

PropBasic 00.01.48

What is PropBasic ?

PropBasic is a BASIC compiler for the Parallax(c) Propeller microcontroller. It translates program code written in the BASIC computer language into Propeller assembly language instructions.

The Propeller microcontroller consists of eight 32-bit processors called COGs. Each cog has its own 512 longs of memory. This cog ram must hold the PASM code that the cog is executing, and cog variables.

In a PropBasic program, the main code is run in one cog. And any TASKs define will be run in their own cog.

Inside the propeller is also 32K of ram that can be accessed by all cogs via the HUB. The HUB gives each cog access to the hub ram in sequence. Any time one cog needs to exchange information with another cog, it needs to use hub ram.

In PropBasic hub ram variables are accessed using RDxxxx and WRxxx to read and write to hub ram. xxxx may be BYTE, WORD or LONG.

It is important to keep straight the difference between COG memory and HUB memory. Variables declared with VAR exist in the COG memory and are directly addressable from any command. Variables declared with HUB or DATA exist in the HUB memory and are only accessible from specific commands. In other words you cannot perform math on HUB variables unless you first read them into VAR (cog) variables.

To invoke the compiler, you need to run the compiler .exe file with the complete path to your file as the first parameter in quotes.

For example:

```
PropBasic "c:\myfiles\myprog.pbas"
```

There are several option switches that may be used after the filename.

Switches:

/Q = Quiet (No screen output)

/P = Pause on warning or error (used to debug compiler)

/B = Brief output (does not show source code)

/O = "Output_Directory" Specifies a different directory for output files

/V = Returns Version number as exit code (exit immediately)

/NS = No Code (Does NOT include the BASIC code in the output file)

/FB = FreeBASIC error reporting format, for FreeBASIC IDEs (PoseidonFB IDE ect)

/VP = Compiling for ViewPort

/D = Disable Warnings

For Example:

```
PropBasic "c:\myfiles\myprog.pbas" /p
```

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Blink an LED

Usually to introduce any microcontroller language it is customary to show how to blink an LED. For this program we will assume you are using the Propeller demo board with LEDs connected to pins P16 through P23.

```
DEVICE P8X32A

LED PIN 16 OUTPUT

PROGRAM Start

Start:
    TOGGLE LED
    PAUSE 1000
    GOTO Start
```

Let's go over each line. First we have:

```
DEVICE P8X32A
```

The device directive tells the compiler what controller we are using.

```
LED PIN 16 OUTPUT
```

LED is a pin definition. It is a handy way to reference a pin number without having to remember what pin number you used though out the program. The OUTPUT modifier also tells the compiler that the pin is to be made an output at the start of the program. Normally all pins are inputs at startup.

```
PROGRAM Start
```

The program directive tells the compiler where your program is supposed to start executing.

```
Start:
```

There is a program label (program labels MUST have a colon after them). Labels define locations within a program.

```
TOGGLE LED
```

The toggle command will change the state of a pin. If the pin is high, the toggle command will make it low. If the pin is low, the toggle command will make it high.

```
PAUSE 1000
```

The pause command just waits for the specified number of milliseconds. So here we are waiting for 1000 milliseconds or 1 second.

```
GOTO Start
```

The goto command simply jumps to a new location in the program. Here we go back to the toggle command.

That's it. That is the whole program. If you run this program the LED will light for 1 second, then turn off for 1 second, then repeat over and over.

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Propeller Memory:

In the propeller chip there are two types of RAM. There is COG RAM and HUB RAM.

COG RAM:

- 496 LONGs
- Can only be accessed in LONG format (not WORD or BYTE)
- Holds native program code (except for LMM code)
- Cannot be read or written of other COGs.
- Can perform operation on data directly.

HUB RAM:

- 32K Bytes
- Must be copied to/from COG memory using special instructions.
- Can be read or written as BYTE, WORD or LONG format
- Holds LMM code until it is loaded into a COG and executed.
- Is shared by all COGs.
- Data must be read into COG RAM before any operation can be performed.

PropBASIC Variables:

Variables are allocated in COG RAM by using the VAR keyword. For example:

```
value VAR LONG
```

The only type of VAR variable is a LONG. An array can be created by specifying the size

```
many VAR LONG (10)
```

VAR arrays are not recommended because they use valuable code space. And require self-modifying-code to access.

Variables are allocated in HUB RAM by using HUB or DATA. For example:

```
name    HUB STRING(30)
age      HUB BYTE
Message DATA "Hello There.", 0
```

Since "age" is a HUB variable, if we wanted to add 1 to it, we would have to read it into a VAR variable, add 1 to the VAR variable, then write it back to the HUB variable.

```
RDBYTE age, value
value = value + 1
WRBYTE age, value
```

Strings and data labels are passed to subroutines as their HUB address.

Data labels may be used as a string parameter. Data is really just a string that is preset.

Pin variables are names assigned to the propeller I/O pins. For example if you had an LED connected to pin 16 you might define

```
LED PIN 16 OUTPUT
```

The "output" modifier tells the compiler to make the pin an output when your code starts. Value options are "INPUT", "OUTPUT", "HIGH" and "LOW".

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Pin variables may encompass multiple pins. If you have LEDs on pins 16 thru 23 (like the Propeller demo board) you might define

```
LEDs PIN 23..16 OUTPUT
```

Notice how we specified the higher pin number first. This is because in binary the more significant digits are on the left. If you define the pin variable with the lower pin number first, any values assigned to the pin variable will have their bit order reversed (this may be exactly what you want).

Prefix a PIN variable name with a # to get the pin number.

Prefix a PIN variable name with a @ to get the pin mask.

```
temp = #LED ' Set temp to 16
```

```
temp = LED ' Set temp to the state of pin 16
```

```
temp = @LED ' Set temp to 1<<16
```

Strings may have the following embedded control characters:

```
\r = Carriage Return (13)
```

```
\n = Newline (10)
```

```
\\ = Backslash (92)
```

```
\" = Quote (34)
```

```
\123 = Chr(123) [ must be 3 digits \000 = Chr(0) ]
```

```
\x20 = Chr($20) [ must be 2 hex digits ]
```

VAR vs HUB (what are the differences ?):

VAR are stored in COG memory so they take up native code space. If you are using LMM for code, then there is plenty of space for VARs.

HUB are stored in HUB memory, they are read/written using RDxxxx and WRxxxx commands.

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Native versus LMM programs:

PropBasic can generate two different type of code. Native or LMM.

Native code is generated by default. When a native code program is started the code is loaded into a COG's RAM and is executed directly.

LMM code is generated by appending the word LMM to the PROGRAM command or the TASK command. When a LMM program is started a small "execution" program is loaded into the COG RAM with a pointer to the LMM code. The LMM code is read from HUB RAM one instruction at a time. That instruction is executed, then the next instruction is fetched and executed and so on.

Native code has the advantage of being about 5 times faster than LMM code. But it is limited to 496 PASM instruction.

