KNIGHTS TV & COMPUTERS

KNIGHT COMMANDER INSTRUCTIONS

The KNIGHT COMMANDER enhances the SHARP SP5025 BASIC by adding these commands.

The KNIGHT COMMANDER takes no extra memory.

AUTO	APPEND	DELETE	DUMP	PRINT/S	PRINT/A
PRINT/B	PRINT/O	PRINT @	RENUMBER	TRON	OFF

Using the KNIGHT COMMANDER is easy . Load the BASIC as usual - enter BYE the press the CR key . Place the KNIGHT COMMANDER in the tape unit - enter LOAD an press PLAY . The tape will soon stop and the flashing cursor will indicate th you are back in BASIC but with all these extra commands.

AUTO : This gives automatic line numbersrs . Shift and break switches off AUTO

AUTO by itself will start at line 100 and go up in steps of 10.
AUTO 5,5 will start at 5 and continue in steps of 5 .
AUTO 200,30 will start at 200 then 230 , 260 , 290 etc.

RENUMBER : This renumbers your programsin any steps you wish .

RENUMBER by itself will start at line 100 and go up in steps of 10.
RENUMBER 5,5 will start at 5 and continue in steps of 5 .
RENUMBER 200,30 will start at 200 then 230 , 260 , 290 etc.
ALL GOTO GOSUB IF .... THEN LIST and RUN statements are also renumbere

DELETE : This is for block line deletion

e.g. DELETE 325,395 will delete lines 325 to 395 inclusive.

PRINT/S : Prints the screen display on to the SHARP MZ-80P3 printer.

This can be formatted to the printer to give compressed lines , single or doub width characters as described in the MZ-80P3 manual.

PRINT/A and PRINT/O direct all printing to the printer.

PRINT/A (print all) causes all PRINT and PRINT/P statements to print on both the screen and printer. PRINT/O switches this to the normal mode.

PRINT/B sets the printer tab.

A comma in a print statement to the printer normally causes a tab to the next column start - Sharp Basic sets this to 10. It can now be set between 1 and 255 e.g. PRINT/B 24 will set the tab columns to 24 characters wide (a variable ma be used as the number).This is especially useful for creating tables of figure

APPEND This will join basic programs together.

Use APPEND by loading a program from tape and then enter APPEND. Load a second program which has been numbered higher. The new program can then be saved to a cassette. Any number of programs can be joined together.

TRON n This is a trace function.

TRON slows down the running of a program and displays the line number being executed at the time in the top left corner.The execution of the program can be stopped at any time by pressing the bottom right graphic key - press any other key to restart. The bottom right key is also used to single step through the program - press it again and again to step and stop. The cursor flashes on the screen indicating its position at each pause in the program. The value of ' n ' sets the delay.TRON 1 is the fastest and this can be varied to 255 - the slowes

OFF switches the trace off.

DUMP n lists the values of variables. 'n' may be any number from 0 to 7:

DUMP 1 lists all user defined functions
DUMP 2 lists all simple string variables
DUMP 3 lists all single dimension string arrays
DUMP 4 lists all two dimensional string arrays
DUMP 5 lists all simple numeric variables
DUMP 6 lists all single dimension numeric arrays
DUMP 7 lists all two dimensional numeric arrays
DUMP 0 does all the above.

The bottom right graphic key can again be used to control the display. Use SHIF and BREAK to exit during a dump routine.
When a two dimensional array is dumped the first index changes the most rapidly and after each row the second index figure is printed within brackets.

PRINT @ X,Y; is a PRINT AT command.

When a print statement is begun @ X,Y; where X and Y are expressions 0-39 and 0-24 respectively the cursor is immediately positioned at screen location X,Y and the rest of the print statement is executed.
e.g. ? @ 20,12;"K" will print a K in the centre of the screen.

LIST TRON and DUMP may all be controlled by the bottom right graphic key .

LIMIT MAX now works properly.

As the operation of the KNIGHT COMMANDER does not slow down the BASIC it may be used at all times.

It was created here at Aberdeen by Duncan Booth using the Sharp Assembler.
The KNIGHT COMMANDER is unique and is only available from KNIGHTS COMPUTERS.

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