Commands and Directives

ADIN	Read on-chip analogue to digital converter.
ASM-ENDASM	Insert assembly language code section.
BOX	Draw a square on a graphic LCD.
BRANCH	Computed GOTO (equiv. to ON..GOTO).
BRANCHL	**BRANCH** out of page (long **BRANCH**).
BREAK	Exit a FOR-NEXT, REPEAT-UNTIL, or WHILE-WEND loop prematurely.
BSTART	Send a **START** condition to the I2C bus.
BSTOP	Send a **STOP** condition to the I2C bus.
BRESTART	Send a **RESTART** condition to the I2C bus.
BUSACK	Send an **ACKNOWLEDGE** condition to the I2C bus.
BUSIN	Read bytes from I2C device.
BUSOUT	Write bytes to I2C device.
BUTTON	Detect and debounce a key press.
CALL	Call assembly language subroutine.
CDATA	Define initial contents in memory.
CIRCLE	Draw a circle on a graphic LCD.
CLEAR	Place a variable or bit in a low state, or clear all RAM area.
CLEARBIT	Clear a bit of a port or variable, using a variable index.
CLS	Clear the LCD.
CONFIG	Set or Reset programming fuse configurations.
COUNTER	Count number of pulses on a pin.
CREAD	Read word from code memory.
CURSOR	Position the cursor on the LCD.
CWRITE	Write word to code memory.
DATA	Define initial contents in memory.
DEC	Decrement a variable.
DECLARE	Adjust library routine parameters.
DELAYMS	Delay (1mSec resolution).
DELAYUS	Delay (1uSec resolution).
DEVICE	Choose the type of PICmicro to compile with.
DIG	Return the value of a decimal digit.
DIM	Create a variable.
DISABLE	DISABLE software interrupts that were previously ENABLED.
DTMFOUT	Produce a DTMF Touch Tone note.
EDATA	Define initial contents of on-chip EEPROM.
ENABLE	ENABLE software interrupts that were previously DISABLED.
END	Stop execution.
EREAD	Read a value from on-chip EEPROM.
EWRITE	Write a value to on-chip EEPROM.
FOR…TO…NEXT…STEP	Repeatedly execute statements.
FREQOUT	Generate one or two tones, of differing or the same frequencies.
GETBIT	Examine a bit of a port or variable, using a variable index.
GOSUB	Call BASIC subroutine at specified label.
GOTO	Continue execution at specified label.
HBSTART	Send a **START** condition to the I2C bus using the MSSP module.
HBSTOP	Send a **STOP** condition to the I2C bus using the MSSP module.
HBRESTART	Send a **RESTART** condition to the I2C bus using the MSSP module.
HBUSACK	Send an **ACKNOWLEDGE** condition to the I2C bus using the MSSP module.
HBUSIN	Read from an I2C device using the MSSP module.
HBUSOUT	Write to an I2C device using the MSSP module.
HIGH	Make pin or port high.
HPWM	Generate a PWM signal using the CCP module.
HRSIN	Receive data from the serial port on devices that contain a USART.

HRSOUT Transmit data from the serial port on devices that contain a USART.
HSERIN Receive data from the serial port on devices that contain a USART.
HSEROUT Transmit data from the serial port on devices that contain a USART.
HRSIN2 Same as **HRSIN** but using a 2nd USART if available.
HRSOUT2 Same as **HRSOUT** but using a 2nd USART if available.
HSERIN2 Same as **HSERIN** but using a 2nd USART if available.
HSEROUT2 Same as **HSEROUT** but using a 2nd USART if available.
IF..THEN..ELSEIF..ELSE..ENDIF Conditionally execute statements.
INC Increment a variable.
INCLUDE Load a BASIC file into the source code.
INKEY Scan a keypad.
INPUT Make pin an input.
[LET] Assign result of an expression to a variable.
LCDREAD Read a single byte from a Graphic LCD.
LCDWRITE Write bytes to a Graphic LCD.
LDATA Place information into code memory. For access by LREAD.
LINE Draw a line in any direction on a graphic LCD.
LINETO Draw a straight line in any direction on a graphic LCD, starting from the previous LINE command's end position.
LOADBIT Set or Clear a bit of a port or variable, using a variable index.
LOOKDOWN Search constant table for value.
LOOKDOWNL Search constant / variable table for value.
LOOKUP Fetch constant value from table.
LOOKUPL Fetch constant / variable value from table.
LOW Make pin or port low.
LREAD Read a value from an LDATA table and place into Variable.
ON INTERRUPT Execute a BASIC or ASSEMBLER subroutine using a SOFTWARE interrupt.
ON_INTERRUPT Execute an ASSEMBLER subroutine on a HARWARE interrupt.
ON_LOW_INTERRUPT Execute an ASSEMBLER subroutine when a LOW PRIORITY HARDWARE interrupt occurs on a 16-bit core device.
OUTPUT Make pin an output.
OREAD Receive data from a device using the Dallas 1-wire protocol.
OWRITE Send data to a device using the Dallas 1-wire protocol.
ORG Set Program Origin.
PEEK Read byte from register.
PIXEL Read a single pixel from a Graphic LCD.
PLOT Set a single pixel on a Graphic LCD.
POKE Write byte to register.
POT Read potentiometer on specified pin.
PRINT Display characters on LCD.
PULSIN Measure pulse width on a pin.
PULSOUT Generate pulse to a pin.
PWM Output pulse width modulated pulse train to pin.
RANDOM Generate a pseudo-random number.
RCIN Measure pulse width on a pin.
READ Read a value from memory.
REM Add a remark to the source code.
REPEAT...UNTIL Execute a block of instructions until a condition is true.
RESTORE Adjust the position of data to READ.
RESUME Re-enable software interrupts and return.
RETURN Continue at statement following last GOSUB.
RSIN Asynchronous serial input from fixed pin and baud.
RSOUT Asynchronous serial output to fixed pin and baud.
SEED Seed the random number generator, in order to obtain a more random result.
SELECT..CASE..ENDSELECT Conditionally run blocks of code.
SERIN Receive asynchronous serial data (i.e. RS232 data).

SEROUT	Transmit asynchronous serial data (i.e. RS232 data).
SERVO	Control a servo motor.
SET	Place a variable or bit in a high state.
SET_OSCCAL	Calibrate the on-chip oscillator.
SETBIT	Set a bit of a port or variable, using a variable index.
SHIN	Synchronous serial input.
SHOUT	Synchronous serial output.
SLEEP	Power down processor for a period of time.
SNOOZE	Power down processor for short period of time.
SOUND	Generate tone or white-noise on specified pin.
SOUND2	Generate 2 tones from 2 separate pins.
STOP	Stop program execution.
STR	Load a Byte array with values.
STRN	Create a NULL terminated Byte array.
STR$	Convert the contents of a variable to a NULL terminated String.
SWAP	Exchange the values of two variables.
SYMBOL	Create an alias to a constant, port, pin, or register.
TOGGLE	Reverse the state of a port's bit.
UNPLOT	Clear a single pixel on a Graphic LCD.
USBINIT	Initialise the USB interrupt on devices that contain a USB module.
USBIN	Receive data via a USB endpoint on devices that contain a USB module.
USBOUT	Transmit data via a USB endpoint on devices that contain a USB module.
VAL	Convert a NULL terminated String to an integer value.
VARPTR	Locate the address of a variable.
WHILE…WEND	Execute statements while condition is true.
XIN	Receive data using the X10 protocol.
XOUT	Transmit data using the X10 protocol.