

**LAMPIRAN A  
LISTING PROGRAM  
DYNAMIC MARKOV COMPRESSION**

**LAMPIRAN A**  
**LISTING PROGRAM**  
**DYNAMIC MARKOV COMPRESSION**

Form

```
Option Explicit
Dim str As String
Dim start As Double
Dim finish As Double
Dim charCount As Integer
Dim status As String
```

---

```
Const MAX_LENGTH = 30000
```

```
Private Sub cmdCompress_Click()
    Dim i As Long
    Dim ln As Long
    Dim tempStr As String

    lblStatus.Caption = "kompresi"

    start = Timer
    Call Compress(inputArr)
    finish = Timer

    lblStatus.Caption = "idle"

    lblLama.Caption = FormatNumber((finish - start), 3) & " detik"

    txtOutput.Text = ""
    ln = UBound(OutStream)
    lblUkuranAkhir = ln & " B"
    lblMerit = FormatPercent(Left(lblUkuranAwal.Caption, Len(lblUkuranAwal.Caption) - 2) * 1 / ln, 2)

    If ln < MAX_LENGTH Then
        For i = 0 To ln
            txtOutput.Text = txtOutput.Text & Chr(OutStream(i))
        Next
    Else
        txtOutput.Text = "Isi file tidak muat pada text area"
    End If
```

```
cmdSave.Enabled = True
```

```
status = "compress"
```

```
End Sub
```

---

```
Private Sub cmdDecompress_Click()
```

```
    Dim i As Long
```

```
    Dim ln As Long
```

```
    lblStatus = "dekompresi"
```

```
    start = Timer
```

```
    Call Decompress(inputArr)
```

```
    finish = Timer
```

```
    lblStatus.Caption = "idle"
```

```
    lblLama.Caption = FormatNumber((finish - start), 3) & " detik"
```

```
    txtOutput.Text = ""
```

```
    ln = UBound(OutStream)
```

```
    lblUkuranAkhir = ln & " B"
```

```
    lblMerit = "0"
```

```
If ln < MAX_LENGTH Then
```

```
    For i = 0 To ln
```

```
        txtOutput.Text = txtOutput.Text & Chr(OutStream(i))
```

```
    Next
```

```
Else
```

```
    txtOutput.Text = "Isi file tidak muat pada text area"
```

```
End If
```

```
cmdSave.Enabled = True
```

```
status = "decompress"
```

```
End Sub
```

---

```
Private Sub cmdExit_Click()
```

```
    End
```

```
End Sub
```

---

```
Private Sub cmdLoad_Click()
```

```
    Dim loadedFile As String
```

```

Dim num As Integer
Dim i As Long
Dim fileLength As Long

lblStatus.Caption = "membuka"

cdialog.DialogTitle = "Silahkan pilih file"
cdialog.Filter = "Text file (*.txt)|*.txt|Dynamic Markov Compression file
(*DMC)|*.DMC"
cdialog.FileName = ""
cdialog.ShowOpen
loadedFile = cdialog.FileName

If loadedFile = "" Then
    MsgBox "Tidak ada file yang dipilih"
Else
    num = FreeFile
    Open loadedFile For Binary As #num
    fileLength = LOF(num) - 1
    ReDim inputArr(0 To fileLength)
    Get #num, , inputArr()
    Close #num

    cmdSave.Enabled = False
    If LCCase(Right(cdialog.FileTitle, 3)) = "txt" Then
        status = "compress"
        cmdCompress.Enabled = True
        cmdDecompress.Enabled = False
    ElseIf LCCase(Right(cdialog.FileTitle, 3)) = "dmc" Then
        status = "decompress"
        cmdCompress.Enabled = False
        cmdDecompress.Enabled = True
    End If

    lblUkuranAwal.Caption = UBound(inputArr) & " B"
    lblUkuranAkhir.Caption = "? B"
    lblLama.Caption = "? detik"
    lblMerit.Caption = "?"

    txtInput.Text = ""
    If fileLength < MAX_LENGTH Then
        For i = 0 To fileLength
            txtInput.Text = txtInput.Text & Chr(inputArr(i))
        Next
    Else
        txtInput.Text = "Isi file tidak muat pada text area"
    End If
End Sub

```

```
    End If  
End If  
  
lblStatus.Caption = "idle"  
  
End Sub
```

---

```
Private Sub cmdSave_Click()  
    Dim savedFile As String  
    Dim num As Integer  
    Dim i As Long  
    Dim ln As Long  
    Dim content As String  
  
    lblStatus.Caption = "menyimpan"  
  
    cdialog.DialogTitle = "Menyimpan output"  
    If status = "compress" Then  
        cdialog.Filter = "Dynamic Markov Compression file (*.DMC)|*.DMC"  
    Else  
        cdialog.Filter = "Text file (*.txt)|*.txt"  
    End If  
    cdialog.FileName = ""  
    cdialog.ShowSave  
    savedFile = cdialog.FileName  
  
    If savedFile = "" Then  
        MsgBox "file belum disimpan"  
    Else  
        ln = UBound(OutStream)  
        num = FreeFile  
  
        For i = 0 To ln  
            content = content & Chr(OutStream(i))  
        Next  
        Open savedFile For Output As #num  
        Print #num, content  
        Close #num  
    End If  
  
    lblStatus.Caption = "idle"
```

---

```
End Sub
```

```
Private Sub Form_Load()
```

```
txtInput.Text = ""  
txtOutput.Text = ""  
lblLama.Caption = ""  
lblUkuranAwal = ""  
lblUkuranAkhir = ""  
lblStatus.Caption = "idle"  
lblMerit.Caption = ""  
  
cmdCompress.Enabled = False  
cmdDecompress.Enabled = False  
cmdSave.Enabled = False  
End Sub
```

---

```
Private Sub Form_Terminate()  
    End  
End Sub
```

---

## Process

Option Explicit

```
Public inputArr() As Byte  
Public OutStream() As Byte  
  
Private OutPos As Long  
Private OutBitCount As Integer  
Private OutByteBuf As Byte  
Private Const MaxBits = 24
```

---

```
Public Sub Compress(ByteArray() As Byte)  
    Dim InpPos As Long  
    Dim LowValue As Long  
    Dim HighValue As Long  
    Dim RangValue As Long  
    Dim MidValue As Long  
    Dim Char As Byte  
    Dim i As Integer  
    Dim Bitset As Byte  
    Dim Index As Integer  
    Dim TopBit As Long  
    Dim One(256) As Long  
    Dim Zero(256) As Long
```

```

Call Initiate
LowValue = 0
HighValue = (2 ^ MaxBits) - 1
TopBit = 2 ^ (MaxBits - 1)
InpPos = 0
Index = -1

For i = 0 To 256
    One(i) = 1
    Zero(i) = 1
Next

Do While InpPos <= UBound(ByteArray)
    Char = ByteArray(InpPos)
    InpPos = InpPos + 1

    For i = 0 To 7
        Bitset = (Char And (2 ^ (7 - i))) And &HFF

        Index = (2 ^ i) - 1 + Int(Char / (2 ^ (8 - i)))
        RangValue = HighValue - LowValue
        MidValue = LowValue + (RangValue * (Zero(Index) / (One(Index) +
Zero(Index)))))

        If MidValue = LowValue Then MidValue = MidValue + 1
        If MidValue = HighValue - 1 Then MidValue = MidValue - 1

        If Bitset > 0 Then
            LowValue = MidValue
            One(Index) = One(Index) + 1
        Else
            HighValue = MidValue
            Zero(Index) = Zero(Index) + 1
        End If

        Do While (HighValue And TopBit) = (LowValue And TopBit) Or LowValue >
HighValue - 255
            If (LowValue And TopBit) = 0 Then
                Call AddBitsToOutputStream(0)
            Else
                Call AddBitsToOutputStream(1)
            End If

            HighValue = (HighValue And (TopBit - 1)) * 2 + 1
            LowValue = (LowValue And (TopBit - 1)) * 2

```

```

If LowValue >= HighValue Then
    HighValue = (2 ^ MaxBits) - 1
End If
Loop
Next
Loop

For i = MaxBits - 1 To 0 Step -1
    If (LowValue And 2 ^ i) = 0 Then
        Call AddBitsToOutputStream(0)
    Else
        Call AddBitsToOutputStream(1)
    End If
Next

Do While OutBitCount > 0
    Call AddBitsToOutputStream(1)
Loop

ReDim Preserve OutStream(OutPos - 1)
End Sub

```

---

```

Public Sub Decompress(ByVal() As Byte)
    Dim InpPos As Long
    Dim InBitPos As Integer
    Dim LowValue As Long
    Dim HighValue As Long
    Dim RangValue As Long
    Dim MidValue As Long
    Dim Value As Long
    Dim Char As Byte
    Dim i As Integer
    Dim Index As Integer
    Dim EOF_State As Boolean
    Dim TopBit As Long
    Dim One(256) As Long
    Dim Zero(256) As Long

    Call Initiate
    LowValue = 0
    HighValue = (2 ^ MaxBits) - 1
    TopBit = 2 ^ (MaxBits - 1)
    InpPos = 0
    Value = ReadBitsFromArray(BytArray, InpPos, InBitPos, MaxBits)
    Index = -1

```

```

For i = 0 To 256
    One(i) = 1
    Zero(i) = 1
Next

Do
    Char = 0
    For i = 0 To 7
        Index = (1 * (2 ^ i)) - 1 + Char
        RangValue = HighValue - LowValue
        MidValue = LowValue + (RangValue * (Zero(Index) / (One(Index) +
Zero(Index)))))

        If MidValue = LowValue Then MidValue = MidValue + 1
        If MidValue = HighValue - 1 Then MidValue = MidValue - 1

        If Value >= MidValue Then
            Char = (2 * Char) + 1
            LowValue = MidValue
            One(Index) = One(Index) + 1
        Else
            Char = 2 * Char
            HighValue = MidValue
            Zero(Index) = Zero(Index) + 1
        End If

        Do While (HighValue And TopBit) = (LowValue And TopBit) Or LowValue >
HighValue - 255
            If InpPos <= UBound(ByteArray) Then
                Value = (Value And (TopBit - 1)) * 2 + ReadBitsFromArray(ByteArray,
InpPos, InBitPos, 1)
                HighValue = (HighValue And (TopBit - 1)) * 2 + 1
                LowValue = (LowValue And (TopBit - 1)) * 2
                If LowValue >= HighValue Then HighValue = (2 ^ MaxBits) - 1
            Else
                EOF_State = True
                Exit Do
            End If
        Loop

        If EOF_State = True Then Exit Do
    Next

    Call AddCharToArray(OutStream, OutPos, Char)
Loop

```

```
    ReDim Preserve OutStream(OutPos - 1)
End Sub
```

---

```
Private Sub Initiate()
    ReDim OutStream(500)
    OutPos = 0
    OutBitCount = 0
    OutByteBuf = 0
End Sub
```

---

```
Private Sub AddBitsToOutStream(Number As Integer)
    OutByteBuf = OutByteBuf * 2 + Number
    OutBitCount = OutBitCount + 1

    If OutBitCount = 8 Then
        OutStream(OutPos) = OutByteBuf
        OutBitCount = 0
        OutByteBuf = 0
        OutPos = OutPos + 1
        If OutPos > UBound(OutStream) Then
            ReDim Preserve OutStream(OutPos + 500)
        End If
    End If
End Sub
```

---

```
Private Function ReadBitsFromArray(FromArray() As Byte, FromPos As Long, FromBit
As Integer, NumBits As Integer) As Long
    Dim i As Integer
    Dim Temp As Long
    For i = 1 To NumBits
        Temp = Temp * 2 + (-1 * ((FromArray(FromPos) And 2 ^ (7 - FromBit)) > 0))
        FromBit = FromBit + 1
        If FromBit = 8 Then
            If FromPos + 1 > UBound(FromArray) Then
                Do While i < NumBits
                    Temp = Temp * 2
                    i = i + 1
                Loop
                FromPos = FromPos + 1
                Exit For
            End If
            FromPos = FromPos + 1
            FromBit = 0
        End If
    End Function
```

```
    Next  
    ReadBitsFromArray = Temp  
End Function
```

---

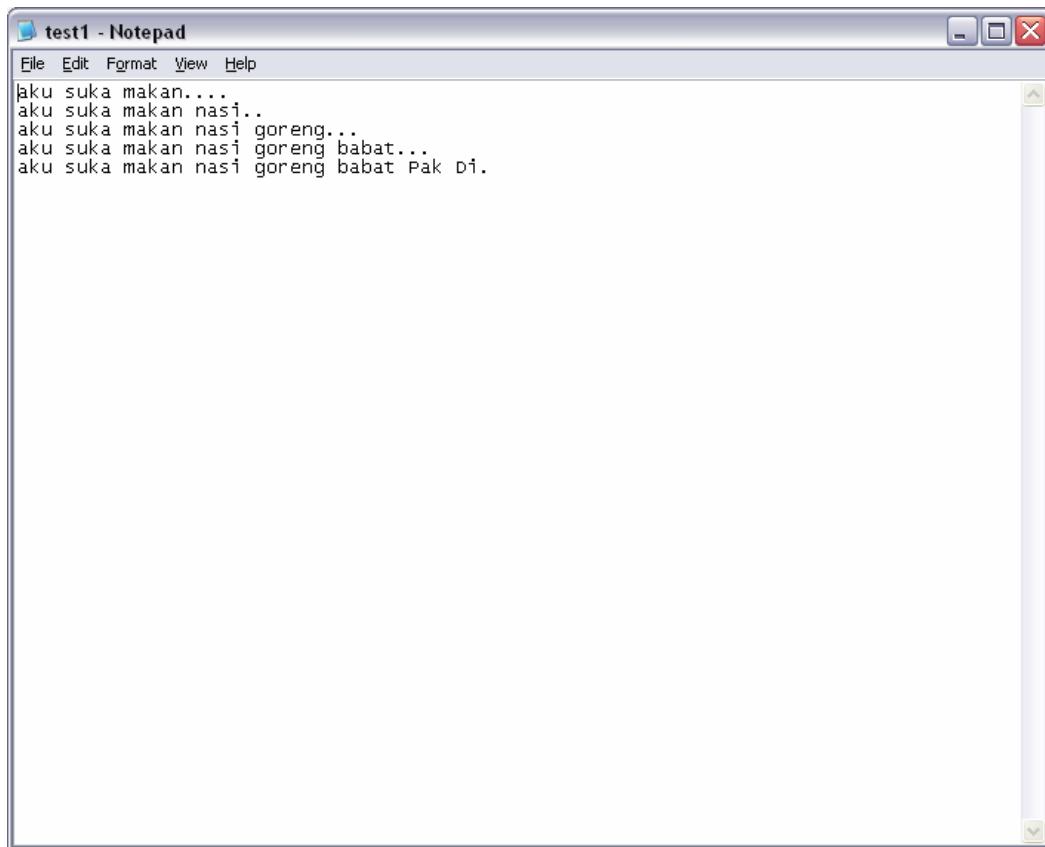
```
Private Sub AddCharToArray(ToArray() As Byte, ToPos As Long, Char As Byte)  
    If ToPos > UBound(ToArray) Then ReDim Preserve ToArray(ToPos + 500)  
    ToArray(ToPos) = Char  
    ToPos = ToPos + 1  
End Sub
```

---

**LAMPIRAN B  
CUPLIKAN ISI FILE ASLI**

**LAMPIRAN B**  
**CUPLIKAN ISI FILE ASLI**

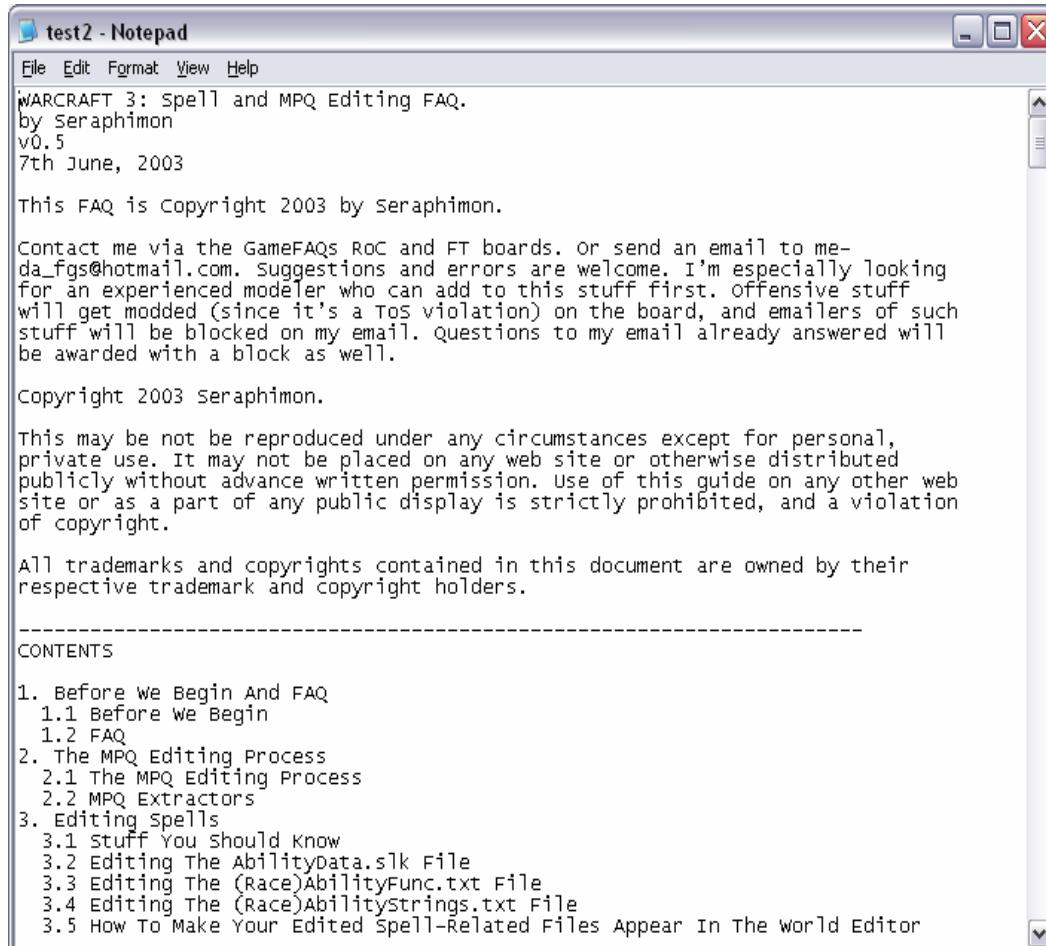
**1. test1.txt**



A screenshot of the Windows Notepad application window titled "test1 - Notepad". The window has a standard title bar with icons for minimize, maximize, and close. Below the title bar is a menu bar with "File", "Edit", "Format", "View", and "Help". The main area of the window contains the following text:

```
aku suka makan....  
aku suka makan nasi..  
aku suka makan nasi goreng..  
aku suka makan nasi goreng babat...  
aku suka makan nasi goreng babat Pak D1.
```

## 2. test2.txt



The screenshot shows a Windows Notepad window titled "test2 - Notepad". The menu bar includes File, Edit, Format, View, and Help. The main content area contains the following text:

WARCRAFT 3: Spell and MPQ Editing FAQ.  
by Seraphimon  
v0.5  
7th June, 2003

This FAQ is Copyright 2003 by seraphimon.

Contact me via the GameFAQs Roc and FT boards. Or send an email to me-da\_fgs@hotmail.com. Suggestions and errors are welcome. I'm especially looking for an experienced modeler who can add to this stuff first. Offensive stuff will get modded (since it's a TOS violation) on the board, and emailers of such stuff will be blocked on my email. Questions to my email already answered will be awarded with a block as well.

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- 1. Before We Begin And FAQ
  - 1.1 Before We Begin
  - 1.2 FAQ
- 2. The MPQ Editing Process
  - 2.1 The MPQ Editing Process
  - 2.2 MPQ Extractors
- 3. Editing Spells
  - 3.1 Stuff You Should Know
  - 3.2 Editing The AbilityData.slk File
  - 3.3 Editing The (Race)AbilityFunc.txt File
  - 3.4 Editing The (Race)Abilitystrings.txt File
  - 3.5 How To Make Your Edited Spell-Related Files Appear In The World Editor

**test2 - Notepad**

File Edit Format View Help

so if I have the World Editor in C:\Program Files\Warcraft III, I'd create a subfolder called Units, like so:

C:\Program Files\Warcraft III\Units

Now, dump your edited files in this folder. They will appear in the World Editor.

4. THANKS TO

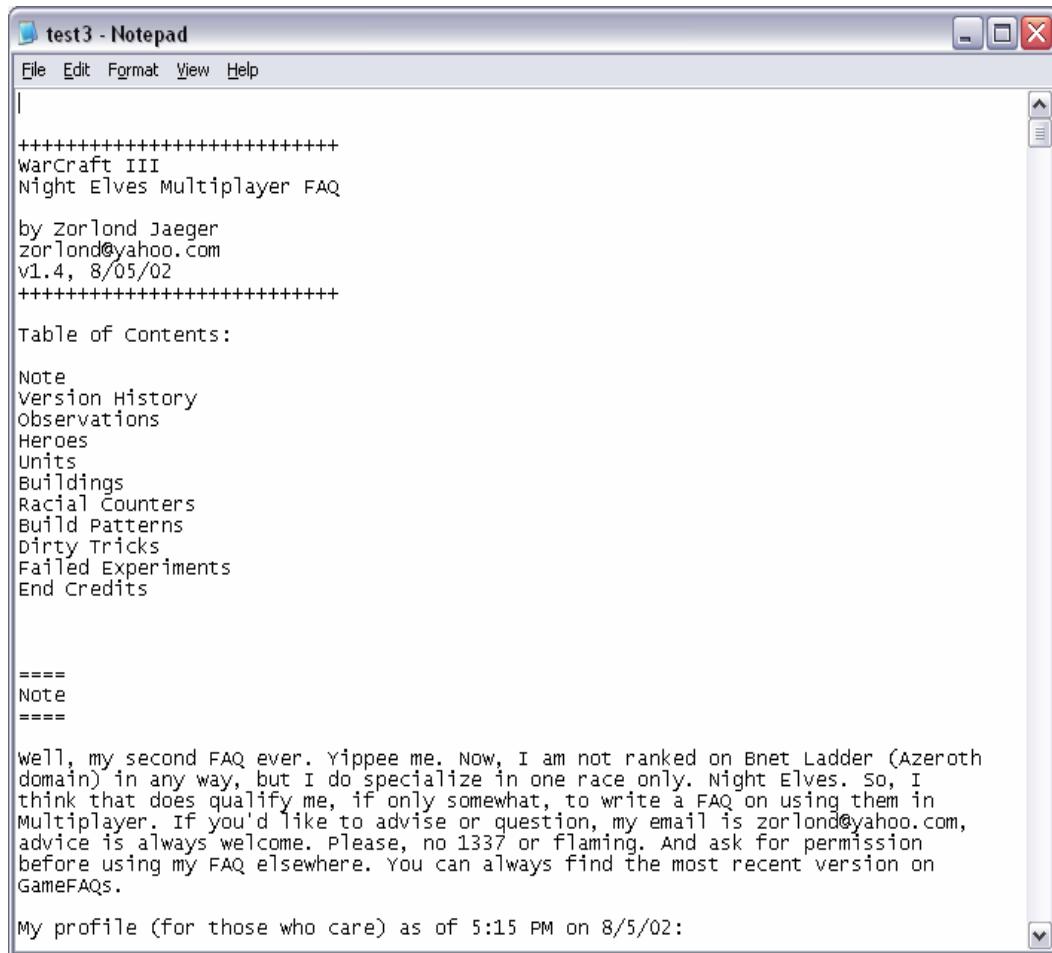
- a. God, and the Lord Jesus Christ. I think why is self-explanatory, but if you really don't know, its because their love (and Christ's sacrifice) changed me into the person I am.
- b. My friends. I won't name them, they know who they are.
- c. The folks at [www.warcraftiii.net](http://www.warcraftiii.net), who taught me much of what I knew.
- d. Darky26, who by looking at his maps taught me nearly all I knew.
- e. The people on the Warcraft 3 board. Especially shockwaveTrio, Dark Hammer and Wood Elf, when talking about the World Editor and related stuff.

5. CREDITS

- a. [www.wc3campaigns.com](http://www.wc3campaigns.com) and [www.campaigncreations.org](http://www.campaigncreations.org), from where I downloaded many tools required for MPQ editing. I also downloaded winMPQ <http://shadowflare.ancillaediting.net/dwnload.html>. Note that I did not design any of these programs.
- b. Blizzard, for 1. making the game, and 2. providing the MPQ, a tiny bit of which appears as text here (mainly material from HumanAbilityFunc.txt and HumanAbilityStrings.txt). Note that making the game includes making all of the 'mechanics' of the game, especially the way the MPQ file format, which I explained. I did not invent the spell editing and creating process, Blizzard did- I am explaining it.

The people at [www.warcraftiii.net](http://www.warcraftiii.net), who taught me all I knew, to their knowledge or not to their knowledge, noting that the user with the screen name Darky26 used [www.warcraftiii.net](http://www.warcraftiii.net).

### 3. test3.txt



test3 - Notepad

File Edit Format View Help

|||||||||||||||||||||||||  
WarCraft III  
Night Elves Multiplayer FAQ  
by Zorlond Jaeger  
zorlond@yahoo.com  
v1.4, 8/05/02  
|||||||||||||||||||||  
Table of Contents:  
Note  
Version History  
Observations  
Heroes  
Units  
Buildings  
Racial Counters  
Build Patterns  
Dirty Tricks  
Failed Experiments  
End Credits  
  
====  
Note  
====  
Well, my second FAQ ever. Yippee me. Now, I am not ranked on Bnet Ladder (Azeroth domain) in any way, but I do specialize in one race only. Night Elves. So, I think that does qualify me, if only somewhat, to write a FAQ on using them in Multiplayer. If you'd like to advise or question, my email is zorlond@yahoo.com, advice is always welcome. Please, no 1337 or flaming. And ask for permission before using my FAQ elsewhere. You can always find the most recent version on GameFAQs.  
My profile (for those who care) as of 5:15 PM on 8/5/02:

**test3 - Notepad**

File Edit Format View Help

March of The Ancients

=====

I once had a brainstorm. Ancients are capable of combat, after a fashion. And, while slow, they do a lot of damage per hit, and reside within the safety of Fortified Armor. They also don't require Food. And Ancient Protectors are capable of siege damage, improving their ability to assault bases. So, joy of joys, what of whole -squads- of APs? Relentlessly marching into the enemy base, crushing all in its path?

A nice idea. It died young.

I joined a custom team game to test this out. While my partners were, ostensibly, keeping the enemies off of me, I made APs. Lots and lots. Three full squads, in fact, 36 in all. They were quite impressive, marching across the map... At a turtle's pace. Even with the speed upgrade, I couldn't get them into the action fast enough. My partners butchered the other players long before my APs arrived. I did manage to see one squad face a defense line of Watch Towers. The towers took out a depressingly large number of APs before being breached (a full squad). One enemy base was basically handed to me by my playing partners, entirely for the sake of the experiment. But even as my APs smashed through the enemy base, I knew this tactic was not worth it. They were simply too slow to justify the tactical expense.

=====

End Credits

=====

"Mac" <macg4x@mac.com>

"Jaurel Julao" <psyk\_02@hotmail.com>

"Rizka Armadhana" <minke19104@yahoo.com>

"StubbyWL" <stubbywl@hotmail.com>

Thank You for reading my FAQ.

#### 4. test4.txt

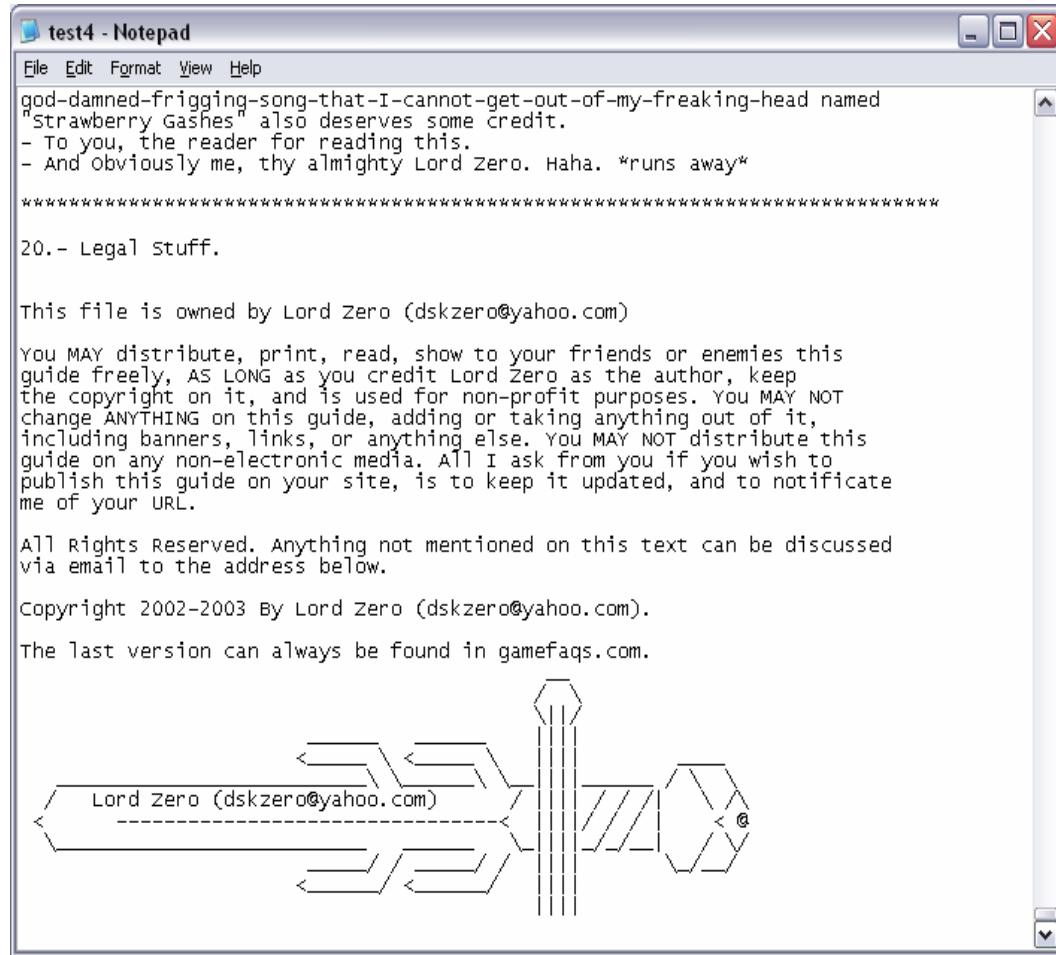
The screenshot shows a Windows Notepad window titled "test4 - Notepad". The menu bar includes File, Edit, Format, View, and Help. The main content area contains the following text:

```
Warcraft Plot Guide
By Lord Zero
(dskzero@yahoo.com)
Version 1.6

*****
Index:
1.- File History
2.- Intro
3.- About this guide.
4.- Timeline.
5.- The History.
6.- Warcraft: Orcs and Humans.
7.- Warcraft II: The Tides of Darkness.
8.- Warcraft III: Beyond the Dark Portal.
9.- Warcraft III: The Reign of Chaos.
10.- Warcraft III: The Frozen Throne.
11.- World of Warcraft.
12.- The adventure that never happened: Warcraft Adventures.
13.- Info about the three books.
14.- The Races.
15.- Miscellaneous Facts About The Storyline.
16.- Frequently Asked Questions.
17.- The Xel'Naga/Titans Theory.
18.- The Colliseum.
19.-Credits.
20.- Legal stuff.

*****
1.- File History.

- 0.1 A plot guide!!! This is an greedy project for me ^_^. Just started typing
stuff. Ahhh... this is gonna be fun. (11/06/2002, 16:08)
Currently Listening to: Edgocracy, by Fear Factory.
- 0.2 Wow. I've really advanced a lot! Currently writing the resumen for WC
III... no music though. Soccer game on TV.
- 0.3 Finished the games, the main history... what a lot of stuff to write.
```



