

# An Introduction to HP 48 System RPL and Assembly Language Programming

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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.

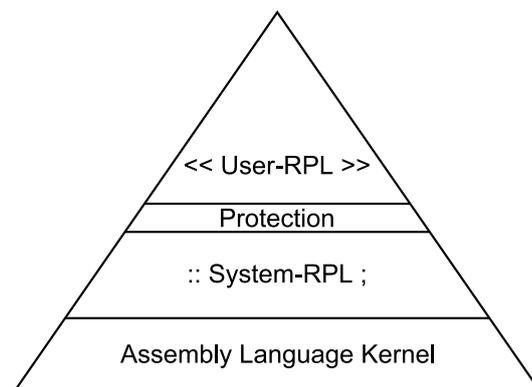
### 2.1 Terminology

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 <sub>3</sub> Level <sub>2</sub> Level <sub>1</sub> → Level <sub>3</sub> Level <sub>2</sub> Level <sub>1</sub>	
	<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"
arry	3	Real array	ARRY [ % 1 % 2 % 3 ]	[ 1 2 3 ]
arry	4	Complex array	ARRY [ 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
lnkarry	23	Linked array	LNKARRY [ % 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 233.

### 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 <sub>1</sub> Side <sub>2</sub> → Side <sub>3</sub>		% %' → %"	
27.5 Bytes		20 Bytes	
⌘	<i>Start of program</i>	::	<i>Start of secondary</i>
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 34 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 47 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	<i>This is the source code file for the program.</i>
NIBASC \HHP48-A\ CON(5) =DOCODE REL(5) end GOSBVL =SAVPTR A=DAT1 A GOVLNG =PUSH#ALOOP END	<i>This is a download header for binary transmission to the HP 48 This is the prologue for a code object The length field — indicates the size of the code object Saves the RPL pointers Reads the pointer from stack level 1 into the A field of register A Pushes the A field of register A as an internal binary integer, 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 LLIST ADDR.LR SUPPRESS XREF SEARCH \INCLUDE\ENTRIES.O REL ADDR.O END	<i>Instructs SLOAD to put the final output in the file ADDR Instructs SLOAD to put listing information and errors in ADDR.LR Suppresses a cross reference listing that would appear in ADDR.LR The reference to the addresses in ENTRIES.O Specifies which file to load</i>

ADDR.BAT	<i>This is a batch file that encapsulates the entire process.</i>
SASM ADDR.A SLOAD -H ADDR.M	<i>Assembles ADDR.A, generates ADDR.L and ADDR.O 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:

<code>HPTOOLS</code>	Contains the HP tools
<code>USERRPL</code>	Contains example programs written in User-RPL
<code>SYSRPL</code>	Contains example programs written in System-RPL
<code>ASSEMBLY</code>	Contains example programs written in assembly language
<code>RVIEW</code>	Contains the <code>RVIEW</code> register viewer
<code>PONG</code>	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 37.

The input files are:

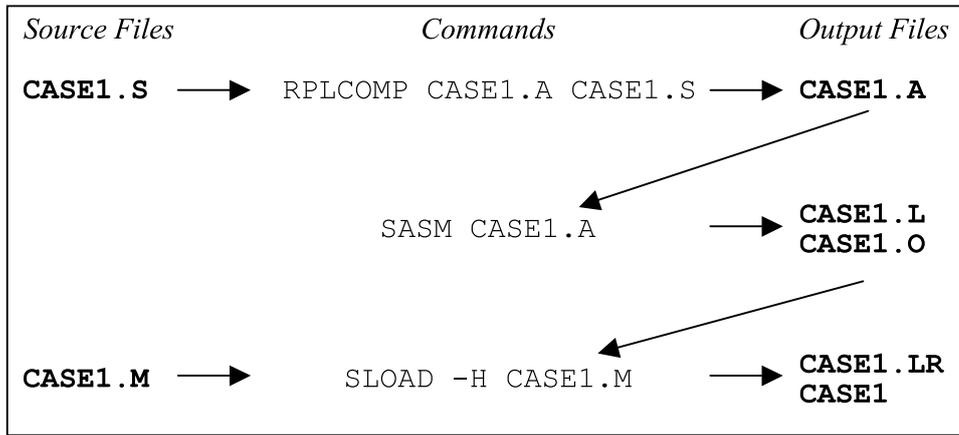
<code>CASE1.S</code>	The System-RPL source file
<code>CASE1.M</code>	The loader control file
<code>CASE1.BAT</code>	The DOS batch file

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):

<code>CASE1.A</code>	The assembler source generated by the RPL compiler <code>RPLCOMP</code> from <code>CASE1.S</code>
<code>CASE1.L</code>	The assembler listing file generated by the assembler <code>SASM</code>
<code>CASE1.O</code>	The object file generated by the <code>SASM</code>
<code>CASE1.LR</code>	The listing output from the loader <code>SLOAD</code>
<code>CASE1</code>	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 197.

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  $0 \leq n \leq \text{FFFFFF}$ . 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>	#64BBCh
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>	#64CACh
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 49.

### 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 Converts a real number into an internal binary integer $\% \rightarrow \#$	#18CEAh
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  $\langle 0 \rangle$ , values greater than 1048575 convert to  $\langle \text{FFFFh} \rangle$ , 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	#63808h
Adds two bints, then subtracts 1 from the result	
$\#x \#y \rightarrow \#x+y-1$	
#-#2/	#624FBh
Subtracts #y from #x, divides the result by two, and returns the quotient	
$\#x \#y \rightarrow (\#x-\#y)/2$	
#-+1	#637CCh
Subtracts #y from #x, then adds 1	
$\#x \#y \rightarrow \#x-\#y+1$	

The following System-RPL objects combine stack operations (see *Stack Operations* on page 61) with binary integer numbers or arithmetic functions. They are quite useful for reducing the size of a program.

2DROPO0	#6254Eh
Drops $ob_1$ and $ob_2$ , then returns 0 0	
$ob_2 \ ob_1 \rightarrow \#0 \ #0$	
2DUP#+	#63704h
Duplicates #x and #y, then adds them	
$\#x \ #y \rightarrow \#x \ #y \ \#x+y$	
3PICK#+	#63740h
Copies #x in level 3, then adds to #y	
$\#x \ ob \ #y \rightarrow \#x \ ob \ \#x+y$	
4PICK#+	#63754h
Copies #x in level 4, then adds to #y	
$\#x \ ob_2 \ ob_1 \ #y \rightarrow \#x \ ob_2 \ ob_1 \ \#x+y$	
4PICK#+SWAP	#62DE5h
Copies #x in level 4, adds to #y, then does SWAP	
$\#x \ ob_2 \ ob_1 \ #y \rightarrow \#x \ ob_2 \ \#x+y \ ob_1$	
#+DUP	#627D5h
Adds #x and #y, then duplicates the result	
$\#x \ #y \rightarrow \#x+y \ \#x+y$	
#+OVER	#63051h
Adds #x and #y, then copies object in level 2	
$ob \ \#x \ #y \rightarrow ob \ \#x+y \ ob$	
#+ROLL	#612DEh
Adds #x and #y, then does ROLL	
$ob_{x+y} \dots ob_1 \ \#x \ #y \rightarrow ob_{x+y-1} \dots ob_1 \ ob_{x+y}$	
#+SWAP	#62DFEh
Adds #x to #y, then does SWAP	
$ob \ \#x \ #y \rightarrow \#x+y \ ob$	
#-SWAP	#62E12h
Subtracts #y from #x, then does SWAP	
$ob \ \#x \ #y \rightarrow \#x-y \ ob$	
#-UNROLL	#6132Ch
Subtracts #y from #x, then does UNROLL	
$ob_{x-y} \dots ob_1 \ \#x \ #y \rightarrow ob_1 ob_{x-y} \dots ob_2$	
#1+DUP	#62809h
Adds 1 to #x, then duplicates result	
$\#x \rightarrow \#x+1 \ \#x+1$	
#1+NDROP	#62F75h
Drops #n+1 objects from the stack	
$ob_{n+1} \dots ob_1 \ \#n \rightarrow \#$	
#1+PICK	#61172h
Copies the object in stack level #n+1	
$ob_{n+1} \dots ob_1 \ \#n \rightarrow ob_{n+1} \dots ob_1 \ ob_{n+1}$	
#1+ROLL	#612F3h
Adds 1 to #x, then does ROLL	
$ob_{x+1} \dots ob_1 \ \#x \rightarrow ob_x \dots ob_1 \ ob_{x+1}$	

#1+ROT Adds 1 to #x, then does ROT $ob_2 ob_1 \#x \rightarrow ob_1 \#x+1 ob_2$	#1DABBh
#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 $\#x \rightarrow \#1 \#x-1$	#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 $\#x \rightarrow \#x \#x-1$	#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 <sub>n+2</sub> ... ob <sub>3</sub> #n ob <sub>1</sub> → ob <sub>1</sub> ob <sub>n+2</sub> ... ob <sub>3</sub> #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 <sub>1</sub> ob <sub>2</sub> → ob <sub>1</sub> ob <sub>2</sub> #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 Returns #0, then does SWAP	ob → #0 ob	#62E3Ah

## 3.2 Flags

In User-RPL programs, the result of comparisons (like  $\gt$ ) 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 The system object FALSE		#03AC0h
	→	FALSE
TRUE The system object TRUE		#03A81h
	→	TRUE

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

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

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

FALSETRUE Puts FALSE and TRUE on the stack		#6350Bh
	→	FALSE TRUE
FalseFalse Puts two FALSE flags on the stack		#2F934h
	→	FALSE FALSE
TrueFalse Puts TRUE and FALSE on the stack		#634F7h
	→	TRUE FALSE
TrueTrue Puts two TRUE flags on the stack		#0BBEDh
	→	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 Converts a system flag into a real number and exits the current secondary		#5380Eh
	TRUE →	%1
	FALSE →	%0

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

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

The object %0<> is one member of a large family of test objects which are discussed in greater detail in *Tests* on the next 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
COERCEFLAG  Establish TRUE or FALSE flag on stack
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 47.

## 3.2.2 Flag Utilities

The following objects are available for manipulating flags:

AND Logical AND	$FLAG_1 FLAG_2 \rightarrow FLAG_3$	#03B46h
NOT Logical NOT	$FLAG_1 \rightarrow FLAG_2$	#03AF2h
ORNOT Logical OR followed by logical NOT	$FLAG_1 FLAG_2 \rightarrow FLAG_3$	#635B0h
NOTAND Logical NOT, followed by logical AND	$FLAG_1 FLAG_2 \rightarrow FLAG_3$	#62C55h
ROTAND Performs ROT, followed by logical AND	$FLAG_1 ob FLAG_2 \rightarrow ob FLAG_3$	#62C91h
XOR Logical XOR	$FLAG_1 FLAG_2 \rightarrow FLAG_3$	#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 51.

### 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 $ob_2 ob_1 \rightarrow FLAG$	#03B2Eh
EQUAL Returns TRUE if objects are equal (like User-RPL SAME) $ob_2 ob_1 \rightarrow FLAG$	#03B97h
2DUPEQ Returns TRUE if objects have the same physical address $ob_2 ob_1 \rightarrow ob_2 ob_1 FLAG$	#635D8h
EQOR Does EQ test, then ORs the result with FLAG $FLAG_1 ob_2 ob_1 \rightarrow FLAG_2$	#63605h
EQOVER Does EQ test, then OVER $ob_3 ob_2 ob_1 \rightarrow ob_3 FLAG ob_3$	#6303Dh
EQUALNOT Performs EQUAL, followed by logical NOT $ob_2 ob_1 \rightarrow FLAG$	#635C4h
EQUALOR Does EQUAL test, then logical OR $FLAG_1 ob_2 ob_1 \rightarrow FLAG_2$	#63619h

### 3.3.2 Binary Integer Tests

The following objects test the value of internal binary integers:

#= Equal $\#x \#y \rightarrow FLAG$	#03D19h
#<> Not equal $\#x \#y \rightarrow FLAG$	#03D4Eh
#> Greater than $\#x \#y \rightarrow FLAG$	#03D83h
#< Less than $\#x \#y \rightarrow FLAG$	#03CE4h
2DUP#< Duplicates #x and #y, then does less-than test $\#x \#y \rightarrow \#x \#y FLAG$	#6289Bh
2DUP#= Duplicates #x and #y, then does equal test $\#x \#y \rightarrow \#x \#y FLAG$	#628B5h
2DUP#> Duplicates #x and #y, then does greater-than test $\#x \#y \rightarrow \#x \#y FLAG$	#628D1h
#0= Returns TRUE if bint = <0> $\# \rightarrow FLAG$	#03CA6h
#0<> Returns TRUE if bint $\neq$ <0> $\# \rightarrow FLAG$	#03CC7h
#1= Returns TRUE if bint = <1> $\# \rightarrow FLAG$	#622A7h
#1<> Returns TRUE if bint $\neq$ <1> $\# \rightarrow FLAG$	#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	% <sub>2</sub> % <sub>1</sub>	→	FLAG	#2A871h
%<= Less than or equal	% <sub>2</sub> % <sub>1</sub>	→	FLAG	#2A8B6h
%<> Not equal	% <sub>2</sub> % <sub>1</sub>	→	FLAG	#2A8CCh
%= Equal	% <sub>2</sub> % <sub>1</sub>	→	FLAG	#2A8C1h
%> Greater than	% <sub>2</sub> % <sub>1</sub>	→	FLAG	#2A88Ah
%>= Greater than or equal	% <sub>2</sub> % <sub>1</sub>	→	FLAG	#2A8A0h
%MAXorder Orders two real numbers	% <sub>2</sub> % <sub>1</sub>	→	% <sub>largest</sub> % <sub>smallest</sub>	#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	%% <sub>2</sub> %% <sub>1</sub>	→	FLAG	#2A81Fh
%%<= Less than or equal	%% <sub>2</sub> %% <sub>1</sub>	→	FLAG	#2A8ABh
%%> Greater than	%% <sub>2</sub> %% <sub>1</sub>	→	FLAG	#2A87Fh
%%>= Greater than or equal	%% <sub>2</sub> %% <sub>1</sub>	→	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 <sub>1</sub> unit <sub>2</sub> → %	#0F598h
UM<=? Returns %1 if unit <sub>1</sub> ≤ unit <sub>2</sub> unit <sub>1</sub> unit <sub>2</sub> → %	#0F5D4h
UM<? Returns %1 if unit <sub>1</sub> < unit <sub>2</sub> unit <sub>1</sub> unit <sub>2</sub> → %	#0F5ACh
UM=? Returns %1 if unit <sub>1</sub> == unit <sub>2</sub> unit <sub>1</sub> unit <sub>2</sub> → %	#0F584h
UM>=? Returns %1 if unit <sub>1</sub> ≥ unit <sub>2</sub> unit <sub>1</sub> unit <sub>2</sub> → %	#0F5E8h
UM>? Returns %1 if unit <sub>1</sub> > unit <sub>2</sub> unit <sub>1</sub> unit <sub>2</sub> → %	#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 93.

### 3.3.8 Character String Tests

The following objects test character strings:

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

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

### 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> &lt;  1   &lt; 2 &gt;   &lt; 3 &gt;  4 &lt;           </pre> <p style="margin-left: 20px;">Stack after execution:</p> <div style="border: 1px solid black; padding: 5px; margin-left: 20px; width: fit-content;"> <pre> { HOME } 4: 1 3: &lt; 2 &gt; 2: &lt; 3 &gt; 1: 4 VECTR MATR LIST HYP REAL BASE           </pre> </div>	<pre> ::  %1  :: %2 ;  :: %3 ;  %4  ;           </pre> <p style="margin-left: 20px;">Stack after execution:</p> <div style="border: 1px solid black; padding: 5px; margin-left: 20px; width: fit-content;"> <pre> { HOME } 4: 1 3: 2 2: 3 1: 4 VECTR MATR LIST HYP REAL BASE           </pre> </div>

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 <div style="text-align: right; margin-right: 20px;">FLAG →</div>	#61A3Bh
NOT?SEMI Exits the current secondary if FLAG is FALSE <div style="text-align: right; margin-right: 20px;">FLAG →</div>	#61A2Ch
#0=?SEMI Exits the current secondary if # is zero <div style="text-align: right; margin-right: 20px;"># →</div>	#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 Executes ob if FLAG is TRUE, otherwise drops ob TRUE ob    → <i>Executes ob</i> FALSE ob   →	#070FDh
RPITE Execute ob <sub>TRUE</sub> if FLAG is TRUE, otherwise executes ob <sub>FALSE</sub> TRUE ob <sub>TRUE</sub> ob <sub>FALSE</sub> → <i>Executes ob<sub>TRUE</sub></i> FALSE ob <sub>TRUE</sub> ob <sub>FALSE</sub> → <i>Executes ob<sub>FALSE</sub></i>	#070C3h

**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 If FLAG is TRUE, skips the next object in the secondary FLAG       → :: ... ?SKIP <i>object</i> ... ;	#0712Ah
IT If FLAG is TRUE, executes the next object in secondary otherwise skips the next object FLAG       → :: ... IT <i>object<sub>TRUE</sub></i> ;	#619BCh
ITE 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<sub>TRUE</sub> object<sub>FALSE</sub></i> ... ;	#61AD8h

**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 # → :: ... #0=?SKIP <i>object</i> ... ;	#6333Ah
#1=?SKIP If # is one, skips the next object in the secondary, otherwise executes the next object # → :: ... #1=?SKIP <i>object</i> ... ;	#63353h
#>?SKIP If #x > #y, skips the next object #x #y → :: ... #>?SKIP <i>object</i> ... ;	#63399h
?SKIPSWAP If FLAG is FALSE, swaps ob <sub>1</sub> and ob <sub>2</sub> ob <sub>2</sub> ob <sub>1</sub> FALSE → ob <sub>1</sub> ob <sub>2</sub> ob <sub>2</sub> ob <sub>1</sub> TRUE → ob <sub>2</sub> ob <sub>1</sub> :: ... ?SKIPSWAP ... ;	#62D9Fh
#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 # → :: ... #0=ITE <i>object</i> <sub>TRUE</sub> <i>object</i> <sub>FALSE</sub> ... ;	#63E89h
#<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 #x #y → :: ... #<ITE <i>object</i> <sub>TRUE</sub> <i>object</i> <sub>FALSE</sub> ... ;	#63E9Dh
#=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 #x #y → :: ... #=ITE <i>object</i> <sub>TRUE</sub> <i>object</i> <sub>FALSE</sub> ... ;	#62C2Dh
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 FLAG1 FLAG2 → :: ... ANDITE <i>object</i> <sub>TRUE</sub> <i>object</i> <sub>FALSE</sub> ... ;	#63E61h
DUP#0=IT Duplicates #, then if # is zero executes the next object in the secondary # → # :: ... DUP#0=IT <i>object</i> ... ;	#63E48h
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 # → # :: ... DUP#0=ITE <i>object</i> <sub>TRUE</sub> <i>object</i> <sub>FALSE</sub> ... ;	#63EC5h
EQIT If ob <sub>1</sub> has the same address as ob <sub>2</sub> , executes the next object in the secondary ob <sub>2</sub> ob <sub>1</sub> → :: ... EQIT <i>object</i> ... ;	#63E2Fh
EQITE If ob <sub>1</sub> has the same address as ob <sub>2</sub> , executes the next object in the secondary and skips the following object, otherwise skips the next object and executes the following object ob <sub>2</sub> ob <sub>1</sub> → :: ... EQITE <i>object</i> <sub>TRUE</sub> <i>object</i> <sub>FALSE</sub> ... ;	#63E75h

<p><b>SysITE</b> <span style="float: right;">#63EEDh</span></p> <p>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.</p> <p style="text-align: center;">#system-flag →</p> <p style="text-align: center;">:: ... SysITE object<sub>TRUE</sub> object<sub>FALSE</sub> ... ;</p>
<p><b>UserITE</b> <span style="float: right;">#63ED9h</span></p> <p>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.</p> <p style="text-align: center;">#user-flag →</p> <p style="text-align: center;">:: ... UserITE object<sub>TRUE</sub> object<sub>FALSE</sub> ... ;</p>

**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
( → $ )
```

<pre>:: OLASTOWDOB! CKONOLASTWD "Program complete" FORTY SysITE ::   " at "   TOD TOD&gt;t\$ &amp;\$ ; "." &amp;\$ ;</pre>	<p><i>Clears saved command name (see Argument Validation on page 47)</i></p> <p><i>Asserts no arguments</i></p> <p><i>Test system flag 40</i></p> <p><i>Start of TRUE object</i></p> <p><i>" at "</i></p> <p><i>Appends a string representing the current time of day to " at "</i></p> <p><i>End of TRUE object</i></p> <p><i>FALSE object</i></p> <p><i>Appends time or period string</i></p>
--	---

### 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.

<p><b>case</b> <span style="float: right;">#61993h</span></p> <p>If FLAG is TRUE, executes object<sub>TRUE</sub> and skips the remainder of the secondary, otherwise skips object<sub>TRUE</sub> and executes the remainder of the secondary</p> <p style="text-align: center;">FLAG →</p> <p style="text-align: center;">:: ... case object<sub>TRUE</sub> ... ;</p>
---

**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 47.

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=csegrp "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 #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 ... ;

