

Note that there is a ! symbol in front of the 12. This tells the system that the following number is in decimal, just as a & symbol indicates binary. Why didn't we use a ! symbol in front of the 8 in the previous example? Because the system expects hex numbers in a CODE command, and the numbers 0 through 9 are the same in hex and decimal.

Suppose you want to display lines 100, 110, 120, 130, 120, 110, 100 as a repeating series. You can do this by making a new line, say 134, the same as line 120, and making 138 the same as 110, and so forth. A more convenient way is to use another special command, FE (=254 in decimal). Again, because in Advan BASIC the vertical length of player-missiles may not exceed 253, the FE command is a signal; what follows must be a comma, # symbol, and linenumber. At the FE command, the system goes to the specified linenumber only for one figure and then returns to the data right after the FE command for the next figure's data. So to display the lines as a repeating series, change lines 40 and 140 in the previous program to:

```
40 PDISPLAY 1%,ADR(140),128%
```

```
140 CODE"FE,#100,FE,#110,FE,#120,FE,#130,FE,#120,FE,#110,FF,#140"
```

Finally, suppose you want to display this set of lines only once; that is display 100, 110, 120, 130, 120, 110, 100 and then stop. You can do this by using the special command, zero:

```
140 CODE"FE,#100,FE,#110,FE,#120,FE,"130,FE,#120,FE,#110,FE,#100,0"
```

If you do use this special command, the following table lets you determine if a player or missile has been stopped.

Table 14-3

player	0	PEEK(1075%) and	1%
	1	PEEK(1075%) and	4%
	2	PEEK(1075%) and	16%
	3	PEEK(1075%) and	64%
missile	0	PEEK(1075%) and	2%
	1	PEEK(1075%) and	8%
	2	PEEK(1075%) and	32%
	3	PEEK(1075%) and	128%

If the expression in the right hand column is zero, the player or missile is not moving. For instance, if PEEK(1075%) and 32% is zero, then missile 2 is at rest; otherwise it is moving.