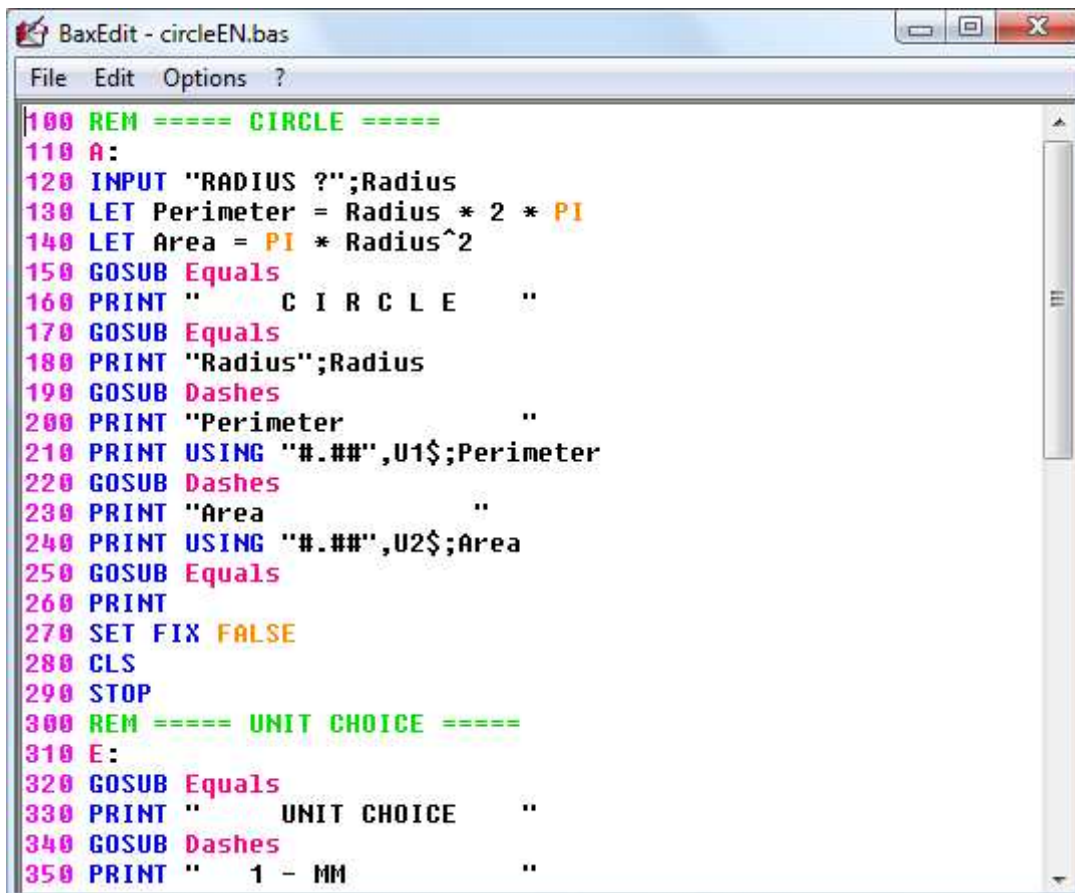


BaxEdit Editor Manual



```
BaxEdit - circleEN.bas
File Edit Options ?
100 REM ===== CIRCLE =====
110 A:
120 INPUT "RADIUS ?";Radius
130 LET Perimeter = Radius * 2 * PI
140 LET Area = PI * Radius^2
150 GOSUB Equals
160 PRINT "    C I R C L E    "
170 GOSUB Equals
180 PRINT "Radius";Radius
190 GOSUB Dashes
200 PRINT "Perimeter          "
210 PRINT USING "#.##",U1$;Perimeter
220 GOSUB Dashes
230 PRINT "Area          "
240 PRINT USING "#.##",U2$;Area
250 GOSUB Equals
260 PRINT
270 SET FIX FALSE
280 CLS
290 STOP
300 REM ===== UNIT CHOICE =====
310 E:
320 GOSUB Equals
330 PRINT "    UNIT CHOICE    "
340 GOSUB Dashes
350 PRINT "    1 - MM        "

```

BaxEdit is an editor for programs in *Basic* usable by **Bax58C** compiler.



SUMMARY

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Basic language

Since the origin of the Basic language, Dartmouth College in October 1964, many versions have emerged. Every interactive computer system has had its version, from the most powerful mainframe to "pocket computers" ...

When it comes to PCs, whether under Windows, Linux or other OS, the variants are plethora of. (QuickBasic, QBasic, Bywater Basic, True Basic, PowerBasic, Turbo Basic, wxBasic, Liberty Basic, SmallBasic, FreeBasic...)

The most widespread, Qbasic, QB45 and QB64 versions, inspired the Basic that can be used with the Bax58C compiler. Not all features of Qbasic were implemented and variations had to be introduced to adapt to the target language.

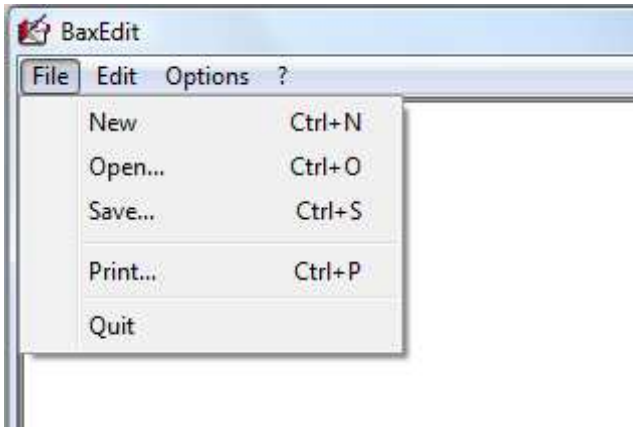
Each line in the Basic program begins with a line number followed by at least one space and then a label or a statement.

A statement may contain :

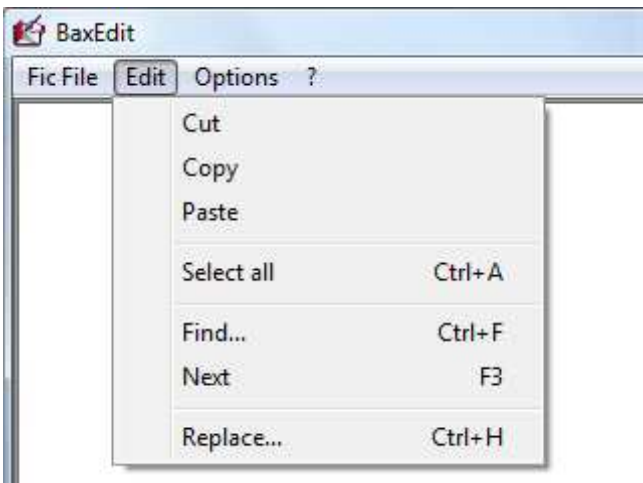
- text *<text>*,
- variable names *<variable>*,
- numeric or alphanumeric values *<value>*,
- assignment expressions *<expression>*,
- conditional expressions *<condition>*,
- branch addresses: line numbers or labels *<line>* ou *<label>*.



