

```
WindowWidth = DisplayWidth
WindowHeight = DisplayHeight
anim$ = ""
for i = 0 to 17
loadbmp "ball" + nr$( i ) , DefaultDir$ + "\BMP\ball" + nr$( i ) + ".bmp"
anim$ = anim$ + " ball" + nr$( i )
next i
nomainwin
open "Animated Ball Sprite" for graphics as #m
#m "trapclose [quit]"
#m "addsprite spr" ; anim$
#m "spritexy spr 500 300"
#m "spritescale spr 200"
#m "cyclesprite spr 1"
timer 40 , [tmr]
wait
[tmr]
#m "drawsprites"
wait
function nr$( x )
nr$ = right$( "00" + str$( x ) , 2 )
end function
[quit]
for i = 0 to 17
unloadbmp "ball" + nr$( i )
next i
close #m
end
```