

```

!to "multiplexer.prg",cbm
;-----
--
;
;
;
; Basics : IRQ
; @L      Wait for Y-Pos
;         write (new) Y-Position
;         write (new) Sprite-Pointer
;         set some other registers according to the sprite
;         wait 21+1 (Spriteheight+1) Rasterlines
;         JMP @L
;
;
;
; Compiler : ACME
;
; Michael Sachse, 20. Maerz 2007
;
;-----
--
;-- Basicstart
*= $0800
!byte $00,$0c,$08,$0a,$00,$9e,$32,$30,$36,$34,$00,$00,$00,$00
*= $0810
;-----
;
;         lda #00
;         sta $d020
;         sta $d021
;         lda #147
;         jsr $ffd2
;         jsr setup_sprite ; init Sprite 1
;-----
; New Raster-IRQ
;-----
;
;         sei
;         lda #<int
;         sta $0314
;         lda #>int
;         sta $0315      ; new IRQ
;         lda #00
;         sta $d012
;         lda #07f
;         sta $dc0d      ; Timer off
;         lda #01
;         sta $d019
;         sta $d01a
;         cli
;         jmp *
;-----

```

```
int      lda $d019
         and #$01
         sta $d019
         bne irq
         jmp $ea81

;-----
irq      lda #$00
         sta $d012
         jsr animate      ; move on x-axis
l0       lda $d012
         cmp #78          ; y = 78
         bne l0
         sta $d001
         lda #$28         ; Spritepointer Sprite 1
         sta $07f8       ; $0a00 = $28*$40
l1       lda $d012
         cmp #100         ; y = 100
         bne l1
         sta $d001
         lda #$29         ; write Sprite-Pointer again
         sta $07f8
         lda #6           ; a new color
         sta $d026
l2       lda $d012
         cmp #122         ; y = 122
         bne l2
         sta $d001
         lda #$28         ; write Sprite-Pointer again
         sta $07f8
         lda #3
         sta $d026
l3       lda $d012
         cmp #144         ; y =144
         bne l3
         sta $d001
         lda #$29         ; write Sprite-Pointer again
         sta $07f8
         lda #2
         sta $d026       ; a new color
le       lda $d012
         cmp #255
         bne le
         jmp $ea81

;-----
;  move sprite
;-----
animate  inc $d000
         lda $d000
         bne ex
```

```

        lda #50
        sta $d000
ex      rts
;-----
;  Sprite 1 init
;-----
setup_sprite
        lda #1          ; Colors
        sta $d025
        lda #11
        sta $d026
        lda #15
        sta $d027      ;
        lda #64
        sta $d000      ; X-Position
        lda #01
        sta $d015      ; Sprite 1 on
        sta $d01c      ; Multicolor
        rts
;-----
;  2 Sprites
;-----
*=$0a00
!byte $ff,$ff,$ff,$00,$00,$00,$00,$00,$00,$00,$00,$00,$00,$00,$00,$f0
!byte $00,$00,$b0,$00,$00,$A0,$00,$00,$AC,$00,$00,$F8,$00,$00,$FE,$0E
!byte $f0,$aa,$a9,$7c,$aa,$aa,$5b,$ab,$ea,$aa,$eb,$fa,$ab,$03,$f0,$00
!byte $03,$f0,$00,$03,$c0,$00,$03,$00,$00,$00,$00,$00,$ff,$ff,$ff,$ff
; $0a40
!byte $FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF
!byte $FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF
!byte $FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF
!byte $FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF

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