

Project.....SpriteLib  
Program.....**BatLib**  
Author.....Zeda Elnara (ThunderBolt)  
E-mail.....xedaelnara@gmail.com  
Size.....11656 bytes  
Language.....English  
Programming.....Assembly  
Version.....4.00.66.33h  
Last Update.....16 April 2011

## Intro

So what is BatLib? BatLib is an application designed to give even more functions to BASIC users. There are tons of functions designed for beginners and all the way up to advanced programmers. At over 90 functions, you are bound to find something neat. Among the functions you will find:

- Custom fonts
- Sprite routines
- Key routines (such as for testing multiple keys)
- Memory editing (for advanced users)
- Drawing (including a Rectangle routine with 12 fill methods)
- System Flag editing (for advanced users)
- Reading directly from archive
- Easy use of hacked variables
- New manipulations of lists and matrices (such as SubMatrix)
- Sound routines
- A programming language
- Key hooks (such as SpeedyKeys)
- Drawing directly to pictures instead of just the graph screen
- New text and string functions

So if you cannot find something cool, feel free to ask!

## Getting Started

- Send BatLib to your calculator
- Select BatLib from the Apps menu. A pretty screen should pop up. Just press clear to exit the menu.
- Use numbers 1, 2, or 3 to view hooks. You can use up/down, too, but the keys register pretty fast :P
- \*At the moment the menu is not complete, but hopefully I will let the user manage installed hooks in the future (like massive parser chaining :P)

**OR**

- Send **BatLib** and prgmZINSTALL to your calculator
- Run 3:Asm(prgmZINSTALL)

Now feel free to play with BatLib's many commands :D

# Information

If this is your first time using an assembly library, you should read this section.

If you have used assembly libraries like Celtic 3, xLIB, or Omnicalc, you can skim through this section.

## Syntaxes

-All functions run using the **dim(** functions. For example, **dim(0)** executes command 0 (DisableFont). Using **dim(** the normal way still works.

-Many times variable names are needed as arguments. For example, **GetVar** returns the contents of a variable as a string and uses the arguments **dim(21,"VarName")**. The names require a prefix byte to tell what var type to read. So to copy the contents of the appvar SPIDER, you use **dim(21,"USPIDER")** where U is a prefix for appvars. For a list of prefixes, go [here](#).

-The terms 'token', 'hex', and 'ASCII' come up several times. An example of a **token** is "sin(" or "A" or any of the commands or variables in the TI-OS. Each of these tokens is represented by hexadecimal to the calc. For example, "A" is 41 and "sum" is B6. ASCII is all individual characters. These also have a hex representation. For example, "dim(" is made up of 4 characters. The ASCII char for 5F is "\_" and the token for 5F is "prgm"

## Binary and Hex

\*You will probably be better off using the internet...

In our number system, we count to nine and then we go to two digit numbers. In hex, you count to 15 before going to two digit numbers. After counting 0~9, you use letters A~F, so 10 is really A and 14 is E. Now to really understand hex, you must learn about binary. In binary, you count to 1 before going to two digit numbers. So 0 is 0b and 1 is 1b, but 2 is 10b. So how does this help with Hex? Count to 17 and I'll show you:

Dec	Binary	Hex
0	0	0
1	1	1
2	10	2
3	11	3
4	100	4
5	101	5
6	110	6
7	111	7
8	1000	8
9	1001	9
10	1010	A
11	1011	B
12	1100	C
13	1101	D
14	1110	E
15	1111	F
16	10000	10
17	10001	11

If you split the binary into groups of 4 digits, you can find the hex. So take 17:

1 0001

The first group equals 1 and the second group does as well. So, the hex for 17 is 11h. For 217, here is the binary:

1101 1001

Looking at the chart, 1101b is D and 1001b is 9. So, 217=D9h.

=====  
If you want a mathematical approach to this, here you go. If you break down the number 217, you get:

100x2 plus 10x1 plus 1x7

In other words, you get:

7 times 10<sup>0</sup> (for the ones place)

1 times 10<sup>1</sup> (for the tens place)

2 times 10<sup>2</sup> (for the hundreds place)

In binary, 217=11011001. That can be rewritten as this:

1 times 2<sup>0</sup> (or 1x1) =1

0 times 2<sup>1</sup> (or 0x2) =0

0 times 2<sup>2</sup> (or 0x4) =0

1 times 2<sup>3</sup> (or 1x8) =8

1 times 2<sup>4</sup> (or 1x16)=16

0 times 2<sup>5</sup> (or 0x32)=0

1 times 2<sup>6</sup> (or 1x64)=64

1 times 2<sup>7</sup> (or 1x128) =128

If you add 1+8+16+64+128, you get 217.

In hexadecimal, 217=D9. That can be rewritten as:

9 times 16<sup>0</sup> (or 9x1)=9

D times 16<sup>1</sup> (or 13x16)=208

Add 9 and 208 and you get 217.

=====  
Now that that is covered, how is this information used in BatLib? For sprites (see the "Sprites" section), data is stored with pixels. A darkened pixel can be represented with a 1 and a light pixel can be represented with a 0. Convert this data to hex and then compress it and you can compress the data by 1/8. For example, here is a circle:

```
00111100 3C 1111
01000010 42 1 1
10000001 81 1 1
10000001 81 1 1
10000001 81 1 1
10000001 81 1 1
01000010 42 1 1
00111100 3C 1111
```

The data in hex is 3C4281818181423C

Another use is for when you store and recall data. 233 uses 3 bytes if stored that way and it uses 9 bytes if stored to a var. If you store it as a byte (a byte is two hex digits) you use just that-- a byte.

=====  
Again, you will probably have more luck checking the internet for a tutorial if you don't understand binary and hex.

## Sprites

So, what is a sprite? A sprite is like a picture that uses pixels. All these letters on this screen are sprites as is the cursor and all the icons on your desktop. In games, a sprite is typically animated or designed to represent an object. As an example, if you have ever played Pokémon, your character is represented by a sprite. Since the calculator uses only black and white pixels, sprites can be represented as a bunch of ones and zeros. Convert these ones and zeros to hex and then to bytes and you will have successfully created sprite data.

For this program, sprite data is formed in rows. If a sprite is two bytes wide (16 pixels), you would find the sprite data going left and right and then down. When you have converted the sprite to hex, use HexToken to convert it to bytes.

To animate a sprite, you can use the coordinates. For example, in a program you can make it so that pressing right adds 1 to the X coordinate. There are several methods of displaying sprites that are useful in different situations.

=====  
**OR Logic** /  
=====  
/

OR logic means that the sprite is displayed without turning pixels off. In other words, if only 1 bit is 1, the result is 1. For example:

00101001 Data already on the screen  
00111100 Sprite data  
00111101 Result.

The result is only 0 (pixel off) if both bits are 0.

