

Programmes Arduino Minitel

Librairies

[Libraries Minitel1B_Soft](#)

1.1 Prise mécanique

La prise péri-informatique est du type DIN 5 broches femelle sur laquelle sont disponibles les signaux suivants :

- **broche 1**: réception des données par le terminal (signal Rx) ;
- **broche 2**: masse ;
- **broche 3**: émission de données par le terminal (signal Tx) ;
- **broche 4**: périphérique en transmission (signal PT) ;
- **broche 5**: sortie alimentation disponible pour les périphériques. Cette fonction n'est pas disponible sur les versions dont l'identification porte les références Cu2 à Cu4 incluses.



Prise femelle vue de face

- prise Arduino D2(RX) sur 3 minitel (TX)
- prise Arduino D3(TX) sur 1 minitel (RX)
- prise Arduino GND sur 2 minitel (Masse)

Minitel Demo

[ESP32_Minitel-Demo000.ino](#)

```
// OK apres test

void setup() {
  Serial.begin(115200); // port debug
  Serial2.begin(1200, SERIAL_7E1); // port minitel
}

void loop() {
  // redirection debug -> minitel
  while (Serial.available() > 0) {
```

```
Serial2.write(Serial.read());
}
// redirection minitel -> debug
while (Serial2.available() > 0) {
Serial.write(Serial2.read());
}
}
```

ESP32_Minitel-Demo001.ino

```
// Code OK apres test
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
/
/*
Minitel1B_Hard - Démo - Version du 11 juin 2017 à 16h00
Copyright 2016, 2017 - Eric Sérandour

>> Légèrement adapté pour l'ESP32 par iodeo

Documentation utilisée :
Spécifications Techniques d'Utilisation du Minitel 1B
http://543210.free.fr/TV/stum1b.pdf

////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
/

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along with this program. If not, see <http://www.gnu.org/licenses/>.
*/
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
/

////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
/

// DEBUT DU PROGRAMME

////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
```

```
/

#include <Minitel1B_Hard.h>

Minitel minitel(Serial2); // Le port utilisé sur ESP32

int wait = 10000;

////////////////////////////////////
/

void setup() {
  Serial.begin(115200); // Le port de debug
  minitel.changeSpeed(minitel.searchSpeed());
}

////////////////////////////////////
/

void loop() {
  demoCaracteres();
  demoGraphic();
  demoTailles();
  demoCouleurs();
  demoCurseur();
}

////////////////////////////////////
/

void newPage(String titre) {
  minitel.newScreen();
  minitel.println(titre);
  for (int i=1; i<=40; i++) {
    minitel.writeByte(0x7E);
  }
  minitel.moveCursorReturn(1);
}

////////////////////////////////////
/

void demoCaracteres() {
  newPage("LES CARACTERES");

  // Mode texte

  minitel.println("MODE TEXTE SANS LIGNAGE :");
  for (int i=0x20; i<=0x7F; i++) {
    minitel.writeByte(i);
  }
}
```

```
}
minitel.moveCursorReturn(2);

minitel.println("MODE TEXTE AVEC LIGNAGE :");
minitel.attributs(DEBUT_LIGNAGE); // En mode texte, le lignage est
déclenché par le premier espace rencontré (0x20).
for (int i=0x20; i<=0x7F; i++) {
    minitel.writeByte(i);
}
minitel.attributs(FIN_LIGNAGE);
minitel.moveCursorReturn(2);

// Mode semi-graphique

minitel.textMode();
minitel.println("MODE SEMI-GRAPHIQUE SANS LIGNAGE :");
minitel.graphicMode();
for (int i=0x20; i<=0x7F; i++) {
    minitel.writeByte(i);
}
minitel.moveCursorReturn(2);

minitel.textMode();
minitel.println("MODE SEMI-GRAPHIQUE AVEC LIGNAGE :");
minitel.graphicMode();
minitel.attributs(DEBUT_LIGNAGE);
for (int i=0x20; i<=0x7F; i++) {
    minitel.writeByte(i);
}
minitel.attributs(FIN_LIGNAGE);
minitel.moveCursorReturn(2);

delay(wait);
}

////////////////////////////////////
/

void demoGraphic() {
    newPage("LA FONCTION GRAPHIC");
    minitel.textMode();
    minitel.println("Un caractère semi-graphique est composé de 6 pseudo-
pixels :");
    minitel.println();
    minitel.graphicMode();
    minitel.attributs(DEBUT_LIGNAGE);
    minitel.writeByte(0x7F);
    minitel.attributs(FIN_LIGNAGE);
    minitel.textMode();
    minitel.print(" avec lignage ou ");
}
```

```

minitel.graphicMode();
minitel.writeByte(0x7F);
minitel.textMode();
minitel.println(" sans lignage.");
minitel.println();
String chaine = "";
chaine += "minitel.graphic(0b101011) donne ";
minitel.textMode();
minitel.print(chaine);
minitel.graphicMode();
minitel.graphic(0b101011);
minitel.textMode();
minitel.println();
minitel.println();
chaine = "";
chaine += "minitel.graphic(0b110110,30,15) donne ";
minitel.print(chaine);
minitel.graphicMode();
minitel.graphic(0b110110,30,15);
minitel.noCursor();
delay(2*wait);
}

//////////////////////////////////////
/

void demoTailles() {
  newPage("LES TAILLES");
  minitel.println("GRANDEUR_NORMALE");
  minitel.attributs(DOUBLE_HAUTEUR);
  minitel.print("DOUBLE_HAUTEUR");
  minitel.attributs(DOUBLE_LARGEUR);
  minitel.println();
  minitel.println("DOUBLE_LARGEUR");
  minitel.attributs(DOUBLE_GRANDEUR);
  minitel.println("DOUBLE_GRANDEUR");
  minitel.println();
  minitel.attributs(GRANDEUR_NORMALE);
  minitel.attributs(DEBUT_LIGNAGE); // En mode texte, le lignage est
  déclenché par le premier espace rencontré (0x20).
  minitel.println("SEULEMENT EN MODE TEXTE");
  minitel.attributs(FIN_LIGNAGE);
  minitel.println();
  delay(wait);
}

//////////////////////////////////////
/

void demoCouleurs() {
  newPage("LES COULEURS");

```

```
for (int i=0; i<=1; i++) {
  if (i==0) { minitel.textMode(); }
  if (i==1) { minitel.graphicMode(); }
  minitel.attributs(INVERSION_FOND);
  minitel.print("CARACTERE_NOIR, FOND_BLANC");
  minitel.attributs(FOND_NORMAL);
  minitel.println(" (INVERSION)");
  minitel.attributs(CARACTERE_ROUGE);
  minitel.println("CARACTERE_ROUGE");
  minitel.attributs(CARACTERE_VERT);
  minitel.println("CARACTERE_VERT");
  minitel.attributs(CARACTERE_JAUNE);
  minitel.println("CARACTERE_JAUNE");
  minitel.attributs(CARACTERE_BLEU);
  minitel.println("CARACTERE_BLEU");
  minitel.attributs(CARACTERE_MAGENTA);
  minitel.println("CARACTERE_MAGENTA");
  minitel.attributs(CARACTERE_CYAN);
  minitel.println("CARACTERE_CYAN");
  minitel.attributs(CARACTERE_BLANC);
  minitel.println("CARACTERE_BLANC");
  minitel.println();
}
delay(wait);
}

//////////////////////////////////////
/

void demoCurseur() {
  minitel.cursor();
  newPage("DEPLACER LE CURSEUR");
  minitel.moveCursorXY(20,12);
  for (int i=1; i<=100; i++) {
    delay(100);
    switch (random(4)) {
      case 0: minitel.moveCursorRight(1+random(3)); break;
      case 1: minitel.moveCursorLeft(1+random(3)); break;
      case 2: minitel.moveCursorDown(1+random(3)); break;
      case 3: minitel.moveCursorUp(1+random(3)); break;
    }
  }
  newPage("POSITIONNER LE CURSEUR");
  minitel.textMode();
  for (int i=1; i<1000; i++) {
    minitel.moveCursorXY(1+random(40),3+random(22));
    minitel.writeByte(0x20 + random(0x60));
  }

  minitel.newScreen();
}
```

```

minitel.textMode();
minitel.noCursor();
for (int i=1; i<1000; i++) {
  if (random(4)<3) { minitel.textMode(); }
  else {
    minitel.graphicMode();
    minitel.attributs(DEBUT_LIGNAGE);
  }
  minitel.attributs(0x4C+random(5));
  minitel.writeByte(0x20 + random(0x60));
  minitel.attributs(FIN_LIGNAGE);
}
}

////////////////////////////////////
/

```

ESP32-Minitel Pong

[Esp32-Minitel_Pong.ino](#)

```

//Programme OK

#include <Minitel1B_Hard.h>

#define MINITEL_PORT Serial2 //for ESP32
//#define MINITEL_PORT Serial1 //for Leonardo

#define DEBUG true
#define DEBUG_PORT Serial

#if DEBUG // Debug enabled
  #define debugBegin(x)    DEBUG_PORT.begin(x)
  #define debugPrint(x)   DEBUG_PORT.println(x)
  #define debugPrintHEX(x) DEBUG_PORT.println(x,HEX)
  #define debugPrintBIN(x) DEBUG_PORT.println(x,BIN)
#else // Debug disabled : Empty macro functions
  #define debugBegin(x)
  #define debugPrint(x)
  #define debugPrintHEX(x)
  #define debugPrintBIN(x)
#endif

// SOUND FX
#define SOUND 1 // score using bip
//#define SOUND2 1 // hit using modem connection

// SCREEN SIZE

```

```
#define WIDTH 40
#define HEIGHT 24

// GAME FIELD
#define X1 2 //player1 column
#define X2 40 //player2 column
#define XNET 21 //net column
#define SPACE 2 //score digit space
#define YSCORE 2 //score top row
#define WSCORE 2 //score width
#define HSCORE 4 //score height
#define XSCORE1 14 //player 1 score column - align right
#define XSCORE1_U XSCORE1-WSCORE+1 //unit digit
#define XSCORE1_T XSCORE1_U-WSCORE-SPACE //tenth digit
#define XSCORE2 26 //player 2 score column - align left
#define XSCORE2_T XSCORE2 // unit digit
#define XSCORE2_U XSCORE2+WSCORE+SPACE // tenth digit

// GAME PARAMETER
#define NBALL 15 //NB OF BALLS IN THE MATCH

// BALL DIRECTION
#define HAUT_DROITE 1
#define BAS_DROITE 2
#define BAS_GAUCHE 3
#define HAUT_GAUCHE 4

Minitel minitel(MINITEL_PORT);

int yP1 = 13; //player1 position
int yP2 = 13; //player2 position
int xBall = 0;
int yBall = 0;
int xBallOld = 0;
int yBallOld = 0;
int d = HAUT_DROITE; //ball direction
int p1 = 0; //player1 score
int p2 = 0; //player2 score
int startingCounter = 0;
int level = 2; //the smaller the quicker
int bypassCounter = 0;
int hitCounter = 0; //nb hit
bool ping = true;

const byte digit[10][WSCORE*HSCORE] = { // digit de 0 à 9 sur 2
cellules par 4
// les cellules sont décrites horizontalement de gauche a droite et
de haut en bas
{0b111110,0b111101,0b101010,0b010101,0b101010,0b010101,0b101111,0b01111
1}, //0
```


B, 0x47, 0x1B, 0x57, 0x7F, 0x7F, 0x7F, 0x7F, 0x1B, 0x40, 0x2A, 0x1B, 0x54, 0x6F, 0x1B
, 0x50, 0x7F, 0x7F, 0x1B, 0x57, 0x27, 0x1B, 0x47, 0x21, 0x7F, 0x1B, 0x42, 0x60, 0x1B,
0x46, 0x30, 0x1B, 0x47, 0x7F, 0x1B, 0x45, 0x22, 0x1B, 0x40, 0x1B, 0x52, 0x6B, 0x1B, 0
x50, 0x7F, 0x7F, 0x1B, 0x57, 0x3F, 0x1B, 0x43, 0x21, 0x1B, 0x46, 0x60, 0x1B, 0x40, 0x
70, 0x1B, 0x45, 0x30, 0x1B, 0x43, 0x22, 0x1B, 0x40, 0x6F, 0x1B, 0x50, 0x7F, 0x7F, 0x1
B, 0x52, 0x3F, 0x1B, 0x41, 0x1B, 0x57, 0x21, 0x1B, 0x47, 0x7F, 0x1B, 0x46, 0x60, 0x1B
, 0x42, 0x70, 0x1B, 0x44, 0x1B, 0x53, 0x6A, 0x1B, 0x40, 0x1B, 0x50, 0x7F, 0x7F, 0x7F,
0x7F, 0x7F, 0x7F, 0x1B, 0x52, 0x35, 0x1B, 0x47, 0x1B, 0x57, 0x7F, 0x1B, 0x40, 0x6A, 0
x1B, 0x51, 0x7C, 0x1B, 0x57, 0x34, 0x1B, 0x47, 0x22, 0x1B, 0x40, 0x1B, 0x56, 0x6A, 0x
1B, 0x50, 0x7F, 0x1B, 0x53, 0x3F, 0x1B, 0x43, 0x1B, 0x57, 0x21, 0x1B, 0x44, 0x60, 0x1
B, 0x40, 0x1B, 0x53, 0x7E, 0x1B, 0x50, 0x7E, 0x7D, 0x1B, 0x57, 0x74, 0x1B, 0x43, 0x30
, 0x1B, 0x44, 0x2A, 0x1B, 0x40, 0x1B, 0x50, 0x7F, 0x7F, 0x1B, 0x57, 0x21, 0x1B, 0x47,
0x60, 0x1B, 0x40, 0x7E, 0x1B, 0x50, 0x7F, 0x1B, 0x53, 0x75, 0x1B, 0x47, 0x1B, 0x57, 0
x7F, 0x1B, 0x40, 0x6A, 0x1B, 0x50, 0x7F, 0x1B, 0x54, 0x3F, 0x1B, 0x57, 0x21, 0x1B, 0x
47, 0x60, 0x1B, 0x40, 0x78, 0x1B, 0x54, 0x7E, 0x1B, 0x50, 0x7F, 0x7F, 0x7F, 0x7F, 0x7
F, 0x7F, 0x7F, 0x7F, 0x1B, 0x52, 0x35, 0x1B, 0x47, 0x1B, 0x57, 0x7F, 0x1B, 0x40, 0x6A
, 0x1B, 0x50, 0x7F, 0x1B, 0x55, 0x35, 0x1B, 0x47, 0x1B, 0x57, 0x35, 0x1B, 0x40, 0x1B,
0x56, 0x6A, 0x1B, 0x50, 0x7F, 0x1B, 0x44, 0x1B, 0x57, 0x25, 0x1B, 0x47, 0x7F, 0x1B, 0
x40, 0x1B, 0x56, 0x7E, 0x1B, 0x50, 0x7F, 0x7F, 0x7F, 0x7F, 0x1B, 0x57, 0x75, 0x1B, 0x
47, 0x7F, 0x1B, 0x40, 0x1B, 0x53, 0x6A, 0x1B, 0x50, 0x7F, 0x1B, 0x42, 0x1B, 0x57, 0x3
5, 0x1B, 0x47, 0x6A, 0x1B, 0x40, 0x1B, 0x50, 0x6A, 0x7F, 0x35, 0x1B, 0x47, 0x1B, 0x57
, 0x7F, 0x1B, 0x40, 0x6A, 0x1B, 0x50, 0x7F, 0x1B, 0x56, 0x37, 0x1B, 0x47, 0x1B, 0x57,
0x21, 0x1B, 0x40, 0x6A, 0x1B, 0x50, 0x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0
x7F, 0x7F, 0x1B, 0x52, 0x35, 0x1B, 0x47, 0x1B, 0x57, 0x7F, 0x1B, 0x40, 0x2A, 0x1B, 0x
56, 0x2F, 0x1B, 0x57, 0x25, 0x1B, 0x47, 0x60, 0x1B, 0x40, 0x1B, 0x56, 0x6A, 0x1B, 0x5
0, 0x7F, 0x1B, 0x43, 0x1B, 0x57, 0x35, 0x1B, 0x44, 0x6A, 0x1B, 0x40, 0x1B, 0x50, 0x7F
, 0x7F, 0x7F, 0x7F, 0x7F, 0x35, 0x1B, 0x47, 0x1B, 0x57, 0x34, 0x1B, 0x44, 0x6A, 0x1B,
0x40, 0x1B, 0x50, 0x7F, 0x1B, 0x42, 0x1B, 0x57, 0x35, 0x1B, 0x47, 0x6A, 0x1B, 0x40, 0
x1B, 0x50, 0x6A, 0x7F, 0x35, 0x1B, 0x47, 0x1B, 0x57, 0x7F, 0x1B, 0x40, 0x6A, 0x1B, 0x
50, 0x7F, 0x1B, 0x57, 0x35, 0x1B, 0x47, 0x68, 0x1B, 0x40, 0x1B, 0x55, 0x6A, 0x1B, 0x5
0, 0x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0x1B, 0x52, 0x35, 0x1B
, 0x47, 0x1B, 0x57, 0x7F, 0x7F, 0x7F, 0x7F, 0x1B, 0x40, 0x60, 0x1B, 0x54, 0x7E, 0x1B,
0x50, 0x7F, 0x1B, 0x43, 0x1B, 0x57, 0x35, 0x1B, 0x44, 0x6A, 0x1B, 0x40, 0x1B, 0x50, 0
x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0x35, 0x1B, 0x47, 0x1B, 0x57, 0x35, 0x1B, 0x45, 0x6A, 0x
1B, 0x40, 0x1B, 0x50, 0x7F, 0x1B, 0x42, 0x1B, 0x57, 0x35, 0x1B, 0x47, 0x6A, 0x1B, 0x4
0, 0x1B, 0x50, 0x6A, 0x7F, 0x35, 0x1B, 0x47, 0x1B, 0x57, 0x7F, 0x1B, 0x40, 0x6A, 0x1B
, 0x50, 0x7F, 0x1B, 0x57, 0x35, 0x1B, 0x47, 0x6A, 0x1B, 0x40, 0x1B, 0x51, 0x6A, 0x1B,
0x50, 0x37, 0x1B, 0x44, 0x1B, 0x57, 0x23, 0x23, 0x1B, 0x40, 0x1B, 0x53, 0x6B, 0x1B, 0
x50, 0x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0x1B, 0x52, 0x35, 0x1B, 0x47, 0x1B, 0x57, 0x
7F, 0x1B, 0x40, 0x60, 0x70, 0x7C, 0x1B, 0x54, 0x7E, 0x1B, 0x50, 0x7F, 0x7F, 0x1B, 0x4
6, 0x1B, 0x57, 0x35, 0x1B, 0x42, 0x22, 0x1B, 0x40, 0x1B, 0x54, 0x6F, 0x1B, 0x50, 0x7F
, 0x7F, 0x7F, 0x7F, 0x1B, 0x55, 0x3F, 0x1B, 0x47, 0x1B, 0x57, 0x25, 0x1B, 0x40, 0x6A,
0x1B, 0x50, 0x7F, 0x1B, 0x42, 0x1B, 0x57, 0x35, 0x1B, 0x47, 0x6A, 0x1B, 0x40, 0x1B, 0
x50, 0x6A, 0x7F, 0x35, 0x1B, 0x47, 0x1B, 0x57, 0x7F, 0x1B, 0x40, 0x6A, 0x1B, 0x50, 0x
7F, 0x1B, 0x56, 0x35, 0x1B, 0x47, 0x1B, 0x57, 0x22, 0x1B, 0x40, 0x1B, 0x53, 0x6B, 0x1
B, 0x50, 0x75, 0x1B, 0x44, 0x1B, 0x57, 0x70, 0x1B, 0x47, 0x7F, 0x1B, 0x44, 0x1B, 0x53
, 0x6A, 0x1B, 0x40, 0x1B, 0x50, 0x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0x7F, 0x1B, 0x52, 0x35,
0x1B, 0x47, 0x1B, 0x57, 0x7F, 0x1B, 0x40, 0x1B, 0x56, 0x6A, 0x1B, 0x50, 0x7F, 0x7F, 0
x7F, 0x7F, 0x7F, 0x1B, 0x57, 0x35, 0x1B, 0x47, 0x7F, 0x1B, 0x40, 0x2A, 0x1B, 0x50, 0x
6F, 0x7F, 0x7F, 0x1B, 0x54, 0x3F, 0x1B, 0x57, 0x25, 0x1B, 0x47, 0x7F, 0x1B, 0x40, 0x1


```
delay(500); // wait minitel to init

//init minitel at 4800 bauds
if (minitel.searchSpeed() != 4800) { // search speed
    if (minitel.changeSpeed(4800) < 0) { // set to 4800 if different
        minitel.searchSpeed(); // search speed again if
change has failed
    }
}

minitel.modeVideotex();

minitel.echo(false);
}

void loop() {
    welcome();
    startGame();
}

void welcome() {

    //draw welcome screen
    minitel.newScreen();
    minitel.attributes(CARACTERE_BLANC);
    minitel.attributes(FOND_NOIR);
    for (int i=0; i<LONGUEUR_TRAME_IMAGE; i++) {
        minitel.writeByte(pgm_read_byte_near(IMAGE + i));
    }

    minitel.textMode();
    minitel.noCursor();
    minitel.attributes(CARACTERE_BLANC);
    minitel.attributes(DOUBLE_HAUTEUR);
    minitel.moveCursorXY(12,19);
    minitel.attributes(CLIGNOTEMENT);
    minitel.print("APPUYER SUR ENTREE");

    minitel.attributes(CARACTERE_BLEU);
    minitel.attributes(GRANDEUR_NORMALE);
    minitel.attributes(FIXE);
    minitel.moveCursorXY(1,23);
    // 40 char -----*****-----*****
    minitel.print("PLAYER 1                      PLAYER 2");
    minitel.print("UP:Q DOWN:W                      UP:J DOWN:N");

    //flush any input
    while(MINITEL_PORT.available()) {
        byte b = MINITEL_PORT.read();
    }
}
```

```
    debugPrint(b);
}
//wait touch is pressed
while(getKeyCodeOverride() != 141) {
    delay(10);
}

//clean up
minitel.newScreen();
minitel.attributes(FIXE);
minitel.graphicMode();
}

void startGame() {

    //draw game field
    drawGameField();
    debugPrint("game field done");
    //init game parameters
    initGame();
    debugPrint("init game done");
    //start
    while (p1+p2 < NBALL) {
        playGame();
    }
    minitel.attributes(CLIGNOTEMENT);
    if (p1>p2) drawScore1(p1);
    else drawScore2(p2);
#ifdef SOUND
    minitel.bip();
    delay(1000);
    minitel.bip();
    delay(1000);
    minitel.bip();
    delay(1000);
#else delay(5000);
#endif
#ifdef SOUND2
    if (!ping) ping = pingpong(ping);
#endif

    p1 = 0;
    p2 = 0;
    yP1 = 13;
    yP2 = 13;
    xBall = 0;
    yBall = 0;
    ping = true;
}
```

```
void handlePlayer() {

    int dy1 = 0;
    int dy2 = 0;

    byte key = getKeyCodeOverride();

    if (key == 215 && yP1<22) dy1++;
    if (key == 209 && yP1>3) dy1--;
    if (key == 78 && yP2<22) dy2++;
    if (key == 202 && yP2>3) dy2--;

    minitel.graphic(0b111111, X1, yP1+3*dy1);
    minitel.moveCursorXY(X1, yP1-2*dy1);
    if (dy1!=0) minitel.graphic(0b000000);
    else minitel.graphic(0b111111); //preserve frame rate
    yP1+=dy1;

    minitel.graphic(0b111111, X2, yP2+3*dy2);
    minitel.moveCursorXY(40, yP2-2*dy2);
    if (dy2!=0) minitel.graphic(0b000000);
    else minitel.graphic(0b111111); //preserve frame rate
    yP2+=dy2;

}

void playGame() {

    handlePlayer();

    if (startingCounter > 0) {
        countdown();
    }
    else {
        //updateLevel
        if (hitCounter == 3) level=1;
        if (hitCounter == 6) level=0;
        if (bypassCounter < level) {
            //bypass frame to slow down
            bypassCounter++;
        }
        else {
            bypassCounter=0;

            xBallOld = xBall;
            yBallOld = yBall;

            // move ball
            if(d == HAUT_DROITE){
```

```

    xBall+=2;
    yBall--;
}
if(d == BAS_DROITE){
    xBall+=2;
    yBall++;
}
if(d == BAS_GAUCHE){
    xBall-=2;
    yBall++;
}
if(d == HAUT_GAUCHE){
    xBall-=2;
    yBall--;
}

//erase old ball
eraseBall(xBallOld, yBallOld);
//draw new ball
minitel.graphic(0b111111, xBall, yBall);

// top limit
if(yBall == 1) {
    if(d == HAUT_DROITE) d = BAS_DROITE;
    if(d == HAUT_GAUCHE) d = BAS_GAUCHE;
}

// bottom limit
if(yBall == HEIGHT) {
    if (d == BAS_GAUCHE) d = HAUT_GAUCHE;
    if (d == BAS_DROITE) d = HAUT_DROITE;
}

// player1 side
if (xBall <= X1 + 2) {
    // player1 send back
    if(abs(yBall-yP1) < 3) {
        if(d == BAS_GAUCHE) d = BAS_DROITE;
        if(d == HAUT_GAUCHE) d = HAUT_DROITE;
        hitCounter++;
#ifdef SOUND2
        ping = pingpong(ping);
#endif
    }
    else{ // player2 win
#ifdef SOUND
        minitel.bip();
#endif
        p2++;
        drawScore2(p2);
        initGame();
    }
}

```

```
    }
  }

  // player2 side
  if (xBall >= X2 - 2) {
    // player2 send back
    if(abs(yBall-yP2) < 3) {
      if(d == BAS_DROITE) d = BAS_GAUCHE;
      if(d == HAUT_DROITE) d = HAUT_GAUCHE;
      hitCounter++;
      #ifdef SOUND2
      ping = pingpong(ping);
      #endif
    }
    else{ // player1 win
#ifdef SOUND
      minitel.bip();
#endif
      p1++;
      drawScore1(p1);
      initGame();
    }
  }
}
}
}

bool pingpong(bool ping) {
  if (ping) {
    minitel.connexion(true);
    return false;
  }
  else {
    minitel.connexion(false);
    return true;
  }
}

void eraseBall(int x, int y) {
  // erase ball preserving game field and score

  minitel.moveCursorXY(x,y);

  bool erase = true;

  if (x == XNET) { // Ball in net
    if (y%2 == 1) erase = false;
  }
}
```

```

    if (y >= YSCORE && y < YSCORE + HSCORE) { // Ball in score
        if (x >= XSCORE1_T && x < XSCORE1_T + WSCORE) { //ball in score1
tenths
            if (p1 >= 10) {
                drawDigit(p1/10, XSCORE1_T, YSCORE);
                erase = false;
            }
        }
        if (x >= XSCORE1_U && x < XSCORE1_U + WSCORE) { //ball in score1
unit
            drawDigit(p1%10, XSCORE1_U, YSCORE);
            erase = false;
        }
        if (x >= XSCORE2_T && x < XSCORE2_T + WSCORE) { //ball in score2
tenths
            if (p2 >= 10) {
                drawDigit(p2/10, XSCORE2_T, YSCORE);
                erase = false;
            }
        }
        if (x >= XSCORE2_U && x < XSCORE2_U + WSCORE) { //ball in score2
unit
            drawDigit(p2%10, XSCORE2_U, YSCORE);
            erase = false;
        }
    }
    if (erase) minitel.graphic(0b000000);
}

/*void drawDigit(int num, int x, int y) {
    for (int i = 0; i < WSCORE; i++) {
        for (int j = 0; j < HSCORE; j++) {
            minitel.graphic(digit[num][i+WSCORE*j],x+i,y+j);
        }
    }
}*/

void initGame() {
    // init level
    hitCounter = 0;
    level = 2;
    bypassCounter = 2;
    // get random starting point
    xBallOld = xBall;
    yBallOld = yBall;
    d = random(1,4);
    xBall = random(1,5)*2+1;
    if (d>2) xBall = 40-xBall;
    yBall = random(3,22);
    // draw new ball

```

```
minitel.graphic(0b111111, xBall, yBall);
// starting countdown
startingCounter = 10;
}

void countdown() {
  if (xBallOld != 0) {
    if (startingCounter == 8) {
      minitel.attributs(CARACTERE_BLEU);
      minitel.graphic(0b111111, xBallOld, yBallOld);
      minitel.attributs(CARACTERE_BLANC);
    }
    if (startingCounter == 6) {
      minitel.attributs(CARACTERE_VERT);
      minitel.graphic(0b111111, xBallOld, yBallOld);
      minitel.attributs(CARACTERE_BLANC);
    }
    if (startingCounter == 4) {
      minitel.attributs(CARACTERE_BLEU);
      minitel.graphic(0b111111, xBallOld, yBallOld);
      minitel.attributs(CARACTERE_BLANC);
    }
    if (startingCounter == 2) {
      minitel.attributs(CARACTERE_VERT);
      minitel.graphic(0b111111, xBallOld, yBallOld);
      minitel.attributs(CARACTERE_BLANC);
    }
    if (startingCounter == 1) {
      minitel.graphic(0b000000, xBallOld, yBallOld); //erase ball
#ifdef SOUND2
      ping = pingpong(ping);
#endif
    }
  }
  startingCounter--;
}

byte getKeyCodeOverride() {
  byte b = 255;
  if (MINITEL_PORT.available()) {
    b = MINITEL_PORT.read();
    MINITEL_PORT.flush();
    debugPrint(b);
  }
  return b;
}

void drawGameField() {
  //draw net
```

```

    for (int i = 1; i < HEIGHT; i+=2) {
        minitel.graphic(0b111111, 21, i);
    }
    //draw players
    for (int i = -2; i < 3; i++) {
        minitel.graphic(0b111111,X1,yP1+i);
        minitel.graphic(0b111111,X2,yP2+i);
    }
    // draw score
    drawScore1(p1);
    drawScore2(p2);
}

void drawScore1(int score) {
    drawDigit(score%10, XSCORE1_U, YSCORE);
    if (score>=10) drawDigit(score/10, XSCORE1_T, YSCORE);
}

void drawScore2(int score) {
    drawDigit(score%10, XSCORE2_U, YSCORE);
    if (score>=10) drawDigit(score/10, XSCORE2_T, YSCORE);
}

void drawDigit(int num, int x, int y) {
    for (int i = 0; i < WSCORE; i++) {
        for (int j = 0; j < HSCORE; j++) {
            minitel.graphic(digit[num][i+WSCORE*j],x+i,y+j);
        }
    }
}
}

```

Arduino_Minitel.ino

```

#include <SoftwareSerial.h>
SoftwareSerial mySerial(2, 3);

byte gauche = 8;
byte droite = 9;
byte bas = 10;
byte haut = 11;
byte debutDeLigne = 13;
byte hautGauche = 30;
byte hautGaucheEfface = 12;
byte separateurDeSousArticle = 31;
byte remplissageEspace = 24; //Remplit le reste de la rangée avec des
espaces
byte CBleu = 68; // caractère niveau gris bleu
byte CBlanc = 71; // caractère couleur blanche
byte Clignote = 72 ; // caractère clignote

```

```
byte Fixe = 73 ; // caractère fixe
byte NormalH = 76 ; // taille caractère normal
byte DoubleH = 77 ; // double hauteur
byte Ligne = 90 ; // caractère souligné
byte SLigne = 89 ; // annule souligné

short incomming;
char inascii = » »;
short outcomming;
int TS = 0; // touche spéciale
String TSS = « »; // touche spéciale texte

void setup() {

Serial.begin(1200); // port serie vers le PC
mySerial.begin(1200); // port serie vers le minitel

mySerial.write(hautGaucheEfface); //efface l'écran
// serialprint7(0x0E); // passe en mode graphique
delay(500);
sendMessage(« BONJOUR »);
CR();
sendMessage(« BONSOIR »);
Gauche(3);
sendMessage(« REBONSOIR »);
Droite(3);
delay(1000);
sendMessage(« JOUR »);
CR();
ESC(Clignote);
sendMessage(« BONJOUR »);
ESC(Fixe);
CR();
CR();
ESC(DoubleH);
sendMessage(« BONJOUR »);
CR();
ESC(NormalH);
ESC(CBleu);
sendMessage(« BONJOUR »);
CR();
ESC(CBlanc);
sendMessage(« BONJOUR »);
CR();
ESC(Ligne);
sendMessage( » BONJOUR »);
CR();
ESC(SLigne);
sendMessage(« BONJOUR »);
CR();
```

```
Serial.println( » « );
}

char modifyParity(char c) {
char i = 1 << 6;
boolean p = false;
c &= B01111111;
while (i) {
if (c & i) {
p = !p;
}
i >>= 1;
}
c |= p << 7;
return c;
}

void sendMessage(char *msg) {
int i = 0;
while (msg[i]) {
serialprint7(msg[i]);
i++;
}
Serial.write(msg);
Serial.flush();
}

void serialprint7(byte b) // permet d'ecrire en 7 bits + parité sur le
software serial
{
boolean i = false;
for (int j = 0; j < 8; j++)
{
if (bitRead(b, j) == 1) i = !i; //calcul de la parité
}
if (i) bitWrite(b, 7, 1); //écriture de la partié
else bitWrite(b, 7, 0); //écriture de la partié
mySerial.write(b); //écriture du byte sur le software serial
}

void Gauche(int g) {
for (int i = 0; i <= g; i++) {
serialprint7(9);
}
}

void Droite(int g) {
for (int i = 0; i <= g; i++) {
serialprint7(8);
}
}
```

```
void Haut(int g) {
for (int i = 0; i <= g; i++) {
serialprint7(11);
}
}

void ESC(int c){
serialprint7(27);
serialprint7(c);
}

void CR() {
serialprint7(13);
serialprint7(10);
}

void loop() //tout ce que je recois sur le port serie, je le renvoi sur
le software serial
{

// Serial.println(« loop »);
if (Serial.available()) {
outcomming = Serial.read();
Serial.print(« saisie arduino: »);
Serial.println (outcomming);
// serialprint7(incomming);
serialprint7(outcomming);
}

if (mySerial.available()) {
incomming = mySerial.read() & B01111111; // ignore parity check //
ignore parity check
Serial.print(« saisie minitel : »);
inascii = char(incomming);
Serial.println (inascii);
if (TS == 1) {
touchespeciales();
TS = 0;
}
if (incomming == 19) {
TS = 1;
}

}

}

void touchespeciales() {
switch (incomming) {
```

```
case 70:
Serial.println (« Sommaire »);
TSS = « Sommaire »;
break;
case 69:
Serial.println (« Annulation »);
TSS = « Annulation »;
break;
case 66:
Serial.println (« Retour »);
TSS = « Retour »;
break;
case 67:
Serial.println (« Repetition »);
TSS = « Repetition »;
break;
case 68:
Serial.println (« Guide »);
TSS = « Guide »;
break;
case 71:
Serial.println (« Correction »);
TSS = « Correction » ;
break;
case 72:
Serial.println (« Suite »);
TSS = « Suite »;
break;
case 65:
Serial.println (« Envoi »);
TSS = « Envoi »;
break;
case 89:
Serial.println (« Connexion »);
TSS = « Connexion »;
break;

}
}
```

