

An Introduction to HP 48 System RPL and Assembly Language Programming

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This book would not exist were it not for the team that developed the original HP 28. The tribute to their vision exists in backpacks, briefcases, and on desktops around the world.

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Disclaimer

Despite the best of intentions and many hours of hard work, mistakes may remain in this book. We suggest you archive important data in your calculator before beginning to experiment with the new techniques you will learn here. It is not uncommon to see a typing mistake in source code lead to a “Memory Lost” event. This is a natural part of the software development process. Neither the author nor the Hewlett-Packard Company can accept responsibility for the loss of your data.

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Chapter 1

Introduction

The HP 48 calculator family is characterized in part by the availability of a wide variety of software products that address diverse interests, ranging from games to serious engineering applications. Some programs appear to run much faster than you would suspect possible if all your HP 48 programming experience was confined to standard programming from the keyboard. This book is designed to introduce some of the techniques used to create these programs.

The discussion and examples in this book have been drawn from the collective experience of the author and other contributors — each having a unique view of the HP 48. This book is an *introduction* to the HP 48 — we cannot and do not attempt to provide either complete documentation for every facet of the HP 48's internal resources or a complete theoretical description of the operating system. We do hope you will learn a few things, have some fun, and write some new programs for others to enjoy.

As with any book, we make some assumptions about the background of the reader. In particular, we assume the reader is familiar with all HP 48 object types and most basic HP 48 programming constructs. We recommend *The HP 48 Handbook*, by the author, as a good place to begin the study of User-RPL programming. The *Handbook* has lots of examples, and should get you started in good form. In particular, study pages 3-200.

Several tools exist that can be utilized to create programs using the HP 48's internal resources in ways not possible from the keyboard. The disk that comes with this book includes free copies of the tools provided by (but not supported by) Hewlett-Packard.

The chapters in this book are organized to provide a progression from fairly straightforward usage of some system resources in standard programs to complex application projects. However, this is *not* a novel with a plot that is linear through the book. For instance, some example programs use objects described later in the book. The book has been designed to act both as tutorial and reference, so you'll find yourself going back-and-forth from time to time.

Chapter 2

Getting Started

Any technical dialog is necessarily filled with terms that may confuse the reader new to the subject. We begin by defining some basic terms, introducing the tools, System-RPL, and assembler.

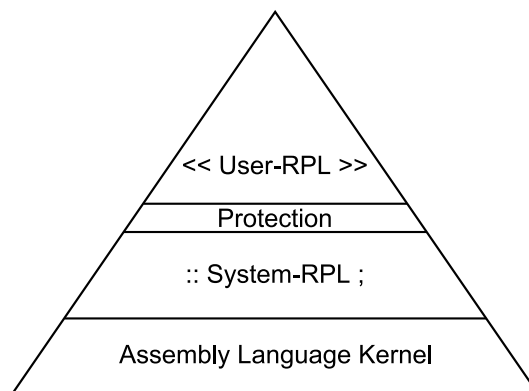
2.1 Terminology

The kernel of the HP 48 operating system/language known as RPL has been written in assembly language, and much of the functionality of in the HP 48 is implemented in what is sometimes called “System-RPL”. Programs entered from the keyboard of the HP 48 are written in what is sometimes called “User-RPL”.

Programs written in assembly language are often known as “code objects” (type 25) and can use all the resources in the HP 48. Unfortunately, the HP 48 has not been provided with a complete debugging environment for assembly language development. Consequently there have been fewer applications or games written in assembly language. This book will describe some techniques that can be applied to assembly language development projects.

2.1.1 User-RPL vs. System-RPL vs. Assembler

The illustration below shows the relationship between User-RPL, System-RPL, and the kernel of the HP 48.



Programs written in User-RPL and System-RPL share the same resources, stack, return stack, etc. The commands available in User-RPL represent a subset of the functionality available in System-RPL. The objects that can be used by System-RPL represent a subset of the HP 48 system.

There are three main distinctions between User-RPL and System-RPL:

- User-RPL commands have names that are recognized when you enter them into the command line, whereas System-RPL objects must be accessed via either the SYSEVAL command or specialized tools.

- User-RPL commands have extra code responsible for validating input arguments (and thus require a bit of extra execution time), whereas System-RPL objects usually have little or no error protection. This layer of protection insures that invalid input arguments do not result in undesirable behavior by underlying code.
- There are more resources available to programs written in System-RPL. These resources include access to portions of the HP 48 system objects, additional object types (notably internal binary integers), and additional control structures which may provide improved execution flow control.

Applications written in assembler have the greatest speed potential, the greatest access to system resources, and the most difficult development process. The penalties for errors in assembly are sometimes greater than for System-RPL, meaning that Memory Lost events are more likely. This should discourage only the faint-hearted, however.

2.1.2 Stack Diagrams

A stack diagram notation is used in this book which describes the type and order of objects supplied to a command or program and the type and order of results. In the case of an object that can be used in a System-RPL application, the description includes the name, address, and stack diagram as follows:

| NAME | | | | | | | Address |
|---|--------------------|--------------------|--------------------|---------------|--------------------|--------------------|--------------------|
| | <i>Input</i> | | | <i>Output</i> | | | |
| | Level ₃ | Level ₂ | Level ₁ | → | Level ₃ | Level ₂ | Level ₁ |
| <i>Related Flags:</i> Flags which may affect the result | | | | | | | |

Unless mentioned otherwise, all entries will work on all versions of the HP 48. Entries specific only to the G/GX series of calculators carry the “G/GX” mnemonic by the address. Some objects are accessed by rompointer (XLIB name). These entries are indicated by a user binary integer value for LIBEVAL (not always safe — including the case shown below) in the center of the top line and the XLIB notation at the top-right:

| | | |
|--|---------|-----------------|
| DoMsgBox | #000B1h | G/GX XLIB 177 0 |
| Displays a message box with a graphics object | | |
| "message" #maxwidth #minwidth grob menuobject → TRUE | | |

2.1.3 Object Notation

Hewlett-Packard has adopted a series of symbols to represent different object types. Some of these symbols are listed below, along with their object type, an example of what the decompiled object type looks like in System-RPL, and what the object looks like as displayed on the stack.

| Symbol | Type | Object | System-RPL Example | Stack Example |
|----------|------|----------------------------|--------------------------|-----------------|
| % | 0 | Real number | % 1.2345 | 1.2345 |
| C% | 1 | Complex number | C% 2.3 4.5 | (2.3,4.5) |
| \$ | 2 | String | "ABC" | "ABC" |
| array | 3 | Real array | ARRAY [% 1 % 2 % 3] | [1 2 3] |
| array | 4 | Complex array | ARRAY [C% 1 2 C% 3 4] | [(1,2) (3,4)] |
| { } | 5 | List | { "ABC" % 1.5 } | ("ABC" 1.5) |
| id | 6 | Global name | ID X | 'X' |
| lam | 7 | Local name | LAM y | 'y' |
| :: | 8 | Secondary object (program) | :: x« id A %2 x+ x» ; | « A 2 + » |
| symb | 9 | Algebraic | DOSYMB ID X %2 x^ ; | 'X^2' |
| hxs | 10 | User Binary integer | HXS 10 7F00000000000000 | # 247d |
| grob | 11 | Graphics object | GROB E 2000080000ABCD | Graphic 8 x 2 |
| tagged | 12 | Tagged object | TAG Dist % 34.45 | Dist: 34.45 |
| symb | 13 | Unit object | DOEXT ... ; | 32_ft/s^2 |
| romptr | 14 | XLIB name | ROMPTR domain | XLIB 766 1 |
| # | 20 | Internal binary integer | 247 | <247d> |
| %% | 21 | Extended real number | %% 1.23456789012345 | Long Real |
| C%% | 22 | Extended complex number | C%% 1.234 5.678 | Long Complex |
| lnkarray | 23 | Linked array | LNKARRAY [% 1 % 2 % 3] | Linked Array |
| chr | 24 | Character object | CHR A | Character |
| code | 25 | Code object | CODE ... ENDCODE | Code |

Objects are composed of a *prologue* and a *body*. An object prologue indicates the type of object, and the body contains the information of interest. Some objects, like strings, have a length field after the prologue that indicates the size of the object. Objects are also classified as being *atomic* or *composite*. An atomic object is a single object, like a real number. The body of a composite object, like a list, consists of one or more objects. For details about individual objects, see the appendix *Object Structures* on page 255.

2.1.4 Fonts

A font convention has been adopted to help distinguish between text, source code, and comments. The fonts are used as follows:

« 1.23 + » The dot matrix font is used for User-RPL and text displayed in the HP 48 LCD.

:: % 1.23 %+ ; The Courier font is used for System-RPL or assembler source code.

Validate arguments An italic font is used for comments

2.2 Installing the HP Tools

Hewlett-Packard has graciously permitted the distribution of their tools on the disk that comes with this book. There are three basic steps to the installation of the HP tools:

1. Copy the .EXE files to a directory in your path, typically a \BIN directory. Then copy the file ENTRIES.O, and the SASM.OPC file from the TOOLS directory to a convenient directory on your hard disk. On many systems, this would be a \INCLUDE directory.

The next two steps involve checking the \AUTOEXEC.BAT file on your PC:

2. Make sure that the PATH variable includes the directory containing the tools from step 1.
3. Add the following line to your AUTOEXEC.BAT file: SET SASM_LIB= \INCLUDE. This tells the SASM assembler where the SASM.OPC file is located. If you place SASM.OPC in a directory other than \INCLUDE, make sure this line refers to the proper directory.

When these three steps have been completed, reboot your PC and you're ready to go. The examples in this book will assume that the files mentioned in step 1 above are in the \INCLUDE directory of your PC.

It is beyond the scope of this book to describe the details of the HP tools — you may wish to refer to the HP documentation on the disk for details about the tools.

2.3 Example Programs

There are three directories of example programs. Each example program comes with a DOS .BAT file that compiles a working copy of the example program, ready to download to your HP 48. Checksums and sizes are also provided to help confirm that an example program is properly installed.

Note: Many example programs contain error checking, but most examples of code objects do not. You should always back up your calculator before experimenting with example programs or changes to example programs.

2.4 Introducing System-RPL

As mentioned before, System-RPL programming is a superset of the process used to create programs in User-RPL. The basic resources are the same, but System-RPL has its own notation and options not available in User-RPL.

2.4.1 A First Example

We begin by comparing two objects that compute the length of the hypotenuse of a right triangle — one written in User-RPL and the other written in System-RPL. The User-RPL example is called a program, but it's common in the world of System-RPL to use the term secondary for the example shown on the right.

| User-RPL | System-RPL |
|---|--|
| Side ₁ Side ₂ → Side ₃ | % %' → %" |
| 27.5 Bytes | 20 Bytes HYPOT.S |
| ⌘ <i>Start of program</i> | :: <i>Start of secondary</i> |
| DUP * SWAP DUP * <i>Square both sides</i> | DUP %* SWAPDUP %* <i>Square both sides</i> |
| + <i>Add the squares</i> | %+ <i>Add the squares</i> |
| √ <i>Take the square root</i> | %SQRT <i>Take the square root</i> |
| ⌘ <i>End of program</i> | ; <i>End of secondary</i> |

Note the differences between the two:

- Delimiters for a User-RPL program and a secondary written in System-RPL are different. Secondaries begin with :: (called DOCOL), and finish with ; (called SEMI).
- User-RPL programs are *self quoting* — they place themselves on the stack until explicitly executed — and secondaries are executed. See *Program Flow Control* on page 37 for more about this difference.
- We could have used SQ to square each side in the User-RPL example, but the actual code for the user command SQ (in the case of a real number) is :: DUP %* ; so we have used DUP * in place of SQ.
- The DUP used in the secondary is not the same as the User-RPL DUP. The User-RPL DUP checks the stack to make sure that at least one object is on the stack before duplicating it. The System-RPL DUP assumes that there is at least one object on the stack, and duplicates the object with no checks at all.
- In User-RPL, * encapsulates every possible multiplication operation. The System-RPL example uses %, which multiplies two reals, and makes no argument checks. This is the object that is ultimately executed by the User-RPL * when it is asked to multiply two real numbers. Thus the System-RPL example avoids the time required to determine which multiply routine to use. The same logic applies to the use of %+ and %SQRT.

- The System-RPL example is smaller for two reasons. First, the example uses SWAPDUP, which combines the operations of SWAP and DUP into one efficient piece of machine language. There are many such objects available through System-RPL that combine common operations into one operation. The use of SWAPDUP also saves space — this makes the System-RPL example 2.5 bytes shorter than it would have been if SWAP and DUP were used individually. The System-RPL example is also smaller because it lacks the «» delimiters found in the User-RPL program. The User-RPL program when decomposed actually contain :: and ; around the outer program delimiters, so internally the program actually looks like :: « DUP * SWAP DUP * + √ » ; . When a User-RPL program is displayed the :: and ; are suppressed.
- One hazard of using the System-RPL example to find the length of a hypotenuse is that there is no argument validation. If you're sure that only real numbers will be present on the stack when the secondary is executed, no problems should result. Invalid arguments supplied to the User-RPL program will generate a `Bad Argument Type` error; invalid arguments supplied to the System-RPL secondary will have unpredictable consequences, ranging from meaningless results to the loss of memory.
- Another consequence of the lack of argument validation is that the program does not clear the system RAM location that attributes the source of an error. If an error were to occur, it would be attributed to the last command that generated an error, which does no actual harm but is quite misleading.
- The System-RPL example will run faster than the User-RPL program, because all the argument checking code has been bypassed. In this example the speed difference is minor, but in future examples you'll begin to see where major speed improvements can be found.

The System-RPL example shown above has been written for maximum efficiency at the expense of argument validation. That may be appropriate for secondaries embedded in larger applications, but it is not recommended for general use when an inexperienced user might supply invalid input data. Later in the book we will show a technique for validating the arguments.

We now illustrate the process of compiling the System-RPL example using the HP tools on a PC.

2.4.2 Creating the Example With the HP Tools

To prepare the example, you will compile, assemble, and load the code using a source code file, a loader control file, and a batch file to automate the process. The input files HYPOT.S, HYPOT.M, and the batch file HYPOT.BAT are listed below:

| | |
|---------------------------|---|
| HYPOT.S | <i>This is the source code file for the program.</i> |
| ASSEMBLE | <i>A pseudo-op that tells the compiler to pass the next output to SASM</i> |
| NIBASC /HHP48-A/ | <i>This is a download header for binary transmission to the HP 48</i> |
| RPL | <i>A pseudo-op that tells the compiler to compile the source that follows</i> |
| :: | <i>The beginning of the source code</i> |
| DUP %* SWAPDUP %* | |
| %+ | |
| %SQRT | |
| ; | |
| HYPOT.M | <i>This is the loader control file that controls the execution of the loader SLOAD.</i> |
| TITLE Hypotenuse | <i>This is an optional title that will appear in the .LR output file</i> |
| OUTPUT HYPOT | <i>Instructs SLOAD to put the final output in the file HYPOT</i> |
| LLIST HYPOT.LR | <i>Instructs SLOAD to put listing information and errors in HYPOT.LR</i> |
| SUPPRESS XREF | <i>Suppresses a cross reference listing that would appear in HYPOT.LR</i> |
| SEARCH \INCLUDE\ENTRIES.O | <i>The reference to the addresses in ENTRIES.O</i> |
| REL HYPOT.O | <i>Specifies which file to load</i> |
| END | |
| HYPOT.BAT | <i>This is a batch file that encapsulates the entire process.</i> |
| RPLCOMP HYPOT.S HYPOT.A | <i>Invokes RPLCOMP, generates the SASM source file HYPOT.A</i> |
| SASM HYPOT.A | <i>Assembles HYPOT.A, generates HYPOT.L and HYPOT.O</i> |
| SLOAD -H HYPOT.M | <i>Invokes SLOAD using the control file HYPOT.M, generates HYPOT</i> |

The file HYPOT.BAT encapsulates the entire process into a single batch file, so you have only one command to issue at the PC keyboard. Run HYPOT.BAT, which issues the commands to compile the .S source file, assemble the resulting .A file, and resolve the entry points with the .M file. Check HYPOT.L to make sure there were no compile or assembly errors.

Now examine the file HYPOT.LR. You should see something resembling the listing below:

HYPOT.LR

```
Saturn Loader, Ver.  %I%, %G%
Output Module:
Module=HYPOT
Start=00000 End=00037 Length=00038 Symbols=2293 References= 8
  Date=Sat Apr 22 14:20:28 1995 Title= Hypotenuse

Source modules:
Module=\INCLUDE\ENTRIES.O
  Start=00000 Module Contains No Code
  Date=Fri Apr 21 21:35:29 1995 Title=Supported ROM Entry Points
Fri Apr 21 21:35:29 1995

Module=HYPOT.O
  Start=00000 End=00037 Length=00038
  Date=Sat Apr 22 14:20:28 1995 Title=
Sat Apr 22 14:20:28 1995

/SLOAD: End of Saturn Loader Execution
```

If an unresolved reference appears at the end of a .LR file, you most likely have specified an entry that is not in the file ENTRIES.O. Make sure that you have spelled the name correctly, which is the usual source of these errors.

To try out the System-RPL example, download the file HYPOT into your HP 48 and try it out with real numbers for input. Remember, the error checking that protected you is now gone. The section *Argument Validation* on page 52 in the chapter *Basic Programming Tools* shows how you can design your own argument validation routines.

2.5 Introducing Assembly Language

To introduce assembly language, we begin with one of the smallest possible examples — the HP 48’s equivalent of “Hello World” in C programming. This program will return to the stack the address of the object in level 1 expressed as an internal binary integer. The HP 48 stack is merely a stack of 20-bit address pointers to objects residing in memory. The program copies the address into a CPU register, then branches to a routine that returns the address expressed as an internal binary integer.

To prepare the example, you will assemble and load the code using a source code file, a loader control file, and a batch file to automate the process. The input files ADDR.A, ADDR.M, and ADDR.BAT are listed below:

ADDR.A

This is the source code file for the program.

| | |
|--------------------|--|
| NIBASC \HHP48-A\ | <i>This is a download header for binary transmission to the HP 48</i> |
| CON(5) =DOCODE | <i>This is the prologue for a code object</i> |
| REL(5) end | <i>The length field — indicates the size of the code object</i> |
| GOSBVL =SAVPTR | <i>Saves the RPL pointers</i> |
| A=DAT1 A | <i>Reads the pointer from stack level 1 into the A field of register A</i> |
| GOVLNG =PUSH#ALoop | <i>Pushes the A field of register A as an internal binary integer,</i> |
| END | <i>restores the RPL pointers, and returns to RPL</i> |

| | |
|---------------------------|---|
| ADDR.M | <i>This is the loader control file that controls the execution of the loader SLOAD.</i> |
| OUTPUT ADDR | <i>Instructs SLOAD to put the final output in the file ADDR</i> |
| LLIST ADDR.LR | <i>Instructs SLOAD to put listing information and errors in ADDR.LR</i> |
| SUPPRESS XREF | <i>Suppresses a cross reference listing that would appear in ADDR.LR</i> |
| SEARCH \INCLUDE\ENTRIES.O | <i>The reference to the addresses in ENTRIES.O</i> |
| REL ADDR.O | <i>Specifies which file to load</i> |
| END | |

| | |
|----------|---|
| ADDR.BAT | <i>This is a batch file that encapsulates the entire process.</i> |
|----------|---|

| | |
|-----------------|--|
| SASM ADDR.A | <i>Assembles ADDR.A, generates ADDR.L and ADDR.O</i> |
| SLOAD -H ADDR.M | <i>Invokes SLOAD using the control file ADDR.M, generates ADDR</i> |

The file ADDR.BAT encapsulates the entire process into a single batch file, so you have only one command to issue at the PC keyboard. Run ADDR.BAT, then examine the file ADDR.LR. You should see something resembling the listing below:

```

ADDR.LR
Saturn Loader, Ver.  %I%, %G%

Output Module:
Module=ADDR
Start=00000 End=0002A Length=0002B Symbols=2293 References= 3
Date=Sat Apr 22 14:21:13 1995 Title=

Source modules:
Module=\INCLUDE\ENTRIES.O
Start=00000 Module Contains No Code
Date=Fri Apr 21 21:35:29 1995 Title=Supported ROM Entry Points
Fri Apr 21 21:35:29 1995

Module=ADDR.O
Start=00000 End=0002A Length=0002B
Date=Sat Apr 22 14:21:13 1995 Title=
Sat Apr 22 14:21:13 1995

/SLOAD: End of Saturn Loader Execution

```

If an unresolved reference appears at the end of a .LR file, you most likely have specified an entry that is not in the file ENTRIES.O. Make sure that you have spelled the name correctly, which is the usual source of these errors. You may also want to check the .L file after assembly to check for compilation or assembly errors.

To try out the example, download the file ADDR into your HP 48 and try it out with the real number 1 on the stack. If the HP 48 is in HEX mode, you should see the internal binary integer <2A2C9h> on the stack, which is the address of the built-in constant 1. Notice also that if you recall ADDR to the stack, the program appears as Code. A code object (type 25) cannot be decompiled directly on the HP 48, but the Jazz tools (available on various FTP sites) can be used for assembly language development directly on the HP 48.

2.6 Example File Structures

The disk supplied with this book contains a directory named EXAMPLES. There are six subdirectories:

| | |
|----------|--|
| HPTOOLS | Contains the HP tools |
| USERRPL | Contains example programs written in User-RPL |
| SYSRPL | Contains example programs written in System-RPL |
| ASSEMBLY | Contains example programs written in assembly language |

| | |
|-------|--|
| RVIEW | Contains the RVIEW register viewer |
| PONG | Contains the assembly language PONG game |

2.6.1 User-RPL Examples

The User-RPL example programs are ready to download to the HP 48 in ASCII format. These files are named with a .RPL extension.

2.6.2 System-RPL Examples

The System-RPL examples consist of a *source file*, a *loader control file*, and a DOS batch file which will build the example program. A naming convention is used for these files. To illustrate the naming convention, consider the example program CASE1 described in *Case Objects* on page 41.

The input files are:

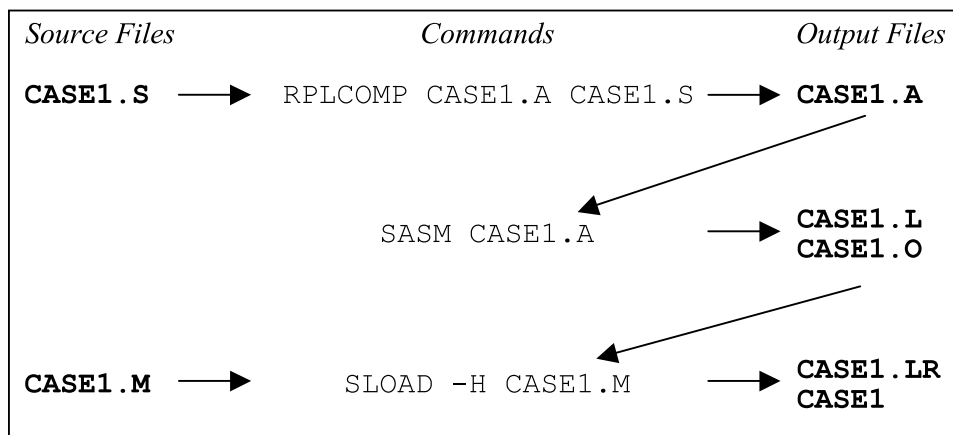
| | |
|-----------|----------------------------|
| CASE1.S | The System-RPL source file |
| CASE1.M | The loader control file |
| CASE1.BAT | The DOS batch file |

To compile and load the CASE1 example, just type CASE1 at the PC's command line, and the CASE1.BAT batch file will issue the commands to compile and load the example.

The output files are (in order of their creation):

| | |
|----------|---|
| CASE1.A | The assembler source generated by the RPL compiler RPLCOMP from CASE1.S |
| CASE1.L | The assembler listing file generated by the assembler SASM |
| CASE1.O | The object file generated by the SASM |
| CASE1.LR | The listing output from the loader SLOAD |
| CASE1 | The example ready to download to the HP 48 |

The following diagram illustrates this process.



2.6.3 Assembly Examples

Like the System-RPL examples, the assembly language examples consist of a *source file*, a *loader control file*, and a DOS batch file which will build the example program. A similar naming convention is used for these files. To illustrate the naming convention, consider the example program SWP described in *Writing Your Own Code Objects* on page 215.

The input files are:

| | |
|---------|---------------------------|
| SWP.A | The assembler source file |
| SWP.M | The loader control file |
| SWP.BAT | The DOS batch file |

To compile and load the SWP example, just type SWP at the PC's command line, and the SWP.BAT batch file will issue the commands to assemble and load the example.

The output files are (in order of their creation):

| | |
|--------|--|
| SWP.L | The assembler listing file generated by the assembler SASM |
| SWP.O | The object file generated by the SASM |
| SWP.LR | The listing output from the loader SLOAD |
| SWP | The example ready to download to the HP 48 |

Chapter 3

Basic Programming Tools

Programs written in System-RPL have a rich set of options for execution control, local variable use, and argument validation. This chapter will introduce some of the basic tools and program structures that you will use many times. There are a number of object types used by System-RPL objects which are not available in the User-RPL programming environment. The most prevalent of these are internal binary integers and the system flags TRUE and FALSE. These will be introduced first in the sections *Binary Integers* and *Flags*, because they're used everywhere else. The section *Tests* describes objects that perform various kinds of tests. These sections are followed by an introduction to some execution control constructs in the section *Program Flow Control*. When you are designing a System-RPL program, you should evaluate the precautions necessary to prevent the unwary user from getting unexpected results from invalid or missing input data. The section *Argument Validation* will describe the tools available for these tasks. The section *Temporary Variables* will describe the use of temporary environments, which are more flexible than the local variables found in User-RPL programs.

3.1 Binary Integers

Internal binary integers (sometimes nicknamed *bints*) are unsigned 20-bit quantities that are useful for many functions. These integers differ from user binary integers, which are actually stored internally as hex strings. To avoid confusion, this book will use the terms *user binary integer* and *internal binary integer* (or *bint*).

3.1.1 Internal Binary Integers in the HP 48 Display

While user binary integers (object type 10) are displayed with a leading # character, internal binary integers are displayed within <> symbols. A trailing character indicates the base display mode. For instance, if the base mode of the HP 48 is binary, then the internal binary integer 5 would be displayed as <101b>.

Internal binary integers live in the range $0 \leq n \leq \text{FFFFF}$. If you subtract <1h> from <0h>, you get <FFFFFFh> (decimal 1048575). No overflow or underflow indications are available.

3.1.2 Internal Binary Integers in System-RPL Source Code

The bad news is that in the world of System-RPL programming, the symbol # is used to denote internal binary integers, and the symbol hxs is used to denote User-RPL binary integers. Thus, when you see an object with a # in the name, the object probably works with internal binary integers. For instance, the object #+ adds two internal binary integers, returning an internal binary integer as the result.

The RPL compiler allows two notations for specifying internal binary integers. If the quantity is prefixed with the symbol #, then hex digits are expected. If no prefix character is present, the digits are interpreted as decimal values. Some commonly used bints (internal binary integers) are built into the HP 48, and can be accessed by name, saving 2.5 bytes from the 5 bytes taken by a compiled bint. The following secondary returns the same value three times:

```

::
32      The decimal value 32 expressed as a bint
# 20    The hex number 20h expressed as a bint
THIRTYTWO A pointer to the internal bint 32.
;

```

When the code listed above is compiled with RPLCOMP.EXE, the first two instances generate 5 bytes of code (values compiled as bint objects) and the third example generates 2.5 bytes (a pointer to a built-in bint):

```

CON(5) =DOCOL      The start of the secondary (::)
CON(5) =DOBINT     The prologue of an internal binary integer
CON(5) 32          The value of the bint
CON(5) =DOBINT     The prologue of an internal binary integer
CON(5) #20         The hex digits for the value 32
CON(5) =THIRTYTWO  The pointer to the built-in value of 32
CON(5) =SEMI       The end of the secondary (;)

```

Built-in Internal Binary Integers. The following objects put built-in internal binary integers on the stack:

| Object | Stack Output | Address | Object | Stack Output | Address |
|-------------|--------------|---------|--------------|----------------|----------|
| MINUSONE | <FFFFFh> | #6509Eh | FORTYTHREE | <43d> | #0419Dh |
| ZERO | <0d> | #03FEFh | FORTYFOUR | <44d> | #64B12h |
| ONE | <1d> | #03FF9h | FORTYFIVE | <45d> | #64B1Ch |
| TWO | <2d> | #04003h | FORTYSIX | <46d> | #64B26h |
| THREE | <3d> | #0400Dh | FORTYSEVEN | <47d> | #64B30h |
| FOUR | <4d> | #04017h | FORTYEIGHT | <48d> | #64B3Ah |
| FIVE | <5d> | #04021h | FORTYNINE | <49d> | #64B44h |
| SIX | <6d> | #0402Bh | FIFTY | <50d> | #64B4Eh |
| SEVEN | <7d> | #04035h | FIFTYONE | <51d> | #64B58h |
| EIGHT | <8d> | #0403Fh | FIFTYTWO | <52d> | #64B62h |
| NINE | <9d> | #04049h | FIFTYTHREE | <53d> | #64B6Ch |
| TEN | <10d> | #04053h | FIFTYFOUR | <54d> | #64B76h |
| ELEVEN | <11d> | #0405Dh | FIFTYFIVE | <55d> | #64B80h |
| TWELVE | <12d> | #04067h | FIFTYSIX | <56d> | #64B8Ah |
| THIRTEEN | <13d> | #04071h | FIFTYSEVEN | <57d> | #64B94h |
| FOURTEEN | <14d> | #0407Bh | FIFTYEIGHT | <58d> | #64B9Eh |
| FIFTEEN | <15d> | #04085h | FIFTYNINE | <59d> | #64B8Ah |
| SIXTEEN | <16d> | #0408Fh | SIXTY | <60d> | #64BB2h |
| SEVENTEEN | <17d> | #04099h | SIXTYONE | <61d> | #64BBCCh |
| EIGHTEEN | <18d> | #040A3h | SIXTYTWO | <62d> | #64BC6h |
| NINETEEN | <19d> | #040ADh | SIXTYTHREE | <63d> | #64BD0h |
| TWENTY | <20d> | #040B7h | SIXTYFOUR | <64d> | #64BDAh |
| TWENTYONE | <21d> | #040C1h | SIXTYEIGHT | <68d> | #64C02h |
| TWENTYTWO | <22d> | #040CBh | SEVENTY | <70d> | #64C16h |
| TWENTYTHREE | <23d> | #040D5h | SEVENTYFOUR | <74d> | #64C20h |
| TWENTYFOUR | <24d> | #040DFh | SEVENTYNINE | <79d> | #64C2Ah |
| TWENTYFIVE | <25d> | #040E9h | EIGHTY | <80d> | #64C34h |
| TWENTYSIX | <26d> | #040F3h | EIGHTYONE | <81d> | #64C3Eh |
| TWENTYSEVEN | <27d> | #040FDh | ONEHUNDRED | <100d> | #64CACCh |
| TWENTYEIGHT | <28d> | #04107h | BINT_131d | <131d> | #64D24h |
| TWENTYNINE | <29d> | #04111h | BINT255d | <255d> | #64E28h |
| THIRTY | <30d> | #0411Bh | ZEROZERO | <0d> <0d> | #641FCh |
| THIRTYONE | <31d> | #04125h | ZEROZEROZERO | <0d> <0d> <0d> | #64309h |
| THIRTYTWO | <32d> | #0412Fh | ZEROZEROONE | <0d> <0d> <1d> | #6431Dh |
| THIRTYTHREE | <33d> | #04139h | ZEROZEROTWO | <0d> <0d> <2d> | #64331h |
| THIRTYFOUR | <34d> | #04143h | ONEONE | <1d> <1d> | #63AC4h |
| THIRTYFIVE | <35d> | #0414Dh | #FIVE#FOUR | <5d> <4d> | #642E3h |
| THIRTYSIX | <36d> | #04157h | #ONE#2 | <1d> <27d> | #6428Ah |
| THIRTYSEVEN | <37d> | #04161h | #THREE#FOUR | <3d> <4d> | #642D1h |
| THIRTYEIGHT | <38d> | #0416Bh | #TWO#FOUR | <2d> <4d> | #642BFh |
| THIRTYNINE | <39d> | #04175h | #TWO#ONE | <2d> <1d> | #6429Dh |
| FORTY | <40d> | #0417Fh | #TWO#TWO | <2d> <2d> | #642AFh |
| FORTYONE | <41d> | #04189h | #ZERO#ONE | <0d> <1d> | #64209h |
| FORTYTWO | <42d> | #04193h | #ZERO#SEVEN | <0d> <7d> | #6427Ah |

Other objects that put binary integers on the stack are listed under *Type Dispatching* on page 54.

3.1.3 Type Conversions

The objects COERCE and UNCOERCE convert between internal binary integers and real numbers. The objects COERCE2 and UNCOERCE2 convert two numbers. The stack diagrams for these objects are:

| | |
|--|---------|
| COERCE | #18CEAh |
| Converts a real number into an internal binary integer | |
| % | → # |

| | |
|--|----------------|
| COERCE2 Converts two real numbers into internal binary integers $\%x\ \%y \rightarrow \#x\ \#y$ | #194F7h |
| UNCOERCE Converts an internal binary integer into a real number $\# \rightarrow \%$ | #18DBFh |
| UNCOERCE2 Converts two internal binary integers into real numbers $\#x\ \#y \rightarrow \%x\ \%y$ | #1950Bh |

Notice in these stack diagrams that we're using the shorthand mentioned before — % refers to real numbers and # refers to internal binary integers. Real numbers less than zero convert to <0>, values greater than 1048575 convert to <FFFFFFh>, fractional parts <.5 round to the next lowest integer, and fractional parts $\geq .5$ round to the next highest integer.

3.1.4 Internal Binary Integer Operations

The following System-RPL objects operate on a single internal binary integer (bint):

| Object | Description | Address |
|---------------|-------------------------|----------------|
| #1+ | Adds 1 to a bint | #03DEFh |
| #1- | Subtracts 1 from a bint | #03E0Eh |
| #2+ | Adds 2 to a bint | #03E2Dh |
| #2- | Subtracts 2 from a bint | #03E4Eh |
| #2* | Multiplies a bint by 2 | #03E6Fh |
| #2/ | Returns FLOOR(bint/2) | #03E8Eh |
| #3+ | Adds 3 to a bint | #6256Ah |
| #3- | Subtracts 3 from a bint | #625FAh |
| #4+ | Adds 4 to a bint | #6257Ah |
| #4- | Subtracts 4 from a bint | #6260Ah |
| #5+ | Adds 5 to a bint | #6258Ah |
| #5- | Subtracts 5 from a bint | #6261Ah |
| #8+ | Adds 8 to a bint | #625BAh |
| #8* | Multiplies a bint by 8 | #62674h |
| #10+ | Adds 10 to a bint | #625DAh |
| #10* | Multiplies a bint by 10 | #6264Eh |
| #12+ | Adds 12 to a bint | #625EAh |

The following System-RPL objects operate on two internal binary integers:

| | |
|---|----------------|
| ** Multiplies two bints $\#x\ \#y \rightarrow \#x*y$ | #03EC2h |
| #+ Adds two bints $\#x\ \#y \rightarrow \#x+y$ | #03DBCh |
| #- Subtracts #y from #x $\#x\ \#y \rightarrow \#x-y$ | #03DE0h |
| #/ Divides #x by #y, returns remainder and quotient $\#x\ \#y \rightarrow \#\text{remainder}\ \#\text{quotient}$ | #03EF7h |
| #+-1 Adds two bints, then subtracts 1 from the result $\#x\ \#y \rightarrow \#x+y-1$ | #63808h |

| | |
|---|---------|
| #-#2/ Subtracts #y from #x, divides the result by two, and returns the quotient $\#x \#y \rightarrow (\#x - \#y)/2$ | #624FBh |
| #-+1 Subtracts #y from #x, then adds 1 $\#x \#y \rightarrow \#x - \#y + 1$ | #637CCh |

The following System-RPL objects combine stack operations (see *Stack Operations* on page 67) with binary integer numbers or arithmetic functions. They are quite useful for reducing the size of a program.

| | |
|--|---------|
| 2DROP00 Drops ob ₁ and ob ₂ , then returns 0 0 $ob_2 ob_1 \rightarrow \#0 \#0$ | #6254Eh |
| 2DUP#+ Duplicates #x and #y, then adds them $\#x \#y \rightarrow \#x \#y \#x+y$ | #63704h |
| 3PICK#+ Copies #x in level 3, then adds to #y $\#x ob \#y \rightarrow \#x ob \#x+y$ | #63740h |
| 4PICK#+ Copies #x in level 4, then adds to #y $\#x ob_2 ob_1 \#y \rightarrow \#x ob_2 ob_1 \#x+y$ | #63754h |
| 4PICK#+SWAP Copies #x in level 4, adds to #y, then does SWAP $\#x ob_2 ob_1 \#y \rightarrow \#x ob_2 \#x+y ob_1$ | #62DE5h |
| #+DUP Adds #x and #y, then duplicates the result $\#x \#y \rightarrow \#x+y \#x+y$ | #627D5h |
| #+OVER Adds #x and #y, then copies object in level 2 $ob \#x \#y \rightarrow ob \#x+y ob$ | #63051h |
| #+ROLL Adds #x and #y, then does ROLL $ob_{x+y} \dots ob_1 \#x \#y \rightarrow ob_{x+y-1} \dots ob_1 ob_{x+y}$ | #612DEh |
| #+SWAP Adds #x to #y, then does SWAP $ob \#x \#y \rightarrow \#x+y ob$ | #62DFEh |
| #-SWAP Subtracts #y from #x, then does SWAP $ob \#x \#y \rightarrow \#x-y ob$ | #62E12h |
| #-UNROLL Subtracts #y from #x, then does UNROLL $ob_{x-y} \dots ob_1 \#x \#y \rightarrow ob_1 ob_{x-y} \dots ob_2$ | #6132Ch |
| #1+DUP Adds 1 to #x, then duplicates result $\#x \rightarrow \#x+1 \#x+1$ | #62809h |
| #1+NDROP Drops #n+1 objects from the stack $ob_{n+1} \dots ob_1 \#n \rightarrow \#$ | #62F75h |
| #1+PICK Copies the object in stack level #n+1 $ob_{n+1} \dots ob_1 \#n \rightarrow ob_{n+1} \dots ob_1 ob_{n+1}$ | #61172h |
| #1+ROLL Adds 1 to #x, then does ROLL $ob_{x+1} \dots ob_1 \#x \rightarrow ob_x \dots ob_1 ob_{x+1}$ | #612F3h |

| | |
|---|---------|
| #1+ROT Adds 1 to #x, then does ROT $ob_2 ob_1 \#x \rightarrow ob_1 \#x+1 ob_2$ | #1DABh |
| #1+SWAP Adds 1 to #x, then does SWAP $ob \#x \rightarrow \#x+1 ob$ | #62E26h |
| #1+UNROLL Adds 1 to #n, then does UNROLL $ob_{n+1} \dots ob_1 \#n \rightarrow ob_1 ob_{n+1} \dots ob_2$ | #61353h |
| #1-1SWAP Subtracts 1 from #x, then SWAPs #1 into level 2 $\#x \quad \#1 \#x-1$ | #62E4Eh |
| #1-DUP Subtracts 1 from #x, then duplicates the result $\#x \rightarrow \#x-1 \#x-1$ | #6281Ah |
| #1-ROT Subtracts 1 from #x, then does ROT $ob_2 ob_1 \#x \rightarrow ob_1 \#x-1 ob_2$ | #62F09h |
| #1-SWAP Subtracts 1 from #x, then does SWAP $ob \#x \rightarrow \#x-1 ob$ | #5E4A9h |
| #1-UNROT Subtracts 1 from #x, then does UNROT $ob_2 ob_1 \#x \rightarrow \#x-1 ob_2 ob_1$ | #28558h |
| #2+PICK Adds 2 to #n, then does PICK $ob_{n+2} \dots ob_1 \#n \rightarrow ob_{n+2} \dots ob_1 ob_{n+2}$ | #611BEh |
| #2+ROLL Adds 2 to #n, then does ROLL $ob_{n+2} \dots ob_1 \#n \rightarrow ob_{n+1} \dots ob_1 ob_{n+2}$ | #61318h |
| #2+UNROLL Adds 2 to #n, then does UNROLL $ob_{n+2} \dots ob_1 \#n \rightarrow ob_1 ob_{n+2} \dots ob_2$ | #61365h |
| #3+PICK Adds 3 to #n, then does PICK $ob_{n+3} \dots ob_1 \#n \rightarrow ob_{n+3} \dots ob_1 ob_{n+3}$ | #611D2h |
| #4+PICK Adds 4 to #n, then does PICK $ob_{n+4} \dots ob_1 \#n \rightarrow ob_{n+4} \dots ob_1 ob_{n+4}$ | #611E1h |
| DROP#1- Drops one object from the stack, then subtracts 1 from #x $\#x ob \rightarrow \#x-1$ | #637F4h |
| DROPONE Replaces object with #1 $ob \rightarrow \#1$ | #62946h |
| DUP3PICK#+ Duplicates #y, copies #x, then adds $\#x \#y \rightarrow \#x \#y \#x+y$ | #63704h |
| DUP#1+ Duplicates #x, then adds 1 $\#x \rightarrow \#x \#x+1$ | #628EBh |
| DUP#1+PICK Duplicates #n, adds 1, then does PICK $ob_{n+1} \dots ob_1 \#n \rightarrow ob_{n+1} \dots ob_1 \#n ob_{n+1}$ | #6119Eh |

| | | |
|---|---|---------|
| DUP#1- Duplicates #x, then subtracts 1 | #x → #x #x-1 | #6292Fh |
| DUP#2+ Duplicates #x, then adds 2 | #x → #x #x+2 | #626F7h |
| DUPTWO Duplicates ob, then returns #2 | ob → ob ob #2 | #63AD8h |
| DUPZERO Duplicates ob, then returns 0 | ob → ob ob #0 | #63A88h |
| OVER#+ Copies #x, then adds to #y | #x #y → #x #x+y | #6372Ch |
| OVER#- Copies #x, then subtracts from #y | #x #y → #x #y-x | #6377Ch |
| OVER#2+UNROL Copies #n, adds 2, then does UNROLL | ob _{n+2} ... ob ₃ #n ob ₁ → ob ₁ ob _{n+2} ... ob ₃ #n | #63105h |
| ROT#+ Moves #x to level 1, then adds to #y | #x ob #y → ob #x+y | #63718h |
| ROT#+SWAP Moves #x to level 1, adds to #y, then swaps levels 1 and 2 | #x ob #y → #x+y ob | #62DCCh |
| ROT#- Moves #x to level 1, then subtracts from #y | #x ob #y → ob #y-x | #63768h |
| ROT#1+ Moves #x to level 1, then adds 1 | #x ob ₁ ob ₂ → ob ₁ ob ₂ #x+1 | #637B8h |
| SWAP#- Swaps #x and #y, then subtracts #x from #y | #x #y → #y-x | #62794h |
| SWAP#1+ Moves #x to level 1, then adds 1 | #x ob → ob #x+1 | #62904h |
| SWAP#1+SWAP Adds 1 to #x | #x ob → #x+1 ob | #51843h |
| SWAP#1- Swaps #x to level 1, then subtracts 1 from #x | #x ob → ob #x-1 | #637E0h |
| SWAP#1-SWAP Subtracts 1 from #x in level 2 | #x ob → #x-1 ob | #51857h |
| SWAPOVER#- Returns #y and #x-y | #x #y → #y #x-y | #637A4h |
| ZEROOVER Returns #0, then does OVER | ob → ob #0 ob | #63079h |

| | |
|----------------------------|---------|
| ZEROSWAP | #62E3Ah |
| Returns #0, then does SWAP | |
| ob | → #0 ob |

3.2 Flags

In User-RPL programs, the result of comparisons (like \succ) are real numbers with the value 0 or 1. In System-RPL programs test results are generally the built-in objects TRUE and FALSE. These flags are used for many purposes, most frequently branching decisions. When executed, these flags just put themselves on the stack:

| | |
|-------------------------|---------|
| FALSE | #03AC0h |
| The system object FALSE | |
| | → FALSE |
| TRUE | #03A81h |
| The system object TRUE | |
| | → TRUE |

The objects DROPTTRUE and DROPFALSE drop an object and place a flag on the stack:

| | |
|-------------------------------|---------|
| DROPFALSE | #6210Ch |
| Replaces an object with FALSE | |
| ob | → FALSE |
| DROPTTRUE | #62103h |
| Replaces an object with TRUE | |
| ob | → TRUE |

Other objects are available that put two flags on the stack:

| | |
|-----------------------------------|---------------|
| FALSETRUE | #6350Bh |
| Puts FALSE and TRUE on the stack | |
| | → FALSE TRUE |
| FalseFalse | #2F934h |
| Puts two FALSE flags on the stack | |
| | → FALSE FALSE |
| TrueFalse | #634F7h |
| Puts TRUE and FALSE on the stack | |
| | → TRUE FALSE |
| TrueTrue | #0BBEDh |
| Puts two TRUE flags on the stack | |
| | → TRUE TRUE |

3.2.1 Flag Conversions

When either of these flags are displayed in the HP 48 stack display, you just see `External`. User-RPL tests return the real numbers 1 or 0 for TRUE or FALSE. The object COERCEFLAG is useful for converting flags to real numbers if your System-RPL program needs to return a true/false result when ending. COERCEFLAG returns 1 for TRUE or 0 for FALSE, then exits the current secondary.

| | |
|---|---------|
| COERCEFLAG | #5380Eh |
| Converts a system flag into a real number and exits the current secondary | |
| TRUE | → %1 |
| FALSE | → %0 |

To convert a real number into a flag, use the object %0<>:

| | |
|---|---------|
| %0<> | #2A7CFh |
| Returns TRUE if a real number is non-zero | |
| % → FLAG | |

The object %0<> is one member of a large family of test objects which are discussed in greater detail in *Tests* on the current page.

Example: This program fragment shows the use of COERCEFLAG in a program that needs to return a true/false result to the user at exit:

```
::          Start of program
...          Establish TRUE or FALSE flag on stack
COERCEFLAG  Convert flag to 0 or 1
;           End of program
```

Example: This program fragment shows the use of ITE (if...then...else, described later) to return a true/false result to the user before going on to other tasks. AtUserStack marks the result as being “owned by the user”, so that the result won’t be discarded if an error occurs later on.

```
::
...          Establish TRUE or FALSE flag on stack
ITE %1 %0    Use ITE to put the corresponding real number on the stack
AtUserStack  Mark the result as being owned by the user
...          The program continues
;
```

Any time a System-RPL program returns a result to the user, the result should be marked so that it is preserved for the user in case of low memory or other errors. The use of COERCEFLAG is often one of these cases. The object AtUserStack is sometimes used for this purpose, and is discussed in *Argument Validation* on page 52.

3.2.2 Flag Utilities

The following objects are available for manipulating flags:

| | | |
|---|---|---------|
| AND Logical AND | FLAG ₁ FLAG ₂ → FLAG ₃ | #03B46h |
| NOT Logical NOT | FLAG ₁ → FLAG ₂ | #03AF2h |
| ORNOT Logical OR followed by logical NOT | FLAG ₁ FLAG ₂ → FLAG ₃ | #635B0h |
| NOTAND Logical NOT, followed by logical AND | FLAG ₁ FLAG ₂ → FLAG ₃ | #62C55h |
| ROTAND Performs ROT, followed by logical AND | FLAG ₁ ob FLAG ₂ → ob FLAG ₃ | #62C91h |
| XOR Logical XOR | FLAG ₁ FLAG ₂ → FLAG ₃ | #03ADAh |

3.3 Tests

The internal flags TRUE and FALSE appear most frequently as the result of a test on one or more objects. The following objects test object equality, bints, real numbers, extended real numbers, and complex numbers. There are also tests for object types, listed under *Object Type Tests* on page 57.

3.3.1 Object Equality

There are two types of object equality tests:

- The EQ family tests to see if two objects are the same object — their physical addresses are identical.
- The EQUAL family test to see if two objects are equal — even if their physical addresses are not the same. This is the internal counterpart to the User-RPL command SAME.

| | |
|--|---------|
| EQ Returns TRUE if objects have the same physical address $ob_2 ob_1 \rightarrow \text{FLAG}$ | #03B2Eh |
| EQUAL Returns TRUE if objects are equal (like User-RPL SAME) $ob_2 ob_1 \rightarrow \text{FLAG}$ | #03B97h |
| 2DUPEQ Returns TRUE if objects have the same physical address $ob_2 ob_1 \rightarrow ob_2 ob_1 \text{ FLAG}$ | #635D8h |
| EQOR Does EQ test, then ORs the result with FLAG $\text{FLAG}_1 ob_2 ob_1 \rightarrow \text{FLAG}_2$ | #63605h |
| EQOVER Does EQ test, then OVER $ob_3 ob_2 ob_1 \rightarrow ob_3 \text{ FLAG } ob_3$ | #6303Dh |
| EQUALNOT Performs EQUAL, followed by logical NOT $ob_2 ob_1 \rightarrow \text{FLAG}$ | #635C4h |
| EQUALOR Does EQUAL test, then logical OR $\text{FLAG}_1 ob_2 ob_1 \rightarrow \text{FLAG}_2$ | #63619h |

3.3.2 Binary Integer Tests

The following objects test the value of internal binary integers:

| | |
|--|---------|
| #= Equal $\#x \#y \rightarrow \text{FLAG}$ | #03D19h |
| #<> Not equal $\#x \#y \rightarrow \text{FLAG}$ | #03D4Eh |
| #> Greater than $\#x \#y \rightarrow \text{FLAG}$ | #03D83h |
| #< Less than $\#x \#y \rightarrow \text{FLAG}$ | #03CE4h |
| 2DUP#< Duplicates #x and #y, then does less-than test $\#x \#y \rightarrow \#x \#y \text{ FLAG}$ | #6289Bh |
| 2DUP#= Duplicates #x and #y, then does equal test $\#x \#y \rightarrow \#x \#y \text{ FLAG}$ | #628B5h |

| | |
|---|---------|
| 2DUP#> Duplicates #x and #y, then does greater-than test #x #y → #x #y FLAG | #628D1h |
| #0= Returns TRUE if bint = <0> # → FLAG | #03CA6h |
| #0<> Returns TRUE if bint ≠ <0> # → FLAG | #03CC7h |
| #1= Returns TRUE if bint = <1> # → FLAG | #622A7h |
| #1<> Returns TRUE if bint ≠ <1> # → FLAG | #622B6h |
| #2= Returns TRUE if bint = <2> # → FLAG | #6229Ah |
| #2<> Returns TRUE if bint ≠ <2> # → FLAG | #636C8h |
| #3= Returns TRUE if bint = <3> # → FLAG | #62289h |
| #5= Returns TRUE if bint = <5> # → FLAG | #636B4h |
| DUP#0<> Duplicates #, then returns TRUE if bint ≠ <0> # → # FLAG | #622D4h |
| DUP#0= Duplicates #, then returns TRUE if bint = <0> # → # FLAG | #62266h |
| DUP#1= Duplicates #, then returns TRUE if bint = <1> # → # FLAG | #622C5h |
| DUP#7< Duplicates #, then returns TRUE if bint < <7> # → # FLAG | #63687h |
| OVER#0= Returns TRUE if bint = <0> # ob → # ob FLAG | #622C5h |

3.3.3 Real Number Tests

The following objects compare the values of two real numbers:

| | |
|---|---------|
| %< Less than % ₂ % ₁ → FLAG | #2A871h |
| %<= Less than or equal % ₂ % ₁ → FLAG | #2A8B6h |

| | | |
|--------------------------------------|--|---------|
| %<> Not equal | % ₂ % ₁ → FLAG | #2A8CCh |
| %= Equal | % ₂ % ₁ → FLAG | #2A8C1h |
| %> Greater than | % ₂ % ₁ → FLAG | #2A88Ah |
| %>= Greater than or equal | % ₂ % ₁ → FLAG | #2A8A0h |
| %MAXorder Orders two real numbers | % ₂ % ₁ → % _{largest} % _{smallest} | #62D81h |

The following objects test the value of a single real number:

| | | |
|--|------------|---------|
| %0< Less than zero | % → FLAG | #2A738h |
| %0<> Not equal to zero | % → FLAG | #2A7CFh |
| %0= Equal to zero | % → FLAG | #2A76Bh |
| %0> Greater than zero | % → FLAG | #2A799h |
| %0>= Greater than or equal to zero | % → FLAG | #2A7F7h |
| DUP%0= Duplicates %, then does equal to zero test | % → % FLAG | #63BAAh |

3.3.4 Extended Real Number Tests

The following objects test the value of two extended real numbers:

| | | |
|-------------------------------|--|---------|
| %%< Less than | %% ₂ %% ₁ → FLAG | #2A81Fh |
| %%<= Less than or equal | %% ₂ %% ₁ → FLAG | #2A8ABh |
| %%> Greater than | %% ₂ %% ₁ → FLAG | #2A87Fh |
| %%>= Greater than or equal | %% ₂ %% ₁ → FLAG | #2A895h |

The following objects test the value of an extended real number:

| | | | | |
|--|----|---|------|---------|
| %%0<= Less than or equal to zero | %% | → | FLAG | #2A80Bh |
| %%0< Less than zero | %% | → | FLAG | #2A727h |
| %%0<> Not equal to zero | %% | → | FLAG | #2A7BBh |
| %%0= Equal to zero | %% | → | FLAG | #2A75Ah |
| %%0> Greater than zero | %% | → | FLAG | #2A788h |
| %%0>= Greater than or equal to zero | %% | → | FLAG | #2A7E3h |

3.3.5 Complex Number Tests

The following two objects test the values of a complex number or an extended complex number:

| | | | | |
|------------------------|-----|---|------|---------|
| C%0= Equal to C%0 | C% | → | FLAG | #51B43h |
| C%%0= Equal to C%%0 | C%% | → | FLAG | #51B2Ah |

3.3.6 Advanced Topic: Missing Extended Real Test Objects

Notice that objects to perform the tests %%= and %%<> aren't included in the tests listed on the previous page. These objects don't exist because they weren't used in the HP 48 operating system, and thus were left out to save ROM space. These objects can be created with a tiny bit of assembly language. We include the assembly language examples EREQ and ERNEQ, which generate code objects to perform these tests.

```
EREQ . A
*****
** Object:  EREQ
**
** Purpose:  Compare two extended real numbers, return TRUE if equal
**
** Entry:  2:  %%2 (Extended Real Number)
**         1:  %%1 (Extended Real Number)
**
** Exit:   1:  FLAG (TRUE if %%2=%%1)
**
*****
      NIBASC      /HHP48-A/
      CON(5)      =DOCODE
      REL(5)      end
      P=          2
      GOVLNG      (=%<)+7
end
```

EREQ can be embedded in System-RPL source code as follows:

```
::
...
CODE
    P=      2
    GOVLNG  (=%%<)+7
ENDCODE
...
;
```

The object ERNEQ is similar to EREQ, except that the initial value for P is different:

```
ERNEQ.A
*****
** Object:  ERNEQ
**
** Purpose:  Compare two extended real numbers, return TRUE if not equal
**
** Entry:  2:  %%2 (Extended Real Number)
**         1:  %%1 (Extended Real Number)
**
** Exit:   1:  FLAG (TRUE if %%2<>%%1)
**
*****
    NIBASC      /HHP48-A/
    CON(5)      =DOCODE
    REL(5)      end
    P=          13
    GOVLNG      (=%%<)+7
end
```

3.3.7 Unit Object Tests

The following objects test the values of unit objects, returning %1 for TRUE and %0 for FALSE.

| | |
|---|---------|
| UM#? Returns %1 if unit objects are not equal unit ₁ unit ₂ → % | #0F598h |
| UM<=? Returns %1 if unit ₁ ≤ unit ₂ unit ₁ unit ₂ → % | #0F5D4h |
| UM<? Returns %1 if unit ₁ < unit ₂ unit ₁ unit ₂ → % | #0F5ACh |
| UM=? Returns %1 if unit ₁ == unit ₂ unit ₁ unit ₂ → % | #0F584h |
| UM>=? Returns %1 if unit ₁ ≥ unit ₂ unit ₁ unit ₂ → % | #0F5E8h |
| UM>? Returns %1 if unit ₁ > unit ₂ unit ₁ unit ₂ → % | #0F5C0h |

Note that the System-RPL object U>NCQ may be used to help determine if two unit objects are dimensionally consistent — see *Dimensional Consistency* on page 103.

3.3.8 Character String Tests

The following objects test character strings:

| | |
|---|---------|
| DUPNULL\$? | #63209h |
| Duplicates \$, then returns TRUE if \$ is empty | |
| \$ → \$ FLAG | |
| NULL\$? | #0556Fh |
| Returns TRUE if \$ is empty | |
| \$ → FLAG | |

3.3.9 Hex String Tests

The following objects compare two hex strings, returning %1 for TRUE and %0 for FALSE. These tests respect the user's wordsize setting.

| | |
|---|---------|
| HXS==HXS | #544D9h |
| Returns %1 if hex strings are equal | |
| hxs ₁ hxs ₂ → % | |
| HXS#HXS | #544ECh |
| Returns %1 if hex strings are not equal | |
| hxs ₁ hxs ₂ → % | |
| HXS<HXS | #54552h |
| Returns %1 if hxs ₁ < hxs ₂ | |
| hxs ₁ hxs ₂ → % | |
| HXS<=HXS | #5453Fh |
| Returns %1 if hxs ₁ ≤ hxs ₂ | |
| hxs ₁ hxs ₂ → % | |
| HXS>=HXS | #5452Ch |
| Returns %1 if hxs ₁ ≥ hxs ₂ | |
| hxs ₁ hxs ₂ → % | |
| HXS>HXS | #54500h |
| Returns %1 if hxs ₁ > hxs ₂ | |
| hxs ₁ hxs ₂ → % | |

3.4 Program Flow Control

We have already stated that programming in System-RPL is much like User-RPL, but there are more options for managing program execution in System-RPL. Before going further, it is important to highlight one major difference between the two environments. In User-RPL, an embedded program is *treated as an object* (e.g., placed on the stack), and in System-RPL an embedded secondary is *executed*. To illustrate the difference, consider the following two programs:

| User-RPL: | System-RPL: | | | | | | | | | | | | | | | | | | | | | | | | |
|--|---|--|----|---|----|-------|----|-------|----|---|-------------------------------|--|--|----------|--|----|---|----|---|----|---|----|---|-------------------------------|--|
| <pre>« 1 « 2 » « 3 » 4 »</pre> | <pre>:: %1 :: %2 ; :: %3 ; %4 ;</pre> | | | | | | | | | | | | | | | | | | | | | | | | |
| Stack after execution: | Stack after execution: | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><td colspan="2">{ HOME }</td></tr><tr><td>4:</td><td>1</td></tr><tr><td>3:</td><td>« 2 »</td></tr><tr><td>2:</td><td>« 3 »</td></tr><tr><td>1:</td><td>4</td></tr><tr><td colspan="2">VECTA MATR LIST HYP REAL BASE</td></tr></table> | { HOME } | | 4: | 1 | 3: | « 2 » | 2: | « 3 » | 1: | 4 | VECTA MATR LIST HYP REAL BASE | | <table><tr><td colspan="2">{ HOME }</td></tr><tr><td>4:</td><td>1</td></tr><tr><td>3:</td><td>2</td></tr><tr><td>2:</td><td>3</td></tr><tr><td>1:</td><td>4</td></tr><tr><td colspan="2">VECTA MATR LIST HYP REAL BASE</td></tr></table> | { HOME } | | 4: | 1 | 3: | 2 | 2: | 3 | 1: | 4 | VECTA MATR LIST HYP REAL BASE | |
| { HOME } | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4: | 1 | | | | | | | | | | | | | | | | | | | | | | | | |
| 3: | « 2 » | | | | | | | | | | | | | | | | | | | | | | | | |
| 2: | « 3 » | | | | | | | | | | | | | | | | | | | | | | | | |
| 1: | 4 | | | | | | | | | | | | | | | | | | | | | | | | |
| VECTA MATR LIST HYP REAL BASE | | | | | | | | | | | | | | | | | | | | | | | | | |
| { HOME } | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4: | 1 | | | | | | | | | | | | | | | | | | | | | | | | |
| 3: | 2 | | | | | | | | | | | | | | | | | | | | | | | | |
| 2: | 3 | | | | | | | | | | | | | | | | | | | | | | | | |
| 1: | 4 | | | | | | | | | | | | | | | | | | | | | | | | |
| VECTA MATR LIST HYP REAL BASE | | | | | | | | | | | | | | | | | | | | | | | | | |

In combination with test objects that return TRUE or FALSE flags, we can take advantage of System-RPL's threaded execution to a great extent. Three classes of control objects are available:

- Objects that exit a secondary based on the state of a flag
- Object that support IF – THEN or IF – THEN – ELSE functions
- Objects that exit a secondary based on the state of a flag and perform additional actions prior to resuming execution of the parent secondary

Each of these classes of objects will be described and illustrated below.

3.4.1 Early Exits From a Secondary

The objects ?SEMI and NOT?SEMI provide for early exits from a secondary based on the state of a flag on the stack. The object #0=?SEMI combines the #0= test with ?SEMI, making one efficient object.

| | |
|--|---------|
| ?SEMI Exits the current secondary if FLAG is TRUE FLAG → | #61A3Bh |
| NOT?SEMI Exits the current secondary if FLAG is FALSE FLAG → | #61A2Ch |
| #0=?SEMI Exits the current secondary if # is zero # → | #61A18h |

Example: The following embedded secondary divides a number by two and adds one to the result if it isn't zero:

```
::
...
::
  DUP%0= ?SEMI  Begin embedded secondary
  %2 %/ %1 %+   Exit if real number is zero
  ;             Complete calculation
  ;             End of embedded secondary
...
;
```

3.4.2 IF – THEN – ELSE Structures

There are two classes of objects that may be used to control program execution based on a system flag:

- Postfix objects that take their arguments from the stack
- Prefix objects that execute or skip the next object in the secondary

Postfix Objects. The postfix objects RPIT and RPITE take their arguments from the stack:

| | |
|--|--------------------------------------|
| RPIT | #070FDh |
| Executes ob if FLAG is TRUE, otherwise drops ob | |
| TRUE ob | → <i>Executes ob</i> |
| FALSE ob | → |
| RPITE | #070C3h |
| Execute ob _{TRUE} if FLAG is TRUE, otherwise executes ob _{FALSE} | |
| TRUE ob _{TRUE} ob _{FALSE} | → <i>Executes ob_{TRUE}</i> |
| FALSE ob _{TRUE} ob _{FALSE} | → <i>Executes ob_{FALSE}</i> |

Example: The following secondary expects a real number on the stack and puts "Zero" on the stack if it's zero, or "Non-Zero" if the number is non-zero:

```
::
  %0= "Zero" "Non-Zero" RPITE
;
```

Prefix Objects. The prefix objects take a flag from the stack and execute or skip the next one or two objects in the secondary. Note that NOT_IT and ?SKIP are two commonly used names for the same object.

| | |
|--|---------|
| NOT_IT or ?SKIP | #0712Ah |
| If FLAG is TRUE, skips the next object in the secondary | |
| FLAG | → |
| :: ... ?SKIP <i>object</i> ... ; | |
| IT | #619BCh |
| If FLAG is TRUE, executes the next object in secondary otherwise skips the next object | |
| FLAG | → |
| :: ... IT <i>object_{TRUE}</i> ; | |
| ITE | #61AD8h |
| If FLAG is TRUE, executes the next object in secondary and skips the following object, otherwise skips the next object and executes the following object | |
| FLAG | → |
| :: ... ITE <i>object_{TRUE} object_{FALSE}</i> ... ; | |

Examples: The following secondary expects a real number on the stack, divides it by two if it's non-zero, and duplicates the result.

```
::
  DUP%0= ?SKIP :: %2 %/ ; DUP
;
```

The following secondary expects a real number on the stack and puts "Zero" on the stack if it's zero, or "Non-Zero" if the number is non-zero, then duplicates the result:

```
::
  %0=
  ITE
    "Zero"
    "Non-Zero"
  DUP
;
```

Combination Objects. The following objects combine test and branch operations:

| | |
|--|---------|
| #0=?SKIP If # is zero, skips the next object in the secondary | #6333Ah |
| # → :: ... #0=?SKIP <i>object</i> ... ; | |
| #1=?SKIP If # is one, skips the next object in the secondary, otherwise executes the next object | #63353h |
| # → :: ... #1=?SKIP <i>object</i> ... ; | |
| #>?SKIP If #x > #y, skips the next object | #63399h |
| #x #y → :: ... #>?SKIP <i>object</i> ... ; | |
| ?SKIPSWAP If FLAG is FALSE, swaps ob ₁ and ob ₂ | #62D9Fh |
| ob ₂ ob ₁ FALSE → ob ₁ ob ₂ ob ₂ ob ₁ TRUE → ob ₂ ob ₁ :: ... ?SKIPSWAP ... ; | |
| #0=ITE If # is zero, executes the next object in the secondary and skips the following object, otherwise skips the next object and executes the following object | #63E89h |
| # → :: ... #0=ITE <i>object</i> _{TRUE} <i>object</i> _{FALSE} ... ; | |
| #<ITE If #x < #y, executes the next object in the secondary and skips the following object, otherwise skips the next object and executes the following object | #63E9Dh |
| #x #y → :: ... #<ITE <i>object</i> _{TRUE} <i>object</i> _{FALSE} ... ; | |
| #=ITE If #x = #y, executes the next object in the secondary and skips the following object, otherwise skips the next object and executes the following object | #62C2Dh |
| #x #y → :: ... #=ITE <i>object</i> _{TRUE} <i>object</i> _{FALSE} ... ; | |
| ANDITE If (FLAG1 AND FLAG2) is TRUE, executes the next object in the secondary and skips the following object, otherwise skips the next object and executes the following object | #63E61h |
| FLAG1 FLAG2 → :: ... ANDITE <i>object</i> _{TRUE} <i>object</i> _{FALSE} ... ; | |
| DUP#0=IT Duplicates #, then if # is zero executes the next object in the secondary | #63E48h |
| # → # :: ... DUP#0=IT <i>object</i> ... ; | |
| DUP#0=ITE Duplicates #, then if # is zero executes the next object in the secondary and skips the following object, otherwise skips the next object and executes the following object | #63EC5h |
| # → # :: ... DUP#0=ITE <i>object</i> _{TRUE} <i>object</i> _{FALSE} ... ; | |
| EQIT If ob ₁ has the same address as ob ₂ , executes the next object in the secondary | #63E2Fh |
| ob ₂ ob ₁ → :: ... EQIT <i>object</i> ... ; | |

| | |
|---|---------|
| EQITE If ob ₁ has the same address as ob ₂ , executes the next object in the secondary and skips the following object, otherwise skips the next object and executes the following object $\text{ob}_2\text{ob}_1 \rightarrow$ $:: \dots \text{EQITE object}_{\text{TRUE}} \text{object}_{\text{FALSE}} \dots ;$ | #63E75h |
| SysITE If the system flag specified by # is set, executes the next object in the secondary and skips the following object, otherwise skips the next object and executes the following object. System flags are numbered from #1d to #64d, corresponding to flags -1 to -64 in User-RPL. $\# \text{system-flag} \rightarrow$ $:: \dots \text{SysITE object}_{\text{TRUE}} \text{object}_{\text{FALSE}} \dots ;$ | #63EEDh |
| UserITE If the user flag specified by # is set, executes the next object in the secondary and skips the following object, otherwise skips the next object and executes the following object. User flags are numbered from #d to #64d, corresponding to flags 1 to 64 in User-RPL. $\# \text{user-flag} \rightarrow$ $:: \dots \text{UserITE object}_{\text{TRUE}} \text{object}_{\text{FALSE}} \dots ;$ | #63ED9h |

Example: The following program tests system flag 40 to see if the clock is being displayed. The string “Program Complete” is appended with the time of day if the clock is being displayed, otherwise the string is appended with a period.