=====  
**AND Logic** /  
=====  
/

AND logic means that the both bits need to be 1 in order for result to be 1. If even 1 bit is 0, the result is 0. Think of it like multiplication of the bits. 1x1 is the only way to get 1. Using the same example:

00101001 Data already on the screen  
00111100 Sprite data  
00101000 Result.

The result is only 1 (pixel on) if both bits are 1.

=====/  
**XOR Logic** /

=====/  
XOR logic returns a 1 if both bits are different. Using XOR two times results in no change to the original data. Par exemple:

```
00101001  Data already on the screen
00111100  Sprite data
00010101  Result.
```

Now do it again:

```
00010101  New data on the screen
00111100  Sprite data
00101001  Result.
```

As you can see, the result is identical to the original data. If both bits are the same, the result is 0.

=====/  
**Overwrite** /

=====/  
Overwrite does just that-it overwrites the data ignoring old values. With the DPutSprite command, the sprite kind of uses the overwrite method, but at the same time it doesn't. The screen data for the graph, when it is displayed, is stored in two places: the graph buffer and the actual screen. The LCD screen has its own memory separate from the calculator, so editing this memory will change what appears on the screen without changing the buffer data. Updating the buffer will restore the screen.

## Data Editing

This program uses data in the form of bytes for many of its inputs. There are also a few commands that directly edit parts of the memory (as defined by the user). This data is typically not in the form of data you are used to, but it uses a small fraction of the memory and is much faster to use. When reading something like program data, do not assume each token is one byte (a token is something like "Goto " or "→" et cetera) because some are in fact two bytes. If you are reading sprite data, you should know how many bytes to read (ie. 8 bytes for an 8x8 sprite) as well as the offset. Data editing features really should be used only by those who understand what they are doing. Bad inputs could result in very undesired results. Reading data should not be a problem, but writing should be done with care.

The HexToken and TokenHex commands are two commands that I have found particularly useful. HexToken will convert a string of Hex to its Tokens, so you can use this to do things like making hacked vars, illegal (meaning not normally possible) strings, et cetera. TokenHex does the exact opposite by splitting up the tokens into its hex. Hacked vars? Illegal strings? What is this?

Hacked Vars:

If you want more than just 10 strings to work with, you can actually type the hex values of a hacked string. String tokens (as well as most variables) use 2 bytes. Strings start with AA and are followed with the string number. Str1 is AA00, Str2 is AA01, et cetera. After AA09 (Str0), the vars don't have real names, so Str32 is actually represented by a lowercase "a" (which I find aesthetically pleasing in a program). Here is a chart of token types:

```
-----  
Type      Token  
-----  
Matrix    5Ch  
List      5Dh  
Y-Var     5Eh  
Pic       60h  
GDB       61h  
Stat      62h  
Zoom      63h  
Command   7Eh  
Strings   AAh  
Chars     BBh  
More      EFh
```

Illegal Strings:

Illegal strings are strings that contain the newline token, the → token, or a quotation mark. Here are the token equates:

```
2A  "  
04  →  
3F  Newline
```

## Features

**Stringing:** BatLib has the ability to string functions. What this means is that instead of doing this:

```
:dim(1  
:dim(2  
:dim(3,0,dim(5,"01020304050607
```

You can string all of the arguments together all at once, saving memory and speed:

```
:dim(1,2,3,0,dim(5,"01020304050607
```

That turns off the run indicator, enables the font hook, and then changes the font data for "0"

**Control:** BatLib provides BASIC programmers with a lot of control over their calc and with this comes some danger. For example, command 17 gives access to editing the 32kb of memory. 8kb of that is a bunch of system information (like the contents of the graph screen).

**Memory:** I have tried to make commands that let the user do a lot with a little bit of data. For example, many of the sprite routines use tokenized data as opposed to hex data so the input strings are half the size. Also, most of the functions that read from memory can handle archived data.

**Errors:** When detected, a string is output to tell the user what kind of error occurred. For example, if a variable isn't found, ".BAD NAME" or if the height of a sprite is too big, ".BAD HEIGHT" is returned. See the [Error](#) section for more info.

Hmm, I think it is time to have fun.... !!!

## BatLib Commands

\*Offset is always 0 for the first byte/sprite/et cetera unless otherwise noted

**00-Disable Font**      dim(0)

Turns off all font hooks

**01-Indicator Off**      dim(1)

Turns the indicator off and in versions after 4.00.95.51, thi disables the Done message :)

**02-ProgFont**              dim(2)

This enables the **BatLib** program font.

**03-SetData**              dim(3,Char#,"Data")

*Char#* is a value from 0 to 15

*"Data"* contains the data for the char

The data in *"Data"* is written as char data for the program font. Every seven bytes is a char. If the string is larger than seven bytes, the next character or characters are edited, too.

**04-LoadData**              dim(4,StartChar,#)

*StartChar* is a value from 0 to 15 that tells which char to start reading data at.

*#* is how many chars to read

The data is stored as a string in Ans. As an example, using **dim(4,0,16)** will copy all 16 chars to Ans.

**05-HexToken**              dim(5,"Hex")

*"Hex"* is a string of hex digits to be compressed into tokens

As an example, if *"Hex"* is "31300441" then the output will be "31→A" in Ans

\*As a "pro" tip, **dim(5,Str1** will actually modify Str1 and output Str1 as Ans. In other words, **dim(5,Str1** is the same as **dim(5,Str1→Str1**

**06-TokenHex**              dim(6,"String")

*"String"* is the string to convert to hex

This is pretty much the opposite of HexToken.

\*The same "pro" tip applies here as well.

**07-SetMap**                    dim(7,"MapData")

"MapData" contains the map data

The result of GetMap is the proper data to use. This is a fast way to output a 64 byte, 16x8 tilemap.

**08-GetMap**                    dim(8)

This converts the data on the home screen to a 64 byte tilemap for use with SetMap. The data is stored in Ans as a string.

**09-GetTile**                    dim(9,Y,X)

Y is a value from 0 to 7 that is the Y coordinate on the home screen

X is a value from 0 to 15 that is the X coordinate on the home screen

This should be used to get the tile number in the tilemap. The value is 0 to 15 (unless, of course, you aren't using a tilemap :D ).

**10-GetKeyGroup**                dim(10,GroupValue)

GroupValue is a number from 1 to 127. This determines which key groups to test for. To determine the key group, select the values from the chart and add them together:

Value:	1	2	4	8	16	32	64	128	
Group 1	Down	Left	Right	Up					
Group 2	Enter	+	-	*	/	^	Clear		
Group 4	(-)	3	6	9	)	tan	Vars		
Group 8	.	2	5	8	(	cos	prgm	stat	
Group 16	0	1	4	7	,	sin	apps	XTON	
Group 32		Sto	ln	log	x <sup>2</sup>	x <sup>-1</sup>	math	Alpha	
Group 64	Graph	Trace	Zoom	Window	Y=	2nd	Mode	Del	

So for example, if I wanted to test for the arrows, I would use Group 1 so **dim(10,1)**. When down is pressed, the result value is 1. If down and up are pressed, 8+1=9 is returned.

