

nesdoug

# Scrolling

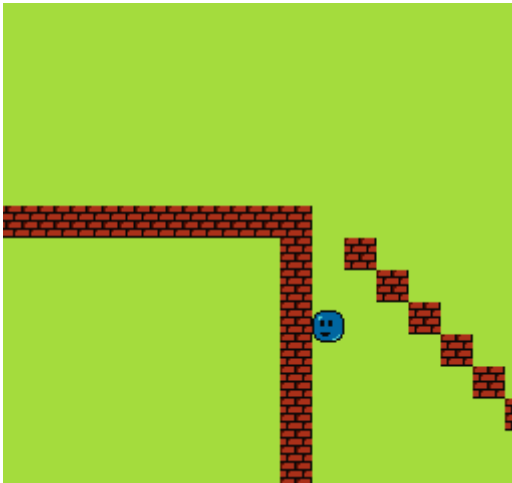
By request, I made a scrolling game engine, with BG collisions. I was supposed to use neslib, but I made so many changes, and basically did 90% of the meat in ASM, that it's not really a lesson in C. Sorry.

I'm going to have to come back and explain lots of things. I made it way too complicated...so basically, I created a huge top-down all-direction scrolling game engine.

I think I'm going to have to make a simpler one, for my next page (a little later).

Here's the mess of code, that probably still has bugs in it. I recommend speeding up the emulation, it's a bit slow.

<http://dl.dropboxusercontent.com/s/wapes71qfp3gvxx/lesson28.zip>  
(<http://dl.dropboxusercontent.com/s/wapes71qfp3gvxx/lesson28.zip>)



NOTE: I haven't had time to properly test/debug this code...or even comment about it here. Some people on the nesdev board have had bugs/problems, so I suggest you don't use this code until further notice.

August 15, 2017September 11, 2017 [dougfraker](#)

## 2 thoughts on “Scrolling”

1. **Fabrizio Caruso** says:

[October 27, 2017 at 7:49 am Edit](#)

Hi! Thanks a lot for your lessons!

Can I use the very latest version of CC65 with your version of neslib?

I am writing the multi-system game (CROSS CHASE: <https://github.com/Fabrizio-Caruso/CROSS-CHASE>) and I need the latest versions of CC65. I would like to improve the NES version and neslib could help me a lot.

Fabrizo

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**[dougfraker](#)** says:

[October 27, 2017 at 7:58 pm Edit](#)

There's only one way to find out. Give it a try, and let me know if you have any problems. I changed the code for this example (scrolling code), so you may want a different version.

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