

Description: Used with PDISPLAY and PRATE, which define the figure and its rate of motion. PCONTROL starts and stops the motion, allowing synchronization of several players and missiles. The first integerexpression controls player and missile 0, the second integerexpression controls player and missile 1, the third controls 2, and the fourth controls 3. The following chart shows how the value of the integerexpression controls player-missile action:

Value of Integerexpression	Effect
0	player and missile stop
1	player starts and missile stops
2	missile starts and player stops
3	both player and missile start

Example: 100 PCONTROL 3%,0%,1%,2% activates player 0, player 2, missile 0, and missile 3.

### PDISPLAY

Type: BASIC command

Format: PDISPLAY integerexpress,ADR(linenumber),integerexpress

Description: Draws a figure into a player or missile. The first integerexpression determines which player or missile is being 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 second integerexpression sets the vertical position of the player-missile. 128 is about the center of the screen. The linenumber specifies the location of the data to be stored in the player or missile (See Ch. 14).

### PEEK

Type: integer function

Format: PEEK(integerexpression)

Description: Returns the value of the byte at the memory location specified by the integerexpression. Note that the integerexpression is assumed to be a positive number from 0 to 65535. See POKE and PEEKW.