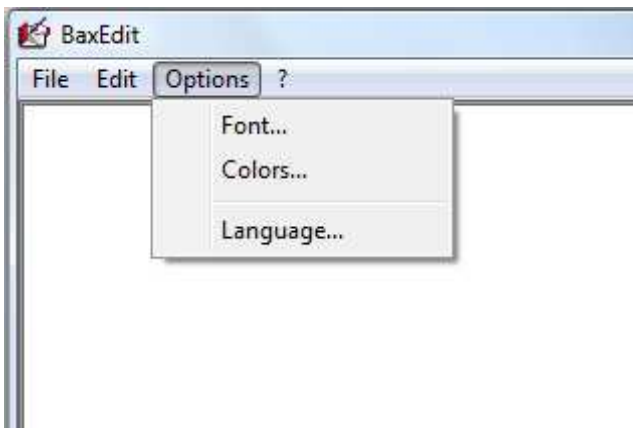
The Menus



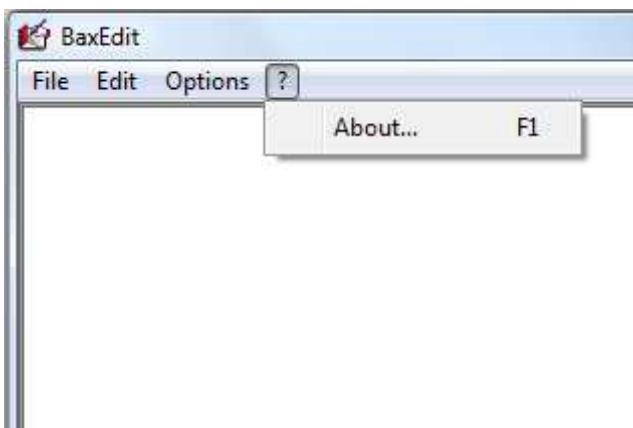
The **"File"** menu allows you to create a new Basic file, open an existing one, save, print ...



The **"Edit"** menu is used to manage Cut / Copy / Paste as well as text search and replacement.



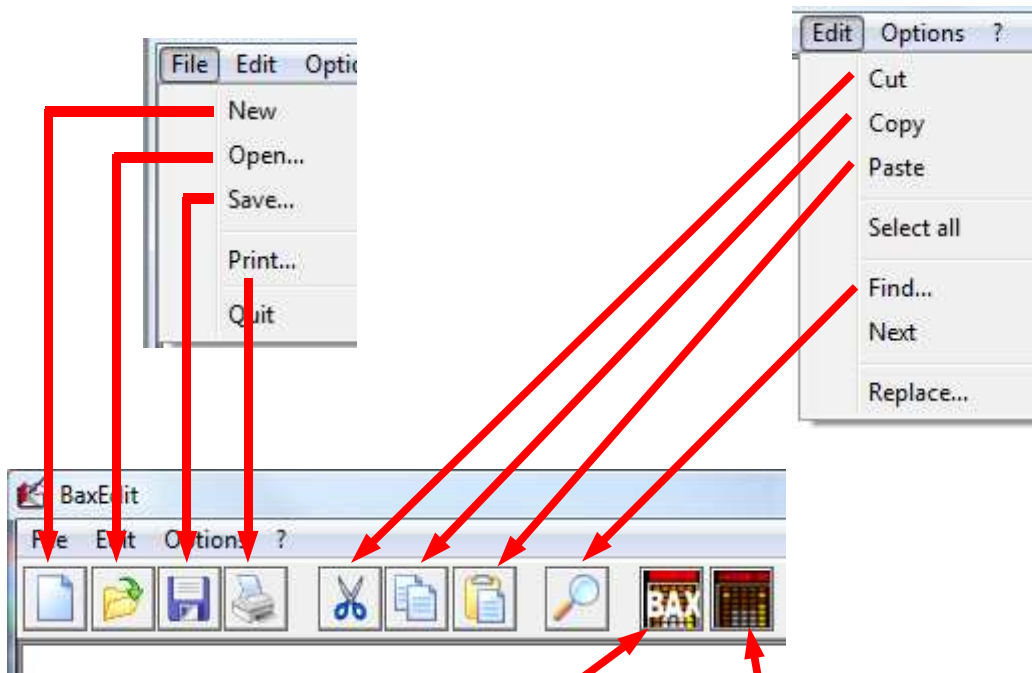
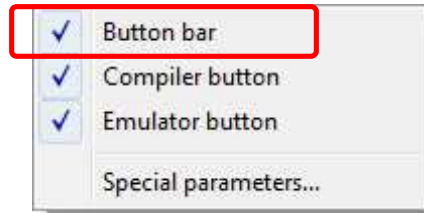
The **"Options"** menu allows you to modify the text font, the syntax highlighting of the Basic program and to change the language.



The **"?"** menu allows to display the "About" screen.



An icon bar can be added via the special menu displayable via the combination of keys **SHIFT+ALT+F1**



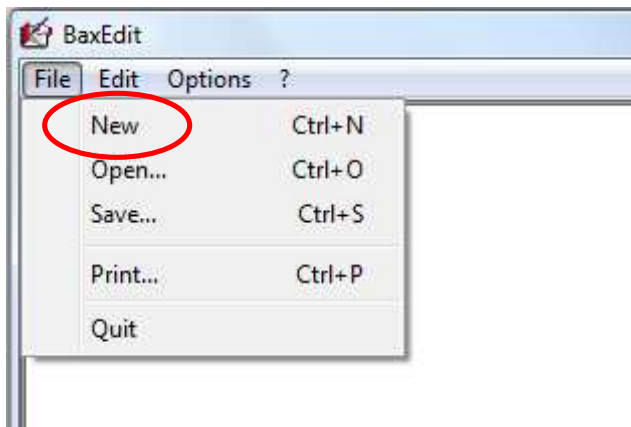
the compilation of the **.bas** program opened in **BaxEdit** can be started

if the **.t58** program corresponding to the **.bas** program exists, it can be opened in the **T158C emulator** for testing.

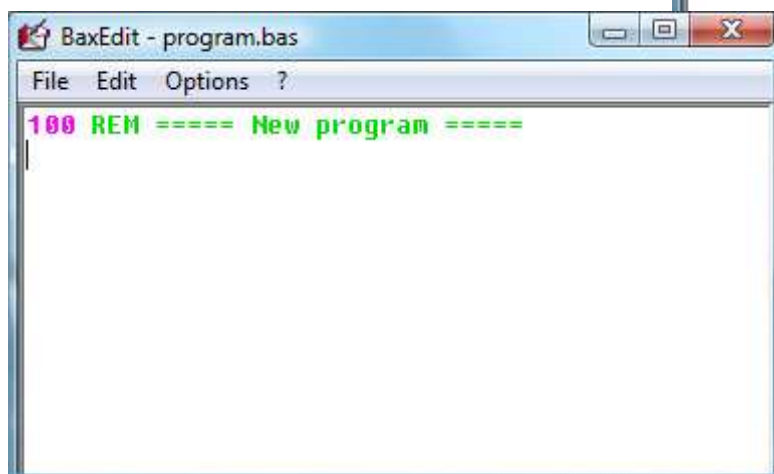
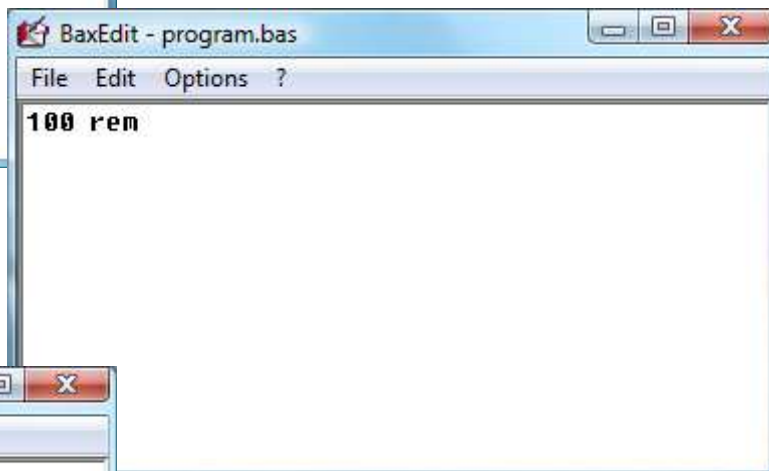
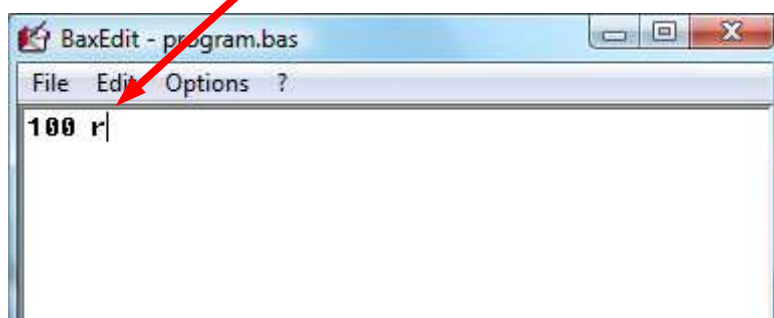


New

to enter a new Basic program.



