

# RANDOM PIXEL DEMO

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## 1. ABOUT THIS PROGRAM

This is the first program that I have written for the Radio Shack MC-10 computer. When you press **S** then **ENTER** to start the demo from the introduction page, the MC-10 randomly places different colored pixel points across the screen accompanied by a random tone to simulate the classic sound of a running computer, as in sci-fi pictures from the 1950's and 60's. The resulting kaleidoscope and random music can actually be quite soothing if you're stressed or anxious--well, at least it is to me! :)

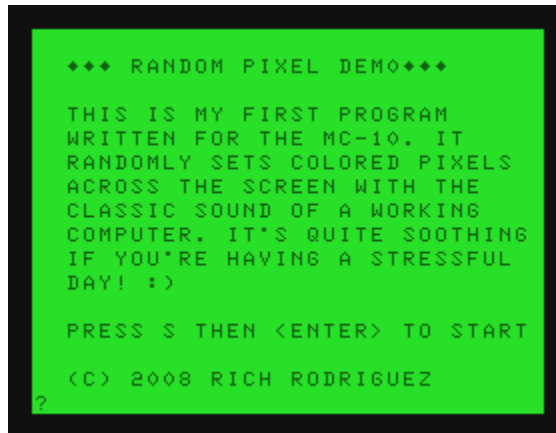
## 2. FORMATS

Random Pixel Demo is saved in three formats for use in a real MC-10 or an emulator.

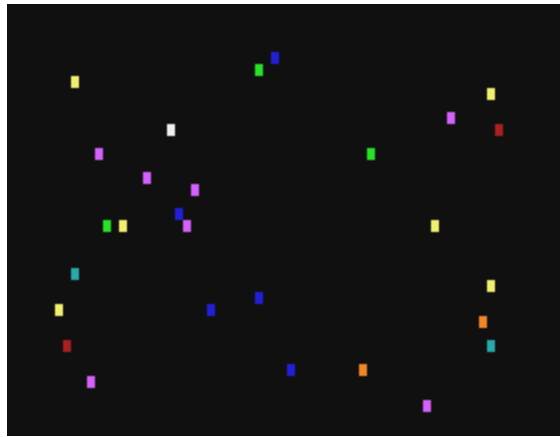
- **PIXEL.TXT** is the original Micro Color BASIC program code. Simply type or paste it into the MC-10 as is.
- **PIXEL.C10** is a specialized file for use with the Virtual MC-10 emulator.
- **PIXEL.WAV** is a WAV audio file that can be used in a real MC-10 or an emulator. Copy the file onto an audio cassette for loading into a real MC-10 by typing **CLOAD "PIXEL"**, or save it into the appropriate folder for loading into an emulator.

## 3. SCREENSHOTS

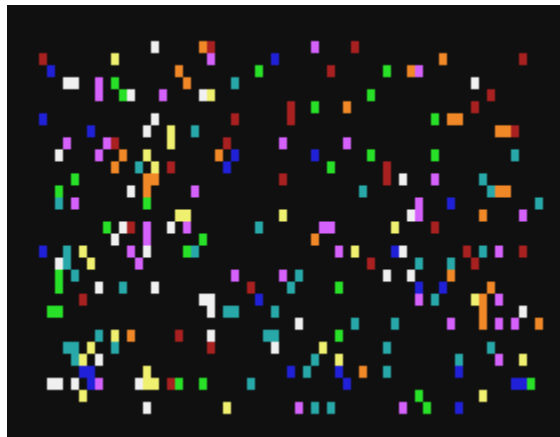
These screenshots of the demo in operation were taken from the Virtual MC-10 emulator's screenshot function.



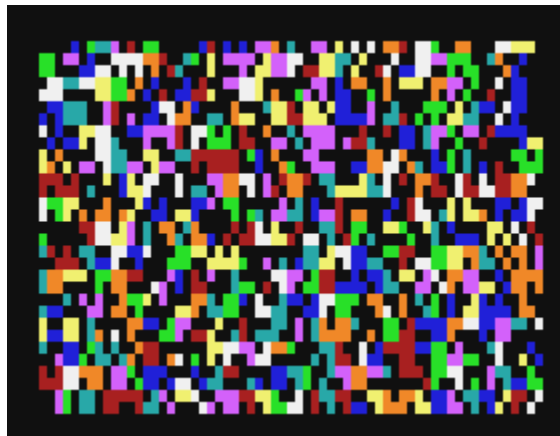
*Introduction Page*



*Start of kaleidoscope, two seconds after pressing S, then ENTER*



*Kaleidoscope begins to fill the screen*



*The entire screen covered with pixels*

#### **4. DEVELOPMENT**

This program was written in Micro Color BASIC just four days after I downloaded James the Animal Tamer's Virtual MC-10 emulator packet from the Internet ([www.geocities.com/emucompboy](http://www.geocities.com/emucompboy)). Just the day before I didn't even know this emulator existed. Good on ya, James, for creating such a user-friendly emulator!

I chose to download Virtual MC-10 because I vaguely remembered the MC-10 from my junior high years as a more useful alternative to the black-and-white, silent Timex Sinclair 1000. I learned BASIC in my youth, and today

I create websites using HTML, XHTML, XML, CSS and those other alphabet markup languages.

I write web pages with the tightest, smallest code possible for quick download and execution even on dial-up connections. I also appreciate how programmers for the MC-10, Atari 2600 and their contemporaries created useful applications and cool classic games within the limitations of the computer's memory and hardware-- something that I think has been lost in today's programming climate where we mindlessly create ever-faster processors instead of maximizing what we already have (or at least add more RAM).

That being said, I hope you enjoy this little demo.