



Manual Update

This Manual Update is for Reorder Number: 98613-90052

Title: BASIC Language Reference

Printing Date: E0888

The purpose of this manual update is to provide new information for your manual to bring it up to date. This is important because it ensures that your manual accurately documents the current version of the product.

This update consists of this cover sheet, a printing history page and all replacement pages. Replacement pages are identified by a revision date at the bottom of the page. A vertical line (change bar) in the margin indicates new or changed text material. The change bar is not used for typographical or editorial changes that do not affect the technical accuracy. New pages to be added do not contain change bars.

To update your manual follow the instructions below, replace existing pages with the update pages and insert new pages as indicated. Destroy all replaced pages.

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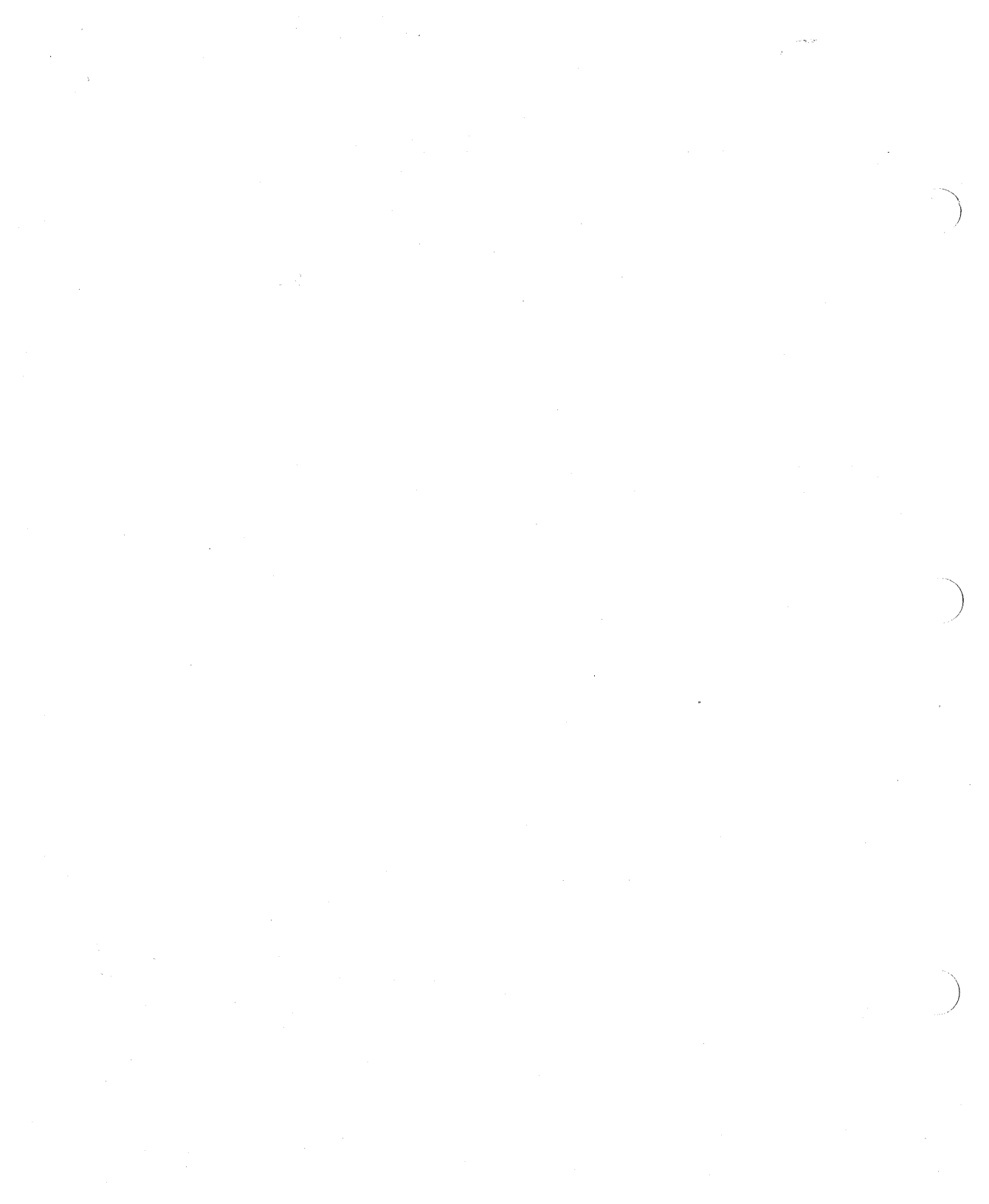
HP Part Number

98613-90814

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98613-90814



BASIC Language Reference

Volume 1: A-N

HP 9000 Series 200/300 Computers

HP Part Number 98613-90052



Hewlett-Packard Company

3404 East Harmony Road, Fort Collins, Colorado 80525

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Printing History

New editions of this manual will incorporate all material updated since the previous edition. Update packages may be issued between editions and contain replacement and additional pages to be merged into the manual by the user. Each updated page will be indicated by a revision date at the bottom of the page. A vertical bar in the margin indicates the changes on each page. Note that pages which are rearranged due to changes on a previous page are not considered revised.

The manual printing date and part number indicate its current edition. The printing date changes when a new edition is printed. (Minor corrections and updates which are incorporated at reprint do not cause the date to change.) The manual part number changes when extensive technical changes are incorporated.

January 1987...Edition 1

November 1987...Edition 2. This edition reflects the 5.0 corrections and 5.1 additions.

