Format   CALL RMOTION(#sprite-number[,...])

                CALL RMOTION(ALL[,...])

Description

The RMOTION subprogram reverses the row-velocity and
column-velocity as numbers from -127 to 127. This means that
RMOTION simply reverses the direction of the sprite specified
so it goes in the opposite direction it was going in.
This also means RMOTION ignores 0 and -128, so you can use
those to bypass RMOTION if you do not want RMOTION to change
the sprite. The fastest and slowest sprite speeds are never
affected by RMOTION. This feature adds more power to RMOTION.
The ALL feature also allows all sprites on the screen to
reverse all at once. ALL may also be called as many times as
wanted in a single program line.

Program

RMOTION reverses the row-velocity and the column-velocity in sprite-number 1.	>100 CALL RMOTION(#1)
This line reverses the motion of all sprites.	>100 CALL RMOTION(ALL)
Line 100 sets up a sprite.	>100 CALL SPRITE(#1,33,2,96,18,99,84)
Line 110 waits for a number higher than .8 randomly.	>110 IF RND<.8 THEN 110
Line 120 reverses the motion of the sprite.	>120 CALL RMOTION(#1)
Continues the program.	>130 GOTO 110

Options
While characters 144 to 159 are being used, you cannot use
sprites.