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Special Offer to ST Format Readers

This document is over 129 pages if printed on A4. We have documented all GFA-BASIC commands. All commands are also contained in the full GFA-BASIC REFERENCE manual which contains much more information than is contained in this 'brief' document. Most commands are fully explained with an example program.

You can obtain the FULL documentation, normally sold for 50.00 pounds for only 25.00 pounds (plus 5.00 postage). All orders must be returned direct to GFA, using the special coupon in the issue of ST Format that this disk was supplied with.

Also you can obtain the GFA-BASIC Compiler 3.5 and manual for only 20.00 (plus postage of 5.00). (normally 30.00). The compiler manual contains 48 pages. You will need the compiler to produce desk top accessories and link C and assembler code into your GFA-BASIC programs.

Or order both the Interpreter and Compiler for only 45.00 (plus 5.00 postage) which would normally retail for 80.00.

Please make Cheques and Postal Orders payable to GFA-DATA MEDIA (UK) LTD. We also can accept VISA and ACCESS credit cards.

TECHNICAL SUPPORT

Technical Support is only available to users who have purchased the full GFA-BASIC 3.5 Interpreter. All technical problems should be sent to GFA in writing, enclosing a stamped addressed envelope, and quoting their registration card number (supplied with each purchased product). Sorry but we are unable to supply technical support to users who are unable to quote their registration number.

Now to the documentation:

Introduction

Welcome to GFA-BASIC. With the GFA-BASIC interpreter you now have the opportunity to explore the Atari ST, and create professional programs.

We believe that GFA is the best programming language available, not just for the Atari ST, but also for the Amiga, MS-DOS and Windows 3.0/3.1. When you have quickly mastered GFA-BASIC for the Atari ST, you can transport your program to any PC running either MS-DOS or Windows (and soon OS/2 and Unix!). This means that you will only need to learn one language for all these different machines and operating systems.

This manual contains all the GFA-BASIC 3.5 command descriptions and syntax. This manual is an edited version of the full reference manual (which is over 540 pages) and is a reference manual for the GFA-BASIC commands only. The full reference manual contains example programs for most of the commands and reference material for the Atari BIOS, XBIOS and GEMDOS.

This manual is a reference manual for the GFA-BASIC commands. It does not attempt to teach you to program, there are other books available for this purpose. Neither does this edited manual does not document the hardware or operating system features of the Atari.

This is the GFA-BASIC Interpreter. There are many more products in the GFA range to help you develop your programs. Please contact your distributor or GFA for more information and prices of these products.

GFA-BASIC Interpreter Reference Manual (Full version)

This loose leaf manual has over 540 pages, dealing with each command with a full description and example. The Atari system routines, GEMDOS, AES, VDI and GDOS are all described. The Line-A call is also described (although Line-A is now declared as unsupported by Atari). Just about every useful table is presented in this manual, including GFA-BASIC error messages, Bomb Error messages, TOS Error messages, Scan code table, ASCII tables, Fill and style patterns, and VT-52 control codes.

GFA-BASIC Compiler

The GFA-BASIC Compiler will compile your interpreter code into fast stand alone programs. Desk top accessories can also be easily created. The GFA-BASIC Compiler also has options for optimising code for either speed or size. External code, either C or assembler can also be linked into your programs using the GFA-BASIC Compiler. The manual (48 pages) fully explains how to create a desk top accessory with examples. The compiler also supports the Atari TT, allowing code to be compiled for either ST or TT ram.

GFA-BASIC Software Development Book

This book covers in depth structured programming, debugging routines, Line A calls, Assembly routines, AES functions and GDOS. Special attention is paid to dialog boxes and their creation. This book is over 341 pages and is supported by a disk containing the many examples of source code discussed within the book.

GFA GEM Utility Pack

THE GEM GUP is a framework of GFA-BASIC 3 routines that you can merge into your own programs. GUP takes the responsibility of managing the intricate GEM interface, leaving the programmer to concentrate on the main program logic. The example program supplied demonstrates how easy it is to create alternative icons, and use up to 5 different window types. The demonstration also shows how to use all the GEM gadgets, including scroll bars, title

bar, info bar, grow box, grab bar etc. GFA GUP is a quick start to programming GEM. GUP is supplied with a 60 page manual and disk, fully documenting all of the GEM routines.

GFA Assembler

An integrated development tool for the Atari ST/STE, comprising editor, macro assembler, linker and debugger. Supports multiple window, file compare, background assembly. Editor checks syntax of machine code on entry, hence ideal for programmers new to assembly language. Also creates files that can be loaded directly into GFA-BASIC.

GFA-Basic and Assembler User Book

This book covers all that you will need to know in interfacing assembler routines into GFA-BASIC on the Atari ST/STE. Includes an introduction into assembly programming, creation of desk top accessories, graphic manipulation. Book (364 pages) plus disk.

GFA G-Shell

Professional development shell for GFA-BASIC Interpreter and Compiler on the Atari ST/STE and TT. GFA-GShell allows the programmer to skip between Interpreter and Compiler and other programs, such as an assembler and resource editor. Supports make facility and on line help files. If you are using GFA-BASIC Interpreter and Compiler professionally, then GFA-GShell will improve your productivity.

GFA-DRAFT 3.2

Powerful and comprehensive, yet easy to use CAD software for Atari ST/STE and Atari TT. Runs in both high and medium resolutions. Icon and menu driven commands. There are symbol libraries for electrical, electronic users and architects. Libraries of symbols are also easy to create.

A program/macro interface (using GFA BASIC) will enable you to create complex forms and repetitive patterns. Exports: HPGL, DXF and GEM files. Will support almost any model of printer or plotter. GFA-Draft Plus 3.2 also supports the Atari laser printer.

These GFA products and others are available from:

GFA Data Media (UK) Ltd
Box 121
Wokingham
Berkshire
UK RG11 5XT

Sales Line Only Tel: 44 (0)734 794941
Fax: 44 (0)734 890782

Using GFA-BASIC for the first time

The GFA-BASIC program disk is not copy protected, so before you do anything else, make a copy and store the original disk in a safe place.

GFA-BASIC is started by double clicking on the program file icon GFABASIC.PRG. After a short while the Editor screen will be displayed, which is where you can write and debug your programs. Lets now try entering an example program. Enter the following

program lines, pressing the RETURN key at the end of each line.

```
DEFFILL 1,2,8
REPEAT
  WHILE MOUSEK=1
    PBOX MOUSEX,MUSEY,MUSEX+30,MUSEY+30
  WEND
UNTIL MOUSEK=2
```

In the upper right hand corner of the editor screen you will find the RUN menu item. Click the RUN button or press Shift and F10 keys together and the example program will start. A simple program showing the use of the mouse. Move the mouse while holding down the left button. End the program by pressing the right mouse button. Press the Return key to end the program. The program could also have been stopped by pressing the CONTROL, SHIFT and ALTERNATE keys all at the same time. You will now be returned to the editor.

GFA-BASIC does not need line numbers. It is bad programming practice to say GOTO 10. If you must use GOTO, then use:

```
GOTO label
...
label:
```

GFA-BASIC offers you the chance to create structured programs, and indented in such a way to enable easy documentation and understanding of program flow.

How to proceed from here. We suggest you first become familiar with the GFA-BASIC Interpreter's editor. Then load some of the demonstration programs from the disk and run these. Experiment with these programs by changing the values of variables to see the effect. The next step really depends upon the individual, your knowledge of the Atari, your knowledge of programming and your program requirements. What ever your experience or requirements, GFA-BASIC is the best documented programming language available for the Atari ST, and there are several books and development aids to help you.

The Editor

THE GFA-BASIC Editor has been specially designed for program development. Syntax errors are recognised as you type the commands in, and in addition the commands are indented automatically.

Only one instruction per line is allowed, but a comment may be added to the end of a line by beginning the comment with a ! mark.

Program lines may be up to 255 characters long, but when a line exceeds 80 characters, the line will scroll.

Cursor Keypad

Left arrow	moves cursor left one character
Right arrow	moves cursor right one character
Up arrow	moves cursor up one line
Down arrow	moves cursor down one line
Insert	Inserts a blank line
ClrHome	moves cursor to top left corner
Ctrl ClrHome	moves cursor to start of program listing
Help	With the help key procedures and functions can be folded and unfolded. Move the cursor to the

start of a procedure or function and then
press Help. The procedure will the fold down
to a single line

Numeric Keypad

Ctrl 4	moves cursor left one character
Ctrl 6	moves cursor right one character
Ctrl 8	moves cursor up one line
Ctrl 2	moves cursor down one line
Ctrl 7	jumps to start of program
Ctrl 1	jump to end of program
Ctrl 9	move one page up
Ctrl 3	move one page down
Ctrl 0	Inserts a line
Ctrl .	deletes a line

The numeric keypad can be swithed to a mode where it is not required to press the Ctrl key. This mode is toggled on and off by pressing Ctrl and - on the numeric keypad.

Delete	deletes character at cursor position
Backspace	deletes character to left of cursor
Tab	moves cursor right eight characters
Ctrl Tab	moves cursor left eight characters
Return	moves cursor to start of next line
Enter	moves cursor to start of next line
Escape	enter Direct Mode

Further editor commands

Ctrl Delete	deletes line which cursor is on
Ctrl U	un-deletes line
Ctrl Y	deletes line which cursor is on
Ctrl N	inserts blank line
Ctrl Q	call Block menu (as F4)
Ctrl B	mark start of block
Ctrl K	mark end of block
Ctrl R	Page up
Ctrl C	Page down
Ctrl E	replace text
Shift Ctrl E	find replace text
Ctrl F	find text
Ctrl left arrow	cursor to start of line
Ctrl right arrow	cursor to end of line
Ctrl up arrow	page up
Ctrl down arrow	page down
Ctrl Clr Home	cursor to start of program
Ctrl P	delete character right of cursor
Ctrl O	undeleate text deleted with Ctrl P
Ctrl Z	cursor to end of program
Ctrl Tab	cursor left eight characters
Ctrl G	move to line number display

Editor marks

Ctrl n	where n= 0 to 6 will mark a position
Alt n	will jump to marked position n, except:
Alt 7	cursor to last cursor position before RUN
Alt 8	to start of program
Alt 9	cursor to start of last search
Alt 0	cursor to position of last change

Menu Bar

Atari Logo

This leads to a GEM menu bar:

Save

A file select box will appear, and a program can be saved by entering a name and selecting OK.

Load

A file select box will appear, and a program can be selected and loaded into the editor.

Deflist

See the DEFLIST command.

New Names

The editor will warn you if you enter a new variable name.

Editor

Returns you to the editor.

Load (F1)

Load a GFA-BASIC 3 .GFA tokenised file.

Save (Shift F1)

Save the program as a tokenised .GFA file.

Merge (F2)

Load an ASCII text file into the editor at the cursor position. The existing program in the editor is not erased.

Save,A (Shift F2)

Save the program in memory in ASCII format. The extension .LST will be added to the file name. If the file already exists the old file will be changed to .BAK.

Llist (F3)

This command controls the output of the print out. These Dot commands have no effect on the running of the program and only affect the printout:

.ll xx	Max line length
.pl xx	Max page length
.ff xxx	Form feed character for printer
.he text	Text to appear on first line of each page
.fo text	Text to appear on last line of each page
.lr xx	Left margin
.l-	Switch dot commands off
.l+	Switch dot commands on (default)
.n1 to .n9	Switch on line numbers up to 9 characters
.n0	Switch off line numbers
.PA	Force form feed
.P-	Do not list dot commands
.P+	List dot commands

In the header and footer text, the following can also be inserted:

\xxx	The ASCII character xxx
\d	Date
\t	Time

Page number

To print the symbols \ and ##, use \\ and \ respectively.

Quit (Shift F3)

Results in Do you really want to quit message. If Yes selected, then you will return to the desktop.

Block (F4)

If no block marked then message Block ??? will appear. If a block has been selected using the BlkSta and BlkEnd then the block menu will appear:

Copy

Copies the block to current cursor position.

Move

Moves the block to current cursor position.

Write

Saves the block as an ASCII file (.LST)

Llist

Prints the block out to printer

Start

Moves the cursor to start of block

End

Moves the cursor to end of block

Del

Deletes the block

Hide

Removes the block marker

Clicking the mouse outside the Block menu or pressing a key also removes the block marker.

New (Shift F4)

The program currently in the editor is erased from memory.

Blk End (F5)

The line before the cursor is marked as the end of block. If the start of block marker is located before this line, the block is shown in a different colour (or dotted background on a monochrome screen). Also actioned with Ctrl K.

Blk Sta (Shift F5)

Marks the beginning of a block as above. Also actioned with Ctrl B.

Find (F6)

Enter a text string to be searched for. If the string is found, the search can be continued with Ctrl F or Ctrl L. Also actioned with Shift Ctrl F or Shift Ctrl L.

Folded procedures and functions are not searched.

Replace (Shift F6)

This function will replace one string of text by another. Input the text to be replaced, then the replacement text. On finding an occurrence, the actual replacement can be effected with Ctrl E. Also activated with Shift Ctrl E.

Pg down (F7)

Scrolls the screen down one page. Also activated with Ctrl C.

Pg Up (Shift F7)

Scrolls the screen up one page. Also activated with Ctrl R.

Insert/Overwr (F8)

Switches between insert and overwrite.

Txt16/Text8 (Shift F8)

Only on monochrome monitor. Either 16 pixel high characters or 8 pixel high characters will provide 23 or 48 lines on the screen respectively.

Flip (F9)

Flip between Edit and Output screen. Press any key to return to the Edit screen

Direct (Shift F9)

Switch to Direct mode, where commands will be actioned immediately. Some commands, such as loop commands are not available in direct mode. Direct mode can also be entered by pressing Esc key. The last 8 commands entered in direct mode are remembered and can be recalled using the up and down arrow keys. The Undo key will recall the last command.

A procedure can be called from direct mode.

Test (F10)

Tests all loops, subroutines and conditional instructions for consistency without running the program.

Run (Shift F10)

The program in the editor memory is started. A running program can be interrupted using Ctrl Shift Alt keys together.

Clock Display

The clock can be set by clicking on the clock and entering a new time.

Line Numbers

Clicking on the line number box (beneath the clock) allows you to enter a line number. On input the cursor will jump to this line number. Also activated with Ctrl G.

COMMANDS AND FUNCTIONS

=====

The following commands and functions have been sorted by alphabetical order. Each entry describes the command syntax and the action of the command. Some of the more complex commands have examples. The full GFA-BASIC Interpreter Reference manual contains examples for most of the commands. The advanced commands such as the operating system calls BIOS, GEMDOS and XBIOS are not covered here and should be consulted in the GFA-BASIC Interpreter Reference manual.

 Syntax: *y
 Action: returns the address of variables, but for strings or arrays the address of the descriptor is returned. (ARRPTR is the same as *).

+
 Syntax: a\$+b\$
 Action: Concatenation operator, to add strings together.

+ Arithmetic operator (a+b adds a and b).
***** a*b (a times b).
/ a/b (a divided by b).
^ a^b (a to the power b).
<> a<>b (a not equal b).
<= a<=b (a less than or equal to b).
>= a>=b (a greater than or equal to b).

==
 Syntax: a==b
 Action: Comparison operator for approximately equal 'a' and 'b' are numeric expressions. The == operator is used in the same way as a comparison with = but only 28 bits of the mantissa are compared i.e. about 8.5 digits.

@
 Syntax: @FRED
 Action: GOSUB PROCEDURE fred (@ is synonymous with GOSUB).

ABS
 Syntax: ABS(X)
 Action: Returns the absolute value of a number. (see also SGN).

ABSOLUTE
 Syntax: ABSOLUTE x,y
 Action: Assigns the address y to the variable x.

ACHAR
 Syntax: ACHAR code,x,y,font,style,angle
 Action: ASCII characters value 'code' are displayed at the graphics location x,y.
 Font can be:
 0 = 6x6 (Icon font).
 1 = 8x8 (Normal colour font).
 2 = 8x16 (Normal monochrome font).
 Larger values are taken to be the font header address of a GDOS font.
 Text type (bold, faint etc. 0-31) and output angle (0,900,1800,2700) can be specified.

ACLIP
 Syntax: ACLIP flag,xmin,ymin,xmax,ymax
 Action: To define a 'clipping' rectangle to which LINE-A screen output will be limited.
 Flag 0 = clipping off, non zero = on.

ACOS

Syntax: ACOS(x)

Action: Returns the arc-cosine (in radians) of x.

ADD(x,y)

Syntax: z%=ADD(x%,y%)

Action: Integer addition.

ADD

Syntax: ADD x,y

Action: Increase value of variable x by y.

ADDRIN

Syntax: address of the AES Address Input block.
With an index after this function, the appropriate parameter block is accessed directly.
ADDRIN(2)=x is the same as
LPOKE ADDRIN+2,x

ADDROUT address of the AES Address Output block, see above.

AFTER ticks GOSUB proc (see also EVERY).

AFTER CONT

AFTER STOP

Procedures can be called after the expiry of a set time.
Time in ticks (200ths of a second).
To continue the process, use CONT, and to stop use STOP.

ALERT

Syntax: ALERT a,message\$,b,button\$,var

Action: Creates an alert box

'a' chooses type of alert symbol, 0=none, 1=!, 2=?, 3=stop
'message\$' Contains main text.
Up to 4 lines of 30 characters/line
lines are separated by the '|' symbol (Shift \).
'button\$' Contains text for the buttons 'B'.
'b' is the button to be highlighted (0,1,2,3)
to be selected by just pressing return.
'var' This variable is set to the number of the button selected.

Example: ALERT 1,"Pick a|button",1,"Left|Right",a%
ALERT 0,"You pressed|Button"+STR\$(a%),0,"OK",a%

ALINE

Syntax: ALINE x1,y1,x2,y2,f,ls,m

Action: Draw a line using LINE A. x1,y1 are the start coordinates
x2,y2 end of line. f = colour (0-15). ls = line style in 16 bit information, (solid, dashed, dotted ..).
m mode
0 Replace
1 Transparent
2 Inverted
3 Inverted transparent

AND

Syntax: x AND y

Action: Logical operator, performs a logical AND, results in a true or false result.

AND()

Syntax: AND(x,y)

Action: See AND above.

APOLY TO

Syntax: APOLY adr_pnt,num_pnt,y0 TO y1,f,m,addr,num_pattern

Action: Similar to POLYFILL, draws a sequence of joined lines, with 'num_pnt' corners, and fills the resulting area with a user defined pattern. 'adr_pnt' is the address of the array

holding the alternating x,y corner coordinates. 'num_pnt' is the number of points. y0 and y1 specify the highest and lowest part of the screen where filling can occur. The parameters f,m,addr,num_pattern are the same as for HLINE.

APPL_EXIT

Syntax: APPL_EXIT()

Action: Informs the system prog has finished - this is a dummy function as QUIT or SYSTEM do this automatically.

APPL_FIND

Syntax: APPL_FIND(fname\$)

Action: Returns the ID of the sought after application. Either returns the apps ID or -1 if it cant be found. fname\$ is an 8 character filename - without extension.

Example: PRINT APPL_FIND("CONTROL")

prints -1 if it cant find the CONTROL.ACC, or returns it's ID [2].

APPL_INIT

Syntax: APPL_INIT()

Action: Announce the program as an application.

APPL_READ

Syntax: APPL_READ(id,len,adr_buffer)

Action: Instruction bytes can be read from the event buffer.
id - id of the application from whose buffer reading is to be done.
len - number of bytes to read.
adr_buffer - address of the buffer.

APPL_TPLAY(mem,num,speed)**APPL_TRECORD(mem,num)**

APPL_TRECORD makes a record of user activities, and TPLAY plays these back at the specified speed (1 - 1000).
* ONLY VALID on TOS 1.4 and above. *

APPL_WRITE

Syntax: APPL_WRITE(id,len,adr_buffer)

Action: Bytes are written to the event buffer. SEE APPL_READ.

ARECT

Syntax: ARECT x1,y1,x2,y2,f,m,addr,num_pattern

Action: Similar to PBOX, x1,y1 and x2,y2 are opposite corners of a rectangle. The parameters f,m,addr,num_pattern are the same as for HLINE.

ARRAYFILL

Syntax: ARRAYFILL x(),n

Action: Assigns the value 'n' to all elements of a field array x().

ARRPTR

Syntax: ARRPTR(x)

Action: Finds the address of the (6 byte long) descriptor of a string or field. (Same as *x)

ASC

Syntax: ASC(x\$)

Action: Finds the ascii code of the first character of a string.

ASIN

Syntax: ASIN(x)

Action: Returns the arc-sine (in radians) of x.

ATEXT

Syntax: ATEXT x,y,font,s\$

Action: Output text at x,y coordinates using A LINE.

ATN

Syntax: ATN(x)

Action: Returns the arc tangent of x.

BASEPAGE

Syntax: BASEPAGE

Action: Returns the address of the basepage of GFA-Basic.

BCHG(x,y)

BCLR(x,y)

Allow setting and resetting of bits.

BCLR sets the y-th bit of x to zero.

BGET

Syntax: BGET #i,adr,cnt

Action: Reads from a data channel into an area of memory

'i' \

'adr' -- integer expressions.

'cnt' / 'i' is the channel number.

'cnt' bytes are read in and stored in memory

starting at address 'adr'

Unlike BLOAD, several different areas of memory can be read from a file.

BIN\$

Syntax: BIN\$(x[,n])

Action: Changes value of 'x' to a string containing the binary value of 'x'. The optional parameter 'n' specifies the number of character positions to be used (1 to 32).

