AMAL Commands

Instructions and functions to animate and move sprites, bobs, screens, rainbows or any other graphical objects

Sprite Move X INDEX, MOVEMENT$
TODO! Defines the horizontal movement of a sprite
Parameters:
    INDEX: Index of the sprite
    MOVEMENT$: Movement definition string

Sprite Move Y INDEX, MOVEMENT$
TODO! Defines the horizontal movement of a sprite
Parameters:
    INDEX: Index of the sprite
    MOVEMENT$: Movement definition string

Sprite Move Off INDEX
TODO! Stops the movement of one or all the sprites.
Parameters:
    INDEX: Index of the sprite

Sprite Move On INDEX
TODO! Start the movement of one or all the sprites.
Parameters:
    INDEX: Index of the sprite

Sprite Move Freeze INDEX
TODO! Pause the movement of one or all the sprites.
Parameters:
    INDEX: Index of the sprite

Sprite Anim Off INDEX
TODO! Stops the animation of one or all the sprites.
Parameters:
    INDEX: Index of the sprite

Sprite Anim On INDEX
TODO! Stops the animation of one or all the sprites.
Parameters:
    INDEX: Index of the sprite

Sprite Anim Freeze INDEX
TODO! Pause the animation of one or all the sprites.
Parameters:
    INDEX: Index of the sprite

Sprite Anim INDEX, MOVEMENT$
TODO! Defines the animation of a sprite.

Parameters:
    INDEX: Index of the sprite
    MOVEMENT$: Animation definition string

Sprite Moveon INDEX
TODO! Indicates if the movement of one sprite is completed or not.
Parameters:
    INDEX: Index of the sprite
Value returned:
    boolean: string:True if the sprite is moving, false if not

Sprite Move X INDEX, MOVEMENT$
TODO! Defines the horizontal movement of a bob
Parameters:
    INDEX: Index of the bob
    MOVEMENT$: Movement definition string

Bob Move Y INDEX, MOVEMENT$
TODO! Defines the horizontal movement of a bob
Parameters:
    INDEX: Index of the bob
    MOVEMENT$: Movement definition string

Bob Move Off INDEX
TODO! Stops the movement of one or all the bobs.
Parameters:
    INDEX: Index of the bob

Bob Move On INDEX
TODO! Start the movement of one or all the bobs.
Parameters:
    INDEX: Index of the bob

Bob Move Freeze INDEX
TODO! Pause the movement of one or all the bobs.
Parameters:
    INDEX: Index of the bob

Bob Anim Off INDEX
TODO! Stops the animation of one or all the bobs.
Parameters:
    INDEX: Index of the bob

Bob Anim On INDEX
TODO! Stops the animation of one or all the bobs.
Parameters:
    INDEX: Index of the bob

Bob Anim Freeze INDEX
TODO! Pause the animation of one or all the bobs.
Parameters:

INDEX: Index of the bob

Bob Anim INDEX, MOVEMENT$

TODO! Defines the animation of a bob.
Parameters:
    INDEX: Index of the bob
    MOVEMENT$: Animation definition string

Bob Moveon INDEX

TODO! Indicates if the movement of one bob is completed or not.
Parameters:
    INDEX: Index of the bob
Value returned:
    boolean: string:True if the bob is moving, false if not

Chanan INDEX

Test an AMAL channel for an active animation
Parameters:
    INDEX: Index of the channel
Value returned:
    boolean: string:True if the animation is actice, false if not

Chanmv INDEX

Test an AMAL channel for an active movement
Parameters:
    INDEX: Index of the channel
Value returned:
    boolean: string:True if the movement is actice, false if not

Amal On INDEX

Start one or all AMAL channels
Parameters:
    INDEX: Index of the channel (optional)

Amal Off INDEX

Stop one or all AMAL channels
Parameters:
    INDEX: Index of the channel (optional)

Amal Freeze INDEX

Pause one or all AMAL channels
Parameters:
    INDEX: Index of the channel (optional)

Amalerr$

Return the name of an eventual error in AMAL string when running it and advances the pointer to the next error
Value returned:
    string: The text of the error

Amalerr

Return the position of an eventual error in AMAL string when running it and advances the pointer to the next error