If you want to test group 64 and 1, keep in mind that pressing either Graph or Down returns 1.

This waits for a key in the group or groups to be pressed.

**New** to v4.00.00.75, Adding 128 to the value removes the waiting.

**11-GetBytes**            dim(11,Offset,"VarName",#Bytes)

*Offset* is how far into the variable to start reading at starting at 0  
*"VarName"* is the name of the variable to read from  
*#Bytes* is how many bytes to read

If the appvar "TILEMAPS" had a bunch of 64 byte tilemaps and I wanted to get the data for the third one, then the first would be at offset 0, the second at offset 64, the third at offset 128. Appvars use a prefix of "U" and 64 bytes are to be read: **dim(11,128,"UTILEMAPS",64**

**12-StoBytes**            dim(12,Offset,"VarName","Data")

*Offset* is how far into the variable to start reading at starting at 0  
*"VarName"* is the name of the variable to read from  
*"Data"* is a string of data to copy starting at the offset

Okee, so say I want to use the current homescreen as a tilemap and I wanted to save it. If Appvar "TILEMAPS" has the tilemap data and I want to save it as the third tilemap:

**dim(12,128,"UTILEMAPS",dim(8**

**13-TileMap**            dim(13,Logic,"SpriteData","MapData")

*Logic* is the type of sprite logic to use:

- 0=AND
- 1=XOR
- 2=OR
- 3=Overwrite

*"SpriteData"* is a string of tile data. Every eight bytes is a tile.

*"MapData"* is a 96 byte string of data that is the tilemap

Tilemap data in **BatLib** is made going down first then right. Each byte is a tile and tilemaps are 8x12, so the first 8 bytes are the first column.

Each tile is 8x8 and each byte in the tilemap tells which sprite to display. So, if a tile was 02h, then the third sprite is displayed at the current position.

**14-VarEditByte**        dim(14,"VarName",Offset,Value)

*"VarName"* is the name of the var  
*Offset* is the byte to edit  
*Value* is the value to replace the byte with

Ans is the old value of the byte

**15-VarReadByte**        dim(15,"VarName",Offset)

*"VarName"* is the name of the var  
*Offset* is the byte to read

Ans is the value of the byte at the offset.

**16-TileMap2**            dim(16,Logic,Pic#,"String"|Str)

*Logic* is the method of drawing the sprites

*Pic#* is a value from 0 to 255. This is where the sprites are. 0=Pic1, 1=Pic2...

"String"|Str this is the tilemap data and can either be a string or the number of a string.

To use a picture to store sprites, the sprites are 8x8 and stored from left to right, then down (like with xLIB or Celtic 3). This will only source sprites from one picture var.

**17-MemEdit**            dim(17,Offset,"Data")

*Offset* is the offset into memory. 0 is the start of RAM.

"Data" is a string of data to copy to the memory location.

The data is swapped, so Ans will contain what was at that address.

At the moment, **BatLib** is using the first 22 bytes of RAM for some data as well as OP5, OP6, and the remaining bytes of appBackUpScreen that Celtic 3 isn't using.

For everybody who went "huh?" I will give these offsets:

**1772**-768 bytes of memory. This gets cleared when the calc APD's. If you use command 22 or 23, 29, and others the bytes of code get copied here, too.

**2618**-531 bytes of memory used by the StatVars. Do not use stat vars if you store data here.

**4928**-768 bytes that is the graph screen :D

**18-MemRead**            dim(18,Offset,Size)

*Offset* is the offset into RAM (just like before)

*Size* is how many bytes to read

Ans contains the data read.

**19-EditByte**            dim(19,Offset,Value)

*Offset* is the offset into RAM

*Value* is a value from 0 to 255 that is the value to write

Ans contains the previous value

**20-ReadByte**            dim(20,Offset)

*Offset* is the offset into RAM

Ans is the value of the byte read

**21-GetVar**            dim(21,"VarName")

"VarName" is the name of the var

Ans is a string containing the contents of the variable. This does not work properly for lists, matrices, or real numbers. For all others (like strings or programs), this will work even if the variable is archived.

**22-ASMHex**                    dim(22,"Hex")

"Hex" is a string of hex data that is to be executed as an assembly opcode.

As an example, **dim(22,"EF4045")** will clear the LCD. The code is executed from address 86ECh

**23-ASMToken**                    dim(23,"TokenHex")

"TokenHex" is a string of tokenized hex data.

As an example, to clear the LCD, do **dim(23,dim(5,"EF4045**

**24-DPutSprite**                    dim(24,Width,Height,Y,X,"Data")

*Width* is a value from 1 to 12 that is the width of the sprite in bytes.

*Height* is a value from 1 to 64 that is the height of the sprite in bytes.

*Y* is a value from 0 to 63 that is the Y coordinate of the sprite

*X* is a value from 0 to 11 that is the X coordinate of the sprite

"Data" is a string of data for the sprite

This draws a sprite directly to the LCD without drawing to a buffer, so it has several "side effects."

-Updating the LCD removes the sprite. This makes this function ideal for sprites that have to move as it does not affect the actual graph screen.

-Sprites will wrap around if they go off the edge of the screen.

As an example, this is my prettyful tree I designed for an RPG (it is 16x16):

```
dim(24,2,16,0,0,dim(5,"03C00D7010A82054402A4016802B8015802B405630AC0E70018001800
3C007E0
```

I used the dim(5 to tokenize it. Issa pretty tree!? ^-^

**25-VarType**                    dim(25,NewType,"VarName")

*NewType* this is the variable type you want to change the var to.

"VarName" is the name of the var

*Type* is the current type of the variable

This is where **this chart** comes in handy. This can be used to change any variable to another type, however, there are some things to be noted:

-Using the "red" types is discouraged. These data types aren't nice

-Only change a type to a type of the same color. These have similar data structures.

-Blue data types (token variables like string, pic, et cetera) will be changed back to their normal type when they are used.

-Green data types remain changed unless you are changing it when it is archived.

-Changing the type of an archived var is not permanent.

\*\*\*As a suggestion, do not change a group to a program or appvar and then unarchive it. It won't be a happy group D:

So, as an example, to make Pic1 show up in the string menu:

```
dim(25,4,"GPic1
```

**26-BatteryLevel**      dim(26)

On OSes 2.30 and up, this returns a value from 0 to 4 indicating the battery level. 0 is low, 4 is high, everything in between is inbetween.

