Talk:Tomtom

From x11-basic

Contents

X11-Basic works with following Navcore versions

Navcore Version	X11-Basic		
	1.14	1.15	1.18
7.162 (GO/GO x00/x10/all ONE)	YES	not tested	not tested
7.901 (RIDER 1st/2nd)	YES	not tested	
7.903 (GO/GO x00/x10/ONE 1st/ONE 2nd)	YES	not tested	
8.010 (GO x20/x30/ONE XL/ONE 3rd)	YES	not tested	
8.203 (GO x40)	not tested	not tested	
8.302 (GO x20/x30)	not tested	not tested	
8.310 (GO x40)	not tested	not tested	
8.350 (GO x20/x30/x40)	NO, flicker bug		
8.351 (GO x20/x30/x40)	NO, flicker bug		
8.370 (GO x40)	not tested		
8.371 (GO x40)	NO, flicker bug		
8.410 (One IQ/XL IQ)	not tested		
8.411 (One IQ/XL IQ)	not tested		
8.413 (XL IQ Live)	not tested		
8.414 (One IQ/XL IQ)	not tested		
8.415 (XL IQ)	not tested		
8.417 (XL IQ Live)	not tested		
8.419 (XL IQ Live)	not tested		

8.550 (XXL)	not tested
9.001 (GO x50)	not tested
9.004 beta (GO x50)	not tested
9.022 (GO x50/XL IQ)	NO, flicker bug
9.051 (GO x50/XL IQ)	NO, flicker bug

Please let me know about your experience with X11-Basic on your device. Thank you!

Compile

This is only for people who like to improve the BASIC interpreter itself. If you just want to write BASIC programs, you can skip this section. Get the offical source code package from sourceforge. Then unpack it un the host computer (must be linux). Run the configure script once and then never again. You will have to modify the Makefile (replace all gcc with arm-linux-gcc, maybe adapt the path to your cross-compiler development environment.) modify options.h: Uncomment:
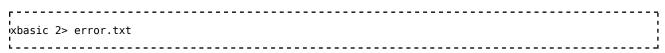
```
#define NOGRAPHICS
```

If you also want to use the framebuffer graphics, you will have to compile framebuffer.c manually (use -DFRAMEBUFFER). Compile the rest with -DFRAMEBUFFER. Link it together manually. Sorry, I do not have a makefile for the TomTom port yet. Be patient. It is still under development. If you want to support this development, you can help me with sending information about:

- algorithms to draw lines with linewidth>1 on raster displays.
- algorithms for drawing such lines with a line pattern.
- Algrithms for drawing graphical elements with fill pattern.
- Algorithms for the use of different graphic modes (transparent, inverse etc.) on 16 bit bitmaps.

Tip

If anything (such as xbasic) ever crashes try for example:

```
xbasic 2> error.txt
```

This will create a text file containing the error messages which is a damn site easier than copying the text by hand

FAQ: Frequently Asked Questions

> **Q:** Is there a forum for "Tomtom Basic"?
> **A:** Not so far. You may consult the mailinglist. Or, you can use the forum on sourceforge.

I want to find out if it's possible to read/write to the serial port from within Tomtom Basic, manipulate the GPS data (then send it out the serial port), and also if I get a command from the serial port, display that as a route.

Also, I'd like the BASIC program to be able to run in the background whilst displaying a route with the "normal" Tomtom software, and when it recieves a command from the serial port, it brings back up the BASIC software so I can display messages on the screen.

Does anyone know if all of this is possible?

A: YES, it's all possible.

Known bugs or problems

- *add something here*

Things worth to read

- Why Johnny can't code (http://www.salon.com/technology/feature/2006/09/14/basic/index.html)

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