

GRAPHICS TUTORIAL

Written for the Exidy Sorcerer Computer
by Richard Swannell
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*This piece of software assumes the
presence of ZETU assembler*

Includes many sample programs ready for
assembling and running.

- 9
26
42
68
59
120
- Exercise 1) Initialization in using the tutorial. 22-EG1
 - Exercise 2) Changing the shape of a graphics character and placing the new shape on the screen.
 - Exercise 3) Write a program to define a large shape and place it on the screen. EG2-54 - E53
 - Exercise 4) Creating movement with single character resolution. E54-79
 - Exercise 5) Moving a large shape in half character resolution. E55-704
 - Exercise 6) Fine line movement. Includes a complete set of fine line movement routines with a sample calling program ready to assemble and run.
 - Exercise 7) Explosions, crashes, speed variation, and Basic control.

This tutorial must be loaded while ZETU is running. Give the ZETU command EXIT then the monitor command LOG to load the first exercise.

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System Software makes no representations or warranties with respect to the contents hereof and specifically disclaims any implied warranties of merchantability or fitness for any particular purpose. However, a limited warranty does apply. The program tape is guaranteed to load on a Sorcerer computer, and run as per the following instructions.

