**My** Tiny BASIC Extended

**Concurrent Tasks,Irq Handling , Tokenized IL**

**(mytb)**

Version 1.1.40 IRQ/TASKING/IPC/Compiled Line Numbers

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Ever since reading the first year of Dr. Dobb’s Journal of Computer Calisthenics and Orthodontia (yes, that was the original name of the magazine), I wanted to write a tiny BASIC interpreter using the intermediate language (IL) method. The first couple years of DDJ printed source code to several BASICs but none of them used IL.

Well, the idea was always in the back of my mind, so one day I re-read the articles, found some good web pages about the topic, and started writing my own in 6502 assembly language. While it can easily be argued that this was not a good use of my time, it was fun and very satisfying, reminding me of the days when I dreamed of having a high level language on my KIM-1 computer.

Now supports both upper and lower case characters for commands and variables.

So here it is, Concurrent Tiny BASIC. It’s not as tiny as it could be, but it does have some support for program storage/retrieval. It has support for the base KIM-1 computer, the xKIM monitor by Corsham Technologies, and the CTMON65 monitor by Corsham Technologies. The source is on github:

Original tiny basic @ https://github.com/CorshamTech/6502-Tiny-BASIC

For the Concurrent version supporting IRQ and Task extensions, Tokens:

<https://github/JustLostInTime/em6502>

This version of not so tiny basic is useful to learn about multi threaded and multi tasking system and the basic functionality they provide. Besides it lets you run multi task programs on your Corsham CT6502 SS-50 system and Kim system with at least 32K.

This is also implemented and running in the 6502 emulator found at :

<https://github.com/justlostintime/em6502>

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Table of Contents

[Numbers and Variables 5](#__RefHeading___Toc570_957347344)

[Operators 6](#__RefHeading___Toc2427_1065316973)

[+ Addition 6](#__RefHeading___Toc2435_1065316973)

[- Subtraction 6](#__RefHeading___Toc2437_1065316973)

[\* Multiplication 6](#__RefHeading___Toc2439_1065316973)

[/ Division 6](#__RefHeading___Toc2441_1065316973)

[% Modulo 6](#__RefHeading___Toc2443_1065316973)

[= Equality 6](#__RefHeading___Toc2445_1065316973)

[<> Not Equal 6](#__RefHeading___Toc2447_1065316973)

[<= Less or Equal 6](#__RefHeading___Toc2449_1065316973)

[< Less Than 6](#__RefHeading___Toc2451_1065316973)

[>= Greater or Equal 6](#__RefHeading___Toc2453_1065316973)

[> Greater Than 6](#__RefHeading___Toc2455_1065316973)

[() Bracketed expression 6](#__RefHeading___Toc2457_1065316973)

[and, & Logical And 6](#__RefHeading___Toc2459_1065316973)

[or,| Logical OR 6](#__RefHeading___Toc2461_1065316973)

[xor,~ Logical XOR 6](#__RefHeading___Toc2463_1065316973)

[not Logical not 6](#__RefHeading___Toc2465_1065316973)

[shl,>> Shift Left 6](#__RefHeading___Toc2467_1065316973)

[shr,<< Shift Right 6](#__RefHeading___Toc2469_1065316973)

[! Task Variable Selection 6](#__RefHeading___Toc2471_1065316973)

[@ Indirect memory access 6](#__RefHeading___Toc1680_408473214)

[# Access Parameters 6](#__RefHeading___Toc1682_408473214)

[Operator Evaluation Order 7](#__RefHeading___Toc2429_1065316973)

[Multi Statement lines 8](#__RefHeading___Toc572_957347344)

[Pseudo Compilation 8](#__RefHeading___Toc574_957347344)

[Expressions/Functions 9](#__RefHeading___Toc576_957347344)

[ABS(<number>) 9](#__RefHeading___Toc578_957347344)

[ADDR(VARIABLE) 9](#__RefHeading___Toc1121_3683610026)

[CMPMEM(Length, Source 1, Source 2) 9](#__RefHeading___Toc1123_3683610026)

[FREE() 9](#__RefHeading___Toc580_957347344)

[CALL(<Address expression>,<Value Expression>) 9](#__RefHeading___Toc582_957347344)

[GETCH() 9](#__RefHeading___Toc584_957347344)

[FN<line number | Variable containing line number>(Parm 1, Parm 2,...) 9](#__RefHeading___Toc2431_1065316973)

[RND(<upper limit>) 9](#__RefHeading___Toc586_957347344)

[PEEK(<address expression>) 9](#__RefHeading___Toc588_957347344)

[POKE(<address-expression>, <byte Value expression>) 9](#__RefHeading___Toc695_957347344)

[Commands 10](#__RefHeading___Toc2433_1065316973)

[CLS 10](#__RefHeading___Toc592_957347344)

[COPYMEM(Length,Destination,Source) 10](#__RefHeading___Toc1125_3683610026)

[DEC <Variable-Name> 10](#__RefHeading___Toc594_957347344)

[DIR 10](#__RefHeading___Toc596_957347344)

[END 10](#__RefHeading___Toc598_957347344)

[ERASE <File Name> 10](#__RefHeading___Toc600_957347344)

[EXIT 10](#__RefHeading___Toc602_957347344)

[GOTO <(Line Number Expression)> 10](#__RefHeading___Toc604_957347344)

[GOTO <Valid-Line-Number| .> 10](#__RefHeading___Toc606_957347344)

[GOSUB <(Line Number-expression)>[( Parameter 1, …)] 11](#__RefHeading___Toc608_957347344)

[GOSUB <Valid-Line-Number>[(Parameters 1, ...)] 11](#__RefHeading___Toc610_957347344)

[IF <expression> [THEN] <statement>[:<statement>] 11](#__RefHeading___Toc612_957347344)

[INC <Variable-name> 11](#__RefHeading___Toc614_957347344)

[INPUT [prompt string ; ] <variable>,[[prompt ;]<variable>,…] 11](#__RefHeading___Toc616_957347344)

[[LET] <variable> = <expression> 11](#__RefHeading___Toc618_957347344)

[LOAD <"filename"> 11](#__RefHeading___Toc620_957347344)

[NEW 11](#__RefHeading___Toc622_957347344)

[[PRINT | PR | ?] <values> [;|,] 12](#__RefHeading___Toc626_957347344)

[PUTCH <expression> 12](#__RefHeading___Toc628_957347344)

[REM [<comments>] 12](#__RefHeading___Toc630_957347344)

[[RETURN | RET][(Return Value expression) 12](#__RefHeading___Toc632_957347344)

[RUN 12](#__RefHeading___Toc634_957347344)

[SAVE <"filename"> 12](#__RefHeading___Toc636_957347344)

[SETMEMB(Value, Length,Destination) 12](#__RefHeading___Toc1127_3683610026)

[SETMEMW(VALUE, LENGTH,Destination) 13](#__RefHeading___Toc1129_3683610026)

[SETTERM inslot, outslot 13](#__RefHeading___Toc1131_3683610026)

[Trace <Switch value> 13](#__RefHeading___Toc638_957347344)

[TASKS and TASK MANAGEMENT 14](#__RefHeading___Toc640_957347344)

[KILL <Task PID – expression> 14](#__RefHeading___Toc642_957347344)

[STAT(<Task PID – expression>) 14](#__RefHeading___Toc644_957347344)

[SLICE <Time-Slice-Count Expression> 14](#__RefHeading___Toc646_957347344)

[TASK(<(Line Number expression)>[,Parameter-expression]...) 14](#__RefHeading___Toc648_957347344)

[TASK(<Line-Number>[,Parameter-Expression,…]) 14](#__RefHeading___Toc650_957347344)

[TASKE[(<Exit value-Expression>)] 14](#__RefHeading___Toc652_957347344)

[TASKN 14](#__RefHeading___Toc654_957347344)

[TASKW(<Task PID Expression>[,<Task PID Expression>]... 14](#__RefHeading___Toc656_957347344)

[Task Specific variables 15](#__RefHeading___Toc658_957347344)

[PID 15](#__RefHeading___Toc660_957347344)

[#[Parameter index-expression] 15](#__RefHeading___Toc662_957347344)

[Inter-process communication 16](#__RefHeading___Toc664_957347344)

[ipcs(<message-expression>,<task PID-expression>) 16](#__RefHeading___Toc666_957347344)