```

<b>%0=case</b>	#5F127h
If % is equal to zero, executes <code>object<sub>TRUE</sub></code> and skips the remainder of the secondary, otherwise skips <code>object<sub>TRUE</sub></code> and executes the remainder of the secondary	
$\% \rightarrow$ $:: \dots \%0=case \text{object}_{TRUE} \dots ;$	
<b>%1=case</b>	#5F181h
If % is equal to one, executes <code>object<sub>TRUE</sub></code> and skips the remainder of the secondary, otherwise skips <code>object<sub>TRUE</sub></code> and executes the remainder of the secondary	
$\% \rightarrow$ $:: \dots \%1=case \text{object}_{TRUE} \dots ;$	
<b>ANDNOTcase</b>	#63DDFh
If <code>FLAG<sub>1</sub></code> and <code>FLAG<sub>2</sub></code> are not both TRUE, executes <code>object<sub>TRUE</sub></code> and skips the remainder of the secondary, otherwise skips <code>object<sub>TRUE</sub></code> and executes the remainder of the secondary	
$FLAG_2 \text{ FLAG}_1 \rightarrow$ $:: \dots \text{ANDNOTcase } \text{object}_{TRUE} \dots ;$	
<b>ANDcase</b>	#63CEAh
If <code>FLAG<sub>1</sub></code> and <code>FLAG<sub>2</sub></code> are both TRUE, executes <code>object<sub>TRUE</sub></code> and skips the remainder of the secondary, otherwise skips <code>object<sub>TRUE</sub></code> and executes the remainder of the secondary	
$FLAG_2 \text{ FLAG}_1 \rightarrow$ $:: \dots \text{ANDcase } \text{object}_{TRUE} \dots ;$	
<b>DUP#0=case</b>	#61891h
Duplicates #, then if # is zero executes <code>object<sub>TRUE</sub></code> and skips the remainder of the secondary, otherwise skips <code>object<sub>TRUE</sub></code> and executes the remainder of the secondary	
$\# \rightarrow \#$ $:: \dots \text{DUP}\#0=case \text{object}_{TRUE} \dots ;$	
<b>DUP#0=csedrp</b>	#618A8h
Duplicates #, then if # is zero, drops # from the stack, executes <code>object<sub>TRUE</sub></code> , and skips the remainder of the secondary, otherwise skips <code>object<sub>TRUE</sub></code> and executes the remainder of the secondary	
$\# \rightarrow \quad \quad \quad (\# = 0)$ $\# \rightarrow \# \quad \quad \quad (\# \neq 0)$ $:: \dots \text{DUP}\#0=csedrp \text{object}_{TRUE} \dots ;$	
<b>EQUALNOTcase</b>	#63DF3h
If <code>ob<sub>1</sub></code> is not equal to <code>ob<sub>2</sub></code> , executes <code>object<sub>TRUE</sub></code> and skips the remainder of the secondary, otherwise skips <code>object<sub>TRUE</sub></code> and executes the remainder of the secondary	
$ob_2 \text{ ob}_1 \rightarrow$ $:: \dots \text{EQUALNOTcase } \text{object}_{TRUE} \dots ;$	
<b>EQUALcase</b>	#63CFEh
If <code>ob<sub>1</sub></code> is equal to <code>ob<sub>2</sub></code> , executes <code>object<sub>TRUE</sub></code> and skips the remainder of the secondary, otherwise skips <code>object<sub>TRUE</sub></code> and executes the remainder of the secondary	
$ob_2 \text{ ob}_1 \rightarrow$ $:: \dots \text{EQUALcase } \text{object}_{TRUE} \dots ;$	
<b>EQUALcasedrp</b>	#63CA4h
If <code>ob<sub>1</sub></code> is equal to <code>ob<sub>2</sub></code> , drops <code>ob<sub>1</sub></code> from the stack, executes <code>object<sub>TRUE</sub></code> , and skips the remainder of the secondary, otherwise skips <code>object<sub>TRUE</sub></code> and executes the remainder of the secondary	
$ob_3 \text{ ob}_2 \text{ ob}_1 \rightarrow \quad \quad \quad (ob_1 = ob_2)$ $ob_3 \text{ ob}_2 \text{ ob}_1 \rightarrow \text{ob}_1 \quad \quad \quad (ob_1 \neq ob_2)$ $:: \dots \text{EQUALcasedrp } \text{object}_{TRUE} \dots ;$	

EQcase	#61933h
If ob <sub>1</sub> has the same address as ob <sub>2</sub> , executes object <sub>TRUE</sub> and skips the remainder of the secondary, otherwise skips object <sub>TRUE</sub> and executes the remainder of the secondary	
$\text{ob}_2 \text{ ob}_1 \rightarrow \text{ob}_2$ $:: \dots \text{EQcase object}_{\text{TRUE}} \dots ;$	
NOTcase	#619ADh
If FLAG is FALSE, executes object <sub>TRUE</sub> and skips the remainder of the secondary, otherwise skips object <sub>TRUE</sub> and executes the remainder of the secondary	
$\text{FLAG} \rightarrow$ $:: \dots \text{NOTcase object}_{\text{TRUE}} \dots ;$	
NOTcasedrop	#618E8h
If FLAG is FALSE, drops ob, executes object <sub>TRUE</sub> , and skips the remainder of the secondary, otherwise skips object <sub>TRUE</sub> and executes the remainder of the secondary	
$\text{TRUE} \rightarrow$ $\text{ob FALSE} \rightarrow$ $:: \dots \text{NOTcasedrop object}_{\text{TRUE}} \dots ;$	
NOTcase2drop	#619ADh
If FLAG is FALSE, drops ob <sub>1</sub> and ob <sub>2</sub> , executes object <sub>TRUE</sub> , and skips the remainder of the secondary, otherwise skips object <sub>TRUE</sub> and executes the remainder of the secondary	
$\text{TRUE} \rightarrow$ $\text{ob}_2 \text{ ob}_1 \text{ FALSE} \rightarrow$ $:: \dots \text{NOTcase2drop object}_{\text{TRUE}} \dots ;$	
ORcase	#629BCh
If either FLAG <sub>1</sub> or FLAG <sub>2</sub> are TRUE, executes object <sub>TRUE</sub> and skips the remainder of the secondary, otherwise skips object <sub>TRUE</sub> and executes the remainder of the secondary	
$\text{FLAG}_2 \text{ FLAG}_1 \rightarrow$ $:: \dots \text{ORcase object}_{\text{TRUE}} \dots ;$	
OVER#=case	#6187Ch
Does OVER, then if #1 = #2, executes object <sub>TRUE</sub> and skips the remainder of the secondary, otherwise skips object <sub>TRUE</sub> and executes the remainder of the secondary	
$\#2 \#1 \rightarrow \#2$ $:: \dots \text{OVER\#=case object}_{\text{TRUE}} \dots ;$	
casedrop	#618F7h
If FLAG is TRUE, drops an object from the stack, executes object <sub>TRUE</sub> , and skips the remainder of the secondary, otherwise skips object <sub>TRUE</sub> and executes the remainder of the secondary	
$\text{ob TRUE} \rightarrow$ $\text{ob FALSE} \rightarrow \text{ob}$ $:: \dots \text{casedrop object}_{\text{TRUE}} \dots ;$	

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	#618A8h
Duplicates #, then if # = 0, drops # and skips the remainder of the secondary	
$\# \rightarrow \quad \quad \quad (\# = 0)$ $\# \rightarrow \# \quad \quad \quad (\# \neq 0)$ $:: \dots \text{DUP\#0=csDROP} \dots ;$	
NOTcase2DROP	#61984h
If FLAG is FALSE, drops two objects from the stack and skips the remainder of the secondary	
$\text{ob}_2 \text{ ob}_1 \text{ TRUE} \rightarrow \text{ob}_2 \text{ ob}_1$ $\text{ob}_2 \text{ ob}_1 \text{ FALSE} \rightarrow$ $:: \dots \text{NOTcase2DROP} \dots ;$	

<b>NOTcaseFALSE</b> If FLAG is TRUE, executes the remainder of the secondary, otherwise puts FALSE on the stack and skips the remainder of the secondary <pre>           TRUE   →           FALSE  →  FALSE           :: ... NOTcaseFALSE ... ; </pre>	#5FB49h
<b>NOTcaseTRUE</b> If FLAG is TRUE, executes the remainder of the secondary, otherwise puts TRUE on the stack and skips the remainder of the secondary <pre>           TRUE   →           FALSE  →  TRUE           :: ... NOTcaseTRUE ... ; </pre>	#638CBh
<b>NcaseSIZEERR</b> If FLAG is TRUE, executes the remainder of the secondary, otherwise issues the Bad Argument Value error <pre>           FLAG   →           :: ... NcaseSIZEERR ... ; </pre>	#63B19h
<b>NcaseTYPEERR</b> If FLAG is TRUE, executes the remainder of the secondary, otherwise issues the Bad Argument Type error <pre>           FLAG   →           :: ... NcaseTYPEERR ... ; </pre>	#63B46h
<b>case2DROP</b> If FLAG is TRUE, drops two objects from the stack and skips the remainder of the secondary <pre>           ob<sub>2</sub> ob<sub>1</sub> TRUE   →           ob<sub>2</sub> ob<sub>1</sub> FALSE  →  ob<sub>2</sub>ob<sub>1</sub>           :: ... case2DROP ... ; </pre>	#61984h
<b>caseDROP</b> If FLAG is TRUE, drops an object from the stack and skips the remainder of the secondary <pre>           ob TRUE   →           ob FALSE  →  ob           :: ... caseDROP ... ; </pre>	#6194Bh
<b>caseDoBadKey</b> If FLAG is TRUE, executes DoBadKey (issues invalid key beep) and skips the remainder of the secondary <pre>           FLAG   →           :: ... caseDoBadKey ... ; </pre>	#63BEBh
<b>caseDrpBadKy</b> If FLAG is TRUE, drops an object from the stack, executes DoBadKey (issues invalid key beep), and skips the remainder of the secondary <pre>           ob TRUE   →           ob FALSE  →  ob           :: ... caseDrpBadKy ... ; </pre>	#63BD2h
<b>caseERRJMP</b> If FLAG is TRUE, skips the remainder of the secondary and does ERRJMP <pre>           FLAG   →           :: ... caseERRJMP ... ; </pre>	#63169h
<b>caseFALSE</b> If FLAG is TRUE, puts FALSE on the stack and skips the remainder of the secondary <pre>           FALSE   →           TRUE    →  FALSE           :: ... caseFALSE ... ; </pre>	#6359Ch
<b>caseSIZEERR</b> If FLAG is FALSE, executes the remainder of the secondary, otherwise issues the Bad Argument Value error <pre>           FLAG   →           :: ... caseSIZEERR ... ; </pre>	#63B05h

<p>caseTRUE <span style="float: right;">#634E3h</span>          If FLAG is TRUE, puts TRUE on the stack and skips the remainder of the secondary</p> <p style="text-align: center;">FALSE →          TRUE → TRUE          :: ... caseTRUE ... ;</p>
<p>casedrpfls <span style="float: right;">#6356Ah</span>          If FLAG is TRUE, drops ob, puts FALSE on the stack, and skips the remainder of the secondary</p> <p style="text-align: center;">FALSE →          ob TRUE → FALSE          :: ... casedrpfls ... ;</p>
<p>case2drpfls <span style="float: right;">#63583h</span>          If FLAG is TRUE, drops ob<sub>1</sub> and ob<sub>2</sub>, puts FALSE on the stack, and skips the remainder of the secondary</p> <p style="text-align: center;">FALSE →          ob<sub>2</sub> ob<sub>1</sub> TRUE → FALSE          :: ... case2drpfls ... ;</p>
<p>casedrptru <span style="float: right;">#628B2h</span>          If FLAG is TRUE, drops ob, puts TRUE on the stack, and skips the remainder of the secondary</p> <p style="text-align: center;">ob FALSE → ob          ob TRUE → TRUE          :: ... casedrptru ... ;</p>

## 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.

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

**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 #finish → :: ... #finish #1+_ONE_DO (DO) loop-clause LOOP ... ;	#073DBh
DUP#0_DO Equivalent to DUP ZERO DO #finish → #finish :: ... #finish DUP#0_DO (DO) loop-clause LOOP ... ;	#6347Fh
ZERO_DO Equivalent to ZERO DO #finish → :: ... #finish ZERO_DO (DO) loop-clause LOOP ... ;	#073C3h

**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 INDEXSTO. The index value for the second DoLoop environment can be recalled with JINDEX@ and can be modified by using JINDEXSTO.

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

**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 ISTOPSTO. The stop value for the second DoLoop environment can be recalled with JSTOP@ and can be modified by using JSTOPSTO.

ISTOP@ Recalls the stop value from the topmost DoLoop environment → #stop	#07249h
ISTOPSTO Stores a new stop value in the topmost DoLoop environment #stop →	#07295h

ZEROISTOPSTO Stores <0d> in the stop value in the topmost DoLoop environment →	#6400Fh
JSTOP@ Recalls the stop value from the second DoLoop environment → #stop	#07264h
JSTOPSTO Stores a new stop value in the second DoLoop environment #stop →	#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 → :: ... BEGIN <i>loop-clause</i> AGAIN ... ;	#071ABh
BEGIN Copies the interpreter pointer to the return stack, serving as a beginning object for three loop structures → :: ... BEGIN <i>loop-clause</i> AGAIN ... ; :: ... BEGIN <i>test-clause</i> WHILE <i>loop-clause</i> REPEAT ... ; :: ... BEGIN <i>loop-clause</i> UNTIL ... ;	#071A2h
REPEAT Copies the first pointer on the return stack to the interpreter pointer, completing a WHILE loop → :: ... BEGIN <i>test-clause</i> WHILE <i>loop-clause</i> REPEAT ... ;	#071E5h
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 FLAG → :: ... BEGIN <i>test-clause</i> WHILE <i>loop-clause</i> REPEAT ... ;	#071EEh
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 FLAG → :: ... BEGIN <i>loop-clause</i> UNTIL ... ;	#071C8h

**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 37).

### 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 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 Not SEMI → FALSE SEMI	#61B89h
R@ 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 → :: ... ;	#07012h
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

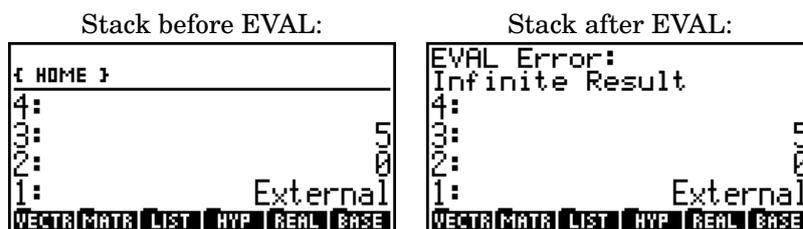
The example RSTR in *Control Structure Examples* on page 66 shows how some of these objects may be used.

### 3.7 Argument Validation

Any program that is going to 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 VECTR MATR LIST HYP REAL BASE                 </pre>	<pre> Error: Infinite Result 4: 3: 2: 1: VECTR 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 Requires no arguments, clears saved command name	#40BC9h
---	---------

### 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 `CKn` 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 `CKnNOLASTWD` 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&DISPATCHn` is:

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

where `#typen` is an internal binary integer encoding the desired object types, and `actionn` 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 21.)

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 118 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:

<pre> NULLNAME EX1 ::   CK2   CK&amp;DISPATCH1   real :: ... ;   cmp  :: ... ;   list :: ... ; ;         </pre>	<pre> NULLNAME EX1 ::   CK2   CK&amp;DISPATCH1   real EXSUB1   cmp  EXSUB2   list EXSUB3 ;  NULLNAME EXSUB1 :: ... ; NULLNAME EXSUB2 :: ... ; NULLNAME EXSUB3 :: ... ;         </pre>
---	---

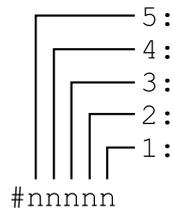
For library commands requiring at least one argument, the CK<sub>n</sub> and CK&DISPATCH1 objects can be replaced with objects that combine their functionality:

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:

<pre> NULLNAME EX1 ::   CK2&amp;Dispatch   real :: ... ;   cmp  :: ... ;   list :: ... ; ;         </pre>	<pre> NULLNAME EX1 ::   CK2&amp;Dispatch   real EXSUB1   cmp  EXSUB2   list EXSUB3 ;  NULLNAME EXSUB1 :: ... ; NULLNAME EXSUB2 :: ... ; NULLNAME EXSUB3 :: ... ;         </pre>
---	---

**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	arry	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



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  $\rightarrow$  in User-RPL, and the object ABND does the job of  $\times$  (actually named  $\times$ >>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 55). 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	#074D0h
Creates a temporary environment	
$ob_n \dots ob_2 ob_1 \{ \text{LAM } name_n \dots \text{LAM } name_2 \text{LAM } name_1 \} \rightarrow$ $ob_n \dots ob_2 ob_1 \{ \text{NULLLAM}_n \dots \text{NULLLAM}_2 \text{NULLLAM}_1 \} \rightarrow$	
DOBIND	#074E4h
Creates a temporary environment	
$ob_n \dots ob_2 ob_1 \text{LAM } name_n \dots \text{LAM } name_2 \text{LAM } name_1 \#n \rightarrow$ $ob_n \dots ob_2 ob_1 \text{NULLLAM}_n \dots \text{NULLLAM}_2 \text{NULLLAM}_1 \#n \rightarrow$	
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
```

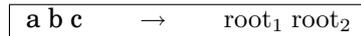
STO	#07D27h
Stores an object in a temporary variable	
object name $\rightarrow$	

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:



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 ◀ ←a 2 * / *           Place zeros and subroutine on the stack
→ ←a b c root1 root2 Subr   Create temporary variables
◀
b SQ ←a c * 4 * - √        Calculate SQRT(b2 - 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 )

```

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

```

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

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 )
```

```

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

As an exercise, try rewriting this example to use CACHE (described on page 58) 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 RPLCOMPEXE 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  $\ast$  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 <math>b^2 - 4ac</math></i>
DUP %0< casedrop	<i>If &lt;0, drop quantity, put string on stack,</i>
:: "Complex Roots" ABND ;	<i>abandon temp env. and exit secondary</i>
%SQRT	<i>Evaluate <math>SQRT(b^2 - 4ac)</math></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.



## 3.9 Error Trapping

In User-RPL the IFERR ... THEN ... [ELSE ...] END structures may be used to trap errors. In System-RPL, the objects ERRSET, ERRJMP, and ERRTRAP provide error trapping capabilities.

In practice, the structure of an error trap is:

```
::
...
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 ERRORST0 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 EXITMSGST0 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 223.

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:

<code>ERRORCLR</code> Clears the stored error number	→	#04D33h
<code>ERRORSTO</code> Stores an error number	# →	#04D0Eh
<code>EXITMSGSTO</code> 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:

<code>GETEXITMSG</code> Recalls the exit message string	→ \$	#04E07h
<code>ERROR@</code> 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:

<code>ABORT</code> Clears the stored error number and does <code>ERRJMP</code>	→	#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 math operations are also listed under *Binary Integers* on page 21. 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 <sub>m+n</sub> ... ob <sub>1</sub> #m #n → ob <sub>m+n-1</sub> ... ob <sub>1</sub> ob <sub>m+n</sub>	#612DEh
#+UNROLL ob <sub>m+n</sub> ... ob <sub>1</sub> #m #n → ob <sub>1</sub> ob <sub>m+n</sub> ... ob <sub>2</sub>	#6133Eh
#-ROLL ob <sub>m-n</sub> ... ob <sub>1</sub> #m #n → ob <sub>m-n-1</sub> ... ob <sub>1</sub> ob <sub>m-n</sub>	#612CCh
#-UNROLL ob <sub>m-n</sub> ... ob <sub>1</sub> #m #n → ob <sub>1</sub> ob <sub>m-n</sub> ... ob <sub>2</sub>	#6132Ch
#1+NDROP ob <sub>n+1</sub> ... ob <sub>1</sub> #n →	#62F75h
#1+PICK ob <sub>n+1</sub> ... ob <sub>1</sub> #n → ob <sub>n+1</sub> ... ob <sub>1</sub> ob <sub>n+1</sub>	#611A3h
#1+ROLL ob <sub>n+1</sub> ... ob <sub>1</sub> #n → ob <sub>n</sub> ... ob <sub>1</sub> ob <sub>n+1</sub>	#612F3h
#1+UNROLL ob <sub>n+1</sub> ... ob <sub>1</sub> #n → ob <sub>1</sub> ob <sub>n+1</sub> ... ob <sub>2</sub>	#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	$ob_2 ob_1$	$\rightarrow$	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	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_1 ob_3 ob_2$	#60FACH
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	$ob_4 ob_3 ob_2 ob_1$	$\rightarrow$	$ob_3 ob_2 ob_1 ob_4$	#60FBBh
4ROLLDROP	$ob_4 ob_3 ob_2 ob_1$	$\rightarrow$	$ob_3 ob_2 ob_1$	#62864h
4ROLLOVER	$ob_4 ob_3 ob_2 ob_1$	$\rightarrow$	$ob_3 ob_2 ob_1 ob_4 ob_1$	#630A1h
4ROLLROT	$ob_4 ob_3 ob_2 ob_1$	$\rightarrow$	$ob_3 ob_1 ob_4 ob_2$	#63001h

4ROLLSWAP	ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>3</sub> ob <sub>2</sub> ob <sub>4</sub> ob <sub>1</sub>	#62ECBh
4UNROLL	ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub>	#6109Eh
4UNROLL3DROP	ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub>	#6113Ch
4UNROLLDUP	ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>2</sub>	#62D09h
4UNROLLROT	ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>4</sub>	#63015h
5DROP	ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→		#60F72h
5PICK	ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub> ob <sub>5</sub>	#6123Ah
5ROLL	ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub> ob <sub>5</sub>	#60FD8h
5ROLLDROP	ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	#62880h
5UNROLL	ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub>	#610C4h
6DROP	ob <sub>6</sub> ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→		#60F66h
6PICK	ob <sub>6</sub> ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>6</sub> ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub> ob <sub>6</sub>	#6125Eh
6ROLL	ob <sub>6</sub> ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub> ob <sub>6</sub>	#61002h
6UNROLL	ob <sub>6</sub> ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>6</sub> ob <sub>5</sub> ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub>	#610FAh
7DROP	ob <sub>7</sub> ... ob <sub>1</sub>	→		#60F54h
7PICK	ob <sub>7</sub> ... ob <sub>1</sub>	→	ob <sub>7</sub> ... ob <sub>1</sub> ob <sub>7</sub>	#61282h
7ROLL	ob <sub>7</sub> ... ob <sub>1</sub>	→	ob <sub>6</sub> ... ob <sub>1</sub> ob <sub>7</sub>	#6106Bh
7UNROLL	ob <sub>7</sub> ... ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>7</sub> ... ob <sub>2</sub>	#62BC4h
8PICK	ob <sub>8</sub> ... ob <sub>1</sub>	→	ob <sub>8</sub> ... ob <sub>1</sub> ob <sub>8</sub>	#612A9h
8ROLL	ob <sub>8</sub> ... ob <sub>1</sub>	→	ob <sub>7</sub> ... ob <sub>1</sub> ob <sub>8</sub>	#6103Ch
8UNROLL	ob <sub>8</sub> ... ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>8</sub> ... ob <sub>2</sub>	#63119h
DEPTH	ob <sub>n</sub> ... ob <sub>1</sub>	→	ob <sub>n</sub> ... ob <sub>1</sub> #n	#0314Ch
DROP	ob	→		#03244h
DROPDUP	ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>2</sub> ob <sub>2</sub>	#627A7h
DROPFALSE	ob	→	FALSE	#6210Ch
DROPNDROP	ob <sub>n</sub> ... ob <sub>1</sub> #n ob	→		#63FA6h
DROPNULL\$	ob	→	NULL\$	#04D3Eh
DROPONE	ob	→	#1	#62946h
DROPOVER	ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>3</sub> ob <sub>2</sub> ob <sub>3</sub>	#63029h

DROPROT	ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>3</sub> ob <sub>2</sub> ob <sub>4</sub>	#62FC5h
DROPSWAP	ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>2</sub> ob <sub>3</sub>	#6270Ch
DROPSWAPDROP	ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>2</sub>	#62726h
DROPTRUE	ob	→	TRUE	#62103h
DROPZERO	ob	→	#0	#62535h
DUP	ob	→	ob ob	#03188h
DUP#1+PICK	ob <sub>n</sub> ... ob <sub>1</sub> #n	→	ob <sub>n</sub> ... ob <sub>1</sub> #n ob <sub>n</sub>	#6119Eh
DUP3PICK	ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>2</sub> ob <sub>1</sub> ob <sub>1</sub> ob <sub>2</sub>	#611F9h
DUP4UNROLL	ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	#61099h
DUPDUP	ob	→	ob ob ob	#62CB9h
DUPONE	ob	→	ob ob #1	#63A9Ch
DUPPICK	ob <sub>n</sub> ... ob <sub>1</sub> #n	→	ob <sub>n</sub> ... ob <sub>1</sub> #n ob <sub>n-1</sub>	#630DDh
DUPROLL	ob <sub>n</sub> ... ob <sub>1</sub> #n	→	ob <sub>n</sub> ob <sub>n-2</sub> ... ob <sub>1</sub> #n ob <sub>n-1</sub>	#630F1h
DUPROT	ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>1</sub> ob <sub>2</sub>	#62FB1h
DUPTWO	ob	→	ob ob #2	#63AD8h
DUPUNROT	ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>2</sub> ob <sub>1</sub>	#61380h
DUPZERO	ob	→	ob ob #0	#63A88h
N+1DROP	ob <sub>n+1</sub> ... ob <sub>1</sub> #n	→		#62F75h
NDROP	ob <sub>n</sub> ... ob <sub>1</sub> #n	→		#0326Eh
NDROPFALSE	ob <sub>n</sub> ... ob <sub>1</sub> #n	→	FALSE	#169A5h
NDUP	ob <sub>n</sub> ... ob <sub>1</sub> #n	→	ob <sub>n</sub> ... ob <sub>1</sub> ob <sub>n</sub> ... ob <sub>1</sub>	#031D9h
NDUPN	ob #n	→	ob ... ob #n	#5E370h
ONEFALSE		→	#1 FALSE	#63533h
ONESWAP	ob	→	#1 ob	#62E67h
OVER	ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>2</sub> ob <sub>1</sub> ob <sub>2</sub>	#032C2h
OVER5PICK	ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>4</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub> ob <sub>2</sub> ob <sub>4</sub>	#63C90h
OVERDUP	ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>2</sub> ob <sub>1</sub> ob <sub>2</sub> ob <sub>2</sub>	#62CCDh
OVERSWAP	ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>2</sub> ob <sub>2</sub> ob <sub>1</sub>	#62D31h
OVERUNROT	ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>2</sub> ob <sub>2</sub> ob <sub>1</sub>	#62D31h

PICK	$ob_n \dots ob_1 \#n$	$\rightarrow$	$ob_n \dots ob_1 ob_n$	#032E2h
ROLL	$ob_n \dots ob_1 \#n$	$\rightarrow$	$ob_{n-1} \dots ob_1 ob_n$	#03325h
ROLLDROP	$ob_n \dots ob_1 \#n$	$\rightarrow$	$ob_{n-1} \dots ob_1$	#62F89h
ROLLSWAP	$ob_n \dots ob_1 \#n$	$\rightarrow$	$ob_{n-1} \dots ob_2 ob_n ob_1$	#62D45h
ROT	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_2 ob_1 ob_3$	#03295h
ROT2DROP	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_2$	#62726h
ROT2DUP	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_2 ob_1 ob_3 ob_1 ob_3$	#62C7Dh
ROTDROP	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_2 ob_1$	#60F21h
ROTDROPSWAP	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_1 ob_2$	#60F0Eh
ROTDUP	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_2 ob_1 ob_3 ob_3$	#62775h
ROTOVER	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_2 ob_1 ob_3 ob_1$	#62CA5h
ROTROT2DROP	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_1$	#6112Ah
ROTSWAP	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_2 ob_3 ob_1$	#60EE7h
SWAP	$ob_2 ob_1$	$\rightarrow$	$ob_1 ob_2$	#03223h
SWAP2DUP	$ob_2 ob_1$	$\rightarrow$	$ob_1 ob_2 ob_1 ob_2$	#6386Ch
SWAP3PICK	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_3 ob_1 ob_2 ob_3$	#63C54h
SWAP4PICK	$ob_4 ob_3 ob_2 ob_1$	$\rightarrow$	$ob_4 ob_3 ob_1 ob_2 ob_4$	#63C7Ch
SWAP4ROLL	$ob_4 ob_3 ob_2 ob_1$	$\rightarrow$	$ob_3 ob_1 ob_2 ob_4$	#63C2Ch
SWAPDROP	$ob_2 ob_1$	$\rightarrow$	$ob_1$	#60F9Bh
SWAPDROPDUP	$ob_2 ob_1$	$\rightarrow$	$ob_1 ob_1$	#62830h
SWAPDROPSWAP	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_1 ob_3$	#6284Bh
SWAPDROPTRUE	$ob_2 ob_1$	$\rightarrow$	$ob_1 \text{TRUE}$	#21660h
SWAPDUP	$ob_2 ob_1$	$\rightarrow$	$ob_1 ob_2 ob_2$	#62747h
SWAPONE	$ob_2 ob_1$	$\rightarrow$	$ob_1 ob_2 \#1$	#63AB0h
SWAPOVER	$ob_2 ob_1$	$\rightarrow$	$ob_1 ob_2 ob_1$	#61380h
SWAPROT	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_1 ob_2 ob_3$	#60F33h
SWAPTRUE	$ob_2 ob_1$	$\rightarrow$	$ob_1 ob_2 \text{TRUE}$	#4F1D8h
UNROLL	$ob_n \dots ob_1 \#n$	$\rightarrow$	$ob_1 ob_n \dots ob_2$	#0339Eh
UNROT	$ob_3 ob_2 ob_1$	$\rightarrow$	$ob_1 ob_3 ob_2$	#60FACH

UNROT2DROP	ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub>	#6112Ah
UNROTDROP	ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>3</sub>	#6284Bh
UNROTDUP	ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>2</sub>	#62CF5h
UNROTOVER	ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>3</sub> ob <sub>2</sub> ob <sub>3</sub>	#6308Dh
UNROTSWAP	ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>2</sub> ob <sub>3</sub>	#60F33h
UNROTSWAPDRO	ob <sub>3</sub> ob <sub>2</sub> ob <sub>1</sub>	→	ob <sub>1</sub> ob <sub>2</sub>	#60F0Eh
ZEROOVER	ob	→	ob #0 ob	#63079h
ZEROSWAP	ob	→	#0 ob	#62E3Ah
reversym	ob <sub>n</sub> ... ob <sub>1</sub> #n	→	ob <sub>1</sub> ... ob <sub>n</sub> #n	#5DE7Dh

NOTE: The object `reversym` is written in System-RPL and is slow — see the program `RVRSO` on page 198 in *Writing Your Own Code Objects* on page 195 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  
( % → )

```

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

