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commodore 64 basic v2 manual

The program provides short diagnostic tests for the Commdore 64 RAM, keyboard, disk drive,joystick, datasette, printer, audio and video display. By testing each piece separately, you can quickly discern where the problem lies and take the necessary measures to correct it fast. Because if you bought a computer to save time why should you waste it A Demo has four major components Picture, Music. Message and Character Set. These components are created as separate files and combined to produce your personalised,It goes along exactly with each unit of Alfreds BASIC BAND METHOD and contains familiar tunes, duets to play with the computer, theory games, and clapping and counting exercises. Using the COMPUTER TUTOR will help you learn to play your instrument quickly and will greatly improve your performance skills. Its written entirely in machine language and occupies 8K bytes of RAM. It allows freeform input using the builtin BASIC editor, produces complete assembly listings, loadable symbol tables, various options for storing created object codes, redefinable symbols, and a comprehensive set of pseudoops assembler directives for such things as creating macros or conditional assembly. The syntax for the most part adheres to the MOS standard. With AwardWare you can express creativity in a multitude of ways by mixing and matching your own text with a selection of border designs, fontstype styles, graphics, and seal designs. You can also design and print awards, licenses, tickets, coupons, checks, prize ribbons, letterheads, memos, rewards, signs, paper trophies, and more. For effective use of AwardWare, please use this manual along with the program. This easytouse program allows the composer beginner,amateur, or professional to enter and edit anything from simple melodies to three part harmonies and complicated rhythmic variations. As you read, it is a good idea to sit at your computer. Then you can put into operation what you read about in the manual.http://www.nissin-cz.cz/userfiles/carrier-infinity-series-owners-manual.xml

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This program covers in detail all the basic aspects of this language including keywords, programming punctuation, the format of a BASIC program, subroutines, data handling techniques, setting up a program menu, improving your programs, and even an index of BASIC terminology. BASIC128 has all of the options of the wellknown BASIC 64 compiler and contains additional important new features, such as complete compatibility with BASIC 7.0 and an improved code generator. BASIC128 has all of the options of the wellknown BASIC 64 compiler and contains additional important new features, such as complete compatibility with BASIC 7.0 and an improved code generator. You can merge and compile a series of programs using the overlay feature. You can change parameters using the advanced development features. You can compile programs written using BASIC extensions.You can merge and compile a series of programs using the overlay feature. You can change parameters using the advanced development features. You can compile programs written using BASIC extensions.You can merge and compile a series of programs using the overlay feature. You can change parameters using the advanced development features. You can compile programs written using BASIC extensions.It allows you to use an entirely new aspect of graphics on the C128, graphics that actually exceed the high resolution and power that the C128 and C64 user have come to expect. Yet it does so while being compatible with the existing advanced nongraphic commands of Basic 7.0 that are built into the computer. There after, this disk makes a handy reference guide. Essentially, it performs these two functions Becker BASIC includes programming

tools, error handling commands, hires graphics, sound and GEOS support The program differs from other GEOSbased word processors in that font and style information are recorded rather than displayed during text entry, thus avoiding the huge delays associated with WYSIWYG types.http://www.stolarstvonamieru.sk/images/data/carrier-infinity-heat-pump-installation-manual.xml

Bible Search can find any word or verse in the Bible in seconds. SuperFORTH 64 User Manual BackBit Firmware 2.4.6 Commodore Round Table with. Super 1750 Clone Demo Disk. Doodle! Money Savers Volume 1 CopyQ v3.0 GEnie Commodore File Libra. Cincinnati Commodore Compu. C64 Disk Cover Collection StonySoft Public Domain Co. Their goal was to create an easytouse language, so that "all students should be able to use a computer." This popularism later led to BASIC becoming the standard programming language for home micros in the 1970s and 80s, including the whole Commodore range.Dijkstra criticized the 1975 version of BASIC for its lack of structure "It is practically impossible to teach good programming to students that have had a prior exposure to BASIC." But even more than 50 years later, BASIC is still in widespread use thanks to its userfriendliness.This led to C64 programs often being filled with POKE statements that were difficult to understand. That changed when other vendors introduced extended versions of BASIC, such as Super BASIC. This article discusses standard Commodore BASIC.A series of different versions followed, all known as CBMBASIC. There are several subdialects of which BASIC Version 2.0 is the most popular. The operating system and BASIC was stored on a EPROM Electronically Programmable Read Only Memory chip.In a wider sense, all C64 commands, which are entered in BASICs direct mode are BASIC commands.After a BASIC command is typed in correctly, the command will be executed; otherwise an error message will be reported, followed by READY. If this line number already exists, this line will be overwritten using just a line number, without any following commands, this line will be deleted. Switching off or resetting the computer, or loading another program with LOAD into the RAM the current BASIC program is lost or overwritten. To keep a program permanent it might be saved on a data carrier e.g. disk, datasette with the BASIC command SAVE.

