

Change log for MMBasic Ver 2.5

- Fixed a bug where the MOD operator did not throw an error on an attempted divide by zero.
- Fixed a bug with the DATE\$ function not rolling over month end correctly.
- Fixed a bug where a character with the decimal value of 255 could not be stored in a file.
- Fixed a bug related to indexing into an array with Option Base 1 in effect.
- Fixed a bug which caused a crash when 10 files were simultaneously open.
- Fixed a bug when resolving constant values with a floating point exponent (ie, 5.32e-12).
- Changed the maximum line number that can be used in a MMBasic program to 65000.
- Added the EDIT command to allow convenient editing of program lines held in memory.
- Added the OPTION PROMPT command to enable customisation of the command prompt.
- Added the function CWD\$ which returns the current working directory on the SD card.
- Added PEEK/POKE commands for manipulating memory within the PIC32 processor.
- Added a preset read only variable MM.VER which returns the version number of the firmware.
- Added the COPYRIGHT command to list all contributors to the software and summarise the copyright.
- Integrated support for I2C (written by Gerard Sexton). This fully supports master and slave operation, 10 bit addressing, address masking and general call, as well as bus arbitration (ie, bus collisions in a multi master environment). The description of these commands is contained in Appendix A of the Maximite User Manual.
- Allowed the function PIN() to return the digital value of a pin that is configured for open collector output. This is useful when the pin is shared with other devices that might also pull the voltage on the pin low.
- Updated the “Maximite User Manual” to V2.5 to fix many typographical errors and include the new features listed above. Thanks to all the Maximite users who proofread this document and alerted me to its faults.

Change log for MMBasic Ver 2.4

- Fixed an issue which caused glitches or noise on the video output while a BASIC program was running. This particular issue caused random horizontal lines of pixels to be intermittently shifted 8 pixels to the right when MMBasic was running a program (ie, not waiting for user input).
- A bug which caused the unary negation function to fail has been fixed. For example, PRINT -SIN(2) now works.
- Fixed a bug which caused the RENUMBER command to miss renumbering a GOSUB embedded in an IF...THEN...ELSE command.
- Fixed a bug which caused negative numbers in DATA statements to be returned as positive numbers. As a side result you can now use numeric expressions (eg, 8 * 60) in DATA statements.

- The RUN “file” command now checks if “file” exists before clearing the program currently in memory. This means that if used with OPTION ERROR CONTINUE you can recover from an error when trying to run one program from within another.
- The semicolon character (;) is now optional between expressions in the print statement. For example, you can now use: PRINT “Voltage is “ x “mV”
This was added to improve Microsoft compatibility.
- Updated the “Maximite User Manual” to V2.4 to include the new features listed above

Change log for MMBasic Ver 2.3

- Fixed a timing error which caused all timed functions (date, time, pause, etc) to run fast.
- Fixed a bug in the SOUND function which caused a greater than usual error in the frequency of the sound.
- Fixed a bug where UNTIL was not recognised in the LOOP command.
- Fixed a bug which in some circumstances could cause an exception (a reset) when loading a program that was too large for the program space.
- Fixed a bug which occasionally caused the EXIT FOR command to fail.
- Fixed a bug which caused IRETURN to fail when returning from an interrupt which had interrupted a PAUSE command.
- The internal mechanism for tokenising keywords (ie, command names, etc) has been changed to allow more keywords to be added to the language in the future. As a side effect the rules for naming variables has been relaxed (See the “Maximite User Manual V2.3” for details). In particular, it is now valid to have a variable name which is the same as a command name.
- Added the function PIXEL(x,y) to find the value of a pixel on the VGA or composite screen and the statement PIXEL(x,y) = to turn a pixel on or off. This supersedes the PSET and PRESET commands that are now only included for Microsoft compatibility.
- Added the command SAVEBMP file\$ which will save an image of the current VGA or composite screen as a BMP file on the SD card.
- Added the command RENUMBER which will renumber the program currently held in memory including all references to line numbers in commands such as GOTO, GOSUB, ON, etc.
- Added the ability to use a line number with the RUN command to start the program at a specified line number (this was documented in V2.2 but not implemented).
- Added the question mark symbol (?) as a shortcut for the PRINT command/keyword.
- Updated the “Maximite User Manual” to V2.3 to include the new commands and other changes.

Change log for MMBasic Ver 2.2

- An error is now thrown when concatenating two strings with a combined length of greater than 255 characters (previously this would cause the interpreter to crash).
- MMBasic now throws an error when presented with an input line of greater than 255 characters (previously it just discarded the extra characters).

- Fixed a bug in the PRINT command which caused an intermittent crash on the construct:
PRINT #n (ie, no following comma)
- On an internal crash (caused by a bug in MMBasic) the Maximite will now restart with a suitably apologetic error message.
- The keyboard is now checked every 20 μ S (previously it was every 25 μ S) to improve reliability in detecting keystrokes.
- The MEMORY command has been added. This will list the three memory segments used by MMBasic and the amount of space used in each.
- The Maximite User Manual has been updated to version 2.2. This contains minor updates to clarify some parts of the text and add the MEMORY command. Other than this there has been no significant change to the description of the commands or functions used in MMBasic.