

100 ' Listing
110 ' Helicopter Animation Desc
120 ' by Gary Koh
130 ' The Astrad User June(88)
140 '

150 CALL &BBFF:INK 0,2:INK 1,26:MODE 1:BORDER 2:PAPER 0:SY
MBOL AFTER 248:FOR a=0 TO 3:hel14(a)=CHR\$(248+a*2)+CHR\$(24
8+a*2+1):NEXT:height=288:vloc=5:a=648
160 SYMBOL 248,255,2,63,76,95,63,9,127:SYMBOL 249,248,1,25
4,188,192,128,0,192

170 SYMBOL 250,63,2,63,76,95,63,9,127:SYMBOL 251,224,0,255
,224,192,128,0,192

180 SYMBOL 252,15,2,63,77,95,63,9,127:SYMBOL 253,128,4,254
,97,192,128,0,192

190 SYMBOL 254,2,2,63,78,95,63,9,127:SYMBOL 255,0,2,254,98
,192,128,0,192

200 PLOT 800,800,1:TAG:WHILE a>-42 AND a<642:count=count+1
:bframe=count MOD 4:a=a-vloc:MOVE a+vloc,pheight:CALL &BD1
9:PRINT " ";:MOVE a,height:CALL &BD19:PRINT heli4(bframe);
:pheight=height

210 IF INKEY(0)=0 AND height<394 THEN height=height+4

220 IF INKEY(2)=0 AND height>20 THEN height=height-4

230 IF INKEY(8)=0 AND vloc<20 THEN vloc=vloc+1

240 IF INKEY(11)=0 AND vloc>-20 THEN vloc=vloc-1

250 WEND:IF a<0 THEN a=640 ELSE a=-40

260 GOTO 200

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100 ' listing 2
110 ' Sprite editor
120 ' by Gary Koh
130 ' The Amstrad User June 1989
150 presen=36888:newaes=presen-6336:SYMBOL AFTER 256:MEMOR
Y newaes:SYMBOL AFTER 256:SYMBOL 251,255,129,129,129,1
29,129,255:INPUT "which mode do you want";ad
190 IF ad<0 OR ad>1 THEN 160
200 IF ad=0 THEN ad=2:MODE 0 ELSE ad=1:MODE 1
230 DATA 0,26,6,2,18,3,8,9,12,13,15,16,7,19,21,25
240 KEY 138,"mode 2:pen 1"+CHR$(13)
245 spn=1:tt=0:pp=0:px=1:py=1:x=1:y=1:tonf=CHR$(22)+CHR$(1
):tofff=CHR$(22)+CHR$(0):DEF FNad(mde)=ABS((ad=1)*2)+ABS((
ad=2)*1):FOR a=0 TO 15:READ b:INK a,b:NEXT
250 MOVE 308,374:DRAWR 276,0,1:DRAWR 0,-268:DRAWR -276,0:D
RAWR 0,268:MOVE 20,262:DRAWR 276,0:DRAWR 0,-172:DRAWR -276
,0:DRAWR 0,172:MOVE 84,326:DRAWR 54,0:DRAWR 0,-46:DRAWR -5
4,0:DRAWR 0,46
280 WINDOW #1,2*FNad(ad)+(ad=1)*1,9*FNad(ad),18,19:WINDOW
#2,11*FNad(ad)+(ad=1)*1,18*FNad(ad),3,19:WINDOW #3,11*FNad
(ad)+(ad=1)*1,18*FNad(ad),3,18:PEN 1:LOCATE 2+(2-ad),2:PRI

