

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.

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

Options

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