AmigaSprite

COLLABORATORS

	TITLE : AmigaSprite	

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REVISION HISTORY

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Contents

Chapter 1

AmigaSprite

1.1 AmigaSprite

```
PureBasic - AmigaSprite library

  AmigaSprites are kind of 'Sprites' (see the Sprites chapter)
  with some particularities. First, the AmigaSprites are fully
  handled by the Amiga hardware, so they are very fast, much
  faster than normal sprites. But it could have only 8 AmigaSprites
  displayed at the same time. The number of colours for each
  sprite is limited to 4. In other hand, each sprite can have an
  unlimited height and upto 64 pixels width (on AGA Amiga).

Commands summary in alphabetical order:

   AmigaSpriteScreen
   ChangeAmigaSpriteResolution
   DisplayAmigaSprite
   FreeAmigaSprite
   InitAmigaSprite
   LoadAmigaSprite

Example:

   AmigaSprite demo
```

1.2 amigaspritescreen

```
  SYNTAX
AmigaSpriteScreen(ScreenID)

  COMMAND
Set the screen on which the AmigaSprites will be displayed.
You can easely get the ScreenID value by using the 'ScreenID()'
command.
```

1.3 changeamigaspriteresolution

```
  SYNTAX
ChangeAmigaSpriteResolution(NewResolution)

  FUNCTION
One of the great feature of the AmigaSprites is the possibility to change
theirs resolutions, independantly of the screen mode. For example, you can
display an 'Hi-Res' sprite (640 pixels width like screen) on a standard PAL
(320 pixels width) screen. You can call this command only if you have called
the command 'AmigaSpriteScreen()'. This command only affect the sprite width,
not the sprite height.

  Possible 'NewResolution' values:

      1: Low-Resolution sprite width      ( 320*x screen like)
      2: Hi-Resolution sprite width       ( 640*x screen like)
      3: Super Hi-Resolution sprite width (1280*x screen like)
```

1.4 displayamigasprite

```
  SYNTAX
DisplayAmigaSprite(#AmigaSprite, Channel, x, y)

  FUNCTION
Display the specified AmigaSprite on the given position on the current  ↩
   AmigaSprite
screen (set with the 'AmigaSpriteScreen()' command). There is 8 channels and
each channel can display 1 AmigaSprite. You can not display 2 Sprites on the
same channel at the same time. Channels values are from 0 to 7.

Note: AmigaSprites are always displayed over the graphics without destroy them.
      There is no need to save/restore the background like in regular sprites.
```

1.5 freeamigasprite

```
  SYNTAX
FreeAmigaSprite(#AmigaSprite)

  FUNCTION
Remove the specified AmigaSprite from memory. You can no more use it.
```

1.6 initamigasprite

```
  SYNTAX
Result = InitAmigaSpriteFile(#MaxAmigaSprites)

  FUNCTION
Init all the AmigaSprite environments for later use.  You  must  put  this
```

function at the top of your source code if you want to use the AmigaSprite commands. You can test the result to see if the AmigaSprite environment has been correctly initialized. If not, quit the program or disable all the calls to the AmigaSprite related commands.

1.7 loadamigasprite

```
  SYNTAX
Result = LoadAmigaSprite(#AmigaSprite, FileName$)

  STATEMENT
Load the specified AmigaSprite into the memory for immediate use. The  ↩
   AmigaSprite
must be in IFF/ILBM format (compressed or not, both cases are supported).
The AmigaSprites are always stored in Chip-Ram, in uncompressed form.
The sprite width is limited to 16 (on OCS/ECS chipset) or to 64 (on AGA chipset) ↩
   .
If the loaded sprite is too large, it will be automatically cutted to 64 pixels.
The sprite height is not limited.

If something wrong happens, a negative or null value is returned. Here are
all the possible errors values:

   0 : Not enough memory
  -1 : File not found or can't be opened.
  -2 : This file is not an IFF/ILBM file
  -3 : Corrupted IFF/ILBM file
```