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/*****
/*                               ST Secrets series                               */
/*                               by                                           */
/*                               COLM COX                                     */
/*-----*/
/*                               GRAPHICS part one - ARTICLE TWO - LISTING SIX */
/*                               "C"                                         */
/*                               PAGE 6 MAGAZINE - ENGLAND                   */
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#define SPRITES 9                /* Number of sprites                               */
#define TOP 0                    /* Y co-ordinates defining max + min Y value -   */
#define BOTTOM 383               /* Adjust to suit resolution you're working in  */
#define LEFT 0                  /* Same for X co-ordinates                       */
#define RIGHT 623

unsigned short sprite[]={0,0,0,0,1,                /* Sprite                               */
0xFFFF,0xFFFF,0xFFFF,0x8001,0xFFFF,0x8001,      /* Definition                               */
0xFFFF,0x8551,0xFFFF,0xBAA1,0xFFFF,0x8551,0xFFFF,0xBAA1, /* Block -                               */
0xFFFF,0x8551,0xFFFF,0xBAA1,0xFFFF,0x8551,0xFFFF,0xBAA1, /* alter if you                               */
0xFFFF,0x8001,0xFFFF,0x8001,0xFFFF,0x8001,0xFFFF,0xFFFF}; /* wish                               */

short xi[]={1,0,1,1,0,2,2,0,3}; /* X increments for the 9 sprites           */
short yi[]={1,1,0,2,2,0,1,3,0}; /* Y " " " " " " " " " " " " " " " " " " " */
char background[SPRITES][266]; /* Reserve memory to save backgrounds     */
short x[SPRITES],y[SPRITES]; /* Co-ordinates of sprites                */
short i;

extern short init_linea(),draw_sprite(),erase_sprite(); /* Externals */

main()
{
    short c;

    c=0;
    init_linea(); /* Initialise Line-A for usage - MUST DO */

    for(i=0;i<SPRITES;i++)
    {
        x[i]=i*22; y[i]=i*16; /* Initialise co-ordinates of sprites */
    }

    while(c<2000) /* Main loop - do this 2000 times */
    {
        c++;
        draw_sprites(); /* Draw,                               */
        move_sprites(); /* Move and                             */
        erase_sprites(); /* Erase - simple!                     */
    }
}

draw_sprites()
{
    for(i=0;i<SPRITES;i++)
        draw_sprite(x[i],y[i],sprite,&background[i][0]);
}

move_sprites()
{
    for(i=0;i<SPRITES;i++)
    {
        x[i]+=xi[i]; y[i]+=yi[i]; /* Move                               */
        if(x[i]>RIGHT || x[i]<LEFT) /* each                               */
        { x[i]=-x[i]; x[i]+=xi[i]; x[i]+=xi[i]; } /* sprite                               */
        if(y[i]>BOTTOM || y[i]<TOP) /* inside                               */
        { yi[i]=-yi[i]; y[i]+=yi[i]; y[i]+=yi[i]; } /* the                               */
    } /* screen's                               */
} /* boundary */

erase_sprites()
{
    for(i=SPRITES-1;i>=0;i--) /* Note: The sprites are erased in     */
        erase_sprite(&background[i][0]); /* reverse order - see what happens  */
} /* if they are erased in the same  */
/* same order as they were drawn.  */

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/*                               THAT'S ALL FOLKS!                               */
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