**#include <REG52.H>**

**#include <intrins.h>**

**#define uchar unsigned char**

**#define uint unsigned int**

**uchar display[8][8];**

**/\*rank:A,1,2,3,4,I,心,U\*/**

**uchar code table\_cha[8][8]={0x51,0x51,0x51,0x4a,0x4a,0x4a,0x44,0x44,0x18,0x1c,0x18,0x18,0x18,0x18,0x18,0x3c,0x3c,0x66,0x66,0x30,0x18,0xc,0x6,0xf6,0x3c,0x66,0x60,0x38,0x60,0x60,0x66,0x3c,0x30,0x38,0x3c,0x3e,0x36,0x7e,0x30,0x30,0x3c,0x3c,0x18,0x18,0x18,0x18,0x3c,0x3c,0x66,0xff,0xff,0xff,0x7e,0x3c,0x18,0x18,0x66,0x66,0x66,0x66,0x66,0x66,0x7e,0x3c};**

**/\*the "ideasoft"\*/**

**uchar code table\_id[40]={0x81,0xff,0x81,0x00,0xff,0x81,0x81,0x7e,0x00,0xff,0x89,0x89,0x00,0xf8,0x27,0x27,0xf8,0x00,0x8f,0x89,0x89,0xf9,0x00,0xff,0x81,0x81,0xff,0x00,0xff,0x09,0x09,0x09,0x01,0x0,0x01,0x01,0xff,0x01,0x01,0x00};**

**/\*railway\*/**

**uchar code dat[128]={0x0,0x20,0x40,0x60,0x80,0xa0,0xc0,0xe0,0xe4,0xe8,0xec,0xf0,0xf4,0xf8,0xfc,0xdc,0xbc,0x9c,0x7c,0x5c,0x3c,0x1c,0x18,0x14,0x10,0xc,0x8,0x4,0x25,0x45,0x65,0x85,0xa5,0xc5,0xc9,0xcd,0xd1,0xd5,0xd9,0xb9,0x99,0x79,0x59,0x39,0x35,0x31,0x2d,0x29,0x4a,0x6a,0x8a,0xaa,0xae,0xb2,0xb6,0x96,0x76,0x56,0x52,0x4e,0x6f,0x8f,0x93,0x73,0x6f,0x8f,0x93,0x73,0x4a,0x6a,0x8a,0xaa,0xae,0xb2,0xb6,0x96,0x76,0x56,0x52,0x4e,0x25,0x45,0x65,0x85,0xa5,0xc5,0xc9,0xcd,0xd1,0xd5,0xd9,0xb9,0x99,0x79,0x59,0x39,0x35,0x31,0x2d,0x29,0x0,0x20,0x40,0x60,0x80,0xa0,0xc0,0xe0,0xe4,0xe8,0xec,0xf0,0xf4,0xf8,0xfc,0xdc,0xbc,0x9c,0x7c,0x5c,0x3c,0x1c,0x18,0x14,0x10,0xc,0x8,0x4};**

**/\*railway 2\*/**

**uchar code dat2[28]={0x0,0x20,0x40,0x60,0x80,0xa0,0xc0,0xe0,0xe4,0xe8,0xec,0xf0,0xf4,0xf8,0xfc,0xdc,0xbc,0x9c,0x7c,0x5c,0x3c,0x1c,0x18,0x14,0x10,0xc,0x8,0x4};**

**/\*railway 3\*/**

**uchar code dat3[24]={0x00,0x01,0x02,0x03,0x04,0x05,0x06,0x16,0x26,0x36,0x46,0x56,0x66,0x65,0x64,0x63,0x62,0x61,0x60,0x50,0x40,0x30,0x20,0x10};**

**/\*3p char\*/**

**uchar code table\_3p[3][8]={0xff,0x89,0xf5,0x93,0x93,0xf5,0x89,0xff,0x0e,0x1f,0x3f,0x7e,0x7e,0x3f,0x1f,0x0e,0x18,0x3c,0x7e,0xff,0x18,0x18,0x18,0x18};**

**/\*initializtion**

**That is to initialize the program .**

**It is write to set the timer in c52 mcu.**

**So the program can renovate the led\_3d\_cube in fixed time use the interrupt function.\*/**

**void sinter()**

**{**

**IE=0x82;**

**TCON=0x01;**

**TH0=0xc0;**

**TL0=0;**

**TR0=1;**

**}**

**void delay5us(void) //误差 -0.026765046296us STC 1T 22.1184Mhz**

**{**

**unsigned char a,b;**

**for(b=7;b>0;b--)**

**for(a=2;a>0;a--);**

**}**

**void delay(uint i)**

**{**

**while (i--){**

**delay5us();}//12t的mcu 注释这个延时即可**

**}**

**/\*To judge the num bit\*/**

**uchar judgebit(uchar num,uchar b)**

**{**

**char n;**

**num=num&(1<<b);**

**if (num)**

**n=1;**

**else**

**n=0;**

**return n;**

**}**

**/\*To figure out the round number\*/**

**uchar abs(uchar a)**

**{**

**uchar b;**

**b=a/10;**

**a=a-b\*10;**

**if (a>=5)**

**b++;**

**return b;**

**}**

**/\*To figure out the absolute value\*/**

**uchar abss(char a)**

**{**

**if (a<0)**

**a=-a;**

**return a;**

**}**

**/\*The function can comparat the character.**

**And remove the big one to the back.\*/**

**void max(uchar \*a,uchar \*b)**

**{**

**uchar t;**

**if ((\*a)>(\*b))**

**{**

**t=(\*a);**

**(\*a)=(\*b);**

**(\*b)=t;**

**}**

**}**

**/\*The function is to figure out the max number and return it.\*/**

**uchar maxt(uchar a,uchar b,uchar c)**

**{**

**if (a<b)**

**a=b;**

**if (a<c)**

**a=c;**

**return a;**

**}**

**void clear(char le)**

**{**

**uchar i,j;**

**for (j=0;j<8;j++)**

**{**

**for (i=0;i<8;i++)**

**display[j][i]=le;**

**}**

**}**

**void trailler(uint speed)**

**{**

**char i,j;**

**for (i=6;i>=-3;i--)**

**{**

**if (i>=0)**

**{**

**for (j=0;j<8;j++)**

**display[j][i]=display[j][i+1];**

**}**

**if (i<4)**

**{**

**for (j=0;j<8;j++)**

**display[j][i+4]=0;**

**}**

**delay(speed);**

**}**

**}**

**void point(uchar x,uchar y,uchar z,uchar le)**

**{**

**uchar ch1,ch0;**

**ch1=1<<x;**

**ch0=~ch1;**

**if (le)**

**display[z][y]=display[z][y]|ch1;**

**else**

**display[z][y]=display[z][y]&ch0;**

**}**

**void type(uchar cha,uchar y)**

**{**

**uchar xx;**

**for (xx=0;xx<8;xx++)**

**{**

**display[xx][y]=table\_cha[cha][xx];**

**}**

**}**

**/\*The first variable is the distance from the midpoint.**

**The second is the layer.**

**the third is the flash speed of the time between each two point.**

**The forth is the enable io,it controls weather draw or claen.\*/**

**void cirp(char cpp,uchar dir,uchar le)**

**{**

**uchar a,b,c,cp;**

**if ((cpp<128)&(cpp>=0))**

**{**

**if (dir)**

**cp=127-cpp;**

**else**

**cp=cpp;**

**a=(dat[cp]>>5)&0x07;**

**b=(dat[cp]>>2)&0x07;**

**c=dat[cp]&0x03;**

**if (cpp>63)**

**c=7-c;**

**point (a,b,c,le);**

**}**

**}**

**void line(uchar x1,uchar y1,uchar z1,uchar x2,uchar y2,uchar z2,uchar le)**

**{**

**char t,a,b,c,a1,b1,c1,i;**

**a1=x2-x1;**

**b1=y2-y1;**

**c1=z2-z1;**

**t=maxt(abss(a1),abss(b1),abss(c1));**

**a=x1\*10;**

**b=y1\*10;**

**c=z1\*10;**

**a1=a1\*10/t;**

**b1=b1\*10/t;**

**c1=c1\*10/t;**

**for (i=0;i<t;i++)**

**{**

**point(abs(a),abs(b),abs(c),le);**

**a+=a1;**

**b+=b1;**

**c+=c1;**

**}**

**point(x2,y2,z2,le);**

**}**

**void box(uchar x1,uchar y1,uchar z1,uchar x2,uchar y2,uchar z2,uchar fill,uchar le)**

**{**

**uchar i,j,t=0;**

**max(&x1,&x2);**

**max(&y1,&y2);**

**max(&z1,&z2);**

**for (i=x1;i<=x2;i++)**

**t|=1<<i;**

**if (!le)**

**t=~t;**

**if (fill)**

**{**

**if (le)**

**{**

**for (i=z1;i<=z2;i++)**

**{**

**for (j=y1;j<=y2;j++)**

**display[j][i]|=t;**

**}**

**}**

**else**

**{**

**for (i=z1;i<=z2;i++)**

**{**

**for (j=y1;j<=y2;j++)**

**display[j][i]&=t;**

**}**

**}**

**}**

**else**

**{**

**if (le)**

**{**

**display[y1][z1]|=t;**

**display[y2][z1]|=t;**

**display[y1][z2]|=t;**

**display[y2][z2]|=t;**

**}**

**else**

**{**

**display[y1][z1]&=t;**

**display[y2][z1]&=t;**

**display[y1][z2]&=t;**

**display[y2][z2]&=t;**

**}**

**t=(0x01<<x1)|(0x01<<x2);**

**if (!le)**

**t=~t;**

**if (le)**

**{**

**for (j=z1;j<=z2;j+=(z2-z1))**

**{**

**for (i=y1;i<=y2;i++)**

**display[i][j]|=t;**

**}**

**for (j=y1;j<=y2;j+=(y2-y1))**

**{**

**for (i=z1;i<=z2;i++)**

**display[j][i]|=t;**

**}**

**}**

**else**

**{**

**for (j=z1;j<=z2;j+=(z2-z1))**

**{**

**for (i=y1;i<=y2;i++)**

**{**

**display[i][j]&=t;**

**}**

**}**

**for (j=y1;j<=y2;j+=(y2-y1))**

**{**

**for (i=z1;i<=z2;i++)**

**{**

**display[j][i]&=t;**

**}**

**}**

**}**

**}**

**}**

**void box\_apeak\_xy(uchar x1,uchar y1,uchar z1,uchar x2,uchar y2,uchar z2,uchar fill,uchar le)**

**{**

**uchar i;**

**max(&z1,&z2);**

**if (fill)**

**{**

**for (i=z1;i<=z2;i++)**

**{**

**line (x1,y1,i,x2,y2,i,le);**

**}**

**}**

**else**

**{**

**line (x1,y1,z1,x2,y2,z1,le);**

**line (x1,y1,z2,x2,y2,z2,le);**

**line (x2,y2,z1,x2,y2,z2,le);**

**line (x1,y1,z1,x1,y1,z2,le);**

**}**

**}**

**void poke(uchar n,uchar x,uchar y)**

**{**

**uchar i;**

**for (i=0;i<8;i++)**

**{**

**point(x,y,i,judgebit(n,i));**

**}**

**}**

**void boxtola(char i,uchar n)**

**{**

**if ((i>=0)&(i<8))**

**{**

**poke(n,0,7-i);**

**}**

**if ((i>=8)&(i<16))**

**{**

**poke(n,i-8,0);**

**}**

**if ((i>=16)&(i<24))**

**{**

**poke(n,7,i-16);**

**}**

**}**

**void rolldisplay(uint speed)**

**{**

**uchar j;**

**char i,a;**

**for (i=23;i>-40;i--)**

**{**

**for (j=0;j<40;j++)**

**{**

**a=i+j;**

**if ((a>=0)&(a<24))**

**boxtola(a,table\_id[j]);**

**}**

**delay(speed);**

**}**

**}**

**void roll\_apeak\_yz(uchar n,uint speed)**

**{**

**uchar i;**

**switch(n)**

**{**

**case 1:**

**for (i=0;i<7;i++)**

**{**

**display[i][7]=0;**

**display[7][6-i]=255;**

**delay(speed);**

**};**

**break;**

**case 2:**

**for (i=0;i<7;i++)**

**{**

**display[7][7-i]=0;**

**display[6-i][0]=255;**

**delay(speed);**

**};**

**break;**

**case 3:**

**for (i=0;i<7;i++)**

**{**

**display[7-i][0]=0;**

**display[0][i+1]=255;**

**delay(speed);**

**};**

**break;**

**case 0:**

**for (i=0;i<7;i++)**

**{**

**display[0][i]=0;**

**display[i+1][7]=255;**

**delay(speed);**

**};**

**}**

**}**

**void roll\_apeak\_xy(uchar n,uint speed)**

**{**

**uchar i;**

**switch(n)**

**{**

**case 1:**

**for (i=0;i<7;i++)**

**{**

**line(0,i,0,0,i,7,0);**

**line(i+1,7,0,i+1,7,7,1);**

**delay(speed);**

**};**

**break;**

**case 2:**

**for (i=0;i<7;i++)**

**{**

**line(i,7,0,i,7,7,0);**

**line(7,6-i,0,7,6-i,7,1);**

**delay(speed);**

**};**

**break;**

**case 3:**

**for (i=0;i<7;i++)**

**{**

**line(7,7-i,0,7,7-i,7,0);**

**line(6-i,0,0,6-i,0,7,1);**

**delay(speed);**

**};**

**break;**

**case 0:**

**for (i=0;i<7;i++)**

**{**

**line(7-i,0,0,7-i,0,7,0);**

**line(0,i+1,0,0,i+1,7,1);**

**delay(speed);**

**};**

**}**

**}**

**void roll\_3\_xy(uchar n,uint speed)**

**{**

**uchar i;**

**switch(n)**

**{**

**case 1:**

**for (i=0;i<8;i++)**

**{**

**box\_apeak\_xy (0,i,0,7,7-i,7,1,1);**

**delay(speed);**

**if (i<7)**

**box\_apeak\_xy (3,3,0,0,i,7,1,0);**

**};**

**break;**

**case 2:**

**for (i=0;i<8;i++)**

**{**

**box\_apeak\_xy (7-i,0,0,i,7,7,1,1);**

**delay(speed);**

**if (i<7)**

**box\_apeak\_xy (3,4,0,i,7,7,1,0);**

**};**

**break;**

**case 3:**

**for (i=0;i<8;i++)**

**{**

**box\_apeak\_xy (0,i,0,7,7-i,7,1,1);**

**delay(speed);**

**if (i<7)**

**box\_apeak\_xy (4,4,0,7,7-i,7,1,0);**

**};**

**break;**

**case 0:**

**for (i=0;i<8;i++)**

**{**

**box\_apeak\_xy (7-i,0,0,i,7,7,1,1);**

**delay(speed);**

**if (i<7)**

**box\_apeak\_xy (4,3,0,7-i,0,7,1,0);**

**};**

**}**

**}**

**void trans(uchar z,uint speed)**

**{**

**uchar i,j;**

**for (j=0;j<8;j++)**

**{**

**for (i=0;i<8;i++)**

**{**

**display[z][i]>>=1;**

**}**

**delay(speed);**

**}**

**}**

**void tranoutchar(uchar c,uint speed)**

**{**

**uchar i,j,k,a,i2=0;**

**for (i=0;i<8;i++)**

**{**

**if (i<7)**

**box\_apeak\_xy (i+1,0,0,i+1,7,7,1,1);**

**box\_apeak\_xy (i2,0,0,i2,7,7,1,0);**

**a=0;**

**i2=i+1;**

**for (j=0;j<=i;j++)**

**{**

**a=a|(1<<j);**

**}**

**for (k=0;k<8;k++)**

**{**

**display[k][3]|=table\_cha[c][k]&a;**

**display[k][4]|=table\_cha[c][k]&a;**

**}**

**delay(speed);**

**}**

**}**

**void transss()**

**{**

**uchar i,j;**

**for (i=0;i<8;i++)**

**{**

**for (j=0;j<8;j++)**

**display[i][j]<<=1;**

**}**

**}**

**/\*From now on,the function below is to display the flash.\*/**

**void flash\_1()**

**{**

**clear(0);**

**type(1,0);**

**delay(60000);**

**type(2,0);**

**delay(60000);**

**type(3,0);**

**delay(60000);**

**type(4,0);**

**delay(60000);**

**delay(60000);**

**clear(0);**

**rolldisplay(30000);**

**type(0,7);**

**delay(60000);**

**trailler(6000);**

**delay(60000);**

**}**

**void flash\_2()**

**{**

**uchar i;**

**for (i=129;i>0;i--)**

**{**

**cirp(i-2,0,1);**

**delay(8000);**

**cirp(i-1,0,0);**

**}**

**delay(8000);**

**for (i=0;i<136;i++)**

**{**

**cirp(i,1,1);**

**delay(8000);**

**cirp(i-8,1,0);**

**}**

**delay(8000);**

**for (i=129;i>0;i--)**

**{**

**cirp(i-2,0,1);**

**delay(8000);**

**}**

**delay(8000);**

**for (i=0;i<128;i++)**

**{**

**cirp(i-8,1,0);**

**delay(8000);**

**}**

**delay(60000);**

**}**

**void flash\_3()**

**{**

**char i;**

**for (i=0;i<8;i++)**

**{**

**box\_apeak\_xy(0,i,0,7,i,7,1,1);**

**delay(20000);**

**if (i<7)**

**box\_apeak\_xy(0,i,0,7,i,7,1,0);**

**}**

**for (i=7;i>=0;i--)**

**{**

**box\_apeak\_xy(0,i,0,7,i,7,1,1);**

**delay(20000);**

**if (i>0)**

**box\_apeak\_xy(0,i,0,7,i,7,1,0);**

**}**

**for (i=0;i<8;i++)**

**{**

**box\_apeak\_xy(0,i,0,7,i,7,1,1);**

**delay(20000);**

**if (i<7)**

**box\_apeak\_xy(0,i,0,7,i,7,1,0);**

**}**

**}**

**void flash\_4()**

**{**

**char i,j,an[8];**

**for (j=7;j<15;j++)**

**an[j-7]=j;**

**for (i=0;i<=16;i++)**

**{**

**for (j=0;j<8;j++)**

**{**

**if ((an[j]<8)&(an[j]>=0))**

**line(0,an[j],j,7,an[j],j,1);**

**}**

**for (j=0;j<8;j++)**

**{**

**if (((an[j]+1)<8)&(an[j]>=0))**

**line(0,an[j]+1,j,7,an[j]+1,j,0);**

**}**

**for (j=0;j<8;j++)**

**{**

**if (an[j]>0)**

**an[j]--;**

**}**

**delay(15000);**

**}**

**for (j=0;j<8;j++)**

**an[j]=1-j;**

**for (i=0;i<=16;i++)**

**{**

**for (j=0;j<8;j++)**

**{**

**if ((an[j]<8)&(an[j]>=0))**

**line(0,an[j],j,7,an[j],j,1);**

**}**

**for (j=0;j<8;j++)**

**{**

**if (((an[j]-1)<7)&(an[j]>0))**

**line(0,an[j]-1,j,7,an[j]-1,j,0);**

**}**

**for (j=0;j<8;j++)**

**{**

**if (an[j]<7)**

**an[j]++;**

**}**

**delay(15000);**

**}**

**}**

**void flash\_5()**

**{**

**uint a=15000;//a=delay**

**char i=8,j,an[4];**

**//1**

**for (j=7;j<11;j++)**

**an[j-7]=j;**

**while(i--)**

**{**

**for (j=0;j<4;j++)**

**{**

**if (an[j]<8)**

**box\_apeak\_xy(j,an[j],j,7-j,an[j],7-j,0,1);**

**if (an[j]<7)**

**box\_apeak\_xy(j,an[j]+1,j,7-j,an[j]+1,7-j,0,0);**

**}**

**for (j=0;j<4;j++)**

**{**

**if (an[j]>3)**

**an[j]--;**

**}**

**delay(a);**

**}**

**//2**

**i=3;**

**for (j=0;j<4;j++)**

**an[j]=5-j;**

**while(i--)**

**{**

**for (j=1;j<4;j++)**

**{**

**if (an[j]<4)**

**box\_apeak\_xy(j,an[j],j,7-j,an[j],7-j,0,1);**

**if (an[j]<3)**

**box\_apeak\_xy(j,an[j]+1,j,7-j,an[j]+1,7-j,0,0);**

**}**

**for (j=0;j<4;j++)**

**{**

**if (an[j]>0)**

**an[j]--;**

**}**

**delay(a);**

**}**

**//3**

**i=3;**

**for (j=1;j<4;j++)**

**an[j]=4-j;**

**while(i--)**

**{**

**for (j=1;j<4;j++)**

**{**

**if (an[j]>=0)**

**box\_apeak\_xy(j,an[j],j,7-j,an[j],7-j,0,1);**

**if (an[j]>0)**

**box\_apeak\_xy(j,an[j]-1,j,7-j,an[j]-1,7-j,0,0);**

**}**

**for (j=1;j<4;j++)**

**{**

**if (an[j]<3)**

**an[j]++;**

**}**

**delay(a);**

**}**

**//4**

**i=3;**

**for (j=0;j<4;j++)**

**an[j]=j+1;**

**while(i--)**

**{**

**for (j=1;j<4;j++)**

**{**

**if (an[j]>3)**

**box\_apeak\_xy(j,an[j],j,7-j,an[j],7-j,0,1);**

**if (an[j]>3)**

**box\_apeak\_xy(j,an[j]-1,j,7-j,an[j]-1,7-j,0,0);**

**}**

**for (j=0;j<4;j++)**

**an[j]++;**

**delay(a);**

**}**

**//5**

**i=3;**

**for (j=3;j<6;j++)**

**an[j-2]=j;**

**while(i--)**

**{**

**for (j=1;j<4;j++)**

**{**

**box\_apeak\_xy(j,an[j],j,7-j,an[j],7-j,0,1);**

**box\_apeak\_xy(j,an[j]+1,j,7-j,an[j]+1,7-j,0,0);**

**}**

**for (j=0;j<4;j++)**

**{**

**if (an[j]>3)**

**an[j]--;**

**}**

**delay(a);**

**}**

**//6**

**i=3;**

**for (j=0;j<4;j++)**

**an[j]=5-j;**

**while(i--)**

**{**

**for (j=1;j<4;j++)**

**{**

**if (an[j]<4)**

**box\_apeak\_xy(j,an[j],j,7-j,an[j],7-j,0,1);**

**if (an[j]<3)**

**box\_apeak\_xy(j,an[j]+1,j,7-j,an[j]+1,7-j,0,0);**

**}**

**for (j=0;j<4;j++)**

**{**

**if (an[j]>0)**

**an[j]--;**

**}**

**delay(a);**

**}**

**//7**

**i=3;**

**for (j=0;j<4;j++)**

**an[j]=3-j;**

**an[0]=2;**

**while(i--)**

**{**

**for (j=0;j<3;j++)**

**{**

**if (an[j]>=0)**

**box\_apeak\_xy(j,an[j],j,7-j,an[j],7-j,0,1);**

**if (an[j]>=0)**

**box\_apeak\_xy(j,an[j]+1,j,7-j,an[j]+1,7-j,0,0);**

**}**

**for (j=0;j<4;j++)**

**{**

**if (j<5-i)**

**an[j]--;**

**}**

**delay(a);**

**}**

**//8**

**i=10;**

**for (j=0;j<4;j++)**

**an[j]=j-2;**

**while(i--)**

**{**

**for (j=0;j<4;j++)**

**{**

**if (an[j]>=0)**

**box\_apeak\_xy(j,an[j],j,7-j,an[j],7-j,0,1);**

**if (an[j]>=0)**

**box\_apeak\_xy(j,an[j]-1,j,7-j,an[j]-1,7-j,0,0);**

**}**

**for (j=0;j<4;j++)**

**{**

**if (an[j]<7)**

**an[j]++;**

**}**

**delay(a);**

**}**

**}**

**void flash\_6()**

**{**

**uchar i,j,k,z;**

**roll\_apeak\_yz(1,10000);**

**roll\_apeak\_yz(2,10000);**

**roll\_apeak\_yz(3,10000);**

**roll\_apeak\_yz(0,10000);**

**roll\_apeak\_yz(1,10000);**

**roll\_apeak\_yz(2,10000);**

**roll\_apeak\_yz(3,10000);**

**for (i=0;i<3;i++)**

**{**

**for (j=0;j<8;j++)**

**{**

**for (k=0;k<8;k++)**

**{**

**if ((table\_3p[i][j]>>k)&1)**

**{**

**for (z=1;z<8;z++)**

**{**

**point (j,7-k,z,1);**

**if (z-1)**

**point (j,7-k,z-1,0);**

**delay(5000);**

**}**

**}**

**}**

**}**

**trans(7,15000);**

**}**

**}**

**void flash\_7()**

**{**

**uchar i;**

**uint a=3000;**

**roll\_apeak\_yz(0,10000);**

**roll\_apeak\_yz(1,10000);**

**roll\_apeak\_yz(2,10000);**

**roll\_apeak\_yz(3,10000);**

**roll\_apeak\_yz(0,10000);**

**roll\_apeak\_yz(1,10000);**

**roll\_apeak\_yz(2,10000);**

**roll\_apeak\_yz(3,10000);**

**roll\_apeak\_yz(0,10000);**

**roll\_apeak\_yz(1,10000);**

**roll\_apeak\_yz(2,10000);**

**roll\_apeak\_xy(0,10000);**

**roll\_apeak\_xy(1,10000);**

**roll\_apeak\_xy(2,10000);**

**roll\_apeak\_xy(3,10000);**

**roll\_apeak\_xy(0,10000);**

**roll\_apeak\_xy(1,10000);**

**roll\_apeak\_xy(2,10000);**

**roll\_apeak\_xy(3,10000);**

**for (i=0;i<8;i++)**

**{**

**box\_apeak\_xy (0,i,0,7-i,i,7,1,1);**

**delay(a);**

**}**

**delay(30000);**

**roll\_3\_xy(0,a);**

**delay(30000);**

**roll\_3\_xy(1,a);**

**delay(30000);**

**roll\_3\_xy(2,a);**

**delay(30000);**

**roll\_3\_xy(3,a);**

**delay(30000);**

**roll\_3\_xy(0,a);**

**delay(30000);**

**roll\_3\_xy(1,a);**

**delay(30000);**

**roll\_3\_xy(2,a);**

**delay(30000);**

**roll\_3\_xy(3,a);**

**for (i=7;i>0;i--)**

**{**

**box\_apeak\_xy(i,0,0,i,7,7,1,0);**

**delay(a);**

**}**

**}**

**void flash\_8()**

**{**

**uchar i;**

**for (i=5;i<8;i++)**

**{**

**tranoutchar(i,10000);**

**delay(60000);**

**delay(60000);**

**}**

**}**

**void flash\_9()**

**{**

**char i;**

**uchar j,an[8],x,y,t,x1,y1;**

**for (i=0;i<8;i++)**

**{**

**box\_apeak\_xy (i,0,0,i,7,7,1,1);**

**if (i)**

**box\_apeak\_xy (i-1,0,0,i-1,7,7,1,0);**

**delay(10000);**

**}**

**roll\_apeak\_xy(3,10000);**

**roll\_apeak\_xy(0,10000);**

**roll\_apeak\_xy(1,10000);**

**for (i=0;i<7;i++)**

**{**

**line(6-i,6-i,0,6-i,6-i,7,1);**

**line(i,7,0,i,7,7,0);**

**delay(10000);**

**}**

**for (i=0;i<8;i++)**

**an[i]=14;**

**for (i=0;i<85;i++)**

**{**

**clear(0);**

**for (j=0;j<8;j++)**

**{**

**t=an[j]%28;**

**x=dat2[t]>>5;**

**y=(dat2[t]>>2)&0x07;**

**t=(an[j]-14)%28;**

**x1=dat2[t]>>5;**

**y1=(dat2[t]>>2)&0x07;**

**line(x,y,j,x1,y1,j,1);**

**}**

**for (j=0;j<8;j++)**

**{**

**if ((i>j)&(j>i-71))**

**an[j]++;**

**}**

**delay(5000);**

**}**

**for (i=0;i<85;i++)**

**{**

**clear(0);**

**for (j=0;j<8;j++)**

**{**

**t=an[j]%28;**

**x=dat2[t]>>5;**

**y=(dat2[t]>>2)&0x07;**

**t=(an[j]-14)%28;**

**x1=dat2[t]>>5;**

**y1=(dat2[t]>>2)&0x07;**

**line(x,y,j,x1,y1,j,1);**

**}**

**for (j=0;j<8;j++)**

**{**

**if ((i>j)&(j>i-71))**

**an[j]--;**

**}**

**delay(5000);**

**}**

**for (i=0;i<29;i++)**

**{**

**clear(0);**

**t=an[0]%28;**

**x=dat2[t]>>5;**

**y=(dat2[t]>>2)&0x07;**

**t=(an[0]-14)%28;**

**x1=dat2[t]>>5;**

**y1=(dat2[t]>>2)&0x07;**

**box\_apeak\_xy(x,y,0,x1,y1,7,0,1);**

**box\_apeak\_xy(x,y,1,x1,y1,6,0,1);**

**an[0]++;**

**delay(5000);**

**}**

**for (i=0;i<16;i++)**

**{**

**clear(0);**

**t=an[0]%28;**

**x=dat2[t]>>5;**

**y=(dat2[t]>>2)&0x07;**

**t=(an[0]-14)%28;**

**x1=dat2[t]>>5;**

**y1=(dat2[t]>>2)&0x07;**

**box\_apeak\_xy(x,y,0,x1,y1,7,1,1);**

**an[0]--;**

**delay(5000);**

**}**

**for (i=0;i<8;i++)**

**{**

**line(i,i,0,0,0,i,0);**

**delay(5000);**

**}**

**for (i=1;i<7;i++)**

**{**

**line(i,i,7,7,7,i,0);**

**delay(5000);**

**}**

**for (i=1;i<8;i++)**

**{**

**clear(0);**

**box(7,7,7,7-i,7-i,7-i,0,1);**

**delay(10000);**

**}**

**for (i=1;i<7;i++)**

**{**

**clear(0);**

**box(0,0,0,7-i,7-i,7-i,0,1);**

**delay(10000);**

**}**

**for (i=1;i<8;i++)**

**{**

**clear(0);**

**box(0,0,0,i,i,i,0,1);**

**delay(10000);**

**}**

**for (i=1;i<7;i++)**

**{**

**clear(0);**

**box(7,0,0,i,7-i,7-i,0,1);**

**delay(10000);**

**}**

**for (i=1;i<8;i++)**

**{**

**box(7,0,0,7-i,i,i,1,1);**

**delay(10000);**

**}**

**for (i=1;i<7;i++)**

**{**

**clear(0);**

**box(0,7,7,7-i,i,i,1,1);**

**delay(10000);**

**}**

**}**

**void flash\_10()**

**{**

**uchar i,j,an[4],x,y,t;**

**for (i=1;i<7;i++)**

**{**

**clear(0);**

**box(0,6,6,1,7,7,1,1);**

**box(i,6,6-i,i+1,7,7-i,1,1);**

**box(i,6,6,i+1,7,7,1,1);**

**box(0,6,6-i,1,7,7-i,1,1);**

**box(0,6-i,6,1,7-i,7,1,1);**

**box(i,6-i,6-i,i+1,7-i,7-i,1,1);**

**box(i,6-i,6,i+1,7-i,7,1,1);**

**box(0,6-i,6-i,1,7-i,7-i,1,1);**

**delay(30000);**

**}**

**for (i=0;i<4;i++)**

**{**

**an[i]=6\*i;**

**}**

**for (i=0;i<35;i++)**

**{**

**clear(0);**

