

# ***IDE Commands***

Instructions and functions to communicate with the future IDE and create extensions for it

## **Prg State**

Return the status of how the current program was originally run. May be implemented in AOZ.

*Value returned:*

boolean: false

## **Prg First\$**

Used to handle multiple applications in the AMOS IDE. May be implemented.

*Value returned:*

string: ""

## **Prg Next\$**

Used to handle multiple applications in the AMOS IDE. May be implemented in AOZ.

*Value returned:*

string: ""

## **System**

Leave AMOS IDE. May be implemented in AOZ.

## **PRun**

Used to handle multiple applications in the AMOS IDE. May be implemented in AOZ.

*Value returned:*

string: ""

## **BGrab**

Used to handle multiple applications in the AMOS IDE. May be implemented in AOZ.

## **Close Editor**

Used to close the AMOS IDE. May be implemented in AOZ.

## **Set Accessory**

Define an accessory program. May be implemented in AOZ.

## **Call Editor**

Send instructions to the Editor from an accessory program. May be implemented in AOZ.

## **Ask Editor**

Return parameters from the Editor to an accessory program. May be implemented in AOZ.

## **Monitor**

Used to call AMOS Professional Monitor. May be implemented in AOZ.

## **Kill Editor**

Used to remove the AMOS Professional Editor from memory. May be implemented in AOZ.

**BStart**

Return the address of a memory bank from a previous program. May be implemented in AOZ IDE for accessories

*Value returned:*

integer: 0 in this version

**BStart**

Return the length of a memory bank from a previous program. May be implemented in AOZ IDE for accessories

*Value returned:*

integer: 0 in this version

**BStart**

Transfer a memory bank from the current program to the previous program. May be implemented in AOZ IDE for accessories