LMM code has the advantage of allowing large programs to be created. Although they run about 5 times slower.

LMM code is also larger for a given set of PropBasic commands. This is because some instructions need extra data. For example a jump and call instruction use 2 LONGs instead of 1.

A single PropBasic program can have some TASKs that are native code and some that are LMM. It is fairly typical for the main program to be LMM, and the TASKs to be native code. Since TASK code tends to be smaller and in some cases needs to run fast (like video drivers).

When a CALL is used in LMM, the return address is stored on a stack that is maintained by the compiler. The stack default to 16 nested calls. But the size can be changed using the STACK directive. The size of the stack may be from 4 to 255. If the STACK directive is used it should be directly after the device directives (DEVICE and FREQ). For example:

```
DEVICE P8X32A, XTAL1, PLL16X
FREQ 80_000_000
STACK 8
```

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Math Operators:

Unary Operators:

ABS	Returns the absolute value	value1 = ABS value2	9
LEN	Returns the length of a string	value1 = LEN string1	10
VAL	Returns the value of a string	value1 = VAL string1	11
GETADDR	Returns the address of a hub variable	value1 = GETADDR string1	12
SGN	Returns the sign of value 1, 0, -1	value1 = SGN value2	13
~	Returns the NOT of value	value1 = ~value2	14
-	Returns the negative of value	value1 = -value2	15

Binary Operators:

+	Addition	value1 = value2 + value3	16
-	Subtraction	value1 = value2 - value3	17
*	Multiplication	value1 = value2 * value3	18
*/	Multiply, shift 16-bits	value1 = value2 */ value3	19
**	Multiply, shift 32-bits	value1 = value2 ** value3	20
/	Division	value1 = value2 / value3	21
//	Remainder	value1 = value2 // value3	22
& AND	Bitwise AND	value1 = value2 & value3	23
		value1 = value2 AND value3	
 OR	Bitwise OR	value1 = value2 value3	24
		value1 = value2 OR value3	
^ XOR	Bitwise XOR	value1 = value2 ^ value3	25
		value1 = value2 XOR value3	
&~ ANDN	Bitwise AND NOT	value1 = value2 &~ value3	26
		value1 = value2 ANDN value3	
MIN	Minimum of two values	value1 = value2 MIN value3	27
MAX	Maximum of two values	value1 = value2 MAX value3	28
>> SHR	Shift right	value1 = value2 >> value3	29
		value1 = value2 SHR value3	
<< SHL	Shift left	value1 = value2 << value3	30
		value1 = value2 SHL value3	

String Operators:

LEFT	Returns the left section of a string	string1 = LEFT string2, count	31
RIGHT	Returns the right section of a string	string1 = RIGHT string2, count	32
MID	Returns the middle of a string	string1 = MID string2, start, count	33
STR	Converts a value to a string	string1 = STR value1,digits{,option}	34
+	Concatenate two strings	string1 = string2 + string3	35

* Note that operators are ONLY allowed in assignment operation.

You may need to use temporary variables to hold calculation needed for other commands.

* To deference a string use the system array __STRING(var). Note there are two underscores.

Strings are passed to subroutines as the location of the string in HUB RAM. Using __STRING(__paramx) allows subroutines to access the strings that were passed.

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PropBasic Commands:

Command	Description	Page
\	Creates a single line of propeller assembly code.	36
'	Anything after is a comment.	37
{ }	Creates a multi-line comment.	38
_FREQ	Long Constant that holds the initially assigned clock frequency.	39
ASM . . . ENDASM	Creates a block of propeller assembly code.	40
BRANCH	Variable determines what label to jump to.	41
BREAK	Sets a break-point when using a debugger.	42
CLKSET	Gets the cog ID of the cog running this command.	43
COGID	Gets the cog ID of the cog running this command.	44
COGINIT	Initializes a cog with a task. The cog ID must be provided	43
COGSTART	Starts a task in a new cog. The next available cog is used.	44
COGSTOP	Stops a cog. If no cogid is provided, the current cog is stopped.	44
CON	Creates a named constant, with a value or a string.	45
COUNTERA	Setup hardware counter parameters.	46
COUNTERB	Setup hardware counter parameters.	46
DATA	Creates byte (8 bit) data values in HUB ram.	47
WDATA	Creates word (16 bit) data values in HUB ram.	
LDATA	Creates long (32 bit) data values in HUB ram.	
DEC	Subtract 1 (or any value) from a variable.	48
DEVICE	Sets device type and parameters.	49
DJNZ	Decrease variable and jump to label if not zero.	50
DO . . . LOOP	Creates a repeating program loop.	51
END	Ends program execution. Puts cog in low-power mode.	52
EXIT	Ends the current DO...LOOP or FOR...NEXT loop.	53
FILE	Loads a binary data file. The contents are read like DATA.	54
FOR	Creates a loop.	55
TO		
STEP		
NEXT		
FREQ	Sets device frequency after PLL multiplier.	56
FUNC	Creates a named function. Returns 1 LONG value.	57
ENDFUNC		
GOSUB	Jump to a subroutine.	58
GOTO	Jump to a label.	59
HIGH	Makes a pin an output and high.	60
HUB	Creates HUB variables.	61
I2CREAD	Reads a byte from the I2C bus.	62
I2CSPEED	Sets the clock speed for I2C operations	62
I2CSTART	Sends an I2C start condition.	62
I2CSTOP	Sends an I2C stop condition.	62
I2CWRITE	Writes a byte to the I2C bus.	62
IF	Creates conditional code.	63
OR AND		
ELSE ELSEIF		
ENDIF		
INC	Adds 1 (or any value) to a variable.	64
INCLUDE	Includes propeller assembly code from a separate file.	65
INPUT	Makes a pin an input.	66
LET	Variable assignment (Optional).	67
LOAD	Load PropBasic code from a separate file.	68
LOCKCLR	Clears a lock ID.	69

