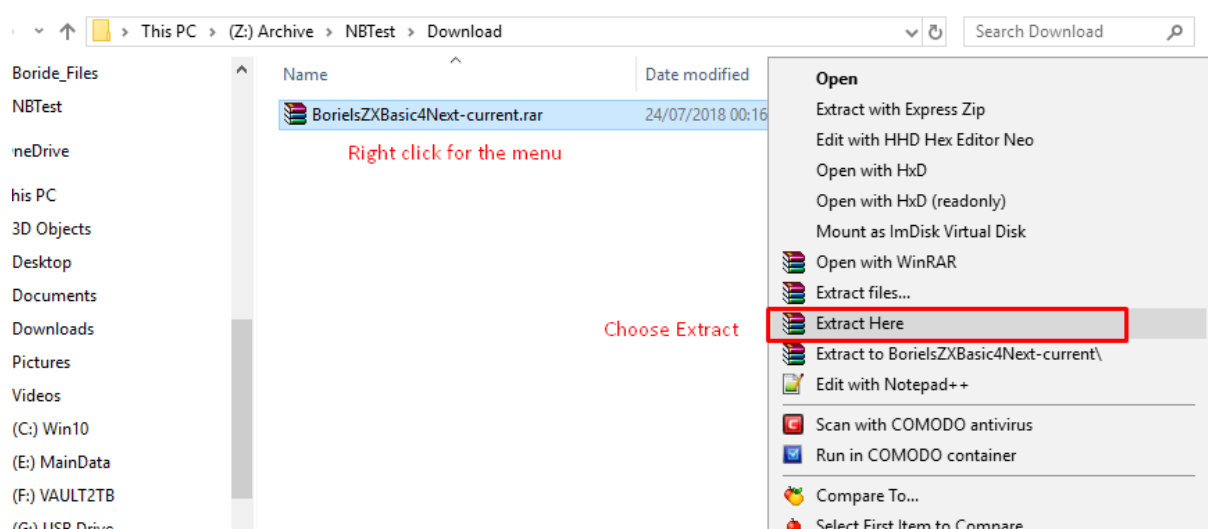


NextBuild QuickStart

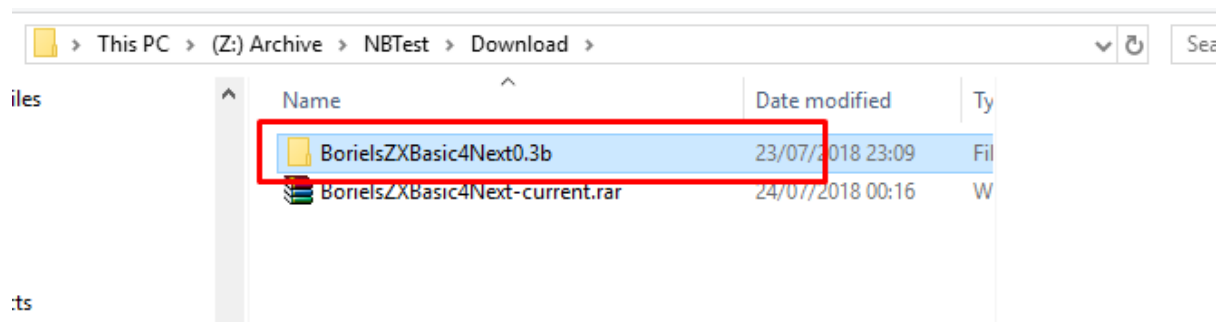
Download the latest from :

<http://zxbasic.uk/files/BorielsZXBasic4Next-current.rar>

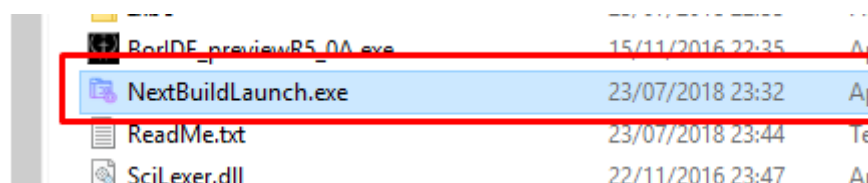
Extract to a folder:



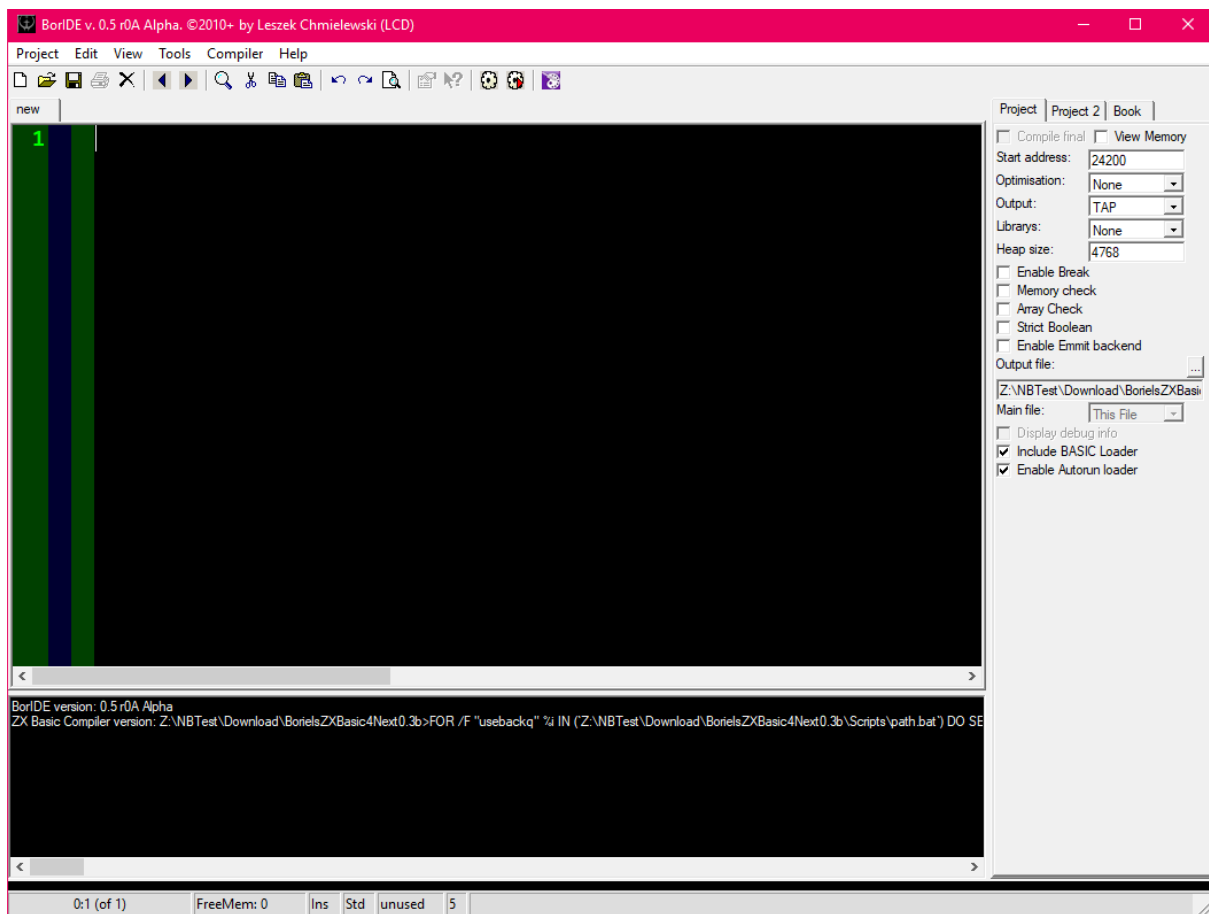
Now go into the folder by double clicking:



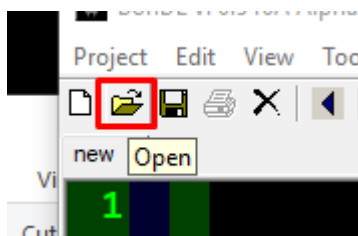
Double click NextBuildLauncher.exe



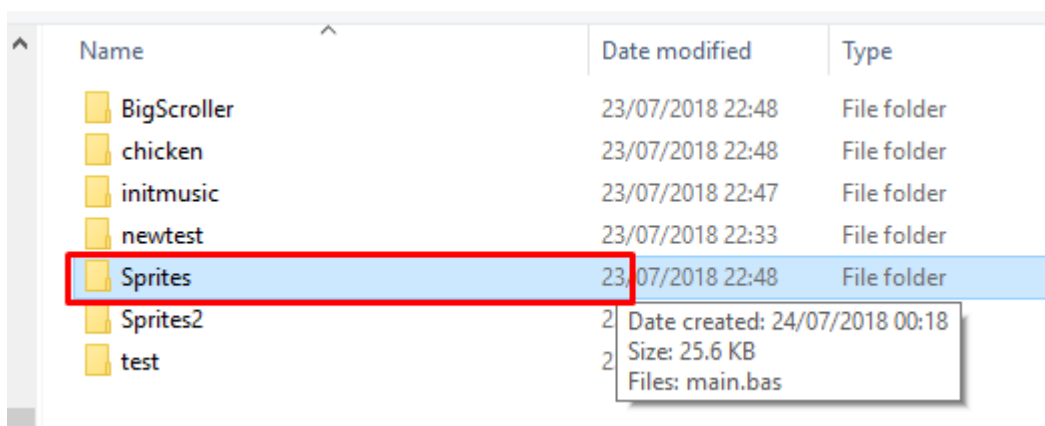
You should now see BorIDE :



