PASCAL for the Commodore 64

G-Pascal: The Complete Games System

G-Pascal is more than just a programming language for your Commodore 64 computer – it's a complete games system, providing extensive support for the Commodore 64's:

- Graphics
- Sprites
- Music and sound effects
- Colours
- Interval timer
- Clock

G-Pascal is a self-contained Pascal subset – once G-Pascal is loaded from disk or cassette you can edit, compile and test your programs continuously without needing any further disk or cassette access – writing programs is fast and easy. It comes with an extensive Manual which will enable even a complete novice to write programs in minutes!

G-Pascal contains 76 separate extensions to the Pascal language to support the features unique to the Commodore 64, as well as the important Pascal constructs.

Programming sprites and other special effects is accomplished in G-Pascal with simple built-in commands – contrast this to the cumbersome and incomprehensible PEEKs and POKEs needed to achieve the same effect in Basic.

As well as supporting the Commodore 64's features, G-Pascal is an advanced programming system in its own right. It features:

- Compile speed of over 6,000 lines per minute.
- Built-in Text Editor which incorporates powerful global Find and Replace capability. Programs are easy to enter and maintain.
- Filing system allows your programs to be easily saved and retrieved from disk or cassette.
- Supports printing of programs.
- Error messages are printed in English with an arrow pointing to the point of error.
- Support for machine-code subroutines.
- Programs are stored in a 'compressed' format, allowing larger programs to be compiled.
- Debugging aids including program trace which may be invoked at any time from the keyboard.
- Complete G-Pascal system only occupies 16K of memory, leaving substantial room for your programs and graphics effects.
- Supports the following standard Pascal constructs: PROCEDURE, FUNCTION, WHILE, DO, REPEAT, UNTIL, FOR, IF, THEN, ELSE, CASE, BEGIN, END, READ, WRITE, WRITELN, VAR, CONST, INTEGER, CHAR, ARRAY.

- Whole arcade-style games can be written *without* using a single PEEK or POKE or needing machine-code subroutines.
- Supports data types: INTEGER (3 bytes) and CHAR.
- Comes with comprehensive 80-page User Manual. Includes sections on: Introduction to Pascal, Step-by-step guide to getting started, How to use all the graphics and sound effects commands, Meaning of error messages and much more!

G-Pascal is a truly comprehensive support package for your Commodore 64. Programming in G-Pascal is enjoyable and easy. Ask your local Dealer for a demonstration today!

G-Pascal is written and produced in Australia by Gambit Games – a division of Gammon & Gobbett Computer Services Pty. Ltd.