

PLUS/4 & C16 - The Quick ink saving manual

This is a short excerpt from the Commodore Basic 3.5 manual by Janne Peräaho (and Anders Persson) by Anders Persson. This is a complement to that manual. The principle for this document is: You know the basics, but you need a reminder about the syntax. And if the short information here isn't enough, then just bring out the big manual.

Commodore Basic 3.5:

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ABS(<number>)
ASC(<string>)
ATN(<number>)
AUTO [<line>]
BACKUP D<src_drive> TO D<trg_drive>[,ON U<unit>]
BOX [<color_src>],<left>,<top>[,<right>,<bottom>][,<angle>[,<fill_flag>]
CHAR [<color_src>],<left>,<top>,"<string>"[,<reverse_flag>]
CHR\$(<ascii_code>)
CIRCLE [<color_src>][,<x>,<y>],<x_radius>[,<y_radius>][,<s_angle>][,<e_angle>][,<rotation>][,<degrees>]]]]]
CLOSE <file>
CLR
CMD <l_file>[,<w_list>]
COLLECT [D<drive>][,ON U<unit>]
COLOR <color_src>,<color>[,<luminance>]
CONT
COPY [D<src_drive>,"<src_file>" TO [D<trg_drive>,"<trg_file>" [,ON U<unit>]
COS(<angle>)
DATA <item>[[,<item>][,<...>[,<item>]]]
DEC(<string>)
DEF FN <fnc_name>(<variable>)=<expression>
DELETE [<first_line>][-<last_line>]
DIM <variable>(<subscripts>)[,<variable>(<subscripts>)][,<...> [,<variable>(<subscripts>))]
DIRECTORY [D<drive>][,U<unit>][,"<file>"]
DLOAD "<file>"[,D<drive>][,U<unit>]
DO [UNTIL <bool_arg>]WHILE <bool_arg>] <statements> [EXIT]
DRAW [<color_src>][,<x>,<y>][[,]<TO <x>,<y>][,<...>[,<x>,<y>]]
DSAVE "<file>"[,D<drive>][,U<unit>]
END
ERR\$(<err_condition>)
EXP(<power>)
FN<fnc_name>(<number>)
FOR <loop_var>=<start_val> TO <end_val> [STEP <increment>]
FRE(<dummy>)
GET <variable>
GET# <file>,<variable>
GETKEY <variable>
GOSUB <line>
GOTO <line>
GRAPHIC <mode>[,<clr_flag>]
GSHAPE <shape>[,<x>,<y>][,<mode>]]
HEADER "<diskname>",D<drive>[,I<id>][,ON U<unit>]
HELP
HEX\$(<number>)
IF <expression> THEN <clause> [:ELSE <clause>]
INPUT["<prompt>";]<variable>[,<...>,<variable>]
INPUT#<file>,<variable>[,<...>,<variable>]
INSTR(<string_1>,<string_2>[,<start_pos>])
INT(<number>)
JOY(<port>)
KEY [<key>,<string>]
LEFT\$(<string>,<length>)
LEN(<string>)
LET <variable>=<expression>
LIST [<first_line>][-<last_line>]]
LOAD ["<file>"[,<device>][,<rel_flag>]]
LOCATE <x>,<y>
LOG(<number>)

```

LOOP [UNTIL <bool_arg>|WHILE <bool_arg>]
MID$(<string>,<start_pos>,<length>)
MONITOR
NEW
NEXT [<variable>[,<...>,<variable>]]
ON <expression> GOSUB <line>[,<...>,<line>]
ON <expression> GOTO <line>[,<...>,<line>]
OPEN <file>[,<device>[,<address>[,<"<command>,<type>,<mode>">]]]
PAINT [<color_src>][,<x>,<y>][,<mode>]]
PEEK(<address>)
POKE <address>,<value>
POS(<dummy>)
PRINT <printlist>
PRINT[<file>,<]>USING <formatlist>;<printlist>
PRINT#<file>,<printlist>
PUDEF "<definition>"
RCLR(<color_src>)
RDOT(<info_flag>)
READ <variable>[,<...>,<variable>]
REM [<message>]
RENAME [D<drive>,<]>"<old_filename>" TO "<new_filename>"[,<U<unit>>]
RENBER [D<drive>,<]>"<new_line>"[,<increment>[,<start_line>]]]
RESTORE [<line>]
RESUME [<line>|NEXT]
RETURN
RGR(<dummy>)
RIGHT$(<string>,<length>)
RLUM(<color_src>)
RND(<seed>)
RUN [<line>]
SAVE [<file>[,<device>[,<eot_flag>]]]
SCALE <scaling_flag>
SCNCLR
SCRATCH "<file>"[,<D<drive>>][,<U<unit>>]
SGN(<number>)
SIN(<angle>)
SOUND <voice>,<freq_control>,<duration>
SPC(<skip>)
SQR(<number>)
SSHAPE <shape>,<left>,<top>[,<right>,<bottom>]
STOP
STR$(<number>)
SYS <address>
TAB(<column>)
TAN(<angle>)
TRAP [<line>]
TROFF
TRON
USR(<parameter>)
WAIT <address>,<ctrl_value1>[,<ctrl_value2>]
VAL(<string>)
VERIFY "<file>"[,<device>[,<rel_flag>]]
VOL <volume> (0-8)

```

Colors

Color sources: 0=Background, 1=Foreground, 2=Multicolor1, 3=Multicolor2, 4=Border

Color values: 1-16

Luminance values: 0-7

Misc

The Screen memory starts at **3072** and the color memory starts at **2048**.

Fast/Slow: POKE 65286,0 (the screen goes blank) and back: POKE 65286,27

Restore key? There is none. Press Run/Stop + Reset and then X to exit the monitor. Or make your own key:

KEY 1,"{clr home};SYS65418:SYS65409:SYS65412:LIST"+CHR\$(13)