

Description: Stores the number specified by the second integerexpression into the memory location specified by the first integerexpression. Note that since a memory byte has a maximum value of 255 and a minimum value of 0, the second integerexpression should remain within these limits. You should realize that the POKE command can cause the system to crash. If you POKE a location used by BASIC, weird and bad things will probably happen.

Example:

100 POKE 40960%,3% causes 3 to be stored in memory location 40960.

POKEW

Type: BASIC command

Format: POKEW integerexpression,integerexpression

Description: Stores the two byte word specified by the second integerexpression into the memory locations specified by the first integerexpression. See PEEKW.

Example:

100 POKEW 40960%,515% stores 515 in two memory locations. 515 equals 2 times 256 plus 3. 3 is stored in 40960 and 2 in 40961.

POPST

Type: BASIC command

Format: POPST(variablename)

Description: Removes an integer, real number, or string from the stack and stores it in the variable. See LOADST.

POS

Type: BASIC command

Format: POS integerexpression,integerexpression

Description: Most useful for text modes. Positions cursor to column equal to the first integerexpression and the line equal to the second integerexpression. A subsequent PRINT will start printing at the new cursor position.

PRATE

Type: BASIC command

Format: PRATE integerexpr,integerexpr,integerexpr,integerexpr

Description: Used with PDISPLAY and PCONTROL to automatically move a player-missile. The first integerexpression determines the player-missile according to the following chart.