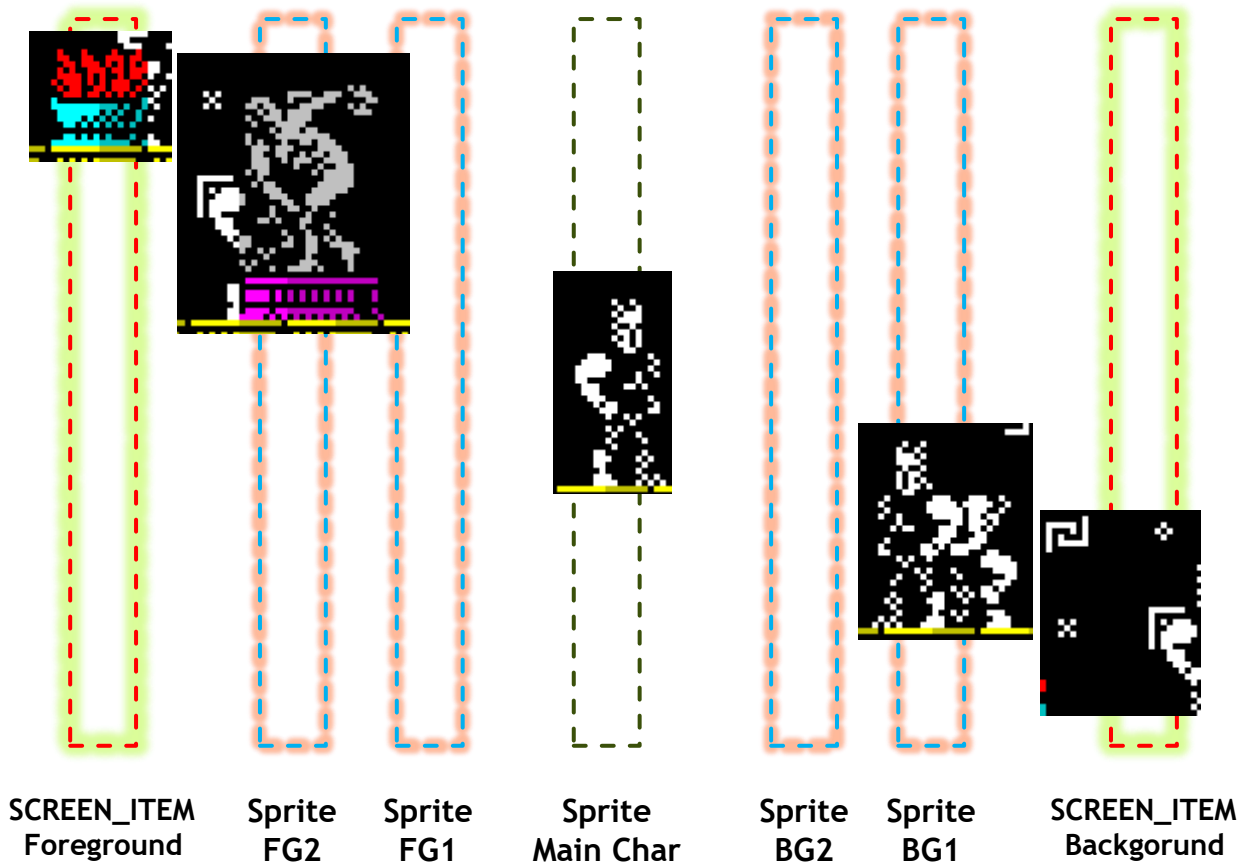
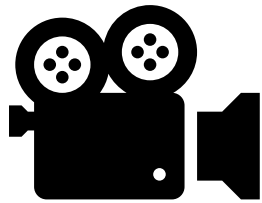


