

Player Missile Module#

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*****
** Player-Missile Modul      **
** PHOENIX SOFTCREW 1990    **
**                          **
**          "PMGR.INC"      **
*****

PROC PM_Init ( )

    BYTE ramtop=$6A,sdmctl=$22F,
          gractl=$D01D,pmbase=$D407
    CARD pmadr=$2D5

    ramtop== -16
    sdmctl== %$1C
    pmadr=ramtop*$100+$400

    pmbase=ramtop
    gractl=3

    Zero (ramtop*$100,$800)

RETURN

PROC PM_Set ( )

    BYTE sdmctl=$22F

    sdmctl== %$1C

RETURN

PROC P_Pos (BYTE num,xpos,ypos,CARD shape,BYTE len)

    BYTE ARRAY hpos=$D000
    CARD pmadr=$2D5,adr

    adr=pmadr

    adr== +num*$100+ypos

    MoveBlock (adr,shape,len)

    hpos(num)=xpos

RETURN

PROC P_Size (BYTE num,size)

    BYTE ARRAY ps=$D008

    ps(num)=size

RETURN
```

```
PROC PM_Col (BYTE num,hue,lum)
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```
    BYTE ARRAY pcol=$2C0
```

```
    pcol (num)=hue*$10+lum
```

```
RETURN
```

```
PROC M_Pos (BYTE num,xpos,ypos,CARD shape,len)
```

```
    BYTE ARRAY hpos=$D004
```

```
    CARD pmadr=$2D5,adr
```

```
    adr=pmadr-$100
```

```
    adr==+ypos
```

```
    MoveBlock (adr,shape,len)
```

```
    hpos=xpos
```

```
RETURN
```

```
PROC P_Clear (BYTE num)
```

```
    CARD pmadr=$2D5
```

```
    Zero (pmadr+num*$100,$100)
```

```
RETURN
```

```
PROC PM_Restore ()
```

```
    BYTE u
```

```
    BYTE ARRAY hpos=$D000
```

```
    FOR u=0 TO 8
```

```
    DO
```

```
        hpos(u)=0
```

```
    OD
```

```
RETURN
```