

Prime Bookie

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About Me

- Los Angeles, IJAG, High School
- Not allowed to play games, used my TI. Mother. Made game about her.
- eCommece, SaaS, Solar, Private Security, Creator Economy

Prime Bookie

- Down time @ Work. Two Days while boss. went on vacation
- C# Command Line Program. Generates HP PPL source code files
- Supports Unicode + any monospace font

Rasterizer

- Draws character string onto Bitmap
- Scans line-by-line, detecting all black rectangles (1px wide, n pixels tall)
- Chunk Size, 50K words.
- System.Drawing, .NET For the Win

Height is always one pixel

.NET Snippet #1

```
gfx.FillRectangle(new SolidBrush(Color.White), 0, 0, 500, 500);
gfx.DrawString(c.ToString(), ft, new SolidBrush(Color.Black), new PointF(50, 50));

for (int k = 0; k < 100; k++)
{
    for (int m = 0; m < 100; m++)
    {
        var pix = b.GetPixel(k, m);
        if (IsBlack(pix))
        {
            var black_start = m - 50;
            var black_inc = 1;
            var height = 1;
            var new_line = new Line();
            new_line.x = k - 50;
            new_line.y = m - 50;
            new_line.letter = (int)c;

            var white_encountered = false;
            while (!white_encountered)
            {
                var pix2 = b.GetPixel(k, m + black_inc);
                if (IsBlack(pix2))
                {
                    black_inc++;
                }
            }
        }
    }
}
```

```
book_support_sb.AppendLine("EXPORT RENDER_" + (int)dc + "(x_offset, y_offset, dark_mo  
book_support_sb.AppendLine("BEGIN");  
book_support_sb.AppendLine("");  
  
book_support_sb.AppendLine("\tLOCAL x_coords := {" + String.Join(',', deserialized.Li  
book_support_sb.AppendLine("\tLOCAL y_coords := {" + String.Join(',', deserialized.Li  
book_support_sb.AppendLine("\t//width will always be 1 pixel");  
book_support_sb.AppendLine("\tLOCAL heights := {" + String.Join(',', deserialized.Li  
book_support_sb.AppendLine("\tLOCAL line_cnt := " + deserialized.Lines.Count.ToString  
book_support_sb.AppendLine("\tLOCAL cnt := 1;");  
book_support_sb.AppendLine("\tLOCAL clr := RGB(0, 0, 0);");  
book_support_sb.AppendLine("\tIF dark_mode = TRUE THEN");  
book_support_sb.AppendLine("\t\tclr := RGB(255, 255, 255);");  
book_support_sb.AppendLine("\tEND;");  
book_support_sb.AppendLine("\tFOR cnt FROM 1 TO (line_cnt) STEP 1 DO");  
book_support_sb.AppendLine("\t\t\tLINE_P(x_coords[cnt] + x_offset, y_coords[cnt] + y_of  
book_support_sb.AppendLine("\tEND;");  
book_support_sb.AppendLine("");  
book_support_sb.AppendLine("END;");  
book_support_sb.AppendLine("");  
book_support_sb.AppendLine("");
```

PPL Snippet

```
EXPORT RENDER_84(x_offset, y_offset, dark_mode)
BEGIN

  LOCAL x_coords := {3,4,5,5,5,5,5,5,5,5,5,6,7,8};
  LOCAL y_coords := {5,5,5,6,7,8,9,10,11,12,13,5,5,5};
  //width will always be 1 pixel
  LOCAL heights := {1,1,9,8,7,6,5,4,3,2,1,1,1,1};
  LOCAL line_cnt := 14;
  LOCAL cnt := 1;
  LOCAL clr := RGB(0, 0, 0);
  IF dark_mode = TRUE THEN
    clr := RGB(255, 255, 255);
  END;
  FOR cnt FROM 1 TO (line_cnt) STEP 1 DO
    LINE_P(x_coords[cnt] + x_offset, y_coords[cnt] + y_offset, x_coords[cnt]
  END;

END;
```