May 1988...Update. This edition contains new information regarding the 5.11 revision. (See SYSTEM\$, and STATUS/CONTROL register for cache memory at select code 32.)

August 1988...Edition 3. This edition contains new information regarding the BASIC/UX 5.5. There are no changes to the BASIC Workstation pages, and the previous update has been merged.

January 1989...Update. This update covers secondary keywords for the keyword SCRATCH that are not supported by the BASIC/WS (BASIC Workstation), but are supported by BASIC/UX (HP-UX version of the BASIC Workstation). All of the keywords in this manual apply to both BASIC/WS and BASIC/UX, unless otherwise stated.

BASIC Language Reference

Volume 2: O-Z

HP 9000 Series 200/300 Computers

HP Part Number 98613-90052



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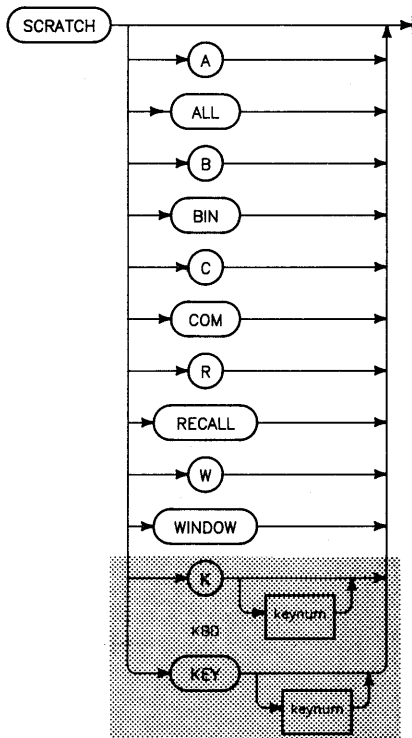
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SCRATCH

Supported On WS,UX
 Option Required None
 Keyboard Executable Yes
 Programmable No
 In an IF...THEN No

This command erases all or selected portions of memory.



Item	Description	Range
key number	integer constant	0 thru 23

Example Statements

SCRATCH
SCRATCH A
SCRATCH ALL (BASIC/UX only)
SCRATCH KEY
SCRATCH KEY 21
SCRATCH WINDOW (BASIC/UX under X Windows only)

Semantics

The BASIC Workstation (BASIC/WS) does not support the following secondary keywords with the keyword SCRATCH:

ALL	RECALL
B	W
COM	WINDOW

Both full names and single character abbreviations for actions are accepted (BASIC/UX only).

SCRATCH clears the BASIC program and all variables not in COM. Key definitions are left intact.

SCRATCH C clears all variables, including those in COM. The program and keys are left intact.

SCRATCH R clears the **RECALL** key buffer.

To scratch a key, type SCRATCH KEY, followed by the key number, and press **EXECUTE**, **ENTER**, or **Return**. Also, pressing a softkey after typing SCRATCH will cause SCRATCH KEY, followed by the key number, to be displayed. When a key is specified, the definition for that key only is cleared. When an individual key is not specified, all key definitions are cleared. In either case, the program and all variables are left intact.

SCRATCH A clears the BASIC program memory, all the key definitions, and all variables (including those in COM). Most internal parameters in the computer are reset by this command. The clock is not reset and the recall buffer is not cleared. See the Master Reset Table in the "Useful Tables" section in the back of this manual for details.

SCRATCH BIN

SCRATCH BIN causes an extended SCRATCH A. It resets the computer to its power up state. All programs, variables, and BINs are deleted from memory. The BIN which contains the CRT driver for the current CRT is not deleted. Note that SCRATCH BIN will not remove any binaries that reside in ROM.

SCRATCH BIN and SCRATCH B are not supported on BASIC/UX.

SCRATCH A Effects on SRM and HFS Volumes

With SRM volumes, SCRATCH A releases the system resources allocated to the workstation executing the SCRATCH A, making those resources available to other SRM workstations. More specifically, SCRATCH A closes all files and directories, and resets the workstation's working directory to the root directory of the default volume (the mass storage volume from which the workstation booted). SCRATCH A also closes files and directories with HFS volumes.

If the workstation has Boot ROM version 3.0 or A or later, and booted from the SRM, SCRATCH A resets the working directory to the root of the default system volume. If the workstation has an earlier version Boot ROM, SCRATCH A resets the working directory to the device from which the workstation booted (for example, :INTERNAL if the workstation booted from a built-in drive).

SCRATCH W or SCRATCH WINDOW (BASIC/UX only)

In a windowing environment, this command causes all created windows to be destroyed. Note that this does not destroy the root BASIC window.

This command is only valid when running within a window system. When not in a window system, this command causes an error.

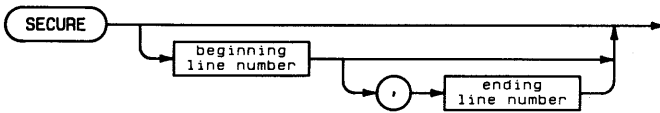
SEC

See the SEND statement

SECURE

Supported On	WS,UX
Option Required	PDEV
Keyboard Executable	Yes
Programmable	No
In an IF...THEN	No

This command protects program lines so that they cannot be listed.



Item	Description	Range
beginning line number	integer constant; Default = first line in program	—
ending line number	integer constant; Default = beginning line number if specified, or last line in program	—

Example Statements

```
SECURE
SECURE 45
SECURE 1,100
```

Semantics

If no lines are specified, the entire program is secured. If one line number is specified, only that line is secured. If two lines are specified, all lines between and including those lines are secured.

Program lines which are secure are listed as an *. Only the line number is listed.