

Sprite Moves

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5 REM *Program 1*
10 CLEAR 45055: REM AFFF HEX
20 LOAD "MOVESPRITE"CODE
30 LET KEY=45056
40 LET BITPOS=45059
50 LET SPRTAB=45060
60 LET INIT=45312: REM B100 HEX
70 LET MOVSPR=45317: REM B105 HEX
80 GO SUB 1000: REM SET UP SPRITE
90 FOR I=1 TO 20
100 PRINT AT 21*RND,31*RND;"*";
110 NEXT I
120 PRINT AT 10,16;
130 RANDOMIZE USR INIT
140 LET X#=INKEY#: IF X#="" THEN GO TO 140
150 LET X=VAL X#
160 POKE KEY,X
170 RANDOMIZE USR MOVSPR
180 GO TO 140
1000 POKE BITPOS,0
1010 FOR I=0 TO 7
1020 READ X
1030 POKE SPRTAB+2*I,X
1040 POKE SPRTAB+1+2*I,0
1050 NEXT I
1060 RETURN
2000 DATA BIN 00011000
2010 DATA BIN 00011000
2020 DATA BIN 00011000
2030 DATA BIN 11111111
2040 DATA BIN 11111111
2050 DATA BIN 00011000
2060 DATA BIN 00011000
2070 DATA BIN 00011000

5 REM *Program 2*
10 LET A=45312
20 FOR L=1000 TO 1420 STEP 10
30 LET S=0
40 FOR A=A TO A+7
50 READ B
60 POKE A,B
70 LET S=S+B
80 NEXT A
90 READ C
100 IF C>B THEN PRINT "ERROR IN LINE ";L: STOP
110 NEXT L
120 READ B
130 POKE A,B
140 READ B
150 POKE (A+1),B
200 PRINT "INSERT PROGRAM TAPE"
250 SAVE "MOVESPRITE"CODE 45312,400
1000 DATA 42,132,92,24,44,22,0,205,561
1010 DATA 61,177,42,1,176,58,0,176,691
1020 DATA 254,5,32,5,205,165,177,24,867
1030 DATA 24,254,6,32,5,205,109,177,812
1040 DATA 24,15,254,7,32,5,205,136,678
1050 DATA 177,24,6,254,8,192,205,228,1094
1060 DATA 177,34,1,176,22,1,205,61,677
1070 DATA 177,205,35,178,201,42,1,176,1015
1080 DATA 221,33,4,176,14,8,229,6,691
1090 DATA 2,203,66,32,6,221,126,16,672
1100 DATA 119,24,4,126,221,119,16,35,664
1110 DATA 205,83,178,221,35,16,234,225,1197
1120 DATA 13,200,221,35,197,213,205,109,1193
1130 DATA 177,209,193,24,217,62,7,164,1053
1140 DATA 254,7,40,2,36,201,17,32,589
1150 DATA 0,25,62,224,165,32,4,205,717
1160 DATA 83,178,201,124,214,7,103,201,1111
1170 DATA 62,7,164,40,2,37,201,17,530
1180 DATA 32,0,167,237,82,62,224,165,969
1190 DATA 254,224,32,4,205,76,176,201,1174
1200 DATA 124,198,7,103,201,221,33,3,890
1210 DATA 176,221,126,0,61,230,7,221,1042
1220 DATA 119,0,79,221,35,6,8,221,689
1230 DATA 94,0,221,86,1,203,3,245,853
1240 DATA 203,11,241,203,18,203,19,62,960
1250 DATA 7,185,32,3,122,83,95,221,748
1260 DATA 115,0,221,114,1,221,35,221,928
1270 DATA 35,16,220,62,7,185,192,43,760
1280 DATA 205,76,178,201,221,33,3,176,1093
1290 DATA 221,126,0,60,230,7,221,119,984
1300 DATA 0,79,221,35,6,8,221,94,664
1310 DATA 0,221,86,1,203,11,245,203,970
1320 DATA 3,241,203,26,203,27,62,0,765
1330 DATA 185,32,3,122,83,95,221,115,856
1340 DATA 0,221,114,1,221,35,221,35,848
1350 DATA 16,220,62,0,185,192,35,205,915
1360 DATA 83,178,201,42,1,176,221,33,935
1370 DATA 4,176,14,8,229,6,2,221,660
1380 DATA 126,0,47,87,126,162,221,182,951
1390 DATA 0,119,35,205,76,178,221,35,869
1400 DATA 16,237,225,13,200,197,205,109,1202
1410 DATA 177,193,24,224,62,63,188,192,1123
1420 DATA 38,87,201,62,88,188,192,38,894
1430 DATA 64,201,265