Sprite Rendering

Sprite rendering

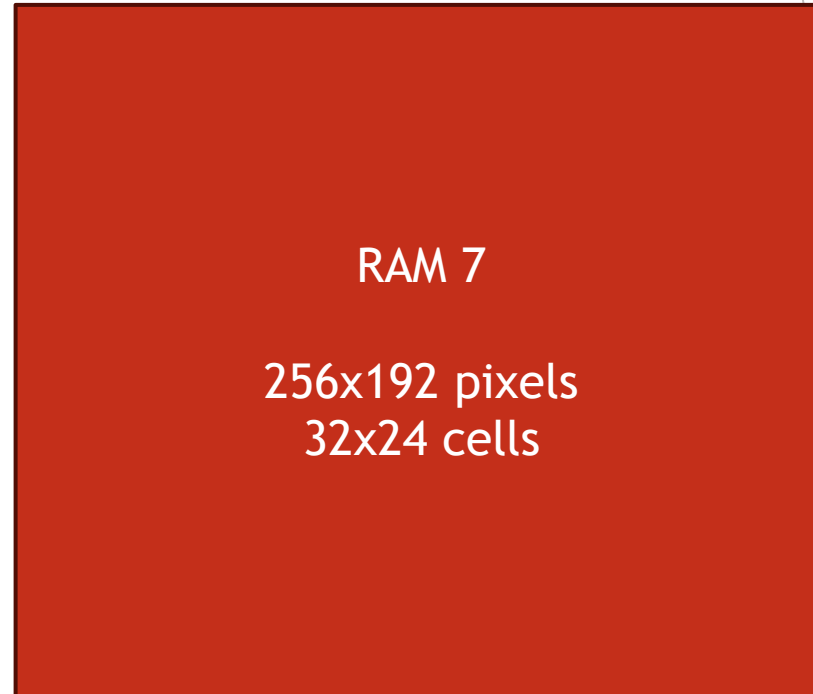
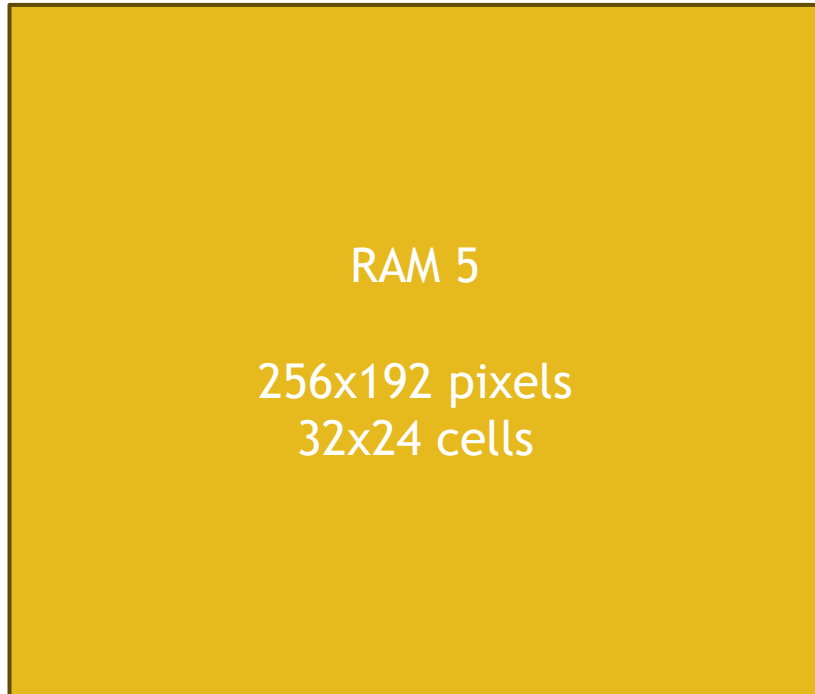


Sprite rendering

```
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;
; T128_RenderAll
;
; Render animated blocks & sprites & main char
;

T128_RenderAll:    call    T128_RenderAniBlcks        ; Render animated blocks
;
;                  ld      c, T128_SPR_BACKGROUND1
;                  call    T128_RenderSprites        ; Render background 1 sprites
;
;                  ld      c, T128_SPR_BACKGROUND2
;                  call    T128_RenderSprites        ; Render background 2 sprites
;
;                  call    T128_RenderMainChar      ; Render main character
;
;                  ld      c, T128_SPR_FOREGROUND1
;                  call    T128_RenderSprites        ; Render foreground 1 sprites
;
;                  ld      c, T128_SPR_FOREGROUND2
;                  jp      T128_RenderSprites        ; Render foreground 2 sprites
```

