1

00:00:03,200 --> 00:00:08,429

hello everybody welcome to this first

2

00:00:05,520 --> 00:00:11,400

episode of QB 64 report we're gonna be

3

00:00:08,429 --> 00:00:13,590

talking QB 64 and all things related but

4

00:00:11,400 --> 00:00:15,330

before we go on let's say who you are

5

00:00:13,590 --> 00:00:17,100

my name is Philippi you know me at the

6

00:00:15,330 --> 00:00:20,400

forums and the community as felipito

7

00:00:17,100 --> 00:00:23,070

because that's my actual name and I have

8

00:00:20,400 --> 00:00:25,590

been working on QB 64 as a collaborator

9

00:00:23,070 --> 00:00:27,680

for a while now and here are my friends

10

00:00:25,590 --> 00:00:30,359

bill and Dave hello there this is Bill

11

00:00:27,680 --> 00:00:32,700

I've been with QB 60 for a little while

12

00:00:30,359 --> 00:00:35,940

in one way or another I'm going on the

13

00:00:32,700 --> 00:00:37,230

forms as static scx AXT I see right

14

00:00:35,940 --> 00:00:39,870

that's probably more secure as a

15

00:00:37,230 --> 00:00:43,290

password than a username maybe one day

16

00:00:39,870 --> 00:00:44,700

I'll stop hiding behind it and switch to

17

00:00:43,290 --> 00:00:48,690

a real name but it might be confusing at

18

00:00:44,700 --> 00:00:49,410

that point and with us also we've got

19

00:00:48,690 --> 00:00:52,140

Cobalt

20

00:00:49,410 --> 00:00:54,960

how you doing sir I'm doing pretty good

21

00:00:52,140 --> 00:00:58,260

yeah this is Dave hustling no and on the

22

00:00:54,960 --> 00:01:00,719

forms and this Cortez Coble been around

23

00:00:58,260 --> 00:01:02,039

a little a while making games and trying

24

00:01:00,719 --> 00:01:05,460

to keep up with you yet

25

00:01:02,039 --> 00:01:08,040

so to to those of you who are listening

26

00:01:05,460 --> 00:01:11,549

for the first time about QB 64 here's

27

00:01:08,040 --> 00:01:14,159

the quick deal Cuba 64 is a modern take

28

00:01:11,549 --> 00:01:16,710

on the basic programming language that

29

00:01:14,159 --> 00:01:18,509

has been around forever since computers

30

00:01:16,710 --> 00:01:20,189

have been programmable basic has been

31

00:01:18,509 --> 00:01:23,250

around has been created to be easy to

32

00:01:20,189 --> 00:01:25,140

use but then at some point Microsoft

33

00:01:23,250 --> 00:01:27,330

which was the main maintainer stopped

34

00:01:25,140 --> 00:01:31,290

maintaining it and then it went on to

35

00:01:27,330 --> 00:01:34,619

Visual Basic etc and eventually some of

36

00:01:31,290 --> 00:01:36,900

us got stuck in cube basic 4.5 which was

37

00:01:34,619 --> 00:01:39,540

a task-based platform everybody was

38

00:01:36,900 --> 00:01:42,210

happy creating code there and then we

39

00:01:39,540 --> 00:01:44,970

couldn't anymore and then one day this

40

00:01:42,210 --> 00:01:45,720

guy named galleon who is totally invited

41

00:01:44,970 --> 00:01:50,009

to be here with us

42

00:01:45,720 --> 00:01:53,399

and you should be guy he decided I want

43

00:01:50,009 --> 00:01:55,649

to run basic code on modern machines and

44

00:01:53,399 --> 00:01:55,860

then Cuba 64 came to be that's where we

45

00:01:55,649 --> 00:01:58,430

are

46

00:01:55,860 --> 00:02:02,280

Cuba 64 is this language that's merged

47

00:01:58,430 --> 00:02:04,770

it's merging basic with OpenGL and we

48

00:02:02,280 --> 00:02:07,350

can both write code as we did back in

49

00:02:04,770 --> 00:02:09,679

the day and also write completely new

50

00:02:07,350 --> 00:02:12,599

applications with it for both windows

51

00:02:09,679 --> 00:02:13,440

not just both windows and mac OS but

52

00:02:12,599 --> 00:02:16,320

windows mac away

53

00:02:13,440 --> 00:02:17,760

and Linux so that's where we are this is

54

00:02:16,320 --> 00:02:20,340

where we're talking about yeah this is

55

00:02:17,760 --> 00:02:22,650

an excellent introductory statement to

56

00:02:20,340 --> 00:02:25,410

the compiler it's a lovely thing to be

57

00:02:22,650 --> 00:02:27,240

able to in the year 2020 be able to

58

00:02:25,410 --> 00:02:29,250

download something and pull up your

59

00:02:27,240 --> 00:02:30,900

group blue screen of life as I've come

60

00:02:29,250 --> 00:02:32,670

to call it or you can just type in

61

00:02:30,900 --> 00:02:35,880

whatever you want and press f5 and it

62

00:02:32,670 --> 00:02:38,720

literally animates that seems to have

63

00:02:35,880 --> 00:02:41,340

gone away as Philippe mentioned with the

64

00:02:38,720 --> 00:02:44,070

eclipsing of basic and replacing it with

65

00:02:41,340 --> 00:02:46,650

dotnet and other things that also aren't

66

00:02:44,070 --> 00:02:49,020

so popular left the basic program or

67

00:02:46,650 --> 00:02:51,810

stranded right and many of us invested a

68

00:02:49,020 --> 00:02:53,760

lot of time and effort into the basic

69

00:02:51,810 --> 00:02:55,770

compatible code from the 80s 90s and so

70

00:02:53,760 --> 00:02:58,410

on a lot of great functions out there

71

00:02:55,770 --> 00:03:00,030

small games plenty of scientific tools

72

00:02:58,410 --> 00:03:02,610

if only there would be something modern

73

00:03:00,030 --> 00:03:05,670

that could run all this and of course

74

00:03:02,610 --> 00:03:08,490

one at a time we eventually discovered

75

00:03:05,670 --> 00:03:10,920

QB 64 in one form or another and we're

76

00:03:08,490 --> 00:03:13,860

definitely grateful for it yeah and be

77

00:03:10,920 --> 00:03:15,570

able to keep up yeah just the hobby of

78

00:03:13,860 --> 00:03:16,410

programming you don't want to jump into

79

00:03:15,570 --> 00:03:18,030

something that's gonna take a lot of

80

00:03:16,410 --> 00:03:20,370

effort you just want something you can

81

00:03:18,030 --> 00:03:22,590

throw together real quick and enjoy the

82

00:03:20,370 --> 00:03:24,959

fruits of your labor just right away

83

00:03:22,590 --> 00:03:27,540

yeah do you enjoy what easier ways to do

84

00:03:24,959 --> 00:03:30,180

that enjoyment is definitely a factor

85

00:03:27,540 --> 00:03:32,250

here because there are obviously other

86

00:03:30,180 --> 00:03:34,050

tools out there okay you can download

87

00:03:32,250 --> 00:03:36,060

them and then download this framework

88

00:03:34,050 --> 00:03:38,760

and that blah blah blah until you get a

89

00:03:36,060 --> 00:03:41,430

hello world out there but the the

90

00:03:38,760 --> 00:03:43,260

instantaneous pleasure of basic it's

91

00:03:41,430 --> 00:03:46,500

it's definitely something that caught on

92

00:03:43,260 --> 00:03:48,989

and we're there around it so far in 2020

93

00:03:46,500 --> 00:03:52,020

as you said yeah and the idea that it

94

00:03:48,989 --> 00:03:54,930

was able to maintain that instantaneous

95

00:03:52,020 --> 00:03:56,340

I guess payoff of returns right you

96

00:03:54,930 --> 00:03:58,380

write code and instantly see your

97

00:03:56,340 --> 00:03:58,770

results the fact that you can still do

98

00:03:58,380 --> 00:04:01,380

that

99

00:03:58,770 --> 00:04:03,030

and use modern attitudes to coding the

100

00:04:01,380 --> 00:04:05,310

fact that we can just plug right into

101

00:04:03,030 --> 00:04:08,900

something modern like an OpenGL library

102

00:04:05,310 --> 00:04:10,980

or STL and be right next to neck with

103

00:04:08,900 --> 00:04:14,100

graphically at least with high-end

104

00:04:10,980 --> 00:04:15,600

looking software and games is nothing

105

00:04:14,100 --> 00:04:19,140

short of a miracle the fact that you can

106

00:04:15,600 --> 00:04:23,580

have your good old basic do such modern

107

00:04:19,140 --> 00:04:25,590

things is amazing and without such a

108

00:04:23,580 --> 00:04:27,030

thing and be curious what what our

109

00:04:25,590 --> 00:04:29,639

community would be even up to if

110

00:04:27,030 --> 00:04:33,600

programming at all yeah I had a feeling

111

00:04:29,639 --> 00:04:38,430

of wonder when I finally found could be

112

00:04:33,600 --> 00:04:40,680

64 some years ago and when that very

113

00:04:38,430 --> 00:04:43,919

familiar blue screen the very familiar

114

00:04:40,680 --> 00:04:45,720

text interface popped up in a Windows

115

00:04:43,919 --> 00:04:49,110

environment without being run from a

116

00:04:45,720 --> 00:04:51,480

task box emulation that was magical I

117

00:04:49,110 --> 00:04:54,120

was like how did they achieve this and

118

00:04:51,480 --> 00:04:56,940

for quite a while I was still puzzled

119

00:04:54,120 --> 00:04:59,880

but having been able to load my old code

120

00:04:56,940 --> 00:05:02,850

there and just hit a 5 is definitely of

121

00:04:59,880 --> 00:05:05,790

a magical nature and now of course we

122

00:05:02,850 --> 00:05:08,610

know a little bit better and we know

123

00:05:05,790 --> 00:05:11,550

what's going on behind the behind the

124

00:05:08,610 --> 00:05:13,980

screens which means that QB 64 is not

125

00:05:11,550 --> 00:05:16,830

really a compiler per se it's a

126

00:05:13,980 --> 00:05:19,440

translator it gets your basic code even

127

00:05:16,830 --> 00:05:22,169

if it's your old code from the 80s from

128

00:05:19,440 --> 00:05:24,180

the 90s or if it's if it's basically all

129

00:05:22,169 --> 00:05:26,910

you wrote just now and it actually

130

00:05:24,180 --> 00:05:29,729

translates it to C++ what does the

131

00:05:26,910 --> 00:05:31,710

compilation in the back hand is GCC so

132

00:05:29,729 --> 00:05:33,810

there we have it that's how the magic

133

00:05:31,710 --> 00:05:39,200

happens and how you can get it to run on

134

00:05:33,810 --> 00:05:41,760

Windows Linux and Mac OS regardless of

135

00:05:39,200 --> 00:05:43,560

actually having been download having

136

00:05:41,760 --> 00:05:46,860

downloaded only a single package it's

137

00:05:43,560 --> 00:05:48,900

lovely that QB 64 compiles to a C family

138

00:05:46,860 --> 00:05:52,380

language rather than something locked in

139

00:05:48,900 --> 00:05:57,660

time locked in one system this is as we

140

00:05:52,380 --> 00:05:59,580

said multi-platform just previously in

141

00:05:57,660 --> 00:06:01,740

our form history and maybe hit it today

142

00:05:59,580 --> 00:06:04,710

but maybe we'll save it for later why we

143

00:06:01,740 --> 00:06:06,419

do or don't try to target Android and

144

00:06:04,710 --> 00:06:08,550

other systems like that hand held things

145

00:06:06,419 --> 00:06:10,890

in particular but for now know we have

146

00:06:08,550 --> 00:06:14,160

got full rein over any computer that you

147

00:06:10,890 --> 00:06:15,780

sit at whatever desktop you've got QB 64

148

00:06:14,160 --> 00:06:18,270

can probably be pulled up and run on it

149

00:06:15,780 --> 00:06:21,419

up to and including the Raspberry Pi oh

150

00:06:18,270 --> 00:06:24,360

yeah which is a point of discussion at

151

00:06:21,419 --> 00:06:26,010

some some moments because we don't

152

00:06:24,360 --> 00:06:28,250

officially support the PI but it's

153

00:06:26,010 --> 00:06:30,270

definitely been proven to run on the PI

154

00:06:28,250 --> 00:06:33,210

especially when you have a model with

155

00:06:30,270 --> 00:06:35,820

more memory so yeah we're there QB 64 is

156

00:06:33,210 --> 00:06:37,919

all over except for mobile platforms but

157

00:06:35,820 --> 00:06:40,830

that's really not our goal when we

158

00:06:37,919 --> 00:06:43,530

approached QB 64 with basic in mind

159

00:06:40,830 --> 00:06:46,020

we really have the desktop in mind okay

160

00:06:43,530 --> 00:06:47,790

so that's Cuba 64 the reason why we're

161

00:06:46,020 --> 00:06:51,920

here the reason why we're gathered in

162

00:06:47,790 --> 00:06:55,980

this church amen so the thing is now

163

00:06:51,920 --> 00:06:59,490

even though we are on different points

164

00:06:55,980 --> 00:07:01,170

in our coding I'm going to use air

165

00:06:59,490 --> 00:07:04,680

quotes here not gonna see it but in our

166

00:07:01,170 --> 00:07:05,910

coding careers each one of us is

167

00:07:04,680 --> 00:07:08,190

probably working on something right now

168

00:07:05,910 --> 00:07:09,900

what are you guys cooking these days so

169

00:07:08,190 --> 00:07:13,920

I guess in the spirit of going first

170

00:07:09,900 --> 00:07:16,890

I'll do it so I have been working on in

171

00:07:13,920 --> 00:07:19,380

QB 64 recently the concept of length

172

00:07:16,890 --> 00:07:21,600

lists this is something that is in

173

00:07:19,380 --> 00:07:24,210

computer science everywhere some

174

00:07:21,600 --> 00:07:27,090

languages have native support for this

175

00:07:24,210 --> 00:07:29,370

you know some don't but you can always

176

00:07:27,090 --> 00:07:31,830

write a suite of functions so give

177

00:07:29,370 --> 00:07:34,260

yourself that set of tools so what's

178

00:07:31,830 --> 00:07:35,790

going on with a linked list is it's a

179

00:07:34,260 --> 00:07:38,640

way that you can string data together

180

00:07:35,790 --> 00:07:41,070

without being locked in the I guess ice

181

00:07:38,640 --> 00:07:42,950

cube tray of a traditional array because

182

00:07:41,070 --> 00:07:45,510

if you want to move contents from one

183

00:07:42,950 --> 00:07:47,850

cell to another you've got this rigid

184

00:07:45,510 --> 00:07:49,680

manifold that is unforgiving you know

185

00:07:47,850 --> 00:07:52,320

array element 3 it's always next to

186

00:07:49,680 --> 00:07:54,360

array element 4 and you know there's

187

00:07:52,320 --> 00:07:55,980

nothing you can do about it but in a

188

00:07:54,360 --> 00:07:59,280

linked list you can skirt around that

189

00:07:55,980 --> 00:08:02,040

and mix types and have complicated trees

190

00:07:59,280 --> 00:08:04,050

of data structures so I'm trying to now

191

00:08:02,040 --> 00:08:06,480

that the code is finished I'd say trying

192

00:08:04,050 --> 00:08:09,180

to prepare a nice way to get the public

193

00:08:06,480 --> 00:08:11,310

on board with this and see it used in

194

00:08:09,180 --> 00:08:13,920

some of our projects rather than my own

195

00:08:11,310 --> 00:08:18,570

so linked lists are where I've been

196

00:08:13,920 --> 00:08:20,430

lately how about you Dave yeah having

197

00:08:18,570 --> 00:08:23,400

just finished Dragon Warrior which is

198

00:08:20,430 --> 00:08:26,250

probably my most ambitious project to

199

00:08:23,400 --> 00:08:28,230

date I'm actually taking a little

200

00:08:26,250 --> 00:08:30,570

downtime I played around doing a little

201

00:08:28,230 --> 00:08:32,720

research and development on various

202

00:08:30,570 --> 00:08:37,170

aspects to see where I want to go next

203

00:08:32,720 --> 00:08:43,979

but yeah i coded coding that much for

204

00:08:37,170 --> 00:08:46,320

that intense period of time it burnt me

205

00:08:43,979 --> 00:08:51,810

out a little bit but I the same time I

206

00:08:46,320 --> 00:08:54,030

want to keep on coding so not sure what

207

00:08:51,810 --> 00:08:54,330

I'm doing next but I'm sure it'll turn

208

00:08:54,030 --> 00:08:56,640

out

209

00:08:54,330 --> 00:08:58,050

to be a big project again you have that

210

00:08:56,640 --> 00:08:59,550

feeling right now when you finish

211

00:08:58,050 --> 00:09:02,010

reading a good book and you're like oh

212

00:08:59,550 --> 00:09:04,290

my god or when you finish watching a

213

00:09:02,010 --> 00:09:07,110

series right you've invested so much of

214

00:09:04,290 --> 00:09:09,269

your attention span to it right

215

00:09:07,110 --> 00:09:12,510

I can't even yet so much time and

216

00:09:09,269 --> 00:09:16,649

attention that yeah yeah almost euphoric

217

00:09:12,510 --> 00:09:19,980

feeling that oh my words done what now

218

00:09:16,649 --> 00:09:23,459

know what yeah

219

00:09:19,980 --> 00:09:25,230

sings you you brought up Dragon Warrior

220

00:09:23,459 --> 00:09:27,180

which is a clone you were working on I

221

00:09:25,230 --> 00:09:28,920

admire you for that and I totally see

222

00:09:27,180 --> 00:09:30,720

the urge to clone things I have been

223

00:09:28,920 --> 00:09:34,589

working on this tic-tac-toe ring game

224

00:09:30,720 --> 00:09:36,269

and it's based on this mobile game

225

00:09:34,589 --> 00:09:39,450

called tic-tac-toe ring actually called

226

00:09:36,269 --> 00:09:41,490

rings and it's basically this puzzle

227

00:09:39,450 --> 00:09:43,860

where you put rings of different colors

228

00:09:41,490 --> 00:09:48,240

until you make a match tic tac toe rings

229

00:09:43,860 --> 00:09:51,390

tic tac toe style like across down or

230

00:09:48,240 --> 00:09:55,050

diagonal and I have been working on it

231

00:09:51,390 --> 00:09:57,839

because of the community interest it was

232

00:09:55,050 --> 00:10:02,610

fun to see everybody playing it until

233

00:09:57,839 --> 00:10:05,640

Terry kind of led me to want to have an

234

00:10:02,610 --> 00:10:08,279

online scoreboard which I did put there

235

00:10:05,640 --> 00:10:10,770

very simple very simple scoreboard but

236

00:10:08,279 --> 00:10:12,990

I've been able to see people actually

237

00:10:10,770 --> 00:10:14,880

try to compete against each other that's

238

00:10:12,990 --> 00:10:17,540

a fun thing to happen yeah that is an

239

00:10:14,880 --> 00:10:20,430

amazing breakthrough not only does it

240

00:10:17,540 --> 00:10:22,529

demonstrate how fun and QB 64 games are

241

00:10:20,430 --> 00:10:24,300

but the fact that it touches the

242

00:10:22,529 --> 00:10:27,390

internet right we've got a whole suite

243

00:10:24,300 --> 00:10:30,420

of commands for getting information

244

00:10:27,390 --> 00:10:32,430

across networks tcp/ip commands so forth

245

00:10:30,420 --> 00:10:34,560

so you can right from the game beam all

246

00:10:32,430 --> 00:10:37,339

this information right online through

247

00:10:34,560 --> 00:10:40,079

actually a variety of means fascinating

248

00:10:37,339 --> 00:10:43,290

which segues into an interesting feature

249

00:10:40,079 --> 00:10:45,660

of that scoreboard so everybody knows

250

00:10:43,290 --> 00:10:48,480

that when you're having code run

251

00:10:45,660 --> 00:10:50,519

publicly or at least that touches the

252

00:10:48,480 --> 00:10:52,320

internet somehow security always becomes

253

00:10:50,519 --> 00:10:55,130

one of the things you wonder about and

254

00:10:52,320 --> 00:10:58,860

we've got a prodigal member as sheesh

255

00:10:55,130 --> 00:11:00,779

shout out to him in a big way for making

256

00:10:58,860 --> 00:11:02,670

certain strides but I'm not sure if he

257

00:11:00,779 --> 00:11:04,800

made completion on hacking into this

258

00:11:02,670 --> 00:11:05,840

thing and making himself the top scorer

259

00:11:04,800 --> 00:11:08,450

no matter what

260

00:11:05,840 --> 00:11:10,760

performance was how did that go yeah he

261

00:11:08,450 --> 00:11:12,530

said I'm gonna hack that and I'm gonna

262

00:11:10,760 --> 00:11:15,440

put my name at the top of her scoreboard

263

00:11:12,530 --> 00:11:18,320

and I said okay keep trying and the damn

264

00:11:15,440 --> 00:11:20,300

kid he said I already found the code you

265

00:11:18,320 --> 00:11:22,310

used I was like how did you find it and

266

00:11:20,300 --> 00:11:26,120

I forgot it I had made it available on

267

00:11:22,310 --> 00:11:28,700

my github repository and but for some

268

00:11:26,120 --> 00:11:31,070

reason he eventually dropped the intent

269

00:11:28,700 --> 00:11:32,960

he's not trying to hack it anymore at

270

00:11:31,070 --> 00:11:35,060

least not that I know of but he still

271

00:11:32,960 --> 00:11:37,070

haven't been able to actually the way I

272

00:11:35,060 --> 00:11:40,760

did it it's a very simple approach I

273

00:11:37,070 --> 00:11:44,720

just make a few web calls I actually

274

00:11:40,760 --> 00:11:47,900

used the the download function that we

275

00:11:44,720 --> 00:11:50,180

can find on we Cuba 64 Zwicky to

276

00:11:47,900 --> 00:11:51,740

actually make a call make a web call and

277

00:11:50,180 --> 00:11:53,990

then get some results back it's pretty

278

00:11:51,740 --> 00:11:56,720

simple and actually he found the code

279

00:11:53,990 --> 00:11:59,510

but he didn't find how I modified it for

280

00:11:56,720 --> 00:12:01,010

the game so it was fun while he was

281

00:11:59,510 --> 00:12:03,260

trying and every time he came up with

282

00:12:01,010 --> 00:12:05,660

something I was like oh damn he found it

283

00:12:03,260 --> 00:12:09,410

but then he would find he hit some snags

284

00:12:05,660 --> 00:12:10,430

and he eventually didn't so I think the

285

00:12:09,410 --> 00:12:13,190

game is still intact

286

00:12:10,430 --> 00:12:17,390

I don't think I'll have to to work

287

00:12:13,190 --> 00:12:19,760

around his hack so soon not so soon okay

288

00:12:17,390 --> 00:12:22,370

so the high score is on there right now

289

00:12:19,760 --> 00:12:24,980

are genuine in case it's completely

290

00:12:22,370 --> 00:12:26,750

obvious what's the way to find that so

291

00:12:24,980 --> 00:12:28,520

you should have person search

292

00:12:26,750 --> 00:12:30,320

tic-tac-toe rings in the form and is

293

00:12:28,520 --> 00:12:32,300

there a link of some kind to the high

294

00:12:30,320 --> 00:12:35,110

scores or does it show up in game yeah

295

00:12:32,300 --> 00:12:37,760

I've made it available on my github

296

00:12:35,110 --> 00:12:41,600

repository it's just github calm slash

297

00:12:37,760 --> 00:12:44,470

my name felipito and it's available in

298

00:12:41,600 --> 00:12:48,290

our forum too because we have this very

299

00:12:44,470 --> 00:12:51,080

in expansion gallery section and right

300

00:12:48,290 --> 00:12:53,780

now it's been featured there so if you

301

00:12:51,080 --> 00:12:56,390

go to the cuba 64 forums give me $64 org

302

00:12:53,780 --> 00:12:58,670

slash forum you will find the galleries

303

00:12:56,390 --> 00:13:00,770

and the game section the game sub sub

304

00:12:58,670 --> 00:13:02,660

board and it's already available there

305

00:13:00,770 --> 00:13:04,070

actually it's a link to my github

306

00:13:02,660 --> 00:13:08,390

repository so it's going to be easy to

307

00:13:04,070 --> 00:13:10,640

find but the the version that has the

308

00:13:08,390 --> 00:13:12,500

online score is only available to form

309

00:13:10,640 --> 00:13:14,510

really because i didn't make the code

310

00:13:12,500 --> 00:13:16,610

available because there are there are

311

00:13:14,510 --> 00:13:18,860

some authentication codes i put in there

312

00:13:16,610 --> 00:13:19,250

and they it would make no sense to make

313

00:13:18,860 --> 00:13:21,920

them of it

314

00:13:19,250 --> 00:13:23,450

right oh I see I see all right so at

315

00:13:21,920 --> 00:13:25,160

least that you have the nuts and bolts

316

00:13:23,450 --> 00:13:27,260

of the game or for all to see but yeah

317

00:13:25,160 --> 00:13:29,120

the intricacies of the scoreboard

318

00:13:27,260 --> 00:13:31,970

especially the handshaking and stuff yet

319

00:13:29,120 --> 00:13:35,600

no reason to compromise anything sure

320

00:13:31,970 --> 00:13:38,540

yeah but I do intend do intend to make

321

00:13:35,600 --> 00:13:40,730

the called public Suns the the actual

322

00:13:38,540 --> 00:13:43,940

codes inside because they can be useful

323

00:13:40,730 --> 00:13:46,490

to people who want to maybe put any kind

324

00:13:43,940 --> 00:13:49,070

of communications with our games right

325

00:13:46,490 --> 00:13:52,820

either for scoreboards or for any other

326

00:13:49,070 --> 00:13:54,980

type of online communication absolutely

327

00:13:52,820 --> 00:13:56,150

and someone who's tinkered with this in

328

00:13:54,980 --> 00:14:00,110

the past I know these commands are

329

00:13:56,150 --> 00:14:02,090

incredibly safe well with and with QB 64

330

00:14:00,110 --> 00:14:04,760

running I've had open clients you know

331

00:14:02,090 --> 00:14:06,020

open and pinging for a span of months to

332

00:14:04,760 --> 00:14:07,820

the point where I've forgotten about it

333

00:14:06,020 --> 00:14:11,060

was like oh my god no espresso is still

334

00:14:07,820 --> 00:14:13,100

running shout out to the past program

335

00:14:11,060 --> 00:14:14,900

that I'll never speak up again but um

336

00:14:13,100 --> 00:14:18,830

yeah during research yeah these commands

337

00:14:14,900 --> 00:14:19,580

are found to be entirely robust yeah and

338

00:14:18,830 --> 00:14:21,290

