

Format CALL DELSPRITE(#sprite-number[,...])

CALL DELSPRITE(ALL)

Description

The only thing added by RXB to DELSPRITE is the auto repeat.

See EXTENDED BASIC MANUAL page 80 for more data.

DELSprite runs from ROM to delete sprites.

Program

The program at the right will set up 3 sprites on screen and start them moving.	>100 CALL CLEAR >110 CALL SPRITE(#1,65,7,99,9 9,0,10,#2,66,5,99,99,10,0,#3 ,67,2,1,2,-50,-50)
Deletes all sprites on screen	>120 CALL DELSPRITE(ALL)
Restart loop	>130 GOTO 110
The program at the right will set up 3 sprites on screen and start them moving	>100 CALL CLEAR >110 CALL SPRITE(#1,65,7,99,9 9,0,10,#2,66,4,99,99,10,0,#3 ,67,2,1,2,-50,-50)
Loop delay	>130 FOR L=1 TO 1000::NEXT L
Randomly delete sprite of the 3 sprites on screen	>120 CALL DELSPRITE(#INT(RND* 3)+1)
Loop delay	>140 FOR L=1 TO 1000::NEXT L
Loop program	>150 GOTO 110

Options

While characters 144 to 159 are being used, you cannot use sprites. The DELSPRITE routine deletes all sprites or a chosen sprite.