

DRAWING SPRITES

1. SETUP DEVICES

SYSTEM

vector.... \$ 2

ŧ r.....\$2

4 9 \$2

* b.....\$2

2. SET COLORS

2 c e 9 0 1 c 0 2 c e 5

100 @System [#element #bytes ...] [20 @Screen [telement styles ...]

- DEVICES

10108s

#2ce9 .System/r

01c0 .System/g

2ce5 .System/b

SCREEN

+vector \$ 2

+ width \$ 2 theigth \$2

£ x,y\$2 \$addr....\$2

*pixel \$1









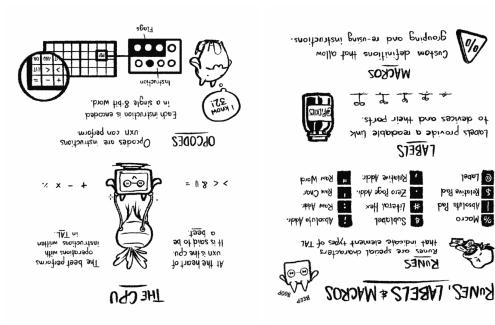


At the heart of uxn is the cpu It is said to be a beet.

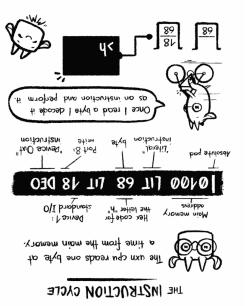


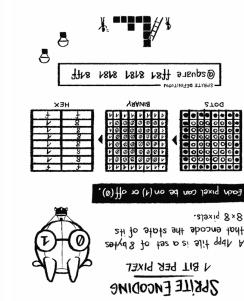
The beet performs operations with instructions written in TAL

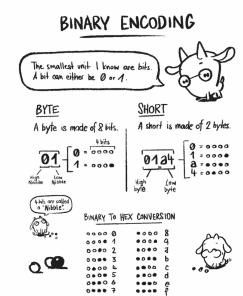
> < & || =

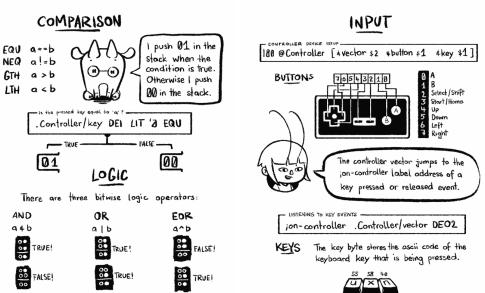












19dpl @

