

## BASIC816 Keys & Commands

### Keys

<b>Backspace</b>	Delete character left of the cursor
<b>CTRL-C</b>	Interrupt the BASIC program
<b>Delete</b>	Delete character under the cursor
<b>END (CTRL-E)</b>	Move cursor to the end of the line
<b>HOME (CTRL-A)</b>	Move cursor to the start of the line
<b>INS</b>	Insert a SPACE under the cursor
<b>SCROLL LOCK</b>	Pause printing

### Memory

CALL <address>, <a>, <x>, <y>  
MONITOR  
POKE <address>, <byte>  
POKEW <address>, <word>  
POKEL <address>, <long>  
POKED <address>, <dword>  
<byte> = PEEK(<address>)  
<word> = PEEKW(<address>)  
<long> = PEEKL(<address>)  
<dword> = PEEKD(<address>)

### DOS

BLOAD <filename> [, <address>]  
BRUN <filename>  
BSAVE <filename>, <start addr>, <end addr>  
COPY <old file>, <new file>  
DEL <filename>  
DIR  
LOAD <filename>  
RENAME <old file>, <new file>  
SAVE <filename>

### Time & Date

"dd/mm/yyyy" = GETDATE\$(0)  
"HH:MM:SS" = GETTIME\$(0)  
SETDATE <day>, <month>, <year>  
SETTIME <hour>, <minute>, <second>

### Graphics & Text

CLS  
GRAPHICS <control bits>  
SETBGCOLOR <red><sup>1</sup>, <green>, <blue>  
SETBORDER <is\_visible><sup>2</sup> [, <red>, <green>, <blue>]  
SETCOLOR <lut><sup>3</sup>, <color><sup>4</sup>, <red>, <green>, <blue>  
TEXTCOLOR <foreground>, <background>

### Bitmaps

CLRBITMAP <plane><sup>5</sup>  
BITMAP <plane>, <is\_visible>, <lut> [, <address>]  
FILL <plane>, <x0>, <y0>, <x1>, <y1>, <color>  
LINE <plane>, <x0>, <y0>, <x1>, <y1>, <color>  
PLOT <plane>, <x>, <y>, <color>

### Sprites

SPRITE <sprite><sup>6</sup>, <lut>, <address>  
SPRITEAT <sprite>, <x>, <y>  
SPRITESHOW <sprite>, <is\_visible>

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- 1 RGB component values are 0—255
  - 2 If true (non-zero), the border is displayed. If false (0), the border is hidden
  - 3 Color lookup table index (0—7: graphics LUT, 8: text foreground, 9: text background)
  - 4 Color index (0—15 for text colors, 0—255 for graphics colors)
  - 5 Bitmap index (0 or 1)
  - 6 Sprite index (0—63)

## Tiles

TILESET <tileset><sup>1</sup>, <lut>, <is\_square><sup>2</sup>, <address>

TILEMAP <tileset>, <width>, <height>, <address>

TILESHOW <tileset>, <is\_visible>

TILEAT <tileset>, <x>, <y>

## Graphics Mode Bits

Bit	Purpose
9	Pixel Doubling (640x480 → 320x240, 800x600 → 400x300)
8	Base resolution: 0 = 640x480, 1=800x600
7	Video Disable (0 = normal, 1 = turns off video output)
6	Gamma enable (1 = turn on gamma correction)
5	Sprite engine (1 = enable sprite engine)
4	Bitmap engine (1 = enable bitmap engine)
3	Tile engine (1 = enable tile engine)
2	Graphics enable (1 = enable graphics engines) <sup>3</sup>
1	Text Overlay (1 = show text over graphics) <sup>4</sup>
0	Text engine (1 = enable text mode)

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1 Tileset/map index (0—3)

2 If true, tile set bitmap is 256 by 256 pixels. If false (0), bitmap is 8 pixels by 2048.

3 Graphics must be enabled for sprites, tiles, or bitmaps to be shown.

4 To show graphics and text together, bits 0, 1, and 2 must all be 1s... as well as at least one of bits 3—5.