

Untitled

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void Move1(){
    char1.prex=char1.x;
    char1.prey=char1.y;

    int data=GPIO_PORTB_DATA_R&0x07;

    if((char1.y<=(85-chesth[cheststate])||((data&0x02)==0x02||((data&0x01)==0x01&&char1.c
urrent==1))&&(char1.status!=0))
    {

    if(((char1.y-char1.h[char1.current])>=30)||((char1.x>76)||((char1.x+char1.w[char1.cur
rent])<48)||((data&0x01)==0x01&&char1.current!=1)||((data&0x02)==0x02&&char1.current
==1))
        {
            if((data&0x01)==0x01&&char1.current==0&&(char1.x-8)>0)
//Facing front
                char1.x-=2;

            if((data&0x02)==0x02&&char1.current==0&&(char1.x+char1.w[char1.current]+8)<128)
                char1.x+=2;

            if((data&0x01)==0x01&&char1.current==2&&(char1.x+char1.w[char1.current]+8)<128)
//Facing back
                char1.x+=2;
            if((data&0x02)==0x02&&char1.current==2&&(char1.x-8)>0)
                char1.x-=2;

            if((data&0x01)==0x01&&char1.current==1&&(char1.y-char1.h[char1.current]-8)>0)
//Facing left
                char1.y-=2;
            if((data&0x02)==0x02&&char1.current==1&&(char1.y+8)<80)
                char1.y+=2;

            if(((data&0x01)==0x01)&&(char1.current==5)&&((char1.x-8)>0)&&((char1.y+8)<128))
//Facing rightplus
                {
                    char1.x-=2;
                    char1.y+=2;
                }

            if((data&0x02)==0x02&&(char1.current==5)&&((char1.x+char1.w[char1.current]+8)<128)&&
((char1.y-char1.h[char1.current]-8)>0))
                {
                    char1.x+=2;
                    char1.y-=2;
                }
            if((data&0x01)==0x01&&(char1.current==4)&&(char1.y+8)<80)
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//Facing right
char1.y+=2;

if((data&0x02)==0x02&&(char1.current==4)&&(char1.y-char1.h[char1.current]-8)>0)
    char1.y-=2;

if((data&0x01)==0x01&&(char1.current==3)&&(char1.x+char1.w[char1.current]+8)<128&&(char1.y+8)<80) //Facing rightminus
{
    char1.x+=2;
    char1.y+=2;
}

if((data&0x02)==0x02&&(char1.current==3)&&(char1.x-8)>0&&(char1.y-char1.h[char1.current]-8)>0)
{
    char1.x-=2;
    char1.y-=2;
}
else{
    bullet1=bullet1r;
    for(int a=0; a<6; a++)
    {
        bullet1.w[a]=friendlybulletw[a];
        bullet1.h[a]=friendlybulleth[a];
        bullet1.bulletimage[a]=bullet1im[a];
    }
}
}

void Rotate1(int direction){
    direction=direction/800; //ADC Input
    char1.preferred=direction;

    if(char1.current<char1.preferred)
        direction=1;
    else if(char1.current>char1.preferred)
        direction=-1;
    else direction=0;

    if(direction>0)
    {
        char1.current=(char1.current+1)%6;
    }else if(direction<0)
    {
        char1.current=(char1.current-1);
        if(char1.current<0)
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char1.current=5;
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}
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}
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