[ipcr(<variable name>) 16](#__RefHeading___Toc668_957347344)

[Ipcc() 16](#__RefHeading___Toc670_957347344)

[IRQ and IRQ MANAGEMENT 17](#__RefHeading___Toc672_957347344)

[IRQ <line number -expression> 17](#__RefHeading___Toc674_957347344)

[[IRETURN | IRET] 17](#__RefHeading___Toc676_957347344)

[Task Implementation Description. 18](#__RefHeading___Toc678_957347344)

[Task Control Block Definition 18](#__RefHeading___Toc680_957347344)

[Context Control Block Definition 18](#__RefHeading___Toc682_957347344)

[Error Codes 20](#__RefHeading___Toc684_957347344)

[Improving Speed 21](#__RefHeading___Toc686_957347344)

[Example programs 22](#__RefHeading___Toc688_957347344)

[Example Task program 22](#__RefHeading___Toc690_957347344)

[Sample IPC program 22](#__RefHeading___Toc692_957347344)

# Numbers and Variables

There are 26 integer variables named A to Z., An exit code Variable for tasks ^ and finally an @[location-pointer] or @$[location] may be used to access any of the unused memory locations as integers or characters while the program is running.

Variables may be subscripted var[<expr>]. Any Variable may be subscripted up to end of the variable SET. For example A may have 1 to 26 subscripts representing A-Z in the variable set. B may have subscripts 1 to 25 representing b to z and so forth up to Z which may only have a single subscript 1 . Subscripts start at 1.

Tasks may access other tasks Variables with the following notation

<PID-Variable>!<Variable-Name>[Subscript] . Subscript is optional.

A tasks exit code is available using PID-Variable!^

Examples:

1. Access Tasks Variable A : a = task(1000) : ? a!a
2. Access Tasks EXIT code: a = task(1000) : taskw(a): ? a!^

Each Task has its own Variable set A-Z. This version tiny basic version is not so small. Supporting up to 9 tasks and the main task.

Numbers are signed 16 bit integers, with a range of -32768 to 32767.

Print integers as unsigned values by using a % before the value to be printed.

Special Variables:

PID - Represents the Process ID of the current task.

Currently some multiple of 25.

TRUE Represents the value -1 or hex $FFFF

FALSE Represents the value 0

Parameters Passed to a GOSUB or TASK may be accessed using the # variable

Example:

1. Access parameter 0 : ? #[0]
2. " " 1: ? #[1]

See Task Section for details

The Firsts task is always PID = 0 so any task may refer to the main tasks variables using : x=0 : x!A ….. notation.

Using @ to access memory locations as integer or byte values.

@[0] is the first integer location after the space used by the program,

@$[0] is the first byte value after the space used by the program.

The maximum dimension is dependent upon the size of the computers memory.

The dollar sign may also be used when referencing variable such as a$[10]. This returns the 10th byte starting at the location of the a variable in memory.

# Operators

+ Addition

- Subtraction

\* Multiplication

/ Division

% Modulo

= Equality

<> Not Equal

<= Less or Equal

< Less Than

>= Greater or Equal

> Greater Than

() Bracketed expression

and, & Logical And

or,| Logical OR

xor,~ Logical XOR

not Logical not

Shl,<< Shift Left a = 1000 << 5

Shr,>> Shift Right a = 1 >> 6

! Task Variable Selection

a=task(1000) : a!b = 70: sets task a's var b = 70

@ Indirect memory access a =@[1] or @[1] = a

Used to access memory unused by the basic program.

N**ote:** 0 is first byte/integer after program end

# Access Parameters a = #[0] \* 100

used to access parameters passed to a function or Task

## Operator Evaluation Order

() Brackets or Function call left to right

[] Array Subscripts left to right

! Task Variable selection left to right

+,- Unary plus and minus right to left

@ Indirect memory reference, Byte or Word right to left

# Access parameters Fn or Task right to left

\* / % Multiplication, division, and remainder left to right

+,- Addition Subtraction left to right

shl,shr Shift right or shift left left to right

<,>,<=,>= ,=,<> Relational Operators left to right

not Logical not right to left

and bitwise or logical and left to right

xor bitwise or logical left to right

or bitwise or logical left to right

= Simple assignment right to left

, ; comma or spacer left to right

: Statement Separator left to right

# Multi Statement lines

A colon may be used to place more than one statement on a line.

