

```
"===== BEGIN SPRITE DRAW CODE
for i = 0 to 17
call clear 64 , 64
for height = 0 - spry to spry step 0.5
call sphere2 0 , 0 , 0 , 25 , yellow , blue , i * 20 , marble
next height
call save "ball" + nr$( i , 2 )
next i
"===== END SPRITE DRAW CODE
```

"This wil take some minutes !!!