

Description: Returns a random number less than the value of realexpression and greater than zero. Note that RND% is much faster than RND, although not as random. See RND%.

Example: 100 PRINT RND(8)

RND%

Type: integer function

Format: RND%(integerexpression)

Description: Returns a random integer less than or equal to the integerexpression and greater than or equal to one. The integerexpression must be less than or equal to 255. See RND.

Example:

100 PRINT RND%(6%)

RTIME

Type: BASIC command

Format: RTIME

Description: Sets to zero the clock used by the TIME and WAIT commands. See TIME and WAIT.

SCONTROL

Type: BASIC command

Format: SCONTROL integerexpr,integerexpr,integerexpr,integerexpr

Description: The ASOUND command specifies the parameters for the voice, but does not actually start the sound. SCONTROL starts and stops all sound channels, allowing several voices to be synchronized. The first integerexpression controls voice 0, the second integerexpression controls voice 1, the third controls 2, and the fourth controls 3. If the integerexpression is 1, the voice is started or continued. If it is 0, the voice is stopped or not started.

SETARRAY

Type: BASIC command

Format: SETARRAY variablename,expression

Description: Sets each element of the array equal to the value of the expression. The variablename must be the name of a real or integer one dimensional array. If real, the expression must be real; if integer, the expression must be integer.

Example:

SETARRAY A%,0% sets all elements of A% to 0%.

SETCOLOR

Type: BASIC command