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Helicopter flight simulator game download

Note: The following code omits the START screen code for simplicity. The full RAT assembly code, including the displayed START code, is attached. DSEG .ORG 0x00
;-----Inialize Map Pattern . DB 0x0E, 0x0D, 0x0C, 0x0B, 0x0A, 0x09, 0x08, 0x08 . DB 0x0A, 0x0C, 0x0E, 0x0F, 0x10, 0x11, 0x12, 0x13 . DB 0x14, 0x15, 0x17, 0x019, 0x017, 0x15, 0x13, 0x11 . DB 0x10, 0x0F, 0x0E, 0x0E, 0x0E, 0x0E, 0x0E.CSEG .ORG 0x94 . EQU FB_HADD = 0x90 . EQU FB_LADD = 0x91 . EQU FB_COLOR = 0x92 . EQU CHECK_COLOR = 0x93 . EQU SSEG = 0x81 . EQU LEDs = 0x40 . Switches EQU = 0x20 . EQU INSIDE_FOR_COUNT = 0xB4 . EQU MIDDLE_FOR_COUNT = 0xCA . EQU OUTSIDE_FOR_COUNT = 0x4A;INIT: ;-----INIT FOR MAP----- MOV R7, 0x00 ;y = 00 STARTING MOV R8, 0x00 ;x = 00 STARTING MOV R4, R7 ;y coordinates MOV R5, R8 ;x coordinates MOV R6, 0x0F ; SOME COLORS GREEN MOV R2, 0x00 ;p reader for black path MOV R1, 0x0E ; COUNTER TO DRAW HORIZANTALLY COLORED MOV R10, 0x1D ;reset for queue MOV R9, 0x00 ;count to 30 for 1 screen MOV R0, 0x00 ;register for queue MOV R28, 0x00 ; distance counter ;-----INIT FOR AIRCRAFT----- SEI MOV R20, 0x00 ; main loop MOV R22, 0x1D ;y =29 MOV r23, 0x14 ;x=20 MOV r24, R22 ;y coordinates MOV r25, r23 ;x coordinates MOV r30, 0xF0 ;color MOV r15, 0x00 MOV r13, 0x00 ;----- DRAW_HORIZANTAL_COLOR: LD r1, (r0) ; Load from queue MOV R6, 0x0F ; SOME COLOR CALL DRAW_ROW ;D RAW DOT AT SAFE STARTING POINT 0xFF ADD R8, 0x01 ; MOVE X TO THE RIGHT ONCE CMP R1, R8 ;comapre x s mem val BRNE DRAW_HORIZANTAL_COLORDRAW_DARK_HORIZANTAL: MOV R6, 0x00 ; BLACK COLOR CALL DRAW_ROW ; DRAW A DOT TO ADD R8, 0x01 ; AFTER ADDING R2, 0x01 move X to the right ;p read to black CMP length R2, 0x0C ; LENGTH OF DARK LINE 12 DRAW_DARK_HORIZANTALDRAW_HORIZANTAL_COLOR_CONT: MOV R6, 0x0F ; SAME GREEN COLOR CALL DRAW_ROW ;D RAW DOT AT SAFE STARTING POINT 0xFF ADD R8, 0x01 ; ONCE AFTER CMP R8, 0x28 MOVES X TO THE RIGHT; BRANCH OUT WHEN YOU REACH THE EDGE OF THE SCREEN 0x27 =R4 ARMOR DRAW_HORIZANTAL_COLOR_CONT RESET: ADD R9, 0x01 ;count 30 MOV R8, 0x00 ; RESET LOCATION X TO INNIAL LOCATION MOV R2, 0x00 ; RESET DARK LINE LENGHT COUNTER ADD R7, 0x01 ;increment Y ADD r0, RESET DARK LINE LENGHT COUNTER ADD R7, 0x01 ;increment Y ADD r0, RESET DARK 0x01 ;p risrowth queue CMP R0, 0x1E ;check if the queue is at the end of breq RST_INDEX ;branch return queue back to zero Q_BACK : CMP R9, 0x1E ;p e up to 30 for the number of BREQ lines RESET_Q ;p leavers after filling in the BRN screen DRAW_HORIZANTAL_COLORRESET_Q: CALL SR_CHECK ;check if we hit the wall CALL DRAW_DOT ;d raw dot MOV R9 , 0x00 ;reset 30 number to zero MOV R7, 0x00 ;reset y to zero MOV R0, R10 ;index queue SUB R10, 0x01 ;edit index for BRCS front RESET_TO_29 ;branch for underflow RETURN_FROM_29 : timedelay ;time delay between drawing solid BRN screens DRAW_HORIZANTAL_COLOR;-----DRAW_ROW----- DRAW_ROW: MOV R4, R7 ;y coordinates MOV R5, R8 ;x coordinates OUT r5 , FB_LADD ; Write the bot 6 address bits on the for the x-axis (40) OUT r4, FB_HADD ; write the top 5 address bits to register on the y-line (30) OUT r6, FB_COLOR ; write data to the buffered RET ;-----DELAY BEFORE GOING TO THE NEXT LINE Y-----timedelay: MOV R17, OUTSIDE_FOR_COUNT outside_for0: SUB R17, 0x01 MOV R18, MIDDLE_FOR_COUNT middle_for0: SUB R18, 0x01 MOV R19, INSIDE_FOR_COUNT inside_for0: SUB R19, 0x01 ARMOR inside_for0 