

Extended EhBasic command set for the Junior Computer][

BEEP

Chime a system beep.

PLIST

Send program listing to printer port.

INVERSE

Switch to inverse text.

FLASH

Switch to blinking text.

NORMAL

Switch back to normal text.

HOME

Moves the cursor to the upper left screen position (1,1) without clearing the screen.

CLS

Clears the screen and moves the cursor to the upper left position (1,1).

LOCATE <x,y>

Sets the cursor to horizontal position *x* and vertical position *y*. Value *x* must be in the range from 1 to <Max Screen Width>, where *y* must be in the range from 1 to <Max Screen Height>.

PR# <dev>

Sets current character output to device *dev*.

IN# <dev>

Sets current character input to device *dev*.

DELAY <ms>

Pauses for a delay time of *ms* milliseconds, where *ms* lies in the range from 1 to 32767.

PORTIO <dev,iomask>

Sets the VIA port input and output lines. A one in *iomask* makes the corresponding line an output, while a null sets the line as an input. A *dev* value of 0 sets the IO mask for VIA port A, while a *dev* value of 1 corresponds to port B.

Examples:

```
PORTIO 0,%11000000  Port A pins 6 and 7 are outputs, pins 0 to 5 are inputs.  
PORTIO 1,$FF        Set all port B pins as an output.
```

PORT <adr,data>

Sends the 8-bit word *data* to port *adr*. Port address 0 corresponds to VIA port A, while port address 1 corresponds to port B. Every given *adr* value in the range from 2 to 255 addresses a hardware device connected to the I2C port. For example, the device addresses \$20 to \$27 are reserved for PCF8574P I2C 8-bit I/O Port expander devices.

Note: Every line on the VIA ports A or B you wish to write to, must be formerly set as an output pin (see PORTIO).

Note: Normally I2C address 0 is used for broadcasting to all devices. This is not possible with the PORT command, because the device 0 address is used to identify VIA port A.

Examples:

```
PORT 1,255           Sends the 8-bit word 255 to VIA port B. Every port 1  
                     line formerly set as an output will go to a high value  
                     (see PORTIO).  
  
PORT $20,%10101010  Sends the given bit value to the I2C device with the  
                     address $20 (a PCF8574P).
```

PORT(*adr*)

Receives a 8-bit word from the port *adr*. A *adr* value of 0 corresponds to VIA port A and 1 to port B, while a *adr* value in the range from 2 to 255 addresses a hardware device connected to the I2C port (see PORT *adr,data*).

Note: Every line on the VIA ports A or B you wish to read from, must be formerly set as an input pin (see PORTIO).

Note: Every formerly set output line is reading back its last written output value. To suppress every output value to a 0 value you should mask out all outputs by ANDing it with a 0 bit. For example use the command `PORT(1) AND %11100000` to mask out the port B lines 0 to 4.

Examples:

<code>PRINT PORT(0)</code>	Prints the value of all input lines on VIA port A. Every output line is reading back its last written value.
<code>A = PORT(\$20)</code>	Save the input value of I2C device \$20 (a PCF8574) to variable A.

SAVE {*dev* {*name*}}

Saves a file with filename *name* to storage device *dev*. The device ID must be in the range from 0 to 255. Currently defined device IDs:

- 0 - XModem data transfer protokoll.
- 1 - Datasette.

If no device ID is specified, then device 0 is addressed. Because the XModem protokoll doesn't need a filename, no *name* parameter is allowed for device 0. A filename must be surrounded by `"`. If an empty or `"*"` filename is given, then the file is saved as untitled.

Examples:

<code>SAVE</code>	Sends a file via XModem
<code>SAVE 0</code>	Same as above
<code>SAVE 1, ""</code>	Save an untitled file to the tape device
<code>SAVE 1, "Test File"</code>	Save the file "Test File" to the tape device

Load {dev {,name}}

Loads a file with filename *name* from storage device *dev*. The device ID must be in the range from 0 to 255. Currently defined device IDs:

0 - XModem data transfer protokoll.

1 - Datasette.

If no device ID is specified, then device 0 is addressed. Because the XModem protokoll doesn't need a filename, a no *name* parameter is allowed for device 0. A filename must be surrounded by "". If a blank or "*" filename is specified, the next file found on tape will be loaded. If a filename ends up to *, then the next file beginning with the prepended filename is loaded from tape.

Examples:

LOAD	Loads a file via XModem
LOAD 0	Same as above
LOAD 1, ""	Loads the next file from found on the tape device
LOAD 1, "Test File"	Loads the file „Test File“ from the tape device
LOAD 1, "Tes*"	Loads the next file, whose filename starts with „Tes“