ANIM\_FRAME byte $00,$00,$00,$00,$00,$00,$00,$00 ; Current animation frame

These bytes can contain values from 01-07 (individually), but it depends on which sprite you are animating. There are 7 bytes since there are sprites 0-7

Example:

Sprite 1: values range from $00-$FF



Sprite 2: values range from $00-$FF



lda #14

sta ANIM\_FRAME + 1 ; show sprite image for Spelunker sprite #14

;This variable handles the joystick values

SPRITE\_DIRECTION byte $00,$00,$00,$00,$00,$00,$00,$00 ; Direction of the sprite (-1 0 1)

|  |  |
| --- | --- |
| Left = -1 | Right = 1 |
| Idle = 0 |  |

# JOYSTICK

472-474

Fetches the joystick X position. This is stored in SPRITE\_DIRECTION for sprite 0

# TIMER

**677-684**

Check timers to manage the animation speed

# SPRITE DIRECTION CHECK

**689-692**

Increment through the animation images. Check to see if the sprite is standing still (SPRITE\_DIRECTION,x=0) or moving.

# IDLE

**695-701**

The sprite is not moving. Show some animation. . Shift through frames 28-32.

# ANIMATION FRAME CHECK

**704-727**

Check to see if we reached frame 13



If we did, reset to the correct start frame at 20



# RIGHT/LEFT

**720-726**

We are moving to the left to right

# LEFT/RIGHT

**731-739**

We are moving from right to left

# RESET LEFT

**742-745**

Reset to the start frame if we encounter an overrun

# SPRITE POINTER

**749-753**

Storage a new image pointer for the correct sprite pointer