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# Texture Generator Compo

*128 byte texture generator competition.*

The voting is over. The results are below. (Next time there will be a rule to use colours ;))  
Download the sources [here](#).

## Results:

Place	Contribution	Coder	Points
1.	14	Dip	48
2.	19	Maq	29
3.	9	Cupid	25
4.	16	Platon	16
5.	6	Aln	15
6.	15	Aln	13
7.	20	Azure	12
8.	7	Azure	10
9.	3	Cytochrome	9
	17	Pipe	9
11.	4	Booster	5
12.	12	Psycho	4
13.	10	Merko	3
	1	TrickTrax	3
15.	8	Maq	2
16.	2	Merko	1
	5	Platon	1
	13	Cytochrome	1
	18	Thain	1
20.	11	TrickTrax	0

*Voting*

The contribution deadline has passed. **13** people have contributed **20** Textures. Now it is time for voting. Take a look at the contributions [here](#) and choose your top3.

To vote send a mail to [azure@gmx.net](mailto:azure@gmx.net) with the subject:

**Vote: Place 1:xx Place 2:xx Place 3:xx**

(Of course you have to substitute xx with your preferences.)

The voting deadline is **Sunday, May 30th 2100 CET**.

## *Rules*

Time for another competition: This time you have to write a small truecolor texture generator with max. 128 bytes of code.

**Emoon** provided a startup source which writes the texture to a \*.bmp file. Use "Fastview" or any other viewer to display. Download the startup [here](#).

The deadline was **Sunday, may 16th 1999. 21.00 CET**. Please mail your contributions to [Azure](#).

After all contributions have been collected a public voting will take place to determine the winner. Only the generated textures will be shown before the voting deadline. the code is going to be published after the voting deadline. The voting deadline will be one week after the contribution deadline.

### **Rules: (Updated May 29th)**

- Maximum codelength: **128** bytes. (Excluding the RTS, including data)
- You are allowed to use an additional **BSS** section to store runtime generated tables etc.
- Your routine is called with a pointer to the texturebuffer in **a0**. The other registers are in an undefined state.
- The size of the texturebuffer is 256x256.
- The format of the texturebuffer is XRGB. The X byte may be filled with random data.
- It is not necessary to generate a looping (tiled) texture.
- You have to provide both the source (using the startup) and an assembled executable.
- The texture buffer is in an undefined state before your code is started. You have to write to the full 256x256 and not a single byte more are less.
- You are allowed to use all 68020++ instructions, but **NO** FPU-Code.
- **Max. two entries per person allowed!**