETQ@I NUM2EATC_@I (+ 0 $5))
    (SETQ@I COLUMNS_TERM_@I (+ 0 $6))
    (SETQ@S BLINK_TERM_@S (CAT "" $7))
    (SETQ@S BOLD_TERM_@S (CAT "" $8))
    (SETQ@S NORMAL_TERM_@S (CAT "" $9))
    (SETQ@S OUT@S "|")
    (SETQ@I CI@I (-@J COLUMNS_TERM_@I 3))
    (FOR@J
      C@I 0 1 CI@I
      (PROGN
        (SETQ@I
          I@I
          (AT@J
            (CAT@J
              "|"
              (CAT@J (STR@I LINENUM_@I) (CAT@J ":" (CAT@J (STR@I C@I) "|")))
            )
            WORM_@S
          )
        )
        (IF@J
          (==@I I@I 1)
          (PROGN
            (SETQ@S OUT@S (CAT@J OUT@S BOLD_TERM_@S))
            (SETQ@S OUT@S (CAT@J OUT@S "@"))
            (SETQ@S OUT@S (CAT@J OUT@S NORMAL_TERM_@S))
          )
          (IF@J
            (>@I I@I 1)
            (SETQ@S OUT@S (CAT@J OUT@S "*"))
            (IF@J
              (&&@J
                (>@I NUM2EAT_@I 0)
                (&&@J (==@I NUM2EATL_@I LINENUM_@I) (==@I NUM2EATC_@I C@I))
              )
              (PROGN
                (SETQ@S OUT@S (CAT@J OUT@S BLINK_TERM_@S))
                (SETQ@S OUT@S (CAT@J OUT@S BOLD_TERM_@S))
                (SETQ@S OUT@S (CAT@J OUT@S (STR@I NUM2EAT_@I)))
                (SETQ@S OUT@S (CAT@J OUT@S NORMAL_TERM_@S))
              )
              (SETQ@S OUT@S (CAT@J OUT@S " "))
            )
          )
        )
      )
    )
    (SETQ@S OUT@S (CAT@J OUT@S "|"))
  )
)
```

```
(DEFUN RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE (PROGN (SETQ@S WORM_@S (CAT "" $1)
) (SETQ@I LINENUM_@I (+ 0 $2)) (SETQ@I NUM2EAT_@I (+ 0 $3)) (SETQ@I NUM2EATL_@I
 (+ 0 $4)) (SETQ@I NUM2EATC_@I (+ 0 $5)) (SETQ@I COLUMNS_TERM_@I (+ 0 $6)) (SET
Q@S BLINK_TERM_@S (CAT "" $7)) (SETQ@S BOLD_TERM_@S (CAT "" $8)) (SETQ@S NORMAL
_TERM_@S (CAT "" $9)) (SETQ@S OUT@S "|") (SETQ@I CI@I (-@J COLUMNS_TERM_@I 3))
(FOR@J C@I 0 1 CI@I (PROGN (SETQ@I I@I (AT@J (CAT@J "|" (CAT@J (STR@I LINENUM_@
I) (CAT@J ":" (CAT@J (STR@I C@I) "|")))) WORM_@S)) (IF@J (==@I I@I 1) (PROGN (S
ETQ@S OUT@S (CAT@J OUT@S BOLD_TERM_@S)) (SETQ@S OUT@S (CAT@J OUT@S "@")) (SETQ@
S OUT@S (CAT@J OUT@S NORMAL_TERM_@S))) (IF@J (>@I I@I 1) (SETQ@S OUT@S (CAT@J O
UT@S "*")) (IF@J (&&@J (>@I NUM2EAT_@I 0) (&&@J (==@I NUM2EATL_@I LINENUM_@I) (
==@I NUM2EATC_@I C@I))) (PROGN (SETQ@S OUT@S (CAT@J OUT@S BLINK_TERM_@S)) (SETQ
@S OUT@S (CAT@J OUT@S BOLD_TERM_@S)) (SETQ@S OUT@S (CAT@J OUT@S (STR@I NUM2EAT_
@I))) (SETQ@S OUT@S (CAT@J OUT@S NORMAL_TERM_@S))) (SETQ@S OUT@S (CAT@J OUT@S "
 ))))))) (SETQ@S OUT@S (CAT@J OUT@S "|"))))
```

```
--------------------------------------------------------------------------------
*You may recompile the `fastlisp' with commented `#define _NOISY_MODE_'
 to disable print of the Global FastLisp function code.
Reading the `worm.flp' source FastLisp file...
*** Resetting time counters (first null assignment)... ***
Modifying the FastLisp code (PATTERN No# 1)...
  (PROGN <FastLisp_prog>)
Checking the syntax of the source FastLisp file...
Modifying the FastLisp code (PATTERN No# 2)...
  (PROGN {(SETQ <termcap_var> <termcap_val>) }<FastLisp_prog>)
Squeezing the nested source PROGN statements...
  Redundant nested source PROGN statements removed: 2.
Looking for uninitialized variables/arrays in the FastLisp code...
Resolving data types in the FastLisp code...
--------------------------------------------------------------------------------
```

```
(PROGN
  (SETQ@S TERM_TYPE@S "xterm")
  (SETQ@I LINES_TERM@I 142)
  (SETQ@I COLUMNS_TERM@I 475)
  (SETQ@S CLRSCR_TERM@S "\e[H\e[2J")
  (SETQ@S REVERSE_TERM@S "\e[7m")
  (SETQ@S BLINK_TERM@S "\e[5m")
  (SETQ@S BOLD_TERM@S "\e[1m")
  (SETQ@S NORMAL_TERM@S "\e[0m")
  (SETQ@S HIDECURSOR_TERM@S "\e[?25l")
  (SETQ@S SHOWCURSOR_TERM@S "\e[?12l\e[?25h")
  (SETQ@S GOTOCURSOR_TERM@S "\e[%i%d;%dH")
  (DEFUN
    RENDER_ENTIRE_WORM_GAME_SCENE
    (PROGN
      (SETQ@S WORM_@S (CAT "" $1))
      (SETQ@I SCORE_@I (+ 0 $2))
      (SETQ@I NUM2EAT_@I (+ 0 $3))
      (SETQ@I NUM2EATL_@I (+ 0 $4))
      (SETQ@I NUM2EATC_@I (+ 0 $5))
      (SETQ@I LINES_TERM_@I (+ 0 $6))
      (SETQ@I COLUMNS_TERM_@I (+ 0 $7))
      (SETQ@S HIDECURSOR_TERM_@S (CAT "" $8))
      (SETQ@S SHOWCURSOR_TERM_@S (CAT "" $9))
      (SETQ@S BLINK_TERM_@S (CAT "" $10))
      (SETQ@S BOLD_TERM_@S (CAT "" $11))
      (SETQ@S REVERSE_TERM_@S (CAT "" $12))
      (SETQ@S NORMAL_TERM_@S (CAT "" $13))
      (SETQ@S GOTOCURSOR_TERM_@S (CAT "" $14))
      (SETQ@S OUT@S "")
      (SETQ@S OUT@S (CAT@J OUT@S HIDECURSOR_TERM_@S))
      (SETQ@S OUT@S (CAT@J OUT@S REVERSE_TERM_@S))
      (SETQ@S OUT@S (CAT@J OUT@S (GOTOCURSOR1_TERM@J GOTOCURSOR_TERM_@S 0 0)))
      (SETQ@S
        OUT@S
        (CAT@J
          OUT@S
          (PADC@J
            (CAT@J
              "The `Worm' Game! "
              "(FastLisp version for terminals by Sancho Mining)"
            )
            COLUMNS_TERM_@I
          )
        )
      )
      (SETQ@S OUT@S (CAT@J OUT@S NORMAL_TERM_@S))
      (SETQ@I LI@I (-@J LINES_TERM_@I 4))
      (FOR@J
        L@I 0 1 LI@I
        (PROGN
          (SETQ@S
            OUT@S
            (CAT@J OUT@S (GOTOCURSOR1_TERM@J GOTOCURSOR_TERM_@S (++@J L@I) 0))
          )
          (SETQ@S
            OUT@S
            (CAT@J
              OUT@S
              (RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE
                WORM_@S L@I NUM2EAT_@I NUM2EATL_@I NUM2EATC_@I COLUMNS_TERM_@I
                BLINK_TERM_@S BOLD_TERM_@S NORMAL_TERM_@S
              )
            )
          )
        )
      )
      (SETQ@S OUT@S (CAT@J OUT@S REVERSE_TERM_@S))
      (SETQ@S
        OUT@S
        (CAT@J
          OUT@S
          (GOTOCURSOR1_TERM@J GOTOCURSOR_TERM_@S (-@J LINES_TERM_@I 2) 0)
        )
      )
      (SETQ@S
        OUT@S
        (CAT@J
          OUT@S
          (PADR@J
            (CAT@J
              (CAT@J
                " I-Up K-Down J/N-Left L/M-Right"
                " \"F\"aster \"S\"lower \"P\"ause \"Q\"uit | Score: "
              )
              (CAT@J (STR@I SCORE_@I) " ")
            )
            COLUMNS_TERM_@I
          )
        )
      )
      (SETQ@S OUT@S (CAT@J OUT@S NORMAL_TERM_@S))
      (SETQ@S
        OUT@S
        (CAT@J
          OUT@S
          (GOTOCURSOR1_TERM@J GOTOCURSOR_TERM_@S (--@J LINES_TERM_@I) 0)
        )
      )
      (SETQ@S OUT@S (CAT@J OUT@S (SPACE@J (--@J COLUMNS_TERM_@I))))
      (SETQ@S
        OUT@S
        (CAT@J
          OUT@S
```

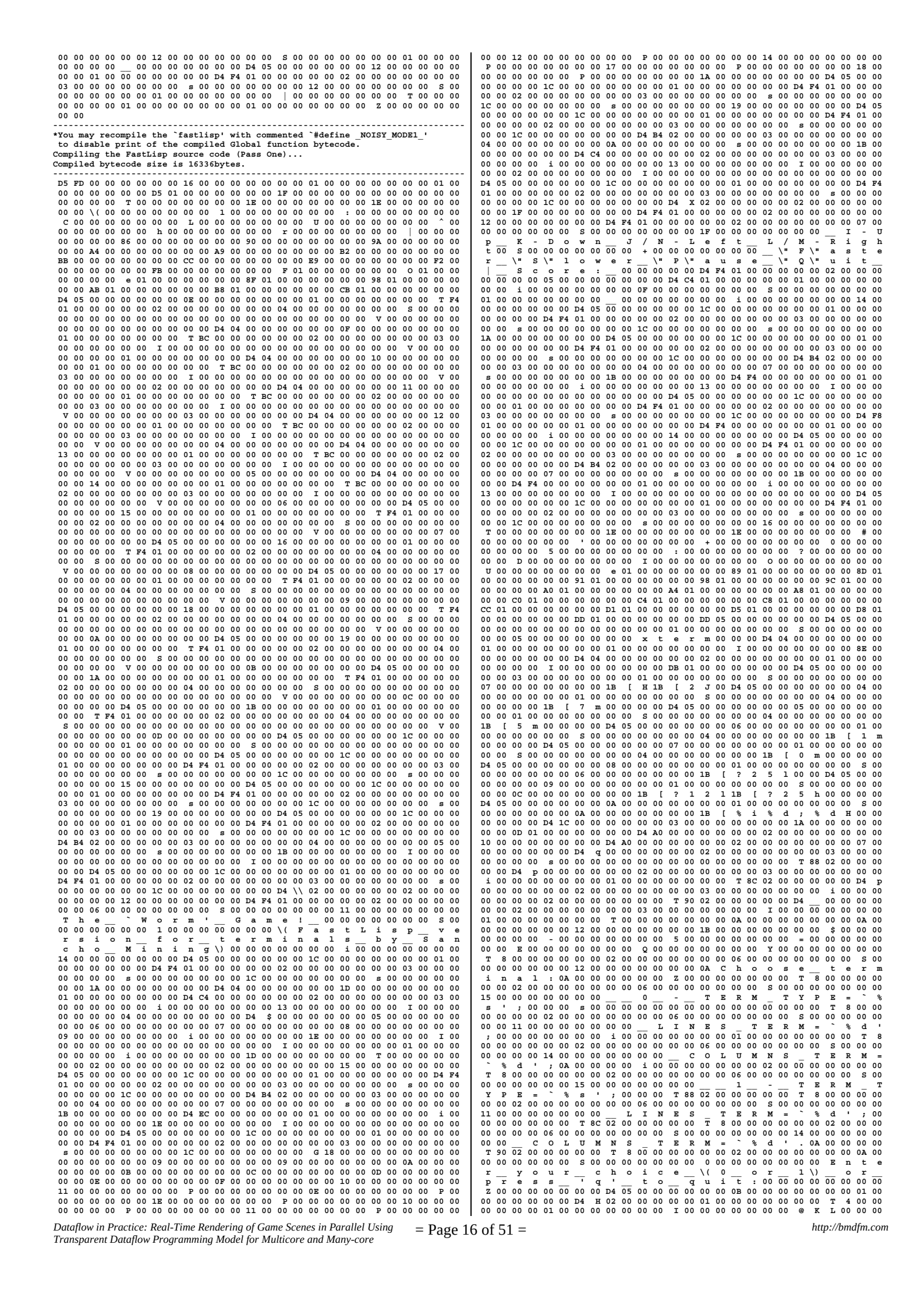
```
        (GOTOCURSOR1_TERM@J GOTOCURSOR_TERM_@S (--@J LINES_TERM_@I) 0)
      )
    )
    (SETQ@S OUT@S (CAT@J OUT@S SHOWCURSOR_TERM_@S))
  )
)
(IF@J
  (||@J
    (||@J (!=@S TERM_TYPE@S (TERM_TYPE)) (!=@I LINES_TERM@I (LINES_TERM)))
    (!=@I COLUMNS_TERM@I (COLUMNS_TERM))
  )
  (WHILE@J
    1
    (PROGN
      (OUTF "\nChoose terminal:\n" NIL)
      (OUTF "  0 - TERM_TYPE=`%s';" TERM_TYPE@S)
      (OUTF " LINES_TERM=`%d';" LINES_TERM@I)
      (OUTF " COLUMNS_TERM=`%d';\n" COLUMNS_TERM@I)
      (OUTF "  1 - TERM_TYPE=`%s';" (TERM_TYPE))
      (OUTF " LINES_TERM=`%d';" (LINES_TERM))
      (OUTF " COLUMNS_TERM=`%d'.\n" (COLUMNS_TERM))
      (OUTF "Enter your choice (0 or 1) or press 'q' to quit:" NIL)
      (SETQ@S CH@S (UPPER@J (SCAN_CONSOLE 5000000)))
      (IF@J
        (||@J (==@S CH@S "Q") (==@I (ASC@J CH@S) 3))
        (EXIT)
        (IF@J
          (==@S CH@S "0")
          (BREAK)
          (IF@J
            (==@S CH@S "1")
            (PROGN
              (SETQ@S TERM_TYPE@S (TERM_TYPE))
              (SETQ@I LINES_TERM@I (LINES_TERM))
              (SETQ@I COLUMNS_TERM@I (COLUMNS_TERM))
              (SETQ@S CLRSCR_TERM@S (CLRSCR_TERM))
              (SETQ@S REVERSE_TERM@S (REVERSE_TERM))
              (SETQ@S BLINK_TERM@S (BLINK_TERM))
              (SETQ@S BOLD_TERM@S (BOLD_TERM))
              (SETQ@S NORMAL_TERM@S (NORMAL_TERM))
              (SETQ@S HIDECURSOR_TERM@S (HIDECURSOR_TERM))
              (SETQ@S SHOWCURSOR_TERM@S (SHOWCURSOR_TERM))
              (SETQ@S GOTOCURSOR_TERM@S (GOTOCURSOR_TERM@J -1 -1))
              (BREAK)
            )
            (IF@J
              (==@I (ASC@J CH@S) 0)
              NIL
              (OUTF "\n\n*** Invalid selection ***\n" NIL)
            )
          )
        )
      )
    )
  )
  NIL
)
(IF@J
  (||@J (<@I LINES_TERM@I 24) (<@I COLUMNS_TERM@I 80))
  (PROGN (OUTF "\n\n*** Terminal is too tiny ***\n" NIL) (EXIT))
  NIL
)
(SETQ@I HEADL@I 0)
(SETQ@I HEADC@I 3)
(SETQ@S WORM@S "|0:3|0:2|0:1|0:0|")
(SETQ@I SCORE@I 0)
(SETQ@I NUM2EAT@I 0)
(SETQ@I NUM2EATL@I 0)
(SETQ@I NUM2EATC@I 0)
(SETQ@I
  NUM2EAT@I
  (<<@J (+@J (-@J LINES_TERM@I 10) (-@J COLUMNS_TERM@I 10)) 1)
)
(SETQ@I NUM2EATL@I 1)
(SETQ@I NUM2EATC@I 1)
(SETQ@I STILL2EAT@I 0)
(SETQ@S CH_PREV@S "L")
(SETQ@I SPEED@I 100000)
(IRND@J -1)
(OUTF (PRN_STRING_FMT) CLRSCR_TERM@S)
(WHILE@J
  1
  (PROGN
    (OUTF
      (PRN_STRING_FMT)
      (RENDER_ENTIRE_WORM_GAME_SCENE
        WORM@S SCORE@I NUM2EAT@I NUM2EATL@I NUM2EATC@I LINES_TERM@I
        COLUMNS_TERM@I HIDECURSOR_TERM@S SHOWCURSOR_TERM@S BLINK_TERM@S
        BOLD_TERM@S REVERSE_TERM@S NORMAL_TERM@S GOTOCURSOR_TERM@S
      )
    )
    (SETQ@S CH@S (UPPER@J (SCAN_CONSOLE SPEED@I)))
    (IF@J (==@S CH@S "P") (SETQ@S CH@S (UPPER@J (SCAN_CONSOLE 1))) NIL)
    (IF@J
      (==@S CH@S "F")
      (PROGN
        (SETQ@I SPEED@I (>>@J SPEED@I 1))
        (IF@J (<@I SPEED@I 2) (SETQ@I SPEED@I 0) NIL)
      )
      (IF@J
        (==@S CH@S "S")
        (PROGN
          (IF@J (<@I SPEED@I 2) (SETQ@I SPEED@I 1) NIL)
          (SETQ@I SPEED@I (<<@J SPEED@I 1))
        )
        (IF@J (==@S CH@S "Q") (BREAK) NIL)
      )
    )
    (IF@J
      (==@S CH@S "I")
      (SETQ@S CH_PREV@S "I")
      (IF@J
        (==@S CH@S "K")
        (SETQ@S CH_PREV@S "K")
        (IF@J
          (==@S CH@S "J")
          (SETQ@S CH_PREV@S "J")
          (IF@J (==@S CH@S "L") (SETQ@S CH_PREV@S "L") NIL)
        )
      )
    )
    (IF@J
      (==@S CH@S "N")
      (IF@J
        (==@S CH_PREV@S "I")
        (SETQ@S CH_PREV@S "J")
        (IF@J
          (==@S CH_PREV@S "K")
          (SETQ@S CH_PREV@S "L")
          (IF@J
            (==@S CH_PREV@S "J")
            (SETQ@S CH_PREV@S "K")
            (IF@J (==@S CH_PREV@S "L") (SETQ@S CH_PREV@S "I") NIL)
          )
        )
      )
      (IF@J
        (==@S CH@S "M")
        (IF@J
          (==@S CH_PREV@S "I")
          (SETQ@S CH_PREV@S "L")
          (IF@J
            (==@S CH_PREV@S "K")
            (SETQ@S CH_PREV@S "J")
            (IF@J
              (==@S CH_PREV@S "J")
              (SETQ@S CH_PREV@S "I")
              (IF@J (==@S CH_PREV@S "L") (SETQ@S CH_PREV@S "K") NIL)
            )
          )
        )
        NIL
      )
    )
    (WHILE@J
      1
      (PROGN
        (IF@J
          (==@I HEADC@I (-@J COLUMNS_TERM@I 3))
          (PROGN
            (SETQ@S CH_PREV@S "K")
            (SETQ@I HEADC@I (--@J HEADC@I))
            (BREAK)
          )
          NIL
        )
        (IF@J
          (==@I HEADL@I (-@J LINES_TERM@I 4))
          (PROGN
            (SETQ@S CH_PREV@S "J")
            (SETQ@I HEADL@I (--@J HEADL@I))
            (BREAK)
          )
          NIL
        )
        (IF@J
          (==@I HEADC@I 0)
          (PROGN (SETQ@S CH_PREV@S "I") (SETQ@I HEADC@I 1) (BREAK))
          NIL
        )
        (IF@J
          (==@I HEADL@I 0)
          (PROGN (SETQ@S CH_PREV@S "L") (SETQ@I HEADL@I 1) (BREAK))
          NIL
        )
        (BREAK)
      )
    )
    (IF@J
      (==@S CH_PREV@S "I")
      (PROGN
        (SETQ@I HEADL@I (--@J HEADL@I))
        (IF@J (<@I HEADL@I 0) (BREAK) NIL)
      )
      (IF@J
        (==@S CH_PREV@S "K")
        (PROGN
          (SETQ@I HEADL@I (++@J HEADL@I))
          (IF@J (>@I HEADL@I (-@J LINES_TERM@I 4)) (BREAK) NIL)
        )
        (IF@J
          (==@S CH_PREV@S "J")
          (PROGN
            (SETQ@I HEADC@I (--@J HEADC@I))
            (IF@J (<@I HEADC@I 0) (BREAK) NIL)
          )
          (IF@J
            (==@S CH_PREV@S "L")
            (PROGN
              (SETQ@I HEADC@I (++@J HEADC@I))
              (IF@J (>@I HEADC@I (-@J COLUMNS_TERM@I 3)) (BREAK) NIL)
            )
            NIL
          )
        )
      )
    )
    (IF@J
      (AT@J
        (CAT@J
          "|"
          (CAT@J (STR@I HEADL@I) (CAT@J ":" (CAT@J (STR@I HEADC@I) "|")))
        )
        WORM@S
      )
      (BREAK)
      NIL
    )
    (IF@J
      (&&@J (==@I HEADL@I NUM2EATL@I) (==@I HEADC@I NUM2EATC@I))
      (PROGN
        (SETQ@I STILL2EAT@I NUM2EAT@I)
        (SETQ@I NUM2EAT@I 0)
        (SETQ@I SCORE@I (+@J SCORE@I STILL2EAT@I))
      )
      NIL
    )
    (IF@J
      (>@I STILL2EAT@I 0)
      (SETQ@I STILL2EAT@I (--@J STILL2EAT@I))
```

```
        (PROGN
          (SETQ@S WORM@S (LEFTR@J WORM@S 1))
          (SETQ@S WORM@S (LEFT@J WORM@S (RAT@J "|" WORM@S)))
        )
      )
      (SETQ@S WORM@S (CAT@J (STR@I HEADC@I) WORM@S))
      (SETQ@S WORM@S (CAT@J ":" WORM@S))
      (SETQ@S WORM@S (CAT@J (STR@I HEADL@I) WORM@S))
      (SETQ@S WORM@S (CAT@J "|" WORM@S))
      (IF@J
        (==@I NUM2EAT@I 0)
        (WHILE@J
          1
          (PROGN
            (SETQ@I NUM2EATL@I (IRND@J (-@J LINES_TERM@I 4)))
            (SETQ@I NUM2EATC@I (IRND@J (-@J COLUMNS_TERM@I 3)))
            (IF@J
              (AT@J
                (CAT@J
                  "|"
                  (CAT@J
                    (STR@I NUM2EATL@I)
                    (CAT@J ":" (CAT@J (STR@I NUM2EATC@I) "|"))
                  )
                )
                WORM@S
              )
              NIL
              (PROGN (SETQ@I NUM2EAT@I (++@J (IRND@J 8))) (BREAK))
            )
          )
        )
        NIL
      )
    )
  )
  ""
)
```

```
(PROGN (SETQ@S TERM_TYPE@S "xterm") (SETQ@I LINES_TERM@I 142) (SETQ@I COLUMNS_TERM@I 475) (SETQ@S CLRSCR_TERM@S "\e[H\e[2J") (SETQ@S REVERSE_TERM@S "\e[7m") (SETQ@S BLINK_TERM@S "\e[5m") (SETQ@S BOLD_TERM@S "\e[1m") (SETQ@S NORMAL_TERM@S "\e[0m") (SETQ@S HIDECURSOR_TERM@S "\e[?25l") (SETQ@S SHOWCURSOR_TERM@S "\e[?12l\e[?25h") (SETQ@S GOTOCURSOR_TERM@S "\e[%i%d;%dH") (DEFUN RENDER_ENTIRE_WORM_GAME_SCENE (PROGN (SETQ@S WORM_@S (CAT "" $1)) (SETQ@I SCORE_@I (+ 0 $2)) (SETQ@I NUM2EAT_@I (+ 0 $3)) (SETQ@I NUM2EATL_@I (+ 0 $4)) (SETQ@I NUM2EATC_@I (+ 0 $5)) (SETQ@I LINES_TERM_@I (+ 0 $6)) (SETQ@I COLUMNS_TERM_@I (+ 0 $7)) (SETQ@S HIDECURSOR_TERM_@S (CAT "" $8)) (SETQ@S SHOWCURSOR_TERM_@S (CAT "" $9)) (SETQ@S BLINK_TERM_@S (CAT "" $10)) (SETQ@S BOLD_TERM_@S (CAT "" $11)) (SETQ@S REVERSE_TERM_@S (CAT "" $12)) (SETQ@S NORMAL_TERM_@S (CAT "" $13)) (SETQ@S GOTOCURSOR_TERM_@S (CAT "" $14)) (SETQ@S OUT@S "") (SETQ@S OUT@S (CAT@J OUT@S HIDECURSOR_TERM_@S)) (SETQ@S OUT@S (CAT@J OUT@S REVERSE_TERM_@S)) (SETQ@S OUT@S (CAT@J OUT@S (GOTOCURSOR1_TERM@J GOTOCURSOR_TERM_@S 0 0))) (SETQ@S OUT@S (CAT@J OUT@S (PADC@J (CAT@J "The `Worm' Game! " "(FastLisp version for terminals by Sancho Mining)") COLUMNS_TERM_@I))) (SETQ@S OUT@S (CAT@J OUT@S NORMAL_TERM_@S)) (SETQ@I LI@I (-@J LINES_TERM_@I 4)) (FOR@J L@I 0 1 LI@I (PROGN (SETQ@S OUT@S (CAT@J OUT@S (GOTOCURSOR1_TERM@J GOTOCURSOR_TERM_@S (++@J L@I) 0))) (SETQ@S OUT@S (CAT@J OUT@S (RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE WORM_@S L@I NUM2EAT_@I NUM2EATL_@I NUM2EATC_@I COLUMNS_TERM_@I BLINK_TERM_@S BOLD_TERM_@S NORMAL_TERM_@S))))) (SETQ@S OUT@S (CAT@J OUT@S REVERSE_TERM_@S)) (SETQ@S OUT@S (CAT@J OUT@S (GOTOCURSOR1_TERM@J GOTOCURSOR_TERM_@S (-@J LINES_TERM_@I 2) 0))) (SETQ@S OUT@S (CAT@J OUT@S (PADR@J (CAT@J (CAT@J " I-Up K-Down J/N-Left L/M-Right" " \"F\"aster \"S\"lower \"P\"ause \"Q\"uit | Score: ") (CAT@J (STR@I SCORE_@I) " ")) COLUMNS_TERM_@I))) (SETQ@S OUT@S (CAT@J OUT@S NORMAL_TERM_@S)) (SETQ@S OUT@S (CAT@J OUT@S (GOTOCURSOR1_TERM@J GOTOCURSOR_TERM_@S (--@J LINES_TERM_@I) 0))) (SETQ@S OUT@S (CAT@J OUT@S (SPACE@J (--@J COLUMNS_TERM_@I)))) (SETQ@S OUT@S (CAT@J OUT@S (GOTOCURSOR1_TERM@J GOTOCURSOR_TERM_@S (--@J LINES_TERM_@I) 0))) (SETQ@S OUT@S (CAT@J OUT@S (SHOWCURSOR_TERM_@S)))) (IF@J (||@J (||@J (!=@S TERM_TYPE@S (TERM_TYPE)) (!=@I LINES_TERM@I (LINES_TERM))) (!=@I COLUMNS_TERM@I (COLUMNS_TERM))) (WHILE@J 1 (PROGN (OUTF "\nChoose terminal:\n" NIL) (OUTF "  0 - TERM_TYPE=`%s';" TERM_TYPE@S) (OUTF " LINES_TERM=`%d';" LINES_TERM@I) (OUTF " COLUMNS_TERM=`%d';\n" COLUMNS_TERM@I) (OUTF "  1 - TERM_TYPE=`%s';" (TERM_TYPE)) (OUTF " LINES_TERM=`%d';" (LINES_TERM)) (OUTF " COLUMNS_TERM=`%d'.\n" (COLUMNS_TERM)) (OUTF "Enter your choice (0 or 1) or press 'q' to quit:" NIL) (SETQ@S CH@S (UPPER@J (SCAN_CONSOLE 5000000))) (IF@J (||@J (==@S CH@S "Q") (==@I (ASC@J CH@S) 3)) (EXIT) (IF@J (==@S CH@S "0") (BREAK) (IF@J (==@S CH@S "1") (PROGN (SETQ@S TERM_TYPE@S (TERM_TYPE)) (SETQ@I LINES_TERM@I (LINES_TERM)) (SETQ@I COLUMNS_TERM@I (COLUMNS_TERM)) (SETQ@S CLRSCR_TERM@S (CLRSCR_TERM)) (SETQ@S REVERSE_TERM@S (REVERSE_TERM)) (SETQ@S BLINK_TERM@S (BLINK_TERM)) (SETQ@S BOLD_TERM@S (BOLD_TERM)) (SETQ@S NORMAL_TERM@S (NORMAL_TERM)) (SETQ@S HIDECURSOR_TERM@S (HIDECURSOR_TERM)) (SETQ@S SHOWCURSOR_TERM@S (SHOWCURSOR_TERM)) (SETQ@S GOTOCURSOR_TERM@S (GOTOCURSOR_TERM@J -1 -1)) (BREAK)) (IF@J (==@I (ASC@J CH@S) 0) NIL (OUTF "\n\n*** Invalid selection ***\n" NIL))))))) NIL) (IF@J (||@J (<@I LINES_TERM@I 24) (<@I COLUMNS_TERM@I 80)) (PROGN (OUTF "\n\n*** Terminal is too tiny ***\n" NIL) (EXIT)) NIL) (SETQ@I HEADL@I 0) (SETQ@I HEADC@I 3) (SETQ@S WORM@S "|0:3|0:2|0:1|0:0|") (SETQ@I SCORE@I 0) (SETQ@I NUM2EAT@I 0) (SETQ@I NUM2EATL@I 0) (SETQ@I NUM2EATC@I 0) (SETQ@I NUM2EAT@I (<<@J (+@J (-@J LINES_TERM@I 10) (-@J COLUMNS_TERM@I 10)) 1)) (SETQ@I NUM2EAT@I 1) (SETQ@I NUM2EATC@I 1) (SETQ@I STILL2EAT@I 0) (SETQ@S CH_PREV@S "L") (SETQ@I SPEED@I 100000) (IRND@J -1) (OUTF (PRN_STRING_FMT) CLRSCR_TERM@S) (WHILE@J 1 (PROGN (OUTF (PRN_STRING_FMT) (RENDER_ENTIRE_WORM_GAME_SCENE WORM@S SCORE@I NUM2EAT@I NUM2EATL@I NUM2EATC@I LINES_TERM@I COLUMNS_TERM@I HIDECURSOR_TERM@S SHOWCURSOR_TERM@S BLINK_TERM@S BOLD_TERM@S REVERSE_TERM@S NORMAL_TERM@S GOTOCURSOR_TERM@S)) (SETQ@S CH@S (UPPER@J (SCAN_CONSOLE SPEED@I))) (IF@J (==@S CH@S "P") (SETQ@S CH@S (UPPER@J (SCAN_CONSOLE 1))) NIL) (IF@J (==@S CH@S "F") (PROGN (SETQ@I SPEED@I (>>@J SPEED@I 1)) (IF@J (<@I SPEED@I 2) (SETQ@I SPEED@I 0) NIL)) (IF@J (==@S CH@S "S") (PROGN (IF@J (<@I SPEED@I 2) (SETQ@I SPEED@I 1) NIL) (SETQ@I SPEED@I (<<@J SPEED@I 1))) (IF@J (==@S CH@S "Q") (BREAK) NIL))) (IF@J (==@S CH@S "I") (SETQ@S CH_PREV@S "I") (IF@J (==@S CH@S "K") (SETQ@S CH_PREV@S "K") (IF@J (==@S CH@S "J") (SETQ@S CH_PREV@S "J") (IF@J (==@S CH@S "L") (SETQ@S CH_PREV@S "L") NIL)))) (IF@J (==@S CH@S "N") (IF@J (==@S CH_PREV@S "I") (SETQ@S CH_PREV@S "J") (IF@J (==@S CH_PREV@S "K") (SETQ@S CH_PREV@S "L") (IF@J (==@S CH_PREV@S "J") (SETQ@S CH_PREV@S "K") (IF@J (==@S CH_PREV@S "L") (SETQ@S CH_PREV@S "I") NIL)))) (IF@J (==@S CH@S "M") (IF@J (==@S CH_PREV@S "I") (SETQ@S CH_PREV@S "L") (IF@J (==@S CH_PREV@S "K") (SETQ@S CH_PREV@S "J") (IF@J (==@S CH_PREV@S "J") (SETQ@S CH_PREV@S "I") (IF@J (==@S CH_PREV@S "L") (SETQ@S CH_PREV@S "K") NIL)))) NIL)) (WHILE@J 1 (PROGN (IF@J (==@I HEADC@I (-@J COLUMNS_TERM@I 3)) (PROGN (SETQ@S CH_PREV@S "K") (SETQ@I HEADC@I (--@J HEADC@I)) (BREAK)) NIL) (IF@J (==@I HEADL@I (-@J LINES_TERM@I 4)) (PROGN (SETQ@S CH_PREV@S "J") (SETQ@I HEADL@I (--@J HEADL@I)) (BREAK)) NIL) (IF@J (==@I HEADC@I 0) (PROGN (SETQ@S CH_PREV@S "I") (SETQ@I HEADC@I 1) (BREAK)) NIL) (IF@J (==@I HEADL@I 0) (PROGN (SETQ@S CH_PREV@S "L") (SETQ@I HEADL@I 1) (BREAK)) NIL) (BREAK))) (IF@J (==@S CH_PREV@S "I") (PROGN (SETQ@I HEADL@I (--@J HEADL@I)) (IF@J (<@I HEADL@I 0) (BREAK) NIL)) (IF@J (==@S CH_PREV@S "K") (PROGN (SETQ@I HEADL@I (++@J HEADL@I)) (IF@J (>@I HEADL@I (-@J LINES_TERM@I 4)) (BREAK) NIL)) (IF@J (==@S CH_PREV@S "J") (PROGN (SETQ@I HEADC@I (--@J HEADC@I)) (IF@J (<@I HEADC@I 0) (BREAK) NIL)) (IF@J (==@S CH_PREV@S "L") (PROGN (SETQ@I HEADC@I (++@J HEADC@I)) (IF@J (>@I HEADC@I (-@J COLUMNS_TERM@I 3)) (BREAK) NIL)) NIL)))) (IF@J (AT@J (CAT@J "|" (CAT@J (STR@I HEADL@I) (CAT@J ":" (CAT@J (STR@I HEADC@I) "|")))) WORM@S) (BREAK) NIL) (IF@J (&&@J (==@I HEADL@I NUM2EATL@I) (==@I HEADC@I NUM2EATC@I)) (PROGN (SETQ@I STILL2EAT@I NUM2EAT@I) (SETQ@I NUM2EAT@I 0) (SETQ@I SCORE@I (+@J SCORE@I STILL2EAT@I))) NIL) (IF@J (>@I STILL2EAT@I 0) (SETQ@I STILL2EAT@I (--@J STILL2EAT@I)) (PROGN (SETQ@S WORM@S (LEFTR@J WORM@S 1)) (SETQ@S WORM@S (LEFT@J WORM@S (RAT@J "|" WORM@S))))) (SETQ@S WORM@S (CAT@J (STR@I HEADC@I) WORM@S)) (SETQ@S WORM@S (CAT@J ":" WORM@S)) (SETQ@S WORM@S (CAT@J (STR@I HEADL@I) WORM@S)) (SETQ@S WORM@S (CAT@J "|" WORM@S)) (IF@J (==@I NUM2EAT@I 0) (WHILE@J 1 (PROGN (SETQ@I NUM2EATL@I (IRND@J (-@J LINES_TERM@I 4))) (SETQ@I NUM2EATC@I (IRND@J (-@J COLUMNS_TERM@I 3))) (IF@J (AT@J (CAT@J "|" (CAT@J (STR@I NUM2EATL@I) (CAT@J ":" (CAT@J (STR@I NUM2EATC@I) "|")))) WORM@S) NIL (PROGN (SETQ@I NUM2EAT@I (++@J (IRND@J 8))) (BREAK))))) NIL))) "")
```