## 5. test5.txt

The screenshot shows a Windows Notepad window titled "test5 - Notepad". The menu bar includes File, Edit, Format, View, and Help. The content of the file is as follows:

```
=====
**   **   ***   *****   *****   ***   *****   *****
** ** ** ** ** ** **   **   * **   ** **   **   ***
** ** ** *****   *****   ***   *****   *****   ***
*****   **   ** **   **   **   * **   **   **   **
*****   **   ** **   **   *****   **   * **   **   **

      **   **   **
      **   **   **
      **   **   **
      **   **   **

***   *   ***   ***   ***   ***   ***   ***   ***   ***
*   ***   ***   ***   ***   ***   ***   ***   ***   ***
*   ***   ***   ***   ***   ***   ***   ***   ***   ***

      (with Patch 1.21 installed)
      PC & MAC Compatible

      Night Elf Heroes FAQ (Characters FAQ)
      version 1.02 (Last Updated 21/05/2007)
      By Black_Zero_X

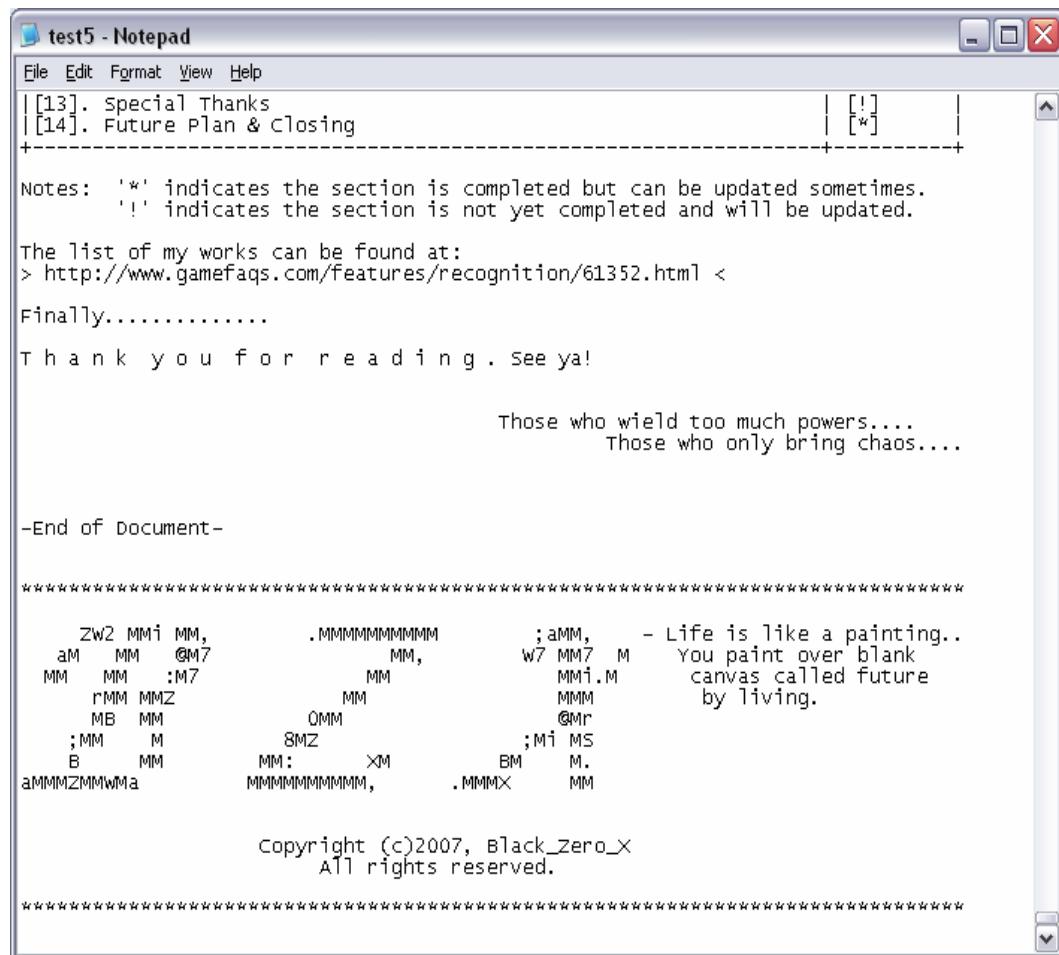
This file is Copyright (c) 2007 Black_Zero_X . All rights reserved.

+-----+
| This FAQ is dedicated to my
| fiance, Ryan. I love you dear. <3|
+-----+

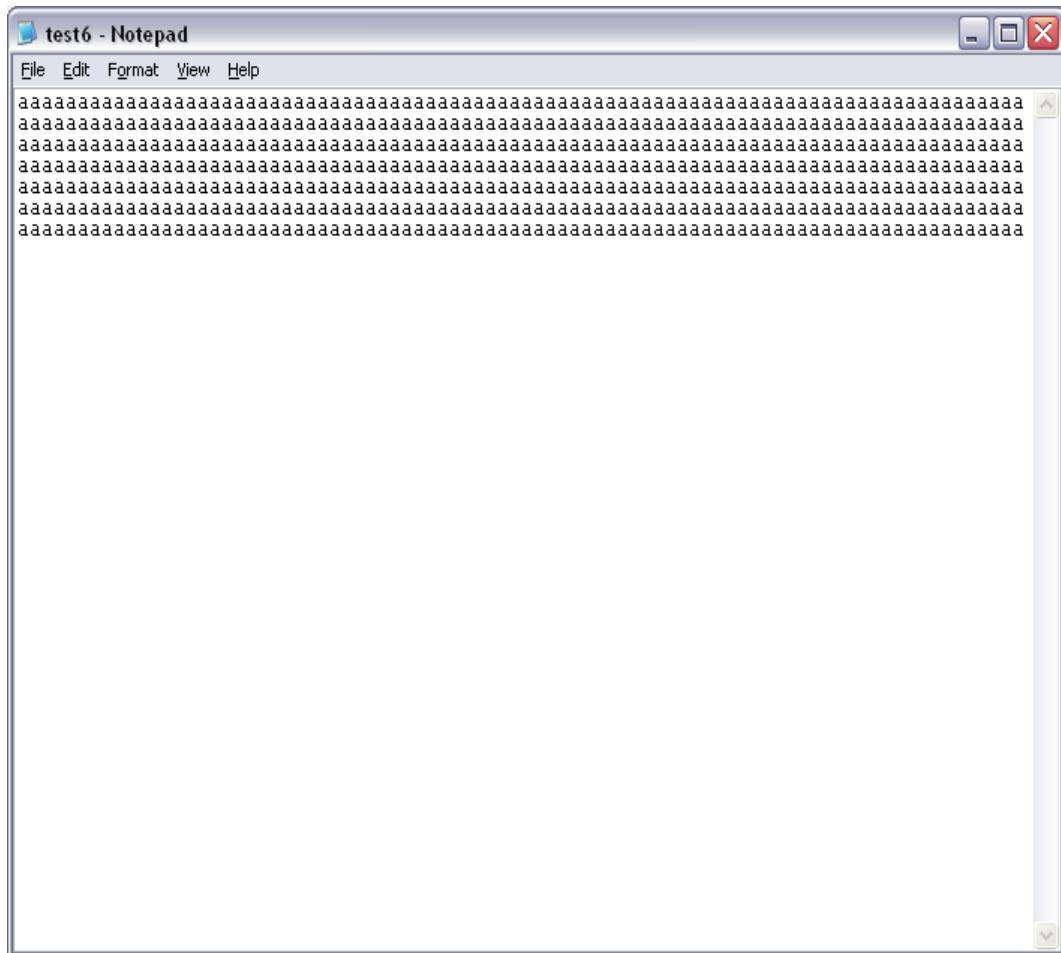
=====

* The Warcraft III logo above was created by Black_Zero_X.
Copyright (c)2007 Black_Zero_X. All rights reserved. No part of the logo can
be reedited, reused or remodified without the author's permission.

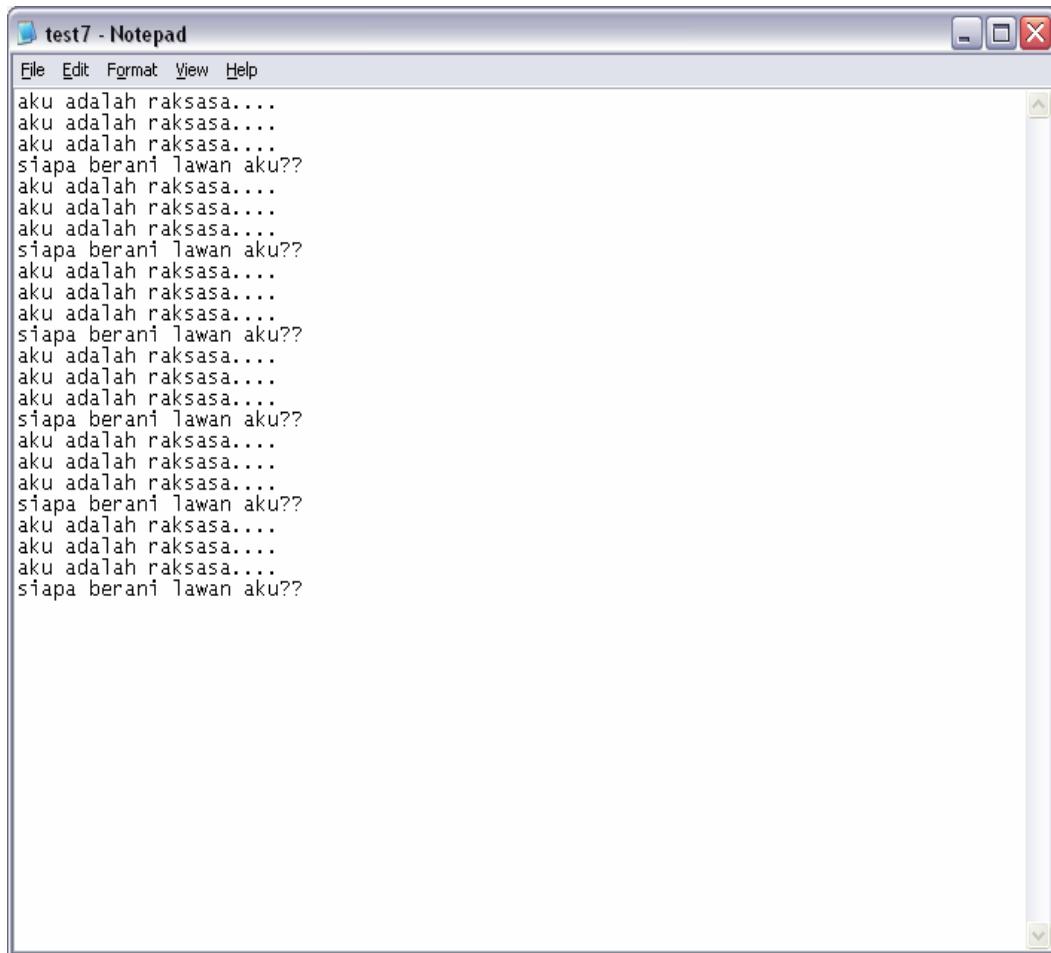
* This file is created and edited with metapad, default font, 80 characters per
```



## 6. test6.txt



## 7. test7.txt



The screenshot shows a Windows Notepad window titled "test7 - Notepad". The menu bar includes File, Edit, Format, View, and Help. The main text area contains the following repeating text:

```
aku adalah raksasa....  
aku adalah raksasa....  
aku adalah raksasa....  
siapa berani lawan aku??  
aku adalah raksasa....  
aku adalah raksasa....  
aku adalah raksasa....  
siapa berani lawan aku??  
aku adalah raksasa....  
aku adalah raksasa....  
aku adalah raksasa....  
aku adalah raksasa....  
siapa berani lawan aku??  
aku adalah raksasa....  
aku adalah raksasa....  
aku adalah raksasa....  
siapa berani lawan aku??  
aku adalah raksasa....  
aku adalah raksasa....  
aku adalah raksasa....  
siapa berani lawan aku??  
aku adalah raksasa....  
aku adalah raksasa....  
aku adalah raksasa....  
siapa berani lawan aku??
```

## 8. test8.txt

test8 - Notepad  
File Edit Format View Help

Berikut Tagihan Centrin yang sudah ditalangin dulu oleh BMC yang dipergunakan untuk HIS :

1.	13-Jan-08 DP registrasi internet centrin	Rp. 66.667
2.	15-jan-08 Pelunasan registrasi internet centrin	Rp. 593.333
3.	23-Jan-08 Billing internet centrin utk bln Feb 08	Rp. 409.767
4.	04-Mar-08 Billing internet centrin utk Mar 08	Rp. 409.733
5.	11-Apr-08 Billing internet centrin utk Apr 08	Rp. 409.767
6.	13-Mei-08 Billing internet centrin utk Mei 08	Rp. 546.333
7.	13-Jun-08 Billing internet centrin utk Juni 08	Rp. 550.000
Total		Rp.2.985.600

Berikut Tagihan Centrin yang sudah ditalangin dulu oleh BMC yang dipergunakan untuk HIS :

1.	13-Jan-08 DP registrasi internet centrin	Rp. 66.667
2.	15-jan-08 Pelunasan registrasi internet centrin	Rp. 593.333
3.	23-Jan-08 Billing internet centrin utk bln Feb 08	Rp. 409.767
4.	04-Mar-08 Billing internet centrin utk Mar 08	Rp. 409.733
5.	11-Apr-08 Billing internet centrin utk Apr 08	Rp. 409.767
6.	13-Mei-08 Billing internet centrin utk Mei 08	Rp. 546.333
7.	13-Jun-08 Billing internet centrin utk Juni 08	Rp. 550.000
Total		Rp.2.985.600

Berikut Tagihan Centrin yang sudah ditalangin dulu oleh BMC yang dipergunakan untuk HIS :

1.	13-Jan-08 DP registrasi internet centrin	Rp. 66.667
2.	15-jan-08 Pelunasan registrasi internet centrin	Rp. 593.333
3.	23-Jan-08 Billing internet centrin utk bln Feb 08	Rp. 409.767
4.	04-Mar-08 Billing internet centrin utk Mar 08	Rp. 409.733

