



# BASIC

## Description

- BASIC is a Disk BASIC dialect, compatible with IBM Personal Computer BASIC.
- BASICA is a Advanced BASIC dialect, compatible with IBM Personal Computer BASIC.
- GWBASIC is a same as Advanced BASIC dialect, compatible with IBM Personal Computer BASIC.

BASIC and BASICA not depended on BIOS Cassete BASIC.

Target goal is a QBASIC 1.1 compatibility.

## Keywords

For now only IBM Personal Computer BASIC 1.10 words checked

- Dsk - Disk BASIC (BASIC.COM)
- Adv - Advanced BASIC (BASICA.COM)

In plans:

- Gw - GW-BASIC 3.23

## Commands/Statements

Name	Status
AUTO	Done
BEEP	Done
BLOAD	Done
BSAVE	Done
CHAIN (Dsk+)	Done
CLEAR	Done
COMMON (Dsk+)	Done
CONT	Done
DATA	Done
DEF FN	Done
DEF SEG	Done
DEFDBL	Done
DEFINT	Done
DEFSNG	Done
DEFSTR	Done
DEFUSR	

<b>Name</b>	<b>Status</b>
DELETE	Done
DIM	Done
DRAW (Adv+)	
EDIT	
END	Done
ERASE	Done
FIELD (Dsk+)	Done
FOR/NEXT	Done
GET (Graphics) (Adv+)	
GOSUB	Done
GOTO	Done
IF	Done
INPUT	Done
INPUT	Done
KEY	
KEY(N) (Adv+)	
LET	Done
LINE	
LINE INPUT	Done
LIST	Done
LLIST	Done
LOAD	Done
LPRINT	Done
LSET (Dsk+)	Done
MERGE	Done
MOTOR	
NAME (Dsk+)	Done
NEW	Done
ON COM (Adv+)	
ON ERROR	Done
ON GOSUB	Done
ON GOTO	Done
ON KEY (Adv+)	
ON PEN (Adv+)	
ON STRIG (Adv+)	
OPEN	Done
OPTION BASE	Done
PAINT (Adv+)	
PEN	
PLAY (Adv+)	
PRINT	Done
PSET	
PRESET	
PUT (Graphics) (Adv+)	
READ	Done

<b>Name</b>	<b>Status</b>
REM	Done
RENUM	
RESTORE	Done
RESUME	Done
RETURN	Done
RSET (Dsk+)	Done
RUN	Done
SAVE	Done
SCREEN (Statement)	
SOUND	
STOP	Done
STRIG	
SWAP	Done
SYSTEM (Dsk+)	Done
WEND	Done
WHILE	Done
WRITE	Done

## Functions

<b>Name</b>	<b>Status</b>
ABS	Done
ASC	Done
ATN	Done
CALL	
CDBL	Done
CHR\$	Done
CINT	Done
CIRCLE (Adv+)	Done
CLOSE	Done
CLS	Done
COLOR	
COM(n) (Adv+)	
COS	Done
CSNG	Done
CSRLIN	
CVD (Dsk+)	Done
CVI (Dsk+)	Done
CVS (Dsk+)	Done
DATE\$ (Dsk+)	Done
EOF	Done
ERL	Done
ERR	Done
ERROR	Done
EXP	Done
FILES (Dsk+)	Done

<b>Name</b>	<b>Status</b>
FIX	Done
FRE	Done
GET (Dsk+)	Done
HEX\$	Done
INKEY\$	Done
INP	
INPUT\$	Done
INSTR	Done
INT	Done
KILL (Dsk+)	Done
LEFT\$	Done
LEN	Done
LOC (Dsk+)	Done
LOCATE	Done
LOF (Dsk+)	Done
LOG	Done
LPOS	Done
MID\$	Done
MKD\$ (Dsk+)	Done
MKI\$ (Dsk+)	Done
MKS\$ (Dsk+)	Done
OCT\$	Done
OUT	
PEEK	
POINT	
POKE	
POS	Done
PUT (Dsk+)	Done
RANDOMIZE	Done
RESET (Dsk+)	Done
RIGHT\$	Done
RND	Done
SCREEN()	
SGN	Done
SIN	Done
SPACE\$	Done
SPC	Done
SQR	Done
STICK	
STR\$	Done
STRING\$	Done
TAB	Done
TAN	Done
TIME\$ (Dsk+)	Done
TRON	Done

Name	Status
TROFF	Done
USR	
VAL	Done
VARPTR	
VARPTR\$ (Dsk+)	
WAIT	
WIDTH	Done

AUTO BEEP BLOAD BSAVE CHAIN CLEAR COMMON CONT DATA DEF FN DEF SEG DEFDBL DEFINT  
 DEFSNG DEFSTR DEF USR DELETE DIM DRAW EDIT END ERASE FIELD FOR/NEXT GET (Graphics)  
 GOSUB GOTO IF INPUT INPUT KEY KEY(N) LET LINE LINE INPUT LIST LLIST LOAD LPRINT LSET MERGE  
 MOTOR NAME NEW ON COM ON ERROR ON GOSUB ON GOTO ON KEY ON PEN ON STRIG OPEN  
 OPTION BASE PAINT PEN PLAY PRINT PSET PRESET PUT (Graphics) READ REM RENUM RESTORE  
 RESUME RETURN RSET RUN SAVE SCREEN (Statement) SOUND STOP STRIG SWAP SYSTEM WEND  
 WHILE WRITE ABS ASC ATN CALL CDBL CHR\$ CINT CIRCLE CLOSE CLS COLOR COM(n) COS CSNG  
 CSRLIN CVD CVI CVS DATE\$ EOF ERL ERR ERROR EXP FILES FIX FRE GET HEX\$ INKEY\$ INP INPUT\$  
 INSTR INT KILL LEFT\$ LEN LOC LOCATE LOF LOG LPOS MID\$ MKD\$ MKI\$ MKS\$ OCT\$ OUT PEEK POINT  
 POKE POS PUT RANDOMIZE RESET RIGHT\$ RND SCREEN() SGN SIN SPACE\$ SPC SQR STICK STR\$  
 STRING\$ TAB TAN TIME\$ TRON TROFF USR VAL VARPTR VARPTR\$ WAIT WIDTH

2024/06/06 14:02 · prokushev · 0 Comments

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Last update: **2024/06/08 10:25**

