

Demonstration of a moving background

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The moving background and moving objects (palm trees) make the car look like it is moving.

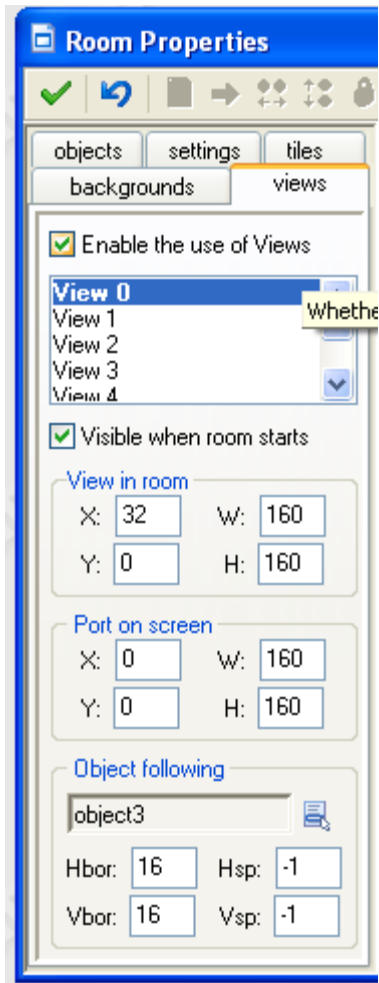
The speed of background0 is set by the variable *background_hspeed[0]*

There are only 2 palm trees, as they reach one edge, they are moved back to the other side

Pressing space moves to the second demo which uses views. In this case the car moves and the view scrolls

The screenshot displays the configuration for a sprite named 'object0'. The interface is divided into three main sections:

- Name:** object0
- Sprite:** sprite0 (with 'New' and 'Edit' buttons)
- Properties:**
 - Visible
 - Solid
 - Depth: 0
 - Persistent
 - Parent: <no parent>
 - Mask: <same as sprite>
- Events:**
 - <no key>
 - <Space>
 - <Left> (highlighted)
 - <Right>
- Actions:**
 - If an expression is true
 - Start of a block
 - Set the horizontal speed
 - VAR Set variable background_h
 - VAR Set variable hspeed to 5
 - End of a block
 - ELSE Else
 - Set the horizontal speed



Information about object: object0

Sprite: sprite0
 Solid: false
 Visible: true
 Depth: 0
 Persistent: false
 Parent: <no parent>
 Mask: <same as sprite>

Keyboard Event for <no key> Key:
 set variable background_hspeed[0] to 0
 for all object1: set variable hspeed to 0
 set the horizontal speed to 0

Keyboard Event for <Space> Key:
 go to next room with transition effect

Keyboard Event for <Left> Key:
 if expression $x < 100$ is true
 set the horizontal speed to 0
 set variable background_hspeed[0] to 3
 for all object1: set variable hspeed to 5
 else
 set the horizontal speed to -5

Keyboard Event for <Right> Key:
 if expression $x > 540$ is true

```
set the horizontal speed to 0
set variable background_hspeed[0] to -3
for all object1: set variable hspeed to -5
else
set the horizontal speed to 5
```

Information about object: object1

Sprite: sprite1
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Step Event:
if expression $x > 640$ is true
set variable x to 0
if expression $x < 0$ is true
set variable x to 640

Information about object: object3

Sprite: sprite0
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Keyboard Event for <Left> Key:
move relative to position (-1,0)

Keyboard Event for <Right> Key:
move relative to position (1,0)
