

```

!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 #$7f
        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,$00,$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
!byte $FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF,$FF

```

Last update: 2015-04-17 04:33 base:simple_sprite-multiplexing_using_sprite_1 https://codebase64.org/doku.php?id=base:simple_sprite-multiplexing_using_sprite_1

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!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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