
2 FEATURES OF THE BEEBUG SPRITES PACKAGE

1. Sprites are quickly created on an 8 by 16 grid, using a special sprite definer program. Each of the 8 by 16 (128) individual parts which make up the sprite may be any of the 16 colours available in mode 2 (8 steady + 8 flashing).

2. Each sprite is easily displayed or moved, using integer variables. For example the following sequence:

W%=1: A%=30: B%=40: CALL S%

will draw sprite 1 at location (30,40) on the screen ie 30 positions along from the left of the screen, and 40 positions up.

3. Plotting a sprite at a new position will automatically delete its previous image, and this is achieved in such a way that backgrounds are left unchanged.

4. The sprite routines permit the use of an automatic wrap-around screen so that a sprite moving off the left of the screen, will reappear on the right.

5. A special machine code routine will automatically check for collisions between sprites, allowing you to take appropriate action.

6. Each sprite may be defined twice, and a special facility causes one image to be displayed if the x co-ordinate is even, and the other if it is odd. This is quite automatic, and may be used to provide animation effects; for example to create the impression of a man running.

7. Up to 7 different sprites may be used and moved around the screen independently. Each of these may be defined twice as above. As well as this, each sprite may have up to 2 clones, (ie exact copies) of itself, allowing up to 21 moving sprite pairs on the screen at once.

8. A super sprite facility is also incorporated, allowing 4 variations of each sprite to be created rather than the normal two. The image chosen to represent a super sprite at a given time could be made to depend on the direction of travel, so that, for example, a monster could automatically face the direction in which it was moving.