TIMEDONE 78.5 Bytes Checksum #2E17h
 (→ \$)

| | |
|--------------------|--|
| :: | |
| OLASTOWDOB! | <i>Clears saved command name (see Argument Validation on page 52)</i> |
| CKONOLASTWD | <i>Asserts no arguments</i> |
| "Program complete" | |
| FORTY SysITE | <i>Test system flag 40</i> |
| :: | <i>Start of TRUE object</i> |
| " at " | <i>" at "</i> |
| TOD TOD>t\$ &\$ | <i>Appends a string representing the current time of day to " at "</i> |
| ; | <i>End of TRUE object</i> |
| ". " | <i>FALSE object</i> |
| &\$ | <i>Appends time or period string</i> |
| ; | |

3.4.3 CASE Objects

The object case provides one of the most useful program flow control options in System-RPL. case takes a flag from the stack, usually the result of a test operation. If the flag is TRUE, one level of the return stack is dropped (effectively discarding the rest of the secondary), then the next object in the secondary is executed. If the flag is FALSE, the next object in the secondary is skipped and the rest of the secondary is executed.

| | |
|---|---------|
| case If FLAG is TRUE, executes object _{TRUE} and skips the remainder of the secondary, otherwise skips object _{TRUE} and executes the remainder of the secondary $\text{FLAG} \rightarrow$ $:: \dots \text{case object}_{\text{TRUE}} \dots ;$ | #61993h |
|---|---------|

Example: The following secondary expects a real number on the stack, converts it to a bint, and returns "Zero" if the bint is 0, "One" if the bint is one, "Two" if the bint is two, otherwise returns "Other". This example validates the input argument using objects described in *Argument Validation* on page 52.

CASE1 97 Bytes Checksum #636Eh
(% → \$)

```

::
  OLASTOWDOB! CK1NOLASTWD           Expect one argument
  CK&DISPATCH1 real                 Insist on a real number
  ::
    COERCE                           Convert real number to a bint
    DUP#0= case :: DROP "Zero" ;     Return "Zero" if bint is zero
    DUP#1= case :: DROP "One" ;      Return "One" if bint is one
    #2= case "Two"                   Return "Two" if bint is two
    "Other"                          Return "Other" for all other values
  ;
;

```

CASE Combination Objects. There are many objects that can help save code by combining test or other operations with case. There are two classes of combination objects involving case:

- Objects that execute the next object and discard the remainder of the secondary if the flag is TRUE or skip the next object in the secondary and execute the remainder of the secondary if the flag is FALSE
- Objects that exit the secondary with an included action if the flag is TRUE or execute the remainder of the secondary if the flag is FALSE.

A naming convention helps to differentiate between the different case objects. Generally, an object name ending with DROP (capital letters) suggests an object whose last action is to DROP an object from the stack. Objects with drop in the name (lowercase) suggest an object that drops an object in the true case before performing the next task. Compare casedrop with caseDROP to see how this works.

Before listing the stack diagrams for these objects, we illustrate the use of four of them with examples.

The object casedrop combines case with the action of DROP before the true-object is executed:

```

casedrop                                     #618F7h
If FLAG is TRUE, drops an object from the stack, executes objectTRUE, and
skips the remainder of the secondary; otherwise skips objectTRUE and
executes the remainder of the secondary
      ob TRUE      →
      ob FALSE     →      ob
      :: ... casedrop objectTRUE ... ;

```

The object DUP#0=csegrp combines the actions of DUP#0= and casedrop into one object:

```

DUP#0=csegrp                                #618A8h
Duplicates #, then if # is zero, drops # from the stack, executes objectTRUE,
and skips the remainder of the secondary; otherwise skips objectTRUE and
executes the remainder of the secondary
      #           →      (# = 0)
      #           →      #      (# ≠ 0)
      :: ... DUP#0=csegrp objectTRUE ... ;

```

These combination objects allow you to rewrite the example CASE1 on the previous page saving 17.5 bytes:

CASE2 79.5 Bytes Checksum #BEF2h
(% → \$)

```

::
  OLASTOWDOB! CK1NOLASTWD      Expect one argument
  CK&DISPATCH1 real          Insist on a real number
  ::
    COERCE                     Convert real number to a bint
    DUP#0=csedrp "Zero"        Return "Zero" if bint is zero
    DUP#1= casedrop "One"      Return "One" if bint is one
    #2= case "Two"             Return "Two" if bint is two
    "Other"                    Return "Other" for all other values
  ;
;

```

The object `#=casedrop` combines the actions `OVER`, `#=`, and `casedrop` into a single object that's useful for executing different objects based on the value of a bint. This object is used frequently in key handlers, and probably should have been named `OVER#=casedrop`.

```

#=casedrop #618D3h
If #x = #y, drops #x and #y from the stack, executes objectTRUE, and skips the
remainder of the secondary, otherwise drops #y, skips objectTRUE, and
executes the remainder of the secondary
      #x #y   →                (#x = #y)
      #x #y   →    #x          (#x ≠ #y)
:: ... #=casedrop objectTRUE ... ;

```

The example CASE3 uses `#=casedrop` to produce another variant on our previous two examples:

CASE3 82 Bytes Checksum #89E0h
(% → \$)

```

::
  OLASTOWDOB! CK1NOLASTWD      Expect one argument
  CK&DISPATCH1 real          Insist on a real number
  ::
    COERCE                     Convert real number to a bint
    ZERO #=casedrop "Zero"      Return "Zero" if bint is zero
    ONE #=casedrop "One"        Return "One" if bint is one
    #2= case "Two"              Return "Two" if bint is two
    "Other"                     Return "Other" for all other values
  ;
;

```

The second class of case combination objects mentioned is objects that exit with a combined operation or execute the remainder of the secondary. An example of this is `caseDROP`.

```

caseDROP #6194Bh
If FLAG is TRUE, drops an object from the stack and exits the secondary;
otherwise executes the remainder of the secondary
      ob TRUE   →
      ob FALSE  →    ob
:: ... caseDROP ... ;

```

Example: This secondary expects a real number on the stack representing a user flag. If the number is in the range 1 to 4, the corresponding user flag is set, otherwise no action is taken.

CASE4 49.5 Bytes Checksum #DCA7h

(% →)

```

::
  OLASTOWDOB! CK1NOLASTWD      Expect one argument
  CK&DISPATCH1 real           Insist on a real number
::
  COERCE                        Convert real number to a bint
  DUP#0= caseDROP              Exit, dropping the hint, if the hint is zero
  DUP FOUR #> caseDROP         Exit, dropping the hint, if the bint is greater than four
  SetUserFlag                  Set the user flag
;
;

```

Here are the objects that combine case with other operations:

| | |
|--|---------|
| #=casedrop If #x = #y, drops #x and #y from the stack, executes object _{TRUE} , and skips the remainder of the secondary, otherwise drops #y, skips object _{TRUE} , and executes the remainder of the secondary $\begin{array}{ccc} \#x \#y & \rightarrow & (\#x = \#y) \\ \#x \#y & \rightarrow & \#x \quad (\#x \neq \#y) \end{array}$ $:: \dots \# = \text{casedrop} \text{ object}_{\text{TRUE}} \dots ;$ | #618D3h |
| %0=case If % is equal to zero, executes object _{TRUE} and skips the remainder of the secondary, otherwise skips object _{TRUE} and executes the remainder of the secondary $\% \rightarrow$ $:: \dots \%0 = \text{case} \text{ object}_{\text{TRUE}} \dots ;$ | #5F127h |
| %1=case If % is equal to one, executes object _{TRUE} and skips the remainder of the secondary, otherwise skips object _{TRUE} and executes the remainder of the secondary $\% \rightarrow$ $:: \dots \%1 = \text{case} \text{ object}_{\text{TRUE}} \dots ;$ | #5F181h |
| ANDNOTcase If FLAG ₁ and FLAG ₂ are not both TRUE, executes object _{TRUE} and skips the remainder of the secondary, otherwise skips object _{TRUE} and executes the remainder of the secondary $\text{FLAG}_2 \text{ FLAG}_1 \rightarrow$ $:: \dots \text{ANDNOTcase} \text{ object}_{\text{TRUE}} \dots ;$ | #63DDFh |
| ANDcase If FLAG ₁ and FLAG ₂ are both TRUE, executes object _{TRUE} and skips the remainder of the secondary, otherwise skips object _{TRUE} and executes the remainder of the secondary $\text{FLAG}_2 \text{ FLAG}_1 \rightarrow$ $:: \dots \text{ANDcase} \text{ object}_{\text{TRUE}} \dots ;$ | #63CEAh |
| DUP#0=case Duplicates #, then if # is zero executes object _{TRUE} and skips the remainder of the secondary, otherwise skips object _{TRUE} and executes the remainder of the secondary $\# \rightarrow \#$ $:: \dots \text{DUP}\#0 = \text{case} \text{ object}_{\text{TRUE}} \dots ;$ | #61891h |

| |
|---|
| DUP#0=csedrp #618A8h Duplicates #, then if # is zero, drops # from the stack, executes <code>object_{TRUE}</code> , and skips the remainder of the secondary, otherwise skips <code>object_{TRUE}</code> and executes the remainder of the secondary $\begin{array}{ccc} \# & \rightarrow & (\# = 0) \\ \# & \rightarrow & \# \quad (\# \neq 0) \end{array}$ $:: \dots \text{DUP\#0=csedrp } \text{object}_{\text{TRUE}} \dots ;$ |
| EQUALNOTcase #63DF3h If <code>ob₁</code> is not equal to <code>ob₂</code> , executes <code>object_{TRUE}</code> and skips the remainder of the secondary, otherwise skips <code>object_{TRUE}</code> and executes the remainder of the secondary $\begin{array}{ccc} \text{ob}_2 \text{ ob}_1 & \rightarrow & \end{array}$ $:: \dots \text{EQUALNOTcase } \text{object}_{\text{TRUE}} \dots ;$ |
| EQUALcase #63CFEh If <code>ob₁</code> is equal to <code>ob₂</code> , executes <code>object_{TRUE}</code> and skips the remainder of the secondary, otherwise skips <code>object_{TRUE}</code> and executes the remainder of the secondary $\begin{array}{ccc} \text{ob}_2 \text{ ob}_1 & \rightarrow & \end{array}$ $:: \dots \text{EQUALcase } \text{object}_{\text{TRUE}} \dots ;$ |
| EQUALcasedrp #63CA4h If <code>ob₁</code> is equal to <code>ob₂</code> , drops <code>ob₁</code> from the stack, executes <code>object_{TRUE}</code> , and skips the remainder of the secondary, otherwise skips <code>object_{TRUE}</code> and executes the remainder of the secondary $\begin{array}{ccc} \text{ob}_3 \text{ ob}_2 \text{ ob}_1 & \rightarrow & (\text{ob}_1 = \text{ob}_2) \\ \text{ob}_3 \text{ ob}_2 \text{ ob}_1 & \rightarrow & \text{ob}_1 \quad (\text{ob}_1 \neq \text{ob}_2) \end{array}$ $:: \dots \text{EQUALcasedrp } \text{object}_{\text{TRUE}} \dots ;$ |
| EQcase #61933h If <code>ob₁</code> has the same address as <code>ob₂</code> , executes <code>object_{TRUE}</code> and skips the remainder of the secondary, otherwise skips <code>object_{TRUE}</code> and executes the remainder of the secondary $\begin{array}{ccc} \text{ob}_2 \text{ ob}_1 & \rightarrow & \text{ob}_2 \end{array}$ $:: \dots \text{EQcase } \text{object}_{\text{TRUE}} \dots ;$ |
| NOTcase #619ADh If <code>FLAG</code> is <code>FALSE</code> , executes <code>object_{TRUE}</code> and skips the remainder of the secondary, otherwise skips <code>object_{TRUE}</code> and executes the remainder of the secondary $\begin{array}{ccc} \text{FLAG} & \rightarrow & \end{array}$ $:: \dots \text{NOTcase } \text{object}_{\text{TRUE}} \dots ;$ |
| NOTcasedrop #618E8h If <code>FLAG</code> is <code>FALSE</code> , drops <code>ob</code> , executes <code>object_{TRUE}</code> , and skips the remainder of the secondary, otherwise skips <code>object_{TRUE}</code> and executes the remainder of the secondary $\begin{array}{ccc} \text{TRUE} & \rightarrow & \\ \text{ob FALSE} & \rightarrow & \end{array}$ $:: \dots \text{NOTcasedrop } \text{object}_{\text{TRUE}} \dots ;$ |
| NOTcase2drop #619ADh If <code>FLAG</code> is <code>FALSE</code> , drops <code>ob₁</code> and <code>ob₂</code> , executes <code>object_{TRUE}</code> , and skips the remainder of the secondary, otherwise skips <code>object_{TRUE}</code> and executes the remainder of the secondary $\begin{array}{ccc} \text{TRUE} & \rightarrow & \\ \text{ob}_2 \text{ ob}_1 \text{ FALSE} & \rightarrow & \end{array}$ $:: \dots \text{NOTcase2drop } \text{object}_{\text{TRUE}} \dots ;$ |

| | |
|--|---------|
| ORcase If either FLAG_1 or FLAG_2 are TRUE, executes $\text{object}_{\text{TRUE}}$ and skips the remainder of the secondary, otherwise skips $\text{object}_{\text{TRUE}}$ and executes the remainder of the secondary $\text{FLAG}_2 \text{ FLAG}_1 \rightarrow$ $:: \dots \text{ORcase } \text{object}_{\text{TRUE}} \dots ;$ | #629BCh |
| OVER#=case Does OVER, then if $\#1 = \#2$, executes $\text{object}_{\text{TRUE}}$ and skips the remainder of the secondary, otherwise skips $\text{object}_{\text{TRUE}}$ and executes the remainder of the secondary $\#2 \#1 \rightarrow \#2$ $:: \dots \text{OVER\#=case } \text{object}_{\text{TRUE}} \dots ;$ | #6187Ch |
| casedrop If FLAG is TRUE, drops an object from the stack, executes $\text{object}_{\text{TRUE}}$, and skips the remainder of the secondary, otherwise skips $\text{object}_{\text{TRUE}}$ and executes the remainder of the secondary $\text{ob TRUE} \rightarrow$ $\text{ob FALSE} \rightarrow \text{ob}$ $:: \dots \text{casedrop } \text{object}_{\text{TRUE}} \dots ;$ | #618F7h |

The following case combination objects execute an action before skipping the remainder of the current secondary if the flag argument or test result is true.

| | |
|---|---------|
| DUP#0=csDROP Duplicates #, then if $\# = 0$, drops # and skips the remainder of the secondary $\# \rightarrow$ ($\# = 0$) $\# \rightarrow \#$ ($\# \neq 0$) $:: \dots \text{DUP\#0=csDROP } \dots ;$ | #618A8h |
| NOTcase2DROP If FLAG is FALSE, drops two objects from the stack and skips the remainder of the secondary $\text{ob}_2 \text{ ob}_1 \text{ TRUE} \rightarrow \text{ob}_2 \text{ ob}_1$ $\text{ob}_2 \text{ ob}_1 \text{ FALSE} \rightarrow$ $:: \dots \text{NOTcase2DROP } \dots ;$ | #61984h |
| NOTcaseFALSE If FLAG is TRUE, executes the remainder of the secondary, otherwise puts FALSE on the stack and skips the remainder of the secondary $\text{TRUE} \rightarrow$ $\text{FALSE} \rightarrow \text{FALSE}$ $:: \dots \text{NOTcaseFALSE } \dots ;$ | #5FB49h |
| NOTcaseTRUE If FLAG is TRUE, executes the remainder of the secondary, otherwise puts TRUE on the stack and skips the remainder of the secondary $\text{TRUE} \rightarrow$ $\text{FALSE} \rightarrow \text{TRUE}$ $:: \dots \text{NOTcaseTRUE } \dots ;$ | #638CBh |
| NcaseSIZEERR If FLAG is TRUE, executes the remainder of the secondary, otherwise issues the Bad Argument Value error $\text{FLAG} \rightarrow$ $:: \dots \text{NcaseSIZEERR } \dots ;$ | #63B19h |
| NcaseTYPEERR If FLAG is TRUE, executes the remainder of the secondary, otherwise issues the Bad Argument Type error $\text{FLAG} \rightarrow$ $:: \dots \text{NcaseTYPEERR } \dots ;$ | #63B46h |

| | |
|---|---------|
| case2DROP If FLAG is TRUE, drops two objects from the stack and skips the remainder of the secondary | #61984h |
| <pre> ob₂ ob₁ TRUE → ob₂ ob₁ FALSE → ob₂ob₁ :: ... case2DROP ... ; </pre> | |
| caseDROP If FLAG is TRUE, drops an object from the stack and skips the remainder of the secondary | #6194Bh |
| <pre> ob TRUE → ob FALSE → ob :: ... caseDROP ... ; </pre> | |
| caseDoBadKey If FLAG is TRUE, executes DoBadKey (issues invalid key beep) and skips the remainder of the secondary | #63BEBh |
| <pre> FLAG → :: ... caseDoBadKey ... ; </pre> | |
| caseDrpBadKy If FLAG is TRUE, drops an object from the stack, executes DoBadKey (issues invalid key beep), and skips the remainder of the secondary | #63BD2h |
| <pre> ob TRUE → ob FALSE → ob :: ... caseDrpBadKy ... ; </pre> | |
| caseERRJMP If FLAG is TRUE, skips the remainder of the secondary and does ERRJMP | #63169h |
| <pre> FLAG → :: ... caseERRJMP ... ; </pre> | |
| caseFALSE If FLAG is TRUE, puts FALSE on the stack and skips the remainder of the secondary | #6359Ch |
| <pre> FALSE → TRUE → FALSE :: ... caseFALSE ... ; </pre> | |
| caseSIZEERR If FLAG is FALSE, executes the remainder of the secondary, otherwise issues the Bad Argument Value error | #63B05h |
| <pre> FLAG → :: ... caseSIZEERR ... ; </pre> | |
| caseTRUE If FLAG is TRUE, puts TRUE on the stack and skips the remainder of the secondary | #634E3h |
| <pre> FALSE → TRUE → TRUE :: ... caseTRUE ... ; </pre> | |
| casedrpfls If FLAG is TRUE, drops ob, puts FALSE on the stack, and skips the remainder of the secondary | #6356Ah |
| <pre> FALSE → ob TRUE → FALSE :: ... casedrpfls ... ; </pre> | |
| case2drpfls If FLAG is TRUE, drops ob ₁ and ob ₂ , puts FALSE on the stack, and skips the remainder of the secondary | #63583h |
| <pre> FALSE → ob₂ ob₁ TRUE → FALSE :: ... case2drpfls ... ; </pre> | |

| | |
|---|---------|
| casedrptru If FLAG is TRUE, drops ob, puts TRUE on the stack, and skips the remainder of the secondary | #628B2h |
| <div style="text-align: right; margin-right: 20px;">ob FALSE → ob</div> <div style="text-align: right; margin-right: 20px;">ob TRUE → TRUE</div> <div style="text-align: right;">:: ... casedrptru ... ;</div> | |

3.5 Loop Structures

Program loops are useful for repetitive execution of a procedure. There are two general classes of loops:

- *Definite loops* execute a *loop-clause* at least once, and execute a predefined number of iterations.
- *Indefinite loops* execute a *loop-clause* repeatedly until a *test-clause* returns a true result. One form of an indefinite loop may not execute at all if an initial test fails.

3.5.1 Definite Loops

Definite loops are implemented with the object DO and one of its counterparts: LOOP or +LOOP. When DO is executed, a DoLoop environment is created which stores the index and stopping value, and the interpreter pointer is copied to the return stack. The index and stop values are internal binary integers. DoLoop environments can be nested indefinitely.

Basic DoLoop Objects. The objects DO, LOOP, and +LOOP are recognized by the compiler RPLCOMP, which checks to see that DO and LOOP objects are properly matched.

| | |
|---|---------|
| DO Begins DO loop | #073F7h |
| <div style="text-align: right; margin-right: 20px;">#finish #start →</div> <div style="text-align: right; margin-right: 20px;">:: ... #finish #start DO loop-clause LOOP ... ;</div> <div style="text-align: right;">:: ... #finish #start DO loop-clause #increment +LOOP ... ;</div> | |
| LOOP Increments index of topmost DoLoop environment, abandons DoLoop environment if the new index is \geq the stopping value, otherwise executes loop clause again | #07334h |
| <div style="text-align: right;">→</div> | |
| #NAME? Increments index of topmost DoLoop environment by #increment, abandons DoLoop environment if the new index is \geq the stopping value, otherwise executes loop clause again | #073A5h |
| <div style="text-align: right;">#increment →</div> | |

DoLoop Utilities. The objects #1+_ONE_DO, DUP#0_DO, and ZERO_DO combine several actions into one object. When a program that uses these objects is being compiled with RPLCOMP, the compiler directive (DO) must be included after the object to tell the compiler that a DoLoop is being started. This will prevent an error from being generated when the compiler encounters the matching LOOP object.

| | |
|---|---------|
| #1+_ONE_DO Equivalent to ONE #+ ONE DO | #073DBh |
| <div style="text-align: right; margin-right: 20px;">#finish →</div> <div style="text-align: right;">:: ... #finish #1+_ONE_DO (DO) loop-clause LOOP ... ;</div> | |
| DUP#0_DO Equivalent to DUP ZERO DO | #6347Fh |
| <div style="text-align: right; margin-right: 20px;">#finish → #finish</div> <div style="text-align: right;">:: ... #finish DUP#0_DO (DO) loop-clause LOOP ... ;</div> | |

| | |
|---|---------|
| ZERO_DO Equivalent to ZERO DO | #073C3h |
| <div style="text-align: center;"> $\#finish \rightarrow$ </div> <pre style="margin: 0; text-align: center;"> :: ... #finish ZERO_DO (DO) loop-clause LOOP ... ; </pre> | |

Example: The following source fragment illustrates the use of these objects with the (DO) compiler directive:

```

::
    ...
    ZERO_DO (DO)
    ...
    LOOP
    ...
;

```

Accessing DoLoop Indices. The index value for the topmost DoLoop environment can be recalled with INDEX@ and can be modified by using INDEXST0. The index value for the second DoLoop environment can be recalled with JINDEX@ and can be modified by using JINDEXST0.

| | |
|--|---------|
| INDEX@ | #07221h |
| Recalls the index value from the topmost DoLoop environment → #index | |
| INDEXSTO | #07270h |
| Stores a new value for the index in the topmost DoLoop environment #index → | |
| JINDEX@ | #07258h |
| Recalls the index value from the second DoLoop environment → #index | |
| JINDEXSTO | #072ADh |
| Stores a new value for the index in the second DoLoop environment #index → | |

Examples: The first program places the internal binary integers 4, 5, 6, and 7 on the stack; the second program places the internal binary integers 10, 20, and 30 on the stack:

```
:: EIGHT FOUR DO INDEX@ LOOP ;
```

```
:: THIRTYONE TEN DO INDEX@ TEN +LOOP ;
```

Accessing DO Loop Stop Values. The stop value for the topmost DoLoop environment can be recalled with `ISTOP@` and can be modified by using `ISTOPST0`. The stop value for the second DoLoop environment can be recalled with `JSTOP@` and can be modified by using `JSTOPST0`.

| | |
|--|---------|
| ISTOP@ Recalls the stop value from the topmost DoLoop environment <div>→ #stop</div> | #07249h |
| ISTOPST0 Stores a new stop value in the topmost DoLoop environment <div>#stop →</div> | #07295h |
| ZEROISTOPST0 Stores <0d> in the stop value in the topmost DoLoop environment <div>→</div> | #6400Fh |
| JSTOP@ Recalls the stop value from the second DoLoop environment <div>→ #stop</div> | #07264h |
| JSTOPST0 Stores a new stop value in the second DoLoop environment <div>#stop →</div> | #072C2h |

3.5.2 Indefinite Loops

There are three indefinite loop structures available:

- BEGIN ... WHILE ... REPEAT loops contain an explicit test-clause and loop-clause. The loop clause may never be executed if the test-clause returns FALSE. The loop clause is assumed to be a secondary object — the RPLCOMP compiler places :: and ; around the loop clause. See *Compiling WHILE Loops* on the next page.
- BEGIN ... UNTIL loops always execute at least once — the object UNTIL expects either a TRUE or FALSE flag.
- BEGIN ... AGAIN loops have no test — they execute until an error event occurs or an RDROP is executed to remove the address placed on the return stack by BEGIN.

| | |
|---|---------|
| AGAIN Unconditionally repeats loop-clause | #071ABh |
| → :: ... BEGIN loop-clause AGAIN ... ; | |
| BEGIN Copies the interpreter pointer to the return stack, serving as a beginning object for three loop structures | #071A2h |
| → :: ... BEGIN loop-clause AGAIN ... ; :: ... BEGIN test-clause WHILE loop-clause REPEAT ... ; :: ... BEGIN loop-clause UNTIL ... ; | |
| REPEAT Copies the first pointer on the return stack to the interpreter pointer, completing a WHILE loop | #071E5h |
| → :: ... BEGIN test-clause WHILE loop-clause REPEAT ... ; | |
| WHILE If flag is true, allows execution of loop clause, otherwise drops one pointer from the return stack and skips the interpreter pointer to the object after REPEAT | #071EEh |
| FLAG → :: ... BEGIN test-clause WHILE loop-clause REPEAT ... ; | |
| UNTIL If flag is true, drops the top pointer on the return stack to terminate the loop, otherwise copies the first pointer on the return stack to the interpreter pointer to execute the loop-clause again | #071C8h |
| FLAG → :: ... BEGIN loop-clause UNTIL ... ; | |

Example: The following program returns the number of random numbers generated before one with a value greater than or equal to .95 is generated. The object %RAN (address #2AFC2h) returns a random number n such that $0 \leq n \leq 1$.

NUMRAN 53.5 Bytes Checksum #95D1h
(% → \$)

| | |
|---------------|--|
| :: | |
| AtUserStack | <i>Clears saved command name, no arguments</i> |
| ZERO | <i>Initial value of the counter</i> |
| BEGIN | <i>Beginning of WHILE loop structure</i> |
| %RAN % .95 %< | <i>Test-clause</i> |
| WHILE | <i>Executes loop-clause if flag is TRUE</i> |
| #1+ | <i>Loop-clause: increments counter</i> |
| REPEAT | <i>Continue loop at %RAN</i> |
| UNCOERCE | <i>Convert counter to real number</i> |
| ; | |

Compiling WHILE Loops. The RPLCOMP compiler places secondary delimiters around the loop clause in a WHILE loop. For instance, the example NUMRAN.S from the previous page looks like this after being compiled:

```
::
  AtUserStack
  ZERO
  BEGIN
    %RAN % .95 %<
  WHILE
    ::                Beginning of secondary
      #1+
    ;                End of secondary
  REPEAT
  UNCOERCE
;
```

Since the secondary delimiters are added by the compiler, you can use objects like ?SEMI or case to cause an early exit from the loop clause (see *Case Structures* on page 41).

3.6 Runstream Operators

The return stack is a stack of pointers to objects embedded in composite objects, usually secondaries, called the runstream. The objects described here are useful for placing objects on the data or return stack, or for building your own control structures. The most often-used is ', which places the next object in the current secondary on the data stack.

| | |
|--|---------|
| ' | #06E97h |
| Pushes the next object (or object pointer) in the program on the data stack | |
| → object | |
| :: ... ' object ... ; | |
| COLA | #06FD1h |
| Evaluates the next object in the current secondary, discarding the remainder of the secondary | |
| → | |
| :: ... COLA object discarded objects ; | |
| IDUP | #0716Bh |
| Copies the interpreter pointer to the return stack | |
| → | |
| >R | #06EEBh |
| Pops a composite object off the data stack and pushes it on the return stack | |
| :: ... ; → | |
| 'R | #06F9Fh |
| Pops an object (or object pointer) off the return stack and pushes it on the data stack | |
| → object | |
| ticR | #61B89h |
| Pops the next object in the composite object in the return stack and pushes it and TRUE on the data stack. If the object is SEMI, pops the return stack and pushes FALSE on the data stack. | |
| → object TRUE <i>Not SEMI</i> | |
| → FALSE <i>SEMI</i> | |
| R@ | #07012h |
| Creates a secondary in temporary memory (TEMPOB) from the composite pointed to by the top return stack pointer, pops the return stack, and pushes a pointer to the secondary on the return stack | |
| → :: ... ; | |

| | |
|--|---------|
| R> Creates a secondary in temporary memory (TEMPOB) from the composite pointed to by the top return stack pointer and pushes a pointer to the secondary on the return stack → :: ... ; | #0701Fh |
| RDROP Pops the return stack → | #06FB7h |
| 2RDROP Pops two levels off the return stack → | #6114Eh |
| 3RDROP Pops three levels off the return stack → | #61160h |
| RDUP Duplicates the top item on the return stack → | #14EA5h |
| RSWAP Swaps the top two items on the return stack → | #60EBDh |

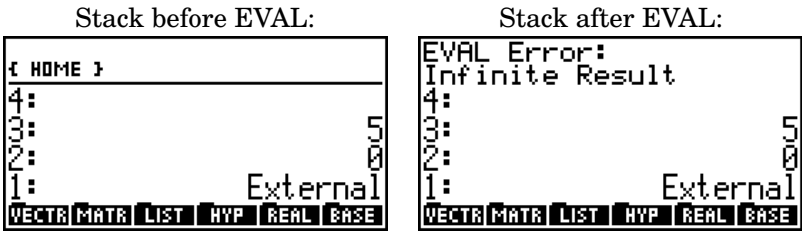
The example RSTR in *Control Structure Examples* on page 72 shows how some of these objects may be used.

3.7 Argument Validation

Any program that is going accept input from the user should validate the number and type of arguments before proceeding. One of the reasons that you are probably interested in writing code in System-RPL is that you wish to avoid the argument checking that is inherent in every User-RPL command or function, yet it is still important to provide some protection at the very beginning.

3.7.1 Attributing Errors

An integral part of the process of validating arguments is to make sure that errors are correctly attributed. This is often done in combination with type dispatching. To illustrate the problems associated with error attribution, consider the System-RPL program :: %/ ; . With the real numbers 5 and 0 in stack levels 3 and 2, and the object :: %/ ; in stack level 1, press [EVAL]. The divide operation generates an Infinite Result error:



Notice that the error has been attributed to EVAL, which was the last object to claim responsibility for future errors. Further, the stack contents are not what you would expect. This can be solved by clearing out the saved command name (using OLASTOWDOB!) and checking for the proper number of arguments (using CK2NOLASTWD, described below).

| | |
|---|---------|
| OLASTOWDOB! Clears saved command name → | #1884Dh |
|---|---------|

The program now reads :: OLASTOWDOB! CK2NOLASTWD %/ ; . Now when you press [EVAL] a much more acceptable result appears:

| Stack before EVAL: | Stack after EVAL: |
|--|---|
| <pre> { HOME } 3: 2: 1: External External External VECTA MATR LIST HYP REAL BASE </pre> | <pre> Error! Infinite Result 4: 3: 2: 1: VECTA MATR LIST HYP REAL BASE </pre> |

If a program plans to accept no arguments, the object AtUserStack is a handy combination of OLASTOWDOB! and CKONOLASTWD (described on the next page).

| | |
|--|---------|
| AtUserStack | #40BC9h |
| Requires no arguments, clears saved command name | |

3.7.2 Number of Arguments

The process for checking the number of arguments is slightly different for program objects that are being designed as stand alone applications vs. program objects that are included in a library application. The concept is the same in each case, however. (Library applications are discussed in the HP document MAKEROM.DOC and illustrated in GEOLIB example provided by HP. These are provided on the disk.) The structural outlines are:

| System-RPL Programs | Library Commands |
|---|--------------------------|
| :: OLASTOWDOB! CK n NOLASTWD ... ; | :: CK n ... ; |

where n refers to the number of arguments that are expected. The objects available for this task are:

| System-RPL Program | Library Command | Number of Arguments |
|--------------------|-----------------|--------------------------|
| CKONOLASTWD | CK0 | No arguments required |
| CK1NOLASTWD | CK1 | One argument required |
| CK2NOLASTWD | CK2 | Two arguments required |
| CK3NOLASTWD | CK3 | Three arguments required |
| CK4NOLASTWD | CK4 | Four arguments required |
| CK5NOLASTWD | CK5 | Five arguments required |
| CKNNOLASTWD | CKN | N arguments required |

For instance, a System-RPL program that requires three objects on the stack should be structured as follows:

```

::
  OLASTOWDOB! CK3NOLASTWD
  ...
;

```

The objects CKNNOLASTWD and CKN are available for programs that take the number of arguments off the stack. Both objects convert the real number on the stack to an internal binary integer, then verify that the specified number of arguments are on the stack.

An example of this type of object is the User-RPL command PICK, in which a user-supplied real number specifies the stack level to copy. The code for the User-RPL PICK is :: CKN PICK ; , where the PICK is the internal System-RPL PICK.

Remember that in the case of library commands the CK n objects will attribute errors to the command name. System-RPL programs that are not parts of libraries or that need to ensure that their errors are not attributed to another command need to clear the saved command name. The objects CK n NOLASTWD do not modify the saved command name, so OLASTOWDOB! is needed to ensure that the saved command name will be cleared. This prevents an error generated in a program from being attributed to the last command that generated an error.

3.7.3 Type Dispatching

The HP 48's multiple polymorphic personality is attributable in part to the ability of each built-in command or function to interpret the types of arguments supplied and take meaningful action based on those types. The + function is one of the most dramatic examples, operating on over 20 different combinations of types of arguments.

The objects CK&DISPATCH0 and CK&DISPATCH1 perform a “check and dispatch” operation — choosing an object to be executed based on the types of stack arguments. The basic structure of a word using CK&DISPATCH n is:

```
::
  #type1 action1
  #type2 action2
  ...
  #typen actionn
;
```

where #type _{n} is an internal binary integer encoding the desired object types, and action _{n} is the corresponding action to be taken when the arguments match the specified types. (Internal binary integers were discussed in greater detail in *Internal Binary Integers* on page 23.)

It is vital that the table of types and actions be terminated with ; . For System-RPL programs the basic structure for a program that has different actions based on argument types looks like this:

```
::
  OLASTOWDOB! CKnNOLASTWD
  CK&DISPATCHn
  #type1 action1
  ...
  #typen actionn
;
```

Since the table of actions must be terminated by ; , type dispatching operations embedded in larger programs should be set off in their own secondary. For example:

```
::
  ...
  ::
    CK&DISPATCH1
    # 00051 :: Process list and real number ;
    # 00041 :: Process array and real number ;
  ;
  ...
;
```

The example program GRID in *Graphics Examples* on page 129 illustrates the use of OLASTOWDOB!, CK3NOLASTWD, and CK&DISPATCH1.

CK&DISPATCH0 vs. CK&DISPATCH1. In general, the HP 48 treats tags as auxiliary to the main purpose of any object, consequently CK&DISPATCH1 is used most frequently because it makes a second pass through the type-action table after recursively stripping any tags from the required objects. If it is important to type dispatch off tagged objects, then CK&DISPATCH0 should be used, which does not contain the second pass.

Type Dispatching in Library Applications. In the case of library commands, replacing each action with a pointer to an action will speed up the dispatch process because the time required to skip each action is reduced to the time required to skip a single pointer. For instance, the two examples below will do the same thing, but the example on the right will be slightly faster:

| | |
|---------------|--------------------------|
| NULLNAME EX1 | NULLNAME EX1 |
| :: | :: |
| CK2 | CK2 |
| CK&DISPATCH1 | CK&DISPATCH1 |
| real :: ... ; | real EXSUB1 |
| cmp :: ... ; | cmp EXSUB2 |
| list :: ... ; | list EXSUB3 |
| ; | ; |
| | NULLNAME EXSUB1 :: ... ; |
| | NULLNAME EXSUB2 :: ... ; |
| | NULLNAME EXSUB3 :: ... ; |

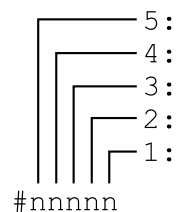
For library commands requiring at least one argument, the CK n and CK&DISPATCH1 objects can be replaced with objects that combine their functionality:

| Object | Replaces |
|--------------|------------------|
| CK1&Dispatch | CK1 CK&DISPATCH1 |
| CK2&Dispatch | CK2 CK&DISPATCH1 |
| CK3&Dispatch | CK3 CK&DISPATCH1 |
| CK4&Dispatch | CK4 CK&DISPATCH1 |
| CK5&Dispatch | CK5 CK&DISPATCH1 |

Using these objects, the examples above would look now like this:

| | |
|---------------|--------------------------|
| NULLNAME EX1 | NULLNAME EX1 |
| :: | :: |
| CK2&Dispatch | CK2&Dispatch |
| real :: ... ; | real EXSUB1 |
| cmp :: ... ; | cmp EXSUB2 |
| list :: ... ; | list EXSUB3 |
| ; | ; |
| | NULLNAME EXSUB1 :: ... ; |
| | NULLNAME EXSUB2 :: ... ; |
| | NULLNAME EXSUB3 :: ... ; |

Encoding Argument Types. The internal binary integer corresponding to each action can encode up to five object types. Viewed as five hex digits, the stack levels are specified as follows:



Each hex digit represents an argument type, as listed in the table on the next page. Notice that leading zeros mean that objects in their corresponding stack levels will be ignored. For instance, the internal binary integer #00051 specifies a list in level two and a real number in level one.

Some built-in binary integers can be used to encode individual objects or combinations of objects. In cases where a program is type-dispatching off of one argument, the built-in bints listed in the second column of the table may be used. For example, a program that takes different actions when the argument is a list or string might have the following structure:

```

::
  OLASTOWDOB! CK1NOLASTWD CK&DISPATCH1
  list :: ... ;
  str :: ... ;
;

```

Half of the objects that may be encoded require two digits. A program that requires an extended real in level two and an extended complex number in level one might have the following structure:

```

::
  OLASTOWDOB! CK2NOLASTWD
  CK&DISPATCH1
  # 03F4F :: ... ;
;

```

| Encoding Digits | Built-in Bint | Object Type | User TYPE Number |
|-----------------|---------------|------------------|------------------|
| 0 | any | Any Object | |
| 1 | real | Real Number | 0 |
| 2 | cmp | Complex Number | 1 |
| 3 | str | Character String | 2 |
| 4 | array | Array | 3,4 |
| 5 | list | List | 5 |
| 6 | idnt | Global Name | 6 |
| 7 | lam | Local Name | 7 |
| 8 | seco | Secondary | 8 |
| 9 | symb | Symbolic | 9 |
| A | sym | Symbolic Class | 6,7,9 |
| B | hxs | Hex String | 10 |
| C | grob | Graphics Object | 11 |
| D | TAGGED | Tagged Object | 12 |
| E | unitob | Unit Object | 13 |
| 0F | | ROM Pointer | 14 |
| 1F | | Binary Integer | 20 |
| 2F | | Directory | 15 |
| 3F | | Extended Real | 21 |
| 4F | | Extended Complex | 22 |
| 5F | | Linked Array | 23 |
| 6F | char | Character | 24 |
| 7F | | Code Object | 25 |
| 8F | | Library | 16 |
| 9F | | Backup | 17 |
| AF | | Library Data | 26 |
| BF | | External object1 | 27 |
| CF | | External object2 | 28 |
| DF | | External object3 | 29 |
| EF | | External object4 | 30 |

When possible, it is best to save code by using a built-in internal binary integer (2.5 bytes) instead of compiling a new one (5 bytes). The following built-in internal binary integers are used for type dispatching:

| Name | Value | Name | Value |
|-----------|---------|----------|---------|
| 2EXT | #000EEh | EXTREAL | #000E1h |
| 2GROB | #000CCh | EXTSYM | #000EAh |
| 2LIST | #00055h | REALEXT | #0001Eh |
| 2REAL | #00011h | REALOB | #00010h |
| 3REAL | #00111h | REALOBOB | #00100h |
| IDREAL | #00061h | REALREAL | #00011h |
| LISTCMP | #00052h | REALSYM | #0001Ah |
| LISTLAM | #00057h | ROMPANY | #000F0h |
| LISTREAL | #00051h | SYMBUNIT | #0009Eh |
| SYMREAL | #000A1h | SYMEXT | #000AEh |
| SYMSYM | #000AAh | SYMID | #000A6h |
| TAGGEDANY | #000D0h | SYMLAM | #000A7h |
| EXTOBOB | #00E00h | SYMOB | #000A0h |

3.7.4 Object Type Tests

There may be times when an initial test is not sufficient — a list must be in level one, but the contents of the list are also important. Two sets of objects are provided for System-RPL which are useful for testing the type of an object. These objects return the internal flags TRUE or FALSE (described in detail in *Tests* on page 31). The stack diagrams below illustrate the operation of the object tests:

| |
|---|
| TYPEREAL? Returns TRUE if object is a real number Object → FLAG |
| DUPTYPEREAL? Returns object and TRUE if object is a real number Object → Object FLAG |

The objects in the first column test the type, returning a flag. The objects in the fourth column duplicate the object before testing the type.

| Object type | Test Object | Address | Dup-and-Test Object | Address |
|-------------------------------|-------------|---------|---------------------|---------|
| Array | TYPEARRY? | #62198h | DUPTYPEARRY? | #62193h |
| Internal binary integer | TYPEBINT? | #6212Fh | DUPTYPEBINT? | #6212Ah |
| Complex array | TYPECARRY? | #62256h | | |
| Character | TYPECHAR? | #62025h | DUPTYPECHAR? | #62020h |
| Complex number | TYPECMP? | #62183h | DUPTYPECMP? | #6217Eh |
| Program | TYPECOL? | #621ECh | DUPTYPECOL? | #621E7h |
| String | TYPECSTR? | #62159h | DUPTYPECSTR? | #62154h |
| Unit | TYPEEXT? | #6204Fh | DUPTYPEEXT? | #6204Ah |
| Graphics object | TYPEGROB? | #62201h | DUPTYPEGROB? | #621FCh |
| Hex string | TYPEHSTR? | #62144h | DUPTYPEHSTR? | #6213Fh |
| Identifier (global name) | TYPEIDNT? | #6203Ah | DUPTYPEIDNT? | #62035h |
| Temp. identifier (local name) | TYPELAM? | #6211Ah | DUPTYPELAM? | #62115h |
| List | TYPELIST? | #62216h | DUPTYPELIST? | #62211h |
| Real array | TYPERARRY? | #6223Bh | | |
| Real number | TYPEREAL? | #6216Eh | DUPTYPEREAL? | #62169h |
| ROM pointer (XLIB name) | TYPEROMP? | #621ADh | DUPTYPEROMP? | #621A8h |
| Directory | TYPERRP? | #621C2h | DUPTYPERRP? | #621BDh |
| Symbolic | TYPESEYMB? | #621D7h | DUPTYPESEYMB? | #621D2h |
| Tagged | TYPETAGGED? | #6222Bh | DUPTYPETAG? | #62226h |

Note: The objects TYPECARRY? and TYPERARRY? assume an array object is on the stack, and expect to find a prologue 10 nibbles into the object being tested.)

These tests can be helpful when the filtering provided by the check-and-dispatch mechanism does not provide a sufficient level of detail. For example, suppose a System-RPL program wants to ensure that it is processing a real number in level 2 and an array of real numbers in level one. The program shell might look like this:

```
::
  CK2NOLASTWD OLASTOWDOB!
  CK&DISPATCH1
  # 00014
  ::
    DUP TYPERARRAY? NcaseSIZEERR
    ...
  ;
;
```

This program would issue a `Bad Argument Value` error if the array was not an array of real numbers. The error is issued by the object `NcaseSIZEERR` if the flag on the stack is `FALSE`. Notice that the type checks for real and complex arrays don't have corresponding objects which first duplicate the object in question, so in this example the `DUP` had to be included.

3.8 Temporary Variables

Programs written in System-RPL have access to a much more flexible temporary (local) variable system than programs written in User-RPL. Temporary variables are stored in memory structures called “temporary environments”. Like local variables in User-RPL, temporary variables can be very useful for cleaning up programs that otherwise would manage everything on the stack with great difficulty. In User-RPL, nested local variable environments are permitted, and the same goes for System-RPL. In System-RPL the creation of a temporary variable environment can happen at any time — it is not restricted to the beginning of a secondary. Temporary environments are stacked — they are abandoned in the reverse chronological order of their creation.

Remember:

- Temporary variables reside in temporary memory. When system garbage collection occurs, temporary memory is scanned and pointers to objects in temporary memory residing on the stack or in temporary variables are updated.
- When a temporary variable name is executed, the contents of the variable are recalled to the stack, but not executed.
- Storing to a temporary variable is typically quite fast, because temporary environments are typically small, and the system avoids the overhead of moving all the data in global variables.

In System-RPL, the object `BIND` does the job of `↗` in User-RPL, and the object `ABND` does the job of `↘` (actually named `x>>ABND` — you'll see this if you decompile a User-RPL program using a tool like Jazz). `BIND` expects the objects to be stored in temporary variables to be on the stack along with a list of temporary variable names in level one.

The object `DOBIND` does the work for `BIND` — the temporary variable names and their count are expected on the stack.

The RPL compiler creates a temporary variable name with the compiler directive `LAM`. For instance, to compile the temporary variable name “Fred”, the compiler source should read `LAM Fred`. To save space, System-RPL also provides for null-named temporary variables (see *Using Null-Named Temporary Variables* on page 60). Space is saved because no name is stored and the temporary variables are referenced by number. The object `NULLLAM` may be used instead of a temporary variable name.

| | |
|---|---------|
| BIND Creates a temporary environment $ob_n \dots ob_2 ob_1 \{ \text{LAM } name_n \dots \text{LAM } name_2 \text{LAM } name_1 \} \rightarrow$ $ob_n \dots ob_2 ob_1 \{ \text{NULLLAM}_n \dots \text{NULLLAM}_2 \text{NULLLAM}_1 \} \rightarrow$ | #074D0h |
|---|---------|

| | |
|---|---------|
| DOBIND | #074E4h |
| Creates a temporary environment | |
| $\text{ob}_n \dots \text{ob}_2 \text{ob}_1 \text{ LAM } name_n \dots \text{ LAM } name_2 \text{ LAM } name_1 \#n \rightarrow$ $\text{ob}_n \dots \text{ob}_2 \text{ob}_1 \text{ NULLLAM}_n \dots \text{ NULLLAM}_2 \text{ NULLLAM}_1 \#n \rightarrow$ | |
| ABND | #07497h |
| Discards the topmost temporary environment | |
| \rightarrow | |

When temporary variables are named, the process of storing to and recalling from temporary variables is the same as for User-RPL:

```
:: ... LAM Fred ... ;      Recalls the contents of temporary variable Fred
:: ... ' LAM Fred STO ... ; Stores an object into temporary variable Fred
```

| | |
|--|---------|
| STO | #07D27h |
| Stores an object in a temporary variable | |
| object name \rightarrow | |

There is no compiler requirement that there be a firm one-to-one matching between BINDs and ABNDs. A secondary that has multiple exit points may need to have more than one ABND to ensure that temporary environments are discarded properly. The program QRT3 below illustrates this.

To compare the use of temporary variables in User-RPL and System-RPL, we'll begin by comparing two programs that do similar jobs — finding the roots of a quadratic equation $x = ax^2 + bx + c$. We'll use the quadratic formula:

$$\frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

The stack diagram for these program examples will be:

| | | |
|-------|---------------|-------------------------------------|
| a b c | \rightarrow | root ₁ root ₂ |
|-------|---------------|-------------------------------------|

To keep things simple, the System-RPL examples will return the string "Complex Roots" if the quantity $b^2 - 4ac$ is negative. (This is one of the attractive features of User-RPL: the polymorphic behavior of the operators lets you avoid writing extra code.)

We illustrate the use of temporary variables with four example programs. The first is written in User-RPL, the rest are written in System-RPL. The results are stored in temporary variables to illustrate the process, even though this is somewhat inefficient (the results could simply be left on the stack). Notice that this example uses compiled temporary variable $\Leftarrow a$, which will work only on HP 48G/GX calculators.

QRT1.RPL

| | |
|---|---|
| « | |
| 0 0 « $\Leftarrow a$ 2 * / » | Place zeros and subroutine on the stack |
| $\rightarrow \Leftarrow a$ b c root1 root2 Subr | Create temporary variables |
| « | |
| b SQ $\Leftarrow a$ c * 4 * - √ | Calculate $SQRT(b^2 - 4ac)$ |
| b NEG OVER + Subr EVAL | Calculate first root |
| 'root1' STO | Store first root in local variable root1 |
| b NEG SWAP - Subr EVAL | Calculate second root |
| 'root2' STO | Store second root in temporary variable root2 |
| root1 root2 | Return roots to the stack |
| » | Discards local variables |
| » | |

This is what QRT1.RPL looks like when expressed in System-RPL:

```

::
x<<
%0 %0 xSILENT' :: x<< LAM ←a %2 x* x/ x>> ;
xRPN→ LAM ←a LAM b LAM c LAM root1 LAM root2 LAM Subr
x<<
  LAM b xSQ LAM ←a LAM c x* %4 x* x- xSQRT
  LAM b xNEG xOVER x+ LAM Subr xEVAL
  x' LAM root1 xENDTIC xSTO
  LAM b xNEG xSWAP x- LAM Subr xEVAL
  x' LAM root2 xENDTIC xSTO
  LAM root1 LAM root2
x>>ABND
x>>
;

```

3.8.1 Using Named Temporary Variables

The first System-RPL example uses named temporary variables:

QRT1 250.5 Bytes Checksum #33EEh
 (%a %b %c → %root1 %root2)

| | |
|---|--|
| <pre> :: OLASTOWDOB! CK3NOLASTWD CK&DISPATCH1 3REAL :: %0 %0 ' :: LAM a %2 %* %/ ; { LAM a LAM b LAM c LAM root1 LAM root2 LAM Subr } BIND :: LAM b DUP %* LAM a LAM c %* %4 %* %- DUP %0< casedrop "Complex Roots" %SQRT LAM b %CHS OVER %+ LAM Subr EVAL ' LAM root1 STO LAM b %CHS SWAP %- LAM Subr EVAL ' LAM root2 STO LAM root1 LAM root2 ; ABND ; ; </pre> | <p><i>Expect three arguments</i> <i>Insist on three real numbers</i></p> <p><i>Placeholder values for root1 and root2</i> <i>Place subroutine on the stack</i></p> <p><i>List of temporary variable names</i> <i>Create temporary variable environment</i></p> <p><i>Evaluate $b^2 - 4ac$</i> <i>If <0, drop quantity, put string on stack, abandon temp env. and exit secondary</i> <i>Evaluate $SQRT(b^2 - 4ac)$</i> <i>Calculate first root</i> <i>Store in root1</i> <i>Calculate second root</i> <i>Store in root2</i> <i>Return first root to the user</i> <i>Return second root to the user</i></p> <p><i>Abandon temporary environment</i></p> |
|---|--|

3.8.2 Using Null-Named Temporary Variables

The second System-RPL example uses *null-named* temporary variables. When the object NULLLAM is used instead of a name, space is saved in the temporary environment. Access to null-named temporary variables is specified by

the variable's number position in the temporary environment rather than by name. This kind of direct access is more efficient than searching through a series of names.

The objects PUTLAM and GETLAM are the fundamental tools used to store objects to and recall objects from temporary variables:

| | |
|--|---------|
| PUTLAM Stores an object into numbered temporary variable object #variable → | #075E9h |
| GETLAM Recalls an object from a numbered temporary variable #variable → object | #075A5h |
| NULLLAM Null temporary variable name → '' | #34D30h |

The use of PUTLAM and GETLAM can be streamlined by using objects which combine the bint specifying the temporary with the PUT or GET action. For instance, 2PUTLAM combines TWO PUTLAM into a single action that stores an object into the second temporary variable, and 4GETLAM combines FOUR GETLAM into a single object that recalls the object stored in the fourth temporary variable. These combined actions save code and are quite efficient.

| PUTLAM Combinations | | GETLAM Combinations | |
|---------------------|---------|---------------------|---------|
| Object | Address | Object | Address |
| 1PUTLAM | #615E0h | 1GETLAM | #613B6h |
| 2PUTLAM | #615F0h | 2GETLAM | #613E7h |
| 3PUTLAM | #61600h | 3GETLAM | #6140Eh |
| 4PUTLAM | #61635h | 4GETLAM | #61438h |
| 5PUTLAM | #61625h | 5GETLAM | #6145Ch |
| 6PUTLAM | #61635h | 6GETLAM | #6146Ch |
| 7PUTLAM | #61645h | 7GETLAM | #6147Ch |
| 8PUTLAM | #61655h | 8GETLAM | #6148Ch |
| 9PUTLAM | #61665h | 9GETLAM | #6149Ch |
| 10PUTLAM | #61675h | 10GETLAM | #614ACh |
| 11PUTLAM | #61685h | 11GETLAM | #614BCh |
| 12PUTLAM | #61695h | 12GETLAM | #614CCh |
| 13PUTLAM | #616A5h | 13GETLAM | #614DCh |
| 14PUTLAM | #616B5h | 14GETLAM | #614ECh |
| 15PUTLAM | #616C5h | 15GETLAM | #614FCh |
| 16PUTLAM | #616D5h | 16GETLAM | #6150Ch |
| 17PUTLAM | #616E5h | 17GETLAM | #6151Ch |
| 18PUTLAM | #616F5h | 18GETLAM | #6152Ch |
| 19PUTLAM | #61705h | 19GETLAM | #6153Ch |
| 20PUTLAM | #61715h | 20GETLAM | #6154Ch |
| 21PUTLAM | #61725h | 21GETLAM | #6155Ch |
| 22PUTLAM | #61735h | 22GETLAM | #6156Ch |

The example program QRT2 uses these combination objects to yield a somewhat more efficient program. Here, we use DOBIND instead of BIND.

QRT2 184 Bytes Checksum #12B1h
 (%a %b %c → %root1 %root2)

| | |
|--|--|
| <pre> :: OLASTOWDOB! CK3NOLASTWD CK&DISPATCH1 3REAL :: %0 %0 ' :: 6GETLAM %2 %* %/ ; ' NULLLAM ' NULLLAM ' NULLLAM ' NULLLAM ' NULLLAM ' NULLLAM SIX DOBIND :: 5GETLAM DUP %* 6GETLAM 4GETLAM %* %4 %* %- DUP %0< casedrop "Complex Roots" %SQRT 5GETLAM %CHS OVER %+ 1GETLAM EVAL 3PUTLAM 5GETLAM %CHS SWAP %- 1GETLAM EVAL 2PUTLAM 3GETLAM 2GETLAM ; ABND ; ; </pre> | <p><i>Expect three arguments</i> <i>Insist on three real numbers</i></p> <p><i>Placeholder values for root1 and root2</i> <i>Place subroutine on the stack</i> <i>Temporary variable null names:</i> <i>a will be in temporary variable 6</i> <i>b will be in temporary variable 5</i> <i>c will be in temporary variable 4</i> <i>root1 will be in temporary variable 3</i> <i>root2 will be in temporary variable 2</i> <i>Subr will be in temporary variable 1</i> <i>Create temporary variable environment</i></p> <p><i>Evaluate $b^2 - 4ac$</i> <i>If <0, drop quantity, put string on</i> <i>stack, abandon temp env. and exit</i> <i>secondary</i> <i>Evaluate $SQRT(b^2 - 4ac)$</i> <i>Calculate first root</i> <i>Store first root</i> <i>Calculate second root</i> <i>Store second root</i> <i>Return first root to the user</i> <i>Return second root to the user</i></p> <p><i>Abandon temporary environment</i></p> |
|--|--|

As an exercise, try rewriting this example to use CACHE (described on page 64) instead of DOBIND.

3.8.3 Programming Hint for Temporary Variables

Notice that for a non-trivial program the source code can quickly turn into a blizzard of n PUTLAM's and n GETLAM's which become hard to read. The RPL compiler's DEFINE directive can be used to associate easier-to-remember words with objects like 17GETLAM.

The code in QRT2.S is more efficient than the code in QRT1.S, but the code becomes less readable. When the source code is being prepared with RPLCOMP.EXE on a PC, DEFINE statements can be used to make the source code easier to manage. There are two techniques for using DEFINE with local variable names. The first is to use DEFINE to rename long variable names to short variable names (saving RAM). The second is to use DEFINE to map names directly to the GETLAM and PUTLAM combination objects. An example of the second use of DEFINE is the program QRT3.

We make an additional change to illustrate the use of ABND. In User-RPL, the trailing * in a program using local variables abandons the temporary environment. In System-RPL, an exit from a secondary can be coded with objects like case, but you must keep track of temporary environments yourself. In this example, there are two uses of ABND, one for the complex roots exit and one for the real roots exit. (Note that multiple exits from secondaries like this are prone to coding errors — be careful!)

QRT3 174 Bytes Checksum #6A6Bh
 (%a %b %c → %root₁ %root₂)

| | |
|---------------------------|--|
| DEFINE a 6GETLAM | |
| DEFINE b 5GETLAM | |
| DEFINE c 4GETLAM | |
| DEFINE root1 3GETLAM | |
| DEFINE root1STO 3PUTLAM | |
| DEFINE root2 2GETLAM | |
| DEFINE root2STO 2PUTLAM | |
| DEFINE Subr 1GETLAM | |
| :: | |
| OLASTOWDOB! CK3NOLASTWD | <i>Expect three arguments</i> |
| CK&DISPATCH1 3REAL | <i>Insist on three real numbers</i> |
| :: | |
| %0 %0 | <i>Placeholder values for root1 and root2</i> |
| ' :: a %2 %* %/ ; | <i>Place subroutine on the stack</i> |
| { | <i>List of temporary variable null names:</i> |
| NULLLAM | <i>a will be in temporary variable 6</i> |
| NULLLAM | <i>b will be in temporary variable 5</i> |
| NULLLAM | <i>c will be in temporary variable 4</i> |
| NULLLAM | <i>root1 will be in temporary variable 3</i> |
| NULLLAM | <i>root2 will be in temporary variable 2</i> |
| NULLLAM | <i>Subr will be in temporary variable 1</i> |
| } | |
| BIND | <i>Create temporary variable environment</i> |
| b DUP %* a c %* %4 %* %- | <i>Evaluate $b^2 - 4ac$</i> |
| DUP %0< casedrop | <i>If <0, drop quantity, put string on stack,</i> |
| :: "Complex Roots" ABND ; | <i>abandon temp env. and exit secondary</i> |
| %SQRT | <i>Evaluate $SQRT(b^2 - 4ac)$</i> |
| b %CHS OVER %+ Subr EVAL | <i>Calculate first root</i> |
| root1STO | <i>Store first root</i> |
| b %CHS SWAP %- Subr EVAL | <i>Calculate second root</i> |
| root2STO | <i>Store second root</i> |
| root1 | <i>Return first root to the user</i> |
| root2 | <i>Return second root to the user</i> |
| ABND | <i>Abandon temporary environment</i> |
| ; | |
| ; | |

Notice that the use of DEFINES makes the source code much easier to read.

3.8.4 Additional Temporary Variable Utilities

The following objects are available for working with temporary variables and environments. Some of these objects combine commonly used sequences of operations.

| | |
|--------------------------------------|------------------------|
| 1ABNDSWAP | #62DB3h |
| Equivalent to :: 1GETLAM ABND SWAP ; | |
| ob | → ob _{lam} ob |
| 1GETABND | #634B6h |
| Equivalent to :: 1GETLAM ABND ; | |
| | → ob _{lam} |
| 1GETSWAP | #62F07h |
| Equivalent to :: 1GETLAM SWAP ; | |
| ob | → ob _{lam} ob |


```

::
...
ERRSET
suspect_object
ERRTRAP
iferr_object
...
;

```

When *suspect_object* is being executed, any execution of the object ERRJMP will cause the rest of the *suspect_object* to be discarded and execution will resume at *iferr_object*. If no error occurs, *iferr_object* will be skipped and execution will continue with the following object.

3.9.1 Error Trapping Mechanics

When an error occurs, it is important that the system be returned to a known state for a graceful recovery. In particular, temporary environments and DoLoop environments that may have been established within the *suspect_object* must be discarded. The mechanism for this consists of a *protection word* associated with each environment which is initialized to zero when the environment is created by either DO or BIND.

When ERRSET is executed, the protection words for the most recently created temporary and DoLoop environments are incremented.

If ERRJMP (or a related object like ABORT) is executed, the remainder of the *suspect_object* is discarded and the protection words for the most recently created temporary and DoLoop environments are examined. If the protection word is non-zero, it is decremented. If the protection word is zero, the environment is discarded. Note that the protection word is a counter, and not a single state setting, so error traps can be nested.

ERRTRAP is executed only if no error occurred. When ERRTRAP is executed, the protection words in the topmost temporary and DoLoop environments are decremented and the *iferr_object* is skipped.

| | |
|--|---------|
| ERRSET | #04E5Eh |
| Increments topmost temporary and DoLoop protection words | |
| → | |
| ERRTRAP | #04EB8h |
| Decrements topmost temporary and DoLoop protection words and skips the next object | |
| → | |
| ERRJMP | #04ED1h |
| Generates an error | |
| → | |

3.9.2 Generating an Error

In User-RPL the command DOERR generates an error, taking as its argument either a string, or a number specifying a message that is built into the HP 48 or an attached library. In System-RPL the actions of DOERR are divided into three actions:

- The object ERRORSTO stores a binary integer specifying a built-in message into a reserved memory location that can be read later. If the error is to be reported to the user as a string, the object EXITMSGSTO stores a pointer to the string into a reserved memory location and #70000h is stored to indicate a text error.
- The object AtUserStack declares user ownership of all stack objects.
- The object ERRJMP initiates the error jump itself.

For a list of error message numbers, see *Appendix A* on page 243.

The use of AtUserStack is unique to the User-RPL DOERR, and may not always be needed or appropriate for your error traps. The objects ERRORCLR, ERRORSTO, and EXITMSGSTO store error code information:

| | | |
|--|------|---------|
| ERRORCLR Clears the stored error number | → | #04D33h |
| ERRORSTO Stores an error number | # → | #04D0Eh |
| EXITMSGSTO Stores an error string | \$ → | #04E37h |

3.9.3 Handling an Error

When the *iferr_object* is executed, the temporary environments and DoLoop environments have been restored to the state prior to execution of the *suspect_object*. The *iferr_object* may need to consider side effects generated by the *suspect_object*, such as extra objects left on the stack or a system mode that has been altered.