Each line of the Basic program starts with a line number but this number can be generated automatically when typing the first letter of the instruction.

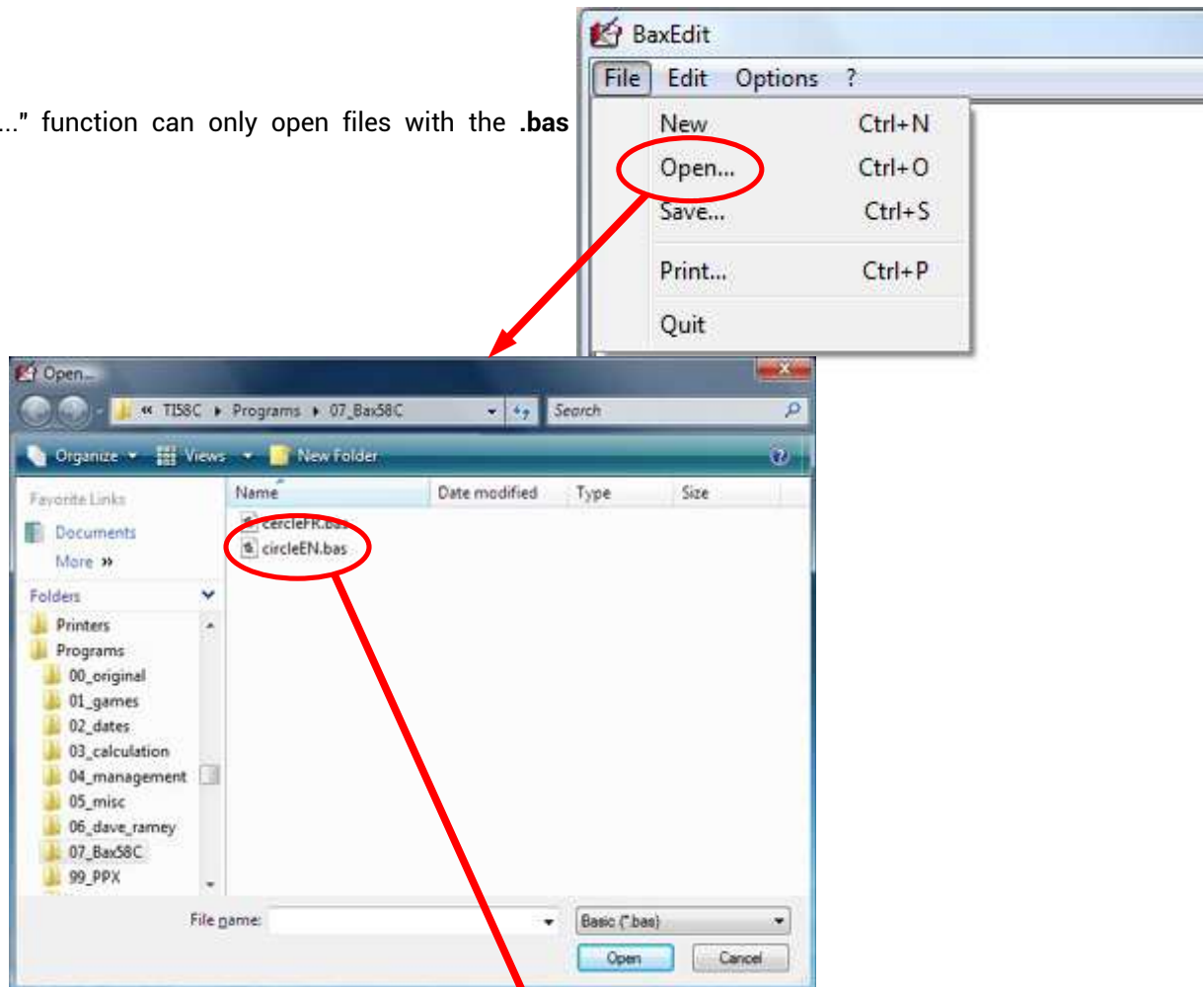


As soon as the instruction is recognized it is capitalized and the syntax coloring is applied.



Open

The "Open ..." function can only open files with the .bas extension



The image shows the BaxEdit window with the file 'circleEN.bas' open. The code is as follows:

```
100 REM ===== CIRCLE =====
110 A:
120 INPUT "RADIUS ?";Radius
130 LET Perimeter = Radius * 2 * PI
140 LET Area = PI * Radius^2
150 GOSUB Equals
160 PRINT "    C I R C L E    "
170 GOSUB Equals
180 PRINT "Radius";Radius
190 GOSUB Dashes
200 PRINT "Perimeter          "
210 PRINT USING "#.##",U1$;Perimeter
220 GOSUB Dashes
230 PRINT "Area          "
240 PRINT USING "#.##",U2$;Area
250 GOSUB Equals
260 PRINT
270 SET FIX FALSE
280 CLS
290 STOP
300 REM ===== UNIT CHOICE =====
310 E:
320 GOSUB Equals
330 PRINT "    UNIT CHOICE    "
340 GOSUB Dashes
350 PRINT "    1 - MM        "
```




```
BaxEdit - CERCLE.BAS
File Edit Options ? ?
240 PRINT USING "#.##",U2$;Surface
250 GOSUB Egals
260 PRINT
270 SET FIX FALSE
280 CLS
290 STOP

300 E:
310 GOSUB Egals
320 PRINT "    CHOIX UNITE  "
330 GOSUB Tirets
340 PRINT "    1 - MM    "
```

When inserting a new line, the line number is generated automatically as soon as the first letter of the instruction is typed.

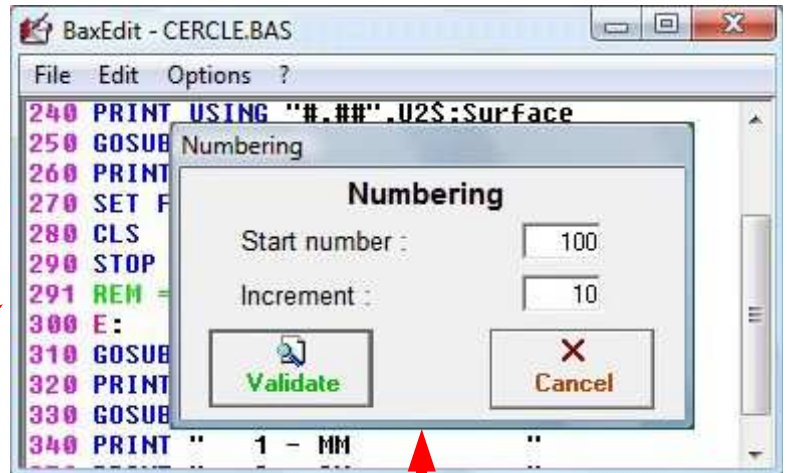
```
BaxEdit - CERCLE.BAS
File Edit Options ?
240 PRINT USING "#.##",U2$;Surface
250 GOSUB Egals
260 PRINT
270 SET FIX FALSE
280 CLS
290 STOP
291 r
300 E:
310 GOSUB Egals
320 PRINT "    CHOIX UNITE  "
330 GOSUB Tirets
340 PRINT "    1 - MM    "
```

```
BaxEdit - CERCLE.BAS
File Edit Options ?
240 PRINT USING "#.##",U2$;Surface
250 GOSUB Egals
260 PRINT
270 SET FIX FALSE
280 CLS
290 STOP
291 REM
300 E:
310 GOSUB Egals
320 PRINT "    CHOIX UNITE  "
330 GOSUB Tirets
340 PRINT "    1 - MM    "
```

As soon as the instruction is recognized it is capitalized and the syntax coloring is applied.

