

ColourMM Sprites test

[lemmods.zip](#)

This module is part of the original MMBasic library. It is reproduced here with kind permission of Hugh Buckle and Geoff Graham. Be aware it may reference functionality which has changed or is deprecated in the latest versions of MMBasic.

Colour Maximize V4.0 Demos from Fabrice Muller, France

Sprites3: It was one of my first tests of Sprites and Blitter at same time and music modules for the background music. Here it's nothing to do. Just look at the source to learn how to use everything together.

Don't forget to copy the *.mod files to "a:" before starting the demos that need them.

```
'ColourMM Sprites test
Option Base 1
Dim SprNum(5)
Dim XCoord(5)
Dim YCoord(5)
Dim SprDir(5)
Dim PixCol(5)
Dim PixLR(5)
Dim LemRun(5)
ScreenY = 0
ScreenDir = 1
ModNum = 1
SprOffs = 16
NumSprites = 5
MaxSpr = 5
Mode 4
Cls
Drive "b:"
LoadBMP "level001.bmp",0,ScreenY + 2
Sprite Load "lemmings.spr"
Randomize Timer
For a = 1 To MaxSpr
  SprNum(a) = 1 + (SprOffs * (a-1))
  SprDir(a) = 1
  XCoord(a) = 52
  YCoord(a) = 35
  PixCol(a) = 0
  PixLR(a) = 0
  LemRun(a) = 0
Next a
MaxSpr = 1
Timer = 0
Drive "a:"
PlayMOD "track_01.mod"
Do While 1
```

```
If (ModNum = 1) And (Timer >= 53000) Then
  PlayMOD stop
  ModNum = 2
  Timer = 0
  PlayMOD "track_03.mod"
EndIf
If (ModNum = 2) And (Timer >= 53000) Then
  PlayMOD stop
  ModNum = 3
  Timer = 0
  PlayMOD "track_09.mod"
EndIf
If (ModNum = 3) And (Timer >= 60900) Then
  PlayMOD stop
  ModNum = 1
  Timer = 0
  PlayMOD "track_01.mod"
EndIf
If MaxSpr < NumSprites Then
  If Timer > 1500 And MaxSpr = 1 Then MaxSpr = 2
  If Timer > 3000 And MaxSpr = 2 Then MaxSpr = 3
  If Timer > 4500 And MaxSpr = 3 Then MaxSpr = 4
  If Timer > 6000 And MaxSpr = 4 Then MaxSpr = 5
EndIf
For a = 1 To MaxSpr
  PixCol(a) = Pixel(XCoord(a) + 8,YCoord(a) + 17 + ScreenY)
  If SprDir(a) = 1 Then
    PixLR(a) = Pixel(XCoord(a) + 12,YCoord(a) + 5 + ScreenY)
    If (PixLR(a) <> 0) Or (XCoord(a) > (MM.HRes - 10)) Then
      SprDir(a) = -1
      SprNum(a) = 9 + (SprOffs * (a-1))
    EndIf
  Else
    PixLR(a) = Pixel(XCoord(a) + 4,YCoord(a) + 5 + ScreenY)
    If (PixLR(a) <> 0) Or (XCoord(a) < -5) Then
      SprDir(a) = 1
      SprNum(a) = 1 + (SprOffs * (a-1))
    EndIf
  EndIf
EndIf
Next a
For a = 1 To MaxSpr
  Sprite on SprNum(a), XCoord(a) , YCoord(a) + ScreenY
Next a
ScreenY = ScreenY + Screendir
If ScreenY > 50 Then ScreenDir = -1
If ScreenY < 2 Then ScreenDir = 1
Do While (Timer Mod 90) < 80
Loop
For a = MaxSpr To 1 Step -1
  Sprite off SprNum(a)
```

```
Next a
BLIT 0,ScreenY ,0,ScreenY + ScreenDir,MM.HRes,154
For a = 1 To MaxSpr
  If LemRun(a) = 1 Then
    SprNum(a) = SprNum(a) + 1
  EndIf
  If SprDir(a) = 1 Then
    If SprNum(a) > (8 + (SprOffs * (a-1))) Then SprNum(a) = 1 + (SprOffs *
(a-1))
  Else
    If SprNum(a) > (16 +(SprOffs * (a-1))) Then SprNum(a) = 9 + (SprOffs *
(a-1))
  EndIf
Next a
For a = 1 To MaxSpr
  If LemRun(a) = 1 Then
    XCoord(a) = XCoord(a) + SprDir(a)
    If PixCol(a) <> 0 Then
      'Lemming have to go up
      YCoord(a) = YCoord(a) - 1
    Else
      'Lemming have to go down
      YCoord(a) = YCoord(a) + 1
    EndIf
  Else
    If PixCol(a) <> 0 Then
      LemRun(a) = 1
    Else
      YCoord(a) = YCoord(a) + 2
    EndIf
  EndIf
EndIf
Next a
Loop
```

From:

<https://fruitoftheshed.com/wiki/> - FotS

Permanent link:

https://fruitoftheshed.com/wiki/doku.php?id=mmbasic_original:colourmm_sprites_test

Last update: **2024/01/19 09:39**