On lower OSes, 0 or 4 is returned. 0 is low, 4 is high.

**27-IncContrast**      dim(27)

This increases the contrast one point unless it is maxed

**28-DecContrast**      dim(28)

This decreases the contrast one point unless it is maxed

**29-Rectangle**      dim(29,X,Width,Y,Height,Type)

*X* is the X pixel coordinate

*Width* is the width in pixels of the rectangle

*Y* is the Y pixel coordinate

*Height* is the height of the rectangle in pixels.

*Type* is the type of rectangle to draw:

0 =White

1 =Black

2 =XOR

3 =Black border

4 =White border

5 =XOR border

6 =Black border, white inside

7 =Black border, XOR inside

8 =White border, black inside

9 =White border, XOR inside

10=Shift Up

11=Shift Down

\*\*\*

If X or Y is offscreen, ".BAD X" or ".BAD Y" is returned in Ans. If the rectangle goes off screen, ".HEIGHT" or ".WIDTH" is returned.

**30-ScreenToGraph**      dim(30)

This copies the contents of the current screen (what is on the LCD) to the graph screen buffer.

**31-DispChar**      dim(31,Y,X,Char)

*Y* is a value from 0 to 7 that is the Y coordinate

*X* is a value from 0 to 15 that is the X coordinate

*Char* is a number from 0 to 255 that is the ASCII character to display

The coordinates are like output coordinates, minus 1.

**32-SetContrast**        dim(32,Contrast)

*Contrast* is a value from 0 to 39. 39 sets the darkest contrast and 0 sets the lightest. 24 is about normal.

**33-FlagWrite**        dim(33,Value,Flag)

*Value* is the value to write to the flag group

*Flag* is the flag group to edit

Ans contains the old value of the flag group

\*\*\*See [this section](#) on Flag Editing for more info

**34-FlagRead**        dim(34,Flag)

*Flag* is the flag group to read

Ans contains the value of the flag group

**35-GetSprite**        dim(35,X,Y,Height,Width)

*X* is a value from 0 to 11 that is the X coordinate location of the sprite.

*Y* is a value from 0 to 63 that is the Y coordinate location of the sprite.

*Height* is the height of the sprite. Use 1 to 64

*Width* is the width of the sprite. Use 1 to 12

This is a rather useful command because it saves you from needing to convert the sprite to hex! This command returns the tokenized string in Ans and the string is the correct format for **BatLib**. If you use **dim(6** on the data, it is the proper format for the Celtic 3 command **identity(5**.

**36-PicHandle**        dim(36,Function,Pic#)

Pic# is a number from 0 to 255 allowing for hacked pictures. 0 is Pic1.

Function is defined as follows:

0-RecallPic: Copies the pic to the graph screen

1-StorePic: Copies the LCD to the picture (not necessarily the graph).

2-DeletePic

3-Unarchive

4-Archive

5-Toggle Archived

**37-OutputASCII**        dim(37,Y,X,"ASCII")

*Y* is a value from 0 to 7 that is the Y coordinate

*X* is a value from 0 to 15 that is the X coordinate

"ASCII" is a string that is read and output as ASCII data

This is like BASIC's output function, except the coordinates are one less and the string is read as ASCII, not tokens

**38-SubList**            dim(38,Size,Offset,"Name")

Size is how many elements to read. 1 reads 1 element. Do not use 0.  
Offset is which element to start reading at. 0 is the start of the list.  
"Name" is the name of the list. For user defined lists, include the little L in the name.

As an example, if LEIGHT was {1,1,2,3,5,8,13,21} and I wanted to read the {8,13,21} portion, I would use:

```
Size=3  
Offset=5  
Name=LEIGHT  
dim(38,3,5,"LEIGHT")
```

This works even if the list is archived.

**39-Z-Address**            dim(39,z)

z is a value from 0 to 63 that determines how far up to shift the screen.

As an example, if you rotate the screen up 8 pixels, the top 8 pixels appear on the bottom :D

**40-BASIC ReCode**        dim(40)

This starts a ReCode block. See the BASIC ReCode PDF for commands and syntax.

**41-GetStats**            dim(41,"VarName")

"VarName" is the name of the variable  
Type is the variable type.

This returns a three element list with the information {Size,Type,Flash}:

Size is how many bytes of data the variable has

Type is the variable type. This is useful if you are not sure, specifically if a program is a regular or protected program or if a number or list is real or complex.

Flash is 0 if the var is in RAM. Otherwise, it is the flash page it is on.

This works with strings, programs, and appvars. Others may crash.

All values are returned with an even amount of digits (unless it is 0), so you will see results like {0123,05,0}, but the leading 0 is harmless. 0123 is still 123 and it does not use any extra memory.

**42-AnsType**            dim(42)

This returns the type that Ans is. Use this with something like **If** so that Ans isn't modified. This is useful if you want to figure out if a string or number was returned since BatLib returns errors as strings. It has other uses, too, besides error catching :)

#### 43-Get2Key dim(43)

Returns a number from 0 to 3247 representing the key press. If you are familiar with the xLIB/Celtic 3 real(8 command (GetKey), then pressing 1 key returns the same values. Pressing multiple keys... that returns something else. You will probably need to test it yourself.

For two keys: HighestKey\*57+NextHighestKey

#### 44-PlayData dim(44,Duration,"Data")

*Duration* is the length of each note. 256 is fast, 65535 is really slow  
*"Data"* is a string of tokenized sound data

\*For sound data, 80h and above are pauses. Do not use 00h. Ever. 01h~7Fh make noise.

\*You will need headphones to hear the noise. I got two pairs of headphones, both with an adapter at Wal-Mart. Both are designed to work with cell phones (2.5mm), but one uses the adapter to plug into a cellphone (or in my case, a TI-84+SE) and the other uses an adapter to plug into a regular headphone jack. I also got an adapter at Radio Shack ^\_^

Anywho, as an example:

**dim(44,4096,dim(5,"323225251A1A11110A0A0505**

Hmm...sounds familiar... maybe if I ever get around to Pokémon Amber I can include this noise somewhere...

#### 45-GetChar dim(45,Y,X)

Y is a value from 0 to 7 that is the homescreen Y coordinate

X is a value from 0 to 15 that is the homescreen X coordinate

Ans is the ASCII value of the char at location (Y,X)

#### 46-PortEdit dim(46,Port,Value)

*Port* is the port number to edit

*Value* is the value to write to the port

Ans is a two element list where element one is the read value before writing to the port and element 2 is the value after writing to the port.

**THIS COMMAND DOES NOT WORK YET!!!** It only modifies port 0 for some odd reason, so always make sure *Value* is 0!

Gahh! The code itself works perfectly fine... so long as it is in RAM for some reason "( If it isn't in RAM, it only uses port 0.

