

NuBASIC

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If you've ever wished for more powerful BASIC commands, then your wish has come true. NuBASIC supplies you with several new BASIC commands that you use just like all the old ones. Load NuBASIC with `LOAD"NUBASIC",8,1` and get it running with `SYS49152`.

Here is a summary of your new commands and their syntax:

ALPHA A\$(0)

The ALPHA command will alphabetize the string array that you pass to it. Be sure to pass the zero element of the array you want to sort, as this example does:

```
ALPHA T$(0), ALPHA FP$(0)
```

The machine language source file for this routine was included on Loadstar issue #14 and written by Alan Gardner.

AT XPOS, YPOS

The AT command allows you to print to your screen wherever you want to. The statement:

```
AT 20,12:PRINT"*"
```

Will print an asterisk in the middle of the screen. Be sure to use values 0 - 39 for XPOS and 0 - 24 for YPOS. As with standard BASIC commands, you can also use variables. For example:

```
X=20 : Y=12 : AT X,Y:PRINT"*"
```

Produces the same result as the first example.

BEEP PITCH, DURATION

The BEEP command gives you control over simple sound effects. You can find the pitch (frequency) values in your Commodore User's Guide on Page 152.

DIR

Any time you want to view the disk directory, whether from within a program or from the immediate mode, use the DIR command. The disk directory will be printed to the screen, and can even be paused by pressing the space bar. Pressing any other key will terminate the DIR command and return to BASIC. This routine was converted to machine language by Jimmy Weiler.

MOVE STRTADR, ENDADR, DESTADR

The MOVE command will move a range of memory from one place to another. STRTADR is the address of the first byte to move. ENDADR is the address of the last byte to move. DESTADR is the destination of the first byte to move. For example:

```
MOVE 1024,1063,1064
```

Will move the text thta is on the top line of your screen to the second line of your screen. This is, of course, a trivial example of the power of this command. The MOVE command allows you to store data under the BASIC and ERNAL ROMS located at 40960 - 49151 and 57344 - 65535 respectively. This gives you 16K bytes of previously unavailable storage. Use this to store sprites under the ROMS, then MOVE them back when you need them. You could store up to 256 sprites. The NuBASIC demo shows how to store screens and their color under the ROMS for easy and instant retrieval later.

SCRLDN

The effect of SCRLDN is the opposite as that of SCRLUP. These are routines used by our DiskWriter mini-word processor that many of you use to send us your comments and reviews on. WINDOW, SCRLUP, and SCRLDN routines were written by Joel Rea.

SCRLUP

Calling this command scrolls the text in the window up one line. Which window? Why, the one set by the WINDOW command.

VR=JOY (X)

The JOY command is a function that returns the direction of a joystick. X can be either 1 or 2 and signifies which joystick port you want to read. VR can be any legal numeric value. The directions are returned in the variable as follows:

- 0 = No direction selected
- 1 = North or Up
- 2 = Northeast or Up and Right
- 3 = East or Right
- 4 = Southeast or Down and Right
- 5 = South or Down
- 6 = Southeast or Down and Left
- 7 = West or Left
- 8 = Northwest or Up and Left

If the button is being pressed, this function will return one of the above values plus 16. A value of 23 would mean the joystick is being pushed left and the fire button is being pressed.

WINDOW X1, Y1, X2, Y2

This command sets the boundaries for the scrolling commands. X1, Y1, is the location of the upper left corner of your window. X2, Y2 mark the bottom right corner. Again, this command has no immediate visual effect, but simply sets the boundaries of the scroll commands.

* * * *

If you still have questions, then run the accompanying demo. When it is over, press the STOP key and LIST it. Studying the demo listing should provide enough information to get you well on your way.

Try the commands in your own programs. If you write some fantastic programs, send them to us for possible publication. Be sure to stay tuned for new sets of NuBASIC commands in future issues.