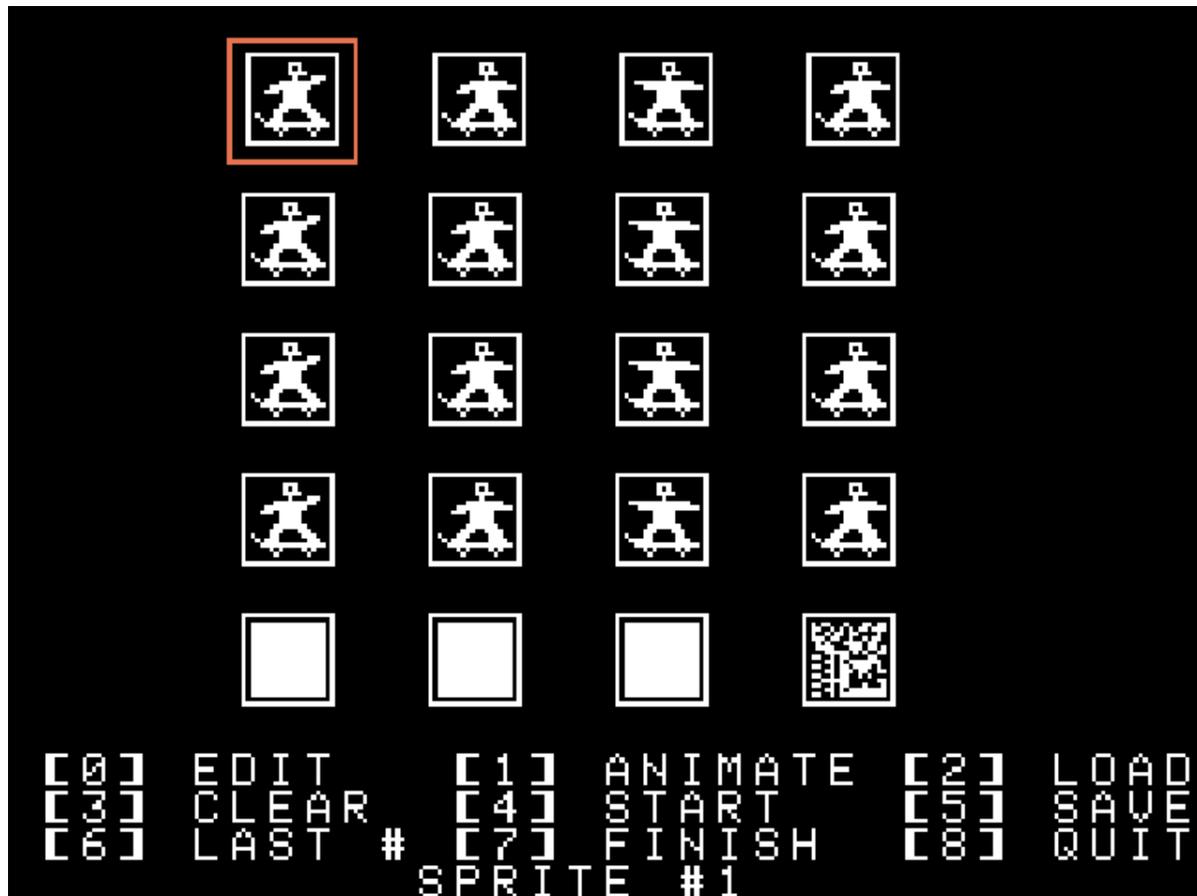# The Animator v7.0

By Joe Waters

This program was designed to be one of the most comprehensive sprite developers ever created for SmartBASIC 2.0. It is called The Animator, and can define up to 20 independent sprites, save and load them, manipulate them, and even animate them.

The program is auto booting, and takes a few minutes to load from disk. Along with this program I have included yet another version of the game shell, which could be a base for games or utilities using sprites and shape tables. The program is on the Animator disk, and is called "Gameshell." It is self explanatory, just read the REM statements to understand it's use. It might help to keep a print out handy with all of the sub routines hi-lighted for easy reference.

To load the program, simply insert the Animator disk and pull the computer reset switch. The disk loads SmartBASIC 2.0, and then loads the Animator, automatically.

The program is supposed to be hack proof, but it can be listed with little trouble. (I.E. Change one byte on the disk.)

After the program has loaded, the main screen will appear with 20 boxes filled with garbage. A menu of commands appears at the bottom of the screen, and the top left box is highlighted. The garbage inside the boxes is the currently defined series of sprites. To clear the garbage, hit the number key corresponding to the menu option for <CLEAR>. The screen will re-appear, with the boxes all filled in.

Now, you can do a number of things. You may create you're own sprite set, load the demo sprites, or edit you own sprites. To load any sprite file, simply hit the number key corresponding to the option for <LOAD>. You may now edit the sprites (see below,) or you can animate the table.

These sprites were created so that they could be flashed one after another, and appear to move. To do this, hit the number key corresponding to the option for <ANIMATE>. Now, enter a 0 (zero) for the speed, and a zero for the pause. This makes the sprite stay still and move at top speed. Entering any positive number for speed makes the sprite move left to right, and any negative number move right to left.

The pause indicates how long you wish to wait between frames. You will see you sprites flashed quickly one after another, until you hit a key. Before animating sprites, you must set the start frame and the end frame to animate. This is done by moving the highlighter to the correct frame with the arrow keys and pressing the option of you choice. The cursor movement works the same for all options.

To edit a sprite, simply move the cursor (hilighter) to the box you wish to edit, and hit the number key for <EDIT>. The edit screen is displayed, and shows the current pattern in memory.

To put the current sprite into the pattern memory, press the <MOVE/COPY> key. To clear the grid, press the <CLEAR> key. Move the cursor with the arrow keys, and use the <HOME> key to fill or unfill a block. Use the <RETURN> key to update the sprite being edited. It then shows up on the right side of the screen. To exit sprite edit mode, hit <ESCAPE/WP>.

That's about all there is to it. Good luck!

Joe Waters
13009 Gray Hills Rd. NE
Albuquerque, NM 87111