the good thing is that they are

339

00:14:19,580 --> 00:14:24,070

cross-platform just like the rest

340

00:14:21,290 --> 00:14:26,990

because of course Cuba 64 is

341

00:14:24,070 --> 00:14:29,600

cross-platform compatible but there are

342

00:14:26,990 --> 00:14:31,820

minor things that only will work on

343

00:14:29,600 --> 00:14:34,190

certain platforms there are certain API

344

00:14:31,820 --> 00:14:38,360

calls that will only work on Windows etc

345

00:14:34,190 --> 00:14:40,310

but tcp/ip is available widely okay so

346

00:14:38,360 --> 00:14:43,280

that's what everybody's working on these

347

00:14:40,310 --> 00:14:43,970

days and this is going to be updated

348

00:14:43,280 --> 00:14:47,660

soon

349

00:14:43,970 --> 00:14:51,110

of course as Dave decides on the next

350

00:14:47,660 --> 00:14:54,380

game to to execute anything in mind

351

00:14:51,110 --> 00:14:56,870

already Dave um that's thrown around the

352

00:14:54,380 --> 00:15:01,760

idea is like a match-three type puzzle

353

00:14:56,870 --> 00:15:04,430

game or or even like a I'd like a

354

00:15:01,760 --> 00:15:05,900

dungeon crawl game involving like

355

00:15:04,430 --> 00:15:07,370

scooby-doo or something like that where

356

00:15:05,900 --> 00:15:09,830

you got to find the rest of the game

357

00:15:07,370 --> 00:15:12,010

yeah something along those lines but I'm

358

00:15:09,830 --> 00:15:16,490

not set on anything quite yet

359

00:15:12,010 --> 00:15:18,890

awesome so beginning now we should go to

360

00:15:16,490 --> 00:15:20,570

the topic of today's episode you've seen

361

00:15:18,890 --> 00:15:23,089

in the description and here we are

362

00:15:20,570 --> 00:15:24,650

talking about option explicit right now

363

00:15:23,089 --> 00:15:25,850

this is a segment on our show we're

364

00:15:24,650 --> 00:15:29,300

gonna be talking about some techniques

365

00:15:25,850 --> 00:15:31,910

or maybe style approaches whatever you

366

00:15:29,300 --> 00:15:33,620

want to consider it so today we have

367

00:15:31,910 --> 00:15:37,310

option explicit

368

00:15:33,620 --> 00:15:39,500

and what option explicit is when you are

369

00:15:37,310 --> 00:15:42,080

writing cold you have to declare your

370

00:15:39,500 --> 00:15:43,970

variables if you want to at least have

371

00:15:42,080 --> 00:15:48,080

an idea of how much memory your program

372

00:15:43,970 --> 00:15:50,240

is going to use and to keep control

373

00:15:48,080 --> 00:15:52,250

actually of the variables are using but

374

00:15:50,240 --> 00:15:54,710

that's not an obligatory thing in basic

375

00:15:52,250 --> 00:15:56,900

in other languages it is obligatory you

376

00:15:54,710 --> 00:15:59,600

having C for example to declare every

377

00:15:56,900 --> 00:16:02,630

variable state what type it's going to

378

00:15:59,600 --> 00:16:05,120

be memory and etc but in basic that's

379

00:16:02,630 --> 00:16:08,779

not the case in basic you can just start

380

00:16:05,120 --> 00:16:11,089

writing out and say input a and then you

381

00:16:08,779 --> 00:16:14,529

got a new variable created on the fly

382

00:16:11,089 --> 00:16:16,970

what option explicit does is you

383

00:16:14,529 --> 00:16:19,100

obligate yourself to declare every

384

00:16:16,970 --> 00:16:19,670

variable to DM every variable before you

385

00:16:19,100 --> 00:16:24,620

use it

386

00:16:19,670 --> 00:16:28,220

that has a few implications few cases

387

00:16:24,620 --> 00:16:32,600

when it's very useful and before we move

388

00:16:28,220 --> 00:16:35,480

on to more personal approaches from me

389

00:16:32,600 --> 00:16:38,660

at last at least do you guys ever use it

390

00:16:35,480 --> 00:16:40,130

so yeah so option explicit it's one of

391

00:16:38,660 --> 00:16:42,620

those meta commands so it doesn't have

392

00:16:40,130 --> 00:16:44,930

to begin with a funny symbol like REM or

393

00:16:42,620 --> 00:16:46,670

a string or anything but it's it's an

394

00:16:44,930 --> 00:16:48,350

one of those underscore things and you

395

00:16:46,670 --> 00:16:50,480

just you know toward the top does it

396

00:16:48,350 --> 00:16:53,209

demand being at the top or just near the

397

00:16:50,480 --> 00:16:55,670

top he needs to be the first executable

398

00:16:53,209 --> 00:16:58,690

statement it can only be preceded by no

399

00:16:55,670 --> 00:17:01,339

prefix which is no in version 1.4

400

00:16:58,690 --> 00:17:02,690

actually so it's yet just way close to

401

00:17:01,339 --> 00:17:04,520

the top of the program so it's really a

402

00:17:02,690 --> 00:17:07,250

mode it's really a you know a mindset

403

00:17:04,520 --> 00:17:09,319

that you're in where you're pretending

404

00:17:07,250 --> 00:17:11,540

like you're coding in C it's everything

405

00:17:09,319 --> 00:17:14,540

that I mentioned variable wise has to be

406

00:17:11,540 --> 00:17:16,160

dimmed out so on and so on so I think

407

00:17:14,540 --> 00:17:19,010

that's a really good option especially

408

00:17:16,160 --> 00:17:22,160

as you're in the latter phases of

409

00:17:19,010 --> 00:17:23,420

finishing your project focusing on the

410

00:17:22,160 --> 00:17:25,250

beginning half though so when you're

411

00:17:23,420 --> 00:17:27,020

prototyping you open up that blue screen

412

00:17:25,250 --> 00:17:29,210

you're just power typing like crazy and

413

00:17:27,020 --> 00:17:31,010

you're just trying to capture your ideas

414

00:17:29,210 --> 00:17:33,080

as fast as you can this is one of the

415

00:17:31,010 --> 00:17:34,910

great things about QB 64 and how it's

416

00:17:33,080 --> 00:17:37,280

not only awesome for beginner for

417

00:17:34,910 --> 00:17:40,070

beginners but even good for the pro

418

00:17:37,280 --> 00:17:42,020

who's just in a hurry I often don't

419

00:17:40,070 --> 00:17:45,110

write option explicit right off the bat

420

00:17:42,020 --> 00:17:46,340

I will prototype I'll code I'll play

421

00:17:45,110 --> 00:17:48,080

with ideas you know get

422

00:17:46,340 --> 00:17:49,909

pointed and delete hundreds of lines and

423

00:17:48,080 --> 00:17:52,179

be glad I didn't waste time you know

424

00:17:49,909 --> 00:17:55,340

spending you know doing all that dimming

425

00:17:52,179 --> 00:17:58,039

but then again as the project grows you

426

00:17:55,340 --> 00:17:59,690

can run into trouble where especially if

427

00:17:58,039 --> 00:18:01,789

you're in the ID he can there are

428

00:17:59,690 --> 00:18:03,470

certain handrails you can hold but

429

00:18:01,789 --> 00:18:05,690

nothing's really guarding you against

430

00:18:03,470 --> 00:18:08,360

making typos when you're writing out

431

00:18:05,690 --> 00:18:10,130

your variables except option explicit

432

00:18:08,360 --> 00:18:11,990

that is the ultimate real-time

433

00:18:10,130 --> 00:18:13,520

spellcheck so if your projects too big

434

00:18:11,990 --> 00:18:14,990

or your variable names are long and

435

00:18:13,520 --> 00:18:18,440

you're not sure you're getting them

436

00:18:14,990 --> 00:18:20,029

right that is definitely a way to keep

437

00:18:18,440 --> 00:18:21,890

keep your hands you know kind of locked

438

00:18:20,029 --> 00:18:23,360

in place so to speak and you just can't

439

00:18:21,890 --> 00:18:25,490

go far astray without the compiler

440

00:18:23,360 --> 00:18:27,200

getting mad at you but that can also be

441

00:18:25,490 --> 00:18:28,370

sort of a hindrance if you're in a hurry

442

00:18:27,200 --> 00:18:30,559

had it so quick I need a temporary

443

00:18:28,370 --> 00:18:32,390

variable I don't need to go dim this

444

00:18:30,559 --> 00:18:35,360

string 30 lines up to keep it organized

445

00:18:32,390 --> 00:18:39,799

I just need it right now so my style if

446

00:18:35,360 --> 00:18:41,510

you know if if there is one is as soon

447

00:18:39,799 --> 00:18:42,710

as the project gets off the ground if

448

00:18:41,510 --> 00:18:45,350

there's confidence that this code is

449

00:18:42,710 --> 00:18:47,210

worth investing in and it's I'm going to

450

00:18:45,350 --> 00:18:49,850

show it to people and it's gonna escape

451

00:18:47,210 --> 00:18:52,340

the confines of my own local network and

452

00:18:49,850 --> 00:18:55,250

sure I put option explicit dim

453

00:18:52,340 --> 00:18:57,740

everything as not only for clarity but

454

00:18:55,250 --> 00:19:00,559

also as a courtesy right is if some

455

00:18:57,740 --> 00:19:03,289

other program it has option explicit in

456

00:19:00,559 --> 00:19:04,820

there and I say hey use my library but

457

00:19:03,289 --> 00:19:07,309

none of my variables are dimmed and it's

458

00:19:04,820 --> 00:19:09,770

a big mess it's just a very very good

459

00:19:07,309 --> 00:19:11,360

courtesy but it's absolutely not

460

00:19:09,770 --> 00:19:13,640

required and I guess there was a whole

461

00:19:11,360 --> 00:19:16,039

third way of approaching QB 64 that

462

00:19:13,640 --> 00:19:18,350

doesn't need option explicit for

463

00:19:16,039 --> 00:19:20,750

instance David guess you'd find yourself

464

00:19:18,350 --> 00:19:22,250

not really needing that mode because

465

00:19:20,750 --> 00:19:24,320

your head is just so wrapped into the

466

00:19:22,250 --> 00:19:26,690

code when you're in it something along

467

00:19:24,320 --> 00:19:32,899

those lines a little bit along those

468

00:19:26,690 --> 00:19:35,240

lines and a lot of times I'm just

469

00:19:32,899 --> 00:19:37,549

playing with stuff getting it worked out

470

00:19:35,240 --> 00:19:39,890

I mean I need to add an extra variable

471

00:19:37,549 --> 00:19:42,140

even if it's just for debugging so it's

472

00:19:39,890 --> 00:19:45,669

just there for showing me what's going

473

00:19:42,140 --> 00:19:49,190

on and then it's gone to have to spend

474

00:19:45,669 --> 00:19:52,039

hours just dimming out everything I

475

00:19:49,190 --> 00:19:55,490

might need G I might as well just dam

476

00:19:52,039 --> 00:20:00,350

every possible combination for variables

477

00:19:55,490 --> 00:20:04,700

it it becomes honest they just in can

478

00:20:00,350 --> 00:20:07,490

or even an economical in programming

479

00:20:04,700 --> 00:20:10,309

terms to have to go through all that for

480

00:20:07,490 --> 00:20:12,620

my stuff so I mean I do I have notepads

481

00:20:10,309 --> 00:20:14,600

and paper that I write I write stuff

482

00:20:12,620 --> 00:20:17,870

down on to save me from certain pitfalls

483

00:20:14,600 --> 00:20:19,820

as I'm going and I've used you know I'm

484

00:20:17,870 --> 00:20:21,620

either you know add underscores and

485

00:20:19,820 --> 00:20:23,590

thing and for the came okay teen and

486

00:20:21,620 --> 00:20:26,179

stuff just to keep myself in check

487

00:20:23,590 --> 00:20:28,250

because the pitfalls I would run into

488

00:20:26,179 --> 00:20:29,720

with my style of programming if I were

489

00:20:28,250 --> 00:20:31,460

to try to use that yeah

490

00:20:29,720 --> 00:20:33,620

and understood yeah it becomes a lot of

491

00:20:31,460 --> 00:20:36,500

bookkeeping go ahead yep yeah there are

492

00:20:33,620 --> 00:20:38,690

many other ways not mainly maybe but

493

00:20:36,500 --> 00:20:41,000

there is definitely a way to keep keep

494

00:20:38,690 --> 00:20:42,740

track of your variables if they are

495

00:20:41,000 --> 00:20:45,649

right or not which is camel case for

496

00:20:42,740 --> 00:20:49,820

example camel case is one of them QB 64

497

00:20:45,649 --> 00:20:53,090

has this option to auto capitalized

498

00:20:49,820 --> 00:20:55,460

keywords which also works for your own

499

00:20:53,090 --> 00:20:58,570

variables so if you're right a variable

500

00:20:55,460 --> 00:21:02,120

name is a b c and the a is in a capital

501

00:20:58,570 --> 00:21:04,340

when you write a b c later on cuba 64 is

502

00:21:02,120 --> 00:21:06,769

going to make a capital for you to that

503

00:21:04,340 --> 00:21:09,889

works for labels for function and set

504

00:21:06,769 --> 00:21:11,779

names so that's already very useful but

505

00:21:09,889 --> 00:21:14,120

the problem with that approach is that

506

00:21:11,779 --> 00:21:16,509

maybe you don't have that option turned

507