BIOS

Syntax: BIOS(n[,x,y])

Action: To call the BIOS routine. The optional parameter list can be prefixed with W: or L: to denote word or longword parameters. (if non given, default is W:)

Example:

```
REPEAT
UNTIL BIOS(11,-1) AND 4
```

Waits for the Control key to be pressed.

Please refer to GFA-BASIC Interpreter Manual for full list of BIOS calls.

BITBLT

Syntax: BITBLT s%(),d%(),p%()

Action: Raster copying command similar to GET and PUT but more flexible and faster for some applications.

's%' the description of the source raster

'd%' the description of the destination raster

'p%' co-ordinates of the two equally sized rectangles and the copying mode (see PUT).

BLOAD/BSAVE

Syntax: BLOAD "filename" [,address]

BSAVE "filename",address,length

Action: Load and save memory from and to disc drive.

Example:

```
DEFFILL 1,2,4
PBOX 100,100,200,200
BSAVE "RECT.PIC",XBIOS(2),32000
CLS
PRINT "IMAGE STORED. Press a key to continue"
~INP(2)
CLS
BLOAD "RECT.PIC",XBIOS(2)
```

BMOVE

Syntax: BMOVE scr,dst,cnt

Action: Fast movement of memory blocks.

'scr' is the address at which the block to be moved begins.

'dst' is the address to which the block is to moved

'cnt' is the length of the block in bytes.

BOUNDARY

Syntax: BOUNDARY n

Action: Uses function vsf_perimeter to switch off (or on) borders on filled shapes (PBOX, PCIRCLE ..). If n is zero - no border, n - non zero = border.

BOX

Syntax: BOX x,y,xx,yy

Action: Draws a rectangle with corners at (x,y) and (xx,yy)

BPUT

Syntax: BPUT #n,adr,cnt

Action: Reads from an area of memory out to a data channel.

'n' is a channel number.

'adr' is start address of memory to read from.

'cnt' bytes are read from address.

BSAVE

See BLOAD

BSET(x,y) Allows setting and resetting of bits.

BTST(x,y) BSET sets the y-th bit of x to 1.

BTST results in -1 (TRUE) if bit y of x is set.

Example:

x=BSET(0,3)

PRINT x,BSET(0,5)

BYTE(x)

Returns the lower 8 bits of the numerical expression x.
(See also CARD(), WORD()).

BYTE{x}

As a function eg. y=BYTE{x} one can read the contents of the address x. As a command one writes to address x. eg. BYTE{x}=y. This is similar to PEEK and POKE but is not done in supervisor mode. (See also CARD{}, INT{}, LONG{}, {}, FLOAT{}, SINGLE{}, DOUBLE{}, CHAR{}).

C:

Syntax: C:addr([x,y,...L:x, w:y])

Action: Calls a C or assembler program with parameters as in C. The parameters can be sent as 32-bit long words or 16-bit words to the subroutine. eg. a%=C:adr%(L:x,W:y,z) leads to the following situation on the stack:

(sp) ->return address (4bytes)

4(sp) ->x (4 bytes)

8(sp) ->y (2 bytes)

10(sp) ->z (2 bytes)

The value returned by the call is the contents of D0.

CALL

Syntax: CALL addr([x,y,...L:x, w:y])

Action: Calls a machine code or C subroutine at address 'addr'. When the call is made, the return address is on the top of the stack, followed by the number of parameters as a 16-bit word, then the address of the parameter list as a 32-bit word.

CARD(x)

Returns the lower 16 bits of the numerical expression x.
(See also BYTE, WORD).

CARD{x}

Reads/writes a 2-byte unsigned integer (similar to DPEEK/DPOKE). (See also BYTE{}, INT{}, LONG{}, {}, FLOAT{}, SINGLE{}, DOUBLE{}, CHAR{}).

CASE See SELECT.

CFLOAT(x) Changes the integer x into a floating point number. (See also CINT).

CHAIN

Syntax: CHAIN f\$

Action: Loads a GFA Basic program file into memory and starts it immediately it is loaded. If no extension is given '.GFA' is assumed.

Example: CHAIN "A:\EXAMPLE.GFA"

CHAR{x} Reads a string of bytes until a null byte is encountered, or writes the specified string of bytes and appends a null byte.

Example: PRINT CHAR{BASEPAGE+129} prints the command line.

CHDIR

Syntax: CHDIR "directory name"

Action: Changes the current directory.

Example: CHDIR "B:\TEST"

CHDRIVE

Syntax: CHDRIVE n or n\$

Action: Sets the default disk drive 0=current, 1=A, 2=B etc.

Example: CHDRIVE 1
PRINT DFREE(0)
PRINT DIR\$(2)
CHDRIVE "C:\"

CHR\$(x) Returns the character from a specified ASCII code.

Example: PRINT CHR\$(65) !PRINTS A

CINT(x) Changes a floating point number into a rounded integer. (See also CFLOAT).

CIRCLE

HOW: CIRCLE x,y,r[,w1,w2]

Action: Draws a circle with centre coordinates at x,y and a radius r. Additional start and end angles w1 and w2 can be specified to draw a circular arc.

Example: CIRCLE 320,200,100

CLEAR

Syntax: CLEAR

Action: Clears all variables and fields.

CLEARW

Syntax: CLEARW n

Action: Clears the contents of the window numbered 'n'

CLIP x,y,w,h [OFFSET x0,y0]

CLIP x1,y1 TO x2,y2 [OFFSET x0,y0]

CLIP #n [OFFSET x0,y0]

CLIP OFFSET x,y

CLIP OFF

This group of commands provide 'Clipping' functions,ie. the limiting of graphic display within a specified rectangular screen area.

The command CLIP x,y,w,h defines the clipping rectangle starting at upper left coordinates x,y and extends w wide

and h high.

The next command CLIP .. TO .. allows input of the diagonally opposite corners of the clipping rectangle.

The third variant makes it possible to define the limits of the window 'n'. The optional additional command OFFSET x0,y0 makes it possible to redefine the origin of the graphic display. If used in its own right this command sets the origin for graphic display at x0,y0.

The command CLIP OFF turns clipping off.

CLOSE

Syntax: CLOSE [#n]

Action: Close a data channel or a channel to a previously OPENed device. If the channel number is omitted, all opened channels are closed.

CLOSEW

Syntax: CLOSEW n

Action: Closes the window numbered n.

CLR

Syntax: CLR var [,var]

Action: Deletes and sets specified variables (not arrays) to 0.

CLS

Syntax: CLS [#n]

Action: Clears the screen [numbered n].

COLOR

Syntax: COLOR color

Action: Sets the colour for drawing/text. (0-15).

COMBIN

Syntax: z=COMBIN(n,k)

Action: Calculates the number of combinations of n elements to the kth class without repetitions. Defined as $z=n!/((n-k)!*k!)$.

CONT

Syntax: CONT

Action: Resumes execution of a program.
Continue the execution of a program after interruption.

CONTRL

Address of the VDI control table.

With an index after this function, the appropriate parameter block is accessed directly.

CONTRL(2)=x is the same as

DPOKE CONTRL+4,x

COS

Syntax: COS(x)

Action: Returns the cosine of value x (radians)

COSQ(x)

Returns the cosine of value x from an internal table in steps of 16th of a degree so is 10 times faster than COS. (in degrees).

CRSCOL CRSLIN

Syntax: CRSCOL

CRSLIN

Action: Returns current cursor line and column. (see also PRINT AT).

CURVE

HOW: CURVE x0,y0,x1,y1,x2,y2,x3,y3

Action: The BEZIER-Curve starts at x0,y0, and ends at x3,y3. The curve at x0,y0 is at a tangent with a line from x0,y0 to x1,y1; and at x3,y3 is at a tangent with a line between x3,y3 and x2,y2.

Example:

```
x0=10
y0=10
x1=50
y1=110
x2=150
y2=200
x3=350
y3=300
LINE x0,y0,x1,y1
LINE x2,y2,x3,y3
CURVE x0,y0,x1,y1,x2,y2,x3,y3
```

CVI CVL CVS CVF CVD

Syntax: CVI(x\$) CVD(x\$)

Action: Changes character strings into numeric variables.

CVI Changes a 2-byte string into an integer

CVL " " 4-byte " " " "

CVS " " 4-byte basic string into a floating point number

CVF " " 6-byte " " " a GFA 1 or 2 "

CVD " " 8-byte " " " a GFA 3 floating point.

DATA

Syntax: DATA [CONST[,CONST] ...]

Action: Used as memory variables which can be read by the READ command. The constants are separated by commas.

Example: For i=1 to 3
 READ A
 PRINT A
 Next i
 DATA 1,2,3,4

DATE\$

Syntax: DATE\$

Action: Returns the system date.

DATE\$=date\$ Sets the system date. (either DD.MM.YY
 (UK) orMM.DD.YY (US)
 The format depends on MODE setting.

DEC

Syntax: DEC var

Action: Reduces the value of 'var' by 1

DEFAULT See SELECT

DEFBIT

DEFBYT

DEFWRD

DEFFLT

DEFSTR

The instruction DEFxxx sets the variable type to that specified.

Example: DEFBIT "a-z" defines all variables as boolean.

DEFFILL

Syntax: DEFFILL [col],[style],[pattern] or DEFFILL [col],A\$

Action: Sets fill colour and pattern, or allows user-defined patterns.

'style' - 0=empty, 1=filled, 2=dots, 3=lines, 4=user
 24 dotted patterns and 12 lined can by chosen.

A user-defined fill pattern is defined in the second
 variation - DEFFILL col,A\$ by defining a 16 x 16 bit

pattern array.

DEFFN

Syntax: DEFFN func [(x1,x2,..)]=expression

Action: Allows the definition of single line functions. The term 'expression' can be any numeric or string expression.

Example: DEFFN test(y,a\$)=x-y+LEN(a\$)
x=2
PRINT @test(4,"abcdef")
See also FN

DEFLINE

Syntax: DEFLINE [style],[thickness],[begin_s,end_s]

Action: Sets line style, width & type of line start and end.
'style' determines the style of line:
1 Solid line
2 Long dashed line
3 Dotted
4 Dot-dashed
5 Dashed
6 Dash dot dot ..
7 User defined
'thickness' sets width in pixels (odd numbers only).
The start and end symbols are defined by the last parameter, and can be:
0 Square
1 Arrow
2 Round

DEFLIST

Syntax: DEFLIST x

Action: Defines the program listing format.

x	Command	Variable
0	PRINT	abc
1	Print	Abc
2	PRINT	abc#
3	Print	Abc#

DEFMARK

Syntax: DEFMARK [C],[A],[G]

Action: Sets colour,type and size of the corner points to be mark using the command polymark
'C' is the colour register number
'A' defines the type of mark. the following types are possible :-
1=dot
2=plus sign
3=asterisk
4=square
5=cross
6=hash
all other values return the asterisk symbol
'G' sets the size of mark

DEFMOUSE

Syntax: DEFMOUSE n or DEFMOUSE a\$

Action: Chooses a pre-defined mouse form or defines a new one
the following mouse forms are available :-

0=arrow	1=expanded (rounded) X
2=bee	3=pointing hand
4=open hand	5=thin crosswire
6=thick crosswire	7=bordered crosswire

A mouse can be defined by the command defmouse a\$
16*16 dots are available to create a shape. Also
a 'mask' must be defined so that the cursor remains

visible when it is the same colour as the background
one of the 256 dots must be defined as the starting
point to which the mouse functions will relate.

Example:

```
DEFMOUSE 2
PAUSE 1
m$=MKI$(0)+MKI$(0)+MKI$(1)+MKI$(0)+MKI$(1)
FOR i%=1 TO 16
  m$=m$+MKI$(65535)
NEXT I%
FOR i%=1 TO 16
  m$=m$+MKI$(1)
NEXT i%
PBOX 200,150,400,250
DEFMOUSE m$
REPEAT
UNTIL MOUSEK
```

DEFNUM

Syntax: DEFNUM n

Action: Affects output of numbers by the PRINT command and its variants. All numbers are outputted to occupy n character positions, not counting the decimal point.

DEFTTEXT

Syntax: DEFTTEXT [colour],[attr],[angle],[height],[fontnr]

Action: Defines the colour, style, rotation and size of text to be printed using the text command.

'colour' colour register number (0-15).
'attr' text style - 0=normal 1=bold 2=light 4=italic
8=underlined 16=outlined (can be combined).
'angle'= rotation only the following are possible :-
0 deg (0), 90 deg (900), 180 deg (1800), 270 deg (2700)
'height' size of text - 4=icon, 6=8*8, 13=std, 32=enlarged.
'fontnr' - the number of a desired character set. This font
must have been previously installed (See also GDOS,
VST_LOAD_FONT, VQT_NAME).

Example:

```
FOR i|=0 TO 5
  DEFTTEXT 1,2^i|,0,13
  TEXT 100,i|*16+100,"This is text attribute "+STR$(i|)
NEXT i|
```

DEG(x) Converts x from radians to degrees. See also RAD.

DELAY x Suspends program operation for x seconds (with a theoretical resolution in milliseconds). See also PAUSE.

DELETE

Syntax: DELETE x(i)

Action: Removes the ith element of array x. All elements with a larger index are shifted down one position. See also INSERT.

DFREE

Syntax: DFREE(n)

Action: Locates free space on a disc 'n' = drive number (0-15)

DIM

Syntax: DIM var(indices)[,var(indices),.....]

Action: Sets the dimensions of an array or string array.

DIM?

Syntax: DIM?(field())

Action: Determines the number of elements in an array.

Note - arrays have an element '0'.

DIR

Syntax: DIR "filespec" [TO "file"]

Action: Lists the files on a disc. The output can be directed to a file or other device.

Example: "LST:" See also FILES.

DIR\$

Syntax: DIR\$(n)

Action: Names the active directory for drive 'n'
'n' is drive number (1=A:, 2=B: ...).

DIV

Syntax: DIV var,n

Action: Divides the value of var by n. As var=var/n but 30% faster.

DIV()

Syntax: a%=DIV(x,y)

Action: See DIV above.

DMACONTROL

Syntax: DMACONTROL ctrlvar

Action: Controls the DMA sound on the STE.

ctrlvar = 0 - stop sound
1 - Play sound once
2 - Play sound in a loop

DMASOUND

Syntax: DMASOUND beg,end,rate[,ctrl]

Action: Output of DMA sampled sound on the STE.

beg - Sample start address.
end - Sample end address.
rate - Sample rate 0=6.25 kHz, 1=12.5 kHz, 2=25 kHz,
3=50kHz.
ctrl - See DMACONTROL above.

Example: 'Try each of the DMASOUND lines below.

```
n%=360*32
DIM a|(n%)
'DMASOUND V:a|(0),V:a|(n%),0
'DMASOUND V:a|(0),V:a|(n%),1
'DMASOUND V:a|(0),V:a|(n%),2
DMASOUND V:a|(0),V:a|(n%),3,3
FOR i%=0 TO n%
  a|(i%)=128+SINQ(i%*i%/7200)*127
NEXT i%
REPEAT
UNTIL MOUSEK
DMACONTROL 0
```

DO....LOOP

Syntax: DO
(instructions)
LOOP

Action: Creates an endless loop, exit only with EXIT IF or GOTO.

DO UNTIL condition

DO WHILE condition

The commands DO and LOOP can be extended using UNTIL and WHILE. The loop DO WHILE causes a loop as long as the condition is true. See also LOOP WHILE, LOOP UNTIL.

DOUBLE{x} Reads/writes an 8-byte floating point variable in IEEE double precision format. (See also BYTE{}, CARD{}, INT{},

LONG{ }, { }, FLOAT{ }, SINGLE{ }, CHAR{ })

DOWNTO Used within a FOR..NEXT loop as a counter. Instead of using step -1, the command DOWNTO is used, however STEP is not possible with DOWNTO. eg:
 FOR c=100 DOWNTO 1
 is the same as FOR c=100 TO 1 STEP -1

DPEEK(x) Reads 2 bytes from address x (a word). Works in supervisor mode.

DPOKE x,y Writes y as a 2 byte word to address x. To work in supervisor mode use SDPOKE ..

DRAW

Syntax: DRAW [TO] [x,y]
 DRAW [x1,y1][TO x2,y2][TO x3,y3][TO..]

Action: Draws points and connects two or more points with straight lines. DRAW x,y is the same as PLOT x,y.
 DRAW TO x,y connects the point to the last set point (set by PLOT, LINE or DRAW).

DRAW expression

DRAW(i)

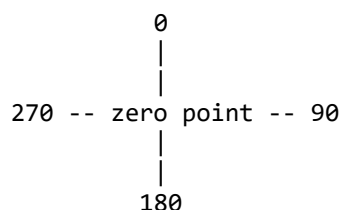
SETDRAW

These instructions give a turtle like approach to drawing. An imaginary pen is moved over the screen and draws relative to the last point. The 'expression' is a LOGO type of convention controlled by graphic commands. The pen leaving a trail over the 'paper' leaves a graphic image. The statement below is an wxample of how these commands can be used.

Example: DRAW "PU FD 40 PD FD 40"

The available commands are:

FD n	Forward	Moves the 'pen' n pixels forward
BK n	Backward	Moves the 'pen' n pixels backwards
SX x	Scale x	Scales the 'pen' movement for FD and BK
SY y	Scale y	by the specified factor. Use SX0 or SY0 to turn off scaling.
LT a	Left turn	Turns the 'pen' left through the specified angle a, given in degrees.
RT a	Right turn	As LT but turns right.
TT a	Turn To	Turns the 'pen' to the absolute angle 'a' in degrees. (see below)



MA x,y	Move Absolute	Moves the 'pen' to the absolute coordinates x,y
--------	---------------	---

DA x,y	Draw Absolute	Moves the 'pen' to the absolute coordinates x,y and draws a line in the current colour from the last position to the point x,y
MR xr,yr	Move Relative	Moves the 'pen' position in the x and y directions relative to the last position.
DR xr,yr	Draw Relative	Moves the 'pen' by the specified displacement relative to its last position and draws a line in the current colour from the last position to this point.

The command SETDRAW x,y,w is an abbreviation for the expression
DRAW "MA",x,y,"TT",w.

CO c	Colour	Sets 'c' as the character colour (see parameters for COLOR command).
PU	Pen Up	Lifts the 'pen' from the 'paper'.
PD	Pen Down	Lowens the 'pen' onto the 'paper'.

Additionally the following interrogation functions are available:

```

DRAW(0)  returns the x position.
DRAW(1)  returns the y position.
DRAW(2)  returns angle in degrees.
DRAW(3)  returns the X axis scale factor.
DRAW(4)  returns the Y axis scale factor.
DRAW(5)  returns the pen flag (-1=PD, 0=PU).
```

All these functions return floating point values.

Example:

```

DRAW "ma 160,200 tt 0"
FOR i&=3 TO 10
  polygon(i&,90)
NEXT i&

PROCEDURE polygon(n&,r&)
LOCAL i&
FOR i&=1 TO n&
  DRAW "fd",r&," rt ",360/n&
NEXT i&
RETURN
```

```

EDIT
Syntax:  EDIT
Action:  Returns to the editor.
         When used in direct mode the command allows a return
         to the editor. In a program, is the same as END but
         without the program end alert box.
```

```

ELLIPSE
Syntax:  ELLIPSE x,y,rx,ry [,phi0,phi1]
Action:  Draws an ellipse at x,y, having 'rx' as length of the
         horizontal axis and 'ry' as length of the vertical axis
         The optional angles 'phi0' & 'phi1' give start and end
         angles in tenths of a degree, to create an elliptical arc.
```

```

ELSE     See command IF.
ELSE IF  "    "    "
```

END

Syntax: END

Action: Closes all files and terminates program execution.

ENDFUNC See command FN.

ENDIF See command IF.

ENDSELECT See command SELECT.

EOF

Syntax: EOF (#n)

Action: Determines whether the file pointer for the file with channel number 'n' is at End Of the File. Returns -1 if it is, otherwise 0.

EQV

Syntax: x EQV y

Action: The operator EQV (equivalence) produces a TRUE result only if the arguments of both are either TRUE or both FALSE. (same as NOT(x XOR y)).

EQV(x,y)

Syntax: EQV(x,y)

Action: Sets a bit of the result if the appropriate bits in x and y are both set, or both reset. eg:
PRINT BIN\$(EQV(15,6),4) prints 0110

ERASE

Syntax: ERASE field()

Action: Deletes an array and releases the dimensioned area.

ERR

Syntax: ERR

Action: Returns the error code of any error that has occurred.

ERR\$

Syntax: ERR\$(x)

Action: Returns, as a string, the GFA Basic error message x.

ERROR

Syntax: ERROR n

Action: Simulates the occurrence of the error with the error code 'n' and the appropriate error message is then displayed.

EVEN

Syntax: EVEN n

Action: Determines if a number is even. Returns TRUE (-1) and FALSE(0). Also see ODD

EVERY

EVERY CONT

EVERY STOP

Syntax: EVERY ticks GOSUB proc

Action: The command EVERY causes the procedure 'proc' to be called every 'ticks' clock units. The clock unit is defined as one two-hundredth of a second. But a branch can only be done every fourth clock unit, resulting in an effective time resolution of one fiftieth of a second.
Using EVERY STOP, the calling of a procedure can be

prevented. With EVERY CONT this is again allowed. See also AFTER.

EVNT_BUTTON

Syntax: EVNT_BUTTON(clicks,mask,state[,mx,my,button,k_state])

Action: Waits for one or more mouse clicks, and returns the number of clicks.

INPUTS

clicks - Maximum allowable clicks.

mask - Mask for the desired mouse key:

Bit 0 = 1 : Left Button

Bit 1 = 1 : Right Button

state - Desired status, in order to terminate the event.
Bit allocation as for mask.

RETURNED VALUES:

mx - x coordinate of mouse pointer on event termination

my - y coordinate of mouse pointer on event termination

button - state of mouse button, bit allocation as for mask.

k_state- Condition of keyboard shift keys:

Bit 0 = Right shift key

Bit 1 = Left shift key

Bit 2 = Control key

Bit 3 = Alternate key

EVNT_DCLICK

Syntax: EVNT_DCLICK(new,get_set)

Action: Sets the speed for double-clicks of a mouse button.

Returns the speed.

new - new speed (0-4)

get_set - determine whether to set or read. 0=read,1=set.

EVNT_KEYBD

Syntax: EVNT_KEYBD()

Action: Waits for a key to be pressed and returns a word-sized value. The low order byte contains the ASCII code, the high byte contains the keyboard scan code.

EVNT_MESAG

Syntax: EVNT_MESAG(adr_buffer)

Action: Waits for the arrival of a message in the event buffer. The returned value is always 1.

adr_buffer is the address of a 16 byte buffer for the message. If 0 is used, then the system message buffer is used, ie. MENU(1) to MENU(8).

EVNT_MOUSE

Syntax: EVNT_MOUSE(flag,mx,my,mw,mh,mcur_x,mcur_y,button,k_state)

Action: Waits for the mouse pointer to be located inside (or optionally, outside) a specified rectangular area of the screen.

The returned value is always 1.

INPUTS:

flag - Presence inside(0) or outside(1) the desired area.

mx,my - Coordinates of top left corner of rectangle.

mw - Width of rectangle.

mh - Height of rectangle.

OUTPUTS:

mcur_x x coordinate of mouse when event occurs.

mcur_y y coordinate of mouse when event occurs.

button same as for mask in EVNT_BUTTON.

k_state same as for k_state in EVNT_BUTTON.

EVNT_MULTII

HOW: EVNT_MULTI(flag,clicks,mask,state,m1_flags,m1_x,m1_y,m1_w,m1_h,m2_flags,m2_x,m2_y,m2_w,m2_h,adr_buffer,count[,mcur_x,mcur_y,button,k_state,key,num_clicks])

Action: Waits for the occurrence of selected events. Returns the event which actually occurred, with bit allocation as for 'flag' below:

INPUT:

flag	Sets the event(s) to be waited for as follows:
BIT 0	keyboard MU_KEYBD
BIT 1	mouse button MU_BUTTON
BIT 2	first mouse event MU_M1
BIT 3	second mouse event MU_M2
BIT 4	report event MU_MESAG
BIT 5	timer MU_TIMER

OUTPUT:

num_clicks: number of expected mouse clicks

The parameters are already described for EVNT_MESAG, etc.. With ON MENU, which uses this routine internally, the parameters are installed for the instruction ON MENU xxx GOSUB.

MENU(1) to MENU(8)	Message buffer.
MENU(9)	Returned value.
MENU(10)=mcur_x	x mouse position.
MENU(11)=mcur_y	y mouse pos.
MENU(12)=button	Mouse state button.
MENU(13)=k_state	Shift key status.
MENU(14)=key	ASCII and scan code.
MENU(15)=num_clicks	Number of mouse clicks.

EVNT_TIMER

Syntax: EVNT_TIMER(count)

Action: The function waits for a period of time expressed in 'count' milliseconds.
The returned value is always 1.

EXEC

Syntax: EXEC flg,name,cmd,env
EXEC (flg,name,cmd,env)

Action: Loads and executes machine code programs or compiled programs from disc.
flg=0 - load and go.
flg=3 - load only.
'name' - the name of the program.
'cmd' - command line (see BASEPAGE).
'env' - environment string (usually just "").
The named program is loaded from disc, the absolute addresses are relocated, a basepage is created, and if required the program run.

EXIST

Syntax: EXIST ("filespec")

Action: Determines whether a particular file is present on a disc. If present -1 is returned, else 0 is returned.

EXIT

Syntax: EXIT IF Condition

Action: Enables the exit from a loop.
If the EXIT command is met within a loop and the exit condition is met, the program continues from the first command after the loop.
This command allows any loop to be left ie: FOR...NEXT
DO...LOOP, REPEAT...UNTIL AND WHILE...WEND.

EXP

Syntax: EXP(X)
 Action: Calculates the value of an exponent x.

FACT

Syntax: x=FACT(n)
 Action: Calculates the factorial (n!) of n and returns the result in x. (0!=1).

FALSE

Syntax: FALSE
 Action: Constant 0. This is simply another way of expressing the value of a condition when it is false and is equal to zero (see also TRUE).

FATAL

Syntax: FATAL
 Action: Returns the value 0 or -1 according to the type of error.
 On normal errors the function returns 0. The value -1 is returned on all errors where the address of the last executed command is no longer known.
 Normally this is an operating system error which would lead to the 'bomb' errors and the breakdown of the program.

FGETDTA

Syntax: n%=FGETDTA()
 Action: Returns the DTA (Disk Transfer Address).

FIELD

Syntax: FIELD #n,num AS svar\$ [,num AS svar\$,...]
 FIELD #n,num AT(x)[,num AT(x),...]
 Action: Divides records into fields.
 'n' is the channel number of a file previously OPENed.
 The integer expression 'num' determines the field length.
 'Svar' is a string variable containing data for one field of a data record.
 The section 'num AS svar\$' can be repeated if the record is to be divided into several fields. The sum of the fields should equal the record length.
 By using AT() instead of AS, numeric variables can be read and written. 'num' contains the length of the variable type. The brackets contain a pointer to the variable.
 eg:
 FIELD #2,4 AS a\$,2 AT(*b&),8 AT(*c#),6 AS d\$

FILES

Syntax: FILES p\$ [TO name\$]
 Action: Lists the files on a disk.
 Like DIR but more detailed data listing.

FILESELECT

Syntax: FILESELECT [#title\$],path\$,default\$,name\$
 Action: Creates a fileselect box on the screen.
 Title\$ can be a string of max 30 characters. Allows a header to be placed in the fileselect box (TOS 1.4 and above).
 path\$ is the drive and path - if none specified then the default drive is assumed.
 default\$ contains the name of the file to appear in the

selection line. ("" for no default).
 name\$ contains the selected file, either an empty string if
 CANCEL is selected, or the file name selected.
 See also FSEL_INPUT

Example:

```
FILESELECT #"LOAD File","A:\*.PRG","GFABASIC.PRG",name$
```

FILL

Syntax: FILL x,y

Action: Fills a bordered area with a pattern commencing at
 the co-ordinates 'x,y'.
 Fill pattern can be chosen with the command DEFFILL.

FIX

Syntax: FIX(x)

Action: Returns the integer of 'x' after it has been rounded.
 Same as INT(x) for positive numbers but for negative
 numbers INT(-1.99)=-2 AND FIX(-1.99)=1.
 FIX is identical to the function TRUNC and complements
 FRAC.

FLOAT{x} Reads/writes an 8-byte variable in Basic v3 floating point
 format. (See also BYTE{}, CARD{}, INT{}, LONG{}, {},
 SINGLE{}, DOUBLE{}, CHAR{})

FN

Syntax: FN func[(y1,y2...)]

Action: Call to a defined DEFFN function or a FUNCTION. (you can
 also use @). See also DEFFN, FUNCTION.

FOR...NEXT

Syntax: FOR c=b TO e [STEP s]
 instructions
 NEXT c

Action: Creates a loop which is executed as many times as specified
 at the beginning of the loop.

FORM INPUT

Syntax: FORM INPUT n,a\$

Action: Enables the insertion of a character string (limited
 to 255 characters in length) during program execution.
 'n' = the maximum length of the character string.
 a\$ is the name of the string variable.

FORM INPUT AS

Syntax: FORM INPUT n AS a\$

Action: Similar to FORM INPUT, except the current value of a\$ is
 displayed, and can be edited.

*** the following 7 commands are part of the AES FORM Library
 commands, and are similar to C bindings for calling these AES
 functions ***

FORM_ALERT

Syntax: a%=FORM_ALERT(button,string\$)

Action: Creates an alert box.
 button = number of the default button (0-3).
 string\$ = string defining the message in the alert. (in C
 format) - note that the square brackets are part of the
 string:
 [i][Message][Buttons]

where i = the required alert symbol - see ALERT.
 Message is a string max 30 characters.
 Buttons = the name of the 3 buttons.
 A good use of this command is in trapping errors:

Example: ~FORM_ALERT(1,ERR\$(ERR))

FORM_BUTTON

Syntax: FORM_BUTTON(tree,obj,clicks,new_obj)
 Action: Make inputs in a form possible using the mouse.
 INPUTS:
 tree - address of the object tree
 obj - current object number
 clicks - max expected number of mouse clicks
 OUTPUT:
 new_obj- next object to be edited.
 Returns 0 if the FORM was exited, otherwise >0.

FORM_CENTER

Syntax: FORM_CENTER(tree,fx,fy,fw,fh)
 Action: Centers the tree, and returns its coordinates.
 INPUT: tree - address of the object tree.
 OUTPUTS:
 fx,fy coordinates of top left corner
 fw,fh form width and height.
 returns a reserved value (always 1).

FORM_DIAL

HOW: FORM_DIAL(flag,mi_x,mi_y,mi_w,mi_h,ma_x,ma_y,ma_w,ma_h)
 Action: Release (or reserve) a rectangular screen area and draw an expanding/shrinking rectangle.
 Returns 0 if an error occurred.
 flag function
 0 FMD_START reserve a display area.
 1 FMD_GROW draw expanding box.
 2 FMD_SHRINK draw shrinking box.
 3 FMD_FINISH release reserved display area.
 mi_x,mi_y top left corner of rectangle at min size
 mi_w,mi_h width & height " " " " "
 ma_x,ma_y top left corner of rectangle at max size
 ma_w,ma_h width & height " " " " "

FORM_DO

Syntax: FORM_DO(tree,start_obj)
 Action: Pass management of FORM over to the AES until an object with EXIT or TOUCH EXIT status is clicked on.
 Returns the number of the object whose clicking or double clicking caused the function to end. If it was a double click, bit 15 will be set.
 tree = address of the object tree.
 start_obj = Number of the first editable field (if there is one).

FORM_ERROR

Syntax: FORM_ERROR(err)
 Action: Displays the ALERT associated with the error numbered err.

Example: PRINT FORM_ERROR(10)

FORM_KEYBD

Syntax: FORM_KEYBD(tree,obj,next_obj,char,new_obj,next_char)
 Action: Allows a form to be edited via the keyboard.
 Returns 0 if the FORM was exited, otherwise >0.
 tree address of the object tree

obj number of the object to be edited
 next_obj number of the next EDITable object in the tree
 char input character
 new_obj object to be EDITed on the next call
 returns next_char - next character (derived from keyboard)

This function is a subroutine of FORM_DO.

FRAC

Syntax: FRAC(x)
 Action: Returns the digits after the decimal point in a number.
 'x' can be any numeric expression. if 'X' is an integer
 then a zero is returned, therefore FRAC(x)=x-TRUNC(x)

FRE

Syntax: f%=FRE(X) or f%=FRE()
 Action: Returns the amount of memory free (in bytes).
 The parameter 'x' is disregarded, but if present a 'Garbage
 Collection' is carried out. (non current strings are freed
 from memory).

FSEL_INPUT

Syntax: n%=FSEL_INPUT(path\$,name\$,[button])
 Action: Calls the AES fileselect library, to provide a
 fileselector.
 The optional parameter 'button':
 Returns a 1 or 0 depending whether 'OK' or 'Cancel' was
 clicked on.
 ON ENTRY:
 path\$ = initial directory path
 name\$ = Default name
 ON EXIT:
 path\$ = final directory path
 name\$ = chosen filename.
 button = 1 if 'OK'
 = 0 if 'Cancel'

FSETDTA

Syntax: ~FSETDTA(addr)
 Action: Sets the address of the DTA. (See also FGETDTA).

FSFIRST

Syntax: FSFIRST(p\$,attr)
 Action: Searches for the first file on a disk to fulfill the
 criteria specified in p\$ (eg: "C:*.GFA"). If found, the
 filename and attributes are to be found in the DTA.
 The parameter 'attr' is the file attributes to search on.

FSNEXT

Syntax: FSNEXT()
 Action: Search for the next file which fulfills the conditions of
 FSFIRST.

Example:

```
~FSETDTA(BASEPAGE+128)
e%=FSFIRST("\*.GFA",-1)      ! all bits set
DO UNTIL e%
  IF BYTE{BASEPAGE+149} AND 16 !if its a folder
    PRINT "***";CHAR{BASEPAGE+158} ! indicate by a star
  ELSE
    PRINT 'CHAR{BASEPAGE+158}    ! a space before
  ,                               ! the filename
ENDIF
e%=FSNEXT()                   ! continue search
```

LOOP

FULLW

Syntax: FULLW [#]n

Action: Enlarges window 'n' to full screen size.
'n' is the window number. If the window has not yet been opened, this takes place automatically.

FUNCTION

The commands FUNCTION and ENDFUNC form a subroutine, in a similar manner to PROCEDURE. The name of the subroutine and, optionally, the list of variables are given after FUNCTION command. Calling the subroutine is done by the use of @ or FN and the function name followed by a list of parameters if necessary.

If the command RETURN is met during program execution, the the value given after it or the value of the named variable is returned. In a function, RETURN can be used several times, with IF or the like. A function cannot be terminated without a RETURN command being before the ENDFUNC command. In a function name ending with the \$ character the function returns a string result.

Example:

```
f1%=@fac_loop(15)
PRINT "loop: fac(15) = ";f1%
,
FUNCTION fac_loop(f%)
  w=1
  FOR j%=1 TO f%
    MUL w,j%
  NEXT j%
  RETURN w
ENDFUNC
```

GB

Address of the AES Parameter Block

This (unlike the other AES address blocks) cannot be used with index.

GCONTRL

Address of the AES control block. With index (GCONTRL(2)) the elements can be accessed directly.

GDOS?

Returns TRUE (-1) if GDOS is resident and FALSE (0) otherwise.

GEMDOS

Syntax: GEMDOS(n[,x,y])

Action: To call the GEMDOS routines. The optional parameter list can be prefixed with W: or L: to denote word or longword parameters. (if non given, default is W:)

Example:

```
DO UNTIL GEMDOS(17)
  ALERT 1,"Printer not ready",1,"retry|break",d%
LOOP UNTIL d%=2
```

GEMSYS

Syntax: GEMSYS n

Action: Calls the AES routine 'n'. The parameters necessary for the operation of the routine must first be placed in the appropriate AES parameter blocks.

GET

Syntax: GET x1,y1,x2,y2,section\$

Action: GET puts a section of the screen into a string variable 'section\$' (x1,y1 and x2,y2 are coordinates of diagonally opposite corners). See also PUT.

GET #

Syntax: GET #n[,r]

Action: Reads a record from a random access file.

'n' is the channel number (1 to 99)

'r' is number of the record to be read (1 to 65535)

If 'r' is not given then the next record in the file will be read. (See also PUT #).

GETSIZE

Syntax: bytes%=GETSIZE(x1,y1,x2,y2)

Action: The TT does not have a constant screen memory of 32000 Bytes like the ST. A screen could require much more memory (153600 Bytes). The commands GET and PUT are limited to 32000 Bytes and therefore a function has been introduced to support the larger screen resolutions that require more than 32000 Bytes.

This function will return the number of Bytes required by the screen between the coordinates x1,y1,x2,y2. Several GET or PUT commands could be used to address the entire screen.

GIN TIN Address of the AES Integer input block. (Can be used with index GINTIN(0)).

GIN TOUT Address of the AES Integer output block. (Can be used with index GINTOUT(0)).

GOSUB

Syntax: GOSUB name [(LIST OF EXPRESSIONS)]

Action: Branches to the procedure called 'name'.

A procedure name can begin with a digit and contain letters, numbers, dots and the underline dash.

'(list of expressions)' contains the values of any local variables to be passed to the procedure.

When the interpreter comes across a GOSUB command, it branches to the procedure named in the gosub.

It is possible to call further procedures whilst in a procedure. It is even possible to call the procedure one is in at the time (recursive call).

GOTO

Syntax: GOTO label

Action: allows an unconditional jump to a label.

'label' must end in a colon and can consist of letters, numbers, dots, dashes and can begin with a digit.

*** The following 10 functions form the Graphics library calls to the AES.

GRAF_DRAGBOX

Syntax: GRAF_DRAGBOX(iw,ih,ix,iy,rx,,ry,rw,rh[,last_ix,last_iy])

Action: Allows a rectangle to be moved about the screen with the mouse. Its movement is restricted to the interior of a larger specified rectangle. This function should only be called when the left mouse button is held down, as it terminates when the button is released.

Returns 0 if an error occurs.

INPUTS:

iw,ih width & height of the moving rectangle
 ix,iy initial coords of top left corner of moving rectangle
 rx,ry coords of top left corner of limiting rectangle
 rw,rh width & height of limiting rectangle

OUTPUTS:

last_ix coords of top left corner of inside rectangle
 last_iy when the function terminated.

GRAF_GROWBOX

Syntax: GRAF_GROWBOX(sx,sy,sw,sh,dx,dy,dw,dh)

Action: Draws an expanding rectangle.

Returns 0 if error occurs.

sx,sy Initial coords of top left corner of rectangle
 sw,sh Initial width & height of rectangle
 dx,dy Final coords of top left corner
 dw,dh Final width & height

GRAF_HANDLE

Syntax: GRAF_HANDLE(char_w,char_h,box_w,box_h)

Action: Returns the ID number of the current VDI workstation and supplies the size of a character from the system set.

OUTPUTS:

char_w width in pixels of a character
 char_h height
 box_w width of a character cell
 box_h height

GRAF_MKSTATE

Syntax: GRAF_MKSTATE(mx,my,m_state,k_state)

Action: This function supplies the current mouse coordinates and status of the mouse buttons and shift keys.

Returns a reserved value (always 1)

OUTPUTS:

mx,my mouse coordinates
 m_state mouse button status
 bit 0 left button
 bit 1 right button
 k_state see k_state in function EVNT_BUTTON

GRAF_MOUSE

Syntax: GRAF_MOUSE(m_form,pattern_adr)

Action: This function allows the mouse shape to be changed.

(similar command to DEFMOUSE)

Returns 0 if an error occurs.

m_form number of the mouse pointer shape
 0 = Arrow
 1 = Double curly brackets
 2 = Busy bee
 3 = Pointing finger
 4 = Open hand
 5 = Thin cross hairs
 6 = Thick cross hairs
 7 = Outlined cross hairs
 255 = User defined
 256 = Hide mouse
 257 = Show mouse

pattern_adr = address of bit information defining the mouse pointer. 37 word-sized values as follows:

1 = x coordinate of the action point
 2 = y " " " " "
 3 = number of colour levels, always 1
 4 = mask colour, always 0

5 = pointer colour, always 1
 6 to 21 = Mask definition (16 words ie.16x16 bits)
 22 to 37 = Pointer def "

GRAF_MOVEBOX

Syntax: GRAF_MOVEBOX(w,h,sx,sy,dx,dy)

Action: Draws a moving rectangle with constant width & height.
 Returns 0 on error.

INPUTS:

w,h width & height of rectangle
 sx,sy Initial coords of top left corner of rectangle
 dx,dy Final coords of top left corner

GRAF_RUBBERBOX

Syntax: GRAF_RUBBERBOX(tx,ty,min_w,min_h[,last_w,last_h])

Action: This function draws an outline of a rectangle while the the left mouse button is held down. The top left corner is fixed, but the width & height of the rectangle change with the position of the mouse. This function should only be called when the left mouse button is held down, as it terminates when the button is released.
 Returns 0 if an error occurs.

INPUTS:

tx,ty coords of top left corner
 min_w,min_h minimum width & height of rectangle

OUTPUTS:

last_w width of rectangle when function terminates
 last_h height " " " " " "

GRAF_SHRINKBOX

Syntax: GRAF_SHRINKBOX(sx,sy,sw,sh,dx,dy,dw,dh)

Action: Draws an shrinking rectangle.
 Returns 0 if error occurs.

sx,sy Final coords of top left corner
 sw,sh Final width & height
 dx,dy Initial coords of top left corner of rectangle
 dw,dh Initial width & height of rectangle

GRAF_SLIDEBOX

Syntax: GRAF_SLIDEBOX(tree,parent_obj,slider_obj,flag)

Action: This function (really belongs to the OBJECT library) moves one rectangular object within another, in a similar manner to GRAF_DRAGBOX. The object can only be moved vertically or horizontally, and must be a 'child' of the limiting object. This function should only be called when the left mouse button is held down, as it terminates when the button is released. Commonly used in movement of slider bars in windows.

Returns the position of the moving rectangle relative to the limiting one:

Horizontally: 0 = far left 1000 = far right

Vertically: 0 = top 1000 = bottom

INPUTS:

tree address of oobject tree
 parent_obj object number of the 'limiting rectangle'
 slider_obj " " " " moving rectangle
 flag direction (0=horizontal, 1=vertical)

GRAF_WATCHBOX

Syntax: GRAF_WATCHBOX(tree,obj,in_state,out_state)

Action: This function (really belongs to the OBJECT library) monitors an object tree while a mouse button is pressed,

checking whether the mouse pointer is inside or outside. When the mouse button is released, the status of the object takes one of two specified values (normal selected/normal), depending on whether the pointer was inside the object or outside.

Returns 1 if the mouse pointer was inside the object when the button was released, or 0 if it was outside.

INPUTS:

tree address of the tree
obj number of the object to be monitored
in_state Status (OB_STATE) to be given to the object if the mouse pointer is found within it.
out_state Status (OB_STATE) to be given to the object if the mouse pointer is found outside it.

GRAPHMODE

Syntax: GRAPHMODE n

Action: Sets the graphic mode 1 to 4.
1=replace 2=transparent
3=xor 4=reverse transparent

HARDCOPY

Syntax: HARDCOPY

Action: Prints the screen (same as pressing <ALT> & <HELP>).

HEX\$

Syntax: HEX\$(x[,y])

Action: Changes the value of 'x' into a string expression which contains the value of 'x' in hexadecimal form. The optional parameter y specifies the number of character positions (1 to 8) to be used.

HIDEM

Syntax: HIDEM

Action: Switches off the mouse pointer. (see also SHOWM).

HIMEM

Syntax: HIMEM

Action: Returns the address of the area of memory which is not required by GFA Basic. Normally 16384 bytes below the screen.

HLINE

Syntax: HLINE x1,y,x2,f,m,addr,num_pattern

Action: Similar to ALINE, but only horizontal lines can be drawn. x1 and x2 contain the x coordinates of the line start and end points and y the common y coordinate. f is the colour (0-15). m is the graphic mode. addr is the address of a block of memory which contains bit information for several line styles each of 16 bits. Which style is used for a given line depends on both the y coordinate and the parameter num_pattern. They are ANDed together and the resulting number used as an index to the style table.

HTAB

Positions the cursor to the specified column. (Counting from 0). See also VTAB

IF

Syntax: IF condition [THEN]
 program block
 ELSE

```

    program block
ENDIF

```

Action: Divides a program up into different blocks depending on how it relates to the 'condition'.

ELSE IF condition

Enables nested IF's to be more clearly expressed in a program.

Example: 'the following code has no ELSE IF's

```

DO
  t$=CHR$(INP(2))
  IF t$="l"
    PRINT "Load text"
  ELSE
    IF t$="s"
      PRINT "Save text"
    ELSE
      IF t$="e"
        PRINT "Enter text"
      ELSE
        PRINT "unknown command"
      ENDIF
    ENDIF
  ENDIF
ENDIF
LOOP

```

The use of ELSE IF produces shorter code:

```

DO
  t$=CHR$(INP(2))
  IF t$="l"
    PRINT "Load text"
  ELSE IF t$="s"
    PRINT "Save text"
  ELSE IF t$="e"
    PRINT "Enter text"
  ELSE
    PRINT "unknown command"
  ENDIF
LOOP

```

IMP

Syntax: x IMP y

Action: The operator IMP (implication) corresponds to a logical consequence. The result is only FALSE if a FALSE expression follows a TRUE one. The sequence of the argument is important.

IMP()

Syntax: IMP(x,y)

Action: This function resets a bit if the appropriate bit in x is set and y is reset, otherwise the bit is set.

INC

Syntax: INC var

Action: Increases the value of 'var' by 1. the same as var=var+1 but executes aprox 3.5 times faster

INFOW

Syntax: INFOW n,"string\$"

Action: Allocates the (NEW) information line to the window with the number 'n'. If the string is empty then the line is removed altogether. As the info line cannot be switched off and on

when the window is opened, infow has to be used in front of OPENW when an information line is required. If the command INFOW,n,"" is used (" = null string) before OPENW then the window will have no info line.

INKEY\$

Syntax: INKEY\$

Action: Reads a character from the keyboard. This function returns a string which is 2, 1 or 0 characters long. Normal keys, return the ASCII code. Function keys, HELP, UNDO etc. return two characters: The ASCII code zero and then the key code.

Example:

```
DO
  t$=INKEY$
  IF t$<>""
    IF LEN(t$)=1
      PRINT "Character: ";t$,"ASCII code: ";ASC(t$)
    ELSE
      PRINT "CHR$(0)+Scan code ";CVI(t$)
    ENDIF
  ENDIF
LOOP
```

INLINE

Syntax: INLINE var,length

Action: Reserves an area of memory within a program. var is any integer variable length is how much memory to reserve, less than 32700 bytes The reserved area always starts at an even address and is initially filled with zeros. When implementing INLINE this address is written to the integer variable adr. When the program is loaded or saved, the reserved area is also.

Placing the cursor on the line containing the command INLINE and pressing the HELP key causes a new menu to appear with the entries: LOAD SAVE DUMP CLEAR. Load is used to load a machine code program or data into the reserved area, save saves the reserved area to disk (default filename extension .INL). DUMP printsout the reserved area in hex to the printer and CLEAR clears the area of memory.

INP INP#() INP%()
OUT OUT#() OUT%()

Syntax: INP(#n)
OUT #n,a[,b,c...]

Action: Reads one byte from a file previously opened with OPEN. Similarly OUT#n sends a byte to a file. The numerical expression n is the channel number under which the channel was opened. INP and OUT without the # can be used for communicating with the screen, keyboard etc. eg INP(2) takes a character from the keyboard. These functions cater for 16 and 32 bit input and output.

Example: a%=CVL(INPUT\$(4,#1)) is replaced by a%=INP%(#1)

INP(n)
INP?(n)
OUT[#]n,a[,b...]
OUT?(n)

INP reads a byte from a peripheral device. The numerical expression n can accept values 0-5 (see table below), or

contains a channel number(#n). The command OUT sends a byte to a peripheral device. You can send several bytes with one OUT command.

INP? and OUT? determine the input or output status of a device. TRUE(-1) is device is ready or otherwise FALSE(0).

n	Device
0	LST: (list) Printer
1	AUX: (Auxiliary) RS232
2	CON: (Console) Keyboard/screen
3	MID: (MIDI) MIDI Interface
4	IKB: (Intelligent kbd) Keyboard processor
5	VID: (Video) Screen

INPAUX\$

INPMID\$

Using these two commands, data can be read from the serial and MIDI interfaces.

Example:

```
DO
  PRINT INPAUX$;
LOOP
```

INPUT

Syntax: INPUT ["text",]x{,y,...}

INPUT ["text";]x[,y,...]

Action: Allows entry of data during program execution.

If "text" is given, then a string prompt is displayed.

Example:

```
INPUT a$
INPUT "",b$
INPUT "enter two numbers: ";x,y
```

INPUT\$

Syntax: INPUT\$(count[,#n]))

Action: Reads 'count' characters from the keyboard and assigns them to a string. Optionally, if the channel number n is specified, the characters are read in from a previously OPENed channel.

INPUT #n,var1[,var2,var3,...]

LINE INPUT #n,a1\$[,a2\$,a3\$,...]

These commands make it possible to take data from a previously OPENed device. Individual variables or variable lists (where the vars are separated by commas) can be input.

INSERT

Syntax: INSERT x(i)=y

Action: Inserts an element into an array. The value of the expression y is inserted into the position x(i). All elements of the array are shifted up by one position, and the last element lost. See also DELETE.

INSTR

Syntax: INSTR([n,]a\$,b\$) OR INSTR(a\$,b\$[,n])

Action: Searches to see if b\$ is present in a\$ and returns its position.
'n' is a numeric expression indicating the position in a\$ at which the search is to begin. If 'n' is not given the search begins at the first character of A\$.

If b\$ is found in a\$ the start position is returned.

INT

Syntax: INT(x)

Action: Determines the largest integer that is less than or equal to 'x'.

INTIN Address of the VDI integer input block. Also works with index INTIN(2).

INTOUT Address of the VDI integer output block. Also works with index INTOUT(2).

INT{x} Reads/writes a 2 byte signed integer from/to address x. (See also BYTE{}, CARD{}, LONG{}, {}, FLOAT{}, SINGLE{}, DOUBLE{}, CHAR{}).

KEYDEF

Syntax: KEYDEF n,s\$

Action: Assign a string to a Function Key. The number n (1-20) is the function key (for 11 and above use shift + function key). The string is any string. Whilst using the Basic Editor, you must also hold down the Alternate key, otherwise the normal menu commands would not work!

KEYGET n

KEYLOOK n

KEYTEST n

KEYTEST is simialr to INKEY\$ and reads a character from the keyboard. If no key was pressed since the last input (apart from Alternate, Control, Shift and Caps Lock) the returned value is zero, otherwise its value corresponds to the key in the fashion shown below for KEYGET.

KEYGET waits for a key to be pressed and then returns a long word value corresponding to the key. This 32 bit word is constructed as follows:

Bits 0-8 the ASCII code

Bits 8-15 Zero

Bits 16-23 the scan code

Bits 24-31 status of Shift, Control, Alternate, Caps lock as follows:

Bit Key

24 Right shift

25 Left shift

26 Control

27 Alternate

28 Caps Lock

KEYLOOK allows a character to be read from the keyboard buffer, without changing the buffer's contents, as with KEYGET or INKEY\$.

KEYPAD n Sets the usage of the numerical keypad. The numerical expression n is evaluated bit by bit and has the following meaning:

Bit	Meaning	0	1
0	NUMLOCK	On	Off

1	NUMLOCK	Not Switchable	Switchable
2	CTRL-KEYPAD	Normal	Cursor
3	ALT_KEYPAD	Normal	ASCII
4	KEYDEF without ALT	Off	On
5	KEYDEF with ALT	Off	On

With bit 0 set the keypad will act as a 'PC' keypad with numlock off ie. it responds with cursor movements.

With bit 1 set the 'PC' numlock mode can be toggled with Alternate and '-', otherwise it can't.

With bit 2 set, numlock is effectively switched off while the Control key is held down. Thus Control-4 (on the keypad) produces cursor movements.

With bit 3 set ASCII values for characters can be typed in with the Alternate key held down. When ALT is released the character appears.

With bit 4 set, the character strings assigned with KEYDEF to the function keys are output when the key is pressed. With bit 5 set, the Alternate key must also be held down.

The default when the ST is turned on is KEYPAD 0. with GFA Basic in operation it is 46.

KEYPRESS n

This simulates the pressing of a key. The character with the ASCII code contained in the lowest 8 bits of 'n' is added to the keyboard buffer. Additionally the status of the Shift, Control and Alternate keys may be passed in the high order bits as defined in KEYGET. If the ASCII code given is zero, a scan code may be passed in bits 16-23.

Example:

```
KEYPRESS &H3B0000 presses F1.
```

Example:

```
FOR i&=65 TO 90          ! Simulates the pressing
  KEYPRESS i&            ! of keys A-Z
NEXT i&
KEYPRESS 13              !followed by Carriage Ret
INPUT a$                 !Characters are taken up
'                         !to the first CR.
PRINT a$
```

KILL

Syntax: KILL "filespec"

Action: Deletes a file off disk (only one at a time).

L: Enable the passing of numerical expressions to Operating system functions or to machine code routines. L: is a long word.

Example: ~XBIO\$(5,L:log_base%,L:phys_base%,-1)

LEFT\$

Syntax: LEFT\$(a\$[,x])

Action: Returns the first [or first 'x'] character[s] of a string.

LEN

Syntax: LEN(x\$)
Action: Returns the length of a string.

LET

Syntax: [LET] var=expression
Action: Assigns a variable with the value of an expression.

LINE

Syntax: LINE x,y,xx,yy
Action: Connects two points ('x,y' & 'xx,yy') with a straight line, and is identical to DRAW x,y TO xx,yy.

LINE INPUT

Syntax: LINE INPUT ["text",]var\$ [,var\$...]
 LINE INPUT ["text";]var\$ [,var\$...]
Action: Makes it possible to enter a string during program execution.
This command is the same as INPUT except that a comma is taken as part of the entered string and not as a separator. Only <RETURN> is regarded as a separator.

LINE INPUT# See INPUT#

LIST

Syntax: LIST "filename"
Action: stores the program currently in memory to disk in ASCII format. If the 'filename' is an empty string (eg. "") then the listing is shown on the screen.
In all other cases this command is the same as the editor menu option SAVE,A.
Programs to be joined together using the command MERGE must be saved using LIST (or SAVE,A from the menu bar)

LLIST

Syntax: LLIST
Action: Prints out the listing of the current program. The setting for the type of output is controlled by the '.' commands in the editor.

LOAD

Syntax: LOAD "filespec"
Action: Loads a program into memory.

LOC

Syntax: LOC(#n)
Action: Returns the location of the file pointer for the file with the channel number 'n'
The location is given in number of bytes from the start of the file.

LOCAL

Syntax: LOCAL var [,var....]

Action: Declares 'var' to be a local variable.

LOCATE

Syntax: LOCATE row,column

Action: Positions the cursor to the specified location.

LOF

Syntax: LOF(#n)

Action: Returns length of file OPENed for channel number 'n'.

LOG LOG10

Syntax: LOG(x)

LOG10(x)

Action: Determines the natural logarithm (log) or the logarithm base 10 (log10) of 'x'.

LONG{x} Reads/writes a 4 byte integer from/to address x.
or (See also BYTE{}, CARD{}, INT{}, FLOAT{}, SINGLE{},
{x} DOUBLE{}, CHAR{}).

LOOP See DO

LOOP UNTIL condition

LOOP WHILE condition

The commands DO and LOOP can be extended using UNTIL and WHILE. LOOP WHILE causes the program to jump back to the DO command as long as the condition is true. LOOP UNTIL requires the condition to be false to cause the loop back.

LPEEK(x) Reads a 4 byte integer from address x. (In supervisor mode)

LPENX For the STE. Returns the x coordinate of a light pen.

LPENY For the STE. Returns the y coordinate of a light pen.

LPOKE n,x Writes a 4 byte ineger 'x' to address n. Not in supervisor mode. (Add an 'S' to do in super mode ie. SLPOKE n,x).

LPOS

Syntax: LPOS(n)

Action: Returns the column in which the printer head (in the printer buffer) is located.

LPRINT

Syntax: LPRINT [expressions [,][;][']]

Action: prints data on the printer.
'expression' is any number of expressions separated by commas or semicolons or apostrophes. If none of these is given a semicolon is assumed.

LSET

Syntax: LSET var=string

Action: Puts the 'string' in the string variable 'var' justified to the left.

L~A Returns the base address of the LINE-A variables.

MALLOC(x) Allocates an area of memory. (GEMDOS 72) If x is -1, then the function returns the largest contiguous free memory block. If x is positive, then MALLOC reserves that area of memory and returns its base address. If 0 is returned then there was a fault with the allocation.
See also RESERVE, MFREE, MSHRINK.

The following 33 commands are for the handling of MATRIXES

```

MAT ADD
MAT ADD a(),b()
MAT ADD a(),x
MAT ADD a()=b()+c()
MAT BASE
MAT CLR a()
MAT CPY
MAT CPY a([i,j])=b([k,l])[,h,w]
MAT DET x=a([i,j])[,n]
MAT INPUT #i,a()
MAT INV a()=b()
MAT MUL
MAT MUL a(),x
MAT MUL a()=b()*c()
MAT MUL x=a()*b()
MAT MUL x=a()*b()*c()
MAT NORM a(),0
MAT NORM a(),1
MAT ONE a()
MAT PRINT
MAT PRINT [#i]a[,g,n]
MAT QDET x=a([i,j])[,n]
MAT RANG x=a([i,j])[,n]
MAT READ
MAT READ a()
MAT SET a()=x
MAT SUB
MAT SUB a(),b()
MAT SUB a(),x
MAT SUB a()=b()-c()
MAT TRANS a()[=b()]
MAT XCPY
MAT XCPY a([i,j])=b([k,l])[,h,w]

```

Linear operations with vectors and matrices.

All THE MAT functions described relate only to one and/or two-dimensional fields with floating point variables.

System commands

```

MAT BASE 0
MAT BASE 1

```

The MAT BASE command can only sensibly be used when OPTION BASE 0 has been activated. In this case, MAT BASE 1 can be used to set the offset for the start of the row and column indexing of one or two-dimensional fields with floating point variables to 1 for the matrix operations. MAT BASE 0 resets this offset to 0 after a MAT BASE 1.

The setting made with MAT BASE n affects the following commands

```

MAT READ
MAT PRINT
MAT CPY
MAT XCPY
MAT ADD
MAT SUB
MAT MUL

```

The default is MAT BASE 1.

Generating commands

```

MAT CLR a()
MAT SET a(=x
MAT ONE a()

```

a: Name of field with numeric variables
x: aexp

MAT CLR a() corresponds to an ARRAYFILL a(),0, i.e. the command sets all elements in the field (matrix or vector) a() to a value of 0.

MAT SET a(=x corresponds to an ARRAYFILL a(),x, i.e. the command sets all elements in the field a() (matrix or vector) to the value x.

MAT ONE a() generates from a square matrix a() a uniform matrix, i.e. a square matrix in which elements a(1,1),a(2,2),...,a(n,n) are all equally 1 and all other elements equally 0.

Write and Read commands

```

MAT READ a()
MAT PRINT [#i]a[,g,n]
MAT INPUT #i,a()

```

i,g,n: iexp
a: Name of field with numerical variables

MAT READ a() reads a previously dimensioned matrix or vector from DATA rows.

MAT PRINT [#i,]a()[,g,n] outputs a matrix or a vector. Vectors are output on one row, the elements being separated by commas. With matrix, each row is followed by a rowfeed.

The output can optionally be redirected with #i, as with PRINT.

If g and n are specified, the numbers are formatted as with STR\$(x,g,n).

MAT INPUT #1,a() reads a matrix or vector from a file in ASCII format (the format being the reverse of MAT PRINT, commas and rowfeeds may be varied as with INPUT #).

Copy and Transposition commands

```

MAT CPY a([i,j])=b([k,l])[,h,w]
MAT XCPY a([i,j])=b([k,l])[,h,w]
MAT TRANS a() [=b()]

```

a,b: Name of fields with numerical variables
i,j,k,l,h,w: iexp

MAT CPY a([i,j])=b([k,l])[,h,w] copies h rows with w elements

each from matrix b to the row and column offset of matrix a defined by i,j, starting from the row and column offset of matrix b defined by l,k.

Special cases

`MAT COPY a()=b()` copies the complete matrix b into matrix a if the matrix are of the same order.

Only those elements are copied in this process for which identical indices are given in both the source and the destination matrix.

`MAT COPY a(i,j)=b()` copies matrix b, starting from the row and column offset defined by MAT BASE, to the row and column offset of matrix a defined by i,j. Only those elements are copied for which identical indices are given in both the source and the destination matrix.

`MAT COPY a()=b(i,j)` copies matrix b, starting from the row and column offset defined by i,j, to the offset of matrix a defined by MAT BASE. Only those elements are copied for which identical indices are given in both the source and the destination matrix.

`MAT COPY a(i,j)=b(k,l)` copies matrix b, starting from the row and column offset defined by k,l, to the offset i,j of matrix a. Only those elements are copied for which identical indices are given in both the source and the destination matrix.

`MAT COPY a()=b()` copies h rows with w elements each from the matrix b, starting from the row and column offset defined by MAT BASE, the row and column offset of matrix a defined by MAT BASE. Only those elements are copied for which identical indices are given in both the source and the destination matrix.

`MAT XCPY a([i,j])=b([k,l])[h,w]` works basically in the same manner as `MAT CPY a([i,j])=b([k,l])[h,w]`, except that matrix b is being transposed while being copied to matrix a, i.e. the rows and columns of matrix b are swapped while it is copied to matrix a. Array b remains unchanged, however. Only those elements are copied for which identical indices are given in both the source and the destination matrix.

Further special cases

As with `MAT CPY a(i,j)=b(k,l),w,h`.

If `MAT CPY` or `MAT XCPY` are applied to vectors, j and l may be ignored. Following a `DIM a(n),b(m)`, a() and b() are interpreted as row vectors, i.e. as matrix of the (1,n) or (1,m) types.

For a and b to be treated as column vectors, they must be dimensioned as matrix of the (n,1) or (m,1) type, ie. `DIM a(n,1),b(n,1)`.

If both vectors are of the same order (both are row or column vectors), `MAT CPY` must be used. Irrespective of the type of vectors a and b, `MAT CPY` always treats both vectors syntactically as column vectors, so that the correct syntax to be used for `MAT CPY` is always

`MAT CPY a(n,1)=b(m,1)!`

`MAT CPY a(3,1)=b(1,1)` ! interprets `a()` and `b()` as column vectors

For `MAT XCPY`, one of the two vectors `a` and `b` must be explicitly dimensioned as a row vector, the other as a column vector.

Since `MAT XCPY` first transposes the second vector before copying it to the first. For this reason, `MAT XCPY` can only be used for
`DIM a(1,n),b(m,1)`: `a()`=row vector, `b()`=column vector and `DIM a(n,1),b(1,m)`: `a()`=column vector, `b()`=row vector.

Optionally, the parameters `h` and `w` can also be used when copying vectors with `MAT CPY` or `MAT XCPY`. However, the following applies: with `MAT CPY`, only the `h` parameter is used for `w=>1`. No copying takes place with `w=0`.

With `MAT XCPY`, only `h` is used for `w=>1` if `b` is a column vector to be copied into a row vector after transposition. No copying takes place when `w=0`. On the other hand, only `w` is used for `h=>1` if `b` is a row vector which is to be copied to a column vector after transposition. In this case, no copying takes place if `h=0`.

`MAT TRANS a()=b()` copies the transposed from matrix `b` to matrix `a` if `a` and `b` are dimensioned accordingly, i.e. the number of rows from `a` must correspond to the number of columns in `b`, and the number of columns from `a` to the number of rows of `n`.

In the case of a square matrix, i.e. one with equal numbers of rows and columns, `MAT TRANS a()` may be used. This command swaps the rows and columns of matrix `a` and writes the matrix thus changed back to `a`.

(The original matrix is lost in the process (but can be restored with another `MAT TRANS a()`).

Operation commands

`MAT ADD a()=b()+c()`
`MAT ADD a(),b()`
`MAT ADD a(),x`

`MAT SUB a()=b()-c()`
`MAT SUB a(),b()`
`MAT SUB a(),x`

`MAT MUL a()=b()*c()`
`MAT MUL x=a()*b()`
`MAT MUL x=a()*b()*c()`
`MAT MUL a(),x`

`MAT NORM a(),0`
`MAT NORM a(),1`

`MAT DET x=a([i,j])[,n]`
`MAT QDET x=a([i,j])[,n]`
`MAT RANG x=a([i,j])[,n]`
`MAT INV a()=b()`

`a,b,c`: Names of numerical floating point fields
`x`: aexp; scalar value
`i,j,n`: aexp

`MAT ADD a()=b()+c()` is only defined for matrix (vectors) of the same order, e.g. `DIM a(n,m),b(m,m),c(n,m)` or `DIM a(n),b(n),c(n)`. Array `c` is added to matrix `b`, element by element, and the result is written to matrix `a`.

`MAT ADD a(),b()` is only defined for matrix (vectors) of the same order, e.g. `DIM a(n,m),b(n,m)` or `DIM a(n),b(n)`. Array `b` is added to matrix `a`, element by element, and the result is written to

matrix a. The original matrix a is lost in the process.

MAT ADD a(),x is defined for all matrix (vectors). Here, the scalar x is added to matrix a, element by element, and the result is written to matrix a. The original matrix a is lost in the process.

MAT SUB a()=b()+c() is only defined for matrix (vectors) of the same order, e.g. DIM a(n,m),b(n,m),c(n,m) or DIM a(n),b(n),c(n). Array c is subtracted from matrix b, element by element, and the result is written to matrix a.

MAT SUB a(),b() is only defined for matrix (vectors) of the same order, e.g. DIM a(n,m),b(n,m) or DIM a(n),b(n). Array b is subtracted from matrix a, element by element, and the result is written to matrix a. The original matrix a is lost in the process.

MAT SUB a(),x is defined for all matrix (vectors). Here, the scalar x is subtracted from matrix x, element by element, and the result is written to matrix a. The original matrix a is lost in the process.

MAT MUL a()=b()*c() is defined for matrix of an "appropriate" order. Arrays b and c are multiplied with each other. The result of this multiplication is written to matrix a. In order for the result to be defined, the matrix on the left (matrix b in this case) must have the same number of columns as the matrix on the right (c in this case) has rows. Array a, in this case, must have as many rows as b and as many columns as c.

Arrays are multiplied as "row by column", i.e. element $a(i,j)$ is obtained by multiplying the elements in the i th row of matrix b with the elements in the j th column of matrix c, element by element, and then adding up the individual products.

With vectors instead of matrix, MAT MUL a()=b()*c() results in the dyadic (or external) product of two vectors.

MAT MUL x=a()*b() is only defined for vectors with an equal number of elements. The result x is the scalar product (the so-called interior product) of vectors a and b. The scalar product of two vectors is defined as the sum of n products $a(i)*b(i), i=1, \dots, n$.

MAT MUL x=a()*b()*c() is defined for qualified Vectors a and c as well as qualified Matrix b().

MAT NORM a(),0 or MAT NORM a(),1 are defined for matrix and vectors. MAT NORM a(),0 normalises a matrix (a vector) by rows, MAT NORM a(),1 by columns. This means that after a normalisation by rows (by columns) the sum of the squares of all elements in each row (column) is identical at 1.

MAT DET x=a([i,j])[n] calculates the determinants of a square matrix of the (n,n) type. The row and column offsets are preset to a(0,0) or a(1,1), depending on MAT BASE 0 or MAT BASE 1, assuming that OPTION BASE 1 is enabled. It is also possible, however, to calculate the determinant of a square part matrix. To do this, the row and column offsets of a() must be specified as i and j, and the number of elements in the part matrix as n. A part matrix of the (n,n) type is then created internally starting from the "position" i th row, j th column.

MAT QDET x=a([i,j])[n] works in the same manner as MAT DET $x = a([i,j])[n]$, except that it has been optimised for speed rather than accuracy. Both will normally produce identical results. With "critical" matrix, whose determinant is close to 0, you should always use MAT DET, though.

MAT RANG x=a([i,j])[,n] outputs the rank of a square matrix. As with MAT DET or MAT QDET, you can select any row and column offset. The number of elements in the part matrix must be specified with n. This creates a part matrix of the (n,n) type internally, starting from the "position ith row, jth column.

MAT INV b()=a() is used to determine the inverses of a square matrix. The inverse of matrix a() is written to matrix b(), hence b() must be of the same type as a().

MAX

Syntax: MAX(x [,y,z,...]) or MAX(a\$[,y\$,z\$....])
 Action: Returns the greatest value (or largest string) from a list of expressions.

MENU(x) Returns the information about an event in the variable 'x' (-2 to 15). In the case where an item in a menu is selected, the index of that item is found in MENU(0). MENU(-2) is the address of the message buffer. MENU(-1) is the address of the menu object tree. The Message Buffer lies in the the variables MENU(1) to MENU(8) and the AES Integer Output Block in MENU(9) to MENU(15). The Identification number of the event is in MENU(1). The other elements of the message bufffer contain various values, depending on the type of event that occured.

MENU(1)=10	A Menu Item was selected.
MENU(0)	Menu item index in the item list
MENU(4)	Object number of the menu title
MENU(5)	Object number of the chosen menu item

MENU(1)=20	A window redraw is required
MENU(4)	ID number (handle) of the window
MENU(5),(6)	Coordinates of top left corner of the window
MENU(7),(8)	Width & height of the window area

MENU(1)=21	A window was clicked (activated)
MENU(4)	ID number (handle) of the window

MENU(1)=22	The close box of a window was clicked on
MENU(4)	ID number (handle) of the window

MENU(1)=23	The full box was clicked on
MENU(4)	ID number (handle) of the window

MENU(1)=24	One of the four arrow boxes, or a slider bar area was clciked. The movement of a slider is detected as below, MENU(1)=24 only when the grey area is clicked on.
------------	---

MENU(4)	ID number (handle) of the window
MENU(5)	The area of the window that was clicked:
	0: Above the vertical slider
	1: Below " " "
	2: Up arrow
	3: Down arrow
	4: Left of the horizontal slider
	5: Right " " " "

6: Left arrow
7: Right arrow

MENU(1)=25 The horizontal slider was moved
MENU(4) ID number (handle) of the window
MENU(5) Position of the moved slider (1 to 1000)

MENU(1)=26 The vertical slider was moved
MENU(4) ID number (handle) of the window
MENU(5) Position of the moved slider (1 to 1000)

MENU(1)=27 The size of the window was changed (using the size box)
MENU(4) ID number (handle) of the window
MENU(5),(6) New x and y coordinates of top left
MENU(7),(8) New width & height

MENU(1)=28 The window's position was changed
same parameters as above

MENU(1)=29 A new GEM window was activated.
MENU(4) ID number (handle) of the window

MENU(1)=40 An Accessory was selected. This value can only be received by an accessory, which should check the value in MENU(5) to see if it is that one being referred to.
MENU(5) ID of the accessory

MENU(1)=41 An accessory was closed. This value can only be received from an accessory.
MENU(5) ID of the accessory

The variable MENU(9) contains bit information on which kind of event has occurred. If the bit for the appropriate event is set, the variables MENU(9) to MENU(15) and GINTOUT(0) to GINTOUT(6) will contain information as follows:

Bit 0 Keyboard
Bit 1 Mouse button
Bit 2 Mouse has entered/left rectangle 1
Bit 3 Mouse has entered/left rectangle 2
Bit 4 A message arrived in the message buffer
Bit 5 Timer event

MENU(10) x position of mouse when event terminated
MENU(11) y position of mouse when event terminated
MENU(12) Mouse buttons pressed:
0 = none
1 = left
2 = right
3 = both buttons
See also ON MENU BUTTON

MENU(13) supplies the status of the keyboard shift keys in a bit pattern:
Bit 0 = right shift
Bit 1 = left shift
Bit 2 = control
Bit 3 = alternate
See also ON MENU KEY

MENU(14) Gives information about a pressed key. The low order byte contains the ASCII code, and

the high order byte, the keyboard scan code

MENU(15) Returns the number of mouse clicks that caused the event

MENU

Syntax: MENU m\$()

Action: Displays a menu bar. The string array m\$() contains the headings, entries and reserved space for accessories for the menu bar. The following format must be adhered to:

m\$(0) Name of the accessory menu heading
 m\$(1) Name of the first entry in the first menu
 m\$(2) A line of minus signs
 m\$(3)-m\$(8) Reserved space for accessories. These elements need only be 1 character long.
 m\$(9) An empty string, which marks the end of the first menu.

All further menu entries have the following format:

1. Heading of the menu
2. List of menu entries
3. An empty string which marks the end of the menu.

After the last entry, a further empty string signifies the end of the entire pull down menu.

eg:

```
DIM entry$(20)
DATA " Desk ", " Test "
DATA -----,1,2,3,4,5,6,"
DATA " File ", " Load ", " Save "
DATA -----, " Quit ", ""
DATA " Titles ", " Entry 1 ", " Entry 2 ", ""
DATA End
i%=-1
REPEAT
  INC i%
  READ entry$(i%)
UNTIL entry$(i%)="End"
entry$(i%)=""
MENU entry$()
ON MENU GOSUB evaluate
,
REPEAT
  ON MENU
UNTIL MOUSEK AND 2
,
PROCEDURE evaluate
  MENU OFF
  ' MENU(0) contains array index of selected item
  m%=MENU(0)
  PRINT entry$(m%)
  ,
  ALERT 0,"Tick before item ?",0,"YES|NO",a%
  IF a%=1
    MENU m%,1
  ELSE
    MENU m%,0
  ENDIF
  ,
  ALERT 0,"Lightened characters | (Not selectable)",0,"YES|NO",a%
  IF a%=1
    MENU m%,2
  ELSE
    MENU m%,3
  ENDIF
RETURN
```

MENU x,y

Action: The x-th entry of a menu can be given certain (y) attributes:

- 0 remove tick from in front of menu entry
- 1 install tick " " " " "
- 2 make menu entry non selectable (light text)
- 3 make menu entry selectable (normal text)

See MENU example.

MENU KILL

Action: Deactivates a menu, but does not remove it from the screen. Also turns off the ON MENU GOSUB options.

MENU OFF

Action: Returns a menu title to 'normal' display. (After an item is chosen from a menu, the title is shown in reverse video).

MENU_BAR

Syntax: a%=MENU_BAR(tree%,flag)

Action: Displays/erases a menu bar (from a resource file)
Returns 0 if an error occurred.
tree = address of the menu object tree
flag - 1 display bar
 - 2 erase bar
See also MENU x\$ and MENU KILL

MENU_ICHECK

Syntax: a%=MENU_ICHECK(tree,item,flag)

Action: Deletes/displays a tick against a menu item.
tree = address of the menu object tree
item = object number of the menu item
flag - 1 delete tick
 - 2 display tick
See also MENU x,0 and MENU x,1

MENU_IENABLE

Syntax: a%=MENU_IENABLE(tree,item,flag)

Action: Enables/disables a menu entry.
tree = address of the menu object tree
item = object number of the menu entry
flag - 1 disable
 - 2 enable
See also MENU x,2 and MENU x,3

MENU_REGISTER

Syntax: a%=MENU_REGISTER(ap_id,m_text\$)

Action: Give a desk accessory a name, and insert it into the accessory menu entries. (provided the number of Accs is less than 6).
Returns the object number of the appropriate menu item:
0-5 for a valid result
-1 no more entries possible
ap_id = ID number of the accessory
m_text\$ = name for the Accessory

MENU_TEXT

Syntax: a%=MENU_TEXT(tree,item,new_text\$)

Action: Changes the text of a menu item.
 Returns 0 on error.
 tree = address of the menu object tree
 item = object number of the menu item
 new_text\$ the new text for the menu entry (may not exceed the old text length)

MENU_TNORMAL

Syntax: a%=MENU_TNORMAL(tree,title,flag)
 Action: Switches the menu title to normal/inverse video.
 Returns 0 on error.
 tree = address of the menu object tree
 item = object number of the menu item
 flag - 1 inverse video
 - 2 normal video
 See MENU OFF

MFREE

Syntax: a%=MFREE(y)
 Action: (GEMDOS 73) Releases the storage location reserved with MALLOC. The parameter 'y' specifies the start of the area of memory to be released. Returns 0 if no error occurred, otherwise negative result.

MID\$

Syntax: MID\$(a\$,x[,y]) (as a function)
 Action: Returns 'y' characters in a string from the position 'x' of the string 'a\$'. If x is larger than the length of a\$, then a null string is returned. If y is omitted, then the function returns the whole of the string from position x onwards.

MID\$

Syntax: MID\$(a\$,x[,y]) (as a command)
 Action: MID\$ used as a command, makes it possible to replace part of a string variable a\$ with the string expression b\$. So with MID\$(a\$,x,y)=b\$, characters from b\$ will overwrite those in a\$, starting at the x-th position of a\$. The optional parameter y determines how many characters of b\$ are used. If y is omitted, then as many characters as possible of a\$ are replaced with those from b\$. The length of a\$ is unchanged, so that no characters will be written beyond the end of a\$
 eg:
 a\$="GFA SYSTEMTECHNIK"
 MID\$(a\$,5)="BASIC "
 would result in a\$ being "GFA BASIC TECHNIK"

MIN

Syntax: MIN(expression [,expression...])
 Action: Returns the smallest value (or smallest string) from a list of expressions.

MKDIR

Syntax: MKDIR "directory name"
 Action: Creates a new directory.
 'directory name' is the name of the new directory.

MKI\$ MKL\$ MKS\$ MKF\$ MKD\$

Syntax: MKI\$(N)
 MKL\$(N)
 MKS\$(N)
 MKF\$(N)
 MKD\$(N)

Action: Transforms a number into a character string.
 MKI\$ 16-bit number into a 2-byte string.
 MKL\$ 32-bit number into a 4-byte string.
 MKS\$ a number into an atari basic 4-byte format.
 MKF\$ a number into GFA Basics own 6-byte format.
 MKD\$ a number into a Mbasic compatible 8-byte format.

Every number that is to be stored in a random access file must first be transformed with one of the above functions.

The example above shows that GFA Basic stores numbers internally in the 6-byte format which can also be created using the MKF\$ function.

See also CVI,CVL,CVD,CVF

MOD

Syntax: $a = x \text{ MOD } y$ or $a = \text{MOD}(x,y)$

Action: Produces the remainder of the division of x by y.
 The command in brackets operates in integer arithmetic.

MODE

Syntax: MODE n

Action: With MODE the representation of decimal point and the 'thousands comma' are interpreted by PRINT USING (and also by STR\$ with 3 parameters).
 Also selects the format of date representation used by DATE\$, SETTIME, and FILES.

MODE	USING	DATE\$
0	#,###.##	16.05.1988
1	#,###.##	05/16/1988
2	#.###,##	16.05.1988
3	#.###,##	05/16/1988

MONITOR

Syntax: MONITOR [x]

Action: Calls a monitor resident in memory. This instruction causes an illegal instruction vector. (address 16).
 The parameter x is passed via the register D0.

MOUSEX

MOUSEY

MOUSEK

MOUSE mx,my,mk

Syntax: MOUSE x,y,k
 $x = \text{MOUSEX}$
 $y = \text{MOUSEY}$
 $k = \text{MOUSEK}$

Action: Determines the mouse position (x,y) and the status of the mouse buttons:
 $k=0$ no buttons pressed

k=1 left button
 k=2 right button
 k=3 both buttons

MSHRINK

Syntax: a%=MSHRINK(y,z)

Action: (GEMDOS 74) Reduces the size of a storage area previously allocated with MALLOC. y specifies the address of the area, z gives the required size. Returns 0 if no error, -40 if incorrect address, or -67 if size wrong.
 See also RESERVE MALLOC MFREE

MUL

Syntax: MUL var,n

Action: Multiplies the value 'var' by 'n'.
 same as var=var*n but executes 30% faster.

MUL() Same as for MUL. but integers only.

MW_OUT

Syntax: MWOUT mask,data

This command controls the STE-Internal Micro-Wire-Interface, and is currently used for controlling sound.

MWOUT &H7FF,x

x=&X10 011 ddd ddd	Set Master Volume
000 000	-80 dB
010 100	-40 dB
101 xxx	0 dB

The value of the last 5 Bits is equivalent to HALF of the volume in dB.

x=&X10 101 xdd ddd	Set Right Channel Volume
00 000	-40 dB
01 010	-20 dB
10 1xx	0 dB

x=&X10 100 xdd ddd	Set Right Channel Volume
--------------------	--------------------------

The last 4 Bits*2 = dB

x=&X10 010 xxd ddd	Set Treble
x=&X10 001 xxd ddd	Set Bass
0 000	-12dB
0 110	0 dB (flat)
1 100	+12 dB
x=&X10 000 xxx xdd	Set Mix
00	-12dB
01	Mix GI Sound (normal ST)
10	Not Mix
11	Reserved

Example: MWOUT &H7FF,&X10000000010 Switches the ST's sound off.

NAME

Syntax: NAME "oldfile" AS "newfile"

Action: Renames an existing file. The contents of the file are

not affected.

NEW

Syntax: NEW

Action: Deletes the program currently in memory and clears all variables.

NOT

Syntax: NOT x

Action: Negates a given logical expression.

The following 19 commands belong to the AES Object library.

OBJC_ADD

Syntax: a%=OBJC_ADD(tree,parent,child)

Action: Adds an object to a given tree and pointers between the existing objects and the new object are created.
Returns 0 on error.
tree address of the object tree
parent object number of the parent object
child object number of the child to be added.

OBJC_CHANGE

Syntax: a%=OBJC_CHANGE(tree,obj,res,cx,cy,cw,ch,new_status,re_draw)

Action: Changes the status of an object.
Returns 0 on error.
tree address of the object tree
obj number of the object to be changed
res reserved (always 0)
cx,cy coordinates of top left corner of clipping rectangle
cw,ch width & height of clipping rectangle
new_status new object status
re_draw 1 = redraw object
0 = don't redraw

OBJC_DELETE

Syntax: a%=OBJC_DELETE(tree,del_obj)

Action: An object is deleted from an object tree by removing the pointers. The object is still there and can be restored by repairing the pointers.
Returns 0 on error.
tree address of the object tree
del_obj Object number of the object to delete.

OBJC_DRAW

Syntax: a%=OBJC_DRAW(tree,start_obj,depth,cx,cy,cw,ch)

Action: Draws whole objects or part of objects on screen. A clipping rectangle is specified, to which the drawing is limited.
Returns 0 on error.
tree address of the object tree
start_obj number of the first object to be drawn
depth Number of object levels to be drawn
cx,cy coordinates of top left corner of clipping rectangle
cw,ch width & height of clipping rectangle

OBJC_EDIT

Syntax: a%=OBJC_EDIT(tree,obj,char,old_pos,flag,new_pos)

Action: Allows input and editing in G_TEXT and G_BOXTEXT

object types.
 Returns 0 on error.
 tree address of the object tree
 obj number of the object to be changed
 char input character (incl. scan code)
 old_pos current cursor position in input string
 flag funtion:
 0 ED_START -reserved-
 1 ED_INIT string is formatted & cursor on
 2 ED_CHAR Character processed & string
 redisplayed
 3 ED_END Text cursor switched off
 new_pos returns new pos of text cursor to this
 variable.

OBJC_FIND

Syntax: a%=OBJC_FIND(tree,start_obj,depth,fx,fy)
 Action: Determines the object, if any, which is at the
 coordinates specified in fx,fy.
 Returns the object number, or -1 if no object found.
 tree address of the object tree
 start_obj number of the object from where to search
 depth Number of object levels to be searched
 fx x coordinate (usually MOUSEX)
 fy y coordinate (usually MOUSEY)

OBJC_OFFSET

Syntax: a%=OBJC_OFFSET(tree,obj,x_abs,y_abs)
 Action: Calculates the absolute screen coordinates of the
 specified object.
 Returns 0 on error.
 tree address of the object tree
 obj object number
 x_abs,y_abs returns the x,y coordinates to these
 variables.

OBJC_ORDER

Syntax: a%=OBJC_ORDER(tree,obj,new_pos)
 Action: re-positions an object within a tree.
 Returns 0 on error.
 tree address of the object tree
 obj object number
 new_pos new level number

OB_ADR

Syntax: adr%=OB_ADR(tree,obj)
 Action: Gets the address of an individual object.
 Returns 0 on error.
 tree address of the object tree
 obj object number

OB_FLAGS

Syntax: a%=OB_FLAGS(tree,obj)
 Action: Gets the status of the flags for an object.
 Returns 0 on error.
 tree address of the object tree
 obj object number
 OB_FLAGS Bit No.
 Normal -
 Selectable 0
 Default 1
 Exit 2

Editable	3
Rbutton	4
Lastob	5
Touchexit	6
Hidetree	7
Indirect	8

OB_H

Syntax: h%=OB_H(tree,obj)
 Action: Returns the height of an object
 Returns 0 on error.
 tree address of the object tree
 obj object number

OB_HEAD

Syntax: h%=OB_HEAD(tree,obj)
 Action: Points to the object's first child, or -1 if none.

OB_NEXT

Syntax: n%=OB_NEXT(tree,obj)
 Action: Points to the following object on the same level, or, if it is the last object on that level, to the parent object, or -1 if none.

OB_SPEC

Syntax: a%=OB_SPEC(tree,obj)
 Action: Returns the address of the the data structure for the object.

OB_STATE

Syntax: s%=OB_STATE(tree,obj)
 Action: returns the status of an object:

OB_STATE	Bit No.
Normal	-
Selected	0
Crossed	1
Checked	2
Disabled	3
Outlined	4
Shadowed	5

OB_TAIL

Syntax: t%=OB_TAIL(tree,obj)
 Action: Points to the objects last child, or -1 if none.

OB_TYPE

Syntax: t%=OB_TYPE(tree,obj)
 Action: Returns the type of object specified.

OB_W

Syntax: w%=OB_W(tree,obj)
 Action: Returns the width of an object

OB_X**OB_Y**

Syntax: x (or y) =OB_X or OB_Y(tree,obj)
 Action: Returns the relative coordinates of the object relative to its parent (or the screen if it is the parent)

OCT\$

Syntax: OCT\$(x[,n])

Action: Changes the value 'x' into a string containing the value of 'x' in octal form (prefix &O), the optional parameter n, giving the number of characters to print.

ODD

Syntax: ODD(n)

Action: Determines whether a number is odd. (see also even)

ON BREAK Syntax: ON BREAK

ON BREAK CONT

ON BREAK GOSUB name

Action: ON BREAK CONT makes it impossible to stop a program by pressing break (<ALT><SHIFT><CNTRL>).
ON BREAK reactivates it.
ON BREAK GOSUB makes it possible to jump to the procedure 'name' by the above key combination.

ON ERROR

Syntax: ON ERROR

ON ERROR GOSUB name

Action: Performs the procedure 'name' when an error occurs. The program is not interrupted and no error message is given.
See also RESUME

ON...GOSUB

Syntax: ON x GOSUB proc1,proc2.....

Action: Depending on the result of 'x' one of several given procedures is processed.
'proc1' .. is a list of procedure names separated by commas. The result of 'x' denotes which procedure is carried out.
Eg: If result = 1 then the first procedure in the procedure list is processed.
If result = 2 then the second procedure in the procedure list is processed.
If result = 3 then the third procedure in the procedure list is processed and so on.
If the value is not in the range then no procedure will be executed.

ON MENU

Syntax: ON MENU[t]

Action: This command handles EVENTS. Prior to use, the required action should be specified with an ON MENU xxx GOSUB command. For constant supervision of events, ON MENU is usually found in a loop.
The parameter t is the time in thousandths of a second to elapse before the ON MENU command is terminated.

ON MENU xxx GOSUB

Syntax: ON MENU BUTTON clicks,but,state GOSUB proc

Action: Sets up the action to be taken when one or more mouse clicks are received. With a subsequent ON MENU command, the named procedure will be branched to if the condition imposed by the parameters are met.

clicks - sets the maximum number of clicks that will generate a response.
 button - The expected button combination:
 0 - any
 1 - left
 2 - right
 3 - both
 state - Specifies which button state (up or down) will cause the event. 0 = up, 1 = down
 proc - The procedure to branch to.

Syntax: ON MENU GOSUB proc

Action: The procedure to which control will be passed on selection of a menu entry is determined. If an accessory is currently open, the procedure will not be called.
 See also MENU(0)

Syntax: ON MENU IBOX n,x,y,b,h GOSUB proc

Action: Monitors the mouse coordinates, and branches to the named procedure if the mouse enters Y
 k=MOUSEK

Action: Determines the mouse position (x,y) and the status of the mouse buttons:
 k=0 no buttons pressed
 k=1 left button
 k=2 right button
 k=3 both buttons

Syntax: ON MENU KEY GOSUB proc

Action: Monitors the keyboard, and branches to proc if a key was pressed during an ON MENU loop.
 See MENU(13) & MENU(14) for the keys.

Syntax: ON MENU MESSAGE GOSUB proc

Action: Branches to proc if a message arrives in the message buffer during an ON MENU loop.
 See MENU(x) for the messages.

Syntax: ON MENU OBOX n,x,y,w,h GOSUB proc

Action: Monitors the mouse coordinates, and branches to the named procedure if the mouse leaves a rectangular screen area. It is possible to wait for two such boxes to be left (n can be 1 or 2). x and y are the top left coordinates of the rectangle, w & h being its width and height. Continuous monitoring is done with ON MENU.

OPEN

Syntax: OPEN mode\$,#n,name\$[,len]

Action: Opens a data channel to a file or a peripheral device. 'mode' must always be written in quotes and is one of the following :-
 'O' (output) opens a write file creating a new file if needed.
 'I' (input) opens a read file.
 'A' (append) enables data to be annexed to an existing file.
 'U' (update) read/write, but file must be opened by 'o' first.

'R' stands for random access file.
 Instead of a filename, a peripheral device can be specified. The expression 'len' is used only with Random Access mode.
 the following can be used instead of filenames :-
 'CON:' for the console.
 'LST:' or 'prn:' for the printer.
 'AUX:' for the serial interface.
 'MID:' for midi.
 'VID:' for the console in transparent mode
 (commands are produced but not executed).
 'IKB:' for direct access to the keyboard controller.
 'STD:'. (This is the same as 'Stdin', 'Stdout' resp. in C-programs.) So you can use a shell to redirect the output of a GFA-BASIC program.

GFABASIC TEST >DUMMY

This line starts GFA BASIC and the program TEST.PRG
 Any output via 'STD:' is redirected to the file DUMMY.
 IMPORTANT: CONTROL-C will cause a hang-up when given while reading/writing DUMMY. the default for input/output is the keyboard/console.
 The numerical expression 'n' contains the channel number (0-99), and the variable name\$, the access path and filename.

OPENW

Syntax: OPENW nr[,x a rectangular screen area. It is possible to wait for two such boxes to be entered (n can be 1 or 2). x and y are the top left coordinates of the rectangle, w & h being its width and height. Continuous monitoring is done with ON MENU.

OPTION BASE

Syntax: OPTION BASE 0 (default)
 OPTION BASE 1
 Action: This command can determine whether an array is to contain a zero element or not. ie. with OPTION BASE 0, doing a DIM a%(10) will allow a%(0) to exist.

OR

Syntax: x OR y
 Action: The command OR (disjunction) checks whether at least one of two logical expressions x and y is TRUE. Only if x and y are both FALSE will the result FALSE be produced.

OR()

Syntax: OR(x,y)
 Action: The result of OR contains bits set in the places in which bits are set in either x or y or both.

OTHERWISE See SELECT

OUT

Syntax: OUT [#]n,a[,b..]
 Action: Transfers a byte[s] with the value 'a' to a peripheral

device or file 'n'.
See OPEN for valid peripherals.
See also INP

OUT# See INP#

OUT?
Syntax: OUT?(n)
Action: Determines the output status of a periphery.
 This function returns 0 if a character can be output.
 (see also INP?)

PADT(i)
Syntax: a=PADT(i)
Action: Reads the paddle buttons on the STE

PADX(i)
PADY(i)
Syntax: a=PADX(i) or PADY(i)
Action: Reads the x or y position of the paddles on the STE. i
 can be 0 or 1.

PAUSE
Syntax: PAUSE x
Action: Interrupts a program for exactly x/50 seconds.
 See also DELAY.

PBOX
Syntax: PBOX x,y,x1,y1
Action: Draws a filled rectangle with the coordinates of the
 two opposite corners specified by x,y and x1,y1.
 See also BOX,PRBOX, RBOX.

PCIRCLE
Syntax: PCIRCLE x,y,r[,w1,w2]
Action: Draws a filled circle with centre coordinates at x,y
 and a radius r. Additional start and end angles w1 and
 w2 can be specified to draw a circular arc.

PEEK DPEEK LPEEK
Syntax: PEEK(x)
 DPEEK(x)
 LPEEK(x)
Action: Returns the contents of the memory at address 'x'
 PEEK returns a 1 byte at address x
 DPEEK returns a 2 byte number from x and x+1
 LPEEK returns a 4 byte number from x, x+1, x+2 & x+3
 for DPEEK and LPEEK, 'x' must be an even number.

PELLIPSE
Syntax: PELLIPSE x,y,rx,ry [,phi0,phi1]
Action: Draws a filled ellipse at x,y, having 'rx' as length of the
 horizontal axis and 'ry' as length of the vertical axis
 The optional angles 'phi0' & 'phi1' give start and end
 angles in tenths of a degree, to create an elliptical arc.

PI

Syntax: PI
Action: Returns the value of PI. The value of PI is 3.141592653.....etc.

PLOT

Syntax: PLOT x,y
Action: Plots a point on the screen coordinates 'x,y'.
This command is the same as draw x,y.

POINT

Syntax: POINT x,y
Action: Checks if a graphic dot (at 'x,y') has been set and returns its colour value.

POKE DPOKE LPOKE

Syntax: POKE x,n
DPOKE x,n
LPOKE x,n
Action: Writes 1, 2 or 4 bytes into memory at an address which starts at 'x'.
The value of 'x' must be an even number for DPOKE and LPOKE.

POLYLINE POLYFILL POLYMARK

Syntax: POLYLINE n,x(),y()[OFFSETx_off,y_off]
POLYFILL n,x(),y()[OFFSETx_off,y_off]
POLYMARK n,x(),y()[OFFSETx_off,y_off]
Action: POLYLINE draws a polygon with n corners. The x,y coordinates for the corner points are given in arrays x() and y(). The first and last points are automatically connected. The optional parameter OFFSET can be added to these coordinates.
POLYFILL fills the polygon with the pattern previously defined by DEFFILL.
POLYMARK marks the corner points with the shape defined by DEFMARK.

POS

Syntax: POS(n)
Action: Returns the column in which the cursor is positioned.
'n', a hypothetical argument, is optional.
See also CRSCOL, CRSLIN, TAB, HTAB, VTAB.

PRBOX

Syntax: PRBOX x,y,x1,y1
Action: Draws a filled rectangle with rounded corners.
See also BOX, PBOX, RBOX.

PRED

Syntax: a\$=PRED(b\$)
Action: Supplies the character with the ASCII code one less than that of the first character of the specified string.

See also SUCC.

PRED()

Syntax: i%=PRED(n%)

Action: Returns the next lower number of the integer argument.
See also SUCC().

PRINT

Syntax: PRINT

PRINT expression

Action: Displays information on the screen.
'expr' can be any number of expressions which must be separated by commas, semicolons or apostrophes.
; -items are printed one after an other in one line.
, -items are printed at intervals of 16 columns.
' -each apostrophe causes a space to be printed.

PRINT AT

Syntax: PRINT AT(column,row);expression

Action: Prints 'expression' at a specified row and column.
NB. These start at 1, not 0.

PRINT USING

Syntax: PRINT USING format\$,expression[;]
PRINT AT(column,row);USING format\$,expression[;]

Action: Prints formatted digits and character strings.
format\$ is a string expression which sets the printing format using a list of expressions separated by commas.

reserves space for a digit.
. position of the decimal point.
+ executes a plus sign.
- reserves space for a minus sign.
* zeros before the comma are replaced by * otherwise the same as #.
\$ prefix \$.
, insertion of a comma.
^ execution in exponent form E+
! indicates that the first character of a string is issued.
& the whole string is issued.
\\.\\ as many characters as the length of \.\\. is issued (including back-slashes).
- prints the proceeding character.

PRINT TAB

Syntax: PRINT TAB(n)

Action: Prints spaces until POS(0) reaches n. If POS(0) already exceeds n then a Line Feed/Carriage Return is executed first.

PRINT#

Syntax: PRINT #n,expression
PRINT #n,USING format\$,expression

Action: Outputs data to a specified channel n (0-99). PRINT# USING allows formatted data to be output.

PROCEDURE

Syntax: PROCEDURE proc[(var1,var2,...)]

Action: Marks the beginning of a procedure.

Basic will only process a procedure when it is called by the command GOSUB (or by simply naming the procedure, or using @proc. If it comes across the command procedure during 'normal' running of the program, it considers it to be the end of the program.

Not only the values of variable, but also the variable's address can be passed to procedures using the VAR command in the Procedure's header.

PSAVE

Syntax: PSAVE f\$

Action: Saves the current program to disk with the name f\$, it is saved with protection, and cannot be subsequently listed on re-loading; PSAVEd programs RUN automatically on loading.
See also SAVE

PTSIN Address of the VDI point input table

PTSOUT Address of the VDI point output table

These two commands can be used with index, to address the array directly. eg. PTSIN(0).

PTST()

Syntax: a=PTST(x,y)

Action: Corresponds to the POINT command. Returns the colour of the pixel at x,y.

PUT

Syntax: PUT x,y,section\$[,mode]

Action: Places a graphics block on the screen at x,y which has been previously grabbed by GET, and stored in section\$.

'mode' (optional) sets the way the image is placed.

0 - All points are cleared

1 - s AND d Only points set in both remain set.

2 - s AND (NOT d) Sets only points which are set in the source and clear in the destination.

3 - s Overwrite (default GRAPHMODE 1)

4 - (NOT s)AND d

5 - d

6 - s XOR d

7 - s OR d

8 - NOT(s OR d)

9 - NOT(s XOR d)

10 NOT d

11 s OR(NOT d)

12 NOT s

13 (NOT s)OR d

14 NOT(s AND d)

15 1 All points set.

The important ones are:

3 Repalce

4 XOR

7 Transparent

13 Inverse Transparent.

PUT #

Syntax: PUT #n[,r]

Action: Writes a record to a random access file.
 'n' data channel number (0 to 99).
 'r' is an integer expression between 1 and the number of records in the file (max 65535) and denotes the record number of the record to be written.
 See also GET #, RECORD #

QSORT

Syntax: QSORT a(s) [OFFSET o] [WITH i()] [,n[,j%()]]
 QSORT x\$(s) WITH i() [,n[,j%()]]

Action: Sorts the elements of an array. 's' can be a minus sign or a plus sign, indicating an ascending sort(+) or a descending sort(-), the default being ascending. The parameter 'n' specifies that only the first 'n' elements are to be sorted. (Depends on OPTION BASE) whether 0 or 1. If n=-1, then all elements are sorted. When a further array is specified, then that array will be sorted along with the first array. OFFSET determines how many characters off the beginning shall not be considered. During sorting of string arrays a sorting criteria can be specified in an array of at least 256 elements by using WITH. Without using this option, a normal ASCII sort is used.

eg:

```
DIM a$(256)
FILES "*. *" TO "liste"
OPEN "i",#1,"liste"
RECALL #1,a$(),-1,x%
CLOSE #1
QSORT a$() OFFSET 13,x%
OPEN "o",#1,"con:"
STORE #1,a$(),x%
CLOSE
```

Saves the directory as 'LISTE', then reloads the file, sorts the array, not on name but on file length.

```
DIM x%(20)
PRINT "Unsorted:      ";
FOR i%=0 TO 10
  x%(i%)=RAND(9)+1
  PRINT x%(i%);" ";
NEXT i%
PRINT
'
QSORT x%(),11
PRINT "Ascending sort: ";
FOR i%=0 TO 10
  PRINT x%(i%);" ";
NEXT i%
PRINT
'
QSORT x%(-),11
PRINT "Descending sort: ";
FOR i%=0 TO 10
  PRINT x%(i%);" ";
NEXT i%
PRINT
```

QUIT

Syntax: QUIT[n]

Action: Terminate the program and leave GFA Basic.
Returns a two byte integer to the calling routine (normally the desktop).

RAD

Syntax: RAD(degrees)
Action: Converts from degrees to radians. (equivalent to $x \cdot \pi / 180$).
See also DEG

RAND

Syntax: RAND(y)
Action: Produces a 16 bit random integer in the range 0 to y-1. Where y is an integer max value &HFFFF.

RANDOM

Syntax: RANDOM(x)
Action: Returns a random integer between 0 (inclusive) and 'x' (exclusive).

RANDOMIZE

Syntax: RANDOMIZE [y]
Action: Initialises the random number generator [with the value y].

RBOX

Syntax: RBOX x,y,x1,y1
Action: Draws a rectangle with rounded corners from the two diagonally opposite corner points 'x,y' and 'x1,y1'
See also BOX, PBOX, PRBOX.

RCALL

Syntax: RCALL addr,reg%()
Action: Calls an assembler routine (similar to C: or CALL) with pre-allocated values in the registers.
The integer array reg% must have 16 elements and holds the values. At the end of the routine, the values are also returned in the array.
Data registers d0 to d7 --->reg%(0) to reg%(7)
Address registers a0 to a6 --->reg%(8) to reg%(14)
User Stack Pointer (a7) --->reg%(15)

RC_COPY

Syntax: RC_COPY s_adr,sx,sy,sw,sh TO d_adr,dx,dy[,m]
Action: Copies rectangular screen sections between areas of memory.
s_adr source address
sx,sy top left corner of source rectangle
sw,sh width & height " " "
d_adr destination address
dx,dy destination x and y coordinates
m optional mode (see PUT for modes).

RC_INTERSECT

Syntax: `y%=RC_INTERSECT(x1,y1,w1,h1,x2,y2,w2,h2)`

Action: Detects whether two rectangles overlap. The rectangles being specified by the coordinates of the top left corner(x,y) and their width & height (w,h). Returns TRUE (-1) if they do overlap and the variables x2,y2,w2,h2 contain the size of the common rectangle.

READ

Syntax: `READ var[,var1, ...]`

Action: Reads values from a DATA command and assigns them to a variable 'var'. Reading is taken from the last point a RESTORE was done (if any).

RECALL

Syntax: `RECALL #i,x$(),n[TO m],x`

Action: Inputs n lines from a text file to the array x\$(). If n=-1 all available lines are read. x contains the number of lines read.

RECORD**RELSEEK**

Syntax: `RELSEEK [#]N,X`

Action: Moves tINT
,
QSORT x%(-),11
PRINT "Descending sort: ";
FOR i%=0 TO 10
PRINT x%(i%); " ";
NEXT i%
PRINT

QUIT

Syntax: `QUIT[n]`

Action: Terminate the program and leave GFA Basic. Returns a two byte integer to the calling routine (normally the desktop).

RAD

Syntax: `RAD(degrees)`

Action: Converts from degrees to radians. (equivalent to $x \cdot \pi / 180$). See also DEG

RAND

Syntax: `RAND(y)`

Action: Produces a 16 bit random integer in the range 0 to y-1. Where y is an integer max value &HFFFF.

RANDOM

Syntax: `RANDOM(x)`

Action: Returns a random integer between 0 (inclusive) and 'x' (exclusive).

RANDOMIZE

Syntax: RANDOMIZE [y]

Action: Initialises the random number generator [with the value y].

RBOX

Syntax: RBOX x,y,x1,y1

Action: Draws a rectangle with rounded corners from the two diagonally opposite corner points 'x,y' and 'x1,y1'
See also BOX, PBOX, PRBOX.

RCALL

Syntax: RCALL addr,reg%()

Action: Calls an assembler routine (similar to C: or CALL) with pre-allocated values in the registers.
The integer array reg% must have 16 elements and holds the values. At the end of the routine, the values are also returned in the array.
Data registers d0 to d7 --->reg%(0) to reg%(7)
Address registers a0 to a6 --->reg%(8) to reg%(14)
User Stack Pointer (a7) --->reg%(15)

RC_COPY

Syntax: RC_COPY s_adr,sx,sy,sw,sh TO d_adr,dx,dy[,m]

Action: Copies rectangular screen sections between areas of memory.
s_adr source address
sx,sy top left corner of source rectangle
sw,sh width & height " " "
d_adr destination address
dx,dy destination x and y coordinates
m optional mode (see PUT for modes).

RC_INTERSECT

Syntax: y%=RC_INTERSECT(x1,y1,w1,h1,x2,y2,w2,h2)

Action: Detects whether two rectangles overlap. The rectangles being specified by the coordinates of the top left corner(x,y) and their width & height (w,h).
Returns TRUE (-1) if they do overlap and the variables x2,y2,w2,h2 contain the size of the common rectangle.

READ

Syntax: READ var[,var1, ...]

Action: Reads values from a DATA command and assigns them to a variable 'var'. Reading is taken from the last point a RESTORE was done (if any).

RECALL

Syntax: RECALL #i,x\$(),n[TO m],x

Action: Inputs n lines from a text file to the array x\$(). If n=-1 all available lines are read. x contains the number of lines read.
The optional parameter TO will read in the start of the file to the named elements of the array.

```

eg.
DIM a$(20)
FOR n=0 TO 19
  a$(n)="Line # "+STR$(n)
NEXT n
OPEN "o",#1,"test"
STORE #1,a$()
CLOSE
DIM b$(20)
OPEN "i",#1,"test"
RECALL #1,b$(),12 TO 15,x
'or RECALL #1,b$(),-1,x
CLOSE
PRINT x
FOR n=0 TO 20
  PRINT b$(n)
NEXT n

```

See Also: STORE

RECORD

Syntax: RECORD #n,r

Action: Sets the number of the next record to be read or stored with GET or PUT.

Example: RECORD #1,15

See Also: FIELD,GET#, PUT#, SEEK

RELSEEK

Syntax: RELSEEK [#]n,x

Action: Moves the random access file pointer forward (+X) or backwards (-X) 'X' number of bytes.

REM

Syntax: REM remark

Action: Whatever follows a REM command on a particular line is ignored by Basic. ' is synonymous with REM.

Example: REM This is a comment

RENAME

Syntax: RENAME old\$ AS new\$

Action: Renames a file.

REPEAT...UNTIL

Syntax: REPEAT
UNTIL end

Action: Creates a pre-defined loop. The section of the program between repeat and until is repeated continuously until the condition is fulfilled.