Part of the action of an *iferr_object* is to interpret the error being handled. The objects ERROR@ and GETEXITMSG may be used to recall the contents of stored error codes:

| | | | |
|---|---|----|---------|
| GETEXITMSG Recalls the exit message string | → | \$ | #04E07h |
| ERROR@ Recalls the error number | → | # | #04CE6h |

Example: A prototype error handler for a plotting application might wish to ignore math errors such as division by zero. The code fragment below uses ERROR@ to recall the error number. If the error does not correspond to an anticipated error, the object ERRJMP is used to pass the error up to the next error handler. Error numbers from 769 to 773 are floating point errors. In this example the error is merely ignored.

```
::
  Begin_Plot_Loop
  ...
  ERRSET                               Increment protection words
  ::                                   The suspect_object
    Calculate_A_Point
    Plot_The_Point
  ;
  ERRTRAP
  ::                                   The iferr_object
    ERROR@ DUP                         Recall the error number
    769 #<                             Less than 769?
    SWAP 773 #>                       Greater than 773?
    OR IT ERRJMP                      Pass the error along if not a floating point error
  ;
  ...
  End_Plot_Loop
;
```

3.9.4 Additional Error Objects

The following objects are also provided for error management:

| | | |
|---|---|---------|
| ABORT Clears the stored error number and does ERRJMP | → | #04EA4h |
|---|---|---------|

| | |
|--|---------|
| DO\$EXIT Stores #70000h for the error number, stores the string message, does AtUserStack, then does ERRJMP \$ → | #15048h |
| DO#EXIT Stores the error number, does AtUserStack, then does ERRJMP # → | #1502Fh |
| ERRBEEP Generates a standard error beep → | #141E5h |
| ERROROUT Stores the error number, then does ERRJMP # → | #6383Ah |
| JstGETTHEMSG Returns a message from a message table # → \$ | #04D87h |
| SETMEMERR Generates Insufficient Memory error → | #04FB6h |
| SETSIZEERR Generates Bad Argument Value error → | #18CA2h |
| SETTYPEERR Generates Bad Argument Type error → | #18CB2h |
| SETSTACKERR Generates Too Few Arguments error → | #18CC2h |
| SETIVLERR Generates Undefined Result error → | #29DFCh |
| SETNONEXTERR Generates Undefined Name error → | #18C92h |

3.10 Stack Operations

The objects listed here perform one or more stack operations. You can save code by using combination objects like 4PICKSWAP instead of FOUR PICK SWAP. Some stack operations that are combined with binary integer operations are also listed under *Binary Integers* on page 23. Some objects have the same address, such as UNROT and 3UNROLL. You may use whichever name best matches your way of thinking about a procedure.

| | |
|---|---------|
| #+ROLL ob _{m+n} ... ob ₁ #m #n → ob _{m+n-1} ... ob ₁ ob _{m+n} | #612DEh |
| #+UNROLL ob _{m+n} ... ob ₁ #m #n → ob ₁ ob _{m+n} ... ob ₂ | #6133Eh |
| #-ROLL ob _{m-n} ... ob ₁ #m #n → ob _{m-n-1} ... ob ₁ ob _{m-n} | #612CCh |
| #-UNROLL ob _{m-n} ... ob ₁ #m #n → ob ₁ ob _{m-n} ... ob ₂ | #6132Ch |
| #1+NDROP ob _{n+1} ... ob ₁ #n → | #62F75h |
| #1+PICK ob _{n+1} ... ob ₁ #n → ob _{n+1} ... ob ₁ ob _{n+1} | #611A3h |

| | | |
|------------|--|----------|
| #1+ROLL | $ob_{n+1} \dots ob_1 \#n \rightarrow ob_n \dots ob_1 ob_{n+1}$ | #612F3h |
| #1+UNROLL | $ob_{n+1} \dots ob_1 \#n \rightarrow ob_1 ob_{n+1} \dots ob_2$ | #61353h |
| #2+PICK | $ob_{n+2} \dots ob_1 \#n \rightarrow ob_{n+2} \dots ob_1 ob_{n+2}$ | #611BEh |
| #2+ROLL | $ob_{n+2} \dots ob_1 \#n \rightarrow ob_{n+1} \dots ob_1 ob_{n+2}$ | #61318h |
| #2+UNROLL | $ob_{n+2} \dots ob_1 \#n \rightarrow ob_1 ob_{n+2} \dots ob_2$ | #61365h |
| #3+PICK | $ob_{n+3} \dots ob_1 \#n \rightarrow ob_{n+3} \dots ob_1 ob_{n+3}$ | #611D2h |
| #4+PICK | $ob_{n+4} \dots ob_1 \#n \rightarrow ob_{n+4} \dots ob_1 ob_{n+4}$ | #611E1h |
| #+PICK | $ob_{m+n} \dots ob_1 \#m \#n \rightarrow ob_{m+n} \dots ob_1 ob_{m+n}$ | #61184h |
| 10UNROLL | $ob_{10} \dots ob_1 \rightarrow ob_1 ob_{10} \dots ob_2$ | #6312Dh |
| 2DROP | $ob_2 ob_1 \rightarrow$ | #03258h |
| 2DROP00 | $ob_2 ob_1 \rightarrow \#0 \#0$ | #6254Eh |
| 2DROPFALSE | $ob_2 ob_1 \rightarrow \text{FALSE}$ | #62B0Bh |
| 2DUP | $ob_2 ob_1 \rightarrow ob_2 ob_1 ob_2 ob_1$ | #031ACh |
| 2DUP5ROLL | $ob_3 ob_2 ob_1 \rightarrow ob_2 ob_1 ob_2 ob_1 ob_3$ | #63C40h |
| 2DUPSWAP | $ob_2 ob_1 \rightarrow ob_2 ob_1 ob_1 ob_2$ | #611F9h |
| 2OVER | $ob_4 ob_3 ob_2 ob_1 \rightarrow ob_4 ob_3 ob_2 ob_1 ob_4 ob_3$ | #63FBAh |
| 2SWAP | $ob_4 ob_3 ob_2 ob_1 \rightarrow ob_2 ob_1 ob_4 ob_3$ | #62001h |
| 3DROP | $ob_3 ob_2 ob_1 \rightarrow$ | #60F4Bh |
| 3PICK | $ob_3 ob_2 ob_1 \rightarrow ob_3 ob_2 ob_1 ob_3$ | #611FEh |
| 3PICK3PICK | $ob_3 ob_2 ob_1 \rightarrow ob_3 ob_2 ob_1 ob_3 ob_2$ | #63C68h |
| 3PICKOVER | $ob_3 ob_2 ob_1 \rightarrow ob_3 ob_2 ob_1 ob_3 ob_1$ | #630B5h |
| 3PICKSWAP | $ob_3 ob_2 ob_1 \rightarrow ob_3 ob_2 ob_3 ob_1$ | #62EDFh |
| 3UNROLL | $ob_3 ob_2 ob_1 \rightarrow ob_1 ob_3 ob_2$ | #60FACCh |
| 4DROP | $ob_4 ob_3 ob_2 ob_1 \rightarrow$ | #60F7Eh |
| 4PICK | $ob_4 ob_3 ob_2 ob_1 \rightarrow ob_4 ob_3 ob_2 ob_1 ob_4$ | #6121Ch |
| 4PICKOVER | $ob_4 ob_3 ob_2 ob_1 \rightarrow ob_4 ob_3 ob_2 ob_1 ob_4 ob_1$ | #630C9h |
| 4PICKSWAP | $ob_4 ob_3 ob_2 ob_1 \rightarrow ob_4 ob_3 ob_2 ob_4 ob_1$ | #62EF3h |

| | | | |
|--------------|---|---|---------|
| 4ROLL | | | #60FBBh |
| | ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₃ ob ₂ ob ₁ ob ₄ | |
| 4ROLLDROP | | | #62864h |
| | ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₃ ob ₂ ob ₁ | |
| 4ROLLOVER | | | #630A1h |
| | ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₃ ob ₂ ob ₁ ob ₄ ob ₁ | |
| 4ROLLROT | | | #63001h |
| | ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₃ ob ₁ ob ₄ ob ₂ | |
| 4ROLLSWAP | | | #62ECBh |
| | ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₃ ob ₂ ob ₄ ob ₁ | |
| 4UNROLL | | | #6109Eh |
| | ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₁ ob ₄ ob ₃ ob ₂ | |
| 4UNROLL3DROP | | | #6113Ch |
| | ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₁ | |
| 4UNROLLDUP | | | #62D09h |
| | ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₁ ob ₄ ob ₃ ob ₂ ob ₂ | |
| 4UNROLLROT | | | #63015h |
| | ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₁ ob ₃ ob ₂ ob ₄ | |
| 5DROP | | | #60F72h |
| | ob ₅ ob ₄ ob ₃ ob ₂ ob ₁ | → | |
| 5PICK | | | #6123Ah |
| | ob ₅ ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₅ ob ₄ ob ₃ ob ₂ ob ₁ ob ₅ | |
| 5ROLL | | | #60FD8h |
| | ob ₅ ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₄ ob ₃ ob ₂ ob ₁ ob ₅ | |
| 5ROLLDROP | | | #62880h |
| | ob ₅ ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₄ ob ₃ ob ₂ ob ₁ | |
| 5UNROLL | | | #610C4h |
| | ob ₅ ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₁ ob ₅ ob ₄ ob ₃ ob ₂ | |
| 6DROP | | | #60F66h |
| | ob ₆ ob ₅ ob ₄ ob ₃ ob ₂ ob ₁ | → | |
| 6PICK | | | #6125Eh |
| | ob ₆ ob ₅ ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₆ ob ₅ ob ₄ ob ₃ ob ₂ ob ₁ ob ₆ | |
| 6ROLL | | | #61002h |
| | ob ₆ ob ₅ ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₅ ob ₄ ob ₃ ob ₂ ob ₁ ob ₆ | |
| 6UNROLL | | | #610FAh |
| | ob ₆ ob ₅ ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₁ ob ₆ ob ₅ ob ₄ ob ₃ ob ₂ | |
| 7DROP | | | #60F54h |
| | ob ₇ ... ob ₁ | → | |
| 7PICK | | | #61282h |
| | ob ₇ ... ob ₁ | → ob ₇ ... ob ₁ ob ₇ | |
| 7ROLL | | | #6106Bh |
| | ob ₇ ... ob ₁ | → ob ₆ ... ob ₁ ob ₇ | |
| 7UNROLL | | | #62BC4h |
| | ob ₇ ... ob ₁ | → ob ₁ ob ₇ ... ob ₂ | |
| 8PICK | | | #612A9h |
| | ob ₈ ... ob ₁ | → ob ₈ ... ob ₁ ob ₈ | |
| 8ROLL | | | #6103Ch |
| | ob ₈ ... ob ₁ | → ob ₇ ... ob ₁ ob ₈ | |
| 8UNROLL | | | #63119h |
| | ob ₈ ... ob ₁ | → ob ₁ ob ₈ ... ob ₂ | |
| DEPTH | | | #0314Ch |
| | ob _n ... ob ₁ | → ob _n ... ob ₁ #n | |
| DROP | | | #03244h |
| | ob | → | |

| | | | | |
|--------------|---|---|--|---------|
| DROPDUP | ob ₂ ob ₁ | → | ob ₂ ob ₂ | #627A7h |
| DROPFALSE | ob | → | FALSE | #6210Ch |
| DROPNDROP | ob _n ... ob ₁ #n ob | → | | #63FA6h |
| DROPNULL\$ | ob | → | NULL\$ | #04D3Eh |
| DROPONE | ob | → | #1 | #62946h |
| DROPOVER | ob ₃ ob ₂ ob ₁ | → | ob ₃ ob ₂ ob ₃ | #63029h |
| DROPROT | ob ₄ ob ₃ ob ₂ ob ₁ | → | ob ₃ ob ₂ ob ₄ | #62FC5h |
| DROPSWAP | ob ₃ ob ₂ ob ₁ | → | ob ₂ ob ₃ | #6270Ch |
| DROPSWAPDROP | ob ₃ ob ₂ ob ₁ | → | ob ₂ | #62726h |
| DROPTTRUE | ob | → | TRUE | #62103h |
| DROPZERO | ob | → | #0 | #62535h |
| DUP | ob | → | ob ob | #03188h |
| DUP#1+PICK | ob _n ... ob ₁ #n | → | ob _n ... ob ₁ #n ob _n | #6119Eh |
| DUP3PICK | ob ₂ ob ₁ | → | ob ₂ ob ₁ ob ₁ ob ₂ | #611F9h |
| DUP4UNROLL | ob ₃ ob ₂ ob ₁ | → | ob ₁ ob ₃ ob ₂ ob ₁ | #61099h |
| DUPDUP | ob | → | ob ob ob | #62CB9h |
| DUPONE | ob | → | ob ob #1 | #63A9Ch |
| DUPPICK | ob _n ... ob ₁ #n | → | ob _n ... ob ₁ #n ob _{n-1} | #630DDh |
| DUPROLL | ob _n ... ob ₁ #n | → | ob _n ob _{n-2} ... ob ₁ #n ob _{n-1} | #630F1h |
| DUPROT | ob ₂ ob ₁ | → | ob ₁ ob ₁ ob ₂ | #62FB1h |
| DUPTWO | ob | → | ob ob #2 | #63AD8h |
| DUPUNROT | ob ₂ ob ₁ | → | ob ₁ ob ₂ ob ₁ | #61380h |
| DUPZERO | ob | → | ob ob #0 | #63A88h |
| N+1DROP | ob _{n+1} ... ob ₁ #n | → | | #62F75h |
| NDROP | ob _n ... ob ₁ #n | → | | #0326Eh |
| NDROPFALSE | ob _n ... ob ₁ #n | → | FALSE | #169A5h |
| NDUP | ob _n ... ob ₁ #n | → | ob _n ... ob ₁ ob _n ... ob ₁ | #031D9h |

| | | | |
|-------------|---|---|---------|
| NDUPN | | | #5E370h |
| | ob #n | → ob ... ob #n | |
| ONEFALSE | | → #1 FALSE | #63533h |
| ONESWAP | | → #1 ob | #62E67h |
| | ob | | |
| OVER | ob ₂ ob ₁ | → ob ₂ ob ₁ ob ₂ | #032C2h |
| OVER5PICK | ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₄ ob ₃ ob ₂ ob ₁ ob ₂ ob ₄ | #63C90h |
| OVERDUP | ob ₂ ob ₁ | → ob ₂ ob ₁ ob ₂ ob ₂ | #62CCDh |
| OVERSWAP | ob ₂ ob ₁ | → ob ₂ ob ₂ ob ₁ | #62D31h |
| OVERUNROT | ob ₂ ob ₁ | → ob ₂ ob ₂ ob ₁ | #62D31h |
| PICK | ob _n ... ob ₁ #n | → ob _n ... ob ₁ ob _n | #032E2h |
| ROLL | ob _n ... ob ₁ #n | → ob _{n-1} ... ob ₁ ob _n | #03325h |
| ROLLDROP | ob _n ... ob ₁ #n | → ob _{n-1} ... ob ₁ | #62F89h |
| ROLLSWAP | ob _n ... ob ₁ #n | → ob _{n-1} ... ob ₂ ob _n ob ₁ | #62D45h |
| ROT | ob ₃ ob ₂ ob ₁ | → ob ₂ ob ₁ ob ₃ | #03295h |
| ROT2DROP | ob ₃ ob ₂ ob ₁ | → ob ₂ | #62726h |
| ROT2DUP | ob ₃ ob ₂ ob ₁ | → ob ₂ ob ₁ ob ₃ ob ₁ ob ₃ | #62C7Dh |
| ROTDROP | ob ₃ ob ₂ ob ₁ | → ob ₂ ob ₁ | #60F21h |
| ROTDROPSWAP | ob ₃ ob ₂ ob ₁ | → ob ₁ ob ₂ | #60F0Eh |
| ROTDUP | ob ₃ ob ₂ ob ₁ | → ob ₂ ob ₁ ob ₃ ob ₃ | #62775h |
| ROTOVER | ob ₃ ob ₂ ob ₁ | → ob ₂ ob ₁ ob ₃ ob ₁ | #62CA5h |
| ROTROT2DROP | ob ₃ ob ₂ ob ₁ | → ob ₁ | #6112Ah |
| ROTSWAP | ob ₃ ob ₂ ob ₁ | → ob ₂ ob ₃ ob ₁ | #60EE7h |
| SWAP | ob ₂ ob ₁ | → ob ₁ ob ₂ | #03223h |
| SWAP2DUP | ob ₂ ob ₁ | → ob ₁ ob ₂ ob ₁ ob ₂ | #6386Ch |
| SWAP3PICK | ob ₃ ob ₂ ob ₁ | → ob ₃ ob ₁ ob ₂ ob ₃ | #63C54h |
| SWAP4PICK | ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₄ ob ₃ ob ₁ ob ₂ ob ₄ | #63C7Ch |
| SWAP4ROLL | ob ₄ ob ₃ ob ₂ ob ₁ | → ob ₃ ob ₁ ob ₂ ob ₄ | #63C2Ch |
| SWAPDROP | ob ₂ ob ₁ | → ob ₁ | #60F9Bh |

| | | | | |
|---------------|---|---|---|---------|
| SWAPDROPDUP | ob ₂ ob ₁ | → | ob ₁ ob ₁ | #62830h |
| SWAPDROPSWAP | ob ₃ ob ₂ ob ₁ | → | ob ₁ ob ₃ | #6284Bh |
| SWAPDROPTTRUE | ob ₂ ob ₁ | → | ob ₁ TRUE | #21660h |
| SWAPDUP | ob ₂ ob ₁ | → | ob ₁ ob ₂ ob ₂ | #62747h |
| SWAPONE | ob ₂ ob ₁ | → | ob ₁ ob ₂ #1 | #63AB0h |
| SWAPOVER | ob ₂ ob ₁ | → | ob ₁ ob ₂ ob ₁ | #61380h |
| SWAPROT | ob ₃ ob ₂ ob ₁ | → | ob ₁ ob ₂ ob ₃ | #60F33h |
| SWAPTRUE | ob ₂ ob ₁ | → | ob ₁ ob ₂ TRUE | #4F1D8h |
| UNROLL | ob _n ... ob ₁ #n | → | ob ₁ ob _n ... ob ₂ | #0339Eh |
| UNROT | ob ₃ ob ₂ ob ₁ | → | ob ₁ ob ₃ ob ₂ | #60FACH |
| UNROT2DROP | ob ₃ ob ₂ ob ₁ | → | ob ₁ | #6112Ah |
| UNROTDROP | ob ₃ ob ₂ ob ₁ | → | ob ₁ ob ₃ | #6284Bh |
| UNROTDUP | ob ₃ ob ₂ ob ₁ | → | ob ₁ ob ₃ ob ₂ ob ₂ | #62CF5h |
| UNROTOVER | ob ₃ ob ₂ ob ₁ | → | ob ₁ ob ₃ ob ₂ ob ₃ | #6308Dh |
| UNROTSWAP | ob ₃ ob ₂ ob ₁ | → | ob ₁ ob ₂ ob ₃ | #60F33h |
| UNROTSWAPDRO | ob ₃ ob ₂ ob ₁ | → | ob ₁ ob ₂ | #60F0Eh |
| ZEROOVER | ob | → | ob #0 ob | #63079h |
| ZEROSWAP | ob | → | #0 ob | #62E3Ah |
| reversym | ob _n ... ob ₁ #n | → | ob ₁ ... ob _n #n | #5DE7Dh |

NOTE: The object `reversym` is written in System-RPL and is slow — see the program `RVRSO` on page 217 in *Writing Your Own Code Objects* on page 213 for an assembly language version that’s much faster.

3.11 Control Structure Examples

There are an infinite number of ways to illustrate the objects and techniques that have just been described in this chapter. The first two examples provided here check an argument, loop, use case, and display text using objects described later in the book. The third example uses the return stack to filter a list and count the number of real number objects in the list.

You can use SEMI to build your own control structures in a variety of creative ways. The first two examples illustrate executing the first n of a series of procedures (there are many ways to approach this problem). The first approach uses a list containing all the procedures and a loop that extracts and executes the desired procedures. The second approach pushes a series of flags on the stack and uses SEMI to decide when to quit. The usefulness of each approach will depend on the circumstances under which it’s used.

We hope these examples will stimulate some creative thinking as you consider your programming projects. Spend some time comparing these two examples. Which is faster? Why?

In the second example, why is there a ?SEMI before the first procedure, since at this point we know that at least one procedure will be executed? Try removing it and changing the loop counter. (Hint: DO loops execute at least once.)

3.11.1 PLIST Example

The program PLIST executes the first n of a series of procedures encapsulated in a list.

```
PLIST 158.5 Bytes Checksum #F53h
( % → )
```

| | |
|---|---|
| <pre>:: OLASTOWDOB! CK1NOLASTWD CK&DISPATCH1 real :: ClrDA1IsStat RECLAIMDISP TURNMENUOFF SetDAsTemp COERCE DUP#0= caseDROP DUP FIVE #> case SETSIZEERR #1+_ONE_DO (DO) { :: "ONE" DISPROW1 ; :: "TWO" DISPROW2 ; :: "THREE" DISPROW3 ; :: "FOUR" DISPROW4 ; :: "FIVE" DISPROW5 ; } INDEX@ NTHCOMPDROP EVAL LOOP ; ;</pre> | <p><i>Clear saved command name, require one object</i></p> <p><i>Require a real number</i></p> <p><i>Suspend clock, assert and clear stack display</i></p> <p><i>Turn off the menu display</i></p> <p><i>Freeze the display when program ends</i></p> <p><i>Convert real number to internal binary integer</i></p> <p><i>Quit if no procedures are to be executed</i></p> <p><i>Error out if more than five procedures specified</i></p> <p><i>Loop from 1 to number of procedures specified</i></p> <p><i>List of procedures</i></p> <p><i>First procedure</i></p> <p><i>Second procedure</i></p> <p><i>Third procedure</i></p> <p><i>Fourth procedure</i></p> <p><i>Fifth procedure</i></p> <p><i>Get loop index, extract nth procedure</i></p> <p><i>Execute nth procedure</i></p> <p><i>End of loop</i></p> |
|---|---|

3.11.2 SEMI Example

The program SEMI executes the first n of a series of procedures separated by SEMI tests.

SEMI 145 Bytes Checksum #354h
(% →)

| | |
|-----------------------------|---|
| :: | |
| OLASTOWDOB! CKINOLASTWD | <i>Clear saved command name, require one object</i> |
| CK&DISPATCH1 real | <i>Require a real number</i> |
| :: | |
| ClrDA1IsStat RECLAIMDISP | <i>Suspend clock, assert and clear stack display</i> |
| TURNMENUOFF | <i>Turn off the menu display</i> |
| SetDAsTemp | <i>Freeze the display when program ends</i> |
| COERCE | <i>Convert real number to internal binary integer</i> |
| DUP#0= caseDROP | <i>Quit if no procedures are to be executed</i> |
| DUP FIVE #> case SETSIZEERR | <i>Error out if more than five procedures specified</i> |
| TRUE SWAP | <i>Push TRUE on stack to signal end of process</i> |
| ZERO DO FALSE LOOP | <i>Push n FALSE flags on the stack</i> |
| ?SEMI | <i>Test first flag</i> |
| "ONE" DISPROW1 | <i>First procedure</i> |
| ?SEMI | <i>Test second flag</i> |
| "TWO" DISPROW2 | <i>Second procedure</i> |
| ?SEMI | <i>Test third flag</i> |
| "THREE" DISPROW3 | <i>Third procedure</i> |
| ?SEMI | <i>Test fourth flag</i> |
| "FOUR" DISPROW4 | <i>Fourth procedure</i> |
| ?SEMI | <i>Test fifth flag</i> |
| "FIVE" DISPROW5 | <i>Fifth procedure</i> |
| DROP | <i>Drop TRUE that remains if all five procedures used</i> |
| ; | |
| ; | |

3.11.3 ticR Example

The return stack can be a handy resource for filtering through a composite object. Instead of decomposing a list on the stack and processing each object, you can put it on the return stack with >R and get one object at a time back for examination with ticR. The program RSTR uses this technique to count the number of objects in a list that are real numbers.

RSTR 68.5 Bytes Checksum #6340h
 ({list} → %count)

| | | |
|-------------------------|-----------------------------------|--|
| :: | | |
| OLASTOWDOB! CK1NOLASTWD | | <i>Clear saved command name, require one argument</i> |
| CK&DISPATCH1 list | | <i>Require a list</i> |
| :: | | |
| >R | | <i>Push the list on the return stack</i> |
| %0 | | <i>The initial value of the counter</i> |
| BEGIN | | <i>Copies I to the return stack</i> |
| RSWAP | | <i>Swap the list to the first level</i> |
| ticR | | <i>Pop the next object from the list</i> |
| | <i>Here, the stack is either:</i> | (%counter object TRUE →) |
| | <i>or:</i> | (%counter FALSE →) |
| DUP NOT ?SKIP RSWAP | | <i>If the object was not SEMI, swap the remainder of the list back</i> |
| WHILE | | <i>If an object was found, do the WHILE clause</i> |
| :: TYPEREAL? IT %1+ ; | | <i>If the object is a real number, increment the counter</i> |
| REPEAT | | |
| ; | | |
| ; | | |

Chapter 4

Objects & Object Utilities

This chapter describes several types of object and tools that manipulate them. Objects may be described as *atomic* (a single object), or *composite* (an object which is composed of one or more objects). Internal binary integers and real numbers are examples of atomic objects, and a list is an example of a composite object. This chapter covers the following object types:

| Atomic Objects | Composite Objects |
|---|---------------------------------------|
| Bint Real Extended Real Complex Extended Complex Character Character String Hex String Graphics Object Array Tagged | List Secondary Symbolic Unit |

4.1 Real & Extended Real Numbers

There are two floating point real number object types in the HP 48: *real numbers* (seen by the user), and *extended real numbers* (used internally). A real number consists of a sign, 12-digit mantissa, and a 3-digit exponent. An extended real number consists of a sign, 15-digit mantissa, and a 5-digit exponent. Exponents are stored in tens complement form. Real exponents live in the domain $-500 < \text{EEE} < 500$, and extended real exponents live in the domain $-50000 < \text{EEEEEE} < 50000$.

The symbol % is used to denote a real number or an object that works with a real number. The symbol %% is used to denote an extended real number or an object that works with an extended real number. Some object names use both symbols. For instance, the object %>%% converts a real number to an extended real number.

4.1.1 Compiling Real Numbers

Real numbers can be embedded in System-RPL source code with the % symbol followed by a space followed by a the number. For example, the sequence `:: %RAN % .5 %* ;` returns a random number between 0 and .5.

Extended real numbers must be specified using the assembler, as RPLCOMPEX.E has trouble with them. The System-RPL code fragment below converts a real number to an extended real number, then divides that number by %% -15.3. Notice that the digits of the exponent are listed in reverse order. The last digit on the mantissa line is the sign, and is 0 for a positive number and 9 for a negative number.

```
::
  %>%
ASSEMBLE
  CON(5)    =DOEREL
  NIBHEX    10000      Exponent
  NIBHEX    0000000000003519  Mantissa
RPL
  %%/
;
```

4.1.2 Built-In Real Numbers

The following table lists real and extended real numbers that are built into the HP 48.

| Real Numbers | | Extended Real Numbers | |
|--------------|---------|-----------------------|---------|
| Object | Address | Object | Address |
| %-MAXREAL | #2A487h | %0 | #2A4C6h |
| %-9 | #2A42Eh | %.1 | #2A562h |
| %-8 | #2A419h | %.4 | #2B3DDh |
| %-7 | #2A404h | %.5 | #2A57Ch |
| %-6 | #2A3EFh | %1 | #2A4E0h |
| %-5 | #2A3DAh | %2 | #2A4FAh |
| %-4 | #2A3C5h | %3 | #2A514h |
| %-3 | #2A3B0h | %4 | #2A52Eh |
| %-2 | #2A39Bh | %5 | #2A548h |
| %-1 | #2A386h | %%2PI | #0F688h |
| %-MINREAL | #2A4B1h | %%7 | #2B1FFh |
| %0 | #2A2B4h | %%10 | #2A596h |
| %MINREAL | #2A49Ch | %%12 | #2B2DCh |
| %.1 | #494B4h | %%60 | #2B300h |
| %.5 | #650BDh | %%PI | #2A458h |
| %1 | #2A2C9h | | |
| %2 | #2A2DEh | | |
| %e | #650A8h | | |
| %3 | #2A2F3h | | |
| %PI | #2A443h | | |
| %4 | #2A308h | | |
| %5 | #2A31Dh | | |
| %6 | #2A332h | | |
| %7 | #2A347h | | |
| %8 | #2A35Ch | | |
| %9 | #2A371h | | |
| %10 | #650E7h | | |
| %11 | #1CC03h | | |
| %12 | #1CC1Dh | | |
| %13 | #1CC37h | | |
| %14 | #1CC51h | | |
| %15 | #1CC85h | | |
| %16 | #1CD3Ah | | |
| %17 | #1CD54h | | |
| %18 | #1CDF2h | | |
| %19 | #10E07h | | |
| %20 | #1CC6Bh | | |
| %21 | #1CCA4h | | |
| %22 | #1CCC3h | | |
| %23 | #1CCE2h | | |
| %24 | #1CD01h | | |
| %25 | #1CD20h | | |
| %26 | #1CD73h | | |
| %27 | #1CD8Dh | | |
| %100 | #415F1h | | |
| %180 | #650FCh | | |
| %360 | #65126h | | |
| %MAXREAL | #2A472h | | |

4.1.3 Real Number Conversions

The following objects convert between real and extended real objects:

| | |
|--|---------|
| %>% Converts a real number to an extended real number $\% \rightarrow \% \%$ | #2A5C1h |
| %>% Converts an extended real number to a real number $\% \% \rightarrow \%$ | #2A5B0h |
| 2%>% Converts two real numbers to extended real numbers $\% \% \rightarrow \% \% \%$ | #2B45Ch |
| 2%>% Converts two extended real numbers to real numbers $\% \% \% \rightarrow \% \%$ | #2B470h |

4.1.4 Real Number Functions

The following functions operate on real numbers:

| | |
|---|---------|
| %1+ Adds one to a real number $\% \rightarrow \%$ | #50262h |
| %1- Subtracts one from a real number $\% \rightarrow \%$ | #50276h |
| %1/ Inverse $\% \rightarrow \%$ | #2AAAFh |
| %10* Multiplies a real number by 10 $\% \rightarrow \%$ | #62BF1h |
| %ABS Absolute value $\% \rightarrow \%$ | #2A900h |
| %ACOS Arc cosine $\% \rightarrow \%$ $\% \rightarrow C\%$ | #2ACF1h |
| %ACOSH Inverse hyperbolic cosine $\% \rightarrow \%$ $\% \rightarrow C\%$ | #2AE13h |
| %ALOG Antilogarithm $\% \rightarrow \%$ | #2ABBAh |
| %ANGLE Angle from %x and %y (uses current angle mode) $\%x \ \%y \rightarrow \%$ | #2AD38h |
| %ASIN Arc sine $\% \rightarrow \%$ | #2ACC1h |
| %ASINH Inverse hyperbolic sine $\% \rightarrow \%$ | #2AE00h |
| %ATAN Arc tangent $\% \rightarrow \%$ | #2AD21h |

| | |
|--|---------|
| %ATANH Inverse hyperbolic tangent | #2AE26h |
| $\% \rightarrow \%$ $\% \rightarrow C\%$ | |
| %CEIL Next greatest integer | #2AF73h |
| $\% \rightarrow \%$ | |
| %CH Percent change from x to y as a percentage of x | #2AA30h |
| $\%x\ \%y \rightarrow \%$ | |
| %CHS Change sign | #2A920h |
| $\% \rightarrow \%$ | |
| %COMB Combinations of n objects taken m at a time | #2AE62h |
| $\%n\ \%m \rightarrow \%$ | |
| %COS Cosine | #2AC40h |
| $\% \rightarrow \%$ | |
| %COSH Hyperbolic cosine | #2ADDAh |
| $\% \rightarrow \%$ | |
| %D>R Converts degrees to radians | #2A622h |
| $\% \rightarrow \%$ | |
| %EXP Natural exponential | #2AB2Fh |
| $\% \rightarrow \%$ | |
| %EXPM1 Natural exponential minus 1 | #2AB42h |
| $\% \rightarrow \%$ | |
| %EXPONENT Returns exponent | #2AE39h |
| $\% \rightarrow \%$ | |
| %FACT Factorial or gamma function | #2B0C4h |
| $\% \rightarrow \%$ | |
| %FLOOR Next smallest integer | #2AF86h |
| $\% \rightarrow \%$ | |
| %FP Fractional part | #2AF4Dh |
| $\% \rightarrow \%$ | |
| %HMS+ Adds in HH.MMSSs format | #2A6A0h |
| $\% \ \% \rightarrow \%$ | |
| %HMS- Subtracts in HH.MMSSs format | #2A6C8h |
| $\% \ \% \rightarrow \%$ | |
| %HMS> Converts a number from HH.MMSSs format to decimal hours | #2A68Ch |
| $\% \rightarrow \%$ | |
| %>HMS Converts a number from decimal hours to HH.MMSSs format | #2A673h |
| $\% \rightarrow \%$ | |

| | | | | |
|---|----------------|---|----------------|---------|
| %IP Integer part | | | | #2AF60h |
| | % | → | % | |
| %LN Natural logarithm | | | | #2AB6Eh |
| | % | → | % | |
| | % | → | C% | |
| %LNP1 Natural logarithm of (argument + 1) | | | | #2ABA7h |
| | % | → | % | |
| %LOG Common logarithm | | | | #2AB81h |
| | % | → | % | |
| | % | → | C% | |
| %MANTISSA Returns mantissa | | | | #2A930h |
| | % | → | % | |
| %MAX Maximum of two numbers | | | | #2A6F5h |
| | % % | → | % | |
| %MIN Minimum of two numbers | | | | #2A70Eh |
| | % % | → | % | |
| %MOD Modulo | | | | #2ABDCh |
| | % % | → | % | |
| %NFACT Factorial | | | | #2AE4Ch |
| | % | → | % | |
| %NROOT %nth root of %x | | | | #2AA81h |
| | %x %n | → | % | |
| %OF Returns percentage of %x that is %y | | | | #2A9C9h |
| | %x %y | → | % | |
| %PERM Permutations of %m items taken %n at a time | | | | #2AE75h |
| | %m %n | → | % | |
| %POL>%REC Polar to rectangular conversion | | | | #2B4BBh |
| | %x %y | → | %radius %angle | |
| %R>D Radians to degrees conversion | | | | #2A655h |
| | % | → | % | |
| %RAN Generates random number in the range (0≤n<1) | | | | #2AFC2h |
| | | → | % | |
| %RANDOMIZE Sets the random number seed. If % is zero, the system clock is used. | | | | #2B044h |
| | % | → | | |
| %REC>%POL Rectangular to polar conversion | | | | #2B48Eh |
| | %radius %angle | → | %x %y | |

| | |
|---|---------|
| %SGN Sign of a real number (-1, 0, or 1) | #2A8D7h |
| $\% \rightarrow \%$ | |
| %SIN Sine | #2ABEFh |
| $\% \rightarrow \%$ | |
| %SINH Hyperbolic sine | #2ADAEh |
| $\% \rightarrow \%$ | |
| %SPH>%REC Spherical to rectangular conversion | #2B4F2h |
| $\%r \ \% \theta \ \% \phi \rightarrow \%x \ \%y \ \%z$ | |
| %SQRT Square root | #2AB09h |
| $\% \rightarrow \%$ | |
| $\% \rightarrow C\%$ | |
| %T Percent total of %x that is represented by %y | #2AA0Bh |
| $\%x \ \%y \rightarrow \%$ | |
| %TAN Tangent | #2AC91h |
| $\% \rightarrow \%$ | |
| %TANH Hyperbolic tangent | #2ADEDh |
| $\% \rightarrow \%$ | |
| %^ Exponential | #2AA70h |
| $\%x \ \%y \rightarrow \%x^{ \%y}$ | |
| DDAYS Days between dates in MM.DDYYYY format (respects flag 42) | #0CC39h |
| $\% \ \% \rightarrow \%$ | |
| RNDXY Rounds %x to %n places | #2B529h |
| $\%x \ \%n \rightarrow \%$ | |
| TRCXY Truncates %x to %n places | #2B53Dh |
| $\%x \ \%n \rightarrow \%$ | |

4.1.5 Extended Real Number Functions

The following functions operate on extended real numbers:

| | |
|---|---------|
| %%* Multiply | #2A99Ah |
| $\% \% \ \% \% \rightarrow \% \%$ | |
| %%*ROT Multiply followed by ROT | #62FEDh |
| $ob_1 \ ob_2 \ \% \% \ \% \% \rightarrow ob_2 \ \% \% \ ob_1$ | |
| %%*SWAP Multiply followed by SWAP | #62EA3h |
| $ob \ \% \% \ \% \% \rightarrow \% \% \ ob$ | |
| %%*UNROT Multiply followed by UNROT | #63C18h |
| $ob_1 \ ob_2 \ \% \% \ \% \% \rightarrow \% \% \ ob_1 \ ob_2$ | |

| | | |
|---|---------------------------------------|---------|
| %%+ Addition | $%% \quad %% \rightarrow %%$ | #2A943h |
| %%- Subtraction | $%% \quad %% \rightarrow %%$ | #2A94Fh |
| %%/ Division | $%% \quad %% \rightarrow %%$ | #2A9E8h |
| %%^ Exponential | $%%x \quad %%y \rightarrow %%x^{%%y}$ | #2AA5Fh |
| %%/>% Division, returns real result | $%% \quad %% \rightarrow %$ | #63B82h |
| %%1/ Reciprocal | $%% \rightarrow %%$ | #2AA92h |
| %>%1/ Convert % to %, then do reciprocal | $% \rightarrow %%$ | #2AA9Eh |
| %%ABS Absolute value | $%% \rightarrow %%$ | #2A8F0h |
| %%ACOSRAD Arc cosine using radians | $%% \rightarrow %%$ | #2AD08h |
| %%ANGLE Angle from %%x and %%y using current angle mode | $%%x \quad %%y \rightarrow %%angle$ | #2AD4Fh |
| %%ANGLEDEG Angle from %%x and %%y using degrees | $%%x \quad %%y \rightarrow %%angle$ | #2AD6Ch |
| %%ANGLERAD Angle from %%x and %%y using radians | $%%x \quad %%y \rightarrow %%angle$ | #2ACD8h |
| %%ASINRAD Arc sine using radians | $%% \rightarrow %%$ | #2ACD8h |
| %%CHS Change sign | $%% \rightarrow %%$ | #2A910h |
| %%COS Cosine | $%% \rightarrow %%$ | #2AC57h |
| %%COSDEG Cosine using degrees | $%% \rightarrow %%$ | #2AC68h |
| %%COSH Hyperbolic cosine | $%% \rightarrow %%$ | #2ADC7h |
| %%COSRAD Cosine using radians | $%% \rightarrow %%$ | #2AC78h |

| | | |
|---|----------------------------|---------|
| %%EXP Natural exponential | %% → %% | #2AB1Ch |
| %%FLOOR Next smallest integer | %% → %% | #2AF99h |
| %%H>HMS Decimal hours to HH.MMSSs | %% → %% | #2AF27h |
| %%INT Integer part | %% → %% | #2AF99h |
| %%LN Natural logarithm | %% → %% | #2AB5Bh |
| %%LNP1 Natural logarithm of argument plus 1 | %% → %% | #2AB94h |
| %%MAX Maximum of two numbers | %% %% → %% | #2A6DCh |
| %%P>R Polar to rectangular conversion | %%radius %%angle → %%x %%y | #2B4C5h |
| %%R>P Rectangular to polar conversion | %%x %%y → %%radius %%angle | #2B498h |
| %%SIN Sine | %% → %% | #2AC06h |
| %%SINDEG Sine using degrees | %% → %% | #2AC17h |
| %%SINH Hyperbolic sine | %% → %% | #2AD95h |
| %%SQRT Square root | %% → %% | #2AAEAh |
| %%TANRAD Tangent using radians | %% → %% | #2ACA8h |

4.2 Complex Numbers

Complex number objects contain two real number object bodies, with the same mantissa and exponent structure as real numbers. Likewise, extended complex number objects contain two extended real number object bodies.

The symbol `C%` is used to denote a complex number, and `C%%` is used to denote an extended complex number.

4.2.1 Compiling Complex Numbers

Complex numbers can be embedded in System-RPL source code with the `C%` symbol followed by a space followed by the real component, a space, and the imaginary component. For example, `:: ... C% 3.5 4.2 ... ;` specifies the number (3.5,4.2).

Extended complex numbers must be specified using the assembler, as RPLCOMP.EXE has trouble with them. The code fragment below shows how the extended complex number (1.25,-.83) is specified in a System-RPL source file. The prologue is followed by two extended real bodies, the first being the real part.

```
::
...
ASSEMBLE
    CON(5)      =DOECMP
    NIBHEX      00000          Real Exponent
    NIBHEX      0000000000005210 Real Mantissa
    NIBHEX      99999          Imaginary Exponent
    NIBHEX      0000000000000389 Imaginary Mantissa
RPL
...
;
```

4.2.2 Complex Number Conversions

The following objects convert between real, extended real, complex, and extended complex objects:

| | |
|--|---------|
| %>C% Converts two extended real numbers into a complex number $%%_{\text{real}} \quad %%_{\text{imag}} \rightarrow C\%$ | #51A07h |
| %>C% Converts two real numbers into a complex number $%_{\text{real}} \quad \%_{\text{imag}} \rightarrow C\%$ | #05C27h |
| C%>%% Converts an extended complex number into two extended real numbers $C\% \rightarrow %%_{\text{real}} \quad %%_{\text{imag}}$ | #05DBCh |
| C%>C% Converts an extended complex number into a complex number $C\% \rightarrow C\%$ | #519F8h |
| C%>% Converts a complex number into two real numbers $C\% \rightarrow \%_{\text{real}} \quad \%_{\text{imag}}$ | #05D2Ch |
| C%>%% Converts a complex number into two extended real numbers $C\% \rightarrow %%_{\text{real}} \quad %%_{\text{imag}}$ | #519CBh |
| C%>%%SWAP Converts a complex number into two extended real numbers, then does SWAP $C\% \rightarrow %%_{\text{imag}} \quad %%_{\text{real}}$ | #519DFh |
| C>Im% Extracts the imaginary portion of a complex number $C\% \rightarrow \%_{\text{imag}}$ | #519B7h |
| C>Re% Extracts the real portion of a complex number $C\% \rightarrow \%_{\text{real}}$ | #519A3h |
| Re>C% Creates a complex from a real number with implied 0 imaginary part $\%_{\text{real}} \rightarrow (\%_{\text{real}}, 0)$ | #519A3h |
| SWAP%>C% Does SWAP, then converts two real numbers into a complex number $\%_{\text{imag}} \quad \%_{\text{real}} \rightarrow C\%$ | #632A9h |

4.2.3 Built-In Complex Numbers

The following table lists complex and extended complex numbers that are built into the HP 48:

| Object | Address |
|--------|---------|
| C%-1 | #5196Ah |
| C%0 | #524AFh |
| C%1 | #524F7h |
| C%%1 | #5193Bh |

4.2.4 Complex Number Functions

The following functions operate on complex or extended complex numbers:

| | | | |
|---|---------|---|---------|
| C%1/ Inverse | | | #51EFAh |
| | C% | → | C% |
| C%ABS Returns radius from (0,0) to (x,y) | | | #52062h |
| | (x,y) | → | % |
| C%ACOS Arc cosine | | | #52863h |
| | C% | → | C% |
| C%ACOSH Hyperbolic arc cosine | | | #52836h |
| | C% | → | C% |
| C%ALOG Common antilog | | | #52305h |
| | C% | → | C% |
| C%ARG Returns angle from (x,y) | | | #52099h |
| | (x,y) | → | % |
| C%ASIN Arc sine | | | #52804h |
| | C% | → | C% |
| C%ASINH Hyperbolic arc sine | | | #5281Dh |
| | C% | → | C% |
| C%ATAN Arc tangent | | | #52675h |
| | C% | → | C% |
| C%ATANH Hyperbolic arc tangent | | | #527EBh |
| | C% | → | C% |
| C%^C Complex number raised to complex number | | | #52374h |
| | C%x C%y | → | C%x^C%y |
| C%^R Complex number raised to real number | | | #52360h |
| | C% % | → | C% |
| C%CHS Change sign | | | #51B70h |
| | C% | → | C% |
| C%%CHS Change sign | | | #51B91h |
| | C%%% | → | C%%% |

| | | |
|--|-----------|---------|
| C%CONJ Conjugate | C% → C% | #51BB2h |
| C%%CONJ Conjugate | C%% → C%% | #51BC1h |
| C%COS Cosine | C% → C% | #52571h |
| C%COSH Hyperbolic cosine | C% → C% | #52648h |
| C%EXP e^x | C% → C% | #52193h |
| C%LN Natural logarithm | C% → C% | #521E3h |
| C%LOG Common logarithm | C% → C% | #522BFh |
| C%R^C Real number raised to complex number | % C% → C% | #52342h |
| C%SGN Returns unit vector in the direction of z | C% → C% | #520CBh |
| C%SIN Sine | C% → C% | #52530h |
| C%SINH Hyperbolic sine | C% → C% | #5262Fh |
| C%SQRT Square root | C% → C% | #52107h |
| C%TAN Tangent | C% → C% | #525B7h |
| C%TANH Hyperbolic tangent | C% → C% | #5265Ch |

4.3 Arrays

Arrays may be used to store atomic objects of a common type. Typically, arrays are used to store real and complex numbers, and many of the objects in the HP 48 manipulate real and complex arrays. Some objects work only with real or complex valued arrays, so be sure to use the correct manipulation objects. This applies especially to the MatrixWriter, which can cause the HP 48 to lose memory with arrays that are not composed of real or complex numbers.

A string array is a good place to store a large number of strings, such as prompts or error messages, in an application. Notice that while an array can be compiled (see below), and that an element can be obtained from an array (see GETATELN below), there is no object giving the equivalent of the User-RPL object `PUT` for an array of any object type other than real or complex numbers.

4.3.1 Compiling Arrays

The RPLCOMP.EXE compiler may be used to generate arrays of other objects, like internal binary integers or strings. For example, the code fragment below specifies an array of strings:

```
::
...
ARRY [
  "Joe"
  "Fred"
  "Janet"
  "Jim"
]
...
;
```

4.3.2 Array Utilities

The objects described below may be used to work with array objects. The following notation convention applies to these descriptions:

| | |
|-------------|---|
| [array] | An array of arbitrary type with one or two dimensions |
| [%array] | An array of real numbers with one or two dimensions |
| [C%array] | An array of complex numbers with one or two dimensions |
| [1-D array] | A vector |
| [2-D array] | A two dimensional array |
| {dims} | A list containing a bint specifying a number of elements or two bints specifying a number of rows and columns |
| #pos | A row-order position within an array |

| | |
|--|-------------|
| ARSIZE | #03562h |
| Returns the number of elements in an array | |
| [array] | → #elements |
| GETATELN | #0371Dh |
| Returns an element from an array and TRUE if the element exists, otherwise returns FALSE | |
| #pos [array] | → ob TRUE |
| #pos [array] | → FALSE |
| MAKEARRY | #03442h |
| Creates an array with all elements equal to the specified object | |
| { #rows #cols } ob | → [array] |
| MATCON | #35CAEh |
| Sets all elements in an array to a real or complex number | |
| [%array] % | → [%array] |
| [C%array] C% | → [C%array] |
| MATREDIM | #37E0Fh |
| Redimensions a real or complex array. New elements are filled with %0 or C%0,0. | |
| [%array] {dims} | → [%array] |
| [C%array] {dims} | → [C%array] |
| MATTRN | #3811Fh |
| Transposes a real or complex array. | |
| [%array] | → [%array] |
| [C%array] | → [C%array] |

| | | | |
|--|---------|-------------|-----------|
| MDIMS | #357A8h | | |
| Returns the dimensions of an array | | | |
| [1-D array] | → | #elements | FALSE |
| [2-D array] | → | #rows #cols | TRUE |
| MDIMSDROP | #62F9Dh | | |
| Does MDIMS, then DROP | | | |
| [1-D array] | → | #elements | |
| [2-D array] | → | #rows #cols | |
| OVERARSIZE | #63141h | | |
| Does OVER, then ARSIZE | | | |
| [array] ob | → | [array] ob | #elements |
| PULLREAL | #355B8h | | |
| Returns the specified real number from a real array | | | |
| [%array] #pos | → | [%array] | % |
| PULLCMPEL | #355C8h | | |
| Returns the specified complex number from a complex array | | | |
| [C%array] | → | [C%array] | C% |
| PUTEL | #35628h | | |
| Places a real or complex number into a real or complex array at a specified location | | | |
| [%array] % #pos | → | [%array] | |
| [C%array] C% #pos | → | [C%array] | |
| PUTREAL | #3566Th | | |
| Places a real number into a real array at a specified location | | | |
| [%array] % #pos | → | [%array] | |
| PUTCMPEL | #356F3h | | |
| Places a complex number into a complex array at a specified location | | | |
| [C%array] C% #pos | → | [C%array] | |

4.3.3 The MatrixWriter

The MatrixWriter can be started by executing either DoNewMatrix to create a new array or DoOldMatrix to edit a array on the stack.

| | | | |
|---|---------|--------------|------------------------------------|
| DoNewMatrix | #44C31h | | |
| Starts the MatrixWriter and creates a new array | | | |
| | → | [array] | <i>If terminated with [ENTER]</i> |
| | → | | <i>If terminated with [CANCEL]</i> |
| DoOldMatrix | #44FE7h | | |
| Starts the MatrixWriter on an existing array on the stack | | | |
| [array] | → | [array] TRUE | <i>If terminated with [ENTER]</i> |
| [array] | → | FALSE | <i>If terminated with [CANCEL]</i> |

4.4 Tagged Objects

Tagging an object with a meaningful label is one useful option for labeling a result being returned to the user. When accepting input from the user, it may be necessary to remove all tags from the base object before deciding if the input is valid. The objects described below facilitate these tasks.

Note that CK&DISPATCH1 removes tags recursively as it filters user input, while CK&DISPATCH0 does not remove tags (see *Argument Validation* on page 52).

| | | | |
|-----------------------------------|---------|--------|--|
| %>TAG | #22618h | | |
| Tags an object with a real number | | | |
| ob % | → | tagged | |

| | |
|---|---------|
| >TAG Tags an object with a string. Has no length check (see USER\$>TAG) ob \$ → tagged | #05E81h |
| ID>TAG Tags an object with an a name ob ID → tagged | #05F2Eh |
| STRIPTAGS Removes all tags from an object tagged → ob | #64775h |
| STRIPTAGS12 Removes all tags from an object in level 2 tagged ₂ ob ₁ → ob ₂ ob ₁ | #647A2h |
| TAGOB Tags one object or a series of objects ob \$ → tagged ob ₁ ... ob _n { \$ ₁ ... \$ _n } → tagged ₁ ... tagged _n | #647BBh |
| USER\$>TAG Tags an object with a string. Issues error if string length is > 255 ob \$ → tagged | #225F5h |

4.5 Characters and Character Strings

There are two object types representing character information. *Character objects* (type 24) represent a single character, and *character strings* (type 2) contain one or more characters. The following objects are useful for converting to and from character objects:

| | |
|--|---------|
| #>CHR Creates a character object with a specified character code # → chr | #05A75h |
| CHR># Returns a binary integer representing a character's code chr → # | #05A51h |
| CHR>\$ Converts a character object to a one character string object chr → \$ | #6475Ch |

4.5.1 Built-In Character Objects

The following table lists character objects that are built into the HP 48.

| Num | Name | Address | Num | Name | Address |
|-----|--------------|---------|-----|--------------|---------|
| 0 | CHR_00 | #6541Eh | 85 | CHR_U | #65559h |
| 10 | CHR_Newline | #6566Ah | 86 | CHR_V | #65560h |
| 31 | CHR_... | #65425h | 87 | CHR_W | #65567h |
| 32 | CHR_Space | #65686h | 88 | CHR_X | #6556Eh |
| 34 | CHR_DblQuote | #6542Ch | 89 | CHR_Y | #65575h |
| 35 | CHR_# | #65433h | 90 | CHR_Z | #6557Ch |
| 40 | CHR_LeftPar | #65663h | 91 | CHR_[' | #65694h |
| 41 | CHR_RightPar | #65678h | 93 | CHR_]' | #6569Bh |
| 42 | CHR_* | #6543Ah | 95 | CHR_UndScore | #6568Dh |
| 43 | CHR_+ | #65441h | 97 | CHR_a | #65583h |
| 44 | CHR_, | #65448h | 98 | CHR_b | #6558Ah |
| 45 | CHR_- | #6544Th | 99 | CHR_c | #65591h |
| 46 | CHR_. | #65456h | 100 | CHR_d | #65598h |
| 47 | CHR_/ | #6545Dh | 101 | CHR_e | #6559Fh |
| 48 | CHR_0 | #65464h | 102 | CHR_f | #655A6h |
| 49 | CHR_1 | #6546Bh | 103 | CHR_g | #655ADh |
| 50 | CHR_2 | #65472h | 104 | CHR_h | #655B4h |
| 51 | CHR_3 | #65479h | 105 | CHR_i | #655BBh |
| 52 | CHR_4 | #65480h | 106 | CHR_j | #655C2h |
| 53 | CHR_5 | #65487h | 107 | CHR_k | #655C9h |
| 54 | CHR_6 | #6548Eh | 108 | CHR_l | #655D0h |
| 55 | CHR_7 | #65495h | 109 | CHR_m | #655D7h |
| 56 | CHR_8 | #6549Ch | 110 | CHR_n | #655DEh |
| 57 | CHR_9 | #654A3h | 111 | CHR_o | #655E5h |
| 58 | CHR_: | #654AAh | 112 | CHR_p | #655ECh |
| 59 | CHR_; | #654B1h | 113 | CHR_q | #655F3h |
| 60 | CHR_< | #654B8h | 114 | CHR_r | #655FAh |
| 61 | CHR_=' | #654BFh | 115 | CHR_s | #65601h |
| 62 | CHR_>' | #654C6h | 116 | CHR_t | #65608h |
| 65 | CHR_A | #654CDh | 117 | CHR_u | #6560Th |
| 66 | CHR_B | #654D4h | 118 | CHR_v | #65616h |
| 67 | CHR_C | #654DBh | 119 | CHR_w | #6561Dh |
| 68 | CHR_D | #654E2h | 120 | CHR_x | #65624h |
| 69 | CHR_E | #654E9h | 121 | CHR_y | #6562Bh |
| 70 | CHR_F | #654F0h | 122 | CHR_z | #65632h |
| 71 | CHR_G | #654F7h | 123 | CHR_{ | #656A2h |
| 72 | CHR_H | #654FEh | 125 | CHR_} | #656A9h |
| 73 | CHR_I | #65505h | 128 | CHR_Angle | #6564Eh |
| 74 | CHR_J | #6550Ch | 132 | CHR_Integral | #6565Ch |
| 75 | CHR_K | #65513h | 133 | CHR_Sigma | #6567Fh |
| 76 | CHR_L | #6551Ah | 135 | CHR_Pi | #65671h |
| 77 | CHR_M | #65521h | 136 | CHR_Deriv | #65655h |
| 78 | CHR_N | #65528h | 137 | CHR_<=' | #656B0h |
| 79 | CHR_O | #6552Fh | 138 | CHR_>=' | #656B7h |
| 80 | CHR_P | #65536h | 139 | CHR_<>' | #656BEh |
| 81 | CHR_Q | #6553Dh | 141 | CHR_->' | #65639h |
| 82 | CHR_R | #65544h | 171 | CHR_<<' | #65640h |
| 83 | CHR_S | #6554Bh | 187 | CHR_>>' | #65647h |
| 84 | CHR_T | #65552h | | | |

4.5.2 Built-In String Objects

The following table lists string objects that are built into the HP 48 (not including text in message tables).

| Object | Contents | Address |
|----------------------------------|--------------------------|---------|
| <code>\$_'</code> | <code>"'"</code> | #6571Fh |
| <code>\$_2DQ</code> | <code>" ""</code> | #65749h |
| <code>\$_::</code> | <code>"::"</code> | #6572Dh |
| <code>\$_<<>></code> | <code>"<>"</code> | #656F5h |
| <code>\$_ECHO</code> | <code>"ECHO"</code> | #65757h |
| <code>\$_EXIT</code> | <code>"EXIT"</code> | #65769h |
| <code>\$_GRAD</code> | <code>"GRAD"</code> | #657A7h |
| <code>\$_LRParens</code> | <code>"()"</code> | #6573Bh |
| <code>\$_R<<</code> | <code>"R<<"</code> | #656C5h |
| <code>\$_R<Z</code> | <code>"R<Z"</code> | #656D5h |
| <code>\$_RAD</code> | <code>"RAD"</code> | #65797h |
| <code>\$_Undefined</code> | <code>"Undefined"</code> | #6577Bh |
| <code>\$_XYZ</code> | <code>"XYZ"</code> | #656E5h |
| <code>\$_[]</code> | <code>"[]"</code> | #65711h |
| <code>\$_{ }</code> | <code>"{}"</code> | #65703h |
| <code>NEWLINE\$</code> | <code>"\0A"</code> | #65238h |
| <code>SPACE\$</code> | <code>" "</code> | #65254h |

4.5.3 String Manipulation Objects

| | |
|--|---------|
| !append\$ | #62376h |
| String concatenation for use in low memory situations — appends directly to \$ ₁ instead of making a copy | |
| $\$_1 \$_2 \rightarrow \$_3$ | |
| !append\$SWAP | #62F2Fh |
| String concatenation for use in low memory situations followed by SWAP | |
| $ob \$_1 \$_2 \rightarrow \$_3 ob$ | |
| #1+LAST\$ | #63281h |
| Returns the tail of a string starting one character past the location specified by # | |
| $\$ \# \rightarrow \$$ | |
| #1-SUB\$ | #63245h |
| Returns a substring after subtracting one from the bint specifying the end | |
| $\$ \#_{start} \#_{end} \rightarrow \$$ | |
| #:>\$ | #167D8h |
| Converts a bint into a string followed by a colon (suitable for stack level #'s) | |
| $\# \rightarrow \$$ | |
| #>\$ | #167E4h |
| Converts a bint into a string | |
| $\# \rightarrow \$$ | |
| \$>ID | #05B15h |
| Converts a string object into a name object | |
| $\$ \rightarrow ID$ | |
| &\$ | #05193h |
| Concatenates \$ ₂ to the end of \$ ₁ | |
| $\$_1 \$_2 \rightarrow \$_3$ | |
| &\$SWAP | #63F6Ah |
| Concatenates \$ ₂ to the end of \$ ₁ , then does SWAP | |
| $ob \$_1 \$_2 \rightarrow \$_3 ob$ | |
| 1_#1-SUB\$ | #63259h |
| Returns substring from 1 to #-1 | |
| $\$ \# \rightarrow \$$ | |

| | |
|--|---------|
| >H\$ Prepends a character object to a string \$ chr → \$ | #0525Bh |
| >T\$ Appends a character object to a string \$ chr → \$ | #052EEh |
| AND\$ Bitwise logical AND of two strings \$ ₁ \$ ₂ → \$ ₃ | #18873h |
| Blank\$ Creates a string of # space characters # → \$ | #45676h |
| CAR\$ Returns the first character of a string as a character object or an empty string if the string is empty \$ → chr \$ → "" | #050EDh |
| CDR\$ Returns the string less its first character or an empty string if the string is empty \$ → \$ \$ → "" | #0516Ch |
| CHR>\$ Converts a character object to a one character string object chr → \$ | #6475Ch |
| COERCE\$22 If a string has more than 22 characters, truncates the string to 21 characters and appends an ellipsis (...) \$ → \$ | #12770h |
| Date>d\$ Converts a real number representing a date into a string % → \$ | #0CFD9h |
| DECOMP\$ Decompiles an object for the stack display using current display modes ob → \$ | #15B13h |
| DROPNULL\$ Drops an object from the stack and returns an empty string ob → NULL\$ | #04DE3h |
| DUP\$>ID Duplicates a string, then converts string object to name object \$ → \$ ID | #63295h |
| DUPLN\$ Duplicates a string, then returns its length \$ → \$ #length | #627BBh |
| DUPNULL\$? Returns TRUE if \$ is empty \$ → \$ FLAG | #63209h |
| EDITDECOMP\$ Decompiles an object for editing using standard display formats ob → \$ | #15A0Eh |
| JstGETTHEMSG Retrieves a message from the built-in message table # → \$ | #04D87h |

| | |
|--|---------|
| ID>\$ Converts a name object to a string object ID → \$ | #05BE9h |
| LAST\$ Returns the last # characters in a string \$ # → \$ | #6326Dh |
| LEN\$ Returns the number of characters in a string \$ → # | #05636h |
| NEWLINE\$&\$ Appends newline character to a string \$ → \$ | #63191h |
| NULL\$ Empty string → NULL\$ | #055DFh |
| NULL\$? Returns TRUE if string is empty \$ → FLAG | #0556Fh |
| NULL\$SWAP Swaps an empty string into level 2 ob → NULL\$ ob | #62D59h |
| NULL\$TEMP Empty string in TEMPOB (temporary memory) → "" | #1613Fh |
| OR\$ Bitwise logical OR of two strings \$ ₁ \$ ₂ → \$ ₃ | #18887h |
| OVERLEN\$ Returns the length of a string in level 2 \$ ob → \$ ob #length | #05622h |
| POS\$ Searches forwards for a substring within a string starting at a specified position, returning zero if the substring is not found \$ _{search} \$ _{find} #start → #position | #645B1h |
| POS\$REV Searches backwards for a substring within a string starting at a specified position, returning zero if the substring is not found \$ _{search} \$ _{find} #start → #position | #645BDh |
| PromptIdUtil Returns a string in the form "ID: object" ID ob → \$ | #49709h |
| SEP\$NL Separates a string at the first newline character \$ → \$ _{last} \$ _{first} | #127A7h |
| SUB\$ Returns a substring \$ #start #end → \$ | #05733h |
| SUB\$1# Returns a hint with the value of the character at the specified position \$ #position → #value | #30805h |
| SUB\$SWAP Does SUB\$, then SWAP ob \$ #start #end → \$ ob | #62D6Dh |

| | |
|---|---------|
| SWAP&\$ Concatenates \$1 to \$2 $\$1 \$2 \rightarrow \$3$ | #622EFh |
| TIMESTR Returns a string time and date $\%_{\text{date}} \%_{\text{time}} \rightarrow \$$ | #0D304h |
| TOD>t\$ Converts a real number time (24-hour format) into a 9-character string $\% \rightarrow \$$ | #0D06Ah |
| XOR\$ Bitwise logical XOR of two strings $\$1 \$2 \rightarrow \$3$ | #1889Bh |
| a%>\$ Creates a string representation of a real number using the current display format, excluding commas $\% \rightarrow \$$ | #162B8h |
| a%>\$, Same as a%>\$, but includes commas if commas are part of the display format $\% \rightarrow \$$ | #162ACh |
| palparse Parses a string into an object. If an error occurs, returns position of error $\$ \rightarrow \text{ob TRUE}$ $\$ \rightarrow \$ \#_{\text{position}} \$ \text{FALSE}$ | #238A4h |

4.6 Hex Strings

User binary integers (type 10) are implemented with hex strings. Hex strings are similar in construction to character strings, except that the length is arbitrary (character strings must have an even number of nibbles in the length of the body).

4.6.1 Hex String Conversions

The following objects convert between hex strings and other object types (respecting the user's wordsize specification).

| | |
|--|---------|
| %># Converts a real number to a hex string $\% \rightarrow \text{hxs}$ | #543F9h |
| HXS>% Converts a hex string to a real number $\text{hxs} \rightarrow \%$ | #5435Dh |
| #>HXS Converts a bint to a hex string with a length of five nibbles $\# \rightarrow \text{hxs}$ | #059CCh |
| HXS># Creates a bint from the lower 20 bits of a hex string $\text{hxs} \rightarrow \#$ | #05A03h |
| 2HXS LIST? Confirms list of two hex strings, then converts to bints. Useful for validating and converting user pixel coordinates for graphics operations. Generates Bad Argument Error if list does not contain two hex strings. $\{ \text{hxs}_1 \text{ hxs}_2 \} \rightarrow \#_1 \#_2$ | #51532h |

| | |
|---|---------|
| HXS>\$ | #54061h |
| Creates a string representation of a hex string using the current display mode and wordsize, then appends a letter specifying the current base mode | |
| hxs | → \$ |
| hxs>\$ | #540BBh |
| Creates a string representation of a hex string using the current display mode and wordsize | |
| hxs | → \$ |

4.6.2 Wordsize Control

The user's wordsize specification can be tested or altered with the following two objects:

| | |
|-------------------------------------|---------|
| WORDSIZE | #54039h |
| Returns the current wordsize | |
| | → # |
| dostws | #53CAAh |
| Stores a new value for the wordsize | |
| # | → |

4.6.3 Basic Hex String Utilities

| | |
|---|--------------------|
| &HXS | #0518Ah |
| Appends hxs ₂ to hxs ₁ | |
| hxs ₁ hxs ₂ | → hxs ₃ |
| LENHXS | #05616h |
| Returns the length (in nibbles) of a hex string | |
| hxs | → # |
| NULLHXS | #055D5h |
| Returns a null hex string | |
| | → NULLHXS |
| SUBHXS | #05815h |
| Returns a substring | |
| hxs #start #end | → hxs |
| HXS==HXS | #544D9h |
| Returns %1 if hex strings are equal | |
| hxs ₁ hxs ₂ | → % |
| HXS#HXS | #544ECh |
| Returns %1 if hex strings are not equal | |
| hxs ₁ hxs ₂ | → % |
| HXS<HXS | #54552h |
| Returns %1 if hxs ₁ < hxs ₂ | |
| hxs ₁ hxs ₂ | → % |
| HXS<=HXS | #5453Fh |
| Returns %1 if hxs ₁ ≤ hxs ₂ | |
| hxs ₁ hxs ₂ | → % |
| HXS>=HXS | #5452Ch |
| Returns %1 if hxs ₁ ≥ hxs ₂ | |
| hxs ₁ hxs ₂ | → % |
| HXS>HXS | #54500h |
| Returns %1 if hxs ₁ > hxs ₂ | |
| hxs ₁ hxs ₂ | → % |

4.6.4 Hex String Math Utilities

The following objects are the dispatchees for math operations that involve user binary integers. These objects assume that the hex strings are 64 bits or shorter. Results are returned according to the user's wordsize setting.

| | | |
|---|---|---------|
| bit%* Multiplies hxs by % | hxs % → hxs | #542EAh |
| bit%** Multiplies % by hxs | % hxs → hxs | #542D1h |
| bit%+* Adds % to hxs | hxs % → hxs | #54349h |
| bit%#+ Adds hxs to % | % hxs → hxs | #54330h |
| bit%- Subtracts % from hxs | hxs % → hxs | #5431Ch |
| bit%#- Subtracts hxs from % | % hxs → hxs | #542FEh |
| bit%/ Divides hxs by % | hxs % → hxs | #542BDh |
| bit%#/ Divides % by hxs | % hxs → hxs | #5429Fh |
| bit* Multiply | hxs ₁ hxs ₂ → hxs ₃ | #53ED3h |
| bit+ Add | hxs ₁ hxs ₂ → hxs ₃ | #53EA0h |
| bit- Subtract | hxs ₁ hxs ₂ → hxs ₃ | #53EB0h |
| bit/ Divide | hxs ₁ hxs ₂ → hxs ₃ | #53F05h |
| bitAND Bitwise logical AND | hxs ₁ hxs ₂ → hxs ₃ | #53D04h |
| bitASR Arithmetic shift right one bit | hxs → hxs | #53E65h |
| bitOR Bitwise logical OR | hxs ₁ hxs ₂ → hxs ₃ | #53D15h |
| bitNOT Bitwise logical NOT | hxs → hxs | #53D4Eh |
| bitRL Circular left shift one bit | hxs → hxs | #53E0Ch |

| | | | | |
|--|-----------------------------------|---|------------------|---------|
| bitRLB Circular left shift one byte | hxs | → | hxs | #53E3Bh |
| bitRR Circular right shift one bit | hxs | → | hxs | #53DA4h |
| bitRRB Circular right shift one byte | hxs | → | hxs | #53DE1h |
| bitSL Shift left one bit | hxs | → | hxs | #53D5Eh |
| bitSLB Shift left one byte | hxs | → | hxs | #53D6Eh |
| bitSR Shift right one bit | hxs | → | hxs | #53D81h |
| bitSRB Shift right one byte | hxs | → | hxs | #53D91h |
| bitXOR Bitwise logical XOR | hxs ₁ hxs ₂ | → | hxs ₃ | #53D26h |

4.7 Composite Objects

Composite objects are created from a collection of arbitrary objects. They may be created, searched, and decomposed. Lists are the most commonly used composite object in User-RPL programs, but the System-RPL objects described below also let you work with secondaries and unit objects.

4.7.1 Building Composite Objects

The following objects provide null composite objects or create composite objects.

| | | | | |
|---|---|---|--|---------|
| NULL{} | | | | #055E9h |
| A null list | → | NULL{} | | |
| { }N | | | | #05459h |
| Creates a list composed of n objects | | | | |
| ob ₁ ... ob _n #n | → | { ob ₁ ... ob _n } | | |
| ONE{ }N | | | | #23EEDh |
| Creates a list containing one object | | | | |
| ob | → | { ob } | | |
| TWO{ }N | | | | #631B9h |
| Creates a list containing two objects | | | | |
| ob ₁ ob ₂ | → | { ob ₁ ob ₂ } | | |
| THREE{ }N | | | | #631CDh |
| Creates a list containing three objects | | | | |
| ob ₁ ob ₂ ob ₃ | → | { ob ₁ ob ₂ ob ₃ } | | |
| NULL:: | | | | #055FDh |
| A null secondary | → | NULL:: | | |

| | |
|--|---------|
| ::N Creates a secondary composed of n objects $ob_1 \dots ob_n \#n \rightarrow :: ob_1 \dots ob_n ;$ | #05445h |
| ::NEVAL Creates and then executes a secondary composed of n objects $ob_1 \dots ob_n \#n \rightarrow$ | #632D1h |
| Ob>Seco Creates a secondary containing one object $ob \rightarrow :: ob ;$ | #63FE7h |
| 2Ob>Seco Creates a secondary containing two objects $ob_1 ob_2 \rightarrow :: ob_1 ob_2 ;$ | #63FFBh |
| EXTN Creates a unit object consisting of numbers, string, unit operators, and umEND (see <i>Unit Objects</i> on page 102 for more details) $ob_1 \dots ob_{n-1} umEND \#n \rightarrow unit$ | #05481h |
| SYMBN Creates a symbolic object Example: ID A ID B x+ #3 SYMBN \rightarrow 'A+B' $ob_1 \dots ob_n \#n \rightarrow symb$ | #0546Dh |

4.7.2 Finding the Number of Objects in a Composite Object

The following objects return the number of objects in a composite object.

| | |
|---|---------|
| DUPLENCOMP Duplicates a composite and returns the number of constituent elements $comp \rightarrow comp \#n$ | #63231h |
| LENCOMP Returns the number of constituent elements in a composite object $comp \rightarrow \#n$ | #0567Bh |

4.7.3 Adding Objects to a Composite

These objects are convenient to use but slow in execution for long lists, so caution should be exercised when using these object repetitively. The delays occur as composites are taken apart with INNERCOMP, objects are shuffled, and the composite is reassembled. For instance, the sequence of operations for performing >TCOMP is something similar to the following program fragment:

```

::
  SWAP INNERCOMP          obNEW ob1 ... obn #N
  DUP #2+ ROLL            ob1 ... obn #N obNEW
  SWAP #1+                ob1 ... obn obNEW #N+1
  {}N                     { ob1 ... obn obNEW }
;

```

| | |
|--|---------|
| apndvarlst Appends an object to a list if the object is not found within the list $\{ list \} ob \rightarrow \{ list' \}$ | #35491h |
| >HCOMP Prepends an object to a composite object $comp_1 ob \rightarrow comp_2$ | #052C6h |
| >TCOMP Appends an object to a composite object $comp_1 ob \rightarrow comp_2$ | #052FAh |

| | |
|--|---------|
| &COMP | #0521Fh |
| Concatenates two composite objects | |
| $comp_1 \ comp_2 \rightarrow comp_3$ | |
| PUTLIST | #1DC00h |
| Replaces an object in a list (assumes $0 \leq i \leq n$), where n is the number of list obs | |
| $ob \ #i \ \{list\} \rightarrow \{list'\}$ | |

4.7.4 Decomposing Composite Objects

The following objects decompose a composite object into its constituent objects or extract portions of a composite. It is important to remember that when an object like DUPINCOMP is applied to a composite, the stack contains pointers into the original composite, not pointers to separate objects in TEMPOB. This means that as long as there is at least one pointer to an object within a composite, the entire composite is retained in TEMPOB. The object Embedded? can determine whether an object is embedded in a composite (see *Detecting Embedded Objects* on the next page).

| | |
|--|---------|
| CARCOMP | #05089h |
| Returns a composite's first object or a null composite if the composite is null | |
| $comp \rightarrow ob$ $comp \rightarrow comp \text{ (null composite)}$ | |
| CDRCOMP | #05153h |
| Returns a composite less its first object or the composite if the composite is null | |
| $comp \rightarrow comp'$ $comp \rightarrow comp \text{ (null composite)}$ | |
| DUPINCOMP | #631E1h |
| Duplicates a composite and decomposes the copy | |
| $comp \rightarrow comp \ ob_1 \dots ob_n \ #n$ | |
| INCOMPDROP | #62B88h |
| Decomposes a composite object and drops the object count | |
| $comp \rightarrow ob_1 \dots ob_n$ | |
| INNERCOMP | #054AFh |
| Decomposes a composite object | |
| $comp \rightarrow ob_1 \dots ob_n \ #n$ | |
| INNERDUP | #62C41h |
| Decomposes a composite object and duplicates the object count | |
| $comp \rightarrow ob_1 \dots ob_n \ #n \ #n$ | |
| NTHCOMDDUP | #62D1Dh |
| Returns two copies of the i th object in a composite (ob_i is presumed to exist) | |
| $comp \ #i \rightarrow ob_i \ ob_i$ | |
| NTHCOMPDROP | #62B9Ch |
| Returns the i th object in a composite (ob_i is presumed to exist) | |
| $comp \ #i \rightarrow ob_i$ | |
| NTHELCOMP | #056B6h |
| Returns the i th object in a composite and TRUE or FALSE if there are not at least i elements in the composite | |
| $comp \ #i \rightarrow ob_i \ TRUE$ $comp \ #i \rightarrow FALSE$ | |
| SUBCOMP | #05821h |
| Returns a subcomposite. Indices out of range are set to composite bounds | |
| $comp \ #start \ #end \rightarrow comp'$ | |
| SWAPINCOMP | #631F5h |
| Does SWAP, then decomposes a composite | |
| $comp \ obj \rightarrow obj \ ob_1 \dots ob_n \ #n$ | |

4.7.5 Searching Composite Objects

The object POSCOMP is the generalized tool for searching through a composite object for an object that satisfies some comparison with a supplied object. The following program fragment indicates the position in a composite of the first binary integer greater than #5:

```
::
...                ( {list} )
FIVE ' #> POSCOMP  (   #pos )
...
;
```

The objects EQUALPOSCOMP and NTHOF supply the predicate EQUAL to POSCOMP, simplifying some search procedures.

| | |
|--|------------|
| EQUALPOSCOMP | #644A3h |
| Returns the position of the first object in a composite equal to an object. If the object is not found, zero is returned. | |
| comp ob | → #pos |
| matchob? | #643EFh |
| Returns TRUE if ob is equal to any object within a composite, or ob and FALSE if not. | |
| ob comp | → ob FALSE |
| ob comp | → TRUE |
| NTHOF | #644BCh |
| Returns the position of the first object in a composite equal to an object. If the object is not found, zero is returned. | |
| ob comp | → #pos |
| POSCOMP | #64426h |
| Returns the position of the first object in a composite that satisfies a test with the supplied predicate and an object. If the object is not found, zero is returned. | |
| comp ob pred | → #pos |

4.7.6 Detecting Embedded Objects

As mentioned above, an object on the stack may be contained within a composite. The object Embedded? may be used to detect this case, and CKREF can be used to check all references to an object.

| | |
|--|---------|
| CKREF | #37B44h |
| Creates a unique copy of an object if it is referenced or embedded in any composite object | |
| ob | → ob |
| Embedded? | #64127h |
| Returns TRUE if ob ₂ is embedded in or is the same as ob ₁ | |
| ob ₁ ob ₂ | → FLAG |

4.8 Unit Objects

Unit objects evolved from representing integer powers in the HP 48S/SX to real powers in the HP 48G/GX. This can be quickly demonstrated by comparing using the User-RPL function UBASE and the System-RPL object U>NCQ on the S and G series:

| | HP 48S/SX | HP 48G/GX |
|--------|-------------------------------|--|
| Object | 1_m^2.3/s^3.7 | 1_m^2.3/s^3.7 |
| UBASE | 1_m^2/s^4 | 1_m^2.3/s^3.7 |
| U>NCQ | %1 %1 HXS 10 002000CF00000000 | %1 %1 [%0 %2.3 %0 %-3.7 %0 %0 %0 %0 %0 %0] |

The object `U>NCQ` is used to break apart a unit object into a number part, conversion factor, and unit quantity vector. In the S series, the unit quantities were expressed as 8 signed 8-bit quantities in a hex string. Negative unit quantities indicate units in the denominator. In the G series, the unit quantities are expressed as a 10 element real vector.

4.8.1 Dimensional Consistency

If two unit objects are dimensionally consistent, their unit quantity vectors will be equal. The unit quantity vector is formatted as follows:

| Element | Quantity | Base Unit |
|---------|---------------------------|-----------|
| 1 | mass | kilogram |
| 2 | length | meter |
| 3 | electric current | ampere |
| 4 | time | second |
| 5 | thermodynamic temperature | kelvin |
| 6 | luminous intensity | candela |
| 7 | amount of substance | mole |
| 8 | plane angle | radian |
| 9 | solid angle | steradian |
| 10 | unspecified (1_?) | |

The following code fragment checks two objects for dimensional consistency, returning the system flags `TRUE` or `FALSE`:

```
:: U>NCQ ROTROT2DROP SWAP U>NCQ ROTROT2DROP EQUAL ;
```

4.8.2 Building and Decomposing Unit Objects

Unit objects are composite objects that can be broken apart with `INNERCOMP` and assembled with `EXTN`. Extending the previous example to use *km* instead of *m*, apply `INNERCOMP` to `1_km^2.3/s^3.7`:

```
:: 1_km^2.3/s^3.7 INNERCOMP ; → %1 "k" "m" umP %2.3 um^ "s" %3.7 um^ um/ umEND ELEVEN
```

Notice that the object is constructed much the same way as an RPN expression, with the provision that `umEND` be the last object. If you're viewing these objects with tools like `SSTK` in `Jazz`, you'll notice that unit operators (like `um/`) are decompiled as `{}` in User-RPL. These unit operators found within a unit object are different from objects that manipulate unit objects, such as `UM+`, `UM-`, etc.

| Unit Operator | Purpose | Address |
|--------------------|--------------------|---------|
| <code>um*</code> | Multiply operator | #10B5Eh |
| <code>um/</code> | Divide operator | #10B68h |
| <code>um^</code> | Power operator | #10B72h |
| <code>umP</code> | Prefix operator | #10B7Ch |
| <code>umEND</code> | End of unit object | #10B86h |

The System-RPL objects `UM>U` and `UMU>` are useful for many tasks. `UMU>` breaks a unit object into a number and normalized unit part, while `UM>U` replaces the number part of a unit object (useful when returning a unit result).

4.8.3 Unit Object Utilities

The following objects operate on unit objects.

| | |
|--|---------|
| EXTN | #05481h |
| Assembles a unit object consisting of numbers, string, unit operators, and umEND | |
| $ob_{n-1} \dots ob_1 \text{ umEND } \#n \rightarrow \text{unit}$ | |
| UM% | #0FBABh |
| Returns a percentage of a unit quantity | |
| $\text{unit } \% \text{percentage} \rightarrow \text{unit}$ | |
| UM%CH | #0FC3Ch |
| Returns the percent difference between two unit quantities | |
| $\text{unit}_1 \text{ unit}_2 \rightarrow \%$ | |
| UM%T | #0FCCDh |
| Returns the percentage fraction of unit ₁ that is unit ₂ | |
| $\text{unit}_1 \text{ unit}_2 \rightarrow \%$ | |
| UM* | #0F792h |
| Unit multiply | |
| $\text{unit unit} \rightarrow \text{unit}$ | |
| UM+ | #0F6A2h |
| Unit addition | |
| $\text{unit unit} \rightarrow \text{unit}$ | |
| UM- | #0F774h |
| Unit subtraction | |
| $\text{unit unit} \rightarrow \text{unit}$ | |
| UM/ | #0F823h |
| Unit division | |
| $\text{unit unit} \rightarrow \text{unit}$ | |
| UM>U | #0F33Ah |
| Replaces the number part of a unit object | |
| $\% \text{unit} \rightarrow \text{unit}$ | |
| MABS | #0F5FCh |
| Absolute value | |
| $\text{unit} \rightarrow \text{unit}$ | |
| UMCEIL | #0FD36h |
| Next greatest integer | |
| $\text{unit} \rightarrow \text{unit}$ | |
| UMCHS | #0F615h |
| Change sign | |
| $\text{unit} \rightarrow \text{unit}$ | |
| UMCONV | #0F371h |
| Unit conversion — converts unit ₁ to unit ₂ units | |
| $\text{unit}_1 \text{ unit}_2 \rightarrow \text{unit}_1'$ | |
| UMCOS | #0F660h |
| Cosine | |
| $\text{unit} \rightarrow \%$ | |
| UMFLOOR | #0FD22h |
| Next smallest integer | |
| $\text{unit} \rightarrow \text{unit}$ | |
| UMFP | #0FD0Eh |
| Fractional part | |
| $\text{unit} \rightarrow \text{unit}$ | |
| UMIP | #0FCFAh |
| Integer part | |
| $\text{unit} \rightarrow \text{unit}$ | |
| UMMAX | #0FB6Fh |
| Maximum of two unit quantities | |
| $\text{unit}_1 \text{ unit}_2 \rightarrow \text{unit}$ | |

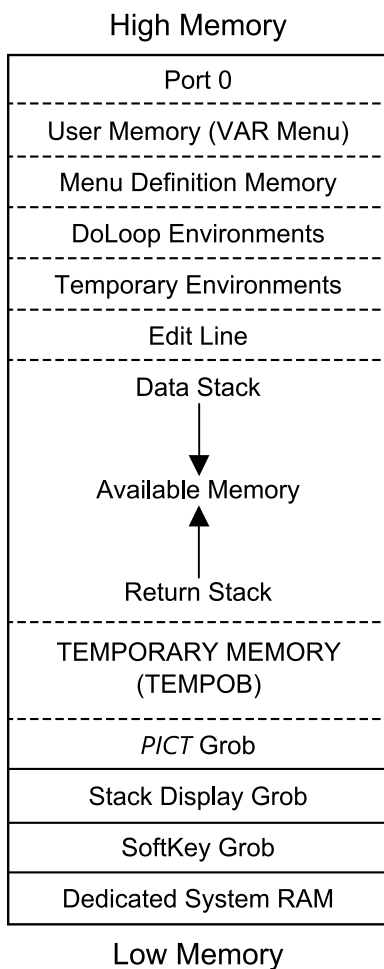
| | | | | |
|---|-------------------|-------------------|---|---------|
| UMMIN | | | | #0FB8Dh |
| Minimum of two unit quantities | | | | |
| | unit ₁ | unit ₂ | → | unit |
| UMRND | | | | #0FD68h |
| Round to specified number of places | | | | |
| | unit | %places | → | unit |
| UMSI | | | | #0F945h |
| Converts unit quantity to SI units | | | | |
| | unit | | → | unit |
| UMSIGN | | | | #0FCE6h |
| Returns sign (-1, 0, or 1) of unit quantity | | | | |
| | unit | | → | % |
| UMSIN | | | | #0F62Eh |
| Sine | | | | |
| | unit | | → | % |
| UMSQ | | | | #0F913h |
| Square | | | | |
| | unit | | → | unit |
| UMSQRT | | | | #0F29Ch |
| Square root | | | | |
| | unit | | → | unit |
| UMTAN | | | | #0F674h |
| Tangent | | | | |
| | unit | | → | % |
| UMTRC | | | | #0FD8Bh |
| Truncate to specified number of places | | | | |
| | unit | %places | → | unit |
| UMU> | | | | #0F34Eh |
| Returns number and normalized unit parts of a unit object | | | | |
| | unit | | → | % unit' |
| UMXROOT | | | | #0F8FAh |
| Returns unit _x th root of unit _y | | | | |
| | unit _x | unit _y | → | unit |
| UNIT>\$ | | | | #0F218h |
| Decompiles a unit object | | | | |
| | unit | | → | \$ |

Chapter 5

Memory Utilities

The HOME directory and its subdirectories are collectively known as USEROB, which is different from the temporary memory (TEMPOB). In TEMPOB, objects live briefly, and are discarded when memory is low and no pointers refer to them. In USEROB, an object exists until purged by a user command.

The objects described in this chapter provide some of the basic utilities for dealing with input from the user, results returned to the user, and directories. An important convention in the HP 48 is the sanctity of variables stored in user memory. Some operations, like GROB!, don't care where an object resides. It's therefore possible to alter a user's input arguments instead of providing a unique result. Unless there is a specific design intent, an application should not change the directory pointed to by the VAR menu when the application begins.



5.1 Name Objects

In this chapter, “ID” and “lam” refer to global and local variable name objects. The following objects convert between strings and name objects:

| | |
|---|---------|
| \$>ID | #05B15h |
| Converts a string object into a name object | |
| \$ → ID | |
| DUP\$>ID | #63295h |
| Duplicates a string, then converts string object to name object | |
| \$ → \$ ID | |
| ID>\$ | #05BE9h |
| Converts a name object to a string object | |
| ID → \$ | |

5.2 User Variables

Evaluating a user variable is just as straightforward in System-RPL as in User-RPL — just specify the name:

```
:: ... ID X ... ;
```

Since any object can be in X, or X may not exist, you might want to exercise some caution. This is part of the reason the HP 48 is criticized for being slow in some areas, especially with respect to the plotting system. When a plot is drawn, the contents of PPAR, the equation, and related variables must be validated before the plot gets underway. Since the user can provide a program for an equation definition, further checks are required to make sure the program will not inflict untoward damage. If you’re at all concerned about these issues, recall the contents of the variable before evaluating.

| | |
|--|---------------------------------------|
| CREATE | #08696h |
| Creates a variable in the current directory (does not check for unique name) | |
| ob ID → | |
| ?PURGE_HERE | #1854Fh |
| Purges specified variable only if it exists in the current directory and does not contain a non-empty directory, otherwise generates Non-empty Directory error | |
| ID → | |
| PURGE | #08C27h |
| Purges the specified variable. Do <i>not</i> purge a non-empty directory with this object — use XEQPGDIR instead. | |
| ID → | |
| @ | #0797Bh |
| Recalls the contents of a global or temporary variable. For global variables, begins at the current directory and searches up through HOME | |
| ID → ob TRUE | <i>Global variable exists</i> |
| ID → FALSE | <i>Global variable nonexistent</i> |
| lam → ob TRUE | <i>Temporary variable exists</i> |
| lam → FALSE | <i>Temporary variable nonexistent</i> |
| Sys@ | #2EA6Ah |
| Recalls the contents of a global variable from HOME directory | |
| ID → ob TRUE | <i>Global variable exists</i> |
| ID → FALSE | <i>Global variable nonexistent</i> |

| | |
|---|---------------------------------------|
| SAFE@ | #62A34h |
| Recalls the contents of a global or temporary variable. For global variables, begins at the current directory and searches up through HOME. ROM bodies are converted to XLIB names. | |
| ID → ob TRUE | <i>Global variable exists</i> |
| ID → FALSE | <i>Global variable nonexistent</i> |
| lam → ob TRUE | <i>Temporary variable exists</i> |
| lam → FALSE | <i>Temporary variable nonexistent</i> |
| SAFE@_HERE | #1853Bh |
| Recalls the contents of a global or temporary variable. For global variables, recalls only from the current directory. ROM bodies are converted to XLIB names. | |
| ID → ob TRUE | <i>Global variable exists</i> |
| ID → FALSE | <i>Global variable nonexistent</i> |
| lam → ob TRUE | <i>Temporary variable exists</i> |
| lam → FALSE | <i>Temporary variable nonexistent</i> |
| SAFESTO | #07D27h |
| Stores an object in the current directory. If the object is to be stored in a global variable and is referenced, a copy is left in temporary memory and all references are adjusted to point to the copy. Searches current and then parent directories for the global variable, replacing the contents if found, otherwise creates variable in the current directory. ROM bodies are converted to XLIB names. | |
| ob lam → | |
| ob ID → | |
| STO | #07D27h |
| Stores an object in the current directory. If the object is to be stored in a global variable and is referenced, a copy is left in tempob and all references are adjusted to point to the copy. Searches current and then parent directories for the global variable, replacing the contents if found, otherwise creates variable in the current directory. | |
| ob lam → | |
| ob ID → | |
| SysSTO | #2E9E6h |
| Stores an object in HOME | |
| ob ID → | |
| XEQSTOID | #18513h |
| Stores an object in the current directory. If the object is to be stored in a global variable and is referenced, a copy is left in temporary memory and all references are adjusted to point to the copy. Will not overwrite a directory. This does the work for the user command STO. | |
| ob lam → | |
| ob ID → | |

5.3 Directory Utilities

A directory is an object, but you should note that directories are *not* composite objects. To be used, a directory must be “rooted”, meaning it must be a subdirectory of the permanent HOME directory. When the HP 48 is first turned on, the HOME directory is established, and a pointer called CONTEXT refers to this HOME directory. Subdirectories are said to be “rooted” in their parent directory. As the directory structure is traversed, the CONTEXT pointer is updated to point to subdirectories within HOME. CONTEXT should *never* point to an unrooted directory, and no pointer should *ever* point within an unrooted directory, because the garbage-collection system isn’t designed to traverse a directory in TEMPOB.

| | |
|---|---------|
| CONTEXT! Stores a pointer to a rooted directory in CONTEXT, defining the current directory directory → | #08D08h |
| CONTEXT@ Recalls the CONTEXT pointer → directory | #08D5Ah |
| CREATEDIR Creates a directory in the current directory ID → | #184E1h |
| DOVARs Returns a list of the variables in the current directory → { ID ₁ ... ID _n } | #18779h |
| PATHDIR Returns a list describing the path from HOME to the current directory → { HOME ID ID ... } | #1848Ch |
| SYSCONTEXT Stores the HOME directory pointer into CONTEXT → | #08D92h |
| UPDIR Makes the parent directory the current directory → | #1A16Fh |
| XEQORDER Asserts the order of IDs in the current directory { ID ₁ ... ID _n } → | #20FF2h |
| XEQPGDIR Purges a directory ID → | #18595h |

The hidden directory is a null-named directory at the end of the HOME directory, and contains user key definitions and alarm information. Applications that use this directory need to either clean up after themselves or provide a user command to clear stored information.

| | |
|---|---------|
| PuHiddenVar Purges the specified variable in the hidden directory ID → | #6408Ch |
| RclHiddenVar Recalls a hidden variable using @ ID → ob | #64023h |
| StoHiddenVar Stores an object in the hidden directory using STO ob ID → | #64078h |

5.4 Temporary Memory

The data stack in the HP 48 is actually a stack of pointers which refer to objects elsewhere in memory. Temporary memory is the calculator's "scratchpad". All objects that are not stored in a port or in a user variable reside in temporary memory. Many of the objects described in this book require temporary memory to construct intermediate objects or new objects returned as results to the stack.

5.4.1 Use of Temporary Memory

To understand temporary memory a little more, consider what happens when two math operations are performed. Enter the numbers 1.5 and 2.6 on the stack. These numbers now reside in temporary memory, referred to by

pointers on the data stack. When the numbers are added, the result, 4.1, is a number in temporary memory referenced by a pointer in level 1 of the data stack. The objects 1.5 and 2.6 remain in temporary memory, referenced by pointers that save the Last Arguments.

Now add 2.8 to the result in level 1. The level 1 pointer on the data stack refers to the object 6.9 in temporary memory. The last arguments pointers now refer to the objects 2.8 and 4.1, and the objects 1.5 and 2.6 are no longer referenced.

The object TOTEMPOB may be used to create a new copy of an object in temporary memory, whose only reference is on the data stack. In general, the system will perform an automatic TOTEMPOB where it makes sense. For instance, if you recall the contents of a variable to the stack and press [EDIT], the object will be copied to temporary memory before editing begins.

Sometimes you may want to “free” an object that was extracted from a list. Consider the following User-RPL program:

```
« { "AB" "CD" "EF" } 2 GET »
```

Level 1 of the data stack contains a pointer into the list, which still resides in temporary memory. Executing NEWOB now would create the unique object “CD” in temporary memory, and release the list for garbage collection. (*Note:* set the Last Arguments flag (-55) to prevent the list from being referenced as a last argument.)

The following objects are useful for checking references to objects and their locations.

| | |
|--|-----------------------------------|
| CKREF | #37B44h |
| Creates a unique copy of an object if it's referenced, embedded, or in USEROB. | |
| ob | → ob |
| INTENNOTREF? | #06B4Eh |
| Returns TRUE if ob is in TEMPOB, and not referenced or embedded | |
| ob | → ob FLAG |
| SWAPCKREF | #63F7Eh |
| Swaps objects, then does CKREF | |
| ob ₁ ob ₂ | → ob ₂ ob ₁ |
| TOTEMPOB | #06657h |
| Creates a unique copy of an object in TEMPOB | |
| ob | → ob |

5.4.2 Garbage Collection

From time to time the HP 48 will “hesitate” during an operation. This hesitation is usually caused by the removal of objects in temporary memory which are no longer being used. Objects which are no longer referenced continue to accumulate in temporary memory until memory has been filled. When memory is full, the calculator scans the objects in temporary memory, deleting those without references to them. This process, known as “garbage collection”, is similar in concept to garbage collection in LISP.

A large number of pointers on the stack that point to temporary memory can slow down the garbage collection process to an uncomfortable degree. This occurs when there are a large number of objects on the stack, or an object has been extracted from a large list. A worst case scenario occurs when a list that has been stored in a local variable has been broken out onto the stack using the User-RPL command `OE.L→` or `INNERCOMP` (see *Composite Objects* on page 99). In this case, the time required for garbage collection increases roughly with the square of the number of objects that were in the list. List operations can be optimized by storing the lists in global variables, effectively moving the operations from temporary memory to user memory.

| | |
|-------------------------------|---------|
| GARBAGE | #05F42h |
| Performs a garbage collection | |
| | → |

5.5 Memory Utilities

| | |
|---|---------|
| MEM | #05F61h |
| Returns the number of nibbles of free memory. Note that you may wish to collect garbage first to get an accurate measure of available memory. | |
| → # | |
| OCRC | #05944h |
| Returns the size of an object in nibbles as a bint and the object's checksum as a hex string | |
| → #size hxs_checksum | |
| OCRC% | #1A1FCh |
| Returns the size of an object in bytes as a real and the object's checksum as a hex string | |
| → %size hxs_checksum | |
| getnibs | #6595Ah |
| Replaces hex string body with data from memory at the specified address | |
| hxs_data hxs_address → hxs_data' | |
| putnibs | #6594Eh |
| Replaces memory data at the specified address with body of data hex string | |
| hxs_data hxs_address → | |

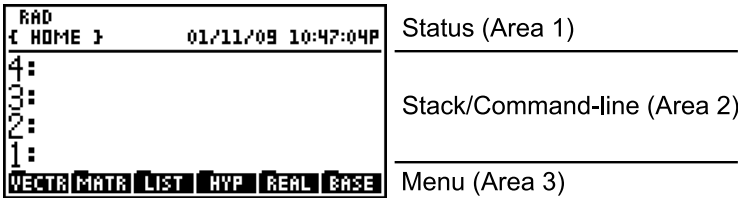
Chapter 6

Graphics, Text, and the LCD

Many people turn to System-RPL for additional control over the HP 48 display. While User-RPL graphics resources generally work with the built-in graphics object *PICT* and do not work with the stack display, System-RPL routines have fewer restrictions. This chapter will introduce the organization of the display and some basic tools for manipulating graphics objects and display memory.

6.1 LCD Display Regions

When the HP 48 is displaying the stack during normal calculations, the LCD is divided into three regions, each having display memory and objects associated with them to control display refresh.



The status area and the stack/command line area are displayed using the stack grob (ABUFF). The menu area is displayed using the menu grob (HARDBUFF2). The object SysDisplay updates the entire display:

| | |
|--|---------|
| SysDisplay | #386A1h |
| Displays the status, stack, and menu areas | |
| → | |

The User-RPL `FREEZE` command provides a basic way to prevent one or more of these regions from being updated when a program halts for input or terminates. There are many System-RPL objects and flags associated with these regions that perform similar tasks. Here we present a subset of these objects that should suit many applications.

6.1.1 Status Area Control

The status area is 16 pixel rows high. Two objects are of interest for the status area. `ClrDA1IsStat` suspends the clock display (this is safe to use whether or not the clock is being displayed). `SetDA1Temp` “freezes” the status area after your application halts for a prompt or terminates.

| | |
|------------------------------------|---------|
| ClrDA1IsStat | #39531h |
| Suspends the ticking clock display | |
| → | |

| | |
|---|---------|
| SetDA1Temp Signals that the status area should not be redrawn → | #3902Ch |
| SetDA1Bad Signals that the status area should be redrawn → | #3947Bh |
| DispStatus Draws the status area → | #395BAh |
| ?DispStatus If no keys are in the keybuffer, draws the status area, otherwise does not draw the display area and executes SetDA1Bad → | #3959Ch |

6.1.2 Stack Area Control

The stack/command-line area is 40 pixel rows, and is actually divided into two sub-regions named 2a and 2b. The command line is the main portion of the HP 48 that recognizes the two sub-regions. Region 2a displays the stack, and region 2b displays the command line. Either area can be null, but in principle they both exist at all times. The object SetDA20KTemp signals that neither display area 2a or 2b should be redrawn.

| | |
|--|---------|
| SetDA20KTemp Signals that the stack/command line areas (2a and 2b) should not be redrawn → | #39207h |
| SetDA2aTemp Signals that the stack area (2a) should not be redrawn → | #39045h |
| SetDA2bTemp Signals that the command line area (2b) should not be redrawn → | #39059h |
| SetDA2aBad Signals that the stack area (2a) should be redrawn → | #394A5h |
| SetDA2bBad Signals that the command line area (2b) should be redrawn → | #394CFh |
| ?DispStack If no keys are in the keybuffer, draws the stack area, otherwise does not draw the stack area and executes SetDA2aBad → | #39B85h |
| DispEditLine Displays the edit line → | #3A00Dh |

6.1.3 Menu Area Control

The menu area occupies the bottom 8 pixel rows of the display. The menu area can be frozen with the object SetDA3Temp. The current menu definition can be displayed with either of the DispMenu objects (see also *Menu Utilities* on page 164).

| | |
|--|---------|
| DispMenu Displays the current menu and freezes the menu display line → | #3A1E8h |
|--|---------|

| | |
|--|---------|
| DispMenu.1 Displays the current menu → | #3A1FCh |
| ?DispMenu If no keys are in the keybuffer, draws the menu area, otherwise does not draw the menu area and executes SetDA3Bad → | #3A1CAh |
| SetDA3Temp Signals that the menu should not be redrawn → | #39072h |
| SetDA3Bad Signals that the menu should be redrawn → | #394F9h |

6.1.4 Combined Area Controls

The object ClrDAsOK signals that the entire display should be redrawn when the application terminates. Conversely, the object SetDAsTemp signals that no part of the display should be redrawn (the same as 7 FREEZE in User-RPL).

| | |
|---|---------|
| ClrDAsOK Signals entire LCD should be redrawn → | #39144h |
| SetDA12Temp Signals that only the menu area should be redrawn → | #3921Bh |
| SetDAsTemp Signals that no part of the LCD should be redrawn → | #3922Fh |

6.2 Basic Display Memory Principles

There are three reserved graphics objects (grobs) in the HP 48: the stack grob, the menu grob, and the graphics grob (*PICT*). The HP 48's LCD always displays either the stack grob or *PICT*; the menu grob is optional in either case.

Applications wishing to be compatible with both the S and G series of the HP 48 should avoid using direct RAM addresses to refer to these grobs, since RAM was relocated for the G series. Built-in objects described in the next three subsections provide reliable pointers to these grobs.

6.2.1 The Current Display Grob

The object HARDBUFF returns a pointer to the currently displayed stack or *PICT* grob to the data stack:

| | |
|--|---------|
| HARDBUFF Returns the currently displayed stack or graphics grob → grob | #12635h |
|--|---------|

The following objects clear all or part of the HARDBUFF grob:

| | |
|--|---------|
| BLANKIT Clears #rows starting at the specified row #row _{start} #rows → | #126DFh |
|--|---------|

| | |
|---|---------|
| BlankDA12 Clears rows 0 – 56 → | #3A578h |
| BlankDA1 Clears rows 0 – 16 → | #3A546h |
| BlankDA2 Clears rows 16 – 40 → | #3A55Fh |
| CLEARVDISP Clears all of HARDBUFF → | #134AEh |
| Clr16 Clears the first 16 rows → | #0E06Fh |
| Clr8 Clears the first 8 rows → | #0E083h |
| Clr8-15 Clears rows 8 – 15 → | #0E097h |

6.2.2 The Stack Grob

The stack display is nominally 131x56 pixels, but may be enlarged and scrolled. The object ABUFF puts a pointer to the stack display grob on the data stack. The object TOADISP switches the LCD display to the stack grob.

| | |
|--|---------|
| ABUFF Returns the stack grob → grob | #12655h |
| DOCLLCD Clears the stack grob → | #5046Ah |
| DOLCD> Returns a grob with the first 56 rows of ABUFF and a copy of the menu area at the bottom (just like the LCD) → grob | #503D4h |
| DO>LCD Stores a grob into the upper-left corner of ABUFF grob → | #50438h |
| TOADISP Displays the stack grob → | #1314Dh |

The stack display is often used by applications or games which do not wish to disturb *PICT*. The Equation Writer, MatrixWriter, and Minehunt game all use the stack display. Two objects which are useful for claiming the stack display for an application are RECLAIMDISP and ClrDA1IsStat:

| | |
|--|---------|
| RECLAIMDISP Switches to stack display, clears, unscrolls, and resizes to default size (131x56) → | #130ACh |
| ClrDA1IsStat Disables the ticking clock display → | #39531h |

6.2.3 The Graphics Grob

The graphics grob (*PICT*) is nominally 131x64 pixels, but may be enlarged and scrolled. The object GBUFF puts a pointer to the graphics grob on the data stack. The object TOGDISP switches the LCD display to the graphics grob.

| | |
|--|---------|
| GBUFF Returns the graphics grob → grob | #12665h |
| GBUFFGROBDIM Returns the dimensions of the graphics grob (<i>PICT</i>) → #height #width | #5187Fh |
| GROB>GDISP Stores a grob into GBUFF grob → | #12F94h |
| MAKEPICT# Replaces the graphics grob with a blank grob of specified dimensions. #width #height → <i>Note:</i> MAKEPICT# will not create a graphics grob less than 64 rows high or 131 columns wide. | #4B323h |
| TOGDISP Displays the graphics grob (<i>PICT</i>) → | #13135h |
| WINDOW# Displays the graphics grob (<i>PICT</i>) at the specified window coordinates. This is the object that does the work for PVIEW with pixel coordinate parameters. #x #y → | #4F052h |

6.2.4 Verifying Display Grob Height

To make sure that either ABUFF or GBUFF are at least 64 rows high, use the object CHECKHEIGHT.

| | |
|---|---------|
| CHECKHEIGHT Force either ABUFF or GBUFF to be at least 64 rows high grob #current_grob_height → | #511E3h |
|---|---------|

Note: CHECKHEIGHT only works for ABUFF and GBUFF!

Example: To ensure that the stack grob is at least 64 rows high, execute the following fragment:

```
::
  ABUFF          Pointer to the stack grob
  DUPGROBDIM DROP Height of the stack grob
  CHECKHEIGHT     Ensures stack grob is at least 64 rows high
;
```

6.2.5 Enlarging ABUFF or GBUFF

The following objects may be used to enlarge either the stack grob or the graphics grob. They *will not* work for any other grob.

| | |
|---|---------|
| HEIGHTENGROB Adds blank rows to the specified display grob grob #rows → | #12DD1h |
| WIDENGROB Adds blank columns to the specified display grob grob #cols → | #12BB7h |

6.2.6 Scrolling ABUFF or GBUF

If either the stack or graphics grob are larger than the size of the LCD, they may be scrolled. You can track the location of the LCD “window” into the grob by testing/setting the upper left “window” coordinates. The object WINDOWXY sets these coordinates, and the object WINDOWCORNER returns these coordinates.

| | |
|--|---------|
| WINDOWCORNER | #137B6h |
| Returns the current window coordinates | |
| → #x #y | |
| WINDOWXY | #13679h |
| Sets the window coordinates | |
| #y #x → | |

The following objects may be used for scrolling the display. A nice example of their use is the program SCROLL.S, included with the HP tools and documentation.

| | |
|---|---------|
| JUMPBOT | #516AEh |
| Move the window to the bottom edge of the grob | |
| → | |
| JUMPLEFT | #516E5h |
| Move the window to the left edge of the grob | |
| → | |
| JUMPRIGHT | #51703h |
| Move the window to the right edge of the grob | |
| → | |
| JUMPTOP | #51690h |
| Move the window to the top edge of the grob | |
| → | |
| SCROLLDOWN | #4D16Eh |
| Scroll the window down one pixel with repeat (tied to down-arrow key) | |
| → | |
| SCROLLLEFT | #4D150h |
| Scroll the window left one pixel with repeat (tied to left-arrow key) | |
| → | |
| SCROLLRIGHT | #4D18Ch |
| Scroll the window right one pixel with repeat (tied to right-arrow key) | |
| → | |
| SCROLLUP | #4D132h |
| Scroll the window up one pixel with repeat (tied to up-arrow key) | |
| → | |
| WINDOWDOWN | #13220h |
| Scroll the window down one pixel | |
| → | |
| WINDOWLEFT | #134E4h |
| Scroll the window left one pixel | |
| → | |
| WINDOWRIGHT | #1357Fh |
| Scroll the window right one pixel | |
| → | |
| WINDOWUP | #131C8h |
| Scroll the window up one pixel | |
| → | |

6.2.7 The Menu Grob

The menu display is a fixed 131x8 pixel grob. The object HARDBUFF2 puts a pointer to the menu display grob on the data stack. The objects TURNMENUON, TURNMENUOFF, and MENUOFF? control and test the display of the menu grob. Note that when TURNMENUOFF is used to turn off the menu display, the stack display (or graphics display) grob will be enlarged from 56 to 64 rows. The object LINECHANGE does the work for TURNMENUON and TURNMENUOFF.

| | |
|---|---------|
| CLEARMENU Clears the menu grob → | #51125h |
| DispMenu Displays the current menu and freezes the menu display line (SetDA3Valid) → | #3A1E8h |
| DispMenu.1 Displays the current menu → | #3A1FCh |
| HARDBUFF2 Returns the menu grob → grob | #12645h |
| LINECHANGE Sets the display pixel row upon which to begin displaying HARDBUFF2. Valid values are from 55d (menu on) to 63d (menu off). #row → grob | #4E37Eh |
| MENUOFF? Returns TRUE if the menu is not displayed → FLAG | #4E360h |
| TURNMENUOFF Turns off the menu display → | #4E2CFh |
| TURNMENUON Turns on the menu display → | #4E347h |

In the example *Rolling the Menu Display* below, the object LINECHANGE will be used to show how the menu display is turned on and off. If the menu display is off, the LCD drivers will still display data for a grob that is 64 rows high, *regardless* of the actual size of the grob. To see what this looks like, warmstart your HP 48 (hold [ON], press and release [C]), then execute the following secondary:

```
::
  SIXTYFOUR LINECHANGE
  SetDAsTemp
;
```

6.2.8 Display Pointer Examples

To get acquainted with the display grobs, try a quick User-RPL example program that uses SYSEVAL to return the currently displayed grob to the stack and invert the grob. This example uses INV GROB (#122FFh) to invert a grob in level 1 of the stack (the User-RPL command NEG creates a copy of the grob, so INV GROB is easier to use).

```
«
  #12635h SYSEVAL  HARDBUFF returns a pointer to the currently displayed grob
  #122FFh SYSEVAL  INV GROB inverts the grob
  DROP            Drops the pointer (no longer needed)
  7 FREEZE        Postpones display updates
»
```

Inverting the Stack Display. If the program above is executed while the stack display is shown, the stack display will be inverted. A System-RPL equivalent of this program is:

```

::
HARDBUFF      Returns a pointer to the currently displayed grob
INVGROB       Inverts the grob
DROP          Drops the pointer (no longer needed)
SetDAsTemp    Freeze the display
;

```

Inverting *PICT*. For fun, plot a function, then execute the following program:

```

::
TOGDISP       Displays PICT
GBUFF         Returns a pointer to the stack grob
INVGROB       Inverts the grob
DROP          Drops the pointer (no longer needed)
SetDAsTemp    Freeze the display
;

```

Rolling the Menu Display. For more fun, use `LINECHANGE` to scroll the menu out of the display and back in again. This program uses `SLOW` to let you see the menu grob move.

```

SCRMEN 80.5 Bytes Checksum #1B05h
( → )

```

```

::
OLASTOWDOB!   Clears saved command name
CKONOLASTWD   No arguments
HARDBUFF DUPGROBDIM DROP CHECKHEIGHT Verify that the display grob is 64 rows high
SIXTYFOUR FIFTYSIX DO Loop from 56 to 63
    INDEX@ LINECHANGE SLOW SLOW Use LINECHANGE to set where menu is displayed
LOOP
WaitForKey 2DROP Wait for a key, discard keycode and plane
NINE ONE DO Prepare to loop from 63 to 56
    SIXTYTHREE INDEX@ #- LINECHANGE Use LINECHANGE to set where menu is displayed
    SLOW SLOW
LOOP
;

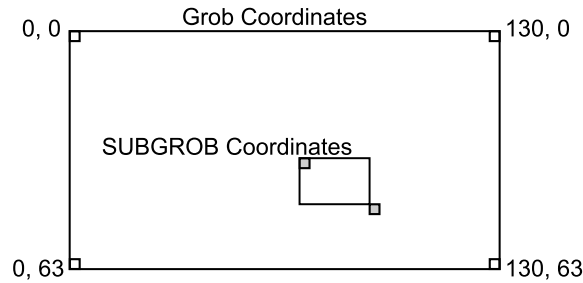
```

6.3 Graphics Coordinates

System-RPL objects that work with graphics use internal binary integers to represent pixel coordinates. The upper-left pixel of a grob is always #0,#0.

6.3.1 Subgrob Coordinates

Operations that need to describe the lower-right boundary of an area usually refer to the pixel one row down and one column to the right of the intended area. For example, if `SUBGROB` will be used to create a grob from a larger grob, the coordinates #30 #20 #36 #28 would describe a region beginning on the 31st column and the 21st row in the source grob that is six rows high and eight pixels wide. Other objects that use this convention include `GROB!ZERO` and `GROB!ZERODRP`.



6.3.2 User Pixel Coordinate - Bint Conversion

If you're writing a graphics command that extends the User-RPL command set, you may wish to accept graphics coordinates from the user as a list of two user binary integers like `{ #5d #17d }`. The object `2HXSLIST?` converts this type of list into two bints, ready for use in System-RPL. If the list contains other than two elements that are user binary integers a `Bad Argument Type` error will be generated.

| | |
|--|----------------------|
| <code>2HXSLIST?</code> | <code>#51532h</code> |
| Converts user pixel coordinates to two bints | |
| <code>{ #x #y } → #x #y</code> | |

To return a coordinate to the user as a user binary integer, use the object `#>HXS` (see *Hex String Conversions* on page 96). For example, to return the size of a grob to the user as two user binary integers, use this code:

```
::  
  GROBDIM      ( #height #width )  
  #>HXS SWAP #>HXS ( hxs_width hxs_height )  
;
```

6.3.3 User-Unit to Pixel Conversion

The following objects use the information in PPAR to convert between user units and pixel coordinates. If PPAR doesn't exist when these are executed, a default PPAR will be created. If you're working on code for plotting, be aware that these routines carry the burden of validating PPAR.

| | |
|--|----------------------|
| <code>C%>#</code> | <code>#4F408h</code> |
| Converts complex number user-unit coordinates to bint pixel coordinates | |
| <code>C%(x,y) → #x #y</code> | |
| <code>DOC>PX</code> | <code>#4F179h</code> |
| Converts complex number user-unit coordinates to user binary integer pixel coordinates | |
| <code>C%(x,y) → { #x #y }</code> | |
| <code>DOPX>C</code> | <code>#4F0ACh</code> |
| Converts user binary integer pixel coordinates to complex number user-units | |
| <code>{ #x #y } → C%(x,y)</code> | |

6.3.4 Accessing PPAR

The following objects provide access to the user variable PPAR and its contents.

| | |
|--|---------|
| CHECKPVARS | #4A9AFh |
| Validate and return the current contents of PPAR. Issues Invalid PPAR error if PPAR is invalid. Creates and returns default PPAR if PPAR is nonexistent. | |
| → { ppar } | |
| GETSCALE | #4ADB0h |
| Returns user-unit distance across 10 pixels | |
| → %xscale %yscale | |
| PUTSCALE | #4AE3Ch |
| Sets user-unit distance across 10 pixels (does not change center of <i>PICT</i>) | |
| %xscale %yscale → | |

Note that each of the following objects carries the burden of validating PPAR.

| | |
|---|---------|
| GETPMIN&MAX | #4B0DAh |
| Returns the current PMIN and PMAX entries from PPAR | |
| → C%PMIN C%PMAX | |
| GETXMIN | #4B10Ch |
| Returns the current Xmin coordinate | |
| → %Xmin | |
| GETXMAX | #4B139h |
| Returns the current Xmax coordinate | |
| → %Xmax | |
| GETYMIN | #4B120h |
| Returns the current Ymin coordinate | |
| → %Ymin | |
| GETYMAX | #4B14Dh |
| Returns the current Ymax coordinate | |
| → %Ymax | |
| PUTXMIN | #4B166h |
| Stores a new Xmin coordinate | |
| %Xmin → | |
| PUTXMAX | #4B1ACh |
| Stores a new Xmax coordinate | |
| %Xmax → | |
| PUTYMIN | #4B189h |
| Stores a new Ymin coordinate | |
| %Ymin → | |
| PUTYMAX | #4B1CFh |
| Stores a new Ymax coordinate | |
| %Ymax → | |

6.4 Displaying Text *PICT*

The HP 48 has three built-in fonts. Objects are provided that support text display using the medium and large size fonts in fixed display regions. Use of the small font or arbitrary locations in a grob or display grob requires the use of objects like \$>grob, GROB!, and XYGROBDISP.

6.4.1 Medium Font Display Objects

The following objects display text in the stack grob using the medium font. Each row is truncated to 22 characters or blank filled. The object Disp5x7 breaks lines at carriage-returns. Each object displays text beginning at the left edge of ABUFF, *except* for DISPROW1* and DISPROW2*, which display text relative to the window corner.

| | |
|---|---------|
| DISPROW1 Displays text on row 1 (pixel rows 0-7) \$ → | #1245Bh |
| DISPROW1* Displays text on row 1 relative to the window corner \$ → | #12725h |
| DISPROW2 Displays text on row 2 (pixel rows 8-15) \$ → | #1246Bh |
| DISPROW2* Displays text on row 2 relative to the window corner \$ → | #12748h |
| DISPROW3 Displays text on row 3 (pixel rows 16-23) \$ → | #1247Bh |
| DISPROW4 Displays text on row 4 (pixel rows 24-31) \$ → | #1248Bh |
| DISPROW5 Displays text on row 5 (pixel rows 32-39) \$ → | #1249Bh |
| DISPROW6 Displays text on row 6 (pixel rows 40-47) \$ → | #124ABh |
| DISPROW7 Displays text on row 7 (pixel rows 48-55) \$ → | #124BBh |
| DISPN Displays text on the specified row \$ #row → | #12429h |
| Disp5x7 Displays up to #max rows of text starting on the specified row \$ #row #max → | #3A4CEh |
| DISPSTATUS2 Displays a string in the first two text rows \$ → | #1270Ch |

6.4.2 Displaying Temporary Messages

The following objects display a message in the top two lines. The display lines used are preserved and restored.

| | |
|--|---------|
| FlashMsg Displays a message. \$ → | #12B85h |
| FlashWarning Displays a message and beeps \$ → | #38926h |

The program MDISPN illustrates the medium font display lines:

```
MDISP 65.5 Bytes Checksum #56AFh
( → )

::
  CKONOLASTWD OLASTOWDOB!           Clear saved command name, no arguments
  RECLAIMDISP ClrDA1IsStat          Claim the display, suspend the clock
  EIGHT ONE DO                      Loop for seven lines
    INDEX@ "Line " OVER UNCOERCE DECOMP$ &$  Build the display string
    SWAP DISP                        Display the string
  LOOP
  SetDAsTemp                        Freeze the display
;
```



6.4.3 Large Font Display Objects

The following objects display text in the stack grob using the large font. Each row is truncated to 22 characters and blank filled.

| | |
|--|---------|
| BIGDISPROW1 | #12415h |
| Displays text on large font row 1 (pixel rows 16–25) | |
| \$ → | |
| BIGDISPROW2 | #12405h |
| Displays text on large font row 2 (pixel rows 26–35) | |
| \$ → | |
| BIGDISPROW3 | #123F5h |
| Displays text on large font row 3 (pixel rows 36–45) | |
| \$ → | |
| BIGDISPROW4 | #123E5h |
| Displays text on large font row 4 (pixel rows 46–55) | |
| \$ → | |
| BIGDISPN | #123C8h |
| Displays text on the specified large font row | |
| \$ #row → | |

The program BDISPN illustrates the large font display lines:

```
BDISP 65.5 Bytes Checksum #875Eh
( → )

::
  CKONOLASTWD OLASTOWDOB!           Clear saved command name, no arguments
  RECLAIMDISP ClrDA1IsStat          Claim the display, suspend the clock
  FIVE ONE DO                      Loop for four lines
    INDEX@ "Line " OVER UNCOERCE DECOMP$ &$  Build the display string
    SWAP BIGDISPN                    Display the string
  LOOP
  SetDAsTemp                        Freeze the display
;
```



6.5 Basic Grob Tools

The objects described below describe a series of tools for basic grob manipulation.

6.5.1 Creating Grobs

The object MAKEGROB is the System-RPL object that does the work for the User-RPL command BLANK. The height and width are specified with bints.

| | |
|----------------------|---------|
| MAKEGROB | #1158Fh |
| Creates a blank grob | |
| #height #width | → grob |

The following objects create a grob representation of an object.

| | |
|---|---------|
| \$>grob | #11F80h |
| Creates a grob from a string using the small font | |
| \$ | → grob |
| \$>GROB | #11D00h |
| Creates a grob from a string using the medium font | |
| \$ | → grob |
| \$>BIGGROB | #11CF3h |
| Creates a grob from a string using the large font | |
| \$ | → grob |
| Symb>HBuff | #659DEh |
| Creates an EquationWriter representation of an expression in HARDBUFF (may enlarge HARDBUFF) | |
| 'expression' | → |

6.5.2 Finding Grob Dimensions

The following objects return the dimensions of a grob.

| | |
|--|-----------------------|
| DUPGROBDIM | #5179Eh |
| Returns a grob and its dimensions | |
| grob | → grob #height #width |
| GBUFFGROBDIM | #5187Fh |
| Returns the dimensions of the graphics grob (PICT) | |
| | → #height #width |
| GROBDIM | #50578h |
| Returns the dimensions of a grob | |
| grob | → #height #width |
| GROBDIMw | #63C04h |
| Returns the width of a grob | |
| grob | → #width |

6.5.3 Extracting a Subgrob

The object SUBGROB returns a new grob copy of a specified region in a grob. Remember that the lower-right corner is specified by the pixel one row down and one column to the right of the desired region (see *Graphics Coordinates* on page 120).

| | |
|---|---------|
| SUBGROB | #1192Fh |
| Returns a subgrob | |
| $\text{grob } \#x_1 \#y_1 \#x_2 \#y_2 \rightarrow \text{subgrob}$ | |

6.5.4 Inverting a Grob

The object INVGROB inverts the pixels in a grob.

| | |
|--|---------|
| INVGROB | #122FFh |
| Inverts a grob | |
| $\text{grob} \rightarrow \text{grob}'$ | |

6.5.5 Combining Graphics Objects

The objects GROB! and GROB+# place one grob's data within another grob. Note that GROB! does no range checking, but GROB+# does the work for the User-RPL commands GOR and GXOR, and so does the same range checking. The object XYGROBDISP places a grob in the current display grob (HARDBUFF).

| WARNING | |
|---|--|
| Some of these objects <i>do not</i> perform any range checking. If you specify a graphics operation that would extend beyond the confines of the grob arguments, you will corrupt memory. | |

| | |
|---|---------|
| GROB! | #11679h |
| Stores level 4 grob into level 3 grob at specified coordinates | |
| $\text{grob}_{\text{source}} \text{grob}_{\text{target}} \#x \#y \rightarrow$ | |
| GROB+# | #4F78Ch |
| If <i>flag</i> is TRUE, ORs $\text{grob}_{\text{source}}$ into $\text{grob}_{\text{target}}$, otherwise XORs grob data | |
| $\text{flag } \text{grob}_{\text{target}} \text{grob}_{\text{source}} \#x \#y \rightarrow$ | |
| XYGROBDISP | #128B0h |
| Places a grob into HARDBUFF, resizing HARDBUFF if needed | |
| $\#x \#y \text{grob} \rightarrow$ | |

The object CKGROBFITS is useful for ensuring that a grob will fit into another grob when you're going to use GROB! and have doubts about the size of the grob being added. CKGROBFITS will truncate the grob being added so that a GROB! operation will not corrupt memory.

| | |
|--|---------|
| CKGROBFITS | #4F7E6h |
| Ensures that grob_{new} will fit on $\text{grob}_{\text{target}}$ at the specified coordinates | |
| $\text{grob}_{\text{target}} \text{grob}_{\text{new}} \#x \#y \rightarrow \text{grob}_{\text{target}} \text{grob}_{\text{new}}' \#x \#y$ | |

6.5.6 Clearing a Grob Region

The objects GROB!ZERO and GROB!ZERODRP clear a grob's pixels in a specified region.

| | |
|---|---------|
| GROB!ZERO | #11A6Dh |
| Clears the pixels in the specified region | |
| $\text{grob } \#x_1 \#y_1 \#x_2 \#y_2 \rightarrow \text{grob}$ | |
| GROB!ZERODRP | #6389Eh |
| Clears the pixels in the specified region and drops the pointer to the grob | |
| $\text{grob } \#x_1 \#y_1 \#x_2 \#y_2 \rightarrow$ | |

6.6 Drawing Tools

The following objects are available for drawing lines, setting pixels, etc. Notice that these objects refer either to the stack grob (ABUFF), or the graphics grob (PICT). Remember that the upper-left corner of a grob has the coordinates #0 #0 (see *Graphics Coordinates* on page 120).

6.6.1 Line Drawing

Note that line drawing commands require $x_2 \geq x_1$, so you may wish to use ORDERXY# to ensure the correct order of parameters.

| | |
|---|---------|
| ORDERXY# Asserts left-to-right order for line-drawing coordinates $\#x_1 \#y_1 \#x_2 \#y_2 \rightarrow \#x_1 \#y_1 \#x_2 \#y_2$ | #51893h |
| LINEOFF Turns off a line of pixels in the stack display (ABUFF) \rightarrow | #50B08h |
| LINEOFF3 Turns off a line of pixels in the graphics display (GBUFF) $\#x_1 \#y_1 \#x_2 \#y_2 \rightarrow$ | #50ACCh |
| LINEON Turns on a line of pixels in the stack display (ABUFF) $\#x_1 \#y_1 \#x_2 \#y_2 \rightarrow$ | #50B17h |
| LINEON3 Turns on a line of pixels in the graphics display (GBUFF) $\#x_1 \#y_1 \#x_2 \#y_2 \rightarrow$ | #50AEAh |
| TOGLINE Toggles a line of pixels in the stack display (ABUFF) $\#x_1 \#y_1 \#x_2 \#y_2 \rightarrow$ | #50AF9h |
| TOGLINE3 Toggles a line of pixels in the graphics display (GBUFF) $\#x_1 \#y_1 \#x_2 \#y_2 \rightarrow$ | #50ADBh |

6.6.2 Pixel Control

The following objects clear, set, and test pixels in either the stack or graphics grob.

| | |
|---|---------|
| PIXOFF Turns off a pixel in the stack display (ABUFF) $\#x \#y \rightarrow$ | #1383Bh |
| PIXOFF3 Turns off a pixel in the graphics display (GBUFF) $\#x \#y \rightarrow$ | #1380Fh |
| PIXON Turns on a pixel in the stack display (ABUFF) $\#x \#y \rightarrow$ | #1384Ah |
| PIXON3 Turns on a pixel in the graphics display (GBUFF) $\#x \#y \rightarrow$ | #13825h |
| PIXON? Tests a pixel in the stack display (ABUFF) $\#x \#y \rightarrow \text{FLAG}$ | #13992h |
| PIXON?3 Tests a pixel in the graphics display (GBUFF) $\#x \#y \rightarrow \text{FLAG}$ | #13986h |

6.7 Menu Grob Utilities

The following objects create menu label grobs (8 pixels high by 21 pixels wide) given a string as input:

| | |
|--|---------|
| MakeStdLabel | #3A328h |
| Creates a standard label | |
| \$ | → grob |
| MakeDirLabel | #3A3ECh |
| Creates a directory label | |
| \$ | → grob |
| MakeBoxLabel | #3A38Ah |
| Creates a label with a “mode box” at the right side | |
| \$ | → grob |
| MakeInvLabel | #3A44Eh |
| Creates an outline box label | |
| \$ | → grob |
| Box/StdLabel | #3EC99h |
| Creates a label with a “mode box” at the right side if FLAG is TRUE, otherwise create a label without the mode box | |
| \$ FLAG | → grob |
| Std/BoxLabel | #3ED0Ch |
| Creates a standard menu label if FLAG is TRUE, otherwise creates a label with a “mode box” at the right side | |
| \$ FLAG | → grob |

The following objects are used by the menu system to create and display menu label grobs in the dedicated menu grob (HARDBUFF2). The #col parameters for the menu labels are listed in the table below.

| Menu Label Column Numbers | | |
|---------------------------|--------------|------------------|
| Softkey Number | Column (hex) | Column (decimal) |
| 1 | 0 | 0 |
| 2 | 16 | 22 |
| 3 | 2C | 44 |
| 4 | 42 | 66 |
| 5 | 58 | 88 |
| 6 | 6E | 110 |

| | |
|---|---------|
| Grob>Menu | #3A297h |
| Displays an arbitrary 8x21 grob | |
| #col grob | → |
| Id>Menu | #3A2DDh |
| Displays a standard or directory label based on the contents of ID | |
| #col ID | → |
| Seco>Menu | #3A2C9h |
| Evaluates a secondary that results in a 8x21 grob, then displays the grob | |
| #col :: ... ; | → |
| Str>Menu | #3A2B5h |
| Displays a standard menu label | |
| #col \$ | → |

6.8 Built-in Grobs

The following objects are built-in:

| | | | |
|--|---|------|---------|
| SmallCursor 3x5 cursor (outline box) | → | grob | #66EF1h |
| MediumCursor 5x7 cursor (outline box) | → | grob | #66ECDh |
| BigCursor 5x9 cursor (outline box) | → | grob | #66EA5h |
| CURSOR1 5x9 insert cursor | → | grob | #13D8Ch |
| CURSOR2 5x9 replace cursor | → | grob | #13DB4h |
| MARKGROB X symbol | → | grob | #5055Ah |
| CROSSGROB + symbol | → | grob | #5053Ch |

6.9 Graphics Examples

The following examples are designed to showcase a few of the objects described in this chapter. We hope you'll be inspired to experiment with the possibilities. Each of these examples uses ABUFF — the stack display. We encourage you to use ABUFF instead of GBUFF, since *PICT* is considered a user resource like a variable or flag setting.

6.9.1 Drawing a Grid

Some games, like tic-tac-toe and the Minehunt game (built into the HP 48G/GX) need a grid display. This program produces a grid centered in the stack display with a specified number of rows and columns. The size parameter specifies the size of each square (not counting the box boundary lines).

GRID 181 Bytes Checksum #30Ah
 (%Size %Rows %Cols →)

```

::
OLASTOWDOB! CK3NOLASTWD      Clear saved command name, require three arguments
CK&DISPATCH1 # 00111       Require three real numbers
::
  COERCE2 ROT COERCE #1+      ( #rows #cols #size+1 )
  DUP ROT ** #1+              ( *rows #size+1 #width )
  DUP BINT_131d #>            Verify that the grid is not wider than the display
  case SETSIZEERR             ( #rows #size+1 #width )
  OVER 4ROLL ** #1+          ( #size+1 #width #height )
  DUP SIXTYFOUR #>           Verify that the grid is not taller than the display
  case SETSIZEERR            ( #size+1 #width #height )

  ClrDA1IsStat                Suspend the ticking clock display
  RECLAIMDISP                 Assert, clear, and resize ABUFF
  TURNMENUOFF                 Turn off the menu display

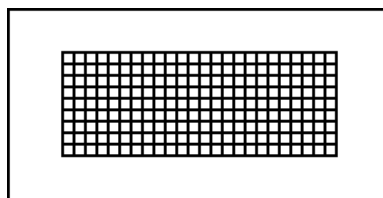
                                Calculate the addresses of the grid boundaries:
  SIXTYTHREE OVER #-#2/       ( #size+1 #width #height #toprow )
  DUP ROT #+-1                ( #size+1 #width #toprow #botrow )
  BINT_131d 4PICK #-#2/       ( #size+1 #width #toprow #botrow #lfc col )
  DUP 5ROLL #+-1              ( #size+1 #toprow #botrow #lfc col #rtcol )

                                Draw the vertical lines:
  DUP#1+ 3PICK DO              ( #size+1 #toprow #botrow #lfc col #rtcol )
    INDEX@ 5PICK               ( ... #col #toprow )
    OVER 6PICK                 ( ... #col #toprow #col #botrow )
    LINEON                     ( ... )
    5PICK                      ( ... #size+1 )
  +LOOP

                                Draw the horizontal lines:
  3PICK #1+ 5PICK DO           ( #size+1 #toprow #botrow #lfc col #rtcol )
    OVER INDEX@                ( ... #lfc col #row )
    3PICK OVER                 ( ... #lfc col #row #rtcol #row )
    LINEON                     ( ... )
    5PICK                      ( ... #size+1 )
  +LOOP                         ( #size+1 #toprow #botrow #lfc col #rtcol )
  5DROP                        Drop the box parameters
  SetDAsTemp                   Freeze the display
;
;

```

The following display was generated with the parameters 3 (size), 9 (rows), and 25 (cols):



For the reader that's interested in assembly language, we suggest you write a code object that replaces the two line drawing loops. For fun, post your code to *comp.sys.hp48* on the Internet. Whose code is fastest?

6.9.2 A Rocket Launch

The WINDOWXY and window scrolling objects suggest many possibilities. This program enlarges and scrolls ABUFF to launch a rocket.

```
ROCKET 245.5 Bytes Checksum #E910h
( → )
```

| | |
|--|--|
| <pre> :: OLASTOWDOB! CKONOLASTWD CldrDA1IsStat RECLAIMDISP HARDBUFF2 ZEROZERO 131 EIGHT GROB!ZERO INV GROB ZERO ONE 131 EIGHT GROB!ZERODRP ABUFF 55 HEIGHTENGROB ASSEMBLE CON(5) =DOGROB REL(5) end CON(5) 16 CON(5) 9 NIBHEX 0100010083008300 NIBHEX 8300830083008300 NIBHEX 8300070007000700 NIBHEX EF00EF007D103810 end RPL ABUFF 62 40 GROB! ELEVEN ZERO DO TEN INDEX@ #- UNCOERCE EDITDECOMP\$ \$>grob HARDBUFF2 INDEX@ DUP#0=ITE ELEVEN :: FIFTEEN VERYSLOW ; SWAP TEN ** #+ TWO GROB! LOOP 56 ONE DO WINDOWDOWN %RAN % .5 %> ?SKIP :: 67 55 INDEX@ #+ PIXON ; SLOW LOOP RECLAIMDISP ; </pre> | <pre> Clear saved command name, require no arguments Suspend clock display, assert, clear, and resize ABUFF Build the "launchpad": Pointer to menu grob Clear menu grob Invert menu grob Clear bottom seven rows of menu grob Add 55 rows to the stack display Rocket grob Place rocket in display Draw the countdown to launch: Real number counts down from 10 to 0 Convert number to string, then string to grob Pointer to menu grob Get the loop index again If it's zero use 11 for the count x-coordinate base ... otherwise use 15 and delay between numbers Calculate x-coordinate for number Use 2 for y-coordinate Put number into menu grob Now launch the rocket: Move the window down one row There's a 50% chance of generating exhaust smoke Delay a bit between rows Resize and clear ABUFF when done </pre> |
|--|--|

Chapter 7

Keyboard Utilities

Applications requiring key detection have a variety of options available. In this chapter we illustrate a series of objects and techniques for key detection. These examples use objects described in previous chapters. We first discuss key detection while a program is running, then waiting for a key, and finally some higher-level utilities.

7.1 Key Buffer Utilities

The following objects clear and test the keyboard buffer.

| | |
|--|---------|
| CHECKKEY | #04708h |
| Returns (but does not pop) a pending keycode in the key buffer and TRUE, or FALSE if no key is pending | |
| → FALSE | |
| → #keycode TRUE | |
| FLUSHKEYS | #00D71h |
| Clears the key buffer | |
| → | |
| GETTOUCH | #04714h |
| Pops a pending keycode from the key buffer and returns TRUE, or returns FALSE if no key is pending | |
| → FALSE | |
| → #keycode TRUE | |
| KEYINBUFFER? | #42402h |
| Returns TRUE if any key other than [ON] has been pressed (does not detect the [ON] key) | |
| → flag | |

Notes:

- The keycodes returned by CHECKKEY and GETTOUCH do not map directly to key numbers 1 through 49. See *Keycodes* on page 137 below for more information on keycodes.
- These objects don't detect the [ON] key.

7.2 Checking The Keyboard While Running

The HP 48 interrupt system provides a 15-key buffer and a flag that signals that the [ON] key has been pressed. The objects described in this section build upon these basic resources to provide many keyboard detection options.

7.2.1 Detecting the [ON] Key

If a calculation, animation, or simulation process is likely to be either long or infinite, you may wish to let the user signal that the process should stop. The traditional signal is the [ON] key. On the HP 48S/SX models this was referred to as [ATTN] (attention). On the HP 48G/GX this was renamed [CANCEL], but the basic use of the key remained constant. This key is used to interrupt a process, such as an active edit line, a plot in progress, data transfer, or an HP SOLVE calculation. Some processes that work with lists, strings, and matrices also check to see if this key has been pressed.

The interrupt system sets a flag (sometimes called the *attention flag*) when [ON] is pressed. The following objects clear and test this flag.

| | |
|--|---------|
| ATTNFLGCLR | #05068h |
| Clears the attention flag (does not flush the key from the key buffer) | |
| → | |
| ATTN? | #42262h |
| Returns TRUE if [ON] has been pressed | |
| → flag | |

The following program clears the key buffer and attention flag, then begins counting until the object ATTN? reports that [ON] has been pressed. The object FLUSHKEYS is used to remove the [ON] keystroke from the key buffer.

```
ADDIT 67 Bytes Checksum #DE5h
( → %result )
```

```
::
  OLASTOWDOB! CKONOLASTWD      Clear protection word, no arguments
  ClrDA1IsStat RECLAIMDISP      Turn off clock, clear ABUFF
  TURNMENUOFF                  Turn off the menu
  0%                            Initial value of counter
  ATTNFLGCLR                    Clear the attention flag
  BEGIN
    ATTN? NOT                    Run until [ON] been pressed
  WHILE
    DUP EDITDECOMP$ DISPROW4    Decompile and display counter
    %1+                          Increment counter
  REPEAT
    FLUSHKEYS ATTNFLGCLR        Flush key buffer, clear attention flag
    ClrDAsOK                     Signal display needs to be redrawn
  ;
```

7.2.2 Detecting Any Key

The object KEYINBUFFER? may be used in conjunction with ATTN? to detect if any key has been pressed. In practical terms, an application that does this will probably want to use FLUSHKEYS and ATTNFLGCLR at the end (as shown in the previous example).

KEYINBUFFER? Example: This example is structured much like the ADDIT example, but just uses KEYINBUFFER? to look at the whole keyboard.

```
KB 56.5 Bytes Checksum #35EFh
( → %result )
```

```
::
  OLASTOWDOB! CKONOLASTWD      Clear protection word, no arguments
  ClrDA1IsStat RECLAIMDISP     Turn off clock, clear ABUFF
  TURNMENUOFF                  Turn off the menu
  0%                            Initial value of counter
  BEGIN
    KEYINBUFFER? NOT           Has a key been pressed?
  WHILE
    DUP EDITDECOMP$ DISPROW4   Decompile and display counter
    %l+                        Increment counter
  REPEAT
    ClrDAsOK                   Signal display needs to be redrawn
  ;
```

When you run KB, notice that the [ON] key is not detected, and that the keystroke detected is executed after KB ends. It's also important to notice that the shift keys are treated like any other key in this instance.

SCRIBE Example: This example is more involved than ADDIT and KB, mostly for fun. The object ATTN? is used in the same manner as illustrated in ADDIT, but the program also uses GETTOUCH to check the rest of the keyboard.

SCRIBE 331.5 Bytes Checksum #D363h
(→)

| | |
|--|---|
| <pre> :: OLASTOWDOB! CKONOLASTWD ClrDA1IsStat RECLAIMDISP TURNMENUOFF SIXTYFOUR THIRTYTWO ONE ONE TRUE { LAM Xpos LAM Ypos LAM Xstep LAM Ystep LAM Running } BIND FLUSHKEYS ATTNFLGCLR BEGIN GETTOUCH ITE DROPFALSE TRUE ATTN? NOT AND WHILE LAM Xpos LAM Xstep #+ DUP MINUSONE #= IT :: #2+ ONE ' LAM Xstep STO ; DUP BINT_131d #= IT :: #2- MINUSONE ' LAM Xstep STO ; DUP ' LAM Xpos STO LAM Ypos LAM Ystep #+ DUP MINUSONE #= IT :: #2+ ONE ' LAM Ystep STO ; DUP SIXTYFOUR #= IT :: #2- MINUSONE ' LAM Ystep STO ; DUP ' LAM Ypos STO PIXON REPEAT ATTNFLGCLR ClrDAsOK ; </pre> | <p><i>Clear protection word, no arguments</i></p> <p><i>Turn off clock, clear ABUFF</i></p> <p><i>Turn off the menu</i></p> <p><i>Initial X position</i></p> <p><i>Initial Y position</i></p> <p><i>Initial X step Initial Y step</i></p> <p><i>Running flag</i></p> <p><i>Bind local variables</i></p> <p><i>Clear key buffer and [ATTN] flag</i></p> <p><i>Has a key been pressed?</i></p> <p><i>Yes, drop keycode and signal FALSE</i></p> <p><i>No, signal TRUE to keep running</i></p> <p><i>Has [ATTN] been pressed?</i></p> <p><i>AND flags together</i></p> <p><i>If neither even happened, move point:</i></p> <p><i>Add step to x position</i></p> <p><i>If at left edge,</i></p> <p style="padding-left: 20px;"><i>then reverse direction</i></p> <p><i>If at right edge,</i></p> <p style="padding-left: 20px;"><i>then reverse direction</i></p> <p><i>Save copy on stack for PIXON, store new value</i></p> <p><i>Add step to y position</i></p> <p><i>If at top,</i></p> <p style="padding-left: 20px;"><i>then reverse direction</i></p> <p><i>If at bottom,</i></p> <p style="padding-left: 20px;"><i>then reverse direction</i></p> <p><i>Save copy on stack for PIXON, store new value</i></p> <p><i>Turn on pixel</i></p> <p><i>When done, clear [ATTN] flag</i></p> <p><i>Signal display needs to be redrawn</i></p> |
|--|---|

7.3 Waiting For a Key

While the previous objects are helpful for detecting a key while a program is running, they are not particularly useful if your application is just waiting for the user to press a key. There no sense in running down the batteries!

The object `WaitForKey` does all the hard work for you — returning a fully-formed keystroke specifying the keycode and shift plane. While `WaitForKey` is running, the calculator is placed in a low-power state, conserving batteries.

When `WaitForKey` returns, the keycode and shift plane numbers are returned as bints. The keycode numbering is in row order starting at the top left of the keyboard, running from 1 to 49. The planes are numbered 1 to 6:

| Plane | Description |
|-------|---------------------|
| 1 | Unshifted |
| 2 | Left-shifted |
| 3 | Right-shifted |
| 4 | Alpha |
| 5 | Alpha left-shifted |
| 6 | Alpha right-shifted |

| | |
|--|---------|
| WaitForKey Waits in a low power state for a fully-formed keystroke → #keycode #plane | #41F65h |
|--|---------|

The program WKEY displays the keycode and shift plane detected by WaitForKey until the [ON] key is pressed. In this example, we use the BEGIN ... UNTIL loop, just to be different.

WKEY 99.5 Bytes Checksum #B4CAh
(→)

```

::
  OLASTOWDOB! CKONOLASTWD           Clear protection word, no arguments
  ClrDA1IsStat RECLAIMDISP          Turn off clock, clear ABUFF
  TURNMENUOFF                       Turn off the menu
  BEGIN
    WaitForKey UNCOERCE2             Get keycode and shift plane as real numbers
    "Keycode: " 3PICK EDITDECOMP$ &$ DISPROW3 Display keycode
    "Plane:  "  SWAP EDITDECOMP$ &$ DISPROW4 Display shift plane
  UNTIL
    SetDAsTemp                       Freeze the display
;

```

7.4 Keycodes

Unlike the keycodes returned by WaitForKey, the keycodes returned by CHECKKEY and GETTOUCH do not map directly to key numbers from 1 to 49. To see what keycodes are returned, try the program KCODE:

KCODE 64.5 Bytes Checksum #5CFFh
(→)

```

::
  OLASTOWDOB! CKONOLASTWD           Clear protection word, no arguments
  ClrDA1IsStat RECLAIMDISP          Turn off clock, clear ABUFF
  TURNMENUOFF                       Turn off the menu
  BEGIN
    ATTN? NOT                        Run until [ON] been pressed
  WHILE
    GETTOUCH NOT?SEMI                Loop again if no key in buffer
    UNCOERCE EDITDECOMP$ DISPROW4   Decompile and display keycode
  REPEAT
    FLUSHKEYS ATTNFLGCLR             Flush key buffer, clear attention flag
    ClrDAsOK                         Signal display needs to be redrawn
;

```

As you study KCODE.S, remember that NOT?SEMI works here because the compiler places :: and ; around the code between WHILE and REPEAT. To see this, look at the file KCODE.A after KCODE has been compiled. Notice that the [ON] key is not trapped *except* by detecting the attention flag.

The object CodePl>%rc.p converts a keycode and plane pair into a real number in RC.P format (as used by user key assignments):

| | |
|--|---------|
| CodePl>%rc.p | #41D92h |
| Converts keycode and plane bints into real number rc.p key address | |
| #keycode #plane | → %rc.p |

The inverse conversion is provided by the object Ck&DecKeyLoc:

| | |
|--|-------------------|
| Ck&DecKeyLoc | #41CA2h |
| Converts real number rc.p key address into keycode and plane bints | |
| %rc.p | → #keycode #plane |

7.5 Repeating Keys

Two objects are available for implementing repeating key procedures. Each takes a keycode and procedure from the runstream and keeps these on the stack. This implies that the object being executed should not alter the stack. In the example fragment below, *object* is executed as long as key seventeen is held down:

```
:: ... REPEATER SEVENTEEN object ... ;
```

The first object, REPEATER has an initial delay of 300 ms, and a 15 ms delay between events. The second, REPEATERCH, lacks the long delays, making it well-suited for moving objects around on the screen.

| | |
|---|---------|
| REPEATER | #40E88h |
| Repeats 2nd following object in runstream while the specified key is down | |
| | → |
| REPEATERCH | #51735h |
| Repeats 2nd following object in runstream while the specified key is down | |
| | → |

The next example uses REPEATER to increment or decrement a number in the display. Try compiling this program with REPEATER as shown, then use REPEATERCH to see the difference in key response.

RPT 172.5 Bytes Checksum #EDD9h
(→)

| | |
|--------------------------------------|---|
| :: | |
| OLASTOWDOB! CKONOLASTWD | <i>Clear protection word, no arguments</i> |
| ClrDA1IsStat RECLAIMDISP | <i>Turn off clock, clear ABUFF</i> |
| TURNMENUOFF | <i>Turn off the menu</i> |
| ' :: 1GETLAM %1+ DUP EDITDECOMP\$ | |
| DISPROW4 1PUTLAM ; | <i>Action for [+] key</i> |
| ' :: 1GETLAM %1- DUP EDITDECOMP\$ | |
| DISPROW4 1PUTLAM ; | <i>Action for [-] key</i> |
| %0 | <i>Initial counter value</i> |
| ' NULLLAM THREE NDUPN | <i>Three null temporary variable names</i> |
| DOBIND | <i>Create the temporary environment</i> |
| 3GETLAM EVAL | <i>Increment and display the counter</i> |
| BEGIN | |
| :: | |
| WaitForKey | <i>Get keycode and shift plane as real numbers</i> |
| DROP | <i>Ignore the shift plane for this example</i> |
| FORTYFOUR #=:casedrop | <i>Check for [-]</i> |
| :: | |
| REPEATER FORTYFOUR 2GETEVAL | <i>Subtract once, repeat as long as key is down</i> |
| FALSE | <i>Continue the loop</i> |
| ; | |
| FORTYFIVE #=:casedrop TRUE | <i>If [ON] pressed, drop counter and end loop</i> |
| FORTYNINE #=: case | <i>Check for [+]</i> |
| :: | |
| REPEATER FORTYNINE :: 3GETLAM EVAL ; | <i>Add once, repeat as long as key is down</i> |
| FALSE | <i>Continue the loop</i> |
| ; | |
| DoBadKey FALSE | <i>Beep, continue the loop for all other keys</i> |
| ; | |
| UNTIL | |
| ABND | <i>Abandon the temporary environment</i> |
| ClrDAsOK | <i>Signal to redraw the display</i> |
| ; | |

When compiled with REPEATERCH, the size is 172.5 bytes and the checksum is #9561h.

7.6 InputLine

The object InputLine does the work for the user word INPUT. While this interface is not as attractive as an input form (G series only), it's handy for an occasional prompt and parses the input line if you wish.

When executed, InputLine does the following:

- Displays the status area, clears the stack area, and displays a prompt
- Initializes the command line and edit modes
- Displays a menu
- Accepts input from the command line as a string
- Optionally parses, or parses and evaluates the input string
- Returns a flag indicating the way the command line was terminated

| | |
|---|----------------|
| InputLine | #42F44h |
| Accepts input from the user, optionally parsing and evaluating the input string | |
| \$Prompt \$Input CursorPos #Mode #Entry #Alpha Menu #Row Abort #Action | → FALSE |
| | → \$Input TRUE |
| | → \$Input ob |
| | TRUE |
| | → ... TRUE |

7.6.1 Input Parameters

The ten input parameters are:

| | |
|-----------|--|
| \$Prompt | A string prompt displayed in display area 2a. This string may contain a newline character. |
| \$Input | The default input string. |
| CursorPos | The initial cursor position. This can be specified either as a bint character number or a list of two bints specifying the row and column position. Use #0 to specify the end of a row or column. |
| #Mode | The initial insert/replace mode. Use #0 for the current mode, #1 for insert mode, or #2 for replace mode. |
| #Entry | The initial entry mode. Use #0 for the current mode + program entry mode, #1 for program/immediate entry, or #2 for program/algebraic entry mode. |
| #Alpha | The initial alpha-lock mode. Use #0 for the current alpha lock mode, #1 for alpha locked, #2 for alpha unlocked. |
| Menu | The initial edit menu. This menu specification takes the same form as ParOuterLoop menus, discussed in the next section on page 145. |
| #Row | The first row of the menu to be displayed (usually specified as #1 for the first menu row). |
| Abort | A flag specifying the action of the [ON] key when characters are present in the command line. If TRUE, [ON] aborts, returning FALSE. If FALSE, [ON] simply clears the command line. |
| #Action | Specifies post-command-line processing if terminated by the [ENTER] key. Use #0 to return the input string with no processing, #1 to parse the input string, return the input string and the resulting object, or #2 to parse the input string and evaluate the resulting object. If parsing is required, the command line will not terminate until a valid object is entered. |

For a really simple example, consider a prompt for the user’s name:

```
:: ... "Name?" NULL$ ZERO ONE ONE ONE NULL-{} ONE FALSE ZERO InputLine ... ;
```

This example has a null input string, sets the cursor at the end of the (empty) line, sets program entry mode, locks the alpha mode on, has no menu, specifies that [ON] clears a non-null command line, and does not parse the result.

Input Menu Objects. The menu specification can be as simple or as complicated as you like. Several objects are available that replicate the standard edit menu or components of this menu. The standard edit menu is EditMenu:

| | |
|-------------------------------------|------------|
| EditMenu | #3BDFAh |
| The standard command line edit menu | |
| | → { menu } |

A disadvantage of using EditMenu is the presence of the |†STK| menu key (the interactive stack key). If you are writing a closed application, you may have objects on the stack that should not be seen by the user, tampered with, removed, or reordered. To get past this problem, use the individual components that make up EditMenu as shown below:

| | |
|-------------------|-------------------------|
| <SkipKey | #3E2DDh |
| The skip-left key | |
| | → { key specification } |

| | | |
|---|-------------------------|---------|
| >SkipKey The skip-right key | → { key specification } | #3E35Fh |
| <DelKey The delete-left key | → { key specification } | #3E3E1h |
| >DelKey The delete-right key | → { key specification } | #3E4CAh |
| TogInsertKey The insert/replace mode key | → { key specification } | #3E586h |
| IStackKey The interactive stack key | → { key specification } | #3E5CDh |

To specify a blank key, use NullMenuKey:

| | | |
|------------------------------|-------------------------|---------|
| NullMenuKey Null menu key | → { key specification } | #3EC71h |
|------------------------------|-------------------------|---------|

For example, a menu that provides the basic edit capabilities but not the interactive stack might look like this:

```
{ <SkipKey >SkipKey <DelKey >DelKey NullMenuKey TogInsertKey }
```

Note that in this example NullMenuKey is used as a placeholder. NullMenuKey is not needed if used after the last defined key — the system will place a blank keys in the remaining positions for you. A menu with only two edit keys defined in positions two and three and a string in the fifth position would be specified as follows:

```
{ NullMenuKey <DelKey >DelKey NullMenuKey "Jim" }
```

If a string is provided as a menu key object, the menu key label is built from that string, and the string is echoed into the command line at the current cursor position when the menu key is pressed.

7.6.2 InputLine Results

Since InputLine accepts a variety of input conditions, the results vary depending on input conditions and user actions. The flag in level one indicates FALSE if the user aborted the command line by pressing [ON]. If this flag is TRUE, the results above level one depend on the #Action parameter. If #Action was #0 or #1, you know there will be one or two objects on the stack. If #Action was #2, you have *no way* of knowing what's on the stack. Most applications that use InputLine avoid this case, since there are simply too many ways for the user to enter a procedure that challenges the programmer's assumptions about the state of the machine.

7.6.3 InputLine Examples

The first example, INP1, illustrates a simple prompt for a name. The menu is specified using individual EditMenu components and a string to illustrate a simple string-echo key.

INP1 97.5 Bytes Checksum #9FC5h
(→ \$ 1 or 0)

```

::
  OLASTOWDOB! CKONOLASTWD      Clear protection word, no arguments
  "Enter your name:"           Prompt
  NULL$                        Initial input line
  ZERO                         Initial cursor position
  ONE                          Insert mode
  ONE                          Program / immediate entry mode
  ONE                          Alpha locked
  {                             Menu specification
    <SkipKey
    >SkipKey
    <DelKey
    >DelKey
    ToglInsertKey
    "Jim"
  }
  ONE                          Menu row one
  FALSE                        [ON] clears the command line
  ZERO                         No post-command-line processing
  InputLine                    Run the command line
  ITE %1 %0                    Convert the result flag to a real 0 or 1
  ClrDAsOK                     Signal to redraw the display
;

```

The second example, INP2, prompts for a real number, ending only if the user aborts by pressing [ON]. Since InputLine doesn't accept a specification for what type of object should be returned, the type check must occur after InputLine. To implement this, a loop is used to continue prompting until a real number is entered or the user aborts the command line.

```
INP2 149.5 Bytes Checksum #5EF3h
( → % %1 or %0 )
```

| | |
|--|---|
| <pre> :: OLASTOWDOB! CKONOLASTWD BEGIN :: "Enter a number:" NULL\$ ZERO ONE ONE TWO { <SkipKey >SkipKey <DelKey >DelKey ToglInsertKey } ONE FALSE ONE InputLine NOTcase :: %0 TRUE ; DUPTYPEREAL? case :: SWAPDROP %1 TRUE ; 2DROP "Real Number Only" FlashWarning FALSE ; UNTIL ClrDAsOK ; </pre> | <p><i>Clear protection word, no arguments</i></p> <p><i>Beginning of type checking loop</i></p> <p><i>Prompt</i></p> <p><i>Initial input line</i></p> <p><i>Initial cursor position</i></p> <p><i>Insert mode</i></p> <p><i>Program / immediate entry mode</i></p> <p><i>Alpha off</i></p> <p><i>Menu specification</i></p> <p><i>Menu row one</i></p> <p><i>[ON] clears the command line</i></p> <p><i>Parse command line, require a valid object</i></p> <p><i>Run the command line</i></p> <p><i>End loop, return %0 if user aborted with [ON]</i></p> <p><i>Is the object a real number?</i></p> <p><i>If so,</i></p> <p><i>Discard the input string</i></p> <p><i>Return %1 to signal a real number result</i></p> <p><i>Signal the end of the loop</i></p> <p><i>If not, discard object and input string</i></p> <p><i>Display a warning</i></p> <p><i>and signal the loop needs to continue</i></p> <p><i>End of type checking loop</i></p> <p><i>Signal to redraw the display</i></p> |
|--|---|

The third example, INP3, expands the INP2 example with a |HELP| menu key. A different method for displaying a message is used. The help and warning messages are the same, but you could expand the example to use different messages. The techniques used for the HELP key are described in further detail in the next section.

INP3 405 Bytes Checksum #47C9h

(→ % %1 or %0)

| | |
|--|---|
| <pre> :: OLASTOWDOB! CKONOLASTWD ' :: ABUFF TEN THIRTY 121 FORTYONE SUBGROB ABUFF TEN THIRTY 121 FORTYONE GROB!ZERODRP TEN THIRTY 121 THIRTY LINEON 121 THIRTY 121 FORTY LINEON TEN FORTY 121 FORTY LINEON TEN THIRTY TEN FORTY LINEON "ENTER A REAL NUMBER" \$>grob ABUFF TWENTYFIVE THIRTYTHREE GROB! VERYSLOW VERYSLOW ; ' :: ABUFF TEN THIRTY GROB! ; ' LAM ShowHelp ' LAM HelpOff TWO DOBIND BEGIN :: "Enter a number:" NULL\$ ZERO ONE ONE TWO { <SkipKey >SkipKey <DelKey >DelKey TogInsertKey { "HELP" :: TakeOver LAM ShowHelp EVAL REPEATER SIX NOP LAM HelpOff EVAL ; } } ONE FALSE ONE InputLine NOTcase :: %0 TRUE ; DUPTYPEREAL? case :: SWAPDROP %1 TRUE ; 2DROP LAM ShowHelp EVAL LAM HelpOff EVAL FALSE ; UNTIL ABND ClrDAsOK ; </pre> | <p><i>Clear protection word, no arguments</i></p> <p><i>Subroutine to show message</i></p> <p><i>Save display area on stack</i></p> <p><i>Clear message area</i></p> <p><i>Draw box</i></p> <p><i>Create message grob</i></p> <p><i>Put message in display</i></p> <p><i>Wait 600 ms</i></p> <p><i>Subroutine to restore display</i></p> <p><i>Create temporary environment</i></p> <p><i>Prompt</i></p> <p><i>Initial input line</i></p> <p><i>Initial cursor position</i></p> <p><i>Insert mode</i></p> <p><i>Program /immediate entry mode</i></p> <p><i>Alpha off</i></p> <p><i>Menu specification</i></p> <p><i>Sixth menu key specification:</i></p> <p><i>Label</i></p> <p><i>Signal takeover secondary</i></p> <p><i>Display message, wait 600 ms</i></p> <p><i>Do nothing while 6th softkey is down</i></p> <p><i>Restore display</i></p> <p><i>Menu row one</i></p> <p><i>[ON] clears the command line</i></p> <p><i>Parse command line, require valid obj</i></p> <p><i>Run the command line</i></p> <p><i>End loop, return %0 if cancelled</i></p> <p><i>Is the object a real number?</i></p> <p><i>Yes, discard input string, signal done</i></p> <p><i>No, discard string and ob,</i></p> <p><i>display message,</i></p> <p><i>and signal the loop needs to continue</i></p> <p><i>End of type checking loop</i></p> <p><i>Abandon temporary environment</i></p> <p><i>Signal to redraw the display</i></p> |
|--|---|

Chapter 8

The Parameterized Outer Loop

Applications wishing to take complete control of the keyboard and display can use any of the techniques described so far, but the Parameterized Outer Loop (also known as the POL) provides a flexible, easy-to-use environment. While somewhat daunting to learn at first, the POL should quickly become a trusty part of your toolkit. Since there are many potentially complex relationships between the various components of an application that uses a POL, you may end up reading through the descriptions and examples several times before it all makes sense.

At the simplest level, the Parameterized Outer Loop refreshes the display, accepts and processes keys that you decide are valid and continues until an exit condition is met. The POL is therefore an engine which you may call with parameters specifying its behavior. POL's may be nested to the limits of available memory. In this chapter we'll explore the POL with a series of examples, each doing a little more work than the last one. Since there's a wide variety of ways to use the POL or its components, you'll find yourself mixing and matching techniques presented in these examples.

8.1 Introducing ParOuterLoop Parameters

The POL requires nine parameters and does not return anything. Each key may, of course, place an object on the stack, so the results are non-deterministic *unless* you count objects removed from or placed onto the stack. We begin with a general description of the parameters and an example, then discuss some parameters in greater detail.

| | |
|--|---------|
| ParOuterLoop | #38985h |
| The Parameterized Outer Loop | |
| Display_ob Hardkey_ob NonAppKey_flag DoStdKeys_flag Softkey_menu | |
| #Menurow Suspend_flag Exit_ob Error_ob → | |

- ⑨ **Display Object** The display object is evaluated before each key is evaluated. In the simplest case (where each key performs all display updates), this object is responsible for making sure the current menu is displayed. The first example does just this.
- ⑧ **Hardkey Handler** The hardkey processing object. This object is first to have a chance at processing each keystroke. This object is described in detail in *Hardkey Handlers* on page 152 below.
- ⑦ **NonAppKey Flag** A flag which, if FALSE, prevents the standard behavior of keys not defined by the hardkey handler. If this flag is TRUE, then a key not defined by the hardkey handler would execute as specified by the DoStdKeys flag (described next). Note that softkeys are considered “standard keys”, and their actions are usually bundled with the softkey definition, so this flag must be TRUE to let the softkey code execute.
- ⑥ **DoStdKeys Flag** A flag which, if FALSE, allows user key assignments to be processed for keys not defined by the hardkey handler. If TRUE, this flag causes user key assignments to be ignored. It's a good practice to leave this flag TRUE unless you're expecting arbitrary input.

- ⑤ Softkey Menu** A list of softkey definitions. These are described in detail in *Softkey Definitions* on page 157. If your application has softkey definitions, NonAppKeyFlag must be TRUE to enable your softkeys.
- ④ #Menu Row** A binary integer indicating which page of a multiple-page softkey definition should be displayed first. This value is typically ONE.
- ③ Suspend Flag** If an application will permit the evaluation of arbitrary objects and commands, the system becomes quite vulnerable when the user commands HALT or PROMPT are executed. In this state, the user has access to the entire system, notably the stack and variable memory. To prevent this, the Suspend flag should always be FALSE, which makes commands like HALT & PROMPT generate a Halt Not Allowed error.
- ② Exit Object** The POL evaluates this object after each keystroke, and exits when TRUE is returned.
- ① Error Object** This object is evaluated when an error occurs during execution of a key definition. The object can be specified as ' ERRJMP in the simplest case. If you wish to trap specific errors, this object can be as complex as you like.

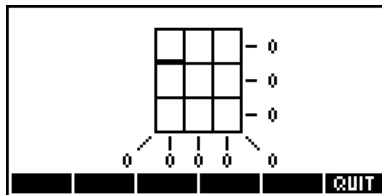
Example: The program POLL displays a number, then enables the [+] and [-] keys to increment and decrement this number. The [OFF] key is enabled, and the softkey !QUIT! is used to provide the exit signal. In the listing below, the nine ParOuterLoop parameters are highlighted with the numbers ① through ⑨ indicating each parameter's stack level.

```
POL1 330.5 Bytes Checksum #CA87h
( → )
```

| | |
|--|---|
| <pre> DEFINE kpNoShift ONE DEFINE kpRightShift THREE DEFINE kcRightShift FORTY DEFINE kcMinus FORTYFOUR DEFINE kcOn FORTYFIVE DEFINE kcPlus FORTYNINE :: OLASTOWDOB! CKONOLASTWD CldrDA1IsStat RECLAIMDISP FALSE % 1 ' LAM Running ' LAM Value TWO DOBIND ① ' :: DA3OK? ?SKIP :: DispMenu.1 SetDA3Valid ; LAM Value EDITDECOMP\$ DISPROW4 ; ⑧ ' :: kpNoShift #=casedrop :: DUP#<7 casedrpfls kcMinus ?CaseKeyDef :: TakeOver LAM Value %1- ' LAM Value STO ; kcPlus ?CaseKeyDef :: TakeOver LAM Value %1+ ' LAM Value STO ; kcRightShift #=casedrpfls DROP 'DoBadKeyT ; kpRightShift #=casedrop :: </pre> | <pre> <i>Clear saved command name, no arguments</i> <i>Suspend clock, clear display</i> <i>Exit flag</i> <i>Initial counter value</i> <i>Create temporary environment</i> <i>Display action</i> <i>Display menu if not done already</i> <i>Display the counter value</i> <i>Hard key handler:</i> <i>Process primary key plane:</i> <i>Enable soft keys</i> <i>Process [-] key</i> <i>Process [+] key</i> <i>Enable right shift key</i> <i>Reject all other keys</i> <i>Process right shift plane:</i> </pre> |
|--|---|

| | |
|--------------------------------------|-------------------------------|
| kcRightShift #=casedrpfls | Enable right shift key |
| kcOn #=casedrpfls | Enable [OFF] |
| DROP 'DoBadKeyT | Reject all other keys |
| ; | |
| 2DROP 'DoBadKeyT | Reject all other planes |
| ; | |
| ⑦ TRUE | Enable softkeys |
| ⑥ TRUE | Reject user key definitions |
| ⑤ { | Softkey menu: |
| NullMenuKey | Blank menu key 1 |
| NullMenuKey | Blank menu key 2 |
| NullMenuKey | Blank menu key 3 |
| NullMenuKey | Blank menu key 4 |
| NullMenuKey | Blank menu key 5 |
| { | QUIT key (6): |
| "QUIT" | Label text |
| :: TakeOver TRUE ' LAM Running STO ; | Key action |
| } | |
| } | |
| ④ ONE | Display 1st menu row |
| ③ FALSE | Don't allow HALT or PROMPT |
| ② ' LAM Running | Exit object |
| ① ' ERRJMP | Error handler |
| ParOuterLoop | Run the POL |
| ABND | Discard temporary environment |
| ClrDAsOK | Signal to redraw the display |
| ; | |

Example: The program MAGIC implements a magic square puzzle. Use the arrow keys and digit keys to place the digits in a 3x3 grid so that all the rows, columns, and diagonals add up to 15. In the listing below, the nine ParOuterLoop parameters are highlighted with the numbers ① through ⑨ indicating each parameter's stack level.



MAGIC 1488.5 Bytes Checksum #8226h

(→)

```

DEFINE kpNoShift    ONE
DEFINE kpLeftShift  TWO
DEFINE kpRightShift THREE
DEFINE kcUpArrow    ELEVEN
DEFINE kcLeftArrow  SIXTEEN
DEFINE kcDownArrow  SEVENTEEN
DEFINE kcRightArrow EIGHTEEN
DEFINE kc7           THIRTYONE
DEFINE kc8           THIRTYTWO
DEFINE kc9           THIRTYTHREE
DEFINE kc4           THIRTYSIX
DEFINE kc5           THIRTYSEVEN
DEFINE kc6           THIRTYEIGHT
DEFINE kcRightShift FORTY
DEFINE kc1           FORTYONE

```

```

DEFINE kc2          FORTYTWO
DEFINE kc3          FORTYTHREE
DEFINE kc0          FORTYSIX
DEFINE kc0n         FORTYFIVE

```

```

DEFINE Row          'L1
DEFINE Col          'L2
DEFINE Running      'L3
DEFINE Data         'L4
DEFINE Highlight    'L5
DEFINE PutDigit     'L6
DEFINE ShowDigit    'L7
DEFINE PutSum       'L8

```

```

::
OLASTOWDOB! CKONOLASTWD
ClrDA1IsStat RECLAIMDISP

```

*Clear saved cmd name, no arguments
Suspend the clock, clear the display*

Draw the grid

```

FOUR ZERO_DO (DO)
  FIFTY INDEX@ TEN ** #+ SIX OVER FORTYTWO LINEON
  FIFTY SIX INDEX@ TWELVE ** #+ EIGHTY OVER LINEON
LOOP

THREE ZERO_DO (DO)
82 TWELVE INDEX@ TWELVE ** #+ 85 OVER LINEON
FIFTYFIVE INDEX@ TEN ** #+ FORTYFOUR OVER FORTYEIGHT LINEON
LOOP

FORTYFOUR FORTYEIGHT FORTYEIGHT FORTYFOUR LINEON
82 FORTYFOUR 86 FORTYEIGHT LINEON

```

Create temporary variables

```

ONEONE
FALSE
{ ZERO ZERO ZERO ZERO ZERO ZERO ZERO ZERO ZERO }
TOTEMPOB

```

*Default X and Y grid location
Exit flag
Cache of grid bints*

```

' :: ( Highlight ) ( → )
  FORTYONE LAM Col TEN ** #+
  FIVE LAM Row TWELVE ** #+
  OVER EIGHT #+ OVER
  TOGLINE
;

```

*Subroutine to draw underscore
Calculate X coordinate of line start
Calculate Y coordinate of line start
Line end coordinates
Draw a toggled pixel line*

```

' :: ( PutDigit ) ( #digit → )
  LAM Row #1- THREE ** LAM Col #+
  LAM Data 3PICK
  EQUALPOSCOMP
  DUP#0= ITE
  :: DROP LAM Data ;
  ::
  ZEROSWAP LAM Data
  LAM ShowDigit EVAL PUTLIST
;

```

*Subroutine to store digit in cache
Calculate digit position in cache

Is digit already stored?

No, prepare to store digit

Yes, store 0 in old position*

```

LAM ShowDigit EVAL
PUTLIST
' LAM Data STO
;

' :: ( ShowDigit ) ( #digit #pos {data} → )
"35\3F\49\35\3F\49\35\3F\49" 3PICK SUB$1#
"09\09\09\15\15\15\21\21\21" 4PICK SUB$1#
5PICK DUP#0= ITE
  :: DROP SPACE$ ;
  :: FORTYEIGHT #+ #>CHR CHR>$ ;
$>GROB XYGROBDISP
;

' :: ( PutSum ) ( #x #y Pos1 Pos2 Pos3 → #sum )
LAM Data DUPDUP
4ROLL NTHCOMPDROP
SWAP 4ROLL NTHCOMPDROP
ROT 4ROLL NTHCOMPDROP
#+ #+ DUP 4UNROLL
DUP UNCOERCE EDITDECOMP$
$>grob SWAP
TEN #< IT
  :: SIX EIGHT MAKEGROB DUPUNROT TWO ZERO GROB! ;
XYGROBDISP
;

{
  LAM Row
  LAM Col
  LAM Running
  LAM Data
  LAM Highlight
  LAM PutDigit
  LAM ShowDigit
  LAM PutSum
}
BIND

```

Put the parameters for the ParOuterLoop on the stack

```

⑨ ' ::
DA3OK? ?SKIP :: DispMenu.1 SetDA3Valid ;
LAM Highlight EVAL
ZERO TWENTYONE 88 TEN ONE TWO THREE LAM PutSum EVAL
88 TWENTYTWO FOUR FIVE SIX LAM PutSum EVAL
88 THIRTYFOUR SEVEN EIGHT NINE LAM PutSum EVAL
THIRTYSEVEN FIFTY THREE FIVE SEVEN LAM PutSum EVAL
FIFTYTWO FIFTY ONE FOUR SEVEN LAM PutSum EVAL
SIXTYTWO FIFTY TWO FIVE EIGHT LAM PutSum EVAL
72 FIFTY THREE SIX NINE LAM PutSum EVAL
88 FIFTY ONE FIVE NINE LAM PutSum EVAL
TRUE EIGHT ZERO_DO (DO)
  SWAP FIFTEEN #= AND
LOOP
ITE "GOT IT!" "
$>GROB XYGROBDISP

```

*Display digit in grid
Store new digit in cache
Re-store the cache*

*Subroutine to display digit
Get X position of digit
Get Y position of digit
Is this digit zero?
Yes, display a space
No, display the digit
Convert to grob and put in display*

*Subroutine to calc and display sum
Get three copies of the cache
Get first digit
Get second digit
Get third digit
Calculate sum and save copy
Decompile digit
Make digit into grob
If sum is less than 10
then enclose in two-digit-wide grob
Display sum grob
Store new digit in cache*

*Display Action
Display the menu if needed
Turn on the underscore
Calculate and display sums*

Loop to see if all sums were 15

*Decide which string to display
Display string*

```

;

⑧ ' ::
  LAM Highlight EVAL
  kpNoShift #=casedrop
  ::
    DUP#<7 casedrpfls ( Enable soft keys )
    kcUpArrow ?CaseKeyDef

    :: TakeOver LAM Row DUP#1= casedrop
      DoBadKey #1- ' LAM Row STO ;
    kcDownArrow ?CaseKeyDef

    :: TakeOver LAM Row DUP #3= casedrop
      DoBadKey #1+ ' LAM Row STO ;
    kcLeftArrow ?CaseKeyDef

    :: TakeOver LAM Col DUP#1= casedrop
      DoBadKey #1- ' LAM Col STO ;
    kcRightArrow ?CaseKeyDef

    ::
      TakeOver
      LAM Col DUP #3= ITE
      :: DROPONE LAM Row DUP #3= ITE
        DROPONE #1+ ' LAM Row STO ;
      #1+
      ' LAM Col STO
    ;

kc0 ?CaseKeyDef :: TakeOver ZERO LAM PutDigit EVAL ;
kc1 ?CaseKeyDef :: TakeOver ONE LAM PutDigit EVAL ;
kc2 ?CaseKeyDef :: TakeOver TWO LAM PutDigit EVAL ;
kc3 ?CaseKeyDef :: TakeOver THREE LAM PutDigit EVAL ;
kc4 ?CaseKeyDef :: TakeOver FOUR LAM PutDigit EVAL ;
kc5 ?CaseKeyDef :: TakeOver FIVE LAM PutDigit EVAL ;
kc6 ?CaseKeyDef :: TakeOver SIX LAM PutDigit EVAL ;
kc7 ?CaseKeyDef :: TakeOver SEVEN LAM PutDigit EVAL ;
kc8 ?CaseKeyDef :: TakeOver EIGHT LAM PutDigit EVAL ;
kc9 ?CaseKeyDef :: TakeOver NINE LAM PutDigit EVAL ;
kcOn ?CaseKeyDef :: TakeOver TRUE ' LAM Running STO ;
kcRightShift #=casedrpfls
DROP 'DoBadKeyT
;

kpRightShift #=casedrop
::
  kcRightShift #=casedrpfls
  kcOn #=casedrpfls
  DROP 'DoBadKeyT
;

```

Hardkey Handler
Turn off the underscore
Primary key plane



Enable wrap to next row

[0]

[1]

[2]

[3]

[4]

[5]

[6]

[7]

[8]

[9]

[ON] ends the program



Reject other non-shifted keys

Right-shift key plane

Enable

Enable [OFF]

Reject other right-shifted keys

| | |
|--------------------------------------|-------------------------------------|
| 2DROP 'DoBadKeyT | <i>Reject other planes</i> |
| ; | |
| ⑦ ⑥ TrueTrue | <i>Key control flags</i> |
| ⑤ { | <i>Softkey menu</i> |
| NullMenuKey | |
| NullMenuKey | |
| NullMenuKey | |
| NullMenuKey | |
| NullMenuKey | |
| { | |
| "QUIT" | |
| :: TakeOver TRUE ' LAM Running STO ; | |
| } | |
| } | |
| ④ ③ ONEFALSE | <i>1st row, no suspend</i> |
| ② ' LAM Running | <i>Exit condition</i> |
| ① ' ERRJMP | <i>Error handler</i> |
| ParOuterLoop | <i>Run the ParOuterLoop</i> |
| ABND | <i>Abandon temp environment</i> |
| ClrDAsOK | <i>Signal to redraw the display</i> |
| ; | |

8.2 Temporary Environments and the POL

The object `ParOuterLoop` creates a temporary environment that saves the previous menu system, key handlers, display objects, and so on. This is the mechanism that lets you nest POLs. Unless you're using the individual POL utilities (described later), it's advisable to use named temporary variables as shown in the previous example.

8.3 The Exit Object

The exit object's activity can be as simple as recalling a variable's contents or as complex as you like. In the previous example a temporary variable name was supplied as the exit object. If you're writing an application such as an editor, the exit action might make sure the user has "saved information" before permitting an exit.

8.4 The Error Object

The error object gives you a chance to intercept errors that would otherwise terminate your application. In many cases, applications use error traps within key operations to trap anticipated errors, and just provide `ERRJMP` as the error object. Consider a plotting application — an error trap around the calculation for each point would trap math errors, such as divide-by-zero, while a general system error like low memory might be passed out of the POL, terminating the application.

The error object also gives you a chance to try to save information that's in temporary memory. For instance, if your application is an editor, you might want to try to save information in a user variable before the application terminates.

8.5 Display Objects

Display updates can be performed either by a key definition or by the POL display object. The display object is evaluated before each keystroke. The display object has two main responsibilities — display the softkey menu (if needed), and perform display updates not handled by key definitions. The example on the previous page illustrates these two activities. Unless your application doesn't use a menu, the first component is usually present:

```
::
  DA30K? ?SKIP :: DispMenu.1 SetDA3Valid ;   Display the menu if needed
  ...                                       Perform general display updates
;
```

The DA3 display flag is used to track the status of the menu display. If one of your key definitions changes the menu definition or conditions that would affect the menu display, then executing C1rDA30K would cause the menu to be redisplayed the next time the display object is executed. This is useful for dynamic key labels, which will be illustrated in *Softkey Definitions* on page 157 below.

If no display action is needed other than for the menu, the display object can be coded as follows:

```
::
  DA30K? ?SEMI           Exit if the menu display is valid
  DispMenu.1 SetDA3Valid Otherwise display the menu
;
```

If your application has no menu and doesn't need a general display object at all, specify 'NOP.

8.6 Hardkey Handlers

Every keystroke (including shift modifiers) is processed by the hard key handler. This key handler accepts a key specification in the form of two binary integer codes — a *keycode number* and a *shift plane number*. The handler returns either an object to evaluate and the flag TRUE or FALSE to pass the key on the rest of the system.

| | | | |
|-----------------|---|-------------|--|
| #keycode #plane | → | object TRUE | <i>Application defines the key</i> |
| #keycode #plane | → | FALSE | <i>Application does not define the key</i> |

8.6.1 Key and Plane Codes

The previous example, POL1, used `DEFINEs` for the RPL compiler to make the code easier to read. The file `KEYDEFS.H` supplied with the HP tools contains definitions for all shift planes and keycodes. To use these definitions in your source code, just add `INCLUDE KEYDEFS.H` to include the definitions.

HP 48 keys are numbered from 1 to 49 in row order starting at the upper left of the keyboard. The shift planes are numbered 1 to 6. Their codes and definitions in `KEYDEFS.H` are listed below:

| Shift Planes | | | | | |
|--------------|--------------|----------------|--------|--------------|---------------------|
| #plane | definition | Primary Planes | #plane | definition | Alpha Planes |
| 1 | kpNoShift | Unshifted | 4 | kpANoShift | Alpha |
| 2 | kpLeftShift | Left-shifted | 5 | kpALeftShift | Alpha left-shifted |
| 3 | kpRightShift | Right-shifted | 6 | kpARightShft | Alpha right-shifted |

The keycode numbers and definitions in `KEYDEFS.H` are listed below:

| | | | | | |
|--------------------|-----------------|-------------------|-------------------|-------------------|--------------------|
| 1 kcMenuKey | 2 kcMenuKey2 | 3 kcMenuKey3 | 4 kcMenuKey4 | 5 kcMenuKey5 | 6 kcMenuKey6 |
| 7 kcMathMenu | 8 kcPrgmMenu | 9 kcCustomMenu | 10 kcVarsMenu | 11 kcUpArrow | 12 kcNextRow |
| 13 kcTick | 14 kcSto | 15 kcEval | 16 kcLeftArrow | 17 kcDownArrow | 18 kcRightArrow |
| 19 kcSin | 20 kcCos | 21 kcTan | 22 kcSqrt | 23 kcPower | 24 kcInverse |
| 25 kcEnter | | 26 kcNegate | 27 kcEnterExp | 28 kcDelete | 29 kcBackspace |
| 30 kcAlpha | 31 kc7 | 32 kc8 | 33 kc9 | 34 kcDivide | |
| 35 kcLeftShift | 36 kc4 | 37 kc5 | 38 kc6 | 39 kcTimes | |
| 40 kcRightShift | 41 kc1 | 42 kc2 | 43 kc3 | 44 kc4 | |
| 45 kcOn | 46 kc0 | 47 kcPeriod | 48 kcSpace | 49 kcPlus | |

8.6.2 Hardkey Handler Structure

Hardkey handlers are typically structured as follows:

```

::
  Unshifted plane?
    Yes, process #keycode for the unshifted plane
  Left-shifted plane?
    Yes, process #keycode for the left-shifted plane
  Right-shifted plane?
    Yes, process #keycode for the right-shifted plane
  Alpha plane?
    Yes, process #keycode for the alpha plane
  Alpha left-shifted plane?
    Yes, process #keycode for the alpha left-shifted plane
  Process #keycode for the alpha right-shifted plane
;

```

Selecting the Key Plane. The object `#=casedrop` (which should have been named `OVER#=casedrop`) is quite useful for key handlers:

| |
|--|
| <pre> #=casedrop #618D3h If #x = #y, drops #x and #y from the stack, executes object_{TRUE}, and skips the remainder of the secondary, otherwise drops #y, skips object_{TRUE}, and executes the remainder of the secondary #x #y → (#x = #y) #x #y → #x (#x ≠ #y) :: ... #=casedrop object_{TRUE} ... ; </pre> |
|--|

Using this object, the key handler begins to take shape:

```

::
  kpNoShift #=casedrop                :: process unshifted keycodes ;
  kpLeftShift #=casedrop              :: process left-shifted keycodes ;
  kpRightShift #=casedrop             :: process right-shifted keycodes ;
  kpANoShiftShift #=casedrop          :: process alpha unshifted keycodes ;
  kpALeftShift #= case                :: process alpha left-shifted keycodes ;
  process alpha right-shifted keycodes
;

```

A key handler that only needs to process two planes, like the POL1 example, would have the following structure:

```

::
  kpNoShift #=casedrop      :: process unshifted keycodes ;
  kpRightShift #=casedrop   :: process right-shifted keycodes ;
  2DROP 'DoBadKeyT         (Reject all other planes)
;
or:
::
  kpNoShift #=casedrop      :: process unshifted keycodes ;
  kpRightShift #<> casedrop 'DoBadKeyT (Reject all other planes)
  process right-shifted keycodes
;

```

The object 'DoBadKeyT used above generates the invalid key beep, and is described below under *Signaling Invalid Keys* on page 156. Once the plane has been identified, each secondary that processes keycodes now has the following stack diagram:



| | | | |
|----------|---|-------------|--|
| #keycode | → | object TRUE | <i>Application defines the key</i> |
| #keycode | → | FALSE | <i>Application does not define the key</i> |

Enabling Specific Standard Keys. Every keystroke, *including* modifier keys, must be handled by the hardkey handler. This means that every plane handler must enable the modifier keys for other allowed planes. Other functions, like [NXT] and [OFF] may be enabled using the same technique. The object #=casedropfls (which should have been named OVER#=casedropfls) is quite useful here:



| | |
|---|-------------------|
| #=casedrpfls | #63547h |
| If #x = #y, drops #x and #y from the stack, leaves FALSE on the stack and skips the remainder of the secondary, otherwise drops #y and executes the remainder of the secondary. | |
| #x #y | → FALSE (#x = #y) |
| #x #y | → #x (#x ≠ #y) |
| :: ... #=casedropfls ... ; | |

All well-mannered applications should enable [OFF], since the user might be interrupted at any time. Expanding the example of a hardkey handler that processes only the primary and right-shifted planes from the previous page, the handler now looks like this:

```

::
  kpNoShift #=casedrop
  ::
    kcRightShift #=casedrpfls      Enables 
    process remaining unshifted keycodes
  ;
  kpRightShift #=casedrop
  ::
    kcRightShift #=casedrpfls      Enables 
    kcOn #=casedrpfls              Enables [OFF]
    process remaining right-shifted keycodes
  ;
  2DROP 'DoBadKeyT                Reject all other planes
;

```

Note that the right-shift key is enabled in *both* the primary and right-shifted planes. This lets the user press  , then go back to the primary plane by pressing  again.

Multi-Page Menus. If your menu has more than six softkeys, you can enable the standard [NXT] key functions using the same technique used for the shift keys. In the primary, left, and right plane handlers, include the line:

```
kcNextRow #=casedrpfls
```

This enables the following functions:

| Keystroke | Purpose |
|-----------|---------------------------------|
| [NXT] | Display the next 6 softkeys |
| ⌂ [NXT] | Display the previous 6 softkeys |
| ⌂ [NXT] | Display the first 6 softkeys |

Enabling Softkeys. In the usual case, softkey actions are included as part of each softkey definition. In this situation, softkey actions are initiated by the system *after* the hardkey handler, so the `NonAppKey` flag *must* be TRUE and the hardkey handler must return FALSE for each menu key. Expanding the example on the previous page, the hardkey handler now looks like this:

```
::
  kpNoShift #=casedrop
  ::
    DUP#<7 casedrpfls          Enables primary softkeys
    kcRightShift #=casedrpfls  Enables ⌂
    kcNextRow #=casedrpfls     Enables [NXT]
    process remaining unshifted keycodes
  ;
  kpRightShift #=casedrop
  ::
    kcRightShift #=casedrpfls  Enables ⌂
    kcOn #=casedrpfls          Enables [OFF]
    process remaining right-shifted keycodes
  ;
  2DROP 'DoBadKeyT            Reject all other planes
;
```

Note that only the primary softkey plane is enabled here. Applications like the solver that use left- and right-shifted menu keys *must* include the test for each enabled plane.

Key Definitions. Once you've coded the plane handlers, enabled the modifiers, [OFF], [NXT], and softkeys, you're ready to include the code that is specific to your application. A useful object for coding key handlers is `?CaseKeyDef`:

| | |
|--|---------------------------------------|
| <code>?CaseKeyDef</code> | #3FF1Bh |
| If <code>#x = #y</code> , drops <code>#x</code> and <code>#y</code> from the stack, leaves the next object in the secondary on the stack and TRUE and skips the remainder of the secondary, otherwise drops <code>#y</code> and executes the remainder of the secondary. | |
| <code>#x #y</code> | → KeyOb TRUE (<code>#x = #y</code>) |
| <code>#x #y</code> | → #x (<code>#x ≠ #y</code>) |
| :: ... ?CaseKeyDef KeyOb ... ; | |

Custom key definitions *must* include the object `TakeOver` at the start of the definition to signal a custom definition. This object serves only as a placeholder, and does nothing.

| | |
|----------------------------------|---------|
| <code>TakeOver</code> | #40788h |
| Indicate a custom key definition | |
| → | |

Expanding the last example on the previous page, a hardkey handler with custom code for two unshifted arrow keys and two right-shifted arrow keys looks like this:

```
::
kpNoShift #=casedrop
::
  DUP#<7 casedrpfls           Enables primary softkeys
  kcRightShift #=casedrpfls    Enables ⇨
  kcNextRow #=casedrpfls       Enables [NXT]
  kcLeftArrow ?CaseKeyDef
    :: TakeOver do left key ;   Process ⇐
  kcRightArrow ?CaseKeyDef
    :: TakeOver do right key ;  Process ⇨
  issue error beep for remaining invalid keys
;
kpRightShift #=casedrop
::
  kcRightShift #=casedrpfls     Enables ⇨
  kcOn #=casedrpfls             Enables ⇨ [OFF]
  kcLeftArrow ?CaseKeyDef
    :: TakeOver do left key ;   Process ⇨ ⇐
  kcRightArrow ?CaseKeyDef
    :: TakeOver do right key ;  Process ⇨ ⇨
  issue error beep for remaining invalid keys
;
2DROP 'DoBadKeyT               Reject all other planes
;
```

Now all that remains is to generate an invalid key beep for the remaining keys.

Signaling Invalid Keys. If your application does not define the key, you may wish to prevent the standard definition from being executed and generate an invalid key beep. To do this, you actually define the key to generate an invalid key beep. The object DoBadKey is suited for this purpose:




















| | |
|--|---------|
| DoBadKey | #3FDD1h |
| Generate a bad key beep and execute SetDAsNoCh | |
| → | |

As you build your key handlers, the following objects become useful:

| | |
|--|---------|
| 'DoBadKey | #3FDFEh |
| Places a pointer to DoBadKey on the stack | |
| → DoBadKey | |
| 'DoBadKeyT | #3FE12h |
| Places a pointer to DoBadKey and TRUE on the stack | |
| → DoBadKey TRUE | |

A Complete Hardkey Handler. Expanding the previous example, a complete hardkey handler with custom code for two unshifted arrow keys, two left-shifted arrow keys, and two right-shifted arrow keys, a multi-row softkey menu, and [OFF] looks like this:

```

::
kpNoShift #=casedrop
::
  DUP#<7 casedrpfls          Enables primary softkeys
  kcRightShift #=casedrpfls   Enables 
  kcLeftShift #=casedrpfls    Enables 
  kcNextRow #=casedrpfls      Enables [NXT]
  kcLeftArrow ?CaseKeyDef
    :: TakeOver do left key ; Process 
  kcRightArrow ?CaseKeyDef
    :: TakeOver do right key ; Process 
  DROP 'DoBadKeyT            Issue invalid key beep
;
kpRightShift #=casedrop
::
  kcRightShift #=casedrpfls   Enables 
  kcLeftShift #=casedrpfls    Enables 
  kcNextRow #=casedrpfls      Enables  [NXT]
  kcLeftArrow ?CaseKeyDef
    :: TakeOver do left key ; Process  
  kcRightArrow ?CaseKeyDef
    :: TakeOver do right key ; Process  
  kcOn #=casedrpfls           Enables  [OFF]
  DROP 'DoBadKeyT            Issue invalid key beep
;
kpLeftShift #=casedrop
::
  kcRightShift #=casedrpfls   Enables 
  kcLeftShift #=casedrpfls    Enables 
  kcNextRow #=casedrpfls      Enables  [PREV]
  kcLeftArrow ?CaseKeyDef
    :: TakeOver do left key ; Process  
  kcRightArrow ?CaseKeyDef
    :: TakeOver do right key ; Process  
  DROP 'DoBadKeyT            Issue invalid key beep
;
2DROP 'DoBadKeyT            Reject all other planes
;

```

8.7 Softkey Definitions

A softkey definition can be as simple (an object that is echoed into the command line) or complex (a dynamic label with different actions for different shift planes) as you like. The menu keys for the solver, multiple equation solver, and modes are illustrations of complex menu definitions in the HP 48.

The basic structure of a softkey definition consists of a list where the first object defines the label and the second object defines the actions taken when the key is pressed:

{ label_object action_object }

The softkey definition in the example POL1 in previous pages is structured just this way:

```

{
  "QUIT"                Label text
  :: TakeOver TRUE ' LAM Running STO ; Key action
}

```

In the following sections we'll describe how the label object and the action object can be structured.

8.7.1 Null Menu Keys

Some menus have blank keys that generate an error beep as their defined action. These keys are used to help distribute labels within the menu row. The object `NullMenuKey` defines a blank key, and can be used in your menu definition as shown in the example POL1 at the beginning of this chapter.

| | |
|--------------------------|-----------------------|
| <code>NullMenuKey</code> | #3EC71h |
| Defines a blank menu key | |
| | → { menu definition } |

8.7.2 Softkey Label Objects

A softkey label object may consist of any of the following:

String Any string object may be used as a label. Remember that the small font used for labels is not a fixed-width font, so some words will fit in a label and others won't. In the HP 48G/GX, the left parenthesis character "(" was used for the letter "C" in the input form and choose box "CANCL" menu labels.

8x21 Grob A grob that is 8 rows high and 21 characters wide may be used for the label. Grobs that are not this size will be decompiled into a string and that string will be used for the label.

Secondary A secondary that begins with `TakeOver` is expected to return either of the above — a string or a grob. Utilities first introduced in *Menu Grob Utilities* on page 128 are useful for returning menu label grobs, and will be illustrated below. These are sometimes called *takeover secondaries*.

Anything Else Any other object is decompiled to string form and that string is used for the label.

Dynamic Labels. The third case mentioned above — a secondary beginning with `TakeOver` — provides the most flexibility for the label portion of a softkey definition. The secondary can do anything it likes as long as it follows two basic rules:

- The stack *must* remain as it was found. If your secondary needs to know which position in the menu is being displayed, the object `INDEX@` may be used to return a bint index from 1 to 6.
- The secondary must return a string or a 8x21 grob.

The example program POL2 provides a concise demonstration of a dynamic label. When this program is running, the first softkey enables a toggle of user flag 1. The object `?DispStatus` is used to show the system status, illustrating the action of the softkey.

This example has a short menu definition — just one key. The `[ON]` key terminates the program (instead of the `!QUIT!` softkey in POL1).

POL2 218.5 Bytes Checksum #7D32h

(→)

| | |
|--|---|
| DEFINE kpNoShift ONE | |
| DEFINE kcOn FORTYFIVE | |
| :: | |
| OLASTOWDOB! | <i>Clear saved command name</i> |
| CKONOLASTWD | <i>No arguments</i> |
| RECLAIMDISP | <i>Clear display</i> |
| FALSE | <i>Exit flag</i> |
| ' LAM Running | |
| ONE DOBIND | <i>Create temporary environment</i> |
| ' :: | <i>Display action</i> |
| DA3OK? ?SKIP :: DispMenu.1 SetDA3Valid ; | <i>Display menu if not done already</i> |
| ?DispStatus | <i>Display the status area</i> |
| ; | |
| ' :: | <i>Hardkey handler:</i> |
| kpNoShift #=casedrop | <i>Process primary key plane:</i> |
| :: | |
| DUP#<7 casedrpfls | <i>Enable softkeys</i> |
| kcOn ?CaseKeyDef | <i>Process [ON] key</i> |
| :: TakeOver TRUE LAM Running STO ; | |
| DROP 'DoBadKeyT | <i>Reject all other keys</i> |
| ; | |
| 2DROP 'DoBadKeyT | <i>Reject all other planes</i> |
| ; | |
| TRUE | <i>Enable softkeys</i> |
| TRUE | <i>Reject user key definitions</i> |
| { | <i>Softkey menu:</i> |
| { | |
| :: | <i>Label secondary</i> |
| TakeOver | |
| "1" ONE TestUserFlag | <i>Test user flag 1</i> |
| Box/StdLabel | <i>Use test result to create label</i> |
| ; | |
| :: | <i>Key action:</i> |
| TakeOver | |
| ONEONE TestUserFlag | <i>Test user flag</i> |
| ITE ClrUserFlag SetUserFlag | <i>Toggle flag state</i> |
| SetDA1Bad SetDA3Bad | <i>Signal to redraw status and menu</i> |
| ; | |
| } | |
| } | |
| ONEFALSE | <i>Display 1st menu row, no suspend</i> |
| ' LAM Running | <i>Exit object</i> |
| ' ERRJMP | <i>Error handler</i> |
| ParOuterLoop | <i>Run the POL</i> |
| ABND | <i>Discard temporary environment</i> |
| ClrDAsOK | <i>Signal to redraw the display</i> |
| ; | |

8.7.3 Softkey Action Object

The action object may define actions for the primary, left-shift, and right-shift planes. Action objects consist of a takeover secondary, or a list containing two or three takeover secondaries, as follows:

```

:: TakeOver ... ;    Action object for the primary plane

{
  :: TakeOver ... ;    Action object for the primary plane
  :: TakeOver ... ;    Action object for the left-shift plane
}

{
  :: TakeOver ... ;    Action object for the primary plane
  :: TakeOver ... ;    Action object for the left-shift plane
  :: TakeOver ... ;    Action object for the right-shift plane
}

```

Remember: The hardkey handler *must* enable the shift planes for the shift-action objects to work.

The example POL3 below defines a one-key menu. The key definition consists of a string for the label object and an action object list defining primary, left-, and right-shift actions. Notice that each action begins with the object TakeOver.

POL3 343.5 Bytes Checksum #355h

(→)

| | | |
|--|------------|--|
| DEFINE kpNoShift | ONE | |
| DEFINE kpLeftShift | TWO | |
| DEFINE kpRightShift | THREE | |
| DEFINE kcLeftShift | THIRTYFIVE | |
| DEFINE kcRightShift | FORTY | |
| DEFINE kcOn | FORTYFIVE | |
| :: | | |
| OLASTOWDOB! CKONOLASTWD | | <i>Clear protection word, no arguments</i> |
| RECLAIMDISP ClrDA1IsStat | | <i>Clear display, suspend clock</i> |
| FALSE ' LAM Running ONE DOBIND | | <i>Exit flag</i> |
| ' :: DA3OK? ?SEMI DispMenu.1 SetDA3Valid ; | | <i>Display action</i> |
| ' :: | | <i>Hardkey handler:</i> |
| kpNoShift #=casedrop | | <i>Primary plane</i> |
| :: | | |
| DUP#<7 casedrpfls | | |
| kcLeftShift #=casedrpfls | | |
| kcRightShift #=casedrpfls | | |
| kcOn ?CaseKeyDef | | |
| :: TakeOver TRUE ' LAM Running STO ; | | |
| DROP 'DoBadKeyT | | |
| ; | | |
| kpLeftShift #=casedrop | | <i>Left-shift plane</i> |
| :: | | |
| DUP#<7 casedrpfls | | |
| kcLeftShift #=casedrpfls | | |
| kcRightShift #=casedrpfls | | |
| DROP 'DoBadKeyT | | |
| ; | | |
| kpRightShift #=casedrop | | <i>Right-shift plane</i> |
| :: | | |
| DUP#<7 casedrpfls | | |
| kcLeftShift #=casedrpfls | | |
| kcRightShift #=casedrpfls | | |
| kcOn #=casedrpfls | | |
| DROP 'DoBadKeyT | | |
| ; | | |
| 2DROP 'DoBadKeyT | | |


```

;
TRUE TRUE
{
  {
    "KEY"
    {
      :: TakeOver "Primary" DISPROW3 VERYSLOW DOCLLCD ;
      :: TakeOver "Left-Shift" DISPROW4 VERYSLOW DOCLLCD ;
      :: TakeOver "Right-Shift" DISPROW5 VERYSLOW DOCLLCD ;
    }
  }
}
ONEFALSE
' LAM Running
' ERRJMP
ParOuterLoop
ABND
ClrDAsOK
;

```

Key flags
Softkey menu

8.8 The POL Error Trap Object

In the previous POL examples we have specified a standard error trap by leaving a pointer to ERRJMP on the stack. Here we illustrate an error trap designed to detect and handle a specific class of errors that occur while a key definition is being executed and pass remaining errors off to the system outer loop.

Note that this error trap does *not* handle errors generated during the execution of the display object.

The example POL4 below displays a value and its inverse. The key [+] is defined to increment the value and [-] is defined to decrement the value. When the value is zero, the operation $1/\text{value}$ generates an error, which is handled by the error object. The softkey |→ERR| generates an error that the error object does not recognize and passes on. The program ends when ON is pressed.

The error handler illustrated in POL4 takes advantage of the numbering of the error messages in the HP 48. Any error that is floating-point related is in the #300h range (see the appendix *Messages* on page 243). The error handler divides the error number by #100h and discards the remainder, so the result will be 3 if a floating point error has occurred. If the error is not a floating point error, the error is passed to the system outer loop with ERRJMP, otherwise the error handler displays the appropriate text.

This technique is similar to the scheme used by the HP 48 DRAW command, which is the core of the plotting system. Notice that when you plot a function like SIN(1/X) no error is generated when X=0.

```

POL4 555 Bytes Checksum #A4C4h
( → )

```

```

DEFINE kpNoShift ONE
DEFINE kcOn FORTYFIVE
DEFINE kcMinus FORTYFOUR
DEFINE kcPlus FORTYNINE
::
  OLASTOWDOB! CKONOLASTWD
  RECLAIMDISP ClrDA1IsStat
  ' ::
    "Value: " LAM Value EDITDECOMP$ &$ DISPROW3
    "Result: " LAM Result EDITDECOMP$ &$ DISPROW4
  ;
  %1 %1
  FALSE

```

Clear protection word, no arguments
Clear display, suspend clock
Display object for key handlers

Initial result and initial value
Exit flag

| | |
|---|--|
| ' LAM DoDisplay | |
| ' LAM Result | |
| ' LAM Value | |
| ' LAM Running | |
| FOUR DOBIND | <i>Create temporary environment</i> |
| LAM DoDisplay EVAL | <i>Initial display of value and result</i> |
| ' :: DA3OK? ?SEMI DispMenu.1 SetDA3Valid ; | <i>Display handler</i> |
| ' :: | <i>Hardkey handler:</i> |
| kpNoShift #=casedrop | |
| :: | |
| DUP#<7 casedrpfls | <i>Enable softkeys</i> |
| kcMinus ?CaseKeyDef | <i>[-]</i> |
| :: TakeOver | |
| LAM Value %1- DUP ' LAM Value STO %1/ | |
| ' LAM Result STO LAM DoDisplay EVAL | |
| ; | |
| kcPlus ?CaseKeyDef | <i>[+]</i> |
| :: TakeOver | |
| LAM Value %1+ DUP ' LAM Value STO %1/ | |
| ' LAM Result STO LAM DoDisplay EVAL | |
| ; | |
| kcOn ?CaseKeyDef | <i>[ON]</i> |
| :: TakeOver | |
| TRUE ' LAM Running STO | |
| ; | |
| DROP 'DoBadKeyT | <i>Reject other keys</i> |
| ; | |
| 2DROP 'DoBadKeyT | <i>Reject other planes</i> |
| ; | |
| TRUE TRUE | <i>Key control flags</i> |
| { | <i>Softkey menu</i> |
| { "\8DERR" :: TakeOver "Unhandled Error" DO\$EXIT ; } | |
| } | |
| ONEFALSE | <i>Display 1st menu row, no suspend</i> |
| ' LAM Running | <i>Exit object</i> |
| ' :: | <i>Error handler:</i> |
| ERROR@ | <i>Recall the error number</i> |
| # 100 #/ SWAPDROP THREE #<> case ERRJMP | <i>ERRJMP if not floating-point</i> |
| ERRORCLR | <i>Clear the error number</i> |
| "Value: " LAM Value EDITDECOMP\$ &\$ DISPROW3 | <i>Display the value</i> |
| "Result: Undefined" DISPROW4 | <i>Display "Undefined" for result</i> |
| ; | |
| ParOuterLoop | <i>Run the POL</i> |
| ABND | <i>Discard temporary environment</i> |
| ClrDAsOK | <i>Signal to redraw the display</i> |
| ; | |

8.9 POL Utilities

There are times when using constituent components of the object ParOuterLoop is either appropriate or required. ParOuterLoop is written as follows:

```

::
POLSaveUI          Save the current user interface
ERRSET             Increment the protection word
  ::
    POLSetUI        Set the application user interface
    POLKeyUI        Process keys
  ;
ERRTRAP POLResUI&Err If an error occurs, restore the old user interface and ERRJMP
POLRestoreUI       Restore the user interface
;

```

There are two basic reasons for using these utilities individually:






- An application can use null-named temporary variables, saving memory and execution time.
- An application that uses or interchanges between several POLs can save the execution overhead associated with saving and restoring the original user interface.

| | |
|--|---------|
| POLSaveUI Save the current user interface → | #389BCh |
| POLSetUI Establish the parameters for the POL <i>Parameters for ParOuterLoop</i> → | #38A64h |
| POLKeyUI Run the POL → | #38AEBh |
| POLResUI&Err Standard POL error handler → | #38B77h |
| POLRestoreUI Restore the user interface saved by POLSaveUI → | #38B90h |

There are many possible ways to use these utilities. The browser engine from the equation library (described in *Graphic User Interfaces* on page 169) presumes that the calling application has saved the user interface and only calls POLSetUI and POLKeyUI.

One possible structure for an application using these utilities looks like this:

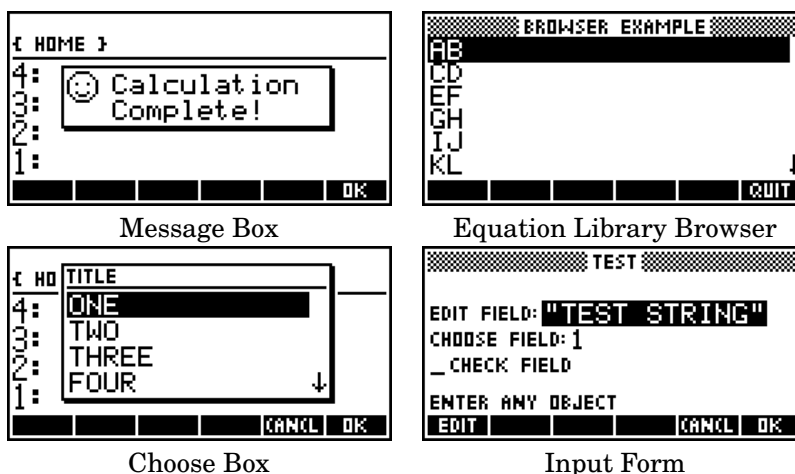
| HP 48G/GX Menu Numbers | | | | | |
|------------------------|------------------|----|-----------------|-----|---------------------------|
| # | Menu Name | # | Menu Name | # | Menu Name |
| 0 | LAST Menu | 40 | PRG OUT | 80 | SOLVE TVM SOLVR |
| 1 | CST | 41 | PRG RUN | 81 | PLOT |
| 2 | VAR | 42 | UNITS | 82 | PLOT PTYPE |
| 3 | MTH | 43 | UNITS LENG | 83 | PLOT PPAR |
| 4 | MTH VECTR | 44 | UNITS AREA | 84 | PLOT 3D |
| 5 | MTH MATR | 45 | UNITS VOL | 85 | PLOT 3D PTYPE |
| 6 | MTH MATR MAKE | 46 | UNITS TIME | 86 | PLOT 3D VPAR |
| 7 | MTH MATR NORM | 47 | UNITS SPEED | 87 | PLOT STAT |
| 8 | MTH MATR FACTR | 48 | UNITS MASS | 88 | PLOT STAT PTYPE |
| 9 | MTH MATR COL | 49 | UNITS FORCE | 89 | PLOT STAT \sum PAR |
| 10 | MTH MATR ROW | 50 | UNITS ENRG | 90 | PLOT STAT \sum PAR MODL |
| 11 | MTH LIST | 51 | UNITS POWR | 91 | PLOT STAT DATA |
| 12 | MTH HYP | 52 | UNITS PRESS | 92 | PLOT FLAG |
| 13 | MTH PROB | 53 | UNITS TEMP | 93 | SYMBOLIC |
| 14 | MTH REAL | 54 | UNITS ELEC | 94 | TIME |
| 15 | MTH BASE | 55 | UNITS ANGL | 95 | TIME ALARM |
| 16 | MTH BASE LOGIC | 56 | UNITS LIGHT | 96 | STAT |
| 17 | MTH BASE BIT | 57 | UNITS RAD | 97 | STAT DATA |
| 18 | MTH BASE BYTE | 58 | UNITS VISC | 98 | STAT \sum PAR |
| 19 | MTH FFT | 59 | UNITS | 99 | STAT \sum PAR MODL |
| 20 | MTH CMPL | 60 | PRG ERROR IFERR | 100 | STAT IVAR |
| 21 | MTH CONS | 61 | PRG ERROR | 101 | STAT PLOT |
| 22 | PRG | 62 | CHARS | 102 | STAT FIT |
| 23 | PRG BRCH | 63 | MODES | 103 | STAT SUMS |
| 24 | PRG IF | 64 | MODES FMT | 104 | IO |
| 25 | PRG CASE | 65 | MODES ANGL | 105 | IO SRVR |
| 26 | PRG START | 66 | MODES FLAG | 106 | IO IOPAR |
| 27 | PRG FOR | 67 | MODES KEYS | 107 | IO PRINT |
| 28 | EDIT | 68 | MODES MENU | 108 | IO PRINT PRTPA |
| 29 | PRG DO | 69 | MODES MISC | 109 | IO SERIA |
| 30 | SOLVE ROOT SOLVR | 70 | MEMORY | 110 | LIBRARY |
| 31 | PRG WHILE | 71 | MEMORY DIR | 111 | LIBRARY PORTS |
| 32 | PRG TEST | 72 | MEMORY ARITH | 112 | LIBRARY |
| 33 | PRG TYPE | 73 | STACK | 113 | EQ LIB |
| 34 | PRG LIST | 74 | SOLVE | 114 | EQ LIB EQLIB |
| 35 | PRG LIST ELEM | 75 | SOLVE ROOT | 115 | EQ LIB COLIB |
| 36 | PRG LIST PROC | 76 | SOLVE DIFFEQ | 116 | EQ LIB MES |
| 37 | PRG GROB | 77 | SOLVE POLY | 117 | EQ LIB UTILS |
| 38 | PRG PICT | 78 | SOLVE SYS | | |
| 39 | PRG IN | 79 | SOLVE TVM | | |

| HP 48S/SX Menu Numbers | | | |
|------------------------|--|----|---|
| # | Menu Name | # | Menu Name |
| 0 | LAST Menu | 30 | SOLVE SOLVR |
| 1 | CST | 31 |  PLOT |
| 2 | VAR | 32 | PLOT PTYPE |
| 3 | MTH | 33 | PLOT PLOTR |
| 4 | MTH PARTS | 34 |  ALGEBRA |
| 5 | MTH PROB | 35 |  TIME |
| 6 | MTH HYP | 36 | TIME ADJST |
| 7 | MTH MATRX | 37 | TIME ALRM |
| 8 | MTH VECTR | 38 | TIME ALRM RPT |
| 9 | MTH BASE | 39 | TIME SET |
| 10 | PRG | 40 |  STAT |
| 11 | PRG STK | 41 | STAT MODL |
| 12 | PRG OBJ | 42 |  UNITS |
| 13 | PRG DISP | 43 | UNITS LENG |
| 14 | PRG CTRL | 44 | UNITS AREA |
| 15 | PRG BRCH | 45 | UNITS VOL |
| 16 | PRG TEST | 46 | UNITS TIME |
| 17 | PRINT | 47 | UNITS SPEED |
| 18 | I/O | 48 | UNITS MASS |
| 19 | I/O SETUP | 49 | UNITS FORCE |
| 20 |  MODES | 50 | UNITS ENRG |
| 21 |  MODES | 51 | UNITS POWR |
| 22 |  MEMORY | 52 | UNITS PRESS |
| 23 |  MEMORY | 53 | UNITS TEMP |
| 24 |  LIBRARY | 54 | UNITS ELEC |
| 25 | LIBRARY PORT 0 | 55 | UNITS ANGL |
| 26 | LIBRARY PORT 1 | 56 | UNITS LIGHT |
| 27 | LIBRARY PORT 2 | 57 | UNITS RAD |
| 28 |  EDIT | 58 | UNITS VISC |
| 29 |  SOLVE | 59 |  UNITS |

Chapter 9

Graphical User Interfaces

The HP 48G/GX calculators are characterized in part by the introduction of three new basic user interface tools — message boxes, choose boxes, and input forms. The Equation Library, originally distributed on a plug-in card for the HP 48S/SX, is now built into the HP 48G series and has its own browser.



