Text Window commands

Instructions and functions to print and manage fixed character text output in AOZ screens

Wind Open INDEX, X, Y, WIDTH, HEIGHT, BORDER, TAG$
Open a new text window in the current screen
Parameters:
INDEX: The index of text window to open
X: The horizontal coordinate of the left border of the window in the screen
Y: The vertical coordinate of the left border of the window in the screen
WIDTH: The width in characters of the new text window
HEIGHT: The width in characters of the new text window
BORDER: The number of the border character to use (optional)
TAG$: Unused for the moment

Wind Close
Close the current text window

Wind Save
Save the character content of the the currenttext window so that it can be restored later

Wind Move DX, DY
Move the current text window horizontally and vertically
Parameters:
DX: Signed horizontal displacement
DY: Signed vertical displacement

Wind Size NEWWIDTH, NEWHEIGHT
Resize the current text window horizontally and vertically
Parameters:
NEWWIDTH: New width in number of characters
NEWHEIGHT: New height in number of characters

Window INDEX
Activate the given window in the current screen
Parameters:
INDEX: Index of the window to activate

Windon
Return the index of the current window in the current screen
Value returned:
integer: The index of the current window in the current screen

Locate X, Y
Set the position of the text5 cursor of the current windowin the current screen
Parameters:
X: The new horizontal position of the cursor in text coordinates
Y: The new vertical position of the cursor in text coordinates

Clw
Clear the current text window with the Paper color, and restores the cursor at position 0, 0

Home
Move the text cursor at position 0, 0. The next text output with a "Print" instructions will be locate on the top-left of the windows

Curs Pen COLORINDEX
Move the text cursor at position 0, 0. The next text output with a "Print" instructions will be locate on the top-left of the windows
Parameters:
COLORINDEX: Index of the colour in teh palette of the screen the text window belongs to

Pen$ COLORINDEX
Return a magical string to use in a "Print" statement and change the colour of the pen used to draw the following texts
Parameters:
COLORINDEX: Index of the colour to use in the palette of the screen
Value returned:
string: A magical string that will be understood by the "Print" command

Paper$ COLORINDEX
Return a magical string to use in a "Print" statement and change the colour of the paper used to draw the following texts
Parameters:
COLORINDEX: Index of the colour to use in the palette of the screen
Value returned:
string: A magical string that will be understood by the "Print" command

Print ITEMS
Print items inm the currebnt window of the current screen. A semi-column at the end of will prevent a new-line
Parameters:
ITEMS: List of items separated byy commas or semi-columns

Print Using ITEM
Print formatted text and numbers in the currebnt window of the current screen. A semi-column at the end of will prevent a new-line
Parameters:
ITEM: The item to print

At X, Y
Return a magical string to use in a "Print" statement that changes the location of the cursor for the next characters
Parameters:
X: Horizontal text coordinates where to print
Y: Vertical text coordinates where to print
Value returned:
string: A magical string that will be understood by the "Print" command

Pen COLOURINDEX
Change the colour of the pen used to draw characters during a "Print" statement
Parameters:
COLOURINDEX: The index of the colour in the current screen palette

Paper COLOURINDEX

Change the colour of the paper used to draw the background space of the characters during a "Print" statement

Parameters:

COLOURINDEX: The index of the colour in the current screen palette

Centre TEXT$

Display and centre a string in the middle of the current text window at the current vertical position of the text cursor. This instruction will have unpredicatable result if the string is larger than the width of the text window

Parameters:

TEXT$: The text to centre in the text window

Border BORDERNUMBER

Change teh txet window character border to one of the pre-defined ones

Parameters:

BORDERNUMBER: The number of the pre-defined text window borders to use

Writing STYLE1, STYLE2

TOTEST! Define the logical operation done during the display of characters by the "Print" statement

Parameters:

STYLE1: A Mask containing bits as flags. Bit 0: REPLACE, bit 1: OR, bit 2: XOR, bit 3: AND, bit 4 IGNORE

STYLE2: A Mask containing bits as flags. Bit 0: Normal Print text and background together, bit 1: paper Only the background to be drawn on screen, bit 2: pen Ignore paper colour and print text on background colour zero

Title Top TITLE$

Display a title in the top of the current text window with a border. Will have no effect if the window has no border

Parameters:

TITLE$: The text of the title to display

Title Bottom TITLE$

Display a title in the bottom of the current text window with a border. Will have no effect if the window has no border

Parameters:

