

EXTENDED BASIC We expect to make this new language available in two versions: on tape, for those of you who will have a lot of added memory; and on a ROM for those of you with a small added memory. To explain: The Extended Basic resides in 8K bytes. If you have lots of memory available to you, then you can afford to allocate 8K of that memory exclusively for the storage of the Basic, and use the rest of your memory for inventing a program that utilizes that Basic. If you had 24K of memory, for example, 8K would be language, and 16K could be program. You would have to load the Basic every time you wanted to use it. It is the cheaper way to obtain the Basic.

If you have a limited amount of memory, then you want to keep as much of it available for writing programs. That person can purchase the Basic permanently located in a ROM chip, exactly as the Bally Basic is now. It would be inside a cartridge and would fit into the existing receptacle just like the Bally Basic does. The language will be the same and programs will run equally well in either memory system (as long as the program fits).

Here is a list of most of the new commands and features that will appear in the Extended Basic:

POINT and CIRCLE

SNAP memorizes what is on the screen and stores it in an array. Later you can recall the scene using SHOW

NEW erases the program

DEFAULT sets all variables to their original values.

ZERO sets all variables to zero.

DATA allows easier entry of variables

SCROLL rolls the text up or down a specified number of lines

Commands can be shortened (P. means PRINT)

Conversion is available between decimal and hex and binary

Four colors anywhere

Additional character font size of 3x5

A window can be set up of any size, anywhere, within which text can be placed and scrolled.

UNUSUAL SOUNDS The following program was sent by Bill Loos, which, along with the list of variables, will provide some unusual sound effects. Make direct substitutions of the values of X and Y as recommended, either individually, or by grouping two or more together.

10 INPUT X; INPUT Y; &(21)=15	X = -255	Y = -224
20 FOR A=X TO Y	X = -223	Y = -192
30 &(19) = A; &(18) = A	X = -191	Y = -160
40 &(20) = ABS(2xA); NEXT A	X = -159	Y = -128
50 FOR B = 0 TO 500; NEXT B	X = -127	Y = -96
60 &(18) = 0; &(19) = 0; &(20) = 0	X = -95	Y = -64
70 GOTO 10	X = -63	Y = -32
	X = -31	Y = -1

Bill Loos, 8599 Framewood Dr. Newburgh, IN 47630