Excess length lines can be generated by using abbreviations tokens of the BASICcommands or with compilers e.g. is PRINT . The editing of excess length lines is a problem. The internal structure of the ROM is the BASICROM.To the this extreme only if one assume to use neither variables nor allocate strings. Such manipulations might be possible only by special tools.It is even primitive compared to languages that existed at the same time. There is no provision for creating specialized data types, dynamic allocation of memory or pointers. There isnt even provision for local variables !However, this is not true. This section introduces some of the techniques that can be used on the C64 to mimic some of the features of more sophisticated programming languages.Content is available under GFDL unless otherwise noted. Privacy policy About C64Wiki Disclaimers Mobile view. A Expanding Your Commodore 64 Computer System. B Description of DOS Error Messages. C Commodore 64 BASIC. D Abbreviations for BASIC Keywords. E Screen Display Codes. G Screen and Color Memory Map. H Deriving Mathematical Functions. J Programs to Try. K Converting Standard BASIC Programs to Commodore 64 BASIC. L Error Messages. M Music Note Values. N Bibliography. O Sprite Register Map. Q Commodore 64 Sound Control Settings. R 6581 Sound Interface Device SID Chip Specifications. S Disk and Printer Commands and StatementsAs you may recall from theContent is available under GFDL unless otherwise noted. Privacy policy About C64Wiki Disclaimers Mobile view. This is something that I occasionally regret. IThat person isI expect that these layers ofCommodore 64.

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John Romero, Richard Garriott, and Chris Roberts are allIn the 8bit computer era, manyInevitably, you would get something wrong, so you would have to debug yourIf you were an avid gamer, youBut

the games I playedAll the same, I can'tWhat would it have been likeHow would thatCommodore 64 thing looked even better than the Apple II that Rudy's family hadYou knew several people at school that wouldYour mother said that they wouldYour father thought he would start tracking theA year later, though, youYou were finally allowed to put it on theBut eventually you were able to turnYour father pushed the computer toward you,HELLO, you typed,The computer's response was baffling. That would be no mean feat— the manual that came with the CommodoreThe Commodore 64 also had "builtin music and sound effects that rival manyGUIDE will help you develop your understanding of computers. It won't tellIn order toTo you, BASIC seems like something out of Star Wars,It was invented by two DartmouthIt was widelyIt then becameBASIC interpreter for the Altair. But the manual doesn't explain any of thisYou hit RETURN and thisThe chapter begins by prompting you to write yourYou type in NEW and hit RETURN, which gives you aThey order theThey also allow the programmer to refer to otherIt takes youThis allows you to replay arbitrary chains of commandsYou make severalBut eventually you are able toBut this afternoonIt starts off by revisiting the colored bars that you were able to type outThose commands allow you to, respectively, examine and write to a memoryYou can write any colorThis box has a special purpose Commodore uses it to determine what color theJust by writing to a specialpurpose box inAt least youBut you do eventually read all of it. In theThere are boxes you can write to control what is on screen—one box, in fact,In chapter six, "Sprite Graphics,"In chapter seven, "Creating. Sound," you learn about the boxes you can write to in order to make your.