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LOCKNEW	Retrieves a new lock ID.	69
LOCKRET	Returns a lock ID.	69
LOCKSET	Sets a lock ID.	69
LOW	Makes a pin an output and low.	70
NOP	No operation. Does nothing. Uses 1 instruction.	71
ON		72
GOTO GOSUB	Jump to label based on value of a variable.	
OUTPUT	Makes a pin an output.	73
OWREAD	Reads a byte from the 1-wire bus.	74
OWRESET	Sends a reset on the 1-wire bus.	74
OWWRITE	Writes a byte to the 1-wire bus.	74
PAUSE	Pauses for milliseconds. Can use fractional values.	75
PAUSEUS	Pauses for microseconds. Can use fractional values.	75
PIN	Creates a pin variable. #name = pin number, @name = pin mask.	76
PROGRAM	Sets program start label.	77
PULSIN	Measure incoming pulse width in microseconds.	78
PULSOUT	Create a pulse of specified width. Duration is in microseconds.	79
RANDOM	Creates a random number from a seed variable.	80
RCTIME	Measures time for pin to change state (in microseconds).	81
RDBYTE	Reads the value of a BYTE hub variable or DATA.	82
RDSBYTE	Reads the value of a signed BYTE hub variable or DATA.	82
RDLONG	Reads the value of a LONG hub variable or LDATA.	82
RDWORD	Reads the value of a WORD hub variable or WDATA.	82
RDSWORD	Reads the value of a signed WORD hub variable or DATA.	82
RETURN	Return from a subroutine.	83
REVERSE	Reverse pin direction (input / output).	84
SERIN	Serial input.	85
SEROUT	Serial output.	86
SHIFTIN	SPI input.	87
SHIFTOUT	SPI output.	88
SUB	Creates a named subroutine with parameters.	89
ENDSUB		
TASK	Creates code that runs in a separate cog.	90
ENDTASK		
TOGGLE	Toggles pin state (high / low).	91
VAR	Creates a variable.	92
WAITCNT	Waits for the system counter to reach the target value.	93
WAITPEQ	Waits for a pin (or set of pins) state to equal a mask value.	94
WAITPNE	Waits for a pin (or set of pins) state to NOT equal a mask value.	94
WAITVID	Waits for the video serializer to be able to accept new data.	95
WATCH	Updates variables when using a debugger	95
WRBYTE	Writes a new value into a BYTE hub variable.	96
WRLONG	Writes a new value into a LONG hub variable.	96
WRWORD	Writes a new value into a WORD hub variable.	96
XIN	Crystal frequency before PLL multiplier.	97

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ABS

Returns the absolute value.

```
value1 = ABS value2
```

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LEN

Returns the length of a string. The length of a string is the number of characters until a zero byte is found. The zero byte is NOT counted as part of the length. The string parameter may be a HUB STRING or a data label.

```
value1 = LEN string1
```

Related commands: LEFT, RIGHT, MID

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VAL

Returns the value of a string.

If the string is a negative number, the minus sign **MUST** be the first character in the string.

The string may contain spaces. Spaces are evaluated as zero.

If the string contains any non-digit characters, the value will not be valid.

```
value1 = VAL string1
```

Related commands: STR

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GETADDR

Returns the address of a hub variable.

```
Var = GetAddr hubVar{(offset)}
```

```
sharedValues HUB LONG(8)
```

```
valueAdr     VAR LONG
```

```
index        VAR LONG
```

```
temp         VAR LONG
```

```
valueAdr = GetAddr sharedValues(index)
```

```
RDLONG valueAdr, temp
```

Related commands: HUB, DATA, RDxxxx, WRxxxx

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SGN

Returns the sign of value 1, 0, -1.

```
value1 = SGN value2
```

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~

Returns the bitwise NOT of value. The ~ operator works on VAR variables as well as PIN variables.

```
value1 = ~value2
```

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-

Returns the negative of value.

```
value1 = -value2
```

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+

Addition

```
value1 = value2 + value3
```

Related commands: -

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-

Subtraction

```
value1 = value2 - value3
```

Related commands: +

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★

Multiplication.

Multiplication is performed with a 64 bit result. The lowest 32-bits of the result are assigned.

```
value1 = value2 * value3
```

Related commands: */, **

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***/**

Multiply, shift 16-bits

Multiplication is performed with a 64 bit result. The middle 32-bits of the result are assigned.

The */ operator is useful when you want to multiply by a fractional value greater than 1.

For example if you wanted to multiply a value by 1.5, you would use `result = value */ 98304`.
98304 is $1.5 * 65536$

```
value1 = value2 */ value3
```

Related commands: *, **

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Multiply, shift 32-bits

Multiplication is performed with a 64 bit result. The highest 32-bits of the result are assigned.

The ** operator is useful when you want to multiply by a fractional value less than 1.

For example if you wanted to multiply a value by 0.125, you would use `result = value ** 536870912`
536870912 is $0.125 * 65536 * 65536$

```
value1 = value2 ** value3
```

Related commands: *, */

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/

Division

```
value1 = value2 / value3
```

* Note: immediately after a division operation the remainder is available in the __Remainder variable.

Related commands: //

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//

Remainder

```
value1 = value2 // value3
```

* Note: immediately after a division operation the remainder is available in the __Remainder variable.

Related commands: /

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& AND

Bitwise AND.

```
value1 = value2 & value3
```

```
value1 = value2 AND value3
```

Related commands: OR, XOR, ANDN

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| OR

Bitwise OR.

```
value1 = value2 | value3
```

```
value1 = value2 OR value3
```

Related commands: AND, XOR, ANDN

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^ XOR

Bitwise XOR.

```
value1 = value2 ^ value3
```

```
value1 = value2 XOR value3
```

Related commands: AND, OR, ANDN

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&~ ANDN

Bitwise AND NOT.

```
value1 = value2 &~ value3
```

```
value1 = value2 ANDN value3
```

Related commands: AND, OR, XOR

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MIN

Returns the maximum of two values. Yes that's right the MAXIMUM of the two values. It makes more sense grammatically than it does mathematically. "result = value MIN 5" means that result will always be at least 5.

```
value1 = value2 MIN value3
```

Related commands: MAX

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MAX

Returns the minimum of two values. Yes that's right the MINIMUM of the two values. It makes more sense grammatically than it does mathematically. "result = value MAX 100" means that result will always be less than or equal to 100.

```
value1 = value2 MAX value3
```

Related commands: MIN

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>> SHR

Shift right. Each bit shifted right has the effect of dividing by 2.

```
value1 = value2 >> value3
```

```
value1 = value2 SHR value3
```

Related commands: << SHL

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<< SHL

Shift left. Each bit shifted left has the effect of multiplying by 2.

```
value1 = value2 << value3
```

```
value1 = value2 SHL value3
```

Related commands: >> SHR

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LEFT

Returns the left section of a string.

```
string1 = LEFT string2, count
```

Related commands: RIGHT, MID, LEN

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RIGHT

Returns the right section of a string.

```
string1 = RIGHT string2, count
```

Related commands: LEFT, MID, LEN

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MID

Returns the middle of a string. "count" characters are returned starting with character "start".

```
string1 = MID string2, start, count
```

Related commands: LEFT, RIGHT, LEN

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STR

Converts a value to a string. If a signed option is used, the first character will be a "-" or a space. If the value is larger than the number of digits specified, the first character will be corrupt. Options 0 thru 3 will append a zero byte after the digits to form a single string, options 4 thru 7 do not. For signed options, the sign counts as a digit. The maximum digits is 11 for signed options and 10 for unsigned options.

```
string1 = STR value1,digits{,option}
```

Option:

- 0 - Unsigned leading zeros, z-string
- 1 - (default) Unsigned leading spaces, z-string
- 2 - Signed leading zeros, z-string
- 3 - Signed leading spaces, z-string
- 4 - Unsigned leading zeros, no terminating zero
- 5 - Unsigned leading spaces, no terminating zero
- 6 - Signed leading zeros, no terminating zero
- 7 - Signed leading spaces, no terminating zero

Related commands: VAL

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+

Concatenate two strings.

```
string1 = string2 + string3
```

* **Note:** `string1 = string2 + string1` is not allowed.