Programme 2 Minitel1B_ChessUI.ino

[Minitel1B_ChessUI.ino](#)

```
// programme tester = OK
#include <Minitel1B_Hard.h>
```

```
#define MINITEL_PORT Serial2 //for ESP32
//#define MINITEL_PORT Serial1 //for Leonardo

#define DEBUG true
#define DEBUG_PORT Serial

#if DEBUG // Debug enabled
    #define debugBegin(x)    DEBUG_PORT.begin(x)
    #define debugPrint(x)   DEBUG_PORT.println(x)
    #define debugPrintHEX(x) DEBUG_PORT.println(x,HEX)
    #define debugPrintBIN(x) DEBUG_PORT.println(x,BIN)
#else // Debug disabled : Empty macro functions
    #define debugBegin(x)
    #define debugPrint(x)
    #define debugPrintHEX(x)
    #define debugPrintBIN(x)
#endif

#define CASE_WIDTH 4
#define CASE_HEIGHT 3
#define BOARD_TOP 1
#define BOARD_LEFT 1
#define PIECE_WIDTH 3
#define PIECE_HEIGHT 3

#define SCORE_TOP 1
#define SCORE_LEFT 33
#define SCORE_WIDTH 8
#define SCORE_HEIGHT 24
#define SCORE_BLACK_TOP 1
#define SCORE_WHITE_TOP 16
#define SCORE_HEIGHT_2 9 // indiv. score frame
#define SCORE_MOVE_TOP 10
#define SCORE_HEIGHT_3 6 // move frame

Minitel minitel(MINITEL_PORT);

enum { VOID, PAWN, ROOK, KNIGHT, BISHOP, QUEEN, KING};
enum {_BLACK = 0, _WHITE = 128};

byte piece[7][PIECE_WIDTH*PIECE_HEIGHT] = {
    // pieces en caractères semi-graphiques 3 par 3 décrites par lignes
    // de haut-gauche à bas-droite
    {0b000000, 0b000000, 0b000000, 0b000000, 0b000000, 0b000000,
    0b000000, 0b000000, 0b000000}, // VOID
    {0b000000, 0b000000, 0b000000, 0b000101, 0b101111, 0b000000,
    0b000100, 0b101100, 0b000000}, // PAWN
    {0b000010, 0b000010, 0b000010, 0b110101, 0b111101, 0b100000,
    0b011100, 0b011100, 0b001000}, // ROOK
```

```

    {0b000000, 0b000111, 0b000010, 0b011110, 0b011101, 0b101010,
    0b001100, 0b111100, 0b001000}, // KNIGHT
    {0b000001, 0b001011, 0b000000, 0b111111, 0b101111, 0b101010,
    0b011100, 0b111100, 0b001000}, // BISHOP
    {0b001001, 0b000011, 0b001000, 0b000111, 0b101111, 0b000010,
    0b111100, 0b011100, 0b101000}, // QUEEN
    {0b000001, 0b001011, 0b000000, 0b000111, 0b101111, 0b000010,
    0b111100, 0b011100, 0b101000} // KING
};

byte board[8][8] { //top-left to bottom-right - _BLACK or _WHITE added
later
    /*{ROOK,    KNIGHT, BISHOP, QUEEN, KING,    BISHOP, KNIGHT, ROOK },
    {PAWN,    PAWN,    PAWN,    PAWN,    PAWN,    PAWN,    PAWN,    PAWN },
    {VOID,    VOID,    VOID,    VOID,    VOID,    VOID,    VOID,    VOID },
    {VOID,    VOID,    VOID,    VOID,    VOID,    VOID,    VOID,    VOID },
    {VOID,    VOID,    VOID,    VOID,    VOID,    VOID,    VOID,    VOID },
    {VOID,    VOID,    VOID,    VOID,    VOID,    VOID,    VOID,    VOID },
    {PAWN,    PAWN,    PAWN,    PAWN,    PAWN,    PAWN,    PAWN,    PAWN },
    {ROOK,    KNIGHT, BISHOP, QUEEN, KING,    BISHOP, KNIGHT, ROOK }*/
};

int cx = 0; // 0-7 > A-H
int cy = 7; // 0-7 > 8-1

int scx = -1; // first case selected
int scy = -1; //

String moveStr = "  - ";
String lastStr = "  - ";

byte player = _WHITE;

void setup() {

    debugBegin(115200);
    debugPrint("> Debug start");

    delay(500);

    // Minitel setup
    int baud = minitel.searchSpeed();
    debugPrint("> Minitel is at " + String(baud) + "bds");
    if (baud != 4800) {
        debugPrint("> Set to 4800 bauds");
        if (minitel.changeSpeed(4800) < 0) { // try set speed to 4800 if
needed
            debugPrint(" *** Failed to change speed ***");
            minitel.searchSpeed(); // search back if failed
        }
    }
}
}