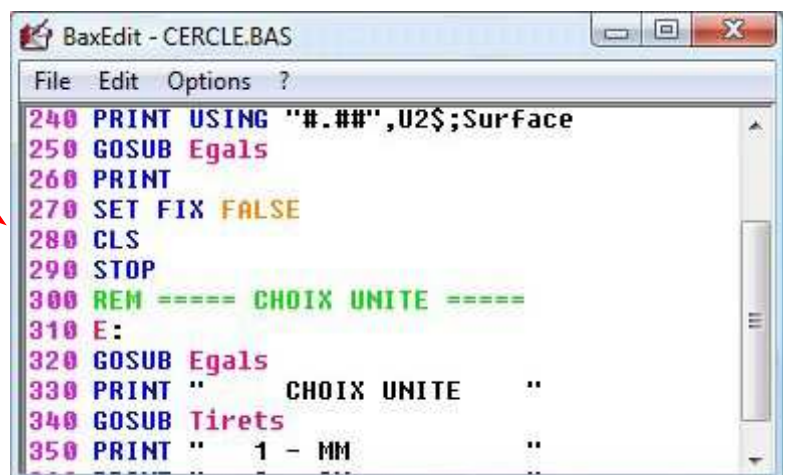
```
BaxEdit - CERCLE.BAS
File Edit Options ?
240 PRINT USING "#.##",U2$;Surface
250 GOSUB Egals
260 PRINT
270 SET FIX FALSE
280 CLS
290 STOP
291 REM ===== CHOIX UNITE =====
300 E:
310 GOSUB Egals
320 PRINT "    CHOIX UNITE  "
330 GOSUB Tirets
340 PRINT "    1 - MM    "
```





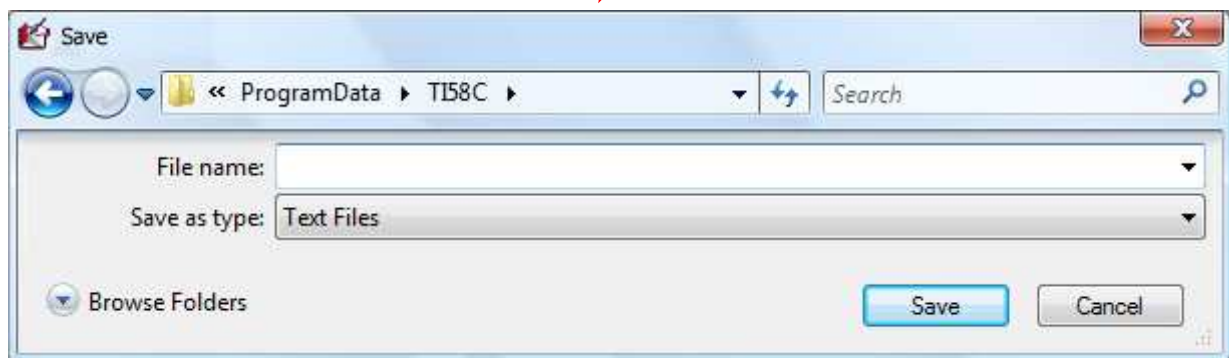
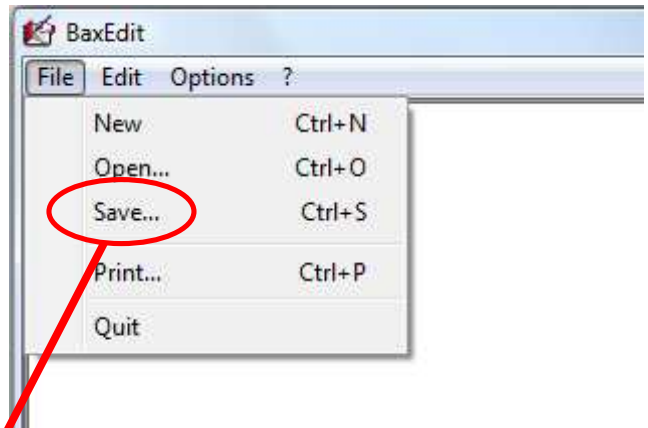
The numbering of the inserted lines is done from 1 to 1. It is possible to renumber the whole program by choosing the starting number and the numbering increment.

Right click
on the text shows
the numbering screen



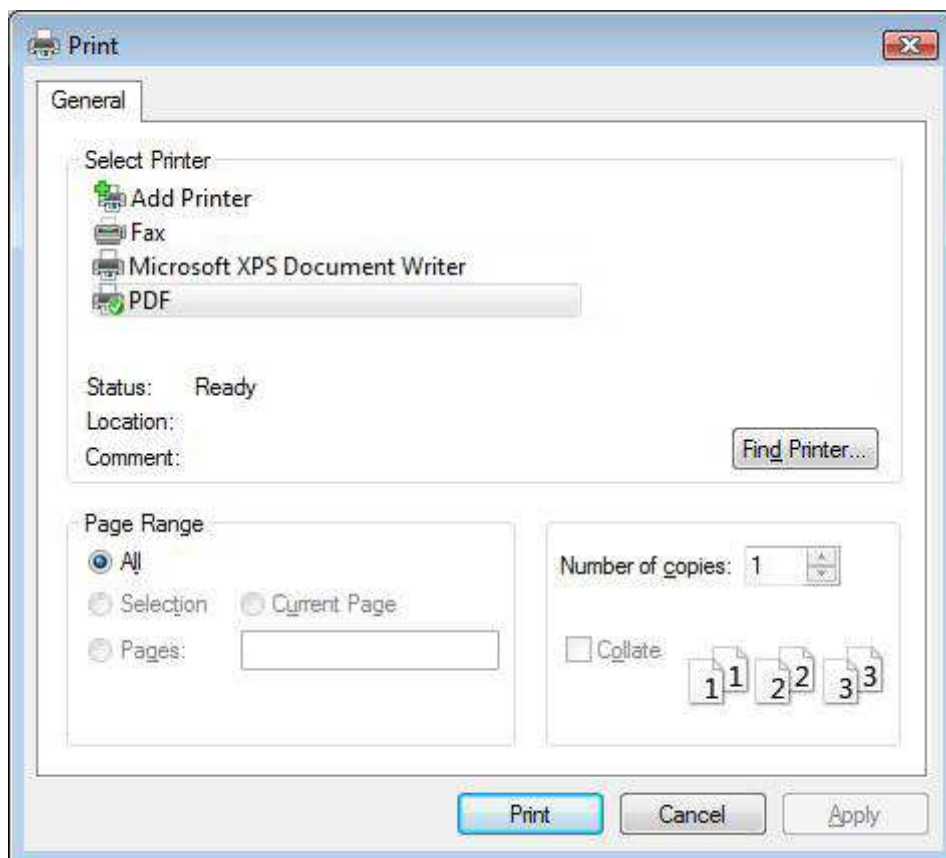
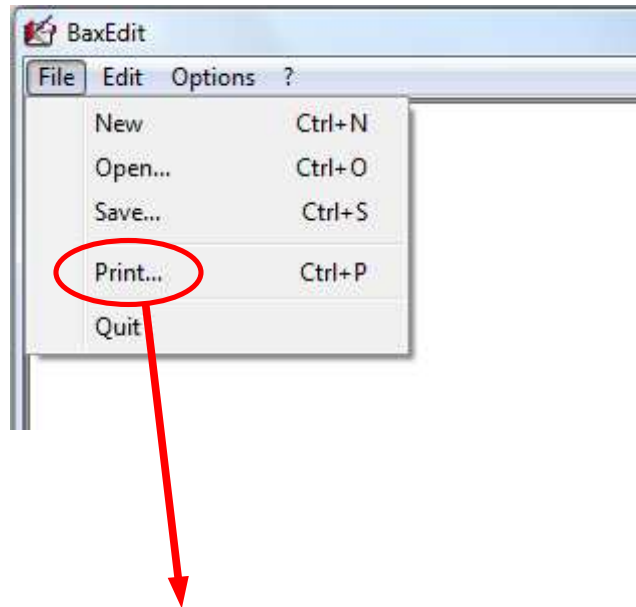
Save

programs can be saved with the **.bas** extension



Print

allows printing of the Basic program



```

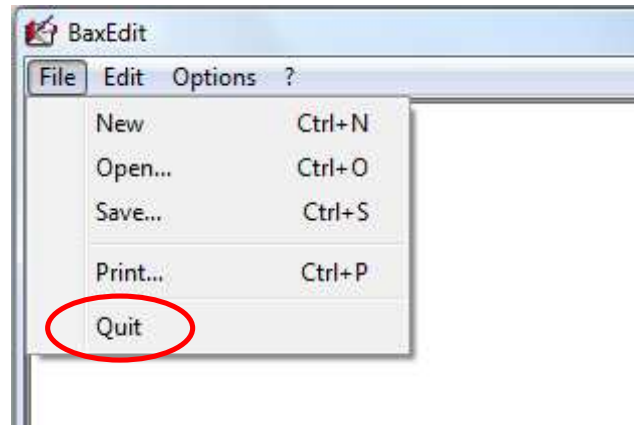
100 REM ----- Happy Number -----
110 A:
120 INPUT "Maxi ?";M
130 INPUT "Nombre ?";N
140 GOSUB Egal
150 PRINT "Maxi";M
160 PRINT "Nbre"; N
170 GOSUB Tirets
180 LET R = N
190 Encore:
200 LET S = 0
210 WHILE N <> 0
220     LET N = N / 10
230     LET X = N - INT(N)
240     LET X = X * 10
250     LET S = S + X^2
260     LET N = INT(N)
270 LOOP
280 LET S = INT(S + 0.5)
290 IF S = 89 THEN Suivant
300 IF S = 1 THEN Happy
310 LET N = S
320 GOTO Encore
330 REM Suivant
340 Suivant:
350 LET R = R + 1
360 LET N = R
370 IF N > M THEN Fin
380 GOTO Encore
390 REM Happy
400 Happy:
410 PRINT "HAPPY"; R
420 GOTO Suivant
430 Fin:
440 GOSUB Egal
450 PRINT
460 STOP
470 Tirets:
480 PRINT "-----"
490 RETURN
500 Egal:
510 PRINT "-----"
520 RETURN
530 END

```



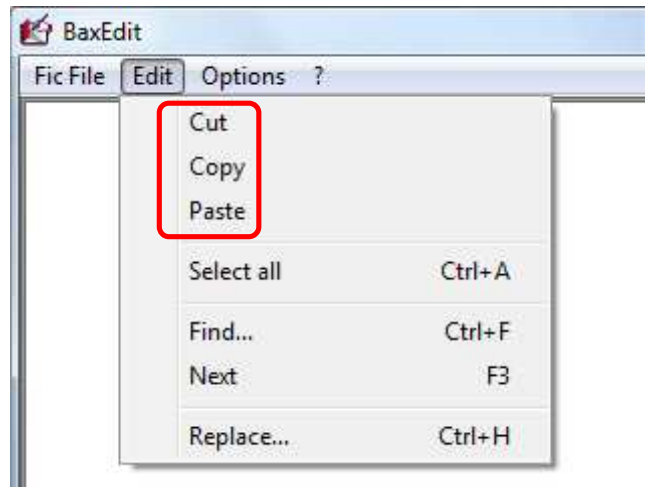
Quit

close the program.



Cut / Copy / Paste

The editor allows the use of standard functions for Cut, Copy and Paste text.



The usual keyboard shortcuts are usable :

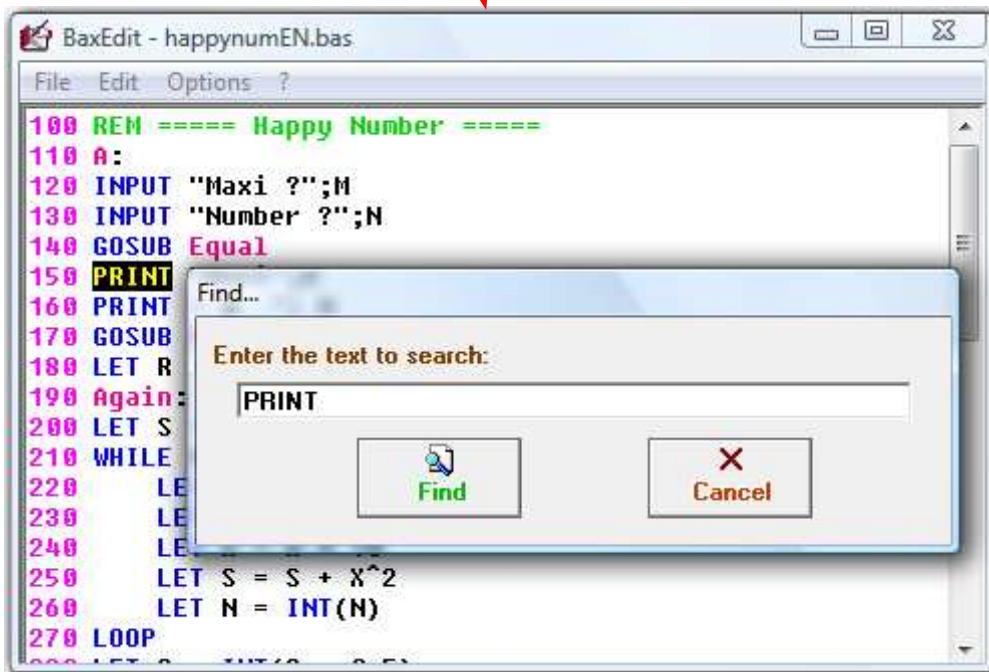
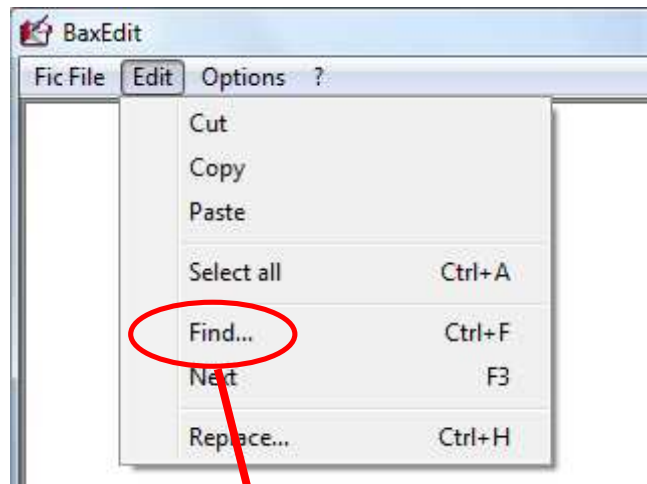
- **CTRL X, CTRL C, CTRL V** for cut / copy / paste
- **CTRL F, CTRL H, F3** for find, replace, next
- **CTRL A** for select all

and also

- **CTRL Z** for cancel
- **CTRL N, CTRL O, CTRL S** for new, open, save
- **CTRL P** for print
- **ALT F4** for quit