#### 47-PortRead dim(47,Port)

*Port* is the port to read.

Ans is the value read from the port

\*This works.

#### 48-ScreenShot dim(48)

This installs a key hook. When you are in the TI-OS, like in a menu or in the program editor, press [2nd][.] (the imaginary "i") and the currently displayed image will be copied to the graph screen.

#### 49-SpeedyKeys dim(49,Pause,Delay)

*Pause* is the delay before repeats start. Use 2 to 50. 50 is default  
*Delay* is the delay between key repeats. Use 1 through 10 and less than *Pause*.

This installs a keyhook. **Note** that only one key hook works at a time. Setting a keyhook overwrites the previous one.

As an example, I like to use **dim(49,11,3**. Try scrolling through the catalog menu...

#### 50-Uninstall dim(50)

This uninstalls the **BatLib** Parser Hook (which executes all of these dim( commands). Any font hooks or key hooks remain active, though.

#### 51-DisableKeyHooks dim(51)

This disables any active key hooks.

#### 52-HexSprite dim(52,"Hex",Height,X,Y,Logic)

*"Hex"* is the hex data for the sprite.  
*Height* is the height of the sprite in pixels.  
*X* is the X coordinate of the sprite. Use 0 to 11  
*Y* is the Y coordinate of the sprite. Use 0 to 63  
*Logic* is the method of drawing the sprite:  
0-Overwrite  
1-AND  
2-XOR  
3-OR

There is no width input because it uses the length of the data divided by the height to find the width (area/width=height). (it rounds up if there isn't enough data :P)

#### 53-TokenSprite dim(53,"Data",Height,X,Y,Logic)

*"Data"* is the tokenized data for the sprite.  
*Height* is the height of the sprite in pixels.  
*X* is the X coordinate of the sprite. Use 0 to 11  
*Y* is the Y coordinate of the sprite. Use 0 to 63  
*Logic* is the method of drawing the sprite:  
0-Overwrite  
1-AND  
2-XOR  
3-OR

**54-DBRead**            dim(54,LineByte,Line,"VarName")

*LineByte* is the byte value that represents the start of a line of data.

*Line* is the line number to read. The first line is 1.

*"VarName"* is the name of the database var

If you make the value of *LineByte* 63, you will effectively make the Celtic 3 LineRead command :P (63 is the value for the BASIC newline token).

I made this command in case you choose to use a different value. At the moment, for reading lines in BASIC programs, I would use Celtic 3. This command cannot read the last line properly and Line 0 returns .BAD NUMBER as opposed to the number of lines in the file (which Celtic 3 does).

**THIS COMMAND IS NOT COMPLETE.** There is a good chance that the syntax will change in a future version.

\*\*\*As a random use, if you happen to know that there are 4 programs that start with ":RAH!" and you happen to have Celtic 3 installed, too:

```
:det(9,":RAH!
```

```
:dim(54,41,x,"Ans",4
```

Will get the xth program name.

\*\*\*As another random use, if you use Celtic 3 to convert a list to a string, you can use a value of 43 to read the element number :P

**55-SetFontHook**        dim(55,FSType,Offset,"VarName")

*FSType* is the fontset type

**0**-Experimental 6x8 font. Currently, this is not the best of fonts for navigating the OS as it is a little buggy in menus (It doesn't like to display all the programs/apps). 8 bytes per character

**1**-5x7 font. This uses the same data as the previous font. It is meant as a temporary work around while I work out the kinks in the 6x8 routine.

**2**-5x7 font. This is made to be compatible with the Omnicalc fontset format. Use an offset of 11 for Omnicalc fonts.

**3**-ProgFont2. This is the 6x8 version of ProgFont (**dim(2)**). This modifies hexadecimal characters during program execution. The fontset is organized in 8 byte increments starting with the character replacement for '0'.

**4**-ProgFont3. This is an experimental 8x8 font that modifies hexadecimal characters during program execution. This uses the same format as the 6x8 fonts.

**5**-Experimental 8x8 font. Since this font allows for only 12 chars per line, some things will go off the screen

*Offset* is the offset into the var where the font data is

*"VarName"* is the name of the var with the font data

**NOTE:** When using an 8x8 font, there are only 12 chars to a line (not 16), so you wont see the last 4 chars.

**56-Draw**                    dim(56,Func,[Arg1,...])

*Func* is the drawing function to use:

0-PixelTest

Arg1 is the Y pixel coordinate  
Arg2 is the X pixel coordinate  
This returns "0" if the pixel is off

1-PixelOff

Arg1 is the Y pixel coordinate  
Arg2 is the X pixel coordinate  
This returns "0" if the pixel was off before turning it off

2-PixelOn

Arg1 is the Y pixel coordinate  
Arg2 is the X pixel coordinate  
This returns "0" if the pixel was off before turning it on

3-PixelInvert

Arg1 is the Y pixel coordinate  
Arg2 is the X pixel coordinate  
This returns "0" if the pixel was off before inverting it

4-FillBufOff

This clears the graph screen without forcing a redraw

5-FillBufOn

This turns the graph screen black

6-FillBufInvert

This inverts the graph screen

7-PixelHorizOff

Arg1 is the Y pixel coordinate  
This clears a horizontal line of pixels

8-PixelHorizOn

Arg1 is the Y pixel coordinate  
This turns a horizontal line of pixels on

9-PixelHorizInvert

Arg1 is the Y pixel coordinate  
This inverts a horizontal line of pixels

10-PixelVertOff

Arg1 is the X pixel coordinate  
This clears a vertical line of pixels

11-PixelVertOn

Arg1 is the X pixel coordinate  
This turns a vertical line of pixels on

12-PixelVertInvert

Arg1 is the X pixel coordinate  
This inverts a vertical line of pixels

When it says "returns 0 if the pixel was off" it does not necessarily return 1 if the pixel was on. For functions one through three, they serve double duty by doing a pixel test followed by changing the pixel. If you do not want to do a pixel test, use the OS routines to save a few bytes :P

**57-GetVersion**            dim(57)

Returns a string telling which BatLib version is installed...  
I wouldn't rely on this...  
It requires me to remember to change some bytes every update...  
I cannot even remember to update the readme half the time...  
:P

**58-ShiftScreen**            dim(58,NumShifts,Direction)

*NumShifts* is the number of pixels to shift the graph screen by  
*Direction* is the direction to shift in:

- 1-Right
- 2-Left
- 4-Down
- 8-Up

If you want to shift in 2 directions, add the values together. So for example, to shift the screen left and down 7 pixels, do **dim(58,7,6**. Technically you can add 3 or all 4 directions, but that has almost no uses.

\*As a warning this returns ".BAD NUMBER" if you try to shift 0, but it does not do any error checking for other values.