```

```
//minitel.modeVideotex();
minitel.echo(false);
minitel.extendedKeyboard(); //need arrows
minitel.clearScreen();
minitel.moveCursorXY(1,1);
minitel.noCursor();
minitel.attributes(FIXE);
debugPrint("> Minitel setup done");

// Intialize game board
initBoard();
drawBoard();
drawAllPieces();
drawScoreBoard();

//hoverCase(cx,cy, true);
}
```

```
String keyboardInput = "";
```

```
void loop() {
```

```
    char c = 0;
```

```
    c = getKeyboardInput();
```

```
    switch (c) {
```

```
        // nothing
```

```
        case 0:    break;
```

```
        // move on board
```

```
        case UP:   moveUp();    break;
```

```
        case DOWN: moveDown();  break;
```

```
        case LEFT: moveLeft();  break;
```

```
        case RIGHT: moveRight(); break;
```

```
        // cancel selection
```

```
        case DEL:
```

```
        case CAN:
```

```
            if (scx != -1) { // cancel selection
```

```
                selectCase(scx, scy, false);
```

```
                scx = -1; scy = -1;
```

```
                moveStr = "  -  ";
```

```
                writeMove();
```

```
            }
```

```
        break;
```

```

// move selection
case CR:
  if (scx == -1 || scy == -1) {
    // first case selection
    scx = cx;
    scy = cy;
    selectCase(cx, cy, true);
    moveStr.setCharAt(1, cx+65); // A(65)-H
    moveStr.setCharAt(2, 56-cy); // 8(56)-1
    writeMove();
  }
  else {
    if (cx == scx && cy == scy) {
      // cancel first case selection
      selectCase(cx, cy, false);
      moveStr = "  - ";
      writeMove();
      scx = -1; scy = -1;
    }
    else {
      // second case selection
      //TODO: verifiy legal move
      moveStr.setCharAt(4, cx+65); // A(65)-H
      moveStr.setCharAt(5, 56-cy); // 8(56)-1
      writeMove();
      board[cx][cy] = board[scx][scy];
      board[scx][scy] = VOID;
      erasePiece(scx, scy);
      selectCase(scx, scy, false);
      drawPiece(cx, cy, board[cx][cy]);
      scx = -1; scy = -1;
      if (player == _WHITE) player = _BLACK;
      else player = _WHITE;
      lastStr = moveStr;
      moveStr = "  - ";
      redrawMove();
    }
  }
  break;
}
}

void initBoard() {
  for (int i = 0; i < 5; i++) board[i][0] = (i+2) + _BLACK;
  for (int i = 5; i < 8; i++) board[i][0] = (5-i+4) + _BLACK;
  for (int i = 0; i < 8; i++) board[i][1] = PAWN + _BLACK;
  for (int j = 2; j < 6; j++) {
    for (int i = 0; i < 8; i++) board[i][j] = VOID;
  }
  for (int i = 0; i < 5; i++) board[i][7] = (i+2) + _WHITE;
  for (int i = 5; i < 8; i++) board[i][7] = (5-i+4) + _WHITE;
}