If statements when true all statements on the line will execute.

If when False execution will immediately progress to the next line.

While Statement, may not contain multi statements.

Wend Statement may not contain multi statements.

Examples:

<statement>[:<statement] -

if <expression> [then] <statement>:<statement>…

As many statement as fit in 132 characters are permitted.

Putting as many statements as make sense on each line will significantly improve performance of your application.

## Pseudo Compilation

This version of tiny basic, turns keywords into tokens, and interprets data types. As well as translating line numbers for GoTo , GoSub FN and Task() into direct memory pointers. This seems to improve the performance of the Basic application as much as 60% over the original implementation.

The cost is of course is more memory. The actual Basic program takes less space but the functions to compile and de-compile for listings take extra program space.

The line number conversion is done just before the program executes. And only translates line numbers stated as static values, ie not requiring computation. To this end, if a line number must be calculated then it should be surrounded by () as otherwise if the first value in an expression is a number, it will be compiled resulting in an expression error for the line.

# Expressions/Functions

## ABS(<number>)

Returns the absolute value of the number.

## ADDR(VARIABLE)

Returns the address of the specified variable

## CMPMEM(Length, Source 1, Source 2)

returns:

0 s1 = s2

1 s1 > s2

-1 s1 < s2

Length is unsigned 16bit value

Source1 and Source 2 are unsigned 16 bit values

## FREE()

Returns the number of free bytes for user programs. If you want it printed correctly place a % before the call in a print statement.

## CALL(<Address expression>,<Value Expression>)

Call a system function with optionally passing a value in Accumulator.

The Call returns what ever is in the Accumulator when the system function returns.

## GETCH()

Returns the next character from the tty keyboard.

## FN<line number | Variable containing line number>(Parm 1, Parm 2,...)

Calls a function that returns a value.

## RND(<upper limit>)

Returns a random number from 1 to limit. If limit is not specified, it is set to 32767

## PEEK(<address expression>)

Returns the value at the specified location. Treats address value as unsigned.

ALSO SEE: Variable = @[$]**[**index value**]**

## POKE(<address-expression>, <byte Value expression>)

Sets the memory address to the specified byte value

ALSO SEE: @[$]**[**index value**]** = value

## TIMER(command,value)

The timer is a 32 bit counter timer.

commands 0 = stop timer, 1= start timer, 2 read low value, 4 read high value

Values for start timer : 9 = 1 second, 1-5 \* 10ms,6=100ms,7=250ms,8=500ms

Returns:

Start and Stop : : $82 if it worked and $83 if it failed

Read low or high : value as16bit unsigned integer

Setting the timer also resets the counter to zero.

Example:

10 if timer(1,6) <> 130 then end : rem if not success exit

20 inc a : if a < 2000 then goto 20

30 print "Loop Took ";timer(2)\*100;"ms"

40 if timer(1,6) <> 130 then end : rem Reset timer to zero

20 inc a : if a < 3000 then goto 20

30 print "Loop Took ";timer(2)\*100;"ms"

# Commands

## CLS

Clear the screen turn on cursor by sending the ANSI ESC[3J sequence

## COPYMEM(Length,Destination,Source)

Copy a block of memory from one location to another.

Source must be before destination or results are undefined

Source : any valid expression – used as a pointer

Destination any valid expression – used as a pointer

Length any valid expression – used as unsigned length

## DEC <Variable-Name>

Decrement variable by 1. Considerably faster than a=a-1

## DIR

Lists the content of the disk.

## END

Stops the currently running program, returning the user to the prompt.

## ERASE <File Name>

Delete file from the disk.

## EXIT

Returns back to the underlying OS/Monitor.

## GOTO <(Line Number Expression)>

Computes the value of the expression and then jumps to that line number, or the next line after it, if that specific line does not exist.

Example:

Goto(1000+10) – everything within the brackets is an expression returning a line number.

## GOTO <Valid-Line-Number| .>

GOTO < .> Goto dot "." Repeats the current line from beginning 60% Faster when repeating a line.

This type of goto is pre-computed just before the program executes. It does not search for the line number during execution. It has a direct memory transfer.

