

POSITION --Subprogram  
POSITION

Format

CALL POSITION(#sprite-number,numeric-variable1,numeric-variable2[,...])

Cross Reference

SPRITE

Description

The POSITION subprogram enables you to ascertain the current position of 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.

The current screen position of a sprite is returned as two numeric-variables representing the pixelrow and pixelcol, respectively, specifying the position of a screen pixel.

The screen position of the pixel in the upper-left corner of a sprite is considered to be the position of that sprite.

Note that a sprite in motion continues to move during and following the execution of the POSITION subprogram. Remember to allow for this continued motion in your program.

Example

100 CALL POSITION(#1,Y,X)

Returns the position of the upper left corner of sprite #1. Also see the third example of the SPRITE subprogram.