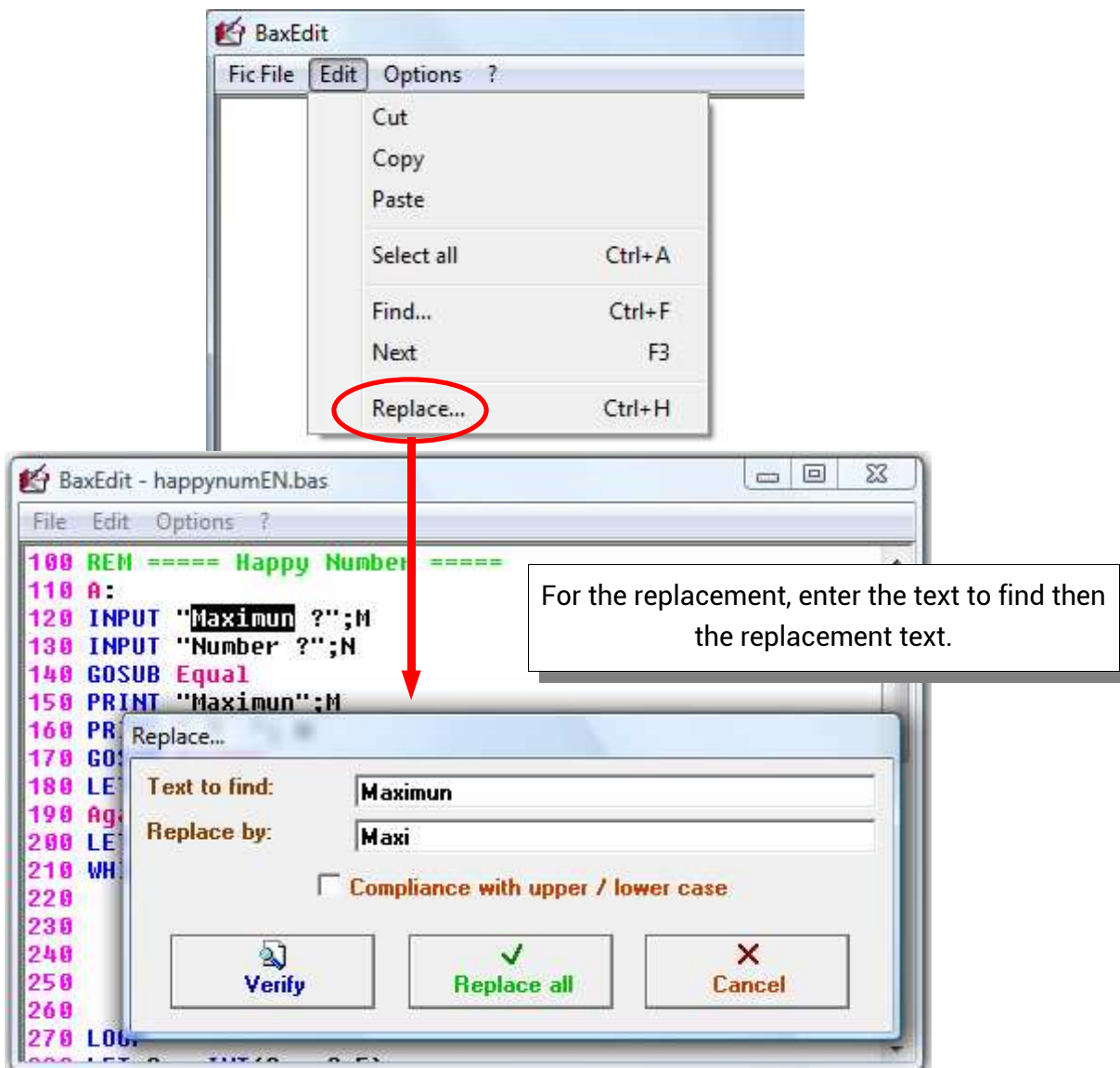
Find



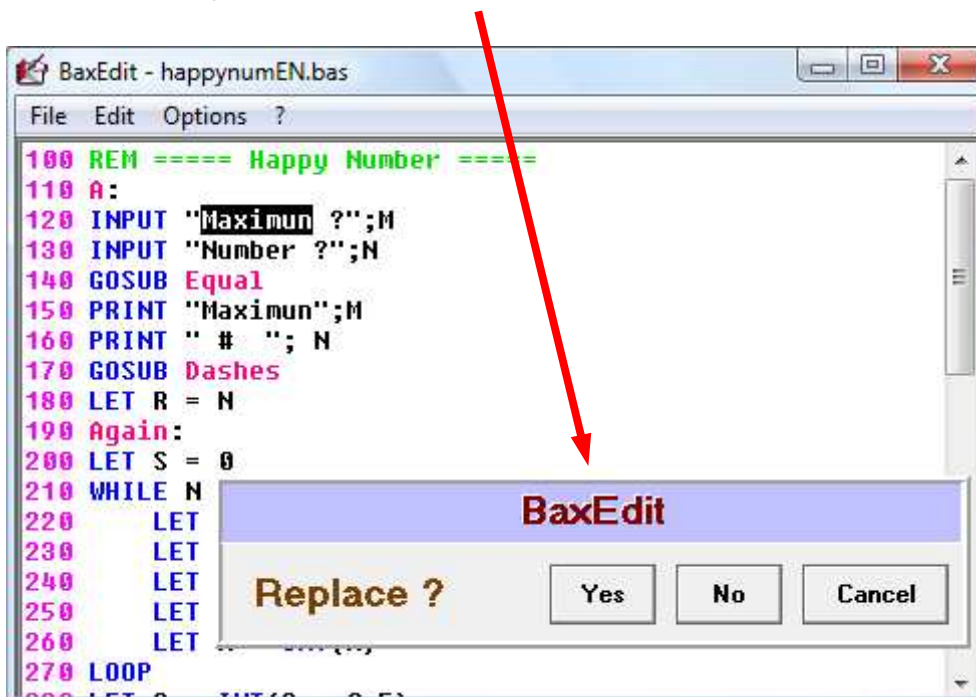
For the search simply enter the text to search for.
Then use the F3 function key to search for the next ones.



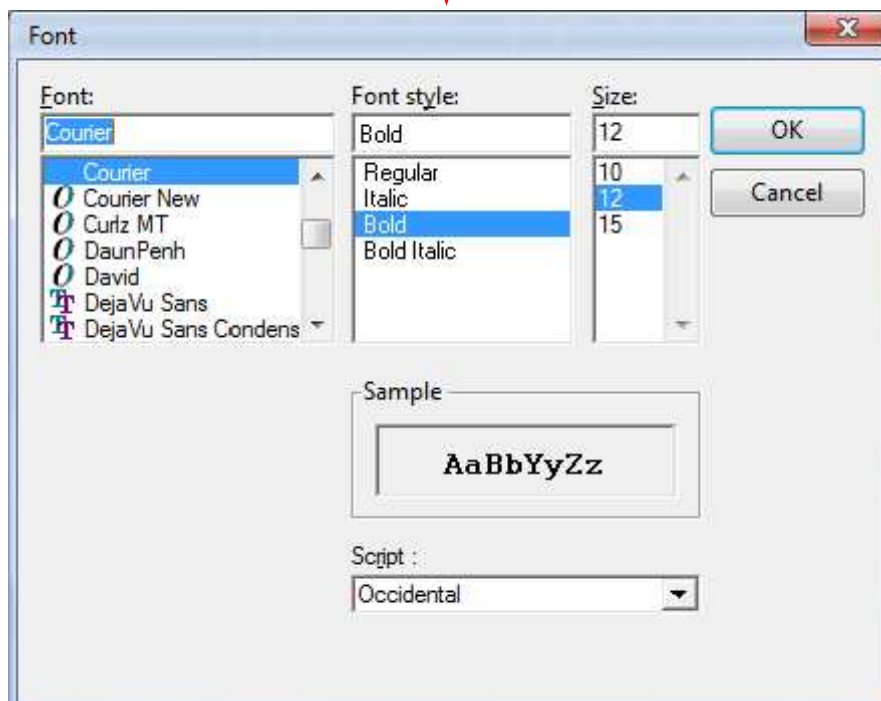
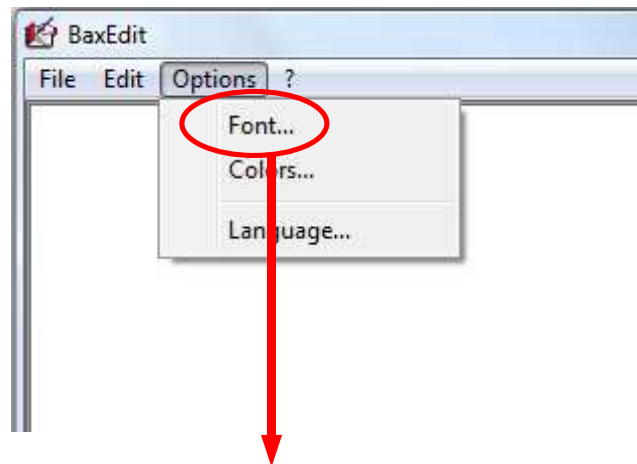
Replace



If "Replace all" no confirmation is requested and each occurrence is replaced.
If "Verify" a confirmation is requested for each occurrence.