Example:

Goto 1000 – this must be a valid line number. It is compiled to a direct memory transfer address just before the application executes.

## GOSUB <(Line Number-expression)>[( Parameter 1, …)]

## GOSUB <Valid-Line-Number>[(Parameters 1, ...)]

Compute the value of the expression and then calls a subroutine at that line, or the next line after it. Return back to the calling point with the RETURN keyword.

Parameters are passed on the Stack. So are limited by the size of the stack which is also used for math. Currently 20 entries deep.

As with the goto the second form is pre-computed just before the program begins execution.

## IF <expression> [THEN] <statement>[:<statement>]

If the expression evaluates to a non-zero value (TRUE) then the statements following THEN will be executed. THEN Keyword is optional.

## INC <Variable-name>

Increments the variable by 1. Considerably faster than a=a+1

## INPUT [prompt string ; ] <variable>,[[prompt ;]<variable>,…]

Prints a question mark, gets the user’s input, converts to a number, then saves the value to the specified variable. If a string follows the keyword then it is printed as a prompt. If the variable ends with a $ then a single character is read from the input.

Example :

input "Enter a letter",a$

This will read a letter from the keyboard and stores the value in a

## [LET] <variable> = <expression>

Assigns a value to a variable. Let is not required when assigning values to a variable.

## LOAD <"filename">

NOTE: from Version 1.0.4 Quotes are required.

Loads the specified file into memory. The file is just a text file, so you can edit programs using another editor, then load them with this command. Note that this like typing in lines at the prompt, so if there is an existing program in memory and another is loaded, they are “merged” together. Filename must match the case on the directory listing.

## NEW

This clears the program currently in memory. There is no mercy, no second chances, and no confirmation. The existing program is gone, instantly.

## [PRINT | PR | ?] <values> [;|,]

Print can have quoted strings, commas, semicolons, numbers and variables. Commas move to the next tab stop, while semicolons don’t advance the cursor.

Using the ? Reduces the size of the program and speeds execution.

Print by its self prints a CR LF

A comma or semi colon at the end will not output the CR-LF.

If an expression starts with a $ then the value is output as hex.

If an expression starts with a % then the value is displayed as an unsigned 16 bit value.

If $ trails an expression the value is written as a character.

Examples:

? free() , %free(), $free() ----→ outputs : -22344 43192 A8B8

## PUTCH <expression>

Put a character to the output device. Range is 0-255

## REM [<comments>]

The rest of the line is ignored. It is a comment. It is not mandatory to have any text after the REM keyword. Comments made code easier to read, but they also take time to execute, so too many comments can slow down the code.

## [RETURN | RET][(Return Value expression)

Will return to the next statement following the GOSUB which brought the program to this subroutine.

Returns the value to calling gosub in form of function using

FN<line number | variable>

Also used by tasks see Task Section.

## RUN

Begins execution of the program currently in memory starting at the lowest line number.

## SAVE <"filename">

NOTE: from Version 1.0.4 Quotes are required.

Save the current program to the specified filename. Note that the filename is used exactly as specified; nothing (like “.BAS”) is automatically added.

## SETMEMB(Value, Length,Destination)

Set a block of memory with byte values

Value any 8bit expression

Length any unsigned 16bit expression

Destination and unsigned 16 bit pointer expression

## SETMEMW(VALUE, LENGTH,Destination)

Set a block of memory with word value

Value any 16bit expression

Length any unsigned 16bit expression

Destination and unsigned 16 bit pointer expression

## SETTERM inslot, outslot

InSlot is the index number of the 16 byte slot starting at $E000

OutSlot is the index number of the 16 byte slot starting at $E000

Used to configure the stdin and std out for a task. Task 0 defaults to the console.

Other tasks also default to the Console.

## Trace <Switch value>

1. %10000000 - IPPC trace the core VM 128
2. %01000000 - Basic program trace 64
3. %01000001 – Interactive Basic program trace 65

## While <expression>

Execute the following statements until expresion is false. The block is terminated by the Wend command. Must be the only statement on the line.

## Wend

The end of a while loop block. Must be the only statement on the line.