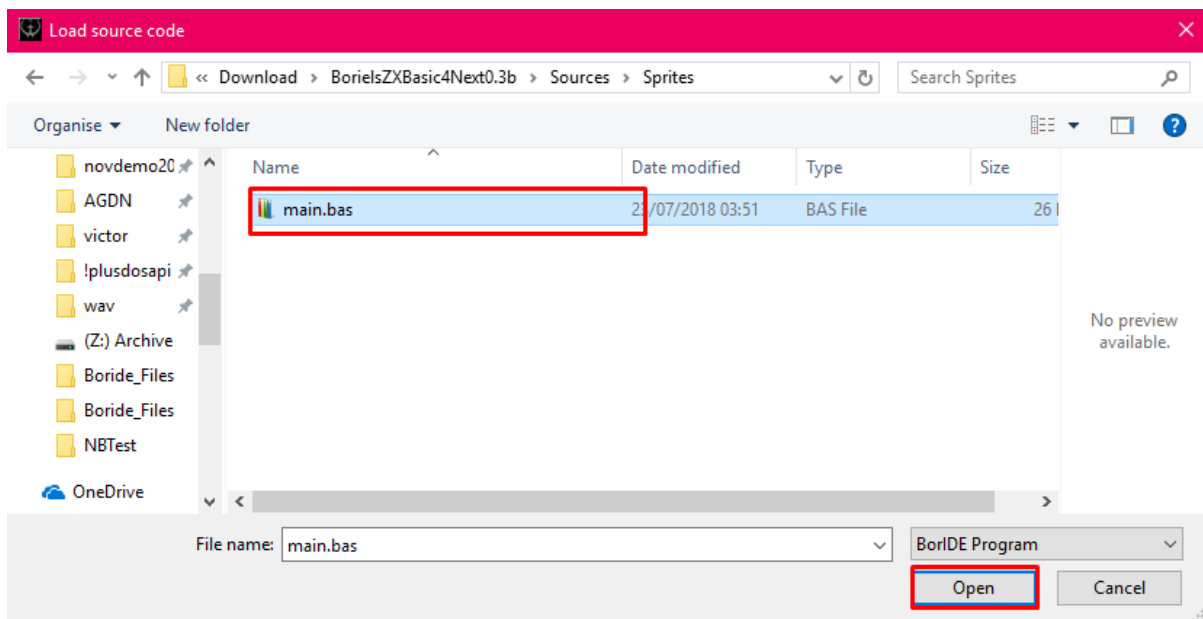
To open a sample source click “open file” in the toolbar:



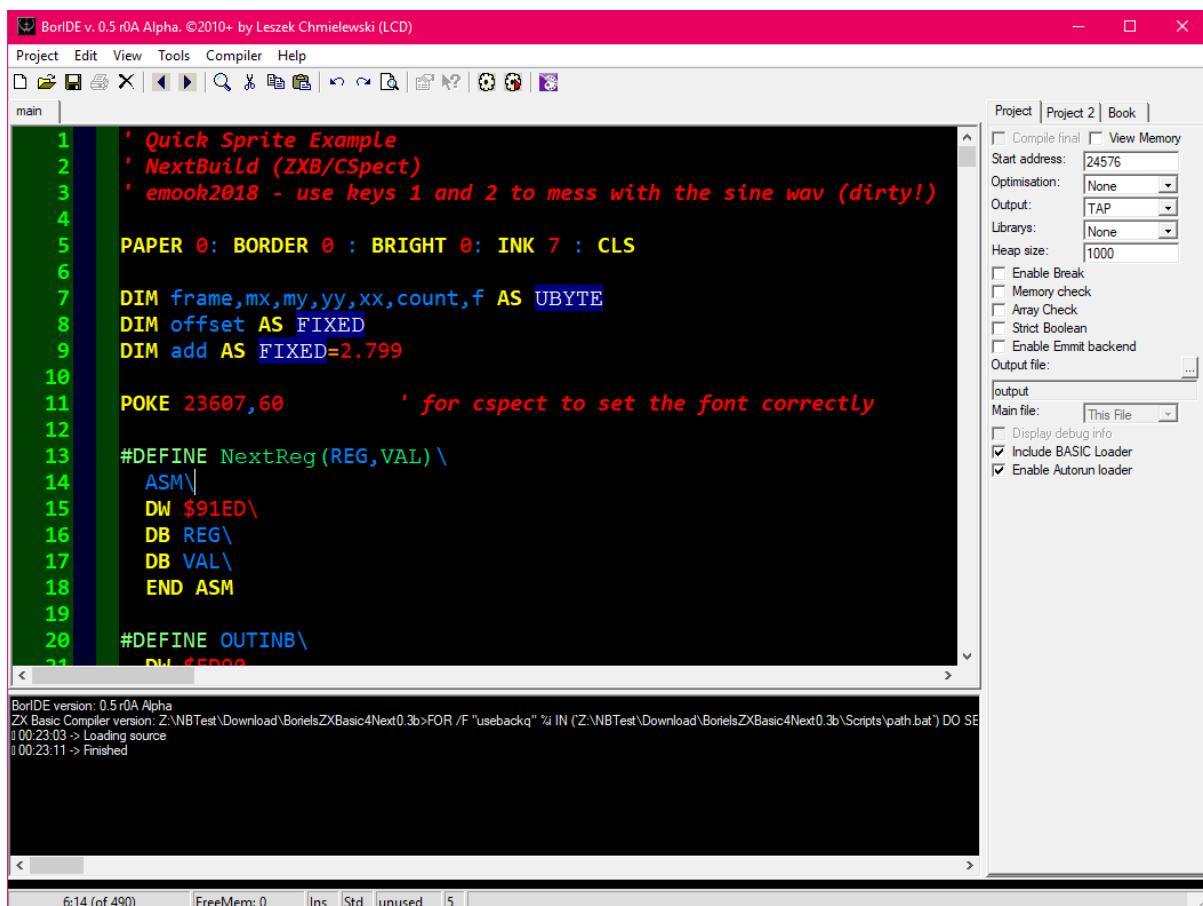
Lets open Sprites, double click the folder :



