

without alternate character sets. First you must pick your graphics mode. (See Table 13-1, Ch. 13) If you don't want a text window, add 16. If you don't want the screen cleared when you open the display, add 32. If you want player-missiles, add 64. If you want an alternate character set, add 128.

Example:

100 GRAPHICS 84

84 equals 4+16+64, so this command produces graphics mode 4 with no text window and with player-missiles.

#### HPOS

Type: BASIC command

Format: HPOS integerexpression,integerexpression

Description: Sets the horizontal position of a player or missile. The first integerexpression determines which player or missile is set according to the following chart.

Value of first Integerexpression	Player-missile
0	player 0
1	" 1
2	" 2
3	" 3
4	missile 0
5	" 1
6	" 2
7	" 3

The value of the second integerexpression determines the horizontal position. 40 places the player or missile near the left screen edge and 216 near the right screen edge.

#### IF DO ELSE ENDIF

Type: BASIC command

Format: IF condition DO

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.  
ELSE  
.  
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.  
ENDIF

(Note that ELSE is optional)