
COMMODORE BASIC 3.5 MANUAL

version 2.1

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● Copyright	1
● Introduction	1
● Manual Format	2
● Commands	3
● Functions	15
● Operators	32
● Statements	33
● Variables	64
● Basic Error Messages	67
● Disk Error Messages	72
● Basic Abbreviations	78
● Petascii codes	80
● Musical Note Table	83
● Authors	84
● Related Documents	84
● References	84

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INTRODUCTION

Basic is a high level language which is based on the following six concepts: commands, statements, functions, variables, operators, and expressions.

Commands and statements are instructions to the computer to perform a certain task (for example an instruction to load a basic program into memory). The difference between them is that Basic commands are intended to be used in direct mode, while statements should be used in programs. However, in most cases commands can be used as statements in a program if you prefix them with a line number. You can also use several statements as commands by using them in direct mode (i.e. without line numbers).

A function performs a simple task, based on a given arguments, and it always replies with a value - a result.

Operators are used for calculations, for determining equalities/inequalities, and for logical operations. For example + is an operator used for addition.

Expressions are clauses composed of constants, variables, and/or operators. For example $A+B*3$ is a valid expression.

This manual's purpose is to provide detail information about presented Basic elements. I hope you find it useful.

MANUAL FORMAT

The Commodore BASIC 3.5 manual is divided into seven sections:

Commands : the commands used for working with programs to edit, store, and erase them.
Functions : the string, numeric, and print functions.
Operators : the arithmetic and logical operators.
Statements : the BASIC program statements used in numbered lines of programs.
Variables : the different types of variables and legal variable names.
Basic errors: the error messages given by BASIC.
Disk errors : the error messages given by a disk drive. store, and erase them.

The items presented in sections follow consistent format conventions to make them as clear as possible. In most cases, there are several examples to illustrate what the actual command, function or statement looks like.

The syntax of items are described by using the following concepts:

KEYWORDS appear in uppercase letters. You must type keywords exactly as they appear!

ARGUMENTS appear within angle brackets. Arguments are parts that you select.

SQUARE BRACKETS ([]) show optional arguments. You select any or none of the arguments listed.

VERTICAL BAR (|) separates lists of options from which you can choose only one.

A SEQUENCE OF THREE DOTS (...) means that an option or argument can be repeated more than once.

QUOTATION MARKS (") enclose character strings, file names, and other expressions. When arguments are enclosed in quotation marks in a format, you must include the quotation marks in your command, function, or statement. Quotation marks are required parts of a command, function or statement.

PARENTHESSES (()). When arguments are enclosed in parentheses in a format, you must include the parentheses in your command, function, or statement.

COMMANDS

AUTO
BACKUP
COLLECT
CONT
COPY
DELETE
DIRECTORY
DLOAD
DSAVE
HEADER
HELP
KEY
LIST
LOAD
NEW
RENAME
RENUMBER
RUN
SAVE
SCRATCH
VERIFY

command/AUTO

command/AUTO

NAME

AUTO -- Controls the automatic line numbering

ABBREVIATION

a <shift> U

SYNOPSIS

AUTO [<line>]

FUNCTION

Turns on the automatic line numbering feature which eases the job of entering programs by typing the line numbers for you. As you enter each program line and press <return> the next line number is printed on the screen, with the cursor in position to begin typing that line. AUTO with no argument turns off auto line numbering, as does RUN.

INPUTS

<line> - increment between line numbers

RESULT

With argument turns on automatic line numbering.
With no argument turns off auto line numbering.

EXAMPLES

AUTO 10
Automatically numbers line in increments of ten.

AUTO 50
Automatically numbers line in increments of fifty.

AUTO
Turns off automatic line numbering.

NOTES

This statement is executable only in direct mode.

BUGS

None

command/BACKUP

command/BACKUP

NAME

BACKUP -- Copies all the files on a disk to another disk

ABBREVIATION
b <shift> A

SYNOPSIS
BACKUP D<src_drive> TO D<trg_drive>[,ON U<unit>]

FUNCTION
This command copies all the files on a disk to another disk on a dual drive system. You can copy onto a new disk without first using the HEADER command to format the new disk because the BACKUP command copies all the information on the disk, including the format. You should always BACKUP important disks in case the original is lost or damaged. Because the BACKUP command also HEADERS disks, it destroys any information on the disk onto which you're copying information. So if you're backing up onto a previously used disk, make sure it contains no programs you wish to keep.

INPUTS
<src_drive> - source drive number
<trg_drive> - target drive number
<unit> - target drive unit number

RESULT
The contents of the source disk is copied to the target disk.

EXAMPLES
BACKUP D0 TO D1
Copies all files from the disk in drive 0 to the disk in drive 1.

BACKUP D0 TO D1, ON U9
Copies all files from drive 0 to drive 1 in disk drive unit 9.

NOTES
This command can only be used with dual disk drive.

BUGS
-

command/COLLECT command/COLLECT

NAME
COLLECT -- Deletes references to improperly closed files

ABBREVIATION
col <shift> L

SYNOPSIS
COLLECT [D<drive>][,ON U<unit>]

FUNCTION
Use this command to free up space allocated to improperly closed files and deletes references to these files from the directory.

INPUTS
<drive> - target drive number
<unit> - target drive unit number

RESULT
Frees up disk space allocated to improperly closed files.

EXAMPLES
COLLECT D0

NOTES
None

BUGS
None

None

command/CONT command/CONT

NAME

CONT -- Re-start the execution of a program that has been stopped

ABBREVIATION
c <shift> O

SYNOPSIS
CONT

FUNCTION
This command is used to re-start the execution of a program that has been stopped by either using the STOP statement, or an END statement within the program.

INPUTS
None

RESULT
The program will resume execution where it left off.

EXAMPLES
CONT

NOTES
CONT will not work if you have changed or added lines of the program (or even just moved the cursor to a program line and hit <return> without changing anything), if the program stopped due to an error, or if you caused an error before trying to re-start the program.

BUGS
None

command/COPY

command/COPY

NAME
COPY -- Copies a file

ABBREVIATION
co <shift> P

SYNOPSIS
COPY [D<src_drive>,"<src_file>" TO [D<trg_drive>,"<trg_file>"
[,ON U<unit>]

FUNCTION
Copies a file on the disk in one drive (the source file) to the disk in the other on dual disk drive only, or creates a copy of a file on the same drive (with a different file name).

INPUTS
<src_drive> - source drive number
<src_file> - source file name
<trg_drive> - target drive number
<trg_file> - target file name
<unit> - target drive unit number

RESULT
A copy of a file is created.

EXAMPLES
COPY D0,"NOON" TO D1,"NIGHT"
Copies NOON from drive 0 to drive 1, renaming it NIGHT.

COPY D0,"STUFF" TO D1,"STUFF"
Copies STUFF from drive 0 to drive 1.

COPY D0 TO D1
Copies all files from drive 0 to drive 1.

COPY "CATS" TO "DOGS"
Copies CATS as a program called DOGS on the same drive.

NOTES
None

BUGS
None

command/DELETE

command/DELETE

NAME

DELETE -- Deletes lines of BASIC text

ABBREVIATION

de <shift> L

SYNOPSIS

DELETE [<first_line>][-<last_line>]

FUNCTION

Deletes lines of BASIC text.

INPUTS

<first_line> - first line to be deleted

<last_line> - last line to be deleted

RESULT

Deletes lines of BASIC text.

EXAMPLES

DELETE 75

Deletes line 75.

DELETE 10-50

Deletes lines 10 through 50 inclusive.

DELETE -50

Deletes all lines from the beginning of the program up to and including line 50.

DELETE 75-

Deletes all lines from 75 on to the end of the program.

NOTES

This command can be executed only in direct mode.

BUGS

None

command/DIRECTORY

command/DIRECTORY

NAME

DIRECTORY -- Displays a disk directory

ABBREVIATION

di <shift> R

SYNOPSIS

DIRECTORY [D<drive>][,U<unit>][,"<file>"]

FUNCTION

Displays a disk directory on the screen. Use <ctrl>-S to pause the display (any other key restarts the display after a pause). Use the C= key (the Commodore key) to slow it down.

INPUTS

<drive> - drive number

<unit> - drive unit number

<file> - file name and/or pattern

RESULT

Lists all files or files matching the given pattern.

EXAMPLES

DIRECTORY

List all files on the disk.

DIRECTORY D1, U9, "WORK"

Lists the file on disk drive unit 9 (8 is default), drive 1, named WORK.

DIRECTORY "AB"

Lists all files starting with the letters "AB", like ABOVE, ABOARD, etc.

DIRECTORY D0, "FILE ?.BAK"

The ? is a wild-card that matches any single character in that position: FILE 1.BAK, FILE 2.BAK, FILE 3.BAK all match the string.

NOTES

The DIRECTORY command cannot be used to print a hard copy. You must load the disk directory (destroying the program currently in memory) to do that.

To print out the DIRECTORY of drive 0, unit 8, use the following:

```
LOAD"$0",8
OPEN4,4:CMD4:LIST
PRINT#4:CLOSE4
```

BUGS

None

None

command/DLOAD

command/DLOAD

NAME

DLOAD -- Loads a program from disk into a memory

ABBREVIATION

d <shift> L

SYNOPSIS

DLOAD "<file>"[,D<drive>][,U<unit>]

FUNCTION

This command loads a program from disk into a memory. (Use LOAD to load programs on tape.) You must supply a file name.

INPUTS

<file> - file name and/or pattern
<drive> - drive number
<unit> - drive unit number

RESULT

A program is loaded from disk into a memory.

EXAMPLES

DLOAD "DTRUCK"
Searches the disk for the program "DTRUCK" and LOADs it.

DLOAD (A\$)
LOADs a program from disk whose name is in the variable A\$. You will get an error if A\$ is empty.

NOTES

The DLOAD command can be used within a BASIC program to find and RUN another program on disk. This is called chaining.

BUGS

None

command/DSAVE

command/DSAVE

NAME

DSAVE -- Stores a program on disk

ABBREVIATION

d <shift> S

SYNOPSIS

DSAVE "<file>"[,D<drive>][,U<unit>]

FUNCTION

This command stores a program on disk. (Use SAVE to store programs on tape.) You must supply a file name.

INPUTS

<file> - file name and/or pattern
<drive> - drive number

<unit> - drive unit number

RESULT

A program is stored on a disk.

EXAMPLES

DSAVE "DDAY"
SAVES the program "DDAY" to disk.

DSAVE (A\$)
SAVES to disk program whose name is in the variable A\$.

DSAVE "PROG 3",D0,U9
SAVES the program "PROG 3" to the disk drive with a unit number of 9

NOTES

None

BUGS

None

command/HEADER

command/HEADER

NAME

HEADER -- Formats a disk

ABBREVIATION

he <shift> A

SYNOPSIS

HEADER "<diskname>",D<drive>[,I<id>][,ON U<unit>]

FUNCTION

Before you can use a new disk for the first time you must format it with the HEADER command. If you want to erase an entire disk for re-use you can use the HEADER command. This command divides the disk into sections called blocks, and it creates a table of contents, called a directory or catalog, on the disk. The diskname can be any name up to 16 characters long. The id number is any 2 characters. Give each disk a unique id number. Be careful when you HEADER a disk because the HEADER command erases all stored data. Giving no id number allows you to perform a quick header. The old id number is used. You can only use the quick header method if the disk was previously formatted, since the quick header only cleans out the directory rather than formatting the disk.

INPUTS

<diskname> - name for the disk (max length 16 characters)
<drive> - drive number
<id> - disk identification number (max length 2 characters)
<unit> - drive unit number

RESULT

A ready to use empty disk.

EXAMPLES

HEADER "MYDISK",I23,D0

HEADER "THEBALL",I45,D1,U8

NOTES

None

BUGS

None

command/HELP

command/HELP

NAME

HELP -- Displays the erroneous program line

ABBREVIATION

None

SYNOPSIS

HELP

FUNCTION

The HELP command is used after you get an error in your program. When you type HELP, the line where the error occurred is listed, with the portion containing the error displayed in flashing characters.

INPUTS

None

RESULT

Displays the line which has caused the last error. The portion containing the error is displayed in flashing characters.

EXAMPLES

HELP

NOTES

None

BUGS

None

None

command/KEY

command/KEY

NAME

KEY -- Assigns a string into a function key

ABBREVIATION

k <shift> E

SYNOPSIS

KEY [<key>,<string>]

FUNCTION

There are eight (8) function keys available to the user on your Commodore 16 computer: four unshifted and four shifted. Your Commodore 16 allows you to define what each key does when pressed. KEY without any parameter specified gives a listing displaying all the current KEY assignments. The data you assign to a key is typed out when that function key is pressed. The maximum length for all the definitions together is 128 characters. Entire commands (or a series of commands) can be assigned to a key.

INPUTS

<key> - function key number (1-8)
<string> - string to be assigned into a key

RESULT

Shows current function key bindings or assigns a string into a function key.

EXAMPLES

KEY 7,"GRAPHICS0"+CHR\$(13)+"LIST"+CHR\$(13)
Causes the computer to select text mode and list your program whenever the "F7" key is pressed (in direct mode). The CHR\$(13) is the ASCII character for <return>.

NOTES

Use CHR\$(34) to incorporate a double quote into a KEY string. The keys may be redefined in a program. For Example:

```
10 KEY2,"TESTING"+CHR$(34):KEY3,"NO"
```

To define function keys as they are on the Commodore 64 and VIC 20:

```
10 FOR I=1 TO 8:KEY I,CHR$(I+132):NEXT
```

To restore all function keys to their default values, reset your Commodore 16 by turning it off and on, or press the RESET button.

BUGS

None

None

command/LIST

command/LIST

NAME

LIST -- Lets you look at lines of a BASIC program

ABBREVIATION

l <shift> I

SYNOPSIS

LIST [<first_line>][-<last_line>]]

FUNCTION

The LIST command lets you look at lines of a BASIC program that have been typed or LOAded into the computer's memory. When LIST is used alone (without any numbers following it), you get a complete LISTing of the program on your screen, which may be slowed down by holding the C= key (Commodore key), paused by <ctrl>-S (unpaused by pressing any other key), or STOPed by pressing the <run/stop> key. If you follow the word LIST with a line number, your computer only shows that line number. If you type LIST with two numbers separated by a dash, the computer shows all lines from the first to the second line number. If you type LIST followed by a number and just a dash, it shows all the lines from that number to the end of the program. And if you type LIST, a dash, and then a number, you get all the lines from the beginning of the program to that line number. Using these variations, you can examine any portion of a program, or easily bring lines to the screen for modification.

INPUTS

<first_line> - first BASIC line to be shown
<last_line> - last BASIC line to be shown

RESULT

Brings BASIC program lines to the screen.

EXAMPLES

LIST
Shows entire program.

LIST 100-
Shows from line 100 until the end of the program.

LIST 10
Shows only line 10.

LIST -100
Shows lines from the beginning until line 100.

LIST 10-200
Shows lines from 10 to 200, inclusive.

NOTES

None

BUGS

None

None

command/LOAD

command/LOAD

NAME

LOAD -- Loads a program from storage device into a memory

ABBREVIATION

l <shift> O

SYNOPSIS

LOAD ["<file>"[,<device>][,<rel_flag>]]

FUNCTION

This is the command to use when you want to use a program stored on tape or on disk. If you type just LOAD and hit the <return> key the computer screen goes blank. Press play, and the computer starts looking for a program on the tape. When it finds one, the computer prints "FOUND <filename>". You can hit the C= key (Commodore key) to LOAD; if you don't press the key, the computer resumes searching on the tape after a brief interval. Once the program is LOAded, you can RUN, LIST, or change it.

You can also type the word LOAD followed by a program name, which is most often a name in quotes ("<program_name>"). The name may be followed by a comma (outside of the quotes) and a number (or numeric variable),

which acts as a device number to determine where the program is stored (disk or tape). If there is no number given, your computer assumes device number 1.

The LOAD command can be used within a BASIC program to find and RUN the next program on tape. This is called chaining.

The relocate flag (<rel_flag>) determines where in memory a program is loaded. A relocate flag of 0 tells the computer to load the program at the start of the BASIC program area, and a flag of 1 tells it to LOAD from the point where it was SAVED. The default value of the relocate flag is 0.