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4.	04-Mar-08 Billing internet centrin utk Mar 08	Rp. 409.733
5.	11-Apr-08 Billing internet centrin utk Apr 08	Rp. 409.767
6.	13-Mei-08 Billing internet centrin utk Mei 08	Rp. 546.333
7.	13-Jun-08 Billing internet centrin utk Juni 08	Rp. 550.000
Total		Rp.2.985.600

Berikut Tagihan Centrin yang sudah ditalangin dulu oleh BMC yang dipergunakan untuk HIS :

1.	13-Jan-08 DP registrasi internet centrin	Rp. 66.667
2.	15-jan-08 Pelunasan registrasi internet centrin	Rp. 593.333
3.	23-Jan-08 Billing internet centrin utk bln Feb 08	Rp. 409.767
4.	04-Mar-08 Billing internet centrin utk Mar 08	Rp. 409.733
5.	11-Apr-08 Billing internet centrin utk Apr 08	Rp. 409.767
6.	13-Mei-08 Billing internet centrin utk Mei 08	Rp. 546.333
7.	13-Jun-08 Billing internet centrin utk Juni 08	Rp. 550.000
Total		Rp.2.985.600

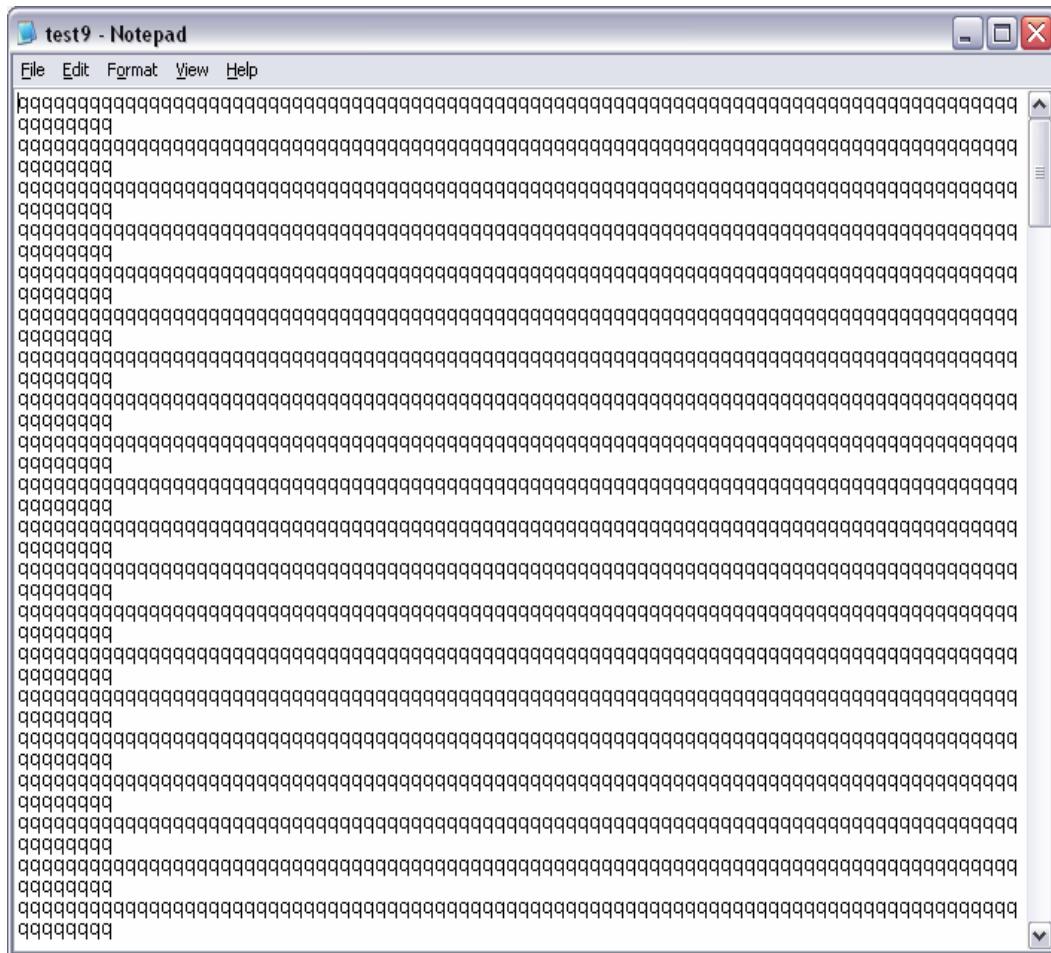
Berikut Tagihan Centrin yang sudah ditalangin dulu oleh BMC yang dipergunakan untuk HIS :

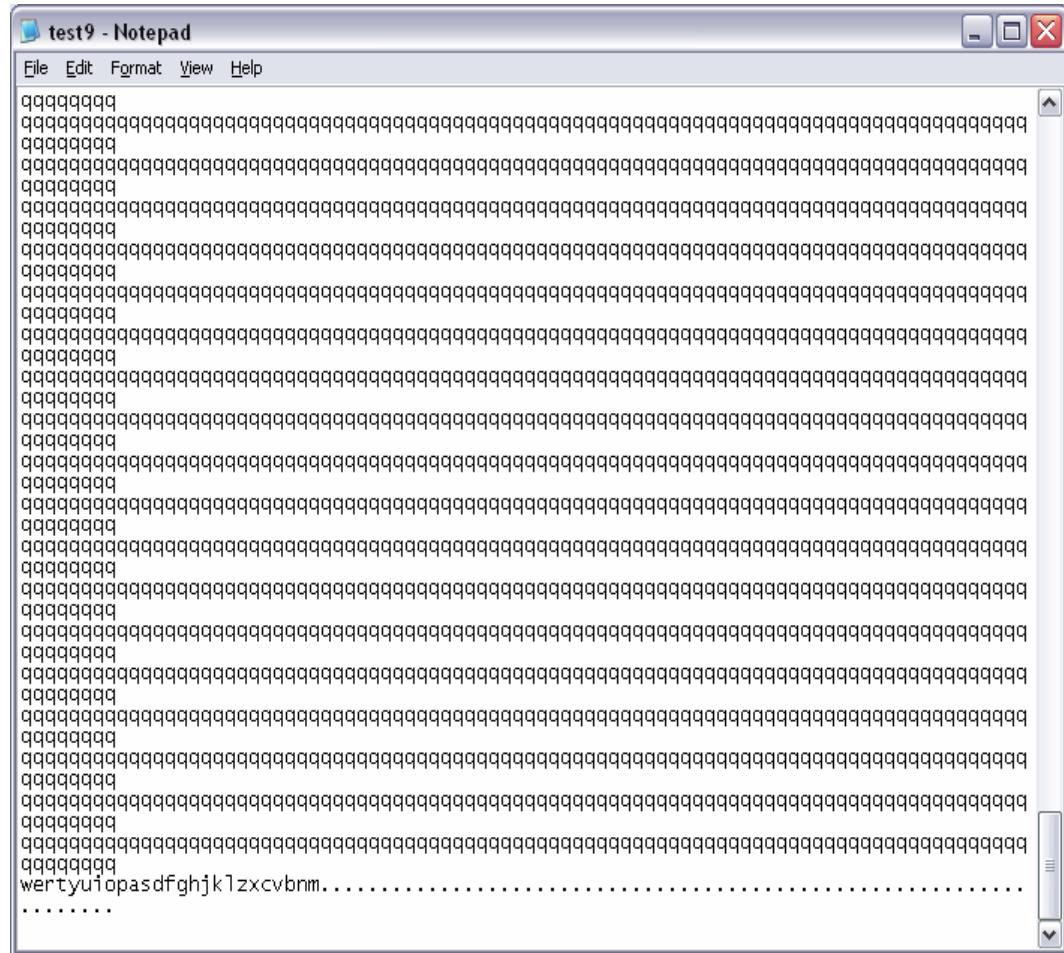
1.	13-Jan-08 DP registrasi internet centrin	Rp. 66.667
2.	15-jan-08 Pelunasan registrasi internet centrin	Rp. 593.333
3.	23-Jan-08 Billing internet centrin utk bln Feb 08	Rp. 409.767
4.	04-Mar-08 Billing internet centrin utk Mar 08	Rp. 409.733
5.	11-Apr-08 Billing internet centrin utk Apr 08	Rp. 409.767
6.	13-Mei-08 Billing internet centrin utk Mei 08	Rp. 546.333
7.	13-Jun-08 Billing internet centrin utk Juni 08	Rp. 550.000
Total		Rp.2.985.600

Berikut Tagihan Centrin yang sudah ditalangin dulu oleh BMC yang dipergunakan untuk HIS :

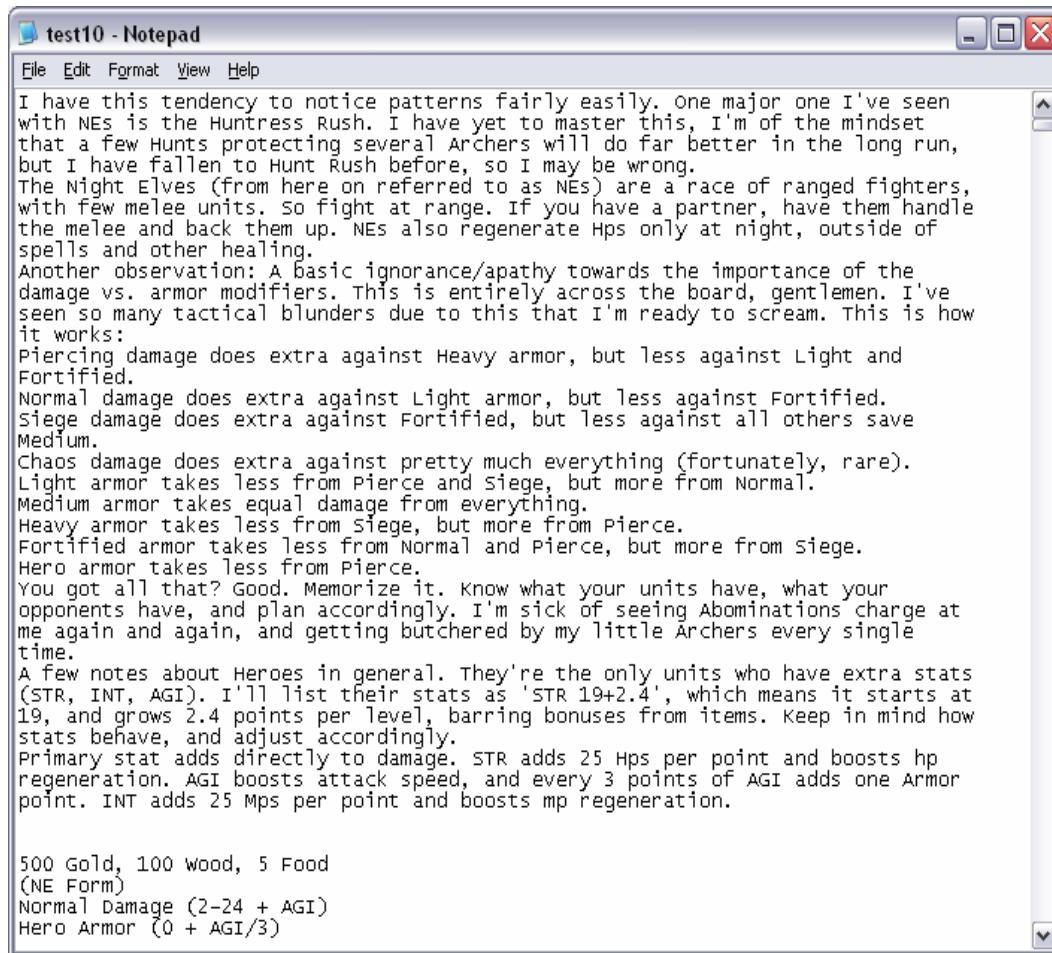
1.	13-Jan-08 DP registrasi internet centrin	Rp. 66.667
2.	15-jan-08 Pelunasan registrasi internet centrin	Rp. 593.333
3.	23-Jan-08 Billing internet centrin utk bln Feb 08	Rp. 409.767
4.	04-Mar-08 Billing internet centrin utk Mar 08	Rp. 409.733
5.	11-Apr-08 Billing internet centrin utk Apr 08	Rp. 409.767
6.	13-Mei-08 Billing internet centrin utk Mei 08	Rp. 546.333
7.	13-Jun-08 Billing internet centrin utk Juni 08	Rp. 550.000
Total		Rp.2.985.600

## 9. test9.txt





## 10. test10.txt



I have this tendency to notice patterns fairly easily. One major one I've seen with NEs is the Huntress Rush. I have yet to master this, I'm of the mindset that a few Hunts protecting several Archers will do far better in the long run, but I have fallen to Hunt Rush before, so I may be wrong.

The Night Elves (from here on referred to as NES) are a race of ranged fighters, with few melee units. So fight at range. If you have a partner, have them handle the melee and back them up. NEs also regenerate Hps only at night, outside of spells and other healing.

Another observation: A basic ignorance/apathy towards the importance of the damage vs. armor modifiers. This is entirely across the board, gentlemen. I've seen so many tactical blunders due to this that I'm ready to scream. This is how it works:

Piercing damage does extra against Heavy armor, but less against Light and Fortified.

Normal damage does extra against Light armor, but less against Fortified.

Siege damage does extra against Fortified, but less against all others save Medium.

Chaos damage does extra against pretty much everything (fortunately, rare).

Light armor takes less from Pierce and Siege, but more from Normal.

Medium armor takes equal damage from everything.

Heavy armor takes less from Siege, but more from Pierce.

Fortified armor takes less from Normal and Pierce, but more from Siege.

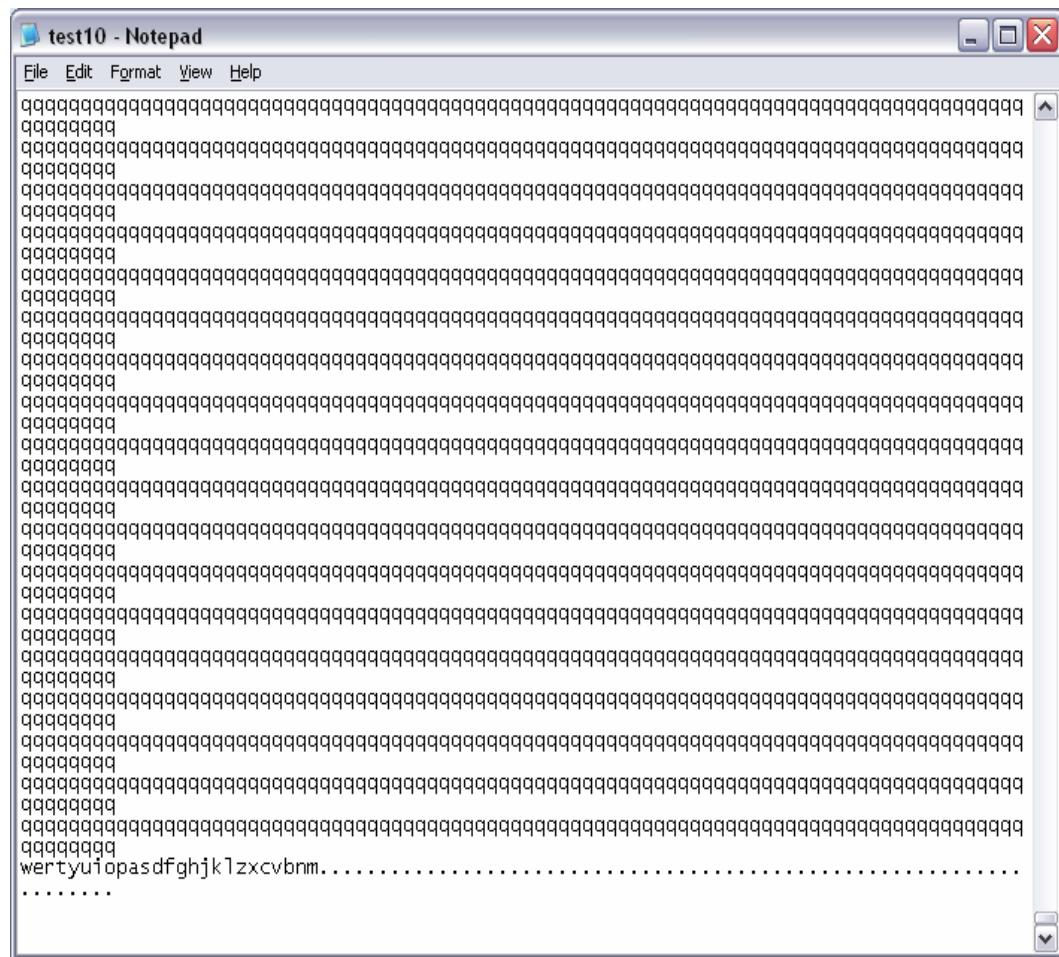
Hero armor takes less from Pierce.

