

# Player Missile Module#

```
*****  
** 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)
```

```
    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
```