00:21:14,120 --> 00:21:19,340

on it's it's automatically on when you

508

00:21:16,509 --> 00:21:22,129

first use Gibby sixty four but maybe

509

00:21:19,340 --> 00:21:24,649

it's not your preference what option

510

00:21:22,129 --> 00:21:26,990

explicit actually will do is ok it will

511

00:21:24,649 --> 00:21:29,240

obligate you to use it and I I'm with

512

00:21:26,990 --> 00:21:31,909

you guys in that when I quickly need to

513

00:21:29,240 --> 00:21:34,759

prototype something I don't use it but

514

00:21:31,909 --> 00:21:36,919

when I'm I see that a project is

515

00:21:34,759 --> 00:21:38,240

beginning to take shape and oh this is

516

00:21:36,919 --> 00:21:40,279

going to be interesting people are going

517

00:21:38,240 --> 00:21:42,769

to enjoy that I immediately go to the

518

00:21:40,279 --> 00:21:44,840

top and add option explicit so usually

519

00:21:42,769 --> 00:21:46,370

before I hate I don't know 300 lines if

520

00:21:44,840 --> 00:21:48,559

I see that a project is that big already

521

00:21:46,370 --> 00:21:52,340

I go back to the beginning and I start

522

00:21:48,559 --> 00:21:55,070

naming everything out first because of

523

00:21:52,340 --> 00:21:58,549

clarity it really makes my mind work

524

00:21:55,070 --> 00:22:00,679

later that way but the concept is a

525

00:21:58,549 --> 00:22:03,769

little bit foreign to anyone who comes

526

00:22:00,679 --> 00:22:05,629

from basic from the 80s and 90s but it

527

00:22:03,769 --> 00:22:08,360

was introducing Visual Basic by

528

00:22:05,629 --> 00:22:10,159

Microsoft very early on so it's not

529

00:22:08,360 --> 00:22:12,409

really that for him because it draws

530

00:22:10,159 --> 00:22:14,080

from these other programming languages

531

00:22:12,409 --> 00:22:15,370

what I do use it for

532

00:22:14,080 --> 00:22:17,760

just like you guys is for bigger

533

00:22:15,370 --> 00:22:20,590

projects if I need something else

534

00:22:17,760 --> 00:22:23,220

something that will be interesting to

535

00:22:20,590 --> 00:22:25,570

other people I start with it and

536

00:22:23,220 --> 00:22:28,029

libraries you mentioned it bill it's

537

00:22:25,570 --> 00:22:30,159

something that definitely makes it

538

00:22:28,029 --> 00:22:32,409

almost mandatory if you're writing code

539

00:22:30,159 --> 00:22:35,559

that's supposed to be reusable by people

540

00:22:32,409 --> 00:22:38,320

as a library you definitely should write

541

00:22:35,559 --> 00:22:41,380

it with option explicit in mind because

542

00:22:38,320 --> 00:22:44,380

if people are using options listed in

543

00:22:41,380 --> 00:22:46,269

their programs and they try to plug your

544

00:22:44,380 --> 00:22:48,539

library and that's gonna be a nightmare

545

00:22:46,269 --> 00:22:50,409

if you didn't declare your variables

546

00:22:48,539 --> 00:22:53,679

yeah absolutely

547

00:22:50,409 --> 00:22:55,389

so so sometimes I see just to

548

00:22:53,679 --> 00:22:58,630

accommodate people who don't use it is

549

00:22:55,389 --> 00:23:00,429

to prepare a library on your own system

550

00:22:58,630 --> 00:23:02,889

with option explicit on test it

551

00:23:00,429 --> 00:23:05,289

perfectly in that sense and then as your

552

00:23:02,889 --> 00:23:07,120

final move comment it out and then you

553

00:23:05,289 --> 00:23:08,860

save it and ship it that way so that

554

00:23:07,120 --> 00:23:10,269

somebody can you know plug it in and not

555

00:23:08,860 --> 00:23:12,159

have to worry about it whether it's in

556

00:23:10,269 --> 00:23:14,500

their own codebase they can learn that

557

00:23:12,159 --> 00:23:14,860

lesson themselves without you having to

558

00:23:14,500 --> 00:23:17,350

you know

559

00:23:14,860 --> 00:23:21,370

demand it with your hood code that they

560

00:23:17,350 --> 00:23:23,460

try to import but yeah so this I guess

561

00:23:21,370 --> 00:23:26,830

it leads into a similar question of

562

00:23:23,460 --> 00:23:29,110

which of you guys and I do I I'm totally

563

00:23:26,830 --> 00:23:31,860

guilty do you guys code right in the IDE

564

00:23:29,110 --> 00:23:36,159

so do you tell someone what open okay

565

00:23:31,860 --> 00:23:38,110

Dave you - I start in the IDE but once

566

00:23:36,159 --> 00:23:41,049

it gets to a certain size I start

567

00:23:38,110 --> 00:23:43,269

splitting it up and I'll use a hep text

568

00:23:41,049 --> 00:23:45,519

editor alongside with the ID at the same

569

00:23:43,269 --> 00:23:47,320

time oh that's curious you don't have

570

00:23:45,519 --> 00:23:49,570

the same file open with two programs

571

00:23:47,320 --> 00:23:52,179

together I have different pieces of it

572

00:23:49,570 --> 00:23:54,399

open and different areas dragon dragon

573

00:23:52,179 --> 00:23:57,130

lawyer you know with several thousand

574

00:23:54,399 --> 00:23:59,110

lines long it would have been very

575

00:23:57,130 --> 00:24:01,870

difficult for me to have to do all the

576

00:23:59,110 --> 00:24:04,779

editing all in IDE so I split up the

577

00:24:01,870 --> 00:24:06,159

subs and had him as includes until I

578

00:24:04,779 --> 00:24:08,529

finally released it that way I could

579

00:24:06,159 --> 00:24:10,600

work on one in my text editor while

580

00:24:08,529 --> 00:24:13,809

running it and the IDE and I could tweak

581

00:24:10,600 --> 00:24:15,870

it and yeah it was easier for me to do

582

00:24:13,809 --> 00:24:18,789

it that way when something gets so big

583

00:24:15,870 --> 00:24:21,039

yeah you know I find myself having to do

584

00:24:18,789 --> 00:24:24,220

certain acrobatics when I finally split

585

00:24:21,039 --> 00:24:25,720

a project up so bear with me so when

586

00:24:24,220 --> 00:24:27,620

you're coding a mega base file

587

00:24:25,720 --> 00:24:29,660

everything is self consists

588

00:24:27,620 --> 00:24:33,020

it all works and you press at five great

589

00:24:29,660 --> 00:24:35,870

but then you split you say alright I

590

00:24:33,020 --> 00:24:37,520

want this to be peace it is now so all

591

00:24:35,870 --> 00:24:39,260

of the headers stuff the declarations