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\ Creates a single line of propeller assembly code.

\ *pasm command*

\ ROR myVar,#1

Related commands: ASM...ENDASM

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'

Anything after an apostrophe is a comment and is ignored by the compiler.
Except directives that start with '\$'

' *comment*

```
' This is a comment  
temp = 100 ' This is a comment
```

Related commands: {}

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{ }

Creates a multi-line comment

```
{ multi  
line  
comment }
```

```
{ This is a  
multi-line  
comment }
```

Related commands: '

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FREQ

Long Constant that holds the initially assigned clock frequency.

```
Rate VAR LONG  
Rate = _FREQ / 8000
```

Related commands: FREQ

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ASM . . .ENDASM

Creates a block of propeller assembly code.

```
ASM
    pasm instructions
ENDASM
```

```
ASM
    ROL value,#16
    RAR value,#16
ENDASM
```

Related commands: \

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BREAK

Sets a break-point when using a debugger.

BREAK

Related commands: PROGRAM

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BRANCH

Variable determines what label to jump to.

BRANCH var, label0, label1, label2[, label3[,etc]]

```
value VAR LONG
```

```
BRANCH value, Forward, Backward, Left, Right
```

```
Forward:  
' Forward code  
GOTO Done
```

```
Backward:  
' Backward code  
GOTO Done
```

```
Left:  
' Left code  
GOTO Done
```

```
Right:  
' Right code  
GOTO Done
```

```
Done:
```

Related commands: ON...GOTO

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CLKSET

Sets the clock mode.

CLKSET mode, freq

```
CLKSET %0_0_0_00_001, 20_000 ' Set RCSLOW clock mode
```

Note: See the Propeller Manual for detailed information about CLKSET.

Note: The “freq” parameter is NOT used for PropBasic command timing.

Related commands: DEVICE, FREQ

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COGID

Gets the cog ID of the cog running this command.

```
COGID var
```

```
value VAR LONG
```

```
COGID value      ' Get this cog's ID
COGSTOP value    ' Stop this cog
```

COGINIT

Initializes a cog with a task. The cog ID must be provided.

```
COGINIT taskname, value
```

```
FlashLED TASK
```

```
PROGRAM START
```

```
Start:
```

```
  COGINIT FlashLED, 1 ' Start task in COG 1
  PAUSE 10_000         ' Let task run for 10 seconds
  COGSTOP 1            ' Stop the task
```

```
END
```

```
TASK FlashLED
```

```
  LED PIN 16 LOW
```

```
  DO
```

```
    TOGGLE LED
```

```
    PAUSE 100
```

```
  LOOP
```

COGSTART

Starts a task in a new cog. The next available cog is used.

If a var is given it will be set to the cogID that was used, or 8 if no cog was free.

```
COGSTART taskname{,var}
```

COGSTOP

Stops a cog. If no cogid is provided, the current cog is stopped.

```
COGSTOP {value}
```

* COGINIT differs from COGSTART in that COGSTART uses the next available cog. With COGINIT you must specify what cog to use.

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CON

Creates a named constant, with a value or a string.

name CON value

```
MyCon CON 1000
Grade CON "F"
Baud  CON "T115200"
```

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COUNTERA / COUNTERB

Setup hardware counter parameters.

```
COUNTERA mode{, apin {, bpin{, frqx{, phsx}}}}
```

```
COUNTERA 40, 0, 1, 80_000
```

Mode:

- 0 = Counter Disabled
 - 8 = PLL Internal (Video) *
 - 16 = PLL Single-Ended *
 - 24 = PLL Differential *
 - 32 = NCO/PWM Single Ended – frqx is added to phsx each system clock; apin = phsx[31]
 - 40 = NCO/PWM Differential – frqx is added to phsx each system clock; apin=phsx[31]; bpin=!phsx[31]
 - 48 = DUTY Single-Ended – frqx is added to phsx each system clock; apin=carry
 - 56 = DUTY Differential – frqx is added to phsx each system clock; apin=carry; bpin=!carry
 - 64 = POS detector - frqx is added to phsx each system clock when apin is high
 - 72 = POS detector with feedback - frqx is added to phsx each system clock when apin is high (1)
 - 80 = POSEDGE detector - frqx is added to phsx each system clock when apin goes from low to high
 - 88 = POSEDGE detector with feedback - frqx is added to phsx each system clock when apin goes from low to high
 - 96 = NEG detector - frqx is added to phsx each system clock when apin is low
 - 104 = NEG detector with feedback - frqx is added to phsx each system clock when apin is low (1)
 - 112 = NEGEDGE detector - frqx is added to phsx each system clock when apin goes from high to low
 - 120 = NEGEDGE detector with feedback - frqx is added to phsx each system clock when apin goes from high to low
- (1)
- 128 = LOGIC never – Counter off
 - 136 = LOGIC !A & !B - frqx is added to phsx each system clock when apin is low AND bpin is low
 - 144 = LOGIC A & !B - frqx is added to phsx each system clock when apin is high AND bpin is low
 - 152 = LOGIC !B - frqx is added to phsx each system clock when bpin is low
 - 160 = LOGIC !A & B - frqx is added to phsx each system clock when apin is low AND bpin is high
 - 168 = LOGIC !A - frqx is added to phsx each system clock when apin is low
 - 176 = LOGIC A <> B - frqx is added to phsx each system clock when apin is not equal to bpin
 - 184 = LOGIC !A | !B - frqx is added to phsx each system clock when apin is low OR bpin is low
 - 192 = LOGIC A & B - frqx is added to phsx each system clock when apin is high AND bpin is high
 - 200 = LOGIC A = B - frqx is added to phsx each system clock when apin is equal to bpin
 - 208 = LOGIC A - frqx is added to phsx each system clock when apin is high
 - 216 = LOGIC A | !B - frqx is added to phsx each system clock when apin is high OR bpin is low
 - 224 = LOGIC B - frqx is added to phsx each system clock when bpin is high
 - 232 = LOGIC !A | B - frqx is added to phsx each system clock when apin is low OR bpin is high
 - 240 = LOGIC A | B - frqx is added to phsx each system clock when apin is high OR bpin is high
 - 248 = LOGIC always

* For PLL modes add:

- 0 = VCO / 128 (/8)
- 1 = VCO / 64 (/4)
- 2 = VCO / 32 (/2)
- 3 = VCO / 16 (x1)
- 4 = VCO / 8 (x2)
- 5 = VCO / 4 (x4)
- 6 = VCO / 2 (x8)
- 7 = VCO / 1 (x16)

* Even if "bpin" is not used it still must be specified. You may use zero.