INPUTS

<file> - file name and/or pattern to be loaded
<device> - storage device number
<rel_flag> - relocate flag (0 or 1)

RESULT

A program is loaded from storage device into a memory.

EXAMPLES

LOAD

Reads in the next program on tape.

LOAD "BASES"

Searches tape for a program called BASES, and LOADS it if it is found.

LOAD A\$

Looks for a program whose name is in the variable called A\$.

LOAD "BRIDGES",8

Looks for the program called BRIDGES on the disk drive, and LOADs it if found.

NOTES

Device 1: Tape.

Device 8: Disk.

Relocate flag of 1 is generally used only when loading machine language programs.

BUGS

None

command/NEW

command/NEW

NAME

NEW -- Erases BASIC program in memory

ABBREVIATION

None

SYNOPSIS

NEW

FUNCTION

This command erases the entire program in memory and clears out any variables that may have been used. Unless the program was stored somewhere, it is lost until you type it in again. Be careful when you use this command.

The NEW command can also be used as a statement in a BASIC program. When your computer gets to this line, the program is erased and everything stops. This is not especially useful under normal circumstances.

INPUTS

None

RESULT

BASIC program is erased from memory and all variables are cleared out.

EXAMPLES

NEW

NOTES

None

BUGS

None

command/RENAME

command/RENAME

NAME

RENAME -- Renames a file

ABBREVIATION

re <shift> N

SYNOPSIS

RENAME [D<drive>,"<old_filename>" TO "<new_filename>"[,U<unit>]

FUNCTION

Used to rename a file on a disk.

INPUTS

<drive> - drive number
<old_filename> - original file name
<new_filename> - new file name
<unit> - drive unit number

RESULT

Renamed file.

EXAMPLES

RENAME D0,"ASSET" TO "LIABILITY"
Changes the name of the file from ASSET to LIABILITY.

NOTES

None

BUGS

None

None

command/RENUMBER

command/RENUMBER

NAME

RENUMBER -- Renumbers program lines

ABBREVIATION

ren <shift> U

SYNOPSIS

RENUMBER [<new_line>[,<increment>[,<start_line>]]

FUNCTION

This command renumbers BASIC program lines beginning from the first line (set as 10) renumbering in increments of 10 at the end of the program. You can supply starting line (<start_line>), spacing between line numbers (<increment>), and/or first line number (<new_line>). The first line number is the number of the first line in the program after renumbering (default is 10). The increment is the spacing between line numbers, i.e. 10, 20, 30 etc. (It also defaults to 10.). The first line number is the line number in the program where renumbering is to begin. This allows you to renumber a portion of your program. It defaults to the first line of your program.

INPUTS

<new_line> - line number which replaces the start line number (<start_line>). Default line number is 10.
<increment> - spacing between line numbers (default is 10)
<start_line> - line number where renumbering starts (default is the first line)

RESULT

Renumbered program line(s).

EXAMPLES

RENUMBER 20,20,1
Starting at line 1, renumbers the program. Line 1 becomes line 20, and other lines are numbered in increments of 20.

RENUMBER ,,65
Starting at line 65, renumbers in increments of 10. Line 65 becomes line 10 (unless there are already lines numbered 10-64, in which

case the command is not carried out).

NOTES

This command can only be executed from direct mode.

BUGS

None

None

command/RUN

command/RUN

NAME

RUN -- Executes a program

ABBREVIATION

r <shift> U

SYNOPSIS

RUN [<line>]

FUNCTION

Once program has been typed into memory or LOAded, the RUN command makes it start working. RUN clears all variables in the program before starting program execution. If there is no number following the command RUN, the computer starts with the lowest numbered program line. If there is a number following the RUN command execution starts at that line.

INPUTS

<line> - line number where program execution should start

RESULT

BASIC program is executed.

EXAMPLES

RUN

Starts program working from lowest line number.

RUN 100

Starts program at line 100.

NOTES

RUN may be used within a program.

BUGS

None

command/SAVE

command/SAVE

NAME

SAVE -- Stores program in a storage device

ABBREVIATION

s <shift> A

SYNOPSIS

SAVE [<file>[,<device>[,<eot_flag>]]

FUNCTION

This command stores a program currently in memory onto a tape or disk. If you just type the word SAVE and press <return>, your computer attempts to store the program on the tape. It has no way of checking if there is already a program on the tape in that location, so be careful with your tapes. If you type SAVE command followed by a name in quotes or a string variable name, the computer gives the program that name, so it may be more easily located and retrieved in the future. If you want to specify a device number for the SAVE, follow the name by a comma (after the quotes) and a number or numeric variable. After the number on a tape command, there can be a comma and a second number (0 or 1). If the second number is 1, the computer puts an END-OF-TAPE marker (<eot_flag>) after your program. If you are trying to LOAD a program and the computer finds one of these markers rather than the program you are trying to LOAD, you get a FILE NOT FOUND ERROR.

INPUTS

<file> - file name
<device> - storage device number

<eot_flag> - end-of-tape flag (0 or 1)

RESULT

The program currently in memory is stored in a storage device.

EXAMPLES

SAVE

Stores program to tape without a name.

SAVE "MONEY"

Stores on tape with name MONEY.

SAVE A\$

Stores on tape with name in variable A\$.

SAVE "YOURSELF",8

Stores on disk with name YOURSELF.

SAVE "GAME",1,1

Stores on tape with name GAME and places an END-OF-TAPE marker after the program.

NOTES

Device 1: tape drive.

Device 8: disk drive.

BUGS

None

command/SCRATCH

command/SCRATCH

NAME

SCRATCH -- Deletes a file from disk

ABBREVIATION

sc <shift> R

SYNOPSIS

SCRATCH "<file>"[,D<drive>][,U<unit>]

FUNCTION

Deletes a file from the disk directory. As a precaution, you are asked "Are you sure?" before your computer completes the operation. Type a Y to perform the SCRATCH or type N to cancel the operation. Use this command to erase unwanted files, to create more space on the disk.

INPUTS

<file> - file name and/or pattern to be deleted

<drive> - drive number

<unit> - drive unit number

RESULT

File is erased from the disk directory.

EXAMPLES

SCRATCH "MY BACK",D1

Erases the file MY BACK from the disk in drive 1.

NOTES

None

BUGS

None

command/VERIFY

command/VERIFY

NAME

VERIFY -- Checks stored program against the one in memory

ABBREVIATION

v <shift> E

SYNOPSIS

VERIFY "<file>"[,<device>[,<rel_flag>]]

FUNCTION

This command causes your computer to check the program on tape or disk against the one in memory. This is proof that the program you just SAVED is really saved, to make sure that nothing went wrong. This command is also very useful to position a tape so that your computer resumes writing following the end of the last program on the tape. All you do is tell the computer to VERIFY the name of the last program on the tape. It will do so, and tell you that the programs don't match (which you already knew). Now the tape is where you want it, and you can store the next program without fear of erasing an old one. VERIFY without anything after the command causes the computer to check the next program on tape, regardless of its name, against the program now in memory. VERIFY followed by a program name (in quotes) or a string variable searches the tape for that program and then checks its. VERIFY followed by a name and a comma and a number checks the program on the device with that number. The relocate flag (<rel_flag>) is the same as in the LOAD command.

INPUTS

<file> - file name and/or pattern to be checked
<device> - storage device number
<rel_flag> - relocate flag (0 or 1)

RESULT

Verification.

EXAMPLES

VERIFY

Checks the next program on the tape.

VERIFY "REALITY"

Searches for REALITY on tape, checks against memory.

VERIFY "ME",8,1

Searches for ME on disk, then checks.

NOTES

Device 1: tape.
Device 8: disk.

BUGS

None

FUNCTIONS

¶
ABS
ASC
ATN
CHR\$
COS
DEC
ERR\$
EXP
FN
FRE
HEX\$
INSTR
INT
JOY
LEFT\$
LEN
LOG
MID\$
PEEK
POS
RCLR
RDOT
RGR
RIGHT\$
RLUM
RND

SGN
SIN
SPC
SQR
STR\$
TAB
TAN
USR
VAL

function/pi

function/pi

NAME

pi -- Returns the value of pi

ABBREVIATION

None

SYNOPSIS

pi (<dummy>)

FUNCTION

The pi symbol, when used in an equation, has the value 3.14159265.

INPUTS

<dummy> - dummy argument and can be any value

RESULT

3.14159265 (numeric).

EXAMPLES

None

NOTES

None

BUGS

None

None

function/ABS

function/ABS

NAME

ABS -- Returns the magnitude of the numeric value

ABBREVIATION

a <shift> B

SYNOPSIS

ABS (<number>)

FUNCTION

The absolute value function returns the magnitude of the argument <number>.

INPUTS

<number> - numeric value

RESULT

Magnitude of the given number (numeric).

EXAMPLES

None

NOTES

None

BUGS

None

None

function/ASC

function/ASC

NAME

ASC -- Returns character's ASCII code

ABBREVIATION
a <shift> S

SYNOPSIS
ASC(<string>)

FUNCTION
This function returns the ASCII code (number) of the first character of
<string>.

INPUTS
<string> - string

RESULT
ASCII code number of the first character of the given string (numeric).

EXAMPLES
None

NOTES
None

BUGS
None

function/ATN

function/ATN

NAME
ATN -- Returns arctangent

ABBREVIATION
a <shift> T

SYNOPSIS
ATN(<number>)

FUNCTION
Returns the angle whose tangent is <number>, measured in radians.

INPUTS
<number> - tangent (number)

RESULT
Angle measured in radians (numeric).

EXAMPLES
None

NOTES
None

BUGS
None

None

function/CHR\$

function/CHR\$

NAME
CHR\$ -- Returns a character in the base of ASCII code

ABBREVIATION
c <shift> H

SYNOPSIS
CHR\$(<ascii_code>)

FUNCTION
This function returns a string character whose ASCII code is
<ascii_code>.

INPUTS
<ascii_code> - character's ASCII code (0-255)

RESULT

Character corresponding the given ASCII code (string).

EXAMPLES

```
PRINT CHR$(65);CHR$(66);CHR$(67)
ABC
```

NOTES

None

BUGS

None

function/COS

function/COS

NAME

COS -- Returns cosine value

ABBREVIATION

None

SYNOPSIS

COS(<angle>)

FUNCTION

Returns the value of the cosine of <angle>, where <angle> is an angle measured in radians.

INPUTS

<angle> - angle in radians

RESULT

Cosine value of an angle (numeric).

EXAMPLES

None

NOTES

None

BUGS

None

function/DEC

function/DEC

NAME

DEC -- Converts hexadecimal number to decimal

ABBREVIATION

None

SYNOPSIS

DEC(<string>)

FUNCTION

Returns decimal value of hexadecimal-string.

INPUTS

<string> - hexadecimal string (0000-FFFF)

RESULT

Decimal value of the given hexadecimal number (numeric).

EXAMPLES

```
N=DEC("F4")
```

NOTES

None

BUGS

None

None

function/ERR\$

function/ERR\$

NAME
ERR\$ -- Returns string describing error condition

ABBREVIATION
e <shift> R

SYNOPSIS
ERR\$(<err_condition>)

FUNCTION
This function returns string describing given error condition (<err_condition>).

INPUTS
<err_condition> - error condition number

RESULT
Error message (string).

EXAMPLES
None

NOTES
None

BUGS
None

function/EXP

function/EXP

NAME
EXP -- Raises constant e to the given power

ABBREVIATION
e <shift> X

SYNOPSIS
EXP(<power>)

FUNCTION
Returns the value of the mathematical constant e (2.71828183) raised to the power of <power>.

INPUTS
<power> - power (number)

RESULT
Raises constant e to the given power.

EXAMPLES
None

NOTES
None

BUGS
None

function/FN

function/FN

NAME
FN -- Calls user-defined function

ABBREVIATION
None

SYNOPSIS
FN<fnc_name>(<number>)

FUNCTION
Returns the value of the user-defined function <fnc_name> created in a DEF FN statement.

INPUTS
<fnc_name> - name of the user-defined function
<number> - value to be passed to the function

RESULT
Returns the result of the called function (numeric).

EXAMPLES
None

NOTES
None

BUGS
None

function/FRE

function/FRE

NAME
FRE -- Returns the amount of available memory

ABBREVIATION
f <shift> R

SYNOPSIS
FRE(<dummy>)

FUNCTION
This function returns the number of unused bytes available in memory.

INPUTS
<dummy> - dummy argument and can be any value

RESULT
Amount of free memory in bytes.

EXAMPLES
None

NOTES
None

BUGS
None

None

function/HEX\$

function/HEX\$

NAME
HEX\$ -- Converts a decimal number into a hexadecimal one

ABBREVIATION
h <shift> E

SYNOPSIS
HEX\$(<number>)

FUNCTION
This function returns a 4 character string containing the hexadecimal representation of value <number>.

INPUTS
<number> - value to be evaluated (0-65535)

RESULT
Hexadecimal representation of the given decimal value (string).

EXAMPLES
None

NOTES
None

BUGS
None

function/INSTR

function/INSTR

NAME

INSTR -- Searches for a substring

ABBREVIATION

in <shift> S

SYNOPSIS

INSTR(<string_1>,<string_2>[,<start_pos>])

FUNCTION

Returns position of string <string_2> in string <string_1> at or after the starting-position (<start_pos>). The starting-position defaults to the beginning of string <string_2>. If no match is found, a value of 0 is returned.

INPUTS

<string_1> - string to be searched
<string_2> - string to search
<start_pos> - position where searching should start

RESULT

Returns position of the second string in the first string (numeric). If the string was not found, returns 0.

EXAMPLES

PRINT INSTR("THE CAT IN THE HAT","CAT")
The result is 5, because CAT starts at the fifth character in the first string.

NOTES

None

BUGS

None

None

function/INT

function/INT

NAME

INT -- Extracts the integer portion of a decimal number

ABBREVIATION

None

SYNOPSIS

INT(<number>)

FUNCTION

Returns the integer portion of <number>, with all decimal places to the right of the decimal point removed. The result is always less-than or equal to <number>. Thus, any negative numbers with decimal places become the integer less-than their current value (e.g. INT(-4.5)=-5).

INPUTS

<number> - number to be evaluated

RESULT

Integer part of a given number (numeric).

EXAMPLES

X=INT(X*100+.5)/100
Rounds to the next highest penny.

NOTES

If the INT function is to be used for rounding off, the form is INT(<number>+.5) or INT(<number>-.5).

BUGS

None

None

function/JOY

function/JOY

NAME

JOY -- Polls joystick port

ABBREVIATION
j <shift> O

SYNOPSIS
JOY(<port>)

FUNCTION
This function returns the state of joystick connected to port <port>. Any value returned of 128 or more means the fire button is also depressed. The direction is indicated as follows:

		UP		FIRE	
		1		128	
	8		2		
LEFT	7	0	3		RIGHT
	6		4		
		5			
		DOWN			

INPUTS
<port> - joystick port number (1-2)

RESULT
State of joystick (numeric).

EXAMPLES
100 J=JOY(2)
If value of 135 returned, joystick in port 2 has turned to left with fire button.

NOTES
None

BUGS
None

None

function/LEFT\$

function/LEFT\$

NAME
LEFT\$ -- Strips string from the right

ABBREVIATION
le <shift> F

SYNOPSIS
LEFT\$(<string>,<length>)

FUNCTION
This function returns a string containing the leftmost <length> characters of string <string>.

INPUTS
<string> - source string
<length> - number of characters to be included in result string

RESULT
String containing leftmost <length> characters of the string <string>.

EXAMPLES
None

NOTES
None

BUGS
None

function/LEN

function/LEN

NAME
 LEN -- Returns the number of characters in the string

ABBREVIATION
 None

SYNOPSIS
 LEN(<string>)

FUNCTION
 This function returns the number of characters (including spaces and other symbols) in the string <string>.

INPUTS
 <string> - string to be evaluated

RESULT
 Number of characters (numeric).

EXAMPLES
 None

NOTES
 None

BUGS
 None

None

function/LOG

function/LOG

NAME
 LOG -- Returns the natural log of the given number

ABBREVIATION
 None

SYNOPSIS
 LOG(<number>)

FUNCTION
 This function returns the natural log of <number>. The natural log is log to the base e.

INPUTS
 <number> - number to be evaluated

RESULT
 Natural log of the given number.

EXAMPLES
 None

NOTES
 To convert to log base 10, divide by LOG(10).

