

1--each program line is compiled and then deleted. This is used for programs which are too large to compile or execute in the available RAM. Be sure to save your program before using this option.

2--the BASIC is removed before program execution. This greatly increases the space available in a non-XL computer and gains several thousand bytes in an XL.

3--the BASIC is removed and the program lines deleted as they are compiled, providing the maximum amount of memory for program execution. Note that if the BASIC is removed, you will have to insert a disk with BASIC on it and reload the BASIC at the end of the program run. The system will issue a message telling you what to do.

Examples:

RUN compiles and executes the program in memory.

RUN 1 compiles (deleting program lines as they are compiled) and executes the program in memory.

RUN ALPHA loads, compiles, and executes the program named ALPHA on disk 1.

RUN D2:BETA 1 loads, compiles (deleting program lines as they are compiled), and executes the program named BETA on disk 2.

#### SAVE

Format: SAVE filename

Description: Saves the program in memory onto a disk using the name specified in filename. The program is stored in token form. If the disk already has a file with the same name, the first file will be destroyed.

Examples:

SAVE ALPHA saves a program onto disk 1 using the name ALPHA.

SAVE D2:ALPHA saves a program onto disk 2 using the name ALPHA.

Special note: The SAVE command should not be used with .COD or .WRK, because these names are used in some compile options and the program might be overwritten and lost.

#### SAVEC

Format: SAVEC filename

Description: Saves the compiled code to a disk using the name specified in filename. An EXEC command can then be used to execute this code without having to recompile it.

Example:

SAVEC CGCA saves the compiled code to disk 1 using the name CGCA.