

DEF

Type: BASIC command

Formats: DEF FNvariablename
DEF FNvariablename(variablename,...,variablename)

See Chapter 8 for a detailed description. The variablename can be integer, string, or floating point, and there may be no more than four variablenames in parentheses.

DEG

Type: BASIC command

Format: DEG

Description: Causes the BASIC to assume degrees for all trig functions.

Example:

```
10 A=30
20 DEG
30 PRINT SIN(A)
```

DIM

Type: BASIC command

Format: DIM variablename(number),variablename,(number,...,number),...

Description: The variablename can be integer, real, or string. All arrays must be dimensioned, even those whose dimension is less than 10; all arrays are set to zero at the start of program execution. The DIM statement must precede the use of the array. If it doesn't, you will get two error messages: array redefined error at the DIM statement and argument error when you use the array. The number in the DIM statement gives the maximum value of the subscript. The minimum value is zero. The maximum number of subscripts is 64.

Special note: The DIM statement in Advan BASIC serves a completely different role for strings than in ATARI BASIC. Remember, in ATARI BASIC you do not have string arrays and DIM is used to indicate the length of a string. In Advan BASIC, however, you do not need to specify the length of a string, and dimensioning a string sets up a string array.

DFILL

Type: BASIC command

Format: DFILL integerexpression,integerexpression

Description: Used to fill the entire screen, player or missile with a particular value. The most common use is to clear the screen, player, or missile. The value of the first integerexpression determines what will be filled according to the following chart: