



Developer's manual

[Versión en español](#)

Distribution

This package contains:

- All the contents of the [standard edition](#).
- The game as [DSK](#) (disk image) with extra stuff.
- Game [source code fully commented](#) (Spanish only) in HTML format.
- Full source code as plain text.
- This developer's manual.

How to load from disk

In order to launch the game from a disk or a disk image, you will need to copy these files:

- PMOUSE.BAS
- DATA.BIN
- GAME.BAS

To load the game from the disk, enter `RUN"PMOUSE.BAS"`. The game will start automatically after the load.

Contents of the disk

The disk image contains multiple versions of Pérez the Mouse and the BASIC code used to generate the binary file.

The next sections describe the purpose of each file.

Main files

Each version of Pérez the Mouse consists of this three files:

- PMOUSE.BAS: the loader. First loads (BLOAD) the binary file in memory, then POKES the LDIRVM routines and finally executes GAME.BAS
- DATA.BIN: the binary file. Starts at &HC000 and ends at &HD60F. See details about this file in the next section
- GAME.BAS: the main code of the game. Check the [fully commented version](#) (Spanish only)

The CAS (tape image) version of the game uses a different loader, also included in the disk:

- PMOU_CAS.BAS: loader for tape

How to create the binary file

The binary file contains the pattern and color tables, the sprite patterns and parts of the name table with the different stages.

There are three files involved in the creation of the binary file:

- MKGFX.BAS: starting at &HC000, POKEs the memory with the content of color and pattern tables, defined in DATA statements.
- MKSPR.BAS: starting at &HC970, POKEs the memory with the content of the sprite pattern table, defined in DATA statements.
- MKSTG.BAS: starting at &HCD30, POKEs the memory with blocks that can be loaded in the name table. This blocks are defined in DATA statements.

Each one of these files prints which area of RAM has been POKEd, so it can be BSAVED.

Typically, the binary file is generated using the next sequence:

```
RUN"MKGFX.BAS"
POKE C000 TO C96F (GFX)
Ok
RUN"MKSPR.BAS"
POKE C980 TO CD2F (SPR)
Ok
RUN"MKSTG.BAS"
POKE CD40 TO D60F (STG)
Ok
BSAVE"DATA.BIN",&HC000,&HD60F
Ok
```

Of course, when adding new graphics, sprites or stages the memory addresses must be updated to avoid overlapping.

The loader must be updated too, so the LDIRVM routines are placed beyond the data area and to use the right memory addresses.

Finally, if LDIRVM routines have been relocated, DEFUSR commands in the game code must be updated.

Alternative version: 1.0

The first public version of Pérez the Mouse is included in the disk.

As optimization usually leads to less readable code, this version can be easier to understand because is not completely optimized.

The files corresponding to this version are:

- PMOU_10.BAS, DATA_10.BIN, GAME_10.BAS: main files.
- MKGFX10.BAS, MKSPR10.BAS, MKSTG10.BAS: binary generators.

Alternative version: double sprite

An experimental version with double sprites for the mouse and the enemies is also included in the disk.

Parting from base code somewhere between 1.0 and 1.1 versions, this version features a second sprite that improves the graphics when they are in front of doors, stairs and beds.

Unfortunately, in BASIC is not possible to determine when the VDP is updated and false collisions are detected. Filtering this false collisions, although possible, was slow and not 100% reliable. Due that, the double sprites were dropped and this version was abandoned.

It is provided here just as a curiosity. The adaptation of the code is uncomplete. There are bugs that can render the game unplayable:

- Wrong sprite patterns and sprite planes used in intro sequence, stage end sequence...
- Graphical glitches when trapped, and respawning doesn't clear all the sprites it should
- Flashing border when false collisions are detected (for debugging purposes)

This version files are:

- PMOU_2SP.BAS, DATA_2SP.BIN, GAME_2SP.BAS: main files.
- MKGFX2SP.BAS, MKSPR2SP.BAS, MKSTG2SP.BAS: binary generators. Note that MKSPR2SP.BAS contains the definition of the extra sprites