```

### 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! CK1NOLASTWD           Clear saved command name, require one object
  CK&DISPATCH1 real                 Require a real number
  ::
    ClrDA1IsStat RECLAIMDISP         Suspend clock, assert and clear stack display
    TURNMENUOFF                       Turn off the menu display
    SetDAsTemp                         Freeze the display when program ends
    COERCE                             Convert real number to internal binary integer
    DUP#0= caseDROP                   Quit if no procedures are to be executed
    DUP FIVE #> case SETSIZEERR       Error out if more than five procedures specified
    TRUE SWAP                          Push TRUE on stack to signal end of process
    ZERO DO FALSE LOOP                Push n FALSE flags on the stack
    ?SEMI                             Test first flag
    "ONE" DISPROW1                     First procedure
    ?SEMI                             Test second flag
    "TWO" DISPROW2                     Second procedure
    ?SEMI                             Test third flag
    "THREE" DISPROW3                  Third procedure
    ?SEMI                             Test fourth flag
    "FOUR" DISPROW4                   Fourth procedure
    ?SEMI                             Test fifth flag
    "FIVE" DISPROW5                   Fifth procedure
    DROP                              Drop TRUE that remains if all five procedures used
  ;
;

```

### 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           Clear saved command name, require one argument
CK&DISPATCH1 list                Require a list
::
>R                                 Push the list on the return stack
%0                                  The initial value of the counter
BEGIN                               Copies I to the return stack
  RSWAP                             Swap the list to the first level
  ticR                              Pop the next object from the list

      Here, the stack is either: ( %counter object TRUE → )
      or: ( %counter FALSE → )

  DUP NOT ?SKIP RSWAP              If the object was not SEMI, swap the remainder of the
                                  list back

  WHILE                            If an object was found, do the WHILE clause
    :: TYPEREAL? IT %1+ ;          If the object is a real number, increment the counter
  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	List
Real	Secondary
Extended Real	Symbolic
Complex	Unit
Extended Complex	
Character	
Character String	
Hex String	
Graphics Object	
Array	
Tagged	

### 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  $-500 < EEE < 500$ , and extended real exponents live in the domain  $-50000 < EEEEE < 50000$ .

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 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 RPLCOMPEXE 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

<b>2%&gt;%</b> Converts two real numbers to extended real numbers $\% \ \% \ \rightarrow \ \% \% \ \% \%$	#2B45Ch
<b>2%%&gt;%</b> Converts two extended real numbers to real numbers $\% \% \ \% \% \ \rightarrow \ \% \ \%$	#2B470h

#### 4.1.4 Real Number Functions

The following functions operate on real numbers:

<b>%1+</b> Adds one to a real number $\% \ \rightarrow \ \%$	#50262h
<b>%1-</b> Subtracts one from a real number $\% \ \rightarrow \ \%$	#50276h
<b>%1/</b> Inverse $\% \ \rightarrow \ \%$	#2AAAFh
<b>%10*</b> Multiplies a real number by 10 $\% \ \rightarrow \ \%$	#62BF1h
<b>%ABS</b> Absolute value $\% \ \rightarrow \ \%$	#2A900h
<b>%ACOS</b> Arc cosine $\% \ \rightarrow \ \%$ $\% \ \rightarrow \ C\%$	#2ACF1h
<b>%ACOSH</b> Inverse hyperbolic cosine $\% \ \rightarrow \ \%$ $\% \ \rightarrow \ C\%$	#2AE13h
<b>%ALOG</b> Antilogarithm $\% \ \rightarrow \ \%$	#2ABBAh
<b>%ANGLE</b> Angle from %x and %y (uses current angle mode) $\%x \ \%y \ \rightarrow \ \%$	#2AD38h
<b>%ASIN</b> Arc sine $\% \ \rightarrow \ \%$	#2ACC1h
<b>%ASINH</b> Inverse hyperbolic sine $\% \ \rightarrow \ \%$	#2AE00h
<b>%ATAN</b> Arc tangent $\% \ \rightarrow \ \%$	#2AD21h
<b>%ATANH</b> Inverse hyperbolic tangent $\% \ \rightarrow \ \%$ $\% \ \rightarrow \ C\%$	#2AE26h
<b>%CEIL</b> Next greatest integer $\% \ \rightarrow \ \%$	#2AF73h
<b>%CH</b> Percent change from x to y as a percentage of x $\%x \ \%y \ \rightarrow \ \%$	#2AA30h

%CHS Change sign $\% \rightarrow \%$	#2A920h
%COMB Combinations of $n$ objects taken $m$ at a time $\%n \%m \rightarrow \%$	#2AE62h
%COS Cosine $\% \rightarrow \%$	#2AC40h
%COSH Hyperbolic cosine $\% \rightarrow \%$	#2ADDAh
%D>R Converts degrees to radians $\% \rightarrow \%$	#2A622h
%EXP Natural exponential $\% \rightarrow \%$	#2AB2Fh
%EXPM1 Natural exponential minus 1 $\% \rightarrow \%$	#2AB42h
%EXPONENT Returns exponent $\% \rightarrow \%$	#2AE39h
%FACT Factorial or gamma function $\% \rightarrow \%$	#2B0C4h
%FLOOR Next smallest integer $\% \rightarrow \%$	#2AF86h
%FP Fractional part $\% \rightarrow \%$	#2AF4Dh
%HMS+ Adds in HH.MMSSs format $\% \% \rightarrow \%$	#2A6A0h
%HMS- Subtracts in HH.MMSSs format $\% \% \rightarrow \%$	#2A6C8h
%HMS> Converts a number from HH.MMSSs format to decimal hours $\% \rightarrow \%$	#2A68Ch
%>HMS Converts a number from decimal hours to HH.MMSSs format $\% \rightarrow \%$	#2A673h
%IP Integer part $\% \rightarrow \%$	#2AF60h
%LN Natural logarithm $\% \rightarrow \%$ $\% \rightarrow C\%$	#2AB6Eh
%LNP1 Natural logarithm of (argument + 1) $\% \rightarrow \%$	#2ABA7h
%LOG Common logarithm $\% \rightarrow \%$ $\% \rightarrow C\%$	#2AB81h

<b>%MANTISSA</b> Returns mantissa				#2A930h
	%	→	%	
<b>%MAX</b> Maximum of two numbers				#2A6F5h
	% %	→	%	
<b>%MIN</b> Minimum of two numbers				#2A70Eh
	% %	→	%	
<b>%MOD</b> Modulo				#2ABDCh
	% %	→	%	
<b>%NFACT</b> Factorial				#2AE4Ch
	%	→	%	
<b>%NROOT</b> %nth root of %x				#2AA81h
	%x %n	→	%	
<b>%OF</b> Returns percentage of %x that is %y				#2A9C9h
	%x %y	→	%	
<b>%PERM</b> Permutations of %m items taken %n at a time				#2AE75h
	%m %n	→	%	
<b>%POL&gt;%REC</b> Polar to rectangular conversion				#2B4BBh
	%x %y	→	%radius %angle	
<b>%R&gt;D</b> Radians to degrees conversion				#2A655h
	%	→	%	
<b>%RAN</b> Generates random number in the range (0≤n<1)				#2AFC2h
		→	%	
<b>%RANDOMIZE</b> Sets the random number seed. If % is zero, the system clock is used.				#2B044h
	%	→		
<b>%REC&gt;%POL</b> Rectangular to polar conversion				#2B48Eh
	%radius %angle	→	%x %y	
<b>%SGN</b> Sign of a real number (-1, 0, or 1)				#2A8D7h
	%	→	%	
<b>%SIN</b> Sine				#2ABEFh
	%	→	%	
<b>%SINH</b> Hyperbolic sine				#2ADAEh
	%	→	%	
<b>%SPH&gt;%REC</b> Spherical to rectangular conversion				#2B4F2h
	%r %θ %φ	→	%x %y %z	
<b>%SQRT</b> Square root				#2AB09h
	%	→	%	
	%	→	C%	
<b>%T</b> Percent total of %x that is represented by %y				#2AA0Bh
	%x %y	→	%	

%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		#2A943h
	$\% \% \rightarrow \%$	
%%- Subtraction		#2A94Fh
	$\% \% \rightarrow \%$	
%%/ Division		#2A9E8h
	$\% \% \rightarrow \%$	
%^ Exponential		#2AA5Fh
	$\% \%x \%y \rightarrow \%x^{\%y}$	
%%/>% Division, returns real result		#63B82h
	$\% \% \rightarrow \%$	
%%1/ Reciprocal		#2AA92h
	$\% \% \rightarrow \%$	
%>%1/ Convert % to %, then do reciprocal		#2AA9Eh
	$\% \rightarrow \% \%$	
%%ABS Absolute value		#2A8F0h
	$\% \% \rightarrow \% \%$	

<b>%%ACOSRAD</b> Arc cosine using radians $%% \rightarrow %%$	#2AD08h
<b>%%ANGLE</b> Angle from %%x and %%y using current angle mode $%%x %%y \rightarrow %%angle$	#2AD4Fh
<b>%%ANGLEDEG</b> Angle from %%x and %%y using degrees $%%x %%y \rightarrow %%angle$	#2AD6Ch
<b>%%ANGLERAD</b> Angle from %%x and %%y using radians $%%x %%y \rightarrow %%angle$	#2ACD8h
<b>%%ASINRAD</b> Arc sine using radians $%% \rightarrow %%$	#2ACD8h
<b>%%CHS</b> Change sign $%% \rightarrow %%$	#2A910h
<b>%%COS</b> Cosine $%% \rightarrow %%$	#2AC57h
<b>%%COSDEG</b> Cosine using degrees $%% \rightarrow %%$	#2AC68h
<b>%%COSH</b> Hyperbolic cosine $%% \rightarrow %%$	#2ADC7h
<b>%%COSRAD</b> Cosine using radians $%% \rightarrow %%$	#2AC78h
<b>%%EXP</b> Natural exponential $%% \rightarrow %%$	#2AB1Ch
<b>%%FLOOR</b> Next smallest integer $%% \rightarrow %%$	#2AF99h
<b>%%H&gt;HMS</b> Decimal hours to HH.MMSSs $%% \rightarrow %%$	#2AF27h
<b>%%INT</b> Integer part $%% \rightarrow %%$	#2AF99h
<b>%%LN</b> Natural logarithm $%% \rightarrow %%$	#2AB5Bh
<b>%%LNP1</b> Natural logarithm of argument plus 1 $%% \rightarrow %%$	#2AB94h
<b>%%MAX</b> Maximum of two numbers $%% %% \rightarrow %%$	#2A6DCh
<b>%%P&gt;R</b> Polar to rectangular conversion $%%radius %%angle \rightarrow %%x %%y$	#2B4C5h
<b>%%R&gt;P</b> Rectangular to polar conversion $%%x %%y \rightarrow %%radius %%angle$	#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			#51A07h
	%% <sub>real</sub>	%% <sub>imag</sub>	→	C%
%>C%	Converts two real numbers into a complex number			#05C27h
	% <sub>real</sub>	% <sub>imag</sub>	→	C%
C%>%%	Converts an extended complex number into two extended real numbers			#05DBCh
	C%%	→	%% <sub>real</sub>	%% <sub>imag</sub>

<b>C%&gt;C%</b> Converts an extended complex number into a complex number $C\% \rightarrow C\%$	#519F8h
<b>C%&gt;%</b> Converts a complex number into two real numbers $C\% \rightarrow \%_{\text{real}} \%_{\text{imag}}$	#05D2Ch
<b>C%&gt;%%</b> Converts a complex number into two extended real numbers $C\% \rightarrow \%_{\text{real}} \%_{\text{imag}}$	#519CBh
<b>C%&gt;%%SWAP</b> Converts a complex number into two extended real numbers, then does SWAP $C\% \rightarrow \%_{\text{imag}} \%_{\text{real}}$	#519DFh
<b>C&gt;Im%</b> Extracts the imaginary portion of a complex number $C\% \rightarrow \%_{\text{imag}}$	#519B7h
<b>C&gt;Re%</b> Extracts the real portion of a complex number $C\% \rightarrow \%_{\text{real}}$	#519A3h
<b>Re&gt;C%</b> Creates a complex from a real number with implied 0 imaginary part $\%_{\text{real}} \rightarrow (\%_{\text{real}}, 0)$	#519A3h
<b>SWAP%&gt;C%</b> Does SWAP, then converts two real numbers into a complex number $\%_{\text{imag}} \%_{\text{real}} \rightarrow C\%$	#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:

<b>C%1/</b> Inverse $C\% \rightarrow C\%$	#51EFAh
<b>C%ABS</b> Returns radius from (0,0) to (x,y) $(x,y) \rightarrow \%$	#52062h
<b>C%ACOS</b> Arc cosine $C\% \rightarrow C\%$	#52863h
<b>C%ACOSH</b> Hyperbolic arc cosine $C\% \rightarrow C\%$	#52836h
<b>C%ALOG</b> Common antilog $C\% \rightarrow C\%$	#52305h
<b>C%ARG</b> Returns angle from (x,y) $(x,y) \rightarrow \%$	#52099h

<code>C%ASIN</code> Arc sine			#52804h
	<code>C%</code>	$\rightarrow$	<code>C%</code>
<code>C%ASINH</code> Hyperbolic arc sine			#5281Dh
	<code>C%</code>	$\rightarrow$	<code>C%</code>
<code>C%ATAN</code> Arc tangent			#52675h
	<code>C%</code>	$\rightarrow$	<code>C%</code>
<code>C%ATANH</code> Hyperbolic arc tangent			#527EBh
	<code>C%</code>	$\rightarrow$	<code>C%</code>
<code>C^C</code> Complex number raised to complex number			#52374h
	<code>C%x C%y</code>	$\rightarrow$	<code>C%x^C%y</code>
<code>C^R</code> Complex number raised to real number			#52360h
	<code>C% %</code>	$\rightarrow$	<code>C%</code>
<code>C%CHS</code> Change sign			#51B70h
	<code>C%</code>	$\rightarrow$	<code>C%</code>
<code>C%%CHS</code> Change sign			#51B91h
	<code>C%%%</code>	$\rightarrow$	<code>C%%%</code>
<code>C%CONJ</code> Conjugate			#51BB2h
	<code>C%</code>	$\rightarrow$	<code>C%</code>
<code>C%%CONJ</code> CONJUGATE			#51BC1h
	<code>C%%%</code>	$\rightarrow$	<code>C%%%</code>
<code>C%COS</code> Cosine			#52571h
	<code>C%</code>	$\rightarrow$	<code>C%</code>
<code>C%COSH</code> Hyperbolic cosine			#52648h
	<code>C%</code>	$\rightarrow$	<code>C%</code>
<code>C%EXP</code> $e^x$			#52193h
	<code>C%</code>	$\rightarrow$	<code>C%</code>
<code>C%LN</code> Natural logarithm			#521E3h
	<code>C%</code>	$\rightarrow$	<code>C%</code>
<code>C%LOG</code> Common logarithm			#522BFh
	<code>C%</code>	$\rightarrow$	<code>C%</code>
<code>C^R^C</code> Real number raised to complex number			#52342h
	<code>% C%</code>	$\rightarrow$	<code>C%</code>
<code>C%SGN</code> Returns unit vector in the direction of z			#520CBh
	<code>C%</code>	$\rightarrow$	<code>C%</code>
<code>C%SIN</code> Sine			#52530h
	<code>C%</code>	$\rightarrow$	<code>C%</code>
<code>C%SINH</code> Hyperbolic sine			#5262Fh
	<code>C%</code>	$\rightarrow$	<code>C%</code>

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 RPLCOMPEXE 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 47).

%>TAG			#22618h
Tags an object with a real number			
	ob %	→ tagged	
>TAG			#05E81h
Tags an object with a string. Has no length check (see USER\$>TAG)			
	ob \$	→ tagged	
ID>TAG			#05F2Eh
Tags an object with an a name			
	ob ID	→ tagged	
STRIPTAGS			#64775h
Removes all tags from an object			
	tagged	→ ob	
STRIPTAGS12			#647A2h
Removes all tags from an object in level 2			
	tagged <sub>2</sub> ob <sub>1</sub>	→ ob <sub>2</sub> ob <sub>1</sub>	
TAGOBS			#647BBh
Tags one object or a series of objects			
	ob \$	→ tagged	
	ob <sub>1</sub> ... ob <sub>n</sub> { \$ <sub>1</sub> ... \$ <sub>n</sub> }	→ tagged <sub>1</sub> ... tagged <sub>n</sub>	
USER\$>TAG			#225F5h
Tags an object with a string. Issues error if string length is > 255			
	ob \$	→ tagged	

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

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

### 4.5.3 String Manipulation Objects

!append\$	#62376h
String concatenation for use in low memory situations — appends directly to \$ <sub>1</sub> instead of making a copy	
\$ <sub>1</sub> \$ <sub>2</sub> → \$ <sub>3</sub>	
!append\$SWAP	#62F2Fh
String concatenation for use in low memory situations followed by SWAP	
ob \$ <sub>1</sub> \$ <sub>2</sub> → \$ <sub>3</sub> ob	
#1+LAST\$	#63281h
Returns the tail of a string starting one character past the location specified by #	
\$ # → \$	
#1-SUB\$	#63245h
Returns a substring after subtracting one from the bint specifying the end	
\$ # <sub>start</sub> # <sub>end</sub> → \$	
#:>\$	#167D8h
Converts a bint into a string followed by a colon (suitable for stack level #'s)	
# → \$	
#>\$	#167E4h
Converts a bint into a string	
# → \$	
\$>ID	#05B15h
Converts a string object into a name object	
\$ → ID	
&\$	#05193h
Concatenates \$ <sub>2</sub> to the end of \$ <sub>1</sub>	
\$ <sub>1</sub> \$ <sub>2</sub> → \$ <sub>3</sub>	
&\$SWAP	#63F6Ah
Concatenates \$ <sub>2</sub> to the end of \$ <sub>1</sub> , then does SWAP	
ob \$ <sub>1</sub> \$ <sub>2</sub> → \$ <sub>3</sub> ob	
1_#1-SUB\$	#63259h
Returns substring from 1 to #-1	
\$ # → \$	
>H\$	#0525Bh
Prepends a character object to a string	
\$ chr → \$	
>T\$	#052EEh
Appends a character object to a string	
\$ chr → \$	

AND\$	#18873h
Bitwise logical AND of two strings \$ <sub>1</sub> \$ <sub>2</sub> → \$ <sub>3</sub>	
Blank\$	#45676h
Creates a string of # space characters # → \$	
CAR\$	#050EDh
Returns the first character of a string as a character object or an empty string if the string is empty \$ → chr \$ → ""	
CDR\$	#0516Ch
Returns the string less its first character or an empty string if the string is empty \$ → \$ \$ → ""	
CHR>\$	#6475Ch
Converts a character object to a one character string object chr → \$	
COERCE\$22	#12770h
If a string has more than 22 characters, truncates the string to 21 characters and appends an ellipsis (...) \$ → \$	
Date>d\$	#0CFD9h
Converts a real number representing a date into a string % → \$	
DECOMP\$	#15B13h
Decompiles an object for the stack display using current display modes ob → \$	
DROPNULL\$	#04DE3h
Drops an object from the stack and returns an empty string ob → NULL\$	
DUP\$>ID	#63295h
Duplicates a string, then converts string object to name object \$ → \$ ID	
DUPLN\$	#627BBh
Duplicates a string, then returns its length \$ → \$ #length	
DUPNULL\$?	#63209h
Returns TRUE if \$ is empty \$ → \$ FLAG	
EDITDECOMP\$	#15A0Eh
Decompiles an object for editing using standard display formats ob → \$	
JstGETTHEMESG	#04D87h
Retrieves a message from the built-in message table # → \$	
ID>\$	#05BE9h
Converts a name object to a string object ID → \$	
LAST\$	#6326Dh
Returns the last # characters in a string \$ # → \$	
LEN\$	#05636h
Returns the number of characters in a string \$ → #	
NEWLINE\$\$	#63191h
Appends newline character to a string \$ → \$	

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 bint 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 → \$3	#622EFh
TIMESTR Returns a string time and date	%date %time → \$	#0D304h
TOD>t\$ Converts a real number time (24-hour format) into a 9-character string	% → \$	#0D06Ah
XOR\$ Bitwise logical XOR of two strings	\$1 \$2 → \$3	#1889Bh
a%>\$ Creates a string representation of a real number using the current display format, excluding commas	% → \$	#162B8h

a%>\$, Same as a%>\$, but includes commas if commas are part of the display format	#162ACh
% → \$	
palparse Parses a string into an object. If an error occurs, returns position of error	#238A4h
\$ → ob TRUE \$ → \$ # <sub>position</sub> \$' FALSE	

## 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	#543F9h
% → hxs	
HXS>% Converts a hex string to a real number	#5435Dh
hxs → %	
#>HXS Converts a bint to a hex string with a length of five nibbles	#059CCh
# → hxs	
HXS># Creates a bint from the lower 20 bits of a hex string	#05A03h
hxs → #	
2HXS LIST? Confirms list of two hex strings, then converts to bints. Useful for validating and converting user pixel coordinates for graphics operations. Generates <code>Bad Argument Error</code> if list does not contain two hex strings.	#51532h
{ hxs <sub>1</sub> hxs <sub>2</sub> } → # <sub>1</sub> # <sub>2</sub>	
HXS>\$ Creates a string representation of a hex string using the current display mode and wordsize, then appends a letter specifying the current base mode	#54061h
hxs → \$	
hxs>\$ Creates a string representation of a hex string using the current display mode and wordsize	#540BBh
hxs → \$	

### 4.6.2 Wordsize Control

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

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

### 4.6.3 Basic Hex String Utilities

<b>&amp;HXS</b> Appends $hxs_2$ to $hxs_1$ $hxs_1\ hxs_2 \rightarrow hxs_3$	#0518Ah
<b>LENHXS</b> Returns the length (in nibbles) of a hex string $hxs \rightarrow \#$	#05616h
<b>NULLHXS</b> Returns a null hex string $\rightarrow NULLHXS$	#055D5h
<b>SUBHXS</b> Returns a substring $hxs\ \#_{start}\ \#_{end} \rightarrow hxs$	#05815h
<b>HXS==HXS</b> Returns %1 if hex strings are equal $hxs_1\ hxs_2 \rightarrow \%$	#544D9h
<b>HXS#HXS</b> Returns %1 if hex strings are not equal $hxs_1\ hxs_2 \rightarrow \%$	#544ECh
<b>HXS&lt;HXS</b> Returns %1 if $hxs_1 < hxs_2$ $hxs_1\ hxs_2 \rightarrow \%$	#54552h
<b>HXS&lt;=HXS</b> Returns %1 if $hxs_1 \leq hxs_2$ $hxs_1\ hxs_2 \rightarrow \%$	#5453Fh
<b>HXS&gt;=HXS</b> Returns %1 if $hxs_1 \geq hxs_2$ $hxs_1\ hxs_2 \rightarrow \%$	#5452Ch
<b>HXS&gt;HXS</b> Returns %1 if $hxs_1 > hxs_2$ $hxs_1\ hxs_2 \rightarrow \%$	#54500h

### 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.

<b>bit#%*</b> Multiplies $hxs$ by % $hxs\ \% \rightarrow hxs$	#542EAh
<b>bit%#*</b> Multiplies % by $hxs$ $\% hxs \rightarrow hxs$	#542D1h
<b>bit#%+</b> Adds % to $hxs$ $hxs\ \% \rightarrow hxs$	#54349h
<b>bit%#+</b> Adds $hxs$ to % $\% hxs \rightarrow hxs$	#54330h
<b>bit#%-</b> Subtracts % from $hxs$ $hxs\ \% \rightarrow hxs$	#5431Ch
<b>bit%#-</b> Subtracts $hxs$ from % $\% hxs \rightarrow hxs$	#542FEh
<b>bit#%/</b> Divides $hxs$ by % $hxs\ \% \rightarrow hxs$	#542BDh

<b>bit%#/ Divides % by hxs</b>	<b>#5429Fh</b>
$\% \text{ hxs} \rightarrow \text{ hxs}$	
<b>bit* Multiply</b>	<b>#53ED3h</b>
$\text{ hxs}_1 \text{ hxs}_2 \rightarrow \text{ hxs}_3$	
<b>bit+ Add</b>	<b>#53EA0h</b>
$\text{ hxs}_1 \text{ hxs}_2 \rightarrow \text{ hxs}_3$	
<b>bit- Subtract</b>	<b>#53EB0h</b>
$\text{ hxs}_1 \text{ hxs}_2 \rightarrow \text{ hxs}_3$	
<b>bit/ Divide</b>	<b>#53F05h</b>
$\text{ hxs}_1 \text{ hxs}_2 \rightarrow \text{ hxs}_3$	
<b>bitAND Bitwise logical AND</b>	<b>#53D04h</b>
$\text{ hxs}_1 \text{ hxs}_2 \rightarrow \text{ hxs}_3$	
<b>bitASR Arithmetic shift right one bit</b>	<b>#53E65h</b>
$\text{ hxs} \rightarrow \text{ hxs}$	
<b>bitOR Bitwise logical OR</b>	<b>#53D15h</b>
$\text{ hxs}_1 \text{ hxs}_2 \rightarrow \text{ hxs}_3$	
<b>bitNOT Bitwise logical NOT</b>	<b>#53D4Eh</b>
$\text{ hxs} \rightarrow \text{ hxs}$	
<b>bitRL Circular left shift one bit</b>	<b>#53E0Ch</b>
$\text{ hxs} \rightarrow \text{ hxs}$	
<b>bitRLB Circular left shift one byte</b>	<b>#53E3Bh</b>
$\text{ hxs} \rightarrow \text{ hxs}$	
<b>bitRR Circular right shift one bit</b>	<b>#53DA4h</b>
$\text{ hxs} \rightarrow \text{ hxs}$	
<b>bitRRB Circular right shift one byte</b>	<b>#53DE1h</b>
$\text{ hxs} \rightarrow \text{ hxs}$	
<b>bitSL Shift left one bit</b>	<b>#53D5Eh</b>
$\text{ hxs} \rightarrow \text{ hxs}$	
<b>bitSLB Shift left one byte</b>	<b>#53D6Eh</b>
$\text{ hxs} \rightarrow \text{ hxs}$	
<b>bitSR Shift right one bit</b>	<b>#53D81h</b>
$\text{ hxs} \rightarrow \text{ hxs}$	
<b>bitSRB Shift right one byte</b>	<b>#53D91h</b>
$\text{ hxs} \rightarrow \text{ hxs}$	
<b>bitXOR Bitwise logical XOR</b>	<b>#53D26h</b>
$\text{ hxs}_1 \text{ hxs}_2 \rightarrow \text{ hxs}_3$	

## 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 <sub>1</sub> ... ob <sub>n</sub> #n	→ { ob <sub>1</sub> ... ob <sub>n</sub> }
ONE{}N	#23EEDh
Creates a list containing one object	
ob	→ { ob }
TWO{}N	#631B9h
Creates a list containing two objects	
ob <sub>1</sub> ob <sub>2</sub>	→ { ob <sub>1</sub> ob <sub>2</sub> }
THREE{}N	#631CDh
Creates a list containing three objects	
ob <sub>1</sub> ob <sub>2</sub> ob <sub>3</sub>	→ { ob <sub>1</sub> ob <sub>2</sub> ob <sub>3</sub> }
NULL::	#055FDh
A null secondary	
	→ NULL::
::N	#05445h
Creates a secondary composed of n objects	
ob <sub>1</sub> ... ob <sub>n</sub> #n	→ :: ob <sub>1</sub> ... ob <sub>n</sub> ;
::NEVAL	#632D1h
Creates and then executes a secondary composed of n objects	
ob <sub>1</sub> ... ob <sub>n</sub> #n	→
Ob>Seco	#63FE7h
Creates a secondary containing one object	
ob	→ :: ob ;
2Ob>Seco	#63FFBh
Creates a secondary containing two objects	
ob <sub>1</sub> ob <sub>2</sub>	→ :: ob <sub>1</sub> ob <sub>2</sub> ;
EXTN	#05481h
Creates a unit object consisting of numbers, string, unit operators, and umEND (see <i>Unit Objects</i> on page 93 for more details)	
ob <sub>1</sub> ... ob <sub>n-1</sub> umEND #n	→ unit
SYMBN	#0546Dh
Creates a symbolic object	
Example: ID A ID B x+ #3 SYMBN → 'A+B'	
ob <sub>1</sub> ... ob <sub>n</sub> #n	→ symb

### 4.7.2 Finding the Number of Objects in a Composite Object

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

DUPLNCOMP	#63231h
Duplicates a composite and returns the number of constituent elements	
comp	→ comp #n
LENCOMP	#0567Bh
Returns the number of constituent elements in a composite object	
comp	→ #n

### 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	#35491h
Appends an object to a list if the object is not found within the list	
{ list } ob	→ { list' }
>HCOMP	#052C6h
Prepends an object to a composite object	
comp <sub>1</sub> ob	→ comp <sub>2</sub>
>TCOMP	#052FAh
Appends an object to a composite object	
comp <sub>1</sub> ob	→ comp <sub>2</sub>
&COMP	#0521Fh
Concatenates two composite objects	
comp <sub>1</sub> comp <sub>2</sub>	→ comp <sub>3</sub>
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 }	→ { 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	→ ob
comp	→ comp (null composite)
CDRCOMP	#05153h
Returns a composite less its first object or the composite if the composite is null	
comp	→ comp'
comp	→ comp (null composite)
DUPINCOMP	#631E1h
Duplicates a composite and decomposes the copy	
comp	→ comp ob <sub>1</sub> ... ob <sub>n</sub> #n
INCOMPDROP	#62B88h
Decomposes a composite object and drops the object count	
comp	→ ob <sub>1</sub> ... ob <sub>n</sub>
INNERCOMP	#054AFh
Decomposes a composite object	
comp	→ ob <sub>1</sub> ... ob <sub>n</sub> #n
INNERDUP	#62C41h
Decomposes a composite object and duplicates the object count	
comp	→ ob <sub>1</sub> ... ob <sub>n</sub> #n #n

NTHCOMDDUP	#62D1Dh
Returns two copies of the <i>i</i> th object in a composite ( <i>ob<sub>i</sub></i> is presumed to exist)	
comp #i → ob <sub>i</sub> ob <sub>i</sub>	
NTHCOMPDROP	#62B9Ch
Returns the <i>i</i> th object in a composite ( <i>ob<sub>i</sub></i> is presumed to exist)	
comp #i → ob <sub>i</sub>	
NTHELCOMP	#056B6h
Returns the <i>i</i> th object in a composite and TRUE or FALSE if there are not at least <i>i</i> elements in the composite	
comp #i → ob <sub>i</sub> TRUE	
comp #i → FALSE	
SUBCOMP	#05821h
Returns a subcomposite. Indices out of range are set to composite bounds	
comp #start #end → comp'	
SWAPINCOMP	#631F5h
Does SWAP, then decomposes a composite	
comp obj → obj ob <sub>1</sub> ... ob <sub>n</sub> #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 <sub>2</sub> is embedded in or is the same as ob <sub>1</sub>	
ob <sub>1</sub> ob <sub>2</sub>	→ 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 00200CF00000000	%%1 %%1 [ %0 %2.3 %0 %-3.7 %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
um*	Multiply operator	#10B5Eh
um/	Divide operator	#10B68h
um^	Power operator	#10B72h
umP	Prefix operator	#10B7Ch
umEND	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.

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

UMIP Integer part	$\text{unit} \rightarrow \text{unit}$	#0FCFAh
UMMAX Maximum of two unit quantities	$\text{unit}_1 \text{ unit}_2 \rightarrow \text{unit}$	#0FB6Fh
UMMIN Minimum of two unit quantities	$\text{unit}_1 \text{ unit}_2 \rightarrow \text{unit}$	#0FB8Dh
UMRND Round to specified number of places	$\text{unit} \% \text{places} \rightarrow \text{unit}$	#0FD68h
UMSI Converts unit quantity to SI units	$\text{unit} \rightarrow \text{unit}$	#0F945h
UMSIGN Returns sign (-1, 0, or 1) of unit quantity	$\text{unit} \rightarrow \%$	#0FCE6h
UMSIN Sine	$\text{unit} \rightarrow \%$	#0F62Eh
UMSQ Square	$\text{unit} \rightarrow \text{unit}$	#0F913h
UMSQRT Square root	$\text{unit} \rightarrow \text{unit}$	#0F29Ch
UMTAN Tangent	$\text{unit} \rightarrow \%$	#0F674h
UMTRC Truncate to specified number of places	$\text{unit} \% \text{places} \rightarrow \text{unit}$	#0FD8Bh
UMU> Returns number and normalized unit parts of a unit object	$\text{unit} \rightarrow \% \text{ unit}'$	#0F34Eh
UMXROOT Returns $\text{unit}_x$ th root of $\text{unit}_y$	$\text{unit}_x \text{ unit}_y \rightarrow \text{unit}$	#0F8FAh
UNIT>\$ Decompiles a unit object	$\text{unit} \rightarrow \$$	#0F218h

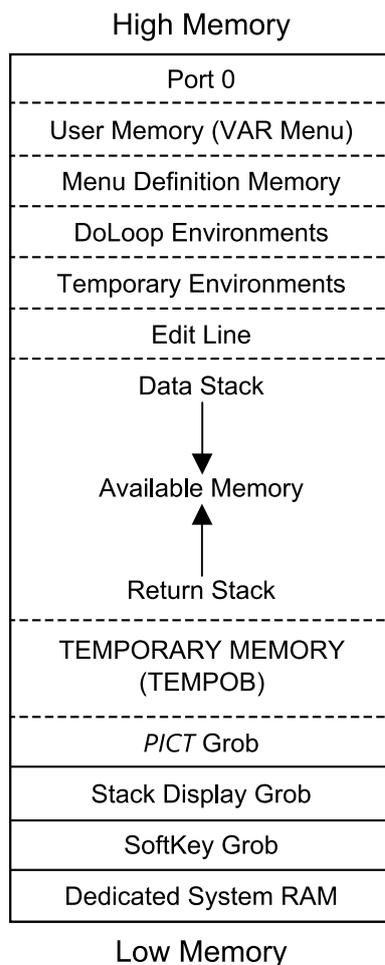


# Chapter 5

## 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!	#08D08h
Stores a pointer to a rooted directory in CONTEXT, defining the current directory	
directory	→
CONTEXT@	#08D5Ah
Recalls the CONTEXT pointer	
→	directory
CREATEDIR	#184E1h
Creates a directory in the current directory	
ID	→
DOVARS	#18779h
Returns a list of the variables in the current directory	
→	{ ID <sub>1</sub> ... ID <sub>n</sub> }

<b>PATHDIR</b> Returns a list describing the path from HOME to the current directory → { HOME ID ID ... }	#1848Ch
<b>SYSCONTEXT</b> Stores the HOME directory pointer into CONTEXT →	#08D92h
<b>UPDIR</b> Makes the parent directory the current directory →	#1A16Fh
<b>XEQORDER</b> Asserts the order of IDs in the current directory { ID <sub>1</sub> ... ID <sub>n</sub> } →	#20FF2h
<b>XEQPGDIR</b> 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.

<b>PuHiddenVar</b> Purges the specified variable in the hidden directory ID →	#6408Ch
<b>RclHiddenVar</b> Recalls a hidden variable using @ ID → ob	#64023h
<b>StoHiddenVar</b> 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	
INTEMNOTREF?	#06B4Eh
Returns TRUE if ob is in TEMPOB, and not referenced or embedded	
ob → ob FLAG	
SWAPCKREF	#63F7Eh
Swaps objects, then does CKREF	
ob <sub>1</sub> ob <sub>2</sub> → ob <sub>2</sub> ob <sub>1</sub>	
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.I` or `INNERCOMP` (see *Composite Objects* on page 90). 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 →	



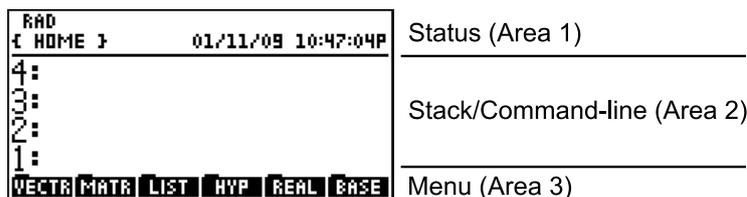
# Chapter 6

## 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:

<code>SysDisplay</code> Displays the status, stack, and menu areas →	#386A1h
--	---------

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.

<code>ClrDA1IsStat</code> Suspends the ticking clock display →	#39531h
<code>SetDA1Temp</code> 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 SetDA2OKTemp signals that neither display area 2a or 2b should be redrawn.

SetDA2OKTemp 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 150).

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 <sub>start</sub> #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	#12655h
→ grob	
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)	#503D4h
→ grob	
DO>LCD Stores a grob into the upper-left corner of ABUFF	#50438h
grob →	
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	#12665h
→ grob	
GBUFFGROBDIM Returns the dimensions of the graphics grob ( <i>PICT</i> )	#5187Fh
→ #height #width	
GROB>GDISP Stores a grob into GBUFF	#12F94h
grob →	

MAKEPICT#	#4B323h
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.	
TOGDISP	#13135h
Displays the graphics grob ( <i>PICT</i> ) →	
WINDOW#	#4F052h
Displays the graphics grob ( <i>PICT</i> ) at the specified window coordinates. This is the object that does the work for <i>VIEW</i> with pixel coordinate parameters. #x #y →	

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

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

### 6.2.6 Scrolling ABUFF or GBUFF

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

### 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 INVGROB (#122FFh) to invert a grob in level 1 of the stack (the User-RPL command NEG creates a copy of the grob, so INVGROB is easier to use).