(1) bpin is set to the state apin was in LAST clock cycle

PropBasic 00.01.48

DATA, WDATA, LDATA Creates data values in HUB ram. DATA = BYTE, WDATA=WORD, LDATA=LONG

```
[label] DATA value1[,value2[,value3[,etc]]]]
```

```
BitMask DATA 1,2,4,8,16
```

```
Message DATA "This is a message.", 0
```

Data labels **MUST** be on the same line as the DATA command. And there is no colon after a data label.
Data labels may be used in place of a string for command and functions.

Related commands: FILE

PropBasic 00.01.48

DEC

Subtract 1 (or any value) from a variable.

DEC varname{, value}

```
cntr VAR LONG
DEC cntr
DEC cntr, 4
```

Related commands: INC, DJNZ

PropBasic 00.01.48

DEVICE

Sets device type and parameters.

```
DEVICE deviceID, {settings{,settings}}
```

```
DEVICE P8X32A, XTAL1, PLL16X
```

deviceID: only P8X32A is supported

settings: RCSLOW, RCFAST, XINPUT, XTAL1..3, PLL2X, PLL4X, PLL8X, PLL16X

Related commands: **FREQ**, **XIN**

PropBasic 00.01.48

DJNZ

Decrease variable and jump to label if not zero.

DJNZ var, label

```
LED    PIN 16 LOW
value VAR LONG

value = 100

Again:
    HIGH LED
    PAUSE 100
    LOW LED
    PAUSE 100
    DJNZ value, Again
```

Related commands: DEC, DO...LOOP

PropBasic 00.01.48

DO...LOOP

```
DO WHILE var cond value  
LOOP
```

```
DO  
LOOP UNTIL var cond value
```

```
DO  
LOOP ' always loops
```

```
DO  
LOOP var ' Loops var times, var = 0 when finished (similar to DJNZ)
```

PropBasic 00.01.48

END

Ends program execution. Puts cog in low-power mode.

END

END

PropBasic 00.01.48

EXIT

Ends the current DO...LOOP or FOR...NEXT loop.

EXIT

IF var cond value THEN EXIT

PropBasic 00.01.48

FILE

Loads a binary data file. The contents are read like DATA.

```
{label} FILE "MyFile.bin"
```

```
Message FILE "MyFile.TXT" ' file contains the text HELLO
```

Related commands: DATA

PropBasic 00.01.48

FOR...TO...STEP...NEXT

```
FOR var = startvalue TO endvalue  
  ' Code  
NEXT
```

```
FOR var = startvalue TO endvalue STEP deltavalue  
  ' Code  
NEXT
```

Related commands: DJNZ

PropBasic 00.01.48

FREQ

Sets device frequency after pll multiplier.

FREQ freq

FREQ 80_000_000

Do not use FREQ and XIN together, use one or the other

Related commands: _FREQ

PropBasic 00.01.48

FUNC...ENDFUNC

Creates a named function. Returns 1 LONG value.

name FUNC [minParams[,maxParams]]

FUNC name

...

ENDFUNC

Parameters are passed in __paramx variables.

If a variable number of parameters is specified, the parameter count is given in the __paramcnt variable.

If a hub variable/label/string is used as a parameter, it's ADDRESS is passed.
The system array __STRING(__paramx) can be used to access a string parameter.

If a pin variable is used as a parameter, the pin NUMBER is passed.

```
Calc FUNC 1

myVar = Calc 1

FUNC Calc
    __param1 = __param1 + 1

    RETURN __param1
ENDFUNC
```

Related commands: SUB...ENDSUB

PropBasic 00.01.48

GOSUB

Jump to a subroutine.

GOSUB subroutine

```
Calc SUB
GOSUB Calc
SUB Calc
  ' Code
  RETURN value
ENDSUB
```

ONLY named subroutines can be used with GOSUB, GOSUB is optional.

Related commands: SUB...ENDSUB

PropBasic 00.01.48

GOTO

Jump to a label.

GOTO label

GOTO Start

PropBasic 00.01.48

HIGH

Makes a pin an output and high.

HIGH pinname | const

```
LED PIN 0 OUTPUT
```

```
HIGH LED
```

```
HIGH 3
```

Related commands: LOW, TOGGLE, INPUT, OUTPUT

PropBasic 00.01.48

HUB

Creates HUB variables. Access via GETADDR, RDBYTE, RDWORD, RDLONG, WRBYTE, WRWORD, WRLONG

```
name HUB type [= value]  
name HUB type(elements) [= value]
```

```
myVar  HUB LONG = 100_000  
myVars HUB LONG(8) = 0
```

type: BYTE, WORD, LONG, STRING(length)

Use RDBYTE, RDWORD, RDLONG to read value from HUB variables.
Use WRBYTE, WRWORD, RDLONG to write value to HUB variables.

For an array, all elements are pre-initialized to the same value.
If you need the elements to contain different values, then use DATA instead.

```
myVar  HUB LONG(4) = 0 ' All elements are set to zero  
myVars LDATA 0, 1, 2, 3 ' Elements have unique values
```

Related commands: VAR, DATA

PropBasic 00.01.48

I2CREAD

Reads a byte from the I2C bus. Then sends “ackbitvalue” bit.

```
I2CREAD SDAPin, SCLPin, var, ackbitvalue
```

I2SPEED

Sets the clock speed for I2C operations.

```
I2CSPEED multiplier
```

* “multiplier” may be a floating point value

A value of 2 would make I2C operations twice as fast as normal.

A value of 0.5 would make I2C operations half as fast as normal.

I2CSTART

Sends an I2C start condition.

```
I2CSTART SDAPin, SCLPin
```

I2CSTOP

Sends an I2C stop condition.

```
I2CSTOP SDAPin, SCLPin
```

I2CWRITE

Writes a byte to the I2C bus. Optionally returns the ACK bit status (0=ACK).

```
I2CWRITE SDAPin, SCLPin, value[, ackbitvar]
```

PropBasic 00.01.48

IF...ELSE|ELSEIF...ENDIF

```
IF var cond value THEN label
```

```
IF var cond value THEN  
  ' code  
ENDIF
```

```
IF var cond value THEN  
  ' code  
ELSE  
  ' code  
ENDIF
```

```
IF var cond value THEN  
  ' code  
ELSEIF var cond value THEN  
  ' code  
ELSE  
  ' code  
ENDIF
```

IF...OR|AND

```
IF var cond value OR  
  var cond value THEN  
  ' Code  
ELSE  
  ' Code  
ENDIF
```

```
IF var cond value OR  
  var cond value AND  
  var cond value THEN  
  ' Code  
ELSE  
  ' Code  
ENDIF
```

PropBasic 00.01.48

INC

Adds 1 (or any value) to a variable.

INC varname{,value}

```
cntr VAR LONG
```

```
INC cntr
```

```
INC cntr, 4
```

Related commands: DEC

PropBasic 00.01.48

INCLUDE

Includes propeller assembly code from a separate file.

```
INCLUDE "MyFile.spin"
```

Related commands: LOAD, FILE

PropBasic 00.01.48

INPUT

Makes a pin an input.