You got all that? Good. Memorize it. Know what your units have, what your opponents have, and plan accordingly. I'm sick of seeing Abominations charge at me again and again, and getting butchered by my little Archers every single time.

A few notes about Heroes in general. They're the only units who have extra stats (STR, INT, AGI). I'll list their stats as 'STR 19+2.4', which means it starts at 19, and grows 2.4 points per level, barring bonuses from items. Keep in mind how stats behave, and adjust accordingly.

Primary stat adds directly to damage. STR adds 25 Hps per point and boosts hp regeneration. AGI boosts attack speed, and every 3 points of AGI adds one Armor point. INT adds 25 Mps per point and boosts mp regeneration.

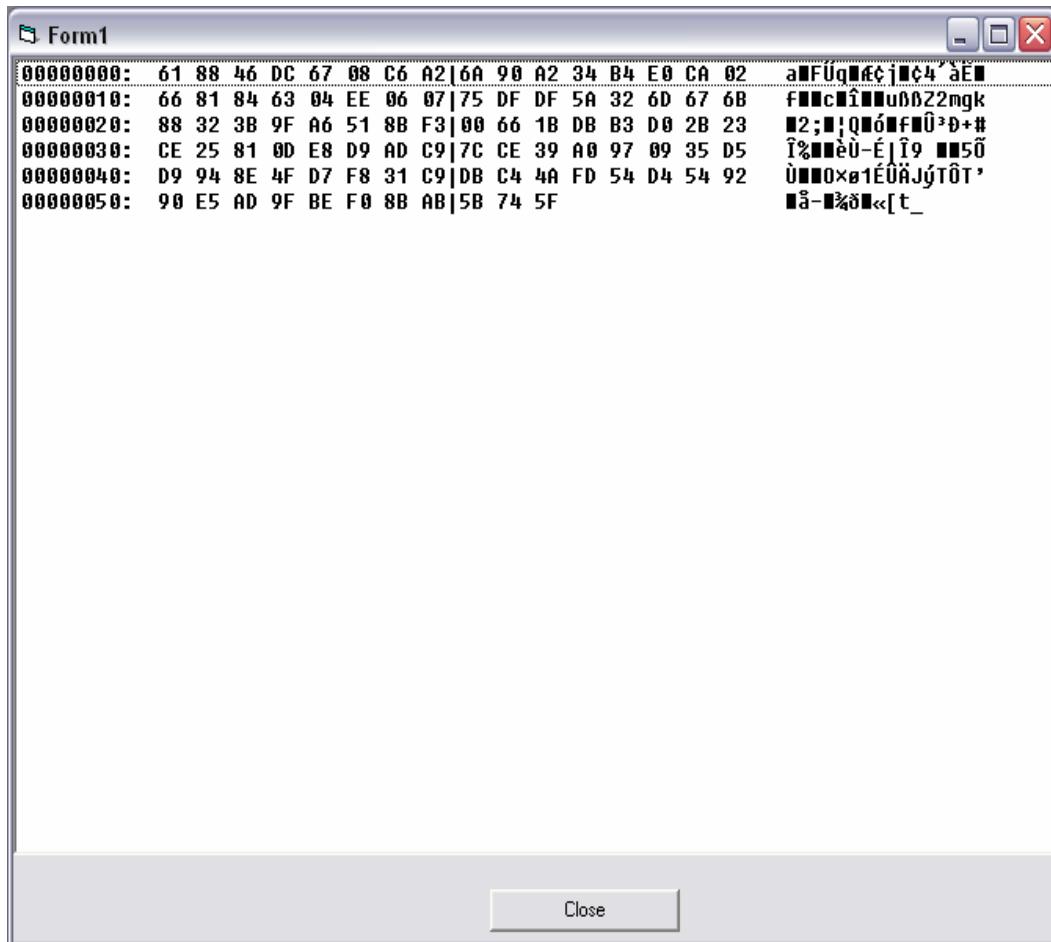
500 Gold, 100 Wood, 5 Food  
(NE Form)  
Normal Damage (2-24 + AGI)  
Hero Armor (0 + AGI/3)



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**LAMPIRAN C**  
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**1. test1.DMC**



## 2. test2.DMC

Form1

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00003FC0:	B9 44 47 B7 1E AB 02 9F A7 2C FE 85 0F 04 99 78
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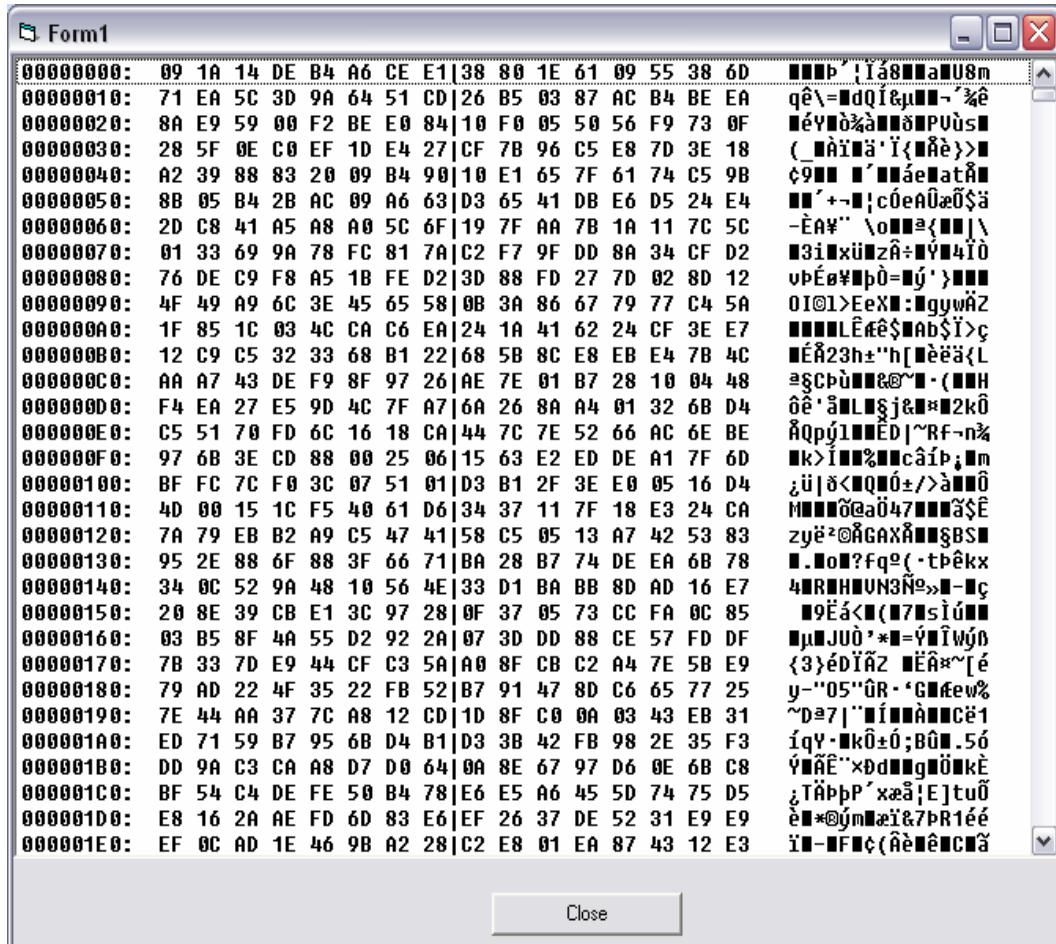
### 3. test3.DMC

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00000150:	EB	46	C5	04	D5	56	A3	F6	87	D7	59	5D	ED	72	DC	66	ëFñ■■■ñÜEöñ■■■ñxY]írÜF
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#### 4. test4.DMC



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00017040:	66 7C 52 8F 73 83 34 AE 29 50 F3 55 11 4C AE 6D
00017050:	B4 03 4A 15 11 34 29 C5 93 A7 A6 E6 34 4E 2C EC
00017060:	39 9C 65 D8 27 A5 15 09 2E FF 9B A8 E1 2D A3 E5
00017070:	8A E5 D7 5D 5F F4 92 42 47 4A 51 00 94 DF 04 2F
00017080:	0D 55 29 E1 A3 58 58 E2 91 B8 3A 74 00 7E CB 22
00017090:	53 07 6E 14 FB A3 A3 32 5A 0C 2A A3 AF 79 EF EC
000170A0:	4F 89 29 07 AB AF E1 24 AC 49 A9 F3 9D 9C 80 1E
000170B0:	A9 DA 85 56 B3 06 C4 D0 01 F9 BE 12 F2 0D 8D 1A
000170C0:	73 D8 21 A8 1D BB 54 F0 05 B2 CA F8 CF BD E9 D4
000170D0:	11 FC ED 07 81 E3 2C B4 81 B4 6F EF 2F 4C 63 15
000170E0:	81 81 4B ED A4 55 F9 D6 C0 4B A5 A3 02 E9 98 BF
000170F0:	86 42 C9 8A B7 86 D6 80 55 0A D3 F2 25 73 5F D6
00017100:	E3 31 59 99 7B 28 61 76 12 DE B7 D1 75 FC 17 09
00017110:	A1 66 DB 25 B7 29 EA 54 61 D9 7F 6F 20 A4 68 6E
00017120:	8F ED 1D C0 55 27 BC 7D 6E F2 EF 68 FC 02 58 86
00017130:	0B 92 B0 35 86 DB 4A 8C E8 BF 7C 78 4B C0 36 BC
00017140:	16 7F 19 A3 AE D0 68 F3 7B D9 92 14 B0 BA CF 1B
00017150:	83 61 FC 1B 8E A3 C1 1A A2 18 10 7E F5 99 35 92
00017160:	BF 1E 84 B8 C2 E2 E9 BE 4A AC B8 1B 7A DF 06 27
00017170:	77 0A 8B E9 E7 57 4C B7 6D 01 AD 01 44 43 0B 8E
00017180:	EE 8A 00 B2 35 FF 37 22 21 65 20 EC D4 B8 AD 9E
00017190:	AE 88 3D EB 68 51 1B 06 B0 A3 1D 9E AE 39 15 1F
000171A0:	1B 4D 3C B4 A5 3D F8 56 85 3F EC 08 5D 86 8C 92
000171B0:	E2 5D 91 BD 55 1F 29 9C 82 02 F2 F5 CC 9D D4 EB
000171C0:	47 F1 79 F1 85 CA 3D 6B E5 4E 5C 69 B2 05 9F 34
000171D0:	DC BE F8 36 60 7D 50 CF CA B5 65 D3 A1 9E 68 39
000171E0:	BC B2 BB 9F 24 79 C9 0F B2 FA B9 29 41 EE AA 40
000171F0:	ED 8D 33 BB C9 6B A5 09 E2 9B E1 30 FF B0 D4 62
00017200:	C2 44 14 6C 13 2F 63 7F 1F 62 5C 4D 61 51 DF

