

Multi Player Animation#

General Information

Author: Carsten Strotmann

Language: ACTION!

Compiler/Interpreter: ACTION!

for MPA files created by Peter Finzels Multi-Player Animator

see also Multi Player Animator

```
*****
;**
;** Phoenix SoftCrew ACTION! **
;** Programme und Tips f. 8Bit **
;**
;** Carsten Strotmann **
;**
*****

; Programmname:MPA-Modul
; done by:Carsten Strotmann
; Filename:MPA.ACT
; first Version:01.03.90
; last change:01.03.90

; Player Animation
;
;

; INCLUDE "PMGR.ACT"
; needs PMGR.ACT

PROC MPA_Load (BYTE ARRAY shape,file)

    Close (1)
    Open (1,file,4)
    Bget (1,shape,$100)
    Close (1)

RETURN

PROC MPA_Set ()

    BYTE gprior=$26F,u
    gprior==%$20

    FOR u=0 TO 3
    DO
        P_Size (u,0)
    OD

RETURN

PROC Animate (BYTE num,x,y,phase,BYTE ARRAY shape)

    CARD shapeph
```

```
shapeph=shape+phase*$10
```

```
P_Pos (num*2,x,y,shapeph,$10)
```

```
P_Pos (num*2+1,x,y,shapeph+$80,$10)
```

```
RETURN
```