OR R18, 0x00 ARMOR middle_for0 OR R17, 0x00 BRNO outside_for0 OUT r28, SSEG ADD r28 , 0x01 RET ;-----SUBROUTINES----- RST_INDEX: MOV R0, 0x00 ;roll queue back to zero BRN Q_BACK ;----- RESET_TO_29: mov r10, 0x1D ;roll queue back to 29 when we have underflow BRN RETURN_FROM_29 ;----- draw_dot: OUT r25, FB_LADD ; write 6 address bits to register on x axis OUT r24, FB_HADD ; write 5 address bits for registration for out r30, FB_COLOR ; write data to the RET ISR frame buffer: ADD r15, 0x01 ;count Interrupts OUT r15, LEDs ;d playback computer OF LEDs V R16, SWITCHES ;input wall from switches to r16 CMP R16, 0x01 ;check right switch BREQ move_right CMP R16, 0x04 ;check left switch BREQ move_left BRN ISR_RETURN ;return from interruption ;----- move_left: MOV r25, r23 ;x coordinate mov r24 , R22 ;y coordinated CALL DELETE_PRE_DOT SUB r23, 0x01 ;mov x left MOV r24, R22 ;y coordinate MOV r25, r23 ;x coordinate CALL draw_dot BRN ISR_RETURN ;----- move_right: mov r25, r23 ;x coordinates MOV r24, R22 ;y coordinates CALL DELETE_PRE_DOT ADD r23, 0x01 ;mov x right MOV r24, R22 ;y coordinates MOV r25, r23 ;x coordinates CALL draw_dot BRN ISR_RETURN ;----- SR_CHECK : from r25, FB_LADD ;d mov x coord aircraft location from R24, FB_HADD ;d impeded y coord aircraft location in R13, CHECK_COLOR ;check background color CMP R13, 0x00 ;make sure its black armor game_over ;if not black game over lip ;----- ISR_RETURN: RETIEDELETE_PRE_DOT: MOV R21, 0x00 ; black color OUT r25, FB_LADD ; write 6 address bits to register on x axis OUT r24, FB_HADD ; write 5 address bits to register on y axis OUT r21, FB_COLOR ; write data to the frame cache draw black there to remove plane RET game_over: MOV r25, 0x00 MOV r24, 0x00 loop: MOV R21, 0x00 ; black color OUT r25, FB_LADD OUT r24, FB_HADD OUT r21, FB_COLOR ADD r25, 0x01 ADD r24, 0x01 BRN loop ;-----Interrupt----- CSEG.ORG 0x3FF BRN ISR Flight Simulators and Aerial Fighting Games serve a solid niche for those of us who like to take to the skies when we're not doing other things our computers. Here's a roundup of the best you can download today, with prices from free to reasonable reasonable Focus from arcade-style action to ultra-realistic flight sim. They're not just great games, they're some of the best Mac games you can find. The X-Plane is without a peer on a Mac. Calling the X-Plane game isn't just wrong, but it's offensive: The X-Plane is the definitive flight simulator for the platform. Intricately detailed, it's also incredibly scalable - the X-Plane runs on mobile, oz77n home Macs and PCs, and also works as a detailed professional-grade flight simulator. More than 30 aircraft are available by default: You can fly everything from the single-engine Cessna 172 - the most popular aircraft in the world - to the B-2 bomber. The application models fixed and rotating wing aircraft as well, along with tonic atmospheric conditions that affect flight. It even simulates what it would be like to fly a shuttle. More than 1400 other aircraft models can be downloaded online. And you can fly almost anywhere: Land at more than 33,000 airports around the world, touch aircraft carriers and more. A free demo is available so don't let the price tag scare you. Given the incredible level of detail and the huge ecosystem that supports the X-Plane, it's well worth the money if you take your flight simulation seriously. FlightGear Open Source flight simulator, FlightGear