Example: REPEAT
UNTIL MOUSEK 'Waits for mouse key to be pressed.

RESERVE

Syntax: RESERVE n

Action: Increases or decreases the memory used by basic

'n' is a numeric expression which determines how big
FRE(0) should be after this command. (see HIMEM, EXEC)

Example: RESERVE 2560
EXEC 0, "\PROGRAM.PRG", "", ""
RESERVE

2560 bytes are reserved and PROGRAM.PRG is loaded and started. After running the reserved space is restored.

Memory can be reserved in blocks of 256 bytes.
If n is negative then the whole of the free memory is reserved.

RESTORE

Syntax: RESTORE [label]
Action: Positions the data pointer for READ.
Places the data pointer at the beginning, or behind the label names 'label'
'label' can be any list of characters and can contain digits, letters, underscore and full stops. Unlike other variable names it can begin with a digit.

RESUME

Syntax: RESUME RESUME NEXT RESUME label
Action: The RESUME command is only meaningful with error capture (ON ERROR GOSUB) where it allows a reaction to an error.

RESUME repeats the erroneous command.
RESUME NEXT resumes program execution after an incorrect command.
RESUME 'label' branches to the 'label'.
If a fatal error occurs only RESUME 'label' is possible

Example: ON ERROR GOSUB error_trap
ERROR 5
PRINT "and again..."
ERROR 5
PRINT "is not reached."
,
PROCEDURE error_trap
PRINT "OK, error intercepted"
RESUME NEXT
RETURN

RETURN

Syntax: RETURN
Action: Terminates a sub-routine

Syntax: RETURN x
Action: If the command RETURN is reached during program execution and is within a FUNCTION...ENDFUNC execution, then the value given after it is returned.

RIGHT\$

Syntax: RIGHT\$(string[,n])
Action: Returns the last characters or 'n' number of characters (from the right) of a character string 'string'
Example: PRINT RIGHT\$"Hello GFA",3) PRINTS GFA

RINSTR

Syntax: RINSTR(a\$,b\$)
 RINSTR(a\$,b\$, [x])
 RINSTR([x],a\$,b\$)
 Action: Operates in same way as INSTR except that search begins at the right end of a\$.

RMDIR
 Syntax: RMDIR "directory name"
 Action: Deletes empty directories

RND
 Syntax: RND [(x)]
 Action: Returns a random number between 0 and 1

 The optional parameter (x) is disregarded, and returns a random number between 0 (inclusive) and 1 (exclusive)

ROL
 Syntax: ROL(x,y)
 ROL&(x,y)
 ROL|(x,y)
 Action: Rotates a bit pattern left.

ROR
 Syntax: ROR(x,y)
 ROR&(x,y)
 ROR|(x,y)
 Action: Rotates a bit pattern right.

ROUND
 Syntax: ROUND(x[,n])
 Action: Rounds off the numeric expression x.

Example: y=ROUND(-1.2)
 PRINT y,ROUND(1.7)

RSET
 Syntax: RSET a\$=b\$
 Action: Moves a string expression, right justified to a string.
 See Also: LSET,MID\$

The following commands are part of the Resource Library. These routines provide the creation of a graphical user interface. The full descriptions of these functions are beyond the scope of these abbreviated manual. A full description is contained within the full GFA-BASIC Reference manual and also the GFA-BASIC Software Development Book.

RSRC_FREE
 Syntax: ~RSRC_FREE(0)
 Action: This function releases the memory space reserved by RSRC_LOAD.
 Returns 0 if an error.

RSRC_GADDR
 Syntax: ~RSRC_GADDR(type,index,addr)
 Action: This function determines the address of a resource structure after it has been loaded with RSRC_LOAD.
 Depending on the version of GEM, this function may only

work for Object trees and Alert boxes.
Returns 0 if an error.

Type:0 OBJECT TREE
1 OBJECT
2 TEDINFO
3 ICONBLK
4 BITBLK
5 STRING
6 image data
7 obspec
8 te_ptext
9 te_ptmplt
10 te_pvalid
11 ib_pmask
12 ib_pdata
13 pb_ptext
14 bi_pdata
15 ad_frstr
16 ad_fring

Index: The number of the object whose address is required, counting objects of that type one by one from the beginning of the resource file.

addr: The required address.

Example: ~RSRC_GADDR(0,0,TREE%)

RSRC_LOAD

Syntax: RSRC_LOAD(name\$)

Action: This function reserves memory and loads a resource file. Then internal pointers are set and the co-ordinates of characters converted into pixel format.

Example: ~RSRC_LOAD("TEST.RSC")

RSRC_OBFIX

Syntax: RSRC_OBFIX(tree,obj)

Action: This function converts the coordinates of an object within a tree, from character coordinates to pixel coordinates, taking into account the current screen resolution. It is automatically called by RSRC_LOAD, but must be used if the object is created direct in memory by POKE.

tree: address of the object tree
obj: object number

RSRC_SADDR

Syntax: RSRC_SADDR(type,index,addr)

Action: This function sets the address of an object.
Returns 0 if an error.

type: type of structure
index: the number of the object
addr address

RUN

Syntax: RUN(a\$)

Action: Runs the program in memory, or if a file name is supplied will load and then run the appropriate program.

Example: RUN "A:\PROGRAM.GFA"

SAVE

PSAVE

Syntax: SAVE a\$

PSAVE a\$

Action: Saves a program file (psave is with list protection)
'file name' is the name of the program.
Programs which are saved with psave are not listed but run straight after the command 'load' is given.

SEEK

Syntax: SEEK [#]n,x

Action: Sets the file pointer on the byte number 'x' of file #n
'n' is an integer expression between 0 and 99 which refers to the channel number. 'x' has a value (total) either greater or smaller than the length of the file addressed.

SCRP_READ

Syntax: SCRP_READ(path\$)

Action: This function reads data, left there by another program, from a small internal buffer, thus allowing communication between GEM programs. Returns 0 if an error.

Example: SCRP_READ(a\$)

See Also: SCRP_WRITE

SCRP_WRITE

Syntax: SCRP_WRITE(path\$)

Action: This function writes data, into a small internal buffer, thus allowing communication between GEM programs.

Example: SCRP_WRITE("A:\PROGRAM.TXT")

See Also: SCRP_READ

SDPOKE

Syntax: SDPOKE x,y

Action: Allows DPOKE to operate in supervisor mode, so that protected address (0 to 2047) can be modified.

SEEK

Syntax: SEEK #n,pos

Action: Absolute positioning of data pointer within file. This allows the realisation of indexed sequential file access. The numerical expression n contains the channel number of the file.

SELECT

Syntax: SELECT x
CASE y [TO z] or CASE y [,z,...]
CASE TO y
CASE y TO
DEFAULT
ENDSELECT
CONT

Action: A conditional command which enables execution of specified program segments depending on an integer.

The maximum of a CASE is 4 characters (eg CASE "A,B,C,D")

The CONT command provides a method of jumping over a CASE or DEFAULT command.

Example: REPEAT
 a%=ASC(INKEY\$)
 SELECT a%
 CASE 65 TO 90
 PRINT "CAPITAL LETTER"
 CASE 97 TO 122
 PRINT "LOWER CASE LETTER"
 DEFAULT
 PRINT "NOT CAPITAL OR LOWER CASE"
 ENDSELECT
 UNTIL a%=27

SETCOLOR

Syntax: SETCOLOR i,r,g,b
 SETCOLOR i,n

Action: Defines the colours red, green and blue for the colour register 'i'.
 'r,g,b' are the levels of the three primary colours from 0 to 7.
 Another way of defining colours is to use the value 'n' where $n=r*256+g*16+b$

See Also: COLOR,VSETCOLOR

SETDRAW See DRAW command.

SETMOUSE

Syntax: SETMOUSE mx,my,[,mk]

Action: The SETMOUSE command permits the positioning of the mouse cursor under program control. The optional parameter mk can simulate the mouse button being pressed or released.

Example: FOR i%=0 TO 300
 HIDEM
 SETMOUSE i%,i%
 PLOT MOUSEX,MOUSEY
 SHOWM
 PAUSE 2
 NEXT i%

SETTIME

Syntax: SETTIME time\$,date\$

Action: Sets the time and the date.

time\$ is a string expression which contains the time. hours, minutes and second can be displayed. The colons are optional as two digits have to be entered. The seconds can also be left out.

date\$ is a character string expression for the date. It must always contain: day, month and year, each separated by a full stop.

Example: PRINT DATE\$,TIME\$
 SETTIME "17:30:30","27.10.1952"
 PRINT DATE\$,TIME\$

SGET

Syntax: SGET screen\$
 Action: Fast reading of the entire screen area into a string variable.
 Example: PCIRCLE 100,100,50
 SGET b\$
 ~INP(2)
 CLS
 ~INP(2)
 SPUT b\$
 See Also: SPUT, GET, PUT and BMOVE

SGN

Syntax: SGN(x)
 Action: Ascertain whether 'x' is positive, negative or 0
 'x' can be any numeric expression. SGN(x) is the
 mathematic sign function.

The following commands are part of the Shell Library and enable an application to call another, preserving both the original application and its environment.

The full descriptions of these functions are beyond the scope of these abbreviated manual. A full description is contained within the full GFA-BASIC Reference manual.

SHEL_ENVRN

Syntax: SHEL_ENVRN(addr,search\$)
 Action: This function determines the values of variables in the GEM environment.
 Returns 1.

search\$: The string to be sought

addr: address of the byte following the string

Example: PRINT SHEL_ENVRN(a%,"PATH")
 PRINT CHAR{a%-4}

' Displays: PATH=A:\

SHEL_FIND

Syntax: SHEL_FIND(paths\$)
 Action: This function searches for a file and supplies the full file specification. First the path on the current drive is searched, then the root directory of drive A:.

Returns 0 if file not found, or 1 if found.

On entry:

path\$: String contains sought after filename.

On exit:

path\$: Contains the full file specification if the file was found, otherwise it is unchanged.

SHEL_GET

Syntax: SHEL_GET(num,x\$)
 Action: This function reads data from the GEMDOS environmental string buffer (into which the file DESKTOP.INF is read on start up).

Returns 0 if an error.

num: number of bytes to be read
x\$: string to contain data

Example: SHEL_GET(500,x\$)
PRINT x\$

SHEL_PUT

Syntax: SHEL_PUT(len,x\$)

Action: This function writes data into the GEMDOS environmental string buffer.

Returns 0 if an error.

x\$: String containing the data to be written
len: number of bytes to be written

Example: 'Register GFA-BASIC
~SHEL_GET(2000,a\$)
q%=INSTR(a\$,CHR\$(26))
IF q%
 a\$=LEFT\$(a\$,q%-1)
 IF INSTR(a\$,"GFABASIC.PRG")=0
 a\$=s\$+"#G 03 04 A:\GFABASIC.PRG@*.GFA
 +MKI\$(&HDOA)+CHR\$(26)
 ~SHEL_PUT(LEN(a\$),a\$)
ENDIF
ENDIF

' Registers that all .GFA files cause GFABASIC.PRG to be loaded when clicked on.

SHEL_READ

Syntax: SHEL_READ(cmd_string\$,tail_string\$)

Action: This function allows the program to identify the command by which it was invoked and supplies the name, eg GFABASIC.PRG, and the command line if any.

cmd_string\$ string variable to contain the command line.

tail_string\$ string variable to contain name.

SHEL_WRITE

Syntax: SHEL_WRITE(prg,grf,gem.cmd\$,nam\$)

Action: This function informs the AES that another application is to be started after the current one has terminated. In contrast to p_exec (GEMDOS 75), however the current program does not remain in memory.

prg: 0 Back to desktop
 1 Load new program
grf: 0 TOS program
 1 Graphic application
gem: 0 not a GEM application
 1 GEM application
cmd\$ command line string
nam\$ name of next application

Example: ~SHEL_WRITE(1,1,1,"","GFABASIC.PRG")

SHL

Syntax: SHL(x,y)
SHL&(x,y)
SHL|(x,y)
Action: Shifts a bit pattern left

SHOWM

Syntax: SHOWM
Action: Makes the mouse pointer appear.
See Also: HIDE M

SHR

Syntax: SHR(x,y)
SHR&(x,y)
SHR|(x,y)
Action: Shifts a bit pattern right

SIN

Syntax: SIN(x)
Action: Returns the sine value of 'x'

SINGLE{}

Syntax: SINGLE{x}
Action: Reads/writes a 4 byte floating point variable in IEEE single precision format.

SINQ

Syntax: SINQ(degrees)
Action: Returns the extrapolated sine of a numeric expression.

SLPOKE

Syntax: SLPOKE x,y
Action: Allows LPOKE to operate in supervisor mode, so that protected address (0 to 2047) can be modified.

SOUND

Syntax: SOUND chn,vol,note,octave[,dur]
SOUND chn,vol,note,#period[,dur]
Action: GENERATES MUSICAL NOTES
'chn' is a 1, 2, or 3 and selects the sound channel.
'vol' selects the volume.
'note' is a value of 1 to 12 and selects notes:
1=C,
2=C#
3=D
4=D#
5=E
6=F
7=F#
8=G
9=G#
10=A
11=A#
12=B
'octave' is between 1 and 8, and determines octave.
'dur' is the time in 1/50ths of a second that GFA Basic has to wait before execution of the next command.

A further possibility to choose the pitch is to enter 'period' prefixed by '#' instead of 'note' and 'octave'. The period can be calculated from the frequency with:

Period = TRUNC(125000/frequency +0.5)

SPACE\$

Syntax: SPACE\$(x)

Action: Creates a character string containing 'x' spaces.

SPC

Syntax: SPC(n)

Action: Produces 'n' spaces in a print command

SPOKE SDPOKE SLPOKE

Syntax: SPOKE x,n SDPOKE x, SLPOKE x,n

Action: Writes 1, 2 or 4 bytes into an area of memory which begins with the address 'x'

SPRITE

Syntax: SPRITE A\$[,x,y]

Action: Puts the sprite defined in a\$ at (X,Y) or, if no coordinates are given, deletes it.

A\$ = MKI\$(X POSITION)
 + MKI\$(Y POSITION)
 + MKI\$(0=NORMAL OR 1=XOR MODE)
 + MKI\$(SCREEN COLOUR MOSTLY 0)
 + MKI\$(SPRITE COLOUR MOSTLY 1)
 + BIT PATTERN OF SCREEN AND SPRITE

Unlike defmouse, the bit patterns for screen and sprite are not stored in separate blocks but in alternate words (16 bits).

If the same sprite is put onto the screen in another position then the first sprite is deleted.

SPUT

Syntax: SPUT var

Action: Fast copying of a 32000 byte string into the screen area.

See Also: SGET, PUT, GET and BMOVE

SQR

Syntax: SQR(X)

Action: Calculates the square root of 'X'.

SSORT

Syntax: SSORT a(s) {OFFSET o}[WITH i()][,n[,j%()]]

SSORT x\$(s) WITH i() [,n[,j%{}}]]

Action: Sorts the elements in an array by its size using the Shell-Metzner method.

a() array or string array
 i() integer array
 j% 4byte integer array
 x\$() string array

s + or - or no sign

STE?

Syntax: STE?

Action: Returns -1 for STE otherwise 0

STICK

Syntax: STICK m

STICK(p)

Action: The function STICK(p) returns the position of a joystick.
STICK 0 causes port 0 to supply mouse information.
STICK 1 causes port 1 to read the joystick.

Example:

```
STICK 1
REPEAT
    direction%=STICK(0)
    fire%=STRIG(0)
    SELECT direction%
    CASE 4
        PRINT "LEFT"
    CASE 8
        PRINT "RIGHT"
    CASE 2
        PRINT "DOWN"
    CASE 1
        PRINT "UP"
    ENDSELECT
UNTIL fire!
WHILE STRIG(0)
WEND
```

STOP

Syntax: STOP

Action: Stops execution of a program.
Unlike the END command it does not close any files and
by typing CONT the program will resume from the line
following the STOP command.

STORE

Syntax: STORE #i,x\$()[,n[TO m]]

Action: Fast save of a string array as a text file. The instruction
STORE is used for sending the contents of an array to a
file or data channel (elements separated by CR/LF).

See Also: RECALL

STR \$

Syntax: STR\$(X)

Action: Transforms the value 'X' into a character string.

STRING\$

Syntax: STRING\$(N,string) OR STRING\$(N,C)

Action: Produces a string formed by repeating 'string' or
CHR\$(C) 'N' times. 'N' is a number from 0 to 32767.

SUB

Syntax: SUB VAR,N
Action: Deducts 'N' from 'VAR'. Same as VAR=VAR-N but executes almost twice as fast.
Example: x=57
SUB x,3*5
PRINT x 'PRINTS 42

SUB()

Syntax: SUB(x,y)
Action: Corresponds to x-y

Example: PRINT SUB(5^3,4*20+3) 'PRINTS 42

SUCC()

Syntax: SUCC(n)
Action: Determines the next higher number.
See Also: PRED()

SWAP

Syntax: SWAP var1,var2
Action: Exchanges the values of 'var1' and 'var2'.
The variables must be of the same type.
When swapping array fields the dimensions are also swapped.

SWAP()

Syntax: SWAP(n)
Action: Swaps the high and low words of a variable.

SYSTEM

Syntax: SYSTEM
Action: Causes a return to the desktop, same as quit.

TAB

Syntax: TAB(n)
Action: Sets the tabulator to the nth column.
Tab can only be used in conjunction with the print command.
If the current position is already past 'N' then the tab function is set for the next line.

TAN

Syntax: TAN(X)
Action: Returns the tangent of 'X' (X is the angle in radians).

TEXT

Syntax: TEXT X,Y, [L,]string
Action: Puts a text onto the screen at graphics coordinates 'X,Y'. The graphics can first be defined by using the command DEFTEXT.

TIME\$**Syntax:** TIME\$**Action:** Returns the system time as a string.
Format: hh:mm:ss and is updated every two seconds.**Example:** PRINT TIME\$**TIME\$=****Syntax:** TIME\$=a\$**Action:** The time can be set.**Example:** TIME\$="20:15:30"**TIMER****Syntax:** t%=TIMER**Action:** TIMER supplies the elapsed time in 1/200 seconds since the system was started.**Example:** t%=TIMER
FOR i%=1 TO 2500
NEXT i%
PRINT (TIMER-t%)/200;" Seconds"**TITLEW****Syntax:** TITLEW n,"title"**Action:** Gives the window number 'n', the new title 'title'.**TOPW****Syntax:** TOPW #1**Action:** Activates the windows number n.**TOUCH****Syntax:** TOUCH[#]n**Action:** Updates the date and time stamps of a file, giving it the current system time and date.**Example** OPEN "u",#1,"TEST.TXT"
TOUCH #1
CLOSE #1**TRACE\$****Syntax:** TRACE\$**Action:** The variable TRACE\$ contains the command which is next to be processed.**See Also:** TRON,TROFF**TRIM\$****Syntax:** TRIM\$(a\$)**Action:** Removes spaces at the beginning of a string expression.

TROFF

Syntax: TROFF
Action: Switches the trace function off.

TRON

Syntax: TRON
Action: Switches the trace function on. This causes each command to be listed on the screen.

TRON#

Syntax: TRON #1
Action: Switches the trace function on. This causes each command to be listed to the relevant channel number.

TRONproc

Syntax: TRON tr_proc
Action: A procedure can be specified which is called before the execution of each command.

TRUE

Syntax: TRUE
Action: Constant 0. This is simply another way of expressing the value of a condition when it is true and is equal to zero. (see also FALSE).

TRUNC

Syntax: TRUNC(X)
Action: Returns the integer portion of 'X'.

TT?

Syntax: TT?
Action: Returns -1 for 68020 or 68030 processeur, otherwise 0.

TYPE

Syntax: TYPE(ptr)
Action: Determines the type of the variable at which a pointer is set.

'ptr' is an integer expression (usually *var).
TYPE(ptr) returns a code according to the type of variable to which 'ptr' is pointing.

0=var
1=var\$
2=var%
3=var!
4=var()
5=var\$()
6=var%()
7=var!().

On errors -1 is returned.

UPPER\$

Syntax: A\$="basic"
 PRINT UPPER\$(A\$)
 PRINT UPPER\$("1a")

Action: Transforms all lower case letters of a string to upper case. Any non letter characters are left unchanged.

V:

Syntax: V:x

Action: Returns the address of a variable or strings or elements of an array.

VAL

Syntax: VAL(X\$)

Action: Transforms 'X\$' into a number, as far as possible. In the case of a purely alphabetical string the value 0 is returned.

VAL?

Syntax: VAL?(X\$)

Action: Determines the number of characters starting at the beginning of a string that can be converted into a numerical value with VAL.

VAR

Syntax: name([a,b,...] VAR x,y..a(),b(),...)

Action: Declaration part of the parameter list for a PROCEDURE or FUNCTION.

Example: sum(13,12,a)
 sum(7,9,b)
 PRINT a,b
 ,
 PROCEDURE sum(x,y,VAR z)
 z=x+y
 RETURN

VARIAT()

Syntax: VARIAT(n,k)

Action: Returns the number of permutations of n elements to the kth order without repetition.

Example: PRINT VARIAT(6,2) 'prints 30

See Also: FACT(), COMBIN()

VARPTR

Syntax: VAPTR(var)

Action: Determines the address or starting address of a variable 'var'.

VDIBASE

Syntax: VDIBASE

Action: Dangerous pokes!

Determines the address above the area used by basic and the required tables and variables.

This is the point from which this version of gem keeps parameters for the vdi (text style, clipping etc.).

