

# COMPILE COMMAND REFERENCE

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## Syntax

Argument	Meaning
<i>R</i>	Register Name
<i>I</i>	Numeric Value
<i>B</i>	TRUE or FALSE
<i>S</i>	STRING
<i>D</i>	DIRECTION

Directions
<i>RIGHT</i>
<i>LEFT</i>
<i>DOWN</i>
<i>UP</i>

Commands are separated by newlines.

## Execution control

- ( ... ) - Comment, not executed. There must be a space between the opening bracket and the comment text for it to work.
- **MARK** LABEL – Creates a label called LABEL at current position, for jump commands to jump to.
- **ISZERO** R – If R is 0, set *COND* to TRUE, otherwise set *COND* to FALSE.
- **JUMP** LABEL – Continues execution from LABEL defined by **MARK**.
- **FJUMP** LABEL – If *COND* is FALSE, **JUMP** LABEL, else ignore this command.
- **TJUMP** LABEL – If *COND* is TRUE, **JUMP** LABEL, else ignore this command.

## Assignment

- **NOT** – If *COND* is FALSE, set it to TRUE. Otherwise, set it to FALSE.
- **ADD** R/I R2 – Add first argument to value of R2, and set R2 to the sum.
- **SUB** R/I R2 – Subtract first argument from R2, and set R2 to the result.
- **COPY** R/I/B/S R2 – Set value of R2 to first argument.
- **CLEAR** R – Set R to it's initial value as specified in the following table:

Register	Initial value
<i>A</i>	0
<i>B</i>	0
<i>COND</i>	FALSE
<i>LOOK</i>	NIL

## Robot Control

- **MOVE** D – Moves the robot one tile in the specified direction **If it does not hit anything!**

## Miscellaneous

- **DEBUG** R – prints the value of register R. Works only once per program, last **DEBUG** overrides all others.