

# Sprite Commands

Instructions and functions to display moveable objects on the top of the display (Sprites)

## Sprite INDEX, IMAGE

TOTEST! Changes the image of a sprite

*Parameters:*

INDEX: Index of the sprite in the list of sprites

IMAGE: Index of the image in the "Images" bank

## Sprite INDEX, IMAGE\$

TOTEST! Changes the image of a sprite

*Parameters:*

INDEX: Index of the Bob in the list of sprite of the screen

IMAGE\$: Name of the image in the "Images" bank

## Sprite INDEX, X, Y, IMAGE\$

TOTEST! Creates or sets the position of a sprite

*Parameters:*

INDEX: Index of sprite to create or modify

X: Horizontal position of the sprite in the screen

Y: Vertical position of the sprite in the screen

IMAGE\$: index of the image in the "Images" bank

## Sprite INDEX, X, Y, IMAGE

Creates or sets the position of a sprite

*Parameters:*

INDEX: Index of sprite to create or modify

X: Horizontal position of the sprite in the screen

Y: Vertical position of the sprite in the screen

IMAGE: index of the image in the "Images" bank

## Sprite Show INDEX

Make a sprite visible on screen

*Parameters:*

INDEX: Index of the sprite in the list of active sprites

## Sprite Hide INDEX

Make a sprite invisible

*Parameters:*

INDEX: Index of the sprite in the list of active sprites

## Sprite Off INDEX

Destroys all or one sprite

*Parameters:*

INDEX: Index of the sprite to destroy. If absent, will destroy all the sprites in the current screen

## Sprite Priority

Turns on or off automatic sorting of the Z-order of the sprites in the current screen

### **Sprite Update Off**

Turns off the automatic sprite coordinate update system. After it, all "Sprite" instruction will no longer have a visible effect until an "Sprite Update" instruction is used

### **Sprite Update On**

Turns on the automatic sprite coordinate update system. After it, the effect of all "Sprite" instructions will be visible on display

### **Sprite Update**

Enforce a refresh of all the sprites on screen: all the modification to the coordinates and images of the sprite are reflected immediately on the screen

### **Sprite Scale INDEX, SCALEX#, SCALEY#**

Changes the scale (zoom) of a sprite

*Parameters:*

INDEX: Index of the sprite in the list of active sprites

SCALEX#: Horizontal scale, 1 displays the Bob at original size, 0.5 reduces it by half, 2 multiplies by two etc. Negative values will mirror the sprite horizontally

SCALEY#: Vertical scale, 1 displays the Bob at original size, 0.5 reduces it by half, 2 multiplies by two etc. Negative values will mirror the sprite vertically

### **Sprite Rotate INDEX, ANGLE#**

Rotates a sprite around it's hot-spot

*Parameters:*

INDEX: Index of the sprite in the list of active sprites

ANGLE#: Angle to rotate with, either in degrees or radian depending on the use of the "Degree" or "Radian" instruction. AOZ use radians by default

### **Sprite Skew INDEX, SKEWX#**

Distorts a sprite horizontally or vertically

*Parameters:*

INDEX: Index of the sprite in the list of active Bobs

SKEWX#: Horizontal skew, values should be experimented. 1 displays the sprite in original proportions

### **X Sprite**

Returns the horizontal coordinate of the sprite

*Value returned:*

integer: Horizontal coordinate

### **Y Sprite**

Returns vertical coordinate of the sprite

*Value returned:*

integer: Vertical coordinate

### **I Sprite**

Returns the index of the current image displayed by the Bob

*Value returned:*

integer: Index of the image in the "image" bank

### **I Sprite\$**

TODO! Returns the index of the current image displayed by the Bob

*Value returned:*

integer: Index of the image in the "image" bank

### **IsSprite**

Checks if a sprite is defined without generating an error

*Value returned:*

boolean: true if the sprite exists, false if not.

### **Get Sprite ... To ... X1, Y1, X2, Y2, TAGS\$**

Captures a portion of the current screen, create a transparency mask out of true black (RGB #000000) and add the image to the Images bank. (Deprecated, use "Get Image")

*Parameters:*

X1: Horizontal coordinate of the top-left corner of the capture area

Y1: Vertical coordinate of the top-left corner of the capture area

X2: Horizontal coordinate of the bottom-right corner of the capture area

Y2: Vertical coordinate of the bottom-right corner of the capture area

TAGS\$: Unused for the moment

### **Get Sprite ... To ... SCREENINDEX, SPRITEINDEX, X1, Y1, X2, Y2, TAGS\$**

Captures a portion of the given screen, create a transparency mask out of true black (RGB #000000) and add the image to the Images bank. (Deprecated, use "Get Image")

*Parameters:*

SCREENINDEX: Index of the screen to capture from

SPRITEINDEX: Index of the image to insert in the Images bank

X1: Horizontal coordinate of the top-left corner of the capture area

Y1: Vertical coordinate of the top-left corner of the capture area

X2: Horizontal coordinate of the bottom-right corner of the capture area

Y2: Vertical coordinate of the bottom-right corner of the capture area

TAGS\$: Unused for the moment

### **Get Sprite SPRITEINDEX, X, Y, WIDTH, HEIGHT, TAGS\$**

Captures a portion of the current screen, create a transparency mask out of true black (RGB #000000) and add the image to the Images bank. (Deprecated, use "Get Image")

*Parameters:*

SPRITEINDEX: Index of the image to insert in the Images bank

X: The horizontal coordinate of the top-left pixel of the capture rectangle

Y: The vertical coordinate of the top-left pixel of the capture rectangle

WIDTH: The width of the capture rectangle

HEIGHT: The height of the capture rectangle

TAGS\$: Unused for the moment

### **Get Sprite SCREENNUMBER, SPRITEINDEX, X, Y, WIDTH, HEIGHT, TAGS\$**

Captures a portion of the given screen, create a transparency mask out of true black (RGB #000000) and add the image to the Images bank. (Deprecated, use "Get Image")

*Parameters:*

SCREENNUMBER: Index of the screen to capture from

SPRITEINDEX: Index of the image to insert in the Images bank

X: The horizontal coordinate of the top-left pixel of the capture rectangle

Y: The vertical coordinate of the top-left pixel of the capture rectangle

WIDTH: The width of the capture rectangle

HEIGHT: The height of the capture rectangle

TAGS\$: Unused for the moment

### **Get Sprite Palette MASK**

Copy the colour palette from the Images bank to the current screen. (Deprecated, use "Get Images Palette")

*Parameters:*

MASK: Mask of bits where each bit set to one represent a colour to capture and 0 a colour to ignore, up to 32 (optional)