INPUT pinname | const

```
switch PIN 1 INPUT
```

```
INPUT switch
```

```
INPUT 0
```

Related commands: OUTPUT, LOW, HIGH, TOGGLE

PropBasic 00.01.48

LET

Optional

PropBasic 00.01.48

LOAD

Load PropBasic code from a separate file.

```
LOAD "MyFile.pbas"
```

Related commands: INCLUDE

PropBasic 00.01.48

LOCKCLR

Clears a lock ID.

If a second parameter is given, it will hold the previous lock state.

```
LOCKCLR value{,var}
```

LOCKNEW

Retreives a new lock ID.

```
LOCKNEW var
```

LOCKRET

Returns a lock ID.

```
LOCKRET var
```

LOCKSET

Sets a lock ID.

If a second parameter is given, it will hold the previous lock state.

```
LOCKSET value{,var}
```

PropBasic 00.01.48

LOW

Makes a pin an output and low.

LOW pinname | const

```
LED PIN 16 OUTPUT
```

```
LOW LED
```

```
LOW 4
```

Related commands: HIGH, INPUT, OUTPUT, TOGGLE, REVERSE

PropBasic 00.01.48

NOP

No operation. Does nothing. Uses 1 instruction.

NOP

PropBasic 00.01.48

ON...GOTO

Jump to label based on value of a variable.

```
ON var GOTO label1, label2 [, label3, [, etc]]
```

```
ON var = value1, value2, value3 GOTO label1, label2, label3
```

ON...GOSUB

Same as ON...GOTO except does a subroutine jump.

```
ON var GOSUB label1, label2 [, label3, [, etc]]
```

```
ON var = value1, value2, value3 GOSUB label1, label2, label3
```


PropBasic 00.01.48

OUTPUT

Makes a pin an output.

```
OUTPUT pinname | const
```

```
LED PIN 1 OUTPUT
```

```
OUTPUT LED
```

```
OUTPUT 1
```

Related commands: INPUT, HIGH, LOW, TOGGLE, REVERSE

PropBasic 00.01.48

OWREAD

Reads a byte from the 1-wire buss.

```
OWREAD DQPin, var{\bits}
```

OWRESET

Sends a reset on the 1-wire buss.

```
OWRESET DQPin{, statusVar}
```

OWWRITE

Writes a byte to the 1-wire buss.

```
OWWRITE DQPin, value{\bits}
```

PropBasic 00.01.48

PAUSE

Pauses for milliseconds. Can use fractional values.

PAUSE *value*

```
PAUSE 1000
```

```
PAUSE 27.6
```

PAUSEUS

Pauses for microseconds. Can use fractional values.

PAUSEUS *value*

```
PAUSEUS 1000
```

```
PAUSEUS 4.7
```

Related commands: WAITCNT

PropBasic 00.01.48

PIN

Creates a pin variable. #name = pin number, @name = pin mask

```
name PIN pinnumber [modifier]
```

```
LED PIN 0 LOW
```

```
name PIN MSBpin..LSBpin [modifier]
```

```
LEDS PIN 23..16 LOW 'Normal bit order #LEDS gives LSBpin (16)
```

```
LEDSR PIN 16..23 LOW 'Reverse bit order #LEDS gives MSBpin (16)
```

modifiers: INPUT, OUTPUT, HIGH, LOW

modifier is only used for the task that defines the pin.

A pin with an output modifier (OUTPUT, HIGH, LOW) will be an input in all other tasks. This is because the all the cog's pin outputs are OR'd together. If you had a pin defined as HIGH, and started another cog, the new cog would hold the pin high and no other cog would be able to change the pin state.

PropBasic 00.01.48

PROGRAM

Sets program start label and main code options.

```
PROGRAM Start {LMM|PASD}
```

The LMM parameter causes the compiler to generate LMM code instead of native PASM code.

LMM code runs slower, but allows much larger programs.

The PASD parameter enables use of the PASD debugger.

PropBasic 00.01.48

PULSIN

Measure incoming pulse width in microseconds.

`PULSIN pin, state, resultVar`

NOTE: If the clock frequency is less than 20MHz, the result is still in microseconds but the granularity is greater than 1. For example when using RCSLOW (20KHz) the result will always be a multiple of 1000.

```
' This program reads the distance from a PING sensor connected to pin 2.
' Converts the value to tenths of inches and sends the distance to the PC.
'
DEVICE P8X32A, XTAL1, PLL16X
FREQ 80_000_000

Baud      CON "T115200" ' Baud rate to communicate with PC

PingPin   PIN 2 LOW      ' Connected to Sig pin on Ping module
TX        PIN 30 HIGH    ' Send data back to PC

value     VAR LONG

Message   DATA "Distance is "
valueStr  DATA "1234.5 inches.", 13, 0

PROGRAM Start

Start:
DO
  PAUSE 10
  PULSOUT PingPin, 5          ' Trigger PING
  PAUSEUS 5
  PULSIN PingPin, 1, value    ' Measure PING pulse
  value = value ** 291_198_783 ' Convert to tenths of inches (* 0.0678)
  valueStr = STR value, 5, 5  ' Convert value to ASCII
  RDBYTE valueStr(4), value   ' Insert decimal point
  WRBYTE valueStr(4), ".", value
  SEROUT TX, Baud, Message
LOOP
END
```

Related commands: PULSOUT

PropBasic 00.01.48

PULSOUT

Create a pulse of specified width. Duration is in microseconds. Always pulses pin even if duration is zero.

`PULSOUT pin, duration`

NOTE: If the clock frequency is less than 20MHz, the duration is still in microseconds but the granularity is greater than 1. For example when using RCSLOW (20KHz) the duration will be divided by 1024, then that many 1024uSec delays will take place. Here is a table showing the granularity of different clocks:

20MHz and higher = 1uSec
10Mhz to 19.999Mhz = 2uSec
5MHz to 9.999MHz = 4uSec
2.5MHz to 4.999MHz = 8uSec
1.25Mhz to 2.499MHz = 16uSec
20KHz = 1024uSec

Related commands: PULSIN

PropBasic 00.01.48

RANDOM

Creates a random number from a seed variable.

```
RANDOM seedvar[, copyvar]
```


PropBasic 00.01.48

RCTIME

Measures time (in microseconds) for pin to reach "state" level.

`RCTIME pin, state, resultvar`

Related commands: PULSIN

PropBasic 00.01.48

RDBYTE

Reads the value of a BYTE hub variable or DATA.

```
RDBYTE bytehubvar{(offset)}, var{,var{,var{,etc}}}
```

RDSBYTE

Reads the value of a signed BYTE hub variable or DATA.

```
RDSBYTE bytehubvar{(offset)}, var{,var{,var{,etc}}}
```

RDLONG

Reads the value of a LONG hub variable or LDATA.

```
RDLONG longhubvar{(offset)}, var{,var{,var{,etc}}}
```

Note: longhubvar lowest two bits must be zero (long aligned)

RDWORD

Reads the value of a WORD hub variable or WDATA.

```
RDWORD wordhubvar{(offset)}, var{,var{,var{,etc}}}
```

Note: wordhubvar lowest bit must be zero (word aligned)

RDSWORD

Reads the value of a signed WORD hub variable or WDATA.

```
RDSWORD wordhubvar{(offset)}, var{,var{,var{,etc}}}
```

Note: wordhubvar lowest bit must be zero (word aligned)

“offset” is in WORDs for RDWORD and RDSWORD

“offset” is in LONGs for RDLONG and RDSLONG

Problems can arise if you use RDWORD to read byte data. Or use RDLONG to read word or byte data. The problem is that the data may not be aligned properly.

