

"===== BEGIN SPRITE DRAW CODE

```
call clear 64 , 64
for height = 0 - spry to spry
call sphere 0,0,0 , 30 , yellow
next height
call save "YELLOW"
call clear 64 , 64
for height = 0 - spry to spry
call sphere 0,0,0 , 30 , red
next height
call save "RED"
call clear 64 , 64
for height = 0 - spry to spry
call sphere 0,0,0 , 30 , blue
next height
call save "BLUE"
call clear 64 , 64
for height = 0 - spry to spry
call sphere 0,0,0 , 30 , green
next height
call save "GREEN"
call clear 64 , 64
for height = 0 - spry to spry
call sphere 0,0,0 , 30 , magenta
next height
call save "MAGENTA"
call clear 64 , 64
for height = 0 - spry to spry
call sphere 0,0,0 , 30 , cyan
next height
call save "CYAN"
call clear 64 , 64
for height = 0 - spry to spry
call sphere 0,0,0 , 30 , white
next height
call save "WHITE"
call clear 64 , 64
for height = 0 - spry to spry
call sphere 0,0,0 , 30 , gray
next height
call save "GRAY"
```

"===== END SPRITE DRAW CODE