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1: (picprfx,npicstrt,npicend,replay)
2: Prgm
3: @CycleView 2.1 plays back animations.
4: picprfx,npicstrt,npicend,replay
5: - picprfx: folder\prefix
6: - npicstrt: starting pic #
7: - npicend: ending pic #
8: - replay: end-of-sequence behaviour
9:
10: Local picprfx,npicstrt,npicend,replay,picn,picstr,move,k
11:
12: FnOff
13: DispG
14: npicstrt→picn
15: 1→move
16: misc\statline("msg:Playing animation...")
17:
18: While true
19:   getKey()→k
20:
21:   If k≠0 Then
22:     @ Left/Right
23:     If k=337 or k=340 Then
24:       picn-move→picn
25:       misc\statline("msg:"&picprfx&string(picn))
26:
27:       While true
28:         getKey()→k
29:
30:         @ Left
31:         If k=337 Then
32:           If picn>npicstrt Then
33:             picn-1→picn
34:             picprfx&string(picn)→picstr
35:             RplcPic #picstr
36:             misc\statline("msg:"&picstr)
37:           EndIf
38:
39:           @ Right
40:           ElseIf k=340 Then
41:             If picn<npicend Then
42:               picn+1→picn
43:               picprfx&string(picn)→picstr
44:               RplcPic #picstr
45:               misc\statline("msg:"&picstr)
46:             EndIf
47:
48:           @ Escape
49:           ElseIf k=264 Then
50:             misc\statline("msg:Playing animation...")
51:             Exit
52:
53:           @ Clear/Home
54:           ElseIf k=263 or k=277 Then
55:             DispHome
56:             Goto quit
57:           EndIf
58:         EndWhile
59:
60:         @ Clear/Home
61:         ElseIf k=263 or k=277 Then
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62:   DispHome
63:   Goto quit
64: EndIf
65: EndIf
66:
67: If picn=npicstrt-1 or picn=npicend+1 Then
68:   If replay=0 Then
69:     Goto quit
70:   ElseIf replay=1 Then
71:     npicstrt→picn
72:   ElseIf replay=-1 Then
73:     ~move→move
74:     picn+move→picn
75:   EndIf
76: EndIf
77:
78: RplcPic #(picprfx&string(picn))
79: picn+move→picn
80: EndWhile
81:
82: Lbl quit
83: misc\statline("msg:Thanks for using CycleView 2.1")
84: EndPrgm
```