In the Propeller chip WORD data is word aligned (lowest bit of the address must be zero), and LONG data is long aligned (lowest two bits of the address must be zero).

```
label11 LDATA 1000  
label12 DATA 100  
label13 LDATA 2000
```

There will be three bytes not used between label2 and label3 to make sure that "label3 LDATA" is long aligned.

Related commands: WRBYTE, WRWORD, WRLONG

PropBasic 00.01.48

RETURN

Return from a subroutine or function.

```
RETURN value{,value{,value{,value}}}
```

The first value specified (__param1) will be automatically assigned to the destination variable.
Additional values will be held in the __param2, __param3, etc variables after the function returns.

```
RETURN 1
```

Related commands: GOSUB, SUB...ENDSUB

PropBasic 00.01.48

REVERSE

Reverse pin direction (input / output)

REVERSE *pinname* | *const*

```
sensor PIN 1
```

```
REVERSE sensor
```

```
REVERSE 2
```

Related commands: HIGH, LOW, INPUT, OUTPUT, TOGGLE

PropBasic 00.01.48

SERIN

Serial input. Prefix baud value "T" for true mode, "N" for inverted mode.

If SERIN times-out var is not changed. If label is not specified execution continues with the next line of code.

If "var" is a string, characters are stored until a carriage return is received, timeout is only in effect until the first character is received.

```
SERIN pin, baud, var {, timeoutms{, label}}
```

Related commands: SEROUT

PropBasic 00.01.48

SEROUT

Serial output. "T" for true mode, "N" for inverted mode. "O" = Open

```
SEROUT pin, [T | N | OT | ON]baud, char | string
```

Related commands: SERIN

PropBasic 00.01.48

SHIFTIN

SPI input.

SHIFTIN *datapin, clockpin, mode, var[\bits][,speed]*

If the bits parameter is not specified, 8 bits are received.

mode: LSBPRE, LSBPOST, MSBPRE, MSBPOST

```
' This program will read channel 0 from the MCP3204 chip and
' send the value to a terminal program running on the PC.
'
' Set terminal program to 115200 baud.
'
DEVICE P8X32A, XTAL1, PLL16X
XIN 5_000_000

ADC_Clk  PIN 2 LOW  ' MCP3204.11
ADC_Dout PIN 3 LOW  ' MCP3204.10
ADC_Din  PIN 4 LOW  ' MCP3204.9
ADC_CS   PIN 5 HIGH ' MCP3204.8

inValue  VAR LONG
ascii    HUB STRING(10)

PROGRAM Start

Start:
DO
  LOW ADC_CS      ' Enable MCP3204
  PAUSEUS 100
  SHIFTOUT ADC_Din, ADC_Clk, MSBFIRST, %11000\5 ' Select CH0, Single-Ended
  SHIFTIN ADC_Dout, ADC_Clk, MSBPOST, inValue\13 ' Read ADC
  HIGH ADC_CS     ' Disable ADC
  LOW ADC_Clk
  ascii = STR inValue, 4
  ascii = ascii + 13 ' Add a carriage return
  SEROUT 30, T115200, ascii
  PAUSE 1
LOOP
END
```

Related commands: SHIFTOUT

PropBasic 00.01.48

SHIFTOUT

SPI output.

`SHIFTOUT datapin, clockpin, mode, value[\bits][,speed]`

If the bits parameter is not specified, 8 bits are sent.

mode: LSBFIRST, MSBFIRST

Related commands: SHIFTIN

PropBasic 00.01.48

SUB . . .ENDSUB

Creates a named subroutine with parameters.

name SUB [minParams[,maxParams]]

Parameters are passed in __paramx variables.

If a variable number of parameters is specified, the parameter count is given in the __paramcnt variable.

If a hub variable/label is used as a parameter, it's ADDRESS is passed.

If a pin variable is used as a parameter, the pin NUMBER is passed.

SUB name

. . .

ENDSUB

```
SetDAC SUB 1
```

```
SetDAC 1
```

```
SUB SetDAC
```

```
    ' code to set DAC
```

```
ENDSUB
```

Related commands: FUNC, ENDFUNC

PropBasic 00.01.48

TASK . . . ENDTASK

Creates code that runs in a separate cog.

```
name TASK {LMM} {AUTO}
```

```
TASK name
```

```
...
```

```
ENDTASK
```

If LMM is specified the compiler will generate LMM code instead of native PASM code. LMM code runs slower, but allows much larger programs.

If AUTO is specified, the TASK is automatically launched at startup

Task code runs in a separate cogs.

VAR variables are not shared between cogs.

SUBs and FUNCs are not shared between cogs.

HUB variables, PINs and DATA are shared between cogs.

Use COGSTART or COGINIT to start tasks.

PropBasic 00.01.48

TOGGLE

Toggles pin state (high / low)

TOGGLE *pinname* | *const*

```
LED PIN 1 OUTPUT
```

```
TOGGLE LED
```

```
TOGGLE 5
```

Related commands: HIGH, LOW, REVERSE, INPUT, OUTPUT

PropBasic 00.01.48

VAR

Creates a variable. Only LONG types are supported. Arrays are supported.

```
name VAR LONG  
name VAR LONG(elements)
```

```
myVar  VAR LONG  
myVar2 VAR LONG(8)
```

Note: Since VAR arrays are stored in COG ram, they use up valuable code space.
Consider using HUB arrays when possible.

Related commands: HUB

PropBasic 00.01.48

WAITCNT

Waits for the system counter to reach the target value. Then adds the delta value to the variable.

`WAITCNT target, delta`

Related commands: PAUSE, PAUSEUS

PropBasic 00.01.48

WAITPEQ

Waits for a pin (or set of pins) state to equal a mask value.

`WAITPEQ state, mask`

INA is anded with “mask” then compared to “state”.

WAITPNE

Waits for a pin (or set of pins) state to NOT equal a mask value.

`WAITPNE state, mask`

INA is anded with “mask” then compared to “state”.

WAITPEQ and WAITPNE are typically used to pause until a pin has reached a certain state. For example:

`WAITPEQ myPin, myPin ' Wait to pin "myPin" to go HIGH`

`WAITPNE myPin, myPin ' Wait for pin "myPin" to go LOW`

PropBasic 00.01.48

WAITVID

Waits for the video serializer to be able to accept new data.

