Misc

COLLABORATORS

	TITLE : Misc		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		October 9, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Misc

1.1   Misc V1.40

```
              Misc V1.40 General Information:

* Blitz Basic II library number        : #167
* Library size when linked to executable: 312 bytes
* Number of commands                   : 4
* Ressources automatically freed at end : Yes


   Commands summary:


            NBoolean Values
            Functions

            NMouseWait
            Statement

            NProgramPriority
            Command (Byte)

            NVWait
            Statement
```

1.2   booleans

```
   NAME
NTrue, NFalse, NOn, NOff

   SYNTAX
a = NTrue
b = NOff...

   FUNCTION
There are used to do the code more readable.
```

```
In Blitz 2:

* True/On   = -1
* False/Off =  0
```

If you can, DON'T use them ! Just replace them by -1 or 0. It's much
more faster and your code will be smaller.

1.3   nmousewait

```
   SYNTAX
NMouseWait
```

```
   FUNCTION
```
This function wait for a mouse button click. It's totally system
friendly so you can use it safely in any program.

1.4   nvwait

```
   SYNTAX
NVWait
```

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

1.5   nprogrampriority

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

```
   COMMAND
```
It let the programmer to setup itself the priority of the program. It
could be very useful when launching a task which got lot of cpu time
during long time (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 need most of system ressource, so when doing a fast
arcade game in multitasking environement, you must set your task priority
at 10 (at least). Don't forget to reduce it when no more action is need
(ie: menus, waiting...)