Font

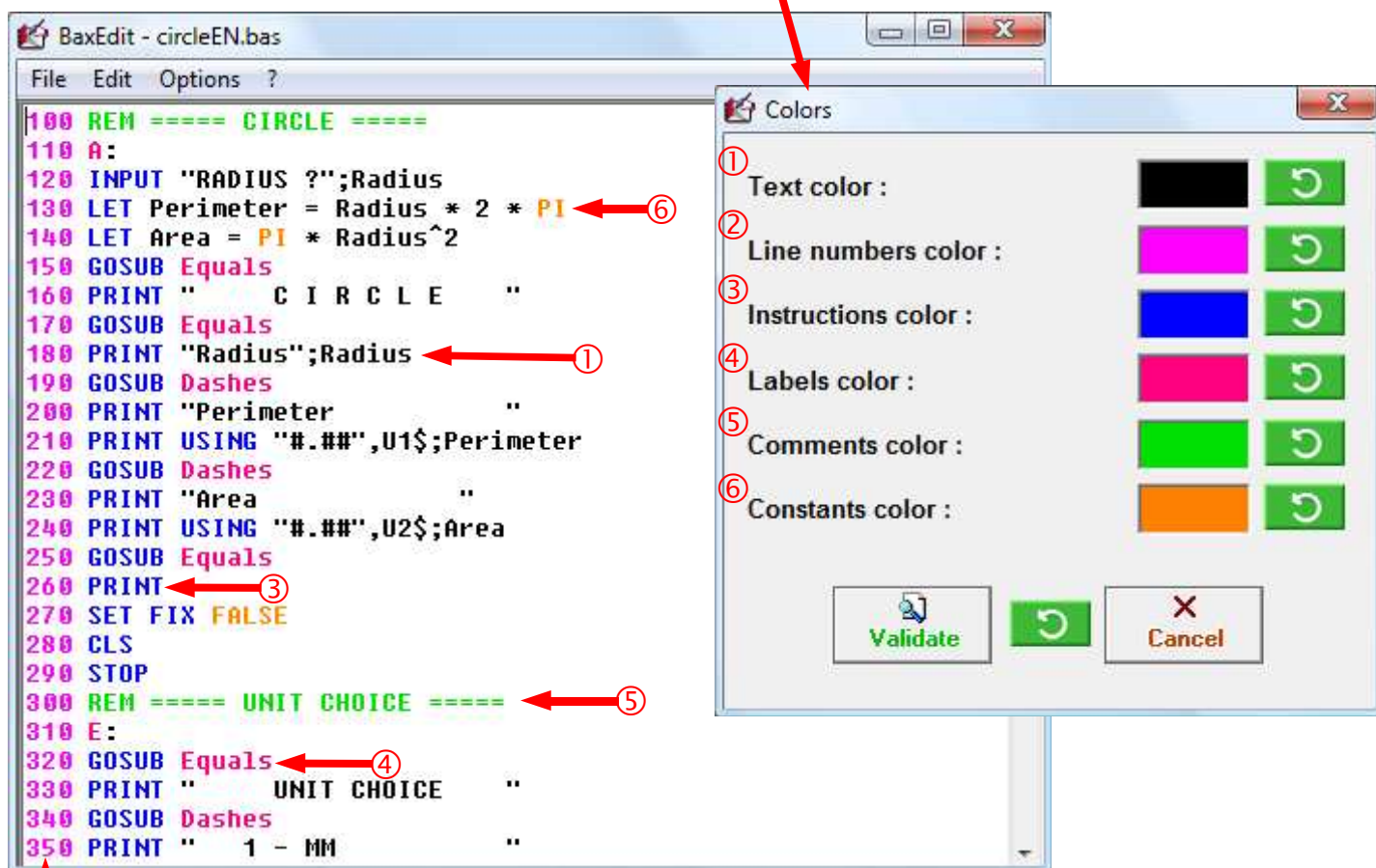
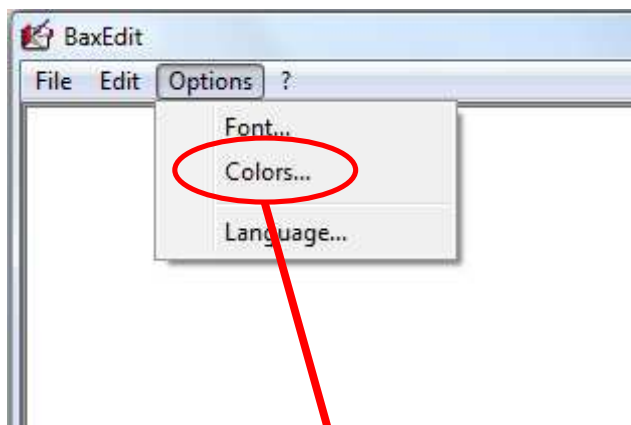


To make it easier to read Basic programs in the editor, the use of a fixed font (Courier, Fixedsys ...) is strongly recommended.



Colors

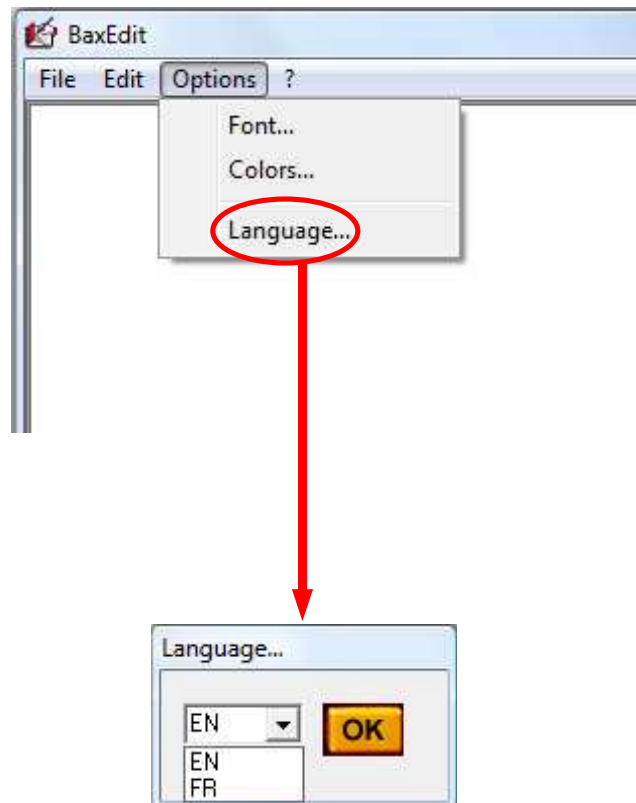
In the **BaxEdit** editor, syntax highlighting is applicable to Basic programs to improve readability.