**59-BaseX**                    dim(59,"Hex",Base,Size)

"Hex" is a hexadecimal string of digits (up to 62 digits)  
Base is the base to convert the hex to  
Size is the size of the string to return (in case a specific number of digits is required)

**THIS COMMAND IS NOT FINISHED.** It will eventually handle inputs in other bases as well as real input/output as an option. Also, the size argument does nothing at the moment

**60-DelVarArc**            dim(60,"Var")

This deletes a variable, even if it is archived.

**61-DrawRectVar**            dim(61,"Var",X,Width,Y,Height,Type)

This draws a rectangle to a variable instead of the graph screen.

**Note:** that this was designed to be used by variables with 768 bytes (like the picture vars made by PicHandle):

      :dim(61,"GPic1",0,8,8,8,2

**62-DrawToVar**            dim(62,"Var",Func[,Arg1...])

This uses the drawing functions in a variable instead of the graph screen.

\*See the note for the previous command.

**63-PixelTestpic**      dim(63,Pic#,Y,X)

*Pic#* is a value from 0 to 255. 0 is Pic1, 8 is Pic9, et cetera

*Y* is the Y-coordinate to test at. Use 0~63

*X* is the X-coordinate to test at. Use 0~95

This is used to perform the pixel test option directly on a picture. 0 is returned if the pixel is off, otherwise some other value is returned. The picture **can** be in archive.

Example: I want to test the pixel (33,0) in Pic0:

```
:dim(63,9,33,0
```

**64-CopyProg**      dim(64,"VarToCopy","NewVar")

*VarToCopy* is the name of the var to copy

*NewVar* is the name of the var to copy to

\**NewVar* cannot be a program or other named var, yet, sorry.

If the var already exists, it is deleted and overwritten.

**65-RealToStr**      dim(65,Value)

*Value* is converted to a token as a string in Ans

For example, if you do **dim(65,69** Ans will be returned as "E" because the token for "E" is 69.

**66-StrToReal**      dim(66,"String")

*String* is a string.

The first byte is converted to a number and stored in Ans. So if you did

**dim(66,"E** you would get 69 in Ans.

**67-DataString**      dim(67,{List}|"Str")

This command can take either a string or a list as input. If it is a string, each byte is converted to a list in Ans. If it is a list, each element is converted to a byte and stored to a string in Ans.

For example, **dim(67,{41,4,43** would return "A→C" in Ans because 41="A" 4="→" 43="C"

Likewise, if you do **dim(67,"AC** you will get {41,43} in Ans.

As a note, this works like the program DataString found on TICalc.org. For tips and tricks, go [here](#).

**68-MakeString**      dim(68,Size)

*Size* is how many bytes of data to create.

This creates a string in Ans of whatever size you designate.

**69-SubMatrix**            dim(69,MatrixNumber,ColumnOffset,RowOffset,Width,Height)

*MatrixNumber* is a value from 0 to 255 telling which matrix to read from  
*ColumnOffset* is a value from 0 to 98 telling which column to start reading at  
*RowOffset* is the row to start reading at  
*Width* is how many columns to read  
*Height* is how many rows to read

\*[A] is the 0th matrix and [J] is the 9th matrix

This allows you to extract a portion of a matrix even if it is in archive. For example, if I wanted to extract the upper left 3x3 corner of [I], then I would do:

```
dim(69,8,0,0,3,3)
```

**70-PlayNumber**            dim(70,Duration,Value)

*Duration* is the length of each note. 256 is fast, 65535 is really slow  
*Value* is a number from 1 to 127

The lower the number, the higher the pitch

**71-Logic**                    dim(71,Logic,Number1[,Number2])

*Logic* is the logic operation to perform on the number or numbers:

0-performs AND logic on Number1 and Number2

2-performs XOR logic on Number1 and Number2

4-performs OR logic on Number1 and Number2

6-performs NOT logic on Number1

*Number1* is a number

*Number2* is a number. Do not use this argument with NOT logic.

\*If you add 1 to the values, the 8 bit value is returned. Default is 16 bit.

**72-MatrixList**            dim(72,[matrix]|Matr)

*[matrix]|Matr* is either the matrix number to convert (use 0 to 255) or it is the actual matrix.

This converts a matrix to a list, storing row by row. For example, if the matrix was:

```
[[0,1,2]
```

```
  [3,4,5]
```

```
  [6,7,8]]
```

This would return:

```
{0,1,2,3,4,5,6,7,8}
```

**73-Left**                    dim(73,Str|"String",Size)

*Str|"String"* this is either a string or a number naming the string. Use 0~255 where 0=Str1 and 9=Str0

*Size* is how many bytes to read.

This reads the first bytes of a string. If *Size* is 3, it reads the first 3 bytes. For example:

```
:dim(73,"HELLO",3
```

This outputs "HEL" in Ans.

**74-Right** `dim(74,Str|"String",Size)`

*Str|"String"* this is either a string or a number naming the string. Use 0~255 where 0=Str1 and 9=Str0  
*Size* is how many bytes to read.

This reads the last bytes of a string. For example, to read the last 3 bytes in "HELLO" you can do:

```
:dim(74,"HELLO",3
```

The output will be "LLO" in Ans

**75-Mid** `dim(75,Str|"String",Offset,Size)`

*Str|"String"* this is either a string or a number naming the string. Use 0~255 where 0=Str1 and 9=Str0  
*Offset* is where to start reading bytes. The first byte is 0  
*Size* is how many bytes to read.

This is like the BASIC sub( command, except the offset starts at 0, this can read archived strings, and bytes are read, not tokens.

**76-Diag** `dim(76,[matrix]|Matr,Row,Col,Size)`

*[matrix]|Matr* is either the matrix number or the matrix itself  
*Row* is the row offset into the matrix (0 is the start)  
*Col* is the column offset into the matrix (0 is the start)  
*Size* is how many elements to read

For example, if [J] had the following matrix and you wanted to read the highlighted numbers:

```
[[ 0  1  2  3  4  5  6  7]
 [ 8  9 10 11 12 13 14 15]
 [16 17 18 19 20 21 22 23]
 [24 25 26 27 28 29 30 31]]
```

You would need:

Matr: 9

Row: 0

Col: 1

Size: 3

```
:dim(76,9,0,1,3
```

Ans would be a list {1,10,19}

**77-DiagI** `dim(77,[matrix]|Matr,Row,Col,Size)`

*[matrix]|Matr* is either the matrix number or the matrix itself  
*Row* is the row offset into the matrix (0 is the start)  
*Col* is the column offset into the matrix (0 is the start)  
*Size* is how many elements to read

This reads a diagonal in the opposite direction. Using the matrix in the previous example, `dim(77,9,0,5,3` would output {5,12,19}

**78-SubCol**                    dim(78, [matrix]|Matr,Row,Col,Size)

[matrix]|Matr is either the matrix number or the matrix itself  
Row is the row offset into the matrix (0 is the start)  
Col is the column offset into the matrix (0 is the start)  
Size is how many elements to read

This reads a section of a column based on the offset and how many elements you want to read. The output is a list.