BUGS
 None

function/MID\$

function/MID\$

NAME
 MID\$ -- Returns a substring

ABBREVIATION
 m <shift> I

SYNOPSIS
 MID\$(<string>,<start_pos>,<length>)

FUNCTION
 This function returns a string containing <length> characters, starting from the <start_pos> character in string <string>. MID\$ can also be used on the left side of assignment statement as a pseudo-variable as well as a function.

An error results if <start_pos>+<length> is greater than the length of the source string (<string>).

INPUTS

<string> - source string
<start_pos> - starting position of the substring
<length> - length of the substring to be extracted or length of the target area

RESULT

A string, which length is <length>, extracted from the source string (<string>) at the given position (<start_pos>).

EXAMPLES

Using MID\$ as a pseudo-variable:

```
10 A$="THE LAST GOODBYE"  
20 PRINT A$  
30 MID$(A$,6,3)="ONG"  
40 PRINT A$  
    THE LAST GOODBYE  
    THE LONG GOODBYE
```

Using MID\$ for extracting substring:

```
10 PRINT MID$("THE LAST GOODBYE",10,4)  
    GOOD
```

NOTES

None

BUGS

None

function/PEEK

function/PEEK

NAME

PEEK -- Gives contents of memory location

ABBREVIATION

p <shift> E

SYNOPSIS

PEEK(<address>)

FUNCTION

This function gives the contents of memory location <address>, where <address> is located in the range of 0 to 65535, returning a result from 0 to 255. This is often used in conjunction with the POKE statement.

INPUTS

<address> - memory location (0-65535)

RESULT

Contents of the memory location (numeric).

EXAMPLES

```
PEEK(1024)
```

NOTES

None

BUGS

None

function/POS

function/POS

NAME

POS -- Current cursor x position

ABBREVIATION

None

SYNOPSIS

POS(<dummy>)

FUNCTION
This function returns the number of the column (0-39) where the next
PRINT statement begins on the screen.

INPUTS
<dummy> - dummy argument and can be any value

RESULT
Cursor x position (numeric).

EXAMPLES
None

NOTES
None

BUGS
None

None

function/RCLR

function/RCLR

NAME
RCLR -- Returns color source's current color

ABBREVIATION
r <shift> C

SYNOPSIS
RCLR(<color_src>)

FUNCTION
This function returns current color assigned to source <color_src>.

INPUTS
<color_src> - color source (0-4):
0 - background
1 - foreground
2 - multicolor 1
3 - multicolor 2
4 - border

RESULT
Returns current color: 1-16 (numeric).

EXAMPLES
None

NOTES
None

BUGS
None

function/RDOT

function/RDOT

NAME
RDOT -- Returns information about the current PC location

ABBREVIATION
r <shift> D

SYNOPSIS
RDOT(<info_flag>)

FUNCTION
This function returns information about the current position of the
pixel cursor (PC) at XPOS/YPOS.

INPUTS
<info_flag> - required information:
0 - current pixel cursor x position
1 - current pixel cursor y position
2 - color source used at current PC position

RESULT

Returns PC's current x position, y position, or color source used at current PC position (numeric).

EXAMPLES

None

NOTES

None

BUGS

None

None

function/RGR

function/RGR

NAME

RGR -- Returns current graphic mode

ABBREVIATION

r <shift> G

SYNOPSIS

RGR(<dummy>)

FUNCTION

This function returns current graphic mode.

Mode	Description
0	normal text
1	high-resolution graphics
2	high-resolution graphics, split screen
3	multicolor graphics
4	multicolor graphics, split screen

INPUTS

<dummy> - dummy argument and can be any value

RESULT

Current graphic mode (numeric).

EXAMPLES

None

NOTES

None

BUGS

None

function/RIGHT\$

function/RIGHT\$

NAME

RIGHT\$ -- Strips string from the left

ABBREVIATION

r <shift> I

SYNOPSIS

RIGHT\$(<string>,<length>)

FUNCTION

This function returns a string containing the right-most <length> characters of string <string>.

INPUTS

<string> - source string

<length> - number of characters to be included in result string

RESULT

String containing right-most <length> characters of the string <string>.

EXAMPLES

None

NOTES

None

BUGS

None

function/RLUM

function/RLUM

NAME

RLUM -- Returns color source's current luminance

ABBREVIATION

r <shift> L

SYNOPSIS

RLUM(<color_src>)

FUNCTION

This function returns current luminance level assigned to color source <color_src>.

INPUTS

<color_src> - color source (0-4):
0 - background
1 - foreground
2 - multicolor 1
3 - multicolor 2
4 - border

RESULT

Returns current luminance: 0-7 (numeric).

EXAMPLES

None

NOTES

None

BUGS

None

function/RND

function/RND

NAME

RND -- Generates a random number

ABBREVIATION

r <shift> N

SYNOPSIS

RND(<seed>)

FUNCTION

This function returns a random number between 0 and 1. This is useful in games, to simulate dice rolls and other elements of change, and is also used in some statistical applications. The first random number should be generated by the formula RND(-TI), to start things off differently every time. After this, the number in <seed> should be a 1, or any positive number. If <seed> is zero, RND is re-seeded from the hardware clock every time RND is used. A negative value for <seed> seeds the random number generator using <seed> and gives a random number sequence. The use of the same negative number for <seed> as a seed results in the same sequence of random numbers. A positive value gives random numbers based on the previous seed.

INPUTS

<seed> - a seed, or what the random number is based on

RESULT

A random number between 0 and 1 (numeric).

EXAMPLES

100 X=INT(RND(1)*6)+INT(RND(1)*6)+2
Simulates two dice.

100 X=INT(RND(1)*1000)+1
Number from 1-1000.

```
100 X=INT(RND(1)*150)+100
    Number from 100 to 249.
```

NOTES

To simulate the rolling of a die, use the formula `INT(RND(1)*6+1)`. First the random number from 0-1 is multiplied by 6, which expands the range to 0-6 (actually, greater than zero and less than six). Then 1 is added, making the range 1 to under 7. The `INT` function chops off all the decimal places, leaving the result as a digit from 1 to 6. To simulate 2 dice, add two of the numbers obtained by the above formula together.

BUGS

None

None

function/SGN

function/SGN

NAME

SGN -- Returns number's sign

ABBREVIATION

s <shift> G

SYNOPSIS

SGN(<number>)

FUNCTION

This function returns the sign, as in positive, negative, or zero, of <number>. The result is:

```
+1 if <number> is positive
 0 if <number> is zero
-1 if <number> is negative
```

INPUTS

<number> - number to be evaluated

RESULT

Number's sign. -1 is returned if number was negative, 0 if number was zero, or 1 if number was positive (numeric).

EXAMPLES

None

NOTES

None

BUGS

None

function/SIN

function/SIN

NAME

SIN -- Returns sine value

ABBREVIATION

s <shift> I

SYNOPSIS

SIN(<angle>)

FUNCTION

This is the trigonometric sine function. The result is the sine of <angle>, where <angle> is an angle in radians.

INPUTS

<angle> - angle in radians

RESULT

Sine value of an angle (numeric).

EXAMPLES

<example_function_call>

NOTES
None

BUGS
None

function/SPC

function/SPC

NAME
SPC -- Skips over spaces

ABBREVIATION
s <shift> P

SYNOPSIS
SPC(<skip>)

FUNCTION
This function is used in the PRINT statement to skip over <skip> spaces.

INPUTS
<skip> - number of spaces to be skipped (0-255)

RESULT
Skips over <skip> spaces in the PRINT statement.

EXAMPLES
None

NOTES
None

BUGS
None

function/SQR

function/SQR

NAME
SQR -- Returns the square root

ABBREVIATION
s <shift> Q

SYNOPSIS
SQR(<number>)

FUNCTION
This function returns the square root of <number>, where <number> is a positive number or 0. If <number> is negative, an ILLEGAL QUANTITY ERROR results.

INPUTS
<number> - number to be evaluated

RESULT
Square root of the given number (numeric).

EXAMPLES
None

NOTES
None

BUGS
None

None

function/STR\$

function/STR\$

NAME
STR\$ -- Converts number into a string

ABBREVIATION
st <shift> R

SYNOPSIS

STR\$(<number>)

FUNCTION

This function converts a decimal number into a string.

INPUTS

<number> - number to be converted

RESULT

A string corresponding a given numeric value (string).

EXAMPLES

10 A=10.5
20 PRINT A
30 A\$=STR\$(A)
40 PRINT A\$
10.5
10.5

NOTES

None

BUGS

None

function/TAB

function/TAB

NAME

TAB -- Sets cursor's x position

ABBREVIATION

t <shift> A

SYNOPSIS

TAB(<column>)

FUNCTION

This function is used in the PRINT statement. The next item to be printed is in column number <column>.

INPUTS

<column> - cursor's x position (0-39)

RESULT

Sets cursor to the given column within the PRINT statement.

EXAMPLES

None

NOTES

None

BUGS

None

function/TAN

function/TAN

NAME

TAN -- Returns tangent value

ABBREVIATION

None

SYNOPSIS

TAN(<angle>)

FUNCTION

This function gives the tangent of <angle>, where <angle> is an angle in radians.

INPUTS

<angle> - angle in radians

RESULT

Tangent value of an angle (numeric).

EXAMPLES

None

NOTES

None

BUGS

None

function/USR

function/USR

NAME

USR -- Executes a machine language program with a parameter

ABBREVIATION

u <shift> S

SYNOPSIS

USR(<parameter>)

FUNCTION

When this function is used, the program jumps to a machine language program whose starting point is contained in memory locations 1281 (lower byte of the 16 bit memory address) and 1282 (higher byte of the 16 bit memory address). The parameter <parameter> is passed to the machine language program in the floating point accumulator. Another number is passed back to the BASIC program (by the machine language program) through the calling variable. In other words, this allows you to exchange a variable between machine code and BASIC.

INPUTS

<parameter> - numeric value to be passed to the machine language program

RESULT

USR calls a machine language program with a given numeric parameter. While exiting machine language program passes a another number back to the BASIC.

EXAMPLES

None

NOTES

I don't exactly know how the machine language program passes the value back to the BASIC. Maybe there is a special variable for this? I don't know.

BUGS

None

function/VAL

function/VAL

NAME

VAL -- Converts string into a number

ABBREVIATION

None

SYNOPSIS

VAL(<string>)

FUNCTION

This function converts the string (<string>) into a number, and is essentially the inverse operation from STR\$. The string is examined from the left-most character to the right, for as many characters as are in recognizable number format. If the computer finds illegal characters, only the portion of the string up to that point is converted.

INPUTS

<string> - string containing a number

RESULT

Number corresponding the number given in string (numeric).

EXAMPLES

```

10 X=VAL("123.456")
    X=123.456

10 X=VAL("3E03")
    X=3000

10 X=VAL("12A13B")
    X=12

10 X=VAL("RIU017*")

    X=0

10 X=VAL("-1.23.23.23")
    X=-1.23

```

NOTES
None

BUGS
None

OPERATORS

The arithmetic operators include the following signs:

```

+ addition
- subtraction
* multiplication
/ division
^ raising to a power (exponentiation); ^ = up arrow

```

On a line containing more than one operator, there is a set order in which operations always occur. If several operators are used together, the computer assigns priorities as follows: First, exponentiation, then multiplication and division, and last, addition and subtraction. If two operations have the same priority, then calculations are performed in order from left to right. If you want these operations to occur in a different order, BASIC allows you to give a calculation a higher priority by placing parentheses around it. Operations enclosed in parentheses will be calculated before any other operation. You have to make sure that your equations have the same number of left parentheses as right parentheses, or you will get a SYNTAX ERROR message when your program is run.

There are also operators for equalities and inequalities, called relational operators. Arithmetic operators always take priority over relational operators.

```

= equal to
< less than
> greater than
<= less than or equal to
=< less than or equal to
>= greater than or equal to
=> greater than or equal to
<> not equal to
>< not equal to

```

Finally there are three logical operators, with lower priority than both arithmetic and relational operators:

```

AND
OR
NOT

```

These are used most often to join multiple formulas in IF...THEN statements. When they are used with arithmetic operators, they are evaluated last (i.e., after + and -).

Examples:

```

IF A=B AND C=D THEN 100
    Requires both A=B & C=D to be true.

```


IF A=B OR C=D THEN 100
Allows either A=B or C=D to be true.

A=5:B=4:PRINT A=B
Displays a value of 0.

A=5:B=4:PRINT A>B
Displays a value of -1.

PRINT 123 AND 15:PRINT 5 OR 7
Displays 11 and 7.

STATEMENTS

BOX
CHAR
CIRCLE
CLOSE
CLR
CMD
COLOR
DATA
DEF
DIM
DO
DRAW
END
FOR
GET
GET#
GETKEY
GOSUB
GOTO
GRAPHIC
GSHAPE
IF
INPUT
INPUT#
LET
LOCATE
MONITOR
NEXT
ON
OPEN
PAINT
POKE
PRINT
PRINT USING
PRINT#
PUDEF
READ
REM
RESTORE
RESUME
RETURN
SCALE
SCNCLR
SOUND
SSHAPE
STOP
SYS
TRAP
TROFF
TRON
VOL
WAIT

statement/BOX

statement/BOX

NAME

BOX -- Draws a rectangle

ABBREVIATION

b <shift> O

SYNOPSIS

BOX [<color_src>],<left>,<top>[,<right>,<bottom>][,<angle>[,<fill_flag>]

FUNCTION

This command allows you to draw a rectangle of any size anywhere on the screen. To get the default value, include a comma without entering a value. Rotation is based on the centre of the rectangle. The Pixel Cursor (PC) is left at <right>,<bottom> after the BOX statement is executed.

INPUTS

<color_src> - draw color source (0-3); default is 1 (foreground color)
<left> - scaled corner coordinate
<top> - scaled corner coordinate
<right> - scaled corner coordinate
<bottom> - scaled corner coordinate
<angle> - box rotation in clockwise degrees; default is 0 degrees
<fill_flag> - fill flag (0 or 1); default is 0 (no filling)

RESULT

Draws a rectangle.

EXAMPLES

BOX 1,10,10,60,60
Draws the outline of a rectangle.

BOX ,10,10,60,60,45,1
Draws a filled, rotated box (a diamond).

BOX ,30,90,,45,1
Draws a filled, rotated polygon.

NOTES

None

BUGS

None

statement/CHAR

statement/CHAR

NAME

CHAR -- Prints string on a screen

ABBREVIATION

ch <shift> A

SYNOPSIS

CHAR [<color_src>],<left>,<top>,"<string>"[,<reverse_flag>]

FUNCTION

Text (alphanumeric strings) can be displayed on any screen at a given location by the CHAR command. Character data is read from the computer character ROM area. You supply the left (<left>) and top (<top>) coordinates of the starting position and the text string (<string>) you want to display, color (<color>) and reverse imaging (<reverse_flag>) are optional.

The string is continued on the next line if it attempts to print past the right edge of the screen. When Used in TEXT mode, the string printed by the CHAR command works just like a PRINT string, including reverse field, cursors, flash on/off, etc. These control functions inside the string do not work when the CHAR command is used to display text in GRAPHIC mode.

INPUTS

<color_src> - printing color source (0-3)
<left> - character column (0-39)
<top> - character row (0-24)
<string> - text to be printed
<reverse_flag> - reverse field flag (0=off, 1=on)

RESULT

Prints given string on a screen at a given position.

EXAMPLES

```
CHAR 1,10,10,"HELLO!"
```

NOTES

None

BUGS

None

statement/CIRCLE

statement/CIRCLE

NAME

CIRCLE -- Draws a circle, ellipse, arc, triangle or an octagon

ABBREVIATION

c <shift> I

SYNOPSIS

```
CIRCLE [<color_src>][,<x>,<y>],<x_radius>[,<y_radius>][,<s_angle>]  
[,<e_angle>][,<rotation>][,<degrees>]]]]
```

FUNCTION

With the CIRCLE command you can draw a circle, ellipse, arc, triangle or an octagon. The final coordinate (Pixel Cursor location) is on the circumference of the circle at the ending arc angle. Any rotation (<rotation>) is about the centre. Arcs are drawn from the starting angle (<s_angle>) clockwise to the ending angle (<e_angle>). The segment increment (<degrees>) controls the coarseness of the shape, with lower values for inc creating rounder shapes.

