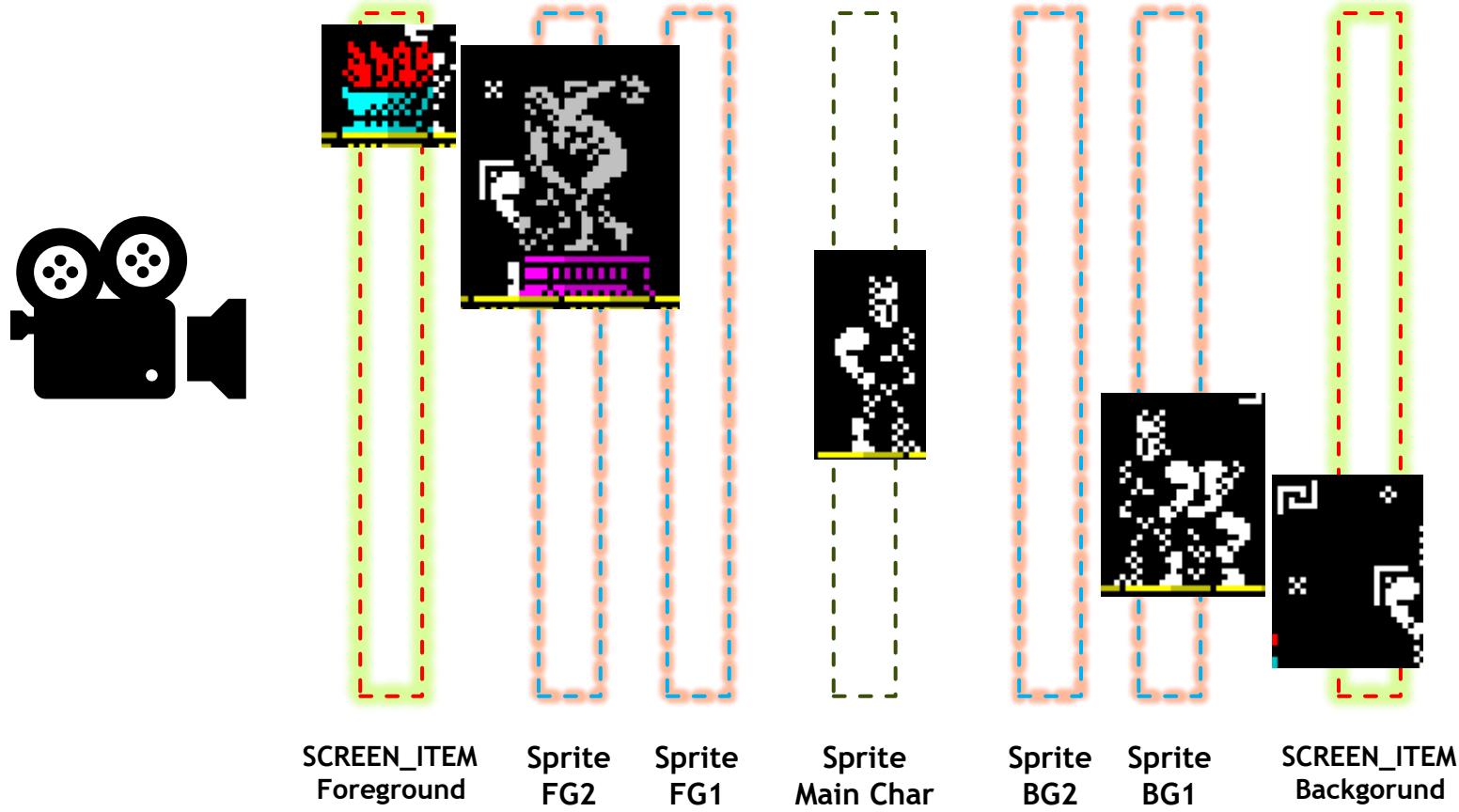


# **Sprite Rendering**

RetroBensoft 2025

Tuerkas128 Framework

