

14. PLAYER-MISSILES

The ATARI operating system sets all player-missile color registers to black, so until you give a PSETCOLOR command, your player-missiles will be invisible. PSETCOLOR and DFILL were described in the previous chapter. Remember that you must add 64 to the mode in the GRAPHICS command to activate player-missiles. You control the four players and four missiles by using a group of Advan BASIC special commands. Table 14-1 shows how the first integerexpression in each command determines the player-missile number.

Table 14-1

Integerexpression #	Player-missile #
0	player 0
1	" 1
2	" 2
3	" 3
4	missile 0
5	" 1
6	" 2
7	" 3

PSIZE

Players at normal width are twice as wide as a mode 0 character. They have 8 points which can be turned on or off. If on, they will have the color you set for the player. If off, they will be transparent; that is, the color will be that of the main display. Missiles at normal width are 1/2 the width of a mode 0 character, and they have 2 points which can be turned on or off. Their color is the same as that of the player with the same number (e.g., missile 2 and player 2 have the same color). Use the PSIZE command to change a player-missile's size. Note that this changes the width of each point, but not the number of points. The format is

PSIZE integerexpression,integerexpression

The first integerexpression determines which player or missile size is being set. (Table 14-1). The second integerexpression determines the size according to the following chart:

Integerexpression Value	Player-missile Size
0	normal size
1	doubled
3	quadrupled

For example, the following line sets missile 2 to quadruple size:

10 PSIZE 6%,3%

HPOS

You can set the horizontal position of a player with HPOS, which has the