INPUTS

```
<color_src> - draw color source (0-3)  
<x>         - scaled centre x-coordinate (defaults to Pixel Cursor, PC)  
<y>         - scaled centre y-coordinate (defaults to Pixel Cursor, PC)  
<x_radius> - scaled x radius  
<y_radius> - scaled y radius (defaults to <x_radius>)  
<s_angle>  - starting arc angle (default 0)  
<e_angle>  - ending arc angle (default 360)  
<rotation> - rotation in clockwise degrees (default is 0 degrees)  
<degrees> - degrees between segments (default is 2 degrees)
```

RESULT

Draws a circle, ellipse, arc, triangle or an octagon.

EXAMPLES

```
CIRCLE,160,100,65,10  
Draws an ellipse.
```

```
CIRCLE,160,100,65,50  
Draws an oval.
```

```
CIRCLE,60,40,20,18,,,,,45  
Draws an octagon.
```

```
CIRCLE,260,40,20,,,,,90  
Draws a diamond.
```

```
CIRCLE,60,140,20,18,,,,,120  
Draws a triangle.
```

NOTES

None

BUGS

None

statement/CLOSE

statement/CLOSE

NAME

CLOSE -- Closes an open logical file

ABBREVIATION

cl <shift> O

SYNOPSIS

CLOSE <file>

FUNCTION

This command completes and closes any files used by OPEN statements.

INPUTS

<file> - file number to be closed

RESULT

Closes an open logical file.

EXAMPLES

CLOSE 2
Logical file 2 is closed.

NOTES

None

BUGS

None

statement/CLR

statement/CLR

NAME

CLR -- Erases any variables in memory

ABBREVIATION

c <shift> L

SYNOPSIS

CLR

FUNCTION

This command erases any variables in memory, but leaves the program itself intact. This command is automatically executed when a RUN or NEW command is given, or when any editing is performed.

INPUTS

None

RESULT

Erases any variables in memory.

EXAMPLES

CLR

NOTES

None

BUGS

None

statement/CMD

statement/CMD

NAME

CMD -- Redirects output

ABBREVIATION

c <shift> M

SYNOPSIS

CMD <l_file>[,<w_list>]

FUNCTION

CMD sends the output which normally would go to the screen (i.e. PRINT statement, LISTS, but not POKES into the screen) to another device instead. This could be a printer, or a data file on tape or disk. This device or file must be OPENed first. The CMD command must be followed by a number or numeric variable referring to the file (<l_file>).

INPUTS

<l_file> - logical file number
<w_list> - UNKNOWN ARGUMENT!

RESULT

Redirects output.

EXAMPLES

10 OPEN 1,4
20 CMD 1
30 LIST
40 PRINT#1
50 CLOSE 1

Line 10: OPENS device number 4, which is the printer.
Line 20: All normal output now goes to the printer.
Line 30: The LISTing goes to the printer, not the screen - even the word READY.
Line 40: Set output back to the screen.
Line 50: Close the file.

NOTES

None

BUGS

None

None

statement/COLOR

statement/COLOR

NAME

COLOR -- Assigns a color to the color source

ABBREVIATION

co <shift> L

SYNOPSIS

COLOR <color_src>,<color>[,<luminance>]

FUNCTION

Assigns a color to one of the 5 color sources:

Number	Source
0	background
1	foreground
2	multicolor 1
3	multicolor 2
4	border

Colors you can use are in the range 1-16 (1 is black, 2 is white, 9 is orange, etc. from your keyboard color keys). As an option, you can include the luminance level 0-7, with 0 being lowest and 7 being highest. Luminance defaults to 7. Luminance lets you select from eight levels of brightness for any color except black.

INPUTS

<color_src> - color source (0-4)
<color> - color (1-16)
<luminance> - luminance (0-7)

RESULT

Assigns a color to the color source.

EXAMPLES

COLOR 1,1

NOTES

None

BUGS

None

None

statement/DATA

statement/DATA

NAME

DATA -- Declares data items

ABBREVIATION

d <shift> A

SYNOPSIS

DATA <item>[[,<item>][,<...>][,<item>]]

FUNCTION

This statement is followed by a list of items to be used by READ statements. The items may be numbers or words, and are separated by commas. Words need not be inside of quote marks, unless they contain any of the following characters: space, colon, or comma. If two commas have nothing between them, the value will be READ as a zero for a number, or an empty string. The DATA statement must be part of a program, otherwise it will not be recognized. Also see the RESTORE statement, which allows your computer to reread data.

INPUTS

<item> - constant which will be declared as a data item

RESULT

Declares data items to be read by READ command.

EXAMPLES

DATA 100,200,FRED,"WILMA",,3,14,ABC123

NOTES

None

BUGS

None

statement/DEF

statement/DEF

NAME

DEF FN -- Defines a function

ABBREVIATION

d <shift> E

SYNOPSIS

DEF FN <fnc_name>(<variable>)=<expression>

FUNCTION

This command allows you to define a complex calculation as a function. In the case of a long formula that is used several times within a program, this can save a lot of space. The name you give the numeric function begins with the letters FN, followed by any legal numeric variable name (<fnc_name>). First you must define the function by using the statement DEF followed by the name (<fnc_name>) you've given the function. Following the name is a set of parentheses () with a numeric variable (<variable>) enclosed. Then you have an equal sign, followed by the formula (<expression>) you want to define. You can call the formula, substituting any number for a variable (<variable>).

INPUTS

<fnc_name> - name of the function
<variable> - variable name used in the formula
<expression> - formula

RESULT

Defines a function to be used within a program.

EXAMPLES

```
10 DEF FNA(X)=12*(34.75-X/.3)+X
20 PRINT FNA(7)
```

The number 7 is inserted each place X is located in the formula given in the DEF statement.

NOTES

DEF FN can only be used with standard numeric functions, not integer or string functions.

BUGS

None

None

NAME

DIM -- Presents and reserves memory for an array

ABBREVIATION

d <shift> I

SYNOPSIS

```
DIM <variable>(<subscripts>)[,<variable>(<subscripts>)][,<...>
  [,<variable>(<subscripts>)]]
```

FUNCTION

Before you can use an array of variables, the program must first execute a DIM statement to establish the DIMensions of that array (unless there are 11 or fewer elements in the array). The statement DIM is followed by the name of the array (<variable>), which may be any legal variable name. Then, enclosed in parentheses, you put the number (or numeric variable) of elements (<subscripts>) in each dimension. An array with more than one dimension is called a matrix. You may use any number of dimensions, but keep in mind that the whole list of variables you are creating takes up space in memory, and it is easy to run out of memory if you get carried away. To figure the number of variables created with each DIM, multiply the total number of elements in each dimension of the array.

You can dimension more than one array in a DIM statement by separating the arrays by commas. If the program executes a DIM statement for any array more than once, you'll get re'DIMed array error message. It is good programming practice to place DIM statements near the beginning of the program.

INPUTS

<variable> - array name (legal variable name)
<subscripts> - number of elements in an array

RESULT

Presents and reserves memory for an array or arrays.

EXAMPLES

```
DIM A$(40),B7(15),CC%(4,4,4)
      !           !           !
      !           !           +- 125 Elements
      !           +----- 16 Elements
      +----- 41 Elements
```

NOTES

Each array starts with element 0.
Integer (single-digit) arrays take up 2/5ths of the space of floating point arrays.

BUGS

None

None

statement/DO

statement/DO

NAME

DO -- Defines a program loop

ABBREVIATION

DO None
EXIT None
LOOP lo <shift> O
UNTIL u <shift> N
WHILE w <shift> H

SYNOPSIS

```
DO [UNTIL <bool_arg>|WHILE <bool_arg>] <statements> [EXIT]
LOOP [UNTIL <bool_arg>|WHILE <bool_arg>]
```

FUNCTION

Performs the statements between the DO statement and the LOOP statement. If no UNTIL or WHILE modifies either the DO or the LOOP statement, execution of the intervening statements continues indefinitely. If an EXIT statement is encountered in the body of a DO loop, execution is transferred to the first statement following the LOOP statement. DO loops may be nested, following the rules defined for FOR-NEXT loops. If the UNTIL parameter is used, the program continues looping until the

boolean argument is satisfied (becomes TRUE). The WHILE parameter is basically the opposite of the UNTIL parameter: the program continues looping as long as the boolean argument is TRUE.

INPUTS

<bool_arg> - boolean argument. For example A=1 or H>=57
<statements> - statements to be executed

RESULT

Performs the statements between the DO statement and the LOOP statement forever or until WHILE or UNTIL condition is satisfied.

EXAMPLES

DO WHILE A\$="":GETA\$:LOOP

NOTES

None

BUGS

None

statement/DRAW

statement/DRAW

NAME

DRAW -- Draws dots, lines, and shapes

ABBREVIATION

d <shift> R

SYNOPSIS

DRAW [<color_src>][<x>,<y>][[,]TO <x>,<y>][,<...>[,<x>,<y>]]

FUNCTION

With this command you can draw individual dots, lines, and shapes. You supply color source (<color_src>), starting and ending points (<x>,<y>).

INPUTS

<color_src> - draw color source (0-3); default is 1 (foreground color)
<x> - scaled x coordinate
<y> - scaled y coordinate

RESULT

Draws dots, lines, or shapes.

EXAMPLES

DRAW 1,100,50
Draws a dot.

DRAW ,10,10, TO 100,60
Draws a line.

DRAW TO 25,30
Draws a line.

DRAW ,10,10 TO 100,60 TO 10,10
Draws a shape.

NOTES

None

BUGS

None

statement/END

statement/END

NAME

END -- Stops program execution

ABBREVIATION

e <shift> N

SYNOPSIS

END

FUNCTION

When the program executes an END statement, the program stops RUNNING

immediately. You may use the CONT command to restart the program at the statement following the END statement.

INPUTS
None

RESULT
Program stops running.

EXAMPLES
END

NOTES
None

BUGS
None

statement/FOR

statement/FOR

NAME
FOR -- Defines a program loop

ABBREVIATION
f <shift> O

SYNOPSIS
FOR <loop_var>=<start_val> TO <end_val> [STEP <increment>]

FUNCTION
This statement works with the NEXT statement to set up a section of the program that repeats for a set number of times. You may just want your computer to count up to a large number so the program pauses for a few seconds, in case you need something counted, or something must be done a certain number of times (such as printing).
The loop variable (<loop_var>) is the variable that is added to or subtracted from during the FOR-NEXT loop. The start value (<start_val>) and the end value (<end_val>) are the beginning and ending counts for the loop variable.
The logic of the FOR statement is as follows. First, the loop variable (<loop_var>) is set to the start value (<start_val>). When the program reaches a line with the command NEXT, it adds the STEP increment (<increment>) to the value of the loop variable and checks to see if it is higher than the end of loop value. If it is not higher, the next line executed is the statement immediately following the FOR statement. If the loop variable is larger than the end of loop number, then the next statement executed is the one following the NEXT statement.
The end loop value may be followed by the word STEP and another number or variable. This allows you to count backwards, by fractions, or any way necessary.

INPUTS
<loop_var> - variable which holds the loop counter value
<start_val> - start value for loop variable (<loop_var>)
<end_val> - end value for loop variable (<loop_var>)
<increment> - value to be added to or subtracted from loop variable

RESULT
Performs the statements between the FOR statement and the NEXT statement until the loop variable reaches the end value.

EXAMPLES
10 FOR L=1 TO 20
20 PRINT L
30 NEXT L
40 PRINT "BLACKJACK! L="L
Prints the numbers from one to twenty on the screen, followed by the message BLACKJACK! L=21.

10 FOR L=1 TO 100
20 FOR A=5 TO 11 STEP 2
30 NEXT A
40 NEXT L
FOR-NEXT loop with loop variable A is nested inside the larger one.

NOTES
STEP increment default value is 1.
A STEP value can be positive or negative.

You can set up loops inside one another. This is known as nesting loops. You must be careful to nest loops so that the last loop to start is the first one to end.

BUGS
None

statement/GET statement/GET

NAME
GET -- Gets data from the keyboard

ABBREVIATION
g <shift> E

SYNOPSIS
GET <variable>

FUNCTION
The GET statement is a way to get data from the keyboard one character at a time. When the GET is executed, the character that was typed is received. If no character was typed, then a null (empty) character is returned, and the program continues without waiting for a key. There is no need to press the <return> key, and in fact the <return> key can be received with a GET.
The word GET is followed by a variable name, usually a string variable. If a numeric ware used and any key other than a number was hit, the program would stop with an error message. The GET statement may also be put into a loop, checking for an empty result, which waits for a key to be struck to continue. The GETKEY statement could also be used in this case.

INPUTS
<variable> - acquired data will be stored in this variable

RESULT
Data acquired from the keyboard is stored in the target variable (<variable>).

EXAMPLES
10 GET A\$:IF A\$ <> "A" THEN 10
 This line waits for the "A" key to be pressed to continue.

NOTES
This command can only be executed within a program.

BUGS
None

statement/GET# statement/GET#

NAME
GET# -- Gets data from a file or a device

ABBREVIATION
None

SYNOPSIS
GET# <file>,<variable>

FUNCTION
Used with a previously OPENed device or file to input one character at a time. Otherwise, it works like the GET statement.

INPUTS
<file> - file/device number to be read
<variable> - acquired data will be stored in this variable

RESULT
Data acquired from the file/device is stored in the target variable (<variable>).

EXAMPLES
10 GET#1,A\$

NOTES

This command can only be executed within a program.

BUGS
None

statement/GETKEY statement/GETKEY

NAME
GETKEY -- Gets data from the keyboard

ABBREVIATION
getk <shift> E

SYNOPSIS
GETKEY <variable>

FUNCTION
The GETKEY statement is vary similar to the GET statement. Unlike the GET statement, GETKEY waits for the user to type a character on the keyboard. This lets it to be used easily to wait for a single character to be typed.

INPUTS
<variable> - acquired data will be stored in this variable

RESULT
Data acquired from the keyboard is stored in the target variable (<variable>).

EXAMPLES
10 GETKEY A\$
This line waits for a key to be struck. Typing any key will continue the program.

NOTES
This command can only be executed within a program.

BUGS
None

statement/GOSUB statement/GOSUB

NAME
GOSUB -- Calls a subroutine

ABBREVIATION
go <shift> S

SYNOPSIS
GOSUB <line>

FUNCTION
This statement is like the GOTO statement, except that your computer remembers where it came from. When a line with a RETURN statement is encountered, the program jumps back to the statement immediately following the GOSUB. The target of a GOSUB statement is called a subroutine. A subroutine is useful if there is a routine in your program that can be used by several different portions of the program. Instead of duplicating the section of program over and over, you can set it up as a subroutine, and GOSUB to it from the different parts of the program

INPUTS
<line> - line number where subroutine begins

RESULT
Program execution continues in a given subroutine (<line>) until RETURN statement is encountered.

EXAMPLES
20 GOSUB 800
...
800 PRINT "HI THERE":RETURN
Line 20 means: go to the subroutine beginning at line 800 and execute it.

NOTES

None

BUGS

None

statement/GOTO

statement/GOTO

NAME

GOTO -- Redirects program execution

ABBREVIATION

g <shift> O

SYNOPSIS

GOTO <line>
GO TO <line>

FUNCTION

After a GOTO or GO TO statement is executed, the next line to be executed will be the one with the line number following the word GOTO. When used in direct mode, GOTO <line> allows you to start execution of the program at the given line number without clearing the variables.

INPUTS

<line> - line number where program execution should continue

RESULT

Program execution continues at the given line.

EXAMPLES

```
10 PRINT"REPETITION IS THE MOTHER OF LEARNING"
20 GOTO 10
    The GOTO in line 20 causes line 10 to be run continuously, until the
    <run/stop> key is pressed.
```

NOTES

None

BUGS

None

statement/GRAPHIC

statement/GRAPHIC

NAME

GRAPHIC -- Changes graphic mode

ABBREVIATION

g <shift> R

SYNOPSIS

GRAPHIC <mode>[,<clr_flag>]

FUNCTION

This statement puts your computer in one of its 5 graphic modes:

Mode	Description
0	normal text
1	high-resolution graphics
2	high-resolution graphics, split screen
3	multicolor graphics
4	multicolor graphics, split screen

When executed, GRAPHIC (mode 1,2,3 or 4) allocates a 10KB bit-mapped area, and the BASIC text area is moved down below the hi-res area. This area remain allocated even if the user returns to TEXT mode (GRAPHIC 0). If 1 is given in the GRAPHIC statement as the second argument, the screen is also cleared.

