

Rotating cube using render_bitmap

Program (E9E0):

```
34 7B 31 30 30 D6 84 D1 CC 03 32 30 34 7B 31 30
10 10 10 12 48 98 30 30 02 26 31 30 70 EA 7E 94
30 30 74 89 31 30 24 00 A6 A8 30 30 FC E9 A0 9C
30 30 30 30 30 30 02 26 31 30 05 05 3C 9F 30 30
74 89 31 30 FC E9 A8 9F 30 30 9E 3B 31 30 0C EC
31 30 B8 D7 21 9C 30 30 4A C6 31 30 74 1F 32 30
```

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34 7B 31 30 FC E9 70 EA A8 9F 30 30 D8 39 31 30
42 07 31 30 A8 D7 60 0D 32 30 42 07 31 30 2E D6
60 0D 32 30 30 30 33 30 B0 EC 8E D7 00 00 A8 D7
00 00 00 00 18 00 10 06 10 0E 10 0A 10 0A 10 0A
10 0A 10 0A 10 08 10 08 10 08 10 08 1F FE 00 00
00 00 00 00 00 00 05 00 04 30 0C 06 14 06 24 0C
```

```
3C 10 25 E1 04 21 04 21 04 21 07 E1 18 7E 70 23
60 24 07 F0 00 00 00 00 00 80 01 C0 02 A0 08 90
10 88 20 C4 60 C2 51 EE 4E 30 0E 78 11 8D E1 07
81 03 41 01 11 04 09 10 03 40 01 00 00 00 00 00
00 70 03 18 30 F8 27 08 78 08 80 0C 10 04 50 04
48 06 08 72 23 02 20 02 18 03 18 38 09 80 0C 00
```

```
00 00 00 00 3F 00 20 0C 3F 84 10 08 10 0C 10 0C
50 0C 50 0C 40 0C 40 0C 40 04 7C 04 7F FC 00 08
00 00 00 00 0E 00 0C C0 14 10 24 06 04 00 46 02
```

80 82 08 34 10 0C F0 0C B8 08 46 18 41 90 30 70
0C 20 03 20 00 C0 00 00 03 80 09 20 21 10 81 04
80 03 61 0E 31 38 19 E2 87 C2 9B 22 A2 18 C2 04

42 04 22 08 12 20 0A 40 07 00 02 00 00 00 00 C0
E0 38 60 7E 3F E2 10 02 10 02 10 02 50 00 50 00
57 E0 70 10 10 08 30 04 10 70 1E 00 00 00 00 00
00 00 7F F8 60 08 3F F8 00 08 00 08 00 08 00 08
00 08 00 08 00 08 00 08 3F F8 7F F8 00 00 00 00
00 00 00 00 01 60 08 60 C0 50 C0 48 A0 48 98 7C

07 44 04 44 04 64 04 64 0F B4 F4 18 C4 0C 34 0C
0F 80 00 00 00 00 00 00 03 00 06 40 0A 20 12 10
22 04 42 04 65 88 18 F0 9C 72 A3 9A C0 06 80 02
80 04 20 08 00 00 00 C0 01 80 00 00 00 00 00 00
0E 00 18 60 17 0C 10 74 30 0E 20 0A 20 02 20 10
70 14 47 04 40 68 80 28 30 20 07 10 00 70 00 00

00 00 00 00 00 38 7E 08 60 1C 7E 04 00 04 30 04
30 0C 30 0C 30 0C 30 08 30 08 30 3E 3F F8 00 00
00 00 00 00 00 20 00 E0 02 30 18 28 40 20 40 04
40 E2 46 02 38 11 20 0B 30 0F 10 34 18 C2 0F 04
0C 10 04 40 07 00 00 00 00 00 01 80 04 20 08 08
20 02 C0 01 E0 03 18 0D 0D 99 07 71 49 D8 50 86

60 82 20 84 00 88 04 90 02 A0 01 C0 00 00 00 00

06 00 0C 1E 24 06 7F 8E 40 FA 40 0A 40 0A 40 0A
40 02 45 FA 48 1E 10 14 60 18 0C 18 00 D0 00 00
00 00 07 00 0C 70 0C 02 14 06 24 08 2F 91 24 21
24 21 24 21 24 21 0C 21 0F F0 30 3F 30 0C 00 F0
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

Launcher (D180):

Hex:

FD 24 30 30 A8 9F 30 30 E0 A0 30 30 DA 7B 31 30 FE 02 E0 E9 30 D7 2E D7 32 89 31 30
30 30 74 1F 32 48

Assign hex:

123456x:

@=10.000FD249F20A0:

@=1E91F23

Token:

@00×@00Gor00rcos⁻¹(10cm ▶ inG ▶ Simp 0%.%2LCM(1000√(@2x

Được dùng nhưng đừng đăng lên mxh liên nhé tại vì chưa có máy đời thực để test!
Nhớ tag tiktok: @dangquan_1123 nếu đã đăng lên mxh về guide này.

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File: lvtcasio