In this chapter we introduce the basic interface to each of these components. Going beyond the Parameterized Outer Loop, the choose boxes and input forms require a blizzard of stack arguments. We suggest you read this chapter in chronological order, since each part builds upon the previous part. Also, you might want to back up your HP 48 memory prior to starting your explorations.

Note: The objects described in this chapter are only available in the HP 48G/GX.

EXTERNAL Declarations in Examples. Some examples have EXTERNAL declarations at the beginning for each object that is referenced by a rompointer (XLIB name) instead of a hard address. This EXTERNAL declaration is used by the HP RPLCOMP.EXE compiler. Other tools may have different methods of indicating a rompointer.

Objects Used in Examples. In this chapter we presume you've read and understood the previous chapters fairly well. We'll be using objects and techniques described earlier, and the comments in the examples will pertain more to the technique being described and less to the actions of individual objects. You may wish to refer to previous descriptions of some of the objects used to fully understand the details of some of the examples.

9.1 Message Boxes

A message box is useful for presenting a message, waiting for the user to read it, and moving on. This object, called DoMsgBox, is the HP 48G/GX's tool for providing the dreaded "Press Any Key To Continue" style prompt that

computers are famous for. In this case, the message box engine is terminated by pressing `! OK !`, `[ENTER]`, or `[ON]`. `DoMsgBox` will save and restore the display, so the calling application need not worry about the display.

The message box engine attempts to provide some basic text formatting within the box, so you don't have to worry about where word breaks will occur. Two bints specify the minimum and maximum character widths of the box, and adjusting these gives you a little more control over the appearance of the message box.

9.1.1 Message Box Parameters

The parameters for `DoMsgBox` are defined as follows:

| | | |
|---|----------------------|------------------------------|
| <code>DoMsgBox</code> | <code>#000B1h</code> | <code>G/GX XLIB 177 0</code> |
| Displays a message box with a graphics object message #maxwidth #minwidth grob menuobject → TRUE | | |

- “message”** A string containing the message you wish to display. Carriage-returns may be embedded to force line breaks.
- #maxwidth** A bint specifying the maximum character width of each text line in the message box. Message boxes use only the medium (5x7) font.
- #minwidth** A bint specifying the minimum number of characters to be displayed before an automatic word break is allowed.
- grob** A graphics object to be displayed in the upper-left corner of the message box. If you don't want to include a grob, specify the bint `MINUSONE` as the grob. The grob `grobAlertIcon` is handy for use in message boxes:

| | | |
|--------------------------------------|----------------------|--------------------------------|
| <code>grobAlertIcon</code> | <code>#850B0h</code> | <code>G/GX XLIB 176 133</code> |
| The message box alert icon → grob | | |

- menuobject** An object which, when evaluated, produces a message box menu. This is usually specified as `MsgBoxMenu`, which is function 2 in library 177:

| | | |
|----------------------------------|----------------------|------------------------------|
| <code>MsgBoxMenu</code> | <code>#020B1h</code> | <code>G/GX XLIB 177 2</code> |
| The message box menu → {menu} | | |

`DoMsgBox` returns the flag `TRUE`. You may wish to try different values for the character widths to adjust where automatic word breaks occur. Neither value should exceed 15. Remember to leave room for the grob.

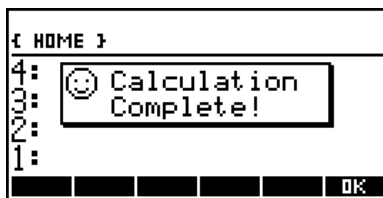
9.1.2 Message Box Example

The following example uses an 11x11 grob for an icon in a message box.

MBOX 100 Bytes Checksum #D7D8h

(→)

| | |
|-------------------------|--|
| EXTERNAL DoMsgBox | <i>Declares DoMsgBox is referenced by a rompointer</i> |
| EXTERNAL MsgBoxMenu | <i>Declares MsgBoxMenu is referenced by a rompointer</i> |
| :: | |
| OLASTOWDOB! CKONOLASTWD | <i>Clear the protection word, no arguments</i> |
| "Calculation Complete!" | <i>Message text</i> |
| TWELVE | <i>Maximum character width</i> |
| TEN | <i>Minimum character width</i> |
| ASSEMBLE | <i>Grob</i> |
| CON(5) =DOGROB | |
| REL (5) end | |
| CON(5) 11 | |
| CON(5) 11 | |
| NIBHEX 8F00401020201040 | |
| NIBHEX 9840104010409840 | |
| NIBHEX 272040108F00 | |
| end | |
| RPL | |
| ' MsgBoxMenu | <i>Message box menu</i> |
| DoMsgBox | <i>Execute the message box</i> |
| DROP | <i>Drop the returned flag</i> |
| ClrDAsOK | <i>Signal to redraw the display</i> |
| ; | |



9.2 Equation Library Browser

The browser used by the equation library dates back to the HP Solve Equation Library card originally sold for the HP 48SX. When the Equation Library was built into the HP 48G/GX, the browser was not replaced by the new choose box engine (described later in this chapter).

To use the browser, create a shell using Parameterized Outer Loop utilities that has the following structure:

```

::
...
POLSaveUI           Save the user interface
ERRSET              Increment the protection word
::
...
BRbrowse           Call the browser
...
;
ERRTRAP POLResUI&Err If an error occurs, restore the old user interface and ERRJMP
POLRestoreUI        Restore the user interface
...
;

```

9.2.1 Browser Parameters

The browser requires eight parameters and returns nothing to the stack. The browser can only be terminated by executing the object BRdone.

| | | |
|--|---------|------------------|
| BRbrowse | #100E0h | G/GX XLIB 224 16 |
| Browse a list | | |
| {menu} \$title {key defs} #first_row #focus_pos {data} :: data secondary ; {speed} → | | |
| BRdone | #130E0h | G/GX XLIB 224 19 |
| Terminate the browser | | |
| → | | |

The parameters for BRbrowse are specified as follows:

- {menu}

A softkey menu, specified the same way as a menu for any Parameterized Outer Loop.
- \$title

A string for the title bar. If this string is null, seven rows of data will be displayed, otherwise the title bar will be displayed with six rows of data.
- { [ENTER] [ON] }

A list containing a procedure to execute when [ENTER] is pressed and a procedure to execute when [ON] is pressed. These procedures take no input parameters and may return anything.
- #first_row

A bint specifying the index of the first data item to be displayed.
- #focus_pos

A bint specifying which data item is highlighted first.
- {data}

A list containing the items to display. If the data secondary is going to return the data from another location, this list may be empty.
- :: data_secondary ;

A secondary that accepts the data list and a bint and returns either the number of data items (if the bint is zero) or a string (if the bint is non-zero):

| | | |
|---------------|---|-----------------------|
| {data} ZERO | → | #number_of data_items |
| {data} #index | → | \$item |

- {speed}

A speed table for alpha searches. The table consists of a list of 26 index bints corresponding to the letters A – Z. If the user presses [α] [D], the fourth bint is tested. If non-zero, this bint is assumed to be the index of the first item in the data list that starts with 'D'. If the speed table is an empty list, it is not used.

9.2.2 Active Browser Keys

While the browser is active, the following keys are active:

- [▲] [▼]

The arrow keys move the highlight up or down one row.
- [↶] [▲] or
- [↶] [▼]

Pressing [↶] and an arrow key moves the highlight to the bottom of the screen or to the bottom of the next screen if the highlight is already at the bottom of the screen.
- [↷] [▲] or
- [↷] [▼]

Pressing [↷] and an arrow key moves the highlight to the beginning or end of the data list.
- [α]

Press [α] and a letter to move to the next item starting with that letter.
- [ENTER]

Executes the supplied [ENTER] procedure.
- [ON]

Executes the supplied [ON] procedure.
- !MENU!

Executes a softkey definition.

9.2.3 Browser Support Objects

While the browser is active, the following objects are available for use by key definitions:

| | | |
|---|---------|-----------------------|
| BRDispItems | #450E0h | G/GX XLIB 224 69 |
| Displays the items for each row and the more-data arrows | | |
| → | | |
| BRGetItem | #530E0h | G/GX XLIB 224 83 |
| Gets the item for the specified index | | |
| #index | → | \$ |
| BRinverse | #490E0h | G/GX XLIB 224 73 |
| Inverts the highlight | | |
| → | | |
| BRroutput | #120E0h | G/GX XLIB 224 18 |
| Recall the index of the highlighted data item and the index of the first row | | |
| | → | #first_row #focus_pos |
| BRRclC1 | #180E0h | G/GX XLIB 224 24 |
| Recall the data list | | |
| | → | { data } |
| BRRclCurRow | #170E0h | G/GX XLIB 224 23 |
| Recall the index of the highlighted data item | | |
| | → | #focus_pos |
| BRStoC1 | #030E0h | G/GX XLIB 224 24 |
| Store the data list (must be the same length as previous list) | | |
| { data } | → | |
| BRViewItem | #520E0h | G/GX XLIB 224 82 |
| Display the highlighted item using the full display, wait for a keystroke. | | |
| Respects linefeed breaks if present. Redraws browser display after keystroke. | | |
| → | | |

9.2.4 Browser Example

The program BRW1 displays a short list using the browser and returns a string indicating which key terminated the browser. If the browser was terminated by pressing [ENTER] the highlighted data item is returned.

BRW1 265 Bytes Checksum #69DFh

(→ "ON")

(→ "QUIT")

(→ \$item "ENTER")

Terminated by pressing [ON]

Terminated by pressing [QUIT]

Terminated by pressing [ENTER]

EXTERNAL BRbrowse

EXTERNAL BRdone

EXTERNAL BRRc1C1

EXTERNAL BRRc1CurRow

::

OLASTOWDOB! CKONOLASTWD"

ClrDA1IsStat RECLAIMDISP

POLSaveUI

ERRSET

Clear saved command name, no arguments

Claim the display

Save the current user interface

Increment the protection word

::

{

NullMenuKey

NullMenuKey

NullMenuKey

NullMenuKey

NullMenuKey

{

"QUIT"

:: TakeOver "QUIT" BRdone ;

Menu for the browser

Softkey label

Return "QUIT", signal to terminate the browser

}

}

"BROWSER EXAMPLE"

{

::

BRRc1C1 BRRc1CurRow NTHCOMPDROP

"ENTER"

BRdone

Browser title

Hardkey list:

[ENTER]

Returns the highlighted data item

Returns the string "ENTER"

Signal to terminate the browser

;

::

"ON"

BRdone

[ON]

Return the string "ON"

Signal to terminate the browser

;

}

ONE ONE

{ "AB" "CD" "EF" "GH" "IJ" "KL" "MN" "OP" }

' ::

ZERO #=casedrop LENCOMP

NTHCOMPDROP

First displayed row and highlighted row

Data list

Data secondary

Return length of data list if index is 0

Otherwise return the item

;

NULL{}

BRbrowse

No speed list

Display the browser

;

ERRTRAP POLResUI&Err

POLRestoreUI

ClrDAsOK

If error occurs, restore old interface and error

Restore the old interface

Signal to redraw the display

;


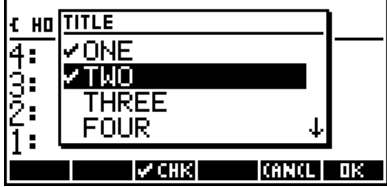




9.3 Choose Boxes













A choose box lets the user select one or more items from a series of choices or view a series of choices. This section describes the basic types of choose boxes and how to customize them.

9.3.1 Choose Box Styles

There are three basic types of choose boxes — *single-pick*, *multi-pick*, and *view-only*. A single-pick choose box lets the user choose a single item from a list of choices. The multi-pick choose box lets the user specify one or more choices with check marks. A choose box can occupy either a shadow-box within the display or the whole display:

| Choose Box Style Options | | |
|--------------------------|---|---|
| | Single-Pick | Multi-Pick |
| Partial Screen |  A small rectangular box with a title bar. Inside, there's a list of items: 4: ONE, 3: TWO, 2: THREE, 1: FOUR. A highlight bar is under 'ONE'. At the bottom, there are buttons: CANCEL and OK. |  A small rectangular box with a title bar. Inside, there's a list of items: 4: ONE, 3: TWO, 2: THREE, 1: FOUR. Checkmarks are next to 'ONE' and 'TWO'. A highlight bar is under 'TWO'. At the bottom, there are buttons: CHK, CANCEL, and OK. |
| Full Screen |  A larger box filling most of the screen. It has a title bar. The list of items is: ONE, TWO, THREE, FOUR, FIVE. A highlight bar is under 'ONE'. At the bottom, there are buttons: CANCEL and OK. |  A larger box filling most of the screen. It has a title bar. The list of items is: ONE, TWO, THREE, FOUR, FIVE. Checkmarks are next to 'ONE' and 'TWO'. A highlight bar is under 'FOUR'. At the bottom, there are buttons: CHK, CANCEL, and OK. |

When a choose box is active, the following keys are defined:

-  Moves the highlight up one row.
-  Moves the highlight down one row.
-  letter Moves the highlight to the next row beginning with *letter*.
-   Jumps the highlight up to the first choice.
-   Displays the previous page of choices.
-   Displays the next page of choices.
-   Jumps the highlight down to the last choice.
-  [OFF] Turns off the HP 48.
- [+/-] Shortcut key for checking an item.
- | CHK | Checks the highlighted item in a multi-pick choose box.
- | CANCEL | or [ON] Cancels the choose box.
- | OK | or [ENTER] Terminates the choose box, selecting the highlighted or checked item(s). In a multi-pick choose box, selects the highlighted item if no items are checked.

Any of the above choose box styles may also be used as a display-only viewing device, where no highlight bar is shown:



When a view-only choose box is active, the arrow keys scroll the list, [OFF] turns the HP 48 off, and [ON], [ENTER], and [OK] terminate the choose box.

9.3.2 Choose Box Parameters

Choose boxes are specified both by stack arguments supplied to the object Choose and by responses to various messages generated by the choose box engine. The object Choose produces the choose box, using five stack arguments as input:

| | | |
|---|---------|----------------------------|
| Choose | #000B3h | G/GX XLIB 179 00 |
| Display a choose box | | |
| Msg-handler TitleOb DecompOb { choices } #FocusPos → ob TRUE | | Single-pick input accepted |
| Msg-handler TitleOb DecompOb { choices } #FocusPos → { ob ₁ ... ob _n } TRUE | | Multi-pick input accepted |
| Msg-handler TitleOb DecompOb { choices } #FocusPos → FALSE | | Cancelled or view-only |

Message Handler The message handler provides opportunities to customize the choose box and react to specific events by responding to messages.

Title Object An object which, when evaluated, produces a string for the choose box title. If a null-length string is provided, no title will be displayed, title related messages will not be generated, and an extra row will be available for displaying choices.

Decompile Object Specifies the manner in which each choice will be displayed.

{ choices } A list of the choices. The choices must all have the same structure. Typical examples include:

- A bint specifying a built-in message number
- An object
- A list containing two objects, one of which will be used to display the choice, the other of which is associated with the first for post-choosebox evaluation

#FocusPos The focus position is the position of the highlight within the data list. A bint specifies the initial focus position. If the bint is zero, the choose box displays a view-only list.

The message handler, decompile object, and data list will be described further below.

Example: We begin by looking at a simple choose box. CHS1 displays a default choose box showing a list of six string objects:

```
CHS1 101 Bytes Checksum #B027h
( → )

EXTERNAL Choose                                Declare Choose a rompointer
::
  AtUserStack                                Clear saved command name, no arguments
  ' DROPFALSE                                Message handler
  "Title"                                    Choose box title string
  ONE                                        Decompile format
  {                                          List of choices
    "ONE" "TWO" "THREE"
    "FOUR" "FIVE" "SIX"
  }
  ONE                                        Initial focus position
  Choose                                    Display the choose box
  COERCEFLAG                                Exit, converting the result flag to %1 or %0
;
```



9.3.3 Choose Box Message Handler

At various times during the execution of the choose box, the choose box engine sends a message to the message handler. If the message handler chooses not to handle the message, the default behavior related to that message will occur. If the message handler does handle the message, the default behavior does not happen. If you don't plan to handle any messages, then the object DROPFALSE is all that's needed, as shown above.

A message arrives at the message handler in the form of a binary integer indicating the message type with optional stack parameters. The message handler is expected to return TRUE if the message was handled, along with any required results on the stack, or FALSE if the message was not handled.

A message handler has the following stack diagram:

| | | |
|---------------------------|---|-------------------------|
| <passed objects> #message | → | <returned objects> TRUE |
| <passed objects> #message | → | <passed objects> FALSE |

The following message handler specifies a full-screen multi-pick choose box by handling messages 60 and 61:

```
::
  SIXTY #=casedrop :: TRUE TRUE ;      Handle message 60
  SIXTYONE #=casedrop :: TRUE TRUE ;   Handle message 61
  DROPFALSE                            Ignore other messages
;
```

There are many messages, but the messages most likely to be of interest are listed below:

| Message Purpose | Decimal message number |
|---|----------------------------------|
| Input arguments → Objects returned by the handler | |
| Choose Box Size | 60 |
| → TRUE | <i>Full screen choose box</i> |
| → FALSE | <i>Partial screen choose box</i> |

| | | |
|--|-----------------------------------|----|
| Pick Type | | 61 |
| | → TRUE <i>Multi-pick</i> | |
| | → FALSE <i>Single-pick</i> | |
| Item Count | → #number_of_items_in_list | 62 |
| Title Grob | → grob | 69 |
| Title String | → \$title | 70 |
| Item String | | 80 |
| | #item_index → \$item_string | |
| Item Grob | | 81 |
| | #item_index → grob | |
| Note: Item grob may need to have standard choose item width (91 or 131) | | |
| Choose Box Menu | | 83 |
| | → { menu } | |
| Pick Event | | 86 |
| | → | |
| CANCEL Key Event | | 91 |
| | → FALSE <i>Cancel not allowed</i> | |
| | → TRUE <i>Cancel allowed</i> | |
| OK Key Event | | 96 |
| | → FALSE <i>OK not allowed</i> | |
| | → TRUE <i>OK allowed</i> | |

Note that you might want to get control when an event happens, but still want the default action to take place. To do this, preserve the passed objects and return FALSE, indicating that you “didn’t handle the message”.

While the choose box is active, null-named temporary variables contain information of interest:

| | |
|----------|------------------------------|
| 6GETLAM | → #highlight_row_number |
| 7GETLAM | → #row_height (pixels) |
| 8GETLAM | → #row_width (pixels) |
| 12GETLAM | → #item_count |
| 15GETLAM | → { list of picked indices } |
| 18GETLAM | → #index_of highlighted_item |
| 19GETLAM | → { choice_list } |

Example. To introduce some uses of message handling, the message handler in CHS2 specifies the choose box type and choices via the message handler.


```
CHS2 121 Bytes Checksum #28EDh
( → %0 )
( → { choices } %1 )
```

```
EXTERNAL Choose
::
  AtUserStack                                Clear saved command name, no arguments
  ' ::                                         Message handler
  SIXTYONE #=casedrop TrueTrue               Specify multi-pick choose box
  SIXTYTWO #=casedrop :: NINE TRUE ;         Specify nine choices
  80 #=casedrop                               Create the string for each choice:
  ::
    UNCOERCE EDITDECOMP$                     Convert index bint into real and decompile it
    "Frog " SWAP&$                           Prepend frog string
    TRUE                                       Signal event handled
  ;
  DROP FALSE                                Do not handle other messages
;
"CHOOSE SOME FROGS"                          Title string
ONE                                           Decompile object (not used in this example)
NULL{}                                       Null data list
ONE                                           Initial focus position
Choose COERCEFLAG                           Run the choose box, then exit, converting flag
;
```



This example will be expanded at the end of this chapter with a customized menu and a dynamic title — see CHS6 on page 182.

9.3.4 Decompile Objects

The decompile object controls the manner in which each item is displayed, has the stack diagram (ob →\$), and may be specified three ways:

- A pointer to an object that creates a string representation of a choice, like EDITDECOMP\$
- A secondary that creates a string representation of a choice, like :: CARCOMP EDITDECOMP\$;
- A bint specifying the decompile procedure

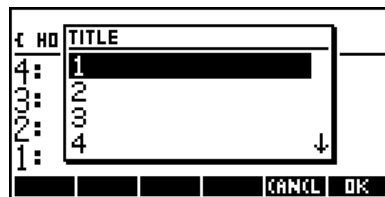
The binary integer specification uses specific bits to encode the decompile procedure. These bits control the decompile format, which part of a composite choice to decompile, and whether only the first character should be returned.

| Bit | Interpretation |
|-----|---|
| 0 | No decompilation — expects a string and displays the contents without quote marks |
| 1 | Decompile objects as they would appear on the stack (uses the user's numeric display format settings) |
| 2 | Decompile objects as they would appear in the editline (uses STD format for numbers) |
| 3 | Return only the first character of the string |
| 4 | Extract and display the first object of a composite |
| 5 | Extract and display the second object of a composite |

Example. A bint with the decimal value 36 is supplied as the decompile object for CHS3. Each choice object is actually a list. Bit 2 is set, specifying that objects should be decompiled using STD format. Bit 5 is set, specifying that the second object in the choice list should be decompiled and displayed.

```
CHS3 146 Bytes Checksum #D930h
( → %0 )
( → choice %1 )

EXTERNAL Choose
::
  AtUserStack                Clear saved command name, no arguments
  ' DROPFALSE                Message handler
  "Title"                     Title string
  THIRTYSIX                   Decompile object
  {                            Data list
    { "ONE" %1 }
    { "TWO" %2 }
    { "THREE" %3 }
    { "FOUR" %4 }
    { "FIVE" %5 }
    { "SIX" %6 }
  }
  ONE                          Initial focus position
  Choose                       Run the choose box
  COERCEFLAG                   Exit, converting flag to %0 or %1
;
```

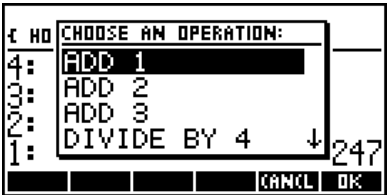


Note: You may also include the file GUI.H to enable the use of predefined decompile objects. For more about this file, see *Input Form DEFINES for RPLCOMP* on page 187 later in this chapter.

The real power of the ability to handle lists for choices is to be able to bundle procedures with choice strings. The example CHS4 illustrates this concept.

```
CHS4 245.5 Bytes Checksum #E1FDh
( % → %' )

EXTERNAL Choose
::
  OLASTOWDOB! CK1NOLASTWD          Clear saved command name, require one ob
  CK&DISPATCH1 real                Require real number
  ::
    ' DROPFALSE                     Message handler
    "CHOOSE AN OPERATION:"          Title string
    SEVENTEEN                       Decompile object: show first part as text
    {                               Data list
      { "ADD 1" %1+ }
      { "ADD 2" :: %2 %+ ; }
      { "ADD 3" :: %3 %+ ; }
      { "DIVIDE BY 4" :: %4 %/ ; }
      { "SUBTRACT 5" :: %5 %- ; }
      { "MULTIPLY BY 6" :: %6 %* ; }
    }
    ONE                             Initial focus position
    Choose                          Run the choose box
    NOT?SEMI                       Exit if cancelled
    TWO NTHCOMPDROP                Extract the procedure object
    EVAL                           Evaluate the procedure object
  ;
```



9.3.5 Customizing Choose Box Menus

By responding to message 83 you can customize the choose box menu. Rather than duplicate the definitions of the check, cancel, and OK keys, we'll illustrate how you can copy, decompose, alter, and rebuild a built-in menu definition.

There are three standard menu objects used for choose boxes:

| | | |
|--|---------|-----------------|
| ChooseMenu0 | #050B3h | G/GX XLIB 179 5 |
| Choose menu for display-only choose boxes: | | |
| | | QUIT |
| | | → menu_object |
| ChooseMenu1 | #060B3h | G/GX XLIB 179 6 |
| Choose menu for single-pick choose boxes: | | |
| | | CANCL OK |
| | | → menu_object |
| ChooseMenu2 | #070B3h | G/GX XLIB 179 7 |
| Choose menu for multi-pick choose boxes: | | |
| | | CANCL OK |
| | | → menu_object |


These menu objects are actually secondaries consisting of the object NoExitAction and the menu definition itself. For example, ChooseMenu2 looks like this:

```

::
  NoExitAction
  {
    NullMenuKey
    NullMenuKey
    {
      :: TakeOver grobCheckKey ;   The grob for the label
      {
        DoCKeyCheck                Primary key checks or unchecks an item
        DoCKeyChAll                Left-shift key checks all items
        DoCKeyUnChAll              Right-shift key unchecks all items
      }
    }
    NullMenuKey
    { "(AN(L" DoCKeyCancel }
    { "OK" DoCKeyOK }
  }
;

```

(Actually, the definition for the third key is a little more involved — the check grob is not displayed if the list is empty, but if your application doesn't present an empty data list you won't have to take this step.)

The object NoExitAction insures that the menu won't be saved as the last menu, so pressing  [MENU] won't display a menu whose context is meaningless after your application terminates.

| | |
|--|---------|
| NoExitAction | #3EC58h |
| Ensures a menu won't be saved as the last menu | |
| → | |

Note: The new key definition must follow all the same principles as any key definition for the Parameterized Outer Loop (the choose box engine rests atop a POL).

Choose box menu items are built using the following support objects:

| | | |
|--|---------|-------------------|
| grobCheckKey | #860B0h | G/GX XLIB 176 134 |
| Check label grob | | |
| → grob | | |
| DoCKeyCheck | #2A0B3h | G/GX XLIB 179 42 |
| Check or uncheck the current item in a multi-pick choose box | | |
| → | | |
| DoCKeyChAll | #2B0B3h | G/GX XLIB 179 43 |
| Check all items in a multi-pick choose box (typically left-shifted) | | |
| → | | |
| DoCKeyUnChAll | #2C0B3h | G/GX XLIB 179 44 |
| Uncheck all items in a multi-pick choose box (typically right-shifted) | | |
| → | | |
| DoCKeyCancel | #2D0B3h | G/GX XLIB 179 45 |
| Cancel the choose box | | |
| → FALSE | | |
| DoCKeyOK | #2E0B3h | G/GX XLIB 179 46 |
| Accept the choices | | |
| → FALSE <i>No items chosen</i> | | |
| → Item TRUE <i>Single-pick</i> | | |
| → Items TRUE <i>Multi-pick</i> | | |

Example. The technique described above is used to create a simple editor for a list of strings using a custom choose box menu. This example begins by requiring a list, validating that the list contains at least one object, and that all objects in the list are strings. The message handler for the choose box intercepts the following messages:

- 60 Specifies a full-screen choose box
- 83 Creates the custom choose box menu
- 96 Places the list on the stack when the choose box ends

Note that in this example we use ONE for the decompile object. This means we're guaranteeing to the choose box engine that only string objects are being displayed. If this example were to work with arbitrary objects, then FOUR would be better choice, but strings would be displayed with quote marks.

```

CHS5 320 Bytes Checksum #427h
( { $1 ... $n } → { $1 ... $n } $Highlighted %1 )      User pressed [ENTER] or [ OK ]
( { $1 ... $n } → %0 )                                User pressed [CANCEL] or [ON]
EXTERNAL Choose
EXTERNAL DoCKeyCancel
EXTERNAL DoCKeyOK
::
  OLASTOWDOB! CK1NOLASTWD                               Clear saved command name, require one object
  CK&DISPATCH1 list                                   Require list object
  ::
    DUPLNCOMP DUP#0= case SETSIZEERR                   Make sure list contains at least one object
    #1+ ONE DO                                          Loop to validate objects in list
      DUP INDEX@ NTHCOMPDROP                           Get each item
      TYPECSTR? ?SKIP SETTYPEERR                       Error out if not a string
    LOOP
    ' ::                                               Message handler
      SIXTY #=casedrop :: TRUE TRUE ;                  60: Full screen choose box
      83 #=casedrop                                    83: Choose box menu
      ::
        ' ::                                           Place secondary on stack
        NoExitAction
        {
          {
            "EDIT"                                       Edit key definition
            :: TakeOver                                  Label
            "Edit String:"                               Action must begin with TakeOver
                                                         Set up InputLine parameters: this is the
                                                         prompt
            19GETLAM 18GETLAM                             Get the choose box data list and current item #
            NTHCOMPDROP                                   Extract the highlighted item
            ZERO ONE ONE ONE                             InputLine params: alpha lock, entry, cursor
                                                         pos
          { <SkipKey >SkipKey <DelKey >DelKey TogInsertKey } Editline menu
            ONE FALSE ZERO                               Menu row, abort action, no post-processing
            InputLine                                     Run the input line
            IT                                             If edit was accepted
            ::
              18GETLAM 19GETLAM                           Get the data list and focus position
              PUTLIST                                     Replace the item
              19PUTLAM                                    Store the new list back
            ;
            ClrDAsOK                                       Signal the display has been altered
          ;
          ;                                               End of new menu key action
          }                                               End of edit key definition
          NullMenuKey                                     2nd menu key
          NullMenuKey                                     3rd menu key
          NullMenuKey                                     4th menu key
          { "(AN(L" DoCKeyCancel }                       Cancel key
          { "OK" DoCKeyOK }                               OK key
        }
      ;
      TRUE                                               End of menu secondary
                                                         Signal that message 83 has been handled

```

| | |
|--|---|
| <pre>; BINT_96d #=casedrop :: 19GETLAM TRUE TRUE ; DROP FALSE ; "EDIT STRINGS" ONE 4ROLL ONE Choose COERCEFLAG ; ;</pre> | <p><i>End of handler for message 83</i></p> <p><i>96: Choose box ends</i></p> <p><i>Recall data list, signal end OK, signal msg handled</i></p> <p><i>Ignore other messages</i></p> <p><i>End of message handler</i></p> <p><i>Choose box title, decompile specification</i></p> <p><i>Move data list into place, specify ONE for initial focus</i></p> <p><i>Display the choose box</i></p> <p><i>Exit, converting choose box flag to %0 or %1</i></p> |
|--|---|

9.3.6 Choose Event Procedures

The following objects are available for use by a choose box menu key definition.

| | | |
|---------------------------------|---------|------------------|
| LEDISPItem | #360B3h | G/GX XLIB 179 54 |
| Display an item | | |
| #index #highlight_row | → | |
| LEDISPList | #350B3h | G/GX XLIB 179 53 |
| Display the choose box contents | | |
| | → | |
| LEDISPPrompt | #300B3h | G/GX XLIB 179 48 |
| Display the choose box title | | |
| | → | |

For LEDISPItem, the index of the currently highlighted item can be found by 18GETLAM and the current highlight row number can be found by 6GETLAM.

Example. The message handler and custom menu combine in CHS6 to present a dynamic choose box in which the title reflects the number of items chosen.



| | |
|--|---|
| <pre>CHS6 348.5 Bytes Checksum #AE5Ch (→ %0) (→ { choices } %1) EXTERNAL Choose EXTERNAL grobCheckKey EXTERNAL LEDISPPrompt EXTERNAL DoCKeyCheck EXTERNAL DoCKeyChAll EXTERNAL DoCKeyUnChAll EXTERNAL DoCKeyCancel EXTERNAL DoCKeyOK :: AtUserStack ' :: SIXTYONE #=casedrop TrueTrue</pre> | <p><i>User pressed CANCEL or [ON]</i></p> <p><i>User pressed [ENTER] or OK </i></p> <p><i>Clear saved command name, no arguments</i></p> <p><i>Message handler</i></p> <p><i>Specify multi-pick choose box</i></p> |
|--|---|

```

SIXTYTWO #:=casedrop :: NINE TRUE ;
SEVENTY #:=casedrop
::
15GETLAM LENCOMP
::
ZERO #:=casedrop "NO FROGS"
ONE #:=casedrop "1 FROG"
UNCOERCE EDITDECOMP$ " FROGS" &$
;
" PICKED" &$
TRUE
;
80 #:=casedrop
::
UNCOERCE EDITDECOMP$
"Frog " SWAP&$
TRUE
;
83 #:=casedrop
::
' ::
NoExitAction
{
NullMenuKey
NullMenuKey
{
:: TakeOver grobCheckKey ;
{
:: TakeOver DoCKeyCheck LEDispPrompt ;
:: TakeOver DoCKeyChAll LEDispPrompt ;
:: TakeOver DoCKeyUnChAll LEDispPrompt ;
}
}
NullMenuKey
{ "(AN(L" DoCKeyCancel }
{ "OK" DoCKeyOK }
}
;
TRUE
;
DROP FALSE
;
" "
ONE
NULL{ }
ONE
Choose
COERCEFLAG
;

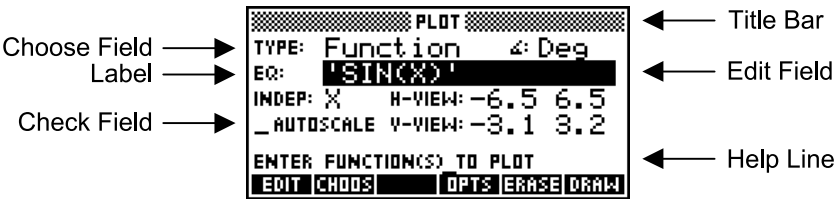
```

*Specify nine choices**Create the prompt string:**Get the length of the list of picked indices**No choices picked**One choice picked**More than one choice picked**Append remainder of prompt string**Signal event handled**Create the string for each choice:**Convert index bint into real and decompile it**Prepend frog string**Signal event handled**Specify the choose box menu**Check key label**Primary check key action**Left-shift key action**Right-shift key action**Cancel key**OK key**Signal menu event handled**Signal other messages not handled**Default title string (will be replaced by msg 70)**Decompile object (not used in this example)**Null data list**Initial focus position**Display the choose box**Exit, converting flag*

9.4 Input Forms

The input form engine in the HP 48G/GX has been designed to meet a very diverse set of requirements, so it takes a little more effort to use than other interfaces. It is not possible (or reasonable) to try to document all of the minutiae associated with input forms, but we will provide a general introduction that should satisfy the needs of

many applications. We begin by introducing a few terms, then go on to describe the parameters and illustrate their use. As you read these terms, use the PLOT input form shown below for reference:



- Title Bar** Shows the title for the input form.
- Field** An input form field contains data that can be changed by the user.
- Label** A label is just text, and is not associated with a field except by juxtaposition.
- Help Line** A prompt associated with a field.
- Highlight / Focus** The currently active field is shown in inverse video, and is said to have the *focus* of the input form engine.
- Edit Field** A field that permits character editing, like the EQ field in the PLOT input form.
- Choose Field** A field that permits selection from a fixed set of choices, like the TYPE field in the PLOT input form.
- Check Field** A field that has two states: *checked* and *unchecked*, like the AUTOSCALE field in the PLOT input form.

9.4.1 Input Form Parameters

Like the choose box, input forms are specified by stack parameters and responses generated from a message handler:

| | |
|--|------------------------|
| DoInputForm | G/GX #199EBh |
| Display an input form | |
| input form parameters → ob ₁ ... ob _m TRUE | Input accepted with OK |
| input form parameters → FALSE | Cancelled |

- Label_Specifier1 ... Label_SpecifierN** Specifiers for *N* labels. Label specifiers consist of three arguments, described in detail below.
- Field_Specifier1 ... Field_SpecifierM** Specifiers for *M* fields. Field specifiers consist of thirteen arguments, described in detail below.
- #LabelCount** A binary integer *N* specifying the number of label specifiers.
- #FieldCount** A binary integer *M* specifying the number of field specifiers.
- Input Form Message Handler** A secondary that handles form-specific events.
- Title** A string to be displayed in the title bar.

Caution: Remember that the |CALC| softkey on the second page of the input form menu gives the user access to the stack. You may wish to consider what your application leaves on the stack when an input form is active.

9.4.2 Label Specifiers

Input form labels are displayed using the small font. Each label is specified with three parameters:

- Label_String** A string object for the text.
- #X_Position** A bint specifying the pixel column for the upper-left corner of the text.
- #Y_Position** A bint specifying the pixel row for the upper-left corner of the text.

9.4.3 Field Specifiers

Input form fields are specified with thirteen parameters:

- Field_Message_Handler** A message handler, usually specified as 'DROPFALSE.
- #X_Position** A bint specifying the pixel column for the upper-left corner of the field.
- #Y_Position** A bint specifying the pixel row for the upper-left corner of the field.
- #Field_Width** A bint specifying the pixel width of the field.
- #Field_Height** A bint specifying the pixel height of the field.
- #Field_Type** A bint specifying the field type. Common types are:

| Value | Field Type |
|-------|---|
| 1 | Text field |
| 3 | Auto-algebraic field for equation entry |
| 12 | Choose field |
| 32 | Check field |

- Object_Types** A list of one or more bints specifying the valid object types for the field. To allow any object type, specify MINUSONE. For a check field, specify MINUSONE.
- Decompile_Object** An object specifying the manner in which the field's contents are displayed. See *Decompile Objects* on page 177 for a complete description. For a check field, specify MINUSONE.
- Help_String** A string object containing the help text for the field.
- Choose_Field_Data** A list of choices for a choose field, or MINUSONE for non-choose fields.
- Choose-Decompile_Fmt** An object specifying the manner in which a choose field's choices are displayed. See *Decompile Objects* on page 177 for a complete description. For non-choose fields, specify MINUSONE.
- Reset_Value** The value to be displayed if |RESET| is pressed. For check fields, specify TRUE (checked) or FALSE (unchecked). For other fields, specify MINUSONE if the reset value for the field is blank (analogous to NOVAL in User-RPL) or specify a valid value.
- Initial_Value** The first value to be displayed. For check fields, specify TRUE (checked) or FALSE (unchecked). For other fields, specify MINUSONE if the reset value for the field is blank (analogous to NOVAL in User-RPL) or specify a valid value.

Looks easy, right? Let's put the first example right on the next page:

INF1 287 Bytes Checksum #D6D6h

(→ %0)

Cancelled

(→ ob % % %1)

Accepted

| | |
|---------------------------------|--|
| :: | |
| AtUserStack | <i>Clear saved command name, no arguments</i> |
| "EDIT FIELD:" ONE NINETEEN | <i>Label 1 text and coordinates</i> |
| "CHOOSE FIELD:" ONE TWENTYEIGHT | <i>Label 2 text and coordinates</i> |
| "CHECK FIELD" EIGHT THIRTYSEVEN | <i>Label 3 text and coordinates</i> |
| 'DROPFALSE | <i>Field 1 message handler</i> |
| FORTY SEVENTEEN | <i>Field 1 coordinates</i> |
| 79 | <i>Field 1 width</i> |
| NINE | <i>Field 1 height</i> |
| ONE | <i>Field 1 type — edit field</i> |
| MINUSONE | <i>Field 1 object types allowed</i> |
| TWO | <i>Field 1 decompile format user's settings</i> |
| "ENTER ANY OBJECT" | <i>Field 1 help text</i> |
| MINUSONE | <i>Optional data not used</i> |
| MINUSONE | <i>Optional data not used</i> |
| NULL\$ NULL\$ | <i>Field 1 initial and reset values</i> |
| 'DROPFALSE | <i>Field 2 message handler</i> |
| FORTYNINE TWENTYSIX | <i>Field 2 coordinates</i> |
| FORTYNINE | <i>Field 2 width</i> |
| NINE | <i>Field 2 height</i> |
| TWELVE | <i>Field 2 type — choose list</i> |
| FOUR | <i>Field 2 object types allowed</i> |
| TWO | <i>Field 2 decompile format user's settings</i> |
| "CHOOSE A NUMBER" | <i>Field 2 help text</i> |
| { %1 %2 %3 } | <i>Field 2 choice list</i> |
| TWO | <i>Choose box decompile format</i> |
| %1 %1 | <i>Field 2 initial and reset values</i> |
| 'DROPFALSE | <i>Field 3 message handler</i> |
| ONE THIRTYFIVE | <i>Field 3 coordinates</i> |
| SIX | <i>Field 3 width</i> |
| NINE | <i>Field 3 height</i> |
| THIRTYTWO | <i>Field 3 type — check box</i> |
| MINUSONE | <i>Object types not applicable</i> |
| MINUSONE | <i>Decompile format not applicable</i> |
| "CHECK OR UNCHECK" | <i>Field 3 help text</i> |
| MINUSONE | <i>Optional data not used</i> |
| MINUSONE | <i>Optional data not used</i> |
| FALSE FALSE | <i>Field 3 initial and reset values</i> |
| THREE | <i>Number of labels</i> |
| THREE | <i>Number of fields</i> |
| 'DROPFALSE | <i>input form message handler</i> |
| "TEST" | <i>input form title</i> |
| DoInputForm | <i>Display the input form</i> |
| case :: ITE %1 %0 %1 ; | <i>If OK, convert check result and return %1</i> |
| %0 | <i>If cancelled, return %0</i> |
| ; | |

A screenshot of a test input form titled "TEST". The form contains the following text: "EDIT FIELD: 'TEST STRING'", "CHOOSE FIELD: 1", "_ CHECK FIELD", "ENTER ANY OBJECT", and a row of buttons: "EDIT", "OK", "CANCEL", and "OK".

9.4.4 Input Form DEFINEs for RPLCOMP

The example INF1 on the previous page is virtually unreadable unless you're willing to remember many small details of input form parameters. To solve this, you can use the INCLUDE feature of HP's RPL compiler RPLCOMP.EXE to define locations for fields and labels, field types, decompile procedures, etc. We've provided a file on the disk named GUI.H that contains some standard input form definitions. If you're using another tool set, there may be a similar way to use DEFINEs to help make your code readable.

Note: The remaining examples in this chapter will use the DEFINEs listed in GUI.H.

Example. INF2 is slightly different from INF1. The first two fields are lined up to begin in the same pixel column, the decompile specifications use STD instead of the user settings, and NOVAL is the default for field 1. We trust that the mnemonic value of the DEFINEs from GUI.H makes the code a little more readable.

| | |
|--------------------------------|--|
| INF2 287 Bytes Checksum #3373h | |
| (→ %0) | <i>Cancelled</i> |
| (→ ob % % %1) | <i>Accepted</i> |
| INCLUDE GUI.H | <i>Include the DEFINES from file GUI.H</i> |
| :: | |
| AtUserStack | <i>Clear saved command name, no arguments</i> |
| "EDIT FIELD:" COL1 LROW2 | <i>Label 1 text and coordinates</i> |
| "CHOOSE FIELD:" COL1 LROW3 | <i>Label 2 text and coordinates</i> |
| "CHECK FIELD" COL1+C LROW4 | <i>Label 3 text and coordinates</i> |
| 'DROPFALSE | <i>Field 1 message handler</i> |
| COL9 FROW2 FWIDTH12 FHEIGHT | <i>Field 1 coordinates and dimensions</i> |
| FTYPE_TEXT | <i>Field 1 type: edit field</i> |
| OBTYPE_ANY | <i>Field 1 object types allowed</i> |
| FMT_STD | <i>Field 1 decompile format STD</i> |
| "ENTER ANY OBJECT" | <i>Field 1 help text</i> |
| OPTDATA_NULL | <i>Optional data not used</i> |
| OPTDATA_NULL | <i>Optional data not used</i> |
| NOVAL NOVAL | <i>Field 1 initial and reset values</i> |
| 'DROPFALSE | <i>Field 2 message handler</i> |
| COL9 FROW3 FWIDTH8 FHEIGHT | <i>Field 2 coordinates and dimensions</i> |
| FTYPE_CHOOSE | <i>Field 2 type: choose list</i> |
| OBTYPE_NA | <i>Field 2 object types allowed</i> |
| FMT_STD | <i>Field 2 decompile format STD</i> |
| "CHOOSE A NUMBER" | <i>Field 2 help text</i> |
| { %1 %2 %3 } | <i>Field 2 choice list</i> |
| FMT_STD | <i>Choose box decompile format</i> |
| %1 %1 | <i>Field 2 initial and reset values</i> |
| 'DROPFALSE | <i>Field 3 message handler</i> |
| COL1 FROW4 FWIDTH_C FHEIGHT | <i>Field 3 coordinates and dimensions</i> |
| FTYPE_CHECK | <i>Field 3 type: check box</i> |
| OBTYPE_NA | <i>Object types not applicable</i> |
| FMT_NA | <i>Decompile format not applicable</i> |
| "CHECK OR UNCHECK" | <i>Field 3 help text</i> |
| OPTDATA_NULL | <i>Optional data not used</i> |
| OPTDATA_NULL | <i>Optional data not used</i> |
| FALSE FALSE | <i>Field 3 initial and reset values</i> |
| THREE THREE | <i>Number of labels and fields</i> |
| 'DROPFALSE | <i>Input form message handler</i> |
| "TEST" | <i>Input form title</i> |
| DoInputForm | <i>Display the input form</i> |
| case :: ITE %1 %0 %1 ; | <i>If OK, convert check result and return %1</i> |
| %0 | <i>If cancelled, return %0</i> |
| ; | |

9.4.5 Specifying Object Types

To allow any object to be entered into a text field, specify MINUSONE for the object type. To specify one or more object types, use a list of bints. The table below shows the available types, bint values, and DEFINE names from GUI.H.

| Object Type | DEFINE | Bint |
|---------------------|----------------|----------|
| Real | OBTYPREAL | ZERO |
| Complex | OBTYPCMP | ONE |
| String | OBTYPSTR | TWO |
| Real array | OBTYPARRAY | THREE |
| Complex array | OBTYPARRAY | FOUR |
| List | OBTYP_LIST | FIVE |
| Name (ID) | OBTYP_ID | SIX |
| User program | OBTYP_USERPRGM | EIGHT |
| Algebraic | OBTYP_SYMB | NINE |
| User binary integer | OBTYP_HXS | TEN |
| Unit | OBTYP_UNIT | THIRTEEN |

Example: To allow programs and algebraic objects use the list { OBTYP_USERPRGM OBTYP_SYMB } .

9.4.6 Specifying Decompile Formats

Text and choose fields require a decompile object. The decompile object controls the manner in which each item is displayed, has the stack diagram (ob → \$), and may be specified three ways:

- A pointer to an object that creates a string representation of a choice, like EDITDECOMP\$
- A secondary that creates a string representation of a choice, like :: CARCOMP EDITDECOMP\$;
- A bint specifying the decompile procedure

Note that for text fields, the first two choices must be sensitive to the possibility of undefined field contents. For instance, if a text field's default value is MINUSONE (NOVAL), then EDITDECOMP\$ would display <FFFFFFh> . It's more likely that a secondary would be used that would include a test for this condition.

Example: This secondary returns a null string for an undefined value, otherwise decompiles the object using STD formatting if the object is not a string.

(ob → \$)

```

::
  DUP MINUSONE EQUAL casedrop NULL$   Return null string for NOVAL
  DUPTYPECSTR? ?SEMI                  Do nothing if the object is a string
  EDITDECOMP$
;

```

The binary integer specification uses specific bits to encode the decompile procedure. These bits control the decompile format, which part of a composite choice to decompile, and whether only the first character should be returned. The file GUI.H contains a series of DEFINES for commonly used decompile specifications.

| Bit | Interpretation |
|-----|---|
| 0 | No decompilation — expects a string and displays the contents without quote marks |
| 1 | Decompile objects as they would appear on the stack (uses the user's numeric display format settings) |
| 2 | Decompile objects as they would appear in the editline (uses STD format for numbers) |
| 3 | Return only the first character of the string |
| 4 | Extract and display the first object of a composite (useful for choose fields only) |
| 5 | Extract and display the second object of a composite (useful for choose fields only) |

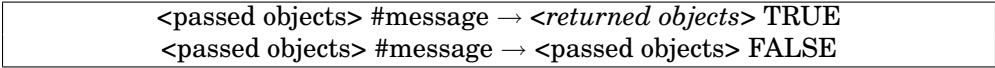
Example: The bint THIRTYSEX (FMT_P2&STD in GUI.H) specifies STD formatting for the second element in a list (useful for choose fields).

9.4.7 Input Form Message Handlers

At various times during the execution of an input form, the input form engine sends a message to the form’s message handler or an individual field’s message handler. If the message handler chooses not to handle the message, the default behavior related to that message will occur. If the message handler does handle the message, the default behavior does not happen. If you don’t plan to handle any messages, then the object DROPPFALSE is all that’s needed.

A message arrives at the message handler in the form of a binary integer indicating the message type with optional stack parameters. The message handler is expected to return TRUE if the message was handled, along with any required results on the stack, or FALSE if the message was not handled.

A message handler has the following stack diagram:



There are many messages, but the messages most likely to be of interest are documented as follows:

| Message Purpose | Decimal message number |
|---|------------------------|
| Input arguments → Objects returned by the handler | |

Input Form Messages

These messages are processed by the main input form message handler.

| | | |
|-----------------|---|----|
| Title Grob | → 131x7_grob | 2 |
| Input Form Menu | → { menu } | 15 |
| Three Menu Keys | → { Key ₄ Key ₅ Key ₆ } | 16 |
| CALC Key Event | → FALSE <i>Cancel not allowed</i> → TRUE <i>Cancel allowed</i> | 28 |
| OK Key Event | → FALSE <i>OK not allowed</i> → TRUE <i>OK allowed</i> | 29 |

Field Messages

These messages are processed by the individual field message handlers and are specific to the related field.

| | | |
|--------------------|---|----|
| Check Object Type | → FALSE <i>Invalid Object Type</i> → TRUE <i>Valid Object Type</i> | 45 |
| Check Object Value | → FALSE <i>Invalid Object Value</i> → TRUE <i>Valid Object Value</i> | 46 |

9.4.8 Input Form Data Access

While an input form is active the objects gFldVal and GetFieldVals may be used to recall the values for all the fields. Fields are numbered in the order of their specification.

| | | |
|---|---------|---------------------|
| gFldVal | #C50B0h | G/GX XLIB 176 197 |
| Recall the values for an individual field | | |
| #field_number | → | <i>Field_Value</i> |
| GetFieldVals | #C80B0h | G/GX XLIB 176 200 |
| Recall the values for all the fields | | |
| | → | <i>Field_Values</i> |

Example: :: ONE gFldVal ; returns the value of the first field.

While an input form is active, state information is saved in null-named temporary variables. A few contain basic information that might be useful:

| | | |
|----------|---|-----------------------|
| 4GETLAM | → | #current_field_number |
| 5GETLAM | → | #focus_position |
| 12GETLAM | → | \$title |
| 14GETLAM | → | #number_of_fields |
| 15GETLAM | → | #number_of_labels |

9.4.9 Customizing Input Form Menus

There are twelve standard input form softkeys:

| | Key 1 | Key 2 | Key 3 | Key 4 | Key 5 | Key 6 |
|-------|-------|-------|-------|-------|-------|-------|
| Row 1 | EDIT | CHOOS | CHK | | CANCL | OK |
| Row 2 | RESET | CALC | TYPE | | CANCL | OK |

In row 1, the first three keys are reserved for field support. The last three are available for customization by responding to message 16. If an application doesn't need the second row (the |CALC| key represents a potential landmine for a robust application), the entire menu can be customized by responding to message 15.

Two built-in key objects are available to help build custom input form menus: DoKeyCancel and DoKeyOK:

| | | |
|---|---------|--------------------------|
| DoKeyCancel | #590B0h | G/GX XLIB 176 89 |
| Process a "CANCEL" keystroke, terminating an input form | | |
| | → | <i>FALSE</i> |
| DoKeyOK | #5A0B0h | G/GX XLIB 176 90 |
| Process an "OK" keystroke, terminating an input form | | |
| | → | <i>Field_Values TRUE</i> |

Customizing Three Menu Keys. By responding to message 16, you can supply your own keys for row 1 positions four, five, and six. You must supply a list of exactly three key definitions and TRUE (in addition to the TRUE indicating that the message has been handled).

The following input form message handler creates a new key |ALERT| in position four and supplies the standard |CANCL| and |OK| keys in positions five and six:

```

( #msg → FALSE Not handled )
( #16 → { Key1 Key2 Key3 } TRUE TRUE )
::
SIXTEEN #<> case FALSE
{
  {
    "ALERT"
    ::
      TakeOver
      "Alert!"
      NINE FIFTEEN
      MINUSONE
      ' MsgBoxMenu
      DoMsgBox
      DROP
    ;
  }
  { "(AN(L" :: TakeOver DoKeyCancel ; }
  { "OK" :: TakeOver DoKeyOK ; }
}
TRUE
TRUE
;

```

Respond only to message 16
List of 3 key definitions:
Key 1:
Label
Procedure:
MUST be a TakeOver secondary
Text for message box
Min and max character widths
No grob
Message box menu
Display the message box
Discard the returned flag

Standard |CANCL| key
Standard | OK | key

Flag needed by menu builder
Indicates message handled

The program INF3 (supplied on the disk but not listed here) uses this message handler to extend the INF2 example.

Customizing the Entire Input Form Menu. There are two principal motivations for customizing the entire input form menu:

- You can rename a standard key, like | OK | to a verb, like |DRAW| in the PLOT input form.
- You can eliminate keys that are either distracting or dangerous. Keys like |RESET| and |TYPES| are distracting in a well-confined application, but |CALC| is quite dangerous, since this key gives the user access to the entire calculator.

By responding to message 15, you can supply a unique menu definition. The menu definition must be supplied as a secondary consisting of two parts — NoExitAction and the menu list:

```
:: NoExitAction { menu keys } ;
```

To help build the menu, you can use the standard first three keys that are available in the list IFMenuRow1, and the standard second menu row which is available in the list IFMenuRow2.

| | | |
|---|---------|-----------------|
| IFMenuRow1 | #050B0h | G/GX XLIB 176 5 |
| A list containing the standard first three input form softkeys → { <i>EDIT CHOOSE CHK</i> } | | |
| IFMenuRow2 | #060B0h | G/GX XLIB 176 6 |
| A list containing the standard second row of input form softkeys → { <i>RESET CALC TYPES NullMenuKey CANCEL OK</i> } | | |

The following input form message handler creates a new key |ALERT| in position four and supplies the standard |CANCL| and | OK | keys in positions five and six:

| | |
|--|---|
| (#msg → FALSE <i>Not handled</i>) | |
| (#16 → { Key ₁ Key ₂ Key ₃ } TRUE TRUE) | |
| <pre> :: FIFTEEN #<> case FALSE ' NoExitAction IFMenuRow1 { { "ALERT" :: TakeOver "Alert!" NINE FIFTEEN MINUSONE ' MsgBoxMenu DoMsgBox DROP ; } { "(AN(L" TakeOver DoKeyCancel ; } { "OK" TakeOver DoKeyOK ; } } &COMP TWO ::N TRUE ; </pre> | <p><i>Respond only to message 15</i> <i>Place NoExitAction on the stack</i> <i>Get the first three standard keys</i> <i>List of 3 key definitions:</i> <i>Key 1:</i> <i>Label</i> <i>Procedure:</i> <i>MUST be a TakeOver secondary</i> <i>Text for message box</i> <i>Min and max character widths</i> <i>No grob</i> <i>Message box menu</i> <i>Display the message box</i> <i>Discard the returned flag</i></p> <p><i>Standard CANCEL key</i> <i>Standard OK key</i></p> <p><i>Concatenate the two lists</i> <i>Build the secondary</i> <i>Indicates message handled</i></p> |

The program INF4 (supplied on the disk but not listed here) uses this message handler to extend the INF3 example. Note that INF3 and INF4 are identical *except* that INF4 does not have the second row of standard input form keys.

9.4.10 ORBIT Example

This program is a System-RPL implementation of an example by the same name in *The HP48 Handbook* (also provided on the disk in the USERRPL directory). ORBIT models a particle in a chaotic orbit. This program was inspired by the program MIRA in the book *Fractals — Endlessly Repeated Geometrical Figures* (Princeton, New Jersey: Princeton University Press, 1991) by Hans Lauwerier.

The successive iterates are calculated by:

$$x_{n+1} = y_n - F(x_n)$$

$$y_{n+1} = -bx_n + F(x_{n+1})$$

where:

$$F(x) = ax + \frac{2(1-a)x^2}{1+x^2}$$

The value for a controls the chaotic behavior (orbits are stable when a is 1). The value of b controls the spiral nature of the orbit. If b is just slightly less than 1, the orbit spirals inward.

An input form is used to enter and verify the input parameters n (the number of iterates), initial values for a and b , the starting position x and y , and the scaling coordinates. There are two message handlers:

- The field message handler for n verifies a positive number of iterates.
- The form message handler provides a custom menu that adds a |SHOW|, renames | OK | to |DRAW|, verifies that all fields have data when |DRAW| is pressed, and omits the standard second menu row.

To get acquainted with ORBIT, begin with a somewhat stable orbit. Reduce a to see its effect on the orbit and adjust the scale to keep the picture large, then reduce b to make the orbit spiral inward:

| n | a | b | x | y | PMIN | PMAX |
|------|-----|------|---|-----|-----------|---------|
| 700 | .95 | 1 | 0 | 7.5 | (-25,-10) | (27,10) |
| 700 | .9 | 1 | 0 | 7.5 | (-20,-8) | (22,8) |
| 2200 | .9 | .998 | 0 | 7.5 | (-20,-8) | (22,8) |



Here's some more to try. Remember that very small variations in initial conditions can result in dramatic changes to the orbit. For instance, try the third example below with values for a of $-.24$, $-.25$, and $-.26$.

| n | a | b | x | y | PMIN | PMAX |
|------|------|------|-----|---|-----------|---------|
| 600 | -.4 | .99 | 4 | 0 | (-12,-10) | (13,10) |
| 900 | -.48 | .935 | 4.1 | 0 | (-11,-10) | (14,7) |
| 500 | -.05 | .985 | 9.8 | 0 | (-13,-11) | (17,11) |
| 1000 | -.24 | .998 | 3 | 0 | (-12,-10) | (14,10) |
| 1000 | .2 | 1 | 11 | 0 | (-20,-16) | (22,17) |
| 400 | .3 | 1 | 8 | 0 | (-35,-19) | (35,19) |
| 500 | .4 | 1 | 0 | 5 | (-13,-8) | (16,8) |

ORBIT 1278.5 Bytes Checksum #E440h
(→)

```
INCLUDE GUI.H

EXTERNAL DoKeyCancel
EXTERNAL DoKeyOK
EXTERNAL IFMenuRow1
EXTERNAL gFldVal
EXTERNAL GetFieldVals
EXTERNAL grobAlertIcon
EXTERNAL DoMsgBox
EXTERNAL MsgBoxMenu

::
  AtUserStack
```

Include input form DEFINES

External declarations for objects that are referenced by rompointer

No arguments, clear saved command name

Specify the input form labels:

```
"ITERATES:" COL1 LROW1
"A:" COL1 LROW2
"B:" COL12 LROW2
"X:" COL1 LROW3
"Y:" COL12 LROW3
"PMIN:" COL1 LROW4
"PMAX:" COL12 LROW4
```

input form labels

Specify the input form fields:

```

' ::
  FORTYSIX #<> case FALSE
  %0 %>
  TRUE
;
COL7 FROW1 FWIDTH8 FHEIGHT
FTYPE_TEXT
{ OBTYPREAL }
' ::
  DUP MINUSONE EQUAL casedrop NULL$
  EDITDECOMP$
;
"ENTER THE NUMBER OF ITERATES"
OPTDATA_NULL OPTDATA_NULL
NOVAL NOVAL

'DROPFALSE
COL2 FROW2 FWIDTH8 FHEIGHT
FTYPE_TEXT
{ OBTYPREAL }
FMT_STD
"'A' CONTROLS THE CAOTIC BEHAVIOR"
OPTDATA_NULL OPTDATA_NULL
NOVAL NOVAL

'DROPFALSE
COL13 FROW2 FWIDTH8 FHEIGHT
FTYPE_TEXT
{ OBTYPREAL }
FMT_STD
"'B' CONTROLS THE SPIRAL"
OPTDATA_NULL OPTDATA_NULL
NOVAL NOVAL

'DROPFALSE
COL2 FROW3 FWIDTH8 FHEIGHT
FTYPE_TEXT
{ OBTYPREAL }
FMT_STD
"'X' IS THE STARTING POSITION X"
OPTDATA_NULL OPTDATA_NULL
NOVAL NOVAL

'DROPFALSE
COL13 FROW3 FWIDTH8 FHEIGHT
FTYPE_TEXT
{ OBTYPREAL }
FMT_STD
"'Y' IS THE STARTING POSITION Y"
OPTDATA_NULL OPTDATA_NULL
NOVAL NOVAL

'DROPFALSE
COL4.5 FROW4 FWIDTH7 FHEIGHT
FTYPE_TEXT
{ OBTYPREAL }

```

Message handler for ITERATES field
Respond only to message 46
Test to see if number is greater than zero
Signal that the message has been handled

Field dimensions
Field type
Allow only real numbers
Decompile object
Show null string if no data has been entered
Else display in STD format (similar to FMT_STD)

Help text
No choose box data for a text field
No value for reset and initial values

Default message handler for A field
Field dimensions
Field type
Allow only real numbers
Use STD display formatting
Help text
No choose box data for a text field
No value for reset and initial values

Default message handler for B field
Field dimensions
Field type
Allow only real numbers
Use STD display formatting
Help text
No choose box data for a text field
No value for reset and initial values

Default message handler for X field
Field dimensions
Field type
Allow only real numbers
Use STD display formatting
Help text
No choose box data for a text field
No value for reset and initial values

Default message handler for Y field
Field dimensions
Field type
Allow only real numbers
Use STD display formatting
Help text
No choose box data for a text field
No value for reset and initial values

Default message handler for PMIN
Field dimensions
Field type
Allow only complex numbers

```
FMT_STD
"LOWER LEFT DISPLAY COORDINATE"
OPTDATA_NULL OPTDATA_NULL
NOVAL NOVAL
```

```
'DROPFALSE
COL15.5 FROW4 FWIDTH7 FHEIGHT
FTYPE_TEXT
{ OBTYPEDCMP }
FMT_STD
"UPPER RIGHT DISPLAY COORDINATE"
OPTDATA_NULL OPTDATA_NULL
NOVAL NOVAL
```

Use STD display formatting
Help text
No choose box data for a text field
No value for reset and initial values

Default message handler for PMAX
Field dimensions
Field type
Allow only complex numbers
Use STD display formatting
Help text
No choose box data for a text field
No value for reset and initial values

Now specify the remaining input form parameters

```
SEVEN
SEVEN
' ::
  FIFTEEN #=casedrop
  ::
    ' NoExitAction
    IFMenuRow1
    {
      {
        "SHOW"
        ::
          TakeOver
          DOCLLCD
          TURNMENUOFF
          5GETLAM gFldVal
          DUP MINUSONE EQUAL
          ITE
            :: DROP "Undefined" ;
            EDITDECOMP$
          DISPROW4
          "Press any key to continue\1F"
          $>grob
          HARDBUFF ZERO FIFTYSIX GROB!
          WaitForKey 2DROP
          TURNMENUON
        ;
      }
    }
    {
      "(AN(L"
      :: TakeOver DoKeyCancel ;
    }
    {
      "DRAW"
      :: TakeOver DoKeyOK ;
    }
  }
  &COMP
  TWO ::N
  TRUE
;
TWENTYNINE #<> case FALSE
```

Seven labels
Seven fields
Message handler:
Message 15: input form menu

Put NoExitAction on the stack
List of first three standard keys
List of last three custom keys:

Label for SHOW key

Must be a TakeOver secondary
Clear the display
Turn off the menu
Get the value for the current field
Test to see if the field is undefined
If undefined,
 display "Undefined"
 else decompile the value
Display the string

Build the prompt grob
Display the prompt grob
Wait for a key, discard the location
Turn the menu back on

Standard CANCEL key

Standard OK key with different label

Concatenate the two lists of key definitions
Build the secondary with NoExitAction
Signal the message was handled

Reject all messages other than 29

```

GetFieldVals
15GETLAM
TRUE 1LAMBIND
ZERO_DO (DO)
  MINUSONE EQUAL IT :: FALSE 1PUTLAM ;

LOOP
1GETABND
DUP ?SKIP
  ::
  "Undefined\OAValue"
  NINE FIFTEEN
  grobAlertIcon
  MsgBoxMenu
  DoMsgBox
  DROP
;
TRUE
;
"ORBIT"

```

Get the field values
Get the number of field values
Bind TRUE in a temporary variable
Loop to test each value
If a value is undefined, store FALSE in temp var

Recall flag, abandon temporary environment
If there was an undefined value

Display a message box

Signal that message 29 was handled

Title for the input form

Now display the input form

```

DoInputForm
NOT?SEMI

```

Display the input form
Quit if cancelled

The user pressed DRAW, the parameters were verified, and now we're ready to go. The stack at this point contains:
(#Iterates %a %b %x %y C%PMIN C%PMAX →)

```

C%>% PUTYMAX PUTXMAX
C%>% PUTYMIN PUTXMIN
BINT_131d SIXTYFOUR MAKEPICT#
TOGDISP ZEROZERO WINDOWXY TURNMENUOFF
%2 5PICK %2 %* %-
3PICK DUP %* DUP
3PICK %*
7PICK 6PICK %* %+
SWAP %1 %+ %/
%0
{ LAM a LAM b LAM x LAM y LAM c LAM w LAM z )
BIND
COERCE ZERO DO
  ATTN? IT ZEROISTOPSTO
  LAM x INDEX@ TEN #> IT
  :: DUP LAM y %>C% C%># PIXON3 ;
  ' LAM z STO
  LAM b LAM y %* LAM w %+
  DUP ' LAM x STO
  LAM a OVER %* SWAP DUP %*
  DUP LAM c %* SWAP %1 %+ %/ %+
  DUP ' LAM w STO
  LAM z %- ' LAM y STO
LOOP
ABND
ATTNFLAGCLR FLUSHKEYS
;

```

Store PMIN
Store PMAX
Create blank PICT
Display PICT with no menu
Calculate intermediate value
Calculate initial value for w

Initial value for z

Create local variables
Loop for n iterations
Quit if ATTN pressed
Plot only after 1st 10 points

Save old x in z
Calculate new x

Calculate new w

Complete new value for y

Abandon temporary environment when done
Clear the attention flag and flush the key buffer

Chapter 10

Introducing Saturn

There are times in application development when System-RPL simply won't do the job or is too inefficient, so you want to write some code in assembly language. We summarize the CPU and instruction set here, but we also encourage you to review the document `SASM.DOC` supplied by Hewlett-Packard (on the disk). In particular, `SASM.DOC` provides some detailed information about each instruction (opcode, cycles to execute, etc.) that we omit here.