INPUTS

<mode> - graphic mode (0-4)
<clr_flag> - screen clear flag (0=off, 1=on)

RESULT

Changes graphic mode and clears screen if clear flag is on.

EXAMPLES

GRAPHIC 1,1

Selects hi-res graphic mode and clears the screen.

GRAPHIC 4,0

Selects multicolor graphics with an area for text, without clearing the screen.

NOTES

None

BUGS

None

statement/GSHAPE

statement/GSHAPE

NAME

GSHAPE -- Displays a shape on a graphic screen

ABBREVIATION

g <shift> S

SYNOPSIS

GSHAPE <shape>[, [<x>,<y>][,<mode>]]

FUNCTION

A rectangular graphic clips can be displayed on a multicolor or high resolution graphics screen by the GSHAPE statement. If you type GSHAPE with the shape variable (<shape>) the shape will be drawn with the top left of the shape positioned at the pixel cursor. The shape variable may be followed by a graphic coordinates (<x> and <y>) and a replacement mode value (<mode>). The coordinates tell where the shape should be drawn on the screen and the mode value how it should be drawn. There are five possible replacement mode values:

Mode	Description
0	place shape as is (default)
1	place field inverted shape
2	OR shape with area
3	AND shape with area
4	XOR shape with area

In mode 0 the shape is drawn to the graphic screen as it is. In this mode shape overwrites completely the graphic area where it is drawn. In mode 1 the shape overwrites the graphic area just like in mode 0 but this time the overwriting shape is inverted. In mode 2 logical operation OR is executed with the shape data and the bit map to be replaced (the graphic area). Result is a transparent shape on top of the bit map. In mode 3 logical operation AND is executed with the shape data and the bit map to be replaced. Result is a shape filtered bit map. In mode 4 logical operation XOR is executed with the shape data and the bit map to be replaced. Result is a shape filtered bit map.

INPUTS

<shape> - string variable containing a shape to be drawn
<x> - scaled x coordinate. The default display position is the PC (pixel cursor)
<y> - scaled y coordinate. The default display position is the PC (pixel cursor)
<mode> - replacement mode (0-4)

RESULT

Displays a shape on a graphic screen.

EXAMPLES

GSHAPE V\$,,,1

Displays V\$ shape with background and foreground colors reversed, with the top left of the shape positioned at the pixel cursor (PC).

NOTES

None

BUGS

None

statement/IF

statement/IF

NAME

IF -- Conditional execution

ABBREVIATION

None

SYNOPSIS

IF <expression> THEN <clause> [:ELSE <clause>]

FUNCTION

IF-THEN lets the computer analyze a BASIC expression preceded by IF and take one of two possible courses of action. If the expression is true, the statement following THEN is executed. This expression may be any BASIC statement. If the expression is false, the program goes directly to the next line, unless an ELSE clause is present. The expression being evaluated may be a variable or formula, in which case it is considered true if nonzero, and false if zero. In most cases, there is an expression involving relational operators (=, <, >, <=, >=, <>, AND, OR, NOT).

The ELSE clause, if present, must be in the same line as the IF-THEN part. When an ELSE clause is present, it is executed when the THEN clause isn't executed. In other words, the ELSE clause executes when the IF expression is FALSE.

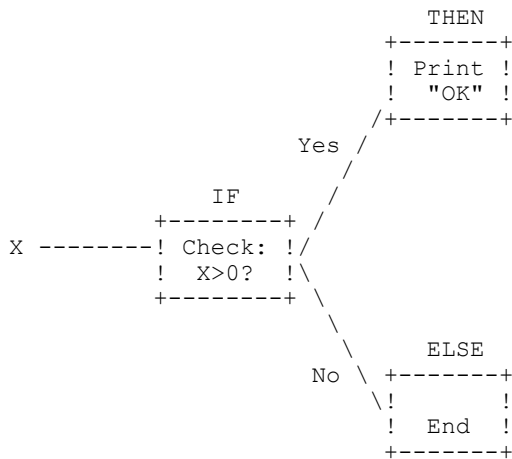
INPUTS

<expression> - condition (BASIC expression resulting true or false value
 <clause> - statements to be executed

RESULT

If expression (<expression>) is true, statements following the word THEN will be executed and if expression is false, statements following the word ELSE will be executed. If ELSE is not present, program goes directly to the next line.

EXAMPLES



50 IF X>0 THEN PRINT"OK":ELSE END
 Checks the value of X. If X is greater than 0, the THEN clause is executed, and the ELSE clause isn't. If X is not greater than 0, the ELSE clause is executed and the THEN clause isn't.

NOTES

None

BUGS

None

None

statement/INPUT

statement/INPUT

NAME

INPUT -- Asks input from the user and stores acquired data

ABBREVIATION

None

SYNOPSIS

```
INPUT["<prompt>";]<variable>[,<...>,<variable>]
```

FUNCTION

The INPUT statement allows the computer to ask for data from the person running the program and place it into a variable or variables. The program stops, prints a question mark (?) on the screen, and waits for the person to type the answer and press the <return> key. The word INPUT is followed by a variable name (<variable>) or list of variable names separated by commas. There may be a message inside quotes before the list of variables to be input (<prompt>). If this message (called a prompt) is present, there must be a semicolon (;) after the closing quote of the prompt. When more than one variable is to be INPUT, they should be separated by commas when typed in. If not, the computer asks for the remaining values by printing two question marks (??). If you press <return> key without INPUTting values, the INPUT variables retain the values previously held for those variables.

INPUTS

```
<prompt> - prompt string  
<variable> - acquired data will be stored in this variable
```

RESULT

Asks input from the user and stores acquired data in the target variable(s).

EXAMPLES

```
10 INPUT "WHAT'S YOUR NAME";A$  
20 INPUT "AND YOUR FAVOURITE COLOR";B$  
30 INPUT "WHAT'S THE AIR SPEED OF A SWALLOW";A
```

NOTES

This statement can only be executed within a program.

BUGS

None

statement/INPUT#

statement/INPUT#

NAME

INPUT# -- Reads data from a file or a device

ABBREVIATION

i <shift> N

SYNOPSIS

```
INPUT#<file>,<variable>[,<...>,<variable>]
```

FUNCTION

This works like INPUT, but takes the data from a previously OPENed file or device. No prompt string is allowed.

INPUTS

```
<file> - file/device number to be read  
<variable> - acquired data will be stored in this variable
```

RESULT

Reads data from the file/device and stores acquired data in the target variable(s).

EXAMPLES

```
10 INPUT#2,A$,C,D$
```

NOTES

This statement can only be executed within a program.

BUGS

None

statement/LET

statement/LET

NAME

LET -- Sets a value to a variable

ABBREVIATION

l <shift> E

SYNOPSIS

LET <variable>=<expression>

FUNCTION

The word LET is hardly ever used in programs, since it is not necessary, but the statement itself is the heart of all BASIC programs. Whenever a variable is defined or given a value, LET is always implied. The variable name which is to get the result of a calculation is on the left side of the equal sign, and the number or formula is on the right side.

INPUTS

<variable> - name of the target variable
<expression> - number or formula to be stored in variable (<variable>)

RESULT

Given value is stored to the given variable.

EXAMPLES

```
10 LET A=5
20 B=6
30 C=A*B+3
40 D$="HELLO"
```

LET is implied (but not necessary) in lines 20, 30, and 40.

NOTES

None

BUGS

None

None

statement/LOCATE

statement/LOCATE

NAME

LOCATE -- Changes pixel cursor position

ABBREVIATION

lo <shift> C

SYNOPSIS

LOCATE <x>,<y>

FUNCTION

The LOCATE command lets you put the pixel cursor (PC) anywhere on the screen. The PC is the current location of the starting point of the next drawing. Unlike the regular cursor, you can't see the PC, but you can move it with the LOCATE command.

You can find out where the PC is at any time by using the RDOT(0) function to get the x-coordinate and RDOT(1) to get the y-coordinate. The color source of the dot at the PC can be found by printing RDOT(2). (In all drawing commands where a color option is available, you may select a value from 0 to 3, corresponding to the background, foreground, multicolor 1, or multicolor 2 as the color source.)

INPUTS

<x> - scaled x coordinate
<y> - scaled y coordinate

RESULT

Puts the pixel cursor at the given position.

EXAMPLES

```
LOCATE 160,100
```

Positions the PC in the centre of the high resolution screen.

NOTES

None

BUGS

None

statement/MONITOR

statement/MONITOR

NAME

MONITOR -- Starts machine language monitor

ABBREVIATION
m <shift> O

SYNOPSIS
MONITOR

FUNCTION
This command takes you out of BASIC into the build-in machine language monitor program. The monitor is used to develop, debug, and execute machine language programs more easily than from BASIC.

INPUTS
None

RESULT
Starts machine language monitor.

EXAMPLES
MONITOR

NOTES
When in the monitor, typing an "X" and pressing <return> gets you back to BASIC. Also read the "tedmon.pdf" document for a description of all the monitor commands.

BUGS
None

statement/NEXT statement/NEXT

NAME
NEXT -- Completes a FOR loop

ABBREVIATION
n <shift> E

SYNOPSIS
NEXT [<variable>[,<...>,<variable>]]

FUNCTION
The NEXT statement is used with the FOR statement. When the computer encounters a NEXT statement, it goes back to the corresponding FOR statement and check the loop variable. If the loop is finished, execution proceeds with the statement after the NEXT statement. The word NEXT may be followed by a variable name, a list of variable names separated by commas, or no variable names. If there are no names listed, the last loop started is the one being completed. If the variables are given, they are completed in order from left to right.

INPUTS
<variable> - name of the FOR loop variable

RESULT
Causes computer to go back to the corresponding FOR statement and check the FOR loop variable. Depending on loop variable value NEXT either exits the loop or repeats it once more.

EXAMPLES
10 FOR L=1 TO 10:NEXT
20 FOR L=1 TO 10:NEXT L
30 FOR L=1 TO 10:FOR M=1 TO 10:NEXT M,L

NOTES
None

BUGS
None

statement/ON statement/ON

NAME
ON -- Redirects program execution conditionally

ABBREVIATION
None

SYNOPSIS

```
ON <expression> GOSUB <line>[,<...>,<line>]
ON <expression> GOTO <line>[,<...>,<line>]
```

FUNCTION

This command can make the GOTO and GOSUB statements into special versions of the IF statement. The word ON is followed by a formula, then either GOTO or GOSUB, and a list of line numbers separated by commas. If the result of the calculation of the formula (<expression>) is 1, the first line (<line>) in the list is executed. If the result is 2, the second line number is executed, and so on. If the result is 0, or larger than the number of line numbers in the list, the next line executed is the statement following the ON statements. If the number is negative, an ILLEGAL QUANTITY ERROR results.

INPUTS

<expression> - BASIC expression resulting a numeric value
<line> - line number where program execution should continue

RESULT

Program execution continues at the line chosen from the line number list according to a value determined by a BASIC expression (<expression>).

EXAMPLES

```
10 INPUT X:IF X<0 THEN 10
20 ON X GOTO 50, 30, 30, 70
25 PRINT "FELL THROUGH":GOTO 10
30 PRINT "TOO HIGH":GOTO 10
50 PRINT "TOO LOW":GOTO 10
70 END
```

When X = 1, ON sends control to the first line number in the list (50). When X = 2, ON sends control to the second line (30), etc.

NOTES

None

BUGS

None

statement/OPEN

statement/OPEN

NAME

OPEN -- Opens a logical file for I/O operations

ABBREVIATION

o <shift> P

SYNOPSIS

```
OPEN <file>[,<device>[,<address>[,"<command>,<type>,<mode>"]]]
```

FUNCTION

The OPEN statement allows your computer to access devices such as the tape and disk for data, a printer, or even the screen. The word OPEN is followed by a logical file number (<file>), which is the number to which all other BASIC statements will refer. This number is from 1 to 255. There is normally a second number after the first called the device number (<device>). Device number 0 is the keyboard, 1 is the tape (default), 3 is the screen, 4 is the printer, 8 is usually the disk. A zero (0) may be included in front of the device number digit (e.g. 08 for 8). Following the second number may be a third number called the secondary address (<address>). In the case of the tape, this can be 0 for read, 1 for write, and 2 for write with end-of-tape marker at the end. In the case of the disk, the number refers to the channel number. In the printer, the secondary addresses are used to set the mode of the printer. There may also be a string following the third number, which could be a command to the disk drive or name of the file on tape or disk (<command>). The type (<type>) and mode (<mode>) refer to disk files only. (File types are prg, seq, rel, and usr; modes are read and write.)

INPUTS

<file> - logical file number for the file to be opened (1-255)
<device> - input/output device number
<address> - secondary address for device
<command> - command for device
<type> - file type (prg/seq/rel/usr)
<mode> - I/O mode (read/write)

RESULT

Opens a logical file for I/O operations.

EXAMPLES

10 OPEN 3,3
 OPENS the screen as a device.

10 OPEN 1,0
 OPENS the keyboard as a device.

10 OPEN 1,1,0,"UP"
 OPENS the tape for reading, file to be searched for is named UP.

OPEN 4,4
 OPENS a channel to use the printer.

OPEN 15,8,15
 OPENS the command channel on the disk.

5 OPEN 8,8,12,"TESTFILE,SEQ,WRITE"
 Creates a sequential disk file for writing.

NOTES

None

BUGS

None

statement/PAINT

statement/PAINT

NAME

PAINT -- Fills an area with color

ABBREVIATION

p <shift> A

SYNOPSIS

PAINT [<color_src>][,<x>,<y>][,<mode>]

FUNCTION

The PAINT command lets you fill an area with color. It fills in the area around the specified point until a boundary of the same color (or any non-background color, depending on which mode you have chosen) is encountered. The final position of the Pixel Cursor (PC) will be at the starting point (<x>,<y>).

INPUTS

<color_src> - fill color source (0-3); default is 1 (foreground color)
 <x> - scaled x coordinate (starting point)
 <y> - scaled y coordinate (starting point)
 <mode> - fill mode (0 = paint an area defined by the color source selected; 1 = paint an area defined by any non-background color source)

RESULT

Fills in the area around the specified point until a boundary of the same color (or any non-background color, depending on which mode you have chosen) is encountered.

EXAMPLES

10 CIRCLE,160,100,65,50
 20 PAINT,160,100
 Draws outline of circle and fills in the circle with color.

NOTES

If the starting point is already the color of color source you name (or any non-background when mode 1 is used), there is no change.

BUGS

None

statement/POKE

statement/POKE

NAME

POKE -- Writes a value into a RAM memory

ABBREVIATION
p <shift> O

SYNOPSIS
POKE <address>,<value>

FUNCTION
The POKE command allows you to change any value in the computer RAM memory, and lets you modify many of the computer input/output registers. POKE is always followed by two numbers (or equations). The first number (<address>) is a location inside your computer's memory. This could have any value from 0 to 65535. The second number (<value>) is a value from 0 to 255, which is placed in the location, replacing any value that was there previously. This command can be used to control anything on the screen, from placing a character at that location to changing the color there.

INPUTS
<address> - memory address/location (0-65535)
<value> - value to be stored in a given address (0-255)

RESULT
Given value is stored in a given memory location.

EXAMPLES
10 POKE 16000,8
Sets location 16000 to 8.

20 POKE 16*1000,27
Sets location 16000 to 27.

NOTES
None

BUGS
None

statement/PRINT statement/PRINT

NAME
PRINT -- Writes data to the screen

ABBREVIATION
?

SYNOPSIS
PRINT <printlist>

FUNCTION
The PRINT statement is the major output statement in BASIC. While the PRINT statement is the first BASIC statement most people learn to use, there are many subtleties to be mastered here as well. The word PRINT can be followed by any combinations of these items, which is considered the printlist (<printlist>):

Characters inside of quotes	"text lines"
Variable names	A B A\$ X\$
Functions	SIN(23) ABS(33)
Punctuation marks	; ,

The characters inside of quotes are often called literals because they are printed exactly as they appear. Variable names have the value they contain (either a number or a string) printed. Functions also have their number values printed. Punctuation marks are used to help format the data neatly on the screen. The comma (,) divides the screen into four columns for data, while the semicolon (;) doesn't add any spaces. Either mark can be used as the last symbol in the statement. This results in the next PRINT statement acting as if it is continuing the last PRINT statement.

