

PATTERN --Subprogram

PATTERN

## Format

CALL PATTERN(#sprite-number,character-coed[....])

## Cross Reference

CHAR, MAGNIFY, SPRITE

## Description

The PATTERN subprogram enables you to change the pattern on one or more sprites.

The sprite-number is a numeric-expression whose value specifies the number of the sprite as assigned in the SPRITE subprogram.

Character-code is a numeric-expression with a value from 0-255, specifying the character number of the character you want to use as the pattern for a sprite.

If you use the MAGNIFY subprogram to change to double-sized sprites, the sprite definition includes the character specified by the character-code and three additional characters (See MAGNIFY.)

## Program

The following program illustrates a use of the PATTERN subprogram.

```

100 CALL CLEAR
110 CALL COLOR(12,16,16)
120 FOR A=19 TO 24
130 CALL HCHAR(A,1,120,32)
140 NEXT A
150 A$="0171821214141FFFF4141212119070080E09884848282FFFFF8282848498E000"
160 B$="01061820305C4681814246242C180700806018342462428181623A0C0418E000"
170 C$="0106182C2446428181465C3020180700806018040C3A6281814262243418E000"
180 CALL CHAR(244,A$,248,B$,252,C$)
190 CALL SPRITE(#1,244,5,130,1,0,8)
200 CALL MAGNIFY(3)
210 FOR A=244 TO 252 STEP 4
220 CALL PATTERN(#1,A)
230 FOR DELAY=1 TO 5 :: NEXT DELAY
240 NEXT A
250 GOTO 210
(Press CLEAR to stop program.)

```

Lines 110 through 140 build a floor.

Lines 150 through 180 define characters 244 through 255.

Line 190 creates a sprite in the shape of a wheel and starts it moving to the right.

Line 200 makes the sprite double-sized.

Lines 210 through 250 make the spokes of the wheel appear to move as the character displayed is changed.