Description: Tells the system what to do in case of an error. Once TRAP has been executed, any subsequent error causes the program to go to the line specified in the linenumber instead of returning to BASIC. Memory location 1240 will have the error number. After setting a TRAP, if you want to switch back and have errors cause a return to BASIC, give a TRAP 0 command. Appendix C lists the error numbers.

Example:

```
100 TRAP 200
110 OPEN "I",1%,"DATA"
120 TRAP 0
 .
 .
 .
200 PRINT "message"
210 INPUT ""T$
220 GOTO 110
```

If an error occurs in the opening of a file, the message on line 200 will be printed. The message specifies corrective action and tells the user to press RETURN. Then the program returns to line 110 and again tries to OPEN the file. Failure will cause another return to line 200. Success will reset the TRAP so that subsequent errors will cause a return to BASIC. You can set and reset the TRAP as often as desired.

VAL
Type: real function

Format: VAL(stringexpression)

Description: If the characters in the stringexpression represent a number, VAL returns this number. See STR$ and VAL%.

VAL%
Type: integer function

Format: VAL%(stringexpression)

Description: If the characters in the stringexpression represent an integer, VAL% returns this integer. See NUM$ and VAL.

WAIT
Type: BASIC command

Format: WAIT(integerexpression)

Description: Causes the program to pause for a number of seconds equal to the value of the integerexpression divided by 60. For WAIT to work properly, the timer sould not overflow; that is, a reset timer should have been given within the last 9 minutes. See RTIME and TIME.