



Tech Info Library

Applesoft: High-Res Collision Counter

Applesoft's High-Res collision counter is a byte that is incremented whenever an object drawn crosses a non-black dot on the screen. Applesoft does not initialize or use this byte.

The collision counter could be used in a game: such as, to detect when a lunar lander hits a mountain. Set the counter to zero, draw the lander, then check for non-zero values indicating the collision. It is up to the you to initialize and check this byte.

Apple Tech Notes

Keywords: <None>

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