

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. 22-59
 - 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. E92-54 - E93
 - Exercise 4)** Creating movement with single character resolution. E94-79
 - Exercise 5)** Moving a large shape in half character resolution. E55704
 - 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.

Pat Richards

① Load from G.T. Cassette with
LSRC (ZETU)

② THEN ASMB (ZETU)

③ USE BLANK CASSETTE &
Record using SOBJ (NAME) (ZETU)

④ LOAD BACK FROM TAPE
using MONITOR. LO() 1 (xxx)
↑ GO ADDRESS

NAME TAPE
UNIF UNIF (ORIGIN)