

1. GETTING STARTED

Preparation

You will find two Master disks for Advan BASIC in the center of the manual. You should put one away in a safe place; it's your back up disk. You will use the other one to bring up Advan BASIC. Make sure that the write protect tabs are in place on the Master disks so that they can't be erased accidentally.

Before inserting the Master disk the computer should be off and the disk drive on. Also the disk drive busy light should be off. Insert the Advan Master disk and then turn on the computer. After about 35 seconds you will see the message

```
Advan BASIC
(C)Copyright 1985 William Graziano
All Rights Reserved
Ready
```

Advan BASIC is now waiting for you to enter a program. Type in the following lines:

```
10 PRINT "HELLO"
20 END
```

Of course you will need to press the RETURN key at the end of each line. You can use the standard ATARI editor keys to correct errors (see the manual that came with your computer for a description of how these keys work). To make sure everything has been entered correctly, type LIST or L (not L.) and then the RETURN key. This command lists your program and then prints Ready. Now type RUN. Because Advan is a compiled BASIC, the RUN command actually does four things:

1. It compiles your program.
2. If you have an XL or XE computer, it moves about 14 K bytes of the BASIC into high memory. This increases the amount of memory available to the program.
3. It executes the compiled code.
4. It returns the BASIC to its normal location.

If you do not have an XL or XE computer, Advan will skip steps 2 and 4.

You will notice a blanking of the screen at the start and, if you have an XL or XE, at the end of the RUN. Blanking the screen increases execution speed, reducing compile time by about 30%. Advan BASIC has special commands to blank and restore screen display. You can use them to speed up the execution of your program (see Ch. 7). At the completion of RUN, you should see on the screen:

```
HELLO
Ready
```