Value returned:
　　string: The position of the error in the string

Amal INDEX, AMAL$
TOTEST! Assigns an AMAL program to an animation channel
Parameters:
　　INDEX: Index of the animation channel
　　AMAL$: A string containing the AMAL program to be ran

Amal INDEX, NUMBER
TOTEST! Assigns an AMAL program to an animation channel
Parameters:
　　INDEX: Index of the animation channel
　　NUMBER: The number of the AMAL program in the AMAL bank

Amal INDEX, AMAL$, ADDRESS
TODO! Assigns an AMAL program to an animation channel and direct the output to a memory address
Parameters:
　　INDEX: Index of the animation channel
　　AMAL$: A string containing the AMAL program to execute
　　ADDRESS: The memeory address where to redirect the output

Synchro On
Turn ON the automatic execution of the AMAL programs

Synchro Off
Turn OFF the automatic execution of the AMAL programs

Synchro
Executes on step of animation of all AMAL channels. "Synchro Off" must have been used before calling this instruction

Channel To Screen Display CHANNEL, SCREEN
Send the output of an AMAL channel to the position of a screen
Parameters:
　　CHANNEL: Index of the AMAL channel
　　SCREEN: Index of the screen to send to

Channel To Screen Offset CHANNEL, SCREEN
Send the output of an AMAL channel to the offset of a screen
Parameters:
　　CHANNEL: Index of the AMAL channel
　　SCREEN: Index of the screen to send to

Channel To Screen Size CHANNEL, SCREEN
Send the output of an AMAL channel to the size of a screen
Parameters:
　　CHANNEL: Index of the AMAL channel
　　SCREEN: Index of the screen to send to

Channel To Sprite CHANNEL, SCREEN
Send the output of an AMAL channel to a sprite

Parameters:
    CHANNEL: Index of the AMAL channel
    SCREEN: Index of the sprite to send to

Channel To Bob CHANNEL, SCREEN
Send the output of an AMAL channel to a bob
Parameters:
    CHANNEL: Index of the AMAL channel
    SCREEN: Index of the bob to send to

Channel To Rainbow CHANNEL, SCREEN
Send the output of an AMAL channel to a rainbow
Parameters:
    CHANNEL: Index of the AMAL channel
    SCREEN: Index of the rainbow to send to

Amreg CHANNEL, REGISTER
Get or set the value of an AMAL register
Parameters:
    CHANNEL: Index of the AMAL channel
    REGISTER: Index of the register
Value returned:
    integer: The value of the register

Move X INDEX, MOVEMENT$
TODO! Defines the horizontal movement of a sprite. Deprecated, use "Sprite Move X"
Parameters:
    INDEX: Index of the sprite
    MOVEMENT$: Movement definition string

Move Y INDEX, MOVEMENT$
TODO! Defines the vertical movement of a sprite. Deprecated, use "Sprite Move Y"
Parameters:
    INDEX: Index of the sprite
    MOVEMENT$: Movement definition string

Move Off INDEX
TODO! Stops the movement of one or all the sprites. Deprecated, use "Sprite Move Off"
Parameters:
    INDEX: Index of the sprite

Move On INDEX
TODO! Start the movement of one or all the sprites. Deprecated, use "Sprite Move On"
Parameters:
    INDEX: Index of the sprite

Move Freeze INDEX
TODO! Pause the movement of one or all the sprites. Deprecated, use "Sprite Move Freeze"
Parameters:
    INDEX: Index of the sprite

Anim Off INDEX

TODO! Stops the animation of one or all the sprites. Deprecated, use "Sprite Anim Off"

Parameters:

INDEX: Index of the sprite

Anim On INDEX

TODO! Stops the animation of one or all the sprites. Deprecated, use "Sprite Anim On"

Parameters:

INDEX: Index of the sprite

Anim On INDEX

TODO! Pause the animation of one or all the sprites. Deprecated, use "Sprite Anim Pause"

Parameters:

INDEX: Index of the sprite

Anim INDEX, MOVEMENT$

TODO! Defines the animation of a sprite. Deprecated, use "Sprite Anim"

Parameters:

INDEX: Index of the sprite
MOVEMENT$: Animation definition string

Moveon INDEX

TODO! Indicates if the movement of one sprite is completed or not. Deprecated: use "Sprite Moveon"

Parameters:

INDEX: Index of the sprite

Value returned:

boolean: string:True if the sprite is moving, false if not