**#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;**

**}**