WAITVID *colors, pixels*

PropBasic 00.01.48

WATCH

When using a debugger, this updates the variables in the debugger.

WATCH

PropBasic 00.01.48

WRBYTE

Writes a new value into a BYTE hub variable.

```
WRBYTE bytehubvar{(offset)}, value{, value{,value{, etc}}}
```

WRLONG

Writes a new value into a LONG hub variable.

```
WRLONG longhubvar{(offset)}, value{, value{,value{, etc}}}
```

WRWORD

Writes a new value into a WORD hub variable.

```
WRWORD wordhubvar{(offset)}, value{, value{,value{, etc}}}
```

“offset” is in WORDs for WRWORD

“offset” is in LONGs for WRLONG

Related commands: RDBYTE, RDLONG, RDWORD

PropBasic 00.01.48

XIN

Crystal frequency before pll multiplier

XIN *freq*

XIN 5_000_000

Do not use FREQ and XIN together, use one or the other

Related commands: FREQ

PropBasic 00.01.48

General

Literal values are assumed decimal, but can be prefixed to indicate a different base:

\$	Hexidecimal 0..9, A..F
%%	Quaternary 0..3
%	Binary 0..1
"x"	Ascii character
#	Floating Point (only constants supported)

Math operators can only be used when assigning values to a variable.

Math operators cannot be used in commands.

Only 1 math operator can be used per line.

Only LONG vars are supported. LONG arrays are also supported.

Using a variable as an array index generates alot more code. Try to avoid this if possible.

HUB vars can be BYTE, WORD or LONG. Arrays are supported.

HUB vars can ONLY be accessed with RDBYTE, WRBYTE, RDWORD, WRWORD, RDLONG, WRLONG commands.

Be aware that HUB vars must be address aligned by the size. So if you declare a BYTE then a LONG, there will be three wasted address location between them.

PINs, HUB vars and DATA are global to all COGs (tasks).

VARs, SUBs and FUNCs are local only to the TASK they are declared in.

TASK code generates a separate .spin file.

DATA must be declared before the program code. You cannot put the DATA after the program code.

The main code runs in COG 0.

PropBasic 00.01.48

Compiler Directives

Compiler directives are available for conditional compilation.

By default the device name is defined.

VIEWPORT

P8X32A

```
'{$DEFINE name}
'{$UNDEFINE name}
'{$USES name}

'{$IFDEF name}
'{$IFNDEF name}
'{$IFFREQ condition value}
'{$IFUSED name}
'{$IFNUSED name}

'{$ELSE}
'{$ENDIF}
'{$WARNING message}
'{$ERROR message}
'{$NOWARNINGS}

'{$CODE}
'{$TASKS}
'{$IFFREQ > 4_000_000}
```

The IFUSED directive tells the compiler if a subroutine or function has been used.

The USES directive tells the compiler that a pin or long constant is used in a task and that it should not be stripped out. Usually this is used when you have some embedded PASM code that uses a pin or long constant. USES is not needed in normal PropBasic code because the compiler automatically marks the subroutine as used if it is called.

```
'{$USES subName}

'{$IFUSED subName}
SUB subName
' put code for subroutine here
ENDSUB
'{$ENDIF}

'{$WARNING message}
'{$ERROR message}
```

Example:

```
'{$IFNDEF P8X32A}
'{$ERROR This program requires a P8X32A chip}
'{$ENDIF}
```

The CODE and TASKS directives are used in library code. These directives separate the definitions from the code and task sections of the library.

PropBasic 00.01.48

Creating PropBasic Libraries

The LOAD command allows you to use libraries with PropBasic. A library has all the definitions support code. Unlike the INCLUDE directive which just compiles the specified file all in one go as if it was part of your code, the LOAD directive is more intelligent. It is able to contain three distinct sections of code which will get compiled during different times.

The first part of a library is the defines. This is where you will declare any constants (CON), pins (PIN), variables (VAR) or hub memory (HUB) that the library requires.

The second part of a library is the code section. This contains the actual code (SUBs and FUNCs) that the library supports. By using the IFUSED directive some SUBs or FUNCs can be stripped and not included if they are not used by your code.

The third part of a library is the tasks section. This contains any TASKs that the library may need to support the device.

Let's look at an example of a library that simply blinks an LED.

```
` Blink_lib.pbas

Hub_LED_Pin      HUB LONG = -1 ` Assume not set
Hub_LED_OnTime   HUB LONG = 1
Hub_LED_OffTime  HUB LONG = 1

StartBlinkLED SUB 3 ` Provide pin, ontime, offtime
StopBlinkLED  SUB 0

BlinkLED TASK AUTO

`{$CODE}
SUB StartBlinkLED ` Pin,OnTime,OffTime
    WRLONG LED_Pin, __PARAM1, __PARAM2, __PARAM3
ENDSUB

SUB StopBlinkLED
    WRLONG LED_Pin, -1
ENDSUB

`{$TASKS}
TASK BlinkLED
Task_LED_Pin      VAR LONG
Task_LED_OnTime   VAR LONG
Task_LED_OffTime  VAR LONG

DO
    RDLONG Hub_LED_Pin, Task_LED_Pin, Task_LED_OnTime, Task_LED_OffTime
    IF Task_LED_Pin >= 0 THEN
        HIGH Task_LED_Pin
        PAUSE Task_LED_OnTime
        LOW Task_LED_Pin
        PAUSE Task_LED_OffTime
    ENDIF
LOOP

ENDTASK
```

Tips and Tricks

Remember that PropBasic is a single pass compiler. When compiling a line of code the compiler has no idea about what comes after it. So you cannot do things like try to use a variable before it is defined.

Understanding the */ and ** operators:

When performing multiplication PropBasic performs 32-bit * 32-bit = 64-bit math. Normally only the lower 32-bits of the result are used with the normal multiply operator (*). However, if you want you can access the 32 middle bits (bits 16 to 48) using the */ operator. Or the 32 highest bits using the ** operator. So basically the */ operator does a multiply by the value given, then does a divide by 65536. The ** operator does the multiply by the value given, then does a divide by 4294967296.

```
value1 = value2 */ 81920 ' 81920 = 1.25 * 65536
value1 = value2 */ 205887 ' 205887 = Pi * 65536
```

Alignment of different data sizes:

In the propeller data stored in the hub must be aligned according to it's length. WORD data must be word aligned, and LONG data must be long aligned. This can cause problems if you use (for example) RDLONG to read byte data.

__RAM Virtual array:

__STRING virtual array:

When a string (literal or a string variable) is used as a subroutine parameter, what is actually passed to the subroutine is the LOCATION of the string in HUB memory. The location is of course a long variable stored in the __paramx variables. If you want to use any of the commands or functions that have string parameters, you need to use __STRING(__paramx).

Like so:

```
Trim SUB 2 ' Trim string, length

SUB Trim
  __STRING(__param1) = LEFT __STRING(__param1), __param2
ENDSUB
```