**79-SubRow**                    dim(79, [matrix]|Matr,Row,Col,Size)

[matrix]|Matr is either the matrix number or the matrix itself  
Row is the row offset into the matrix (0 is the start)  
Col is the column offset into the matrix (0 is the start)  
Size is how many elements to read

This reads a section of a row based on the given offset and number of elements to read. The output is a list.

**80-ListToDiag**                dim(80, [matrix]|Matr,Row,Col,List|{List})

[matrix]|Matr is either the matrix number or the matrix itself  
Row is the row offset into the matrix (0 is the start)  
Col is the column offset into the matrix (0 is the start)  
List|{List} is the list to copy the data from

This copies a list diagonally (upper-left to lower-right) to a matrix.

**81-ListToDiagI**               dim(81, [matrix]|Matr,Row,Col,List|{List})

[matrix]|Matr is either the matrix number or the matrix itself  
Row is the row offset into the matrix (0 is the start)  
Col is the column offset into the matrix (0 is the start)  
List|{List} is the list to copy the data from

This copies a list diagonally (upper-right to lower-left) to a matrix.

**82-ListToCol**                dim(82, [matrix]|Matr,Row,Col,List|{List})

[matrix]|Matr is either the matrix number or the matrix itself  
Row is the row offset into the matrix (0 is the start)  
Col is the column offset into the matrix (0 is the start)  
List|{List} is the list to copy the data from

This copies a list vertically to a matrix.

**83-ListToRow**                dim(83, [matrix]|Matr,Row,Col,List|{List})

[matrix]|Matr is either the matrix number or the matrix itself  
Row is the row offset into the matrix (0 is the start)  
Col is the column offset into the matrix (0 is the start)  
List|{List} is the list to copy the data from

This copies a list horizontally to a matrix.

**84-ExecVarBASIC**      dim(84,"VarName")

"VarName" is the name of a variable with BASIC data

This executes a variable as a BASIC program. You should only use Programs or Appvars for this.

\*As a note, when the program finishes, if executed from the homescreen with this command, you should press clear. It may appear to be frozen, but it shouldn't be :D

**85-GetProgName**      dim(85)

This returns the name of the current executing program or if from the homescreen, the last run program. The name includes a prefix byte (Usually "E" or "F").

\*Useful if a program references itself for data. Also useful if the end user changes the name of the program that references itself :D

**86-Timer**              dim(86,Time)

*Time* is a value from 0 to 65535 that is the offset for the timer.

This is like the checkTmr( command except it only deals with 0 to 65535. Doing this:

```
:dim(86→A
:Repeat getKey
:Output(1,1,dim(86,A
:End
```

Would return the same exact result (for 65536 seconds) as:

```
:checkTmr(0→A
:Repeat getKey
:Output(1,1,checkTmr(A
:End
```

This command uses slightly more memory than checkTmr or startTmr, but it is about 3 times faster to execute.

**87-DrawText**              dim(87,Y,X,Str|Char#)

*Y* is the *Y* pixel coordinate to draw the character or string at  
*X* is the *X* coordinate (0~23) to draw the character or string at  
*Str|Char#* is either the char # to draw or the string

This routine uses a fixed font of 6 pixels tall and 4 pixels wide and draws it to the graph screen. There are 24 characters to a line and it does wrap the letters to the next line. If a letter would go off the bottom of the screen, it is instead drawn 54 pixels higher (the first row).

\*The font is a 768 byte BatLib Font.

\*This does not update or dirty the screen.

**88-DrawDisp**              dim(88,Char#)

*Str|Char#* is either the char # to draw or the string

This draws a character or string at the last cursor position.

**89-ASCIILength**      `dim(89,"String")`

`"String"` is a string.

This finds the number of chars in a string. For example, `dim(89,"sin(` would return 4 because the `sin(` token is 4 chars long. Likewise, `dim(89,"sin(ln(3` would return 8. This is useful if you need to know how much space on the screen a string will use.

**90-DrawTokenStr**      `dim(90[,Y,X],"String")`

`Y` is the `Y` pixel coordinate to draw the character or string at  
`X` is the `X` coordinate (0~23) to draw the character or string at  
`Str|Char#` is either the char # to draw or the string

✧This draws the token string instead of ASCII.

✧Strings wrap to the next line or to the top of the screen if a line goes past the bottom.

✧If the `X` and `Y` arguments are omitted, the string is drawn at the last coordinate drawn to.

**91-Delelements**      `dim(91,Offset,NumElements,List|#|"Name")`

`Offset` is the offset into the list (0 deletes starting with the first element)

`NumElements` is the number of elements to delete

`List|#|"Name"` is either a list, the name of a list, or the list number (0=L1).

For example, if you did `dim(91,1,2,{0,1,2,3,4})`, you would get `{0,3,4}`

**92-InsElements**      `dim(92,Offset,NumElements,List|#|"Name")`

`Offset` is the offset into the list (0 inserts before the first element)

`NumElements` is the number of elements to insert

`List|#|"Name"` is either a list, the name of a list, or the list number (0=L1).

For example, If you did `dim(92,2,2,{0,1,2,3,4})`, you would get `{0,1,0,0,3,4}`

**93-InsList**      `dim(93,ListName,Offset,List|#|"Name")`

`ListName` is the list to insert. Use a list, name, or list number. This can be archived.

`Offset` is the offset into the list (0 inserts before the first element)

`List|#|"Name"` is either a list, the name of a list, or the list number (1=L2).

For example, to insert L2 into `HELLO` after the second element:

```
:dim(93,1,2,"HELLO
```

**94-InsString**      `dim(94,Offset,"VarName","String"|Str#)`

`Offset` is the insertion point into the var. 0 will insert at the beginning

`"VarName"` is the name of a var. If the var is archived, `".ARCH"` will be returned

`"String"|Str#` is either a string like `"HELLO"` or the number of a string

(0=Str1,1=Str2, et cetera). This can be in archive.

**95-SplitNibbles**      `dim(95,"String")`

*"String"* is a string of bytes that should be split up.

This is a tough command to explain. If we look at a string as hex, for example, "3031", this pretty much inserts a 0 before each hex digit, so you get "03000301" However, this is tokenized data, so really you would be doing

```
    :dim(95,"01
```

And you would get the tokens represented by 03000301. The usefulness of this is when you are using tilemaps that use 16 tile or less. You can compress the bytes to nibbles then, when you are using the tilemap command, use this command to expand the nibbles again :) This saves half the bytes!

