

SMART PROGRAMMING GUIDE™ FOR SPRITES



```
100 CALL CLEAR :: CALL SCREE  
N(12):: FOR N=1 TO 4 :: CALL  
SPRITE(#N,64+N,2,100,100+8*  
N):: NEXT N
```

```
110 FOR N=5 TO 12 :: CALL SP  
RITE(#N,64+N,2,1,140,6,0)::  
FOR T=1 TO 99 :: NEXT T :: N  
EXT N
```

```
120 CALL PEEK(-31877,N):: IF  
N AND 64 THEN DISPLAY AT(24  
,1)BEEP:USING "SPRITE ## IS  
FIFTH ON LINE":(N AND 31)+1  
ELSE CALL CLEAR
```

```
130 GOTO 120
```