Commodore 64 sing "Michael Row the Boat Ashore." The Commodore 64, it turnsControlling the Commodore 64 mostly involves writing to memory addresses thatYou will sometimesMaybe they think that the API isBut then what do think that hidden API is. Note that this is not intended to be a tutorial, but just a quick reference to refresh long unused brain cells. If you are looking for a BASIC tutorial, take a look at the original C64 manual. It is available as etext at Floatvariables do not carry a type identifier. Integer variables carry a % at the end of their name eg. X%. Note that all computations are performed with float precision and conversion to Integer is only performed when the value is assigned to a variable. Thus Integer math is SLOWER ! than Float math. Boolean Results are expressed using Integers. FALSE is represented by 0 0x0000 and TRUE by 1 0xFFFF or any other nonzero value.Thus CO, COCOS and COLLOSEUM but not C and CA are equivalent names for a single variable. On the other hand the type identifier is used to distinguish variables.Syntax IF THEN or IF GOTO or IF THEN Everything must be done using global variables. Syntax GOSUB Do not modify anything. Device Not PresentIf the free memory exceeds 32KByte then a negative number the actual number of free Bytes 65536 will be returned. Note the altered background and text colors vs the ordinary C64 blue tones, and the reduction of available BASIC program memory by the 8 KB used by the cartridge memorymapped. Original authors David Simons Developers Commodore Initial release 1983; 37 years ago 1983 Operating system Commodore 64 Type extension Written by British programmer David Simons in 1983, who was then just 16 years old at the time, it was distributed by Commodore in cartridge format.Keywords to assist in writing and editing BASIC programs, similar to those in the VIC20 Programmers Aid cartridge, were also included.This software is also known as Simons Basic 2.

It could not be released on cartridge because the original Simons Basic cartridge had to be present in order to use the extension.By using this site, you agree to the Terms of Use and Privacy Policy. The product is intended for use by the original purchaser only. The purchaser of Petspeed 64 is hereby licensed only to read the software from its medium into the memory of the Commodore 64 computer solely for the purpose of executing it therein. Duplicating, copying other than for backup purposes, selling or otherwise distributing this product is a violation of the law. It is the policy of the

manufacturers to vigorously pursue litigation against all infringements of their copyright. Having said this we hope you will enjoy using Petspeed and that you will find it the useful utility that it is intended to be. Hardware. In order to run Petspeed 64 you will need. Product Description. The Petspeed 64 product comprises the following. This sheet is either enclosed in the manual or printed on the front inside cover of the manual. Diskette Care. The method used to protect Petspeed sorry but we must do this, unlike other protection methods, does at least allow you to make backup copies of the system disk. You are advised to make backups and to keep them in a safe place. All the usual rules apply to the care of the system disk; dont sit on it, dont eat lunch on it and so on. Petspeed was first released in the early days of Commodore computing and has been implemented on most of the major Commodore machines. Petspeed offers a very high level of compatibility with BASIC 2.0. It has always been and continues to be the BASIC compiler which produces the fastest running compiled programs. A section of the manual devoted to the technical details of Petspeed compiled programs provides all information needed to interface machine code routines. Readers of this manual are expected to be familiar with BASIC 2.0 and its resident interpreter.

No attempt is made to teach BASIC programming to the novice. The manual only discusses aspects of BASIC which are affected by compilation. Preparing Petspeed for use. The system disk supplied with this manual cannot itself be used to compile programs. Before Petspeed can be used it is necessary to create two Master disks, a Petspeed Master and a Utilities Master. When these have been created using the instructions below, they should be backed up using the program supplied and thereafter kept, along with the system disk, in a safe place. When further Petspeed or utility disks are required, they should be made from the Masters and not the system disk. The system disk should only be used in the event of the Masters becoming corrupt. To create the Masters, proceed as followsThe BACKUP program displays five menu options. When one of these is selected the menu will remain on the screen and the selected option will light up in reverse field. When the processing associated with that option terminates, the menu will be restored to standard video. We hope that you will not find the protection too tiresome software does have to be protected and this method does at least allow you to make backup copies of the system disk. Proceed as follows At this point, Petspeed makes the protection check. On the inside cover of this manual or on a separate sheet, will be found a matrix of coloured squares. Each square can be identified by means of a simple grid reference. For example to find square E7, identify column E marked along the bottom of the matrix and row 7 marked along the left hand edge. Square E7 is where column E and row 7 meet. see fig 1. Fig 1Petspeed will give instructions as follows WHAT COLOUR IS SQUARE XXX When you have found the square, enter one of the letters W,Y,G or R depending upon whether the square is white, yellow, green or red. When you have correctly answered three such questions the protection check is complete.