Sprite rendering



Sprite rendering



SHOW

RetroBensoft 2025



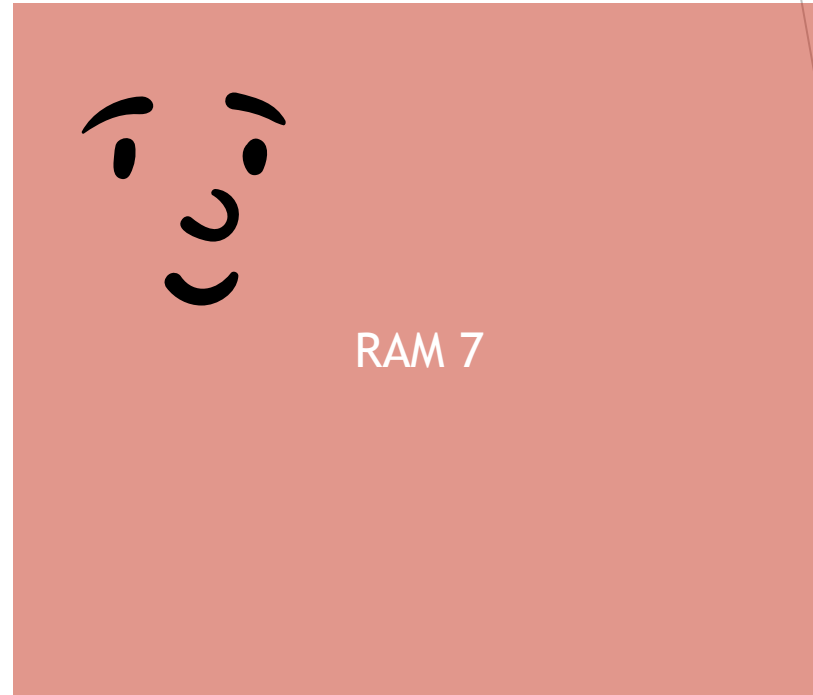
HIDE

Tuerkas128 Framework

Sprite rendering



SHOW

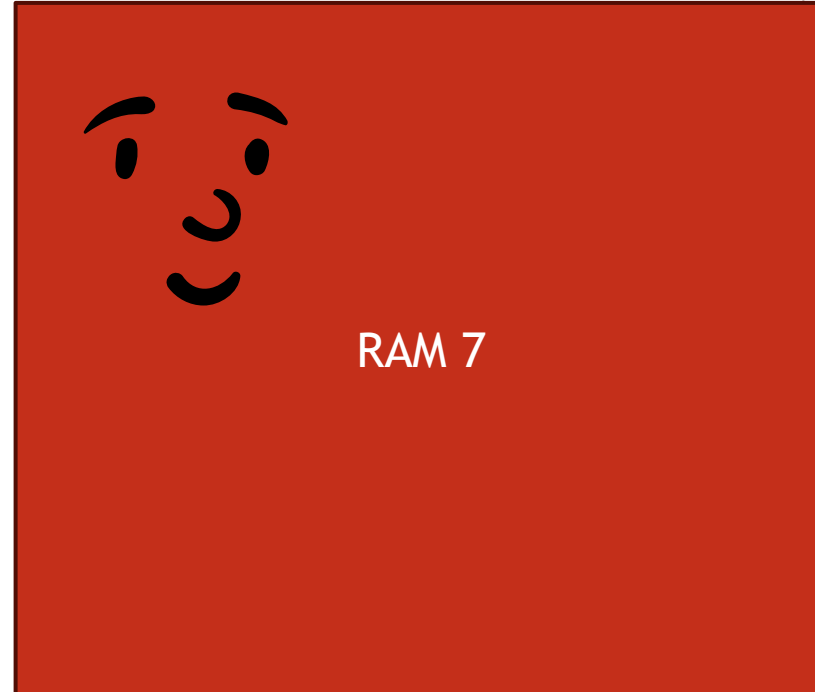


HIDE

Sprite rendering



HIDE

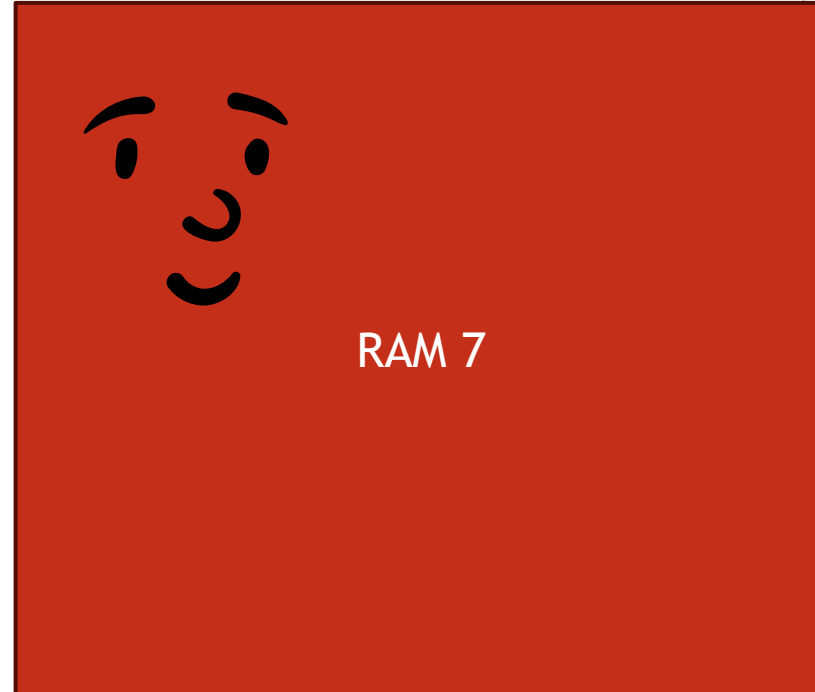


SHOW

Sprite rendering



HIDE

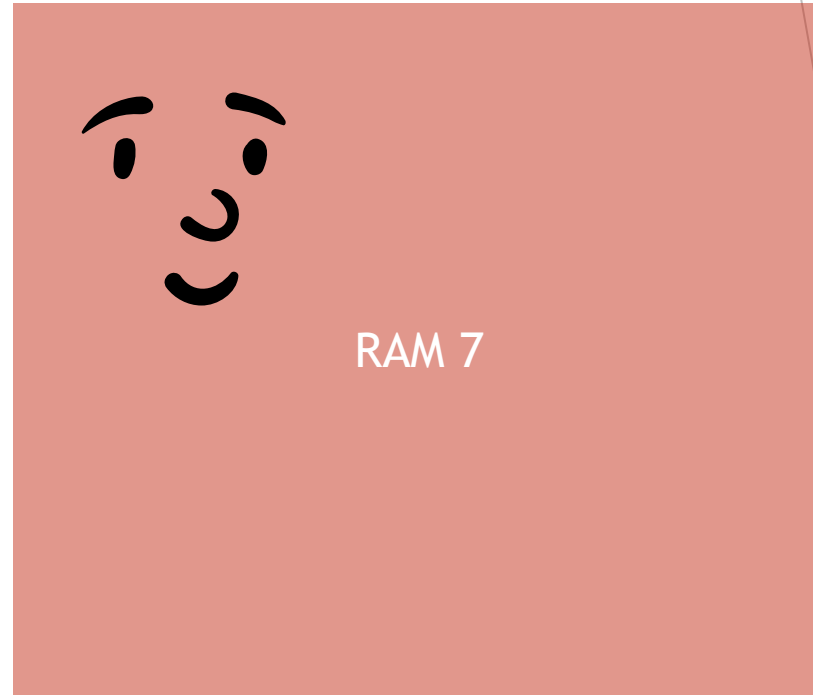


SHOW

Sprite rendering



SHOW



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