```
⊕
#12685h SYSEVAL  HARDBUFF returns a pointer to the currently displayed grob
#122FFh SYSEVAL  INVGROB 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
;

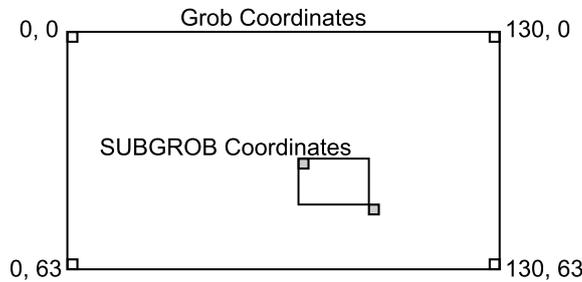
```

### 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.

```

2HXSLIST? #51532h
Converts user pixel coordinates to two bints
( #x #y ) → #x #y

```

To return a coordinate to the user as a user binary integer, use the object #>HXS (see *Hex String Conversions* on page 87). 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.

C%>#	#4F408h
Converts complex number user-unit coordinates to bint pixel coordinates	
$C\%(x,y) \rightarrow \#x \#y$	
DOC>PX	#4F179h
Converts complex number user-unit coordinates to user binary integer pixel coordinates	
$C\%(x,y) \rightarrow \{ \#x \#y \}$	
DOPX>C	#4F0ACh
Converts user binary integer pixel coordinates to complex number user-units	
$\{ \#x \#y \} \rightarrow C\%(x,y)$	

### 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.	
$\rightarrow \{ ppar \}$	
GETSCALE	#4ADB0h
Returns user-unit distance across 10 pixels	
$\rightarrow \%xscale \%yscale$	
PUTSCALE	#4AE3Ch
Sets user-unit distance across 10 pixels (does not change center of PICT)	
$\%xscale \%yscale \rightarrow$	

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	
$\rightarrow C\%PMIN C\%PMAX$	
GETXMIN	#4B10Ch
Returns the current Xmin coordinate	
$\rightarrow \%Xmin$	
GETXMAX	#4B139h
Returns the current Xmax coordinate	
$\rightarrow \%Xmax$	
GETYMIN	#4B120h
Returns the current Ymin coordinate	
$\rightarrow \%Ymin$	
GETYMAX	#4B14Dh
Returns the current Ymax coordinate	
$\rightarrow \%Ymax$	
PUTXMIN	#4B166h
Stores a new Xmin coordinate	
$\%Xmin \rightarrow$	
PUTXMAX	#4B1ACh
Stores a new Xmax coordinate	
$\%Xmax \rightarrow$	
PUTYMIN	#4B189h
Stores a new Ymin coordinate	
$\%Ymin \rightarrow$	

PUTYMAX Stores a new Ymax coordinate %Ymax →	#4B1CFh
--	---------

## 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

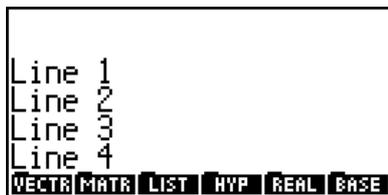
The following objects display text in the stack grob using the medium font. Each row is truncated to 22 characters or blank filled. The object Disp5x7 breaks lines at carriage-returns. Each object displays text beginning at the left edge of ABUFF, *except* for DISPROW1\* and DISPROW2\*, which display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





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

The following objects create a grob representation of an object.

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

### 6.5.2 Finding Grob Dimensions

The following objects return the dimensions of a grob.

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

### 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 110).

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 XOR, and so does the same range checking. The object XYGROBDISP places a grob in the current display grob (HARDBUFF).

#### WARNING

Some of these objects *do not* 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	
$\text{flag } \text{grob}_{\text{target}} \text{grob}_{\text{source}} \#x \#y \rightarrow \text{grob}_{\text{target}}$	
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 $\text{grob}_{\text{new}}$ 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 110).

### 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) $\#x_1 \#y_1 \#x_2 \#y_2 \rightarrow$	#50AEA h
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) $\#x \#y \rightarrow$ FLAG	#13992h
PIXON?3 Tests a pixel in the graphics display (GBUFF) $\#x \#y \rightarrow$ 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:

<b>MakeStdLabel</b> Creates a standard label \$ → grob	#3A328h
<b>MakeDirLabel</b> Creates a directory label \$ → grob	#3A3ECh
<b>MakeBoxLabel</b> Creates a label with a “mode box” at the right side \$ → grob	#3A38Ah
<b>MakeInvLabel</b> Creates an outline box label \$ → grob	#3A44Eh
<b>Box/StdLabel</b> 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	#3EC99h
<b>Std/BoxLabel</b> Creates a standard menu label if FLAG is TRUE, otherwise creates a label with a “mode box” at the right side \$ FLAG → grob	#3ED0Ch

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

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

## 6.8 Built-in Grobs

The following objects are built-in:

<b>SmallCursor</b> 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 )

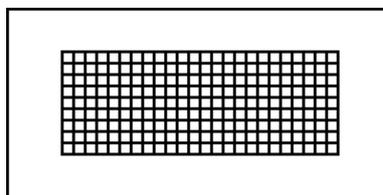
  ClrDA1IsStat                   Suspend the ticking clock display
  RECLAIMDISP                    Assert, clear, and resize ABUFF
  TURNMENUOFF                    Turn off the menu display

                                  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 #lfcoll )
  DUP 5ROLL #+-1                 ( #size+1 #toprow #botrow #lfcoll #rtcol )

                                  Draw the vertical lines:
  DUP#1+ 3PICK DO                ( #size+1 #toprow #botrow #lfcoll #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 #lfcoll #rtcol )
    OVER INDEX@                  ( ... #lfcoll #row )
    3PICK OVER                   ( ... #lfcoll #row #rtcol #row )
    LINEON                       ( ... )
    5PICK                        ( ... #size+1 )
+LOOP                            ( #size+1 #toprow #botrow #lfcoll #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](http://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  
( → )

```

::
  OLASTOWDOB! CKONOLASTWD           Clear saved command name, require no arguments
  ClrDA1IsStat RECLAIMDISP         Suspend clock display, assert, clear, and resize ABUFF
                                     Build the "launchpad":
  HARDBUFF2                         Pointer to menu grob
  ZEROZERO 131 EIGHT GROB!ZERO     Clear menu grob
  INVGROB                           Invert menu grob
  ZERO ONE 131 EIGHT GROB!ZERODRP  Clear bottom seven rows of menu grob
  ABUFF 55 HEIGHTENGROB            Add 55 rows to the stack display
ASSEMBLE                             Rocket grob
  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!                 Place rocket in display
  ELEVEN ZERO DO                    Draw the countdown to launch:
  TEN INDEX@ #- UNCOERCE            Real number counts down from 10 to 0
  EDITDECOMP$ $>grob               Convert number to string, then string to grob
  HARDBUFF2                         Pointer to menu grob
  INDEX@                             Get the loop index again
  DUP#0=ITE                          If it's zero ...
  ELEVEN                             ... use 11 for the count x-coordinate base
  :: FIFTEEN VERYSLOW ;             ... otherwise use 15 and delay between numbers
  SWAP TEN ** #+                    Calculate x-coordinate for number
  TWO                                Use 2 for y-coordinate
  GROB!                              Put number into menu grob
LOOP
  56 ONE DO                          Now launch the rocket:
  WINDOWDOWN                        Move the window down one row
  %RAN % .5 %> ?SKIP                There's a 50% chance ...
  :: 67 55 INDEX@ #+ PIXON ;        ... of generating exhaust smoke
  SLOW                              Delay a bit between rows
LOOP
RECLAIMDISP                          Resize and clear ABUFF when done
;

```

# 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.

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

#### Notes:

- The keycodes returned by CHECKKEY and GETTOUCH do not map directly to key numbers 1 through 49. See *Keycodes* on page 125 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.

ATTNFLAGCLR	#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
  ATTNFLAGCLR                   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 ATTNFLAGCLR       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 ATTNFLAGCLR 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
    %1+                         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  
( → )

```

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

```

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

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

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

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 %+ DUP EDITDECOMP\$	
DISPROW4 1PUTLAM ;	<i>Action for [+ ] key</i>
' :: 1GETLAM %- 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 133.
#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	#3E35Fh
The skip-right key	
→	{ key specification }
<DelKey	#3E3E1h
The delete-left key	
→	{ key specification }
>DelKey	#3E4CAh
The delete-right key	
→	{ key specification }
TogInsertKey	#3E586h
The insert/replace mode key	
→	{ key specification }
IStackKey	#3E5CDh
The interactive stack key	
→	{ key specification }

To specify a blank key, use NullMenuKey:

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

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 )
```

```

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

```

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 )

```

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

```



# 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 →	

- ① **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.
- ② **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 140 below.
- ③ **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.
- ④ **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 144. 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.
- ⑥ **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.

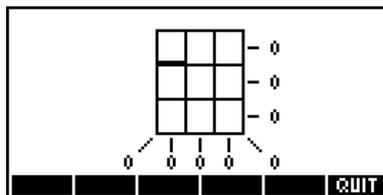
**Example:** The program POLL displays a number, then enables the [+] and [-] keys to increment and decrement this number. The [OFF] key is enabled, and the softkey !QUIT! is used to provide the exit signal. In the listing below, the nine ParOuterLoop parameters are highlighted with the numbers ① through 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   ClrDA1IsStat RECLAIMDISP   FALSE   % 1   ' LAM Running   ' LAM Value   TWO DOBIND   ⑨ ' ::     DA3OK? ?SKIP :: DispMenu.1 SetDA3Valid ;     LAM Value EDITDECOMP\$ DISPROW4   ;   ⑧ ' ::     kpNoShift #=casedrop     ::       DUP#&lt;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     ::       kcRightShift #=casedrpfls       kcOn #=casedrpfls       DROP 'DoBadKeyT     ;     2DROP 'DoBadKeyT   ;   ⑦ TRUE           </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>  <i>Enable right shift key</i> <i>Enable [OFF]</i> <i>Reject all other keys</i>  <i>Reject all other planes</i>  <i>Enable softkeys</i>           </pre>
--	---

<pre> ⑥ TRUE ⑤ {     NullMenuKey     NullMenuKey     NullMenuKey     NullMenuKey     NullMenuKey     {         "QUIT"         :: TakeOver TRUE ' LAM Running STO ;     } } ④ ONE ③ FALSE ② ' LAM Running ① ' ERRJMP ParOuterLoop ABND ClrDAsOK ; </pre>	<p><i>Reject user key definitions</i></p> <p><i>Softkey menu:</i></p> <p><i>Blank menu key 1</i></p> <p><i>Blank menu key 2</i></p> <p><i>Blank menu key 3</i></p> <p><i>Blank menu key 4</i></p> <p><i>Blank menu key 5</i></p> <p><i>!QUIT! key (6):</i></p> <p><i>Label text</i></p> <p><i>Key action</i></p> <p><i>Display 1st menu row</i></p> <p><i>Don't allow HALT or PROMPT</i></p> <p><i>Exit object</i></p> <p><i>Error handler</i></p> <p><i>Run the POL</i></p> <p><i>Discard temporary environment</i></p> <p><i>Signal to redraw the display</i></p>
---	--

**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 ⑥ 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           THIRTYSEX
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
  ;
  LAM ShowDigit EVAL
  PUTLIST
  ' LAM Data STO
;
```

*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*

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

```
' :: ( 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
;
```

*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*

```
' :: ( PutSum ) ( #x #y Pos1 Pos2 Pos3 → #sum )
  LAM Data DUPDUP
```

*Subroutine to calc and display sum  
Get three copies of the cache*

```

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
;

```

```

⑩ ' ::
LAM Highlight EVAL
kpNoShift #=casedrop
::
  DUP#<7 casedrpls ( 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 ;

```

*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*

*Hardkey Handler*  
*Turn off the underscore*  
*Primary key plane*



```
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
;
```

*Enable wrap to next row*

```

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
;
```

[0]  
[1]  
[2]  
[3]  
[4]  
[5]  
[6]  
[7]  
[8]  
[9]

[ON] ends the program



*Reject other non-shifted keys*

```
kpRightShift #=casedrop
```

*Right-shift key plane*

```

::
  kcRightShift #=casedrpfls
  kcOn #=casedrpfls
  DROP 'DoBadKeyT
;
```

Enable

Enable [OFF]

*Reject other right-shifted keys*

```

;
2DROP 'DoBadKeyT
;
```

*Reject other planes*

⑦ ⑥ TrueTrue

*Key control flags*

```

⑤ {
  NullMenuKey
  NullMenuKey
  NullMenuKey
  NullMenuKey
  NullMenuKey
  {
    "QUIT"
    :: TakeOver TRUE ' LAM Running STO ;
  }
}
```

*Softkey menu*

```

④ ③ ONEFALSE
② ' LAM Running
① ' ERR.JMP
ParOuterLoop
ABND
```

*1st row, no suspend*

*Exit condition*

*Error handler*

*Run the ParOuterLoop*

*Abandon temp environment*

```
ClrDAsOK
;
```

*Signal to redraw the display*

## 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:

```
::
  DA3OK? ?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 `ClrDA3OK` 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 144 below.

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

```
::
  DA3OK? ?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	2	3	4	5	6
kcMenuKey	kcMenuKey2	kcMenuKey3	kcMenuKey4	kcMenuKey5	kcMenuKey6
7	8	9	10	11	12
kcMathMenu	kcPrgmMenu	kcCustomMenu	kcVarsMenu	kcUpArrow	kcNextRow
13	14	15	16	17	18
kcTick	kcSto	kcEval	kcLeftArrow	kcDownArrow	kcRightArrow
19	20	21	22	23	24
kcSin	kcCos	kcTan	kcSqrt	kcPower	kcInverse
25	26	27	28	29	
kcEnter	kcNegate	kcEnterExp	kcDelete	kcBackspace	
30	31	32	33	34	
kcAlpha	kc7	kc8	kc9	kcDivide	
35	36	37	38	39	
kcLeftShift	kc4	kc5	kc6	kcTimes	
40	41	42	43	44	
kcRightShift	kc1	kc2	kc3	kc4	
45	46	47	48	49	
kcOn	kc0	kcPeriod	kcSpace	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<sub>TRUE</sub>, and skips the remainder of the secondary, otherwise drops #y, skips object<sub>TRUE</sub>, and executes the remainder of the secondary       #x #y   →                                     (#x = #y)       #x #y   →   #x                               (#x ≠ #y) :: ... #=casedrop object<sub>TRUE</sub> ... ; </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 143. Once the plane has been identified, each secondary that processes keycodes now has the following stack diagram:

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

**Enabling Specific Standard Keys.** Every keystroke, *including* modifier keys, must be handled by the hard-key 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:

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

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

**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> Defines a blank menu key	<code>#3EC71h</code>
→ { <i>menu definition</i> }	

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

```

### 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	<i>Key flags</i>
{		<i>Softkey menu</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" D\$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 155) 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:

```

::
  OLASTOWDOB! CKONOLASTWD           Clear protection word, no arguments
  RECLAIMDISP ClrDA1IsStat          Claim the display
  POLSaveUI                          Save the user interface
  ERRSET                              Increment the protection word
  ::                                  Process keys
    ONE
    TRUE
    ' LAM InterfaceIndex             Variable to store the interface index
    ' LAM AppRunning                 Master "running" variable
    TWO DOBIND
    BEGIN
      LAM AppRunning
    WHILE
      {                               List of interface parameters
        { POL parameters for interface 1 }
        { POL parameters for interface 2 }
        { POL parameters for interface 3 }
      }
      LAM InterfaceIndex             Recall index
      NTHCOMPDROP                    Extract interface
      INCOMPDROP                      Put parameters on the stack
      POLSetUI                         Set the user interface
      POLKeyUI                          Run the user interface
    REPEAT
  ;
  ERRTRAP POLResUI&Err              Master error trap
  POLRestoreUI                       Restore the user interface
;

```

This application uses an index stored in the local variable InterfaceIndex to decide which interface to run as long as the flag stored in AppRunning is TRUE. In the structure, the key handlers are responsible for storing a new index value into InterfaceIndex when signaling a switch to another interface, and storing FALSE into AppRunning when the entire application should terminate.

### 8.10 Menu Utilities

The utilities InitMenu and InitMenu% are useful for applying a new menu definition to the current environment. In combination with objects like DispMenu and DispMenu.1, you can initialize and display a menu. See also *Menu Area Control* on page 104.

