Powerup Powerups[powerupCount];

void Powerup\_Init(void){

Powerup temp[]={

{&PowerupTile[speedUpTile],PowerupTile[speedUpTile].width,PowerupTile[speedUpTile].height,0,0,0,\*PowerUp\_SpeedUp}, //ignore this first element, it's just filler

{&PowerupTile[speedUpTile],PowerupTile[speedUpTile].width,PowerupTile[speedUpTile].height,0,0,0,\*PowerUp\_SpeedUp},

{&PowerupTile[slowDownTile],PowerupTile[slowDownTile].width,PowerupTile[slowDownTile].height,0,0,0,\*PowerUp\_SlowDown},

{&PowerupTile[shieldTile],PowerupTile[shieldTile].width,PowerupTile[shieldTile].height,0,0,0,\*PowerUp\_Shield},

{&PowerupTile[hpUpTile],PowerupTile[hpUpTile].width,PowerupTile[hpUpTile].height,0,0,0,\*PowerUp\_HPUp}};

memcpy(Powerups, temp, sizeof(temp));

}

//------------Powerup\_Generate------------

// Activate a new power up

// Input: none

// Output: none

void Powerup\_Generate(void){

int i=0;

for(int j=1; j < powerupCount; j++) // count unactive powerups

if(!Powerups[j].active)

i++;

if(i > 0){ i=0; // if atleast 1 powerup is innactive

do {i=(Random()%(powerupCount-1))+1;} // find an inactive powerup

while(Powerups[i].active);

Powerups[i].x= Random32()%(Map[currentMap].width\*mapScale-(\*Powerups[i].bmp).width); // Define random starting position

Powerups[i].y= Random32()%(Map[currentMap].height\*mapScale-(\*Powerups[i].bmp).height)+(\*Powerups[i].bmp).height;

Powerups[i].active=1; // activate powerup

}

}