

# V1.1 Commands

## Open Command

Command Id: 0x1

### Description:

Open a file.

### Arguments:

Argument Index	Type	Name	Description
1	String	Filename	The name of the file to open
2	Integer	Mode	The mode to open the file in (0 for read, 1 for write, 2 for both)
3	Register	Result Register	The register to store the file descriptor

## Create Ptr Command

Command Id: 0x2

### Description:

Create a pointer to a memory location.

**! Careful, this command overwrites the r10 and r11 registers !**

## Arguments:

Argument Index	Type	Name	Description
1	Integer	Size	Size of memory to allocate (must be between 1 and 4096 bytes)
2	Register	Result Register	Register to store the pointer

## Read Command

Command Id: 0x3

### Description:

Read from a file descriptor into a pointer.

## Arguments:

Argument Index	Type	Name	Description
1	Integer	Size	The number of bytes to read
2	Register	File Descriptor Location	The register containing the file descriptor
3	Register	Buffer Location	The register containing the pointer to the buffer where the data will be read into

# Write Command

Command Id: 0x4

## Description:

Write a string to a file descriptor.

## Arguments:

Argument Index	Type	Name	Description
1	Integer	Size	The number of bytes to write
2	Register	Buffer Location	The register containing the pointer to the buffer with the data to write
3	Register	File Descriptor Location	The register containing the file descriptor

# Set Value Command

Command Id: 0x5

## Description:

Set a value in a register.

## Arguments:

Argument Index	Type	Name	Description
1	Integer	Value	The value to set in the register

Argument Index	Type	Name	Description
2	Register	Register	The register to store the value

## Add Value Command

Command Id: 0x6

### Description:

Add a value to a register.

### Arguments:

Argument Index	Type	Name	Description
1	Integer	Value	The value to add to the register
2	Register	Register	The register to add the value to

## Create String Command

Command Id: 0xB

### Description:

Create a string in the data section and loads it into a register.

### Arguments:

Argument Index	Type	Name	Description
1	String	String	The string to create in the data section

<b>Argument Index</b>	<b>Type</b>	<b>Name</b>	<b>Description</b>
<b>2</b>	Register	Register	The register to load the string pointer into
<b>3</b>	Integer	ID	Unique identifier for the string