DispMenu Displays the current menu and freezes the menu display line →	#3A1E8h
DispMenu.1 Displays the current menu →	#3A1FCh
InitMenu Establishes a menu { menu definition } →	#40F86h
InitMenu% Displays a built-in menu based on a menu number % →	#41679h

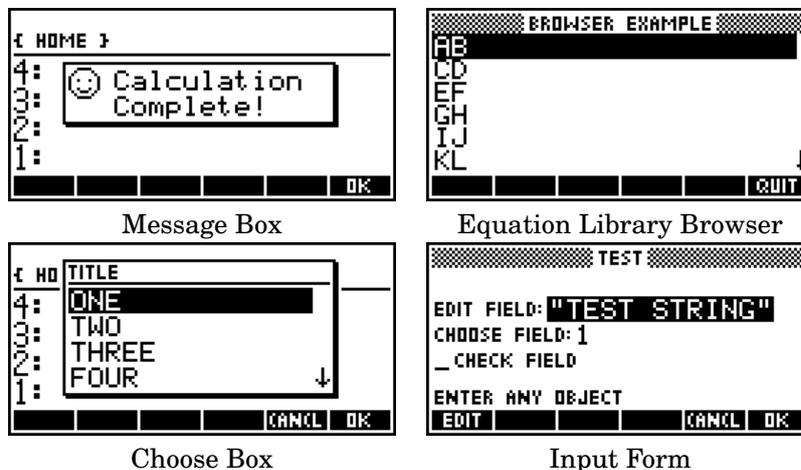
HP 48G/GX Menu Numbers					
#	Menu Name	#	Menu Name	#	Menu Name
0	LAST Menu	40	PRG OUT	80	☒ SOLVE TVM SOLVR
1	CST	41	PRG RUN	81	☒ PLOT
2	VAR	42	☒ UNITS	82	☒ PLOT PTYPE
3	MTH	43	☒ UNITS LENG	83	☒ PLOT PPAR
4	MTH VECTR	44	☒ UNITS AREA	84	☒ PLOT 3D
5	MTH MATR	45	☒ UNITS VOL	85	☒ PLOT 3D PTYPE
6	MTH MATR 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 ∑PAR
10	MTH MATR ROW	50	☒ UNITS ENRG	90	☒ PLOT STAT ∑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 ∑PAR
19	MTH FFT	59	☒ UNITS	99	☒ STAT ∑PAR MODL
20	MTH CMPL	60	PRG ERROR IFERR	100	☒ STAT 1VAR
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		

<b>HP 48S/SX Menu Numbers</b>			
<b>#</b>	<b>Menu Name</b>	<b>#</b>	<b>Menu Name</b>
0	LAST Menu	30	SOLVE SOLVR
1	CST	31	<input type="checkbox"/> PLOT
2	VAR	32	PLOT PTYPE
3	MTH	33	PLOT PLOTR
4	MTH PARTS	34	<input type="checkbox"/> ALGEBRA
5	MTH PROB	35	<input type="checkbox"/> 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	<input type="checkbox"/> STAT
11	PRG STK	41	STAT MODL
12	PRG OBJ	42	<input type="checkbox"/> 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	<input type="checkbox"/> MODES	50	UNITS ENRG
21	<input type="checkbox"/> MODES	51	UNITS POWR
22	<input type="checkbox"/> MEMORY	52	UNITS PRESS
23	<input type="checkbox"/> MEMORY	53	UNITS TEMP
24	<input type="checkbox"/> 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	<input type="checkbox"/> EDIT	58	UNITS VISC
29	<input type="checkbox"/> SOLVE	59	<input type="checkbox"/> 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:

DoMsgBox	#000B1h	G/GX XLIB 177 0
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:

grobAlertIcon	#850B0h	G/GX XLIB 176 133
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:

MsgBoxMenu	#020B1h	G/GX XLIB 177 2
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.

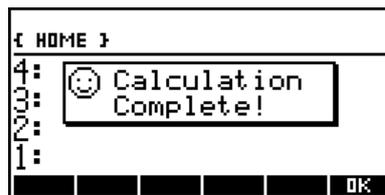
### 9.1.2 Message Box Example

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:

<b>BRDispItems</b> Displays the items for each row and the more-data arrows	#450E0h →	G/GX XLIB 224 69
<b>BRGetItem</b> Gets the item for the specified index	#530E0h #index → \$	G/GX XLIB 224 83
<b>BRinverse</b> Inverts the highlight	#490E0h →	G/GX XLIB 224 73
<b>BRoutput</b> Recall the index of the highlighted data item and the index of the first row	#120E0h → #first_row #focus_pos	G/GX XLIB 224 18
<b>BRRclC1</b> Recall the data list	#180E0h → { data }	G/GX XLIB 224 24
<b>BRRclCurRow</b> Recall the index of the highlighted data item	#170E0h → #focus_pos	G/GX XLIB 224 23
<b>BRStoC1</b> Store the data list (must be the same length as previous list)	#030E0h { data } →	G/GX XLIB 224 24
<b>BRViewItem</b> Display the highlighted item using the full display, wait for a keystroke. Respects linefeed breaks if present. Redraws browser display after keystroke.	#520E0h →	G/GX XLIB 224 82

### 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"	<i>Clear saved command name, no arguments</i>
ClrDA1IsStat RECLAIMDISP	<i>Claim the display</i>
POLSaveUI	<i>Save the current user interface</i>
ERRSET	<i>Increment the protection word</i>
::	
{	<i>Menu for the browser</i>
NullMenuKey	
{	
"QUIT"	<i>Softkey label</i>
:: TakeOver "QUIT" BRdone ;	<i>Return "QUIT", signal to terminate the browser</i>
}	
}	
"BROWSER EXAMPLE"	<i>Browser title</i>
{	<i>Hardkey list:</i>
::	<i>[ENTER]</i>
BRRc1C1 BRRc1CurRow NTHCOMPDROP	<i>Returns the highlighted data item</i>
"ENTER"	<i>Returns the string "ENTER"</i>
BRdone	<i>Signal to terminate the browser</i>
;	
::	<i>[ON]</i>
"ON"	<i>Return the string "ON"</i>
BRdone	<i>Signal to terminate the browser</i>
;	
}	
ONE ONE	<i>First displayed row and highlighted row</i>
{ "AB" "CD" "EF" "GH" "IJ" "KL" "MN" "OP" }	<i>Data list</i>
' ::	<i>Data secondary</i>
ZERO #=casedrop LENCOMP	<i>Return length of data list if index is 0</i>
NTHCOMPDROP	<i>Otherwise return the item</i>
;	
NULL{}	<i>No speed list</i>
BRbrowse	<i>Display the browser</i>
;	
ERRTRAP POLResUI&Err	<i>If error occurs, restore old interface and error</i>
POLRestoreUI	<i>Restore the old interface</i>
ClrDAsOK	<i>Signal to redraw the display</i>
;	



## 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		
Full Screen		

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		<i>Single-pick input accepted</i>
Msg-handler TitleOb DecompOb { choices } #FocusPos → { ob <sub>1</sub> ... ob <sub>n</sub> } TRUE		<i>Multi-pick input accepted</i>
Msg-handler TitleOb DecompOb { choices } #FocusPos → FALSE		<i>Cancelled or view-only</i>

**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	Input arguments	→	Objects returned by the handler	Decimal message number
Choose Box Size		→	TRUE <i>Full screen choose box</i>	60
		→	FALSE <i>Partial screen choose box</i>	
Pick Type		→	TRUE <i>Multi-pick</i>	61
		→	FALSE <i>Single-pick</i>	
Item Count		→	#number_of_items_in_list	62
Title Grob		→	grob	69
Title String		→	\$title	70
Item String	#item_index	→	\$item_string	80
Item Grob	#item_index	→	grob	81
<i>Note: Item grob may need to have standard choose item width (91 or 131)</i>				
Choose Box Menu		→	{ menu }	83
Pick Event		→		86
CANCL   Key Event		→	FALSE <i>Cancel not allowed</i>	91
		→	TRUE <i>Cancel allowed</i>	
OK   Key Event		→	FALSE <i>OK not allowed</i>	96
		→	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 167.

### 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

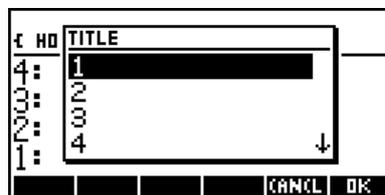
The binary integer specification uses specific bits to encode the decompile procedure. These bits control the decompile format, which part of a composite choice to decompile, and whether only the first character should be returned.

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
  ' DROPPFALSE         Message handler
  "Title"              Title string
  THIRTYSEX            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
;
```

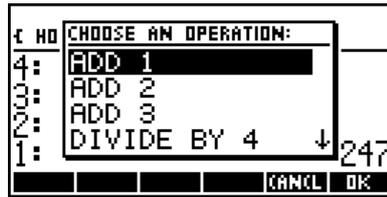


**Note:** You may also include the file GUI.H to enable the use of predefined decompile objects. For more about this file, see *Input Form DEFINEs for RPLCOMP* on page 172 later in this chapter.

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:		
	→	menu_object
ChooseMenu1	#060B3h	G/GX XLIB 179 6
Choose menu for single-pick choose boxes:		
	→	menu_object
ChooseMenu2	#070B3h	G/GX XLIB 179 7
Choose menu for multi-pick choose boxes:		
	→	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.

<code>NoExitAction</code>	#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:

<code>grobCheckKey</code> Check label grob	#860B0h	G/GX XLIB 176 134
→ grob		
<code>DoCKeyCheck</code> Check or uncheck the current item in a multi-pick choose box	#2A0B3h	G/GX XLIB 179 42
→		
<code>DoCKeyChAll</code> Check all items in a multi-pick choose box (typically left-shifted)	#2B0B3h	G/GX XLIB 179 43
→		
<code>DoCKeyUnChAll</code> Uncheck all items in a multi-pick choose box (typically right-shifted)	#2C0B3h	G/GX XLIB 179 44
→		
<code>DoCKeyCancel</code> Cancel the choose box	#2D0B3h	G/GX XLIB 179 45
→ FALSE		
<code>DoCKeyOK</code> Accept the choices	#2E0B3h	G/GX XLIB 179 46
→ 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
  ::
    DUPLCOMP 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
              19GETLAM 18GETLAM                         Set up InputLine parameters: this is the
              NTHCOMPDROP                               prompt
              ZERO ONE ONE ONE                          Get the choose box data list and current item #
              Extract the highlighted item
              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
    ;
    TRUE                                             Signal that message 83 has been handled
    ;
    TRUE                                             End of handler for message 83
    BINT_96d #=casedrop                                96: Choose box ends
    :: 19GETLAM TRUE TRUE ;                          Recall data list, signal end OK, signal msg
    handled
    DROP FALSE                                        Ignore other messages
    ;
    "EDIT STRINGS" ONE                               End of message handler
    Choose box title, decompile specification

```

4ROLL ONE	<i>Move data list into place, specify ONE for initial focus</i>
Choose	<i>Display the choose box</i>
COERCEFLAG	<i>Exit, converting choose box flag to %0 or %1</i>
;	
;	

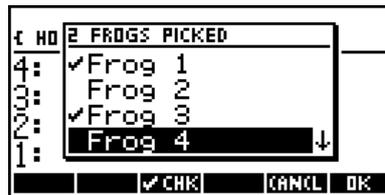
### 9.3.6 Choose Event Procedures

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.



```
CHS6 348.5 Bytes Checksum #AE5Ch
( → %0 )
( → { choices } %1 )
```

*User pressed [CANCEL] or [ON]*  
*User pressed [ENTER] or [OK]*

EXTERNAL Choose	
EXTERNAL grobCheckKey	
EXTERNAL LEDispPrompt	
EXTERNAL DoCKeyCheck	
EXTERNAL DoCKeyChAll	
EXTERNAL DoCKeyUnChAll	
EXTERNAL DoCKeyCancel	
EXTERNAL DoCKeyOK	
::	
AtUserStack	<i>Clear saved command name, no arguments</i>
' ::	<i>Message handler</i>
SIXTYONE #=casedrop TrueTrue	<i>Specify multi-pick choose box</i>
SIXTYTWO #=casedrop :: NINE TRUE ;	<i>Specify nine choices</i>
SEVENTY #=casedrop	<i>Create the prompt string:</i>
::	
15GETLAM LENCOMP	<i>Get the length of the list of picked indices</i>
::	
ZERO #=casedrop "NO FROGS"	<i>No choices picked</i>
ONE #=casedrop "1 FROG"	<i>One choice picked</i>
UNCOERCE EDITDECOMP\$ " FROGS" &\$	<i>More than one choice picked</i>
;	
" PICKED" &\$	<i>Append remainder of prompt string</i>
TRUE	<i>Signal event handled</i>

```

;
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
;
83 #=casedrop                                Specify the choose box menu
::
' ::
    NoExitAction
    {
        NullMenuKey
        NullMenuKey
        {
            :: TakeOver grobCheckKey ;        Check key label
            {
                :: TakeOver DoCKeyCheck LEDispPrompt ; Primary check key action
                :: TakeOver DoCKeyChAll LEDispPrompt ; Left-shift key action
                :: TakeOver DoCKeyUnChAll LEDispPrompt ; Right-shift key action
            }
        }
        NullMenuKey
        { "(AN(L" DoCKeyCancel }             Cancel key
        { "OK" DoCKeyOK }                   OK key
    }
;
TRUE                                         Signal menu event handled
;
DROP FALSE                                  Signal other messages not handled
;
" "                                         Default title string (will be replaced by msg 70)
ONE                                         Decompile object (not used in this example)
NULL{}                                     Null data list
ONE                                         Initial focus position
Choose                                     Display the choose box
COERCEFLAG                                 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.

<b>Label</b>	A label is just text, and is not associated with a field except by juxtaposition.
<b>Help Line</b>	A prompt associated with a field.
<b>Highlight / Focus</b>	The currently active field is shown in inverse video, and is said to have the <i>focus</i> of the input form engine.
<b>Edit Field</b>	A field that permits character editing, like the EQ field in the PLOT input form.
<b>Choose Field</b>	A field that permits selection from a fixed set of choices, like the TYPE field in the PLOT input form.
<b>Check Field</b>	A field that has two states: <i>checked</i> and <i>unchecked</i> , 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 <sub>1</sub> ... ob <sub>m</sub> TRUE	<i>Input accepted with OK</i>
input form parameters → FALSE	<i>Cancelled</i>

<b>Label_Specifier1 ... Label_SpecifierN</b>	Specifiers for $N$ labels. Label specifiers consist of three arguments, described in detail below.
<b>Field_Specifier1 ... Field_SpecifierM</b>	Specifiers for $M$ fields. Field specifiers consist of thirteen arguments, described in detail below.
<b>#LabelCount</b>	A binary integer $N$ specifying the number of label specifiers.
<b>#FieldCount</b>	A binary integer $M$ specifying the number of field specifiers.
<b>Input Form Message Handler</b>	A secondary that handles form-specific events.
<b>Title</b>	A string to be displayed in the title bar.

<p><b>Caution:</b> 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.</p>
--

### 9.4.2 Label Specifiers

Input form labels are displayed using the small font. Each label is specified with three parameters:

<b>Label_String</b>	A string object for the text.
<b>#X_Position</b>	A bint specifying the pixel column for the upper-left corner of the text.
<b>#Y_Position</b>	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:

<b>Field_Message_Handler</b>	A message handler, usually specified as 'DROPFALSE.
<b>#X_Position</b>	A bint specifying the pixel column for the upper-left corner of the field.
<b>#Y_Position</b>	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 162 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 162 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       Clear saved command name, no arguments
"EDIT FIELD:" ONE NINETEEN   Label 1 text and coordinates
"CHOOSE FIELD:" ONE TWENTYEIGHT Label 2 text and coordinates
"CHECK FIELD" EIGHT THIRTYSEVEN Label 3 text and coordinates

'DROPFALSE       Field 1 message handler
FORTY SEVENTEEN  Field 1 coordinates
79              Field 1 width
NINE            Field 1 height
ONE            Field 1 type — edit field
MINUSONE       Field 1 object types allowed
TWO           Field 1 decompile format user's settings
"ENTER ANY OBJECT" Field 1 help text
MINUSONE       Optional data not used
MINUSONE       Optional data not used
NULL$ NULL$    Field 1 initial and reset values

'DROPFALSE       Field 2 message handler
FORTYNINE TWENTYSIX Field 2 coordinates
FORTYNINE       Field 2 width
NINE            Field 2 height
TWELVE         Field 2 type — choose list
FOUR           Field 2 object types allowed
TWO           Field 2 decompile format user's settings
"CHOOSE A NUMBER" Field 2 help text
{ %1 %2 %3 )   Field 2 choice list
TWO           Choose box decompile format
%1 %1         Field 2 initial and reset values

'DROPFALSE       Field 3 message handler
ONE THIRTYFIVE  Field 3 coordinates
SIX            Field 3 width
NINE            Field 3 height
THIRTYTWO      Field 3 type — check box
MINUSONE       Object types not applicable
MINUSONE       Decompile format not applicable
"CHECK OR UNCHECK" Field 3 help text
MINUSONE       Optional data not used
MINUSONE       Optional data not used
FALSE FALSE    Field 3 initial and reset values

THREE          Number of labels
THREE          Number of fields
'DROPFALSE     input form message handler
"TEST"        input form title
DoInputForm    Display the input form
case :: ITE %1 %0 %1 ; If OK, convert check result and return %1
%0            If cancelled, return %0
;

```



### 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 )           Cancelled
( → ob % % %1 )   Accepted
INCLUDE GUI.H      Include the DEFINEs from file GUI.H
::
  AtUserStack      Clear saved command name, no arguments
  "EDIT FIELD:" COL1 LROW2   Label 1 text and coordinates
  "CHOOSE FIELD:" COL1 LROW3  Label 2 text and coordinates
  "CHECK FIELD" COL1+C LROW4  Label 3 text and coordinates

  'DROPPFALSE      Field 1 message handler
  COL9 FROW2 FWIDTH12 FHEIGHT Field 1 coordinates and dimensions
  FTYPE_TEXT       Field 1 type: edit field
  OBTYP_ANY        Field 1 object types allowed
  FMT_STD          Field 1 decompile format STD
  "ENTER ANY OBJECT" Field 1 help text
  OPTDATA_NULL     Optional data not used
  OPTDATA_NULL     Optional data not used
  NOVAL NOVAL      Field 1 initial and reset values

  'DROPPFALSE      Field 2 message handler
  COL9 FROW3 FWIDTH8 FHEIGHT  Field 2 coordinates and dimensions
  FTYPE_CHOOSE     Field 2 type: choose list
  OBTYP_NA         Field 2 object types allowed
  FMT_STD          Field 2 decompile format STD
  "CHOOSE A NUMBER" Field 2 help text
  { %1 %2 %3 }     Field 2 choice list
  FMT_STD          Choose box decompile format
  %1 %1           Field 2 initial and reset values

  'DROPPFALSE      Field 3 message handler
  COL1 FROW4 FWIDTH_C FHEIGHT  Field 3 coordinates and dimensions
  FTYPE_CHECK      Field 3 type: check box
  OBTYP_NA         Object types not applicable
  FMT_NA           Decompile format not applicable
  "CHECK OR UNCHECK" Field 3 help text
  OPTDATA_NULL     Optional data not used
  OPTDATA_NULL     Optional data not used
  FALSE FALSE     Field 3 initial and reset values

  THREE THREE     Number of labels and fields
  'DROPPFALSE     Input form message handler
  "TEST"          Input form title
  DoInputForm     Display the input form
  case :: ITE %1 %0 %1 ; If OK, convert check result and return %1
  %0             If cancelled, return %0
;

```

### 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	<code>OBTYPE_REAL</code>	ZERO
Complex	<code>OBTYPE_CMP</code>	ONE
String	<code>OBTYPE_STR</code>	TWO
Real array	<code>OBTYPE_RARRAY</code>	THREE
Complex array	<code>OBTYPE_CARRAY</code>	FOUR
List	<code>OBTYPE_LIST</code>	FIVE
Name (ID)	<code>OBTYPE_ID</code>	SIX
User program	<code>OBTYPE_USERPRGM</code>	EIGHT
Algebraic	<code>OBTYPE_SYMB</code>	NINE
User binary integer	<code>OBTYPE_HXS</code>	TEN
Unit	<code>OBTYPE_UNIT</code>	THIRTEEN

**Example:** To allow programs and algebraic objects use the list `{ OBTYPE_USERPRGM OBTYPE_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 `DEFINE`s 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 <code>STD</code> 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)

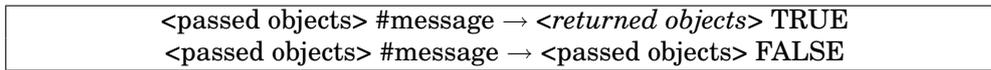
**Example:** The bint `THIRTYSEX` (`FMT_P2&STD` in `GUI.H`) specifies `STD` formatting for the second element in a list (useful for choose fields).

### 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 DROPFALSE 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 <sub>4</sub> Key <sub>5</sub> Key <sub>6</sub> }	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 → Field_Value	
GetFieldVals	#C80B0h	G/GX XLIB 176 200
Recall the values for all the fields	→ Field_Values	

**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	TYPES		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		
	→	FALSE
DoKeyOK	#5A0B0h	G/GX XLIB 176 90
Process an "OK" keystroke, terminating an input form		
	→	Field_Values TRUE

**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           MUST be a TakeOver secondary
      "Alert!"          Text for message box
      NINE FIFTEEN      Min and max character widths
      MINUSONE          No grab
      ' MsgBoxMenu      Message box menu
      DoMsgBox          Display the message box
      DROP              Discard the returned flag
    ;
  }
  { "(AN(L" :: TakeOver DoKeyCancel ; } Standard |CANCL| key
  { "OK" :: TakeOver DoKeyOK ; } Standard |OK| key
}
TRUE Flag needed by menu builder
TRUE 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 Not handled )  
( #16 → { Key1 Key2 Key3 } TRUE TRUE )
```

```
::  
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  
;
```

*Respond only to message 15*  
*Place NoExitAction on the stack*  
*Get the first three standard keys*  
*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*

*Concatenate the two lists*  
*Build the secondary*  
*Indicates message handled*

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)

```
INCLUDE GUI.H
```

*Include input form DEFINEs*

```
EXTERNAL DoKeyCancel
EXTERNAL DoKeyOK
EXTERNAL IFMenuRow1
EXTERNAL gFldVal
EXTERNAL GetFieldVals
EXTERNAL grobAlertIcon
EXTERNAL DoMsgBox
EXTERNAL MsgBoxMenu
```

*External declarations for objects that are referenced by rompointer*

```
::
  AtUserStack
```