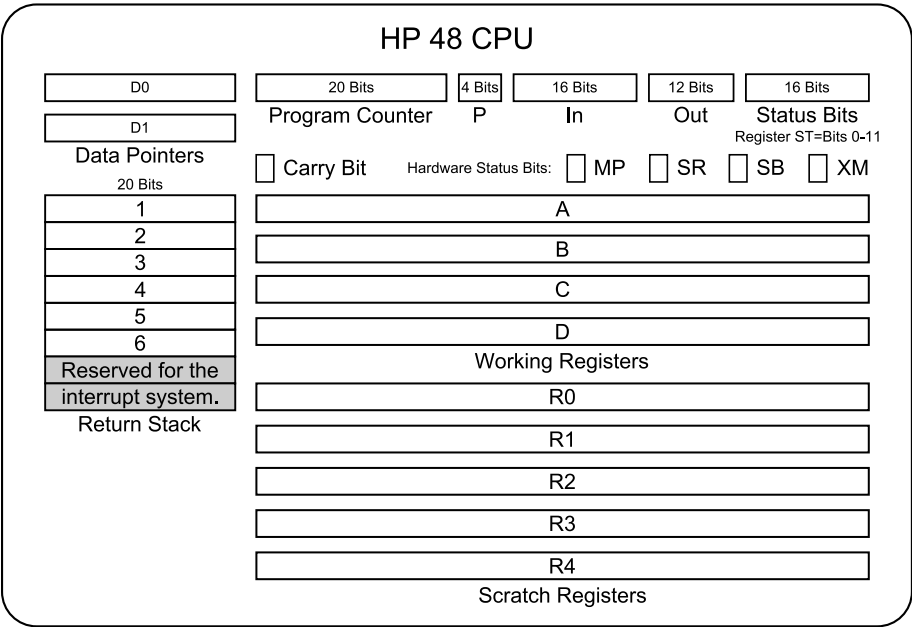
Hewlett-Packard has used the Saturn CPU since the early 1980s for the core of all calculators and the HP-71B handheld BASIC computer. Several variations of ICs using this CPU have evolved over the years, but the chip used in the HP 48 family represents the most mature implementation. The CPU is optimized for BCD math and low power consumption, traits which have helped characterize HP calculators for many years.

We begin by introducing the CPU, the instruction set. The basic mechanics of the RPL/assembler interface from the programmer's perspective are then introduced in the next chapter.

The Saturn architecture is based on a 4-bit bus, thus data is accessed a half byte at a time (these quantities are called "nibbles"). The physical address space is 512K bytes — addresses are represented as 20-bit quantities. Programs written in assembly language should be written so as to be completely relocatable in the address space.

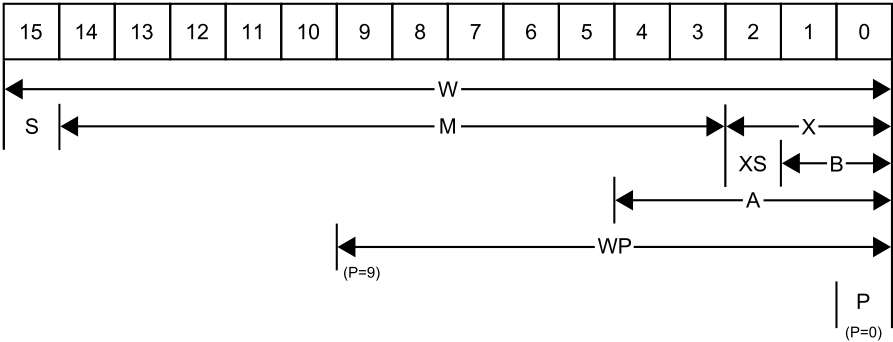
10.1 The Saturn CPU

The CPU has four working registers (A–D) and five scratch registers (R0–R4), each 64 bits wide. The data pointer registers, program counter, and return stack are all 20 bits wide. A four-bit pointer register P is used to point into the working registers. The input register is 16 bits wide, and the output register is 12 bits wide. The low-order 12 status bits are called register ST.



10.1.1 The Working and Scratch Registers

The working registers A–D, the pointer register P, and the scratch registers are the workbench of the CPU. The 64-bit (16-nibble) working registers A–D are used for data manipulation, and are divided into 9 *fields* as follows:



| Field | Description |
|-------|---|
| W | Word (all 16 nibbles) |
| A | Address field (nibbles 0–4) |
| B | Byte (nibbles 0 & 1) |
| X | Exponent (nibbles 0–2) |
| XS | Exponent sign (nibble 2) |
| M | Mantissa (nibbles 3–14) |
| S | Mantissa sign |
| P | Nibble referenced by the P register |
| WP | Nibbles 0 — the nibble referenced by the P register |

As mentioned earlier, the CPU has been optimized for BCD math, and the fields S, M, XS, and X are commonly used in BCD math routines. The A field is most frequently used for address and object size calculations.

The A and C registers are used for memory access via the data pointers and can also exchange data with the five 64- bit scratch registers. Instructions like A=R0 move the entire contents of R0 into A, but instructions like

R0=A. F X permit field specific data exchange between working and scratch registers. In the latter example, the X field of register R0 gets the contents of the X field of register A.

A note about notation: sometimes we refer to a specific field in a specific register by enclosing the field in brackets. For instance, C[A] refers to the A field of the C register.

10.1.2 The Status Bits

Carry. The carry bit is affected by calculation or logical test operations.

Carry is set if:

- A register or data pointer is incremented and overflows
- A register or data pointer is decremented and underflows
- An add operation overflows
- A subtract operation borrows
- A test is true

Carry is cleared if:

- A register or data pointer is incremented and does not overflow
- A register or data pointer is decremented and does not underflow
- An add operation does not overflow
- A subtract operation does not borrow
- A test is false

Status Bits. There are 16 status bits referred to collectively as “status bits” (not to be confused with *hardware status bits*). The lower 12 bits compose register ST. Information in register ST can be swapped with the X field of the C register. The upper four bits are reserved for use by the operating system, but for most applications the lower 12 are available.

| Bit | Name |
|-----|--------------------------------------|
| 12 | Deep Sleep override |
| 13 | Indicates interrupt service occurred |
| 14 | Indicates interrupt system active |
| 15 | Disable interrupts |

Hardware Status Bits. The hardware status bits are:

| Bit | Symbol | Name |
|-----|--------|-------------------------|
| 0 | XM | External Module Missing |
| 1 | SB | Sticky Bit |
| 2 | SR | Service Request |
| 3 | MP | Module Pulled |

The Sticky Bit (SB) is the only one of these of interest to programmers writing applications for the HP 48. This bit is set when a non-zero bit is shifted off the right end (least significant) of a register. SB is only cleared by a SB=0 instruction. There is a ?SB=0 instruction to test if the Sticky Bit is zero, but there is *not* a corresponding ?SB=1 test to see if the SB is set.

10.1.3 Input and Output Registers

The 16-bit input (IN) register and the 12-bit output (OUT) register are used to exchange data with the system bus. They will be used for key scanning in an example shown later. Key scanning and sound effects are the only uses you'll likely have for these registers when writing code objects for the HP 48.

10.1.4 The Return Stack

Note that two levels of the hardware return stack are reserved for the interrupt system — applications should *never* use more than 6 levels of the return stack.

10.1.5 Arithmetic Mode

The Saturn CPU can perform register arithmetic in either hexadecimal (HEX) or decimal (DEC) modes. The default mode for most operations in the HP 48 is HEX mode, however the math routines frequently use DEC mode. The instructions `SETH` and `SETDEC` set these modes. If you write a code object that uses DEC mode, be certain to execute `SETH` before returning to RPL, otherwise the HP 48 will crash. There are no test instructions or status bits for the arithmetic mode, but the two instructions

```
LCHEX 9
C=C+1 P
```

or

```
LAHEX 9
A=A+1 P
```

will set the carry bit if the CPU is in decimal mode.

Instructions which increment or decrement P, D0, or D1 are always performed in HEX mode. Also, instructions which add or subtract a constant from a specific field will be performed in HEX mode.

10.1.6 The Pointer Register

The pointer register P is a four-bit register used in field selections with the working registers. The pointer register is also useful as a tiny counter register. P may be set, incremented, decremented, or exchanged with the C register.

10.2 Instruction Set Summary

The following instruction section summarizes the Saturn instruction set. For detailed information about each instruction, see the HP document `SASM.DOC`.

The `SASM` assembler defines four fields for each instruction which contain an optional *label*, an *opcode*, the optional *modifier*, and optional *comments*: Standard practice for `SASM` usage is for the opcode field to begin in column 9, the modifier field to begin in column 17, and comments to begin in column 33:

| | | | | |
|-----------------|-----------|--------|----------|------------------------------|
| <i>Columns:</i> | 1 | 9 | 17 | 33 |
| <i>Fields:</i> | label | opcode | modifier | Comments |
| <i>Example:</i> | NextLevel | D1=D1+ | 5 | Point D1 to next stack level |

Any source code line beginning with * will be treated as a comment.

10.2.1 Memory Access Instructions

Data Pointer Instructions.

In the following instructions,

- r = A or C
- ss = D0 or D1
- n is an expression whose hex value is from 0 through F
- $nnnnn$ is an expression whose hex value is from 0 through FFFFF

During those operations that involve a calculation, the carry flag is set if the calculation overflows or borrows, otherwise the carry flag is cleared.

| Instruction | Description | Examples |
|-------------------------|---|----------------|
| $rss\text{EX}$ | Exchange A field in r with ss | ADOEX |
| $rss\text{XS}$ | Exchange nibbles 0 through 3 with ss | ADOXS |
| $ss=r$ | Copy A field in r into ss | D1=C |
| $ss=rS$ | Copy nibbles 0 through 3 in r into ss | D1=AS |
| $ss=ss+ n$ | Increment ss by n | D1=D1+ 5 |
| $ss=ss- n$ | Decrement ss by n | D0=D0- 16 |
| $ss=(2) \text{ } nnnnn$ | Load ss with two nibbles from $nnnnn$ | D0=(2) A3 |
| $ss=(4) \text{ } nnnnn$ | Load ss with four nibbles from $nnnnn$ | D0=(4) FFC7 |
| $ss=(5) \text{ } nnnnn$ | Load ss with $nnnnn$ | D0=(5) =DSKTOP |

Data Transfer Instructions.

In the following instructions,

- r = A or C
- fs = A, P, WP, XS, X, S, M, B, W, or a number n from 1 through 16

| Instruction | Description | Examples |
|-------------------------------|---|----------------------|
| $r=\text{DAT } 0 \text{ } fs$ | Copy data at address contained in D0 into fs field in r (or nibble 0 through nibble $n-1$ in r) | C=DAT0 A A=DAT0 5 |
| $r=\text{DAT1 } fs$ | Copy data at address contained in D1 into fs field in r (or nibble 0 through nibble $n-1$ in r) | C=DAT1 B A=DAT1 1 |
| $\text{DAT0}=r \text{ } fs$ | Copy data of fs field in r (or in nibble 0 through nibble $n-1$ in r) to address contained in D0 | DAT0=C A DAT0=A 3 |
| $\text{DAT1}=r \text{ } fs$ | Copy data of fs field in r (or in nibble 0 through nibble $n-1$ in r) to address contained in D1 | DAT1=C A DAT1=A 3 |

10.2.2 Load Constant Instructions

In the following instructions,

- h is a hex digit
- i is an integer from 1 through 5
- $nnnnn$ is an expression with hex value from 0 through FFFFF
- c is an ASCII character

During a load constant operation, the nibbles are loaded beginning at $r(P)$, least significant nibble first. Load operations can wrap from $r(15)$ to $r(0)$. A common coding mistake is to forget the setting of P during a load constant operation.

| Instruction | Description | Examples |
|-----------------------|---|------------|
| LAHEX $h \dots h$ | Load up to 16 hex digits into A. | LCASC F247 |
| LA(i) $nnnnn$ | Load i hex digits from the value of $nnnnn$ into A. | LAHEX 4142 |
| LAASC ' $c \dots c$ ' | Load up to eight ASCII characters into A. | LAHEX 'AB' |
| LCHEX $h \dots h$ | Load up to 16 hex digits into C. | LAASC F247 |
| LC(i) $nnnnn$ | Load i hex digits from the value of $nnnnn$ into C. | LCHEX 4142 |
| LCASC ' $c \dots c$ ' | Load up to eight ASCII characters into C. | LCHEX 'AB' |

10.2.3 P Register Instructions

In the following instructions,

- n is an expression whose hex value is from 0 through F

The C register is the only working register used with the P register. All arithmetic calculations on the pointer are performed in HEX mode. During calculation operations, the carry flag will be set if the calculation overflows or borrows, otherwise the carry flag will be cleared.

| Instruction | Description | Examples |
|-------------|--|----------|
| P= n | Set P register to n | P= 6 |
| P=P+1 | Increment P register | P=P+1 |
| P=P-1 | Decrement P register | P=P-1 |
| C+P+1 | Add P register plus one to A field in C | C+P+1 |
| CPEX n | Exchange P register with nibble n in C | CPEX 15 |
| P=C n | Copy nibble n in C to P register | P=C 2 |
| C=P n | Copy P register to nibble n in C | C=P 0 |

10.2.4 Scratch Register Instructions

In the following instructions,

- r = A or C
- ss = R0, R1, R2, R3, or R4
- fs = A, P, WP, XS, X, S, M, B, W, or a number n from 1 through 16

| Instruction | Description | Examples |
|--------------------|--------------------------------|-----------|
| $r=ss$ | Copy ss into r | C=R4 |
| $ss=r$ | Copy r into ss | R0=A |
| $rssEX$ | Exchange r and ss | AR1EX |
| $r=ss.F \quad fs$ | Copy $ss(fs)$ to $r(fs)$ | A=R0.F A |
| $ss=r.F \quad fs$ | Copy $r(fs)$ to $ss(fs)$ | R3=C.F M |
| $rssEX.F \quad fs$ | Exchange $r(fs)$ with $ss(fs)$ | CR2EX.F B |

10.2.5 Shift Instructions

In the following instructions,

- r = A, B, C, or D

- $fs = A, P, WP, XS, X, S, M, B, \text{ or } W$

Non-circular shift operations shift in zeros. If any shift-right operation, circular or non-circular, moves a non-zero nibble or bit from the right end of a register or field, the Sticky Bit SB is set. The Sticky Bit is cleared only by a SB=0 or CLRHST instruction.

| Instruction | Description | Examples |
|-------------------|---|--------------|
| $rSRB$ | Shift r right by one bit | ASRB |
| $rSRB.F \quad fs$ | Shift fs field in r right by one bit | CSRB.F A |
| $rSLC$ | Shift r left by one nibble (circular) | BSLC |
| $rSRC$ | Shift r right by one nibble (circular) | CSRC |
| $rSL \quad fs$ | Shift fs field in r left by one nibble | DSL M |
| $rSR \quad fs$ | Shift fs field in r right by one nibble | ASR A |

10.2.6 Logical Instructions

In the following instructions,

- $(r, s) = (A, B), (A, C), (B, A), (B, C), (C, A), (C, B), (C, D), \text{ or } (D, C)$
- $fs = A, P, WP, XS, X, S, M, B, \text{ or } W$

| Instruction | Description | Examples |
|-------------------|--|-------------|
| $r=r\&s \quad fs$ | fs field in r AND fs field in s into fs field in r | A=A&C A |
| $r=r!s \quad fs$ | fs field in r OR fs field in s into fs field in r | D=D!C XS |

Note that XOR is missing. The following four instructions implement A XOR C in the A field:

```

B=A    A    Save a copy of A
B=B&C    A    A AND C
A=A!C    A    A OR C
A=A-B    A    A XOR C = (A OR C) - (A AND C)

```

10.2.7 Arithmetic Instructions

Arithmetic results depend on the current arithmetic mode. In HEX mode (set by SETHEX), nibble values range from 0 through F. In decimal mode (set by SETDEC), nibble values range from 0 through 9, and arithmetic is BCD arithmetic.

There are two groups of arithmetic instructions. In the first group (general), almost all combinations of the four working registers are possible; in the second group (restricted), only a few combinations are possible. During those operations that involve a calculation, the carry flag is set if the calculation overflows or borrows; otherwise the carry flag is cleared.

General Arithmetic Instructions.

In the following instructions,

- $(r, s) = (A, B), (A, C), (B, A), (B, C), (C, A), (C, B), (C, D), \text{ or } (D, C)$
- $fs = A, P, WP, XS, X, S, M, B, \text{ or } W$

| Instruction | Description | Examples |
|-------------------|--|------------------|
| $r=0$ fs | Set fs field in r to zero | C=0 W |
| $r=s$ fs | Copy fs field in s into fs field in r | A=C A |
| $s=r$ fs | Copy fs field in r into fs field in s | C=A A |
| $rsEX$ fs | Exchange fs field in r and fs field in s | ACEX A |
| $r=r+r$ fs | Double fs field in r (shift left by one bit) | A=A+A A |
| $r=r+1$ fs | Increment fs field in r by 1 | C=C+1 B |
| $r=r-1$ fs | Decrement fs field in r by 1 | C=C-1 B |
| $r=r+CON$ fs, d | Add constant d to field fs in r | A=A+CON A, 5 |
| $r=r-CON$ fs, d | Subtract constant d from field fs in r | C=C-CON A, 10 |
| $r=-r$ fs | Tens complement or twos complement, depending on arithmetic mode, of fs field in r . Clears carry if $r(fs)$ was zero, otherwise sets carry. | C=-C S |
| $r=-r-1$ fs | Nines complement or ones complement, depending on arithmetic mode, of fs field in r . Clears carry unconditionally. | C=-C-1 S |
| $r=r+s$ fs | Sum fs field in r and fs field in s into fs field in r | C=C+A A |
| $s=r+s$ fs | Sum fs field in r and fs field in s into fs field in s | A=C+A A |

Restricted Arithmetic Instructions.

In the following instructions,

- $(r, s) = (A, B), (B, C), (C, A), \text{ or } (D, C)$
- $fs = A, P, WP, XS, X, S, M, B, \text{ or } W$

| Instruction | Description | Examples |
|--------------|--|------------|
| $r=r-s$ fs | Difference of fs field in r and fs field in s into fs field in r | A=A-B A |
| $r=s-r$ fs | Difference of fs field in s and fs field in r into fs field in r | B=C-B A |
| $s=s-r$ fs | Difference of fs field in s and fs field in r into fs field in s | A=A-C A |

10.2.8 Branching Instructions

GOTO and GOSUB Instructions.

In the following instructions,

- *label* is a symbol defined in the label field of an instruction within the current code object
- $=label$ is an entry in the lower 256K of the HP 48 operating system
- *offset* is the distance in nibbles to the specified *label*
- $r = A \text{ or } C$

| Instruction | Description | Examples |
|-----------------------|--|--------------------|
| GOTO <i>label</i> | Short relative jump ($-2047 \leq \text{offset} \leq 2048$) | GOTO LBL01 |
| GOYES <i>label</i> | Short relative jump if test is true ($-125 \leq \text{offset} \leq 130$) | ?A=C A |
| GOC <i>label</i> | Short relative jump if carry set ($-127 \leq \text{offset} \leq 128$) | GOYES DoEqual |
| GONC <i>label</i> | Short relative jump if carry clear ($-127 \leq \text{offset} \leq 128$) | GOC Done |
| GOLONG <i>label</i> | Long relative jump ($-32762 \leq \text{offset} \leq 32768$) | GONC NotDone |
| GOVLNG = <i>label</i> | Absolute jump | GOLONG End |
| GOSUB <i>label</i> | Short relative subroutine jump ($-2044 \leq \text{offset} \leq 2051$) | GOVLNG =PUSH#ALoop |
| GOSUBL <i>label</i> | Long relative subroutine jump ($-32762 \leq \text{offset} \leq 32773$) | GOSUB parse |
| GOSBVL = <i>label</i> | Absolute subroutine jump | GOSUBL output |
| PC= <i>r</i> | Direct jump to address in <i>r</i> [A] | GOSBVL =POP#A |
| <i>r</i> =PC | Copies the PC to <i>r</i> [A] | PC=A |
| <i>r</i> PCEX | Direct jump to <i>r</i> [A], saving PC in <i>r</i> [A] | C=PC |
| PC=(<i>r</i>) | Indirect jump: <i>r</i> [A] points to the address to jump to | APCEX |
| | | PC=(C) |

Note: All calls to HP 48 entries from code objects should use GOVLNG or GOSBVL.

Return Instructions

| Instruction | Description | Examples |
|-------------|---|------------|
| RTN | Return | RTN |
| RTNSC | Return and set carry | RTNSC |
| RTNCC | Return and clear carry | RTNCC |
| RTNSXM | Return and set XM status bit | RTNSXM |
| RTI | Return from interrupt (enable interrupts) | RTI |
| RTNC | Return if carry set | RTNC |
| RTNNC | Return if no carry set | RTNNC |
| RTNYES | Return if test is true (used only with test instructions) | ?ST=0 1 |
| | | RTNYES |

Return Stack Instructions

| Instruction | Description | Examples |
|-------------|-------------------------------------|----------|
| RSTK=C | Push A field in C onto return stack | RSTK=C |
| C=RSTK | Pop return stack into A field in C | C=RSTK |

10.2.9 Test Instructions

Each test instruction must be followed by a GOYES or a RTNYES instruction. The test instruction and the GOYES or RTNYES instruction combine to generate a single opcode. Each test will set the carry flag if true, or clear the carry flag if false. All tests are unsigned and performed only on the selected field.

Register Tests.

In the following instructions,

- (*r*, *s*) = (A, B), (A, C), (B, A), (B, C), (C, A), (C, B), (C, D), or (D, C)
- *fs* = A, P, WP, XS, X, S, M, B, or W

| Instruction | Description | Examples |
|----------------------------------|---|----------------------------------|
| ? <i>r</i> = <i>s</i> <i>fs</i> | Is <i>fs</i> field in <i>r</i> equal to <i>fs</i> field of <i>s</i> ? | ?B=C A GOYES ItIs |
| ? <i>r</i> # <i>s</i> <i>fs</i> | Is <i>fs</i> field in <i>r</i> not equal to <i>fs</i> field of <i>s</i> ? | ?C#D S GOYES CDSNotEqual |
| ? <i>r</i> =0 <i>fs</i> | Is <i>fs</i> field in <i>r</i> equal to zero? | ?B=0 P RTNYES |
| ? <i>r</i> #0 <i>fs</i> | Is <i>fs</i> field in <i>r</i> not equal to zero? | ?B#0 P RTNYES |
| ? <i>r</i> > <i>s</i> <i>fs</i> | Is <i>fs</i> field in <i>r</i> greater than <i>fs</i> field of <i>s</i> ? | ?A>C A GOYES Bigger |
| ? <i>r</i> < <i>s</i> <i>fs</i> | Is <i>fs</i> field in <i>r</i> less than <i>fs</i> field of <i>s</i> ? | ?A<C A GOYES Smaller |
| ? <i>r</i> >= <i>s</i> <i>fs</i> | Is <i>fs</i> field in <i>r</i> greater than or equal to <i>fs</i> field of <i>s</i> ? | ?B>=C WP GOYES GThanE |
| ? <i>r</i> <= <i>s</i> <i>fs</i> | Is <i>fs</i> field in <i>r</i> less than or equal to <i>fs</i> field of <i>s</i> ? | ?B<=C WP GOYES LThanE |

Register Bit Tests.

In the following instructions,

- *n* is an expression whose hex value is from 0 through F
- *r* = A or C

| Instruction | Description | Examples |
|---------------------------|---|-------------------------|
| ? <i>r</i> BIT=0 <i>n</i> | Is bit <i>n</i> in <i>r</i> equal to 0? | ?ABIT=0 2 RTNYES |
| ? <i>r</i> BIT=1 <i>n</i> | Is bit <i>n</i> in <i>r</i> equal to 1? | ?CBIT=1 15 RTNYES |

Pointer Tests.

In the following instructions,

- *n* is an expression whose hex value is from 0 through F

| Instruction | Description | Examples |
|--------------|---------------------------------------|-----------------------------|
| ?P= <i>n</i> | Is P register equal to <i>n</i> ? | ?P= 0 GOYES Done |
| ?P# <i>n</i> | Is P register not equal to <i>n</i> ? | ?P# 0 GOYES NotDone |

Program Status Bit Tests.

In the following instructions,

- *n* is an expression whose hex value is from 0 through F

| Instruction | Description | Examples |
|----------------|---------------------------------------|---------------------------------|
| ?ST=0 <i>n</i> | Is bit <i>n</i> in ST equal to 0? | ?ST=0 0 RTNYES |
| ?ST=1 <i>n</i> | Is bit <i>n</i> in ST equal to 1? | ?ST=1 1 GOYES TryAgain |
| ?ST#0 <i>n</i> | Is bit <i>n</i> in ST not equal to 0? | ?ST#0 6 GOYES TryOver |
| ?ST#1 <i>n</i> | Is bit <i>n</i> in ST not equal to 1? | ?ST#1 3 RTNYES |

Hardware Status Bit Tests.

| Instruction | Description | Examples |
|-------------|---|------------------------------|
| ?XM=0 | Is the External Module Missing bit clear? | ?XM=0 RTNYES |
| ?SB=0 | Is the Sticky Bit clear? | ?SB=0 GOYES NotShifted |
| ?SR=0 | Is the Service Request bit clear? | ?SR=0 RTNYES |
| ?MP=0 | Is the Module Pulled bit clear? | ?MP=0 GOYES MPClear |

10.2.10 Register & Status Bit Instructions

Register Bit Instructions.

In the following instructions,

- *n* is an expression whose hex value is from 0 through F
- *r* = A or C

| Instruction | Description | Examples |
|-------------------------|--------------------------------|-------------|
| <i>r</i> BIT=0 <i>n</i> | Clear bit <i>n</i> in <i>r</i> | ABIT=0 0 |
| <i>r</i> BIT=1 <i>n</i> | Set bit <i>n</i> in <i>r</i> | CBIT=1 9 |

Program Status Bit Instructions.

In the following instructions,

- *n* is an expression whose hex value is from 0 through F

| Instruction | Description | Examples |
|---------------|---|-----------|
| ST=0 <i>n</i> | Clear bit <i>n</i> in ST | ST=0 0 |
| ST=1 <i>n</i> | Set bit <i>n</i> in ST | ST=1 4 |
| CSTEX | Exchange X field in C and bits 0 through 11 in ST | CSTEX |
| C=ST | Copy bits 0 through 11 in ST into X field in C | C=ST |
| ST=C | Copy X field in C into bits 0 through 11 in ST | ST=C |
| CLRST | Clear bits 0 through 11 in ST | CLRST |

Hardware Status Bit Instructions.

| Instruction | Description | Examples |
|-------------|--------------------------------|----------|
| SB=0 | Clear Sticky Bit (SB) | SB=0 |
| SR=0 | Clear Service Request (SR) bit | SR=0 |
| MP=0 | Clear Module Pulled (MP) bit | MP=0 |
| XM=0 | Clear External Module (XM) bit | XM=0 |
| CLRHST | Clear SB, SR, MP, and XM bits | CLRHST |

10.2.11 System Control Instructions

| Instruction | Description | Examples |
|-------------|--|----------|
| SETHex | Set arithmetic mode to hexadecimal | SETHex |
| SETDEC | Set arithmetic mode to decimal | SETDEC |
| CONFIG | Configure a device to the address in C(A) | CONFIG |
| UNCNFG | Unconfigure a device at address in C(A) | UNCNFG |
| RESET | Send Reset command to the system bus | RESET |
| BUSCB | Issue bus command B | BUSCB |
| BUSCC | Issue bus command C | BUSCC |
| BUSCD | Issue bus command D | BUSCD |
| SHUTDN | Stop CPU, stay in low-power mode until wake-up | SHUTDN |
| C=ID | Copy chip ID from system bus to C(A) | C=ID |
| SREQ? | Set C(0) to service request response from bus, set SR if service requested | SREQ? |
| INTOFF | Disable maskable interrupts | INTOFF |
| INTON | Enable maskable interrupts | INTON |

10.2.12 Keyscan Instructions

| Instruction | Description | Examples |
|-------------|---------------------------------------|----------|
| OUT=C | Copy X field in C into OUT | OUT=C |
| OUT=CS | Copy nibble 0 of C into OUT | OUT=CS |
| A=IN | Copy IN into nibbles 0 through 3 in A | A=IN |
| C=IN | Copy IN into nibbles 0 through 3 in C | C=IN |

Note that A=IN and C=IN must be executed on an even address. A reliable way to do this is to call the entries AINRTN and CINRTN, illustrated in *Keyboard Scanning* on page 232.

10.2.13 NOP Instructions

| Instruction | Description | Examples |
|-------------|--------------------|----------|
| NOP3 | Three-nibble no-op | NOP3 |
| NOP4 | Four-nibble no-op | NOP4 |
| NOP5 | Five-nibble no-op | NOP5 |

10.2.14 Assembler Pseudo-Op Instructions

The following pseudo-ops are a few of the pseudo-ops available in the SASM assembler.

Data Storage and Allocation.

In the following instructions,

- *nnnnn* is an expression whose hex value is from 0 through FFFFF
- *expr* is an expression that evaluates to a constant from 0 through FFFFF
- *m* is a one digit decimal integer constant
- *label* is a symbol defined in the label field of an instruction within the current code object
- *h* is a hex digit

| Instruction | Description | Examples |
|--------------------------------|--|-------------------|
| BSS <i>nnnnn</i> | Allocate <i>nnnnn</i> zero nibbles here. <i>Note: Do not write self-modifying code objects that will be used in a library in the HP 48! (The library checksums will become invalid.)</i> | BSS 4 |
| CON(<i>m</i>) <i>expr</i> | Generate an <i>m</i> nibble constant | CON(5) =DOCOL |
| REL(<i>m</i>) <i>label</i> | Generate an <i>m</i> nibble relative offset | REL(5) =EndGrob |
| NIBASC \ascii\ | Generate up to 40 ASCII characters. Each character has the nibbles reversed. | NIBASC \Fred\ |
| NIBHEX <i>h</i> . . . <i>h</i> | Generate up to 80 hex digits | NIBHEX 1424FC |

Symbol Definition.

In the following instructions,

- *symbol* is a name for an address, defined in the label field of an instruction (global if preceded with =)
- *expr* is an expression that evaluates to a constant from 0 through FFFFF

| Instruction | Description | Examples |
|-------------------------------|--|--------------------------------|
| <i>symbol</i> EQU <i>expr</i> | Assigns the value <i>expr</i> to <i>symbol</i> . If <i>symbol</i> is already defined, an error is generated. | size EQU 232 |
| <i>symbol</i> = <i>expr</i> | Assigns the value <i>expr</i> to <i>symbol</i> . Replaces any existing value. | =SEMI EQU #0312B size = 233 |

Chapter 11

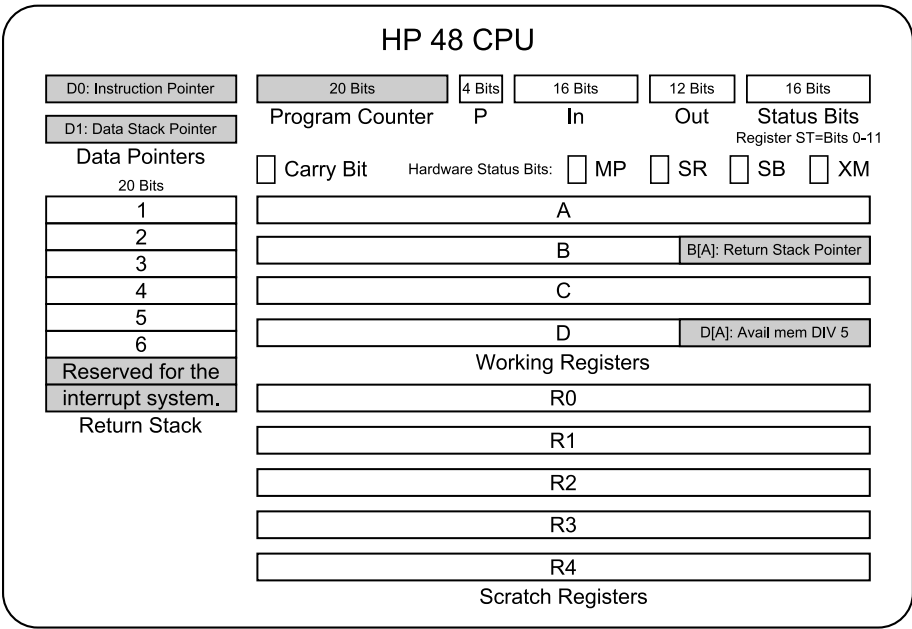
Writing Your Own Code Objects

Assembly language code is encapsulated in a *code object* (type 25), which is one of the object types that the HP 48 recognizes. In this chapter we'll introduce a few ways to write your own code objects.

11.1 Code Object Execution

When a code object begins to execute, it must account for information vital to System-RPL execution that resides in the CPU. Four registers in the CPU contain this information, usually known as the “RPL pointers”:

- D0** The instruction pointer
- D1** The data stack pointer
- B[A]** The return stack pointer
- D[A]** (Available memory) DIV 5



In addition to the information in the registers described above, P is guaranteed to be 0 and the CPU is in HEX mode. Both of these conditions *must* also be true when the code object terminates and the system returns to RPL execution. There are two common ways to terminate code object execution and resume execution of the RPL inner loop:

- Resume execution at the pointee of the top of the return stack:

| | | |
|--------|---|---|
| A=DAT0 | A | <i>Read the pointer to the next RPL object to be executed</i> |
| D0=D0+ | 5 | <i>Advance the instruction pointer</i> |
| PC=(A) | | <i>Branch to the next instruction</i> |

The example programs SWP and DRP9 illustrate this technique.

- Resume execution via another object. This example returns to RPL via TRUE:

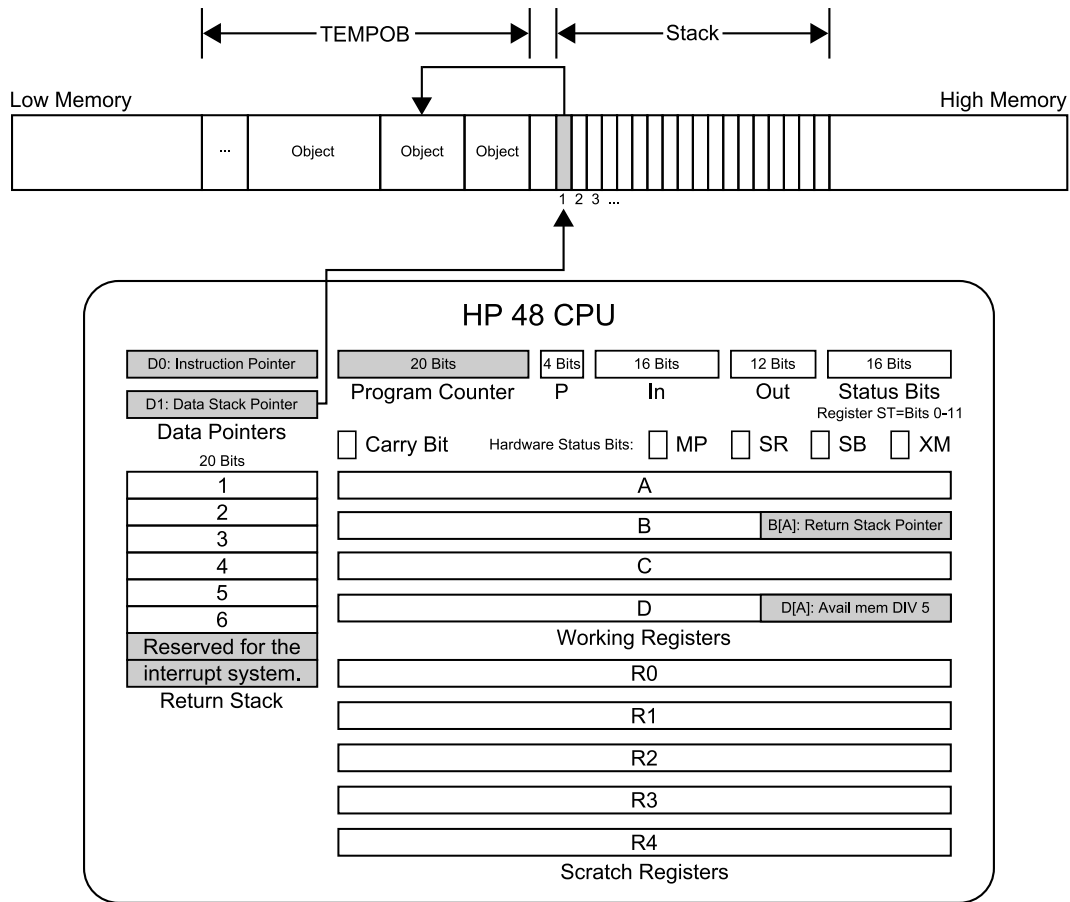
| | | |
|--------|-------|--|
| LC(5) | =TRUE | <i>Load the address of the object to execute</i> |
| A=C | A | <i>Copy to A</i> |
| PC=(A) | | <i>Branch to TRUE</i> |

The example program ABSF illustrates this technique.

Many code objects will take their arguments from the stack (via D1), save the RPL pointers, perform their task, then restore the RPL pointers before returning to RPL execution. The entries SAVPTR and GETPTR may be used to save the contents of D0, D1, B[A], and D[A] in reserved RAM locations and restore them later, thus freeing the entire CPU for use by an application.

11.2 Stack Access

Stack manipulation tasks provide one way to introduce some simple tasks that do not require SAVPTR and GETPTR, so we begin by illustrating some simple stack operations. We begin by illustrating the pointer path from CPU register D1 to the actual object in memory:



The contents of D1 point to a series of 5-nibble stack pointers, each of which in turn point to the actual objects. Note that TEMPOB is not the only place a stack pointer can point to — user variable memory is another possible destination, and the differences are important. Stack pointers can also point to objects like the display grobs and temporary environments.

11.2.1 Example: SWAP Two Objects

The program SWP is the first example — it swaps the top two objects on the stack in exactly the same manner as the built-in SWAP command. Notice that A and C are used (so B and D are not disturbed), and that D1 is restored to its original value. Notice that only the pointers are shifted — the objects themselves do not move.

SWP 26.5 Bytes Checksum #D1C0h
 (ob1 ob2 → ob2 ob1)

| | | |
|--------|-----------|--|
| NIBASC | /HHP48-A/ | <i>This is a download header for binary transfer to the HP 48</i> |
| CON(5) | =DOCODE | <i>This is the prologue for a code object</i> |
| REL(5) | end | <i>The length field — indicates the size of the code object</i> |
| A=DAT1 | A | <i>Copy the stack level 1 pointer to A[A]</i> |
| D1=D1+ | 5 | <i>Advance D1 to stack level 2</i> |
| C=DAT1 | A | <i>Copy the stack level 2 pointer to C[A]</i> |
| DAT1=A | A | <i>Replace stack level 2 with the original stack level 1 pointer</i> |
| D1=D1- | 5 | <i>Move D1 back to stack level 1</i> |
| DAT1=C | A | <i>Replace stack level 1 with the original stack level 2 pointer</i> |
| | | <i>The next three instructions embody the RPL inner loop:</i> |
| A=DAT0 | A | <i>Read the pointer to the next RPL object to be executed</i> |
| DO=DO+ | 5 | <i>Advance the instruction pointer</i> |
| PC=(A) | | <i>Branch to the next instruction</i> |
| end | | |

11.2.2 Example: DROP Nine Objects

The program DRP9 drops nine objects from the stack very quickly. Dropping an object is very simple — simply increment the top-of-stack pointer D1 by five nibbles and update the available memory stored in D[A]. Assuming there are no other stack pointers to the discarded object and the discarded object is in temporary memory (TEM-POB), the object is effectively “orphaned” and its memory will be recovered during the next garbage collection.

DRP9 also illustrates the use of a counter and the GONC instruction. We use the P register for the counter in this example for several reasons:

- P is optimal for counting applications where no more than 16 repetitions are required. (Be sure that a non-zero value of P during the loop won’t adversely affect data loading instructions like LCHEX.)
- Incrementing P is fast — taking only 3 cycles.
- When P is used for the counter, it is not necessary to consume part of a working register for the counter.

This example could also be coded using P as a countdown counter, but the value of P would be 15 at the end, then a P=0 instruction would have to be added for a safe exit back to RPL.

DRP9 24.5 Bytes Checksum #8093h
 (ob1 ... ob9 →)

| | | | |
|---------|--------|---|--|
| LoopTop | NIBASC | /HHP48-A/ | <i>This is a download header for binary transfer to the HP 48</i> |
| | CON(5) | =DOCODE | <i>This is the prologue for a code object</i> |
| | REL(5) | end | <i>The length field — indicates the size of the code object</i> |
| | P= | 16-9 | <i>P will be used as a counter — we’ll count “up to 0”</i> |
| | | | <i>This label marks the top of the drop loop</i> |
| | D1=D1+ | 5 | <i>Advance D1 to the next stack level</i> |
| | D=D+1 | A | <i>Increment available memory</i> |
| | P=P+1 | | <i>Increment the counter</i> |
| | GONC | LoopTop | <i>If no carry, there’s more stack levels to do so branch to LoopTop</i> |
| | | | <i>If carry is set, we’re done and P=0 (wrapped from F)</i> |
| | | <i>The next three instructions embody the RPL inner loop:</i> | |
| | A=DAT0 | A | <i>Read the pointer to the next RPL object to be executed</i> |
| | DO=DO+ | 5 | <i>Advance the instruction pointer</i> |
| | PC=(A) | | <i>Branch to the next instruction</i> |
| end | | | |

11.3 Reading Assembly Language Entry Descriptions

The entries described here require specific conditions to be met in order to be used successfully. The entry and exit conditions refer to the following criteria:

- The location of the RPL pointers — either in the CPU or saved in RAM.
- The arithmetic mode — HEX or DEC.
- Contents of various registers
- The state of the carry flag — CS = carry set, CC = carry clear
- The number of stack levels used by the routine (you should never use more than 6)

Unless stated otherwise, it is always assumed that the CPU is in HEX mode and register P is 0.

Most entries are called with GOSBVL, but some entries (like GETPTRLOOP) never return, since they restart the RPL inner loop. The “Call with” entry in these descriptions suggests which type of call to use.

11.4 Saving and Restoring the RPL Pointers

The RPL pointers can be saved in reserved RAM locations by calling SAVPTR and restored by calling GETPTR.

| | |
|--|--|
| SAVPTR | #0679Bh |
| Saves D0, D1, B[A], and D[A] in reserved memory | |
| Entry: | RPL pointers in the CPU |
| Call with: | GOSBVL |
| Exit: | RPL pointers saved. D1, A[A], B[A], and D[A] are unchanged |
| Uses: | D0, D1, B[A], C[A], D[A] |
| Stack Levels: | 0 |
| GETPTR | #067D2h |
| Restores D0, D1, B[A], and D[A] from reserved memory | |
| Entry: | RPL pointers saved |
| Call with: | GOSBVL |
| Exit: | RPL pointers in CPU. |
| Uses: | D0, D1, B[A], C[A], D[A] |
| Stack Levels: | 0 |

There are several entry points which combine the process of restoring the RPL pointers and returning to RPL execution, sometimes returning objects to the stack in the process. The most basic of these entries is GETPTRLOOP, which has the following entry and exit conditions:

| | |
|--|--------------------------|
| GETPTRLOOP | #05143h |
| Restores D0, D1, B[A], and D[A] from reserved memory, then restarts the RPL inner loop | |
| Entry: | RPL pointers saved |
| Call with: | GOVLNG |
| Exit: | To RPL |
| Uses: | D0, D1, B[A], C[A], D[A] |
| Stack Levels: | 0 |

11.4.1 Example: Reversing Objects on the Stack

The program RVERSO reverses N objects on the stack, where N is a real number indicating the number of objects to reverse. The source code illustrates a typical mix of System-RPL and assembler code to accomplish a task. The System-RPL shell validates the input arguments, while the assembly language code does the actual work of reversing a series of stack pointers.

RVRSO 75.5 Bytes Checksum #8501h
(ob₁ ... ob_n N → ob_n ... ob₁ N)

ASSEMBLE

NIBASC /HPHP48-A/

This is a download header for binary transfer to the HP 48

RPL

::

OLASTOWDOB! CKNNOLASTWD

ONE OVER #< IT

*Validate the number of arguments on the stack
If there's at least two objects on the stack, execute the code object*

CODE

GOSBVL =SAVPTR

GOSBVL =POP#

C=A A

C=C+C A

C=C+C A

C=C+A A

B=0 W

B=A A

BSRB A

AD1EX

D1=A

A=A+C A

D0=A

D0=D0- 5

*Save the RPL pointers in RAM
A[A] = number of objects on the stack
#items in C[A]
#items * 2
#items * 4
C[A] = #items*5
Zero out entire B register
B[A] = count
Divide #items by 2
A → first item on stack
D1 → first item on stack
A[A] → past last item
D0 → past last item
D0 → last item*

RvrTop

B=B-1 A

GOC RvrBot

A=DAT0 A

C=DAT1 A

DAT0=C A

DAT1=A A

D1=D1+ 5

D0=D0- 5

GONC RvrTop

*Decrement counter
If carries, no more pairs to reverse
Read first item
Read last item
Write last item in first item's original location
Write first item in last item's original location
Move D1 to next pointer location
Move D0 to previous pointer location
(BET) Branch every time to RvrTop*

*

RvrBot

GOVLNG =GETPTRLOOP

Restore pointers, return to RPL

ENDCODE

UNCOERCE

Convert #objects back into real number

;

There are two notation habits used in this listing to help understand the code. The first is the use of “(BET)” in the branch to RvrTop. (BET) stands for “Branch Every Time” an unconditional branch. This tells a reader that you intend this to be an unconditional branch, and is usually used where a branch is dependent on the state of the carry flag. There is no need to use (BET) for a GOTO instruction. The other notation is the placement of an asterisk (*) above the label RvrBot. This is used to indicate that control flow to the following label must be from a jump instruction, and *cannot* flow from previous instructions.

11.4.2 Example: Clearing A Grob

This example might also live in a graphics discussion, but it’s a good way to get some practice with counters and a simple way to save just one of the RPL pointers. The following code object uses D1, A[W], C[A], and one level of the return stack to clear a grob.

To understand this code object, note the structure of a grob object:

| | | | | |
|----------|--------|--------|-------|------|
| Prologue | Length | Height | Width | Body |
|----------|--------|--------|-------|------|

The prologue, length, height, and width fields are 5 nibbles each. The length field contains a self-relative length to the end of the body. This means the length field is always at least 15, to account for the size of the length, height, and width fields.

Notice that this object drops the grob pointer from the stack. If you don't want the pointer dropped, just leave out the two instructions that increment D1 and update D[A].

CLGRB 56.5 Bytes Checksum #E4D0h

(grob →)

| | | |
|--|-------------|---|
| NIBASC | /HPHP48-A/ | |
| CON(5) | =DOCODE | |
| REL(5) | end | |
| | A=DAT1 | A → grob |
| * | | |
| * Optional: The next two instructions pop the grob pointer | | |
| * | | |
| | D1=D1+ 5 | Pop grob: first advance stack pointer |
| | D=D+1 A | then increment available mem DIV 5 |
| * | | |
| | CD1EX | C[A] = updated stack pointer |
| | D1=A | D1 → grob prologue |
| | RSTK=C | Save D1 on return stack |
| | D1=D1+ 5 | D1 → grob length |
| | A=DAT1 A | A[A] = grob length |
| | LC(5) 15 | Length of length field, height, width |
| | C=A-C A | C[A] = number of nibbles to clear |
| | D1=D1+ 15 | Point D1 to first nibble of grob body |
| | C=C-1 A | Decrement length to option base 0 |
| | GOC quit | If zero length, quit |
| | A=0 W | Clear A to write zeros |
| | P=C 0 | P = (length MOD 16)-1 |
| | CSR A | Divide length by 16 to create block counter |
| nxtblk | | |
| | C=C-1 A | Decrement block counter |
| | GOC rest | If carries here, no more blocks to write |
| | DAT1=A W | Write a block of 16 zeros |
| | D1=D1+ 16 | Advance write pointer |
| | GONC nxtblk | (BET) Go see if there's more blocks to do |
| * | | |
| rest | | |
| | DAT1=A WP | Write partial block |
| | P= 0 | Reset P |
| quit | | |
| | C=RSTK | Recover stack pointer |
| | D1=C | and put it back into D1 |
| | A=DAT0 A | Read pointer to next object in runstream |
| | D0=D0+ 5 | Advance instruction pointer |
| | PC=(A) | Branch to next instruction |
| end | | |

11.5 Stack Utilities

The entries described here are useful for popping objects from the stack or pushing objects on the stack.

11.5.1 Pop Utilities

While you can follow the stack pointer to the object directly in memory, remember that small bint values and some real numbers can be represented by pointers to objects in ROM. It's safer to pop the values into the CPU.

| | |
|---|---|
| POP# | #06641h |
| Pops a bint from the stack | |
| Entry: | (# →) RPL pointers in the CPU |
| Call with: | GOSBVL |
| Exit: | A[A]=#, updated RPL pointers in the CPU |
| Uses: | C[A] |
| Stack Levels: | 0 |
| POP2# | #03F5Dh |
| Pops two bints from the stack | |
| Entry: | (# ₂ # ₁ →) RPL pointers in the CPU |
| Call with: | GOSBVL |
| Exit: | A[A]=# ₂ , C[A]=# ₁ , updated RPL pointers in the CPU |
| Uses: | C[A] |
| Stack Levels: | 1 |
| POP1% | #29FDAh |
| Pops a real number from the stack | |
| Entry: | (% →) RPL pointers in the CPU |
| Call with: | GOSBVL |
| Exit: | A[W]=%, RPL pointers saved, DEC mode |
| Uses: | C[A], D[A], D0, D1 |
| Stack Levels: | 0 |
| POP2% | #2A002h |
| Pops two real numbers from the stack | |
| Entry: | (% ₂ % ₁ →) RPL pointers in the CPU |
| Call with: | GOSBVL |
| Exit: | A[W]=# ₂ , C[W]=# ₁ , RPL pointers saved, DEC mode |
| Uses: | D[A], D0, D1 |
| Stack Levels: | 0 |
| popflag | #61A02h |
| Pops a flag from the stack, sets carry if flag was TRUE | |
| Entry: | (FLAG →) RPL pointers in the CPU |
| Call with: | GOSBVL |
| Exit: | CS if flag=TRUE, RPL pointers in the CPU |
| Uses: | A[A], C [A] |
| Stack Levels: | 0 |
| PopASavptr | #3251Ch |
| Pops an object from the stack, saves pointers | |
| Entry: | (ob →) RPL pointers in the CPU |
| Call with: | GOSBVL |
| Exit: | A[A]→ob, RPL pointers saved |
| Uses: | A[A], C[A] |
| Stack Levels: | 0 |

11.5.2 Push Utilities

The push utilities execute fairly quickly and use few registers *unless* a garbage collection is needed. The register usage and stack level usage below reflects the worst-case scenario — a trip through garbage collection. There are a wide variety of flag utilities — there should be one to suit every need.

Bints

| | |
|---|--|
| PUSHA | #03A86h |
| Pushes a pointer to an object on the stack and restarts the RPL inner loop. <i>Note:</i> The pointer <i>must not</i> reference an object in TEMPOB. | |
| Entry: | A[A] → object, RPL pointers in the CPU |
| Call with: | GOVLNG |
| Exit: | (→ ob) To RPL |
| PUSH# | #06537h |
| Pushes a bint on the stack | |
| Entry: | R0[A]=#, RPL pointers saved |
| Call with: | GOSBVL |
| Exit: | (→ #), updated RPL pointers in the CPU |
| Uses: | A[W], B[W], C[W], D[W], ST[0], ST[10] |
| Stack Levels: | 3 |
| PUSH#LOOP | #0357Fh |
| Pushes a bint on the stack, restarts the RPL inner loop | |
| Entry: | R0[A]=#, RPL pointers saved |
| Call with: | GOVLNG |
| Exit: | (→ #) To RPL |
| PUSH#ALoop | #0357Ch |
| Pushes a bint on the stack, restarts the RPL inner loop | |
| Entry: | A[A]=#, RPL pointers saved |
| Call with: | GOVLNG |
| Exit: | (→ #) To RPL |
| PUSH2# | #06529h |
| Pushes two bints on the stack | |
| Entry: | R0 [A] =# ₁ , R1 [A] =# ₂ RPL pointers saved |
| Call with: | GOSBVL |
| Exit: | (→ # ₁ # ₂), updated RPL pointers in the CPU |
| Uses: | A[W], B[W], C[W], D[W], ST[0], ST[10] |
| Stack Levels: | 4 |

Real Numbers

| | |
|---|--|
| PUSH% | #2A188h |
| Sets HEX mode, pushes a real number on the stack | |
| Entry: | A[W]=%, RPL pointers saved |
| Call with: | GOSBVL |
| Exit: | (→ %), updated RPL pointers in the CPU |
| Uses: | A[W], B[W], C[W], D[W], ST[0], ST[10] |
| Stack Levels: | 3 |
| PUSH%LOOP | #2A23Dh |
| Sets HEX mode, pushes a real number on the stack, restarts the RPL inner loop | |
| Entry: | A[W]=%, RPL pointers saved |
| Call with: | GOSBVL |
| Exit: | (→ %), To RPL |
| Uses: | A[W], B[W], C[W], D[W], ST[0], ST[10] |
| Stack Levels: | 3 |

Flags

| | |
|--|-----------------------------|
| GP0verWrTLp | #62076h |
| Restores the RPL pointers, overwrites stack level 1 with TRUE, restarts the RPL inner loop | |
| Entry: | (ob →) RPL pointers saved |
| Call with: | GOVLNG |
| Exit: | (→ TRUE), To RPL |

| | |
|--|--|
| GPOverWrFlp | #62096h |
| Restores the RPL pointers, overwrites stack level 1 with FALSE, restarts the RPL inner loop | |
| Entry: | (ob →) RPL pointers saved |
| Call with: | GOVLNG |
| Exit: | (→ FALSE), To RPL |
| GPOverWrT/FL | #62073h |
| Restores the RPL pointers, overwrites stack level 1 with carry-specified flag, restarts the RPL inner loop | |
| Entry: | (ob →) RPL pointers saved, Carry: set=TRUE, clear=FALSE |
| Call with: | GOVLNG |
| Exit: | (→ FLAG), To RPL |
| GPPushTLoop | #620B9h |
| Restores the RPL pointers, pushes TRUE on the stack, restarts the RPL inner loop | |
| Entry: | RPL pointers saved |
| Call with: | GOVLNG |
| Exit: | (→ TRUE), To RPL |
| GPPushFLoop | #620D2h |
| Restores the RPL pointers, pushes FALSE on the stack, restarts the RPL inner loop | |
| Entry: | RPL pointers saved |
| Call with: | GOVLNG |
| Exit: | (→ FALSE), To RPL |
| GPPushT/FLp | #620B6h |
| Restores the RPL pointers, pushes carry-specified flag on the stack, restarts the RPL inner loop | |
| Entry: | RPL pointers saved, Carry: set=TRUE, clear=FALSE |
| Call with: | GOVLNG |
| Exit: | (→ FLAG), To RPL |
| OverWrTLoop | #62080h |
| Overwrites stack level 1 with TRUE, restarts the RPL inner loop | |
| Entry: | (ob →) RPL pointers in CPU |
| Call with: | GOVLNG |
| Exit: | (→ TRUE), To RPL |
| OverWrFLoop | #620A0h |
| Overwrites stack level 1 with FALSE, restarts the RPL inner loop | |
| Entry: | (ob →) RPL pointers in CPU |
| Call with: | GOVLNG |
| Exit: | (→ FALSE), To RPL |
| OverWrT/FLp | #6209Dh |
| Overwrites stack level 1 with carry-specified flag, restarts the RPL inner loop | |
| Entry: | (ob →) RPL pointers in CPU, Carry: set=TRUE, clear=FALSE |
| Call with: | GOVLNG |
| Exit: | (→ FLAG), To RPL |
| OverWrF/TLp | #6207Dh |
| Overwrites stack level 1 with carry-specified flag, restarts the RPL inner loop | |
| Entry: | (ob →) RPL pointers in CPU, Carry: set=FALSE, clear=TRUE |
| Call with: | GOVLNG |
| Exit: | (→ FLAG), To RPL |
| PushTLoop | #620C3h |
| Pushes TRUE, restarts the RPL inner loop | |
| Entry: | RPL pointers in CPU |
| Call with: | GOVLNG |
| Exit: | (→ TRUE), To RPL |
| PushFLoop | #620DCh |
| Pushes FALSE, restarts the RPL inner loop | |
| Entry: | RPL pointers in CPU |
| Call with: | GOVLNG |
| Exit: | (→ FALSE), To RPL |

| | |
|---|---|
| PushT/FLoop | #620D9h |
| Pushes carry-specified flag, restarts the RPL inner loop | |
| Entry: | RPL pointers in CPU, Carry: set=TRUE, clear=FALSE |
| Call with: | GOVLNG |
| Exit: | (→ FLAG), To RPL |
| PushF/TLoop | #62000h |
| Overwrites stack level 1 with carry-specified flag, restarts the RPL inner loop | |
| Entry: | RPL pointers in CPU, Carry: set=FALSE, clear=TRUE |
| Call with: | GOVLNG |
| Exit: | (→ FLAG), To RPL |

Arbitrary Objects

| | |
|---|--|
| GPOverWrR0Lp | #0366Fh |
| Restores the RPL pointers, overwrites stack level 1 with R0[A], restarts the RPL inner loop | |
| Entry: | (ob _{any} →) RPL pointers saved |
| Call with: | GOVLNG |
| Exit: | (→ ob _{R0[A]}), To RPL |
| GPOverWrALp | #03672h |
| Restores the RPL pointers, overwrites stack level 1 with A[A], restarts the RPL inner loop | |
| Entry: | (ob _{any} →) RPL pointers saved |
| Call with: | GOVLNG |
| Exit : | (→ ob _{A[A]}), To RPL |

11.5.3 Examples: Indicated ABS

The code object ABSF pops a real number from the stack and tests the sign nibble. If the number is negative, the sign nibble is changed to indicate a positive number. The number is pushed back on the stack, along with a real number 0 or 1 to indicate whether the sign changed.

ABSF 40 Bytes Checksum #A901h
(% → |%| %flag)

| | | | |
|----------|--------|----------|---|
| | CON(5) | =DOCODE | <i>Code object prologue</i> |
| | REL(5) | end | <i>The length field — indicates the size of the code object</i> |
| | GOSBVL | =POP1% | <i>Pop a real number to A[W]</i> |
| | ST=0 | 1 | <i>Clear status bit 1</i> |
| | ?A=0 | S | <i>Test the sign nibble</i> |
| | GOYES | Positive | <i>If zero, the number is positivesign nibble</i> |
| | A=0 | S | <i>Otherwise set the sign nibble to zero (positive)</i> |
| | ST=1 | 1 | <i>Set status bit I to indicate sign change</i> |
| Positive | GOSBVL | =PUSH% | <i>Push the number back on the stack</i> |
| | LC(5) | =%0 | <i>Prepare to push %0</i> |
| | ?ST=0 | 1 | <i>Did the sign get changed?</i> |
| | GOYES | PushIt | <i>No, just push %0</i> |
| | LC(5) | =%1 | <i>Yes, load address of %1</i> |
| PushIt | A=C | A | <i>Copy the address to A</i> |
| | PC=(A) | | <i>Branch to the real number object</i> |
| | end | | |

The code object ABSF1 does the same job, but returns TRUE or FALSE, using PushT/FLoop:

ABSF1 34.5 Bytes Checksum #9448h

(% → |%| %flag)

| | | | |
|----------|--------|--------------|---|
| | CON(5) | =DOCODE | <i>Code object prologue</i> |
| | REL(5) | end | <i>The length field — indicates the size of the code object</i> |
| | GOSBVL | =POP1% | <i>Pop a real number to A[W]</i> |
| | ST=0 | 1 | <i>Clear status bit 1</i> |
| | ?A=0 | S | <i>Test the sign nibble</i> |
| | GOYES | Positive | <i>If zero, the number is positivesign nibble</i> |
| | A=0 | S | <i>Otherwise set the sign nibble to zero (positive)</i> |
| | ST=1 | 1 | <i>Set status bit 1 to indicate sign change</i> |
| Positive | GOSBVL | =PUSH% | <i>Push the number back on the stack</i> |
| | ?ST=0 | 1 | <i>Did the sign get changed?</i> |
| | GOYES | PushIt | <i>This test asserts the carry flag</i> |
| PushIt | GOVLNG | =PushT/FLoop | <i>Push the flag</i> |
| | end | | |

11.6 Memory Utilities

When the RPL pointers are in the CPU, available memory can be calculated by subtracting B[A] (the end of the return stack) from the address in D1 (the first level of the data stack). If you're just pushing a pointer on the stack, just check that D[A] is non-zero.

11.6.1 Allocating Memory

Three entries are handy for allocating memory when a code object will be creating and returning a new object.

| | |
|---|--|
| MAKE\$ | #05B79h |
| Creates a string object in TEMPOB with the specified number of characters. Generates an error exit if there isn't enough memory available to create the string and push it on the stack. Object <i>not</i> pushed on stack if error exit. | |
| Entry: | C[A]=desired number of characters, RPL pointers saved |
| Call with: | GOSBVL |
| Exit: | R0[A] → String, D0 → String body |
| Uses: | A[W], B[W], C[W], D[W], D0, D1, ST[0], ST[10] |
| Stack Levels: | 3 |
| MAKE\$N | #05B7Dh |
| Creates a string object in TEMPOB with a length specified in nibbles. Generates an error exit if there isn't enough memory available to create the string and push it on the stack. Object <i>not</i> pushed on stack if error exit. | |
| Entry: | C[A]=string body length in nibbles, RPL pointers saved |
| Call with: | GOSBVL |
| Exit: | R0[A] → String, D0 → String body |
| Uses: | A[W], B[W], C[W], D[W], D0, D1, ST[0], ST[10] |
| Stack Levels: | 3 |
| GETTEMP | #039BEh |
| Allocates space in TEMPOB for an object | |
| Entry: | C[A]=number of nibbles to allocate, RPL pointers saved |
| Call with: | GOSBVL |
| Exit: | D0 → hole in TEMPOB |
| Uses: | A[W], B[W], C[W], D[W], D0, D1, ST[0], ST[10] |
| Stack Levels: | 3 |

Notes:

- GETTEMP does not account for the room needed to push the object on the stack.

- If your code object is part of a library and if merged memory is in port 1 and the library is being executed out of a bank in port 2, the code object (or the secondary in which the code object is embedded) will be copied to TEMPOB and executed from there. In unusual circumstances, the object being executed can be deleted and overwritten by a garbage collection. It has been observed that when a garbage collection happens, no problems occur if the “ghost copy” of the object is not overwritten by a new object after garbage collection. You may wish to call MAKE\$N with the assurance that a garbage collection will not happen. To do this, do a garbage collect first, or set status bit 10 and GOSBVL ((=MAKE\$N)+3). This technique is illustrated in MKSTR below.

Example: Create a String

MKSTR is a secondary containing a code object that creates a string of spaces given a bint. Note that this example has no type or range check code — a positive non-zero real number 1 is expected on the stack.

MKSTR 66 Bytes Checksum #E8F4h
(%characters → \$)

| | | | |
|---------|--------|----------------|---|
| :: | | | <i>Code object prologue</i> |
| COERCE | | | <i>Convert real number character count into a bint</i> |
| CODE | | | |
| | GOSBVL | =POP# | <i>Pop the bint into A[A]</i> |
| | GOSBVL | =SAVPTR | <i>Save the RPL pointers</i> |
| | C=A | A | <i>Copy character count into C[A]</i> |
| | R1=C.F | A | <i>Save character count in R1[A]</i> |
| | C=C+C | A | <i>Double C[A] to make string body size in nibbles</i> |
| | ST=1 | 10 | <i>Flag garbage collected</i> |
| | GOSBVL | ((=MAKE\$N)+3) | <i>Create the string object, error if not enough memory</i> |
| | A=R1.F | A | <i>Recover character count</i> |
| | LCHEX | 20 | <i>Character value for a space</i> |
| WrtChr | | | |
| | DAT0=C | B | <i>Write space character</i> |
| | D0=D0+ | 2 | <i>Advance the pointer</i> |
| | A=A-1 | A | <i>Decrement the character count</i> |
| | ?A#0 | A | <i>If there are more characters,</i> |
| | GOYES | WrtChr | <i>go write them</i> |
| | GOSBVL | =GETPTR | <i>Restore the RPL pointers to the CPU</i> |
| | D1=D1- | 5 | <i>Retard the stack pointer</i> |
| | D=D-1 | A | <i>Decrement the available memory count</i> |
| | A=R0.F | A | <i>A[A]-string prologue</i> |
| | DAT1=A | A | <i>Write pointer to stack</i> |
| | A=DAT0 | A | <i>Read pointer to next object in runstream</i> |
| | D0=D0+ | 5 | <i>Advance return stack pointer</i> |
| | PC=(A) | | <i>Branch to next object in runstream</i> |
| ENDCODE | | | |
| ; | | | |

11.6.2 Memory Move Utilities

The following memory utilities are available for moving memory.

| | |
|--|--|
| MOVEDOWN | #0670Ch |
| Moves a block of memory from higher address to lower address | |
| Entry: | D0 → start of source, D1 → start of destination C[A]=number of nibbles to move RPL pointers saved |
| Call with: | GOSBVL |
| Exit: | D0 → end of source + 1, D1 → end of destination + 1, P=0 |
| Uses: | A[W], C[A], D0, D1, P |
| Stack Levels: | 0 |
| MOVEUP | #066B9h |
| Moves a block of memory from lower address to higher address | |
| Entry: | D0 → end of source + 1, D1 → end of destination + 1 C[A]=number of nibbles to move RPL pointers saved |
| Call with: | GOSBVL |
| Exit: | D0 → start of source, D1 → start of destination, P=0 |
| Uses: | A[W], C[A], D0, D1, P |
| Stack Levels: | 0 |
| ECUSER | #039EFh |
| Expand/contract an object in user memory | |
| Entry: | A[A] → insertion/deletion point C[A]=number of nibbles to expand/contract ST[5]=1 (expand) or ST[5]=0 (contract) D0 → Object prologue RPL pointers saved |
| Call with: | GOSBVL |
| Exit: | B[A] → start of new block or just above deleted block R0[A] = number of nibbles expanded/contracted Interrupts disabled (call SysRPL object InitEnab to re-enable) Garbage may be collected |
| Uses: | A, B, C, D, D0, D1, R0, R1,R2, P, ST[0], ST[2], ST[10] |
| Stack Levels: | 4 |

Note that ECUSER *cannot* be called from a code object that's in TEMPOB or in USEROB, since TEMPOB may be adjusted during garbage collection, and USEROB will be altered. The safest places from which to use ECUSER are from port 0 or port 1.

