Tung xúc xắc (bitmap):

Program (E9E0):

A8 9F 30 30 E0 A0 30 30 34 7B 31 30 13 D1 01 00
D2 03 32 30 34 7B 31 30 59 19 09 09 48 98 30 30
02 26 31 30 99 D8 DE 3D 32 30 34 7B 31 30 38 D8
00 E9 22 79 31 30 74 89 31 30 00 E9 A8 9F 30 30
9E 3B 31 30 30 AC 32 30 0C EC 31 30 1C D8 21 9C
30 30 4A C6 31 30 74 1F 32 30 34 7B 31 30 04 EA

3F D8 D8 39 31 30 78 5C 31 30 02 D8 60 0D 32 30
34 7B 31 30 04 EA 51 D8 D8 39 31 30 78 5C 31 30
02 D8 60 0D 32 30 34 7B 31 30 04 EA 63 D8 D8 39
31 30 78 5C 31 30 02 D8 60 0D 32 30 34 7B 31 30
04 EA 75 D8 D8 39 31 30 78 5C 31 30 02 D8 60 0D
32 30 34 7B 31 30 04 EA 87 D8 D8 39 31 30 78 5C

31 30 02 D8 60 0D 32 30 34 7B 31 30 04 EA 99 D8
D8 39 31 30 DA 7B 31 30 30 D6 84 D1 30 30 2E D6
C8 03 32 30 74 1F 32 30 DE 3D 32 30 01 00 88 D7
02 00 9E D7 03 00 B4 D7 04 00 CA D7 05 00 E0 D7
06 00 F6 D7 00 00 02 D8 3A D8 87 31 2C 36 00 FF
80 80 80 80 80 80 80 88 80 80 80 80 80 80 80 FF

80 FF 80 80 80 80 80 80 80 A2 80 80 80 80 80 80
80 FF 80 FF 80 80 80 88 80 80 80 88 80 80 80 88
80 80 80 FF 80 FF 80 80 80 A2 80 80 80 80 80 80
80 A2 80 80 80 FF 80 FF 80 80 80 A2 80 80 80 88
80 80 80 A2 80 80 80 FF 80 FF 80 80 80 A2 80 80
80 A2 80 80 80 A2 80 80 80 FF 80 00 00 00 00 00

Launcher (D180):

Hex:

FD 24 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:

x:

@ = 1. 00 00 FD 24 E9 30 1F 23

Token:

@ 0 0 $^\lceil$ cos^{-1}(10 cm ▸ in **G** ▸ Simp 0 % . % 2 LCM(1 0 0 0 √(@ 2 x

Key binding: [Shift]: Tung xúc xắc

Creater: Whack studio

File: lvtcasio