PBASIC Command Reference

2 **Note**: For BS1/BS2-compatible commands, syntax shown below is in BS2 format. Some commands may use slightly different formatting with the BS1.
2.5 **Note**: Requires {$PBASIC 2.5} directive.
† **Note**: Compound, multi-line command; syntax not shown.

- AUXIO — **AUXIO**
- BRANCH [2] — **BRANCH** *Offset, [Address1, Address2, ...AddressN]*
- BUTTON — **BUTTON** *Pin, DownState, Delay, Rate, Workspace, TargetState, Address*
- COMPARE — **COMPARE** *Mode, Result*
- CONFIGPIN — **CONFIGPIN** *Mode, PinMask*
- COUNT — **COUNT** *Pin, Duration, Variable*
- DATA — {*Symbol* } **DATA** *DataItem* {, *DataItem*, ...}
- DEBUG — **DEBUG** *OutputData* {, *OutputData* }
- DEBUGIN [2.5] — **DEBUGIN** *InputData*
- DO...LOOP [2.5] — **DO** {**WHILE** | **UNTIL** *Condition(s)* } ... **LOOP** {**UNTIL** | **WHILE** *Condition(s)* }
- DTMFOUT — **DTMFOUT** Pin, {*OnTime, OffTime,* } *[Tone* {, *Tone*, ...}*]*
- EEPROM — **EEPROM** {*Location*,} (*DataItem* {, *DataItem*, ...})
- END — **END**
- EXIT [2.5] — **EXIT**
- FOR...NEXT — **FOR** *Counter* = *StartValue* **TO** EndValue {**STEP** *StepValue*} ... **NEXT**
- FREQOUT — **FREQOUT** *Pin, Duration, Freq1* {, *Freq2* }
- GET — **GET** *Location*, {*Word* [2.5]} *Variable* {, ...} [2.5]
- GOSUB — **GOSUB** *Address*
- GOTO — **GOTO** *Address*
- HIGH — **HIGH** *Pin*
- I2CIN — **I2CIN** *Pin, SlaveID,* {*Address*{*LowAddress* },} [*InputData*]
- I2COUT — **I2COUT** *Pin, SlaveID,* {*Address*{*LowAddress*},} [*OutputData*]
- IF...THEN — **IF** *Condition* **THEN** *Address*
- IF...THEN...ELSE [2.5, †]
- INPUT — **INPUT** *Pin*
- IOTERM — **IOTERM** *Port*
- LCDCMD — **LCDCMD** *Pin, Command*
- LCDIN — **LCDIN** *Pin, Command, [InputData]*
- LCDOUT — **LCDOUT** *Pin, Command, [OutputData]*
- LOOKDOWN [2] — **LOOKDOWN** *Target,* {*ComparisonOp* } *[Value0, Value1, ...ValueN], Variable*
- LOOKUP [2] — **LOOKUP** *Index, [Value0, Value1, ...ValueN], Variable*
- LOW — **LOW** *Pin*
- MAINIO — **MAINIO**
- NAP — **NAP** *Duration*
- ON...GOSUB [2.5] — **ON** *Offset* **GOSUB** *Address1, Address2, ...AddressN*
- ON...GOTO [2.5] — **ON** *Offset* **GOTO** *Address1, Address2, ...AddressN*
- OUTPUT — **OUTPUT** *Pin*
- OWIN — **OWIN** *Pin, Mode, [InputData]*
- OWOUT — **OWOUT** *Pin, Mode, [OutputData]*
- PAUSE — **PAUSE** *Duration*
- POLLIN — **POLLIN** *Pin, State*

• POLLMODE		**POLLMODE** *Mode*
• POLLOUT		**POLLOUT** *Pin, State*
• POLLRUN		**POLLRUN** *ProgramSlot*
• POLLWAIT		**POLLWAIT** *Duration*
• POT		**POT** *Pin, Scale, Variable*
• PULSIN		**PULSIN** *Pin, State, Variable*
• PULSOUT		**PULSOUT** *Pin, Duration*
• PUT		**PUT** *Location*, {*Word* [2.5]} *Variable* {, ...} [2.5]
• PWM		**PWM** *Pin, Duty, Duration*
• RANDOM		**RANDOM** *Variable*
• RCTIME		**RCTIME** *Pin, State, Variable*
• READ		**READ** *Location*, {*Word* [2.5]} *Variable* {, ...} [2.5]
• RETURN		**RETURN**
• REVERSE		**REVERSE** *Pin*
• RUN		**RUN** *ProgramSlot*
• SELECT...CASE [2.5, †]		
• SERIN [2]		**SERIN** *Rpin* {*Fpin*}, *Baudmode*, {*Plabel*,} {*Timeout*, *Tlabel*, } *[InputData]*
• SEROUT [2]		**SEROUT** *Tpin* {*Fpin*}, *Baudmode*, {*Pace*,} {*Timeout*, *Tlabel*,} *[OutputData]*
• SHIFTIN		**SHIFTIN** *Dpin, Cpin, Mode, [Variable*{*Bits*} {, *Variable*{*Bits*}...}]*
• SHIFTOUT		**SHIFTOUT** *Dpin, Cpin, Mode, [OutputData*{*Bits*} {, *OutputData*{*Bits*}...}]*
• SLEEP		**SLEEP** *Duration*
• SOUND		**SOUND** *Pin, (Note, Duration* {, *Note, Duration*...}*)*
• STOP		**STOP**
• STORE		**STORE** *ProgramSlot*
• TOGGLE		**TOGGLE** *Pin*
• WRITE		**WRITE** *Location*, {*Word* [2.5]} *Variable* {, ...} [2.5]
• XOUT		**XOUT** *Mpin, Zpin, [House**Command* {*Cycles*} {, *House**Command* {*Cycles*}...}]*