

Hex2Sprite CSE Edition v 1.0

By TI-Freakware

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1. Description
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1. Description:

Hex2Sprite CSE is a hex to sprite displayer for the TI-84 Plus C Silver Edition calculators.

2. Using this program:

To use this program, you will need the following inputs:

- Str9 - This is your hex string. Look below for the color usage definitions
|LSPR - This is the list variable that tells the program the following: {Sprite width, Row Start, Column Start, Display mode

The program uses/destroys A, B, C, D, E, F, and G.

Str9 syntax: With the way this is set up, you can technically have any sprite size you want. The only downfall is the larger the sprite, the longer it takes to display. You can use the normal hex values of 0-F to get your colors, according to the following chart:

0	Skip
1	Blue
2	Red
3	Black
4	Magenta
5	Green
6	Orange
7	Brown
8	Navy Blue
9	Light Blue
A	Yellow
B	White
C	Light Grey
D	Medium Grey
E	Grey
F	Dark Grey
G	Drop to next line, restart row

As you'll notice, I use hex character 'G' to help save space for hex values, to keep a person from needing a dozen 0s at the end of a line.

|LSPR is fairly self-explanatory.

- (1) Is defined as the sprite's width, so if you define this as your max width, you won't need a 'G' at the end of that particular line.
- (2) Is defined as the row you want to start displaying images to.
- (3) Is defined as the column you want to start displaying images to.
- (4) Is the display mode. Mode 1 displays single pixels at a time, while Mode 2 displays it in a 4:1 ratio (4 pixels for the normally 1 pixel).



The one on the left is displayed in Mode 1, while the one on the right is displayed in Mode 2.

```
000000000000333G
0000000000333993G
00000000038883993G
00000000388883333G
000000003888839983G
00003339888883383G
00033993988ABB88B3G
0038399398ABB33A3B3G
0388839938ABB33A3B30333G
3888839938AABBABA338883G
38883039938A3333A3038883G
38883039993AAAAA39338883G
0333003899933333998883G
000330388899993998883G
00388338888893039883G
03888833889993000333G
388888933899993G
3883889993399983G
0333389930388883G
0000333003888333G
000000000388888883G
000000000333333333
```

Is an example of the sprite data used in the above images.

Once you have your sprite data saved into Str9, and your list created and stored to |LSPR, run prgmZSPR to see your creation appear on the graph screen. Please note that wherever you use a 0, it will not overwrite the sprite behind it, so if you are using a background color, that won't get changed.

3. Credit

Credit goes to tifyreak8x of TI-Freakware for building this program, such as it is. It is a hope that it will help spark an asm version in the very near future. If you need assistance using this program, feel free to join the forums at <http://tifyreakware.net/forums/> or send me an email at tifyreak8x@hotmail.com. Thanks for looking at my program!