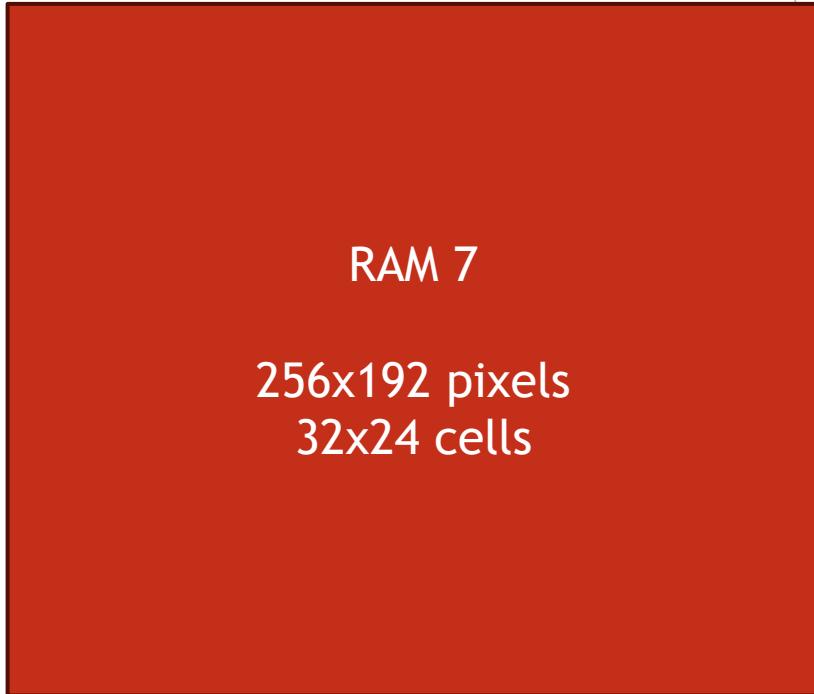
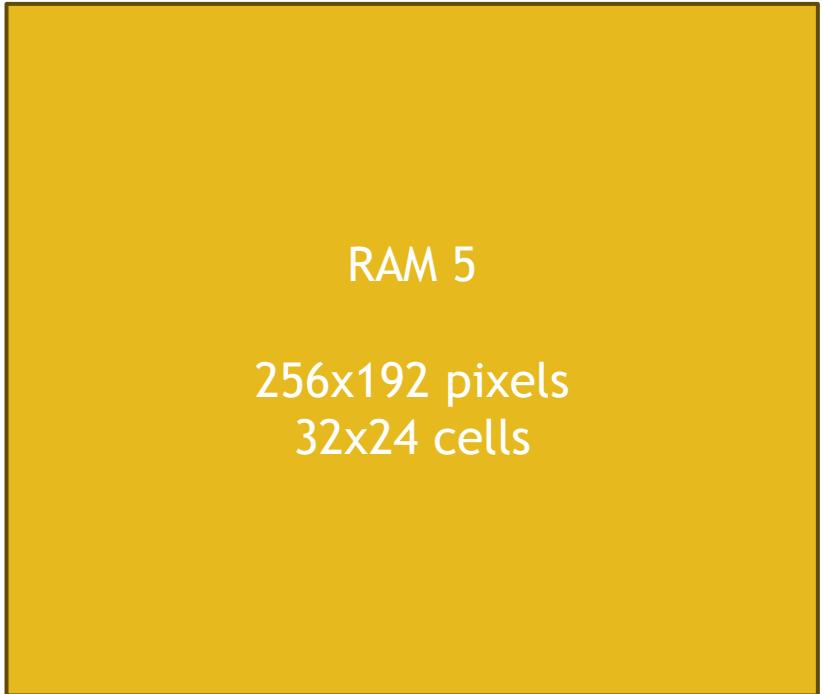
# Sprite rendering



