Misc

COLLABORATORS

	TITLE : Misc		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Misc

1.1 Misc V1.20

```
PureBasic Misc library V1.20

  This library provide lot of very useful but inclassifiable
  functions..

Commands summary:

  Delay
  GetFilePart
  GetPathPart
  MouseWait
  PeekX
  PokeX
  Print
  PrintN
  PrintNumber
  PrintNumberN
  ProgramPriority
  RunProgram
  VWait
```

1.2 delay

```
   SYNTAX
Delay(Time)

   FUNCTION
Halts the program execution for the given time.

Time: Number of seconds to wait.
```

1.3 getfilepart

```
   SYNTAX
FileName$ = GetFilePart(String$)

   FUNCTION
Return the FileName of a path and filename string.

Example:

   FileName$ = GetFilePart("Dh0:Games/SuperFrog/SuperFrog.exe")

FileName$ will be 'SuperFrog.exe'.
```

1.4 getpathpart

```
   SYNTAX
PathName$ = GetPathPart(String$)

   FUNCTION
Return the full path of a path and filename string.

Example:

   PathName$ = GetPathPart("Dh0:Games/SuperFrog/SuperFrog.exe")

PathName$ will be 'Dh0:Games/SuperFrog/'.
```

1.5 mousewait

```
   SYNTAX
MouseWait()

   FUNCTION
Waits for a left mouse button click.
```

1.6 peekx

```
   SYNTAX
Result = PeekB/W/L/S(*Address)

   FUNCTION
Return a byte, word, long or string, depending of the suffix used, located
at the given *Address.
```

1.7 pokex

```
   SYNTAX
PokeB/W/L/S(*Address, Data)
```

```
   FUNCTION
Put the given data to the specified *Address. It can put a byte, word,
long or String depending of the the suffix used.
```

1.8 print

```
   SYNTAX
Print(String$)
```

```
   FUNCTION
Print the given 'String$' to the default output (CLI/Shell)
```

1.9 printn

```
   SYNTAX
PrintN(String$)
```

```
   FUNCTION
Print the given 'String$' to the default output (CLI/Shell) and add
an 'end of line' character at the end of the string.
```

1.10 printnumber

```
   SYNTAX
PrintNumber(Number)
```

```
   FUNCTION
Print the given number to the default output (CLI/Shell)
```

1.11 printnumbern

```
   SYNTAX
PrintNumberN(Number)
```

```
   FUNCTION
Print the given number to the default output (CLI/Shell) and add
a 'end of line' character.
```

1.12 vwait

```
   SYNTAX
VWait()
```

```
   FUNCTION
```
Wait until the next frame begins. It's also know as Vertical Blank. Used
to synchronize animation with the display.

1.13   runprogram

```
   SYNTAX
RunProgram(DefaultPath$, CommandLine$, ASynchrone, Stack)
```

```
   FUNCTION
```
Launch an external program from your our program using the given
parameters.

DefaultPath$: Full path to be used by default for the launched program

CommandLine$: Command to execute (Path and name of the program to launch).

ASynchrone: If set to 1, will launch the program in asynchrone mather, so
            your program will continue immediatly after the launch. Else
            your program will be halted until the launched program quits.

Stack: Stack value for the launched program. Set it at least to 4096 if you
       don't know what it does !

1.14   programpriority

```
   SYNTAX
OldPriority.b = ProgramPriority(NewPriority)
```

```
   COMMAND
```
It allows the programmer to set the priority of the program. It could
be very useful when launching a task which uses a lot of cpu time
during long periods (ie: rendering, compression...) and shouldn't lock
the whole system. So set a priority of -1 and it will multitask very
well!

In another side, a game needs most system resources, so when doing a fast
arcade game in a multitasking environment, you must set your task priority
to 10 (at least). Don't forget to reduce it when no more action is needed
(ie: menus, waiting...)