```
*You may recompile the `fastlisp' with commented `#define _NOISY_MODE_'
 to disable print of the FastLisp code.
Compiling the Global FastLisp function source code (Pass One)...
Compiled Global function bytecode size is 2888bytes.
```

```
 D5 B2 00 00 00 00 00 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 01 00
 00 00 00 00 00 D5 01 00 00 00 00 00 00 16 00 00 00 00 00 00 00 00 00 00
 00 00 00 00  T 00 00 00 00 00 00 00 0D 00 00 00 00 00 00 00 0D 00 00 00
 00 00 17 00 00 00 00 00 00 00 __ 00 00 00 00 00 00 00 00 \) 00 00 00 00
  2 00 00 00 00 00 00 00  ; 00 00 00 00 00 00 00  D 00 00 00 00 00 00 00  N 00
 00 00 00 00 00 00  X 00 00 00 00 00 00 00  b 00 00 00 00 00 00 00  g 00 00 00
 00 00 00 00  p 00 00 00 00 00 00 00  E 01 00 00 00 00 00 00 D4 05 00 00 00
 00 00 09 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  T F4 01 00 00 00 00 00
 02 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00  S 00 00 00 00 00 00 00 00
 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00 00 00 00 00 00 00 00 00 00
 00 00 00 00 D4 04 00 00 00 00 00 00 00 0A 00 00 00 00 00 00 00 01 00 00 00
 00 00  T BC 00 00 00 00 00 00 02 00 00 00 00 00 00 03 00 00 00 00 00 00 00
  I 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00 00 00 00 00 00 00 01 00
 00 00 00 00 00 00 D4 04 00 00 00 00 00 00 00 0B 00 00 00 00 00 00 00 01 00 00
 00 00 00 00  T BC 00 00 00 00 00 00 02 00 00 00 00 00 00 03 00 00 00 00 00
 00 00  I 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00 00 00 00 00 00 00
 02 00 00 00 00 00 00 00 D4 04 00 00 00 00 00 00 00 0C 00 00 00 00 00 00 00 01 00
 00 00 00 00 00 00  T BC 00 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00
 00 00 00 00  I 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00 00 00 00 00 00
 00 00 03 00 00 00 00 00 00 00 D4 04 00 00 00 00 00 00 00 0D 00 00 00 00 00 00 00
 01 00 00 00 00 00 00 00  T BC 00 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00
 00 00 00 00 00 00  I 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00 00 00
 00 00 00 00 04 00 00 00 00 00 00 00 D4 04 00 00 00 00 00 00 00 0E 00 00 00 00
 00 00 01 00 00 00 00 00 00 00  T BC 00 00 00 00 00 00 02 00 00 00 00 00 00 00
 03 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00
 00 00 00 00 00 00 05 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 00 0F 00 00 00
 00 00 00 00 01 00 00 00 00 00 00 00  T F4 01 00 00 00 00 00 02 00 00 00 00 00
 00 00 04 00 00 00 00 00 00 00  S 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 00 00 00 00 00 00 00 00  V 00 00 00 00 00 00 00 06 00 00 00 00 00 00 00 D4 05
 00 00 00 00 00 00 10 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  T F4 01 00
 00 00 00 00 02 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00  S 00 00 00 00 00 00
 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00 00 00 00 00 00 00
 07 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00 01 00
 00 00 00 00 00 00  T F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 04 00 00 00
 00 00 00 00  S 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 00 00  V 00 00 00 00 00 00 00 08 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00
 12 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  S 00 00 00 00 00 00 00 01 00
 00 00 00 00 00 00  |  00 00 00 00 00 00 00 00 D4 04 00 00 00 00 00 00 00 13 00 00 00
 00 00 00 00 01 00 00 00 00 00 00 00 D4 C4 00 00 00 00 00 00 02 00 00 00 00 00
 00 00 03 00 00 00 00 00 00 00  i 00 00 00 00 00 00 00 00 00 0E 00 00 00 00 00 00
  I 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 00 D4  $ 00 00 00 00 00 00 00 05 00
 00 00 00 00 00 00 06 00 00 00 00 00 00 00 07 00 00 00 00 00 00 00 08 00 00 00
 00 00 00 00 09 00 00 00 00 00 00 00  i 00 00 00 00 00 00 00 14 00 00 00 00 00
 00 00  I 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00
 01 00 00 00 00 00 00 00  i 00 00 00 00 00 00 00 13 00 00 00 00 00 00 00  T 00
 00 00 00 00 00 00 02 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00  & 00 00 00
 00 00 00 00 D4 04 00 00 00 00 00 00 15 00 00 00 00 00 00 01 00 00 00 00 00 00
 00 00 D4 EC 01 00 00 00 00 00 02 00 00 00 00 00 00 00 1E 00 00 00 00 00 00 00
 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 04 00 00 00 00 00 00 00  S 00
 00 00 00 00 00 00 01 00 00 00 00 00 00 00  |  00 00 00 00 00 00 00 D4 F4 01 00
 00 00 00 00 02 00 00 00 00 00 00 00 05 00 00 00 00 00 00 00 D4 C4 01 00 00 00
 00 00 01 00 00 00 00 00 00 00  i 00 00 00 00 00 00 00 0A 00 00 00 00 00 00 00
 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 04 00 00 00 00 00 00 00  S 00
 00 00 00 00 00 00 01 00 00 00 00 00 00 00  :  00 00 00 00 00 00 00 D4 F4 01 00
 00 00 00 00 02 00 00 00 00 00 00 00 05 00 00 00 00 00 00 00 D4 C4 01 00 00 00
 00 00 01 00 00 00 00 00 00 00  i 00 00 00 00 00 00 00 14 00 00 00 00 00 00 00
  S 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  |  00 00 00 00 00 00 00  s 00
 00 00 00 00 00 00 09 00 00 00 00 00 00 00 D4 1C 00 00 00 00 00 00 03 00 00 00
 00 00 00 00 09 00 00 00 00 00 00 00  , 00 00 00 00 00 00 00 D4  h 00 00 00 00
 00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00  i 00 00 00 00 00 00 00
 15 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  T 00
 00 00 00 00 00 00 03 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 0C 00 00 00
 00 00 00 00 16 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 00 12 00 00 00 00 00
 00 00 01 00 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00
 03 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 12 00 00 00 00 00 00 00  s 00
 00 00 00 00 00 00 10 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 00 12 00 00 00
 00 00 00 00 01 00 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00
 00 00 03 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 12 00 00 00 00 00 00 00
 00 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  @ 00 00 00 00 00 00 00 D4 05
 00 00 00 00 00 00 12 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 D4 F4 01 00
 00 00 00 00 02 00 00 00 00 00 03 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00
 00 00 12 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00
 D4 1C 00 00 00 00 00 00 03 00 00 00 00 00 00 00 09 00 00 00 00 00 00 00 13 00
 00 00 00 00 00 00 D4 80 00 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00
 00 00 00 00  i 00 00 00 00 00 00 00 15 00 00 00 00 00 00 00  I 00 00 00 00 00
 00 00 01 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 00 12 00 00 00 00 00 00
 01 00 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00
 00 00 00 00 00 00  s 00 00 00 00 00 00 00 12 00 00 00 00 00 00 00  S 00 00 00
 00 00 00 00 01 00 00 00 00 00 00 00  * 00 00 00 00 00 00 00 D4 1C 00 00 00 00
 00 00 03 00 00 00 00 00 00 00 1D 00 00 00 00 00 00 00  L 00 00 00 00 00 00 00
 D4 98 00 00 00 00 00 00 02 00 00 00 00 00 00 08 00 00 00 00 00 00 00 D4 80
 00 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00  i 00 00 00
 00 00 00 00 0B 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00 00 00 00 00 00 00
 00 00 D4 98 00 00 00 00 00 00 02 00 00 00 00 00 00 08 00 00 00 00 00 00 00 D4
 D4  h 00 00 00 00 00 00 02 00 00 00 00 00 00 03 00 00 00 00 00 00 00  i 00
 00 00 00 00 00 00 0C 00 00 00 00 00 00 00  i 00 00 00 00 00 00 00 0A 00 00 00
 00 00 00 D4  h 00 00 00 00 00 00 02 00 00 00 00 00 00 03 00 00 00 00 00 00
 00 00  i 00 00 00 00 00 00 00 0D 00 00 00 00 00 00 00  i 00 00 00 00 00 00 00
 14 00 00 00 00 00 00 00  T 00 00 00 00 00 00 04 00 00 00 00 00 00 00 04 00
 00 00 00 00 00 00 0D 00 00 00 00 00 00 00 16 00 00 00 00 00 00 00  ! 00 00 00
 00 00 00 00 D4 05 00 00 00 00 00 00 12 00 00 00 00 00 00 01 00 00 00 00 00 00
 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 03 00 00 00 00 00 00 00
  s 00 00 00 00 00 00 00 12 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 0F 00
 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 12 00 00 00 00 00 00 01 00 00 00
 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 03 00 00 00 00 00 00
 00 00  s 00 00 00 00 00 00 00 12 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00
 10 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 12 00 00 00 00 00 00 01 00
 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 03 00 00 00
 00 00 00 00  s 00 00 00 00 00 00 00 12 00 00 00 00 00 00 00 D4 C4 01 00 00 00
 00 00 01 00 00 00 00 00 00 00  i 00 00 00 00 00 00 00 0B 00 00 00 00 00 00 00
 D4 05 00 00 00 00 00 00 12 00 00 00 00 00 00 01 00 00 00 00 00 00 00 D4 F4
 01 00 00 00 00 00 02 00 00 00 00 00 00 03 00 00 00 00 00 00 00  s 00 00 00
 00 00 00 00 12 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 11 00 00 00 00 00
 00 00 D4 05 00 00 00 00 00 00 12 00 00 00 00 00 00 01 00 00 00 00 00 00 00
 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 03 00 00 00 00 00 00 00  s 00
```



```
00 00 00 00 00 00 12 00 00 00 00 00 00 00  S 00 00 00 00 00 00 01 00 00 00
00 00 00 00 __ 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 12 00 00 00 00
00 00 01 00 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00
03 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 12 00 00 00 00 00 00 00 S 00
00 00 00 00 00 00 01 00 00 00 00 00 00 00  | 00 00 00 00 00 00 00 T 00 00 00
00 00 00 00 01 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  Z 00 00 00 00 00
00 00

--------------------------------------------------------------------------------
*You may recompile the `fastlisp' with commented `#define _NOISY_MODE1_'
 to disable print of the compiled Global function bytecode.
Compiling the FastLisp source code (Pass One)...
Compiled bytecode size is 16336bytes.
--------------------------------------------------------------------------------
D5 FD 00 00 00 00 00 00 16 00 00 00 00 00 00 01 00 00 00 00 00 00 00 01 00
00 00 00 00 00 00 D5 01 00 00 00 00 00 00 1F 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00  T 00 00 00 00 00 00 00 1E 00 00 00 00 00 00 1E 00 00 00 00 00 00
00 00 \( 00 00 00 00 00 00 00  1 00 00 00 00 00 00 00  : 00 00 00 00 00 00 00
 C 00 00 00 00 00 00 00 00  L 00 00 00 00 00 00 00  U 00 00 00 00 00 00 00  ^ 00
00 00 00 00 00 00 00  h 00 00 00 00 00 00 00  r 00 00 00 00 00 00 00  | 00 00 00
00 00 00 00 86 00 00 00 00 00 00 00 90 00 00 00 00 00 00 00 9A 00 00 00 00 00
00 00 A4 00 00 00 00 00 00 00 A9 00 00 00 00 00 00 00 B2 00 00 00 00 00 00 00
BB 00 00 00 00 00 00 00 CC 00 00 00 00 00 00 00 E9 00 00 00 00 00 00 00 F2 00
00 00 00 00 00 00 FB 00 00 00 00 00 00 00  F 01 00 00 00 00 00 00  O 01 00 00
00 00 00 00  e 01 00 00 00 00 00 00 8F 01 00 00 00 00 00 00 98 01 00 00 00 00
00 00 AB 01 00 00 00 00 00 00 B8 01 00 00 00 00 00 00 CB 01 00 00 00 00 00 00
D4 05 00 00 00 00 00 00 0E 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  T F4
01 00 00 00 00 00 02 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00  S 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 D4 04 00 00 00 00 00 00 0F 00 00 00 00 00 00 00
01 00 00 00 00 00 00 00  T BC 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00
00 00 00 00 00  I 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00 00 00 00
00 00 00 00 01 00 00 00 00 00 00 00 D4 04 00 00 00 00 00 00 10 00 00 00 00 00
00 00 01 00 00 00 00 00 00 00  T BC 00 00 00 00 00 02 00 00 00 00 00 00 00 00
03 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00
00 00 00 00 00 00 02 00 00 00 00 00 00 00 D4 04 00 00 00 00 00 00 11 00 00 00
00 00 00 00 01 00 00 00 00 00 00 00  T BC 00 00 00 00 00 02 00 00 00 00 00 00
00 00 03 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 V 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 D4 04 00 00 00 00 00 00 12 00
00 00 00 00 00 00 01 00 00 00 00 00 00 00  T BC 00 00 00 00 00 02 00 00 00 00
00 00 00 00 03 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00  V 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 D4 04 00 00 00 00 00 00
13 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  T BC 00 00 00 00 00 02 00 00
00 00 00 00 00 00 03 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00 00 00 00 00
00 00 00  V 00 00 00 00 00 00 00 05 00 00 00 00 00 00 00 D4 04 00 00 00 00 00
00 00 14 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  T BC 00 00 00 00 00 00
02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00  V 00 00 00 00 00 00 00 06 00 00 00 00 00 00 00 D4 05 00 00
00 00 00 00 15 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  T F4 01 00 00 00
00 00 00 02 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00  S 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00 00 00 00 00 07 00
00 00 00 00 D4 05 00 00 00 00 00 00 16 00 00 00 00 00 00 00 01 00 00 00 00 00
00 00 00 00  T F4 01 00 00 00 00 02 00 00 00 00 00 00 00 04 00 00 00 00 00 00
00 00  S 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
 V 00 00 00 00 00 00 00 08 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 17 00
00 00 00 00 00 00 01 00 00 00 00 00 00 00  T F4 01 00 00 00 00 00 02 00 00 00
00 00 00 00 04 00 00 00 00 00 00 00  S 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00  V 00 00 00 00 00 09 00 00 00 00 00 00 00 00 00 00 00
D4 05 00 00 00 00 00 00 18 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  T F4
01 00 00 00 00 00 02 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00  S 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00 00 00 00 00
00 00 0A 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 19 00 00 00 00 00 00 00
01 00 00 00 00 00 00 00  T F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 04 00
00 00 00 00 00 00  S 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00  V 00 00 00 00 00 00 00 0B 00 00 00 00 00 00 00 D4 05 00 00 00 00
00 00 1A 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  T F4 01 00 00 00 00 00
02 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00  S 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00 00 00 00 00 0C 00 00 00
00 00 00 00 D4 05 00 00 00 00 00 00 1B 00 00 00 00 00 00 00 01 00 00 00 00 00
00 00  T F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00
 S 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  V 00
00 00 00 00 00 00 0D 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 1C 00 00 00
00 00 00 00 01 00 00 00 00 00 00 00  S 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 1C 00
01 00 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00
00 00 00 00 00 00 s 00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 s 00 00 00
00 00 00 15 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 1C 00 00 00 00 00 00
00 00 01 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 00
03 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00  s 00
00 00 00 00 00 19 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 1C 00 00 00 00
00 00 01 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 00
00 00 03 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00
D4 B4 02 00 00 00 00 00 03 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 05 00
00 00 00 00 00 00  s 00 00 00 00 00 00 00 1B 00 00 00 00 00 00 00  I 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00 00 00
00 00 D4 05 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00
D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
14 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 01 00
00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00
00 00 00 00 s 00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 s 00 00 00 00 00
00 00 15 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 1C 00 00 00 00 00 00 00
00 00 01 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 00
03 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00  s 00
00 00 00 00 00 19 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 1C 00 00 00 00
00 00 01 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 00
00 00 03 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00
D4 B4 02 00 00 00 00 00 03 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 05 00
00 00 00 00 00 00  s 00 00 00 00 00 00 00 1B 00 00 00 00 00 00 00  I 00 00 00
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00 00 D4 05 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00
D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
14 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 01 00
00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00
00 00 00 00 s 00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 s 00 00 00 00 00
00 00 1A 00 00 00 00 00 00 00 D4 04 00 00 00 00 00 00 1D 00 00 00 00 00 00 00
01 00 00 00 00 00 00 00 D4 C4 00 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00
00 00 00 00 00 00  i 00 00 00 00 00 00 00 13 00 00 00 00 00 00 00  I 00 00 00
00 00 00 00 04 00 00 00 00 00 00 00 D4  $ 00 00 00 00 00 00 00 05 00 00 00 00
00 00 06 00 00 00 00 00 00 00 07 00 00 00 00 00 00 00 08 00 00 00 00 00 00 00
09 00 00 00 00 00 00 00 00  i 00 00 00 00 00 00 00 1E 00 00 00 00 00 00 00  I 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00  I 00 00 00 00 00 00 01 00 00 00 00
00 00 00  i 00 00 00 00 00 00 00 1D 00 00 00 00 00 00 00  T 00 00 00 00 00 00
00 00 02 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00 15 00 00 00 00 00 00 00
D4 05 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 D4 F4
01 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 00 00 s 00 00 00
00 00 00 1C 00 00 00 00 00 00 00 D4 B4 02 00 00 00 00 00 03 00 00 00 00 00 00 00
00 00 04 00 00 00 00 00 00 00 07 00 00 00 00 00 00 00 s 00 00 00 00 00 00 00 00
1B 00 00 00 00 00 00 00 D4 EC 00 00 00 00 00 00 01 00 00 00 00 00 00 00 i 00
00 00 00 00 00 00 1E 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 D4 05 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 01 00 00 00 00 00
00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00
 s 00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 G 18 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 09 00 00 00 00 00 00 00 09 00 00 00 00 00 00 00 0A 00 00 00
00 00 00 00 0B 00 00 00 00 00 00 00 0C 00 00 00 00 00 00 00 0D 00 00 00 00 00
00 00 0E 00 00 00 00 00 00 00 0F 00 00 00 00 00 00 00 10 00 00 00 00 00 00 00
11 00 00 00 00 00 00 00  P 00 00 00 00 00 00 00 0E 00 00 00 00 00 00 00  P 00
00 00 00 00 00 00 1E 00 00 00 00 00 00 00  P 00 00 00 00 00 00 10 00 00 00 00
00 00 00 00  P 00 00 00 00 00 00 00 11 00 00 00 00 00 00 00  P 00 00 00 00 00

