

General Tutorials

[General Tutorials](#) | [Novice](#) | [Articles for the Blind](#) | [Optimizing Native Commands](#) | [Creating and Using Windows and Controls](#) | [Files and Directories](#) | [Sprites](#) | [Trapping User Events](#) | [Sound Events](#) | [Streamlining your code](#)

Novice

- [Getting Started with Liberty Basic 101](#)
- [Basics of Programming](#) - [lbjoseph](#)
- [Jumpstart for Beginners](#) Introduction to programming concepts with LB. Begun by - [jmuelver](#)
- [Programming Using Task, Object, Event \(TOE\) Charts](#)
- [Byte Mode Programming By Mervin Faulkner](#)
- [Fast FAQ \(Frequently Asked Questions\)](#) - [RodBird](#)
- [Prompt](#)
- [NoMainWin](#)
- [Trapclose](#)
- [Debug Your Code](#) - - [Alyce](#)
- [RND\(n\) and RANDOMIZE](#) - - [Alyce](#)
- [Filling String Arrays](#) - - [Alyce](#)
- [Operations in a loop. Single-pass random optimal selection](#) - - [tsh73](#)
- [Operations in a loop.](#) - - [tsh73](#)
- [Debugging Techniques](#) - - [JackKelly6](#)

Articles for the Blind

- [BASIC for Blind Users](#) - Ray McAllister
- [BASIC for Blind Programmers](#) - Ray McAllister

Optimizing Native Commands

- [Coding with Sub Event Handlers](#) - [JanetTerra](#)
- [Function Fundamentals](#) - [Alyce](#)
- [Subroutines and Gosubs](#) - [Alyce](#)

- [Retrieving installed drive letters with Drives\\$](#) - [Alyce](#)
- [Minimize CPU Usage in Scan Loops](#) - [DennisMcK](#)
- [ColorDialog](#) - [Alyce](#)
- [Running Control Panel Applets](#) - [Alyce](#)

Creating and Using Windows and Controls

- [The Liberty BASIC Menu Bar](#) - [JanetTerra](#) Sep 24, 2006
- [The Liberty BASIC Popup Menu](#) - [JanetTerra](#) Sep 24, 2006
- [Graphics Windows, Graphicboxes and Scrollbars](#) - [JanetTerra](#) May 21, 2006
- [Managing Multiple Windows](#) - [harmony](#)
- [Buttons, Checkboxes, and Radiobuttons](#) - [JanetTerra](#) Dec 3, 2009
- [Displaying Multi-Line Text](#) - [StPendl](#) Apr 18, 2010
- [Combobox](#) - [Alyce](#) May 5, 2011
- [Chat Window Prototype](#) - [Alyce](#) Oct 3, 2011
- [Show and Hide Controls](#) - [Alyce](#) May 18, 2012

Files and Directories

- [Using the Files Statement](#) - - [alix](#)
- [Using Files as a General Purpose Interface](#) - - [BillBlack](#)
- [Creating, Reading, and Appending Sequential Text Files](#) - [JanetTerra](#)
- [Writing Data to and Retrieving Data from a Random Access file](#) - [JanetTerra](#)

Sprites

- [Sprite Byte Tutorials Lesson One: The Absolute Minimum!](#) - - [Alyce](#) May 9, 2006
- [Sprite Byte Tutorials Lesson Two: All About Masks](#) - - [Alyce](#) May 10, 2006

- [Sprite Byte Tutorials Lesson Three: Changing the Sprite Image](#) - [Alyce](#) May 23, 2006
- [Sprite Byte Tutorials Lesson Four: Moving a Sprite](#) - [Alyce](#) Aug 29, 2006
- [Sprite Byte Tutorials Lesson Five: User-Controlled Sprite](#) - [Alyce](#) Mar 7, 2008
- [Sprite Byte Tutorials Lesson Six: User-Controlled Sprite and Computer-Controlled Sprite](#) - [Alyce](#) Mar 7, 2008
- [Sprite Byte Tutorials Lesson Seven: Collision Detection and Scoring](#) - [Alyce](#) Apr 21, 2009
- [Sprite Byte Tutorials Lesson Eight: Manipulating the Background](#) - [Alyce](#) Jan 20, 2010

Trapping User Events

- [Capturing Keypresses with When characterInput and Inkey\\$](#) - [JanetTerra](#) May 15, 2006
- [Trapping Mouse Actions and the When commands](#) - [JanetTerra](#) Jun 9, 2006
- [Smoother Animation with GetAsyncKeyState](#) - [JanetTerra](#) Jan 1, 2008
- [Joystick and Gamepad Input](#) - [RodBird](#)

Sound Events

- [Adding Sound to Your Program with Playwave](#) - [JanetTerra](#) Dec 3, 2009
- [Adding Music to Your Program with Playmidi](#) - [JanetTerra](#) Dec 19, 2009

Streamlining your code

- [StPendl](#) Oct 29, 2011

- [Chapter 1 - Starting the mission](#)
- [Chapter 2 - Using arrays to reduce redundant code](#)
- [Chapter 3 - Use variables for duplicate command strings](#)
- [Chapter 4 - Consolidate event handlers](#)
- [Chapter 5 - Apply mouse selection](#)
- [Chapter 6 - Remove radio buttons](#)

- [Chapter 7 - Use a single graphics box for the resistor display](#)
- [Chapter 8 - Further reduce the amount of GUI controls \(Using hot-spots\)](#)
- [Chapter 9 - Adding some eye-candy](#)
- [Chapter 10 - Summary](#)

[General Tutorials](#) | [Novice](#) | [Articles for the Blind](#) | [Optimizing Native Commands](#) | [Creating and Using Windows and Controls](#) | [Files and Directories](#) | [Sprites](#) | [Trapping User Events](#) | [Sound Events](#) | [Streamlining your code](#) [Advanced Tutorials](#)

Table of Contents

[General Tutorials](#)

[Novice](#)

[Articles for the Blind](#)

[Optimizing Native Commands](#)

[Creating and Using Windows and Controls](#)

[Files and Directories](#)

[Sprites](#)

[Trapping User Events](#)

[Sound Events](#)

[Streamlining your code](#)