

()

D:\ , 1, 2, 3 18 (d:\1 , d:\2...)
:

1	Left.mpg		Mpeg1 1024x768, 12000 Kbps	
2	Right.mpg		Mpeg1 1024x768, 12000 Kbps	
3	moving-s.avi		Video: IV50 192x144 30 Kbps	
4	Sound.wav		Wav 44100 48000 16	
5	Move.txt			«Left.mpg»
6	Config.ini			()
7	Simulator.exe		win32	
8	back.bmp			
9	film.bmp		192x144	
10	inpout32.dll		win32	

, « » 6, 7, 8, 10 –

– film.bmp

(move.txt)

00000
02047
04095

– 1
– 2
– 3

0 –
1 –
z –

(: move.txt)

00001 00000 00000 000-
00002 01725 02007 1zz- ,
00003 01984 01342 zzz-
00004 00003 00003 zzz-
00005 02286 00004 zzz-
00006 00005 01023 0zz- ,
00007 00006 00006 zzz-
00008 00007 00007 zzz-
00009 00008 00008 z1z- ,
00010 00009 00009 000-
00011 00010 00010

01400 , 1400
2300 - <1zz> 02300 <0zz>
900 (2300 - 1400) (900/25 = 36) 36 .

<<Config.ini>>
2 3 1 130 mpg
2 - , 3 - , 1- , 130 - <<
» - 70 199 mpg -