
Format CALL MAGNIFY(magnification-factor[,...})

Description

See EXTENDED BASIC MANUAL PAGE 118 for more data. A added feature to MAGNIFY is using a comma more switching of the sprite can be done, like instantly enlarge and reduce a sprite for a shadow effect in XB.

Programs

* See EXTENDED BASIC MANUAL.

The program to the right will | >100 CALL CLEAR :: X=190 will set up 3 sprites to be on >110 CALL SPRITE(#1,65,2,9,X, the same vertical plane. 20,0,#2,66,2,9,X,30,0,#3,67, 2,9,X,-20,0) MAGNIFY enlage and reduce it. | >120 CALL MAGNIFY(1,2,1) This is a delay loop. >140 FOR D=1 TO 2000::NEXT D STOP turns off sprite motion. | >150 GOTO 120 Clear screen and set up the >100 CALL CLEAR Loop to create sprites. >110 FOR L=1 TO 28::CALL SPRI TE(#L,L+65,2,L,L,-L,L) :: NEXT L Use MAGNIFY for effects. >120 CALL MAGNIFY(3,4,3,4)::

GOTO 120

Options

While characters 144 to 159 are being used, you cannot use sprites.