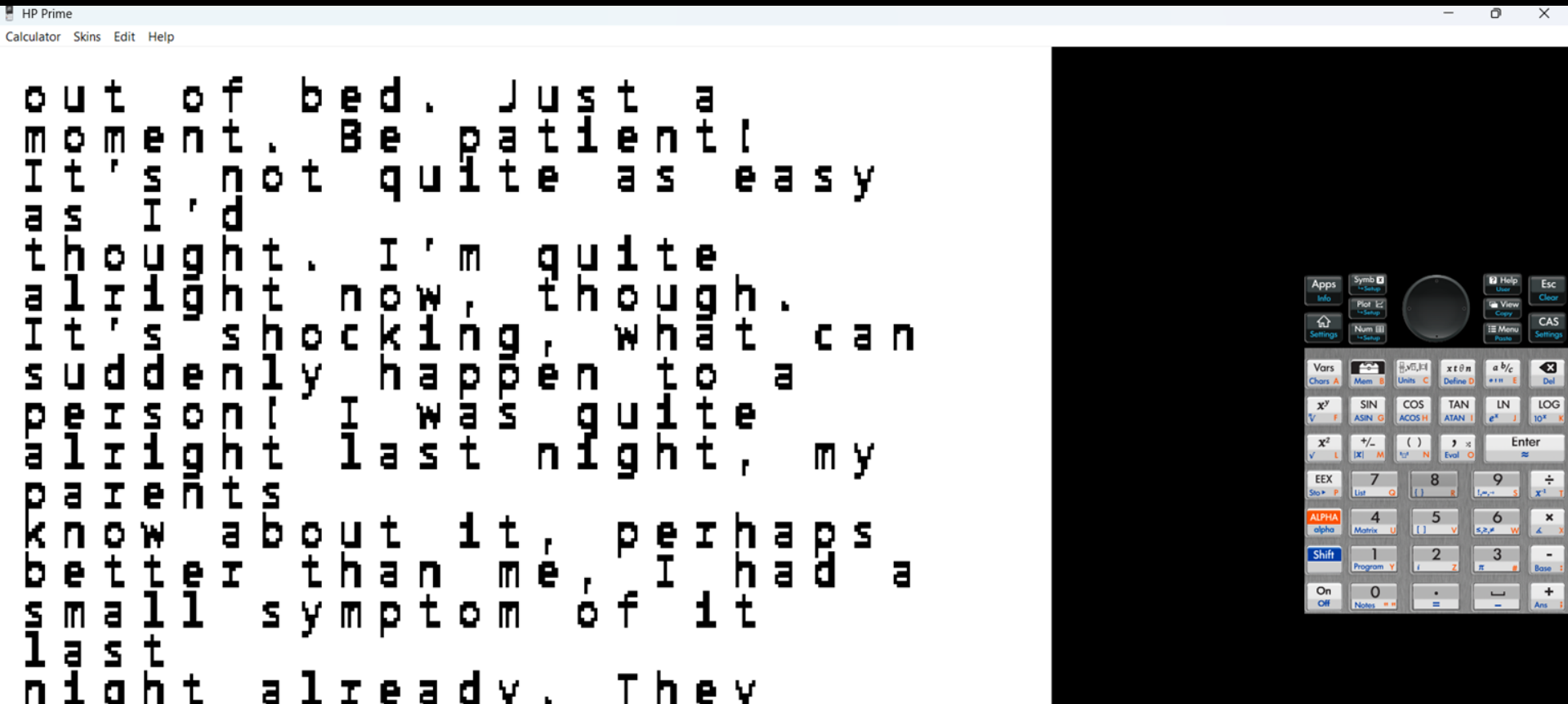

PPL Snippet 2

```
EXPORT RENDER_PAGE_2 (dark_mode)
BEGIN
  local clr__ := RGB(255, 255, 255);
  IF dark_mode = TRUE then
    clr__ := RGB(0, 0, 0);
  END;
  RECT(clr__);

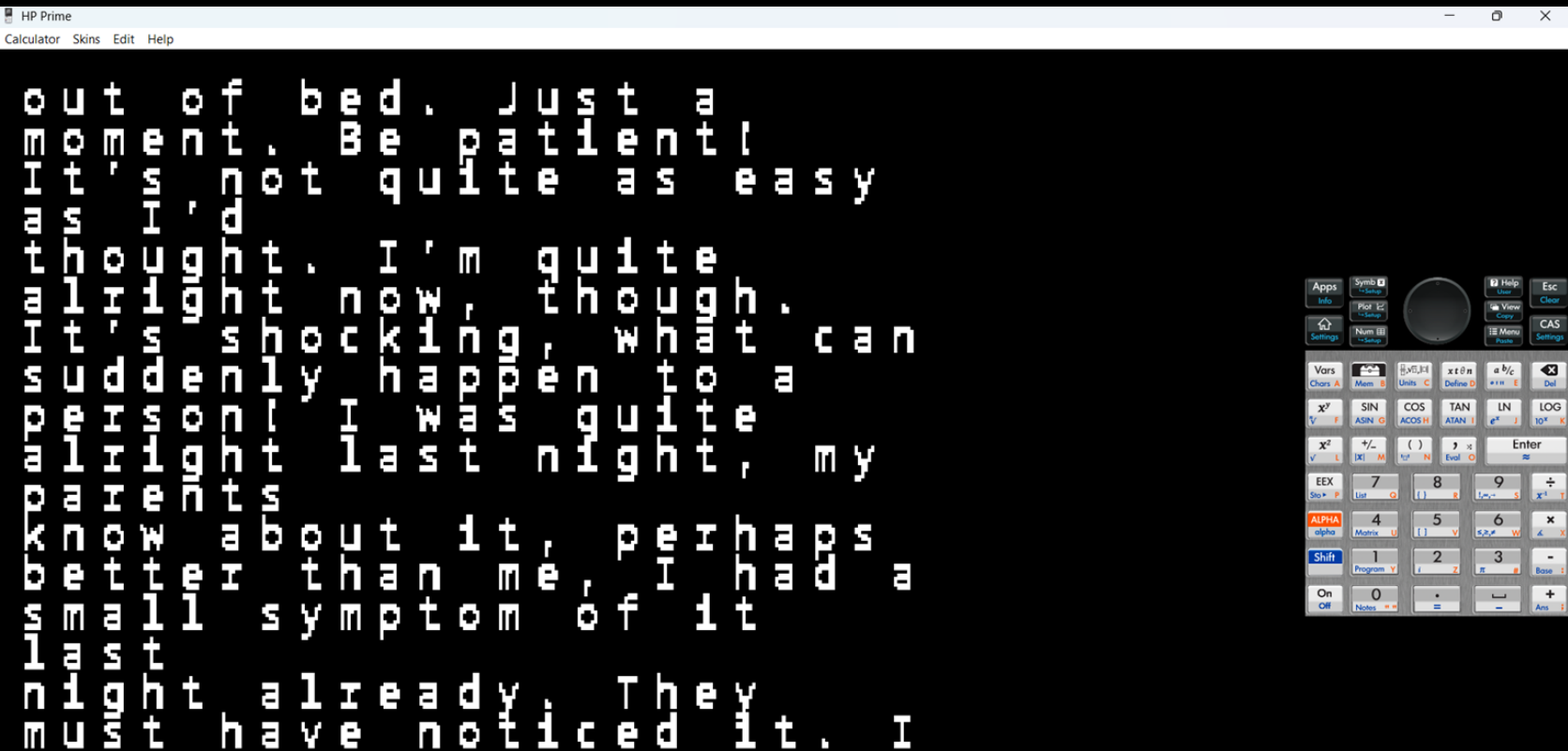
  LOCAL page_chars := {{105,110,99,108,117,100,101,100,32,119,105,116,104,32,116,104,105,115,32},{1
  LOCAL lines_tally := 20;
  LOCAL char_tallies = {19,16,22,23,22,23,24,22,18,7,0,14,20,17,19,22,24,15,0,0};

  RENDER_PAGE_CHARS(lines_tally, char_tallies, page_chars, dark_mode);
  FREEZE();
END;
```

Emulator



Dark Mode



Cool Bug?

- Buffers (G1-G10)
- Two Days
- Cool bug? It's like the Matrix. See me during break

Download

<https://tinyurl.com/mwdd2e9w>

Large File Size? .NET Runtime