By use of peek and poke in this area, various effects (and nasty crashes!) can be obtained.

VDISYS

Syntax: VDISYS[opcode [,c_int,c_pts[,subopc]]]

Action: The VDI function with function code opcode is called. If opcode is not specified, then the function code must, like other parameters, be placed in the control block with DPOKE.

The depth of this command is beyond the scope of this abbreviated manual.

VOID

Syntax: VOID exp

Action: This command performs a calculation and forgets the result. Sounds silly but there are occasions when this command is required, eg. forced garbage collection (fre(0)), waiting for a keystroke (inp(2)), or calling various bios, xbios, gemdos or c: routines which have no parameters.

VQT_EXTENT

Syntax: VQT_EXTENT(text\$[,x1,y1,x2,y2,x3,y3,x4,y4])

Action: Returns the corner coordinates of a rectangle which will surround the text in text\$. The coordinates can either be found in the variables x1,y1 to x4,y4, or in PTSOUT(7). The corner pointers are numbered in a clockwise direction.

Example: INPUT text\$
CLS
ATEXT 100,25,2,text\$
~VQT_EXTENT(text\$,x1,y1,x2,y2,x3,y3,x4,y4)
BOX x4+100,y4+25,x2+00,y2+25

VQT_NAME

Syntax: VQT_NAME(i,font_name\$)

Action: Supplies the handle of the font with the identification number i and places the name of the loaded character set into the string variable font_name\$.

VSETCOLOR

Syntax: VSETCOLOR colour,red,green,blue

VSETCOLOR colour,composite

Action: Due to an error in TOS, SETCOLOR does not correspond to the registers used by COLOR. VSETCOLOR is used to overcome this problem.

Low Resolution

SETCOLOR 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

VSETCOLOR 0 2 3 6 4 7 5 8 9 10 11 14 12 15 13 1

Medium Resolution

```
SETCOLOR      0 1 2 3
VSETCOLOR     0 2 3 1
```

High Resolution

```
SETCOLOR 0,even = VSETCOLOR 0,0
SETCOLOR 0,odd  = VSETCOLOR 0.&H777
```

The term composite is calculated the same way as with SETCOLOR: ie $rgb=(r*256)+(g*16)+b$

VST_LOAD_FONTS

Syntax: VST_LOAD_FONTS(x)

Action: Loads the additional character sets specified in ASSIGN.SYS, and the number of loaded fonts is returned.

```
Example: RESERVE 25600
num_fonts%=VST_LOAD_FONTS(0)
face%=VQT_NAME(num_fonts%,fonts$)
FOR i%=1 to num_fonts%
    DEFTEXT,,,face%
    TEXT 80,80,"This is the "+font$+" font."
    ~INP(2)
NEXT i%
~VST_UNLOAD_FONTS(0)
RESERVE
```

VST_UNLOAD_FONTS

Syntax: VST_UNLOAD_FONTS(x)

Action: Removes the character set previously loaded with VST_LOAD_FONTS from memory.

VSYNC

Syntax: VSYNC

Action: Enables synchronization with the screen by waiting until the next vertical sync pulse is received - helps avoid flickering of the screen during animation when using GET and PUT.

```
Example: t%=TIMER
FOR i%=1 TO 100
    VSYNC
NEXT i%
PRINT SUB(TIMER,t%)/200
' PRINTS the time for 100 scans of screen.
```

VTAB

Syntax: VTAB line

Action: VTAB positions the cursor to the specified column or line number . Note that the cursor columns and lines are counted from 1, not 0.

See Also: HTAB, PRINT AT, TAB

The following VDI Workstation routines and functions are only available if GDOS has been booted and a valid ASSIGN.SYS file is available. In depth documentation on the VDI routines are beyond the scope of this abbreviated manual. Further information can be found in the full GFA-BASIC Interpreter Manual or Software Development Book.

V_CLRWK

Syntax: V_CLRWK()

Action: This function clears the output buffer. For example the screen or the printer buffer is cleared.

V_CLSVWK

Syntax: V_CLSVWK(id)

Action: Closes a virtual workstation opened with V_OPNVWK.

V_CLSWK

Syntax: V_CLSWK()

Action: Closes the current workstation opened with V_OPNVWK().

V_OPNVWK

Syntax: V_OPNVWK(id,1,1,1,1,1,1,1,1,2)

Action: Opens a virtual screen driver and supplies the handle for the specified device id.

V_OPNVWK

Syntax: V_OPNVWK(id)

Action: Supplies the handle for the specified device id.

V_UPDWK

Syntax: V_UPDWK()

Action: Sends buffered graphic instructions to the attached device.

V~H

Syntax: V~H

Action: Returns the internal VDI handle of GFA-BASIC.

V~H=x 'Sets internal VDI handle

V~H=-1 'Sets VDI handle to value from V_OPNVWK()

W:

Syntax: W:x

Action: Allows passing of numerical expressions to the operating system and C routines as a word (2-byte).

See Also: L:

WAVE

Syntax: WAVE voice,env,form,per,del

Action: Produces noises from the three sound channels.
WAVE 0,0 switches off all sound channels.

voice: Any channel or combination of channels may be activated simultaneously. The value of voice is 256 * by the period.

1 Channel 1

2 Channel 2

4 Channel 3

8 Noise (Channel 1)

16 Noise (Channel 2)
32 Noise (Channel 3)

env: Specifies the channels for which the wvelope is to be active.

1 Channel 1
2 Channel 2
3 Channel 3

form: Envelope shape

0 - 3 As 9
4 - 7 As 15
8 Falling sawtooth
9 Falling linear
10 Triangle falling
11 Falling linear, then to max
12 Rising sawtooth
13 Rising linear and holding
14 Triangle, then rising
15 Linear rising, then to zero

per: Period of the waveform multiplied by 125000.

del: Delay in 1/59ths second before the next GFA-BASIC command is executed.

Example: SOUND 1,15,1,4,20
SOUND 2,15,4,4,20
SOUND 3,15,8,4,20
WAVE 7,7,0,65535,300
' A tone is generated from each channel then modulated by
' WAVE.

See Also: SOUND

WHILE...WEND

Syntax: WHILE condition
WEND

Action: Creates a conditional loop between while and wend until the 'condition' is fulfilled. This is checked at the beginning of the loop and so it is possible that the loop is never executed.

The following functions are all functions of the Window Library

WINDTAB

Syntax: WINTAB
WINTAB(i,j)

Action: Gives the address of the Window Parameter Table. This table contains the data that determines the appearance of a window.

Window Parameter Table:

Offset

0 Handle of Window 1
2 Attributes for Window 1
4 x coordinates of Window 1
6 y coordinates of Window 1
8 Width of Window 1
10 Height of Window 1
12-22 Parameters for Window 2

24-34	Parameters for Window 3
36-46	Parameters for Window 4
48	-1
50	0
52-58	Coordinates and size of Desktop
60-63	Coordinates of the joint of the four windows
64-65	Origin for graphic instructions (CLIP OFFSET)

Window Attribute element:

Bit	
0	Window Title
1	Close box
2	Full box
3	Move box
4	Information line
5	Sizing box
6	Up arrow
7	Down arrow
8	Vertical slider
9	Left arrow
10	Right arrow
11	Horizontal slider

Example: OPEN #1,100,120,200,70,&HFFF
 ' corresponds to:
 DPOKE WINTAB+2,&HFFF
 DPOKE WINTAB+4,100
 DPOKE WINTAB+6,120
 DPOKE WINTAB+8,200
 DPOKE WINTAB+10,70
 OPENW 1
 ' or
 WINTAB(1,1)=&HFFF
 WINTAB(1,2)=100
 WINTAB(1,3)=120
 WINTAB(1,4)=200
 WINTAB(1,5)=70
 OPENw 1

WIND_CALC

Syntax: WIND_CALC(w_type,attr,ix,iy,iw,ih,ox,oy,ow,oh)

Action: This function computes the total size of the work area from the size of the window.
 Returns 0 if an error.

w_type:	0 Compute total size
	1 Compute work area size

attr:	
Bit	
0	Title bar with name
1	Close box
2	Full size box
3	Move bar
4	Info line
5	Size box
6	Up arrow
7	Down arrow
8	Vertical slider
9	Left arrow
10	Right arrow
11	Horizontal slider

ix,iy	top left coorinates
iw,ih	width and height

ox,oy	Calculated top left coordinates
ow,oh	Calculated width and height

WIND_CLOSE

Syntax: WIND_CLOSE(handle)

Action: Closes the specified window.

WIND_CREATE

Syntax: WIND_CREATE(attr,wx,wy,ww,wh)

Action: Allocates a new window, specifying the attributes and maximum size. The handle of the window is returned.

attr:	Bit
	0 Title bar with name
	1 Close box
	2 Full size box
	3 Move bar
	4 Info line
	5 Size box
	6 Up arrow
	7 Down arrow
	8 Vertical slider
	9 Left arrow
	10 Right arrow
	11 Horizontal slider
wx	Max x position of left edge
wy	Max y position of top edge
ww	Max width of window
wh	Max height of window

WIND_DELETE

Syntax: WIND_DELETE(handle)

Action: Deletes a window allocation and frees reserved memory.

WIND_FIND

Syntax: WIND_FIND(fx,fy)

Action: Determines the id number of a window within which the specified coordinates lie.

fx:	x coordinates
fy:	y coordinates

WIND_GET

Syntax: WIND_GET(handle,code,w1,w2,w3,w4)

Action: Supplies information about a window determined by the code.

handle:	Id number of the window
code:	depending upon the code, information is supplied in w1,w2,w3,w4.
code: 4	supplies size of window work area
w1:	x coordinates
w2:	y coordinates
w3:	width
w4:	height
code: 5	supplies total size of entire window including borders

w1: x coordinates
w2: y coordinates
w3: width
w4: height

code: 6 supplies total size of previous window

w1: x coordinates
w2: y coordinates
w3: width
w4: height

code: 7 supplies the total max size of the window.

w1: x coordinates
w2: y coordinates
w3: width
w4: height

code: 8 supplies the position of the horizontal slider

w1: 1=far left 1000=far right

code: 9 supplies the position of the vertical slider

w1: 1=top 1000=bottom

code: 10 supplies the id number of the top (active) window

w1: id number of active window

code: 11 supplies the coordinates of the first rectangle in the specified rectangle list.

w1: x coordinates
w2: y coordinates
w3: width
w4: height

code: 12 supplies the coordinates of the next rectangle in the specified windows rectangles list

w1: x coordinates
w2: y coordinates
w3: width
w4: height

code: 13 reserved

code: 15 supplies the size of the horizontal slide bar compared to its max possible

w1: -1 = minimum size
1 = small
1000 = full width

code: 16 supplies the size of the vertical slide bar compared to its max possible

w1: -1 = minimum size
1 = small
1000 = full height

WIND_OPEN

Syntax: WIND_OPEN(handle,wx,wy,ww,wh)

Action: Draws on the screen a window previously created with WIND_CREATE.

WIND_SET

Syntax: WIND_SET(handle,code,w1,w2,w3,w4)

Action: Changes the parts of a window according to the specified function code.

code: 1 Sets new windows components as with WIND_CREATE.

 w1: new window element

code: 2 Gives a window a new title

 w1: Hi word

 w2: Low word of address of title string

code: 3 Specifies a new information line

 w1: Hi word

 w2: Low word of address of information string

code: 5 Sets the window size

 w1: x coordinates

 w2: y coordinates

 w3: width

 w4: height

code: 8 Positions the horizontal slider

 w1: 1=far left 1000=far right

code: 9 Positions the vertical slider

 w1: 1=top 1000=bottom

code: 10 Sets top (active) window

 w1: id number

code: 14 Sets a new desk top Menu tree

 w1: Low word

 w2: High word of address of new tree

 w3: id number of the first object to be drawn

code: 15 Sets the size of the vertical slide bar

 w1 -1=minimum size

 1= small

 1000 max size

code: 16 Sets the size of the horizontal slider bar

 w1 -1=minimum size

 1= small

 1000 max size

WIND_UPDATE

Syntax: WIND_UPDATE(flag)

Action: Coordinates all functions concerned with screen redraws,

in particular with drop down menus.

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flag: 0          screen redraw completed
      1          screen redraw starting
      2          application loses mouse control
      3          application takes on mouse control
```

WORD()

Syntax: WORD(x)

Action: Extends a word to long word length (32 bits) by copying bits 15 to bit positions 16 to 31, thus preserving the sign.

WORK_OUT()

Syntax: WORK_OUT(x)

Action: Determines the values found in INTOUT(0) to INTOUT(44), PTSOUT(0) and PTSOUT(1) after returning from the function OPEN_WORKSTATION.

WRITE

Syntax: WRITE [expressions][;]

WRITE #n [expressions][;]

Action: Stores data in a sequential file to be read with input. Unlike the PRINT command the numbers are separated by commas and the strings are enclosed in quotes.

WRITE#

Syntax: WRITE#n,expression

Action: Saves data to sequential file, for later reading with INPUT#.

Example: OPEN "o",#1,"TEST.DAT"
 WRITE #1,"Version ",3,".6"
 CLOSE #1
 OPEN "i",#1,"TEST.DAT"
 INPUT #1,v1\$,v2\$,v3\$
 CLOSE #1
 PRINT v1\$+v2\$+v3\$

W_HAND

Syntax: W_HAND(#n)

Action: Returns the GEM handle of the window whose channel number is n.

Example: OPENW 2
 PRINT W_HAND(#2)
 ~INP(2)
 CLOSE #2

W_INDEX

Syntax: W_INDEX(#hd)

Action: Returns the window number of the specified GEM handle. Reverse of W_HAND().

XBIOS

The XBIOS function is used to call XBIOS system routines.

~XBIOS(0,t%,l:p%.l:v%)

Initialises the mouse handling routine but not compatible with GEM.

t%	0	Switches mouse off
	1	Switches mouse into relative mode
	2	Switches mouse into absolute mode
	4	Mouse in keyboard mode
p%		Address of information structure
v%		Address of the mouse handling routine

r%=XBIOS(2)

Returns the base address of the physical screen memory.

r%	Address of the physical screen memory
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r%=XBIOS(3)

Returns the address of the logical screen memory when writing to the screen.

r%	Address of the logical screen memory
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r%=XBIOS(4)

Returns the current screen resolution

r%	0	320 x 200
	1	640 x 200
	2	640 x 400

~XBIOS(5,l:l%,l:p%,r%)

Enables the resolution to be changed from low res and high res when using a colour monitor. Can not be used with GEM.

l%	New address of logical screen memory
p%	New address of the physical screen memory
r%	New screen resolution (see XBIOS(4))

~XBIOS(6,L:adr%)

Allows all colour registers to be reset at one time.

adr%	Address of a table of 16 words, which contains new palette data.
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r%=XBIOS(7,n%,c%)

Sets or gets a colour register.

r%	For c%=-1 the previous specified colour register is returned.
n%	Colour register
c%	New colour, at c%=-1 see r%

r%=XBIOS(8,L:b%,L:f%,d%,sec%,t%,side%,n%)

Reads sectors of a disk

r%	0 if no error
b%	address of the area from which sectors are read
f%	unused
d%	drive number (0=A, 1=B etc)
sec%	sector number
t%	track number

side% disk side (0 or 1)
n% number of sectors to be read

r%=XBIOS(9,L:b%,L:f%,d%,sec%,t%,side%,n%)

Writes sectors to a disk

r% 0 if no error
b% address of the area to which sectors are written
f% unused
d% drive number (0=A, 1=B etc)
sec% sector number
t% track number
side% disk side (0 or 1)
n% number of sectors to be written

r%=XBIOS(10,L:b%,L:f%,d%,sec%,t%,side%,i%,L:m%,v%)

A trace of the disk formats

r% 0 if no error
b% address of an area for intermediate memory
f% unused
d% drive number (0=A, 1=B etc)
sec% sectors per track
t% track number to be formatted
side% disk side (0 or 1)
i% Interleave factor (normaaly 1)
m% Magic number &H87654321
v% value in sectors of format (normally &HE5E5)

~XBIOS(12,n%,L:adr%)

Outputs the contents of a block of memory to MIDI.

n% number of bytes -1
adr% address of the source storage area

~XBIOS(13,n%,L:adr%)

Sets the MFP interrupt vector on the ST. This can only be used from assembly language or C and is not available from GFA-BASIC.

n% Interrupt number
adr% new address of the interrupt

r%=XBIOS(14,d%)

Returns the address of the I/O table used by the serial interface.

r% Address of the data buffer for the serial I/O table
d% 0: RS232
 1: IKBD
 2: MIDI

~XBIOS(15,b%,h%,ucr%,rsr%,tsr%,scr%)

Configures the serial interface. The parameters remain unchanged with a value of -1.

b% Baud rate
h% hand shake mode
 0: no handshake
 1: XON/XOFF
 2: RTS/CTS
 3: both

ucr% USART control register of MFP
 rsr% receiver status register of MFP
 tsr% transmitter status register of MFP
 scr% synchronous character register of MFP

r%=XBIOS(16,L:us%,L:sh%,L:cl%)

Changes the keyboard translation tables.

r% address of the KEYTAB structure
 us% address of the table for keys without shift
 sh% address of the table for keys with shift
 cl% address of the table for keys with Cap-lock

r%=XBIOS(17)

Returns a random number

r% number with 24 bit accuracy (0 to 16777215)

~XBIOS(18,L:b%,L:s%,d%,f%)

Creates a boot sector for the disk in memory

b% address of a 512 byte buffer for producing the
 boot sector
 s% serial number that forms part of the boot sector
 -1: previous serial retained
 >24 bits: random number returned
 d% disk type (tracks/sides)
 0:40 tracks,single sided (180K)
 1:40 tracks,double sided (360K, IBM)
 2:80 tracks, single side (360K)
 3:80 tracks, double sided (720K)
 f% 0:non executable boot sector
 1:executable
 -1:leave unchanged

r%=XBIOS(19,L:b%,L:f%,d%,sec%,t%,side%,n%)

Verifies the disk contents

b% address of the memory area with which a comparison
 is made.
 f% not used
 d% disk drive number
 sec% start sector
 t% track number
 side% disk side
 n% number of sectors

~XBIOS(20)

Calls the hardcopy routine and thus dumps the screen to
 printer.

r%=XBIOS(21,c%,s%)

Configure cursor.

r% when c%=5 returns the cursor blink rate
 c% 0: Hide cursor
 1: Show cursor
 2: blink cursor
 3: solid cursor
 4: blink rate set in s%
 5: see r%
 s% when c%=4, blink rate set to s%

~XBIO\$(22,L:t%)

Sets date and time

t% Bits 0-4: seconds
 5-19: minutes
 11-15: hours
 16-20: day
 21-24: month
 25-31: year - 1980

r%=XBIO\$(23)

returns date and time

r% see XBIO\$(22) for bit settings

~XBIO\$(24)

re installs the original keyboard allocation (see
 XBIO\$(16))

XBIO\$(25,n%,L:adr%)

writes bytes from memory to the keyboard processor (IKBD)

n% number bytes-1 to be sent
 adr% address where the data to be sent is stored

~XBIO\$(26,i%)

Disables an MFP interrupt.

i% interrupt number (0-15) to be disabled

~XBIO\$(27,i%)

enables an MFP interrupt.

i% interrupt number (0-15) to be enabled

~XBIO\$(28,d%,reg%)

reads and writes from and to the sound chip register

r% returns register value when reading
 d% value to be written (8 bits)
 r% register number (0-15), bit 7 defines write mode
 when set.

~XBIO\$(29,b%)

sets the bit of port A on the register of the sound chip to
 zero

b% bit pattern wicj is OR'ed with existing contents.

~XBIO\$(30,b%)

sets the port A bit of the sound chip register to 1

b% bit pattern which is ANDed with the existing
 contents.

XBIO\$(31,t%,c%,d%,L:adr%)

Sets the MFP timers

t% number of the timer (0 to 3)
 c% control register
 d% data register
 adr% address of the timer interrupt routine

~XB IOS(32,L:adr%)

Starts a sound sequence, whic is processed in the interrupt

adr% address of the staorage area

r%=XB IOS(33,c%)

sets or reads the printer parameters

r%	current configuration when c%=1		
c%	Bit	set	reset
	0	Dot Matrix	Daisy Wheel
	1	Monochrome	Colour
	2	Atari	Epson
	3	Parallel	RS-232
	4	Continuous	Single sheet

r%=XB IOS(34)

returns address of table with vectors to the keyboard and MIDI processor.

r% returned address

r%=XB IOS(35,a%,w%)

sets and reads keyboard repeat rate

r%	current data	
	bits	0-7 repeat rate
		8-15 time of repeat delay
a%	repeat delay	
w%	repeat rate	

~XB IOS(36,L:adr%)

Hardcopy routine returns parameter block address

adr% address of a parameter block for the hardcopy routine.

~XB IOS(37)

waits for next vertical blank interrupt.

~XB IOS(38,L:adr%)

calls an assembler routine in supervisor mode

adr% address of assembler routine

~XB IOS(39)

turns off AES if not in ROM

r%=XB IOS(64,b%)

contols and interrogates the blitter

r%	b%=-1	current blitter status
		bit 1 : blitter there

XOR

Syntax: x XOR y

Action: Logical exclusive OR operator

XOR()

Syntax: XOR(x,y)

Action: Sets those bits in x that are different in x and y.

_DATA

Syntax: _DATA

_DATA=

Action: Specifies the position of the DATA pointer. _DATA is 0 if the next READ would result in an out of data message.

~

Syntax: ~function

Action: Similar to VOID. Forget the returned value

End of File