

integerexpression determines the motion.

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

Here is the box program again; as before, the box will be moving down and to the right. To vary the speed, change the numbers in the PRATE command. To end the program press the BREAK key.

```
10 PSETCOLOR 1%,3%,8%
20 GRAPHICS 67%
30 DFILL 1%,0%
40 PDISPLAY 1%,ADR(100),128%
50 HPOS 1%,128%
60 PRATE 1%,256%,256%,0%,
70 PCONTROL 0%,1%,0%,0%
80 GOTO 80
100 CODE"8,0,0,&11111111,&10000001,&10000001,&11111111,0,0"
```

#### COLL

If you are firing bullets or rockets across the screen, automatic missile movement is very handy. Often, however, you want to know if the missile has hit anything. The COLL (collision) command provides this information. See the reference manual for a description of COLL.

#### Locating players and missiles

If you are automatically moving a player or missile, the following table gives the memory locations for their horizontal and vertical positions. For example, PEEK(1134) gives the horizontal location of missile 2.

Table 14-2

	memory location horiz. position	memory location vert. position
player 0	1128	1152
1	1129	1153
2	1130	1154
3	1131	1155
missile 0	1132	1156
1	1133	1157
2	1134	1158
3	1135	1159

#### Automatic modification of a player or missile figure

Suppose you want to use a player to display a moving stick. If the stick is rotating end over end, you need to change the figure as well as have it move horizontally and vertically. The same is true of a person running. In the case of the stick, you could show it in a horizontal position for 2/60