

Misc

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	<i>TITLE :</i> Misc		
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Contents

1	Misc	1
1.1	Misc V1.20	1
1.2	delay	1
1.3	getfilepart	1
1.4	getpathpart	2
1.5	mousewait	2
1.6	peekx	2
1.7	pokex	2
1.8	print	3
1.9	printn	3
1.10	printnumber	3
1.11	printnumbern	3
1.12	vwait	3
1.13	runprogram	4
1.14	programpriority	4

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 known 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 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 manner, so your program will continue immediately 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...)