Languages

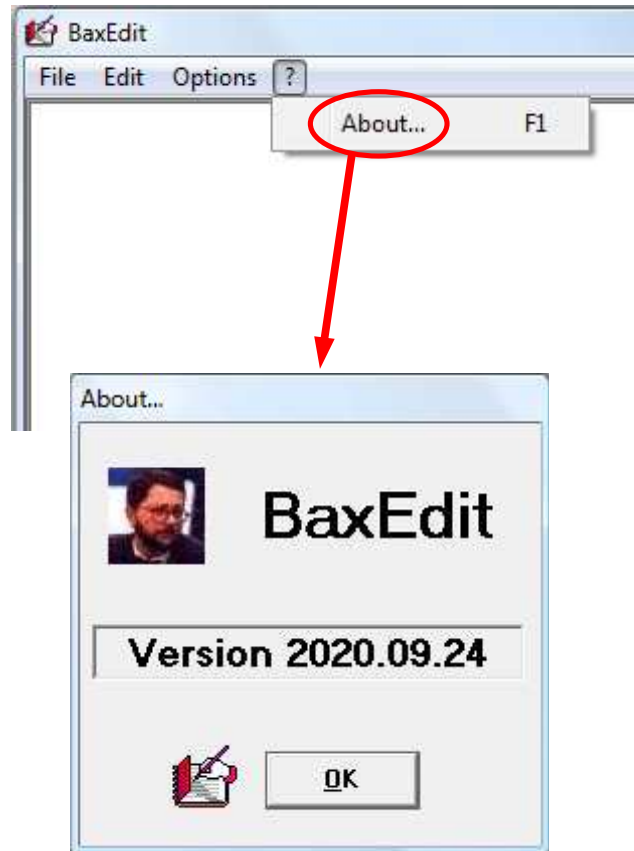
In the **BaxEdit** editor it is possible to change the language.

As standard 2 files are provided: BaxEdt**FR**.lan (French) and BaxEdt**EN**.lan (English) but you can create your own BaxEdt**XX**.lan language file by translating one of the existing files.



About

displays the version number.

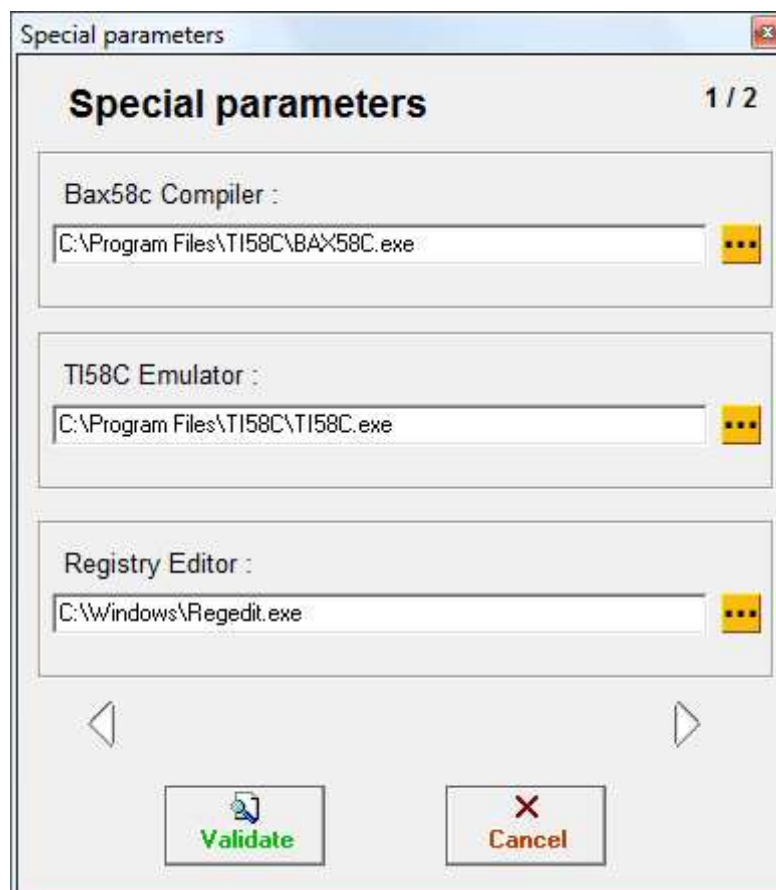


Special parameters SHIFT+ALT+I

The "**Special parameters**" screen can be displayed via the key combination **SHIFT+ALT+I** or with the special menu (accessible via **SHIFT+ALT+F1**)



The first page of "**Special parameters**" allows you to define the path of external programs that can be called: the Bax58C compiler, the TI58C emulator and the Windows registry editor.



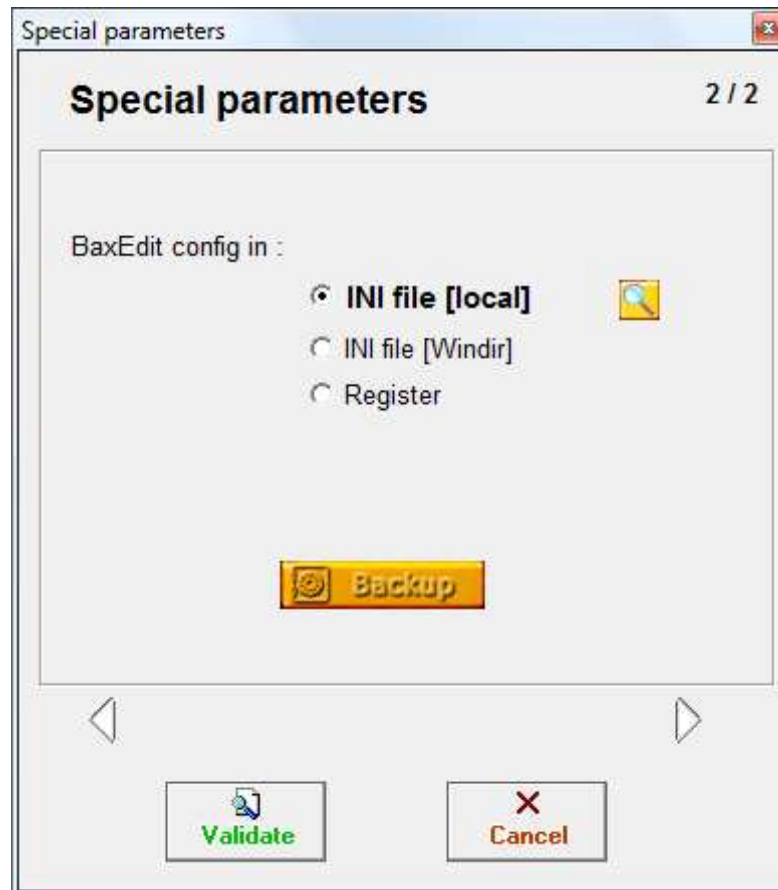
The **BaxEdit** Editor configuration parameters can be stored

- either in a local **BaxEdit.ini** file (application directory),
- either in a **BaxEdit.ini** file in the Windows directory (systemroot),
- either in the Windows registry.

⇒ Choosing **local INI file** deletes the **BaxEdit.ini** file from the Windows folder and creates the local file **BaxEdit.ini**,

⇒ Choosing **Windows INI file** deletes the **BaxEdit.ini** file from the application folder and creates the Windows file **BaxEdit.ini**,

⇒ Choosing **Register** deletes the file **BaxEdit.ini** (local or Windows) and creates the settings in the registry.



Click on the “Backup” button to save the parameters in

- a **BaxEdityyyyymmddhhmmss.ini** file for general parameters



Warning to the readers

The informations contained in this manual are given as an indicative guide and have no exhaustive character even certain.

As an example not restrictive, this manual can propose you one or several addresses of Web sites which will be not more current or which the contents will have changed when you will access it.

So, this information should not engage the responsibility of the author of this manuel.

The author cannot be considered responsible for any omission, error or gap which would have been present into this manual as well as consequences, whoever they are, who would result from information and indications supplied as well as with their use.

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