The compiler scans the source program four times and as it does so displays the numbers of the lines being processed. When compilation is complete, the screen will clear and the statement RUN NNNNN bytes free The compiled program is now both in memory and saved to disk. To run, simply type the HOME key followed by RETURN.Disk space. During compilation Petspeed generates several work files. The largest of these, the parse tree, will often run into several hundred blocks and in some cases there will be insufficient space to accommodate it. Whenever the compiler is used the disk should contain only the Petspeed system files and the source program. Petspeed 64 cannot cope directly with 3D arrays. If a program you wish to compile contains 3D arrays you must use the program PRESCAN on your Utilities Work disk. PRESCAN takes a BASIC source program as input and produces another BASIC program with all 3D arrays converted into 2D arrays. To use PRESCAN proceed as follows PRESCAN makes two passes through the program. On completion the disk will contain the converted program.Petspeed 64 aims for maximum compatibility with BASIC 2.0. There are some trivial differences but these can be allowed for very easily. They fall into two groups Facilities not available under Petspeed and extra facilities provided by Petspeed. Facilities not

available under PetspeedIf an array is not dimensioned explicitly in a program it will, as it is in BASIC, be dimensioned to eleven elements times the number of subscripts. If an array is dimensioned however it must be dimensioned with constants. Although this slight restriction may sometimes be a problem, it does give Petspeeded programs the ability to access array elements much more rapidly than would otherwise be possible. Most programs spend a high proportion of their run time accessing array elements and it is a great advantage for a compiler to be able to allocate array space and fix addresses during compilation.

For example a statement likeInstead something like the following should be substituted.LIST, CONT and SAVE are not allowed. Because of the overhead of 35 blocks built into all compiled programs, those which occupy less than about 70 blocks of disk space may become larger when compiled. Programs larger than 70 blocks will usually compile smaller. Because Petspeed saves variables and arrays along with the program, programs will appear larger on the disk than they actually are.Either the function itself or its argument or both may be of either string or numeric type. That is, all the following are possible There is a slight speed advantage in using integer FOR loops. This is because Petspeed can be sure at compile time that the loop variable will not have a real value assigned to it. The speed advantage is only slight because Petspeed will try to run all FOR loops as integer loops anyway, only converting to floating point if it is forced to do so. To maintain compatibility, Petspeed treats names in the same way but provides the option of making all characters significant. The following compiler directive is provided for this purpose.Two statements are provided to enable and disable the STOP key when required; these are as follows. REM !ES enables the STOP key REM !DS disables the STOP key. These are statements and NOT compiler directives, that is they will be executed at run time. In the followingThe REM !DS statement is to be preferred over other methods of disabling the STOP key in that it has no side effects. Programs also run slightly faster with STOP disabled. BASIC 2.0 provides the command CMD in order to redirect the 64s standard output to a file. The use of CMD can often speed up file writing as in the following code fragment which writes 101 strings to disk.The statement. For example, here is a program to read back the data written in the example above The only type of compile time error which will not cause the compiler to abort corresponds to BASIC 2.

0s UNDEFD STATEMENT ERROR. Such errors will be found during pass 4 and, in these circumstances, the linenumbers at which the errors occur will appear in reverse field. A program containing references to undefined statements will run, provided that the statements containing such references are never executed. If this should happen the run will terminate with message The problem may be easily solved by replacing the 3rd argument with a variable. It should be noted that occasionally the line number given in an error report is off by one line, that is, the error actually occurred in the line preceding the one reported. When compilation is aborted due to a compile time error, certain work files are left on the disk. In order to conserve disk space these may have to be scratched prior to the next compilation. All run time errors except UNDEFD STATEMENT ERROR give a SPEEDCODE address instead of a linenumber. Make a note of this number. In order to locate the corresponding line, it is necessary to use the error locating program ERRORS on the Utilities Work disk. Proceed as followsNow mount the Petspeed Work disk containing your program and hit return. When requested, replace the Utilities Work disk and hit return. When requested enter the name of your program and the speedcode address as given in the error report. After a short delay, ERRORS will respond with the BASIC linenumber where the error occurred.If the program to be compiled contains machine code routines, these should be removed before compilation. Machine language programs which access BASIC 2.0 variables will not work without alteration as Petspeed holds its variables and arrays differently. The following notes provide all the information required for making the necessary changes. Object programs generated by Petspeed consist of a pcode Speedcode optimised version of the source program and a run time interpreter.

