

INTRODUCTION

Advan BASIC has many features not available in ATARI BASIC and because Advan is a compiler, your programs will normally run faster. To get the most out of Advan BASIC you need to read the tutorial section of this manual. There is also a reference section that describes each command and built-in function.

Main Features

1. Although Advan BASIC is a compiler, it has many of the user friendly features of an interpreter.

- a) You enter programs using the BASIC, not an editor.
- b) Program lines are checked for syntax errors as you enter them; any errors detected are immediately displayed.
- c) In most cases, error messages are given, rather than error numbers.
- d) In most cases, Advan shows the line and position in the line where the error occurred.
- e) Several disk commands are built-in. You can get a directory, or kill, lock, unlock, and rename a file without leaving the BASIC or effecting the program in memory.

2. Advan BASIC supports integer, real, and string variables.

- a) Variable names may be any length.
- b) Strings don't need to be dimensioned.
- c) String arrays, as well as integer and real arrays, are available (up to 64 dimensions).
- d) Real and integer numbers may be mixed in expressions.
- e) The ability to use integers is especially important since they take up only 1/3 as much space, and calculations are at least 3 times faster than those with real variables and real numbers.

3. REPEAT-UNTIL, WHILE-WEND, CASE, IF-THEN-ELSE, and multi-line IF commands are available. Also, program lines can be indented. These commands make it easier to program, and allow many of the techniques used in structured programming.

4. There are special commands for player-missiles.

- a) You can define a figure and insert the figure into a player or missile.
- b) You can set up the program to automatically move a player horizontally or vertically at specified rates. Once started, their positions will be changed automatically during the vertical blank interrupt, so that the program can do other things during their movement.
- c) You can set up the system to automatically change a displayed figure as well as automatically move it. This allows player-missile animation