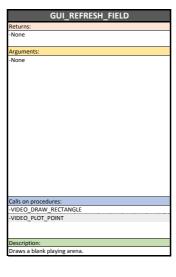
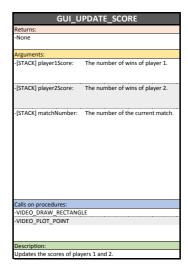
FILE: GUI.ASM

	GUI	DISPLAY	_SPLASHSCRE	EN
Returns	:			
-None				
Argume	ents:			
-None				
	proced			
		RECTANGLE		
	PLOT_I			
-VIDEO	_CLEAK_	_SCREEN		
Descrip				
Display	s the int	ro screen.		

GUI_UPDATE_	PLAYER_POISITION
Returns:	
-None	
Arguments:	
-[STACK] xPlayer1Position:	The location of player 1, in pixels, from the left of the screen.
-[STACK] yPlayer1Position:	The location of player 1, in pixels, from the top of the screen.
-[STACK] player1Visibility:	0 if player 1 is visible. 1 if player 1 is invisible.
-[STACK] xPlayer2Position:	The location of player 2, in pixels, from the left of the screen.
-[STACK] yPlayer2Position:	The location of player 2, in pixels, from the top of the screen.
-[STACK] player2Visibility:	0 if player 2 is visible. 1 if player 2 is invisible.
Calls on procedures:	
-VIDEO_PLOT_POINT	
Description:	
Draws the players on the scree	en.





GUI_	DRAW_OBSTACLE
Returns:	
-None	
Arguments:	
-[STACK] xPosition:	The upper left position of the obstacle in pixels from the left of the screen
-[STACK] yPosition:	The upper left position of the obstacle in pixels from the top of the screen.
-[STACK] width:	The width of the obstacle.
-[STACK] height:	The height of the obstacle.
Calls on procedures:	
-VIDEO_DRAW_RECTAI	NGLE
-VIDEO_PLOT_POINT	
Description:	
Displays one obstacle of	n the screen.