Close

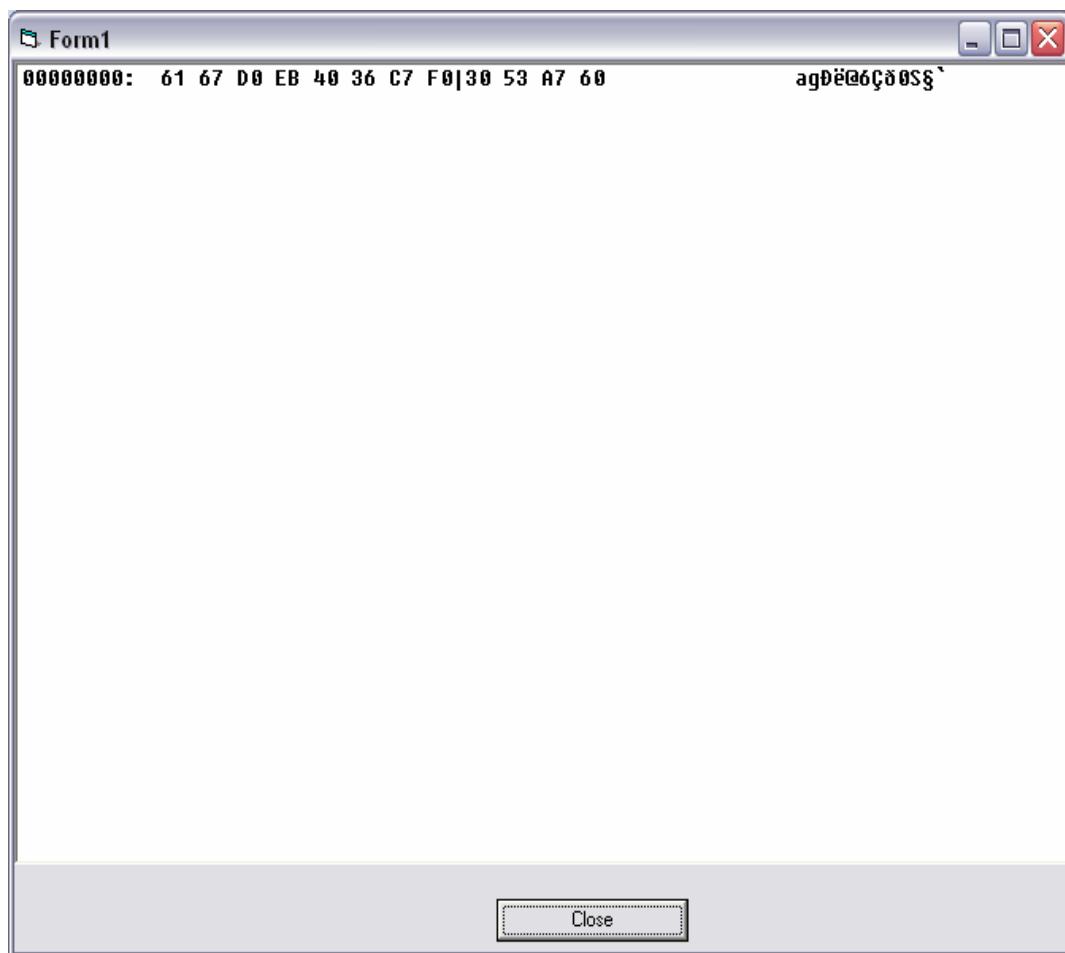
## 5. test5.DMC

Form1	
00000000:	3D 64 FB 85 E9 D0 88 B1 38 33 63 08 88 F0 FF 77 =dÛléÐ±83c  öjw
00000010:	1E 86 73 FE 80 2E 8C C5 A3 D8 9D EA A4 17 6C F0   sp  .  ÑÆ  ê§  lø
00000020:	33 6D C2 11 1A 37 63 33 F5 36 30 80 AE 0C 5D 1D 3mâ  7c3 60  @  ]
00000030:	A5 00 1E 4D 53 C5 9A 80 AD 03 70 A0 33 69 47 62 ¥  MSå  -  p 3iGb
00000040:	A8 E6 46 1B 7D 6B DE 30 C0 23 FB A3 06 C5 04 C2 'æF  }kb 0À#Ù£  å  â
00000050:	94 C2 54 18 AF 43 3D 85 81 B7 B6 20 90 46 BF 3B   AT   C=  -  F; ;
00000060:	1A AB 33 C4 C9 3F 3F 06 13 07 01 4F 8E 0F 68 38   ç  äÉ??      h8
00000070:	BD AB C6 A7 32 8B 11 05 A9 28 59 D8 45 6A C6 6C %<Æ2    @  YØEj&l
00000080:	B7 24 E8 7D 40 05 1C 8E 68 B7 69 7A 68 33 3E 18 -\$è}@  h·izh3
00000090:	53 7B 65 B5 70 E0 0D 77 D2 82 80 CF F8 8E A6 A1 S{eupå  wò   ö  ; ;
000000A0:	A6 35 A9 1C 73 17 7F 18 C8 15 F5 48 33 07 F8 88  5@  s    É  ÖH3  ø
000000B0:	E6 5E E0 B1 E1 C5 4A 21 F6 C1 2D 46 FB 44 82 3A æ^æ±åJ!  öñ-FÛD  :
000000C0:	88 9F 21 D6 44 5B 9B B3 90 16 1E DB DE A1 15 06   !ÖD[   ;   û; ;
000000D0:	1B C7 5C A6 24 D2 29 3C C4 2E 66 05 7B C0 C0 F0   ç\ \$0)<  .F   AÀø
000000E0:	EF C5 FE E9 92 78 D8 C2 39 87 B1 A3 90 0D 56 E7 iñþé'xØÂ9  ±F   Uç
000000F0:	07 D4 53 3A 15 B0 AC 14 AF 23 09 25 C8 26 89 72   ÖS:  o  -  #  %  È&  r
00000100:	CA 98 94 18 60 CB 32 93 26 20 77 D7 9E 84 6D DC È    ` E2  & wX   mÜ
00000110:	32 5D 64 7B 63 37 A8 8B D0 DF 98 FE AE 28 DE 53 2]d{c7"  mB  p@( pS
00000120:	EB 17 15 9C 0A F5 4C 39 A5 1D E0 77 72 F7 D7 0C è      öL9¥  áur÷x
00000130:	12 1B B6 9C 6C 7A 15 D1 9B BE A2 7B 05 21 28 14     q  z  Ñ  ç  {  !
00000140:	2C 83 05 42 BD 32 58 8B E2 43 48 B1 25 73 03 30 ,  B%2X  âCH±%s  0
00000150:	39 96 2C B8 BC 7E A1 EB D0 CE 58 F1 E1 B6 26 D2 9  ,  ç  ëmÍXñáq&ò
00000160:	E2 21 AE AD BB F6 41 23 EE D1 6E 2A 07 6A F5 08 à!@>>öA#îñn>  jö
00000170:	85 C2 A4 0C F0 5B 37 80 F9 58 64 56 4F F8 61 71   ô  ç  7  ùXdU0øaq
00000180:	8E 20 D1 A5 73 88 49 06 9C 7C 6F 0D 7C 71 A3 60    Ñ  ç  I   o   qE`
00000190:	99 D4 73 9C 78 0D CC 6C DC C3 AB FF 6E 76 32 BD   ô  ç  ì  üñç  vnv2
000001A0:	07 0E 98 48 AF 26 75 F0 7E BA 4E B8 55 8B 4B C8     H  -  u  ð~  øN,  KÈ
000001B0:	CB A4 D6 B9 6A 24 D7 27 69 64 A6 03 E4 3F 92 35 È*Ö'j\$  x'  id;  ä?  '
000001C0:	44 56 A2 92 35 AA C7 8D AC 8C 41 BD BE C9 BD 53 DVç'5  ç  -  A  ç  ç  S
000001D0:	CB 01 13 6E 0F 8A 38 54 A3 95 28 21 F8 3C CA E8 È    n   8T  {  !  ø<Èè
000001E0:	77 C3 D0 A7 CD 6A E3 73 37 45 91 25 C7 4D 95 87 wñð§í  j  ç  7  E'  ç  M
Close	

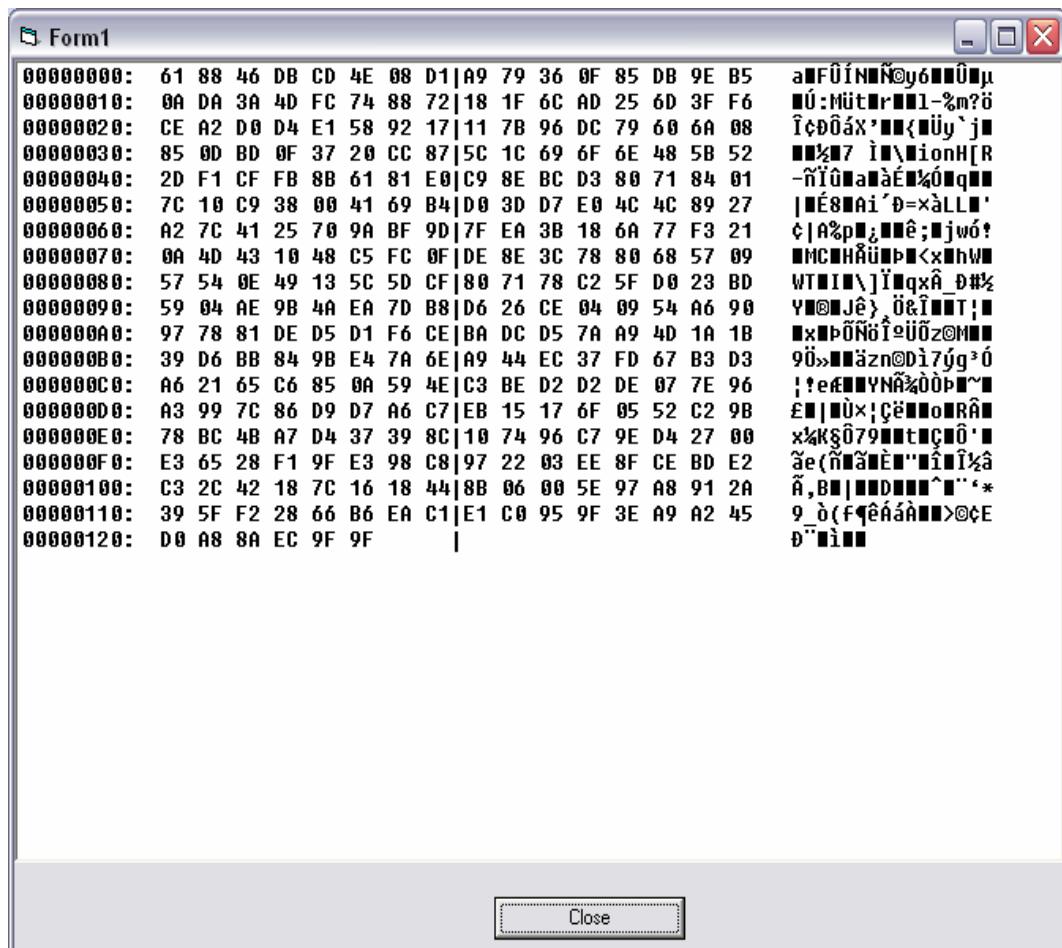
Form1	
00024950:	0D 63 99 F9 60 38 39 B5 3E 22 66 5A 3E 31 F5 28
00024960:	D5 E4 F6 EF 02 BF EB 08 3B 23 97 E3 C2 60 8B 85
00024970:	88 44 18 D5 A6 56 36 FA 78 0C CD 98 B2 F5 36 DD
00024980:	2B A2 1D A4 98 37 FC F6 8C 33 99 10 9D 94 F1 F2
00024990:	B4 CC C6 2C AA 42 BC 76 E9 3D 6D 14 F6 55 D8 AF
000249A0:	ED 79 E6 86 67 A4 A7 23 16 CC F4 E7 B5 BE 53 27
000249B0:	44 A7 AC F6 87 9C AF 44 D4 C9 85 6C A6 5E 81 C6
000249C0:	1D 32 07 E1 6F 5C 06 10 38 00 F1 BF AC 56 AA A5
000249D0:	92 1C DE 8C 3E B4 10 63 C7 59 3B DD 02 84 62 50
000249E0:	14 60 0E 26 BB 70 3D 0E 21 66 91 36 14 51 42 E9
000249F0:	C8 17 9A E1 17 AB 42 38 3A 76 F3 B0 7D E1 60 4F
00024A00:	0E 38 05 5B C3 91 88 19 E2 9D C8 72 3F 8F D9 A4
00024A10:	9A E4 44 F0 59 51 F7 A4 3E 8A 26 CB 0C CE 6E 03
00024A20:	2E E6 CF 18 D5 CE 16 8E DC 31 4C 88 A5 B5 57 7B
00024A30:	91 CE 8D E8 67 B3 91 44 98 C6 EC 4E A7 04 BB 54
00024A40:	8D F5 08 C0 7E 28 DC 6D 2D 37 77 76 BD 0A 2E 70
00024A50:	C2 2E A7 98 A3 38 7D E4 27 E2 D1 B0 E2 7D B2 1E
00024A60:	9B B5 68 6B 9E 0D 1C 91 87 45 A8 21 D0 86 98 2C
00024A70:	3F 6F 63 34 7C 29 81 79 B7 00 FE 26 70 21 7C 8B
00024A80:	68 38 75 1E A5 A1 14 5A 4D 18 CB 1B FC 96 00 4A
00024A90:	52 AC E5 13 84 51 F9 FF E5 4D 4E DD D8 D5 92 14
00024AA0:	1B B8 1C A2 E3 DF 27 20 44 B2 86 A0 EC 1D DD 9E
00024AB0:	B4 42 28 F2 D4 89 DE 90 77 34 DF BA 4E 70 C4 EA
00024AC0:	3F 5C 6D 43 07 C4 8C 78 47 56 76 10 3D 30 29 B3
00024AD0:	5B 8E 40 EE 2A 60 B5 F0 A2 57 F5 5E DC 28 63 6A
00024AE0:	AD B2 70 22 1C D9 48 2F 65 70 9E A5 D9 7A 94 BB
00024AF0:	73 FF 2C 2E D4 30 9E 7A 1A 86 03 17 50 90 C9 C0
00024B00:	69 04 7E 10 12 CD C5 60 48 1E 9B 68 83 D7 A5 AB
00024B10:	36 3E 65 E2 81 73 18 8A 49 29 E9 7B BA 91 4D A4
00024B20:	30 9B 9F

