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URBANE DECB Preprocessor Language Usage Discussion

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URBANE DECB PREPROCESSOR LANGUAGE USAGE DISCUSSION

Author	Message
<p>SFischer1 Certified CoCo Tech </p> <p>Joined: February 6th, 2011, 4:12 pm Posts: 191</p>	<p>URBANE DECB Preprocessor Language Usage Discussion</p> <p>Hi,</p> <p>This thread is for the Urbane language programming questions.</p> <p>I wrote the URBANE Preprocessor for DECB many years ago.</p> <p>SHF</p> <p>Last edited by SFischer1 on March 27th, 2011, 12:33 am, edited 2 times in total.</p>
<p>February 20th, 2011, 7:47 pm</p> <p>PROFILE</p>	
<p>SFischer1 Certified CoCo Tech </p> <p>Joined: February 6th, 2011, 4:12 pm Posts: 191</p>	<p>Re: URBANE DECB Preprocessor Language Usage Discussion</p> <p>Hi,</p> <p>Roger Taylor has hosted the files on his site, currently: http://www.coco3.com/community/2010/01/28758</p>

Thanks again Roger for the support you have given Urbane.

The ZIP file containing all Urbane 1.060202 files is also attached here:

[viewtopic.php?p=55#p55](http://www.tandycoco.com/forum/viewtopic.php?p=55#p55)

The currently released version of Urbane.bas is 1.060202 which was created on February 2, 2006.

Both the Windows and Linux versions are based on this original version.

Additional error checking has been added by Earl Casper and used by Manny to create the Linux version. Please report if any differences are produced by the various versions. The DECB code generated by a correct Urbane program source should be the same for all Urbane versions.

Earl Casper has created an Urbane Windows EXE version. It is attached to his post:

[viewtopic.php?p=181#p181](http://www.tandycoco.com/forum/viewtopic.php?p=181#p181)

Urbane Windows v1.110309.zip [25.31 KiB]

[viewtopic.php?p=181#p181](http://www.tandycoco.com/forum/viewtopic.php?p=181#p181)

Manny's version for Linux is attached to his post:

SOURCE.zip [92.77 KiB]

[viewtopic.php?p=193#p193](http://www.tandycoco.com/forum/viewtopic.php?p=193#p193)

Please post questions about Urbane's development environment and the various versions to the "URBANE DECB Preprocessor Development" thread.

Questions about The Urbane Language should be posted here.

I will try and keep this post up to date with Urbane related information.

SHF

February 20th, 2011, 7:59 pm

 [PROFILE](#)

SFischer1

Certified CoCo Tech



Joined: February 6th, 2011,
4:12 pm
Posts: 191

Re: URBANE DECB Preprocessor Language Usage Discussion

Hi,

Here is the "Urbane Language Definition" first draft.

Urbane Language Definition (In Process) Thursday, March 31, 2011 12:29:30 PM

It is very rough.

Please ask questions if you get any while reading any version of the document to help those who come behind.

I am covering only "URBANE.BAS" and not Earl Casper's Windows EXE version (And Manny's LINUX Version).

I have decided to stick with my original version until I get a better feel how good a job I did. I have seen several problems so far.

SHF

Attachments:

File comment: Urbane Language Definition

 Urbane Language Definition.zip [42.99 KiB]

Downloaded 205 times

Last edited by [SFischer1](#) on March 31st, 2011, 3:39 pm, edited 1 time in total.

March 17th, 2011, 9:14 am

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goosey

WhatsaCoCo

Joined: March 26th, 2011,

Re: URBANE DECB Preprocessor Language Usage Discussion

4:20 pm
Posts: 7

Has anyone put together any documentation on the language URBANE accepts yet? I realize its own source is the "reference".

March 26th, 2011, 4:30 pm

 [PROFILE](#)

SFischer1

Certified CoCo Tech



Joined: February 6th, 2011,
4:12 pm
Posts: 191

Re: URBANE DECB Preprocessor Language Usage Discussion

goosey wrote:

Has anyone put together any documentation on the language URBANE accepts yet? I realize its own source is the "reference".

Hi,

I have been thinking about producing this, if you notice I made a place holder post just above your post so it would be near the start of this thread.

After doing my taxes next week I have next on my to do list to start on the "Sticks" conversion and enhancement using Urbane.

Producing a more formal documentation of the Urbane language at the same time would be worked on at the same time. It has been ~ five years since I created Urbane.

I created Urbane when I found that I could just not do what I wanted with the line numbered DECB. The solution came to me a couple of days after I gave up in my memory of :

The FLEX Basic Preprocessor language which was created by TSC ~ **1979**.