00 00 12 00 00 00 00 00 00 00  P 00 00 00 00 00 00 00 14 00 00 00 00 00 00 00
 P 00 00 00 00 00 00 00 17 00 00 00 00 00 00 00  P 00 00 00 00 00 00 00 18 00
00 00 00 00 00 00  P 00 00 00 00 00 00 00 1A 00 00 00 00 00 00 00 D4 05 00 00
00 00 00 00 1C 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 D4 F4 01 00 00 00
00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00
1C 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 19 00 00 00 00 00 00 00 D4 05
00 00 00 00 00 00 1C 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 D4 F4 01 00
00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00  s 00 00 00 00 00
00 00 1C 00 00 00 00 00 00 00 D4 B4 02 00 00 00 00 00 03 00 00 00 00 00 00 00
04 00 00 00 00 00 00 00 0A 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 1B 00
00 00 00 00 00 00 D4 C4 00 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00
00 00 00 00  i 00 00 00 00 00 00 00 13 00 00 00 00 00 00 00  I 00 00 00 00 00
00 00 02 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
D4 05 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 D4 F4
01 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 00 00 s 00 00 00
00 00 00 1C 00 00 00 00 00 00 00 D4 X 02 00 00 00 00 00 02 00 00 00 00 00 00 00
00 00 1F 00 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00
12 00 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 07 00
00 00 00 00 00 00 S 00 00 00 00 00 00 00 1F 00 00 00 00 00 00 00 __ I - U
 p __ K - D o w n __ J / N - L e f t __ L / M - R i g h
 t 00 S 00 00 00 00 00 00 00 + 00 00 00 00 00 00 00 __ \" F \" a s t e
 r __ \" S \" l o w e r __ \" P \" a u s e __ \" Q \" u i t __
 | __ S c o r e : __ 00 00 00 00 00 D4 F4 01 00 00 00 00 00 00 02 00 00 00
00 00 00 00 05 00 00 00 00 00 00 00 00 00 00 00 D4 C4 01 00 00 00 00 00 01 00 00 00 00 00
00 00 i 00 00 00 00 00 00 00 0F 00 00 00 00 00 00 00 S 00 00 00 00 00 00 00
01 00 00 00 00 00 00 00 __ 00 00 00 00 00 00 00 i 00 00 00 00 00 00 00 14 00
00 00 00 00 00 00 D4 05 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 01 00 00 00
00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00
00 00 s 00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 s 00 00 00 00 00 00 00
1A 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 01 00
00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00
00 00 00 00  s 00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 D4 B4 02 00 00 00
00 00 03 00 00 00 00 00 04 00 00 00 00 00 00 00 07 00 00 00 00 00 00 00 00 00
 s 00 00 00 00 00 00 00 1B 00 00 00 00 00 00 00 D4 F4 00 00 00 00 00 00 01 00
00 00 00 00 00 00 i 00 00 00 00 00 00 00 13 00 00 00 00 00 00 00  I 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 1C 00 00 00 00 00
00 00 01 00 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00 02 00 00 00 00 00 00 00
03 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 1C 00 00 00 00 00 00 00 D4 F8
01 00 00 00 00 00 01 00 00 00 00 00 00 00 D4 F4 00 00 00 00 00 00 01 00 00 00
00 00 00 00  i 00 00 00 00 00 00 00 14 00 00 00 00 00 00 00 D4 05 00 00 00 00
00 00 1C 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 D4 F4 01 00 00 00 00 00
02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 1C 00
00 00 00 00 00 00 D4 B4 02 00 00 00 00 00 03 00 00 00 00 00 00 00 04 00 00 00
00 00 00 00 07 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 1B 00 00 00 00 00
00 00 D4 F4 00 00 00 00 00 00 01 00 00 00 00 00 00 00  i 00 00 00 00 00 00 00
13 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 D4 05
00 00 00 00 00 00 1C 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 D4 F4 01 00
00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00  s 00 00 00 00 00
00 00 1C 00 00 00 00 00 00 00  s 00 00 00 00 00 00 00 16 00 00 00 00 00 00 00
 T 00 00 00 00 00 00 00 1E 00 00 00 00 00 00 00 1E 00 00 00 00 00 00 00  # 00
00 00 00 00 00 00 00  ' 00 00 00 00 00 00 00  + 00 00 00 00 00 00 00  0 00 00 00
00 00 00 00  5 00 00 00 00 00 00 00  : 00 00 00 00 00 00 00  ? 00 00 00 00 00
00 00  D 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00  O 00 00 00 00 00 00 00
 U 00 00 00 00 00 00 00 e 01 00 00 00 00 00 00 89 01 00 00 00 00 00 00 8D 01
00 00 00 00 00 00 91 01 00 00 00 00 00 00 98 01 00 00 00 00 00 00 9C 01 00 00
00 00 00 00 A0 01 00 00 00 00 00 00 A4 01 00 00 00 00 00 00 A8 01 00 00 00 00
00 00 C0 01 00 00 00 00 00 00 C4 01 00 00 00 00 00 00 C8 01 00 00 00 00 00 00
CC 01 00 00 00 00 00 00 D1 01 00 00 00 00 00 00 D5 01 00 00 00 00 00 00 D8 01
01 00 00 00 00 00 00 00 DD 01 00 00 00 00 00 00 DD 05 00 00 00 00 00 00 D4 05 00 00
00 00 00 00 00 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  S 00 00 00 00 00
00 00 05 00 00 00 00 00 00 00  x t e r m 00 00 00 D4 04 00 00 00 00 00 00
01 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00 8E 00
00 00 00 00 00 00 D4 04 00 00 00 00 00 00 02 00 00 00 00 00 00 00 01 00 00 00
00 00 00 00  I 00 00 00 00 00 00 00 DB 01 00 00 00 00 00 00 D4 05 00 00 00 00
00 00 03 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  S 00 00 00 00 00 00 00
07 00 00 00 00 00 00 00 1B  [ H 1B  [  2  J 00 D4 05 00 00 00 00 00 00 04 00
00 00 00 00 00 00 01 00 00 00 00 00 00 00  S 00 00 00 00 00 00 00 04 00 00 00
00 00 00 00 1B  [  7  m 00 00 00 00 00 D4 05 00 00 00 00 00 00 05 00 00 00 00
00 00 01 00 00 00 00 00 00 00  S 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00
1B  [  5  m 00 00 00 00 D4 05 00 00 00 00 00 00 06 00 00 00 00 00 00 00 01 00
00 00 00 00 00 00  S 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 1B  [  1  m
00 00 00 00 D4 05 00 00 00 00 00 00 07 00 00 00 00 00 00 01 00 00 00 00 00 00
00 00  S 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 1B  [  0  m 00 00 00 00
D4 05 00 00 00 00 00 00 08 00 00 00 00 00 00 01 00 00 00 00 00 00  S 00
00 00 00 00 00 00 06 00 00 00 00 00 00 00 1B  [  ?  2  5  l 00 00 D4 05 00 00
00 00 00 00 09 00 00 00 00 00 00 01 00 00 00 00 00 00  S 00 00 00 00 00 00 00
00 00 0C 00 00 00 00 00 00 00 1B  [  ?  1  2  l 1B  [  ?  2  5  h 00 00 00 00
D4 05 00 00 00 00 00 00 0A 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00  S 00
00 00 00 00 00 00 0A 00 00 00 00 00 00 00 1B  [  %  i  %  d  ;  %  d  H 00 00
00 00 00 00 D4 1C 00 00 00 00 00 00 03 00 00 00 00 00 00 00 1A 00 00 00 00 00
00 00 0D 01 00 00 00 00 00 00 D4 A0 00 00 00 00 00 00 02 00 00 00 00 00 00 00
10 00 00 00 00 00 00 00 D4 A0 00 00 00 00 00 00 02 00 00 00 00 00 00 00 07 00
00 00 00 00 00 00 D4  q 00 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00
00 00 00 00  s 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  T 88 02 00 00 00
00 00 D4  p 00 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00
 i 00 00 00 00 00 00 01 00 00 00 00 00 00 00  T 8C 02 00 00 00 00 00 D4  p
00 00 00 00 00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00  i 00 00 00
00 00 00 00 02 00 00 00 00 00 00 00  T 90 02 00 00 00 00 00 D4 __ 00 00 00 00
00 00 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00  T 00 00 00 00 00 00 00 0A 00 00 00 00 00 00 00 0A 00
01 00 00 00 00 00 00 00 12 00 00 00 00 00 00 00 1B 00 00 00 00 00 00 00  $ 00 00 00
00 00 00 00  - 00 00 00 00 00 00 00  5 00 00 00 00 00 00 00  = 00 00 00 00 00
00 00  E 00 00 00 00 00 00 00  Q 00 00 00 00 00 00 00  Y 00 00 00 00 00 00 00
 T 8 00 00 00 00 00 00 02 00 00 00 00 00 00 00 06 00 00 00 00 00 00 00  S 00
00 00 00 00 00 00 12 00 00 00 00 00 00 00 0A C h o o s e __ t e r m
 i n a l : 0A 00 00 00 00 00 00  Z 00 00 00 00 00 00 00  T 8 00 00 00 00 00 00
00 00 02 00 00 00 00 00 00 00 06 00 00 00 00 00 00 00  S 00 00 00 00 00 00 00
15 00 00 00 00 00 00 00 __ __ 0 __ - __ T E R M _ T Y P E = ` %
 s ' ; 00 00 00 s 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 T 8 00 00 00
00 00 00 00 02 00 00 00 00 00 00 00 06 00 00 00 00 00 00 00 S 00 00 00 00 00 00 00
00 00 11 00 00 00 00 00 00 00 __ L I N E S _ T E R M = ` % d '
 ; 00 00 00 00 00 00 00 i 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 T 8
00 00 00 00 00 00 00 02 00 00 00 00 00 00 00 06 00 00 00 00 00 00 00 S 00 00 00
00 00 00 00 14 00 00 00 00 00 00 00 __ C O L U M N S _ T E R M =
 ` % d ' ; 0A 00 00 00 00 00 i 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00
 T 8 00 00 00 00 00 00 02 00 00 00 00 00 00 00 06 00 00 00 00 00 00 00 S 00
00 00 00 00 00 00 15 00 00 00 00 00 00 00 __ __ 1 __ - __ T E R M _ T
 Y P E = ` % s ' ; 00 00 00 T 88 02 00 00 00 00 00 T 8 00 00 00 00 00 00
00 00 02 00 00 00 00 00 00 00 06 00 00 00 00 00 00 00 S 00 00 00 00 00 00 00
11 00 00 00 00 00 00 00 __ L I N E S _ T E R M = ` % d ' ; 00
00 00 00 00 00 00 00 T 8C 02 00 00 00 00 00 T 8 00 00 00 00 00 00 00 02 00 00 00
00 00 00 00 06 00 00 00 00 00 00 00 S 00 00 00 00 00 00 00 14 00 00 00 00 00
00 00 __ C O L U M N S _ T E R M = ` % d ' . 0A 00 00 00 00 00
 T 90 02 00 00 00 00 00 T 8 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00 0A 00
00 00 00 00 00 00 S 00 00 00 00 00 00 00 0 00 00 00 00 00 00 00 E n t e
 r __ y o u r __ c h o i c e __ \( 0 __ o r __ 1 \) __ o r __
 p r e s s __ ' q ' __ t o __ q u i t : 00 00 00 00 00 00 00 00 00 00
 Z 00 00 00 00 00 00 00 D4 05 00 00 00 00 00 00 0B 00 00 00 00 00 00 00 01 00
00 00 00 00 00 00 D4  H 02 00 00 00 00 00 01 00 00 00 00 00 00 00  T 4 00 00
00 00 00 00 01 00 00 00 00 00 00 00  I 00 00 00 00 00 00 00  @ K L 00 00 00
```
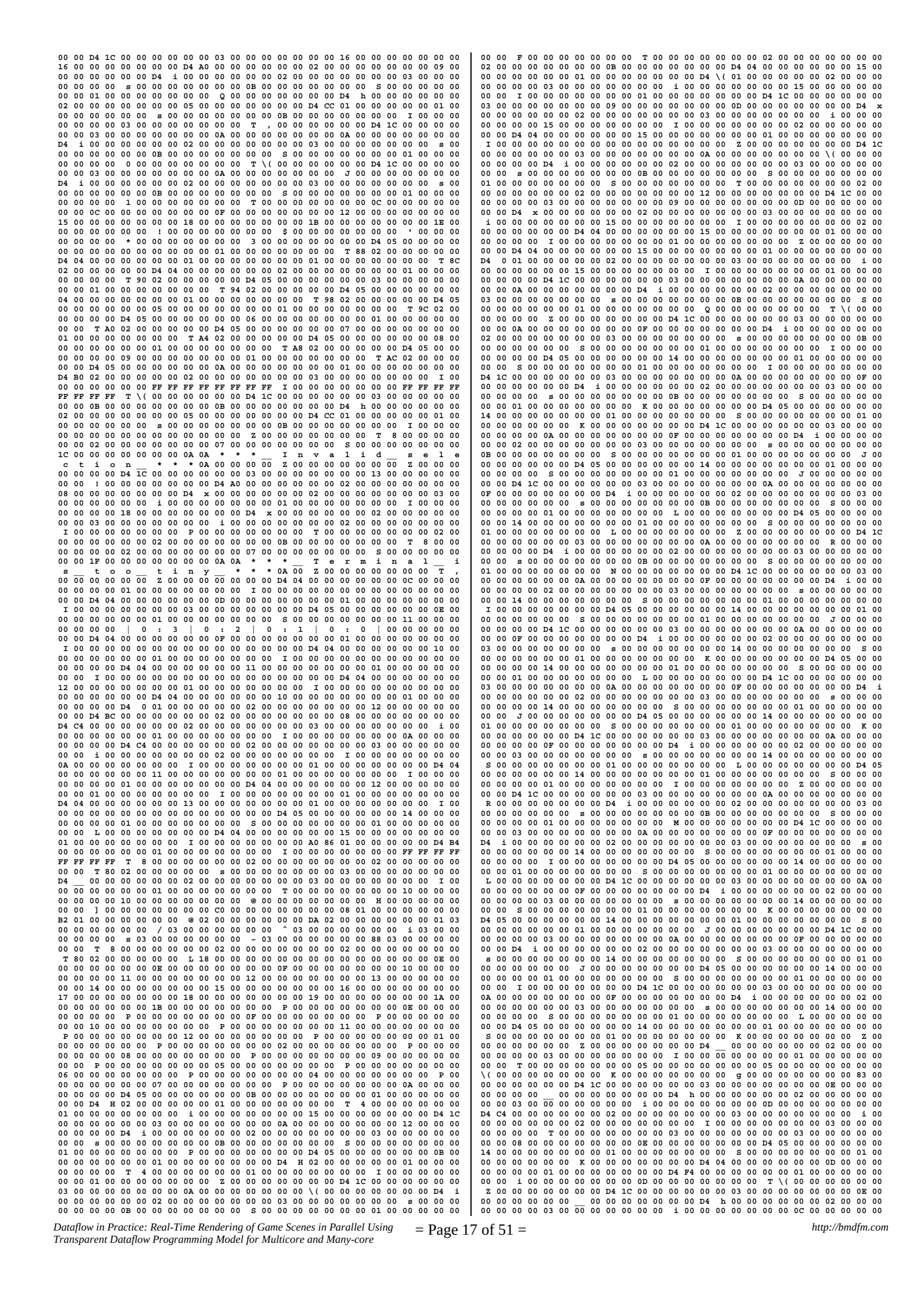
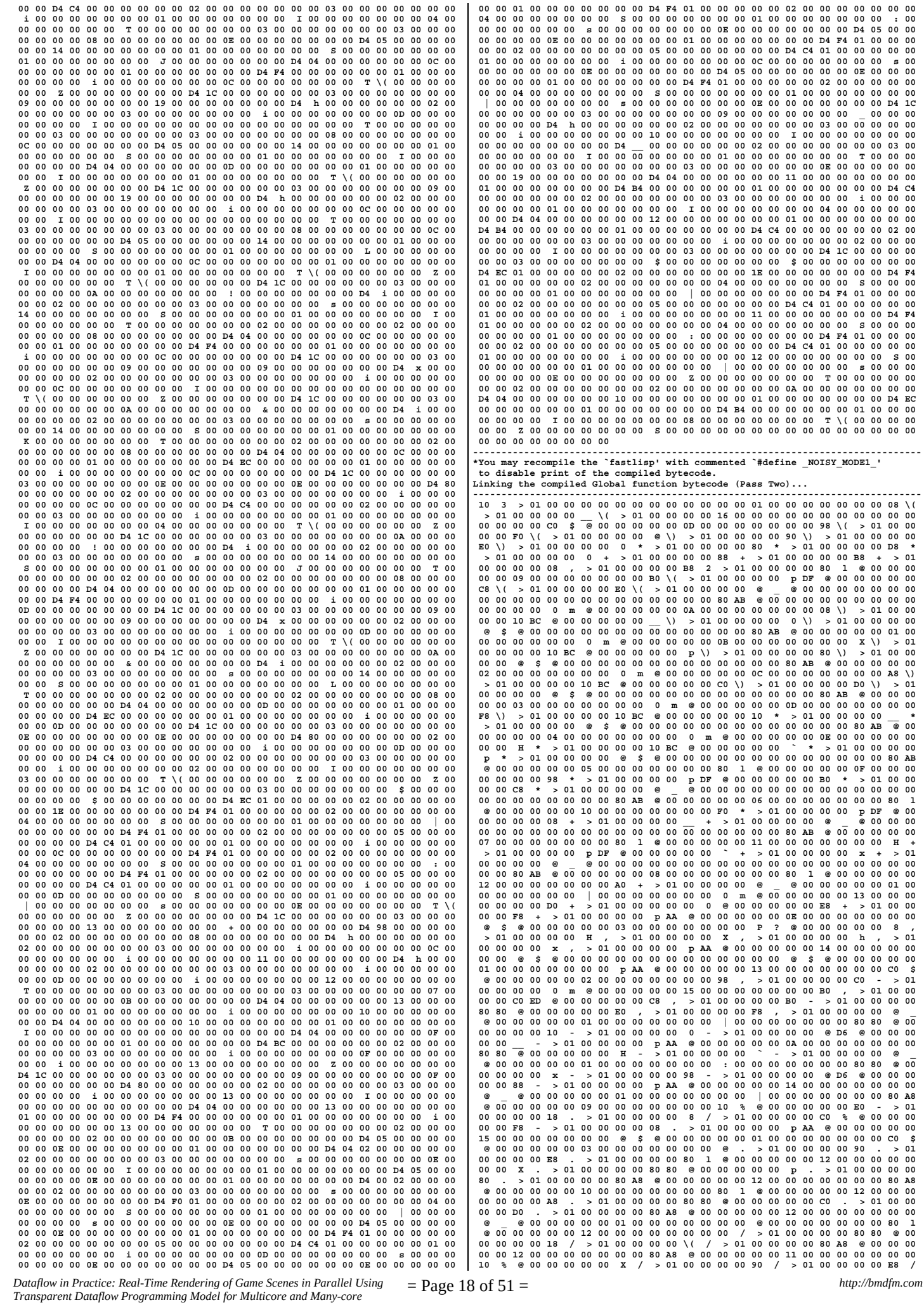
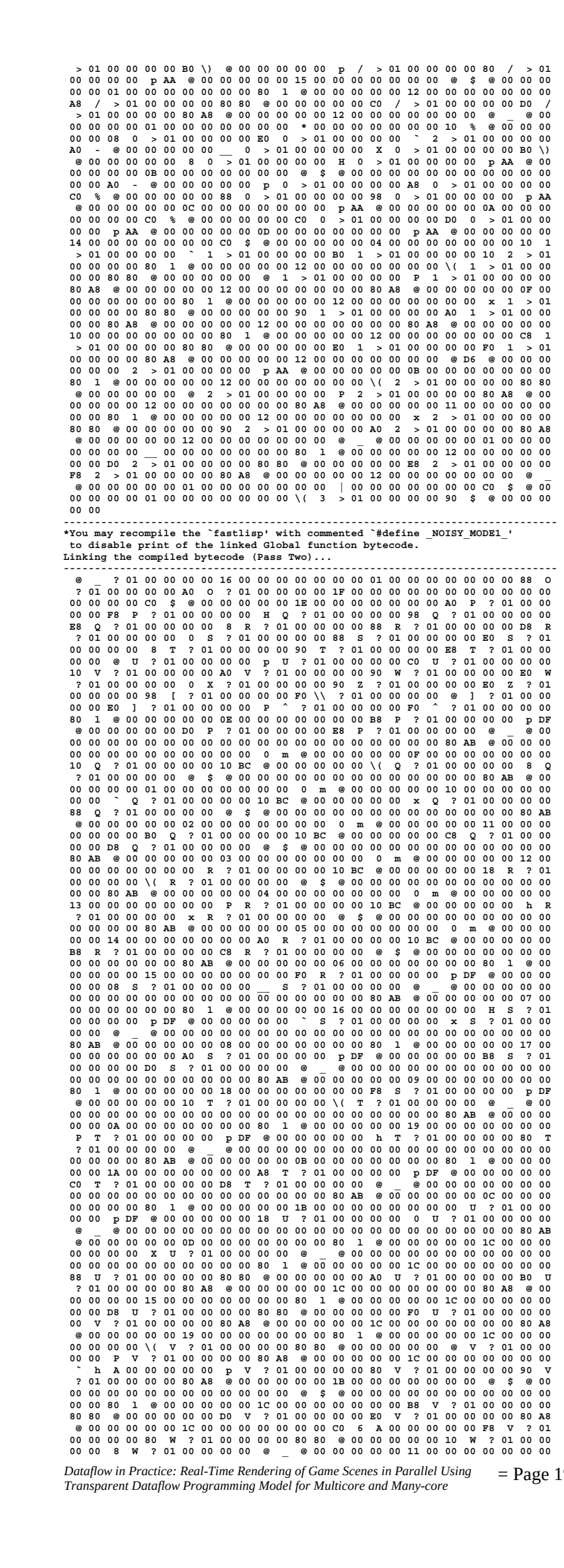
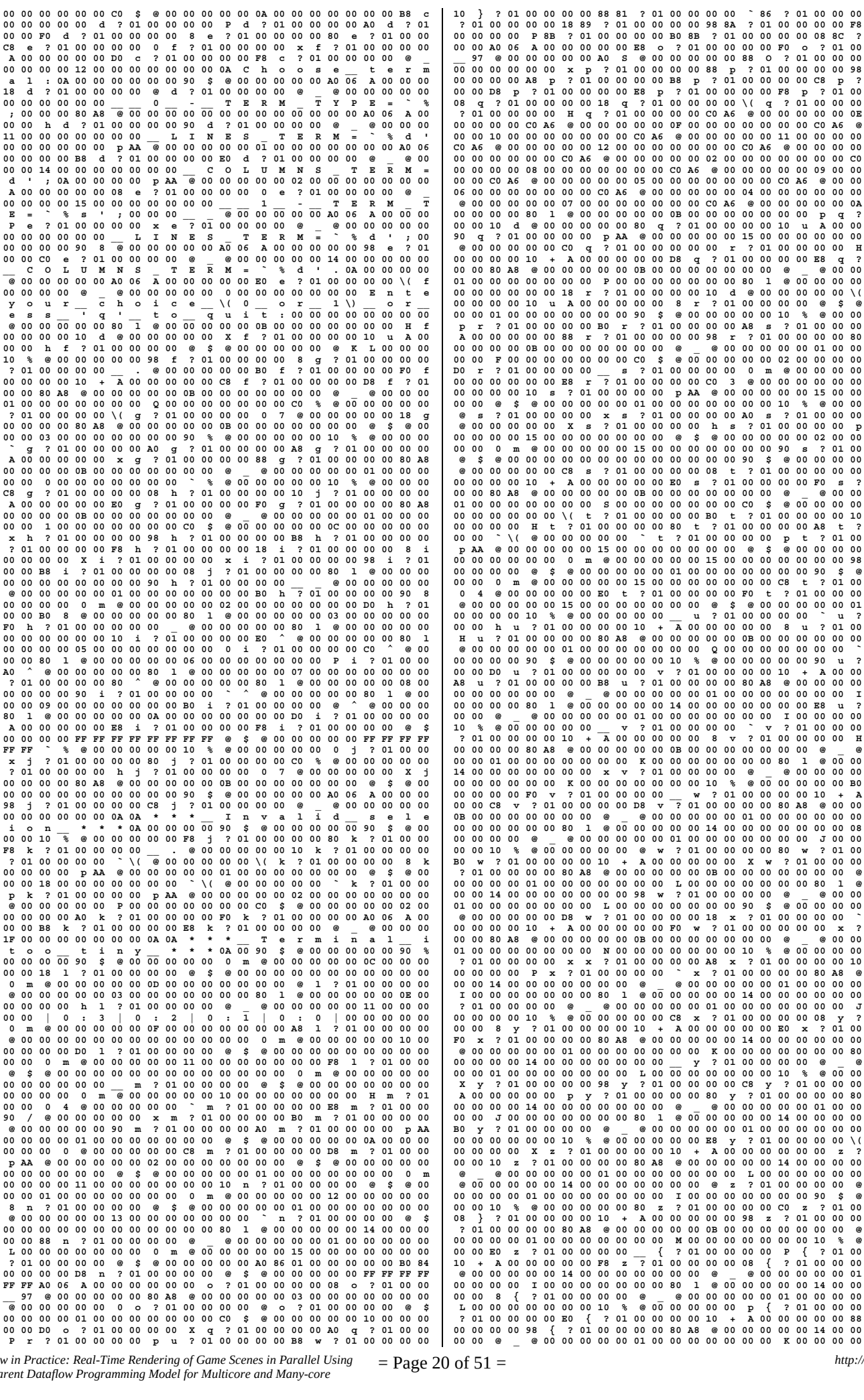



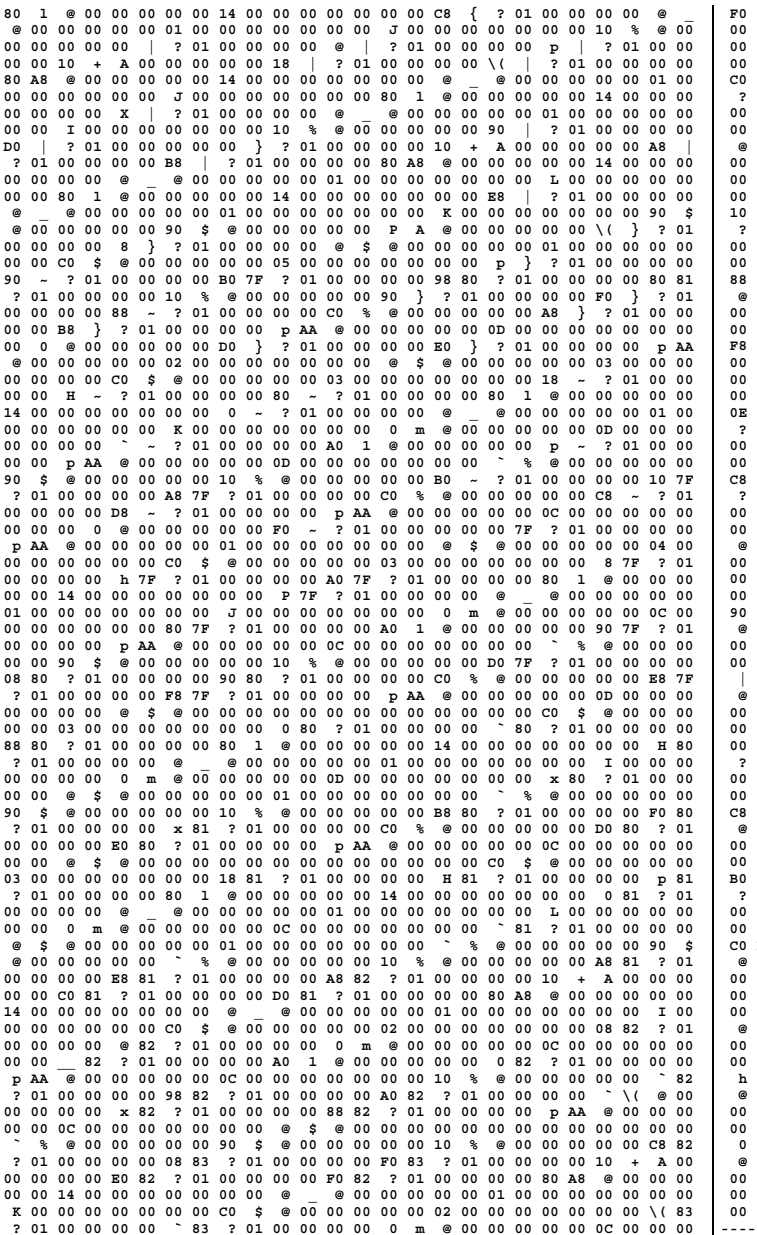


```
*You may recompile the `fastlisp' with commented `#define _NOISY_MODE1_'
 to disable print of the compiled bytecode.
Linking the compiled Global function bytecode (Pass Two)...
```



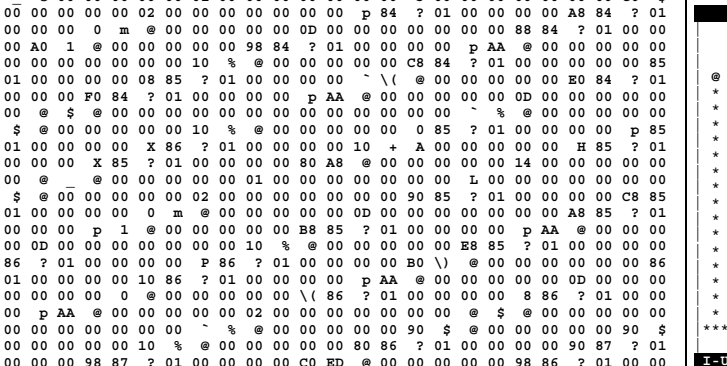
```
*You may recompile the `fastlisp' with commented `#define _NOISY_MODE1_'
 to disable print of the linked Global function bytecode.
Linking the compiled bytecode (Pass Two)...
```





```
*You may recompile the `fastlisp' with commented `#define _NOISY_MODE1_'
 to disable print of the linked bytecode.
*** Immediate running of the compiled and linked bytecode will start
    here just after the time report!
Time spent to check and prepare the task approx.:
   Used by process: 0.062991sec.
   Used by  system: 0.002000sec.
   Total used time: 6.499100000000E-02sec.
Real absolute time: 6.515192985535E-02sec.
*** Resetting time counters (second event controlpoint)... ***
```

```
      The `Worm' Game! (FastLisp version for terminals by Sancho Mining)
```



```
I-Up K-Down J/N-Left L/M-Right "F"aster "S"lower "P"ause "Q"uit | Score: 1194
```

```
Time spent to run the task:
   Used by process: 2830.314813sec.
   Used by  system: 5.263546sec.
   Total used time: 2.835578359000E+03sec.
Real absolute time: 2.894574575467E+03sec.
```

BMDFMsrv.cfg

```
# BMDFMsrv.cfg

SHMEM_POOL_SIZE     =500000000 # Shared memory pool size              [Bytes]
SHMEM_POOL_MNTADDR =999999999 # ShMemPool mount address (0=auto)
SHMEM_POOL_PERMS    =      432 # ShMemPool permissions (0660=="rw-rw----")
SHMEM_POOL_BANKS    =       50 # Number of banks in pool
POSIX_SEMA4_SYNC    = RW+Count # Replace None/RW/RW+Count SVR4 with POSIX sema4
ARRAYBLOCK_SIZE     =       64 # Array block size                     [Entities]
OQ_FUNC_ARG_COUNT   =       32 # OQ function argument count           [Entities]

Q_OQ                =     1000 # Operation Queue (OQ) size            [Entities]
Q_DB                =      500 # Data Buffer (DB) size                [Entities]
Q_IORBP             =      100 # I/O Ring Buffer Port (IORBP) size    [Entities]
N_IORBP             =       10 # Number of the IORBPs
N_TRACEPORT         =        5 # Number of the Trace Ports (TPs)

N_CPUPROC           =       64 # Number of the CPU PROCs
N_OQPROC            =       64 # Number of the OQ PROCs
N_IORBPPROC         =       64 # Number of the IORBP PROCs

CPUPROC_MTHREAD     =       No # CPU PROC is multithreaded
OQPROC_MTHREAD      =       No # OQ PROC is multithreaded
IORBPPROC_MTHREAD   =       No # IORBP PROC is multithreaded
BMDFMLDR_MTHREAD    =       No # BMDFMldr is multithreaded

T_STATISTIC         =        1 # Time to scan DFM for statistic       [Seconds]
PROC_HEARTBEATS     =      Yes # Heartbeats for the CPU, OQ && IORBP PROCs
DFSTLHAZARD_DETECT  =      Yes # Detection of dataflow stall hazards
ALLOW_DROP_NONPROD  =       No # Allow dropping nonproductive instructions
PROC_CPU_LOGS       =       No # Logs registration for the CPU && IORBP PROCs
HARD_ARRAY_SYNCHRO  =       No # Hard synchronization of the arrays
EXT_IN_OUT_SYNCHRO  =      Yes # I/O synchronization of external task
OQ_DB_SEM_LIMIT     =        0 # Max number of OQ&&DB semaphores (0=unlim.)