```

```
    for (int i = 0; i < 8; i++) board[i][6] = PAWN + _WHITE;
}

void drawBoard() {

    minitel.textMode();
    minitel.attributs(GRANDEUR_NORMALE);

    minitel.graphicMode();
    minitel.moveCursorXY(BOARD_LEFT, BOARD_TOP);
    bool dark = false;
    int cy = 8;
    while (cy > 0) {
        int row = 1;
        while (row <= CASE_HEIGHT) {
            int cx = 1;
            while (cx < 9) {
                if (dark) minitel.attributs(FOND_BLEU);
                else minitel.attributs(FOND_VERT);
                minitel.graphic(0b000000);
                minitel.repeat(CASE_WIDTH - 1);
                if (row < 3) {
                    minitel.moveCursorLeft(CASE_WIDTH);
                    minitel.textMode();
                    if (dark) minitel.attributs(CARACTERE_BLEU);
                    else minitel.attributs(CARACTERE_VERT);
                    minitel.attributs(INVERSION_FOND);
                    if (row == 1) minitel.printChar(cx+64); // A-H
                    else minitel.printChar(cy+48); // 1-8
                    minitel.moveCursorRight(CASE_WIDTH - 1);
                    minitel.graphicMode();
                }
                dark = !dark;
                cx++;
            }
            minitel.moveCursorLeft(CASE_WIDTH*8);
            minitel.moveCursorDown(1);
            row++;
        }
        dark = !dark;
        cy--;
    }
}

void drawScoreBoard() {

    drawBackground();

    drawFrame(SCORE_LEFT, SCORE_BLACK_TOP, SCORE_WIDTH, SCORE_HEIGHT_2,
    _BLACK);
```

```
//drawFrame(SCORE_LEFT, SCORE_MOVE_TOP, SCORE_WIDTH, SCORE_HEIGHT_3,
_WHITE);
drawFrame(SCORE_LEFT, SCORE_WHITE_TOP, SCORE_WIDTH, SCORE_HEIGHT_2,
_WHITE);

minitel.textMode();
minitel.attributs(GRANDEUR_NORMALE);
int sx = SCORE_BLACK_TOP;
minitel.attributs(CARACTERE_NOIR);
minitel.attributs(INVERSION_FOND);
sx++;
minitel.moveCursorXY(SCORE_LEFT+1,sx);
minitel.print("BLACK ");
minitel.attributs(FOND_NORMAL);
sx+=2;
minitel.moveCursorXY(SCORE_LEFT+1,sx);
minitel.print("time:");
minitel.attributs(INVERSION_FOND);
sx++;
minitel.moveCursorXY(SCORE_LEFT+1,sx);
minitel.print(" --:--");
minitel.attributs(FOND_NORMAL);
sx+=2;
minitel.moveCursorXY(SCORE_LEFT+1,sx);
minitel.print("str:");
minitel.attributs(INVERSION_FOND);
sx++;
minitel.moveCursorXY(SCORE_LEFT+1,sx);
minitel.print("  --");

sx = SCORE_MOVE_TOP;
minitel.attributs(CARACTERE_BLANC);
minitel.attributs(FOND_NORMAL);
sx++;
minitel.moveCursorXY(SCORE_LEFT+1,sx);
minitel.print("move:");
minitel.attributs(CARACTERE_BLANC);
minitel.attributs(INVERSION_FOND);
sx++;
minitel.moveCursorXY(SCORE_LEFT+1,sx);
minitel.print(moveStr);
minitel.attributs(CARACTERE_NOIR);
minitel.attributs(FOND_NORMAL);
sx++;
minitel.moveCursorXY(SCORE_LEFT+1,sx);
minitel.print("last:");
minitel.attributs(CARACTERE_NOIR);
minitel.attributs(INVERSION_FOND);
sx++;
minitel.moveCursorXY(SCORE_LEFT+1,sx);
minitel.print(lastStr);
```

```
    sx = SCORE_WHITE_TOP;
    minitel.attributs(CARACTERE_BLANC);
    minitel.attributs(INVERSION_FOND);
    sx++;
    minitel.moveCursorXY(SCORE_LEFT+1,sx);
    minitel.print("WHITE ");
    minitel.attributs(FOND_NORMAL);
    sx+=2;
    minitel.moveCursorXY(SCORE_LEFT+1,sx);
    minitel.print("time:");
    minitel.attributs(INVERSION_FOND);
    sx++;
    minitel.moveCursorXY(SCORE_LEFT+1,sx);
    minitel.print(" --:--");
    minitel.attributs(FOND_NORMAL);
    sx+=2;
    minitel.moveCursorXY(SCORE_LEFT+1,sx);
    minitel.print("str:");
    minitel.attributs(INVERSION_FOND);
    sx++;
    minitel.moveCursorXY(SCORE_LEFT+1,sx);
    minitel.print("  --");
}

void drawBackground() {
    int sy = SCORE_TOP;
    minitel.graphicMode();
    minitel.attributs(FOND_MAGENTA);
    while (sy < SCORE_TOP + SCORE_HEIGHT) {
        minitel.moveCursorXY(SCORE_LEFT,sy);
        minitel.graphic(0b000000);
        minitel.repeat(SCORE_WIDTH-1);
        sy++;
    }
}

void writeMove() {
    minitel.textMode();
    if (player == _WHITE) {
        minitel.attributs(CARACTERE_BLANC);
        minitel.attributs(INVERSION_FOND);
    }
    minitel.moveCursorXY(SCORE_LEFT+1,SCORE_MOVE_TOP+2);
    minitel.print(moveStr);
}

void redrawMove() {
```

```
int sx = SCORE_MOVE_TOP;
minitel.textMode();
if (player == _WHITE) minitel.attributs(CARACTERE_BLANC);
else minitel.attributs(CARACTERE_NOIR);
minitel.attributs(FOND_NORMAL);
sx++;
minitel.moveCursorXY(SCORE_LEFT+1,sx);
minitel.print("move:");
if (player == _WHITE) minitel.attributs(CARACTERE_BLANC);
else minitel.attributs(CARACTERE_NOIR);
minitel.attributs(INVERSION_FOND);
sx++;
minitel.moveCursorXY(SCORE_LEFT+1,sx);
minitel.print(moveStr);
if (player == _WHITE) minitel.attributs(CARACTERE_NOIR);
else minitel.attributs(CARACTERE_BLANC);
minitel.attributs(FOND_NORMAL);
sx++;
minitel.moveCursorXY(SCORE_LEFT+1,sx);
minitel.print("last:");
if (player == _WHITE) minitel.attributs(CARACTERE_NOIR);
else minitel.attributs(CARACTERE_BLANC);
minitel.attributs(INVERSION_FOND);
sx++;
minitel.moveCursorXY(SCORE_LEFT+1,sx);
minitel.print(lastStr);
}

void drawFrame(int x, int y, int w, int h, int c) {
  int sy = y;
  minitel.graphicMode();
  minitel.attributs(FOND_MAGENTA);
  if (c == _BLACK) minitel.attributs(CARACTERE_NOIR);
  else minitel.attributs(CARACTERE_BLANC);
  minitel.moveCursorXY(x,sy);
  minitel.graphic(0b000001);
  minitel.graphic(0b000011);
  minitel.repeat(w-3);
  minitel.graphic(0b000010);
  sy++;
  while (sy < y + h - 1) {
    minitel.moveCursorXY(x,sy);
    minitel.graphic(0b010101);
    minitel.graphic(0b000000);
    minitel.repeat(w-3);
    minitel.graphic(0b101010);
    sy++;
  }
  minitel.moveCursorXY(x,sy);
}
```

```
minitel.graphic(0b010000);
minitel.graphic(0b110000);
minitel.repeat(w-3);
minitel.graphic(0b100000);
}

void drawPiece(int cx, int cy, byte pc) {
  // x : from 0 to 7 - left to right
  // y : from 0 to 7 - top to bottom
  int x = cx * CASE_WIDTH + 1;
  int y = cy * CASE_HEIGHT + 1;

  byte color = _BLACK;
  if (pc > _WHITE) color = _WHITE;
  byte p = pc - color;

  minitel.graphicMode();

  if (color == _WHITE) {
    minitel.attributs(DEBUT_LIGNAGE);
    minitel.attributs(CARACTERE_BLANC);
  }
  else { // _BLACK
    minitel.attributs(CARACTERE_NOIR);
  }
  if ((cx+cy)%2 == 1) minitel.attributs(FOND_BLEU);
  else minitel.attributs(FOND_VERT);

  for (int j = 0; j < PIECE_HEIGHT; j++) {
    minitel.moveCursorXY(x+1,y+j);
    for (int i = 0; i < PIECE_WIDTH; i++) {
      minitel.graphic(piece[p][i+j*PIECE_WIDTH]);
    }
  }
  if (color == _WHITE) {
    minitel.attributs(FIN_LIGNAGE);
  }
}

void erasePiece(int cx, int cy) {
  // x : from 0 to 7 - left to right
  // y : from 0 to 7 - top to bottom
  drawPiece(cx, cy, VOID);
}

void drawAllPieces() {
  for (int i = 0; i < 8; i++) {
    for (int j = 0; j < 8; j++) {
      if (j<2 || j>5) drawPiece(i, j, board[i][j]);
    }
  }
}
```

```
    }  
  }  
  
void hoverCase(int cx, int cy, bool hover) {  
  if (cx == scx && cy == scy) selectCase(cx, cy, true);  
  else {  
    int x = cx*CASE_WIDTH + 1;  
    int y = cy*CASE_HEIGHT + 3;  
    bool dark = false;  
    if ((cx+cy)%2 == 1) dark = true;  
    minitel.setCursorXY(x,y);  
    minitel.graphicMode();  
    if (dark) minitel.attributs(FOND_BLEU);  
    else minitel.attributs(FOND_VERT);  
    if (hover) {  
      minitel.attributs(CARACTERE_BLANC);  
      minitel.graphic(0b111111);  
    }  
    else minitel.graphic(0b000000);  
  }  
}  
  
void selectCase(int cx, int cy, bool sel) {  
  int x = cx*CASE_WIDTH + 1;  
  int y = cy*CASE_HEIGHT + 3;  
  bool dark = false;  
  if ((cx+cy)%2 == 1) dark = true;  
  minitel.setCursorXY(x,y);  
  minitel.graphicMode();  
  if (dark) minitel.attributs(FOND_BLEU);  
  else minitel.attributs(FOND_VERT);  
  if (sel) {  
    minitel.attributs(CARACTERE_NOIR);  
    minitel.graphic(0b111111);  
  }  
  else {  
    minitel.graphic(0b000000);  
  }  
}  
  
void moveUp() {  
  if (cy > 0) {  
    hoverCase(cx,cy, false);  
    cy--;  
    hoverCase(cx,cy, true);  
  }  
}  
  
void moveDown() {  
  if (cy < 7) {  
    hoverCase(cx,cy, false);
```

```
    cy++;
    hoverCase(cx,cy, true);
}
}

void moveLeft() {
    if (cx > 0) {
        hoverCase(cx,cy, false);
        cx--;
        hoverCase(cx,cy, true);
    }
}

void moveRight() {
    if (cx < 7) {
        hoverCase(cx,cy, false);
        cx++;
        hoverCase(cx,cy, true);
    }
}

char getKeyboardInput() {

    unsigned long key = minitel.getKeyCode();
    if (key != 0) {
        debugPrintHEX(key);
        // key redirection/inhibition
        switch (key) {

            // cancel selection
            case CORRECTION:
            case ANNULATION:
            case RETOUR:
            case ESC:
                return CAN;    break;

            // validate selection
            case ENVOI:
            case SP:
                return CR;    break;

            // navigate
            case TOUCHE_FLECHE_HAUT:    return UP;    break;
            case TOUCHE_FLECHE_BAS:    return DOWN;  break;
            case TOUCHE_FLECHE_DROITE: return RIGHT; break;
            case TOUCHE_FLECHE_GAUCHE: return LEFT;  break;

            // inhibited
            case CONNEXION_FIN:
            case SOMMAIRE:
            case REPETITION:
```

```
case GUIDE:  
case SUITE:  
  
                return 0; break;  
  
default: return key;  
  
    }  
}  
else return 0;  
}
```

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