**for(j=0;j<4;j++)**

**{**

**t=an[j]%24;**

**x=dat3[t]>>4;**

**y=dat3[t]&0x0f;**

**box(x,y,0,x+1,y+1,1,1,1);**

**box(x,y,6,x+1,y+1,7,1,1);**

**}**

**for (j=0;j<4;j++)**

**an[j]++;**

**delay(10000);**

**}**

**for (i=0;i<35;i++)**

**{**

**clear(0);**

**for(j=0;j<4;j++)**

**{**

**t=an[j]%24;**

**x=dat3[t]>>4;**

**y=dat3[t]&0x0f;**

**box(x,y,0,x+1,y+1,1,1,1);**

**box(x,y,6,x+1,y+1,7,1,1);**

**}**

**for (j=0;j<4;j++)**

**an[j]--;**

**delay(10000);**

**}**

**for (i=0;i<35;i++)**

**{**

**clear(0);**

**for(j=0;j<4;j++)**

**{**

**t=an[j]%24;**

**x=dat3[t]>>4;**

**y=dat3[t]&0x0f;**

**box(x,0,y,x+1,1,y+1,1,1);**

**box(x,6,y,x+1,7,y+1,1,1);**

**}**

**for (j=0;j<4;j++)**

**an[j]++;**

**delay(10000);**

**}**

**for (i=0;i<36;i++)**

**{**

**clear(0);**

**for(j=0;j<4;j++)**

**{**

**t=an[j]%24;**

**x=dat3[t]>>4;**

**y=dat3[t]&0x0f;**

**box(x,0,y,x+1,1,y+1,1,1);**

**box(x,6,y,x+1,7,y+1,1,1);**

**}**

**for (j=0;j<4;j++)**

**an[j]--;**

**delay(10000);**

**}**

**for (i=6;i>0;i--)**

**{**

**clear(0);**

**box(0,6,6,1,7,7,1,1);**

**box(i,6,6-i,i+1,7,7-i,1,1);**

**box(i,6,6,i+1,7,7,1,1);**

**box(0,6,6-i,1,7,7-i,1,1);**

**box(0,6-i,6,1,7-i,7,1,1);**

**box(i,6-i,6-i,i+1,7-i,7-i,1,1);**

**box(i,6-i,6,i+1,7-i,7,1,1);**

**box(0,6-i,6-i,1,7-i,7-i,1,1);**

**delay(30000);**

**}**

**}**

**void flash\_11()**

**{**

**uchar i,j,t,x,y;**

**uchar code daa[13]={0,1,2,0x23,5,6,7,6,5,0x23,2,1,0};**

**for (j=0;j<5;j++)**

**{**

**for (i=0;i<13;i++)**

**{**

**if (daa[i]>>4)**

**{**

**t=daa[i]&0x0f;**

**line (0,0,t+1,0,7,t+1,1);**

**}**

**else**

**t=daa[i];**

**line (0,0,t,0,7,t,1);**

**transss();**

**delay(10000);**

**}**

**}**

**for (j=1;j<8;j++)**

**{**

**if (j>3)**

**t=4;**

**else**

**t=j;**

**for (i=0;i<24;i+=j)**

**{**

**x=dat3[i]>>4;**

**y=dat3[i]&0x0f;**

**box\_apeak\_xy(0,x,y,0,x+1,y+1,1,1);**

**transss();**

**delay(10000);**

**}**

**}**

**for (j=1;j<8;j++)**

**{**

**if (j>3)**

**t=4;**

**else**

**t=j;**

**for (i=0;i<24;i+=j)**

**{**

**x=dat3[i]>>4;**

**y=dat3[i]&0x0f;**

**point (0,x,y,1);**

**transss();**

**delay(10000);**

**}**

**}**

**}**

**void main()**

**{**

**sinter();**

**while(1){**

**// clear(0);**

**/\*play list\*/**

**//flash\_1();**

**clear(0);**

**flash\_2();**

**flash\_3();**

**flash\_4();**

**flash\_4();**

**flash\_5();**

**flash\_5();**

**flash\_6();**

**flash\_7();**

**flash\_8();**

**flash\_9();**

**flash\_10();**

**clear (0);**

**flash\_11();**

**flash\_9();**

**flash\_5();**

**flash\_7();**

**flash\_5();**

**flash\_6();**

**flash\_8();**

**flash\_9();**

**flash\_10();**

**}**

**}**

**//P0; //573 in**

**//P1; //uln2803**

**//P2; //573 LE**

**void print() interrupt 1**

**{**

**uchar i;**

**static uchar layer=0;**

**P1=0;**

**for (i=0;i<8;i++)**

**{**

**P2=1<<i;**

**delay(3);**

**P0=display[layer][i];**

**delay(3);**

**}**

**P1=1<<layer;**

**if (layer<7)**

**layer++;**

**else**

**layer=0;**

**TH0=0xc0;**

**TL0=0;**

**}**