DEFOP =
      (defun RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE
        (progn
          (setq worm_          (cat "" $1))
          (setq linenum_       (+ 0    $2))
          (setq num2eat_       (+ 0    $3))
          (setq num2eatL_      (+ 0    $4))
          (setq num2eatC_      (+ 0    $5))
          (setq columns_term_  (+ 0    $6))
          (setq blink_term_    (cat "" $7))
          (setq bold_term_     (cat "" $8))
          (setq normal_term_   (cat "" $9))
          (setq out "|")
          (setq ci (- columns_term_ 3))
          (for c 0 1 ci (progn
            (setq i (at (cat "|" (cat (str linenum_) (cat ":" (cat (str c) "|"
              )))) worm_))
            (if (== i 1)
              (progn
                (setq out (cat out bold_term_))
                (setq out (cat out "@"))
                (setq out (cat out normal_term_))
              )
              (if (> i 1)
                (setq out (cat out "*"))
                (if (&& (> num2eat_ 0) (&& (== num2eatL_ linenum_)
                    (== num2eatC_ c)))
                  (progn
                    (setq out (cat out blink_term_))
                    (setq out (cat out bold_term_))
                    (setq out (cat out (str num2eat_)))
                    (setq out (cat out normal_term_))
                  )
                  (setq out (cat out " "))
                )
              )
            )
          ))
          (setq out (cat out "|"))
        )
      )  # end RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE

# <EOF>
```

BMDFMldr worm.flp

```
Current termcap settings:
  TERM_TYPE=`xterm'; LINES_TERM=`142'; COLUMNS_TERM=`475';
  CLRSCR_TERM=`\e[H\e[2J'; REVERSE_TERM=`\e[7m'; BLINK_TERM=`\e[5m';
  BOLD_TERM=`\e[1m'; NORMAL_TERM=`\e[0m'; HIDECURSOR_TERM=`\e[?25l';
  SHOWCURSOR_TERM=`\e[?12l\e[?25h'; GOTOCURSOR_TERM=`\e[%i%d;%dH'.
Reading the `/tmp/.BMDFMsrv' BM_DFM connection file...
Opening the `/tmp/.BMDFMsrv_npipe' BM_DFM named FIFO pipe...
Accessing the BM_DFM Server...
Receiving the Global FastLisp function set from the BM_DFM Server...
Looking for uninitialized variables/arrays in the Global FastLisp function
set...
NOTE: GLOBFUNC data types are already resolved by BM_DFM...
---------------------------------------------------------------------------
(DEFUN
  RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE
  (PROGN
    (SETQ WORM_ (CAT "" $1))
    (SETQ LINENUM_ (+ 0 $2))
    (SETQ NUM2EAT_ (+ 0 $3))
    (SETQ NUM2EATL_ (+ 0 $4))
    (SETQ NUM2EATC_ (+ 0 $5))
    (SETQ COLUMNS_TERM_ (+ 0 $6))
    (SETQ BLINK_TERM_ (CAT "" $7))
    (SETQ BOLD_TERM_ (CAT "" $8))
    (SETQ NORMAL_TERM_ (CAT "" $9))
    (SETQ OUT "|")
    (SETQ CI (- COLUMNS_TERM_ 3))
    (FOR
      C 0 1 CI
      (PROGN
        (SETQ
          I
          (AT (CAT "|" (CAT (STR LINENUM_) (CAT ":" (CAT (STR C) "|")))) WORM_)
        )
        (IF
          (== I 1)
          (PROGN
            (SETQ OUT (CAT OUT BOLD_TERM_))
            (SETQ OUT (CAT OUT "@"))
            (SETQ OUT (CAT OUT NORMAL_TERM_))
          )
          (IF
            (> I 1)
            (SETQ OUT (CAT OUT "*"))
            (IF
              (&& (> NUM2EAT_ 0) (&& (== NUM2EATL_ LINENUM_) (== NUM2EATC_ C)))
              (PROGN
                (SETQ OUT (CAT OUT BLINK_TERM_))
                (SETQ OUT (CAT OUT BOLD_TERM_))
                (SETQ OUT (CAT OUT (STR NUM2EAT_)))
                (SETQ OUT (CAT OUT NORMAL_TERM_))
              )
              (SETQ OUT (CAT OUT " "))
            )
          )
        )
      )
    )
    (SETQ OUT (CAT OUT "|"))
  )
)
---------------------------------------------------------------------------
(DEFUN RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE (PROGN (SETQ WORM_ (CAT "" $1)) (S
ETQ LINENUM_ (+ 0 $2)) (SETQ NUM2EAT_ (+ 0 $3)) (SETQ NUM2EATL_ (+ 0 $4)) (SETQ
 NUM2EATC_ (+ 0 $5)) (SETQ COLUMNS_TERM_ (+ 0 $6)) (SETQ BLINK_TERM_ (CAT "" $7
)) (SETQ BOLD_TERM_ (CAT "" $8)) (SETQ NORMAL_TERM_ (CAT "" $9)) (SETQ OUT "|")
 (SETQ CI (- COLUMNS_TERM_ 3)) (FOR C 0 1 CI (PROGN (SETQ I (AT (CAT "|" (CAT (
STR LINENUM_) (CAT ":" (CAT (STR C) "|")))) WORM_)) (IF (== I 1) (PROGN (SETQ O
UT (CAT OUT BOLD_TERM_)) (SETQ OUT (CAT OUT "@")) (SETQ OUT (CAT OUT NORMAL_TER
M_))) (IF (> I 1) (SETQ OUT (CAT OUT "*")) (IF (&& (> NUM2EAT_ 0) (&& (== NUM2E
ATL_ LINENUM_) (== NUM2EATC_ C))) (PROGN (SETQ OUT (CAT OUT BLINK_TERM_)) (SETQ
 OUT (CAT OUT BOLD_TERM_)) (SETQ OUT (CAT OUT (STR NUM2EAT_))) (SETQ OUT (CAT O
UT NORMAL_TERM_))) (SETQ OUT (CAT OUT " "))))))) (SETQ OUT (CAT OUT "|"))))
---------------------------------------------------------------------------
*You may recompile the `BMDFMldr' with commented `#define _NOISY_MODE_'
 to disable print of the Global FastLisp function code.
Linked Global function bytecode size is 2896bytes.
---------------------------------------------------------------------------
```


```
 98  g  {  P 00 00 00 00 00 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 90 \\
 {  P 00 00 00 00 A8 \\  {  P 00 00 00 00 16 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 80  >  @ 00 00 00 00 00 0D 00 00 00 00 00 00 00  _  ]  {  P 00 00
00 00  x  ]  {  P 00 00 00 00 C8  ]  {  P 00 00 00 00 18  ^  {  P 00 00 00 00
 h  ^  {  P 00 00 00 00 B8  ^  {  P 00 00 00 00 08  _  {  P 00 00 00 00  `  _
 {  P 00 00 00 00 B8  _  {  P 00 00 00 00 10  `  {  P 00 00 00 00  @  `  {  P
00 00 00 00 90  `  {  P 00 00 00 00  @  g  {  P 00 00 00 00  _ FB  @ 00 00 00
00 00 09 00 00 00 00 00 00 00  8  ]  {  P 00 00 00 00 80  ;  B 00 00 00 00 00
 P  ]  {  P 00 00 00 00  h  ]  {  P 00 00 00 00  P E0  @ 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00  p 83  A 00 00 00 00 00 00 00 00 00
00 00 00 00  p FC  @ 00 00 00 00 00 0A 00 00 00 00 00 00 00 90  ]  {  P 00 00
00 00  P 94  A 00 00 00 00 00 A8  ]  {  P 00 00 00 00 B8  ]  {  P 00 00 00 00
00  >  @ 00 00 00 00 00 00 00 00 00 00 00 00 00  p 83  A 00 00 00 00 00 01 00
00 00 00 00 00 00  p FC  @ 00 00 00 00 00 0B 00 00 00 00 00 00 00 E0  ]  {  P
00 00 00 00  P 94  A 00 00 00 00 00 F8  ]  {  P 00 00 00 00 08  ^  {  P 00 00
00 00 00  >  @ 00 00 00 00 00 00 00 00 00 00 00 00 00  p 83  A 00 00 00 00 00
02 00 00 00 00 00 00 00  p FC  @ 00 00 00 00 00 0C 00 00 00 00 00 00 00  0  ^
 {  P 00 00 00 00  P 94  A 00 00 00 00 00  H  ^  {  P 00 00 00 00  X  ^  {  P
00 00 00 00 00  >  @ 00 00 00 00 00 00 00 00 00 00 00 00  p 83  A 00 00 00
00 00 03 00 00 00 00 00 00 00  p FC  @ 00 00 00 00 00 0D 00 00 00 00 00 00 00
80  ^  {  P 00 00 00 00  P 94  A 00 00 00 00 00 98  ^  {  P 00 00 00 00 A8  ^
 {  P 00 00 00 00 00  >  @ 00 00 00 00 00 00 00 00 00 00 00 00 00  p 83  A 00
00 00 00 00 04 00 00 00 00 00 00 00  p FC  @ 00 00 00 00 00 0E 00 00 00 00 00
00 00 D0  ^  {  P 00 00 00 00  P 94  A 00 00 00 00 00 E8  ^  {  P 00 00 00 00
F8  ^  {  P 00 00 00 00 00  >  @ 00 00 00 00 00 00 00 00 00 00 00 00  p 83
 A 00 00 00 00 00 05 00 00 00 00 00 00 00  _ FB  @ 00 00 00 00 00 0F 00 00 00
00 00 00 00  _  _  {  P 00 00 00 00 80  ;  B 00 00 00 00 00  8  _  {  P 00 00
00 00  P  _  {  P 00 00 00 00  P E0  @ 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00  p 83  A 00 00 00 00 00 06 00 00 00 00 00 00 00  _ FB
 @ 00 00 00 00 00 10 00 00 00 00 00 00 00  x  _  {  P 00 00 00 00 80  ;  B 00
00 00 00 00 90  _  {  P 00 00 00 00 A8  _  {  P 00 00 00 00  P E0  @ 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  p 83  A 00 00 00 00 00
07 00 00 00 00 00 00 00  _ FB  @ 00 00 00 00 00 11 00 00 00 00 00 00 00 D0  _
 {  P 00 00 00 00 80  ;  B 00 00 00 00 00 E8  _  {  P 00 00 00 00 00  `  {  P
00 00 00 00  P E0  @ 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00  p 83  A 00 00 00 00 00 08 00 00 00 00 00 00 00  _ FB  @ 00 00 00 00 00
12 00 00 00 00 00 00 00 \(  `  {  P 00 00 00 00  P E0  @ 00 00 00 00 00 01 00
00 00 00 00 00 00  | 00 00 00 00 00 00 00  p FC  @ 00 00 00 00 00 13 00 00 00
00 00 00 00  X  `  {  P 00 00 00 00 C0  I  @ 00 00 00 00 00  p  `  {  P 00 00
00 00 80  `  {  P 00 00 00 00  ` 82  A 00 00 00 00 00 0E 00 00 00 00 00 00 00
00  >  @ 00 00 00 00 00 03 00 00 00 00 00 00 00 90 AB  @ 00 00 00 00 00 C0  `
 {  P 00 00 00 00 D0  `  {  P 00 00 00 00 E0  `  {  P 00 00 00 00 F0  `  {  P
00 00 00 00 00  a  {  P 00 00 00 00  ` 82  A 00 00 00 00 00 14 00 00 00 00 00
00 00 00  >  @ 00 00 00 00 00 00 00 00 00 00 00 00 00 00  >  @ 00 00 00 00 00
01 00 00 00 00 00 00 00  ` 82  A 00 00 00 00 00 13 00 00 00 00 00 00 00 80  >
 @ 00 00 00 00 00 02 00 00 00 00 00 00 00  _  a  {  P 00 00 00 00  H  b  {  P
00 00 00 00  p FC  @ 00 00 00 00 00 15 00 00 00 00 00 00 00  8  a  {  P 00 00
00 00 E0 DB  @ 00 00 00 00 00  P  a  {  P 00 00 00 00  8  b  {  P 00 00 00 00
 @ 15  A 00 00 00 00 00  h  a  {  P 00 00 00 00 80  a  {  P 00 00 00 00  P E0
 @ 00 00 00 00 00 01 00 00 00 00 00 00 00  | 00 00 00 00 00 00 00  @ 15  A 00
00 00 00 00 98  a  {  P 00 00 00 00 B8  a  {  P 00 00 00 00 F0  &  B 00 00 00
00 00 A8  a  {  P 00 00 00 00  ` 82  A 00 00 00 00 00 0A 00 00 00 00 00 00 00
 @ 15  A 00 00 00 00 00 D0  a  {  P 00 00 00 00 E8  a  {  P 00 00 00 00  P E0
 @ 00 00 00 00 00 01 00 00 00 00 00 00 00  : 00 00 00 00 00 00 00  @ 15  A 00
00 00 00 00 00  b  {  P 00 00 00 00  _  b  {  P 00 00 00 00 F0  &  B 00 00 00
00 00 10  b  {  P 00 00 00 00  ` 82  A 00 00 00 00 00 14 00 00 00 00 00 00 00
 P E0  @ 00 00 00 00 00 01 00 00 00 00 00 00 00  | 00 00 00 00 00 00 00  p 80
 A 00 00 00 00 00 09 00 00 00 00 00 00 00 D0  >  @ 00 00 00 00 00  h  b  {  P
00 00 00 00 A0  b  {  P 00 00 00 00 C0  c  {  P 00 00 00 00 80  ?  @ 00 00 00
00 00 80  b  {  P 00 00 00 00 90  b  {  P 00 00 00 00  ` 82  A 00 00 00 00 00
15 00 00 00 00 00 00 00 00  >  @ 00 00 00 00 00 01 00 00 00 00 00 00 00 80  >
 @ 00 00 00 00 00 03 00 00 00 00 00 00 00 C8  b  {  P 00 00 00 00 18  c  {  P
00 00 00 00  p  c  {  P 00 00 00 00  _ FB  @ 00 00 00 00 00 12 00 00 00 00 00
00 00 E0  b  {  P 00 00 00 00  @ 15  A 00 00 00 00 00 F8  b  {  P 00 00 00 00
08  c  {  P 00 00 00 00  p 80  A 00 00 00 00 00 12 00 00 00 00 00 00 00  p 80
 A 00 00 00 00 00 10 00 00 00 00 00 00 00  _ FB  @ 00 00 00 00 00 12 00 00 00
00 00 00 00  0  c  {  P 00 00 00 00  @ 15  A 00 00 00 00 00  H  c  {  P 00 00
```

```
00 00  X  c  {  P 00 00 00 00  p 80  A 00 00 00 00 00 12 00 00 00 00 00 00 00
 P E0  @ 00 00 00 00 00 01 00 00 00 00 00 00 00  @ 00 00 00 00 00 00 00 __ FB
 @ 00 00 00 00 00 12 00 00 00 00 00 00 00 88  c  {  P 00 00 00 00  @ 15  A 00
00 00 00 00 A0  c  {  P 00 00 00 00 B0  c  {  P 00 00 00 00  p 80  A 00 00 00
00 00 12 00 00 00 00 00 00 00  p 80  A 00 00 00 00 00 11 00 00 00 00 00 00 00
D0  >  @ 00 00 00 00 00 E0  c  {  P 00 00 00 00 18  d  {  P 00 00 00 00  p  d
 {  P 00 00 00 00  p  C  @ 00 00 00 00 00 F8  c  {  P 00 00 00 00 08  d  {  P
00 00 00 00  ` 82  A 00 00 00 00 00 15 00 00 00 00 00 00 00 00  >  @ 00 00 00
00 00 01 00 00 00 00 00 00 00 __ FB  @ 00 00 00 00 00 12 00 00 00 00 00 00 00
 0  d  {  P 00 00 00 00  @ 15  A 00 00 00 00 00  H  d  {  P 00 00 00 00  X  d
 {  P 00 00 00 00  p 80  A 00 00 00 00 00 12 00 00 00 00 00 00 00  P E0  @ 00
00 00 00 00 01 00 00 00 00 00 00 00  * 00 00 00 00 00 00 00 D0  >  @ 00 00 00
00 00 90  d  {  P 00 00 00 00  h  e  {  P 00 00 00 00 E8  f  {  P 00 00 00 00
 `  G  @ 00 00 00 00 00 A8  d  {  P 00 00 00 00 E0  d  {  P 00 00 00 00  p  C
 @ 00 00 00 00 00 C0  d  {  P 00 00 00 00 D0  d  {  P 00 00 00 00  ` 82  A 00
00 00 00 00 0B 00 00 00 00 00 00 00 00  >  @ 00 00 00 00 00 00 00 00 00 00 00
00 00  `  G  @ 00 00 00 00 00 F8  d  {  P 00 00 00 00  0  e  {  P 00 00 00 00
80  ?  @ 00 00 00 00 00 10  e  {  P 00 00 00 00 __  e  {  P 00 00 00 00  ` 82
 A 00 00 00 00 00 0C 00 00 00 00 00 00 00  ` 82  A 00 00 00 00 00 0A 00 00 00
00 00 00 00 80  ?  @ 00 00 00 00 00  H  e  {  P 00 00 00 00  X  e  {  P 00 00
00 00  ` 82  A 00 00 00 00 00 0D 00 00 00 00 00 00 00  ` 82  A 00 00 00 00 00
14 00 00 00 00 00 00 00 80  >  @ 00 00 00 00 00 04 00 00 00 00 00 00 00 98  e
 {  P 00 00 00 00 E8  e  {  P 00 00 00 00  8  f  {  P 00 00 00 00 98  f  {  P
00 00 00 00 __ FB  @ 00 00 00 00 00 12 00 00 00 00 00 00 00 B0  e  {  P 00 00
00 00  @ 15  A 00 00 00 00 00 C8  e  {  P 00 00 00 00 D8  e  {  P 00 00 00 00
 p 80  A 00 00 00 00 00 12 00 00 00 00 00 00 00  p 80  A 00 00 00 00 00 0F 00
00 00 00 00 00 00 __ FB  @ 00 00 00 00 00 12 00 00 00 00 00 00 00 00  f  {  P
00 00 00 00  @ 15  A 00 00 00 00 00 18  f  {  P 00 00 00 00 \(  f  {  P 00 00
00 00  p 80  A 00 00 00 00 00 12 00 00 00 00 00 00 00  p 80  A 00 00 00 00 00
10 00 00 00 00 00 00 00 __ FB  @ 00 00 00 00 00 12 00 00 00 00 00 00 00  P  f
 {  P 00 00 00 00  @ 15  A 00 00 00 00 00  h  f  {  P 00 00 00 00  x  f  {  P
00 00 00 00  p 80  A 00 00 00 00 00 12 00 00 00 00 00 00 00 F0  &  B 00 00 00
00 00 88  f  {  P 00 00 00 00  ` 82  A 00 00 00 00 00 0B 00 00 00 00 00 00 00
__ FB  @ 00 00 00 00 00 12 00 00 00 00 00 00 00 B0  f  {  P 00 00 00 00  @ 15
 A 00 00 00 00 00 C8  f  {  P 00 00 00 00 D8  f  {  P 00 00 00 00  p 80  A 00
00 00 00 00 12 00 00 00 00 00 00 00  p 80  A 00 00 00 00 00 11 00 00 00 00 00
00 00 __ FB  @ 00 00 00 00 00 12 00 00 00 00 00 00 00 00  g  {  P 00 00 00 00
 @ 15  A 00 00 00 00 00 18  g  {  P 00 00 00 00 \(  g  {  P 00 00 00 00  p 80
 A 00 00 00 00 00 12 00 00 00 00 00 00 00  P E0  @ 00 00 00 00 00 01 00 00 00
00 00 00 00 __ 00 00 00 00 00 00 00 __ FB  @ 00 00 00 00 00 12 00 00 00 00 00
00 00  X  g  {  P 00 00 00 00  @ 15  A 00 00 00 00 00  p  g  {  P 00 00 00 00
80  g  {  P 00 00 00 00  p 80  A 00 00 00 00 00 12 00 00 00 00 00 00 00  P E0
 @ 00 00 00 00 00 01 00 00 00 00 00 00 00  | 00 00 00 00 00 00 00 80  >  @ 00
00 00 00 00 01 00 00 00 00 00 00 00 B0  g  {  P 00 00 00 00 00  >  @ 00 00 00
00 00 01 00 00 00 00 00 00 00
```


```
------------------------------------------------------------------------------
*You may recompile the `BMDFMldr' with commented `#define _NOISY_MODE1_'
 to disable print of the linked Global function bytecode.
Connection with the BM_DFM Server has been established but not yet registered.
Checking whether the `worm.flp' file is already precompiled...
Reading the `worm.flp' source FastLisp file...
*** Resetting time counters (first null assignment)... ***
Modifying the FastLisp code (PATTERN No# 1)...
  (PROGN <Global_FastLisp_function_set> <FastLisp_prog>)
Checking the syntax of the source FastLisp file...
Modifying the FastLisp code (PATTERN No# 2)...
  <FastLisp_prog>
Modifying the FastLisp code (PATTERN No# 3)...
  (PROGN {(SETQ <termcap_var> <termcap_val>) }<FastLisp_prog>)
Looking for uninitialized variables/arrays in the FastLisp code...
Checking the CODE STYLE RESTRICTIONS for the BM_DFM parallel processing...
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
*                                                             *
*  Summary of the BM_DFM CODE STYLE RESTRICTIONS:             *
*  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~            *
*                                                             *
*  o Variable names within the inclusive range of             *
*     [`TMP__000000000'; `TMP__999999999'] are reserved.      *
*  o `SHADOW' is the reserved name for a UDF.                 *
*  o Array names should differ from ordinary variable names.  *
*  o Every variable should be initialized before use.         *
*    The following is an example of how to copy an array:     *
*      ...                                                    *
*      (arsetq a 0 1)                                         *
*      (arsetq a 1 5)                                         *
*      (alsetq b (alindex a 2))     # instead of `(setq b a)' *
*      ...                                                    *
*  o The <step> and <limit> values of a <for> loop should be  *
*    the integer numeric constants, function arguments or     *
*    initialized variables which are not changed inside this  *
*    <for> loop.                                              *
*  o Second argument of the booleans <or> and <and> should    *
*    not include any assignments, I/O, conditional/           *
*    iteration processing and UDF calls.                      *
*                                                             *
*  NOTE: Any conventional program can be converted by a       *
*        formal procedure to the program that is compliant    *
*        with the above mentioned code style restrictions.    *
*                                                             *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
*You may recompile BMDFMldr module with commented `#define EXPLAIN_RULE'
 to disable print of the code style restriction rule summary.
Squeezing the nested source PROGN statements...
  Redundant nested source PROGN statements removed: 1.
Modifying the FastLisp code (PATTERN No# 5)...
  (PROGN (OUTF (PRN_STRING_FMT) (CAT "" <FastLisp_prog>)) "")
Reorganizing the FastLisp code...
Resolving data types in the FastLisp code...
Registering in the BM_DFM Server Task Connection Zone...
Forking up the message queue listener...
Listener engine has been commenced.
The Loader/Listener pair is fully attached by the BM_DFM Server:
  Loader PID=8298, Listener PID=8299, SocketN# is 0.
------------------------------------------------------------------------------
```

```
(PROGN
  (SETQ@S MAIN:TERM_TYPE@S "xterm")
  (SETQ@I MAIN:LINES_TERM@I 142)
  (SETQ@I MAIN:COLUMNS_TERM@I 475)
  (SETQ@S MAIN:CLRSCR_TERM@S "\e[H\e[2J")
  (SETQ@S MAIN:REVERSE_TERM@S "\e[7m")
  (SETQ@S MAIN:BLINK_TERM@S "\e[5m")
  (SETQ@S MAIN:BOLD_TERM@S "\e[1m")
  (SETQ@S MAIN:NORMAL_TERM@S "\e[0m")
  (SETQ@S MAIN:HIDECURSOR_TERM@S "\e[?25l")
  (SETQ@S MAIN:SHOWCURSOR_TERM@S "\e[?12l\e[?25h")
  (SETQ@S MAIN:GOTOCURSOR_TERM@S "\e[%i%d;%dH")
  (DEFUN
    MAIN:RENDER_ENTIRE_WORM_GAME_SCENE
    (PROGN
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:WORM_@S
        (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$1)
      )
      (SETQ@I
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SCORE_@I
        (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$2)
      )
      (SETQ@I
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EAT_@I
        (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$3)
      )
      (SETQ@I
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATL_@I
        (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$4)
      )
      (SETQ@I
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATC_@I
        (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$5)
      )
      (SETQ@I
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I
        (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$6)
      )
      (SETQ@I
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I
        (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$7)
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:HIDECURSOR_TERM_@S
        (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$8)
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SHOWCURSOR_TERM_@S
        (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$9)
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BLINK_TERM_@S
        (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$10)
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BOLD_TERM_@S
        (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$11)
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TERM_@S
        (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$12)
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S
        (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$13)
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S
        (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$14)
      )
      (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S "")
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:HIDECURSOR_TERM_@S
        )
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TERM_@S
        )
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (GOTOCURSOR1_TERM@J
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S 0 0
          )
        )
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (PADC@J
            (CAT@J
              "The `Worm' Game! "
              "(FastLisp version for terminals by Sancho Mining)"
            )
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I
          )
        )
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S
        )
      )
      (SETQ@I
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LI@I
        (-@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I 4)
      )
      (FOR@J
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I 0 1
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LI@I
        (PROGN
          (SETQ@S
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
            (CAT@J
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
              (GOTOCURSOR1_TERM@J
                MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S
                (++@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I)
                0
              )
            )
          )
          (SETQ@S
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000001@S
```

```
            (RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:WORM_@S
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EAT_@I
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATL_@I
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATC_@I
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BLINK_TERM_@S
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BOLD_TERM_@S
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S
            )
          )
          (SETQ@S
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
            (CAT@J
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000001@S
            )
          )
        )
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TERM_@S
        )
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (GOTOCURSOR1_TERM@J
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S
            (-@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I 2)
            0
          )
        )
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (PADR@J
            (CAT@J
              (CAT@J
                " I-Up K-Down J/N-Left L/M-Right"
                " \"F\"aster \"S\"lower \"P\"ause \"Q\"uit | Score: "
              )
              (CAT@J (STR@I MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SCORE_@I) " ")
            )
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I
          )
        )
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S
        )
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (GOTOCURSOR1_TERM@J
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S
            (--@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I)
            0
          )
        )
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (SPACE@J (--@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I))
        )
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (GOTOCURSOR1_TERM@J
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S
            (--@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I)
            0
          )
        )
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SHOWCURSOR_TERM_@S
        )
      )
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000000@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
      )
    )
  )
)
(SETQ@I
  MAIN:TMP__000000003
  (||@J
    (||@J
      (!=@S MAIN:TERM_TYPE@S (TERM_TYPE))
      (!=@I MAIN:LINES_TERM@I (LINES_TERM))
    )
    (!=@I MAIN:COLUMNS_TERM@I (COLUMNS_TERM))
  )
)
(IF@J
  MAIN:TMP__000000003
  (PROGN
    (SETQ@I MAIN:TMP__000000002 1)
    (WHILE@J
      MAIN:TMP__000000002
      (PROGN
        (SETQ@S MAIN:TMP__000000003 (OUTF "\nChoose terminal:\n" NIL))
        (SETQ@S
          MAIN:TMP__000000003
          (OUTF "  0 - TERM_TYPE=`%s';" MAIN:TERM_TYPE@S)
        )
        (SETQ@S
          MAIN:TMP__000000003
          (OUTF " LINES_TERM=`%d';" MAIN:LINES_TERM@I)
        )
        (SETQ@S
          MAIN:TMP__000000003
          (OUTF " COLUMNS_TERM=`%d';\n" MAIN:COLUMNS_TERM@I)
        )
        (SETQ@S
          MAIN:TMP__000000003
          (OUTF "  1 - TERM_TYPE=`%s';" (TERM_TYPE))
        )
        (SETQ@S MAIN:TMP__000000003 (OUTF " LINES_TERM=`%d';" (LINES_TERM)))
        (SETQ@S
          MAIN:TMP__000000003
          (OUTF " COLUMNS_TERM=`%d'.\n" (COLUMNS_TERM))
        )
        (SETQ@S
          MAIN:TMP__000000003
          (OUTF "Enter your choice (0 or 1) or press 'q' to quit:" NIL)
        )
        (SETQ@I MAIN:TMP__000000003 5000000)
        (SETQ@S MAIN:TMP__000000004 (SCAN_CONSOLE MAIN:TMP__000000003))
        (SETQ@S MAIN:CH@S (UPPER@J MAIN:TMP__000000004))
        (SETQ@I
          MAIN:TMP__000000011@I
          (||@J (==@S MAIN:CH@S "Q") (==@I (ASC@J MAIN:CH@S) 3))
        )
        (IF@J
          MAIN:TMP__000000011@I
          (EXIT)
          (PROGN
            (SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH@S "0"))
            (IF@J
              MAIN:TMP__000000010@I
              (BREAK)
              (PROGN
                (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH@S "1"))
                (IF@J
                  MAIN:TMP__000000009@I
                  (PROGN
                    (SETQ@S MAIN:TERM_TYPE@S (TERM_TYPE))
                    (SETQ@I MAIN:LINES_TERM@I (LINES_TERM))
                    (SETQ@I MAIN:COLUMNS_TERM@I (COLUMNS_TERM))
                    (SETQ@S MAIN:CLRSCR_TERM@S (CLRSCR_TERM))
                    (SETQ@S MAIN:REVERSE_TERM@S (REVERSE_TERM))
                    (SETQ@S MAIN:BLINK_TERM@S (BLINK_TERM))
                    (SETQ@S MAIN:BOLD_TERM@S (BOLD_TERM))
                    (SETQ@S MAIN:NORMAL_TERM@S (NORMAL_TERM))
                    (SETQ@S MAIN:HIDECURSOR_TERM@S (HIDECURSOR_TERM))
                    (SETQ@S MAIN:SHOWCURSOR_TERM@S (SHOWCURSOR_TERM))
                    (SETQ@S MAIN:GOTOCURSOR_TERM@S (GOTOCURSOR_TERM@J -1 -1))
                    (BREAK)
                  )
                  (PROGN
                    (SETQ@I MAIN:TMP__000000008 (==@I (ASC@J MAIN:CH@S) 0))
                    (IF@J
                      MAIN:TMP__000000008
                      (SETQ@Z MAIN:TMP__000000007 NIL)
                      (SETQ@S
                        MAIN:TMP__000000007
                        (OUTF "\n\n*** Invalid selection ***\n" NIL)
                      )
                    )
                  )
                )
              )
            )
          )
        )
        (SETQ@I MAIN:TMP__000000002 1)
      )
    )
    (SETQ@Z MAIN:TMP__000000002 NIL)
  )
)
(SETQ@I
  MAIN:TMP__000000003
  (||@J (<@I MAIN:LINES_TERM@I 24) (<@I MAIN:COLUMNS_TERM@I 80))
)
(IF
  MAIN:TMP__000000003
  (PROGN
    (SETQ@S
      MAIN:TMP__000000002
      (OUTF "\n\n*** Terminal is too tiny ***\n" NIL)
    )
    (EXIT)
  )
  (SETQ@Z MAIN:TMP__000000002 NIL)
)
(SETQ@I MAIN:HEADL@I 0)
(SETQ@I MAIN:HEADC@I 3)
(SETQ@S MAIN:WORM@S "|0:3|0:2|0:1|0:0|")
(SETQ@I MAIN:SCORE@I 0)
(SETQ@I MAIN:NUM2EAT@I 0)
(SETQ@I MAIN:NUM2EATL@I 0)
(SETQ@I MAIN:NUM2EATC@I 0)
(SETQ@I
  MAIN:NUM2EAT@I
  (<<@J (+@J (-@J MAIN:LINES_TERM@I 10) (-@J MAIN:COLUMNS_TERM@I 10)) 1)
)
(SETQ@I MAIN:NUM2EATL@I 1)
(SETQ@I MAIN:NUM2EATC@I 1)
(SETQ@I MAIN:STILL2EAT@I 0)
(SETQ@S MAIN:CH_PREV@S "L")
(SETQ@I MAIN:SPEED@I 100000)
(SETQ@I MAIN:TMP__000000001 (IRND@J -1))
(SETQ@S MAIN:TMP__000000001 (OUTF (PRN_STRING_FMT) MAIN:CLRSCR_TERM@S))
(SETQ@I MAIN:TMP__000000001 1)
(WHILE
  MAIN:TMP__000000001
  (PROGN
    (SETQ@S
```

