

4 Way Scroll by Malcolm Bamber <http://www.dark-well.pwp.blueyonder.co.uk/>

How I scrolled a 2 by 2 tiled map I hope it is a help to some one trying to scroll the screen

This first part here will show you what the irq is doing when called

SCROLL UP

IF YSCROLL=3

```
ADD ONE TO UDFLAG
IF UDFLAG NOT 1 OR 2 THEN THEN QUIT OUT OF IRQ
IF UDFLAG=1 THEN SO MOVE MAP POINTER UP ONE LINE IF WE CAN
IF UDFLAG=2 THEN COPY SCREEN DOWN ONE LINE
SET $D011 TO 3
SET YSCROLL TO 5 FOR NEXT TIME IRQ IS CALLED
```

IF YSCROLL=5

```
SET $D011 TO 5
SET YSCROLL TO 7 FOR NEXT TIME IRQ IS CALLED
DRAW TILE AT THE TOP OF THE SCREEN
IF UDFLAG=1 THEN DRAW BOTTOM PART OF TILE
IF UDFLAG=2 THEN DRAW TOP PART OF TILE
```

IF YSCROLL=7

```
SET $D011 TO 7
SET YSCROLL TO 1 FOR NEXT TIME IRQ IS CALLED
WE SCROLL EACH WAY TWO TIMES
IF UDFLAG=1 THEN COPY EVEN COLOURS LINES TO SCREEN COLOUR MAP FROM SPARE
COLOUR MAP
AND SWAP SCREEN
IF UDFLAG=1 THEN COPY ODD COLOURS LINES TO SCREEN COLOUR MAP FROM SPARE
COLOUR MAP
AND SWAP SCREEN
```

IF YSCROLL=1

```
SET YSCROLL TO 3 FOR NEXT TIME IRQ IS CALLED
```

SCROLL DOWN

IF YSCROLL=4

```
ADD ONE TO UDFLAG
IF UDFLAG NOT 1 OR 2 THEN QUIT OUT OF IRQ
IF UDFLAG=1 THEN COPY SCREEN AND COLOUR UP ONE LINE
IF UDFLAG=2 THEN SO MOVE MAP POINTER DOWN ONE LINE IF WE CAN
SET $D011 TO 4
SET YSCROLL TO 2 FOR NEXT TIME IRQ IS CALLED
```

IF YSCROLL=2

```
IF UDFLAG=1 THEN DRAW TOP PART OF TILE AT BOTTOM OF SCREEN
IF UDFLAG=2 THEN DRAW BOTTOM PART OF TILE AT BOTTOM OF SCREEN
SET $D011 TO 2
SET YSCROLL TO 0 FOR NEXT TIME IRQ IS CALLED
```

IF YSCROLL=0

```
SET $D011 TO 0
SET YSCROLL TO 6 NEXT TIME IRQ IS CALLED
IF UDFLAG=1 THEN COPY COLOUR ODD LINE TO SCREEN COLOUR MAP AND SWAP SCREEN
IF UDFLAG=2 THEN COPE COLOUR EVEN LINE TO SCREEN COLOUR MAP AND SWAP
SCREEN
```

IF YSCROLL=6

```
SET YSCROLL TO 4 FOR NEXT TIME IRQ IS CALLED
```

SCROLL LEFT

IF xscroll=3

```
ADD ONE TO LRFLAG
SET XSCROLL TO 5 FOR NEXT TIME IRQ IS CALLED
SET $D016 TO 3 FOR SMOOTH SCROLL DOT POSITION
IF LRFLAG NOT 1 OR 2 THEN THEN QUIT OUT OF IRQ
IF LRFLAG=1 THEN SO MOVE MAP POINTER LEFT ONE POSITION IF WE CAN
IF LRFLAG=2 THEN COPY SCREEN RIGHT ONE POSITION
```

IF xscroll=5

```
SET XSCROLL TO 7 FOR NEXT TIME IRQ IS CALLED
SET $D016 TO 5 FOR SMOOTH SCROLL DOT POSITION
DRAW A SIDE OF THE TILE ON THE LEFT SIDE OF THE SCREEN
```

IF xscroll=7

```
SET XSCROLL TO 1 FOR NEXT TIME IRQ IS CALLED
SET $D016 TO 7 FOR SMOOTH SCROLL DOT POSITION
IF LRFLAG=1 THEN COPY COLOUR EVEN POSIION TO SCREEN COLOUR MAP AND SWAP
SCREEN
IF LRFLAG=2 THEN COPY COLOUR ODD POSITION TO SCREEN COLOUR MAP AND SWAP
SCREEN
```

IF xscroll=1

```
SET XSCROLL TO 3 FOR NEXT TIME IRQ IS CALLED
```

SCROLL RIGHT

IF xscroll=4

```
ADD ONE TO LRFLAG
IF LRFLAG NOT 1 OR 2 THEN QUIT OUT IRQ
IF LRFLAG=1 THEN SO MOVE MAP POINTER RIGHT ONE POSITION IF WE CAN
IF LRFLAG=2 THEN COPY SCREEN LEFT ONE POSITION
SET XSCROLL TO 0 FOR NEXT TIME IRQ IS CALLED
SET $D016 TO 0 FOR SMOOTH SCROLL DOT POSITION
```

IF xscroll=2

```
DRAW LEFT OR RIGHT SIDE OF TILE TO RIGHT SIDE OF SCREEN
SET XSCROLL TO 0 FOR NEXT TIME IRQ IS CALLED
SET $D016 TO 2 FOR SMOOTH SCROLL DOT POSITION
```

IF xscroll=0

```
SET XSCROLL TO 6 FOR NEXT TIME IRQ IS CALLED
SET $D016 TO 0 FOR SMOOTH SCROLL DOT POSITION
IF LRFLAG=1 THEN COPY COLOUR ODD POSIION TO SCREEN COLOUR MAP AND SWAP
SCREEN
IF LRFLAG=2 THEN COPY COLOUR EVEN POSIION TO SCREEN COLOUR MAP AND SWAP
SCREEN
```

IF xscroll=6

```
SET XSCROLL TO 4 FOR NEXT TIME IRQ IS CALLED
```

See Part 1 & 2 For Source Code Part1 and Part2 Needs To Be Run Together

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