**96-NibbleComp**      `dim(96,"String")`

*"String"* is a string of bytes that should be compressed.

This is the opposite of the previous command. This makes a string using every other half byte (nibble) of the input string. So if you have tilemap data that uses 16 tiles or less, you can use this command to compress it and then the previous command to decompress it :)

**97-ReadNibble**      `dim(97,"VarName",Offset)`

*"VarName"* is the name of a var.

*Offset* is nibble to read. 0 reads the first nibble.

Ans is returned with the nibble value. This will only be 0~15. For example, if prgmHI contained the bytes HI on the first line, the hex for "HI" is 4849, so:

```
    dim(97,"EHI",0 would return 4
```

```
    dim(97,"EHI",1 would return 8
```

```
    dim(97,"EHI",2 would return 4
```

```
    dim(97,"EHI",3 would return 9
```

**98-WriteNibble**      `dim(98,"VarName",Offset,Value)`

*"VarName"* is the name of a var. If it is archived, ".ARCH" is returned.

*Offset* is nibble to overwrite. 0 overwrites the first nibble.

*Value* is a value to overwrite the nibble with. The value is divided by 16 and the remainder is used. Use 0~15, but higher values won't harm it :)

Ans contains the previous value of the nibble

**99-DispGraphBuffer** `dim(99)`

The displays the graph screen. This is used to update the screen after using a sprite or tilemap command.

This is executed as command 99 or after the last command. So, if the last command (besides this) was 89, anything from 90 to 255 would execute this command.

**100-BatLibRAM**            dim(100)

Some apps and assembly programs interfere with important RAM areas in BatLib, so using this will reload the BatLibRAM. This will be useful when using multiple hooks (like Celtic 3 and BatLib).

**101-Sub2DData**            dim(101,Offset,"VarName",Width,Columns,Rows)

*Offset* is where the upper left part of the matrix data starts in the var

*"VarName"* is the name of the var that has the data

*Width* is how many columns there are in the matrix

*Columns* is how many columns to read

*Rows* is how many rows to read

If you have a string that is "0123456789", by defining the width as 3 you give the string two dimensions:

```
0 1 2
3 4 5
6 7 8
9
```

If you read 1 columns wide and 3 rows down, you will get "036" in Ans. So, as an example:

```
:"HELLO0123456789→Str0
:<<Code>>
:dim(101,5,".Str0",4,2,3
```

That will return "014589" because it is looking at the matrix:

```
0 1 2 3
4 5 6 7
8 9
```

This is useful for BatLib tilemap data in the same way that SubMatrix is useful for xLIB/Celtic 3 tilemap data :)

# Info

## Prefix Bytes

00=Real	log (
01=List	A
02=Matrix	B
03=EQU	C
04=String	D
05=Program	E
06=ProtProg	[ F
07=Picture	] G
08=GDB	{ H
09=Unknown	} I
10=Unknown Equ	J
11=New EQU	K
12=Complex	<sup>-1</sup> L
13=Complex List	<sup>2</sup> M
14=Undefined	N
15=Window	<sup>3</sup> O
16=ZSto	( P
17=Table Range	) Q
18=LCD	2 R
19=BackUp	3 S
20=App	4 T
21=Appvar	5 U
22=TempProg	6 V
23=Group	7 W

-  Format should not be used (unless asked for).
-  Do not use.
-  Symbol Var. Compatible with each other.
-  Named Var. Compatible with each other.

## Flag Editing

Flags are bits of data. Literally bits of data. A flag is either off or on (0 or 1). Since there are 8 bits to a byte, there are as many as 8 flags per byte. Each flag has something to do with a system setting. For example, there are flags that determine if the Axes are on or off, there is a flag that tells if the on button was pressed, and there is a flag that determines if lowercase letters are activated. Info on the flags can be found in `Flags.text`. The info was found in a `ti83plus.inc` I found online (annotated by Brandon Wilson). So anyway, example time. Let's take a look at flag group 4:

```
grfDBFlags          equ 4h
grfDot              equ 0          ;0=line, 1=dot
grfSimul            equ 1          ;0=sequential, 1=simultaneous
grfGrid             equ 2          ;0=no grid, 1=grid
grfPolar            equ 3          ;0=rectangular, 1=polar coordinates
grfNoCoord          equ 4          ;0=display coordinates, 1=off
grfNoAxis           equ 5          ;0=axis, 1=no axis
grfLabel            equ 6          ;0=off, 1=axis label
```

"equ 4h" tells us that this is flag group 4. all the other "equ " things tell which bit corresponds to which flags. So if I wanted to do Connected, Sequential, GridOff, Rectangular, CoordOff, AxesOff, and LabelOff, then I would set the bits to 0100000. Convert that to decimal and you get 32. So, using `dim(33,32,4)` you can set seven different modes. The best part is that this also returns in Ans what the previous flag settings were. Save that value and you can restore the settings at the end of the program without using a GDB variable.

# Errors

## .BAD NUMBER

This is a general error given when an input value is out of range.

## .BAD INPUT

This is usually output when a non-number argument is expected and not found

## .BAD NAME

Indicates that the var was not found or is of a bad type.

## .NO DATA

This error occurs to prevent 0-sized outputs (like empty lists/strings)

## .TOO BIG

Erm, not used yet...

## .ARCH

This is thrown if a var to be edited is archived

## .BAD X

This is output if an X-coordinate is bad (usually).

## .BAD Y

This is output if an Y-coordinate is bad (usually).

## .WIDTH

This is output if the width argument is 0 or too big.

## .HEIGHT

This is output if the height argument is 0 or too big.

# Thanks

## **DJ\_O**

Thank you DJ\_O for hosting this as a Major Community Project on Omnimaga as well as providing a few neat ideas (like pixel testing pictures).

## **Scout**

For providing so much feedback and examples with regular batLib BASIC and ReCode

## **ztrumpet**

For providing feedback and making that example program way way back when :D

## **mrmprog**

Honestly, you have requested several cool codes that were relatively easy to create and extremely useful.

## **BlakPilar**

Thanks for providing feedback way way back when this was a program with almost 30 functions :P Also, thanks for the waffle (>^\_>)>#

## **Merth**

Thanks for the ideas that I still have yet to implement with the rectangles as well as the support!

## **Sorunome**

For your excitement and for giving me a confidence boost :) I was very happy to find that you liked BatLib :) I was getting almost no feedback for a while, so thanks :)

## **Wabbitemu**

I love this thing! I can go through code byte by byte and figure out where my problems are! Plus I can quite literally program directly on the hex editor if I need to add in code or whatnot

And thanks to all the others I haven't mentioned from UTI, Cemetech, TIBD, and especially Omnimaga :)