```
  MAIN:TMP__000000002
  (MAIN:RENDER_ENTIRE_WORM_GAME_SCENE
    MAIN:WORM@S MAIN:SCORE@I MAIN:NUM2EAT@I MAIN:NUM2EATL@I
    MAIN:NUM2EATC@I MAIN:LINES_TERM@I MAIN:COLUMNS_TERM@I
    MAIN:HIDECURSOR_TERM@S MAIN:SHOWCURSOR_TERM@S MAIN:BLINK_TERM@S
    MAIN:BOLD_TERM@S MAIN:REVERSE_TERM@S MAIN:NORMAL_TERM@S
    MAIN:GOTOCURSOR_TERM@S
  )
)
(SETQ@S MAIN:TMP__000000003 (OUTF (PRN_STRING_FMT) MAIN:TMP__000000002))
(SETQ@S MAIN:TMP__000000002 (SCAN_CONSOLE MAIN:SPEED@I))
(SETQ@S MAIN:CH@S (UPPER MAIN:TMP__000000002))
(SETQ@I MAIN:TMP__000000005 (==@S MAIN:CH@S "P"))
(IF
  MAIN:TMP__000000005
  (PROGN
    (SETQ@I MAIN:TMP__000000003 1)
    (SETQ@S MAIN:TMP__000000004 (SCAN_CONSOLE MAIN:TMP__000000003))
    (SETQ@S MAIN:CH@S (UPPER MAIN:TMP__000000004))
  )
  (SETQ@Z MAIN:TMP__000000003 NIL)
)
(SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH@S "F"))
(IF
  MAIN:TMP__000000008
  (PROGN
    (SETQ@I MAIN:SPEED@I (>>@J MAIN:SPEED@I 1))
    (SETQ@I MAIN:TMP__000000005 (<@I MAIN:SPEED@I 2))
    (IF
      MAIN:TMP__000000005
      (SETQ@I MAIN:SPEED@I 0)
      (SETQ@Z MAIN:TMP__000000004 NIL)
    )
  )
  (PROGN
    (SETQ@I MAIN:TMP__000000007 (==@S MAIN:CH@S "S"))
    (IF
      MAIN:TMP__000000007
      (PROGN
        (SETQ@I MAIN:TMP__000000006 (<@I MAIN:SPEED@I 2))
        (IF
          MAIN:TMP__000000006
          (SETQ@I MAIN:SPEED@I 1)
          (SETQ@Z MAIN:TMP__000000005 NIL)
        )
        (SETQ@I MAIN:SPEED@I (<<@J MAIN:SPEED@I 1))
      )
      (PROGN
        (SETQ@I MAIN:TMP__000000006 (==@S MAIN:CH@S "Q"))
        (IF MAIN:TMP__000000006 (BREAK) (SETQ@Z MAIN:TMP__000000005 NIL))
      )
    )
  )
)
(SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH@S "I"))
(IF@J
  MAIN:TMP__000000010@I
  (SETQ@S MAIN:CH_PREV@S "I")
  (PROGN
    (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH@S "K"))
    (IF@J
      MAIN:TMP__000000009@I
      (SETQ@S MAIN:CH_PREV@S "K")
      (PROGN
        (SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH@S "J"))
        (IF
          MAIN:TMP__000000008
          (SETQ@S MAIN:CH_PREV@S "J")
          (PROGN
            (SETQ@I MAIN:TMP__000000007 (==@S MAIN:CH@S "L"))
            (IF
              MAIN:TMP__000000007
              (SETQ@S MAIN:CH_PREV@S "L")
              (SETQ@Z MAIN:TMP__000000006 NIL)
            )
          )
        )
      )
    )
  )
)
(SETQ@I MAIN:TMP__000000014@I (==@S MAIN:CH@S "N"))
(IF@J
  MAIN:TMP__000000014@I
  (PROGN
    (SETQ@I MAIN:TMP__000000011@I (==@S MAIN:CH_PREV@S "I"))
    (IF@J
      MAIN:TMP__000000011@I
      (SETQ@S MAIN:CH_PREV@S "J")
      (PROGN
        (SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH_PREV@S "K"))
        (IF@J
          MAIN:TMP__000000010@I
          (SETQ@S MAIN:CH_PREV@S "L")
          (PROGN
            (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH_PREV@S "J"))
            (IF@J
              MAIN:TMP__000000009@I
              (SETQ@S MAIN:CH_PREV@S "K")
              (PROGN
                (SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH_PREV@S "L"))
                (IF
                  MAIN:TMP__000000008
                  (SETQ@S MAIN:CH_PREV@S "I")
                  (SETQ@Z MAIN:TMP__000000007 NIL)
                )
              )
            )
          )
        )
      )
    )
  )
  (PROGN
    (SETQ@I MAIN:TMP__000000013@I (==@S MAIN:CH@S "M"))
    (IF@J
      MAIN:TMP__000000013@I
      (PROGN
        (SETQ@I MAIN:TMP__000000012@I (==@S MAIN:CH_PREV@S "I"))
        (IF@J
          MAIN:TMP__000000012@I
          (SETQ@S MAIN:CH_PREV@S "L")
          (PROGN
            (SETQ@I MAIN:TMP__000000011@I (==@S MAIN:CH_PREV@S "K"))
            (IF@J
              MAIN:TMP__000000011@I
              (SETQ@S MAIN:CH_PREV@S "J")
              (PROGN
                (SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH_PREV@S "J"))
                (IF@J
                  MAIN:TMP__000000010@I
                  (SETQ@S MAIN:CH_PREV@S "I")
                  (PROGN
                    (SETQ@I
                      MAIN:TMP__000000009@I
                      (==@S MAIN:CH_PREV@S "L")
                    )
                    (IF@J
                      MAIN:TMP__000000009@I
                      (SETQ@S MAIN:CH_PREV@S "K")
                      (SETQ@Z MAIN:TMP__000000008 NIL)
                    )
                  )
                )
              )
            )
          )
        )
      )
      (SETQ@Z MAIN:TMP__000000004 NIL)
    )
  )
)
(SETQ@I MAIN:TMP__000000002 1)
(WHILE
  MAIN:TMP__000000002
  (PROGN
    (SETQ@I
      MAIN:TMP__000000005
      (==@I MAIN:HEADC@I (-@J MAIN:COLUMNS_TERM@I 3))
    )
    (IF
      MAIN:TMP__000000005
      (PROGN
        (SETQ@S MAIN:CH_PREV@S "K")
        (SETQ@I MAIN:HEADC@I (--@J MAIN:HEADC@I))
        (BREAK)
      )
      (SETQ@Z MAIN:TMP__000000004 NIL)
    )
    (SETQ@I
      MAIN:TMP__000000005
      (==@I MAIN:HEADL@I (-@J MAIN:LINES_TERM@I 4))
    )
    (IF
      MAIN:TMP__000000005
      (PROGN
        (SETQ@S MAIN:CH_PREV@S "J")
        (SETQ@I MAIN:HEADL@I (--@J MAIN:HEADL@I))
        (BREAK)
      )
      (SETQ@Z MAIN:TMP__000000004 NIL)
    )
    (SETQ@I MAIN:TMP__000000005 (==@I MAIN:HEADC@I 0))
    (IF
      MAIN:TMP__000000005
      (PROGN (SETQ@S MAIN:CH_PREV@S "I") (SETQ@I MAIN:HEADC@I 1) (BREAK))
      (SETQ@Z MAIN:TMP__000000004 NIL)
    )
    (SETQ@I MAIN:TMP__000000005 (==@I MAIN:HEADL@I 0))
    (IF
      MAIN:TMP__000000005
      (PROGN (SETQ@S MAIN:CH_PREV@S "L") (SETQ@I MAIN:HEADL@I 1) (BREAK))
      (SETQ@Z MAIN:TMP__000000004 NIL)
    )
    (BREAK)
    (SETQ@I MAIN:TMP__000000002 1)
  )
)
(SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH_PREV@S "I"))
(IF@J
  MAIN:TMP__000000010@I
  (PROGN
    (SETQ@I MAIN:HEADL@I (--@J MAIN:HEADL@I))
    (SETQ@I MAIN:TMP__000000005 (<@I MAIN:HEADL@I 0))
    (IF MAIN:TMP__000000005 (BREAK) (SETQ@Z MAIN:TMP__000000004 NIL))
  )
  (PROGN
    (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH_PREV@S "K"))
    (IF@J
      MAIN:TMP__000000009@I
      (PROGN
        (SETQ@I MAIN:HEADL@I (++@J MAIN:HEADL@I))
        (SETQ@I
          MAIN:TMP__000000006
          (>@I MAIN:HEADL@I (-@J MAIN:LINES_TERM@I 4))
        )
        (IF MAIN:TMP__000000006 (BREAK) (SETQ@Z MAIN:TMP__000000005 NIL))
      )
      (PROGN
        (SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH_PREV@S "J"))
        (IF
          MAIN:TMP__000000008
          (PROGN
            (SETQ@I MAIN:HEADC@I (--@J MAIN:HEADC@I))
            (SETQ@I MAIN:TMP__000000007 (<@I MAIN:HEADC@I 0))
            (IF
              MAIN:TMP__000000007
              (BREAK)
              (SETQ@Z MAIN:TMP__000000006 NIL)
            )
          )
          (PROGN
            (SETQ@I MAIN:TMP__000000007 (==@S MAIN:CH_PREV@S "L"))
            (IF
              MAIN:TMP__000000007
              (PROGN
                (SETQ@I MAIN:HEADC@I (++@J MAIN:HEADC@I))
                (SETQ@I
                  MAIN:TMP__000000008
```

```
                        (>@I MAIN:HEADC@I (-@J MAIN:COLUMNS_TERM@I 3))
                       )
                       (IF
                         MAIN:TMP__000000008
                         (BREAK)
                         (SETQ@Z MAIN:TMP__000000007 NIL)
                       )
                     )
                     (SETQ@Z MAIN:TMP__000000006 NIL)
                   )
                 )
               )
             )
           )
         )
       )
       (SETQ@I
         MAIN:TMP__000000004
         (AT@J
           (CAT@J
             "|"
             (CAT@J
               (STR@I MAIN:HEADL@I)
               (CAT@J ":" (CAT@J (STR@I MAIN:HEADC@I) "|"))
             )
           )
           MAIN:WORM@S
         )
       )
       (IF MAIN:TMP__000000004 (BREAK) (SETQ@Z MAIN:TMP__000000003 NIL))
       (SETQ@I
         MAIN:TMP__000000004
         (&&@J
           (==@I MAIN:HEADL@I MAIN:NUM2EATL@I)
           (==@I MAIN:HEADC@I MAIN:NUM2EATC@I)
         )
       )
       (IF
         MAIN:TMP__000000004
         (PROGN
           (SETQ@I MAIN:STILL2EAT@I MAIN:NUM2EAT@I)
           (SETQ@I MAIN:NUM2EAT@I 0)
           (SETQ@I MAIN:SCORE@I (+@J MAIN:SCORE@I MAIN:STILL2EAT@I))
         )
         (SETQ@Z MAIN:TMP__000000003 NIL)
       )
       (SETQ@I MAIN:TMP__000000003 (>@I MAIN:STILL2EAT@I 0))
       (IF
         MAIN:TMP__000000003
         (SETQ@I MAIN:STILL2EAT@I (--@J MAIN:STILL2EAT@I))
         (PROGN
           (SETQ@S MAIN:WORM@S (LEFTR@J MAIN:WORM@S 1))
           (SETQ@S MAIN:WORM@S (LEFT@J MAIN:WORM@S (RAT@J "|" MAIN:WORM@S)))
         )
       )
       (SETQ@S MAIN:WORM@S (CAT@J (STR@I MAIN:HEADC@I) MAIN:WORM@S))
       (SETQ@S MAIN:WORM@S (CAT@J ":" MAIN:WORM@S))
       (SETQ@S MAIN:WORM@S (CAT@J (STR@I MAIN:HEADL@I) MAIN:WORM@S))
       (SETQ@S MAIN:WORM@S (CAT@J "|" MAIN:WORM@S))
       (SETQ@I MAIN:TMP__000000004 (==@I MAIN:NUM2EAT@I 0))
       (IF
         MAIN:TMP__000000004
         (PROGN
           (SETQ@I MAIN:TMP__000000003 1)
           (WHILE
             MAIN:TMP__000000003
             (PROGN
               (SETQ@I MAIN:NUM2EATL@I (IRND@J (-@J MAIN:LINES_TERM@I 4)))
               (SETQ@I MAIN:NUM2EATC@I (IRND@J (-@J MAIN:COLUMNS_TERM@I 3)))
               (SETQ@I
                 MAIN:TMP__000000006
                 (AT@J
                   (CAT@J
                     "|"
                     (CAT@J
                       (STR@I MAIN:NUM2EATL@I)
                       (CAT@J ":" (CAT@J (STR@I MAIN:NUM2EATC@I) "|"))
                     )
                   )
                   MAIN:WORM@S
                 )
               )
               (IF
                 MAIN:TMP__000000006
                 (SETQ@Z MAIN:TMP__000000005 NIL)
                 (PROGN (SETQ@I MAIN:NUM2EAT@I (++@J (IRND@J 8))) (BREAK))
               )
               (SETQ@I MAIN:TMP__000000003 1)
             )
           )
         )
         (SETQ@Z MAIN:TMP__000000003 NIL)
       )
       (SETQ@I MAIN:TMP__000000001 1)
     )
   )
   (SETQ@S MAIN:TMP__000000001 (OUTF (PRN_STRING_FMT) (CAT@J "" "")))
   (SETQ@S MAIN:TMP__000000000@S "")
)
```

```
(PROGN (SETQ@S MAIN:TERM_TYPE@S "xterm") (SETQ@I MAIN:LINES_TERM@I 142) (SETQ@I
 MAIN:COLUMNS_TERM@I 475) (SETQ@S MAIN:CLRSCR_TERM@S "\e[H\e[2J") (SETQ@S MAIN:
REVERSE_TERM@S "\e[7m") (SETQ@S MAIN:BLINK_TERM@S "\e[5m") (SETQ@S MAIN:BOLD_TE
RM@S "\e[1m") (SETQ@S MAIN:NORMAL_TERM@S "\e[0m") (SETQ@S MAIN:HIDECURSOR_TERM@
S "\e[?251") (SETQ@S MAIN:SHOWCURSOR_TERM@S "\e[?12l\e[?25h") (SETQ@S MAIN:GOTO
CURSOR_TERM@S "\e[%i%d;%dH") (DEFUN MAIN:RENDER_ENTIRE_WORM_GAME_SCENE (PROGN (
SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:WORM_@S (CAT "" MAIN:RENDER_ENTIRE_WO
RM_GAME_SCENE:$1)) (SETQ@I MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SCORE_@I (+ 0 MAI
N:RENDER_ENTIRE_WORM_GAME_SCENE:$2)) (SETQ@I MAIN:RENDER_ENTIRE_WORM_GAME_SCENE
:NUM2EAT_@I (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$3)) (SETQ@I MAIN:RENDER_EN
TIRE_WORM_GAME_SCENE:NUM2EATL_@I (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$4)) (
SETQ@I MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATC_@I (+ 0 MAIN:RENDER_ENTIRE_W
ORM_GAME_SCENE:$5)) (SETQ@I MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I (+
 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$6)) (SETQ@I MAIN:RENDER_ENTIRE_WORM_GAME
_SCENE:COLUMNS_TERM_@I (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$7)) (SETQ@S MAI
N:RENDER_ENTIRE_WORM_GAME_SCENE:HIDECURSOR_TERM_@S (CAT "" MAIN:RENDER_ENTIRE_W
ORM_GAME_SCENE:$8)) (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SHOWCURSOR_TERM_
@S (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$9)) (SETQ@S MAIN:RENDER_ENTIRE_W
ORM_GAME_SCENE:BLINK_TERM_@S (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$10)) (
SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BOLD_TERM_@S (CAT "" MAIN:RENDER_ENTI
RE_WORM_GAME_SCENE:$11)) (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TER
M_@S (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$12)) (SETQ@S MAIN:RENDER_ENTIR
E_WORM_GAME_SCENE:NORMAL_TERM_@S (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$13
)) (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S (CAT "" MAIN:R
ENDER_ENTIRE_WORM_GAME_SCENE:$14)) (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:O
UT@S "") (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER_EN
TIRE_WORM_GAME_SCENE:OUT@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:HIDECURSOR_TERM_@
S)) (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER_ENTIRE_
WORM_GAME_SCENE:OUT@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TERM_@S)) (SET
Q@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER_ENTIRE_WORM_GAM
E_SCENE:OUT@S (GOTOCURSOR1_TERM@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR
_TERM_@S 0 0))) (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RE
NDER_ENTIRE_WORM_GAME_SCENE:OUT@S (PADC@J (CAT@J "The `Worm' Game! " "(FastLisp
 version for terminals by Sancho Mining)") MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:C
OLUMNS_TERM_@I))) (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:
RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_T
ERM_@S)) (SETQ@I MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LI@I (-@J MAIN:RENDER_ENTIR
E_WORM_GAME_SCENE:LINES_TERM_@I 4)) (FOR@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L
@I 0 1 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LI@I (PROGN (SETQ@S MAIN:RENDER_ENTIR
E_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (GOTOCU
RSOR1_TERM@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S (++@J MAIN:R
ENDER_ENTIRE_WORM_GAME_SCENE:L@I) 0))) (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCE
NE:TMP__000000001@S (RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE MAIN:RENDER_ENTIRE_W
ORM_GAME_SCENE:WORM_@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I MAIN:RENDER_ENTIR
E_WORM_GAME_SCENE:NUM2EAT_@I MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATL_@I MAI
N:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATC_@I MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:
COLUMNS_TERM_@I MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BLINK_TERM_@S MAIN:RENDER_EN
TIRE_WORM_GAME_SCENE:BOLD_TERM_@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TER
M_@S)) (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER_ENTI
RE_WORM_GAME_SCENE:OUT@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000001@S)))
) (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER_ENTIRE_WO
RM_GAME_SCENE:OUT@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TERM_@S)) (SETQ@
S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER_ENTIRE_WORM_GAME_
SCENE:OUT@S (GOTOCURSOR1_TERM@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_T
ERM_@S (-@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I 2) 0))) (SETQ@S MA
IN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER_ENTIRE_WORM_GAME_SCEN
E:OUT@S (PADR@J (CAT@J (CAT@J " I-Up K-Down J/N-Left L/M-Right" " \"F\"aster \"
S\"lower \"P\"ause \"Q\"uit | Score: ") (CAT@J (STR@I MAIN:RENDER_ENTIRE_WORM_G
AME_SCENE:SCORE_@I) " ")) MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I)))
 (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER_ENTIRE_WOR
M_GAME_SCENE:OUT@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S)) (SETQ@S
MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER_ENTIRE_WORM_GAME_SC
ENE:OUT@S (GOTOCURSOR1_TERM@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TER
M_@S (--@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I) 0))) (SETQ@S MAIN:
RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:O
UT@S (SPACE@J (--@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I)))) (SET
Q@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER_ENTIRE_WORM_GAM
E_SCENE:OUT@S (GOTOCURSOR1_TERM@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR
_TERM_@S (--@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I) 0))) (SETQ@S M
AIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S (CAT@J MAIN:RENDER_ENTIRE_WORM_GAME_SCE
NE:OUT@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SHOWCURSOR_TERM_@S)) (SETQ@S MAIN:R
ENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000000@S MAIN:RENDER_ENTIRE_WORM_GAME_SCEN
E:OUT@S))) (SETQ@I MAIN:TMP__000000003 (||@J (||@J (!=@S MAIN:TERM_TYPE@S (TERM
_TYPE)) (!=@I MAIN:LINES_TERM@I (LINES_TERM))) (!=@I MAIN:COLUMNS_TERM@I (COLUM
NS_TERM)))) (IF@J MAIN:TMP__000000003 (PROGN (SETQ@I MAIN:TMP__000000002 1) (WH
ILE@J MAIN:TMP__000000002 (PROGN (SETQ@S MAIN:TMP__000000003 (OUTF "\nChoose te
rminal:\n" NIL)) (SETQ@S MAIN:TMP__000000003 (OUTF "  0 - TERM_TYPE=`%s';" MAIN
:TERM_TYPE@S)) (SETQ@S MAIN:TMP__000000003 (OUTF " LINES_TERM=`%d';" MAIN:LINES
_TERM@I)) (SETQ@S MAIN:TMP__000000003 (OUTF " COLUMNS_TERM=`%d';\n" MAIN:COLUMN
S_TERM@I)) (SETQ@S MAIN:TMP__000000003 (OUTF "  1 - TERM_TYPE=`%s';" (TERM_TYPE
))) (SETQ@S MAIN:TMP__000000003 (OUTF " LINES_TERM=`%d';" (LINES_TERM))) (SETQ@
S MAIN:TMP__000000003 (OUTF " COLUMNS_TERM=`%d'.\n" (COLUMNS_TERM))) (SETQ@S MA
IN:TMP__000000003 (OUTF "Enter your choice (0 or 1) or press 'q' to quit:" NIL)
) (SETQ@I MAIN:TMP__000000003 5000000) (SETQ@S MAIN:TMP__000000004 (SCAN_CONSOL
E MAIN:TMP__000000003)) (SETQ@S MAIN:CH@S (UPPER@J MAIN:TMP__000000004)) (SETQ@
I MAIN:TMP__000000011@I (||@J (==@S MAIN:CH@S "Q") (==@I (ASC@J MAIN:CH@S) 3)))
 (IF@J MAIN:TMP__000000011@I (EXIT) (PROGN (SETQ@I MAIN:TMP__000000010@I (==@S
MAIN:CH@S "0")) (IF@J MAIN:TMP__000000010@I (BREAK) (PROGN (SETQ@I MAIN:TMP__00
0000009@I (==@S MAIN:CH@S "1")) (IF@J MAIN:TMP__000000009@I (PROGN (SETQ@S MAIN
:TERM_TYPE@S (TERM_TYPE)) (SETQ@I MAIN:LINES_TERM@I (LINES_TERM)) (SETQ@I MAIN:
COLUMNS_TERM@I (COLUMNS_TERM)) (SETQ@S MAIN:CLRSCR_TERM@S (CLRSCR_TERM)) (SETQ@
S MAIN:REVERSE_TERM@S (REVERSE_TERM)) (SETQ@S MAIN:BLINK_TERM@S (BLINK_TERM)) (
SETQ@S MAIN:BOLD_TERM@S (BOLD_TERM)) (SETQ@S MAIN:NORMAL_TERM@S (NORMAL_TERM))
(SETQ@S MAIN:HIDECURSOR_TERM@S (HIDECURSOR_TERM)) (SETQ@S MAIN:SHOWCURSOR_TERM@
S (SHOWCURSOR_TERM)) (SETQ@S MAIN:GOTOCURSOR_TERM@S (GOTOCURSOR_TERM@J -1 -1))
(BREAK)) (PROGN (SETQ@I MAIN:TMP__000000008 (==@I (ASC@J MAIN:CH@S) 0)) (IF@J M
AIN:TMP__000000008 (SETQ@Z MAIN:TMP__000000007 NIL) (SETQ@S MAIN:TMP__000000007
 (OUTF "\n\n*** Invalid selection ***\n" NIL))))))))) (SETQ@I MAIN:TMP__0000000
02 1)))) (SETQ@Z MAIN:TMP__000000002 NIL)) (SETQ@I MAIN:TMP__000000003 (||@J (<
@I MAIN:LINES_TERM@I 24) (<@I MAIN:COLUMNS_TERM@I 80))) (IF MAIN:TMP__000000003
 (PROGN (SETQ@S MAIN:TMP__000000002 (OUTF "\n\n*** Terminal is too tiny ***\n"
NIL)) (EXIT)) (SETQ@Z MAIN:TMP__000000002 NIL)) (SETQ@I MAIN:HEADL@I 0) (SETQ@I
 MAIN:HEADC@I 3) (SETQ@S MAIN:WORM@S "|0:3|0:2|0:1|0:0|") (SETQ@I MAIN:SCORE@I
0) (SETQ@I MAIN:NUM2EAT@I 0) (SETQ@I MAIN:NUM2EATL@I 0) (SETQ@I MAIN:NUM2EATC@I
 0) (SETQ@I MAIN:NUM2EAT@I (<<@J (+@J (-@J MAIN:LINES_TERM@I 10) (-@J MAIN:COLU
MNS_TERM@I 10)) 1)) (SETQ@I MAIN:NUM2EATL@I 1) (SETQ@I MAIN:NUM2EATC@I 1) (SETQ
@I MAIN:STILL2EAT@I 0) (SETQ@S MAIN:CH_PREV@S "L") (SETQ@I MAIN:SPEED@I 100000)
 (SETQ@I MAIN:TMP__000000001 (IRND@J -1)) (SETQ@S MAIN:TMP__000000001 (OUTF (PR
N_STRING_FMT) MAIN:CLRSCR_TERM@S)) (SETQ@I MAIN:TMP__000000001 1) (WHILE MAIN:T
MP__000000001 (PROGN (SETQ@S MAIN:TMP__000000002 (MAIN:RENDER_ENTIRE_WORM_GAME_
SCENE MAIN:WORM@S MAIN:SCORE@I MAIN:NUM2EAT@I MAIN:NUM2EATL@I MAIN:NUM2EATC@I M
AIN:LINES_TERM@I MAIN:COLUMNS_TERM@I MAIN:HIDECURSOR_TERM@S MAIN:SHOWCURSOR_TER
M@S MAIN:BLINK_TERM@S MAIN:BOLD_TERM@S MAIN:REVERSE_TERM@S MAIN:NORMAL_TERM@S M
AIN:GOTOCURSOR_TERM@S)) (SETQ@S MAIN:TMP__000000003 (OUTF (PRN_STRING_FMT) MAIN
:TMP__000000002)) (SETQ@S MAIN:TMP__000000002 (SCAN_CONSOLE MAIN:SPEED@I)) (SET
Q@S MAIN:CH@S (UPPER MAIN:TMP__000000002)) (SETQ@I MAIN:TMP__000000005 (==@S MA
IN:CH@S "P")) (IF MAIN:TMP__000000005 (PROGN (SETQ@I MAIN:TMP__000000003 1) (SE
TQ@S MAIN:TMP__000000004 (SCAN_CONSOLE MAIN:TMP__000000003)) (SETQ@S MAIN:CH@S
 (UPPER MAIN:TMP__000000004))) (SETQ@Z MAIN:TMP__000000003 NIL)) (SETQ@I MAIN:TM
P__000000008 (==@S MAIN:CH@S "F")) (IF MAIN:TMP__000000008 (PROGN (SETQ@I MAIN:
SPEED@I (>>@J MAIN:SPEED@I 1)) (SETQ@I MAIN:TMP__000000005 (<@I MAIN:SPEED@I 2)
) (IF MAIN:TMP__000000005 (SETQ@I MAIN:SPEED@I 0) (SETQ@Z MAIN:TMP__000000004 N
IL))) (PROGN (SETQ@I MAIN:TMP__000000007 (==@S MAIN:CH@S "S")) (IF MAIN:TMP__00
0000007 (PROGN (SETQ@I MAIN:TMP__000000006 (<@I MAIN:SPEED@I 2)) (IF MAIN:TMP__
000000006 (SETQ@I MAIN:SPEED@I 1) (SETQ@Z MAIN:TMP__000000005 NIL)) (SETQ@I MAI
N:SPEED@I (<<@J MAIN:SPEED@I 1))) (PROGN (SETQ@I MAIN:TMP__000000006 (==@S MAIN
:CH@S "Q")) (IF MAIN:TMP__000000006 (BREAK) (SETQ@Z MAIN:TMP__000000005 NIL))))
)) (SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH@S "I")) (IF@J MAIN:TMP__00000001
0@I (SETQ@S MAIN:CH_PREV@S "I") (PROGN (SETQ@I MAIN:TMP__000000009@I (==@S MAIN
:CH@S "K")) (IF@J MAIN:TMP__000000009@I (SETQ@S MAIN:CH_PREV@S "K") (PROGN (SET
Q@I MAIN:TMP__000000008 (==@S MAIN:CH@S "J")) (IF MAIN:TMP__000000008 (SETQ@S M
AIN:CH_PREV@S "J") (PROGN (SETQ@I MAIN:TMP__000000007 (==@S MAIN:CH@S "L")) (IF
 MAIN:TMP__000000007 (SETQ@S MAIN:CH_PREV@S "L") (SETQ@Z MAIN:TMP__000000006 NI
L))))))))) (SETQ@I MAIN:TMP__000000014@I (==@S MAIN:CH@S "N")) (IF@J MAIN:TMP__0
00000014@I (PROGN (SETQ@I MAIN:TMP__000000011@I (==@S MAIN:CH_PREV@S "I")) (IF@
J MAIN:TMP__000000011@I (SETQ@S MAIN:CH_PREV@S "J") (PROGN (SETQ@I MAIN:TMP__00
0000010@I (==@S MAIN:CH_PREV@S "K")) (IF@J MAIN:TMP__000000010@I (SETQ@S MAIN:C
H_PREV@S "L") (PROGN (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH_PREV@S "J")) (
IF@J MAIN:TMP__000000009@I (SETQ@S MAIN:CH_PREV@S "K") (PROGN (SETQ@I MAIN:TMP_
_000000008 (==@S MAIN:CH_PREV@S "L")) (IF MAIN:TMP__000000008 (SETQ@S MAIN:CH_P
```

