

Sprite Demonstration

sprtdemo.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.

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'
'                               SPRITE DEMONSTRATION
'
'                               by Nickolas Marentes
'
'                               June 2013
'-----
'-----

Mode 3                                ' Set video mode
LoadBMP"backdrop"                    ' Load backdrop image
Sprite Load "sprites"                ' Load sprite definitions

Dim p(8,4)                           ' Define array size

For n=1 To 8                          ' Set all 8 sprites data
  p(n,1)=n*25+125                     '   X co-ordinate
  p(n,2)=216                          '   Y co-ordinate
  p(n,3)=Fix(Rnd*4)+1                 '   Random 4 direction
  Sprite on n,n*25+125,216            ' Turn on sprite
Next n

GAMELOOP:

  For n=1 To 8                        ' Start of main game loop

    MOVEGHOST:
    On p(n,3) GoTo LEFT,RIGHT,UP,DOWN ' Branch to direction

    LEFT:                             ' Move sprite left
    Sprite copy 11+b To n              ' Copy sprite buffer graphics
    p(n,1)=p(n,1)-1                   ' Decrement X co-ordinate
    GoTo REDRAW                       ' Branch to sprite redraw

    RIGHT:                            ' Move sprite right
    Sprite copy 9+b To n               ' Copy sprite buffer graphics
    p(n,1)=p(n,1)+1                   ' Increment X co-ordinate
    GoTo REDRAW                       ' Branch to sprite redraw

    UP:                               ' Move sprite up

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Sprite copy 13+b To n      ' Copy sprite buffer graphics
p(n,2)=p(n,2)-1           ' Decrement Y co-ordinate
GoTo REDRAW               ' Branch to sprite redraw

DOWN:                     ' Move sprite down
Sprite copy 15+b To n      ' Copy sprite buffer graphics
p(n,2)=p(n,2)+1           ' Increment Y co-ordinate

REDRAW:

Sprite move n,p(n,1),p(n,2) ' Move current sprite

If Collision(n,edge)>0 Then GoTo BOUNCE ' Test for edge of screen

If Collision(n,sprite)>0 Then GoTo BOUNCE ' Test for another sprite

If Rnd>.99 Then p(n,3)=Fix(Rnd*4)+1 ' Randomly decide to turn

Next n                     ' Loop back for next sprite

c=c+1                      ' Counter for sprite animate
If c>8 Then b=b Xor 1:c=0 ' Sets speed of animation

GoTo GAMELOOP             ' Do it all again

BOUNCE:                   ' reverse sprite direction
p(n,3)=p(n,3)+1           ' Reverse direction
If p(n,3)=3 Then p(n,3)=1
If p(n,3)=5 Then p(n,3)=3
GoTo MOVEGHOST            ' Go back to redraw sprite
```

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