The full memory map is as followsTo this, however, must be added the 8k overhead of the Speedcode interpreter. Whereas a BASIC 2.0 program creates its variables and arrays when it is run, a Petspeed program does so at compile time. TOPCODE is the highest address used by the program kept for dynamic strings which are built up from TOPMEM downwards. Accessing VariablesThe program asks for the source file name and allows output to be directed to screen or printer. REPORT lists all variables, arrays and user defined functions and gives their addresses. In addition, the locations of the main program segments are supplied. The only address missing from the report is that of TOPCODE see above which may easily be determined after compilation. The diagram below gives the format of all Petspeed data types. Corresponding diagrams illustrating the format of BASIC 2.0 variables are to be found in Commodores own documentation Variables and array elements which are not declared as integers using the % sign will not necessarily be held in floating point format. The type of the data in an ordinary real variable or array element may change frequently at run time. The way to transfer values from Petspeed variables to machine code routines is to make them integer explicitly e.g. A%, PQ%1O,2 etc. If this is not possible, the machine code routine can if necessary obtain the current type of a variable by looking at the type descriptor see below. Kopnicky You are now theThe design tensions of. Vintage BASIC are Computer Games Microcomputer Edition, by David H. Ahl. ThisBASIC standard ANSI X.3601978. Haskell has a feature called monads, which aid in constructing customHowever, it still supports the line numbers of traditional BASIC, asTable of Contents Precedence and Associativity Requirements and Installation Please see the downloads page Vintage BASIC It takes one filename parameter, the name of a BASIC source file. By convention but not fiat, it should end in.bas. So, if youve written.

BASIC code and saved it in miracle.bas, youdVintage BASIC Prompt item in the Vintage BASIC folder on the Start Menu. Or, youIf you have a BASIC program saved with a.bas These numbers are part of the text at the start of theErrors may occurEach line of BASIC consists of a series of statements, separated byExamples will be shown in caps sinceLiteral strings in quotes areThis is a violationIt will aid in compatibility with runningSpaces are encouraged because theIn reality it begins a FOR Ignoring spaces means that keywords must be tokenized by the parserIt also makes it difficult to use longFor example,Experience shows that people can get used to reading code withoutVintage BASIC has a simple type system. In expressions, all values areVariables can additionally holdHowever, any nonzero valueLets look at each of these in turn. The decimal point is optional if you dontExamples 0,There are no escape sequences.However, only the first two lettersThe ANSI Minimal BASIC standard, and some early BASICs, allowed onlyIn some later BASICs,That is the choice made in Vintage BASIC. So,String variableVariable names with the sameScalar variables areArray variables are accessed byDefined using DEF FN statements, they areThe names of the builtins areSee the list ofDivision by zero is an error. Evaluates to 1 Specifically, nonzero valuesIf neither expression evaluates to 0,Otherwise, the result is 0. If expr1 evaluates toOtherwise, the value of expr2 is the result. Precedence and Associativity. Operators are listed in precedence groups, from highest to lowest. Functions. The builtin functions each take a particular number of arguments ofEach argument can be an expression. TheNegative numbers are anArgument must be positive. In the secondAny attempt to extract characters beyond theNegative numbers are anThe behavior is differentIf the value is positive, the resultPseudorandom sequences can be repeated by reseeding with the sameThis is useful for formatting text.

Argument must beVintage BASIC keeps track of the output column as text is printed. The TAB Microsoft BASIC but not the ANSI standard, which starts with oneThis behavior is consistent with. Microsoft BASIC but not the ANSI standard, which specifies that theDouble quotes can beThe line on which theExample DATAThe arguments areWhile the standard allows only for numeric functions of a singleExample DEF. The argument variables shadowLike scalar variables but unlike arrays, userdefined functions may beWarning Recursive functions are definable, butThat is, specifies the number ofThe lower bound isAttempting to redimensionArrays can be referenced withoutExample

DIMThe control variable must be aIt is initialized to the value of the start expression. Each time a NEXT is encountered, the controlBut if the value of the control value exceeds end greater thanThe expressions start,The terminationThis is the cornerstone of structured programming in BASIC. Note GO The form with a label is aGOTO label. Expressions are expected to have floatingpoint values. They areNote if statements followExample IFThe optionalValue types entered mustHow does theUsually, it is simple to glance at code andBut due to the dynamic nature of the connectionThe value of expr The value of expr Multiple expressions can beSemicolons leave no space betweenA newline will beFloatingpoint values areValues are read inA runtime errorExample READExample REMWithout a line number, the pointer is reset to the first DATAWith a line number, theIf there is no such GOSUB,As with FORNEXT, association of a RETURN This is unlike MicrosoftThat wouldnt be veryMessages You may have. To find out more, including how to control cookies, see hereThis is the premium version! This manual serves as both a guide to playing the game as well as means of distributing the game, as it contains the source code see chapter titled " The Code ".

You are hereby free to distribute, redistribute and perform modifications to the game or the free version of the manual in any way or manner you see fit.

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