```
REV@S "I") (SETQ@Z MAIN:TMP__000000007 NIL))))))))) (PROGN (SETQ@I MAIN:TMP__00
0000013@I (==@S MAIN:CH@S "M")) (IF@J MAIN:TMP__000000013@I (PROGN (SETQ@I MAIN
:TMP__000000012@I (==@S MAIN:CH_PREV@S "I")) (IF@J MAIN:TMP__000000012@I (SETQ@
S MAIN:CH_PREV@S "L") (PROGN (SETQ@I MAIN:TMP__000000011@I (==@S MAIN:CH_PREV@S
 "K")) (IF@J MAIN:TMP__000000011@I (SETQ@S MAIN:CH_PREV@S "J") (PROGN (SETQ@I M
AIN:TMP__000000010@I (==@S MAIN:CH_PREV@S "J")) (IF@J MAIN:TMP__000000010@I (SE
TQ@S MAIN:CH_PREV@S "I") (PROGN (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH_PRE
V@S "L")) (IF@J MAIN:TMP__000000009@I (SETQ@S MAIN:CH_PREV@S "K") (SETQ@Z MAIN:
TMP__000000008 NIL))))))))) (SETQ@Z MAIN:TMP__000000004 NIL)))) (SETQ@I MAIN:TM
P__000000002 1) (WHILE MAIN:TMP__000000002 (PROGN (SETQ@I MAIN:TMP__000000005 (
==@I MAIN:HEADC@I (-@J MAIN:COLUMNS_TERM@I 3))) (IF MAIN:TMP__000000005 (PROGN
(SETQ@S MAIN:CH_PREV@S "K") (SETQ@I MAIN:HEADC@I (--@J MAIN:HEADC@I)) (BREAK))
(SETQ@Z MAIN:TMP__000000004 NIL)) (SETQ@I MAIN:TMP__000000005 (==@I MAIN:HEADL@
I (-@J MAIN:LINES_TERM@I 4))) (IF MAIN:TMP__000000005 (PROGN (SETQ@S MAIN:CH_PR
EV@S "J") (SETQ@I MAIN:HEADL@I (--@J MAIN:HEADL@I)) (BREAK)) (SETQ@Z MAIN:TMP__
000000004 NIL)) (SETQ@I MAIN:TMP__000000005 (==@I MAIN:HEADC@I 0)) (IF MAIN:TMP
__000000005 (PROGN (SETQ@S MAIN:CH_PREV@S "I") (SETQ@I MAIN:HEADC@I 1) (BREAK))
 (SETQ@Z MAIN:TMP__000000004 NIL)) (SETQ@I MAIN:TMP__000000005 (==@I MAIN:HEADL
@I 0)) (IF MAIN:TMP__000000005 (PROGN (SETQ@S MAIN:CH_PREV@S "L") (SETQ@I MAIN:
HEADL@I 1) (BREAK)) (SETQ@Z MAIN:TMP__000000004 NIL)) (BREAK) (SETQ@I MAIN:TMP_
_000000002 1))) (SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH_PREV@S "I")) (IF@J
MAIN:TMP__000000010@I (PROGN (SETQ@I MAIN:HEADL@I (--@J MAIN:HEADL@I)) (SETQ@I
 MAIN:TMP__000000005 (<@I MAIN:HEADL@I 0)) (IF MAIN:TMP__000000005 (BREAK) (SETQ
@Z MAIN:TMP__000000004 NIL))) (PROGN (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:C
H_PREV@S "K")) (IF@J MAIN:TMP__000000009@I (PROGN (SETQ@I MAIN:HEADL@I (++@J MA
IN:HEADL@I)) (SETQ@I MAIN:TMP__000000006 (>@I MAIN:HEADL@I (-@J MAIN:LINES_TERM
@I 4))) (IF MAIN:TMP__000000006 (BREAK) (SETQ@Z MAIN:TMP__000000005 NIL))) (PRO
GN (SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH_PREV@S "J")) (IF MAIN:TMP__0000000
08 (PROGN (SETQ@I MAIN:HEADC@I (--@J MAIN:HEADC@I)) (SETQ@I MAIN:TMP__000000007
 (<@I MAIN:HEADC@I 0)) (IF MAIN:TMP__000000007 (BREAK) (SETQ@Z MAIN:TMP__000000
006 NIL))) (PROGN (SETQ@I MAIN:TMP__000000007 (==@S MAIN:CH_PREV@S "L")) (IF MA
IN:TMP__000000007 (PROGN (SETQ@I MAIN:HEADC@I (++@J MAIN:HEADC@I)) (SETQ@I MAIN
:TMP__000000008 (>@I MAIN:HEADC@I (-@J MAIN:COLUMNS_TERM@I 3))) (IF MAIN:TMP__0
00000008 (BREAK) (SETQ@Z MAIN:TMP__000000007 NIL))) (SETQ@Z MAIN:TMP__000000006
 NIL)))))))) (SETQ@I MAIN:TMP__000000004 (AT@J (CAT@J "|" (CAT@J (STR@I MAIN:HE
ADL@I) (CAT@J ":" (CAT@J (STR@I MAIN:HEADC@I) "|")))) MAIN:WORM@S)) (IF MAIN:TM
P__000000004 (BREAK) (SETQ@Z MAIN:TMP__000000003 NIL)) (SETQ@I MAIN:TMP__000000
004 (&&@J (==@I MAIN:HEADL@I MAIN:NUM2EATL@I) (==@I MAIN:HEADC@I MAIN:NUM2EATC@
I))) (IF MAIN:TMP__000000004 (PROGN (SETQ@I MAIN:STILL2EAT@I MAIN:NUM2EAT@I) (S
ETQ@I MAIN:NUM2EAT@I 0) (SETQ@I MAIN:SCORE@I (+@J MAIN:SCORE@I MAIN:STILL2EAT@I
))) (SETQ@Z MAIN:TMP__000000003 NIL)) (SETQ@I MAIN:TMP__000000003 (>@I MAIN:STI
LL2EAT@I 0)) (IF MAIN:TMP__000000003 (SETQ@I MAIN:STILL2EAT@I (--@J MAIN:STILL2
EAT@I)) (PROGN (SETQ@S MAIN:WORM@S (LEFTR@J MAIN:WORM@S 1)) (SETQ@S MAIN:WORM@S
 (LEFT@J MAIN:WORM@S (RAT@J "|" MAIN:WORM@S))))) (SETQ@S MAIN:WORM@S (CAT@J (ST
R@I MAIN:HEADC@I) MAIN:WORM@S)) (SETQ@S MAIN:WORM@S (CAT@J ":" MAIN:WORM@S)) (S
ETQ@S MAIN:WORM@S (CAT@J (STR@I MAIN:HEADL@I) MAIN:WORM@S)) (SETQ@S MAIN:WORM@S
 (CAT@J "|" MAIN:WORM@S)) (SETQ@I MAIN:TMP__000000004 (==@I MAIN:NUM2EAT@I 0))
(IF MAIN:TMP__000000004 (PROGN (SETQ@I MAIN:TMP__000000003 1) (WHILE MAIN:TMP__
000000003 (PROGN (SETQ@I MAIN:NUM2EATL@I (IRND@J (-@J MAIN:LINES_TERM@I 4))) (S
ETQ@I MAIN:NUM2EATC@I (IRND@J (-@J MAIN:COLUMNS_TERM@I 3))) (SETQ@I MAIN:TMP__0
00000006 (AT@J (CAT@J "|" (CAT@J (STR@I MAIN:NUM2EATL@I) (CAT@J ":" (CAT@J (STR
@I MAIN:NUM2EATC@I) "|")))) MAIN:WORM@S)) (IF MAIN:TMP__000000006 (SETQ@Z MAIN:
TMP__000000005 NIL) (PROGN (SETQ@I MAIN:NUM2EAT@I (++@J (IRND@J 8))) (BREAK)))
(SETQ@I MAIN:TMP__000000003 1)))) (SETQ@Z MAIN:TMP__000000003 NIL)) (SETQ@I MAI
N:TMP__000000001 1))) (SETQ@S MAIN:TMP__000000001 (OUTF (PRN_STRING_FMT) (CAT@J
 "" ""))) (SETQ@S MAIN:TMP__000000000@S ""))
--------------------------------------------------------------------------------
*You may recompile BMDFMldr module with commented `#define _NOISY_MODE_'
 to disable print of the FastLisp code.
Performing preliminary STATIC SCHEDULING (HARD_ARRAY_SYNCHRO=NO,
  EXT_IN_OUT_SYNCHRO=YES)...
Progress:
*S*U*f*i*w*i*i*i*i*i*w*i*i*i*i*i*i*i*i*i*i*i*i*i*i*i*i*i*i*i*i*i*i*w*i*i*i*i*i*i*i*
i*i*i*i*i*i*i*i*i*i*w*i
The translator module has finished the static scheduling.
The translator has returned the following exit code: 0(Success).
The following generated control sequence (so-called `BM_DFM UNICODE')
will be transferred to the BM_DFM kernel:
--------------------------------------------------------------------------------
(CTRL
  (N# 0)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 53 "MAIN:TERM_TYPE@S")
      (1 10 "MAIN:LINES_TERM@I")
      (2 5 "MAIN:COLUMNS_TERM@I")
      (3 4 "MAIN:CLRSCR_TERM@S")
      (4 48 "MAIN:REVERSE_TERM@S")
      (5 0 "MAIN:BLINK_TERM@S")
      (6 1 "MAIN:BOLD_TERM@S")
      (7 11 "MAIN:NORMAL_TERM@S")
      (8 9 "MAIN:HIDECURSOR_TERM@S")
      (9 50 "MAIN:SHOWCURSOR_TERM@S")
      (10 6 "MAIN:GOTOCURSOR_TERM@S")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:TERM_TYPE@S "xterm"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "05 00 00 00 00 00 00 00"
        " x  t  e  r  m 00 00 00"
      )
      (Var_Ptrs 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@I MAIN:LINES_TERM@I 142))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "8E 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1)
    )
    (Fnc
      (N# 2)
      (FLP (SETQ@I MAIN:COLUMNS_TERM@I 475))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "DB 01 00 00 00 00 00 00"
      )
      (Var_Ptrs 2)
    )
    (Fnc
      (N# 3)
      (FLP (SETQ@S MAIN:CLRSCR_TERM@S "\e[H\e[2J"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "07 00 00 00 00 00 00 00"
        "1B  [  H 1B  [  2  J 00"
      )
      (Var_Ptrs 3)
    )
    (Fnc
      (N# 4)
      (FLP (SETQ@S MAIN:REVERSE_TERM@S "\e[7m"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        "1B  [  7  m 00 00 00 00"
      )
      (Var_Ptrs 4)
    )
    (Fnc
      (N# 5)
      (FLP (SETQ@S MAIN:BLINK_TERM@S "\e[5m"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        "1B  [  5  m 00 00 00 00"
      )
      (Var_Ptrs 5)
    )
    (Fnc
      (N# 6)
      (FLP (SETQ@S MAIN:BOLD_TERM@S "\e[1m"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        "1B  [  1  m 00 00 00 00"
      )
      (Var_Ptrs 6)
    )
    (Fnc
      (N# 7)
      (FLP (SETQ@S MAIN:NORMAL_TERM@S "\e[0m"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        "1B  [  0  m 00 00 00 00"
      )
      (Var_Ptrs 7)
    )
    (Fnc
      (N# 8)
      (FLP (SETQ@S MAIN:HIDECURSOR_TERM@S "\e[?25l"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "06 00 00 00 00 00 00 00"
        "1B  [  ?  2  5  l 00 00"
      )
      (Var_Ptrs 8)
    )
    (Fnc
      (N# 9)
      (FLP (SETQ@S MAIN:SHOWCURSOR_TERM@S "\e[?12l\e[?25h"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "0C 00 00 00 00 00 00 00"
        "1B  [  ?  1  2  l 1B  [" " ?  2  5  h 00 00 00 00"
      )
      (Var_Ptrs 9)
    )
    (Fnc
      (N# 10)
      (FLP (SETQ@S MAIN:GOTOCURSOR_TERM@S "\e[%i%d;%dH"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "0A 00 00 00 00 00 00 00"
        "1B  [  %  i  %  d  ;  %" " d  H 00 00 00 00 00 00"
      )
      (Var_Ptrs 10)
    )
  )
)
(CTRL
  (N# 1)
  (OpGroup 2)
  (COP 14)
  (GOTO 16)
  (REM "Pass over UDF `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE' body")
)
(CTRL
  (N# 2)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 15 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$1")
      (1 47 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:WORM_@S")
      (2 21 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$2")
      (3 43 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SCORE_@I")
      (4 22 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$3")
      (5 40 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EAT_@I")
      (6 23 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$4")
      (7 39 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATL_@I")
```

```
  (8 24 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$5")
  (9 38 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATC_@I")
  (10 25 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$6")
  (11 36 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I")
  (12 26 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$7")
  (13 31 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I")
  (14 27 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$8")
  (15 33 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:HIDECURSOR_TERM_@S")
  (16 28 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$9")
  (17 44 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SHOWCURSOR_TERM_@S")
  (18 16 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$10")
  (19 29 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BLINK_TERM_@S")
  (20 17 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$11")
  (21 30 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BOLD_TERM_@S")
  (22 18 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$12")
  (23 42 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TERM_@S")
  (24 19 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$13")
  (25 37 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S")
  (26 20 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$14")
  (27 32 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S")
  (28 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
  (29 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
  (30 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
  (31 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
  (32 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
  (33 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
  (34 35 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LI@I")
)
(Fnc
  (N# 0)
  (FLP
    (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:WORM_@S
      (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$1)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "04 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
    " V 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 1 0)
)
(Fnc
  (N# 1)
  (FLP
    (SETQ@I
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SCORE_@I
      (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$2)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T BC 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "03 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" " V 00 00 00 00 00 00 00"
    "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 3 2)
)
(Fnc
  (N# 2)
  (FLP
    (SETQ@I
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EAT_@I
      (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$3)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T BC 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "03 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" " V 00 00 00 00 00 00 00"
    "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 5 4)
)
(Fnc
  (N# 3)
  (FLP
    (SETQ@I
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATL_@I
      (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$4)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T BC 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "03 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" " V 00 00 00 00 00 00 00"
    "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 7 6)
)
(Fnc
  (N# 4)
  (FLP
    (SETQ@I
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATC_@I
      (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$5)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T BC 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "03 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" " V 00 00 00 00 00 00 00"
    "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 9 8)
)
(Fnc
  (N# 5)
  (FLP
    (SETQ@I
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I
      (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$6)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T BC 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "03 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" " V 00 00 00 00 00 00 00"
    "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 11 10)
)
(Fnc
  (N# 6)
  (FLP
    (SETQ@I
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I
      (+ 0 MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$7)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T BC 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "03 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" " V 00 00 00 00 00 00 00"
    "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 13 12)
)
(Fnc
  (N# 7)
  (FLP
    (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:HIDECURSOR_TERM_@S
      (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$8)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "04 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
    " V 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 15 14)
)
(Fnc
  (N# 8)
  (FLP
    (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SHOWCURSOR_TERM_@S
      (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$9)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "04 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
    " V 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 17 16)
)
(Fnc
  (N# 9)
  (FLP
    (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BLINK_TERM_@S
      (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$10)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "04 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
    " V 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 19 18)
)
(Fnc
  (N# 10)
  (FLP
    (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BOLD_TERM_@S
      (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$11)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "04 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
    " V 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 21 20)
)
(Fnc
  (N# 11)
  (FLP
```

```
    (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TERM_@S
      (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$12)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "04 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
    " V 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 23 22)
)
(Fnc
  (N# 12)
  (FLP
    (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S
      (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$13)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "04 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
    " V 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 25 24)
)
(Fnc
  (N# 13)
  (FLP
    (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S
      (CAT "" MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$14)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " T F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "04 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
    " V 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 27 26)
)
(Fnc
  (N# 14)
  (FLP (SETQ@S MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S ""))
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    " S 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 28)
)
(Fnc
  (N# 15)
  (FLP
    (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
      (CAT@J
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:HIDECURSOR_TERM_@S
      )
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
    "01 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
    "02 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 29 28 15)
)
(Fnc
  (N# 16)
  (FLP
    (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
      (CAT@J
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TERM_@S
      )
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
    "01 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
    "02 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 30 29 23)
)
(Fnc
  (N# 17)
  (FLP
    (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
      (CAT@J
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (GOTOCURSOR1_TERM@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S 0 0
        )
      )
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
    "01 00 00 00 00 00 00 00" "D4 B4 02 00 00 00 00 00"
    "03 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
    "05 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
    "02 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 31 30 27)
)
(Fnc
  (N# 18)
  (FLP
    (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
      (CAT@J
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (PADC@J
          (CAT@J
            "The `Worm' Game! "
            "(FastLisp version for terminals by Sancho Mining)"
          )
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I
        )
      )
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
    "01 00 00 00 00 00 00 00" "D4 \\ 02 00 00 00 00 00"
    "02 00 00 00 00 00 00 00" "12 00 00 00 00 00 00 00"
    "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "06 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
    "11 00 00 00 00 00 00 00" " T  h  e  __  `  W  o  r"
    " m  '  __  G  a  m  e  !" "__ 00 00 00 00 00 00 00"
    " S 00 00 00 00 00 00 00" " l 00 00 00 00 00 00 00"
    "\(  F  a  s  t  L  i  s" " p  __  v  e  r  s  i  o"
    " n  __  f  o  r  __  t  e" " r  m  i  n  a  l  s  __"
    " b  y  __  S  a  n  c  h" " o  __  M  i  n  i  n  g"
    "\) 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
    "02 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 32 31 13)
)
(Fnc
  (N# 19)
  (FLP
    (SETQ@S
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
      (CAT@J
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S
      )
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
    "01 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
    "02 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 33 32 25)
)
(Fnc
  (N# 20)
  (FLP
    (SETQ@I
      MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LI@I
      (-@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I 4)
    )
  )
  (FLP_COMPILED
    "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
    "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    "D4 C4 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
    "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
    "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
    "04 00 00 00 00 00 00 00"
  )
  (Var_Ptrs 34 11)
)
  )
)
(CTRL (N# 3) (OpGroup 2) (COP 10) (PUSHA))
(CTRL
  (N# 4)
  (OpGroup 4)
  (COP 90)
  (SubCOP 1)
  (<loop_slo> 0)
  (REM
    "<For> `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I' loop initialization begins
here"
  )
)
(CTRL (N# 5) (OpGroup 4) (COP 90) (SubCOP 2) (<loopstep_slo> 1))
(CTRL
  (N# 6)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata
    (VarRef 35)
    (VarName "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LI@I")
    (Inq_Dest Ld)
```

```
  )
)
(CTRL (N# 7) (OpGroup 1) (COP 81) (SubCOP 3) (<loopto_slo> (dfmget_idata)))
(CTRL
  (N# 8)
  (OpGroup 4)
  (COP 100)
  (FOR <loop_slo> (STEP <loopstep_slo>) (TO <loopto_slo>) (BODY 12))
  (REM "Controlled by `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I' variable")
)
(CTRL
  (N# 9)
  (OpGroup 1)
  (COP 71)
  (SubCOP 1)
  (dfmput_idata
    <loop_slo>
    (VarRef 34)
    (VarName "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I")
  )
)
(CTRL
  (N# 10)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
      (1 32 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S")
      (2 34 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I")
      (3 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
      (4 47 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:WORM_@S")
      (5 40 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EAT_@I")
      (6 39 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATL_@I")
      (7 38 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATC_@I")
      (8 31 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I")
      (9 29 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BLINK_TERM_@S")
      (10 30 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BOLD_TERM_@S")
      (11 37 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S")
      (12 46 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000001@S")
      (13 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
    )
    (Fnc
      (N# 0)
      (FLP
        (SETQ@S
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (CAT@J
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
            (GOTOCURSOR1_TERM@J
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S
              (++@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I)
              0
            )
          )
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" "D4 B4 02 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        "07 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "D4 EC 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 3 0 1 2)
    )
    (Fnc
      (N# 1)
      (FLP
        (SETQ@S
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000001@S
          (RENDER_ONE_RASTER_FOR_WORM_GAME_SCENE
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:WORM_@S
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EAT_@I
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATL_@I
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATC_@I
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BLINK_TERM_@S
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BOLD_TERM_@S
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S
          )
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "0A 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " G 18 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
        "09 00 00 00 00 00 00 00" "09 00 00 00 00 00 00 00"
        "0A 00 00 00 00 00 00 00" "0B 00 00 00 00 00 00 00"
        "0C 00 00 00 00 00 00 00" "0D 00 00 00 00 00 00 00"
        "0E 00 00 00 00 00 00 00" "0F 00 00 00 00 00 00 00"
        "10 00 00 00 00 00 00 00" "11 00 00 00 00 00 00 00"
        " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "05 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "06 00 00 00 00 00 00 00"
        " s 00 00 00 00 00 00 00" "07 00 00 00 00 00 00 00"
        " s 00 00 00 00 00 00 00" "08 00 00 00 00 00 00 00"
        " s 00 00 00 00 00 00 00" "09 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 12 4 2 5 6 7 8 9 10 11)
    )
    (Fnc
      (N# 2)
      (FLP
        (SETQ@S
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (CAT@J
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000001@S
          )
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 13 3 12)
    )
  )
)
(CTRL
  (N# 11)
  (OpGroup 4)
  (COP 101)
  (SubCOP 1)
  (NEXT (BODY 8))
  (REM "Controlled by `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I' variable")
)
(CTRL
  (N# 12)
  (OpGroup 1)
  (COP 71)
  (SubCOP 1)
  (dfmput_idata
    <loop_slo>
    (VarRef 34)
    (VarName "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I")
  )
  (REM
    "<For> postloop `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I' control variable
value"
  )
)
(CTRL (N# 13) (OpGroup 2) (COP 11) (POPA))
(CTRL
  (N# 14)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
      (1 42 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TERM_@S")
      (2 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
      (3 32 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S")
      (4 36 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I")
      (5 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
      (6 43 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SCORE_@I")
      (7 31 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I")
      (8 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
      (9 37 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S")
      (10 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
      (11 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
      (12 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
      (13 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
      (14 44 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SHOWCURSOR_TERM_@S")
      (15 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
      (16 45 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000000@S")
    )
    (Fnc
      (N# 0)
      (FLP
        (SETQ@S
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (CAT@J
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TERM_@S
          )
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 0 1)
    )
    (Fnc
      (N# 1)
      (FLP
        (SETQ@S
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (CAT@J
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
            (GOTOCURSOR1_TERM@J
              MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S
              (-@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I 2)
              0
            )
          )
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" "D4 B4 02 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        "0A 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "D4 C4 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 5 2 3 4)
    )
    (Fnc
```

```
    (N# 2)
    (FLP
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (PADR@J
            (CAT@J
              (CAT@J
                " I-Up K-Down J/N-Left L/M-Right"
                " \"F\"aster \"S\"lower \"P\"ause \"Q\"uit | Score: "
              )
              (CAT@J (STR@I MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SCORE_@I) " ")
            )
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I
          )
        )
      )
    )
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
      "01 00 00 00 00 00 00 00" "D4  X 02 00 00 00 00 00"
      "02 00 00 00 00 00 00 00" "1F 00 00 00 00 00 00 00"
      "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "12 00 00 00 00 00 00 00" "D4 F4 01 00 00 00 00 00"
      "02 00 00 00 00 00 00 00" "07 00 00 00 00 00 00 00"
      " S 00 00 00 00 00 00 00" "1F 00 00 00 00 00 00 00"
      "__  I  -  U  p __  K  -" " D  o  w  n __  J  /  N"
      " -  L  e  f  t __  L  /" " M  -  R  i  g  h  t 00"
      " S 00 00 00 00 00 00 00" " + 00 00 00 00 00 00 00"
      "__ \"  F \"  a  s  t  e" " r __ \"  S \"  l  o  w"
      " e  r __ \"  P \"  a  u" " s  e __ \"  Q \"  u  i"
      " t __ | __  S  c  o  r" " e  : __ 00 00 00 00 00"
      "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "05 00 00 00 00 00 00 00" "D4 C4 01 00 00 00 00 00"
      "01 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
      "02 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
      "01 00 00 00 00 00 00 00" "__ 00 00 00 00 00 00 00"
      " i 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 8 5 6 7)
  )
  (Fnc
    (N# 3)
    (FLP
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S
        )
      )
    )
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
      "01 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
      "02 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 10 8 9)
  )
  (Fnc
    (N# 4)
    (FLP
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (GOTOCURSOR1_TERM@J
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S
            (--@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I)
            0
          )
        )
      )
    )
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
      "01 00 00 00 00 00 00 00" "D4 B4 02 00 00 00 00 00"
      "03 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
      "07 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
      "02 00 00 00 00 00 00 00" "D4 F4 00 00 00 00 00 00"
      "01 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
      "03 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 11 10 3 4)
  )
  (Fnc
    (N# 5)
    (FLP
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (SPACE@J (--@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I))
        )
      )
    )
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
      "01 00 00 00 00 00 00 00" "D4 F8 01 00 00 00 00 00"
      "01 00 00 00 00 00 00 00" "D4 F4 00 00 00 00 00 00"
      "01 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
      "02 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 12 11 7)
  )
  (Fnc
    (N# 6)
    (FLP
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          (GOTOCURSOR1_TERM@J
            MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S
            (--@J MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I)
            0
          )
        )
      )
    )
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
      "01 00 00 00 00 00 00 00" "D4 B4 02 00 00 00 00 00"
      "03 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
      "07 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
      "02 00 00 00 00 00 00 00" "D4 F4 00 00 00 00 00 00"
      "01 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
      "03 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 13 12 3 4)
  )
  (Fnc
    (N# 7)
    (FLP
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
        (CAT@J
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SHOWCURSOR_TERM_@S
        )
      )
    )
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
      "01 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
      "02 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 15 13 14)
  )
  (Fnc
    (N# 8)
    (FLP
      (SETQ@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000000@S
        MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S
      )
    )
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 16 15)
  )
 )
)
(CTRL
  (N# 15)
  (OpGroup 2)
  (COP 16)
  (RETURN)
  (REM "End of UDF `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE' body")
)
(CTRL
  (N# 16)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 53 "MAIN:TERM_TYPE@S")
      (1 10 "MAIN:LINES_TERM@I")
      (2 5 "MAIN:COLUMNS_TERM@I")
      (3 57 "MAIN:TMP__000000003")
    )
    (Fnc
      (N# 0)
      (FLP
        (SETQ@I
          MAIN:TMP__000000003
          (||@J
            (||@J
              (!=@S MAIN:TERM_TYPE@S (TERM_TYPE))
              (!=@I MAIN:LINES_TERM@I (LINES_TERM))
            )
            (!=@I MAIN:COLUMNS_TERM@I (COLUMNS_TERM))
          )
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 A0 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "10 00 00 00 00 00 00 00" "D4 A0 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "07 00 00 00 00 00 00 00"
        "D4  q 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " T 88 02 00 00 00 00 00"
        "D4  p 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" " T 8C 02 00 00 00 00 00"
        "D4  p 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
```

```
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " T 90 02 00 00 00 00 00"
      )
      (Var_Ptrs 3 0 1 2)
    )
  )
)
(CTRL
  (N# 17)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 57) (VarName "MAIN:TMP__000000003") (Inq_Dest Ld))
)
(CTRL (N# 18) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 19)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 60))
  (REM "Pass over `MAIN:TMP__000000003' <if> conditional branch")
)
(CTRL
  (N# 20)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000002 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL (N# 21) (OpGroup 2) (COP 10) (PUSHA))
(CTRL
  (N# 22)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 56) (VarName "MAIN:TMP__000000002") (Inq_Dest Ld))
  (REM "<While> `MAIN:TMP__000000002' loop body begins here")
)
(CTRL (N# 23) (OpGroup 1) (COP 81) (SubCOP 1) (<loop_slo> (dfmget_idata)))
(CTRL
  (N# 24)
  (OpGroup 2)
  (COP 17)
  (SubCOP 1)
  (IF_NOT <loop_slo> (GOTO 58))
  (REM "Exit <while> loop")
)
(CTRL
  (N# 25)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 57 "MAIN:TMP__000000003")
      (1 53 "MAIN:TERM_TYPE@S")
      (2 57 "MAIN:TMP__000000003")
      (3 10 "MAIN:LINES_TERM@I")
      (4 57 "MAIN:TMP__000000003")
      (5 5 "MAIN:COLUMNS_TERM@I")
      (6 57 "MAIN:TMP__000000003")
      (7 57 "MAIN:TMP__000000003")
      (8 57 "MAIN:TMP__000000003")
      (9 57 "MAIN:TMP__000000003")
      (10 57 "MAIN:TMP__000000003")
      (11 57 "MAIN:TMP__000000003")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:TMP__000000003 (OUTF "\nChoose terminal:\n" NIL)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  8 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "06 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "12 00 00 00 00 00 00 00" "0A  C  h  o  o  s  e  __"
        " t  e  r  m  i  n  a  l" " : 0A 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Inq_Dest Ls)
      (Var_Ptrs 0)
    )
    (Fnc
      (N# 1)
      (FLP
        (SETQ@S
          MAIN:TMP__000000003
          (OUTF "  0 - TERM_TYPE=`%s';" MAIN:TERM_TYPE@S)
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  8 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "06 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "15 00 00 00 00 00 00 00" "__ __  0 __  - __  T  E"
        " R  M  _  T  Y  P  E  =" " `  %  s  '  ; 00 00 00"
        " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Inq_Dest Ls)
      (Var_Ptrs 2 1)
    )
    (Fnc
      (N# 2)
      (FLP
        (SETQ@S
          MAIN:TMP__000000003
          (OUTF " LINES_TERM=`%d';" MAIN:LINES_TERM@I)
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  8 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "06 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "11 00 00 00 00 00 00 00" "__  L  I  N  E  S  _  T"
        " E  R  M  =  `  %  d  '" " ; 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Inq_Dest Ls)
      (Var_Ptrs 4 3)
    )
    (Fnc
      (N# 3)
      (FLP
        (SETQ@S
          MAIN:TMP__000000003
          (OUTF " COLUMNS_TERM=`%d';\n" MAIN:COLUMNS_TERM@I)
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  8 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "06 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "14 00 00 00 00 00 00 00" "__  C  O  L  U  M  N  S"
        " _  T  E  R  M  =  `  %" " d  '  ; 0A 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Inq_Dest Ls)
      (Var_Ptrs 6 5)
    )
    (Fnc
      (N# 4)
      (FLP
        (SETQ@S MAIN:TMP__000000003 (OUTF "  1 - TERM_TYPE=`%s';" (TERM_TYPE)))
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  8 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "06 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "15 00 00 00 00 00 00 00" "__ __  1 __  - __  T  E"
        " R  M  _  T  Y  P  E  =" " `  %  s  '  ; 00 00 00"
        " T 88 02 00 00 00 00 00"
      )
      (Inq_Dest Ls)
      (Var_Ptrs 7)
    )
    (Fnc
      (N# 5)
      (FLP
        (SETQ@S MAIN:TMP__000000003 (OUTF " LINES_TERM=`%d';" (LINES_TERM)))
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  8 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "06 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "11 00 00 00 00 00 00 00" "__  L  I  N  E  S  _  T"
        " E  R  M  =  `  %  d  '" " ; 00 00 00 00 00 00 00"
        " T 8C 02 00 00 00 00 00"
      )
      (Inq_Dest Ls)
      (Var_Ptrs 8)
    )
    (Fnc
      (N# 6)
      (FLP
        (SETQ@S
          MAIN:TMP__000000003
          (OUTF " COLUMNS_TERM=`%d'.\n" (COLUMNS_TERM))
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  8 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "06 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "14 00 00 00 00 00 00 00" "__  C  O  L  U  M  N  S"
        " _  T  E  R  M  =  `  %" " d  '  . 0A 00 00 00 00"
        " T 90 02 00 00 00 00 00"
      )
      (Inq_Dest Ls)
      (Var_Ptrs 9)
    )
    (Fnc
      (N# 7)
      (FLP
        (SETQ@S
          MAIN:TMP__000000003
          (OUTF "Enter your choice (0 or 1) or press 'q' to quit:" NIL)
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  8 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "0A 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        " 0 00 00 00 00 00 00 00" " E  n  t  e  r __  y  o"
        " u  r __  c  h  o  i  c" " e __ \(  0 __  o  r __"
        " 1 \) __  o  r __  p  r" " e  s  s __  '  q  ' __"
        " t  o __  q  u  i  t  :" "00 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Inq_Dest Ls)
      (Var_Ptrs 10)
    )
    (Fnc
      (N# 8)
      (FLP (SETQ@I MAIN:TMP__000000003 5000000))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
```

