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; *****
; *                               ST Secrets series                               *
; *                               by                                           *
; *                               COLM COX                                     *
; * -----
; *                               GRAPHICS part one - ARTICLE TWO - LISTING THREE *
; *                               (ASSEMBLY LANGUAGE)                          *
; *                               PAGE 6 MAGAZINE - ENGLAND                     *
; *****

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```

init      = $A000
draw_sprite = $A00D
erase_sprite = $A00C

```

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;
; This code has to allow for the fact that Haba "C" treats all arguments as
; long words. The code given here takes account of that fact. Also the fact
; that Haba "C" only allows the use of D0, D1, A0 and A1 is taken into
; account. If you have a "normal" C then use the assembly language listing
; given in Listing 4. This code may work on other nonstandard "C"'s - if
; Listing 4 doesn't work then try this - it may be the answer. Usage of either
; routine is exactly the same.
;

```

```

        .text                               ; Text segment.
        .global _init_linea                 ; Global so that other routines in
_init_linea                               ; link may access it.
        movem.l    #$ffff,-(sp)             ; Save registers
        .word      init                     ; Call Line-A "INIT"
        movem.l    (sp)+,#$7fff             ; Restore regs.
        rts                                  ; C'est tout!

        .global _draw_sprite                 ; Global . .
_draw_sprite                               ;
        link       a6,#0                     ; Push A6 and get pointer to args.
        movem.l    #$ffff,-(sp)             ; Save regs.
        move.l     8(a6),d0                  ; X co-ordinate in D0
        move.l     12(a6),d1                 ; Y ' ' ' ' in D1
        move.l     16(a6),a0                 ; S.D.B in A0
        move.l     20(a6),a2                 ; Buffer in A2
        .word      draw_sprite               ; Call Line-A "DRAW SPRITE"
        movem.l    (sp)+,#$7fff             ; Restore regs.
        unlk       a6                       ; Restore A6
        rts                                  ; Bye!

        .global _erase_sprite                 ; Global . . .
_erase_sprite                               ;
        link       a6,#0                     ; Push A6 and get pointer to arg.
        movem.l    #$ffff,-(sp)             ; Save Regs.
        move.l     8(a6),a2                  ; Get buffer in A2
        .word      erase_sprite               ; Call Line-A "ERASE SPRITE"
        movem.l    (sp)+,#$7fff             ; Restore regs.
        unlk       a6                       ; Restore A6
        rts                                  ; THE END.

```