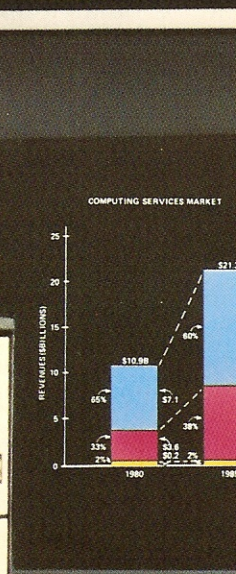
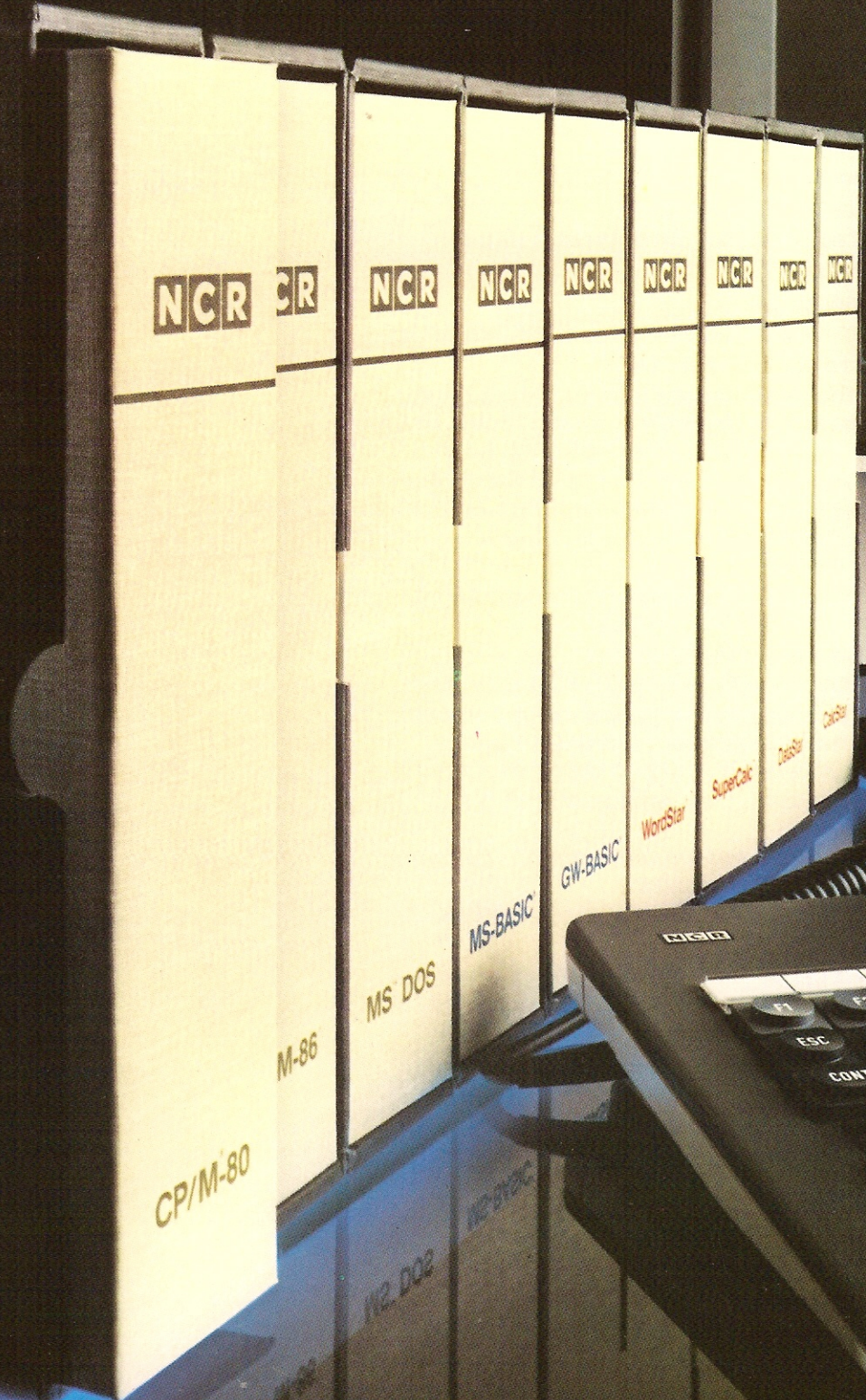


Software Library

NCR

DECISION MATE V
Software Library



GW[®]-BASIC Programming Language

GW-BASIC is an effective programming language that provides software support for graphics and music macro-languages, and enables you to take full advantage of a 16-bit processing environment. GW-BASIC requires the MS-DOS[®] operating system and a 16-bit processing environment which are available with NCR DECISION MATE V.

GW-BASIC Features

- Full screen editor
- Keyboard input of keywords
- RS-232-C asynchronous communication support
- Joystick support
- Event trapping
- Advanced music capabilities
- Advanced graphics capabilities
- Four variable types: Integer (± 32767), String (up to 255 characters), Single Precision Floating Point (7 digits), Double Precision Floating Point (16 digits).
- Trace facilities (TRON/TROFF) for easier debugging.
- Error trapping using the ON ERROR GOTO statement.
- PEEK and POKE statements to read and write any memory location.
- Automatic line number generation and renumbering, including referenced line numbers.
- Matrices with up to 255 dimensions.
- Boolean operators OR, AND, NOT, XOR, EQV, IMP.
- Formatted output using the complete PRINT USING facility, including asterisk fill, floating dollar sign, scientific notation, trailing sign, comma insertion.
- Direct access to I/O ports with the INP and OUT functions.
- Extensive program editing facilities via EDIT command and EDIT mode sub-commands.
- Assembly language subroutine calls (up to 10 per program).
- IF/THEN/ELSE and nested IF/THEN/ELSE constructs.
- Disk BASIC supports variable length random and sequential disk files with a complete set of file manipulation statements: OPEN, CLOSE, GET, PUT, KILL, NAME, MERGE.

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