Private Sub tmrShoot\_Timer()

Dim x As Integer, j As Integer, k As Integer

For x = 0 To 200

If shpBullet1(x).Top > 1000 Or shpBullet1(x).Top < 0 Then shpBullet1(x).Visible = False

If shpBullet1(x).Left > 1000 Or shpBullet1(x).Left < 0 Then shpBullet1(x).Visible = False

Next x

For x = 0 To 200

If shpBullet1(x).Visible = True Then

shpBullet1(x).Left = shpBullet1(x).Left + ((10 / ((arrBullet1Slope(x) ^ 2) + 1) ^ 0.5) \* arrBullet1Dir(x))

shpBullet1(x).Top = arrBullet1Slope(x) \* shpBullet1(x).Left + arrBullet1Yint(x)

End If

Next x

If MoveUp = True Then

shpPlayer1.Top = shpPlayer1.Top + 1.75

End If

If MoveDown = True Then

shpPlayer1.Top = shpPlayer1.Top - 1.75

End If

If MoveRight = True Then

shpPlayer1.Left = shpPlayer1.Left + 1.75

End If

If MoveLeft = True Then

shpPlayer1.Left = shpPlayer1.Left - 1.75

'For i = 0 To 4

'If shpPlayer1.Top > lneLeft(i).Y2 Then

'Or shpPlayer1.Top + shpPlayer1.Height > lneLeft(i).Y1 Then

'If shpPlayer1.Left < lneLeft(i).X1 Then

'shpPlayer1.Left = shpPlayer1.Left + 1.75

'End If

'End If

'Next i

End If

end sub