Close

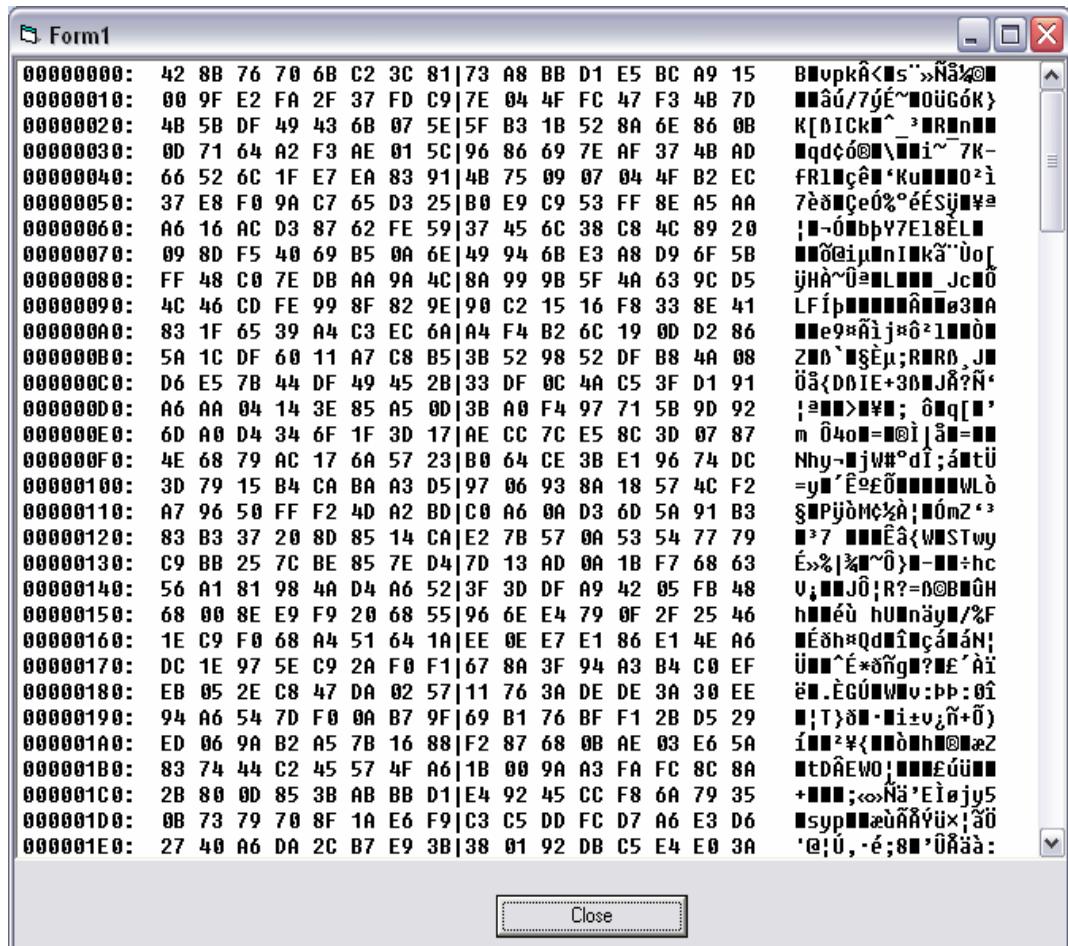
## 6. test6.DMC



## 7. test7.DMC



## 8. test8.DMC



Close

Form1

0000007D0:	C7 2A 32 35 AE DF BE 16 29 02 35 F6 D8 AF 0E 81	C*25@0%  )1500
0000007E0:	BA 7B DA FA D7 75 30 90 C8 A9 1E FA 15 EB 3A 4F	ø{Üú×uØÉ@úë:0
0000007F0:	7D FF AC 83 34 80 22 20 DA B0 C0 97 B1 16 70 D1	ÿj~4  " Ú°À±±pÑ
000000800:	24 02 7B FC 80 F3 66 F8 E4 C1 BB 7C 8F B9 60 3D	\$ {Ü óFøää> 1'=
000000810:	7E DE A9 DD A0 79 55 42 AA 19 77 A0 EE 26 2C EE	~"Øy yUBælw î&,î
000000820:	36 CB 92 78 BF DA C6 37 F9 EC A4 BF 79 B6 8A 9B	6Ë'x¿Üf7ùìzg
000000830:	3E 14 18 4E 74 59 34 A7 1E D7 11 81 E7 7C 5E EF	>  NtY4g  x  ç `í
000000840:	BE DE 1D 48 59 C4 05 F4 EC E6 56 99 0A 03 E6 17	%pHYÄñöläU   æ
000000850:	23 F3 90 DA BA 2F E3 45 8E 94 48 01 79 94 94 C7	#6  ü/äE  H  y  ç
000000860:	5C 1D 8D 30 51 45 A4 E3 B4 51 3C B1 F7 2B 84 D0	ØQE*ä'Q<±+  Ø
000000870:	FA C9 66 4F 42 0C 46 01 CB 69 16 9E 88 7E A9 52	ÚÉFOB  F  Éi   ~ØR
000000880:	27 8E BB E6 CF A1 F0 52 83 35 46 C4 A1 D7 44 C8	'  æï;ØR  5FÄ;xDÈ
000000890:	C4 19 CE 59 D0 43 ED 4B BC A1 E1 23 22 28 95 A1	ñÍYØCÍK%;äW'(  ;
0000008A0:	3F 9F D1 B0 88 7B EA A1 63 B8 16 FD 2A 11 81 F0	?  ñ°  {ê;c,  ý*  ð
0000008B0:	D3 ED F7 EB 00 17 AF A1 A1 A5 53 11 9B 48 F6 99	Óí÷ë   ;;YS  Hö
0000008C0:	AD 93 5B 22 67 2B F0 27 F2 B2 A8 C7 39 B9 51 BA	-  ["g+ð' _"çg'1Qº
0000008D0:	EA 62 2B 12 0B 1A FC 0E F5 F6 87 74 E4 8A 60 A5	ëb+   ü_  V  tå  `¥
0000008E0:	76 C5 93 04 E4 62 6B 81 AB 88 C3 6E B1 FD 37 A3	vñ   äbk  <  ññ±ý7E
0000008F0:	13 9E 85 3F 06 6F C1 13 FC 67 B5 03 4F 72 2A 2E	?  oÁ  ügu  Or*.
000000900:	D7 4D 73 D8 DA 6E D7 3B F9 44 46 9C 5F 3C EC E6	xMsØÚn×;ùDF  <iæ
000000910:	C6 00 98 4C B8 9F 24 64 C7 5E E4 09 FE C8 A7 4D	Æ   L,  §dç^ä  þÈSM
000000920:	10 4F F4 EA 70 A7 C2 08 C9 C2 C1 B9 E3 54 69 D9	Oôêp§Å  ÉAA'ëTiÜ
000000930:	1F 1F 22 78 37 E0 33 14 50 5F C0 74 D0 24 44 6E	"x7à3  P ÁtØ\$Dn
000000940:	42 CE A7 DB 74 22 6E 5E C5 BE 16 91 B9 44 B4 57	B1§Ùt"n^ñ  '1D'W
000000950:	07 E8 B2 CD 26 91 22 77 E4 DD 75 7A A5 A4 43 9D	ñè^í&"wäYuz¶¤C
000000960:	4F D1 2D E7 FC 1B 6A 96 12 01 38 E0 D6 25 DE 75	0Ñ-çü  j   øäö%þu
000000970:	F7 2F 3B 6F E4 1B C2 6C CB 8F 64 E9 1B A9 89 6B	÷/;oä  ÁlÉ  dé  k
000000980:	4E 85 5E 2D EF A2 45 05 4C 68 99 AF 33 C4 0B C9	N  ^-ïçE  lh   3Ä  É
000000990:	C9 BE 8D BE A9 56 3D 6A 9B EC 3B 8D 4B 70 5B 55	É%  @U=j  i;  Kp[U
0000009A0:	C0 5C 86 03	À

Close

## 9. test9.DMC

Form1	
00000000:	71 82 47 0A 8A B4 8F 84 CD 7F D5 2F 66 02 F6 41 qG  'í  /f  öA
00000010:	3A 38 6A B3 A4 88 4C BB C6 E8 D7 66 01 D3 FE A0 :8j^&L>&exf  Óþ
00000020:	5D A6 51 94 3A FE 50 94 72 E7 67 F3 23 8E 31 E9 ];Q  :þP  rcgðó#  é1é
00000030:	3B 40 89 68 8D FD 04 DA 06 EA 8F B3 10 CA 6B D1 ;@h  ý  Ú  é  'Ékñ
00000040:	1E 65 1B 00 E0 F5 7F 53 33 00 40 72 56 F7 AD 34   e  à  S3  rU  -4
00000050:	1E 91 DD 55 AC C6 68 71 EB 6F EF A9 80 C0 AF 71   'ÝU-  kqéo  @  A  q
00000060:	8E 0E 3B C7 87 5C 5E 80 D4 16 19 E8 4E ED 5F 22   ;ç  \^  Ô  èNí  "
00000070:	3A 64 A8 70 9B FA 1B 9B B5 25 01 4A 6A D6 E4 90 :d  p  ú  m  Jj  öä
00000080:	C5 BA 80 E3 CE F0 48 F7 C3 3B 65 23 9B 63 C8 93 Ï  á  é  òH  -  c  é
00000090:	F3 FF 14 D4 55 F7 62 14 57 AB 6E 75 EE 1E B3 0E ð  û  ðU  b  W  nu  í  ^
000000A0:	7D 0C 65 26 D9 4A E6 E4 B4 9C 2B E7 50 B7 1A EC   e  é  Jæ  +  ç  P  -  í
000000B0:	8D 92 CD 6A EC 6B 49 FA 79 4B 1A 47 CF FA 80 27   'í  j  k  I  ú  y  K  G  í  ú  '
000000C0:	5F 87 30 8E D2 5D 29 8A 5E 44 E2 1C 04 98 36 10     0  ])  ^  D  â  -  6
000000D0:	21 49 C6 0F 33 48 DB 7F 4F 55 D4 17 B9 02 7E 85   I  f  3  H  Ü  O  U  0  '  ~
000000E0:	42 8E DE 0A 81 1A E0 A5 20 0D EC C1 57 35 7C EA B  p  à  é  á  W  5  é
000000F0:	FF 5A AF 82 D4 EA FE A2 C3 8D CE DD C9 7C AB 58 ý  z  -  Ö  é  ç  å  í  é  é  x
00000100:	9B C4 B2 2A 13 0A D9 C9 E8 54 8D 35 9F B1 C5 9D   â  ^  *  U  É  T  5  ±  å
00000110:	09 16 BD 01 7F 9A 8D 87 00 8C 73 8B 75 D5 2D F0     %  -  s  u  ö  -  ð
00000120:	B3 8E 6C 98 37 5C 70 AC 21 31 38 5C 8C C8 B7 0F     1  7  p  -  1  8  é  -
00000130:	93 56 90 CE 66 7C 54 ED AC 9A B9 A4 D9 0D 69 8B   U  í  f  T  í  -  '  *  ü  í
00000140:	4A DC C8 14 94 B3 D6 61 FB 10 C3 9F 1F 20 13 8E J  ü  -  ö  a  ü  å  -
00000150:	9D C3 A1 BB 5E 87 77 D3 BA 7D 0A 47 19 85 99 32   â  »  ^  w  ó  g  -  2
00000160:	E4 BE 1D 97 BF 3C DA F4 76 D5 22 1B C3 A3 53 2C     ç  ;  Ü  ü  ö  '  å  é  s  ,
00000170:	5C 84 E0 2E 0F 65 37 35 57 83 A0 5E 14 0B 89 0E   ù  à  .  e  7  5  W   ^
00000180:	FE AE BF C5 17 F0 EB E1 46 1F 5F D9 B1 95 E3 78   @  é  ø  é  f  ü  ±  å  x
00000190:	DA 0E D1 DF 08 2A 3C 3E 86 A2 BD EF 8C E2 65 A5   Ü  ñ  ø  *  >  é  é  é  é  é
000001A0:	7A A3 14 75 DE 75 3A A8 99 A8 BD A6 3E E1 C4 80 z  é  u  ü  u  :  "  é  é  >  å  é
000001B0:	69 BD C7 30 6A F5 B8 1F 33 B1 28 36 A6 39 4E 7B i  ç  ø  j  ö  ,  3  ±  6  '  N  {
000001C0:	EE E8 0F 72 2D E5 67 D2 10 EC 23 E6 F4 EE 28 C8 i  è  r  -  å  g  ò  i  x  ö  í  é
000001D0:	08 93 F9 FD 96 3A D2 3C 6E 98 39 4E F1 1F B1 EB     ù  ý  :  ò  n  9  ñ  ±  é
000001E0:	5F 5A 60 AA 56 6B 52 E8 8B 4F 6E 8B EC 3A 1C 08 Z  '  ü  k  R  é  O  n  í  :   </td

Close

Form1	
000000150:	9D C3 A1 BB 5E 8E 77 D3 BA 7D 0A 47 19 85 99 32
000000160:	E4 BE 1D 97 BF 3C DA F4 76 D5 22 1B C3 A3 53 2C
000000170:	5C 84 E0 2E 0F 65 37 35 57 83 A0 5E 14 0B 89 0E
000000180:	FE AE BF C5 17 F0 EB E1 46 1F 5F D9 B1 95 E3 78
000000190:	DA 0E D1 DF 08 2A 3C 3E 86 A2 BD EF 8C E2 65 A5
0000001A0:	7A A3 14 75 DE 75 3A A8 99 A8 BD A6 3E E1 C4 80
0000001B0:	69 BD C7 30 6A F5 B8 1F 33 B1 28 36 A6 39 4E 7B
0000001C0:	EE E8 0F 72 2D E5 67 D2 10 EC 23 E6 F4 EE 28 C8
0000001D0:	08 93 F9 FD 96 3A D2 3C 6E 9B 39 4E F1 1F B1 EB
0000001E0:	5F 5A 60 AA 56 6B 52 E8 8B 4F 6E 8B EC 3A 1C 08
0000001F0:	BC C0 18 D5 05 71 C9 A6 79 CD 5B 67 16 89 55 C2
000000200:	7C 3F 8F AF C2 BC E3 4B 82 EF E1 F6 C2 49 60 4E
000000210:	9B D3 EE 02 30 DC 13 2C C8 64 9D 6E 0D 4C 30 FB
000000220:	75 61 F6 12 DC 4D FB CA 0F FE D1 25 59 C4 5D F9
000000230:	A2 FF 10 AA 6F D7 0C D8 D4 EB 04 40 76 9B 5E 45
000000240:	85 70 8E 45 1D B0 74 EB 15 AE 85 A9 19 E3 D3
000000250:	25 36 3B 3F 77 D4 42 BD 02 38 3D F0 13 B8 95 C9
000000260:	D8 30 3B 12 84 08 EC A7 43 DD 8C A4 B6 B2 CF 86
000000270:	54 6E 46 1C 17 1B 60 9A D5 7B E0 77 EB DB DB 77
000000280:	ED 88 8F FF 3B CF 3A B8 31 74 9E 35 3E 04 24 08
000000290:	39 54 92 72 DC D0 FF 82 B3 8A 91 F2 DE 07 B6 AF
0000002A0:	6C A5 B9 76 6A 00 95 AE 91 64 BD 94 FE 0A FD CD
0000002B0:	24 9B A9 79 1A 12 AF 04 1A 34 96 E0 60 30 80 80
0000002C0:	86 1C D4 41 14 F7 69 FC 61 42 15 C9 F5 68 0E 71
0000002D0:	CF CA C6 87 D9 0A B8 38 C2 EA 7A 1F 9F 21 4C 56
0000002E0:	3F 6C 87 0C 27 08 3D 66 16 22 A0 BB 33 1F 43 AC
0000002F0:	AF A3 B1 33 14 EA 59 84 B8 12 15 3A 25 BB 53 09
000000300:	6D B8 8F 95 E5 ED 52 84 F8 54 B0 B4 0E 80 DF D6
000000310:	1B A7 EC E7 3E 5A 24 6A F6 74 F8 F4 D9 B1 46 50
000000320:	96 DB C2 85 3D A5 33 FB 47

Close

## 10. test10.DMC

Form1

00000000:	49 1D 07 FA A9 EA B3 8F 87 28 A9 FF B0 25 D3 E5	I ■■ú@ê³ ■■(Øj%Óá
00000010:	56 6B 25 BF 8C 71 0E 55 B1 7C 44 71 7E E9 B4 1B	VR%ç■q■U±■Dq~é'■
00000020:	EF 17 6C B6 31 F7 B7 80 F6 C9 B4 F3 26 78 15 EE	i■lq1÷■öE'ó&x■í
00000030:	2E 4A A5 73 FD 3D 97 35 69 D7 F4 30 41 04 48 1A	.J¥sý=■5ixôØA■H■
00000040:	27 A2 23 E8 C4 FD 51 8E 5C F3 A5 B5 B9 3D A8 E7	'ç#ëÁúQ■\ó¶µ'-'ç
00000050:	42 E9 AA 99 55 59 25 9D C4 D4 D1 0C 9A 7F D3 73	Bé■UY%■ÁÖN■■■Ós
00000060:	2A C9 B8 9C 28 38 6A 78 F7 3D 9B 76 87 82 87 C1	*É, ■(8jx÷=■U■■■Á
00000070:	E9 8C 70 DF D6 08 F1 87 AB 32 47 A9 9E BB 9E C8	é■pØÜ■ñ■«2GØ■»■È
00000080:	CF 56 59 9B FF B0 1A 47 E4 8A 5E DD 68 EB 12 55	ÍVY■ü°■Gä■^Ýhë■U
00000090:	2B F8 95 65 EA B8 E5 27 6A EC 1B 9C 29 4D 54 CD	+øeê, á'ji■■MTí
000000A0:	29 AF CE 74 DC 7A 10 4A 59 20 B3 55 0D 2F A9 97	) ÍtÜz■JY ^U■/Ø■
000000B0:	65 72 21 FC 2D 90 E8 92 48 BA 36 27 5C 25 49 C0	er!ü-■è'Hø6'■%IÀ
000000C0:	84 E9 43 A6 E1 96 F4 AC F6 E9 15 F2 6F 99 81 8B	■éC;á■ô-öé■bo■■■
000000D0:	D3 65 85 A6 33 99 7A C0 1D 61 DB 00 4D 11 CD DD	Óe■;3■zÀ■aÛM■íÝ
000000E0:	28 47 10 E8 C5 44 8C F7 27 3F 3F B7 F4 7F DB 11	(G■ëÅD■÷'??-ô■Ü■
000000F0:	69 D3 05 83 44 A2 B8 16 E4 62 5E DC DE 4E E8 68	iÓ■■Dç, ■äo^ÜpNeh
00000100:	AA D2 B3 E2 A1 E7 06 88 DD 30 6A 59 D5 2D EF C7	øó'â;ç■■Ýøjvö-ïç
00000110:	F0 B6 33 9D 6A 3F CF 65 23 FC D0 8C 20 6B 64 52	ø3■j?Íe■üØ■ kdR
00000120:	E4 E4 57 4F DC 16 F0 8B 27 BF 49 59 69 C3 87 4C	ßåWOU■ø■'■YiÄ■L
00000130:	16 B8 FA 9B 6C 96 C5 32 E3 F8 BF 9B F6 1B E3 69	■.ú■1■å2øj■ö■äi
00000140:	43 C6 98 52 FD 2A 28 2A 4C AA C9 E6 E9 CE EA B4	C■■Rý*(*L■ëæéLé'
00000150:	D8 F1 93 B6 FC F2 8F EC 19 82 F4 90 6C 53 70 9B	Øñ■qùò■l■ô■lSp■
00000160:	D5 7F C6 25 DC 70 66 8D 8B 91 4F C3 9D EB 84 BE	Ø■■%ÜpF■■'■Ø■■%
00000170:	49 85 AF 84 DD FB D3 89 44 BA A8 D3 1B DC EE 97	I■ ■ÝûÓ■Dø'■üÜí■
00000180:	FA 9C 6F B3 0D 53 92 17 36 66 A9 65 C6 93 EB 84	ú■o■■S■■6FØe■é■
00000190:	D5 6A 27 94 C9 F2 FD CF 1B D2 F0 9C 22 E0 25 FC	Öj'■ÉöýÍ■ø■■'■%ü
000001A0:	09 7F AC 0C 8E CB 29 D2 41 BC CC 8A AE 09 37 F5	■■~■Ö)øA%■ø■■7ö
000001B0:	5D BA A5 9F 30 69 49 A8 9B DE BF 35 2C 15 5E A0	]ø■øiI''■pø5, ■^
000001C0:	CD 94 EF 15 EB 04 F7 92 20 90 E2 24 F4 C5 23 3F	■■í■ë■'■■å\$øñ#?
000001D0:	44 C0 3C 57 9D 64 53 02 67 0E 34 37 AB 5D F6 A7	DÀ<WdS■g■47«]ø§
000001E0:	A2 12 8D E2 CE 6F 27 A2 49 B0 84 52 46 83 CA D0	ç■■âîo'çI°■RF■Éø

