

Fourspriter 2.1 for ccZ80++

It is recommended to read the original documentation of Fourspriter 2.1 to understand the concepts of this document.

Class Fourspriter

Public constants:

For use in methods SetStatus, SetUdg, SetAttr, SetInitial, SetX, SetY, MoveX, MoveY, GetStatus, GetUdg, GetAttr, GetX, GetY:

- Sprite1: number value for sprite 1.
- Sprite2: number value for sprite 2.
- Sprite3: number value for sprite 3.
- Sprite4: number value for sprite 4.

For use in method SetStatus:

- StatusOff: value for deactivate a sprite.
- StatusOn: value for activate a sprite.

For use in method SetUdg:

- InkBlack: value for ink black.
- InkBlue: value for ink blue.
- InkRed: value for ink red.
- InkMagenta: value for ink magenta.
- InkGreen: value for ink green.
- InkCyan: value for ink cyan.
- InkYellow: value for ink yellow.
- InkWhite: value for ink white.

- PaperBlack: value for paper black.
- PaperBlue: value for paper blue.
- PaperRed: value for paper red.
- PaperMagenta: value for paper magenta.
- PaperGreen: value for paper green.
- PaperCyan: value for paper cyan.
- PaperYellow: value for paper yellow.
- PaperWhite: value for paper white.

- Bright: value for specify bright to an attribute.
- Flash: value for specify flash to an attribute.

By example for an attribute with red ink over white background with bright you can specify InkRed | PaperWhite | Bright.

Public methods:

- SetCharset(address): set the system variable CHARS to address for define the char set.
- SetStatus(spr, status): set for sprite spr the status specified.
- SetUdg(spr, udg1, udg2, udg3, udg4): set for sprite spr the four udg specified.
- SetAttr(spr, attr1, attr2, attr3, attr4): set for sprite spr the four attributes of color specified.
- SetInitial(spr, x, y): set for sprite spr the initial coordinates x, y.
- SetX(spr, x): set for sprite spr the coordinate x.
- SetY(spr, y): set for sprite spr the coordinate y.
- MoveX(spr, ofsX): add for sprite spr the value ofsX to coordinate x.
- MoveY(spr, ofsY): add for sprite spr the value ofsY to coordinate y.
- GetStatus(spr): get the status of sprite spr. Returns the status value.
- GetUdg(spr, number): get the udg of position number of sprite spr. Returns the udg number of this position.
- GetAttr(spr, number): get the attribute of colour of position number of sprite spr. Returns the attribute of colour of this position.
- GetX(spr): get the coordinate x of sprite spr.
- GetY(spr): get the coordinate y of sprite spr.
- Init(): initiates all sprites after the definition with SetUdg, SetAttr and SetInitial.
- Update(): update all sprites after changes of udg, attributes or coordinates.
- Erase(): erase all sprites from screen. Should be used before you change the screen manually.
- Resume(): restore all sprites. Should be used after you change the screen manually.

If not specified, the method returns void.

The possible argument values can be:

- address: 0 to 65535.
- spr: 1 to 4. You can use the public constants Sprite1, Sprite2, Sprite3 and Sprite4.
- status: 0 to 1. You can use the public constants StatusOff and StatusOn.
- udg: 0 to 96.
- attr: 0 to 255. You can use the public constant InkBlack, InkBlue, InkRed, InkMagenta, InkGreen, InkCyan, InkYellow, InkWhite, PaperBlack, PaperBlue, PaperRed, PaperMagenta, PaperGreen, PaperCyan, PaperYellow, PaperWhite, Bright and Flash.
- x: 0 to 30.
- y: 0 to 22.
- ofsX: -30 to 30.
- ofsY: -22 to 22.
- number: 1 to 4.