

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.

### Programs

\* See EXTENDED BASIC MANUAL.

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

### Options

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