

Extended BASIC compiler v2.12

Changes to Extended BASIC compiler v2.1

The most important changes are the repair of several bugs. The line number bug caused certain line numbers (235,238,239,240,254) to compile incorrectly. The sprite bug crashed the computer when you deleted a sprite that was not in motion. A bug in the print routine kept lines from scrolling properly.

These have all been fixed in version 2.1

The following was added to the compiler:

CALL PEEK

CALL LOAD

MAX

MIN

RPT\$

The manual has been updated and expanded.

Changes to Extended BASIC compiler v2.11

Several bugs have been repaired. Two more line numbers (133 and 253) were found that compiled incorrectly. HCHAR, VCHAR, and SEG\$ did not work properly with a repeat value of 0. The screen timeout counter would blank the screen when playing a game even though the joysticks were being used. The keyboard did not scan properly after CALL KEY(1,K,S) or (2,K,S). DISPLAY AT with a SIZE blanked the entire line. These have all been fixed.

Changes in Extended BASIC compiler v2.12

The bug fixes above caused a serious side effect: Although strings displayed properly, numbers would not print when using DISPLAY AT with SIZE. That bug has been fixed. The compiler now gives you the option to load compiler extras. Select N if you are not using them.

The files in the zipped folder are:

XBCOMP211@- An archived file containing the 12 files in the compiler package.

Extended BASIC compiler v211- a disk image for the Win994a simulator.

XB Compiler 2.11 Documentation- The manual for the compiler