# 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

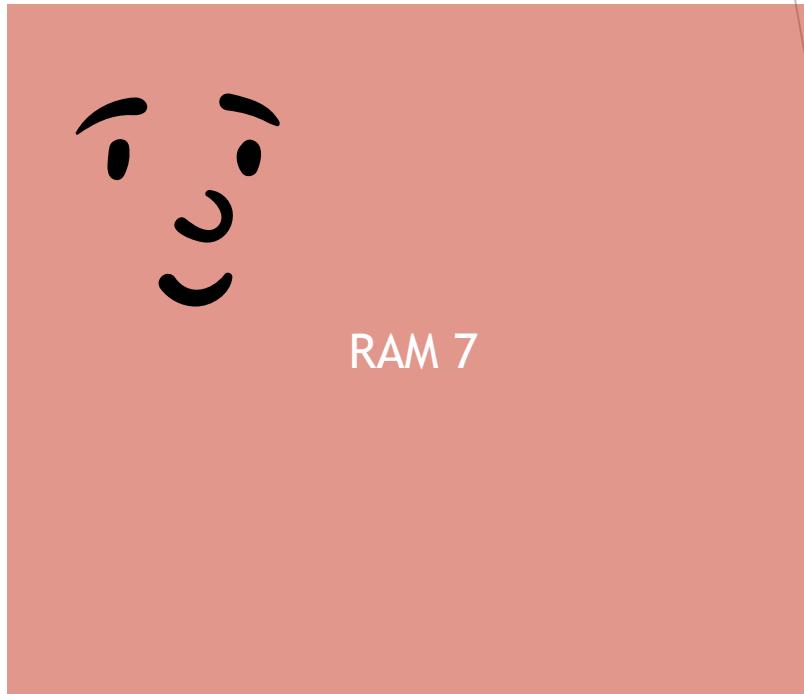


HIDE

## Sprite rendering



SHOW



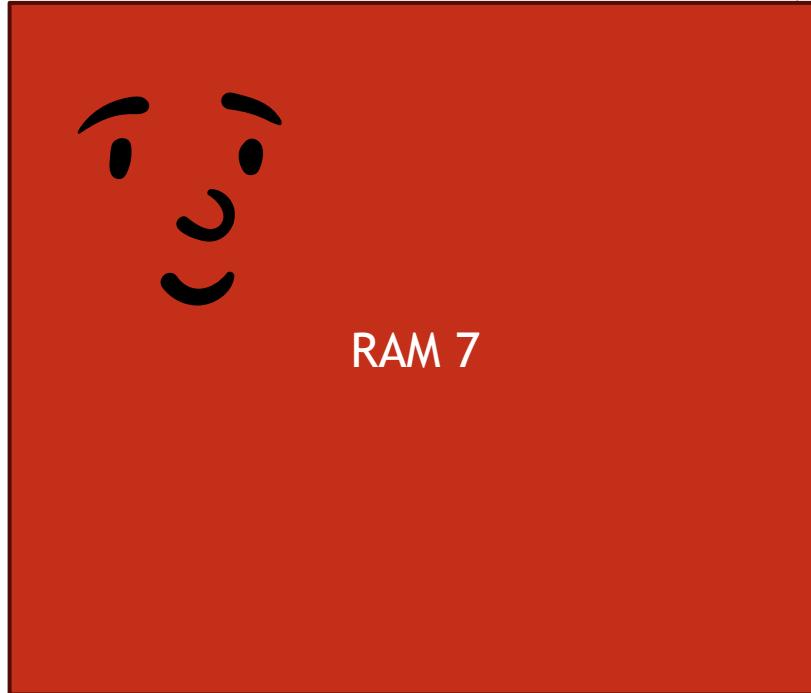
RAM 7

HIDE

## Sprite rendering



HIDE

