

Pegasus Basic Instructions Part 3

& OPEN oz,uz,ls,rs - opens a window from row #oz to #uz, from column #ls to #rs. The window is limited by a frame. A maximum of 10 windows can be opened. The hires area from \$e000 to \$ffff is used as a buffer, ie graphics can be overwritten.

& CLOSE - closes the last opened window.

& PRINT ( POS z, s,) str\$( ;) - prints str\$ in the current window (at position z, s). The cursor commands, RVS ON/OFF, HOME and CTRL-A (places the cursor in the last line/column) are recognized as control characters.

& SCREEN byte - fills the screen with the screen code character # byte.

& SHADOW byte - draws a shadow for the current window with the # byte character.

Attention: The shadow does not belong to the window! Characters below him are not saved and are therefore lost!

& CURSOR oz, uz, ls, rs - Sprite #1 can be controlled with a joystick in port #2 in a screen area with borders oz, uz, ls, rs. Fire cancels this order again.

& GET ( POS z, s,) var\$ - reads a character into var\$.

var = &CURSORX  
var = &CURSORY

- provides a row and column where fire is pressed.

var =& INPUT ( POT z, s,) num - reads in a number with # num digits.

(about)