INPUTS
<printlist> - items to be printed

RESULT
Given printlist is displayed on the screen.

EXAMPLES
10 PRINT "HELLO"

```

20 A$="THERE":PRINT "HELLO,"A$
30 A=4:B=2:PRINT A+B
50 J=41:PRINT J;:PRINT J-1
60 C=A+B:D=A-B:PRINT A;B;C,D
Result:
HELLO
HELLO, THERE
6
41 40
4 2 6 2

```

NOTES
None

BUGS
None

statement/PRINT statement/PRINT

NAME
PRINT USING -- Formats and writes data to the screen, file or device

ABBREVIATION
?us <shift>I

SYNOPSIS
PRINT[<file>,)USING <formatlist>;<printlist>

FUNCTION
These statements let you define the format of string and numeric items you want to print to the screen, printer, or another device. Put the format you want in quotes. This is the format list (<formatlist>). Then add a semicolon (;) and a list of what you want printed in the format for the print list (<printlist>). The list can be variables or the actual values you want printed.

! Character		! Numeric	! String	!
! Hash Sign	(#)	! X	! X	!
! Plus	(+)	! X	! -	!
! Minus	(-)	! X	! -	!
! Decimal Point	(.)	! X	! -	!
! Comma	(,)	! X	! -	!
! Dollar Sign	(\$)	! X	! -	!
! Four Carets	(^^^)	! X	! -	!
! Equal Sign	(=)	! -	! X	!
! Greather Than Sign	(>)	! -	! X	!

The hash sign (#) reserves room for a single character in the output field. If the data item contains more characters than you have # in your format field, PRINT USING prints nothing. For a numeric item, the entire field is filled with asterisks (*). No numbers are printed.

For a STRING item, the string data is truncated at the bounds of the field. Only as many characters are printed as there are hash signs (#) in the format item. Truncation occurs on the right.

The plus (+) and minus (-) signs can be used in either the first or last position of a format field but not both. The plus sign is printed if the number is positive. The minus sign is printed if the number is negative.

If you use minus sign and the number is positive, a blank is printed in the character position indicated by the minus sign.

If you don't use either a plus or minus sign in your format field for a numeric data item, a minus sign is printed before the first digit or dollar symbol if the number is negative and no sign is printed if the number is positive. This means that you can print one character more if the number is positive. If there are too many digits to fit into the field specified by the # and + or - signs, then an overflow occurs and the field is filled with asterisks (*).

A decimal point (.) symbol designates the position of the decimal point in the number. You can only have one decimal point in any format field. If you don't specify a decimal point in your format field, the value is rounded to the nearest integer and printed without any decimal places. When you specify a decimal point, the number of digits preceding the decimal point (including the minus sign, if the value is negative) must not exceed the number of # before the decimal point. If there are too many digits an overflow occurs and the field is filled with asterisks

(*) .

A comma (,) lets you place commas in numeric fields. The position of the comma in the format list indicates where the comma appears in a printed number. Only commas within a number are printed. Unused commas to the left of the first digit appear as the filler character. At least one # must precede the first comma in a field.

If you specify commas in a field and the number is negative, then a minus sign is printed as the first character even if the character position is specified as a comma.

A dollar sign (\$) symbol shows that a dollar sign will be printed in the number. If you want the dollar sign to float (always be placed before the number), you must specify at least one # before the dollar sign. If you specify a dollar sign without a leading #, the dollar sign is printed in the position shown in the format field.

If you specify commas and/or a plus or minus sign in a format field with a dollar sign, your program prints a comma or sign before the dollar sign.

The four up arrows or carets (^^^) symbol is used to specify that the number is to be printed in E+ format. You must use # in addition to the ^^^ to specify the field width. The ^^^ must appear after the # in the format field.

You must specify four carets (^^^) when you want to print a number in E-format (scientific notation). If you specify more than one but fewer than four carets, you get a syntax error. If you specify more than four carets only the first four are used. The fifth caret (and subsequent carets) are interpreted literally as no text symbols.

An equal sign (=) is used to centre a string in the field. You specify the field width by the number of characters (# and =) in the format field. If the string contains fewer characters than the field width, the string is centered in the field. The right-most characters are truncated and the string fills the entire field.

A greater than sign (>) is used to right justify a string in a field. You specify the field width by the number of characters (# and =) in the format field. If the string contains fewer characters than the field width, the string is right justified in the field. If the string contains more characters than can be fit into the field, the right-most characters are truncated and the string fills the entire field.

INPUTS

<file> - logical number of target file/device
<formatlist> - printlist is formatted by using these format instructions
<printlist> - items to be printed

RESULT

Given printlist is formatted and displayed on the screen or written into a file or device.

EXAMPLES

```
5 X=32:Y=100.23:A$="CAT"  
10 PRINT USING "$##.##";13.25,X,Y  
20 PRINT USING "##>#";"CBM",A$  
    When you RUN this, line 10 prints out:
```

```
$13.25$32.00$*****
```

PRINT USING prints ***** instead of Y value because Y has 5 digits, which does not conform to format list.
Line 20 prints this:

```
    CBM CAT
```

PRINT USING leaves three spaces before printing "CBM" as defined in format list.

```
10 PRINT USING "####";X  
    For these values for X, this format displays:
```

```
    A = 12.34      12  
    A = 567.89    568  
    A = 123456    ****
```

```
10 PRINT USING "##.#+";-.01  
    Result:
```

```
    0.01-
```

Leading zero added.

```
10 PRINT USING "##.##-";1  
    Result:
```

1.0

Trailing zero added.

10 PRINT USING "####";-100.5
Result:

-101

Rounded to no decimal places.

10 PRINT USING "####";-1000
Result:

Overflow because four digits and minus sign cannot fit in field.

10 PRINT USING "###.";10
Result:

10.

Decimal point added.

10 PRINT USING "\$###";1
Result:

\$1

Leading \$ sign.

NOTES

None

BUGS

None

statement/PRINT#

statement/PRINT#

NAME

PRINT# -- Writes data to a file or a device

ABBREVIATION

p <shift> R

SYNOPSIS

PRINT#<file>,<printlist>

FUNCTION

There are a few differences between this statement and the PRINT. First of all, the word PRINT# is followed by a number, which refers to the device or data file previously OPENed. The number is followed by a comma, and a list of things to be PRINTed. The semicolon acts in the same manner for spacing as it does in the PRINT statement. The comma will send 10 spaces to most printers and can be used as a separator for disk files.

INPUTS

<file> - logical number of target file/device
<printlist> - items to be printed

RESULT

Writes given data (<printlist>) to the target file/device.

EXAMPLES

100 PRINT#1,"HELLO THERE!",A\$,B\$,

NOTES

Some devices may not work with TAB and SPC.

BUGS

None

statement/PUDEF

statement/PUDEF

NAME

PUDEF -- Redefines PRINT USING symbols

ABBREVIATION

p <shift> U

SYNOPSIS

PUDEF "<definition>"

FUNCTION

PUDEF lets you redefine up to 4 symbols in the PRINT USING statement. You can change blanks, commas, decimal points, and dollar signs into some other character by placing the new character in the correct position in the PUDEF control string. Position 1 is the filler character. The default is a blank. Place a new character here when you want another character to appear in place of blanks. Position 2 is the comma character. Default is a comma. Position 3 is the decimal point. Position 4 is the dollar sign.

INPUTS

<definition> - definition string for symbols (from left to right):
the first character defines a filler character,
the second character defines a comma,
the third character defines a decimal point, and
the fourth character defines a dollar sign

RESULT

Redefines four PRINT USING symbols: a filler character, a comma, a decimal point, and a dollar sign.

EXAMPLES

```
10 PUDEF "*"
   Prints * in the place of blanks.

20 PUDEF " &"
   Prints & in the place of commas.

30 PUDEF " .,"
   Prints decimal points in the place of commas, and commas in the
   place of decimal points.

40 PUDEF " .,£"
   Prints English pound sign in the place of $, decimal points in the
   place of commas, and commas in place of decimal points.
```

NOTES

None

BUGS

None

statement/READ

statement/READ

NAME

READ -- Get information from DATA statements

ABBREVIATION

r <shift> E

SYNOPSIS

READ <variable>[,<...>,<variable>]

FUNCTION

This statement is used to get information from DATA statements into variables, where the data can be used. The READ statement variable list may contain both strings and numbers. Care must be taken to avoid reading strings where the READ statement expects a number, which produces an ERROR message.

INPUTS

<variable> - read data will be stored in this variable

RESULT

Data read from the DATA statements is stored in the target variables (<variable>).

EXAMPLES

10 READ A\$,G\$,Y

NOTES

None

BUGS

None

statement/REM

statement/REM

NAME

REM -- Attaches a note to the source code

ABBREVIATION

None

SYNOPSIS

REM [<message>]

FUNCTION

The REMark is just a note to whoever is reading a LIST of the program. It may explain a section of the program, give information about the author, etc. REM statements in no way effect the operation of the program, except to add to its length (and therefore slow it down). The word REM may be followed by any text, although use of graphic characters gives strange results.

INPUTS

<message> - any text

RESULT

Attach a note to the source code so it can be read from the program listing.

EXAMPLES

10 NEXT X:REM THIS LINE IS UNNECESSARY

NOTES

None

BUGS

None

statement/RESTORE

statement/RESTORE

NAME

RESTORE -- Sets a DATA pointer

ABBREVIATION

re <shift> S

SYNOPSIS

RESTORE [<line>]

FUNCTION

When executed in a program, the pointer to the item in a DATA statement which is to be read next is reset to the first item in the list. This gives you the ability to re-READ the information. If a line number (<line>) follows the RESTORE statement, the pointer is set to that line. Otherwise the pointer is reset to the first DATA statement in the program.

INPUTS

<line> - a BASIC line number where DATA pointer should be set

RESULT

Sets DATA pointer to the first item in a DATA item list or to the given BASIC line number which contains a DATA statement.

EXAMPLES

10 RESTORE 200

NOTES

None

BUGS
None

statement/RESUME

statement/RESUME

NAME

RESUME -- Continues program execution after an error

ABBREVIATION

res <shift> U

SYNOPSIS

RESUME [<line>|NEXT]

FUNCTION

Used to return to execution after TRAPing an error. With no arguments, RESUME attempts to re-execute the line in which the error occurred. RESUME NEXT resumes execution at the next statement following the statement containing the error; RESUME <line> will GOTO the specific line and begin execution there.

INPUTS

<line> - a BASIC line number where program execution should continue
NEXT - resume execution at the next statement

RESULT

Resumes execution after an error at the line where the error occurred, or at the next BASIC line, or at a given BASIC line.

EXAMPLES

None

NOTES

None

BUGS

None

statement/RETURN

statement/RETURN

NAME

RETURN -- Returns from a subroutine

ABBREVIATION

re <shift> T

SYNOPSIS

RETURN

FUNCTION

This statement is always used with the GOSUB statement. When the program encounters a RETURN statement, it goes to the statement immediately following the last GOSUB command executed. If no GOSUB was previously issued, then a RETURN WITHOUT GOSUB ERROR message is delivered, and program execution is stopped.

INPUTS

None

RESULT

Returns from a subroutine to the statement following the last subroutine call (GOSUB statement).

EXAMPLES

None

NOTES

None

BUGS

None

statement/SCALE

statement/SCALE

NAME
SCALE -- Controls bit maps scaling

ABBREVIATION
sc <shift> A

SYNOPSIS
SCALE <scaling_flag>

FUNCTION
The scaling of the bit maps in multicolor and high resolution modes can be changed with the SCALE command. Entering:

SCALE 1
turns scaling on. Coordinates may then be scaled from 0 to 1023 in both x and y rather than the normal scale values, which are:

multicolor mode..... x = 0 to 159, y = 0 to 199
high resolution mode..... x = 0 to 319, y = 0 to 199

SCALE 0
turns scaling off.

INPUTS
<scaling_flag> - scaling mode: 0=no scaling, 1=scale

RESULT
Turns scaling on or off.

EXAMPLES
SCALE 1

NOTES
None

BUGS
None

None

statement/SCNCLR

statement/SCNCLR

NAME
SCNCLR -- Clears the screen

ABBREVIATION
s <shift> C

SYNOPSIS
SCNCLR

FUNCTION
Clears the current screen, whether graphics, text, or both (split screen).

INPUTS
None

RESULT
Clears the current screen.

EXAMPLES
SCNCLR

NOTES
None

BUGS
None

statement/SOUND

statement/SOUND

NAME
SOUND -- Produces a sound

ABBREVIATION
s <shift> O

SYNOPSIS

SOUND <voice>,<frq_control>,<duration>

FUNCTION

This statement produces a SOUND using one of the three voices (<voice>) with a frequency control (<frq_control>) in the range of 0-1023 for a duration (<duration>) of 0-65535 60ths of a second. The Commodore 16 have 2 independent sound channels and ability to produce square and white noise timbres as follows:

Voice	Sound channel	Wave shape
1	1	square
2	2	square
3	2	noise

If a SOUND for voice n is requested, and the previous SOUND for the same n is still playing, BASIC waits for the previous SOUND to complete. SOUND with a duration of 0 is a special case. It causes BASIC to turn off the current SOUND for that voice immediately, regardless of the time remaining on the previous SOUND.

INPUTS

<voice> - voice number (1-3)
<frq_control> - sound register value (0-1023)
<duration> - duration of a sound in 60ths of a second (0-65535)

RESULT

Cuts off or produces a sound with square or white noise timbre.

EXAMPLES

SOUND 2,800,3600
Plays a note using voice 2 with frequency set at 800 for one minute.

NOTES

The sound register value (<frq_control>) does not correspond directly to the real sound frequency. If you want to produce a sound with a certain frequency use the following formulas to find the sound register value for the desired frequency:

formula for computers using PAL television standard
SOUND REGISTER VALUE = 1024-(111840.45/FREQUENCY)

formula for computers using NTSC television standard
SOUND REGISTER VALUE = 1024-(111860.781/FREQUENCY)

BUGS

None

statement/SSHAPE

statement/SSHAPE

NAME

SSHAPE -- Saves a rectangular graphic area into a string variable

ABBREVIATION

s <shift> S

SYNOPSIS

SSHAPE <shape>,<left>,<top>[,<right>,<bottom>]

FUNCTION

This statement is used to save a rectangular area of multicolor or high resolution screen using BASIC string variable. Because BASIC limits string lengths to 255 characters, the size of the area you may save is limited. The string size required can be calculated using one of the following (unscaled) formulas:

$$L(mcm) = \text{INT}((\text{ABS}(\langle\text{left}\rangle - \langle\text{right}\rangle) + 1) / 4 + .99) * (\text{ABS}(\langle\text{top}\rangle - \langle\text{bottom}\rangle) + 1) +$$
$$L(h-r) = \text{INT}((\text{ABS}(\langle\text{left}\rangle - \langle\text{right}\rangle) + 1) / 8 + .99) * (\text{ABS}(\langle\text{top}\rangle - \langle\text{bottom}\rangle) + 1) +$$

(mcm) refers to multi-color mode; (h-r) is high resolution mode.

The shape is saved row by row. The last four bytes of the string contain the column and row lengths less one (i.e.: ABS(<left>-<right>)) in low/high byte format (if scaled divide the lengths by 3.2 (X) and 5.12 (Y)).

INPUTS

<shape> - string variable where shape should be stored
<left> - scaled corner coordinate
<top> - scaled corner coordinate
<right> - scaled corner coordinate
<bottom> - scaled corner coordinate

RESULT

Saves a defined rectangular graphic area into a BASIC string variable.

EXAMPLES

SSHAPE V\$,0,0

Saves screen area from the upper left corner to where the cursor is positioned under the name V\$.

NOTES

None

BUGS

None

statement/STOP

statement/STOP

NAME

STOP -- Halts the program execution

ABBREVIATION

s <shift> T

SYNOPSIS

STOP

FUNCTION

This statement halts the program. A message, BREAK IN LINE <line>, where the <line> is the line number containing the STOP. The program can be re-started at the statement following STOP if you use the CONT command. The STOP statement is usually used while debugging a program.

INPUTS

None

RESULT

Halts the program execution.

