```
Format         CALL MOTION(#sprite-number,row-velocity,
               column-velocity[,...])

               CALL MOTION(ALL,row-velocity,column-velocity
               [,...])

               CALL MOTION(STOP[,...])

               CALL MOTION(GO[,...])
```

Description

See EXTENDED BASIC MANUAL PAGE 125 for more data. A added feature to MOTION is STOP (disable sprite movement) and GO (enable sprite movement). Also ALL that affects all sprites. MOTION runs from ROM.

Programs
* See EXTENDED BASIC MANUAL.

```
The program to the right will | >100 CALL CLEAR :: X=190
will set up 3 sprites to be on| >110 CALL SPRITE(#1,65,2,9,X,
the same vertical plane, and  |  20,0,#2,66,2,9,X,30,0,#3,67,
MOTION will stop all sprites. |  2,9,X,-20,0)
GO turns on sprite motion.    | >120 CALL MOTION(GO)
This is a delay loop.         | >140 FOR D=1 TO 2000::NEXT D
STOP turns off sprite motion. | >150 CALL MOTION(STOP)
This is a delay loop.         | >160 FOR D=1 TO 2000::NEXT D
Change #3 motion direction, GO.| >170 CALL MOTION(#3,10,10,GO)
This is a delay loop          | >180 FOR D=1 TO 2000::NEXT D
Continue program.             | >190 GOTO 120
                              |
Clear screen and set up the   | >100 CALL CLEAR::A(0)=-127 ::
 variables A(0) and A(1)      |   A(1)=127
Loop to create sprites.       | >110 FOR L=1 TO 28::CALL SPRI
                              |  TE(#L,L+65,2,L,L,-L,L) ::
                              |  NEXT L
Use MOTION ALL to change the  | >120 CALL MOTION(ALL,A(RND)*R
 sprite velocities.            |  ND,A(RND)*RND)::GOTO 120
```

Options

While characters 144 to 159 are being used, you cannot use sprites. Notice that CALL MOTION(STOP,#1,44,-87) is valid.