BASIC8 Download Windows 7 Ultimate

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About This Software

BASIC8 is an integrated **Fantasy Computer** for game and other program development. You can create, share and play disks in a modern BASIC dialect, with built-in tools for editing sprite, tiles, map, quantized, etc. It's been a while since we used to enjoy coding and playing straightforward after a computer bootup. The goal of BASIC8 is bringing a sense of joy back from retro/vintage computing and gaming, also being quick at getting higher level stuff done for contemporary development for everyone.

Click "View the manual" or "Visit the website" on the right side of this page to get full details (it's above instead of right side on small mobile screen); or learn more.

READY

- Handy sharing via Workshop with built-in tools

- Disk can be made into standalone player with the Player Maker and HTML Maker

- Disk can be saved as "*.b8" file, "*.png", or text based for sharing

- Programmable in an easy to learn BASIC dialect with both retro and modern syntax

- Easy to use API for graphics, input, audio, and more other facilities

- Visualized built-in tools for editing sprite, tiles, map, quantized, etc.

- Visualized Wave Maker for making sound effect

- Easy to bring your own tools

- More features coming...

SPECS

- Display: 160x128 pixels

- Audio: 2 music channels, 4 sound effect channels

- Code: BASIC (structured/prototype-based/functional)

- Graphics: up to 65535 drawing commands per cycle

- Palette: 16 colors with transparency support

- Sprite: up to 32x32 pixels per frame, up to 512 frames per sprite

- Tiles: 240 cels

- Map: up to 128x64 tiles per layer, up to 4 layers (including a layer of logic mark) per page

- Gamepad: 6 buttons for each pad (D-Pad + A/B), up to 8 players

- Keyboard and mouse: supported

LANG

- Case-insensitive; but no line number in BASIC8

- Built-in LIST and DICT

- Structured sub routine definition with the DEF/ENDDEF statements

- LAMBDA expression enhanced

- Prototype-based CLASS paradigm

- With both manually and automatically dispatched COROUTINE

- Importing multiple source files with the IMPORT statement

- Automatic releasing of referenced objects by GC

- Built-in libraries for File, IO, JSON, Matrix, Network, Web, etc.

- No limitation for file quantity (code, sprites, maps, etc.)

- More advantages to be discovered...

Title: BASIC8
Genre: Animation & Modeling, Design & Illustration, Education, Software Training, Utilities, Game Development
Developer:
Tony Wang
Publisher:
Tony Wang
Release Date: 2 Jan, 2018
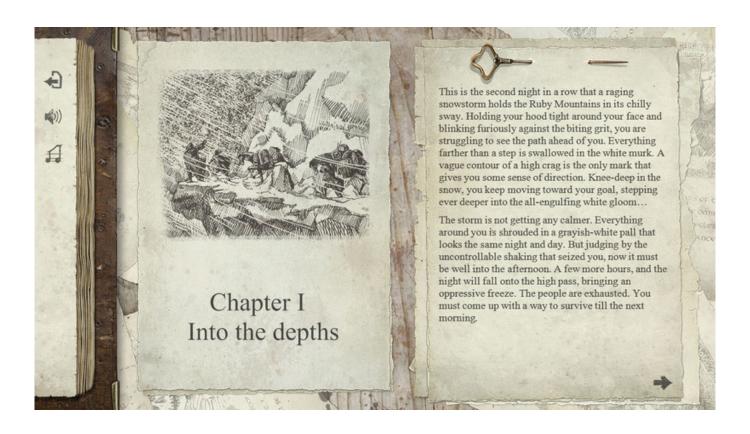
 a09c17d780

Minimum:

OS: Windows 7/8/10 (32/64bit)

Processor: Atom 1.44GHz

Memory: 512 MB RAM

Graphics: Intel HD

English

Chapter I
Into the depths

This is the second night in a row that a raging snowstorm holds the Ruby Mountains in its chilly sway. Holding your hood tight around your face and blinking furiously against the biting grit, you are struggling to see the path ahead of you. Everything farther than a step is swallowed in the white murk. A vague contour of a high crag is the only mark that gives you some sense of direction. Knee-deep in the snow, you keep moving toward your goal, stepping ever deeper into the all-engulfing white gloom…

The storm is not getting any calmer. Everything around you is shrouded in a grayish-white pall that looks the same night and day. But judging by the uncontrollable shaking that seized you, now it must be well into the afternoon. A few more hours, and the night will fall onto the high pass, bringing an oppressive freeze. The people are exhausted. You must come up with a way to survive till the next morning.

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Very good game but like all CoDs very short campaign.
Buy it when its really really cheap.. PCM18 cut, copy and paste game is "kind of a joke". And not the good kind either.
The amount of glitches & crashes that are everpresent is astounding.
The game feels clearly rushed and unfinished. Don't buy it .... Boring. The only chalanging misions are the earth based scaning mision. Even with ultra tracking reserched the computer cant properly align it so you have to line up the croshars manualy long enough for scan to complete.that is the only chalenging thing in the game. I dont consider being lucky in random mision generation to have tech required to do mision a chalenge. In my opinion it just detracts even more from the game to recieve misions you cant do because you havent reserched that far yet. All misions are asigned requiring one of six tools. Every mision amounts to the same thing. get satellight to where you have apropriate line of sight, line up target activate tool. That is it nothing else to the game. Research and upgrade just make it easier to acomplish misions.. Finally! The mushroom simulator I've been looking for!. Started game, froze within 5 minutes. Restarted game, froze again. Night cycle unnecessary. Maybe it doesn't like 64 bit. but for me unplayable. Controls very unresponsive.

Release review shortly

I built four chicken pens in the tutorial and the tutorial stopped working.

Never mind. I still don't recommend it. This is the third computer I tried it on and it just isn't any good.. A really interesting gameplay mechanic is employed in this game:
Your ship can not fly, but only glide. You must use the environment to travel & complete the level/puzzle.

Can get incredibly hard, but overall the game is excellent.

a nice work and a good story

only chapter 4 was less addicting for my point of view. Almost everyone buys this game just cause its really cheap and looks like thomas was alone. Just a really great, no, AMAZING game. 10 out of 10 would recommend. Before I got worms... I hardly ever used to itch my ♥♥♥♥♥♥. I would recommend this game if it worked. It does not. As soon as I open a second oil field, the whole game crashes. Every time. The upshot of this is that only a handful of scenarios are playable, including the tutorial.. If the controls were a bit different, and the pace a little faster I'd recommend it. It's frustrating because sometimes you have to rely on luck to get where you want, then when you die it takes forever to get back to where you were.

Update to v1.4.3 for new TRITEX function, onscreen gamepad and other improvements:
Language:

- Fixed a crash bug in invalid conditional expression with class member

- Fixed a wrong error with the **VAL** statement

Libraries:

- Added a **TRITEX** function to draw textured triangles

- Fixed a pointing issue on touch screen with the `TOUCH` function

- Fixed a matching issue with regex

Editor:

- Added an onscreen gamepad

- Fixed a pointing issue on touch screen

- Fixed a quitting bug when paused a running disk

. **Update to v1.3.4 for new audio functions and lots of improvements**:
Visible and sensible changes:

- Added an option to surf Steam pages using internal browser

- Added a welcome page

- Added an ID type to sound effect

- Added a `WAVE` type to prefab sound effect

- Added functionality to play prefab sound effect with wave object to the `SFX` function

- Added a `STOP` function to stop any audio

- Fixed a preview issue with inactive map layers

- Fixed a boolean evaluating bug with library object

Transparent changes:

- Added a frame cache to the sprite editor

- Fixed a tag setting bug with undo operation in the sprite editor

- Fixed an unsaved state issue with new created assets

. **Update to v1.1 to share via Workshop, get new programming libraries, and more other improvements!**:
Visible and sensible changes:

- Added tools for Steam Workshop

- Added indicator of unsaved file

- Added non-referenced vector and matrix data types, with operators and functions

- Added a path finding algorithm

- Fixed a running issue under offline mode with Steam

Transparent changes:

- Added a dedicated file type for customized data

- Fixed a parsing bug with the unary negative operator

- Fixed a real number parsing bug with different locales

. **Update to v1.2 for enhanced code editor with syntax highlighting and more improvements**:

```
157 ' Initializes states, starts an enemy spawner, etc.
158 def setup()
159     ' Initializes variables.
160     score = 0
161     sx = 8
162     sy = 48
163     ' Clears collections.
164     clear(alive_enemies)
165     clear(dead_enemies)
166     ' Starts an enemy spawner.
167     if spawning then
168         abort(spawning)
169         spawning = nil
170     endif
171     spawning = coroutine
172     (
173         lambda ()
174         (
175             yield wait_for(1.0)
176             ' "W".
177             e = clone(enemy_bank)
178             e.play("W", "WE")
179             set(alive_enemies, e, spawn(LETTER))
180             yield wait_for(0.8)
181             ' "E".
182             e = clone(enemy_bank)
```

Changes:

- Added syntax highlighting feature to the code editor

- Added navigation methods in the code editor

- Added default license to prebuilt source code

- Fixed a crash bug when switching to layer 0 of a map, with invalid tool selected

- Fixed a vector calculation bug

. **Update to v1.4.8 for new file dialogs and other improvements**:
Language:

- Fixed a crash bug when using an iterator in a conditional expression

- Fixed a crash bug when **MOD** by zero

- Fixed a memory leak with wrong iterator usage

- Fixed a wrong scope processing bug when resetting the interpreter

Libraries:

- Added file and directory selection dialogs to the GUI library

- Fixed a crash bug with invalid database value

- Fixed a crash bug with closed archive

- Fixed a memory leak with non-closed archive

- Fixed an option accessing issue with the network library

Editor:

- Fixed a crash bug with pen size greater than 1px

. **Update to v1.4.7 for new font customization and assets navigator**:
Language:

- Fixed a multiple disposing bug with lambda

- Fixed a crash bug with incomplete structures

- Fixed a crash bug with unused coroutine

Libraries:

- Added a **FONT** function to customize font face with quantized image for the **TEXT** function

- Added a **POLL** function to poll network events manually

- Fixed a return value overwriting bug with network callback

- Fixed a real number formatting bug with different locales

- Fixed a potential crash bug with network callback

- Fixed a random seeding issue

Editor:

- Added an assets navigation tab, by pressing Ctrl+Tab

- Added shortcut GUI elements to create new disks

- Fixed a number clamp issue with the ranged slider controls

- Fixed a wrong context menu appearance bug by right mouse click

Player:

- Added an option to disable pause on focus lost

. **Update to v1.3 for new network library**:
Update to v1.3 for new [network library](paladin-t.github.io)[paladin-t.github.io].

For example [Howto Chat](#).