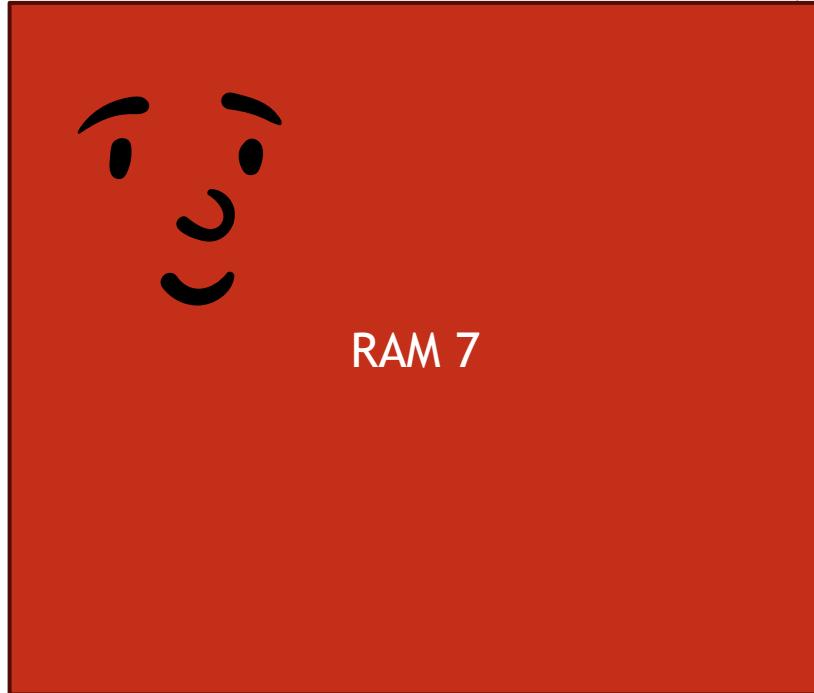


SHOW

## Sprite rendering

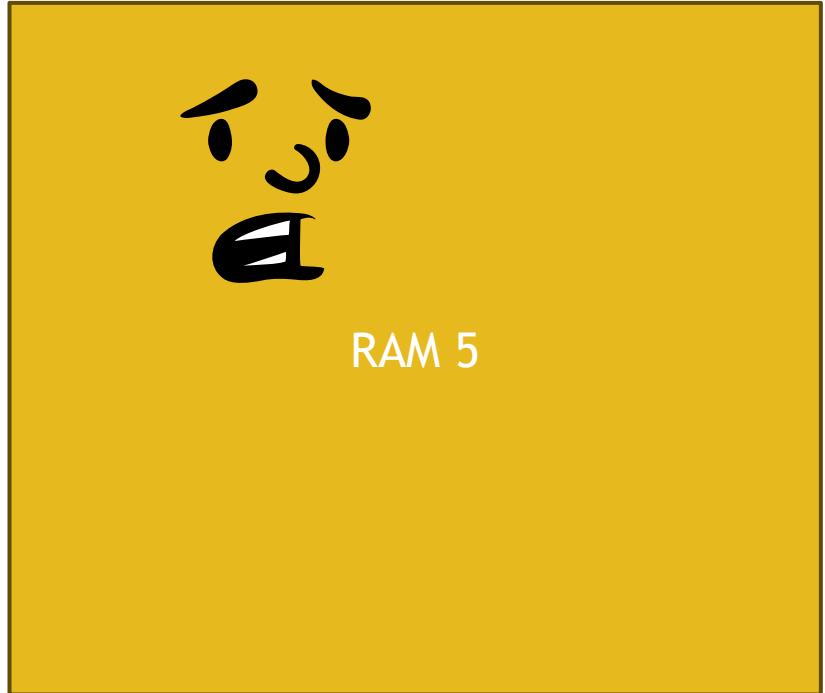


HIDE

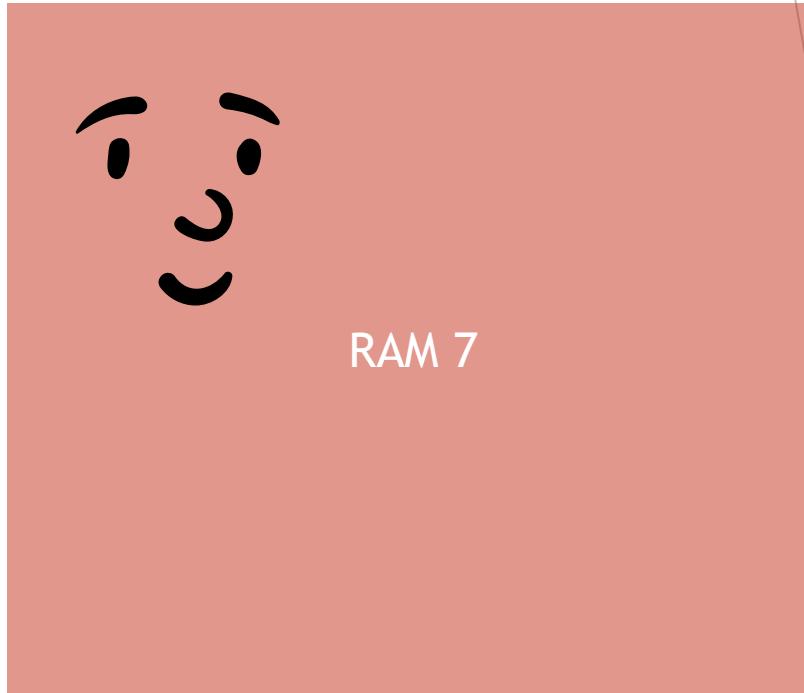


SHOW

## Sprite rendering



SHOW



HIDE