

CLIBASIC Language Manual

Commands:

CLS [COLOR]	Clears the screen with optional color.
COLOR {FGC, [BGC] [FGC], BGC}	Sets the foreground color to FGC and the background color to BGC.
EXEC COMMAND\$	Runs COMMAND\$ in sh on Linux and Command Prompt on Windows
EXIT [CODE]	Exits with CODE (or 0 if CODE is undefined).
LOCATE {X, [Y] [X], Y}	Moves the cursor to X, Y.
PRINT [{STRING\$ NUMBER}{, ;} ...]	Prints text on the screen, ‘;’ means print without newline and ‘,’ means print tab.
PUT [{STRING\$ NUMBER} ...]	Puts STRING\$ or NUMBER on the terminal.
QUIT [CODE]	Refer to ‘EXIT’.
RESETTIMER	Resets the timer.
RUN FILENAME\$	Opens and runs FILENAME\$.
{SET {VAR\$ VAR}, {STRING\$ NUMBER} {VAR\$ VAR} = {STRING\$ NUMBER}}	Sets the variable VAR\$ or VAR to STRING\$ or NUMBER.
SH COMMAND\$	Refer to ‘EXEC’.
SRAND SEED	Seeds the random number generator with SEED.
SRND SEED	Refer to ‘SRAND’.
{LET {VAR\$ VAR}, {STRING\$ NUMBER} {VAR\$ VAR} = {STRING\$ NUMBER}}	Refer to ‘Set’.
WAIT SEC	Waits for SEC seconds.
WAITMS MSEC	Waits for MSEC milliseconds.
WAITUS USEC	Waits for USEC microseconds.
_DEBUGOFF	Disables the printing of debug text.
_DEBUGON	Enables the printing of debug text.
_LOADCMDHST FILENAME\$	Loads the command history from FILENAME\$.
_PROMPT STRING\$	Sets the prompt string to solve to STRING\$.
_SAVECMDHST FILENAME\$	Saves the command history to FILENAME\$.

<code>_SHATTRIB {ATTRIB\$ ATTRIB}, {VALUE\$, VALUE}</code>	Sets the 'SH' attribute ATTRIB\$ or ATTRIB to VALUE\$ or VALUE.
<code>_TXTATTRIB {ATTRIB\$ ATTRIB}, {VALUE\$, VALUE}</code>	Sets the text attribute ATTRIB\$ or ATTRIB to VALUE\$ or VALUE.
<code>_TXTLOCK</code>	Stops the keyboard from echoing on the terminal.
<code>_TXTUNLOCK</code>	Undoes the effect of '_TXTLOCK'.

Functions:

<code>ASC (STRING\$, [POSITION])</code>	Returns the ASCII code of character POSITION (or 0 if POSITION is not defined) of STRING\$.
<code>BGC ()</code>	Returns the current background color.
<code>CHR\$ (CODE)</code>	Returns ASCII character CODE.
<code>CINT (NUMBER)</code>	Returns NUMBER rounded.
<code>COS (NUMBER)</code>	Returns the cosine of NUMBER.
<code>COSH (NUMBER)</code>	Returns the hyperbolic cosine of NUMBER.
<code>CURX ()</code>	Returns the X position of the cursor.
<code>CURY ()</code>	Returns the Y position of the cursor.
<code>EXEC (COMMAND\$)</code>	Runs COMMAND\$ in sh on Linux and Command Prompt on Windows and returns the exit status.
<code>EXP (NUMBER)</code>	Returns the exponent of NUMBER.
<code>FGC ()</code>	Returns the current foreground color.
<code>INKEY\$ ()</code>	Returns a character from the terminal.
<code>INPUT\$ (PROMPT\$)</code>	Returns a string after prompting for PROMPT\$ (asks "?: " if PROMPT\$ is not defined).
<code>INT (NUMBER)</code>	Returns NUMBER rounded down.
<code>LCASE\$ (STRING\$)</code>	Returns the lower-case version of STRING\$.
<code>LEN (STRING\$)</code>	Returns the length of STRING\$.
<code>LOG (NUMBER)</code>	Returns the natural logarithm of NUMBER.

LOG10 (NUMBER)	Returns the common logarithm if NUMBER.
MOD (NUMBER)	Returns the modulus of NUMBER.
PI ()	Returns Pi.
RAND ({MAX MIN, MAX})	Returns a random number from MIN (0 if MIN is undefined) to MAX.
RND ({MAX MIN, MAX})	Refer to 'RAND'.
SH (COMMAND\$)	Refer to 'EXEC'
SIN (NUMBER)	Returns the sine of NUMBER.
SINH (NUMBER)	Returns the hyperbolic sine of NUMBER.
STR\$ (NUMBER)	Returns NUMBER as a string.
TAN (NUMBER)	Returns the tangent of NUMBER.
TANH (NUMBER)	Returns the hyperbolic tangent of NUMBER.
TIME ()	Returns the current time in seconds.
TIMEMS ()	Returns the current time in milliseconds.
TIMEUS ()	Returns the current time in microseconds.
TIMER ()	Returns the timer value in seconds.
TIMERMS ()	Returns the timer value in milliseconds.
TIMERUS ()	Returns the timer value in microseconds.
UCASE\$ (STRING\$)	Returns the upper-case version of STRING\$.
VAL (STRING\$)	Returns the numeric value of STRING\$.
_BITS\$ ()	Returns the executable bit format.
_DEBUG ()	Returns 1 if in debug mode and 0 otherwise.
_OS\$ ()	Returns the current operating system name.
_PROMPT\$ ()	Returns the prompt string.
_TXTLOCK ()	Returns 1 if the text lock is in effect and 0 otherwise.
_VER\$ ()	Returns the CLIBASIC version.

Logic Commands:

DO	Begins a DO block.
DOWHILE CONDITION	Begins a DO block while CONDITION is true.
ELSE	Inverts an IF command.
ENDIF	Ends an IF block.
FOR VAR, INIT, CONDITION, I	Begins a FOR block, sets VAR to INIT and loops while adding I to VAR while CONDITION is true.
IF CONDITION	Begins an IF block and runs commands if CONDITION is true.
LOOP	Jumps to the beginning of a DO/LOOP block.
LOOPWHILE CONDITION	Jumps to the beginning of a DO/LOOP block if CONDITION is true.
NEXT	Jumps to the beginning of a FOR block.
REM	Comments out one command.

Symbols:

?	Shortcut to PRINT.
'	Comment until the end of the line.