Hyper 21 Code Sample - © 2007 NutriGames

Code is written in Blitz Basic

This function deals with animating a sprite that animates through its frames at a variable speed as well as moves at a variable speed. In order for it to animate to the proper frame depending on time passed, rather than incrementally, I had to figure out what frame it should be on based on how much time has passed.

;Timing of animation frames

;If enough time has passed (locking game speed for any computer)

;if not paused

;moving right then increment animation frame (or cycle)

;moving left increment animation (or cycle)

;reset the animation timer

If MilliSecs() > DealerAnimTimer + (1000/CurrentDealer.Dealer\AnimateSpeed#) Then

If Not PauseDealer

If CurrentDealer.Dealer\Direction = MoveRight Then

;Next animation frame right

CurrentDealer.Dealer\CurrentAnimFrame = CurrentDealer.Dealer\CurrentAnimFrame + 1

If CurrentDealer.Dealer\CurrentAnimFrame > CurrentDealer.Dealer\FramesDeal +   
 CurrentDealer.Dealer\FramesRight# -1

Then

CurrentDealer.Dealer\CurrentAnimFrame = CurrentDealer.Dealer\FramesDeal + 1

End If

Else

;Next animation frame left

CurrentDealer.Dealer\CurrentAnimFrame = CurrentDealer.Dealer\CurrentAnimFrame + 1

If CurrentDealer.Dealer\CurrentAnimFrame > CurrentDealer.Dealer\FramesDeal +   
 CurrentDealer.Dealer\FramesRight# +   
 CurrentDealer.Dealer\FramesLeft# -1

Then

CurrentDealer.Dealer\CurrentAnimFrame = CurrentDealer.Dealer\FramesDeal +   
 CurrentDealer.Dealer\FramesRight# + 1

End If

End If

DealerAnimTimer = MilliSecs()

End If

End If

;Timing of movement frames

;if move timer is passed

;if not paused

;increment by x move val

;reset timer

If pausedealer = False Then

If MilliSecs() > DealerMoveTimer Then; + (CurrentDealer.Dealer\MoveSpeed \* 1000)

Then

If Not PauseDealer

CurrentDealer.Dealer\x = CurrentDealer.Dealer\x + (1 \* MoveSpeed \*   
 CurrentDealer.Dealer\Direction)

If CurrentDealer.Dealer\Direction = MoveRight

Then

;DealerColCounter = DealerColCounter + 1

End If

DealerMoveTimer = MilliSecs()

End If

End If

End If

;DealerDealAnimSpeed#

ProcessDealing()

;Draw it!

DrawImage(CurrentDealer.Dealer\ImageHandle, CurrentDealer.Dealer\x-DealerWidth, CurrentDealer.Dealer\y, CurrentDealer.Dealer\CurrentAnimFrame)