

```

10 GRAPHICS 68%
20 PSIZE 2%,0%
30 DFILL 2%,0%
40 PDISPLAY 2%,ADR(200),60%
50 PDISPLAY 2%,ADR(200),120%
60 PDISPLAY 2%,ADR(200),180%
70 SETINT@ 0%,3%,53268%,3%*16%+8%
80 SETINT@ 1%,4%,53250%,0%
90 SETINT@ 2%,10%,53268%,7%*16%+8%
100 SETINT@ 3%,17%,53250%,0%
110 SETINT@ 4%,31%,53268%,12%*16%+8%
120 SETINT@ 5%,32%,53250%,0%
130 FOR T%=0% TO 255%
140     CINT@ 1%,T%
150     CINT@ 3%,255%-T%
160     CINT@ 5%,T%+128%
170 NEXT T%
180 GOTO 130
200 CODE"4,&100100,&100100,FF,FF"

```

The above program puts the figure defined in line 200 into player 2 at three different vertical sections. Six display list interrupts are set. Three are used to change the player color and three to change the horizontal position. The FOR loop modifies the horizontal player position and causes two sections of the player to move right and one to move left.

Special Note: Because of timing problems, display list interrupts in modes 8, 9, 10, 11, 14, and 15 cannot be in adjacent display list lines. There must be at least one display list line between interrupts in these modes.