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NT"Actual":LOCATE 2+(2-ad),3:PRINT"Sprite"
300 LOCATE 1,21:PRINT"Pen:":FOR a=0 TO 3-(lad+2)*12:PEN
a:PRINT CHR$(233):NEXT PEN 1:LOCATE 1,23:PRINT"Trail:":PEN
2:PRINT"off":PEN 1:LOCATE 1,25:PRINT"Sprite number:":PEN
2:PRINT spn:LOCATE 1,1:GOSUB 470:LOCATE 5,21:PEN 2:PRI
NT ton$:CHR$(251):toff$
330 a$=UPPER$(INKEY$):IF a$=""THEN 330
340 IF a$=CHR$(243) THEN IF x<8*FNad(lad) THEN x=x+1:GOSUB
470
350 IF a$=CHR$(242) THEN IF x>1 THEN x=x-1:GOSUB 470
360 IF a$=CHR$(240) THEN IF y>1 THEN y=y-1:GOSUB 470
370 IF a$=CHR$(241) THEN IF y<16 THEN y=y+1:GOSUB 470
380 IF a$=CHR$(224) THEN LOCATE #2,x,y:PRINT ton$:PEN #2,
pp:PRINT #2,CHR$(233):PRINT toff$:PLOT 94+x*(lad*2),320-y*
2,pp
390 IF a$="<" OR a$="," THEN IF pp>0 THEN LOCATE 5+pp,21:PE
N #2:PRINT USING"&":ton$:CHR$(251):toff$:pp=pp-1:LOCATE 5+
pp,21:PEN 2:PRINT USING"&":ton$:CHR$(251):toff$:
420 IF a$=">" OR a$="." THEN IF pp<3-(lad*2)+12 THEN LOCAT
E 5+pp,21:PEN #2:PRINT USING"&":ton$:CHR$(251):toff$:pp=pp
+1:LOCATE 5+pp,21:PEN 2:PRINT USING"&":ton$:CHR$(251):toff
$:
410 IF a$="T" THEN LOCATE 7,23:PEN 2:IF tt=0 THEN tt=1:PRIN
T"on "; ELSE PRINT"off":tt=0
420 IF a$="M" THEN GOSUB 490
430 IF a$="R" THEN GOSUB 530
440 IF a$="S" THEN INPUT #1,"How many sprites to save:":pat
:pat=pat MOD 99:INPUT #1,"Filename:":pat$:dummy=FREE(""):SA
VE pat$,b,premem-(pat*64),pat*64:PRINT #1,"Finished..."
450 IF a$="L" THEN INPUT #1,"How many sprites to load:":pat
:pat=pat MOD 99:INPUT #1,"Filename:":pat$:dummy=FREE(""):LD
AD pat$,premem-(pat*64):PRINT #1,"Finished..."
460 GOTO 330
470 LOCATE #2,px,py:IF tt=0 THEN PEN #2,0:PRINT #2,USING"&
":ton$:CHR$(251):toff$: ELSE PEN #2,pp:PRINT #2,USING"&":t
off$:CHR$(233):PLOT 94+px*(lad*2),320-py*2,pp
480 px=x:py=y:LOCATE #2,px,py:PEN #2,2:PRINT #2,USING"&":t
on$:CHR$(251):RETURN
490 cnt=0:PRINT #1,"Memorizing sprite"
500 FOR a=&C19C TO &FFFE STEP &800:FOR b=0 TO 3:POKE preme
m-(spn*64)+cnt,PEEK(a+b):cnt=cnt+1:NEXT:NEXT
510 FOR a=&C1EC TO &FFFE STEP &800:FOR b=0 TO 3:POKE preme
m-(spn*64)+cnt,PEEK(a+b):cnt=cnt+1:NEXT:NEXT:PRINT #1,"Fin
ished...":RETURN
530 cnt=0:INPUT #1,"Sprite to be recalled:":spn:spn=spn MO
D 99:cnt=0:LOCATE 15,25:PEN 2:PRINT spn:LOCATE 1,1:PRINT
#1,"Recalling sprite"
540 FOR a=&C19C TO &FFFE STEP &800:FOR b=0 TO 3:POKE a+b,P
EEK(premem-(spn*64)+cnt):cnt=cnt+1:NEXT:NEXT
550 FOR a=&C1EC TO &FFFE STEP &800:FOR b=0 TO 3:POKE a+b,P
EEK(premem-(spn*64)+cnt):cnt=cnt+1:NEXT:NEXT
560 CLS #3:FOR b=318 TO 268 STEP -2:FOR a=96 TO 106 STEP a
d*2:PEN #3,TEST(a,b):PRINT #3,CHR$(233):NEXT:NEXT:PRINT #
1,"Finished...":RETURN

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