592

00:24:37,520 --> 00:24:41,570

I'm going to break that off into star

593

00:24:39,260 --> 00:24:43,220

dot bi right and then all of my subs and

594

00:24:41,570 --> 00:24:46,070

functions that can be the VM file and

595

00:24:43,220 --> 00:24:48,320

the main loop can be just dot base and

596

00:24:46,070 --> 00:24:50,720

it can be layered properly recall the VI

597

00:24:48,320 --> 00:24:52,340

up top BM down bottom okay that's that's

598

00:24:50,720 --> 00:24:55,580

layering that's kind of what we

599

00:24:52,340 --> 00:24:56,420

encourage but then you come to modify

600

00:24:55,580 --> 00:24:57,980

the BM file

601

00:24:56,420 --> 00:25:00,230

okay so we pull it up and whose are

602

00:24:57,980 --> 00:25:01,880

getting errors Oh hoops because it's

603

00:25:00,230 --> 00:25:04,160

looking for all those declarations that

604

00:25:01,880 --> 00:25:06,559

you know were included in the base but

605

00:25:04,160 --> 00:25:08,090

not independently in the star dot VM

606

00:25:06,559 --> 00:25:09,650

file right so I don't know how you guys

607

00:25:08,090 --> 00:25:11,690

get around this if this is even a

608

00:25:09,650 --> 00:25:14,900

problem you have if you're you know if

609

00:25:11,690 --> 00:25:17,300

you're chained so to speak runs you into

610

00:25:14,900 --> 00:25:19,340

this but that's why all of my BM files

611

00:25:17,300 --> 00:25:22,910

actually have commented out at the top

612

00:25:19,340 --> 00:25:24,410

re including its own header so I can you

613

00:25:22,910 --> 00:25:26,120

know when I need to work on it just

614

00:25:24,410 --> 00:25:28,790

uncomment that and then be in an

615

00:25:26,120 --> 00:25:31,700

error-free you know you know hissy fit

616

00:25:28,790 --> 00:25:33,860

free IDE I see you may run into that in

617

00:25:31,700 --> 00:25:36,020

a text editor if you're used to it but

618

00:25:33,860 --> 00:25:37,460

yeah I'm just yeah go ahead yeah the

619

00:25:36,020 --> 00:25:41,570

thing is that the ID you will keep

620

00:25:37,460 --> 00:25:45,860

constantly trying to to see if the code

621

00:25:41,570 --> 00:25:48,080

is okay to see if it can run it so yeah

622

00:25:45,860 --> 00:25:49,880

I understand what you mean that having

623

00:25:48,080 --> 00:25:53,690

the declaration separately may be a drag

624

00:25:49,880 --> 00:25:55,640

sometimes I totally get that so the good

625

00:25:53,690 --> 00:25:57,350

thing that we have a list of good things

626

00:25:55,640 --> 00:25:58,580

and bad things about option explicit bad

627

00:25:57,350 --> 00:26:00,260

things you should declare everything

628

00:25:58,580 --> 00:26:03,350

good things you have to declare

629

00:26:00,260 --> 00:26:05,630

everything so that the IDE will help you

630

00:26:03,350 --> 00:26:08,179

keep track of typos if you make a typo

631

00:26:05,630 --> 00:26:10,520

down the world after having declared a

632

00:26:08,179 --> 00:26:12,770

variable it's going to tell you this

633

00:26:10,520 --> 00:26:16,220

variable does not exist so that's a good

634

00:26:12,770 --> 00:26:18,200

point and also the fact that it's not

635

00:26:16,220 --> 00:26:19,910

mandatory to use so I remember the

636

00:26:18,200 --> 00:26:22,700

backlash when I first introduced option

637

00:26:19,910 --> 00:26:24,470

explicit because some people thought oh

638

00:26:22,700 --> 00:26:26,870

now we're gonna have to declare

639

00:26:24,470 --> 00:26:28,670

variables why did you do that you broke

640

00:26:26,870 --> 00:26:32,090

it and was like you don't have to use it

641

00:26:28,670 --> 00:26:34,550

it's called option explicit for a reason

642

00:26:32,090 --> 00:26:36,350

but I remember people having a hard time

643

00:26:34,550 --> 00:26:39,110

grasping the concept so the good thing

644

00:26:36,350 --> 00:26:41,110

is it's optional but if you do use it

645

00:26:39,110 --> 00:26:44,170

the good thing is you have

646

00:26:41,110 --> 00:26:46,940

Catering for your needs regarding

647

00:26:44,170 --> 00:26:51,430

variable names function names and

648

00:26:46,940 --> 00:26:54,620

everything so it makes coding much more

649

00:26:51,430 --> 00:26:57,620

it kind of babysits you in the way that

650

00:26:54,620 --> 00:27:01,730

modern IDs do which is help you track

651

00:26:57,620 --> 00:27:03,890

things but it's out there so these are

652

00:27:01,730 --> 00:27:07,730

three different point of views we have

653

00:27:03,890 --> 00:27:10,310

here and that probably I don't know I

654

00:27:07,730 --> 00:27:13,220

hope that enlightens you guys who are

655

00:27:10,310 --> 00:27:16,280

listening to this and maybe it will help

656

00:27:13,220 --> 00:27:20,060

you decide if using option explicit is a

657

00:27:16,280 --> 00:27:23,240

thing for you or not but definitely look

658

00:27:20,060 --> 00:27:25,430

it up get familiar with it it may help

659

00:27:23,240 --> 00:27:28,160

you with your writing and it's

660

00:27:25,430 --> 00:27:32,210

definitely a plus so guys I think that

661

00:27:28,160 --> 00:27:33,920

covers our bases we went over what QB 64

662

00:27:32,210 --> 00:27:35,840

is who we are

663

00:27:33,920 --> 00:27:37,580

what QB 64 is what we're doing these

664

00:27:35,840 --> 00:27:39,350

days and then we talk later about option

665

00:27:37,580 --> 00:27:41,690

explicit if you guys have any questions

666

00:27:39,350 --> 00:27:44,840

we will be at the discord server join us

667

00:27:41,690 --> 00:27:46,370

at this Cork you be $64 org we'll be

668

00:27:44,840 --> 00:27:48,500

happy to answer any of your questions

669

00:27:46,370 --> 00:27:51,710

when we were around you know us by our

670

00:27:48,500 --> 00:27:54,620

names my name is Felipe - this is Bill

671

00:27:51,710 --> 00:27:57,680

or static this is Dave also known as

672

00:27:54,620 --> 00:28:02,000

cobalt also find us at our forum at QB

673

00:27:57,680 --> 00:28:04,100

$64 r slash forum and hopefully we'll be

674

00:28:02,000 --> 00:28:07,390

around for episode two thank you guys

675

00:28:04,100 --> 00:28:07,390

for listening thanks everybody