Since ECUSER disables interrupts, you need to call InitEnab to restore interrupts.

| | |
|---|---------|
| InitEnab Enable interrupts after using ECUSER | #0970Ah |
|---|---------|

→

Example: Expanding a String in UserOb

EXSTR (listed on the next page) illustrates the use of ECUSER by inserting the characters “AB” at the beginning of a string stored in a user variable. To try out EXSTR, do the following:

1. Download EXSTR to the HP 48.
2. Store it into a variable in port 0: `« 'EXSTR' RCL 0:EXSTR STO »`
3. Store a string into variable TEST, put its name on the stack, and execute EXSTR from port 0, then view the string:

```
« 'TEST' "12345" OVER STO 0:EXSTR EVAL TEST »
```

→"AB12345"

Note that you now have all the tools to write a small database application that stores data in Library Objects. Library objects are structured the same way as strings, except the prologue is different.

| | |
|----------------------------------|--|
| EXSTR 93.5 Bytes Checksum #F5CEh | (When stored in USEROB variable EXSTR) |
| (ID →) | |

```

::
  OLASTOWDOB! CK1NOLASTWD      Clear saved command name, one argument
  CK&DISPATCH1 idnt           Require a global name object
  ::
    @ NOTcase SETNONEXTERR      Try to recall the variable, error if nonexistent
    DUPTYPECSTR? NOTcase SETTYPEERR Generate error if variable does not contain a string
CODE
    A=DAT1      A      A[A]→string prologue
    D1=D1+      5      Pop the string
    D=D+1      A
    GOSBVL      =SAVPTR Save RPL pointers
    D0=A        D0→string prologue
    LC(5)       10     C[A] = size of prologue and length field
    A=A+C       A      A[A]→start of string body
    LC(5)       4      C[A]=number of nibbles to expand
    ST=1        5      Signal to expand
    GOSBVL      =ECUSER Expand string object
    A=B A
    D1=A        D1→expanded block start
    LCASC       \BA\   Load characters to write in C
    DAT1=A      4      Write new characters
    D1=D1-      5      D1→string length field
    A=DAT1      A      A[A]=old string length
    C=R0.F      A      C[A]=expansion size
    A=A+C       A      Add expansion size
    DAT1=A      A      Write new string length
    GOVLNG      =GETPTRLOOP
ENDCODE
  InitEnab     Re-enable interrupts
  ;
  ;

```

11.6.3 Display Memory Addresses

The following techniques are useful for acquiring the addresses of display grobs in a version independent manner.

ADISP

Point D1 at the prologue of ABUFF

```

D1=(5)      (=addrADISP)+2
C=DAT1      A
D1=C

```

VDISP

Point D1 at the prologue of the currently displayed grob

```

D1=(5)      (=addrVDISP)+2
C=DAT1      A
D1=C

```

VIDSP2

Point D1 at the prologue of the menu grob

```
D1=(5)      (=addrVDISP2)+2
C=DAT1      A
D1=C
```

11.7 Reporting Errors

The assembly language analogue to the System-RPL object ERRJMP is the entry Errjmp. If you wish to generate an error using one of the built-in messages, load the message number in C[A] and go to Errjmp. There are two entries available for this:

| | |
|---|------------------------------------|
| Errjmp | #05023h |
| Stores the error number, restarts RPL at ERRJMP | |
| Entry: | A[A] = error#, RPL pointers in CPU |
| Call with: | GOVLNG |
| Exit: | To RPL |

| | |
|---|-----------------------------------|
| GPErrjmpC | #10F40h |
| Sets P=0, HEXMODE, restores RPL pointers, stores the error number, restarts RPL at ERRJMP | |
| Entry: | C[A] = error#, RPL pointers saved |
| Call with: | GOVLNG |
| Exit: | To RPL |

The following code object pops a real number off the stack and generates a Bad Argument Value error if the number is negative.

```
ERR 30 Bytes Checksum #A915h
( % → )
```

| | | |
|----------|-------------|-------------------------------------|
| CON(5) | =DOCODE | |
| REL(5) | end | |
| GOSBVL | =POP1% | Pop a real number (sets DEC mode) |
| SETHex | | Reset HEX mode |
| ?A=0 | S | Test the sign nibble |
| GOYES | Positive | If zero, just return to RPL |
| LCHEx | 00203 | Otherwise load error message number |
| GOVLNG | =GPErrjmpC | and generate the error |
| Positive | | |
| GOVLNG | =GETPTRLOOP | |

11.8 Checking Batteries

If you’re writing a code object that will be executing for a long time (like a game), you may wish to check the battery condition from time to time The entry ChkLowBat does this:

| | |
|------------------------|---|
| ChkLowBat | #325AAh |
| Checks for low battery | |
| Entry: | ST15=0 (interrupts disabled), RPL pointers saved |
| Call with: | GOSBVL |
| Exit: | CS: Low Battery and C[A]=LowBatErr#; CC: Battery OK |
| Uses: | A[A], B[A], C[A], D[A], D0, ST[7-0] |
| Stack Levels: | 3 |

The following code object disables interrupts, checks the batteries using ChkLowBat, re-enables interrupts, and returns with a flag indicating the condition of the batteries.

CKBAT 28 Bytes Checksum #4297h
(→ FLAG)

| | | |
|--------|--------------|---|
| CON(5) | =DOCODE | |
| REL(5) | end | |
| GOSBVL | =SAVPTR | <i>Save the RPL pointers</i> |
| ST=0 | 15 | <i>Disable interrupts</i> |
| GOSBVL | =ChkLowBat | <i>Check the batteries, assert the carry flag</i> |
| ST=1 | 15 | <i>Re-enable interrupts</i> |
| GOVLNG | =GPPushT/FLp | <i>Push the flag based on carry</i> |
| end | | |

11.9 Warmstart & Coldstart

There may be times when you get into real trouble and a safe return to normal calculator execution is required. Perhaps you detect that memory isn't in good shape, something is missing, or a pointer is unreasonable. Three "last resort" options are available, listed in order of increasing severity:

- GOVLNG =norecPWLseq (#01FBDh) Warmstarts without recording an entry in the warmstart log.
- GOVLNG =Coldstart (#01FD3h) Branches to "Try To Recover Memory?" prompt.
- GOVLNG =norecCSseq (#01FDAh) Unconditional memory clear (*total* coldstart).

The first option, a warmstart, may be used when you think TEMPOB is corrupt or other easily repairable system problems can be handled without risking the loss of USEROB. The second option may be required if you think USEROB is corrupt. It is impossible to imagine any use for the third "nuclear" option in a well-designed application. We discourage people who would use either the second or third option as a joke or prank — please confine your coding practices to those of responsible people.

11.10 Tone Generation

The entry makebeep can be used to generate steady tones at a specific frequency and duration, or you can generate your own sound effects by oscillating the beeper yourself.

11.10.1 Steady Tones

The entry makebeep respects the system beeper flag (-56) and checks the CPU speed to make as accurate a tone as possible.

| | |
|------------------|---|
| makebeep | #017A6h |
| Generates a beep | |
| Entry: | C[A]=delay (msec) D[A]=frequency (Hz), RPL pointers saved |
| Call with: | GOSBVL |
| Exit: | <i>Interrupts ON (INTON)</i> |
| Uses: | A, B, C, D, R0, R1, R2, R3, D0, D1, P, Carry |
| Stack Levels: | 1 |

```
T00T 32 Bytes Checksum #21F1h  
( → )
```

```
CON(5)  =DOCODE  
REL(5)  end  
GOSBVL  =SAVPTR  
LC(5)   400  
D=C     A  
LC(5)   1000  
GOSBVL  =makebeep  
GOVLNG  =GETPTRLOOP  
end
```

11.10.2 Rising and Falling Tones

The beeper is a piezoelectric element wired to bit 11 of the OUT register. You can click the beeper “on” by setting bit 11 and click it back “off” by clearing bit 11. *Remember to leave it off!* The example TONE shows how to generate sweeping tones by oscillating the beeper bit. As a courtesy to people who might use your code, please respect the status of the system beeper flag as shown below.

TONE 95.5 Bytes Checksum #534Ah
(→)









```


::
  56 TestSysFlag ?SEMI                      Exit if flag -56 is set
CODE
      GOSBVL    =SAVPTR                      Save RPL pointers
      GOSUB     SweepUp                     Generate rising sound
      LC(5)     8048                         Wait
Wait   C=C-1    A
      GONC      Wait
      GOSUB     SweepDn                     Generate falling sound
      GOVLNG    =GETPTRLOOP                 Restore RPL pointers and exit
*****
* Subroutine SweepUp                          *
*****
SweepUp  LA(2)    130                       Starting tone (must be > ending tone)
UpLoop   LC(2)    3                         Intermediate delay
      GOSUB     Tone                       Generate the tone
      A=A-1     B                         Decrement tone value
      LC(2)     40                       Ending tone (must be < starting tone)
      ?A>C      B                         More tones to do?
      GOYES     UpLoop
      RTN
*****
* Subroutine SweepDn                          *
*****
SweepDn  LA(2)    40                       Starting tone (must be < ending tone)
DnLoop   LC(2)    1                         Intermediate delay
      GOSUB     Tone                       Generate the tone
      A=A+1     B                         Increment the tone value
      LC(2)     130                      Ending tone (must be > starting tone)
      ?A<C      B                         More tones to do?
      GOYES     DnLoop
      RTN
*****
* Subroutine Tone:  A[B] = Frequency C[B] = Intermediate delay  *
*****
Tone      D=C      B                       Copy intermediate delay to D[B]
ToneLp    LCHEx    800                     Set bit 11
      OUT=C      B                       Click speaker ON
      C=A        B                       Copy tone value
Dec1      C=C-1    B                       Delay
      GONC      Dec1
      C=0        A                       Clear bit 11
      OUT=C      B                       Click speaker OFF
      C=A        B                       Copy tone value
Dec2      C=C-1    B                       Delay
      GONC      Dec2
      D=D-1     B                       Decrement tone length counter
      GONC      ToneLp                  Loop
      RTN
end
ENDCODE
;
```

11.11 Keyboard Scanning

The HP 48 keyboard is wired to the IN and OUT registers. During normal operation, the CPU scans the keyboard every millisecond and generates an interrupt when a key is pressed. Once the interrupt has been generated, the keyboard handler scans the keyboard to see which keys have been pressed. While a key is down, timer interrupts are scheduled to wake up the CPU every 1/16 of a second. This permits scans to see which key or keys are down, and lets the handler update the key buffer when a key is released. An application can scan the keyboard directly at full CPU speed, or shut down to save power between keystrokes. The former technique might be appropriate for a game where objects are moving; the latter might be better if the application is just waiting for user input.

To look for a particular key, set the appropriate bits of the OUT register, then AND the value from the IN register with an input mask. The table below shows the mask values for each key. For instance, the OUT mask for [CST] is 080 and the IN mask is 0008. The [ON] is mapped to bit 15 of IN only and generates a nonmaskable interrupt. To prevent the interrupt system from intercepting keys, you'll need to disable interrupts.

| | | | | | |
|---|-------------------|--------------------|---|---|---|
| [A] 002/0010 | [B] 100/0010 | [C] 100/0008 | [D] 100/0004 | [E] 100/0002 | [F] 100/0001 |
| [MTH] 004/0010 | [PRG] 080/0010 | [CST] 080/0008 | [VAR] 080/0004 |  080/0022 | [NXT] 080/0001 |
| ['] 001/0010 | [STO] 040/0010 | [EVAL] 040/0008 |  040/0004 |  040/0002 |  040/0001 |
| [SIN] 008/0010 | [COS] 020/0010 | [TAN] 020/0008 | $[\sqrt{x}]$ 020/0004 | $[y^x]$ 020/0002 | $[1/x]$ 020/0001 |
| [ENTER] 010/0010 | | [+/-] 010/0008 | [EEX] 010/0004 | [DEL] 010/0002 |  010/0001 |
|  008/0020 | [7] 008/0008 | [8] 008/0004 | [9] 008/0002 | [÷] 008/0001 | |
|  004/0020 | [4] 004/0008 | [5] 004/0004 | [6] 004/0002 | [X] 004/0001 | |
|  002/0020 | [1] 002/0008 | [2] 002/0004 | [3] 002/0002 | [-] 002/0001 | |
| [ON] /8000 | [0] 001/0008 | [.] 001/0004 | [SPC] 001/0002 | [+] 001/0001 | |

The following subroutine tests the keyboard and returns with carry set if  is down. Note that the C=IN instruction *must* be executed from an even address. To do this reliably, call CINRTN, which just does C=IN and returns.

```

LCHEX    00040
OUT=C
GOSBVL   =CINRTN
LAHEX    00002
C=A&C    A
?A#0     A
RTNYES
RTN

```

11.11.1 Managing Interrupts

If you're going to look for keys yourself, it's best to disable keyboard scanning. This frees up CPU time for your application and avoids unwanted keystrokes wandering into the key buffer. There are three methods of disabling interrupts, listed in order of decreasing severity:

- Call the entry `DisableIntr` to disable all interrupts, and `AllowIntr` to enable interrupts. This shuts off all I/O, and carries the risk that if your code goes astray only a “paperclip reset” is possible (pushing a paperclip in the hole under the upper-right rubber foot).

| | |
|----------------------|---------------------|
| DisableIntr | #01115h |
| Disable interrupts | |
| Entry: | Interrupts enabled |
| Call with: | GOSBVL |
| Exit: | Interrupts disabled |
| Uses: | C[A], Carry |
| Stack Levels: | 1 |
| AllowIntr | #010E5h |
| Re-enable interrupts | |
| Entry: | Interrupts disabled |
| Call with: | GOSBVL |
| Exit: | Interrupts enabled |
| Uses: | C[A] , Carry |
| Stack Levels : | 1 |

- Clear bit 15 of the status register. This shuts off all I/O, and carries the risk that if your code goes astray only a “paperclip reset” is possible.
- Execute the INTOFF instruction. This prevents *only* keyboard interrupts except for [ON], which always generates an interrupt. This has the advantage that you can use [ON] — [C] to recover from code bugs. The disadvantage is that the [ON] key can’t be detected reliably and will be processed by the interrupt system. Note that makebeep, the ticking clock display, or alarms can lead to an INTON instruction being executed.

11.11.2 Rapid Keyboard Scans

The example KEY1 scans the keyboard at full speed, exiting only when either [ON] or [F] have been pressed and released.

KEY1 50.5 Bytes Checksum #FD27h
(→)

| | | | |
|---------|--------|---------|---|
| | CON(5) | =DOCODE | |
| | REL(5) | end | |
| | ST=0 | 15 | <i>Turn off interrupts</i> |
| | LAHEX | 08001 | <i>Input mask for [F] and [ON]</i> |
| Top | LCHEX | 00100 | <i>Output mask for [F]</i> |
| | OUT=C | | <i>Set keyboard lines to look for [F]</i> |
| | GOSBVL | =CINRTN | <i>Read back the keyboard lines</i> |
| | C=A&C | A | <i>Mask off lines for [F] and [ON]</i> |
| | ?C=0 | A | <i>Were either of our keys pressed?</i> |
| | GOYES | Top | <i>No, go scan again</i> |
| StillDn | LCHEX | 001FF | <i>Output mask for all rows</i> |
| | OUT=C | | |
| | GOSBVL | =CINRTN | <i>Read back keyboard state</i> |
| | ?C#0 | A | <i>Are there still keys down?</i> |
| | GOYES | StillDn | <i>Yes, go scan again</i> |
| | ST=1 | 15 | <i>No, re-enable interrupts</i> |
| | A=DAT0 | A | <i>Back to RPL</i> |
| | D0=D0+ | 5 | |
| | PC=(A) | | |
| end | | | |

The example KEY2 scans the keyboard until [ON] is pressed. During the scan [A] turns on a small line in the display, and [B] turns the line off.

KEY2 125.5 Bytes Checksum #57E1h
(→)

| | | | |
|----------|--------|-----------------|---|
| | CON(5) | =DOCODE | |
| | REL(5) | end | |
| | GOSBVL | =SAVPTR | <i>Save RPL pointers</i> |
| | D1=(5) | (=addrADISP) +2 | <i>Point D1 at the address of ABUFF's address</i> |
| | A=DAT1 | A | <i>Load the ABUFF address's address into A[A]</i> |
| | D1=A | | <i>Copy to D1</i> |
| | A=DAT1 | A | <i>Read the address of ABUFF</i> |
| | D1=A | | <i>D1→ABUFF prologue</i> |
| | D1=D1+ | 15 | <i>Skip past prologue, length, dimensions</i> |
| | D1=D1+ | 5 | <i>D1→First nibble of ABUFF data</i> |
| | ST=0 | 15 | <i>Turn off interrupts</i> |
| | GOSUB | StillDn? | <i>Wait for no keys pressed</i> |
| Top | LCHEX | 001FF | <i>Load mask for all rows</i> |
| | OUT=C | | <i>Set keyboard lines</i> |
| | GOSBVL | =CINRTN | <i>Read keyboard state</i> |
| | ?C=0 | A | <i>Any keys pressed?</i> |
| | GOYES | Top | <i>No, go wait for a key</i> |
| | LCHEX | 002 | <i>Look for [A] — first load row mask</i> |
| | OUT=C | | |
| | GOSBVL | =CINRTN | |
| | LAHEX | 010 | <i>Load column mask for [A]</i> |
| | C=A&C | X | |
| | ?C=0 | X | <i>Did we get [A]?</i> |
| | GOYES | TryB | <i>No, go test for [B]</i> |
| | GOSUB | StillDn? | <i>Yes, wait for key up</i> |
| | LAHEX | FFFFF | <i>Load pattern to write to display</i> |
| | DAT1=A | A | <i>Write pattern</i> |
| | GOTO | Top | <i>Go back for another key</i> |
| TryB | LCHEX | 100 | <i>Load row mask for [B]</i> |
| | OUT=C | | |
| | GOSBVL | =CINRTN | |
| | LAHEX | 010 | <i>Load column mask for [B]</i> |
| | C=A&C | X | |
| | ?C=0 | X | <i>Did we get [B]?</i> |
| | GOYES | TryON | <i>No, go test for [ON]</i> |
| | GOSUB | StillDn? | <i>Yes, wait for key up</i> |
| | A=0 | A | <i>Load pattern to write to display</i> |
| | DAT1=A | A | <i>Write pattern</i> |
| | GOTO | Top | <i>Go back for another key</i> |
| TryON | LAHEX | 08000 | <i>Load mask for [ON]</i> |
| | C=A&C | A | |
| | ?C#0 | A | <i>Did we get [ON]?</i> |
| | GOYES | GotON | <i>Yes, go quit</i> |
| | GOTO | Top | <i>No, go look for another key</i> |
| GotON | GOSUB | StillDn? | <i>Wait for key up</i> |
| | GOTO | Done | <i>Go finish</i> |
| StillDn? | LCHEX | 001FF | <i>Load row mask for all keys</i> |
| | OUT=C | | |
| | GOSBVL | =CINRTN | |
| | ?C#0 | A | <i>Was a key down?</i> |
| | GOYES | StillDn? | <i>Yes, loop until no keys are down</i> |

| | | | |
|------|--------|-------------|-----------------------------|
| | RTN | | <i>No, return</i> |
| Done | ST=1 | 15 | <i>Re-enable interrupts</i> |
| | GOVLNG | =GETPTRLOOP | <i>Back to RPL</i> |
| end | | | |

11.11.3 Low Power Keyboard Scans

You can save power by putting the calculator into a low power state between keystrokes. We'll describe some of the basic pieces, then put them all together in the example KEY3.

The Basic Timer Loop. In the basic low power loop a timer is set to wake the calculator up after a small interval, then the SHUTDN instruction is executed, putting the calculator in a low power state. The calculator can wake up for several reasons, including a timer expiring or a key being pressed. The technique we show here ignores other reasons for wakeup. When the calculator wakes up the keyboard is scanned and if no keys are down the timer is reset and the calculator goes to sleep again.

| | | | |
|---------|---------|--------------|--|
| LiteSlp | D1=(5) | =TIMERCTRL.1 | <i>Set timer 1 to wake up CPU</i> |
| | LC(1) | 4 | |
| | DAT1=C | P | |
| | D1=(2) | =TIMER1 | <i>Set a 5/16 second delay</i> |
| | LC(1) | 5 | |
| | DAT1=C | P | |
| | LCHEX | 1FF | <i>Preload the keyboard row lines</i> |
| | OUT=C | | |
| Wait | SHUTDN | | <i>WAIT FOR INTERRUPTS</i> |
| | LC(3) | 1FF | <i>Load the row lines</i> |
| | OUT=C | | |
| | GOSBVL | =CINRTN | <i>Read the column lines</i> |
| | LAHEX | 0803F | <i>Mask for all column lines</i> |
| | A=A&C | A | |
| | ?A#0 | A | <i>Was a key pressed?</i> |
| | GOYES | GetKey | <i>Yes, go see which one(s) are down</i> |
| | D1=(2) | =TIMERCTRL.1 | <i>No, so look at timer control</i> |
| | C=DAT1 | X | <i>Read timer status</i> |
| | ?CBIT=0 | 3 | <i>Was timer expired?</i> |
| | GOYES | Wait | <i>No, go back to sleep</i> |
| | GOSUB | Blink | <i>Yes, blink the cursor</i> |
| | GOTO | LiteSlp | <i>Then go back to sleep</i> |

Keyboard Debounce. The entry Debounce scans the keyboard until it has been stable for at least one timer tick:

| | |
|---|-------------------------------------|
| Debounce | #009A5h |
| Scan the keyboard until stable, return bitmap of pressed keys | |
| Entry: | <i>Interrupts disabled</i> |
| Call with: | GOSBVL |
| Exit: | A[12-0]=Key bitmap |
| Uses: | A, B, C, D[A], D0, D1, P, SB, Carry |
| Stack Levels: | 0 |

The bits returned in A[12-0] encode keys as shown in the table below. Note that more than one key may be down.

| Nibble | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|--------|------------|-------|--------|---------|
| 12 | | | | [B] |
| 11 | [C] | [D] | [E] | [F] |
| 10 | [PRG] | [CST] | [VAR] | ⬆ |
| 9 | [NXT] | [STO] | [EVAL] | ⬅ |
| 8 | ⬇ | ➡ | [COS] | [TAN] |
| 7 | \sqrt{x} | y^x | $1/x$ | [ENTER] |
| 6 | [+/-] | [EEX] | [DEL] | ⬅ |
| 5 | α | [SIN] | [7] | [8] |
| 4 | [9] | [÷] | ⬅ | [MTH] |
| 3 | [4] | [5] | [6] | [X] |
| 2 | ➡ | [A] | [1] | [2] |
| 1 | [3] | [-] | ['] | [0] |
| 0 | [.] | [SPC] | [+] | [ON] |

The Key Bitmap. After obtaining the bitmap, you can either load a 13 nibble mask to look for one or more specific keys, or you can generate a number corresponding to the key that was down. In the latter case, you may wish to ensure that just one key is down. The following code fragment (not used in the KEY3 example) returns the number of keys pressed in C[B] given a key bitmap in B[W]:

| | | | |
|------------|----------------------------------|--|--|
| Entry: | B[W] = key bitmap | | |
| Call with: | GOSUB CountKeys | | |
| Exit: | C[B] = # of keys down, Carry set | | |

| | | | |
|-----------|--------|---------|--|
| CountKeys | C=0 | B | Clear the key counter |
| AnySet? | ?B=0 | W | Are all bits clear? |
| | RTNYES | | Return if so |
| TstNib | ?B#0 | P | Is the least significant nibble clear? |
| | GOYES | TstBit | No, go check the bits in that nibble |
| | BSR | W | Yes, shift in next nibble |
| | GONC | AnySet? | Go see if there's more to test |
| * | | | |
| TstBit | B=B+B | P | Shift nibble left, set carry if high bit was set |
| | GONC | TstBit | If the high bit was clear, shift again |
| | C=C+1 | B | Increment key counter |
| | GONC | TstNib | Go see if more bits are set in this nibble |

The following code fragment returns in B[A] the option-base-1 number of the least significant set bit in a keymap in A[W]. The key number ranges from 1 ([ON]) to 49 ([B]).

| | | | |
|------------|---|--|--|
| Entry: | A[W] = key bitmap with at least one bit set | | |
| Call with: | GOSUB KeyNum | | |
| Exit: | B[A] = key number | | |

| | | | |
|----------|---------|----------|--|
| KeyNum | B=0 | A | Clear the key number |
| NextNib | ?A#0 | P | Is the least significant nibble clear? |
| | GOYES | TestBits | No, go find which bit is set |
| | B=B+CON | B,4 | Yes, add four to the key number, |
| | ASR | W | shift the next nibble in, |
| | GONC | NextNib | (BET) and go test the next nibble |
| TestBits | B=B+1 | B | Increment the key number |
| | SB=0 | | Clear the sticky bit |
| | ASRB.F | P | Shift off a bit |
| | ?SB=0 | | Was it set? |
| | GOYES | TestBits | No, go test the next bit |
| | RTN | | Yes, return with key number in B[A] |

Putting it All Together. The example KEY3 blinks a cursor line in the display while waiting for a key in light sleep. When a key is pressed, the keycode is returned to the stack as a real number.

(→ %keycode)

```

::
  CLEARVDISP
CODE
      GOSBVL    =SAVPTR
      D1=(5)    (=addrADISP)+2
      A=DAT1    A
      D1=A
      A=DAT1    A
      LC(5)     20
      A=A+C     A
      R1=A
      GOSUB     WaitKeyUp
      GOSBVL    =DisableIntr
      GOSUB     BusyOff
      ST=0      1
LiteSlp  D1=(5)    =TIMERCTRL.1      Set timer 1 to wake up CPU
      LC(1)     4
      DAT1=C    P
      D1=(2)    =TIMER1              Set a 5 / 16 second delay
      LC(1)     5
      DAT1=C    P
      LCHX      1FF                  Preload the keyboard row lines
      OUT=C
Wait      SHUTDN
      LC(3)     1FF                  WAIT FOR INTERRUPTS
                                      Load the row lines
      OUT=C
      GOSBVL    =CINRTN              Read the column lines
      LAHEX     0803F                Mask for all column lines
      A=A&C     A
      ?A#0      A                    Was a key pressed?
      GOYES     GetKey               Yes, go see which one(s) are down
      D1=(2)    =TIMERCTRL.1        No, so look at timer control
      C=DAT1    X                    Read timer status
      ?CBIT=0   3                    Was timer expired?
      GOYES     Wait                 No, go back to sleep
      GOSUB     Blink                Yes, blink the cursor
      GOTO      LiteSlp              Then go back to sleep

GetKey   GOSBVL    =Debounce          Debounce the keyboard, create bitmap in A
      ?A#0      W                    Was a key pressed?
      GOYES     GotKey               Yes, go create a keycode
      GOTO      LiteSlp              No, go wait again

GotKey   GOSUB     KeyNum              Get the key number
      A=0       A                    Clear A[A]
      A=B       B                    Copy to A,
      R0=A.F    A                    Save in R0 for PUSH#
      GOSUB     WaitKeyUp            Wait for the key to be released
      GOSBVL    =AllowIntr           Re-enable interrupts
      GOSUB     BusyOn               Turn on the busy annunciator
      GOSBVL    =PUSH#               Push the key number, restore RPL pointers
      LC(5)     =UNCOERCE            Return to RPL, executing UNCOERCE
      A=C       A
      PC=(A)

```

Subroutine to wait for keys to be released:

| | | | |
|-----------|--------|-----------|------------------------------|
| WaitKeyUp | LCHEX | 1FF | <i>Set row lines</i> |
| | OUT=C | | |
| | GOSBVL | =CINRTN | <i>Read column lines</i> |
| | LAHEX | 0803F | <i>Mask for column lines</i> |
| | A=A&C | A | |
| | ?A#0 | A | <i>Were any keys down?</i> |
| | GOYES | WaitKeyUp | <i>Yes, go scan again</i> |
| | RTN | | <i>No, return</i> |

Subroutine to blink cursor:

| | | | |
|--------|--------|--------|-----------------------------------|
| Blink | C=0 | A | <i>Clear C[A] to clear cursor</i> |
| | ?ST=0 | 1 | <i>Was cursor off?</i> |
| | GOYES | TurnOn | <i>Yes, go turn it on</i> |
| | ST=0 | 1 | <i>Turn off cursor status bit</i> |
| | GONC | Write | <i>Go write the cursor</i> |
| TurnOn | | | |
| | ST=1 | 1 | <i>Turn on cursor status bit</i> |
| | C=C-1 | A | <i>Set C[A] to FFFFF</i> |
| Write | A=R1.F | A | <i>Recover pointer to display</i> |
| | D1=A | | <i>Copy to D1</i> |
| | DAT1=C | A | <i>Write cursor</i> |
| | RTN | | |

Subroutine to turn off busy annunciator:

| | | | |
|---------|--------|--------------|--|
| BusyOff | D0=(5) | (=ANNCTRL)+1 | <i>Point at the annunciator nibble</i> |
| | C=DAT0 | P | <i>Read nibble</i> |
| | CBIT=0 | 0 | <i>Clear annunciator bit</i> |
| WrtRtn | DAT0=C | P | <i>Write nibble back</i> |
| | RTN | | |

Subroutine to turn on the busy annunciator:

| | | | |
|--------|--------|--------------|--|
| BusyOn | D0=(5) | (=ANNCTRL)+1 | <i>Point at the annunciator nibble</i> |
| | C=DAT0 | P | <i>Read nibble</i> |
| | CBIT=1 | 0 | <i>Set annunciator bit</i> |
| | DAT0=C | P | <i>Write nibble back</i> |
| | RTN | | |

Subroutine to calculate the key number:

| | | | |
|----------|---------|----------|---|
| KeyNum | B=0 | A | <i>Clear the key number</i> |
| NextNib | ?A#0 | P | <i>Is the least significant nibble clear?</i> |
| | GOYES | TestBits | <i>No, go find which bit is set</i> |
| | B=B+CON | B,4 | <i>Yes, add four to the key number,</i> |
| | ASR | W | <i>shift the next nibble in,</i> |
| | GONC | NextNib | <i>(BET) and go test the next nibble</i> |
| * | | | |
| TestBits | B=B+1 | B | <i>Increment the key number</i> |
| | SB=0 | | <i>Clear the sticky bit</i> |
| | ASRB.F | P | <i>Shift off a bit</i> |
| | ?SB=0 | | <i>Was it set?</i> |
| | GOYES | TestBits | <i>No, go test the next bit</i> |
| | RTN | | <i>Yes, return with key number in B[A]</i> |
| ENDCODE | | | |

;

Processing Keycodes. Once you have a keycode from the KeyNum subroutine, there are several ways to branch to the corresponding code. The first is best if your application defines only a few keys — just compare individual key codes. The second is best if your application defines many keys. Both examples assume a key number in B[A], and that the return to get another key is at the label LiteSlp.

The first example looks for [ENTER], ◀, and ▶ :

| | | | |
|-----------|-------|------------------------|------------------------------------|
| | LC(2) | 29 | <i>Key number for [ENTER]</i> |
| | ?B#C | B | |
| | GOYES | TryLeft | |
| | GOTO | DoEnter | |
| * | | | |
| TryLeft | LC(2) | 37 | <i>Key number for ◀</i> |
| | ?B#C | B | |
| | GOYES | TryRight | |
| | GOTO | DoLeft | |
| * | | | |
| TryRight | LC(2) | 35 | <i>Key number for ▶</i> |
| | ?B=C | B | |
| | GOYES | GoDoRight | |
| | GOTO | LiteSlp | |
| | | | <i>Go for another key if not ▶</i> |
| GoDoRight | GOTO | DoRight | |
| * | | | |
| DoEnter | | <i>Process [ENTER]</i> | |
| | GOTO | LiteSlp | |
| * | | | |
| DoLeft | | <i>Process ◀</i> | |
| | GOTO | LiteSlp | |
| * | | | |
| DoRight | | <i>Process ▶</i> | |
| | GOTO | LiteSlp | |

The second example uses a table of 3-nibble offsets to the key subroutines. (Note that if your application is very large, you may need to use 4-nibble offsets.) The trick is to GOSUB around the table, which puts the table's starting address on the return stack.

Note that the references to the subroutines *must be forward references*, meaning that the key subroutines must come after the table. If the subroutine was before the table, each table entry would have to be 5 nibbles to make the address calculation correct.

| | | | |
|---------|--------|---------|---|
| | GOSUB | SendKey | |
| | REL(3) | DoON | <i>Pointer for [ON]</i> |
| | REL(3) | DoPlus | <i>Pointer for [+] (1)</i> |
| | ... | | |
| | REL(3) | LiteSlp | <i>Pointer for undefined key</i> |
| | ... | | |
| | REL(3) | DoB | <i>Pointer for [B] (49)</i> |
| SendKey | B=B-1 | A | <i>Make option base 0 key number</i> |
| | C=RSTK | | <i>Get address of key table</i> |
| | C=C+B | A | <i>Add keynumber*3 to start of table</i> |
| | C=C+B | A | |
| | C=C+B | A | |
| | D0=C | | <i>D0→key entry</i> |
| | A=0 | A | |
| | A=DAT0 | X | <i>Read offset to key routine</i> |
| | C=A+C | A | <i>Add offset to table entry location</i> |
| | PC=C | | <i>Branch to key routine</i> |

The example KEY4 (on the disk, but not listed here) uses this technique.

11.12 The RVIEW Debugging Tool

The subroutine RVIEW (Register VIEWer) has been provided to provide an additional example of various techniques for writing code in assembly language and as a simple debugging aid that you can use as you develop your programs. RVIEW is small, just a few thousand bytes in size, so you don't have to allocate a lot of memory to use it. RVIEW is in the RVIEW directory on the disk.


RVIEW will run on either S or G series calculators, but has three restrictions:

- The stack grob ABUFF must be full height — 64 rows. Note that by default ABUFF is 56 rows high, so you may need to enlarge ABUFF (see *Graphics* on page 113).
- RVIEW is self-modifying, so you cannot run RVIEW from a write-protected card.
- RVIEW consumes three stack levels, so be sure they're available.






11.12.1 The RVIEW User Interface

When RVIEW is executed, it saves the state of the CPU, displays the CPU register contents and windows into memory, then restores the CPU and ABUFF to their original state upon exit. RVIEW has two screens, selected with the |MORE| softkey:

| | | | |
|---------------------------|-------------|----------------------|----------|
| A:010101010100FACE | PC:82D0E | R0:05A5863859800040 | RSTK: |
| B:111122223334444 | C:1 | R1:0000000000000083 | PC:82D0E |
| C:11112222333FFFF | F:7 | R2:00000000000061D3A | ABCODE |
| D:0123456789ABCDEF | HEXMODE | R3:0000002E00202E92 | 00001 |
| | | R4:000150857C900008 | 4E32E |
| D0:807ED:1F5800000000000E | | 111111 | 4E310 |
| D1:EE750:0000000000000000 | | 5432109876543210 | 1A3CB |
| M:80000:F3C5A0000C0000CC | | ST:1011001100111000 | 00000 |
| MORE ADDR | -1 +1 -5 +5 | MOD | |

In the first screen, the pointer arrow  refers to the active memory window — D0, D1, or M.

While RVIEW is active, the following keys are active:

- [On]  Quits RVIEW
-   Moves the pointer arrow between the three memory windows
-   Increments or decrements the address of the active memory window
- |MORE| Switches the display between the two screens
- |ADDR| Lets you type a new address for the active memory window
- | -1 | Decrements the address of the active memory window
- | +1 | Increments the address of the active memory window
- | -5 | Subtracts 5 from the address of the active memory window
- | +5 | Adds 5 to the address of the active memory window

From the first screen, you can press [NXT] to display additional menu labels for address modification:

- | -100 | Subtracts #100h from the address of the active memory window
- | +100 | Adds #100h to the address of the active memory window
- | -1000 | Subtracts #1000h from the address of the active memory window
- | +1000 | Adds #1000h to the address of the active memory window

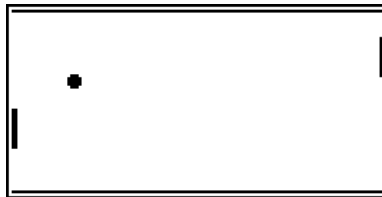
11.12.2 Using RVIEW

To use RVIEW in your code, just add the RVIEW source to your code and call RVIEW with a GOSUB. For instance, if you were going to include RVIEW in the SWP example to see the stack before and after the swap operation, the code would look like this:


| | | |
|------------|-------------------------------|--|
| NIBASC | /HPHP48-A/ | <i>This is a download header for binary transfer to the HP 48</i> |
| CON(5) | =DOCODE | <i>This is the prologue for a code object</i> |
| REL(5) | end | <i>The length field — indicates the size of the code object</i> |
| GOSUB | RVIEW | |
| A=DAT1 | A | <i>Copy the stack level 1 pointer to A[A]</i> |
| D1=D1+ | 5 | <i>Advance D1 to stack level 2</i> |
| C=DAT1 | A | <i>Copy the stack level 2 pointer to C[A]</i> |
| DAT1=A | A | <i>Replace stack level 2 with the original stack level 1 pointer</i> |
| D1=D1- | 5 | <i>Move D1 back to stack level 1</i> |
| DAT1=C | A | <i>Replace stack level 1 with the original stack level 2 pointer</i> |
| GOSUB | RVIEW | |
| A=DAT0 | A | <i>Read the pointer to the next RPL object to be executed</i> |
| DO=DO+ | 5 | <i>Advance the instruction pointer</i> |
| PC=(A) | | <i>Branch to the next instruction</i> |
| * RVIEW | | |
| | <i>RVIEW source code here</i> | |
| end | | |

11.13 The PONG Game

The directory PONG on the disk contains an HP 48 implementation of the classic PONG game, implemented as a compiled secondary including the game as a code object. To run the game transfer the file PONG to your HP 48 and execute PONG.



When PONG is running, the following keys are active:

- [ON]  Quits PONG
- [A] Moves the left player's paddle up
- [G] Moves the left player's paddle down
- [F] Moves the right player's paddle up
- [L] Moves the right player's paddle down

The file MAKEPONG.BAT is a DOS batch file that will make the game based on the files PONG.S and PONG.M. We hope this will inspire some more games!

Appendix A

Messages

| Hex | Dec | General Messages |
|-----|-----|------------------------|
| 001 | 1 | Insufficient Memory |
| 002 | 2 | Directory Recursion |
| 003 | 3 | Undefined Local Name |
| 004 | 4 | Undefined XLIB Name |
| 005 | 5 | Memory Clear |
| 006 | 6 | Power Lost |
| 007 | 7 | Warning: |
| 008 | 8 | Invalid Card Data |
| 009 | 9 | Object In Use |
| 00A | 10 | Port Not Available |
| 00B | 11 | No Room in Port |
| 00C | 12 | Object Not in Port |
| 00D | 13 | Recovering Memory |
| 00E | 14 | Try To Recover Memory? |
| 00F | 15 | Replace RAM, Press ON |
| 010 | 16 | No Mem To Config All |
| 101 | 257 | No Room to Save Stack |
| 102 | 258 | Can't Edit Null Char. |
| 103 | 259 | Invalid User Function |
| 104 | 260 | No Current Equation |
| 106 | 262 | Invalid Syntax |

| Hex | Dec | Object Types |
|-----|-----|----------------|
| 107 | 263 | Real Number |
| 108 | 264 | Complex Number |
| 109 | 265 | String |
| 10A | 266 | Real Array |
| 10B | 267 | Complex Array |
| 10C | 268 | List |
| 10D | 269 | Global Name |
| 10E | 270 | Local Name |
| 10F | 271 | Program |
| 110 | 272 | Algebraic |
| 111 | 273 | Binary Integer |
| 112 | 274 | Graphic |
| 113 | 275 | Tagged |
| 114 | 276 | Unit |
| 115 | 277 | XLIB Name |
| 116 | 278 | Directory |
| 117 | 279 | Library |
| 118 | 280 | Backup |
| 119 | 281 | Function |
| 11A | 282 | Command |
| 11B | 283 | System Binary |
| 11C | 284 | Long Real |
| 11D | 285 | Long Complex |
| 11E | 286 | Linked Array |
| 11F | 287 | Character |
| 120 | 288 | Code |
| 121 | 289 | Library Data |
| 122 | 290 | External |

| Hex | Dec | General Messages |
|-----|-----|-----------------------|
| 123 | 291 | Null message |
| 124 | 292 | LAST STACK Disabled |
| 125 | 293 | LAST CMD Disabled |
| 126 | 294 | HALT Not Allowed |
| 127 | 295 | Array |
| 128 | 296 | Wrong Argument Count |
| 129 | 297 | Circular Reference |
| 12A | 298 | Directory Not Allowed |
| 12B | 299 | Non-Empty Directory |
| 12C | 300 | Invalid Definition |
| 12D | 301 | Missing Library |
| 12E | 302 | Invalid PPAR |
| 12F | 303 | Non-Real Result |
| 130 | 304 | Unable to Isolate |

| Hex | Dec | Low Memory |
|-----|-----|-----------------------|
| 131 | 305 | No Room to Show Stack |
| 132 | 306 | Warning |
| 133 | 307 | Error: |
| 134 | 308 | Purge? |
| 135 | 309 | Out of Memory |
| 136 | 310 | Stack |
| 137 | 311 | Last Stack |
| 138 | 312 | Last Commands |
| 139 | 313 | Key Assignments |
| 13A | 314 | Alarms |
| 13B | 315 | Last Arguments |
| 13C | 316 | Name Conflict |
| 13D | 317 | Command Line |

| Hex | Dec | Stack Operations |
|-----|-----|--------------------|
| 201 | 513 | Too Few Arguments |
| 202 | 514 | Bad Argument Type |
| 203 | 515 | Bad Argument Value |
| 204 | 516 | Undefined Name |
| 205 | 517 | LASTARG Disabled |

| Hex | Dec | EquationWriter |
|-----|-----|--------------------------|
| 206 | 518 | Incomplete Subexpression |
| 207 | 519 | Implicit () off |
| 208 | 520 | Implicit () on |

| Hex | Dec | Floating Point Errors |
|-----|-----|-----------------------|
| 301 | 769 | Positive Underflow |
| 302 | 770 | Negative Underflow |
| 303 | 771 | Overflow |
| 304 | 772 | Undefined Result |
| 305 | 773 | Infinite Result |

| Hex | Dec | Array |
|-----|------|-----------------------|
| 501 | 1281 | Invalid Dimension |
| 502 | 1282 | Invalid Array Element |
| 503 | 1283 | Deleting Row |
| 504 | 1284 | Deleting Column |
| 505 | 1285 | Inserting Row |
| 506 | 1286 | Inserting Column |

| Hex | Dec | Statistics |
|-----|------|-----------------------------|
| 601 | 1537 | Invalid \sum Data |
| 602 | 1538 | Nonexistent \sum DAT |
| 603 | 1539 | Insufficient \sum Data |
| 604 | 1540 | Invalid \sum PAR |
| 605 | 1541 | Invalid \sum Data LN(Neg) |
| 606 | 1542 | Invalid \sum Data LN(0) |

| Hex | Dec | Plot, Solve, Stat |
|-----|------|--------------------------------|
| 607 | 1543 | Invalid EQ |
| 608 | 1544 | Current equation: |
| 609 | 1545 | No current equation. |
| 60A | 1546 | Enter eqn, press NEW |
| 60B | 1547 | Name the equation, press ENTER |
| 60C | 1548 | Select plot type |
| 60D | 1549 | Empty catalog |
| 60E | 1550 | undefined |
| 60F | 1551 | No stat data to plot |
| 610 | 1552 | Autoscaling |
| 611 | 1553 | Solving for |
| 612 | 1554 | No current data. Enter |
| 613 | 1555 | data point, press $\Sigma+$ |
| 614 | 1556 | Select a model |

| Hex | Dec | Alarms |
|-----|------|------------------------|
| 615 | 1557 | No alarms pending. |
| 616 | 1558 | Press ALRM to create |
| 617 | 1559 | Next alarm: |
| 618 | 1560 | Past due alarm: |
| 619 | 1561 | Acknowledged |
| 61A | 1562 | Enter alarm, press SET |
| 61B | 1563 | Select repeat interval |

| Hex | Dec | I/O, Plot, Solve, Stat |
|-----|------|---|
| 61C | 1564 | I/O setup menu |
| 61D | 1565 | Plot type: |
| 61E | 1566 | " " |
| 61F | 1567 | (OFF SCREEN) |
| 620 | 1568 | Invalid PTYPE |
| 621 | 1569 | Name the stat data, press ENTER |
| 622 | 1570 | Enter value (zoom out if >1), press ENTER |

| Hex | Dec | I/O, Plot, Solve, Stat |
|-----|------|------------------------|
| 623 | 1571 | Copied to stack |
| 624 | 1572 | x axis zoom w/AUTO. |
| 625 | 1573 | x axis zoom. |
| 626 | 1574 | y axis zoom. |
| 627 | 1575 | x and y-axis zoom. |
| 628 | 1576 | IR/wire: |
| 629 | 1577 | ASCII/binary: |
| 62A | 1578 | baud: |
| 62B | 1579 | parity: |
| 62C | 1580 | checksum type: |
| 62D | 1581 | translate code: |
| 62E | 1582 | Enter matrix, then NEW |
| A01 | 2561 | Bad Guess(es) |
| A02 | 2562 | Constant? |
| A03 | 2563 | Interrupted |
| A04 | 2564 | Root |
| A05 | 2565 | Sign Reversal |
| A06 | 2566 | Extremum |
| A07 | 2567 | Left |
| A08 | 2568 | Right |
| A09 | 2569 | Expr |

| Hex | Dec | Unit Management |
|-----|------|--------------------|
| B01 | 2817 | Invalid Unit |
| B02 | 2818 | Inconsistent Units |

| Hex | Dec | I/O and Printing |
|-----|------|------------------------|
| C01 | 3073 | Bad Packet Block Check |
| C02 | 3074 | Timeout |
| C03 | 3075 | Receive Error |
| C04 | 3076 | Receive Buffer Overrun |
| C05 | 3077 | Parity Error |
| C06 | 3078 | Transfer Failed |
| C07 | 3079 | Protocol Error |
| C08 | 3080 | Invalid Server Cmd. |
| C09 | 3081 | Port Closed |
| C0A | 3082 | Connecting |
| C0B | 3083 | Retry # |
| C0C | 3084 | Awaiting Server Cmd. |
| C0D | 3085 | Sending |
| C0E | 3086 | Receiving |
| C0F | 3087 | Object Discarded |
| C10 | 3088 | Packet # |
| C11 | 3089 | Processing Command |
| C12 | 3090 | Invalid IOPAR |
| C13 | 3091 | Invalid PRTPAR |
| C14 | 3092 | Low Battery |
| C15 | 3093 | Empty Stack |
| C16 | 3094 | Row |
| C17 | 3095 | Invalid Name |

| Hex | Dec | Time |
|-----|------|-------------------|
| D01 | 3329 | Invalid Date |
| D02 | 3330 | Invalid Time |
| D03 | 3331 | Invalid Repeat |
| D04 | 3332 | Nonexistent Alarm |

| Hex | Dec | Polynomial Root Finder |
|------|-------|------------------------|
| 0001 | 49153 | Unable to find root |

| Hex | Dec | Multiple Equation Solver |
|------|-------|--------------------------|
| E401 | 58369 | Invalid Mpar |
| E402 | 58370 | Single Equation |
| E403 | 58371 | EQ Invalid for MINIT |
| E404 | 58372 | Too Many Unknowns |
| E405 | 58373 | All Variables Known |
| E406 | 58374 | Illegal During MROOT |
| E407 | 58375 | Solving for |
| E408 | 58376 | Searching |

| Start | End | Unlisted Message Numbers |
|-------|------|--------------------------|
| B901 | B99B | Miscellaneous |
| BA01 | BA43 | I/O operations |
| BB01 | BB3F | Statistics |
| BC01 | BC3B | Time system |
| BD01 | BD27 | Symbolic operations |
| BE01 | BE77 | Plotting |
| BF01 | BF56 | Solver |
| E101 | E129 | Constants Library |
| E301 | E304 | Equation Library |
| E601 | E60D | TVM Library |
| E701 | E706 | Minehunt game |

Appendix B

Character Codes

| DEC | HEX | CHR | DEC | HEX | CHR | DEC | HEX | CHR | DEC | HEX | CHR |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 0 | 00 | = | 32 | 20 | | 64 | 40 | @ | 96 | 60 | ` |
| 1 | 01 | = | 33 | 21 | ! | 65 | 41 | A | 97 | 61 | a |
| 2 | 02 | = | 34 | 22 | " | 66 | 42 | B | 98 | 62 | b |
| 3 | 03 | = | 35 | 23 | # | 67 | 43 | C | 99 | 63 | c |
| 4 | 04 | = | 36 | 24 | \$ | 68 | 44 | D | 100 | 64 | d |
| 5 | 05 | = | 37 | 25 | % | 69 | 45 | E | 101 | 65 | e |
| 6 | 06 | = | 38 | 26 | & | 70 | 46 | F | 102 | 66 | f |
| 7 | 07 | = | 39 | 27 | ' | 71 | 47 | G | 103 | 67 | g |
| 8 | 08 | = | 40 | 28 | (| 72 | 48 | H | 104 | 68 | h |
| 9 | 09 | = | 41 | 29 |) | 73 | 49 | I | 105 | 69 | i |
| 10 | 0A | = | 42 | 2A | * | 74 | 4A | J | 106 | 6A | j |
| 11 | 0B | = | 43 | 2B | + | 75 | 4B | K | 107 | 6B | k |
| 12 | 0C | = | 44 | 2C | , | 76 | 4C | L | 108 | 6C | l |
| 13 | 0D | = | 45 | 2D | - | 77 | 4D | M | 109 | 6D | m |
| 14 | 0E | = | 46 | 2E | . | 78 | 4E | N | 110 | 6E | n |
| 15 | 0F | = | 47 | 2F | / | 79 | 4F | O | 111 | 6F | o |
| 16 | 10 | = | 48 | 30 | 0 | 80 | 50 | P | 112 | 70 | p |
| 17 | 11 | = | 49 | 31 | 1 | 81 | 51 | Q | 113 | 71 | q |
| 18 | 12 | = | 50 | 32 | 2 | 82 | 52 | R | 114 | 72 | r |
| 19 | 13 | = | 51 | 33 | 3 | 83 | 53 | S | 115 | 73 | s |
| 20 | 14 | = | 52 | 34 | 4 | 84 | 54 | T | 116 | 74 | t |
| 21 | 15 | = | 53 | 35 | 5 | 85 | 55 | U | 117 | 75 | u |
| 22 | 16 | = | 54 | 36 | 6 | 86 | 56 | V | 118 | 76 | v |
| 23 | 17 | = | 55 | 37 | 7 | 87 | 57 | W | 119 | 77 | w |
| 24 | 18 | = | 56 | 38 | 8 | 88 | 58 | X | 120 | 78 | x |
| 25 | 19 | = | 57 | 39 | 9 | 89 | 59 | Y | 121 | 79 | y |
| 26 | 1A | = | 58 | 3A | : | 90 | 5A | Z | 122 | 7A | z |
| 27 | 1B | = | 59 | 3B | ; | 91 | 5B | [| 123 | 7B | { |
| 28 | 1C | = | 60 | 3C | < | 92 | 5C | \ | 124 | 7C | |
| 29 | 1D | = | 61 | 3D | = | 93 | 5D |] | 125 | 7D | } |
| 30 | 1E | = | 62 | 3E | > | 94 | 5E | ^ | 126 | 7E | ~ |
| 31 | 1F | ... | 63 | 3F | ? | 95 | 5F | _ | 127 | 7F | ⌘ |



| DEC | HEX | CHR | DEC | HEX | CHR | DEC | HEX | CHR | DEC | HEX | CHR |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 128 | 80 | € | 160 | A0 | | 192 | C0 | À | 224 | E0 | à |
| 129 | 81 |  | 161 | A1 |  | 193 | C1 | Á | 225 | E1 | á |
| 130 | 82 |  | 162 | A2 |  | 194 | C2 | Â | 226 | E2 | â |
| 131 | 83 |  | 163 | A3 |  | 195 | C3 | Ã | 227 | E3 | ã |
| 132 | 84 | | 164 | A4 |  | 196 | C4 | Ä | 228 | E4 | ä |
| 133 | 85 |  | 165 | A5 | | 197 | C5 | Å | 229 | E5 | å |
| 134 | 86 |  | 166 | A6 |  | 198 | C6 | Æ | 230 | E6 | æ |
| 135 | 87 |  | 167 | A7 |  | 199 | C7 | Ç | 231 | E7 | ç |
| 136 | 88 |  | 168 | A8 |  | 200 | C8 | È | 232 | E8 | è |
| 137 | 89 |  | 169 | A9 |  | 201 | C9 | É | 233 | E9 | é |
| 138 | 8A |  | 170 | AA |  | 202 | CA | Ê | 234 | EA | ê |
| 139 | 8B |  | 171 | AB |  | 203 | CB | Ë | 235 | EB | ë |
| 140 | 8C |  | 172 | AC |  | 204 | CC | Ì | 236 | EC | ì |
| 141 | 8D |  | 173 | AD |  | 205 | CD | Í | 237 | ED | í |
| 142 | 8E |  | 174 | AE |  | 206 | CE | Î | 238 | EE | î |
| 143 | 8F |  | 175 | AF |  | 207 | CF | Ï | 239 | EF | ï |
| 144 | 90 |  | 176 | B0 |  | 208 | D0 | Ð | 240 | F0 | ð |
| 145 | 91 |  | 177 | B1 |  | 209 | D1 | Ñ | 241 | F1 | ñ |
| 146 | 92 |  | 178 | B2 |  | 210 | D2 | Ò | 242 | F2 | ò |
| 147 | 93 |  | 179 | B3 |  | 211 | D3 | Ó | 243 | F3 | ó |
| 148 | 94 |  | 180 | B4 |  | 212 | D4 | Ô | 244 | F4 | ô |
| 149 | 95 |  | 181 | B5 |  | 213 | D5 | Õ | 245 | F5 | õ |
| 150 | 96 |  | 182 | B6 |  | 214 | D6 | Ö | 246 | F6 | ö |
| 151 | 97 |  | 183 | B7 |  | 215 | D7 | × | 247 | F7 | × |
| 152 | 98 |  | 184 | B8 |  | 216 | D8 | Ø | 248 | F8 | ø |
| 153 | 99 |  | 185 | B9 |  | 217 | D9 | Ù | 249 | F9 | ù |
| 154 | 9A |  | 186 | BA |  | 218 | DA | Ú | 250 | FA | ú |
| 155 | 9B |  | 187 | BB |  | 219 | DB | Û | 251 | FB | û |
| 156 | 9C |  | 188 | BC |  | 220 | DC | Ü | 252 | FC | ü |
| 157 | 9D |  | 189 | BD |  | 221 | DD | Ý | 253 | FD | ý |
| 158 | 9E |  | 190 | BE |  | 222 | DE | Þ | 254 | FE | þ |
| 159 | 9F | | 191 | BF |  | 223 | DF | ß | 255 | FF | ÿ |

Appendix C

Flags

User flags are numbered 1 through 64. System flags are numbered from -1 through -64 . By convention, application developers are encouraged to restrict their use of user flags to the range 31–64. All flags are clear by default, except for the wordsize (flags -5 to -10).

| Flag | Description | Clear | Set | Default |
|------------------------------|--|---------------------------------|---------------------------------|---------|
| Symbolic Math | | | | |
| -1 | Principal Solution | General solutions | Principal solutions | Clear |
| -2 | Symbolic Constants | Symbolic form | Numeric form | Clear |
| -3 | Numeric Results | Symbolic results | Numeric results | Clear |
| -4 | Not used | | | |
| Binary Integer Math | | | | |
| -5 | Binary integer wordsize $n + 1$: $0 \leq n \leq 63$ | | | 64 |
| -10 | Flag -10 is the most significant bit | | | |
| | Base | -11 | -12 | DEC |
| -11 | DEC | Clear | Clear | |
| and | BIN | Clear | Set | |
| -12 | OCT | Set | Clear | |
| | HEX | Set | Set | |
| -13 | Not used | | | |
| Finance | | | | |
| -14 | TVM Payment Mode | End of Period | Beginning of Period | End |
| Coordinate System | | | | |
| | | -15 | -16 | Rect. |
| -15 | Rectangular | Clear | Clear | |
| and | Cylindrical Polar | Clear | Set | |
| -16 | Spherical Polar | Set | Set | |
| Trigonometric Mode | | | | |
| | | -17 | -18 | Degrees |
| -17 | Degrees | Clear | Clear | |
| and | Radians | Set | Clear | |
| -18 | Grads | Clear | Set | |
| Math Exception | | | | |
| -19 | Vector/complex | Vector | Complex | Vector |
| -20 | Underflow Exception | Return 0, set flag -23 or -24 | Error | Clear |
| -21 | Overflow Exception | Return \pm MAXR, set flag -25 | Error | Clear |
| -22 | Infinite Result | Error | Return \pm MAXR, set flag -26 | Error |
| -23 | Pos. Underflow Indicator | No Exception | Exception | Clear |
| -24 | Neg. Underflow Indicator | No Exception | Exception | Clear |
| -25 | Overflow Indicator | No Exception | Exception | Clear |
| -26 | Infinite Result Indicator | No Exception | Exception | Clear |
| -27 | Symbolic Decompile | 'X+Y*i'-'>(X,Y)' | 'X+Y*i'-'>'X+Y*i' | Clear |
| Plotting and Graphics | | | | |
| -28 | Plotting Multiple Functions | Plotted serially | Plotted simultaneously | Clear |
| -29 | Trace mode | Trace off | Trace on | Off |
| -30 | Not used | | | |
| -31 | Curve Filling | Filling enabled | Filling disabled | Enabled |
| -32 | Graphics Cursor | Visible light bkgnd | Visible dark bkgnd | Light |

| Flag | Description | Clear | Set | Default | |
|---|--|--|--|------------|--|
| I/O and Printing | | | | | |
| −33 | I/O Device | Wire | IR | Wire | |
| −34 | Printing Device | IR | Wire | IR | |
| −35 | I/O Data Format | ASCII | Binary | ASCII | |
| −36 | RECV Overwrite | New variable | Overwrite | New | |
| −37 | Double-spaced Print | Single | Double | Single | |
| −38 | Linefeed | Inserts LF | Suppresses LF | Inserts | |
| −39 | Kermit Messages | Msg displayed | Msg suppressed | Clear | |
| Time Management | | | | | |
| −40 | Clock Display | TIME menu only | All times | Clear | |
| −41 | Clock Format | 12 hour | 24 hour | 12 hour | |
| −42 | Date Format | MM/DD/YY | DD.MM.YY | Clear | |
| −43 | Rpt. Alarm Resched. | Rescheduled | Not rescheduled | Clear | |
| −44 | Acknowledged Alarms | Deleted | Saved | Deleted | |
| Notes: If flag -43 is set, unacknowledged repeat alarms are not rescheduled. If flag -44 is set, acknowledged alarms are saved in the alarm catalog. | | | | | |
| Display Format | | | | | |
| −45→ −48 | Set the number of digits in Fix, Scientific, and Engineering modes | | | 0 | |
| Number Display Format | | −49 | −50 | STD | |
| −49 and −50 | STD FIX SCI ENG | Clear Clear Set Set | Clear Set Clear Set | | |
| −51 −52 −53 | Fraction Mark Single Line Display Precedence | Decimal Multi-line () suppressed | Comma Single-line () displayed | | |
| Miscellaneous | | | | | |
| −54 −55 −56 −57 −58 −59 −60 −61 −62 −63 | Tiny Array Elements Last Arguments Beep Alarm Beep Verbose Messages Fast Catalog Display Alpha Key Action USR Key Action User Mode Vectored Enter | Replaces “tiny” pivots with 0 Saved On On On Off Twice to lock Twice to lock Not Active Off | No replacement Not saved Off Off Off On Once to lock Once to lock Active On | | Replaces Saved On On On Off Twice Twice Clear Off |
| −64 | Set by GETI or PUTI when their element indices wrap around | | | | |
| Equation Library | | | | | |
| 60 61 | Units Type Units Usage | SI units Units used | English units Units not used | SI Used | |
| Multiple Equation Solver | | | | | |
| 63 | Variable State Change |  recalls variable |  toggles variable state | Recalls | |

Appendix D

Object Structures

This appendix describes the structure of some HP 48 objects. It is beyond the scope of this book to address the detailed structure of directories and libraries, so they are omitted here.

Sizes are expressed in nibbles. Prologues are always 5 nibbles, and unless otherwise noted field sizes (like a length or dimension count) are 5 nibbles. Length fields are self-relative lengths in nibbles. A length field for a 3 character string is 5 (length of length field) + 6 (number of nibbles in the string body) = 11.

D.1 Binary Integer

| | |
|-----------------|-------------|
| Atomic | Size = 10 |
| Prologue | Body |
| DOBINT | 5 nibbles |

D.2 Real Number

| | | | |
|-----------------|-----------------|-----------------|-------------|
| Atomic | Size = 21 | | |
| Prologue | Exponent | Mantissa | Sign |
| DOREAL | 3 nibbles | 12 nibbles | 1 nibble |

The exponent is encoded in tens complement form. A decimal point is implied between the first and second digits of the mantissa. The sign nibble is 0 for positive numbers or 9 for negative numbers.

D.3 Extended Real Number

| | | | |
|-----------------|-----------------|-----------------|-------------|
| Atomic | Size = 26 | | |
| Prologue | Exponent | Mantissa | Sign |
| DOREAL | 5 nibbles | 15 nibbles | 1 nibble |

The exponent is encoded in tens complement form. A decimal point is implied between the first and second digits of the mantissa. The sign nibble is 0 for positive numbers or 9 for negative numbers.

D.4 Complex Number

| | | |
|-----------------|----------------------------|----------------------------|
| Atomic | Size = 37 | |
| Prologue | Real Part | Imaginary Part |
| DOCMP | 16 nibble real number body | 16 nibble real number body |

The real and imaginary parts are encoded using the format of the body of a real number object.

D.5 Extended Complex Number

| | | |
|-----------------|----------------------------|----------------------------|
| Atomic | Size = 47 | |
| Prologue | Real Part | Imaginary Part |
| DOCMP | 21 nibble real number body | 21 nibble real number body |

The real and imaginary parts are encoded using the format of the body of a real number object.

D.6 Character

| | |
|-----------------|-------------|
| Atomic | Size = 7 |
| Prologue | Body |
| DOCHAR | 2 nibbles |

D.7 String

| | | |
|-----------------|----------------------------------|-------------|
| Atomic | Size = 10+2*number_of_characters | |
| Prologue | Length | Body |
| DOCSTR | 5 nibbles | Characters |

D.8 Hex String

User binary integers (type 10) are implemented as hex strings.

| | | |
|-----------------|---------------------|-------------|
| Atomic | Size = 10+body_size | |
| Prologue | Length | Body |
| DOHSTR | 5 nibbles | Nibbles |

D.9 Arrays

While array objects are structured to support an arbitrary number of dimensions, the kernel support is only meaningful for one or two dimension arrays. Arrays can be composed of most atomic object types.

D.9.1 One-Dimension Array

| | | | | | |
|-----------------|---------------------------------------|----------------------|------------------------|-----------------------|----------------------|
| Atomic | Size = 25+ \sum (object body sizes) | | | | |
| Prologue | Length | Type Prologue | Dimension Count | Dimension Size | Object Bodies |
| DOARRY | 5 nibbles | 5 nibbles | 5 nibbles | 5 nibbles | ... |

D.9.2 Two-Dimension Array

| | | | | | | |
|-----------------|---------------------------------------|----------------------|------------------------|---------------------------|---------------------------|----------------------------------|
| Atomic | Size = 30+ \sum (object body sizes) | | | | | |
| Prologue | Length | Type Prologue | Dimension Count | 1st Dimension Size | 2nd Dimension Size | Object Bodies (row order) |
| DOARRY | 5 nibbles | 5 nibbles | 5 nibbles | 5 nibbles | 5 nibbles | ... |

D.9.3 Linked Array

A linked array is structured like the arrays above, but includes a table of pointers to object bodies. A one dimensional linked array looks like this:

| | | | | | | |
|-----------------|---|----------------------|------------------------|-----------------------|----------------------|----------------------|
| Atomic | Size = $25+5*(\text{number of objects})+\sum(\text{object body sizes})$ | | | | | |
| Prologue | Length | Type Prologue | Dimension Count | Dimension Size | Pointer Table | Object Bodies |
| DOARRY | 5 nibbles | 5 nibbles | 5 nibbles | 5 nibbles | 5*(#obs) | ... |

D.10 Name Objects

D.10.1 Global Name

| | | |
|-----------------|--|-------------|
| Atomic | Size = $7+2*\text{number_of_characters}$ | |
| Prologue | Character Count | Body |
| DOIDENT | 2 nibbles | Characters |

D.10.2 Local Name

| | | |
|-----------------|--|-------------|
| Atomic | Size = $7+2*\text{number_of_characters}$ | |
| Prologue | Character Count | Body |
| DOLAM | 2 nibbles | Characters |

D.10.3 XLIB Name

| | | |
|-----------------|-----------------------|----------------------|
| Atomic | Size = 11 | |
| Prologue | Library Number | Object Number |
| DOROMP | 3 nibbles | 3 nibbles |

D.11 Graphic Object

| | | | | |
|-----------------|---|---------------------|--------------------|-------------------------------|
| Atomic | Size = $20+\text{Height}*\text{CEIL}(\text{Width}/8)$ | | | |
| Prologue | Length | Pixel Height | Pixel Width | Grob data in row order |
| DOGROB | 5 nibbles | 5 nibbles | 5 nibbles | ... |

Graphic objects store data in row order, and the rows must have even byte widths. The bits in each nibble are reversed — the most significant bit represents the rightmost pixel.

D.12 Code Object

| | | |
|-----------------|-------------------------------|-------------|
| Atomic | Size = $10+\text{body_size}$ | |
| Prologue | Length | Body |
| DOCODE | 5 nibbles | Nibbles |

D.13 Secondary

| | | |
|-----------------|---------------------------------------|-------------|
| Composite | Size = $10+\sum(\text{object sizes})$ | |
| Prologue | Body | SEMI |
| DOCOL | ... objects ... | 5 nibbles |

D.14 Tagged

| Atomic | Size = 12+2*number_of_characters+object_size | | | |
|----------|--|------------|--------|-----------|
| Prologue | Tag Length | Tag | Object | SEMI |
| DOTAG | 2 nibbles | Characters | ... | 5 nibbles |

NOTE: A tagged object *is* considered atomic, and cannot be decomposed with INNERCOMP.

D.15 List

| Composite | Size = 10+ \sum (object sizes) | |
|-----------|----------------------------------|-----------|
| Prologue | Body | SEMI |
| DOLIST | ... objects ... | 5 nibbles |

D.16 Symbolic

| Composite | Size = 10+ \sum (object sizes) | |
|-----------|----------------------------------|-----------|
| Prologue | Body | SEMI |
| DOSYMB | ... objects ... | 5 nibbles |

D.17 Unit

| Composite | Size = 31+ \sum (object sizes) | | |
|-----------|----------------------------------|-----------------|-----------|
| Prologue | Real Number | Body | umEND |
| DOEXT | 21 nibbles | ... objects ... | 5 nibbles |

D.18 Library Data Objects

A Library Data object is a “generic bucket” into which an arbitrary set of data may be stored. This object type is used by Equation Library applications, like the Multiple Equation Solver, the MineHunt game, and the Periodic Table application.

| Atomic | Size = 10+body_size | |
|----------|---------------------|---------|
| Prologue | Length | Body |
| DOEXT0 | 5 nibbles | Nibbles |

To avoid conflicts between applications, HP uses a convention for storing a list of information into a library data object. The information stored is actually a list consisting of a bint and another object, typically a list. The first five nibbles of the body encode the ROMID of the parent application. To illustrate this, consider Mpar, a library data object used by the Multiple Equation Solver. Mpar looks like this:

| Prologue | Length | RomId | Rest of Body | | | |
|----------|-----------|-----------|--------------|--------------|------|------|
| DOEXT0 | 5 nibbles | 5 nibbles | DOLIST | Mpar Objects | SEMI | SEMI |

When Mpar is recalled by the Multiple Equation solver, it is copied to TEMPOB. If the ROMID matches the ROMID of the Multiple Equation Solver the first part of the object is overwritten with the prologue for a list and bint as follows:

| | | | | | | |
|--------|--------|-------------------|--------|--------------|------|------|
| DOLIST | DOBINT | RomId (5 nibbles) | DOLIST | Mpar Objects | SEMI | SEMI |
|--------|--------|-------------------|--------|--------------|------|------|

The object MESRc1Eqn does this job for the Multiple Equation Solver:

| | | |
|--|---------|------------------|
| MESRc1Eqn | #E4012h | G/GX XLIB 228 18 |
| Recalls the contents of the reserved variable Mpar | | |
| → { equation list } | | |

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