TITLE$: The text of the title to display

Curs Off

Hide the text cursor and stop all associated colour animation. Use this instruction before graphical output to speed up the display

Curs On

Show the text cursor and restarts all associated colour animation

Inverse On

Switch On inverse printing in the current text window: Pen will be used instead of Paper and vice-versa

Inverse Off

Switch Off inverse printing in the current text window

Under On

Switch On underlining

Under Off

Switch Off underlining

Shade On
Switch On the display of a shadow associated with text output

Shade Off
Switch Off the display of a shadow associated with text output

Scroll On
Turn ON the automatic scrolling of teh content of the current text window when the cursor pass the bottom line

Scroll Off
Turn OFF the automatic scrolling of teh content of the current text window when the cursor pass the bottom line, enforcing all further printing to be done in the top of the window

CUp$
Return a magical string to be used during a "Print" statement, moving the cursor one line up
Value returned:
string: A magical string understood by the "Print" statement

CDown$
Return a magical string to be used during a "Print" statement, moving the cursor one line down
Value returned:
string: A magical string understood by the "Print" statement

CLeft$
Return a magical string to be used during a "Print" statement, moving the cursor one character left
Value returned:
string: A magical string understood by the "Print" statement

CRight$
Return a magical string to be used during a "Print" statement, moving the cursor one character right
Value returned:
string: A magical string understood by the "Print" statement

CUp
Move the cursor of the current text window one line up. Will force a scrolling of all text down if the cursor is already on the first line and scrolling is enabled

CDown
Move the cursor of the current text window one line down. Will force a scrolling of all text up if the cursor is already on the last line and scrolling is enabled

CDown
Move the cursor of the current text window one character left. Cursor will wrap to the right and up if it was located at position zero, and eventual generate a scrolling down of the content of the window if scrolling is enabled

CRight
Move the cursor of the current text window one character right. Cursor will wrap to the left and down if it was located at the rightmost position, and eventual generate a scrolling up of the content of the window if scrolling is enabled

Memorize X
Store the horizontal position of the cursor in internal memory so that you can retreive it later

Memorize Y
Store the vertical position of the cursor in internal memory so that you can retreive it later

Remember X
Recall the horizontal position of the cursor from internal memory and move the cursor to the position

Remember Y
Recall the vertical position of the cursor from internal memory and move the cursor to the position

CMove$ DX, DY
Return a magical string to be used during a "Print" statement, moving the cursor by the given character displacements
Parameters:
DX: Signed horizontal displacement
DY: Signed vertical displacement
Value returned:
string: A magical string understood by the "Print" statement

CMove DX, DY
Move the text cursor by a horizontal and/or vertical displacement
Parameters:
DX: Signed horizontal displacement
DY: Signed vertical displacement

CLine LENGTH
Clear the line (paint with the Paper colour) located at teh current vertical position of the cursor. Does not move the cursor
Parameters:
LENGTH: Eventual number of characters to clear (optional)

HScroll TYPE
Scroll the content of the current window or line by one character horizontally
Parameters:
TYPE: Specifies what should scroll: 1 Scroll current line to the left, 2 Scroll entire screen to the left, 3 Scroll current line to the right, 4 Scroll entire screen to the right

VScroll TYPE
Scroll the content of the current window or line by one character vertically
Parameters:
TYPE: Specifies what should scroll: 1 Scroll down text on and below current cursor Line, 2 Scroll down text from top of screen to current cursor line only, 3 Scroll up text from top of screen to current cursor line only, 4 Scroll up text on or below current cursor line

Set Tab WIDTH
Set the width in characters used when printing the TAB character. Default is 4
Parameters:
WIDTH: The number of characters to use for further printing of the TAB characters

Set Curs L1, L2, L3, L4, L5, L6, L7, L8

Define the shape of the text cursor

Parameters:

L1: Byte mask representing the first line
L2: Byte mask representing the second line
L3: Byte mask representing the third line
L4: Byte mask representing the fourth line
L5: Byte mask representing the fifth line
L6: Byte mask representing the sixth line
L7: Byte mask representing the seventh line
L8: Byte mask representing the nineth line

X Curs

Return the horizontal position of the text cursor, in text coordinates

Value returned:

integer: The horizontal coordinate of the text cursor

Y Curs

Return the vertical position of the text cursor, in text coordinates

Value returned:

integer: The vertical coordinate of the text cursor

X Graphic X

Return the graphical horizontal position of a coordinate in the text window coordinate space

Parameters:

X: The horizontal coordinate to convert. (optional, if ommited will return the coordinate of the text cursor)

Value returned:

integer: The horizontal coordinate of the given text coordinate in graphical screen space

Y Graphic X

Return the graphical vertical position of a coordinate in the text window coordinate space

Parameters:

X: The vertical coordinate to convert. (optional, if ommited will return the coordinate of the text cursor)

Value returned:

integer: The vertical coordinate of the given text coordinate in graphical screen space

Border$ TEXT$, BORDER$

Return a magical string understood by the "Print" statement, enforcing the drawing of a border around the given text

Parameters:

TEXT$: The text to display
BORDER$: The number of the border to use

Value returned:

string: A magical string understood by the "Print" statement

X Text X

Convert a horizontal coordinate from the graphical coordinate space of the screen hosting the text window in a text coordinate within the window

Parameters:

X: The horizontal coordinate to convert

Value returned:

integer: The converted coordinate, or -1 if the given coordinate does not lay inside of the text window

Y Text Y

Convert a vertical coordinate from the graphical coordinate space of the screen hosting the text window in a text coordinate within the window

Parameters:

Y: The vertical coordinate to convert

Value returned:

integer: The converted coordinate, or -1 if the given coordinate does not lay inside of the text window

Set Text STYLE

Change the style of a font by selecting one of eight different styles

Parameters:

STYLE: A bit-map indicating the style: Bit 0 Underline, Bit 1 Bold, Bit 2 Italic

Text Styles

Return the index reference of the text style you last selected using "Set Text"

Value returned:

integer: A bit-map in the same format as the one used in the "Set Text" command

HSlider ... To ... X1, Y1, X2, Y2, UNITS, POSITION, LENGTH

TODO! Draw a horizontal slider bar in the current screen

Parameters:

X1: Horizontal coordinate of the top-left corner of the slider

Y1: Vertical coordinate of the top-left corner of the slider

X2: Horizontal coordinate of the bottom-right corner of the slider

Y2: Vertical coordinate of the bottom-right corner of the slider

UNITS: Number of individual units that the slider is divided into

POSITION: Position of theactive slider box or control button from the left-hand end of the slider,measured in the same units as UNITS

LENGTH: Length of the slider control box in these units in UNITS

VSlider ... To ... X1, Y1, X2, Y2, UNITS, POSITION, LENGTH

TODO! Draw a vertical slider bar in the current screen

Parameters:

X1: Horizontal coordinate of the top-left corner of the slider

Y1: Vertical coordinate of the top-left corner of the slider

X2: Horizontal coordinate of the bottom-right corner of the slider

Y2: Vertical coordinate of the bottom-right corner of the slider

UNITS: Number of individual units that the slider is divided into

POSITION: Position of theactive slider box or control button from the left-hand end of the slider,measured in the same units as UNITS

LENGTH: Length of the slider control box in these units in UNITS

HSlider X, Y, WIDTH, HEIGHT, UNITS, POSITION, LENGTH

TODO! Draw a horizontal slider bar in the current screen

Parameters:

X: Horizontal coordinate of the top-left corner of the slider

Y: Vertical coordinate of the top-left corner of the slider

WIDTH: Width of the slider

HEIGHT: Height of the slider

UNITS: Number of individual units that the slider is divided into

POSITION: Position of theactive slider box or control button from the left-hand end of the slider,measured in the same units as UNITS

LENGTH: Length of the slider control box in these units in UNITS

VSlider X, Y, WIDTH, HEIGHT, UNITS, POSITION, LENGTH

TODO! Draw a vertical slider bar in the current screen

Parameters:

X: Horizontal coordinate of the top-left corner of the slider

Y: Vertical coordinate of the top-left corner of the slider

WIDTH: Width of the slider

HEIGHT: Height of the slider

UNITS: Number of individual units that the slider is divided into

POSITION: Position of theactive slider box or control button from the left-hand end of the slider,measured in the same units as UNITS

LENGTH: Length of the slider control box in these units in UNITS

Set Slider INK1, PAPER1, OUTLINE1, PATTERN1, INK1, PAPER1, OUTLINE1, PATTERN1

TODO! Set the fill pattern for the slider bar

Parameters:

INK1: Slider bar ink

PAPER1: Slider bar paper

OUTLINE1: Slider bar color of outline

PATTERN1: Slider bar fill pattern

INK1: Control box ink

PAPER1: Control box paper

OUTLINE1: Control box color of outline

PATTERN1: Control box fill pattern