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Form1

00014C10:	76 AE 86 BF 85 EC 87 49 6C DB 42 25 85 79 9C 9F	v@íçìílúB%y
00014C20:	62 AC FE 42 E5 E5 C0 31 82 36 39 C0 07 80 EB 46	b-þBååå169å   éF
00014C30:	FF 78 6D CE 89 40 DA 3A 33 CC B7 80 78 37 FB 4E	jxmíí@Ú:3í·x7ûN
00014C40:	54 92 91 97 9A C2 A9 11 C9 CF 06 9D DE 10 D4 72	T'·íååÉí   þ\ör
00014C50:	6D CD 56 28 E8 3B 73 EF 8B 2E 13 8C DD AF 04 4B	míU è;si   ý  K
00014C60:	15 93 16 60 28 F5 B7 E2 50 CF 43 21 30 E6 75 A8	`( ð·åPÍC+øeu
00014C70:	99 CE 11 AD AC 2D BE 08 DB 31 AE 42 FD BE 4F 4A	---%Û1@Bý%OJ
00014C80:	43 BB 04 A1 80 8C 3A 3E 87 4E C8 B4 E6 12 53 85	C»;i   :>  NE'æ  S
00014C90:	11 A3 A4 BA 84 4F 83 B8 20 F4 A7 8B 29 C8 BC 1D	E*ø  0  , ô§   È%
00014CA0:	D9 CD BB 5B 9F C6 F9 1A 3D 21 CC 6D 49 BF AA 99	ÜÍ»[  fù  =!ImI;ä
00014CB0:	68 08 28 06 AA 39 8A 1A 9C 5A B4 3E 2A F6 AF 7D	h( ë9    2>*ö_ }
00014CC0:	7A EE 55 12 8E 12 F7 62 50 13 12 F7 F8 34 0D 69	zíU   ÷bP   ÷ø4 i
00014CD0:	F4 0A DE 28 03 71 CA 9A F4 AB EA 91 59 29 71 52	ô  p( qÈ  ó<é'Y)qR
00014CE0:	7B D3 60 DE DC 4C 04 6D 2C 7D 66 77 5C 2A 76 6C	{ó`þÜL  m,}fw\*vl
00014CF0:	DB DD 6E D9 07 2C 76 A6 F5 6F 59 67 76 60 22 99	ÜÝnÙ  ,v!ðoYgv`
00014D00:	0D 48 BA FD FF B1 88 4A F2 03 52 E7 48 AC 3F 1D	Høýý±  J  RçH~?
00014D10:	34 50 41 1B 04 A9 4C 64 00 32 34 E1 A8 D6 27 7C	4PA   @Ld  24á'Ö'
00014D20:	87 9A 9F 1D 41 FF D6 5F DF 04 76 C6 04 2D 88 05	Aýö_   vE  -
00014D30:	38 AA DC C2 91 8B 0F 82 00 05 2B 54 B3 C5 23 74	8=ÜA'      +T³Å#t
00014D40:	6F FB 2F 99 89 62 FE F8 72 7B 78 F1 8E BD 0B 90	oÛ/   bþør{ <xñ  %   < td="" xñ   }<=""></xñ  %   <>
00014D50:	1A CF 84 3B A4 46 7C F2 CF A9 93 3A 1B F1 3E 9B	Í  ;*F òÍ   :  ñ>
00014D60:	DE 3A 92 6C B0 CB A3 94 6F 65 E3 75 12 3E D1 4E	p:1°ÉE  oeåu  >ÑN
00014D70:	6C 24 D0 78 72 37 2F 24 99 6F 5E F2 48 AA D3 9D	1\$þxr7/\$  o^ðHøÓ
00014D80:	50 54 71 61 2F 76 7E F0 A9 40 FA B9 E5 E4 4C 68	Pfqg/v~ðØøú'åäLh
00014D90:	21 4F 05 39 20 0C EE E5 F5 DA 41 05 30 5C 7A E7	?0  9   iåðÚA  Ø\zç
00014DA0:	0C D4 7C 72 36 B4 6A A3 2E 90 CF A5 13 3B 36 A6	ô r6'jE.  Ý  ;ö
00014DB0:	85 4F E8 52 1E FE 92 3A C1 EE 66 6A 6C DF 05 9D	oèR  b':Áífj1Ø
00014DC0:	BE 92 B3 DC AC E1 0F 10 A9 AC 9F 67 DA 58 2D 6A	z'Ü-á   Ø-  oÚX-j
00014DD0:	54 2E FD F7 02 FD E3 41 97 AF 93 CB 20 D0 E5 97	T.ý÷  ý~A      E ðå
00014DE0:	4D F0 A4 43 E1 F3 7F	MåxCáó

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**LAMPIRAN D**  
**Dynamic Markov Compression pada kata “abang”**

**LAMPIRAN D**  
**Dynamic Markov Compression pada kata “abang”**

X	char	i	bitset	state	zero	one	lowvalue	midvalue	highvalue	rangevalue	output
0	97						0000 0000 0000 0000 0000 0000 0000		1111 1111 1111 1111 1111 1111	1111 1111 1111 1111 1111 1111	
		0	0	0	1	1	0000 0000 0000 0000 0000 0000 0000	1000 0000 0000 0000 0000 0000 0000	1000 0000 0000 0000 0000 0000 0000	1000 0000 0000 0000 0000 0000 0000	--
		1	1	1	1	1	0100 0000 0000 0000 0000 0000 0000	0100 0000 0000 0000 0000 0000 0000	1000 0000 0000 0000 0000 0000 0000	0100 0000 0000 0000 0000 0000 0000	--
		2	1	4	1	1	0110 0000 0000 0000 0000 0000 0000	0110 0000 0000 0000 0000 0000 0000	1000 0000 0000 0000 0000 0000 0000	0010 0000 0000 0000 0000 0000 0000	--
		3	0	10	1	1	0110 0000 0000 0000 0000 0000 0000	0111 0000 0000 0000 0000 0000 0000	0111 0000 0000 0000 0000 0000 0000	1000 0000 0000 0000 0000 0000 0111	011
		4	0	21	1	1	0000 0000 0000 0000 0000 0000 0000	0100 0000 0000 0000 0000 0100	0100 0000 0000 0000 0000 0100	1000 0000 0000 0000 0000 1001	0110
		5	0	43	1	1	0000 0000 0000 0000 0000 0000 0000	0100 0000 0000 0000 0100	0100 0000 0000 0000 0100	1000 0000 0000 0000 1001	01100
		6	0	87	1	1	0000 0000 0000 0000 0000 0000 0000	0100 0000 0000 0000 0100	0100 0000 0000 0000 0100	1000 0000 0000 0000 1001	011000
1	98	7	1	175	1	1	0100 0000 0000 0000 0000 0100	0100 0000 0000 0000 0100	1000 0000 0000 0000 0100	0100 0000 0000 0000 0101	0110000
		0	0	0	2	1	0100 0000 0000 0000 0000 0100	0110 1010 1010 1010 1011 0010	0110 1010 1010 1010 1011 0010	1010 1010 1010 1010 1011 1011	01100001
		1	1	1	1	2	0011 1000 1110 0011 1010 0100	0011 1000 1110 0011 1010 0100	1010 1010 1010 1010 1100 1011	0111 0001 1100 0111 0010 0111	01100001
		2	1	4	1	2	0101 1110 1101 0000 1011 0001	0101 1110 1101 0000 1011 0001	1010 1010 1010 1010 1100 1011	0100 1011 1101 1010 0001 1010	01100001
		3	0	10	2	1	0101 1110 1101 0000 1011 0001	1001 0001 0110 0010 0001 1000	1001 0001 0110 0010 0001 1000	0011 0010 1001 0001 0110 0111	01100001
		4	0	21	2	1	0101 1110 1101 0000 1011 0001	1000 0000 1000 0110 1111 0110	1000 0000 1000 0110 1111 0110	0010 0001 1011 0110 0100 0101	01100001
		5	0	43	2	1	0101 1110 1101 0000 1011 0001	0111 0101 0100 1010 0011 0100	0111 0101 0100 1010 0011 0100	0101 1001 1110 0110 0000 1111	01100001 01
		6	1	87	2	1	1011 0111 0011 0001 0111 1001	1011 0111 0011 0001 0111 1001	1101 0101 0010 1000 1101 0011	0011 1011 1110 1110 1011 0101	01100001 011
2	97	7	0	176	1	1	0110 1110 0110 0010 1111 0010	1000 1100 0101 1010 0100 1100	1000 1100 0101 1010 0100 1100	0001 1101 1111 0111 0101 1010	01100001 011
		0	0	0	3	1	0110 1110 0110 0010 1111 0010	1000 0100 1101 1100 0111 0110	1000 0100 1101 1100 0111 0110	0001 0110 0111 1001 1000 0100	01100001 011
		1	1	1	1	3	0111 0100 0000 0001 0101 0011	0111 0100 0000 0001 0101 0011	1000 0100 1101 1100 0111 0110	0001 0000 1101 1011 0001 0011	01100001 011
		2	1	4	1	3	0111 1000 0011 1000 0001 1100	0111 1000 0011 1000 0001 1100	1000 0100 1101 1100 0111 0110	0000 1100 1010 0100 0101 1010	01100001 011
		3	0	10	3	1	0111 1000 0011 1000 0001 1100	1000 0001 1011 0011 0110 0000	1000 0001 1011 0011 0110 0000	0000 1001 0111 1011 0100 0100	01100001 011
		4	0	21	3	1	0111 1000 0011 1000 0001 1100	0111 1111 0101 0100 1000 1111	0111 1111 0101 0100 1000 1111	1110 0011 1000 1110 0111 1111	01100001 01101111
		5	0	43	3	1	0000 0111 0000 0011 1000 0000	1011 0001 1010 1110 0101 1111	1011 0001 1010 1110 0101 1111	1010 1010 1010 1010 1101 1111	01100001 01101111
		6	0	87	2	2	0000 0111 0000 0011 1000 0000	0101 1100 0101 1000 1111 0000	0101 1100 0101 1000 1111 0000	1010 1010 1010 1010 1110 0001	01100001 01101111 0
3	110	7	1	175	1	2	0100 0110 1110 1010 1010 0000	0100 0110 1110 1010 1010 0000	1011 1000 1011 0001 1110 0001	0111 0001 1100 0111 0100 0001	01100001 01101111 0
		0	0	0	4	1	0100 0110 1110 1010 1010 0000	1010 0001 1111 0000 0110 1110	1010 0001 1111 0000 0110 1110	0101 1011 0000 0101 1100 1110	01100001 01101111 0
		1	1	1	1	4	0101 1001 0001 1110 1111 1100	0101 1001 0001 1110 1111 1100	1010 0001 1111 0000 0110 1110	0100 1000 1101 0001 0111 0010	01100001 01101111 0
		2	1	4	1	4	0110 0111 1010 1111 0100 0110	0110 0111 1010 1111 0100 0110	1010 0001 1111 0000 0110 1110	0011 1010 0100 0001 0010 1000	01100001 01101111 0
		3	0	10	4	1	0110 0111 1010 1111 0100 0110	1001 0110 0100 1001 1100 1100	1001 0110 0100 1001 1100 1100	0010 1110 1001 1010 1000 0110	01100001 01101111 0
		4	1	21	4	1	1000 1100 1111 0111 1011 0001	1000 1100 1111 0111 1011 0001	1001 0110 0100 1001 1100 1100	0100 1010 1001 0000 1101 1111	01100001 01101111 0100

		5	1	44	1	1	1000 1101 0000 0101 1111 1000	1000 1101 0000 0101 1111 1000	1011 0010 0100 1110 0110 0111	1001 0101 0010 0001 1011 1111	01100001 01101111 010010
		6	1	90	1	1	0111 1110 1010 1000 1100 0000	0111 1110 1010 1000 1100 0000	1100 1001 0011 1001 1001 1111	0100 1010 1001 0000 1101 1111	01100001 01101111 010010
		7	0	182	1	1	0111 1110 1010 1000 1100 0000	1010 0011 1111 0001 0011 0000	1010 0011 1111 0001 0011 0000	0010 0101 0100 1000 0111 0000	01100001 01101111 010010
4	103	0	0	0	5	1	0111 1110 1010 1000 1100 0000	1001 1101 1011 1010 0111 0011	1001 1101 1011 1010 0111 0011	0001 1111 0001 0001 1011 0011	01100001 01101111 010010
		1	1	1	1	5	1000 0011 1101 0110 0101 1110	1000 0011 1101 0110 0101 1110	1001 1101 1011 1010 0111 0011	1100 1111 0010 0000 1010 1111	01100001 01101111 01001010 0
		2	1	4	1	5	0100 0001 0011 1000 0110 0010	0100 0001 0011 1000 0110 0010	1110 1101 1101 0011 1001 1111	1010 1100 1001 1011 0011 1101	01100001 01101111 01001010 0
		3	0	10	5	1	0100 0001 0011 1000 0110 0010	1101 0001 0000 1111 0001 0101	1101 0001 0000 1111 0001 0101	1000 1111 1101 0110 1011 0011	01100001 01101111 01001010 0
		4	0	21	4	2	0100 0001 0011 1000 0110 0010	1010 0001 0001 1100 1101 1001	1010 0001 0001 1100 1101 1001	0101 1111 1110 0100 0111 0111	01100001 01101111 01001010 0
		5	1	43	4	1	1000 1101 1110 1111 0010 1000	1000 1101 1110 1111 0010 1000	1010 0001 0001 1100 1101 1001	0100 1100 1011 0110 1100 0111	01100001 01101111 01001010 010
		6	1	88	1	1	0101 1110 0001 1000 0000 0100	0101 1110 0001 1000 0000 0100	1000 0100 0111 0011 0110 0111	0010 0110 0101 1011 0110 0011	01100001 01101111 01001010 010
		7	1	178	1	1	0111 0001 0100 0101 1011 0110	0111 0001 0100 0101 1011 0110	1000 0100 0111 0011 0110 0111	<b>01100001 01101111 01001010 0</b>	<b>1001110 00101000 10110110 11011111</b>