

System Commands

Instructions and functions to access the system resources. Will be implemented in the future if possible in Javascript.

Dev Open

Open a device. May be implemented in AOZ, has no effect in current version

Dev Close

Close a device. May be implemented in AOZ, has no effect in current version

Dev Base

Get base address of an IO structure. May be implemented in AOZ later

Value returned:

integer: 0 in this version

Dev Do

Call a command using DoIO. May be implemented in AOZ, has no effect in current version

Dev Send

Call a command using SendIO. May be implemented in AOZ, has no effect in current version

Dev Abort

Abort an IO operation. May be implemented in AOZ, has no effect in current version

Dev Check

Check status of a device with a CheckIO. May be implemented in AOZ, has no effect in current version

Value returned:

integer: 0 in this version

Dev First\$

Get the first device from the current device list. May be implemented in AOZ, has no effect in current version

Value returned:

string: "" in this version

Dev Next\$

Get the next device from the current device list. May be implemented in AOZ, has no effect in current version

Value returned:

string: "" in this version

Lib Open

Open a library. May be implemented in AOZ (for example for Windows DLLs), has no effect in current version

Lib Close

Close a library. May be implemented in AOZ (for example for Windows DLLs), has no effect in current version

Lib Call

Call a function from the libraryEnd Function. May be implemented in AOZ (for example for Windows DLLs), has no effect

in current version

Lib Base

Get the base address of the library. May be implemented in AOZ, has no effect in current version

Value returned:

integer: 0 in this version