# TASKS and TASK MANAGEMENT

Time Sliced Circular scheduling multitasking is supported by Tiny Basic. There are 10 available task entries , The Main Task always uses the first entry leaving 9 available entries for user tasks. The following TASK management commands and functions are available.

Time slices are set by default to 512 IL instructions.. See SLICE

## KILL <Task PID – expression>

Kills the task specified by the expression should be the value returned by TASK() when a task is started.

## STAT(<Task PID – expression>)

Returns the 0 if the task has stopped, 1 otherwise.

## SLICE <Time-Slice-Count Expression>

Defines the number of ticks for each time slice used by the task manager. This defaults to 512.

## TASK(<(Line Number expression)>[,Parameter-expression]...)

## TASK(<Line-Number>[,Parameter-Expression,…])

As a command This creates a new task starting at the specified line number.

As a function it returns the PID of the new task[NOTE: support replaced after 1.0.2 for this function, replaced by task variable PID].

## TASKE[(<Exit value-Expression>)]

This may be used within an executing task to end task. If used within the MAIN Line It acts the same as and END statement.. The exit value is optional and is stored in the tasks context after the task exits. This is synonymous with the use of

return(exit code-expression).

The exit code is accessed using the special ^ variable.

1. Pid-expression!^

## TASKN

This releases the rest of the tasks time slice to the system. Execution of the task continues at the next statement when the task receives another time slice.

## TASKW(<Task PID Expression>[,<Task PID Expression>]...

Wait for a task or group of tasks to complete.

# Task Specific variables

PID

Is the PID of the current task.

#[Parameter index-expression]

This is the parameter from the parameter list passed when the task was started. Basically the parameters are pushed onto the math stack when the task is started. So the stack size and the need to do math limit the number of parameters that can be passed. No checking is done...So be careful. Parameter index start at zero.

Example: a = #[0] : b= #[1]

These values are read/write and may be used as local variables.

# Inter-process communication

Inter process communications is supported by the system.

## ipcs(<message-expression>,<task PID-expression>)

Send a msg to another task

Write messages to the ipc message queue of another task

On Return - True-good or False-failed

The message may not be sent if queue is full.

Currently 10 entries are available but this is shared by the Gosub stack.

Example :

On Main task : b = task(1000) : a = ipcs(100,b): ? a

On Task B : a = ipcr(b) : ? "Msg From "a;" Mgs is ";b

## ipcr(<variable name>)

Read messages from the IPS message queue

Returns message value from message queue

a message -1 is reserved meaning no entry found

The provided variable contains the pid of the sending

task. This is optional. This always waits for a message

before returning.

## Ipcc()

Check the message Queue for messages and return the count

Returns Number of messages waiting

# IRQ and IRQ MANAGEMENT

## IRQ <line number -expression>

Enables the interrupts and Sets the line number to go to when an IRQ is received.

IRQ's are disabled until the IRQ subroutine completes with a ireturn statement. Setting a line number of zero stops the IRQ requests and disables interrupts.

## [IRETURN | IRET]

Returning from an interrupt service routine. Enables the IRQ interrupt.

# Task Implementation Description.

Tasks are implemented in the IL interpreter and are really a crude form of tasking. Allowing each task a number of IL instructions before the Task is suspended and the next task is started. Task me to some degree be cooperative and issue a task next command to release the remainder of their time slice.

Task Control Block Definition

* 1. 27 private variables A-Z,^ 54 Bytes
  2. Math stack of up to 20 entries 40 Bytes
  3. Gosub/For-next Stack 16 entries 64 Bytes
  4. IL Interpreter stack 20 entries 40 Bytes
  5. Pointers for each stack 3 Bytes 03 Bytes
  6. Basic Application Instruction Pointer 02 Bytes
  7. Basic Application Index Register 01 Bytes
  8. Math Work Registers R0,R1,MQ,R1 07 Bytes
  9. Indirect Pointers 3 06 Bytes
  10. Total 216 Bytes

