Astro Basic Commands:

Basic Statements & Commands

BOX X,Y,A,B,1 Draw a box at position X,Y of Width A and

Height B, Mode 1

Modes available: 1 Foreground Colour

2 Background Colour

3 Reverse box (xor)

4 Invisible (Useful?)

LINE X,Y,1 Line to X,Y, mode 1 (See above) from last

Pixel location. Use BOX, XY or mode 4

to set start location.

CLEAR Clears screen. Not memory.

FOR/TO/STEP/NEXT Same as any For/Next loop function

IF NO THEN E.G.: IF A=5GOTO20 is not only valid

but actually preferred to save ram!!!

INPUT A Wait for Keypad Input

INPUT "HOW MANY?"A Prints message & waits for input

LIST AS all Basics

LIST ,5 List the FIRST 5 basic lines

LIST 100 List starting at line 100

LIST 100,5 Start at line 100 list next 5 lines

PRINT "A" Print Character A

PRINT A Print Value of A

PRINT #A,B Print A spaces then B value

GOTO A Goto line number A

GOSUB 100 Gosub line 100

RETURN Return to GOSUB

RND(A) Generate number between 1 and A

RUN Execute program

General Functions

ABS(A) Absolute Value of A

CALL(A) Goto assembly routine at A

RM Remainder of last division

SM=A Scroll Mode A

Modes: 0 Normal

1 No Scroll

2 Clear screen, Cursor at bottom

3 Clear screen, Cursor at top

4 Auto Pause. press key to continue

STOP Stop program here

SZ SiZe of available programming space

XY Location of last Box or LINE command

PX(X,Y) Is PiXel on or off?

Input Output Functions

JX(1) Joystick 1 horizontal position -0+

+

JY(1) Joystick 1 Vertical Position 0

-

TR(1) Trigger for Joy 1

KN(1) Knob (Paddle) position for Joy 1

A=KP Wait for key press, store ASCII in A

TV=A Display ASCII character A to TV

MU=A Play MUsical Note value A

MU="A" Play same note as character A

(All characters in Bally Basic Produce a

Tone when displayed unless NT=0)

FC Foreground Colour

BC Background Colour

NT Note Time, Duration of note play

CX Cursor X position

CY Cursor Y position

Tape Commands

:PRINT Save Program/Variables & Screen to tape

:PRINT @(0),100 Save contents of @ array 0-99

:INPUT Load program from tape

:INPUT @(0),100 Load data into @ array locations 0,99

:LIST Check stored program against memory.

Used to confirm saves.

:RUN Load & execute ML programs

Punctuation and Operators

+,-,Multiply and Divide symbols Standard math functions

; Separate multiple statements on same line

, Continue printing on same line.

E.g.: 10 PRINT "A",

20 PRINT "B"

Gives AB

. REM statement

# NOT equal to

B=%(A) PEEK A,B

%(A)=B POKE A,B

@(N) First array in Bally Basic

\*(N) Second Array Astro Basic Only

&(N) Read/write port N

Down Arrow Stop ALL sounds

Music Processor Commands Astro Basic ONLY

MO Master Oscillator Freq.

NM Noise Mode

NV Noise Volume NM must be 1

VR Vibrato Range NM must be 0

VF Vibrato Frequency

TA TB TC Tone A,B or C

VA VB VC Volume A,B or C

Error Messages

WHAT? Syntax error

SORRY Out of Memory

HOW? Catch all Error Code

E.G.: GOTO 50 No line 50 HOW?

GOSUB A A=10 NO line 10 HOW?

NEXT Y NO FOR Y HOW?

Bally/Astro Basic Overlay