```
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" " @  K  L 00 00 00 00 00"
      )
      (Var_Ptrs 11)
    )
  )
)
(CTRL
  (N# 26)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 57) (VarName "MAIN:TMP__000000003") (Inq_Dest Ld))
)
(CTRL
  (N# 27)
  (OpGroup 1)
  (COP 81)
  (<accum_slo> (dfmget_idata))
  (REM "[I/O synchro]")
)
(CTRL (N# 28) (OpGroup 3) (COP 21) (<accum_chr> (SCAN_CONSOLE <accum_slo>)))
(CTRL
  (N# 29)
  (OpGroup 1)
  (COP 73)
  (dfmput_sdata <accum_chr> (VarRef 58) (VarName "MAIN:TMP__000000004"))
)
(CTRL
  (N# 30)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 58 "MAIN:TMP__000000004")
      (1 2 "MAIN:CH@S")
      (2 65 "MAIN:TMP__000000011@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH@S (UPPER@J MAIN:TMP__000000004)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  H 02 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " V 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
    (Fnc
      (N# 1)
      (FLP
        (SETQ@I
          MAIN:TMP__000000011@I
          (||@J (==@S MAIN:CH@S "Q") (==@I (ASC@J MAIN:CH@S) 3))
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 A0 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "09 00 00 00 00 00 00 00" "D4  i 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Q 00 00 00 00 00 00 00" "D4  h 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "05 00 00 00 00 00 00 00"
        "D4 CC 01 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 1)
    )
  )
)
(CTRL
  (N# 31)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 65) (VarName "MAIN:TMP__000000011@I") (Inq_Dest Ld))
)
(CTRL (N# 32) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 33)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 36))
  (REM "Pass over `MAIN:TMP__000000011@I' <if> conditional branch")
)
(CTRL (N# 34) (OpGroup 2) (COP 14) (GOTO 351) (REM "EXIT"))
(CTRL
  (N# 35)
  (OpGroup 2)
  (COP 14)
  (GOTO 56)
  (REM "Pass over `MAIN:TMP__000000011@I' <else> conditional branch")
)
(CTRL
  (N# 36)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 64 "MAIN:TMP__000000010@I"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__0000000010@I (==@S MAIN:CH@S "0")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " 0 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 37)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 64) (VarName "MAIN:TMP__000000010@I") (Inq_Dest Ld))
)
(CTRL (N# 38) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 39)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 42))
  (REM "Pass over `MAIN:TMP__000000010@I' <if> conditional branch")
)
(CTRL (N# 40) (OpGroup 2) (COP 14) (GOTO 58) (REM "BREAK"))
(CTRL
  (N# 41)
  (OpGroup 2)
  (COP 14)
  (GOTO 56)
  (REM "Pass over `MAIN:TMP__000000010@I' <else> conditional branch")
)
(CTRL
  (N# 42)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 63 "MAIN:TMP__000000009@I"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH@S "1")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " 1 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 43)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 63) (VarName "MAIN:TMP__000000009@I") (Inq_Dest Ld))
)
(CTRL (N# 44) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 45)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 49))
  (REM "Pass over `MAIN:TMP__000000009@I' <if> conditional branch")
)
(CTRL
  (N# 46)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 53 "MAIN:TERM_TYPE@S")
      (1 10 "MAIN:LINES_TERM@I")
      (2 5 "MAIN:COLUMNS_TERM@I")
      (3 4 "MAIN:CLRSCR_TERM@S")
      (4 48 "MAIN:REVERSE_TERM@S")
      (5 0 "MAIN:BLINK_TERM@S")
      (6 1 "MAIN:BOLD_TERM@S")
      (7 11 "MAIN:NORMAL_TERM@S")
      (8 9 "MAIN:HIDECURSOR_TERM@S")
      (9 50 "MAIN:SHOWCURSOR_TERM@S")
      (10 6 "MAIN:GOTOCURSOR_TERM@S")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:TERM_TYPE@S (TERM_TYPE)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T 88 02 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@I MAIN:LINES_TERM@I (LINES_TERM)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T 8C 02 00 00 00 00 00"
      )
      (Var_Ptrs 1)
    )
    (Fnc
      (N# 2)
      (FLP (SETQ@I MAIN:COLUMNS_TERM@I (COLUMNS_TERM)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T 90 02 00 00 00 00 00"
      )
      (Var_Ptrs 2)
    )
    (Fnc
      (N# 3)
      (FLP (SETQ@S MAIN:CLRSCR_TERM@S (CLRSCR_TERM)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T 94 02 00 00 00 00 00"
      )
      (Var_Ptrs 3)
```

```
    )
    (Fnc
      (N# 4)
      (FLP (SETQ@S MAIN:REVERSE_TERM@S (REVERSE_TERM)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T 98 02 00 00 00 00 00"
      )
      (Var_Ptrs 4)
    )
    (Fnc
      (N# 5)
      (FLP (SETQ@S MAIN:BLINK_TERM@S (BLINK_TERM)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T 9C 02 00 00 00 00 00"
      )
      (Var_Ptrs 5)
    )
    (Fnc
      (N# 6)
      (FLP (SETQ@S MAIN:BOLD_TERM@S (BOLD_TERM)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T A0 02 00 00 00 00 00"
      )
      (Var_Ptrs 6)
    )
    (Fnc
      (N# 7)
      (FLP (SETQ@S MAIN:NORMAL_TERM@S (NORMAL_TERM)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T A4 02 00 00 00 00 00"
      )
      (Var_Ptrs 7)
    )
    (Fnc
      (N# 8)
      (FLP (SETQ@S MAIN:HIDECURSOR_TERM@S (HIDECURSOR_TERM)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T A8 02 00 00 00 00 00"
      )
      (Var_Ptrs 8)
    )
    (Fnc
      (N# 9)
      (FLP (SETQ@S MAIN:SHOWCURSOR_TERM@S (SHOWCURSOR_TERM)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T AC 02 00 00 00 00 00"
      )
      (Var_Ptrs 9)
    )
    (Fnc
      (N# 10)
      (FLP (SETQ@S MAIN:GOTOCURSOR_TERM@S (GOTOCURSOR_TERM@J -1 -1)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 B0 02 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "FF FF FF FF FF FF FF FF" " I 00 00 00 00 00 00 00"
        "FF FF FF FF FF FF FF FF"
      )
      (Var_Ptrs 10)
    )
  )
)
(CTRL (N# 47) (OpGroup 2) (COP 14) (GOTO 58) (REM "BREAK"))
(CTRL
  (N# 48)
  (OpGroup 2)
  (COP 14)
  (GOTO 56)
  (REM "Pass over `MAIN:TMP__000000009@I' <else> conditional branch")
)
(CTRL
  (N# 49)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 62 "MAIN:TMP__000000008"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000008 (==@I (ASC@J MAIN:CH@S) 0)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  h 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "05 00 00 00 00 00 00 00" "D4 CC 01 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 50)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 62) (VarName "MAIN:TMP__000000008") (Inq_Dest Ld))
)
(CTRL (N# 51) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 52)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 55))
  (REM "Pass over `MAIN:TMP__000000008' <if> conditional branch")
)
(CTRL
  (N# 53)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 61 "MAIN:TMP__000000007"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000007 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 54)
  (OpGroup 2)
  (COP 14)
  (GOTO 56)
  (REM "Pass over `MAIN:TMP__000000008' <else> conditional branch")
)
(CTRL
  (N# 55)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 61 "MAIN:TMP__000000007"))
    (Fnc
      (N# 0)
      (FLP
        (SETQ@S
          MAIN:TMP__000000007
          (OUTF "\n\n*** Invalid selection ***\n" NIL)
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  8 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "07 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "1C 00 00 00 00 00 00 00" "0A 0A  *  *  *  __  I  n"
        " v  a  l  i  d  __  s  e" " l  e  c  t  i  o  n  __"
        " *  *  * 0A 00 00 00 00" " Z 00 00 00 00 00 00 00"
      )
      (Inq_Dest Ls)
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 56)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000002 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 57)
  (OpGroup 2)
  (COP 14)
  (SubCOP 1)
  (GOTO 22)
  (REM
    "Continue <while> `MAIN:TMP__000000002' loop, <while> loop body ends here"
  )
)
(CTRL (N# 58) (OpGroup 2) (COP 11) (POPA))
(CTRL
  (N# 59)
  (OpGroup 2)
  (COP 14)
  (GOTO 61)
  (REM "Pass over `MAIN:TMP__000000003' <else> conditional branch")
)
(CTRL
  (N# 60)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000002 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
```

```
  (N# 61)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 10 "MAIN:LINES_TERM@I")
      (1 5 "MAIN:COLUMNS_TERM@I")
      (2 57 "MAIN:TMP__000000003")
    )
    (Fnc
      (N# 0)
      (FLP
        (SETQ@I
          MAIN:TMP__000000003
          (||@J (<@I MAIN:LINES_TERM@I 24) (<@I MAIN:COLUMNS_TERM@I 80))
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 A0 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "08 00 00 00 00 00 00 00" "D4  x 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "18 00 00 00 00 00 00 00"
        "D4  x 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        " P 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 0 1)
    )
  )
)
(CTRL
  (N# 62)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 57) (VarName "MAIN:TMP__000000003") (Inq_Dest Ld))
)
(CTRL (N# 63) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 64)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 68))
  (REM "Pass over `MAIN:TMP__000000003' <if> conditional branch")
)
(CTRL
  (N# 65)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
    (Fnc
      (N# 0)
      (FLP
        (SETQ@S
          MAIN:TMP__000000002
          (OUTF "\n\n*** Terminal is too tiny ***\n" NIL)
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  8 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "07 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "1F 00 00 00 00 00 00 00" "0A 0A  *  *  *  __  T  e"
        " r  m  i  n  a  l  __  i" " s  __  t  o  o  __  t  i"
        " n  y  __  *  *  * 0A 00" " Z 00 00 00 00 00 00 00"
      )
      (Inq_Dest Ls)
      (Var_Ptrs 0)
    )
  )
)
(CTRL (N# 66) (OpGroup 2) (COP 14) (GOTO 351) (REM "EXIT"))
(CTRL
  (N# 67)
  (OpGroup 2)
  (COP 14)
  (GOTO 69)
  (REM "Pass over `MAIN:TMP__000000003' <else> conditional branch")
)
(CTRL
  (N# 68)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000002 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 69)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 8 "MAIN:HEADL@I")
      (1 7 "MAIN:HEADC@I")
      (2 69 "MAIN:WORM@S")
      (3 49 "MAIN:SCORE@I")
      (4 12 "MAIN:NUM2EAT@I")
      (5 14 "MAIN:NUM2EATL@I")
      (6 13 "MAIN:NUM2EATC@I")
      (7 10 "MAIN:LINES_TERM@I")
      (8 5 "MAIN:COLUMNS_TERM@I")
      (9 12 "MAIN:NUM2EAT@I")
      (10 14 "MAIN:NUM2EATL@I")
      (11 13 "MAIN:NUM2EATC@I")
      (12 52 "MAIN:STILL2EAT@I")
      (13 3 "MAIN:CH_PREV@S")
      (14 51 "MAIN:SPEED@I")
      (15 55 "MAIN:TMP__000000001")
      (16 4 "MAIN:CLRSCR_TERM@S")
      (17 55 "MAIN:TMP__000000001")
      (18 55 "MAIN:TMP__000000001")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:HEADL@I 0))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@I MAIN:HEADC@I 3))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1)
    )
    (Fnc
      (N# 2)
      (FLP (SETQ@S MAIN:WORM@S "|0:3|0:2|0:1|0:0|"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "11 00 00 00 00 00 00 00"
        " |  0  :  3  |  0  :  2" " |  0  :  1  |  0  :  0"
        " | 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2)
    )
    (Fnc
      (N# 3)
      (FLP (SETQ@I MAIN:SCORE@I 0))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 3)
    )
    (Fnc
      (N# 4)
      (FLP (SETQ@I MAIN:NUM2EAT@I 0))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 4)
    )
    (Fnc
      (N# 5)
      (FLP (SETQ@I MAIN:NUM2EATL@I 0))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 5)
    )
    (Fnc
      (N# 6)
      (FLP (SETQ@I MAIN:NUM2EATC@I 0))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 6)
    )
    (Fnc
      (N# 7)
      (FLP
        (SETQ@I
          MAIN:NUM2EAT@I
          (<<@J
            (+@J (-@J MAIN:LINES_TERM@I 10) (-@J MAIN:COLUMNS_TERM@I 10))
            1
          )
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  0 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "12 00 00 00 00 00 00 00" "D4 BC 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "08 00 00 00 00 00 00 00"
        "D4 C4 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "0A 00 00 00 00 00 00 00" "D4 C4 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "0A 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 9 7 8)
    )
    (Fnc
```

```
      (N# 8)
      (FLP (SETQ@I MAIN:NUM2EATL@I 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 10)
    )
    (Fnc
      (N# 9)
      (FLP (SETQ@I MAIN:NUM2EATC@I 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 11)
    )
    (Fnc
      (N# 10)
      (FLP (SETQ@I MAIN:STILL2EAT@I 0))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 12)
    )
    (Fnc
      (N# 11)
      (FLP (SETQ@S MAIN:CH_PREV@S "L"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " L 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 13)
    )
    (Fnc
      (N# 12)
      (FLP (SETQ@I MAIN:SPEED@I 100000))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "A0 86 01 00 00 00 00 00"
      )
      (Var_Ptrs 14)
    )
    (Fnc
      (N# 13)
      (FLP (SETQ@I MAIN:TMP__000000001 (IRND@J -1)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 B4 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "FF FF FF FF FF FF FF FF"
      )
      (Var_Ptrs 15)
    )
    (Fnc
      (N# 14)
      (FLP
        (SETQ@S MAIN:TMP__000000001 (OUTF (PRN_STRING_FMT) MAIN:CLRSCR_TERM@S))
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  8 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" " T 80 02 00 00 00 00 00"
        " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Inq_Dest Ls)
      (Var_Ptrs 17 16)
    )
    (Fnc
      (N# 15)
      (FLP (SETQ@I MAIN:TMP__000000001 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 18)
    )
  )
)
(CTRL (N# 70) (OpGroup 2) (COP 10) (PUSHA))
(CTRL
  (N# 71)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 55) (VarName "MAIN:TMP__000000001") (Inq_Dest Ld))
  (REM "<While> `MAIN:TMP__000000001' loop body begins here")
)
(CTRL (N# 72) (OpGroup 1) (COP 81) (SubCOP 1) (<loop_slo> (dfmget_idata)))
(CTRL
  (N# 73)
  (OpGroup 2)
  (COP 17)
  (SubCOP 1)
  (IF_NOT <loop_slo> (GOTO 349))
  (REM "Exit <while> loop")
)
(CTRL
  (N# 74)
  (OpGroup 2)
  (COP 12)
  (ENTER_RECURSION)
  (Vars_N#_Ref_Name_[Array]
    (0 47 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:WORM_@S")
    (1 15 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$1")
    (2 43 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SCORE_@I")
    (3 21 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$2")
    (4 40 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EAT_@I")
    (5 22 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$3")
    (6 39 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATL_@I")
    (7 23 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$4")
    (8 38 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NUM2EATC_@I")
    (9 24 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$5")
    (10 36 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LINES_TERM_@I")
    (11 25 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$6")
    (12 31 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:COLUMNS_TERM_@I")
    (13 26 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$7")
    (14 33 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:HIDECURSOR_TERM_@S")
    (15 27 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$8")
    (16 44 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:SHOWCURSOR_TERM_@S")
    (17 28 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$9")
    (18 29 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BLINK_TERM_@S")
    (19 16 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$10")
    (20 30 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:BOLD_TERM_@S")
    (21 17 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$11")
    (22 42 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:REVERSE_TERM_@S")
    (23 18 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$12")
    (24 37 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:NORMAL_TERM_@S")
    (25 19 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$13")
    (26 32 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:GOTOCURSOR_TERM_@S")
    (27 20 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$14")
    (28 41 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:OUT@S")
    (29 35 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:LI@I")
    (30 34 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:L@I")
    (31 46 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000001@S")
    (32 45 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000000@S")
  )
)
(CTRL
  (N# 75)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 15 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$1")
      (1 69 "MAIN:WORM@S")
      (2 21 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$2")
      (3 49 "MAIN:SCORE@I")
      (4 22 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$3")
      (5 12 "MAIN:NUM2EAT@I")
      (6 23 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$4")
      (7 14 "MAIN:NUM2EATL@I")
      (8 24 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$5")
      (9 13 "MAIN:NUM2EATC@I")
      (10 25 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$6")
      (11 10 "MAIN:LINES_TERM@I")
      (12 26 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$7")
      (13 5 "MAIN:COLUMNS_TERM@I")
      (14 27 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$8")
      (15 9 "MAIN:HIDECURSOR_TERM@S")
      (16 28 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$9")
      (17 50 "MAIN:SHOWCURSOR_TERM@S")
      (18 16 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$10")
      (19 0 "MAIN:BLINK_TERM@S")
      (20 17 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$11")
      (21 1 "MAIN:BOLD_TERM@S")
      (22 18 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$12")
      (23 48 "MAIN:REVERSE_TERM@S")
      (24 19 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$13")
      (25 11 "MAIN:NORMAL_TERM@S")
      (26 20 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$14")
      (27 6 "MAIN:GOTOCURSOR_TERM@S")
    )
    (Fnc
      (N# 0)
      (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$1 MAIN:WORM@S))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0 1)
    )
    (Fnc
      (N# 1)
      (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$2 MAIN:SCORE@I))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 3)
    )
    (Fnc
      (N# 2)
      (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$3 MAIN:NUM2EAT@I))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 4 5)
    )
    (Fnc
      (N# 3)
      (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$4 MAIN:NUM2EATL@I))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 6 7)
    )
    (Fnc
      (N# 4)
      (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$5 MAIN:NUM2EATC@I))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
```

```
      " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 8 9)
  )
  (Fnc
    (N# 5)
    (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$6 MAIN:LINES_TERM@I))
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 10 11)
  )
  (Fnc
    (N# 6)
    (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$7 MAIN:COLUMNS_TERM@I))
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 12 13)
  )
  (Fnc
    (N# 7)
    (FLP
      (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$8 MAIN:HIDECURSOR_TERM@S)
    )
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 14 15)
  )
  (Fnc
    (N# 8)
    (FLP
      (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$9 MAIN:SHOWCURSOR_TERM@S)
    )
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 16 17)
  )
  (Fnc
    (N# 9)
    (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$10 MAIN:BLINK_TERM@S))
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 18 19)
  )
  (Fnc
    (N# 10)
    (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$11 MAIN:BOLD_TERM@S))
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 20 21)
  )
  (Fnc
    (N# 11)
    (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$12 MAIN:REVERSE_TERM@S))
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 22 23)
  )
  (Fnc
    (N# 12)
    (FLP (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$13 MAIN:NORMAL_TERM@S))
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 24 25)
  )
  (Fnc
    (N# 13)
    (FLP
      (ALSETQ MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:$14 MAIN:GOTOCURSOR_TERM@S)
    )
    (FLP_COMPILED
      "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
      "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
    )
    (Var_Ptrs 26 27)
  )
 )
 (REM
   "UDF `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE' invoke initialization (passing
the arguments)"
 )
)
(CTRL
  (N# 76)
  (OpGroup 2)
  (COP 15)
  (GOSUB 2)
  (REM "UDF `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE' call")
)
(CTRL
  (N# 77)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 56 "MAIN:TMP__000000002")
      (1 45 "MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000000@S")
    )
    (Fnc
      (N# 0)
      (FLP
        (ALSETQ
          MAIN:TMP__000000002
          MAIN:RENDER_ENTIRE_WORM_GAME_SCENE:TMP__000000000@S
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 08 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0 1)
    )
  )
  (REM "UDF `MAIN:RENDER_ENTIRE_WORM_GAME_SCENE' returned value")
)
(CTRL (N# 78) (OpGroup 2) (COP 13) (LEAVE_RECURSION))
(CTRL
  (N# 79)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 56 "MAIN:TMP__000000002")
      (1 57 "MAIN:TMP__000000003")
    )
    (Fnc
      (N# 0)
      (FLP
        (SETQ@S
          MAIN:TMP__000000003
          (OUTF (PRN_STRING_FMT) MAIN:TMP__000000002)
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  8 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" " T 80 02 00 00 00 00 00"
        " V 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Inq_Dest Ls)
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 80)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 51) (VarName "MAIN:SPEED@I") (Inq_Dest Ld))
)
(CTRL
  (N# 81)
  (OpGroup 1)
  (COP 81)
  (<accum_slo> (dfmget_idata))
  (REM "[I/O synchro]")
)
(CTRL (N# 82) (OpGroup 3) (COP 21) (<accum_chr> (SCAN_CONSOLE <accum_slo>)))
(CTRL
  (N# 83)
  (OpGroup 1)
  (COP 73)
  (dfmput_sdata <accum_chr> (VarRef 56) (VarName "MAIN:TMP__000000002"))
)
(CTRL
  (N# 84)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 56 "MAIN:TMP__000000002")
      (1 2 "MAIN:CH@S")
      (2 59 "MAIN:TMP__000000005")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH@S (UPPER MAIN:TMP__000000002)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  H 02 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " V 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@I MAIN:TMP__000000005 (==@S MAIN:CH@S "P")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " P 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 1)
    )
  )
)
(CTRL
```

```
  (N# 85)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
)
(CTRL (N# 86) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 87)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 95))
  (REM "Pass over `MAIN:TMP__000000005' <if> conditional branch")
)
(CTRL
  (N# 88)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 57 "MAIN:TMP__000000003"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000003 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 89)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 57) (VarName "MAIN:TMP__000000003") (Inq_Dest Ld))
)
(CTRL
  (N# 90)
  (OpGroup 1)
  (COP 81)
  (<accum_slo> (dfmget_idata))
  (REM "[I/O synchro]")
)
(CTRL (N# 91) (OpGroup 3) (COP 21) (<accum_chr> (SCAN_CONSOLE <accum_slo>)))
(CTRL
  (N# 92)
  (OpGroup 1)
  (COP 73)
  (dfmput_sdata <accum_chr> (VarRef 58) (VarName "MAIN:TMP__000000004"))
)
(CTRL
  (N# 93)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004") (1 2 "MAIN:CH@S"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH@S (UPPER MAIN:TMP__000000004)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  H 02 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " V 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 94)
  (OpGroup 2)
  (COP 14)
  (GOTO 96)
  (REM "Pass over `MAIN:TMP__000000005' <else> conditional branch")
)
(CTRL
  (N# 95)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 57 "MAIN:TMP__000000003"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000003 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 96)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 62 "MAIN:TMP__000000008"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH@S "F")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " F 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 97)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 62) (VarName "MAIN:TMP__000000008") (Inq_Dest Ld))
)
(CTRL (N# 98) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 99)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 108))
  (REM "Pass over `MAIN:TMP__000000008' <if> conditional branch")
)
(CTRL
  (N# 100)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 51 "MAIN:SPEED@I")
      (1 51 "MAIN:SPEED@I")
      (2 59 "MAIN:TMP__000000005")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:SPEED@I (>>@J MAIN:SPEED@I 1)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 \( 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@I MAIN:TMP__000000005 (<@I MAIN:SPEED@I 2)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  x 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 1)
    )
  )
)
(CTRL
  (N# 101)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
)
(CTRL (N# 102) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 103)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 106))
  (REM "Pass over `MAIN:TMP__000000005' <if> conditional branch")
)
(CTRL
  (N# 104)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 51 "MAIN:SPEED@I"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:SPEED@I 0))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 105)
  (OpGroup 2)
  (COP 14)
  (GOTO 107)
  (REM "Pass over `MAIN:TMP__000000005' <else> conditional branch")
)
(CTRL
  (N# 106)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000004 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 107)
  (OpGroup 2)
  (COP 14)
  (GOTO 128)
  (REM "Pass over `MAIN:TMP__000000008' <else> conditional branch")
)
```

```
(CTRL
  (N# 108)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 61 "MAIN:TMP__000000007"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000007 (==@S MAIN:CH@S "S")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 109)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 61) (VarName "MAIN:TMP__000000007") (Inq_Dest Ld))
)
(CTRL (N# 110) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 111)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 121))
  (REM "Pass over `MAIN:TMP__000000007' <if> conditional branch")
)
(CTRL
  (N# 112)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 51 "MAIN:SPEED@I")
      (1 60 "MAIN:TMP__000000006")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000006 (<@I MAIN:SPEED@I 2)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  x 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 113)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 60) (VarName "MAIN:TMP__000000006") (Inq_Dest Ld))
)
(CTRL (N# 114) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 115)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 118))
  (REM "Pass over `MAIN:TMP__000000006' <if> conditional branch")
)
(CTRL
  (N# 116)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 51 "MAIN:SPEED@I"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:SPEED@I 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 117)
  (OpGroup 2)
  (COP 14)
  (GOTO 119)
  (REM "Pass over `MAIN:TMP__000000006' <else> conditional branch")
)
(CTRL
  (N# 118)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 59 "MAIN:TMP__000000005"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000005 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 119)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 51 "MAIN:SPEED@I") (1 51 "MAIN:SPEED@I"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:SPEED@I (<<@J MAIN:SPEED@I 1)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  0 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 120)
  (OpGroup 2)
  (COP 14)
  (GOTO 128)
  (REM "Pass over `MAIN:TMP__000000007' <else> conditional branch")
)
(CTRL
  (N# 121)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 60 "MAIN:TMP__000000006"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000006 (==@S MAIN:CH@S "Q")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " Q 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 122)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 60) (VarName "MAIN:TMP__000000006") (Inq_Dest Ld))
)
(CTRL (N# 123) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 124)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 127))
  (REM "Pass over `MAIN:TMP__000000006' <if> conditional branch")
)
(CTRL (N# 125) (OpGroup 2) (COP 14) (GOTO 349) (REM "BREAK"))
(CTRL
  (N# 126)
  (OpGroup 2)
  (COP 14)
  (GOTO 128)
  (REM "Pass over `MAIN:TMP__000000006' <else> conditional branch")
)
(CTRL
  (N# 127)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 59 "MAIN:TMP__000000005"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000005 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 128)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 64 "MAIN:TMP__000000010@I"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH@S "I")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 129)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 64) (VarName "MAIN:TMP__000000010@I") (Inq_Dest Ld))
)
```

```
(CTRL (N# 130) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 131)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 134))
  (REM "Pass over `MAIN:TMP__000000010@I' <if> conditional branch")
)
(CTRL
  (N# 132)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "I"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 133)
  (OpGroup 2)
  (COP 14)
  (GOTO 153)
  (REM "Pass over `MAIN:TMP__000000010@I' <else> conditional branch")
)
(CTRL
  (N# 134)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 63 "MAIN:TMP__000000009@I"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH@S "K")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " K 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 135)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 63) (VarName "MAIN:TMP__000000009@I") (Inq_Dest Ld))
)
(CTRL (N# 136) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 137)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 140))
  (REM "Pass over `MAIN:TMP__000000009@I' <if> conditional branch")
)
(CTRL
  (N# 138)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "K"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " K 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 139)
  (OpGroup 2)
  (COP 14)
  (GOTO 153)
  (REM "Pass over `MAIN:TMP__000000009@I' <else> conditional branch")
)
(CTRL
  (N# 140)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 62 "MAIN:TMP__000000008"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH@S "J")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " J 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 141)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 62) (VarName "MAIN:TMP__000000008") (Inq_Dest Ld))
)
(CTRL (N# 142) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 143)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 146))
  (REM "Pass over `MAIN:TMP__000000008' <if> conditional branch")
)
(CTRL
  (N# 144)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "J"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " J 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 145)
  (OpGroup 2)
  (COP 14)
  (GOTO 153)
  (REM "Pass over `MAIN:TMP__000000008' <else> conditional branch")
)
(CTRL
  (N# 146)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 61 "MAIN:TMP__000000007"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000007 (==@S MAIN:CH@S "L")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " L 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 147)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 61) (VarName "MAIN:TMP__000000007") (Inq_Dest Ld))
)
(CTRL (N# 148) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 149)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 152))
  (REM "Pass over `MAIN:TMP__000000007' <if> conditional branch")
)
(CTRL
  (N# 150)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "L"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " L 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 151)
  (OpGroup 2)
  (COP 14)
  (GOTO 153)
  (REM "Pass over `MAIN:TMP__000000007' <else> conditional branch")
)
(CTRL
  (N# 152)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 60 "MAIN:TMP__000000006"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000006 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
```

```
    )
  )
)
(CTRL
  (N# 153)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 68 "MAIN:TMP__000000014@I"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000014@I (==@S MAIN:CH@S "N")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " N 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 154)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 68) (VarName "MAIN:TMP__000000014@I") (Inq_Dest Ld))
)
(CTRL (N# 155) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 156)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 183))
  (REM "Pass over `MAIN:TMP__000000014@I' <if> conditional branch")
)
(CTRL
  (N# 157)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 65 "MAIN:TMP__000000011@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000011@I (==@S MAIN:CH_PREV@S "I")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 158)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 65) (VarName "MAIN:TMP__000000011@I") (Inq_Dest Ld))
)
(CTRL (N# 159) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 160)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 163))
  (REM "Pass over `MAIN:TMP__000000011@I' <if> conditional branch")
)
(CTRL
  (N# 161)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "J"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " J 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 162)
  (OpGroup 2)
  (COP 14)
  (GOTO 182)
  (REM "Pass over `MAIN:TMP__000000011@I' <else> conditional branch")
)
(CTRL
  (N# 163)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 64 "MAIN:TMP__000000010@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH_PREV@S "K")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " K 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 164)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 64) (VarName "MAIN:TMP__000000010@I") (Inq_Dest Ld))
)
(CTRL (N# 165) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 166)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 169))
  (REM "Pass over `MAIN:TMP__000000010@I' <if> conditional branch")
)
(CTRL
  (N# 167)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "L"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " L 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 168)
  (OpGroup 2)
  (COP 14)
  (GOTO 182)
  (REM "Pass over `MAIN:TMP__000000010@I' <else> conditional branch")
)
(CTRL
  (N# 169)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 63 "MAIN:TMP__000000009@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH_PREV@S "J")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " J 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 170)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 63) (VarName "MAIN:TMP__000000009@I") (Inq_Dest Ld))
)
(CTRL (N# 171) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 172)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 175))
  (REM "Pass over `MAIN:TMP__000000009@I' <if> conditional branch")
)
(CTRL
  (N# 173)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "K"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " K 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 174)
  (OpGroup 2)
  (COP 14)
  (GOTO 182)
  (REM "Pass over `MAIN:TMP__000000009@I' <else> conditional branch")
)
(CTRL
  (N# 175)
  (OpGroup 1)
```

