

QixBAS is a surviving game in which you drive on screen Qix.

- 'A' key to turn it counter-clockwise.
- 'S' key to turn it clockwise.

It loses a bar whenever it collides with the edge of the screen.

It was developed on MSX2 emu on <https://webmsx.org/>

Instructions:

1. select machine: MSX2++
2. ALT-B
3. paste source code (Qix.bas)
4. RUN

Commented Source Code:

```
10 A =RND (TIME) *3.14:R=10:S=10:X=50:Y=50:L=10:U=10:W=250:H=212:ST=0.2
```

Initialize variables A: angle of qix direction R: size of qix bar S: step size X,Y: Qix position L: number of bars U: maximum bar number

```
20 DIM X1 (U-1):DIM X2 (U-1):DIM Y1 (U-1):DIM Y2 (U-1):SCREEN 2
```

X1,X2,Y1,Y2: previous position arrays

```
100 LINE (X1 (L-1),Y1 (L-1))-(X2 (L-1),Y2 (L-1)),0
```

DRAW QIX at position

```
110 KR$ = INKEY$: if KR$="a" THEN A = A- ST: ELSE IF KR$="s" THEN A = A + ST
```

READ key and change Qix angle direction

```
130 if X>W OR X<0 OR Y<0 OR Y>H THEN A = A+3.14/2 : L=L-1 : if L<2 then L = 2
```

In case of border collision invert direction

```
205 FOR I=L-1 TO 1 STEP-1:X1 (I)=X1 (I-1):X2 (I)=X2 (I-1):Y1 (I)=Y1 (I-1)
```

Shift previous position

```
210 Y2 (I)=Y2 (I-1):NEXT I:X = X + S*COS (A): Y = Y + S*SIN (A): A1=A -90:A2=A+90:
```

Compute Qix next position

```
220 X1 (0)=X+R*COS (A1):Y1 (0)=Y+R*SIN (A1):X2 (0)=X+R*COS (A2):Y2 (0)=Y+R*SIN (A2)
```

Compute actual bar position.

```
230 FOR I =1 TO L-2 : LINE (X1 (I),Y1 (I))-(X2 (I),Y2 (I)),1:NEXT I:
```

Draw Qix bars

```
240 LINE (X1 (0),Y1 (0))-(X2 (0),Y2 (0)), 2:GOTO 100
```

Draw Qix Actual Bar e loop.

Have fun with QixBAS