*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
FTEXT
{ OBTYPREAL }
' ::
  DUP MINUSONE EQUAL casedrop NULL$
  EDITDECOMP$
;
"ENTER THE NUMBER OF ITERATES"
OPTDATA_NULL OPTDATA_NULL
NOVAL NOVAL

'DROPFALSE
COL2 FROW2 FWIDTH8 FHEIGHT
FTEXT
{ OBTYPREAL }
FMT_STD
"'A' CONTROLS THE CAOTIC BEHAVIOR"
OPTDATA_NULL OPTDATA_NULL
NOVAL NOVAL

'DROPFALSE
COL13 FROW2 FWIDTH8 FHEIGHT
FTEXT
{ OBTYPREAL }
FMT_STD
"'B' CONTROLS THE SPIRAL"
OPTDATA_NULL OPTDATA_NULL
NOVAL NOVAL
```

*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*

'DROPFALSE	<i>Default message handler for X field</i>
COL2 FROW3 FWIDTH8 FHEIGHT	<i>Field dimensions</i>
FTYPE_TEXT	<i>Field type</i>
{ OBTYPREAL }	<i>Allow only real numbers</i>
FMT_STD	<i>Use STD display formatting</i>
"'X' IS THE STARTING POSITION X"	<i>Help text</i>
OPTDATA_NULL OPTDATA_NULL	<i>No choose box data for a text field</i>
NOVAL NOVAL	<i>No value for reset and initial values</i>
'DROPFALSE	<i>Default message handler for Y field</i>
COL13 FROW3 FWIDTH8 FHEIGHT	<i>Field dimensions</i>
FTYPE_TEXT	<i>Field type</i>
{ OBTYPREAL }	<i>Allow only real numbers</i>
FMT_STD	<i>Use STD display formatting</i>
"'Y' IS THE STARTING POSITION Y"	<i>Help text</i>
OPTDATA_NULL OPTDATA_NULL	<i>No choose box data for a text field</i>
NOVAL NOVAL	<i>No value for reset and initial values</i>
'DROPFALSE	<i>Default message handler for PMIN</i>
COL4.5 FROW4 FWIDTH7 FHEIGHT	<i>Field dimensions</i>
FTYPE_TEXT	<i>Field type</i>
{ OBTYPREAL }	<i>Allow only real numbers</i>
FMT_STD	<i>Use STD display formatting</i>
"LOWER LEFT DISPLAY COORDINATE"	<i>Help text</i>
OPTDATA_NULL OPTDATA_NULL	<i>No choose box data for a text field</i>
NOVAL NOVAL	<i>No value for reset and initial values</i>
'DROPFALSE	<i>Default message handler for PMAX</i>
COL15.5 FROW4 FWIDTH7 FHEIGHT	<i>Field dimensions</i>
FTYPE_TEXT	<i>Field type</i>
{ OBTYPREAL }	<i>Allow only real numbers</i>
FMT_STD	<i>Use STD display formatting</i>
"UPPER RIGHT DISPLAY COORDINATE"	<i>Help text</i>
OPTDATA_NULL OPTDATA_NULL	<i>No choose box data for a text field</i>
NOVAL NOVAL	<i>No value for reset and initial values</i>

*Now specify the remaining input form parameters*

SEVEN	<i>Seven labels</i>
SEVEN	<i>Seven fields</i>
' ::	<i>Message handler:</i>
FIFTEEN #=casedrop	<i>Message 15: input form menu</i>
::	
' NoExitAction	<i>Put NoExitAction on the stack</i>
IFMenuRow1	<i>List of first three standard keys</i>
{	<i>List of last three custom keys:</i>
{	
"SHOW"	<i>Label for SHOW key</i>
::	
TakeOver	<i>Must be a TakeOver secondary</i>
DOCLLCD	<i>Clear the display</i>
TURNMENUOFF	<i>Turn off the menu</i>
5GETLAM gFldVal	<i>Get the value for the current field</i>
DUP MINUSONE EQUAL	<i>Test to see if the field is undefined</i>
ITE	<i>If undefined,</i>
:: DROP "Undefined" ;	<i>display "Undefined"</i>
EDITDECOMP\$	<i>else decompile the value</i>
DISPROW4	<i>Display the string</i>
"Press any key to continue\1F"	
\$>grob	<i>Build the prompt grob</i>
HARDBUFF ZERO FIFTYSIX GROB!	<i>Display the prompt grob</i>
WaitForKey 2DROP	<i>Wait for a key, discard the location</i>

```

        TURNMENUON
    ;
}
{
    "(AN(L"
    :: TakeOver DoKeyCancel ;
}
{
    "DRAW"
    :: TakeOver DoKeyOK ;
}
}
&COMP
TWO ::N
TRUE
;
TWENTYNINE #<> case FALSE
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"

```

*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*  
*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 ;

```

*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*

```
' 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
```

*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.

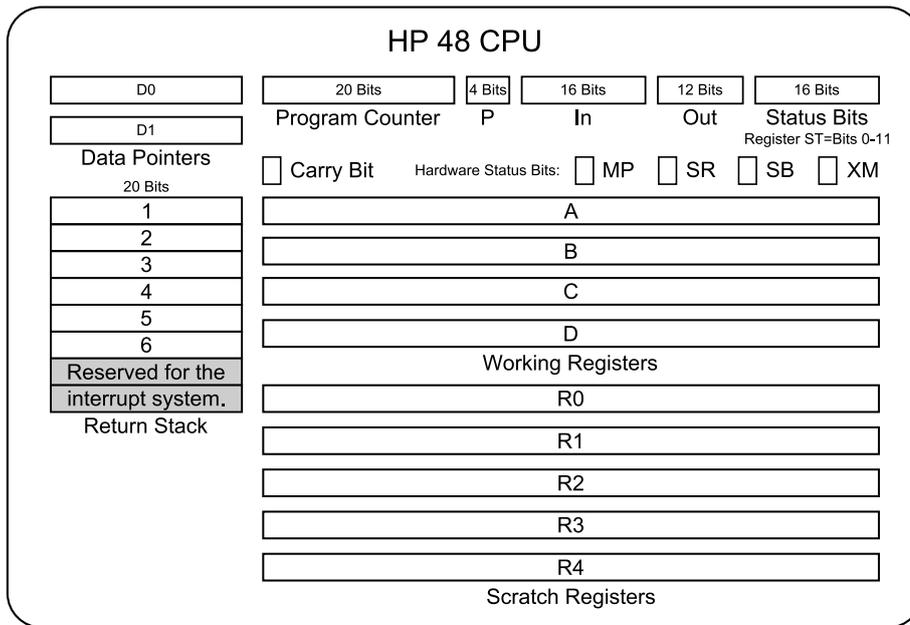
Hewlett-Packard has used the Saturn CPU since the early 1980s for the core of all calculators and the HP-71B handheld BASIC computer. Several variations of ICs using this CPU have evolved over the years, but the chip used in the HP 48 family represents the most mature implementation. The CPU is optimized 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.

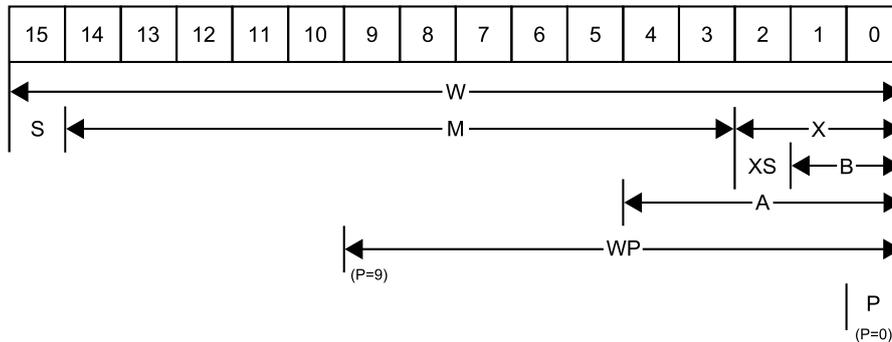
### 10.1 The Saturn CPU

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
$r\ ss\ EX$	Exchange A field in $r$ with $ss$	ADOEX
$r\ ss\ XS$	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
$ss=(2) \ nnnnn$	Load $ss$ with two nibbles from $nnnnn$	D0=(2) A3
$ss=(4) \ nnnnn$	Load $ss$ with four nibbles from $nnnnn$	D0=(4) FFC7
$ss=(5) \ nnnnn$	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
$r=DAT\ 0\ fs$	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
$r=DAT1\ fs$	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
$DAT0=r\ fs$	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
$DAT1=r\ fs$	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= <i>n</i>	Set P register to <i>n</i>	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 <i>n</i>	Exchange P register with nibble <i>n</i> in C	CPEX 15
P=C	Copy nibble <i>n</i> in C to P register	P=C 2
C=P	Copy P register to nibble <i>n</i> 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
<i>r=ss</i>	Copy <i>ss</i> into <i>r</i>	C=R4
<i>ss=r</i>	Copy <i>r</i> into <i>ss</i>	R0=A
<i>rssEX</i>	Exchange <i>r</i> and <i>ss</i>	AR1EX
<i>r=ss.F fs</i>	Copy <i>ss(fs)</i> to <i>r(fs)</i>	A=R0.F A
<i>ss=r.F fs</i>	Copy <i>r(fs)</i> to <i>ss(fs)</i>	R3=C.F M
<i>rssEX.F fs</i>	Exchange <i>r(fs)</i> with <i>ss(fs)</i>	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, 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
<i>rSRB</i>	Shift <i>r</i> right by one bit	ASRB
<i>rSRB.F fs</i>	Shift <i>fs</i> field in <i>r</i> right by one bit	CSRB.F A
<i>rSLC</i>	Shift <i>r</i> left by one nibble (circular)	BSLC
<i>rSRC</i>	Shift <i>r</i> right by one nibble (circular)	CSRC
<i>rSL fs</i>	Shift <i>fs</i> field in <i>r</i> left by one nibble	DSL M
<i>rSR fs</i>	Shift <i>fs</i> field in <i>r</i> 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), or (D, C)
- *fs* = A, P, WP, XS, X, S, M, B, or W

Instruction	Description	Examples
$r=r&s$ $fs$	$fs$ field in $r$ AND $fs$ field in $s$ into $fs$ field in $r$	A=A&C A
$r=r!s$ $fs$	$fs$ 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,

- $(r, s) = (A, B), (A, C), (B, A), (B, C), (C, A), (C, B), (C, D),$  or  $(D, C)$
- $fs = A, P, WP, XS, X, S, M, B,$  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,

- $(r, s) = (A, B), (B, C), (C, A),$  or  $(D, C)$
- $fs = A, P, WP, XS, X, S, M, B,$  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 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 GOYES DoEqual
GOC <i>label</i>	Short relative jump if carry set ( $-127 \leq \text{offset} \leq 128$ )	GOC Done
GONC <i>label</i>	Short relative jump if carry clear ( $-127 \leq \text{offset} \leq 128$ )	GONC NotDone
GOLONG <i>label</i>	Long relative jump ( $-32762 \leq \text{offset} \leq 32768$ )	GOLONG End
GOVLNG <i>=label</i>	Absolute jump	GOVLNG =PUSH#ALoop
GOSUB <i>label</i>	Short relative subroutine jump ( $-2044 \leq \text{offset} \leq 2051$ )	GOSUB parse
GOSUBL <i>label</i>	Long relative subroutine jump ( $-32762 \leq \text{offset} \leq 32773$ )	GOSUBL output
GOSBVL <i>=label</i>	Absolute subroutine jump	GOSBVL =POP#A
PC= <i>r</i>	Direct jump to address in <i>r</i> [A]	PC=A
<i>r</i> =PC	Copies the PC to <i>r</i> [A]	C=PC
<i>r</i> PCEX	Direct jump to <i>r</i> [A], saving PC in <i>r</i> [A]	APCEX
PC=( <i>r</i> )	Indirect jump: <i>r</i> [A] points to the address to jump to	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
?r=s fs	Is fs field in r equal to fs field of s?	?B=C A GOYES ItIs
?r#s fs	Is fs field in r not equal to fs field of s?	?C#D S GOYES CDSNotEqual
?r=0 fs	Is fs field in r equal to zero?	?B=0 P RTNYES
?r#0 fs	Is fs field in r not equal to zero?	?B#0 P RTNYES
?r>s fs	Is fs field in r greater than fs field of s?	?A>C A GOYES Bigger
?r<s fs	Is fs field in r less than fs field of s?	?A<C A GOYES Smaller
?r>=s fs	Is fs field in r greater than or equal to fs field of s?	?B>=C WP GOYES GThanE
?r<=s fs	Is fs field in r less than or equal to fs field of s?	?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
?rBIT=0 n	Is bit $n$ in $r$ equal to 0?	?ABIT=0 2 RTNYES
?rBIT=1 n	Is bit $n$ in $r$ 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= n	Is P register equal to $n$ ?	?P= 0 GOYES Done
?P# n	Is P register not equal to $n$ ?	?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 $n$	Is bit $n$ in ST equal to 0?	?ST=0 0 RTNYES
?ST=1 $n$	Is bit $n$ in ST equal to 1?	?ST=1 1 GOYES TryAgain
?ST#0 $n$	Is bit $n$ in ST not equal to 0?	?ST#0 6 GOYES TryOver
?ST#1 $n$	Is bit $n$ 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
$r$ BIT=0 $n$	Clear bit $n$ in $r$	ABIT=0 0
$r$ BIT=1 $n$	Set bit $n$ in $r$	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 $n$	Clear bit $n$ in ST	ST=0 0
ST=1 $n$	Set bit $n$ 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. An reliable way to do this is to call the entries AINRTN and CINRTN, illustrated in *Keyboard Scanning* on page 211.

**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    \ <i>ascii</i> \	Generate up to 40 ASCII characters. Each character has the nibbles reversed.	NIBASC   \ <i>Fred</i> \
NIBHEX <i>h ... 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

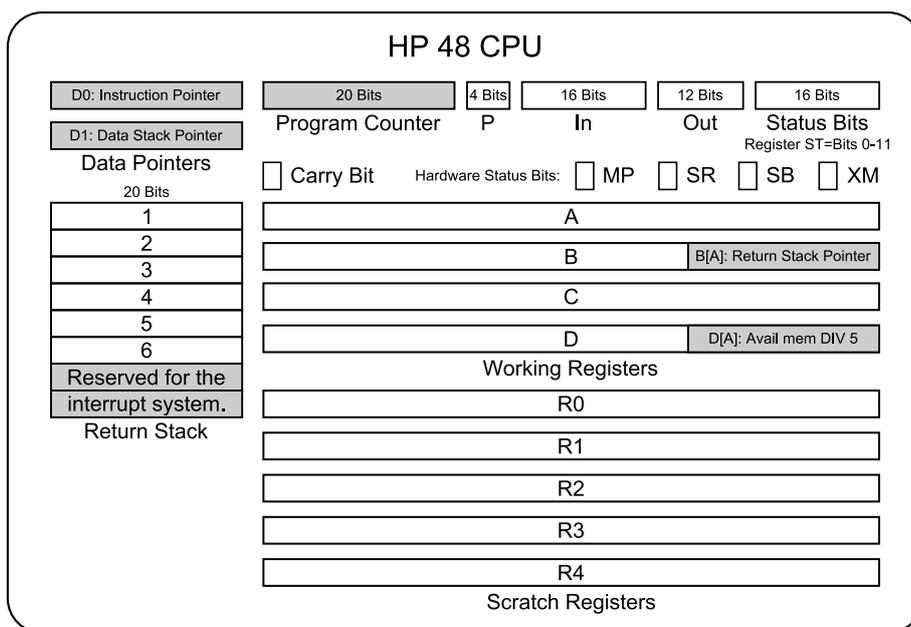
## Writing Your Own Code Objects

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  Read the pointer to the next RPL object to be executed
D0=D0+  5  Advance the instruction pointer
PC=(A)   Branch to the next instruction
```

The example programs SWP and DRP9 illustrate this technique.

- Resume execution via another object. This example returns to RPL via TRUE:

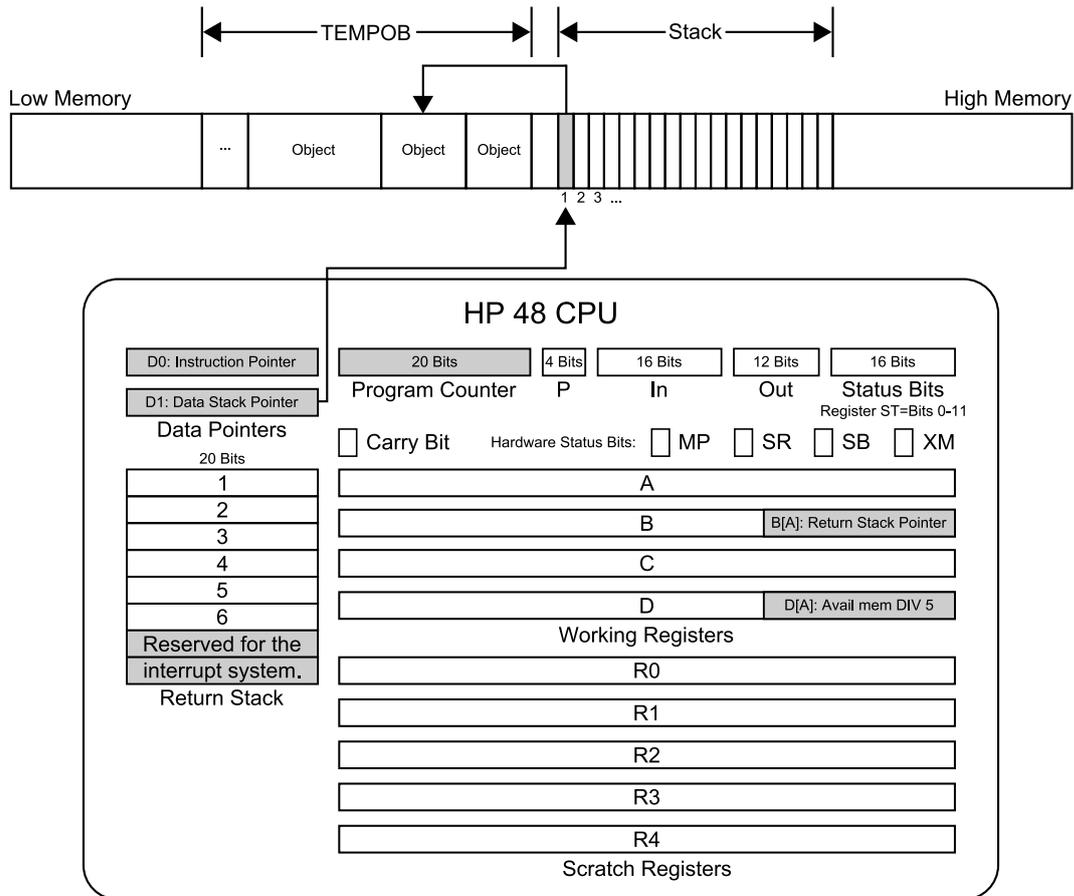
```
LC(5)  =TRUE  Load the address of the object to execute
A=C    A      Copy to A
PC=(A)   Branch to TRUE
```

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	/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>
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 (TEMPOB), 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 → )
```