is a little more do-it-yourself than some of the other applications in this list, but it's still remarkable and definitely worth checking out. Download the central app, aircraft models and scenery separately. Hundreds of aircraft models are available for download. FlightGear is a rough open source edge show, but if you're a developer or code tinkerer, there's fun to be had here. And for everyone else, lots of fun planes to fly and scenery to explore. WarBirds Total Sims' WarBirds flight fighting game has been going on since 1995. Take to the skies behind the yoke of dozens of legendary World War II-era aircraft. Single player mode consists of 20 training modules, 12 instant missions and five different free flight modes. What's more, you can play offline for free, as long as you want. But the real meat of this game is in the online game, which takes out the monthly fee to continue to play. You go on raids with squadrons of other real-world players as you reenact many of the famous Battles of World War II. Total Sims is a bit funky with their Mac support, their FAQ link apple games gear technology that came out the door when Classic Mac OS gave way to OS X more than a decade ago. But it goes to show how long WarBirds has been on the platform, too. \$13.95 (monthly, free offline play) - Download now Falcon 4.0: Allied Force Graphic Simulation has been making flight sims for the Macintosh since the early 1990s. Falcon 4.0: Allied Force is the latest iteration of its classic F-16 Falcon flight simulator, taking you to the Balkans and the Korean Peninsula for realistic combat missions. Arm your aircraft with realistic weapons and ammunition, then fly missions deep into enemy with a dynamic campaign engine that changes things every time you play. Sky Gamblers: Storm Raiders Atypical Games' entry is an absolute must if you want a World War II dogfight style. The game contains amazing graphics and easy to understand gameplay. There are single-player missions here, but where the game really shines is in the multiplayer dogfighting fight that was the series' strength. Different online game modes test your skills like Capture The Flag and Last Man Standing. Sky Gamblers supports iCloud and Game Center - any progress you make in the game can be saved to the cloud. It also supports a joystick or gamepad, which is a must for any flight sim as far as I'm concerned. \$5 will give you a lot of games, but there are in app purchases that allow you to unlock new customization features and new aircraft models. F18 Carrier Landing II Pro it's obviously a port game that originated on iOS, but it's a lot of fun no matter what. Take off and land from aircraft carriers and flight paths in some of the most insular combat aircraft flying: the F-4/18 Super Hornet, F-14 Super Tomcat, F-16 Fighting Falcon and MiG-29K are represented, along with Harrier, F35B Lightning II and others. RORTOS calls themselves the creator of the most advanced flight sims for mobile, and they are pretty snazzy on macs too. More than thirty missions along with half a dozen training missions and free flight so you can buzz around on your own without a program. Heads up, virtual pilots - what did I omit? This is my favorites list right now, but I'm sure I've left some of the things that you love too. Feel free to let me know in the comments! We can get a commission on purchases using our links. find out more. More.