Context Control Block Definition

* 1. VARIABLES 2 bytes pointer to, 26 A-Z
  2. ILPC 2 byte IL program counter
  3. ILSTACK 2 byte IL call stack
  4. ILSTACKPTR 1 byte Pointer ti current entry
  5. MATHSTACK 2 bytes MATH Stack pointer
  6. MATHSTACKPTR 1 byte Pointer to current stack position
  7. GOSUBSTACK 2 bytes pointer to gosub stack
  8. GOSUBSTACKPTR 1 byte current offset in the stack, moved to task table
  9. MESSAGEPTR 2 bytes Pointer to active message, from bottom of il stack
  10. CURPTR 2 bytes Pointer to current Basic line
  11. CUROFF 1 byte Current offset in Basic Line
  12. R0 2 bytes arithmetic register 0
  13. R1 2 bytes ;arithmetic register 1
  14. MQ 2 bytes used for some math
  15. R2 1 byte General purpose work register(tasking)
  16. Total 25 bytes

There are ten Task slots Allocated by default in the provided Source Code. This can be altered by the user. Therefore a total of 2140 bytes are required to support multitasking out of the box. A lot of area for some machines.

The interpreter occupies 6K of memory so for a useful Multi tasking system a minimum of 16K is required, Prefer 32 to 48K. Corsham's 6502 ss-50 system comes with 64K. They also sell memory upgraded for the KIM systems and the Rockwell systems.

This system is a good educational tool. And practical for small projects requiring multiple tasks. It is useful to explore Tasking using the em6502 emulator. Or the Corsham products.

Stack usage

Math stack

Used for arithmetic calculations, and to pass parameters to Tasks or functions.

Call Stack

format for function call saving the math stack

Byte# Value Usage

0 n Math Stack Pointer

1 0 Parameter Count

2 0 Unused

3 Type : Gosub\_Stack\_Frame(5)

used to contain the gosubs stackframe

info when passing parameters

format for saving math stack info on Call stack

Byte# Value Usage

0 math stack ptr pointer into math stack

1 Math stack High low Word ptr to math stack

2 Math Stack low high

Type : GOSUB\_STACK\_SAVE(6)

# Error Codes

1 = Expression

2 = Stack underflow (expression error)

3 = Stack overflow (expression is too complex)

4 = Unexpected stuff at end of line

5 = Syntax error (possibly unknown command)

6 = Divide by zero

7 = Read fail loading a file

8 = Write fail saving a file

9 = No filename provided

10= File Not Found

11=Gosub Stack – underflow, too many returns

12=Gosub stack – overflow, to many nested gosub statements

13=Bad Line Number specified, not found

14=Unable to create new task, no more slots

15=Array Subscript out of range

16=Invalid Task PID provided

17=Out of space on queue to send new message

18=The expected Stack frame was not found.

19=Function(FN) was called and no return value was provided by Subroutine

20=When trying to compile a static gosub.goto or task , line number was not found

21=IL Stack overflow, the virtual machine has had a stack overflow.

22=Expected a variable name or definition

23=Expected a closing bracket

24=Expected an equal sign for assignment

25=Called Function missing parameters, or not enough parameters passed

26=Function expected parameter list before being call

# Improving Speed

Tiny BASIC on a 6502 using Hybrid IL is slower than Some implementation.

* Don’t use a lot of REM statements, at least not near the beginning of the code. Every REM must be skipped at run time.
* Most other common issues have been mitigated by the use of compiled line numbers. And the tokenization of the Application program.
* When calling a subroutine with parameters try to minimize the number of parameters as each adds to the time it takes to prepare for the call and return.
* If using tasks try to use synchronization and ips rather that starting and stopping them as this takes a lot of resources.

# Example programs

## Example Task program

## Sample IPC program

10 REM test ipc is working

15 cls

20 a = Task(2000) : b = task(3000,a)

30 taskw(a,b) : rem wait for all tasks to complete

40 ? : ? : print "Test completed a's exitcode =";a!^; " B's exit code = ";b!^

50 end

2000 Rem this task will wait for a message

2005 print "PID : ";PID, "Waiting for message" : ?

2010 a = ipcr(b)

2020 print "I am PID : ";PID,"Recieved msg : ";a, "From PID : ",b : ?

2030 return(a)

3000 Rem Send a message to another task

3010 a = #[0] : Rem should be the pid start for first task

3020 Print "PID : ";PID, " Sending message to PID : ";a

3030 print "Result of sending msg = ";:if ipcs(300, a) ? "Sent" : return(84)

3040 print "Failed": return(84)