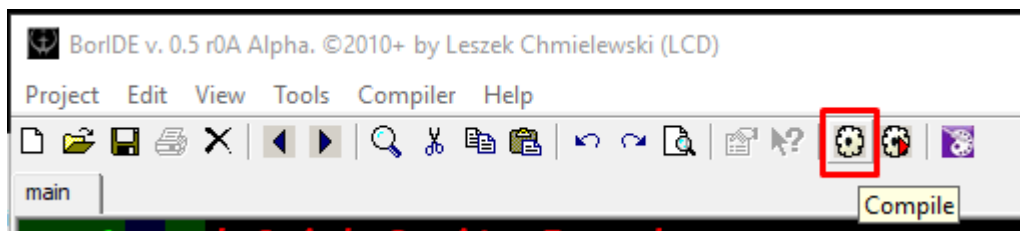
Select “main.bas” and then click open



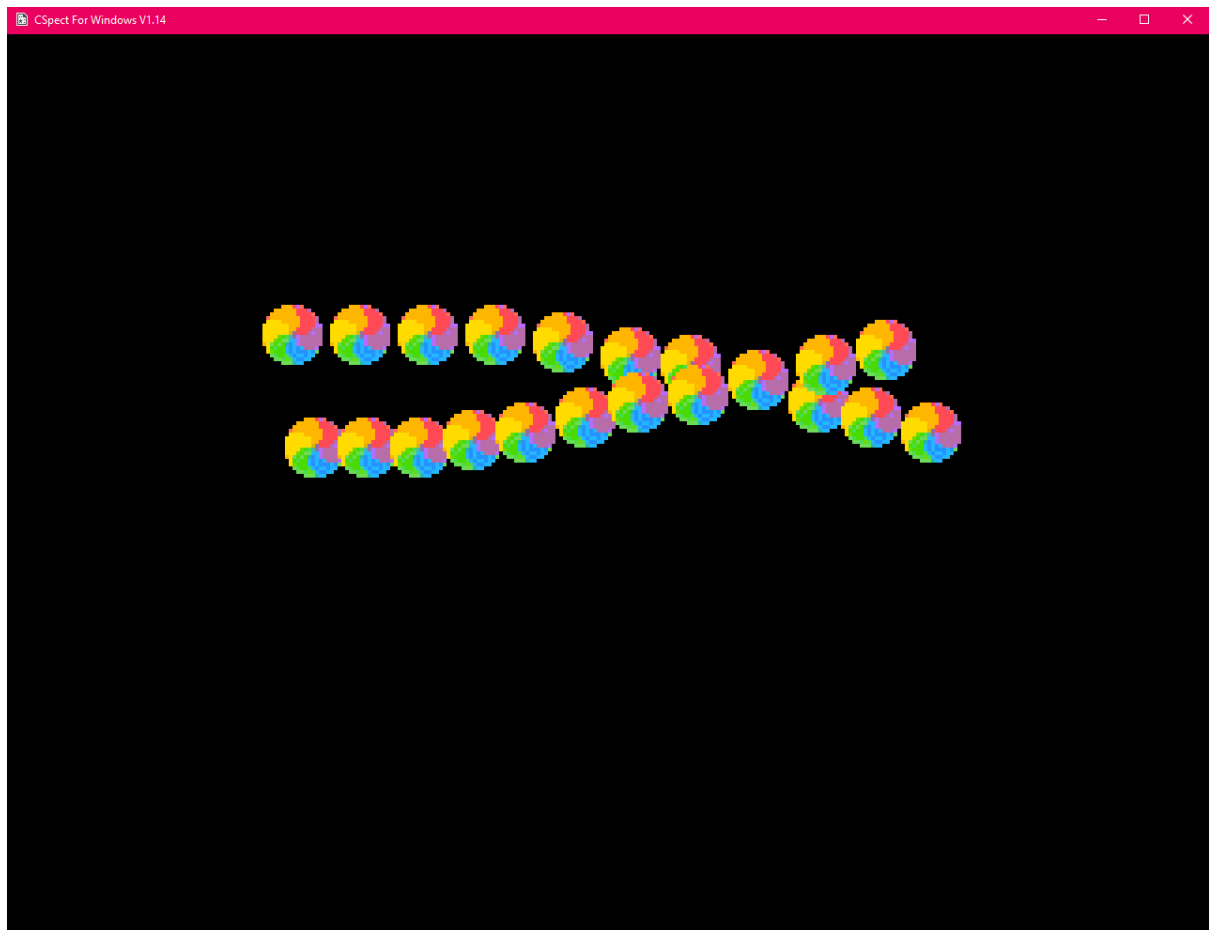
It will take a moment to load as it contains sprite data, once loaded you should see the source:



To compile, we can press F9 or click the compile button on the toolbar – **NB NOT COMPILE AND RUN!**

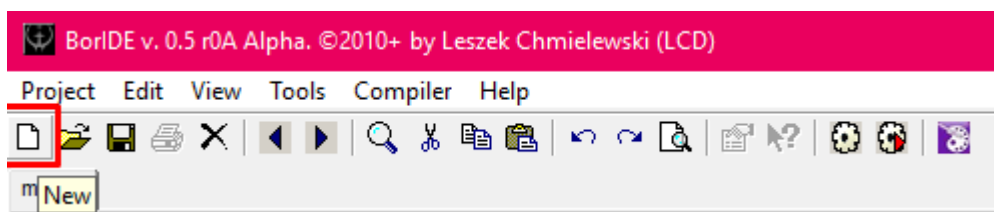


If all goes well you should see CSpect running the demo :

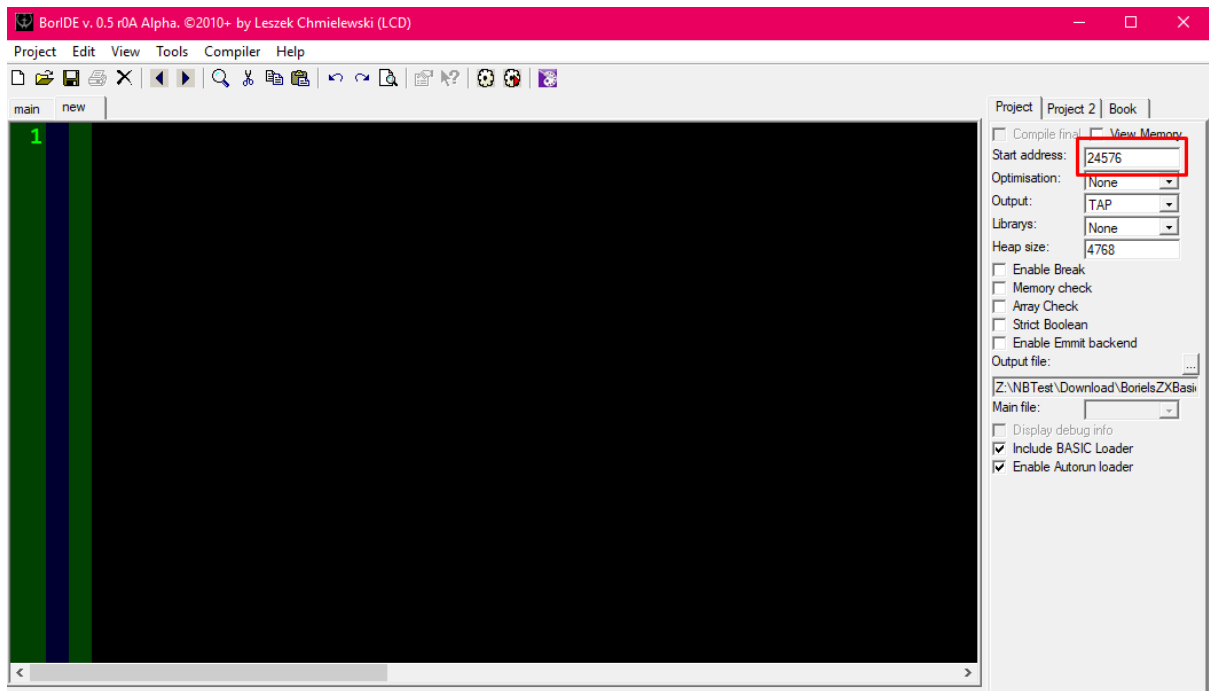


Try out the other Sources.

To create your own, click “new file” from the toolbar



Ensure the “start address” is set to 24576 on the right hand panel



Type in a few lines:

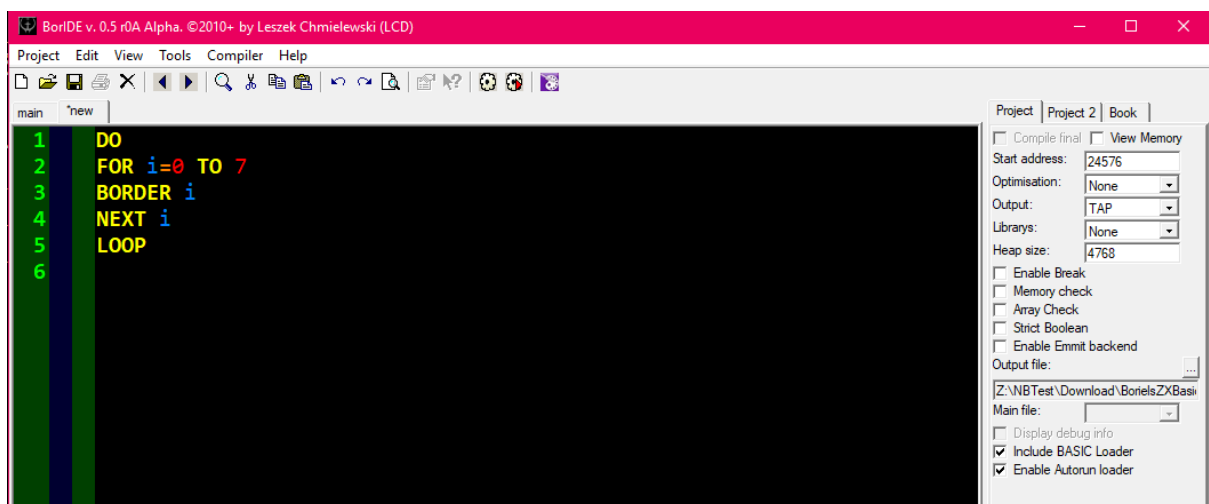
DO

FOR i=0 to 7

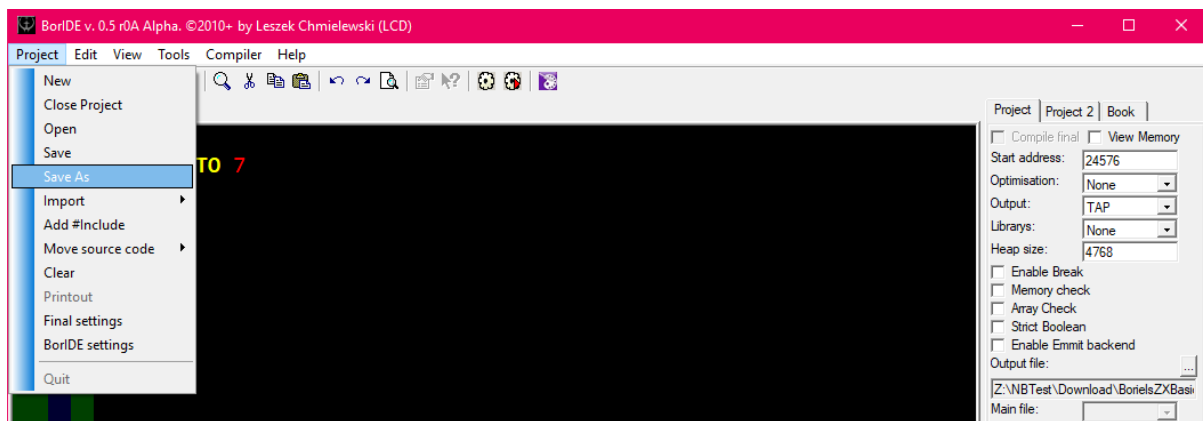
BORDER i

NEXT i

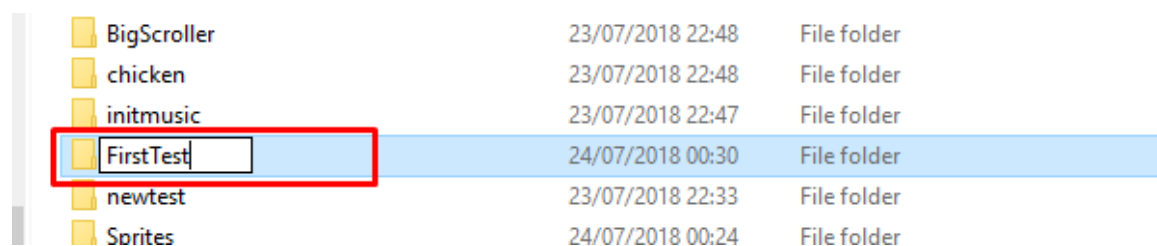
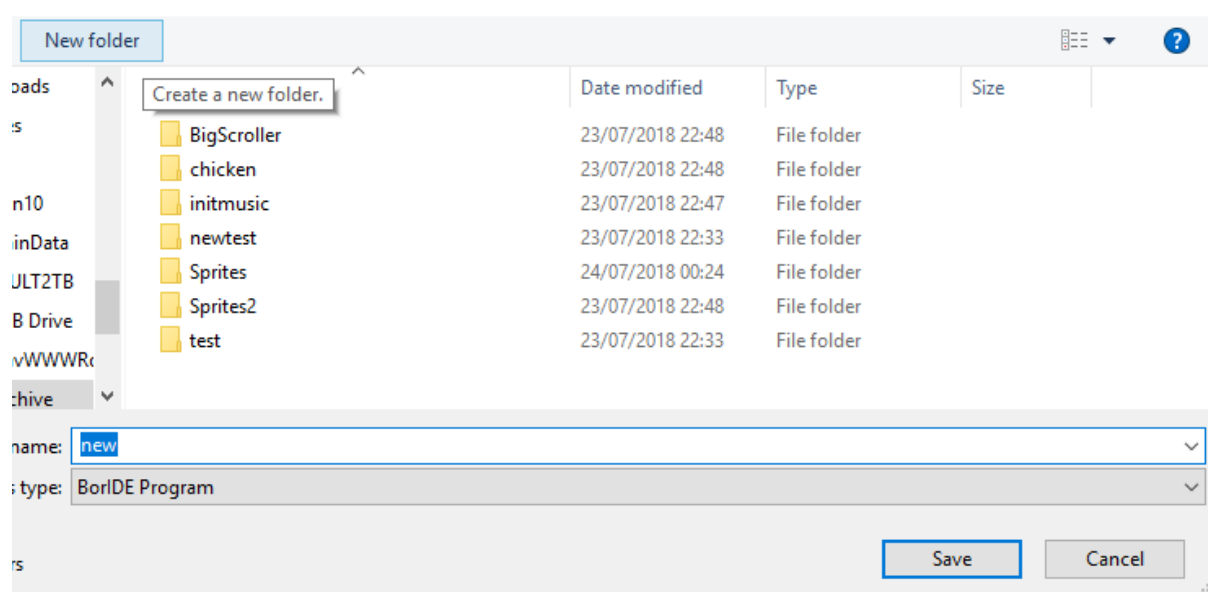
LOOP



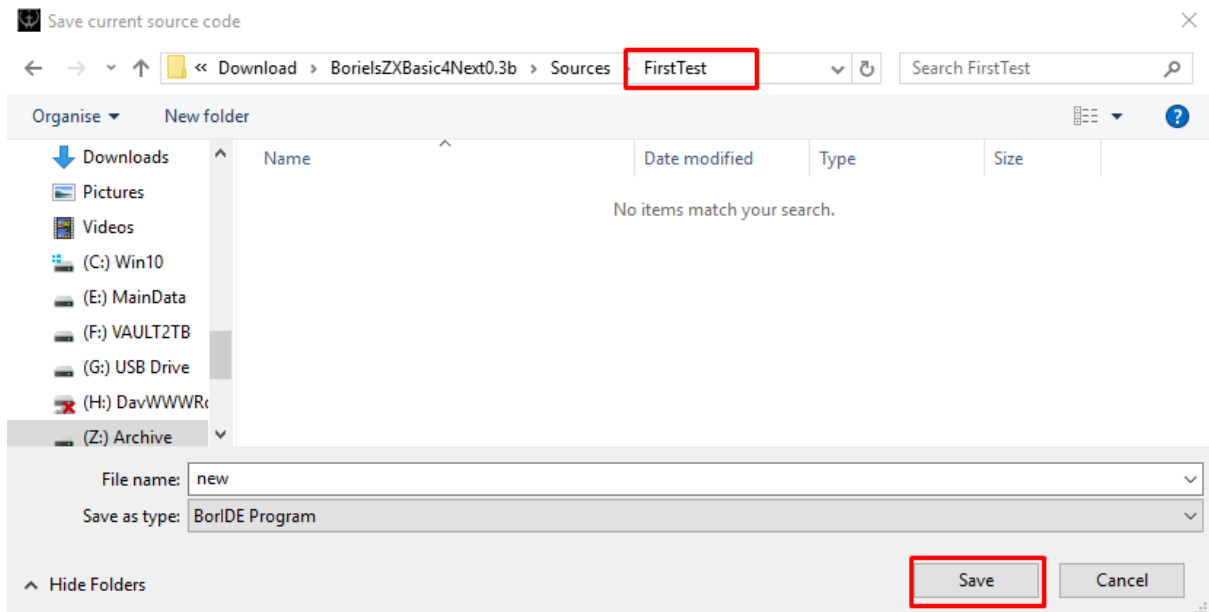
Now save your work by choosing “Save As” from the “Project Menu”