I had FLEX running but I just toyed with the FLEX Basic Preprocessor and did not realize how much removing the line number requirement makes Basic so much more usable.

Adding in the other features just came as part of being added so easily to allow for a language that is more

friendly to humans instead of DECB.

Being able to cut and paste definitions (Palette Standard Colors for example) and subroutines from a collection without hitting the brick wall of line numbers is the main feature of the language that is not documented.

What was a real surprise is the close matching of Urbane with the Pseudo Code language that I write programs in. The choice of what exact language to use is a later choice in the process.

If you have any specific questions now, please ask as I get things done very slowly these days.

If you have a ~ large DECB program you wish to convert, please say so, I found some bits of my researching how to do this in some of my old files. "Sticks" is small so doing it all by hand was less work than writing a conversion program. I found that neither of the two "XREF" programs I have would not work.

SHF

March 27th, 2011, 12:32 am

 [PROFILE](#)

goosey

WhatsaCoCo

Joined: March 26th, 2011,
4:20 pm
Posts: 7

Re: URBANE DECB Preprocessor Language Usage Discussion

SFischer1 wrote:

If you have any specific questions now, please ask as I get things done very slowly these days.

SHF

No program is complete until it's been documented! 🤔

When I posted my question I was not understanding urb_in.txt at ALL. I don't know, my head was in a weird place and I couldn't make heads or tails out of it. Another read-through yesterday answered most of my questions, all except one:

What exactly makes up a legal variable or label name?

March 29th, 2011, 12:25 am

[PROFILE](#)

SFischer1

Certified CoCo Tech



Joined: February 6th, 2011,
4:12 pm
Posts: 191

Re: URBANE DECB Preprocessor Language Usage Discussion

goosey wrote:

SFischer1 wrote:

If you have any specific questions now, please ask as I get things done very slowly these days.

SHF

No program is complete until it's been documented! 😊

When I posted my question I was not understanding urb_in.txt at ALL. I don't know, my head was in a weird place and I couldn't make heads or tails out of it. Another read-through yesterday answered most of my questions, all except one:

What exactly makes up a legal variable or label name?

Hi,

First the **"CHARACTERS IN COLUMN ONE"** rules.

Code:

```
'''          CHARACTERS IN COLUMN ONE
'           "A-Za-z", "_", "0-9"    =    LINE LABEL
'           "#"                      =    Urbane
COMMAND
'           " "                      =    NO LINE
LABEL
```

```
'          ""              = COMMENT
'          any other character = COMMENT
```

Next the Get **"Variable /Label String"** routine.

Code:

```
'''
'          On Entry, first character of label or
variable is in "IN_LINE_CH$" and "IN_LINE_CH"
'          On Exit, "IN_LINE_CH$" and "IN_LINE_CH"
have terminating character (next character not part of
VLString).

GET_VLSTRING    VLSTRING$ = IN_LINE_CH$
NEXT_VLSTRING_CH GOSUB GET_IN_LINE_CHAR
                IF IN_LINE_CH < NUM_0 THEN RETURN
                IF IN_LINE_CH >= ASC_A_U AND
IN_LINE_CH <= ASC_Z_U GOTO VLSTRING_ADD_UPPER_ALPHA
                IF IN_LINE_CH >= ASC_a_L AND
IN_LINE_CH <= ASC_z_L GOTO VLSTRING_ADD_LOWER_ALPHA
                IF IN_LINE_CH >= ASC_0 AND
IN_LINE_CH <= ASC_9 GOTO VLSTRING_ADD_NUMBER
                IF IN_LINE_CH = ASC_UNDERSCORE
GOTO VLSTRING_ADD_SPECIAL
                IF IN_LINE_CH = ASC_TILDE
GOTO VLSTRING_ADD_SPECIAL
                IF IN_LINE_CH = ASC_DOLLAR
GOTO VLSTRING_ADD_DOLLAR
'          REM Character Found that cannot be in
Variable or line Label
                RETURN

VLSTRING_ADD_LOWER_ALPHA IN_LINE_CH = IN_LINE_CH -
( ASC_a_L - ASC_A_U )
                IN_LINE_CH$ = CHR$(IN_LINE_CH)
VLSTRING_ADD_UPPER_ALPHA REM
VLSTRING_ADD_NUMBER      REM
VLSTRING_ADD_SPECIAL      REM
VLSTRING_ADD_DOLLAR      REM
                VLSTRING$ = VLSTRING$ + IN_LINE_CH$
'          If an "ASC_DOLLAR" is found, declare
label or variable end found
                IF IN_LINE_CH = ASC_DOLLAR THEN
```

```

LAST_CH = IN_LINE_CH : GOSUB GET_IN_LINE_CHAR : RETURN
                                GOTO NEXT_VLSTRING_CH
    
```

So, Alpha Upper, Alpha Lower, numbers 0-9 and the special characters "_", "~", and "\$" are legal variable or label name characters.