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>
P=	16-9	<i>P will be used as a counter — we’ll count “up to 0”</i>
LoopTop		<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 RVRSO 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  
 ( ob<sub>1</sub> ... ob<sub>n</sub> N → ob<sub>n</sub> ... ob<sub>1</sub> N )

```

ASSEMBLE
      NIBASC /HPP48-A/           This is a download header for binary transfer to the
                                  HP 48

RPL
::
  OLASTOWDOB! CKNNOLASTWD      Validate the number of arguments on the stack
  ONE OVER #< IT                If there's at least two objects on the stack, execute the
                                  code object

CODE
      GOSBVL =SAVPTR             Save the RPL pointers in RAM
      GOSBVL =POP#              A[A] = number of objects on the stack
      C=A      A                #items in C[A]
      C=C+C    A                #items * 2
      C=C+C    A                #items * 4
      C=C+A    A                C[A] = #items*5
      B=0      W                Zero out entire B register
      B=A      A                B[A] = count
      BSRB     A                Divide #items by 2
      AD1EX                                A → first item on stack
      D1=A                                D1 → first item on stack
      A=A+C    A                A[A] → past last item
      DO=A                                D0 → past last item
      DO=DO-   5                D0 → last item

RvrTop
      B=B-1    A                Decrement counter
      GOC      RvrBot           If carries, no more pairs to reverse
      A=DAT0   A                Read first item
      C=DAT1   A                Read last item
      DAT0=C   A                Write last item in first item's original location
      DAT1=A   A                Write first item in last item's original location
      D1=D1+   5                Move D1 to next pointer location
      DO=DO-   5                Move D0 to previous pointer location
      GONC     RvrTop           (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	<i>A → grob</i>
*			
*	<i>Optional: The next two instructions pop the grob pointer</i>		
*			
	D1=D1+	5	<i>Pop grob: first advance stack pointer</i>
	D=D+1	A	<i>then increment available mem DIV 5</i>
*			
	CD1EX		<i>C[A] = updated stack pointer</i>
	D1=A		<i>D1 → grob prologue</i>
	RSTK=C		<i>Save D1 on return stack</i>
	D1=D1+	5	<i>D1 → grob length</i>
	A=DAT1	A	<i>A[A] = grob length</i>
	LC(5)	15	<i>Length of length field, height, width</i>
	C=A-C	A	<i>C[A] = number of nibbles to clear</i>
	D1=D1+	15	<i>Point D1 to first nibble of grob body</i>
	C=C-1	A	<i>Decrement length to option base 0</i>
	GOC	quit	<i>If zero length, quit</i>
	A=0	W	<i>Clear A to write zeros</i>
	P=C	0	<i>P = (length MOD 16)-1</i>
	CSR	A	<i>Divide length by 16 to create block counter</i>
nxtblk			
	C=C-1	A	<i>Decrement block counter</i>
	GOC	rest	<i>If carries here, no more blocks to write</i>
	DAT1=A	W	<i>Write a block of 16 zeros</i>
	D1=D1+	16	<i>Advance write pointer</i>
	GONC	nxtblk	<i>(BET) Go see if there's more blocks to do</i>
*			
rest			
	DAT1=A	WP	<i>Write partial block</i>
	P=	0	<i>Reset P</i>
quit			
	C=RSTK		<i>Recover stack pointer</i>
	D1=C		<i>and put it back into D1</i>
	A=DAT0	A	<i>Read pointer to next object in runstream</i>
	D0=D0+	5	<i>Advance instruction pointer</i>
	PC=(A)		<i>Branch to next instruction</i>
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:	( # <sub>2</sub> # <sub>1</sub> → ) RPL pointers in the CPU
Call with:	GOSBVL
Exit:	A[A]=# <sub>2</sub> , C[A]=# <sub>1</sub> , 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, <b>DEC mode</b>
Uses:	C[A], D[A], D0, D1
Stack Levels:	0
POP2%	#2A002h
Pops two real numbers from the stack	
Entry:	( % <sub>2</sub> % <sub>1</sub> → ) RPL pointers in the CPU
Call with:	GOSBVL
Exit:	A[W]=# <sub>2</sub> , C[W]=# <sub>1</sub> , RPL pointers saved, <b>DEC mode</b>
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

<b>PUSH#</b>	#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
<b>PUSH#LOOP</b>	#0357Fh
Pushes a bint on the stack, restarts the RPL inner loop	
Entry:	R0[A]=#, RPL pointers saved
Call with:	GOVLNG
Exit:	( → # ) To RPL
<b>PUSH#ALLOOP</b>	#0357Ch
Pushes a bint on the stack, restarts the RPL inner loop	
Entry:	A[A]=#, RPL pointers saved
Call with:	GOVLNG
Exit:	( → # ) To RPL
<b>PUSH2#</b>	#06529h
Pushes two bints on the stack	
Entry:	R0 [A] =# <sub>1</sub> , R1 [A] =# <sub>2</sub> RPL pointers saved
Call with:	GOSBVL
Exit:	( → # <sub>1</sub> # <sub>2</sub> ), updated RPL pointers in the CPU
Uses:	A[W], B[W], C[W], D[W], ST[0], ST[10]
Stack Levels:	4

## Real Numbers

<b>PUSH%</b>	#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
<b>PUSH%LOOP</b>	#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

<b>GPOverWrTLp</b>	#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
<b>GPOverWrFLp</b>	#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
<b>GPOverWrT/FL</b>	#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

<b>GPOverWrR0Lp</b>	#0366Fh
Restores the RPL pointers, overwrites stack level 1 with R0[A], restarts the RPL inner loop	
Entry:	( ob <sub>any</sub> → ) RPL pointers saved
Call with:	GOVLNG
Exit:	( → ob <sub>R0[A]</sub> ), To RPL
<b>GPOverWrALp</b>	#03672h
Restores the RPL pointers, overwrites stack level 1 with A[A], restarts the RPL inner loop	
Entry:	( ob <sub>any</sub> → ) RPL pointers saved
Call with:	GOVLNG
Exit :	( → ob <sub>A[A]</sub> ), 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 1 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.

<b>MAKE\$</b>	<b>#05B79h</b>
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
<b>MAKE\$N</b>	<b>#05B7Dh</b>
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
<b>GETTEMP</b>	<b>#039BEh</b>
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 → \$ )

<pre> ::   COERCE CODE       GOSBVL  =POP#       GOSBVL  =SAVPTR       C=A     A       R1=C.F  A       C=C+C   A       ST=1    10       GOSBVL  ((=MAKE\$N)+3)       A=R1.F  A       LCHEX   20  WrtChr       DATO=C  B       DO=DO+  2       A=A-1   A       ?A#0    A       GOYES   WrtChr       GOSBVL  =GETPTR       D1=D1-  5       D=D-1   A       A=RO.F  A       DAT1=A  A       A=DATO  A       DO=DO+  5       PC=(A)  ENDCODE ;                 </pre>	<p><i>Code object prologue</i>  <i>Convert real number character count into a bint</i></p> <p><i>Pop the bint into A[A]</i>  <i>Save the RPL pointers</i>  <i>Copy character count into C[A]</i>  <i>Save character count in R1[A]</i>  <i>Double C[A] to make string body size in nibbles</i>  <i>Flag garbage collected</i>  <i>Create the string object, error if not enough memory</i>  <i>Recover character count</i>  <i>Character value for a space</i></p> <p><i>Write space character</i>  <i>Advance the pointer</i>  <i>Decrement the character count</i>  <i>If there are more characters,</i>  <i>go write them</i>  <i>Restore the RPL pointers to the CPU</i>  <i>Retard the stack pointer</i>  <i>Decrement the available memory count</i>  <i>A[A]-string prologue</i>  <i>Write pointer to stack</i>  <i>Read pointer to next object in runstream</i>  <i>Advance return stack pointer</i>  <i>Branch to next object in runstream</i></p>
---	---

### 11.6.2 Memory Move Utilities

The following memory utilities are available for moving memory.

<p><b>MOVEDOWN</b>                  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</p>	<p>#0670Ch</p>
<p><b>MOVEUP</b>                  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</p>	<p>#066B9h</p>

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	#0970Ah
Enable interrupts after using ECUSER	
→	

### 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)    (=addrVIDSP2)+2
C=DAT1    A
D1=C

```

## 11.7 Reporting Errors

The assembly language analogue to the System-RPL object ERRJMP is the entry Err jmp. If you wish to generate an error using one of the built-in messages, load the message number in C[A] and go to Err jmp. There are two entries available for this:

Err jmp	#05023h
Stores the error number, restarts RPL at ERRJMP	
Entry:	A[A] = error#, RPL pointers in CPU
Call with:	GOVLNG
Exit:	To RPL
GPErr jmpC	#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%	<i>Pop a real number (sets DEC mode)</i>
SETHX		<i>Reset HEX mode</i>
?A=0	S	<i>Test the sign nibble</i>
GOYES	Positive	<i>If zero, just return to RPL</i>
LCHX	00203	<i>Otherwise load error message number</i>
GOVLNG	=GPErr jmpC	<i>and generate the error</i>
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	[√x] 020/0004	[y <sup>x</sup> ] 020/0002	[1/x] 020/0001
[ENTER] 010/0010	[+/-] 010/0008	[EEX] 010/0004	[DEL] 010/0002	◀ 010/0001	
α 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).

<code>DisableIntr</code>	#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>
	DO=DO+	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>
	GOSEVL	=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		
	GOSEVL	=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		
	GOSEVL	=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		
	GOSEVL	=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		<b>WAIT FOR INTERRUPTS</b>
	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	<i>Clear the key counter</i>
AnySet?	?B=0	W	<i>Are all bits clear?</i>
	RTNYES		<i>Return if so</i>
TstNib	?B#0	P	<i>Is the least significant nibble clear?</i>
	GOYES	TstBit	<i>No, go check the bits in that nibble</i>
	BSR	W	<i>Yes, shift in next nibble</i>
	GONC	AnySet?	<i>Go see if there's more to test</i>
*			
TstBit	B=B+B	P	<i>Shift nibble left, set carry if high bit was set</i>
	GONC	TstBit	<i>If the high bit was clear, shift again</i>
	C=C+1	B	<i>Increment key counter</i>
	GONC	TstNib	<i>Go see if more bits are set in this nibble</i>

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	<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>

**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.

KEY3 201.5 Bytes Checksum #28B2h  
 ( → %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	<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		
	GOSEVL	=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>
GetKey	GOSEVL	=Debounce	<i>Debounce the keyboard, create bitmap in A</i>
	?A#0	W	<i>Was a key pressed?</i>
	GOYES	GotKey	<i>Yes, go create a keycode</i>
	GOTO	LiteSlp	<i>No, go wait again</i>
GotKey	GOSUB	KeyNum	<i>Get the key number</i>
	A=0	A	<i>Clear A[A]</i>
	A=B	B	<i>Copy to A,</i>
	R0=A.F	A	<i>Save in R0 for PUSH#</i>
	GOSUB	WaitKeyUp	<i>Wait for the key to be released</i>
	GOSEVL	=AllowIntr	<i>Re-enable interrupts</i>
	GOSUB	BusyOn	<i>Turn on the busy annunciator</i>
	GOSEVL	=PUSH#	<i>Push the key number, restore RPL pointers</i>
	LC(5)	=UNCOERCE	<i>Return to RPL, executing UNCOERCE</i>
	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	DO=(5)	(=ANNCTRL)+1	<i>Point at the annunciator nibble</i>
	C=DAT0	P	<i>Read nibble</i>

```

        CBIT=0    0                Clear annunciator bit
WrtRtn  DATO=C   P                Write nibble back
        RTN

Subroutine to turn on the busy annunciator:

BusyOn  DO=(5)   (=ANNCTRL)+1    Point at the annunciator nibble
        C=DATO   P                Read nibble
        CBIT=1   0                Set annunciator bit
        DATO=C   P                Write nibble back
        RTN

Subroutine to calculate the 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     P                Clear the sticky bit
        ASRB.F   P                Shift off a bit
        ?SB=0    P                Was it set?
        GOYES   TestBits         No, go test the next bit
        RTN     P                Yes, return with key number in B[A]

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                Key number for [ENTER]
        ?B#C     B
        GOYES   TryLeft
        GOTO    DoEnter
*
TryLeft  LC(2)    37                Key number for ◀
        ?B#C     B
        GOYES   TryRight
        GOTO    DoLeft
*
TryRight LC(2)    35                Key number for ▶
        ?B=C     B
        GOYES   GoDoRight
        GOTO    LiteSlp          Go for another key if not ▶
GoDoRight GOTO    DoRight
*
DoEnter  Process [ENTER]
        GOTO    LiteSlp
*
DoLeft   Process ◀
        GOTO    LiteSlp
*
DoRight  Process ▶
        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	Pointer for [ON]
	REL(3)	DoPlus	Pointer for [+] (1)
	...		
	REL(3)	LiteSlp	Pointer for undefined key
	...		
	REL(3)	DoB	Pointer for [B] (49)
SendKey	B=B-1	A	Make option base 0 key number
	C=RSTK		Get address of key table
	C=C+B	A	Add keynumber*3 to start of table
	C=C+B	A	
	C=C+B	A	
	DO=C		D0→key entry
	A=0	A	
	A=DAT0	X	Read offset to key routine
	C=A+C	A	Add offset to table entry location
	PC=C		Branch to key routine

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 103).
- 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:1111222233334444	C:1	R1:0000000000000083	PC:82D0E
C:111122223333FFFF	F:7	R2:00000000000061D3A	8BCDE
D:0123456789ABCDEF	HEXMODE	R3:0000002E00202E92	00001
		R4:000150857C900008	4E32E
D0:807ED:1F5E00000000000E			4E310
D1:8E750:0000000000000000		111111	1A3CB
M:80000:F3C5A0000C0000CC		5432109876543210	00000
		ST:1011001100111000	00000
MORE  ADDR	-1 +1 -5 +5	MOR	

In the first screen, the pointer arrow  $\blacktriangleright$  refers to the active memory window — D0, D1, or M.

While RVIEW is active, the following keys are active:

[On]  $\leftarrow$  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

<b>Hex</b>	<b>Dec</b>	<b>General Messages</b>
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 $\sum$ +
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

<b>Hex</b>	<b>Dec</b>	<b>Time</b>
D01	3329	Invalid Date
D02	3330	Invalid Time
D03	3331	Invalid Repeat
D04	3332	Nonexistent Alarm

<b>Hex</b>	<b>Dec</b>	<b>Polynomial Root Finder</b>
0001	49153	Unable to find root

<b>Hex</b>	<b>Dec</b>	<b>Multiple Equation Solver</b>
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

<b>Start</b>	<b>End</b>	<b>Unlisted Message Numbers</b>
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									
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									
128	80	À	160	A0		192	C0	À	224	E0	Ð
129	81	Á	161	A1	¡	193	C1	Á	225	E1	Ñ
130	82	Â	162	A2	¢	194	C2	Â	226	E2	Ò
131	83	Ã	163	A3	£	195	C3	Ã	227	E3	Ó
132	84	Ä	164	A4	¤	196	C4	Ä	228	E4	Ô
133	85	Å	165	A5	¥	197	C5	Å	229	E5	Õ
134	86	Æ	166	A6	¦	198	C6	Æ	230	E6	Ö
135	87	Ç	167	A7	§	199	C7	Ç	231	E7	×
136	88	È	168	A8	¨	200	C8	È	232	E8	¸
137	89	É	169	A9	©	201	C9	É	233	E9	¹
138	8A	Ê	170	AA	ª	202	CA	Ê	234	EA	º
139	8B	Ë	171	AB	«	203	CB	Ë	235	EB	»
140	8C	Ì	172	AC	¬	204	CC	Ì	236	EC	¼
141	8D	Í	173	AD		205	CD	Í	237	ED	½
142	8E	Î	174	AE	®	206	CE	Î	238	EE	¾
143	8F	Ï	175	AF	¯	207	CF	Ï	239	EF	¿
144	90	Ð	176	B0	°	208	D0	Ð	240	F0	à
145	91	Ñ	177	B1	±	209	D1	Ñ	241	F1	á
146	92	Ò	178	B2	²	210	D2	Ò	242	F2	â
147	93	Ó	179	B3	³	211	D3	Ó	243	F3	ã
148	94	Ô	180	B4	´	212	D4	Ô	244	F4	ä
149	95	Õ	181	B5	µ	213	D5	Õ	245	F5	å
150	96	Ö	182	B6	¶	214	D6	Ö	246	F6	æ
151	97	×	183	B7	·	215	D7	×	247	F7	ç
152	98	Ø	184	B8	¸	216	D8	Ø	248	F8	è
153	99	Ù	185	B9	¹	217	D9	Ù	249	F9	é
154	9A	Ú	186	BA	º	218	DA	Ú	250	FA	ê
155	9B	Û	187	BB	»	219	DB	Û	251	FB	ë
156	9C	Ü	188	BC	¼	220	DC	Ü	252	FC	ì
157	9D	Ý	189	BD	½	221	DD	Ý	253	FD	í
158	9E	Þ	190	BE	¾	222	DE	Þ	254	FE	î
159	9F	ß	191	BF	¿	223	DF	ß	255	FF	ï

# 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
<b>Symbolic Math</b>				
-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			
<b>Binary Integer Math</b>				
-5	Binary integer wordsize $n + 1$ : $0 \leq n \leq 63$			64
-10	Flag -10 is the most significant bit			
	<b>Base</b>	<b>-11</b>	<b>-12</b>	DEC
-11	DEC	Clear	Clear	
and	BIN	Clear	Set	
-12	OCT	Set	Clear	
	HEX	Set	Set	
-13	Not used			
<b>Finance</b>				
-14	TVM Payment Mode	End of Period	Beginning of Period	End
<b>Coordinate System</b>				
		<b>-15</b>	<b>-16</b>	Rect.
-15	Rectangular	Clear	Clear	
and	Cylindrical Polar	Clear	Set	
-16	Spherical Polar	Set	Set	
<b>Trigonometric Mode</b>				
		<b>-17</b>	<b>-18</b>	Degrees
-17	Degrees	Clear	Clear	
and	Radians	Set	Clear	
-18	Grads	Clear	Set	
<b>Math Exception</b>				
-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 Decompilation	'X+Y*i'-'>(X,Y)	'X+Y*i'-'>'X+Y*i'	Clear
<b>Plotting and Graphics</b>				
-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
<b>I/O and Printing</b>				
-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
<b>Time Management</b>				
-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.				
<b>Display Format</b>				
-45→ -48	Set the number of digits in Fix, Scientific, and Engineering modes			0
<b>Number Display Format</b>		<b>-49</b>	<b>-50</b>	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	Decimal Multi Clear
<b>Miscellaneous</b>				
-54	Tiny Array Elements	Replaces "tiny" pivots with 0	No replacement	Replaces
-55	Last Arguments	Saved	Not saved	Saved
-56	Beep	On	Off	On
-57	Alarm Beep	On	Off	On
-58	Verbose Messages	On	Off	On
-59	Fast Catalog Display	Off	On	Off
-60	Alpha Key Action	Twice to lock	Once to lock	Twice
-61	USR Key Action	Twice to lock	Once to lock	Twice
-62	User Mode	Not Active	Active	Clear
-63	Vectored Enter	Off	On	Off
-64	Set by GETI or PUTI when their element indices wrap around			
<b>Equation Library</b>				
60	Units Type	SI units	English units	SI
61	Units Usage	Units used	Units not used	Used
<b>Multiple Equation Solver</b>				
63	Variable State Change	<input type="checkbox"/> recalls variable	<input type="checkbox"/> 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
<b>Prologue</b>	<b>Body</b>
DOBINT	5 nibbles

### D.2 Real Number

Atomic	Size = 21		
<b>Prologue</b>	<b>Exponent</b>	<b>Mantissa</b>	<b>Sign</b>
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		
<b>Prologue</b>	<b>Exponent</b>	<b>Mantissa</b>	<b>Sign</b>
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	
<b>Prologue</b>	<b>Real Part</b>	<b>Imaginary Part</b>
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	
<b>Prologue</b>	<b>Real Part</b>	<b>Imaginary Part</b>
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
<b>Prologue</b>	<b>Body</b>
DOCHAR	2 nibbles

## D.7 String

Atomic	Size = 10+2*number_of_characters	
<b>Prologue</b>	<b>Length</b>	<b>Body</b>
DOCSTR	5 nibbles	Characters

## D.8 Hex String

User binary integers (type 10) are implemented as hex strings.

Atomic	Size = 10+body_size	
<b>Prologue</b>	<b>Length</b>	<b>Body</b>
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)				
<b>Prologue</b>	<b>Length</b>	<b>Type Prologue</b>	<b>Dimension Count</b>	<b>Dimension Size</b>	<b>Object Bodies</b>
DOARRY	5 nibbles	5 nibbles	5 nibbles	5 nibbles	...

### D.9.2 Two-Dimension Array

Atomic	Size = 30+ $\sum$ (object body sizes)					
<b>Prologue</b>	<b>Length</b>	<b>Type Prologue</b>	<b>Dimension Count</b>	<b>1st Dimension Size</b>	<b>2nd Dimension Size</b>	<b>Object Bodies (row order)</b>
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*(number of objects)+ $\sum$ (object body sizes)					
<b>Prologue</b>	<b>Length</b>	<b>Type Prologue</b>	<b>Dimension Count</b>	<b>Dimension Size</b>	<b>Pointer Table</b>	<b>Object Bodies</b>
DOARRY	5 nibbles	5 nibbles	5 nibbles	5 nibbles	5*(#obs)	...

## D.10 Name Objects

### D.10.1 Global Name

Atomic	Size = $7+2*\text{number\_of\_characters}$	
<b>Prologue</b>	<b>Character Count</b>	<b>Body</b>
DOIDNT	2 nibbles	Characters

### D.10.2 Local Name

Atomic	Size = $7+2*\text{number\_of\_characters}$	
<b>Prologue</b>	<b>Character Count</b>	<b>Body</b>
DOLAM	2 nibbles	Characters

### D.10.3 XLIB Name

Atomic	Size = 11	
<b>Prologue</b>	<b>Library Number</b>	<b>Object Number</b>
DOROMP	3 nibbles	3 nibbles

## D.11 Graphic Object

Atomic	Size = $20+\text{Height}*\text{CEIL}(\text{Width}/8)$			
<b>Prologue</b>	<b>Length</b>	<b>Pixel Height</b>	<b>Pixel Width</b>	<b>Grob data in row order</b>
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 = $10+\text{body\_size}$	
<b>Prologue</b>	<b>Length</b>	<b>Body</b>
DOCODE	5 nibbles	Nibbles

## D.13 Secondary

Composite	Size = $10+\sum(\text{object sizes})$	
<b>Prologue</b>	<b>Body</b>	<b>SEMI</b>
DOCOL	... objects ...	5 nibbles

## D.14 Tagged

Atomic	Size = $12+2*\text{number\_of\_characters}+\text{object\_size}$			
<b>Prologue</b>	<b>Tag Length</b>	<b>Tag</b>	<b>Object</b>	<b>SEMI</b>
DOTAG	2 nibbles	Characters	...	5 nibbles

NOTE: A tagged object *is* considered atomic, and cannot be decomposed with INNERCOMP.

## D.15 List

Composite	Size = $10 + \sum(\text{object sizes})$	
<b>Prologue</b>	<b>Body</b>	<b>SEMI</b>
DOLIST	... objects ...	5 nibbles

## D.16 Symbolic

Composite	Size = $10 + \sum(\text{object sizes})$	
<b>Prologue</b>	<b>Body</b>	<b>SEMI</b>
DOSYMB	... objects ...	5 nibbles

## D.17 Unit

Composite	Size = $31 + \sum(\text{object sizes})$		
<b>Prologue</b>	<b>Real Number</b>	<b>Body</b>	<b>umEND</b>
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 = $10 + \text{body\_size}$	
<b>Prologue</b>	<b>Length</b>	<b>Body</b>
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:

<b>Prologue</b>	<b>Length</b>	<b>RomId</b>	<b>Rest of Body</b>		
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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