

LOAD

Formats: LOAD filename
LOAD filename 1

Description: Loads a program which has been stored in token form (i.e., saved with SAVE command). The name and disk are specified in the filename. The second option (adding a space and 1) is used for programs too large to totally fit in the computer. Only a portion of the program is held in the computer; the remainder stays on the disk. This gives you a way to work with very large programs, because you can edit and add to the program as if it were entirely in the computer. See Chapter 11.

LOADS

Format: LOADS filename

Description: Loads a program which has been stored in non-token form.

Example: LOADS PHI.SR loads the program named PHI.SR stored on disk 1.

LOCK

Format: LOCK filename

Description: Sets the specified file to read only. Used to protect a file.

NEW

Format: NEW

Description: Deletes any previous program and prepares for the entry of a new program.

PEEK

Format: PEEK number

Description: Prints the value of the memory location specified by the number, which must be in decimal.

POKE

Format: POKE number,number

Description: Stores the value of the second number into the memory location specified by the first number. Be careful with this command. If you should change a key location, the BASIC will lock up and you will have to turn off the computer and reload.

RENAME

Format: RENAME filename/filename

Description: Changes the name of the file from the first (left) filename to the second (right) filename.

RUN

Formats: RUN RUN filename
RUN n RUN filename n (n=1, 2, or 3)

Description: Compiles and executes a program. If a filename is used, the program is loaded from the disk; otherwise, the program is assumed to be in the computer. The number serves as a command to the computer: