Subject: Re: C64 Wizardry: GPs "Formula" In New Char Creation?
Posted by Anonymous on Sun, 31 Jul 2011 21:27:52 GMT

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Originally posted by: Ross Ridge

Anton Treuenfels <teamtempest@yahoo.com> wrote:
> To "read the code" you'd have to start with a UCSD Pascal p-code decompiler.
> Got one handy?

Ah, that explains why it was so slow.

    Ross Ridge

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