
APPENDIX

PROGRAMS SUPPLIED ON THE CASSETTE

The programs are located on the tape in a convenient order. Where two programs are required in sequence they are placed in order. The files are as follows:

| | |
|-------------------|---|
| Introduction | INTRO (M/CODE) (Normal sprite code) (PART_1) (PART_2) |
| Sprite definer | DEFINER (DEF_1) (DEF_2) |
| Super sprite code | SS/CODE |
| Demonstrations | M/CODE DEMO:1 M/CODE DEMO:2 M/CODE DEMO:3 M/CODE DEMO:4 M/CODE DEMO:5 SS/CODE DEMO:6 CODE_2 DEMO:7 |

If the program name is enclosed in brackets this means that it is automatically called by a previous program.

The introduction should be loaded by

CHAIN "INTRO"

and the sprite definer by:

CHAIN "DEFINE"

Access to the machine code routines, and to the sprite definer are described in sections 4 and 6 respectively.

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