EXAMPLES

100 STOP

NOTES

None

BUGS

None

statement/SYS

statement/SYS

NAME

SYS -- Executes a machine language program

ABBREVIATION

s <shift> Y

SYNOPSIS

SYS <address>

FUNCTION

The word SYS is followed by a decimal number or numeric variable in the range 0 to 65535. The program begins executing the machine language program starting at that memory location. (This is similar to the USR function, but does not pass a parameter.) However, parameters can be passed anyway using the following memory locations:

2034 = Accumulator
2035 = X register
2036 = Y register

These can be used both before SYS to set the processor registers (for example POKE

2034,255) and after the return from the machine language routine to check the results (for example A=PEEK(2034))

(For further communication, you can of course also poke and peek to memory locations that you design your ML routine to use.)

INPUTS

<address> - memory address (0-65535)

RESULT

Begins executing a machine language program from the given memory location.

EXAMPLES

None

NOTES

None

BUGS

None

statement/TRAP

statement/TRAP

NAME

TRAP -- Turns on or off error interception

ABBREVIATION

t <shift> R

SYNOPSIS

TRAP [<line>]

FUNCTION

When turned on, TRAP intercepts all error conditions (including the <run/stop> key) except "UNDEF'D STATEMENT ERROR". In the event of any execution error, the error flag is set, and execution is transferred to the line number named in the TRAP statement (<line>). The line number in which the error occurred can be found by using the system variable EL. The string function ERR\$(ER) gives the error message corresponding to any error condition ER. TRAP with no line number argument turns off error TRAPPING.

INPUTS

<line> - BASIC line number where program execution should continue when an error occurs

RESULT

When line number has been given turns on error interception, otherwise turns it off.

EXAMPLES

200 TRAP 210
210 PRINT "AN ERROR OCCURED IN LINE"EL"." :STOP

NOTES

An error in a TRAP routine cannot be trapped. The RESUME statement can be used to resume execution.

BUGS

None

statement/TROFF

statement/TROFF

NAME

TROFF -- Turns trace mode off

ABBREVIATION

tro <shift> F

SYNOPSIS

TROFF

FUNCTION

This statement turns trace mode off.

INPUTS
None

RESULT
Exits trace mode.

EXAMPLES
None

NOTES
None

BUGS
None

statement/TRON

statement/TRON

NAME
TRON -- Turns trace mode on

ABBREVIATION
tr <shift> 0

SYNOPSIS
TRON

FUNCTION
TRON is used in program debugging. This statement begins trace mode.
When you are in trace mode, as each statement executes, the line number
of that statement is printed.

INPUTS
None

RESULT
Begins the trace mode.

EXAMPLES
None

NOTES
None

BUGS
None

statement/VOL

statement/VOL

NAME
VOL -- Sets sound volume level

ABBREVIATION
v <shift> 0

SYNOPSIS
VOL <volume>

FUNCTION
Sets the current VOLume level for SOUND commands. VOLume may be set from
0 to, where 8 is maximum volume, and 0 is off. VOL affects all channels.

INPUTS
<volume> - sound volume (0-8)

RESULT
Sets sound volume level.

EXAMPLES
10 VOL 8
Sets sound volume level to the maximum.

NOTES
None

BUGS

None

statement/WAIT

statement/WAIT

NAME

WAIT -- Waits for a change of memory address

ABBREVIATION

w <shift> A

SYNOPSIS

WAIT <address>,<ctrl_value1>[,<ctrl_value2>]

FUNCTION

The WAIT statement is used to halt the program until the contents of a location in memory changes in a specific way. The address (<address>) must be in the range from 0 to 65535. Value 1 (<ctrl_value1>) and value 2 (<ctrl_value2>) must be in the range from 0 to 255.

The content of the memory location is first exclusive-ORed (XOR) with value 2 (if present), and then logically ANDed (AND) with value 1. If the result is zero, the program checks the memory location again. When the result is not zero, the program continues with the next statement.

INPUTS

<address> - memory location to be monitored (0-65535)
<ctrl_value1> - first control value (0-255)
<ctrl_value2> - second control value (0-255)

RESULT

Halts program execution until the contents of a given memory address changes.

EXAMPLES

None

NOTES

None

BUGS

None

VARIABLES

Your computer uses three types of variables in BASIC. These are: normal numeric, integer numeric, and string (alphanumeric) variables.

NUMERIC VARIABLES

Normal numeric variables, also called floating point variables, can have any value from 10^{-38} to 10^{+38} , with up to nine digits of accuracy. When a number becomes larger than nine digits can show, as in 10^{-10} or 10^{+10} , your computer displays it in scientific notation form, with the number normalized to 1 digit and eight decimal places, followed by the letter E and the power of ten by which the number is multiplied. For example, the number 12345678901 is displayed as 1.23456789E+10.

INTEGER VARIABLES

Integer variables can be used when the number is from +32767 to -32768, and with no fractional portion. An integer variable is a number like 5, 10, or -100. Integers take up less space than floating point variables when used in an array.

STRING VARIABLES

String variables are those used for character data, which may contain numbers, letters, and any other character that your computer can make. An example of a string variable is "COMMODORE 16".

VARIABLE NAMES

Variable names may consist of a single letter, a letter followed by a number, or two letters. Variable names may be longer than 2 characters, but only the first two are significant. An integer variable is specified by using the percent (%) sign after the variable name. String variables have the dollar sign (\$) after their names.

Examples:

Numeric Variable Names: A, A5, BZ
Integer Variable Names: A%, A5%, BZ%
String Variable Names : A\$, A5\$,BZ\$

ARRAYS

Arrays are lists of variables with the same name, using an extra number (or numbers) to specify an element of the array. Arrays are defined using the DIM statement, and may be floating point, integer, or string variables arrays. The array variable name is followed by a set of parentheses () enclosing the number of the variable in the list.

Examples:

A(7), BZ%(11), A\$(87)

Arrays may have more than one dimension. A two dimensional array may be viewed as having rows and columns, with the first number identifying the column and the second number in the parentheses identifying the row (as if specifying a certain grid on a map).

Examples:

A(7,2), BZ%(2,3,4), A\$(3,2)

RESERVED VARIABLE NAMES

There are seven variable names which are reserved for use by the computer, and may not be used for another purpose. These are the variables:

variable/DS

variable/DS

NAME

DS -- Disk drive's status

DESCRIPTION

The variable DS reads the disk drive command channel, and returns the current status of the drive.

DS is used after a disk operation (like DLOAD or DSAVE) to find out why the red error light on the disk drive is blinking.

EXAMPLES

None

NOTES

None

variable/DS\$

variable/DS\$

NAME

DS\$ -- Disk drive's status in words

DESCRIPTION

The variable DS\$ reads the disk drive command channel, and returns the current status of the drive in words.

DS\$ is used after a disk operation (like DLOAD or DSAVE) to find out why the red error light on the disk drive is blinking.

EXAMPLES

None

NOTES

None

variable/EL

variable/EL

NAME

EL -- Last error line

DESCRIPTION

The variable EL is used typically in error trapping routines. EL stores the line number where last error occurred.

EXAMPLES

None

NOTES

None

variable/ER

variable/ER

NAME

ER -- Last error line

DESCRIPTION

The variable ER is used typically in error trapping routines. ER stores the last error (error condition number) encountered since the program was run.

EXAMPLES

None

NOTES

None

variable/ST

variable/ST

NAME

ST -- Input/output status

DESCRIPTION

ST is a status variable for input and output (except normal screen/keyboard operations). The value of ST depends on the results of the last input/output operation.

EXAMPLES

None

NOTES

None

None

variable/TI

variable/TI

NAME

TI -- Clock value

DESCRIPTION

TI variable contains the current value of the clock in 1/60ths of a second.

EXAMPLES

None

NOTES

None

variable/TI\$

variable/TI\$

NAME

TI\$ -- Current time

DESCRIPTION

TI\$ is a string that reads the value of the real-time clock as a 24 hour clock. The first two characters of TI\$ contain the hour, the 3rd and 4th characters are the minutes, and the 5th and 6th characters are the seconds. This variable can be set to any value (so long as all characters are numbers), and will be automatically updated as a 24 hour clock.

The value of the clock is lost when computer is turned off. It starts at zero when computer is turned on, and is reset to zero when the value of the clock exceeds 235959 (23 hours, 59 minutes and 59 seconds).

EXAMPLES

TI\$ = "101530"

Sets the clock to 10:15 and 30 seconds (AM).

NOTES

None

BASIC ERROR MESSAGES

These error messages are printed by BASIC. You can also PRINT the messages through the use of the ERR\$ function. The error number refers only to the number assigned to the error for use with this function.

basic_error/01_TOO_MANY_FILES

basic_error/01_TOO_MANY_FILES

NUMBER

1

MESSAGE

TOO MANY FILES

DESCRIPTION

There is a limit of 10 files OPEN at one time.

basic_error/02_FILE_OPEN

basic_error/02_FILE_OPEN

NUMBER

2

MESSAGE

FILE OPEN

DESCRIPTION

An attempt was made to open a file using the number of an already open file.

basic_error/03_FILE_NOT_OPEN

basic_error/03_FILE_NOT_OPEN

NUMBER

3

MESSAGE

FILE NOT OPEN

DESCRIPTION

The file number specified in an I/O statement must be opened before use.

basic_error/04_FILE_NOT_FOUND

basic_error/04_FILE_NOT_FOUND

NUMBER

4

MESSAGE

FILE NOT FOUND

DESCRIPTION

No file with that name exists (disk).

basic_error/05_DEVICE_NOT_PRESENT

basic_error/05_DEVICE_NOT_PRESENT

NUMBER

MESSAGE

DEVICE NOT PRESENT

DESCRIPTION

The required I/O device not available.

basic_error/06_NOT_INPUT_FILE

basic_error/06_NOT_INPUT_FILE

NUMBER

6

MESSAGE

NOT INPUT FILE

DESCRIPTION

An attempt made to GET or INPUT data from a file that was specified as output only.

basic_error/07_NOT_OUTPUT_FILE

basic_error/07_NOT_OUTPUT_FILE

NUMBER

7

MESSAGE

NOT OUTPUT FILE

DESCRIPTION

An attempt made to send data to a file that was specified as input only.

basic_error/08_MISSING_FILE_NAME

basic_error/08_MISSING_FILE_NAME

NUMBER

8

MESSAGE

MISSING FILE NAME

DESCRIPTION

An OPEN, LOAD, or SAVE to the disk generally requires a file name.

basic_error/09_ILLEGAL_DEVICE_NUMBER

basic_error/09_ILLEGAL_DEVICE_NUMBER

NUMBER

9

MESSAGE

ILLEGAL DEVICE NUMBER

DESCRIPTION

An attempt made to use a device improperly (SAVE to the screen, etc.).

basic_error/10_NEXT_WITHOUT_FOR

basic_error/10_NEXT_WITHOUT_FOR

NUMBER

10

MESSAGE

NEXT WITHOUT FOR

DESCRIPTION

Either loops are nested incorrectly, or there is a variable name in a NEXT statement that does not correspond with one in a FOR.

basic_error/11_SYNTAX_ERROR

basic_error/11_SYNTAX_ERROR

NUMBER

11

MESSAGE

SYNTAX ERROR

DESCRIPTION

A statement is unrecognizable by BASIC. This could be because of missing or extra parenthesis, misspelled keyword, etc.

basic_error/12_RETURN_WITHOUT_GOSUB

basic_error/12_RETURN_WITHOUT_GOSUB

NUMBER

MESSAGE

RETURN WITHOUT GOSUB

DESCRIPTION

A RETURN statement encountered when no GOSUB statement was active.

basic_error/13_OUT_OF_DATA

basic_error/13_OUT_OF_DATA

NUMBER

13

MESSAGE

OUT OF DATA

DESCRIPTION

A READ statement encountered, without data left unREAD.

basic_error/14_ILLEGAL_QUANTITY

basic_error/14_ILLEGAL_QUANTITY

NUMBER

14

MESSAGE

ILLEGAL QUANTITY

DESCRIPTION

A number used as the argument of a function or statement is outside the allowable range.

basic_error/15_OVERFLOW

basic_error/15_OVERFLOW

NUMBER

15

MESSAGE

15 OVERFLOW

DESCRIPTION

The result of a computation is larger than the largest number allowed (1.701411833E+38).

basic_error/16_OUT_OF_MEMORY

basic_error/16_OUT_OF_MEMORY

NUMBER

16

MESSAGE

OUT OF MEMORY

DESCRIPTION

Either there is no more room for program and program variables, or there are too many DO, FOR, or GOSUB statements in effect.

basic_error/17_UNDEF'D_STATEMENT

basic_error/17_UNDEF'D_STATEMENT

NUMBER

17

MESSAGE

UNDEF'D STATEMENT

DESCRIPTION

A line number referenced does not exist in the program.

basic_error/18_BAD_SUBSCRIPT

basic_error/18_BAD_SUBSCRIPT

NUMBER

18

MESSAGE

BAD SUBSCRIPT

DESCRIPTION

The program tried to reference an element of an array out of the range specified by the DIM statement.

basic_error/19_REDIM'D_ARRAY

basic_error/19_REDIM'D_ARRAY

MESSAGE
LOOP WITHOUT DO

DESCRIPTION
LOOP encountered without a DO statement active.

basic_error/34_DIRECT_MODE_ONLY basic_error/34_DIRECT_MODE_ONLY

NUMBER
34

MESSAGE
DIRECT MODE ONLY

DESCRIPTION
This command is allowed only in direct mode, not from a program.

basic_error/35_NO_GRAPHICS_AREA basic_error/35_NO_GRAPHICS_AREA

NUMBER
35

MESSAGE
NO GRAPHICS AREA

DESCRIPTION
A command (DRAW, BOX, etc.) to create graphics encountered before the GRAPHIC command was executed.

basic_error/36_BAD_DISK basic_error/36_BAD_DISK

NUMBER
36

MESSAGE
BAD DISK

DESCRIPTION
An attempt failed to HEADER a disk, because the quick header method (no ID) was attempted on an unformatted disk, or the disk is bad.

DISK ERROR MESSAGES

NOTES

Error message numbers 02-19, 35-38, 40-49, 53-59, and 68-69 should be ignored. Message number 01 (<deleted>) gives information about the number of files deleted with the SCRATCH command.

disk_error/20_READ_ERROR disk_error/20_READ_ERROR

NUMBER
20

MESSAGE
READ ERROR

DESCRIPTION
Block header not found.

The disk controller is unable to locate the header of the requested data block. Caused by an illegal sector number, or the header has been destroyed.

disk_error/21_READ_ERROR disk_error/21_READ_ERROR

NUMBER
21

MESSAGE
READ ERROR

DESCRIPTION
No sync character.

The disk controller is unable to detect a sync mark on the desired track. Caused by misalignment of the read/write head, no disk is present, or unformatted or improperly seated disk. Can also indicate a hardware failure.

disk_error/22_READ_ERROR disk_error/22_READ_ERROR

NUMBER
22

MESSAGE
READ ERROR

DESCRIPTION
Data block not present.

The disk controller has been requested to read or verify a data block that was not properly written. This error message occurs in conjunction with the BLOCK commands and indicates an illegal track and/or sector request.

disk_error/23_READ_ERROR disk_error/23_READ_ERROR

NUMBER
23

MESSAGE
READ ERROR

DESCRIPTION
Checksum error in data block.

This error message indicates that there is an error in one or more of the data types. The data has been read into the DOS memory, but the checksum over the data is in error. This message may also indicate grounding problems.

disk_error/24_READ_ERROR disk_error/24_READ_ERROR

NUMBER
24

MESSAGE
READ ERROR

DESCRIPTION
Byte decoding error.

The data or header has been read into the DOS memory, but a hardware error has been created due to an invalid bit pattern in the data byte. This message may also indicate grounding problems.

disk_error/25_WRITE_ERROR disk_error/25_WRITE_ERROR

NUMBER
25

MESSAGE
WRITE ERROR

DESCRIPTION
Write-verify error.

This message is generated if the controller detects a mismatch between the written data and the data in the DOS memory.

disk_error/26_WRITE_PROTECT_ON disk_error/26_WRITE_PROTECT_ON

NUMBER
26

MESSAGE
WRITE PROTECT ON

DESCRIPTION
This message is generated when the controller has been requested to write a data block while the write protect switch is depressed. Typically, this is caused by using a disk with a write protect tab over the notch.

disk_error/27_READ_ERROR disk_error/27_READ_ERROR

NUMBER
27

MESSAGE
READ ERROR

DESCRIPTION
Checksum error in header.