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KEY EQU EB000
SPRPOS EQU EB001
BITPOS EQU EB003
SPRTAB EQU EB004
DFCC EQU ESCB4
ORG EB100
INIT LD HL,(DFCC)
MOVSPR LD D,0
CALL UNDER
LD HL,(SPRPOS)
LD A,(KEY)
CP 5
JR NZ,L0
CALL LMOVE
JR SAVSCR
L0 CP 6
JR NZ,L1
CALL BELOW
JR SAVSCR
L1 CP 7
JR NZ,L2
CALL ABOVE
JR SAVSCR
L2 CP 8
RET NZ
CALL REMOVE
SAVSCR LD (SPRPOS),HL
LD D,1
CALL UNDER
CALL PRSPRT
RET
UNDER LD HL,(SPRPOS)
LD IX,SPRTAB
LD C,B
LINE LD B,2
BYTE BIT 0,D
WIPOUT LD A,(IX+£10)
LD (HL),A
JR CONT
SVESCR LD A,(HL)
LD (IX+£10),A
CONT INC HL
INC IX
DJNZ BYTE
DEC C
RET Z
INC IX
DEC HL
DEC HL
PUSH BC
PUSH DE
CALL BELOW
POP DE
POP BC
JR LINE
BELOW LD A,7
AND H
CP 7
JR Z,BDIFCB
BSAMCB INC H
RET
BDIFCB LD DE,£20
ADD HL,DE
LD A,£E0
AND L
RET Z
BSAMSB LD A,H
SUB 7
LD H,A
RET
ABOVE LD A,7
AND H
JR Z,ADIFCB
ASAMCB DEC H
RET
ADIFCB LD DE,£20
AND A
SBC HL,DE
LD A,£E0
AND L
CP £E0
RET Z
ASAMSB LD A,H
ADD A,7
LD H,A
RET
LMOVE LD IX,BITPOS
LD A,(IX+0)
DEC A
AND 7
LD (IX+0),A
LD C,A
INC IX
RMOVE LD IX,BITPOS
LD A,(IX+0)
INC A
AND 7
LD (IX+0),A
LD C,A
INC IX
RPAIR LD E,(IX+0)
LD D,(IX+1)
RRC E
PUSH AF
RLC E
POP AF
RR D
RR E
LD A,0
CP C
JR NZ,RSTORE
LD A,D
LD D,E
LD E,A
RSTORE LD (IX+0),E
LD (IX+1),D
INC IX
DJNZ RPAIR
LD A,0
CP C
RET NZ
INC HL
RET
PRSPRT LD HL,(SPRPOS)
LD IX,SPRTAB
LD C,B
PRLINE LD B,2
PRBYTE LD A,(IX+0)
CPL
LD D,A
LD A,(HL)
AND D
OR (IX+0)
LD (HL),A
INC HL
INC IX
DJNZ PRBYTE
DEC C
RET Z
DEC HL
DEC HL
PUSH BC
CALL BELOW
POP BC
JR PRLINE
LPAIR LD B,8
LD E,(IX+0)
LD D,(IX+1)
RLC E
PUSH AF
RRC E
POP AF
RL D
RL E
LD A,7
CP C
JR NZ,LSTORE
LD A,D
LD D,E
LD E,A
LSTORE LD (IX+0),E
LD (IX+1),D
INC IX
INC IX
DJNZ LPAIR
LD A,7
CP C
RET NZ
DEC HL
RET

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How To Use These Programs

- 1) Type in and SAVE "Program 1" LINE 10
- 2) Type in and RUN "Program 2": this SAVES the machine code from memory, preferably on the tape after "Program 1"
- 3) LOAD "Program 1", which will auto-run