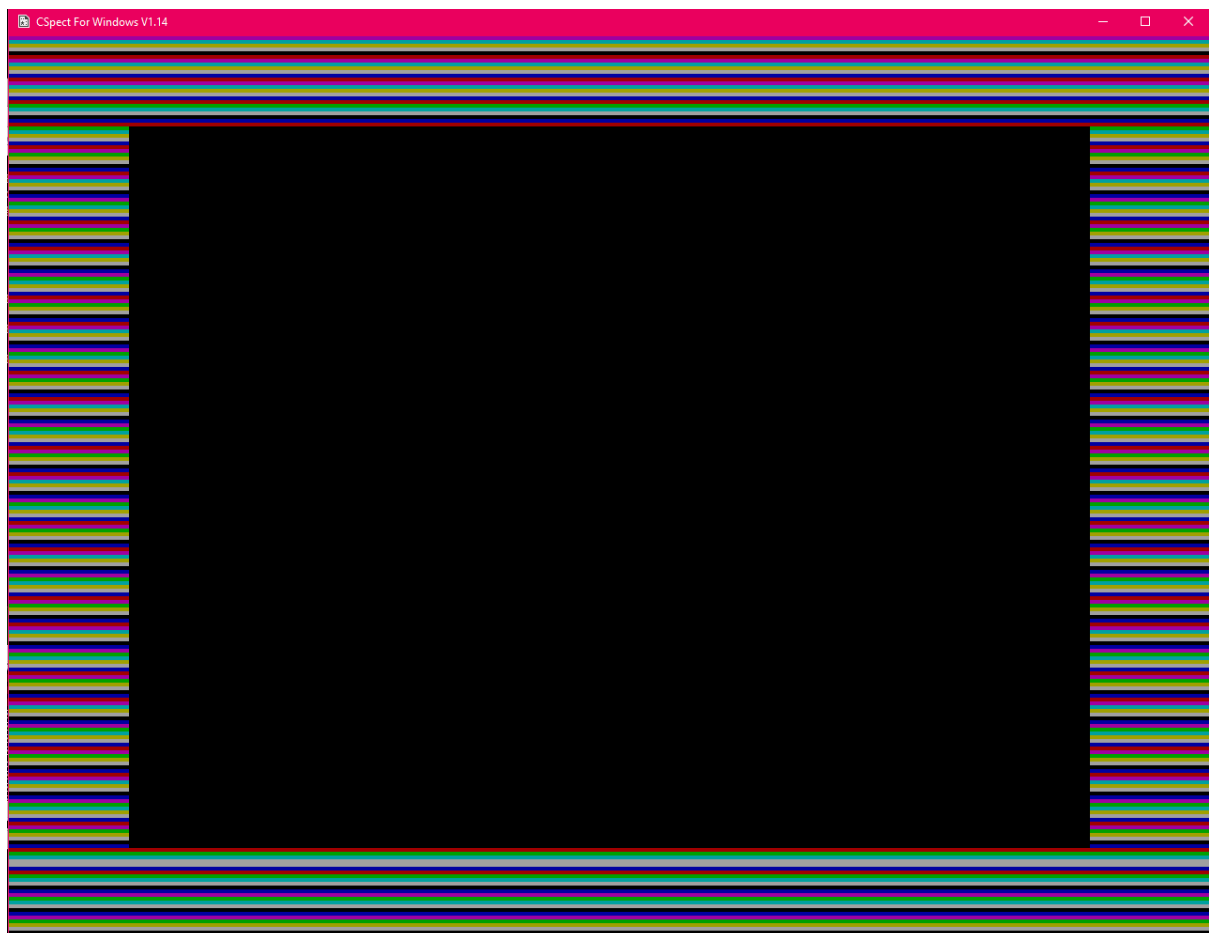
I would recommend to make a new folder in the "Sources" folder for each project you work on:



Go into the new folder and then click Save



Now you can press F9 or the Compile button.



The Boriel wiki is here:

<http://boriel.com/wiki/en/index.php>

Useful notes are also on : http://boriel.com/wiki/en/index.php/ZX_BASIC:Types

And keywords here : http://boriel.com/wiki/en/index.php/ZX_BASIC:Identifier

And finally a forum here : <http://www.boriel.com/forum/zx-basic-compiler/>