

Format           CALL GMOTION(#sprite-number,row-velocity,  
                  column-velocity[,...])

### Description

The GMOTION subprogram returns the row-velocity and column-velocity as numbers from -128 to 127. If the sprite is not defined, row-velocity and column-velocity is set to zero. The sprite continues to move after its motion is returned, so this must be allowed for. See EXTENDED BASIC MANUAL MOTION subprogram for more data. GMOTION runs from ROM.

### Program

GMOTION returns the row-velocity into X and the column-velocity into Y.

Set up screen and up,down, left, right variables A(0) and A(1)  
Loop for 28 sprites.  
Set up 28 random sprites with random colors and motion.

Loop counter.  
Random sprite selector, get that sprites motion, put the values on screen.

Delay loop.  
Clear screen and Z+1.  
Loop till Z>8

```
>100 CALL GMOTION(#1,X,Y)

>100 A(0)=-1::A(1)=1::CALL CLEAR::CALL MAGNIFY(2)::CALL SCREEN(15)
>110 FOR S=1 TO 28
>120 CALL SPRITE(#S,64+S,INT(RND*16)+1,20+S,50+S,INT(A(RND*1))*INT(RND*127),INT(A(RND*1))*INT(RND*127))
>130 NEXT S
>140 S=INT(RND*28)+1::CALL GMOTION(#S,X,Y)::CALL HPUT(24,3,"CALL GMOTION("#&STR$(S)&"&STR$(X)&","&STR$(Y)&"))
>150 FOR L=1 TO 1E3::NEXT L
>160 CALL CLEAR::Z=Z+1::IF Z<8 THEN 140
```

### Options

While characters 144 to 159 are being used, you cannot use sprites.