Advanced BASICs Readme

-Introduction

This program is designed to allow other BASIC programmers advanced features without having to do much themselves. There are 5 different functions in this. See below for explanations and help. This program should only be run from within another program. NOTE: xLIB is required for some of the functions.

-Installing

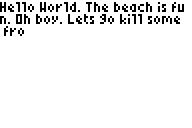
Send the group ADVTXT02 group to your calculator, and ungroup them. Or, you can ungroup them on your computer and then send FFTEXT.8xp and FFTEXT02.8xp to your calculator.

-Use

First, install xLIB. If you don’t know what xLIB is, go to ticalc.org and search for it. In a program, type the open bracket ‘{‘ and the corresponding numbers to define which functions you wish to use.

-Functions

1. Slow Text/Fast Text: This will put Str1 on the graph screen one letter at a time. You can hold 2ND or ENTER to make the text appear more quickly. If the text reaches the end of a line, it will continue to the next line. If it reaches the end of a page, the page will scroll up and continue. NOTE: You must store all of the text into Str1 before running the program
   1. Syntax: {1:prgmFFTEXT
   2. Example: “Hello World. The beach is fun. Oh boy. Lets go kill some frogs.”->Str1:{1:prgmFFTEXT

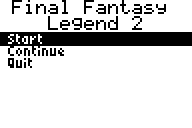


1. Dialog Box: This will pop up a dialog box at the bottom of the graph screen. It will then put Str1 in the box one letter at a time. You can hold 2ND or ENTER to speed up the text. Once it reaches the end of the first line, it will proceed to the next. Once it reaches the end of the second line, it will clear the dialog box and continue from the first line.
   1. Syntax: {2:prgmFFTEXT
   2. Example: “Hello World. The beach is fun. Oh boy. Lets go kill some frogs.”->Str1:{2:prgmFFTEXT



1. Advanced Menu Selector: This uses xLIB to pop up a menu selector. Lets you use the up and down arrow keys to scroll through a menu of up to however many options you choose. You must place the TEXT before you run the program. It returns the option selected in A.
   1. Syntax: {3,NumberOfOptions,StartingRow,OptionHelper:prgmFFTEXT
      1. NumberOfOptions: A number 1-10
      2. StartingRow: A number 0-57. This number determines where your first option is located at. Example: Text(0,25,”Option1”):Text(6,25,”Option2) StartingRow would be 0 because 0 is where the first option is located.
      3. Option Helper: A number that is an increment of ten starting with 0. If you are going to have more than 10 options, this is what you would use (if you don’t take up more than a page DO NOT PUT ANYTHING HERE). If you have more than ten options, you would put your ten options on the screen, and then run this like this: Text(0,0,”blah”)…Text(54,0,”blah”){3,10,0,0:prgmFFTEXT. If one of these option was selected, it will add the fourth element of the list you supplied to that number. For example, if you did this {3,0,10,10:prgmFFTEXT. It would add 10 to A. Also, if you are on the first menu item and the user presses up, it will store 0 to A and add the number you specified. (If I didn’t explain this very well, email me and I will send you some sample programs and more help).
   2. Example:

:ClrDraw

:Text(16,0,”Start”

:Text(22,0,”Continue”

:Text(28,0,”Quit”

:{3,3,16:prgmFFTEXT

:If A=1:Goto ST

:If A=2:Goto CT

:If A=3:Goto X

1. Scrolling Credits: This displays up to 10 strings scrolling upward pixel-by-pixel.
   1. Syntax: {4,NumberOfStrings:prgmFFTEXT. Hold 2ND or ENTER to speed up scroll speed.
      1. NumberOfStrings: A number 1-10 that indicates the number of strings
   2. Example:

:ClrDraw

:”Hi”->Str1

:”I”->Str2

:”Like”->Str3

:”2”->Str4

:”Program”->Str5

:{4,5:prgmFFTEXT

1. Center Text: WARNING. This is very buggy and I don’t recommend using it. So don’t. =D

CREDITS:

Patrick Pendergrast: Creating xLIB, which I use frequently.

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