Alpha Lower characters are converted to Alpha Upper characters.

If a "\$" is recognized then the label or variable end found is declared.

A "WARNING - '\$' SHOULD NOT BE USED IN LABELS " message is issued if detected.

I have used the "~" (ASC_TILDE) in only one place, labels / variable names just did not look right to me. I am thinking about trying to use "~" more in my "Strings conversion.

Other Special Characters could be added to the list, DECB would never see them.

Key words must be spelled out in full and at one space must surround them. Excess spaces removed.

More later and I will improve this and move it to it's indicated location.

Please ask your other questions so that I can tell what to include in the Language definition. And how to best present the answers.

SHF

March 29th, 2011, 1:58 pm



goosey

WhatsaCoCo

Joined: March 26th, 2011,

Re: URBANE DECB Preprocessor Language Usage Discussion

OK, that should cover it. Thanks. I'm going to try some urbane now!

4:20 pm
Posts: 7

March 29th, 2011, 11:11 pm

 [PROFILE](#)

SFischer1

Certified CoCo Tech



Joined: February 6th, 2011,
4:12 pm
Posts: 191

Re: URBANE DECB Preprocessor Language Usage Discussion

goosey wrote:

OK, that should cover it. Thanks. I'm going to try some urbane now!

Hi,

Welcome to the land of no line numbers and long variable names. Not a "Modern" Basic for sure but better thus the name "Urbane".

I am close to converting the first of the "Sticks" demo's and I will post it to the "Sticks" project.

I hope you will give the "ConTEXT" editor a try. Without it's coloring I find UBN_IN.txt and other Urbane programs hard to read. (And DECB programs.) Too many very long Variable names buries the keywords.

I am going to add another thread, "URBANE DECB Preprocessor Development Environment Discussion".

We have a mix of editors, file viewers, disk utilities emulators and IDEs to chose from.

That would be the place for Urbane programmers to exchange notes on how they work.

I have had so many problems with file management that I need to step back and find a better way. I think that some of the tool developers may need to adjust to help us.

SHF

March 30th, 2011, 12:42 pm

 [PROFILE](#)

beretta

CoCo Newb

Re: URBANE DECB Preprocessor Language Usage Discussion



Joined: March 23rd, 2011,
5:43 pm
Posts: 28

So if Urbane is written by Urbane, I'm curious as to the "chicken or the egg" problem here. What language did you write the original Urbane with? 😊

Urbane looks very cool!

Now, are there any decent, modern, text editors for the CoCo?

April 1st, 2011, 6:29 am

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URBANE DECB PREPROCESSOR LANGUAGE USAGE DISCUSSION

Author	Message
<p>goosey WhatsaCoCo</p> <p>Joined: March 26th, 2011, 4:20 pm Posts: 7</p>	<p>Re: URBANE DECB Preprocessor Language Usage Discussion</p> <p>beretta wrote:</p> <p>Now, are there any decent, modern, text editors for the CoCo?</p> <p>I like Ultra-EDIT by Bob van der Poel, but I don't know if it's still for sale.</p> <p>Willard</p>
<p>May 1st, 2011, 5:37 pm</p> <p>PROFILE</p>	
<p>manny CoCo Newb</p> <p>Joined: February 12th, 2011, 2:38 pm Posts: 31</p>	<p>Re: URBANE DECB Preprocessor Language Usage Discussion</p> <p>Doesn't look like it, but take a look at http://www.mellowood.ca/about/bob.html. At the top of th page is a like for software. It's was updated around February of this year.</p> <p>-M.</p>

May 2nd, 2011, 2:04 pm

 [PROFILE](#)**earlcasper**

WhatsaCoCo

Joined: February 15th, 2011,
2:08 pm
Posts: 18

Re: URBANE DECB Preprocessor Language Usage Discussion

I'm having a great time programming for the coco. I'm using PC tools ConTEXT editor, mamou assembler, CoCoDskUtil, and Vcc. They offer the advantage of being downloadable off the web and they work well together. I've entered a short tutorial on how they work on my web page nuts4cocos.org My current project fits in right here. It is an editor for the RSDOS which runs on the coco written in assembly language.

December 14th, 2011, 11:57 am

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