The controller has detected an error in the header of the requested data block. The block has not been read into the DOS memory. This message may also indicate grounding problems.

disk_error/28_WRITE_ERROR disk_error/28_WRITE_ERROR

NUMBER
28

MESSAGE
WRITE ERROR

DESCRIPTION
Too long data block.

The controller attempts to detect the sync mark of the next header after writing a data block. If the sync mark does not appear within a pre-determined time, the error message is generated. The error is caused by a bad disk format (the data extends into the next block), or by hardware failure.

disk_error/29_DISK_ID_MISMATCH disk_error/29_DISK_ID_MISMATCH

NUMBER
29

MESSAGE
DISK ID MISMATCH

DESCRIPTION
This message is generated when the controller has been requested to access a disk which has not been initialized. The message can also occur if a disk has a bad header.

disk_error/30_SYNTAX_ERROR disk_error/30_SYNTAX_ERROR

NUMBER
30

MESSAGE
SYNTAX ERROR

DESCRIPTION
Error in general syntax.

The DOS cannot interpret the command sent to the command channel. Typically, this is caused by an illegal number of file names, or patterns are illegally used. For example, two file names may appear on the left side of the COPY command.

disk_error/31_SYNTAX_ERROR disk_error/31_SYNTAX_ERROR

NUMBER
31

MESSAGE
SYNTAX ERROR

DESCRIPTION
Invalid command.

The DOS does not recognize the command. The command must start in the first position.

disk_error/32_SYNTAX_ERROR disk_error/32_SYNTAX_ERROR

NUMBER
32

MESSAGE
SYNTAX ERROR

DESCRIPTION
Invalid command.

The command sent is longer than 58 characters.

disk_error/33_SYNTAX_ERROR disk_error/33_SYNTAX_ERROR

NUMBER
33

MESSAGE
SYNTAX ERROR

DESCRIPTION
Invalid file name.

Pattern matching is invalidly used in the OPEN or SAVE command.

disk_error/34_SYNTAX_ERROR disk_error/34_SYNTAX_ERROR

NUMBER
34

MESSAGE
SYNTAX ERROR

DESCRIPTION
No file given.

The file name was left out of a command or the DOS does not recognize it as such. Typically, a colon (:) has been left out of the command.

disk_error/39_SYNTAX_ERROR disk_error/39_SYNTAX_ERROR

NUMBER
39

MESSAGE
SYNTAX ERROR

DESCRIPTION
Invalid command.

This error may result if the command sent to command channel (secondary address 15) is unrecognized by the DOS.

disk_error/50_RECORD_NOT_PRESENT disk_error/50_RECORD_NOT_PRESENT

NUMBER
50

MESSAGE
RECORD NOT PRESENT

DESCRIPTION
Result of disk reading past the last record through INPUT#, or GET# commands. This message will also occur after positioning to a record beyond end of file in a relative file. If the intent is to expand the file by adding the new record (with a PRINT# command), the error message may be ignored. INPUT or GET should not be attempted after this error is detected without first repositioning.

disk_error/51_OVERFLOW_IN_RECORD disk_error/51_OVERFLOW_IN_RECORD

NUMBER
51

MESSAGE
OVERFLOW IN RECORD

DESCRIPTION
PRINT# statement exceeds record boundary. Information is truncated. Since the carriage return which is sent as a record terminator is counted in the record size, this message will occur if the total characters in the record (including the final carriage return) exceeds the defined size.

```

disk_error/52_FILE_TOO_LARGE                                disk_error/52_FILE_TOO_LARGE
NUMBER
    52
MESSAGE
    FILE TOO LARGE
DESCRIPTION
    Record position within a relative file indicates that disk overflow will
    result.

disk_error/60_WRITE_FILE_OPEN                              disk_error/60_WRITE_FILE_OPEN
NUMBER
    60
MESSAGE
    WRITE FILE OPEN
DESCRIPTION
    This message is generated when a write file that has not been closed is
    being opened for reading.

disk_error/61_FILE_NOT_OPEN                                disk_error/61_FILE_NOT_OPEN
NUMBER
    61
MESSAGE
    FILE NOT OPEN
DESCRIPTION
    This message is generated when a file is being accessed that has not
    been opened in the DOS. Sometimes, in this case, a message is not
    generated; the request simply ignored.

disk_error/62_FILE_NOT_FOUND                              disk_error/62_FILE_NOT_FOUND
NUMBER
    62
MESSAGE
    FILE NOT FOUND
DESCRIPTION
    The requested file does not exist on the indicated drive.

disk_error/63_FILE_EXISTS                                  disk_error/63_FILE_EXISTS
NUMBER
    63
MESSAGE
    FILE EXISTS
DESCRIPTION
    The file name of the file being created already exists on the disk.

disk_error/64_FILE_TYPE_MISMATCH                          disk_error/64_FILE_TYPE_MISMATCH
NUMBER
    64
MESSAGE
    FILE TYPE MISMATCH
DESCRIPTION
    The file type does not match the file type in the directory entry for
    the requested file.

disk_error/65_NO_BLOCK                                    disk_error/65_NO_BLOCK
NUMBER
    65
MESSAGE
    NO BLOCK
DESCRIPTION

```

This message occurs in conjunction with the B-A command. It indicates that the block to be allocated has been previously allocated. The parameters indicate the track and sector available with the next highest number. If the parameters are zero (0), then all blocks higher in number are in use.

disk_error/66_ILLEGAL_TRACK_AND_SECTOR disk_error/66_ILLEGAL_TRACK_AND_SECTOR
NUMBER
66

MESSAGE
ILLEGAL TRACK AND SECTOR

DESCRIPTION
The DOS has attempted to access a track or block which does not exist in the format being used. This may indicate a problem reading the pointer to the next block.

disk_error/67_ILLEGAL_SYSTEM_T_OR_S disk_error/67_ILLEGAL_SYSTEM_T_OR_S
NUMBER
67

MESSAGE
ILLEGAL SYSTEM T OR S

DESCRIPTION
This special error message indicates an illegal system track or sector.

disk_error/70_NO_CHANNEL disk_error/70_NO_CHANNEL
NUMBER
70

MESSAGE
NO CHANNEL

DESCRIPTION
No channel available.

The requested channel is not available, or all channels are in use. A maximum of five sequential files may be opened at one time to the DOS. Direct access channels may have six opened files.

disk_error/71_DIRECTORY_ERROR disk_error/71_DIRECTORY_ERROR
NUMBER
71

MESSAGE
DIRECTORY ERROR

DESCRIPTION
The BAM (Block Availability Map) does not match the internal count. There is a problem in the BAM allocation or the BAM has been overwritten in DOS memory. To correct this problem reinitialize the disk to restore the BAM in memory. Some active files may be terminated by the corrective action.

disk_error/72_DISK_FULL disk_error/72_DISK_FULL
NUMBER
72

MESSAGE
DISK FULL

DESCRIPTION
Either the blocks on the disk are used or the directory is at its entry limit. DISK FULL is sent when two blocks are available on the 1541 to allow the current file to be closed.

disk_error/73_DOS_MISMATCH disk_error/73_DOS_MISMATCH
NUMBER
73

MESSAGE
DOS MISMATCH

DESCRIPTION

DOS 1 and 2 are read compatible but not write compatible. Disks may be interchangeably read with either DOS, but a disk formatted on one version cannot be written upon with the other version because the format is different. This error is displayed whenever an attempt is made to write upon a disk which has been formatted in a non-compatible format. (A utility routine is available to assist in converting from one format to another.) This message may also appear after power up.

NOTES

Error number 73 in CBM DOS V2.6 1541.

disk_error/74_DRIVE_NOT_READY

disk_error/74_DRIVE_NOT_READY

NUMBER

74

MESSAGE

DRIVE NOT READY

DESCRIPTION

An attempt has been made to access the Floppy Disk Drive without any disk present.

BASIC ABBREVIATIONS

To obtain Basic keywords without having to type the whole command, press the letter(s) on the left and then shift key and the letter on the right. The shifted character appears as a graphics character but when the line is listed, the abbreviation will be expanded out into the full word. The abbreviation for a keyword is generally the first letter of the keyword and the second letter shifted, but this may vary.

Keyword	First letter(s)	Shifted Letter
ABS	A	R
ASC	A	S
ATN	A	T
AUTO	A	U
BACKUP	B	A
BOX	B	O
CHAR	CH	A
CHR\$	C	H
CIRCLE	C	I
CLOSE	CL	O
CLR	C	L
CMD	C	M
COLLECT	COL	L
COLOR	CO	L
CONT	C	O
COPY	CO	P
COS	none	
DATA	D	A
DEC	none	
DEF FN	D	E
DELETE	DE	L
DIM	D	I
DIRECTORY	DI	R
DLOAD	D	L
DO	none	
DRAW	D	R
DSAVE	D	S
END	E	N
ERR\$	E	R
EXP	E	X
FOR	F	O
FRE	F	R
GET	G	E
GET#	none	
GETKEY	GETK	E
GOSUB	GO	S

GOTO	G	O
GRAPHIC	G	R
GSHAPE	G	S
HEADER	HE	A

HELP	HE	L
HEX\$	H	E
IF	none	
INPUT	none	
INPUT#	I	N
INSTR	IN	S
INT	none	
JOY	J	O
KEY	K	E
LEFT\$	LE	F

LEN	none	
LET	L	E
LIST	L	I
LOAD	L	O
LOCATE	LO	C
LOG	none	
LOOP	LO	O
MID\$	M	I
MONITOR	M	O
NEW	none	

NEXT	N	E
ON..GOSUB	ON..GO	S
ON..GOTO	ON..G	O
OPEN	O	P
PAINT	P	A
PEEK	P	E
POKE	P	O
POS	none	
PRINT	?	
PRINT USING ?US		I

PRINT#	P	R
PUDEF	P	U
RCLR	R	C
RDOT	R	D
READ	R	E
REM	none	
RENAME	RE	N
RENUMBER	REN	U
RESTORE	RE	S
RESUME	RES	U

RETURN	R	T
RGR	R	G
RIGHT\$	R	I
RLUM	R	L
RND	R	N
RUN	R	U
SAVE	S	A
SCALE	SC	A
SCNCLR	S	C
SCRATCH	SC	R



































SGN	S	G
SIN	S	I
SOUND	S	O
SPC	S	P
SQR	S	Q
SSHAPE	S	S
STOP	S	T
STR\$	ST	R
SYS	S	Y
TAB (T	A

TAN	none	
TRAP	T	R
TROFF	TRO	F
TRON	TR	O
UNTIL	U	N
USR	U	S
VAL	none	
VERIFY	V	E
VOL	V	O

PETASCII CODES

PRINTS	CHR\$	PRINTS	CHR\$	PRINTS	CHR\$	PRINTS	CHR\$
	0		16	SPACE	32	Ø	48
	1	CRSR ↓	17	!	33	1	49
	2	RVS ON	18	"	34	2	50
Stop	3	HOME	19	#	35	3	51
	4	DEL	20	\$	36	4	52
White	5		21	%	37	5	53
	6		22	&	38	6	54
	7		23	'	39	7	55
Disable Shift	8		24	(40	8	56
Enable Shift	9		25)	41	9	57
	10		26	*	42	:	58
	11	ESC	27	+	43	;	59
	12	Red	28	,	44	<	60
RETURN	13	CRSR →	29	-	45	=	61
LoCase	14	Green	30	.	46	>	62
	15	Blue	31	/	47	?	63

PRINTS	CHR\$	PRINTS	CHR\$	PRINTS	CHR\$	PRINTS	CHR\$
@	64	U	85		106		127
A	65	V	86		107		128
B	66	W	87		108	Orange	129
C	67	X	88		109	Flash On	130
D	68	Y	89		110	Shift run/stop	131
E	69	Z	90		111	Flash Off	132
F	70	[(Å)	91		112	f1	133
G	71	£ (Ö)	92		113	f3	134
H	72] (Ä)	93		114	f5	135
I	73	↑	94		115	f7	136
J	74	←	95		111	f2	137
K	75		96		117	f4	138
I	76		97		118	f6	139
M	77		98		119		140
N	78		99		120	SHIFT	141
O	79		100		121	RETURN	142
P	80		101		122	UCase	143
Q	81		102		123	Black	144
R	82		103		124	CRSR	145
S	83		104		125	RVS OFF	146
T	84		105		126	CLR	147

PRINTS	CHR\$	PRINTS	CHR\$	PRINTS	CHR\$	PRINTS	CHR\$
	148	Cyan	159		170		181
Brown	149		160		171		182
Lt. Green	150		161		172		183
Pink	151		162		173		184
Green	152		163		174		185
Lt. Blue	153		164		175		186
Dp. Pur	154		165		176		187
Lt. Green	155		166		177		188
Purple	156		167		178		189
	157		168		179		190
Yellow	158		169		180		191

Codes 192-223 are same as 96-127.
Codes 224-254 are same as 160-190.
Code 255 is the same as code 126.

Code 5 appears between quotes as code 69, but reversed.
Code 28 appear between quotes as code 92, but reversed.
Codes 30-31 appear between quotes as codes 94-95, but reversed.
Code 129 appears between quotes as code 97, but reversed.
Code 144 appears between quotes as code 112, but reversed.
Codes 149-156 appear between quotes as codes 117-124, but reversed.
Codes 158-159 appear between quotes as codes 126-127, but reversed.

Examples:

```
print chr$(130);"this is blinking!"
print chr$(14);"everything is locase"
```

MUSICAL NOTE TABLE

The table below contains the sound register values of six octaves of notes for PAL and NTSC television standards. The sound register values To use the first note in the table (A - sound register value 7) use the 7 as a second number after the SOUND command - SOUND 1,7,30.

NOTE	REGISTER (PAL)	REGISTER (NTSC)	FREQUENCY (HZ)
A	7	7	110.0
#A	64	64	116.6
H	118	118	123.5

C	169	169	130.9
#C	217	217	138.6
D	262	262	146.9
#D	305	305	155.6
E	345	345	164.9
F	383	383	174.7
#F	419	419	185.0
G	453	453	196.0
#G	485	485	207.7
A	516	516	220.0
#A	544	544	233.1
H	571	571	247.0

C	596	597	261.7
#C	620	621	277.2
D	643	643	293.7
#D	664	665	311.2
E	685	685	329.7
F	704	704	349.3
#F	722	722	370.0
G	739	739	392.0
#G	755	755	415.4
A	770	770	440.0
#A	784	784	466.2
H	798	798	493.9

C	810	810	523.3
#C	822	822	554.4
D	834	834	587.4
#D	844	844	622.3
E	854	854	659.3
F	864	864	698.5
#F	873	873	740.0
G	881	881	784.0
#G	889	889	830.7
A	897	897	880.0
#A	904	904	932.4
H	911	911	987.8

C	917	917	1046.6
#C	923	923	1108.8
D	929	929	1174.7
#D	934	934	1244.6
E	939	939	1318.6
F	944	944	1397.0
#F	948	948	1480.0
G	953	953	1568.0
#G	957	957	1661.3
A	960	960	1760.0
#A	964	964	1864.7
H	967	967	1975.6

C	971	971	2093.0
#C	974	974	2217.5
D	976	976	2349.4
#D	979	979	2489.1
E	982	982	2637.1
F	984	984	2793.9
#F	986	986	2960.0
G	988	988	3136.0
#G	990	990	3322.5
A	992	992	3520.0
#A	994	994	3729.3
H	996	996	3951.1

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Anders Persson

<http://listen.to/boray>

Thanks to Brian Flood for the Plus/4 and to Janne for the cooperation on this new version of your manual.

ALL DOCUMENTS

This document is part of a document package intended for Plus/4, C16 and C116 users. The documents included are:

- "basic35.pdf", This document - Janne's original manual (more or less).
- "short35.pdf", A basic quick guide.
- "advanced.pdf", The Hardware and Advanced Basic programming.
- "tedmon.pdf", A short description of the built in machine language monitor.

REFERENCES

Commodore 16 Käyttäjän opas, Commodore 16 User Manual, Commodore 64 Käyttäjän opas, Kaikki kuusnelosesta, 3. painos, Commodore Vic-20 Swedish User Manual, Commodore plus/4 and c16 memory map.