

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 determines the horizontal speed of the player-missile. A negative number moves the object to the left and a positive number to the right. The third integerexpression determines the vertical speed. A negative number moves the object up and a positive number moves it down. The maximum speed is 32767; however, speeds of around 256 are more reasonable. Due to wrap around, very high speeds cause weird effects. The fourth integerexpression determines the length of time a given figure is displayed in sixtieths of a second.

Example:

100 PRATE 2%,256%,512%,4%    sets player 2 motion to the right and down. Each figure will remain on the screen for 4/60 second. You can start or stop player or missile motion with PRATE or with PCONTROL. See Chapter 14 for more information.

### PRINT

type: BASIC command

Format: PRINT expression,...,expression

Note that the commas can be replaced by semicolons

Description: Each of the expressions is evaluated and the result is output to the display screen. If a comma separates two expressions, the second expression will be shown in the next print zone. The first print zone starts at the left margin (usually print position 0, 1, or 2). The second print zone starts at position 8, the third at 16, etc. If a semicolon separates two expressions, the second will be output immediately following the first. If the last expression is not followed by a comma or semicolon, a carriage return will be output and the next PRINT will start on a new line. If the last expression is followed by a comma or semicolon, the next PRINT will be on the same line.

Examples:

```
100 PRINT "ABC"
110 PRINT "ZZ"
120 END
RUN
ABC
ZZ
```