```
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 62 "MAIN:TMP__000000008")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH_PREV@S "L")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " L 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 176)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 62) (VarName "MAIN:TMP__000000008") (Inq_Dest Ld))
)
(CTRL (N# 177) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 178)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 181))
  (REM "Pass over `MAIN:TMP__000000008' <if> conditional branch")
)
(CTRL
  (N# 179)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "I"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 180)
  (OpGroup 2)
  (COP 14)
  (GOTO 182)
  (REM "Pass over `MAIN:TMP__000000008' <else> conditional branch")
)
(CTRL
  (N# 181)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 61 "MAIN:TMP__000000007"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000007 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 182)
  (OpGroup 2)
  (COP 14)
  (GOTO 214)
  (REM "Pass over `MAIN:TMP__000000014@I' <else> conditional branch")
)
(CTRL
  (N# 183)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 2 "MAIN:CH@S") (1 67 "MAIN:TMP__000000013@I"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000013@I (==@S MAIN:CH@S "M")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " M 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 184)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 67) (VarName "MAIN:TMP__000000013@I") (Inq_Dest Ld))
)
(CTRL (N# 185) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 186)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 213))
  (REM "Pass over `MAIN:TMP__000000013@I' <if> conditional branch")
)
(CTRL
  (N# 187)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 66 "MAIN:TMP__000000012@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000012@I (==@S MAIN:CH_PREV@S "I")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 188)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 66) (VarName "MAIN:TMP__000000012@I") (Inq_Dest Ld))
)
(CTRL (N# 189) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 190)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 193))
  (REM "Pass over `MAIN:TMP__000000012@I' <if> conditional branch")
)
(CTRL
  (N# 191)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "L"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " L 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 192)
  (OpGroup 2)
  (COP 14)
  (GOTO 212)
  (REM "Pass over `MAIN:TMP__000000012@I' <else> conditional branch")
)
(CTRL
  (N# 193)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 65 "MAIN:TMP__000000011@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000011@I (==@S MAIN:CH_PREV@S "K")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " K 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 194)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 65) (VarName "MAIN:TMP__000000011@I") (Inq_Dest Ld))
)
(CTRL (N# 195) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 196)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 199))
  (REM "Pass over `MAIN:TMP__000000011@I' <if> conditional branch")
)
(CTRL
  (N# 197)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "J"))
      (FLP_COMPILED
```

```
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " J 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 198)
  (OpGroup 2)
  (COP 14)
  (GOTO 212)
  (REM "Pass over `MAIN:TMP__000000011@I' <else> conditional branch")
)
(CTRL
  (N# 199)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 64 "MAIN:TMP__000000010@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH_PREV@S "J")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " J 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 200)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 64) (VarName "MAIN:TMP__000000010@I") (Inq_Dest Ld))
)
(CTRL (N# 201) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 202)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 205))
  (REM "Pass over `MAIN:TMP__000000010@I' <if> conditional branch")
)
(CTRL
  (N# 203)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "I"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 204)
  (OpGroup 2)
  (COP 14)
  (GOTO 212)
  (REM "Pass over `MAIN:TMP__000000010@I' <else> conditional branch")
)
(CTRL
  (N# 205)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 63 "MAIN:TMP__000000009@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH_PREV@S "L")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " L 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 206)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 63) (VarName "MAIN:TMP__000000009@I") (Inq_Dest Ld))
)
(CTRL (N# 207) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 208)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 211))
  (REM "Pass over `MAIN:TMP__000000009@I' <if> conditional branch")
)
(CTRL
  (N# 209)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "K"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " K 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 210)
  (OpGroup 2)
  (COP 14)
  (GOTO 212)
  (REM "Pass over `MAIN:TMP__000000009@I' <else> conditional branch")
)
(CTRL
  (N# 211)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 62 "MAIN:TMP__000000008"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000008 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 212)
  (OpGroup 2)
  (COP 14)
  (GOTO 214)
  (REM "Pass over `MAIN:TMP__000000013@I' <else> conditional branch")
)
(CTRL
  (N# 213)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000004 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 214)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000002 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL (N# 215) (OpGroup 2) (COP 10) (PUSHA))
(CTRL
  (N# 216)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 56) (VarName "MAIN:TMP__000000002") (Inq_Dest Ld))
  (REM "<While> `MAIN:TMP__000000002' loop body begins here")
)
(CTRL (N# 217) (OpGroup 1) (COP 81) (SubCOP 1) (<loop_slo> (dfmget_idata)))
(CTRL
  (N# 218)
  (OpGroup 2)
  (COP 17)
  (SubCOP 1)
  (IF_NOT <loop_slo> (GOTO 254))
  (REM "Exit <while> loop")
)
(CTRL
  (N# 219)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 7 "MAIN:HEADC@I")
      (1 5 "MAIN:COLUMNS_TERM@I")
      (2 59 "MAIN:TMP__000000005")
    )
```

```
    (Fnc
      (N# 0)
      (FLP
        (SETQ@I
          MAIN:TMP__000000005
          (==@I MAIN:HEADC@I (-@J MAIN:COLUMNS_TERM@I 3))
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  h 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" "D4 C4 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 0 1)
    )
  )
)
(CTRL
  (N# 220)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
)
(CTRL (N# 221) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 222)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 226))
  (REM "Pass over `MAIN:TMP__000000005' <if> conditional branch")
)
(CTRL
  (N# 223)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 7 "MAIN:HEADC@I")
      (2 7 "MAIN:HEADC@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "K"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " K 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@I MAIN:HEADC@I (--@J MAIN:HEADC@I)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 1)
    )
  )
)
(CTRL (N# 224) (OpGroup 2) (COP 14) (GOTO 254) (REM "BREAK"))
(CTRL
  (N# 225)
  (OpGroup 2)
  (COP 14)
  (GOTO 227)
  (REM "Pass over `MAIN:TMP__000000005' <else> conditional branch")
)
(CTRL
  (N# 226)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000004 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 227)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 8 "MAIN:HEADL@I")
      (1 10 "MAIN:LINES_TERM@I")
      (2 59 "MAIN:TMP__000000005")
    )
    (Fnc
      (N# 0)
      (FLP
        (SETQ@I
          MAIN:TMP__000000005
          (==@I MAIN:HEADL@I (-@J MAIN:LINES_TERM@I 4))
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" "D4  h 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" "D4 C4 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 0 1)
    )
  )
)
(CTRL
  (N# 228)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
)
(CTRL (N# 229) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 230)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 234))
  (REM "Pass over `MAIN:TMP__000000005' <if> conditional branch")
)
(CTRL
  (N# 231)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 8 "MAIN:HEADL@I")
      (2 8 "MAIN:HEADL@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "J"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " J 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@I MAIN:HEADL@I (--@J MAIN:HEADL@I)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 1)
    )
  )
)
(CTRL (N# 232) (OpGroup 2) (COP 14) (GOTO 254) (REM "BREAK"))
(CTRL
  (N# 233)
  (OpGroup 2)
  (COP 14)
  (GOTO 235)
  (REM "Pass over `MAIN:TMP__000000005' <else> conditional branch")
)
(CTRL
  (N# 234)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000004 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 235)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 7 "MAIN:HEADC@I")
      (1 59 "MAIN:TMP__000000005")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000005 (==@I MAIN:HEADC@I 0)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  h 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 236)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
```

```
)
(CTRL (N# 237) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 238)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 242))
  (REM "Pass over `MAIN:TMP__000000005' <if> conditional branch")
)
(CTRL
  (N# 239)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S") (1 7 "MAIN:HEADC@I"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "I"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@I MAIN:HEADC@I 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1)
    )
  )
)
(CTRL (N# 240) (OpGroup 2) (COP 14) (GOTO 254) (REM "BREAK"))
(CTRL
  (N# 241)
  (OpGroup 2)
  (COP 14)
  (GOTO 243)
  (REM "Pass over `MAIN:TMP__000000005' <else> conditional branch")
)
(CTRL
  (N# 242)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000004 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 243)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 8 "MAIN:HEADL@I")
      (1 59 "MAIN:TMP__000000005")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000005 (==@I MAIN:HEADL@I 0)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  h 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 244)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
)
(CTRL (N# 245) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 246)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 250))
  (REM "Pass over `MAIN:TMP__000000005' <if> conditional branch")
)
(CTRL
  (N# 247)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 3 "MAIN:CH_PREV@S") (1 8 "MAIN:HEADL@I"))
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:CH_PREV@S "L"))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " L 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@I MAIN:HEADL@I 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1)
    )
  )
)
(CTRL (N# 248) (OpGroup 2) (COP 14) (GOTO 254) (REM "BREAK"))
(CTRL
  (N# 249)
  (OpGroup 2)
  (COP 14)
  (GOTO 251)
  (REM "Pass over `MAIN:TMP__000000005' <else> conditional branch")
)
(CTRL
  (N# 250)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000004 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL (N# 251) (OpGroup 2) (COP 14) (GOTO 254) (REM "BREAK"))
(CTRL
  (N# 252)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 56 "MAIN:TMP__000000002"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000002 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 253)
  (OpGroup 2)
  (COP 14)
  (SubCOP 1)
  (GOTO 216)
  (REM
    "Continue <while> `MAIN:TMP__000000002' loop, <while> loop body ends here"
  )
)
(CTRL (N# 254) (OpGroup 2) (COP 11) (POPA))
(CTRL
  (N# 255)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 64 "MAIN:TMP__000000010@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000010@I (==@S MAIN:CH_PREV@S "I")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 256)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 64) (VarName "MAIN:TMP__000000010@I") (Inq_Dest Ld))
)
(CTRL (N# 257) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 258)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 267))
  (REM "Pass over `MAIN:TMP__000000010@I' <if> conditional branch")
)
(CTRL
  (N# 259)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
```

```
      (0 8 "MAIN:HEADL@I")
      (1 8 "MAIN:HEADL@I")
      (2 59 "MAIN:TMP__000000005")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:HEADL@I (--@J MAIN:HEADL@I)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@I MAIN:TMP__000000005 (<@I MAIN:HEADL@I 0)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  x 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 1)
    )
  )
)
(CTRL
  (N# 260)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 59) (VarName "MAIN:TMP__000000005") (Inq_Dest Ld))
)
(CTRL (N# 261) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 262)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 265))
  (REM "Pass over `MAIN:TMP__000000005' <if> conditional branch")
)
(CTRL (N# 263) (OpGroup 2) (COP 14) (GOTO 349) (REM "BREAK"))
(CTRL
  (N# 264)
  (OpGroup 2)
  (COP 14)
  (GOTO 266)
  (REM "Pass over `MAIN:TMP__000000005' <else> conditional branch")
)
(CTRL
  (N# 265)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 58 "MAIN:TMP__000000004"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000004 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 266)
  (OpGroup 2)
  (COP 14)
  (GOTO 304)
  (REM "Pass over `MAIN:TMP__000000010@I' <else> conditional branch")
)
(CTRL
  (N# 267)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 63 "MAIN:TMP__000000009@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000009@I (==@S MAIN:CH_PREV@S "K")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " K 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 268)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 63) (VarName "MAIN:TMP__000000009@I") (Inq_Dest Ld))
)
(CTRL (N# 269) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 270)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 279))
  (REM "Pass over `MAIN:TMP__000000009@I' <if> conditional branch")
)
(CTRL
  (N# 271)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 8 "MAIN:HEADL@I")
      (1 8 "MAIN:HEADL@I")
      (2 10 "MAIN:LINES_TERM@I")
      (3 60 "MAIN:TMP__000000006")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:HEADL@I (++@J MAIN:HEADL@I)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 EC 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
    (Fnc
      (N# 1)
      (FLP
        (SETQ@I
          MAIN:TMP__000000006
          (>@I MAIN:HEADL@I (-@J MAIN:LINES_TERM@I 4))
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 80 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" "D4 C4 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 3 1 2)
    )
  )
)
(CTRL
  (N# 272)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 60) (VarName "MAIN:TMP__000000006") (Inq_Dest Ld))
)
(CTRL (N# 273) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 274)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 277))
  (REM "Pass over `MAIN:TMP__000000006' <if> conditional branch")
)
(CTRL (N# 275) (OpGroup 2) (COP 14) (GOTO 349) (REM "BREAK"))
(CTRL
  (N# 276)
  (OpGroup 2)
  (COP 14)
  (GOTO 278)
  (REM "Pass over `MAIN:TMP__000000006' <else> conditional branch")
)
(CTRL
  (N# 277)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 59 "MAIN:TMP__000000005"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000005 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 278)
  (OpGroup 2)
  (COP 14)
  (GOTO 304)
  (REM "Pass over `MAIN:TMP__000000009@I' <else> conditional branch")
)
(CTRL
  (N# 279)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 62 "MAIN:TMP__000000008")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000008 (==@S MAIN:CH_PREV@S "J")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " J 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 280)
```

```
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 62) (VarName "MAIN:TMP__000000008") (Inq_Dest Ld))
)
(CTRL (N# 281) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 282)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 291))
  (REM "Pass over `MAIN:TMP__000000008' <if> conditional branch")
)
(CTRL
  (N# 283)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 7 "MAIN:HEADC@I")
      (1 7 "MAIN:HEADC@I")
      (2 61 "MAIN:TMP__000000007")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:HEADC@I (--@J MAIN:HEADC@I)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@I MAIN:TMP__000000007 (<@I MAIN:HEADC@I 0)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  x 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 1)
    )
  )
)
(CTRL
  (N# 284)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 61) (VarName "MAIN:TMP__000000007") (Inq_Dest Ld))
)
(CTRL (N# 285) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 286)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 289))
  (REM "Pass over `MAIN:TMP__000000007' <if> conditional branch")
)
(CTRL (N# 287) (OpGroup 2) (COP 14) (GOTO 349) (REM "BREAK"))
(CTRL
  (N# 288)
  (OpGroup 2)
  (COP 14)
  (GOTO 290)
  (REM "Pass over `MAIN:TMP__000000007' <else> conditional branch")
)
(CTRL
  (N# 289)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 60 "MAIN:TMP__000000006"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000006 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 290)
  (OpGroup 2)
  (COP 14)
  (GOTO 304)
  (REM "Pass over `MAIN:TMP__000000008' <else> conditional branch")
)
(CTRL
  (N# 291)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 3 "MAIN:CH_PREV@S")
      (1 61 "MAIN:TMP__000000007")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000007 (==@S MAIN:CH_PREV@S "L")))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  i 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " L 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 292)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 61) (VarName "MAIN:TMP__000000007") (Inq_Dest Ld))
)
(CTRL (N# 293) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 294)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 303))
  (REM "Pass over `MAIN:TMP__000000007' <if> conditional branch")
)
(CTRL
  (N# 295)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 7 "MAIN:HEADC@I")
      (1 7 "MAIN:HEADC@I")
      (2 5 "MAIN:COLUMNS_TERM@I")
      (3 62 "MAIN:TMP__000000008")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:HEADC@I (++@J MAIN:HEADC@I)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 EC 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
    (Fnc
      (N# 1)
      (FLP
        (SETQ@I
          MAIN:TMP__000000008
          (>@I MAIN:HEADC@I (-@J MAIN:COLUMNS_TERM@I 3))
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 80 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" "D4 C4 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 3 1 2)
    )
  )
)
(CTRL
  (N# 296)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 62) (VarName "MAIN:TMP__000000008") (Inq_Dest Ld))
)
(CTRL (N# 297) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 298)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 301))
  (REM "Pass over `MAIN:TMP__000000008' <if> conditional branch")
)
(CTRL (N# 299) (OpGroup 2) (COP 14) (GOTO 349) (REM "BREAK"))
(CTRL
  (N# 300)
  (OpGroup 2)
  (COP 14)
  (GOTO 302)
  (REM "Pass over `MAIN:TMP__000000008' <else> conditional branch")
)
(CTRL
  (N# 301)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 61 "MAIN:TMP__000000007"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000007 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 302)
  (OpGroup 2)
  (COP 14)
  (GOTO 304)
  (REM "Pass over `MAIN:TMP__000000007' <else> conditional branch")
)
(CTRL
  (N# 303)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 60 "MAIN:TMP__000000006"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000006 NIL))
```

```
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 304)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 8 "MAIN:HEADL@I")
      (1 7 "MAIN:HEADC@I")
      (2 69 "MAIN:WORM@S")
      (3 58 "MAIN:TMP__000000004")
    )
    (Fnc
      (N# 0)
      (FLP
        (SETQ@I
          MAIN:TMP__000000004
          (AT@J
            (CAT@J
              "|"
              (CAT@J
                (STR@I MAIN:HEADL@I)
                (CAT@J ":" (CAT@J (STR@I MAIN:HEADC@I) "|"))
              )
            )
            MAIN:WORM@S
          )
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 EC 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "1E 00 00 00 00 00 00 00" "D4 F4 01 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " | 00 00 00 00 00 00 00" "D4 F4 01 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "05 00 00 00 00 00 00 00"
        "D4 C4 01 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "04 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " : 00 00 00 00 00 00 00"
        "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "05 00 00 00 00 00 00 00" "D4 C4 01 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " | 00 00 00 00 00 00 00"
        " s 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 3 0 1 2)
    )
  )
)
(CTRL
  (N# 305)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 58) (VarName "MAIN:TMP__000000004") (Inq_Dest Ld))
)
(CTRL (N# 306) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 307)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 310))
  (REM "Pass over `MAIN:TMP__000000004' <if> conditional branch")
)
(CTRL (N# 308) (OpGroup 2) (COP 14) (GOTO 349) (REM "BREAK"))
(CTRL
  (N# 309)
  (OpGroup 2)
  (COP 14)
  (GOTO 311)
  (REM "Pass over `MAIN:TMP__000000004' <else> conditional branch")
)
(CTRL
  (N# 310)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 57 "MAIN:TMP__000000003"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000003 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 311)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 8 "MAIN:HEADL@I")
      (1 14 "MAIN:NUM2EATL@I")
      (2 7 "MAIN:HEADC@I")
      (3 13 "MAIN:NUM2EATC@I")
      (4 58 "MAIN:TMP__000000004")
    )
    (Fnc
      (N# 0)
      (FLP
        (SETQ@I
          MAIN:TMP__000000004
          (&&@J
            (==@I MAIN:HEADL@I MAIN:NUM2EATL@I)
            (==@I MAIN:HEADC@I MAIN:NUM2EATC@I)
          )
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "05 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 98 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "08 00 00 00 00 00 00 00" "D4  h 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "D4  h 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "04 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 4 0 1 2 3)
    )
  )
)
(CTRL
  (N# 312)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 58) (VarName "MAIN:TMP__000000004") (Inq_Dest Ld))
)
(CTRL (N# 313) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 314)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 317))
  (REM "Pass over `MAIN:TMP__000000004' <if> conditional branch")
)
(CTRL
  (N# 315)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 12 "MAIN:NUM2EAT@I")
      (1 52 "MAIN:STILL2EAT@I")
      (2 12 "MAIN:NUM2EAT@I")
      (3 49 "MAIN:SCORE@I")
      (4 49 "MAIN:SCORE@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:STILL2EAT@I MAIN:NUM2EAT@I))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@I MAIN:NUM2EAT@I 0))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2)
    )
    (Fnc
      (N# 2)
      (FLP (SETQ@I MAIN:SCORE@I (+@J MAIN:SCORE@I MAIN:STILL2EAT@I)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 BC 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 4 3 1)
    )
  )
)
(CTRL
  (N# 316)
  (OpGroup 2)
  (COP 14)
  (GOTO 318)
  (REM "Pass over `MAIN:TMP__000000004' <else> conditional branch")
)
(CTRL
  (N# 317)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 57 "MAIN:TMP__000000003"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000003 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 318)
  (OpGroup 1)
  (COP 50)
```

```
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 52 "MAIN:STILL2EAT@I")
      (1 57 "MAIN:TMP__000000003")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000003 (>@I MAIN:STILL2EAT@I 0)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 80 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 319)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 57) (VarName "MAIN:TMP__000000003") (Inq_Dest Ld))
)
(CTRL (N# 320) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 321)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 324))
  (REM "Pass over `MAIN:TMP__000000003' <if> conditional branch")
)
(CTRL
  (N# 322)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 52 "MAIN:STILL2EAT@I")
      (1 52 "MAIN:STILL2EAT@I")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:STILL2EAT@I (--@J MAIN:STILL2EAT@I)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
  )
)
(CTRL
  (N# 323)
  (OpGroup 2)
  (COP 14)
  (GOTO 325)
  (REM "Pass over `MAIN:TMP__000000003' <else> conditional branch")
)
(CTRL
  (N# 324)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 69 "MAIN:WORM@S")
      (1 69 "MAIN:WORM@S")
      (2 69 "MAIN:WORM@S")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:WORM@S (LEFTR@J MAIN:WORM@S 1)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 04 02 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@S MAIN:WORM@S (LEFT@J MAIN:WORM@S (RAT@J "|" MAIN:WORM@S))))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 00 02 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" "D4 F0 01 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " | 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 1)
    )
  )
)
(CTRL
  (N# 325)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 7 "MAIN:HEADC@I")
      (1 69 "MAIN:WORM@S")
      (2 69 "MAIN:WORM@S")
      (3 69 "MAIN:WORM@S")
      (4 8 "MAIN:HEADL@I")
      (5 69 "MAIN:WORM@S")
      (6 69 "MAIN:WORM@S")
      (7 12 "MAIN:NUM2EAT@I")
      (8 58 "MAIN:TMP__000000004")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:WORM@S (CAT@J (STR@I MAIN:HEADC@I) MAIN:WORM@S)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "05 00 00 00 00 00 00 00" "D4 C4 01 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 2 0 1)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@S MAIN:WORM@S (CAT@J ":" MAIN:WORM@S)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "04 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " : 00 00 00 00 00 00 00"
        " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 3 2)
    )
    (Fnc
      (N# 2)
      (FLP (SETQ@S MAIN:WORM@S (CAT@J (STR@I MAIN:HEADL@I) MAIN:WORM@S)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "05 00 00 00 00 00 00 00" "D4 C4 01 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " s 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 5 4 3)
    )
    (Fnc
      (N# 3)
      (FLP (SETQ@S MAIN:WORM@S (CAT@J "|" MAIN:WORM@S)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "04 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " | 00 00 00 00 00 00 00"
        " s 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 6 5)
    )
    (Fnc
      (N# 4)
      (FLP (SETQ@I MAIN:TMP__000000004 (==@I MAIN:NUM2EAT@I 0)))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4  h 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 8 7)
    )
  )
)
(CTRL
  (N# 326)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 58) (VarName "MAIN:TMP__000000004") (Inq_Dest Ld))
)
(CTRL (N# 327) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 328)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 346))
  (REM "Pass over `MAIN:TMP__000000004' <if> conditional branch")
)
(CTRL
  (N# 329)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 57 "MAIN:TMP__000000003"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000003 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL (N# 330) (OpGroup 2) (COP 10) (PUSHA))
(CTRL
  (N# 331)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 57) (VarName "MAIN:TMP__000000003") (Inq_Dest Ld))
  (REM "<While> `MAIN:TMP__000000003' loop body begins here")
)
(CTRL (N# 332) (OpGroup 1) (COP 81) (SubCOP 1) (<loop_slo> (dfmget_idata)))
```

```
(CTRL
  (N# 333)
  (OpGroup 2)
  (COP 17)
  (SubCOP 1)
  (IF_NOT <loop_slo> (GOTO 344))
  (REM "Exit <while> loop")
)
(CTRL
  (N# 334)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 10 "MAIN:LINES_TERM@I")
      (1 14 "MAIN:NUM2EATL@I")
      (2 5 "MAIN:COLUMNS_TERM@I")
      (3 13 "MAIN:NUM2EATC@I")
      (4 69 "MAIN:WORM@S")
      (5 60 "MAIN:TMP__000000006")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:NUM2EATL@I (IRND@J (-@J MAIN:LINES_TERM@I 4))))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 B4 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 C4 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "04 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@I MAIN:NUM2EATC@I (IRND@J (-@J MAIN:COLUMNS_TERM@I 3))))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 B4 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 C4 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " I 00 00 00 00 00 00 00"
        "03 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 3 2)
    )
    (Fnc
      (N# 2)
      (FLP
        (SETQ@I
          MAIN:TMP__000000006
          (AT@J
            (CAT@J
              "|"
              (CAT@J
                (STR@I MAIN:NUM2EATL@I)
                (CAT@J ":" (CAT@J (STR@I MAIN:NUM2EATC@I) "|"))
              )
            )
            MAIN:WORM@S
          )
        )
      )
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 EC 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "1E 00 00 00 00 00 00 00" "D4 F4 01 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "04 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " | 00 00 00 00 00 00 00" "D4 F4 01 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" "05 00 00 00 00 00 00 00"
        "D4 C4 01 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " i 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "04 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " : 00 00 00 00 00 00 00"
        "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "05 00 00 00 00 00 00 00" "D4 C4 01 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " i 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "01 00 00 00 00 00 00 00" " | 00 00 00 00 00 00 00"
        " s 00 00 00 00 00 00 00" "03 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 5 1 3 4)
    )
  )
)
(CTRL
  (N# 335)
  (OpGroup 1)
  (COP 70)
  (dfmput_zdata (VarRef 60) (VarName "MAIN:TMP__000000006") (Inq_Dest Ld))
)
(CTRL (N# 336) (OpGroup 1) (COP 81) (<accum_slo> (dfmget_idata)))
(CTRL
  (N# 337)
  (OpGroup 2)
  (COP 17)
  (IF_NOT <accum_slo> (GOTO 340))
  (REM "Pass over `MAIN:TMP__000000006' <if> conditional branch")
)
(CTRL
  (N# 338)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 59 "MAIN:TMP__000000005"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000005 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 339)
  (OpGroup 2)
  (COP 14)
  (GOTO 342)
  (REM "Pass over `MAIN:TMP__000000006' <else> conditional branch")
)
(CTRL
  (N# 340)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 12 "MAIN:NUM2EAT@I"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:NUM2EAT@I (++@J (IRND@J 8))))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 EC 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "D4 B4 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "08 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL (N# 341) (OpGroup 2) (COP 14) (GOTO 344) (REM "BREAK"))
(CTRL
  (N# 342)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 57 "MAIN:TMP__000000003"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000003 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 343)
  (OpGroup 2)
  (COP 14)
  (SubCOP 1)
  (GOTO 331)
  (REM
    "Continue <while> `MAIN:TMP__000000003' loop, <while> loop body ends here"
  )
)
(CTRL (N# 344) (OpGroup 2) (COP 11) (POPA))
(CTRL
  (N# 345)
  (OpGroup 2)
  (COP 14)
  (GOTO 347)
  (REM "Pass over `MAIN:TMP__000000004' <else> conditional branch")
)
(CTRL
  (N# 346)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 57 "MAIN:TMP__000000003"))
    (Fnc
      (N# 0)
      (FLP (SETQ@Z MAIN:TMP__000000003 NIL))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" " T 06 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " Z 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 347)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array] (0 55 "MAIN:TMP__000000001"))
    (Fnc
      (N# 0)
      (FLP (SETQ@I MAIN:TMP__000000001 1))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 04 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " I 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 0)
    )
  )
)
(CTRL
  (N# 348)
  (OpGroup 2)
  (COP 14)
  (SubCOP 1)
  (GOTO 71)
  (REM
    "Continue <while> `MAIN:TMP__000000001' loop, <while> loop body ends here"
  )
)
```

```
)
(CTRL (N# 349) (OpGroup 2) (COP 11) (POPA))
(CTRL
  (N# 350)
  (OpGroup 1)
  (COP 50)
  (dfmput_marshaled_cluster
    (Vars_N#_Ref_Name_[Array]
      (0 55 "MAIN:TMP__000000001")
      (1 54 "MAIN:TMP__000000000@S")
    )
    (Fnc
      (N# 0)
      (FLP (SETQ@S MAIN:TMP__000000001 (OUTF (PRN_STRING_FMT) (CAT@J "" ""))))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " T  8 00 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "02 00 00 00 00 00 00 00" " T 80 02 00 00 00 00 00"
        "D4 F4 01 00 00 00 00 00" "02 00 00 00 00 00 00 00"
        "04 00 00 00 00 00 00 00" " S 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00"
      )
      (Inq_Dest Ls)
      (Var_Ptrs 0)
    )
    (Fnc
      (N# 1)
      (FLP (SETQ@S MAIN:TMP__000000000@S ""))
      (FLP_COMPILED
        "D5 01 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "D4 05 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00" "01 00 00 00 00 00 00 00"
        " S 00 00 00 00 00 00 00" "00 00 00 00 00 00 00 00"
        "00 00 00 00 00 00 00 00"
      )
      (Var_Ptrs 1)
    )
  )
)
(CTRL (N# 351) (OpGroup 4) (COP 200) (END) (REM "End of the control sequence"))
--------------------------------------------------------------------------------
*You may recompile BMDFMldr module with commented `#define _NOISY_MODE1_'
 to disable print of the BM_DFM control sequence.
*** Uploading and immediate running of the BM_DFM control sequence by
    the BM_DFM kernel will start here just after the time report!
Time spent to check and prepare the task approx.:
   Used by process: 0.121982sec.
   Used by  system: 0.004999sec.
   Total used time: 1.269810000000E-01sec.
Real absolute time: 1.284968852997E-01sec.
*** Resetting time counters (second event controlpoint)... ***
================================================================================
The task is being carried out on SocketN# 0.
================================================================================
      The `Worm' Game! (FastLisp version for terminals by Sancho Mining)
|                                                                              |
|                 ************************************************************ |
|                                                                            * |
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| *                                                                          * |
|******************************************************************************|
|                                                                              |
 I-Up K-Down J/N-Left L/M-Right "P"aster "S"lower "P"ause "Q"uit | Score: 1194

================================================================================
Time spent to run the task (by PARENT loader and CHILD listener):
   Used by process: 3.013997sec.
   Used by  system: 1.005999sec.
   Total used time: 4.019996000000E+00sec.
Real absolute time: 9.987669879868E+01sec.
Task has been detached (logged out) from the BM_DFM Server.
The BM_DFM Task Loader/Listener pair has done its job decently and gracefully.
```

<EOF>