

REFERENCE MANUAL

List of System Commands

APPEND	LLIST	RENAME
COMPILE	LMARGIN	RUN
DEL	LOAD	SAVE
DIR	LOADS	SAVEC
EXEC	LOCK	SAVES
KILL	NEW	UNLOCK
LIST	PEEK	WIDTH
	POKE	

NOTE: Filename is frequently used in the description of the system commands. Here are some examples of legal filenames.

ALPHA ALPHA.1C2 D2:BETA D3:BETA.COD D4:ABCDEFGH.111

If the file is not on disk one, the filename must start with D followed by the disk number (1 to 4) and then a colon. Next comes the main part of the filename. This can be from 1 to 8 characters long. If you wish you may add a period and 1 to 3 symbols after the main part of the filename.

APPEND

Format: APPEND filename

Description: The program on the disk is appended to the program in memory. The program on the disk must be in source code form (i.e., the SAVES command was used to place the program on the disk). Note that if two lines in the programs have the same linenumber, the line from the appended program will overwrite and eliminate the line in the current program.

Examples:

APPEND ALPHA appends the program named ALPHA on disk drive 1 to the current program.

APPEND D2:BETA appends the program named BETA on disk drive 2 to the current program.

COMPILE

Formats: COMPILE COMPILE filename/filename
 COMPILE n COMPILE filename n
 COMPILE filename COMPILE filename/filename n

(n must be 1, 2, or 3)

Description: Used to compile a program. If no filename is specified, the program is assumed to be in the computer. If a filename is specified, the system assumes that the program is too large to compile entirely in the computer. The system then brings parts of the program from the disk as needed and sends the compiled code back to the disk. This makes the compile significantly slower, but allows very large programs to be compiled. If filename/filename is used, the second filename determines the disk and name to which the output code is stored. If only one filename is