

AOZ Studio Beta - Bug #25

Rol.b and Ror.b cause syntax errors.

01/18/2020 01:57 PM - Brian Flanagan

Status:	Closed	Start date:	01/18/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.3.2		
Affected version:	0.9.2.6		

Description

Example: Help_55, lines 157 & 160 from AMOSPro_Examples

RL: Rol.b 1,A : Return

'
'

RR: Ror.b 1,A : Return

Maybe these just aren't implemented yet, but if so, should produce Instruction not implemented error.

History

#1 - 01/21/2020 04:08 PM - Francois Lionet

- Status changed from New to Resolved

- Assignee set to Francois Lionet

- Target version set to 0.9.3

Fixed.

#2 - 01/21/2020 11:17 PM - Brian Flanagan

Francois Lionet wrote:

Fixed.

Nope. These instructions still cause syntax errors in 0.9.3.

This example won't compile.

Is it possible that it is because the instructions are on the same line as the labels (RL & RR)?

Note that the error points to the dot after Rol or Ror.

The result is errors on the Rol.b and Ror.b commands:

First pass...

```
main.aoz:157:8: error: syntax error
```

```
main.aoz:160:8: error: syntax error
```

```
}
```

Task failed, no code generated...

Here's the entire source for your convenience:

```
*****
'*   AMOS Professional HELP 55   *           SUBJECTS COVERED
'*   *
'*   (c) Europress Software     *           Rol. (line 11)
'*   *                           *           Ror. (line 45)
'*   Ronnie Simpson             *           Btst (line 58)
'*   *                           *           Bset (line 75)
'*   *                           *           Bclr (line 85)
'*   *                           *           Bchg (line 95)
'*   *
'-----
'Rol
'-----
```

```

'rotate a binary number left
'
'      +--->Type
'      | +--->Number of times
'      | | +--->Variable
'      Rol.b 1,V
'
'There are 3 variations of the instruction:-
'
'      Rol.b (an 8 bit byte)
'      Rol.w (a word-2 bytes)
'      Rol.l (a long word-4 bytes)
'
'The binary representation of the variable will be rotated left the number of
'times stated and a wrap-around takes place for example:-
'
'      %11100111 rotated left would become %11001111
'
'The same holds true for the word and longword versions.
'
'If the variable is replaced with an expression then this will be assumed to
'be an address in memory at which the bitwise rotations will take place.
'
'eg      A#=1234.56
'      Rol.w 2,Varptr(A#)
'      Print A#          (printed result: 842.216)
'
'Rol. can be used to quickly multiply a positive number by 2.
'
'-----
'Ror
'-----
'rotate a binary number right
'
'Ror. works in the same way as the above Rol. instruction only rotating to
'the right.
'Once again there are 3 possible variations of the instruction:-
'
'      Ror.b (1 Byte)      Ror.w (2 Bytes)      Ror.l (4 Bytes)
'
'Ror. can be used as a quick way to divide a positive number by 2.
'
'-----
'Btst
'-----
'Test a bit
'
'      +--->Position of bit
'      | +--->Variable name
'eg      B=Btst(7,A)
'
'The result of this function will be either -1 (true) if the tested bit
'is set or 0 (false) if it is clear.
'eg.      A=%10101010
'      B=Btst(7,A) : C=Btst(6,A)
'      Print B,C          (result printed: -1  0)
'
'Variable name may be substituted by an address in memory.
'
'-----
'Bset
'-----
'set a bit
'
'eg.      Bset 7,A      (set bit 7 of variable A)
'
'Bset sets the named bit irrespective of its present state.
'Variable name may be substituted by an address in memory.
'
'-----
'Bclr
'-----
'clear a bit

```

```

'
'eg.          Bclr 2,B      (clear bit 2 of variable B)
'
'Bclr clears the named bit irrespective of its present state.
'Variable name may be substituted by an address in memory.
'
'-----
'Bchg
'-----
'change a bit
'
'eg.          Bchg 3,C      (change bit 3 of variable C)
'
'Bchg changes the named bit ie. if the bit is set to 1 then it will be
'changed to 0 and vice versa.
'Variable name may be substituted by an address in memory.
'
'-----
'WORKING EXAMPLE
'-----
Rem *** open screen and reserve some memory for screen zones and array
'
Screen Open 0,320,200,8,Lowres
Reserve Zone 15 : Dim X(8)
Palette $0,$F00,$F0,$F,$FF0,$F0F,$FF,$F95
Flash Off : Curs Off : Cls 0 : Paper 0
'
Rem *** change mouse shape
'
Change Mouse 2
'
Rem *** set out the screen zones
'
For N=1 To 8
  X(N)=320-20*N-20
  Box X(N),100 To X(N)+16,116
  Set Zone N,X(N),100 To X(N)+16,116
Next
Pen 2 : Locate 2,2 : Print Border$(Zone$(" ROLL LEFT ",9),1)
Pen 2 : Locate 2,5 : Print Border$(Zone$(" ROLL RIGHT ",10),1)
Pen 6 : Locate 2,8 : Print Border$(Zone$(" SET A BIT ",11),1)
Pen 6 : Locate 2,11 : Print Border$(Zone$(" CLEAR A BIT ",12),1)
Pen 5 : Locate 2,14 : Print Border$(Zone$(" CHANGE A BIT ",13),1)
Pen 1 : Locate 2,17 : Print Border$(Zone$(" QUIT ",14),1)
'
Rem *** start the main loop
'
A=170
Do
  Pen 4 : Ink 4 : Locate 21,6 : Print "DECIMAL-";A;" "
  Locate 19,9 : Print "BINARY-";Bin$(A,8)
  For N=0 To 7
    If Btst(N,A)
      Ink 3 : Paint X(N+1)+1,102
    Else
      Ink 0 : Paint X(N+1)+1,102
    End If
  Next
  Repeat
    Pen 7 : Locate 0,20 : Print "      ^ ^ ^ ^ <---SELECT AN OPERATION"
    Locate 20,17 : Print "          "
    M=Mouse Zone
    Until Mouse Key and M>8
    If M=14 Then Edit
    Add M,-8
    On M Gosub RL,RR,SB,CB,CH
Loop
'
'
RL: Rol.b 1,A : Return
'
'
RR: Ror.b 1,A : Return
'
'

```

```

SB: Locate 0,20 : Print "          CLICK IN A BOX TO SET ANY BIT"
Locate 20,17 : Print " ^ ^ ^ ^ ^ ^ ^ ^ "
Repeat
  M=Mouse Zone
Until Mouse Key and M>0 and M<9
Dec M : Bset M,A : Return
'
'

CB: Locate 0,20 : Print "          CLICK IN A BOX TO CLEAR ANY BIT"
Locate 20,17 : Print " ^ ^ ^ ^ ^ ^ ^ ^ "
Repeat
  M=Mouse Zone
Until Mouse Key and M>0 and M<9
Dec M : Bclr M,A : Return
'
'

CH: Locate 0,20 : Print "          CLICK IN A BOX TO CHANGE ANY BIT"
Locate 20,17 : Print " ^ ^ ^ ^ ^ ^ ^ ^ "
Repeat
  M=Mouse Zone
Until Mouse Key and M>0 and M<9
Dec M : Bchg M,A : Return

```

#3 - 01/22/2020 10:31 PM - Baptiste Pillot

Error confirmed in 0.9.3.1.

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/423>
- compile result :

```

main.aoz:157:8: error: syntax error
main.aoz:160:8: error: syntax error

```

#4 - 01/22/2020 10:31 PM - Baptiste Pillot

- Status changed from Resolved to Feedback

#5 - 01/24/2020 10:11 AM - Francois Lionet

- Status changed from Feedback to Resolved
- Target version changed from 0.9.3 to 0.9.3.2

Fixed.

#6 - 02/01/2020 07:42 AM - Baptiste Pillot

- File main.aoz added
- Status changed from Resolved to Feedback

This now compiles, but :

"Illegal text window parameter at line: 130, column: 9."

Lines that cause errors (I commented them successively) :

- 130 : Pen 5 : Locate 2,14 : Print Border\$(Zone\$(" CHANGE A BIT ",13),1)
- 131 : Pen 1 : Locate 2,17 : Print Border\$(Zone\$(" QUIT ",14),1)
- 147 : Pen 7 : Locate 0,20 : Print " ^ ^ ^ ^ <---SELECT AN OPERATION"
- 148 : Locate 20,17 : Print " "

Once I commented all these lines, the program runs, but if I click between "CLEAR A BIT" and the button line above, it throws another error :

"Illegal text window parameter at line: 171, column: 5"

#7 - 02/03/2020 06:44 PM - Francois Lionet

- File Annotation 2020-02-03 191342.png added
- Status changed from Feedback to Resolved

OK just tried, Help_55 works. (see picture)

#8 - 02/22/2020 10:33 AM - Brian Flanagan

- Status changed from Resolved to Closed

Verified it's working now! Closing issue.

Files

main.aoz	5.57 KB	02/01/2020	Baptiste Pillot
Annotation 2020-02-03 191342.png	24 KB	02/03/2020	Francois Lionet