

## Entering Programs

Here is a list of facts to keep in mind when entering programs:

1. Line numbers must not exceed 32767.
2. Since long names are used in Advan BASIC, you must use spaces between key words and variable names. For example, 10 FORT=1 TO 3 will give a syntax error. There must be a space between the FOR and T. Normally if you use more than the number of spaces needed, the system will delete the extra spaces. Of course spaces in string expressions (inside quotes) are not affected. Also, spaces at the start of a line are retained. This allows you to indent programs for readability.
3. Multiple statements can be entered on a line; the colon symbol is used to separate statements:  
  
10 A=B: PRINT A
4. After you enter a line the compiler will check the line for syntax errors. If it finds an error it will print out an error message and then print out the line up to the point where it identified the error. In many cases this will help locate the mistake. If the line is long you might actually have typed a few characters of the next line before the error is detected. The system will make a short buzzing sound to alert you that an error has occurred. When it displays the error message it will overwrite any characters you have typed. Normally you'll not lose more than a few characters. Appendix C has a list of the error messages.
5. If you want to stop what the system is doing, press the BREAK key. For example, if a program gets into an infinite loop, press the BREAK key to return to the BASIC. You can also use the BREAK key to stop a listing or a compile. Note that the BREAK key will not stop a disk save or load.
6. Like the ATARI BASIC, Advan BASIC uses CONTROL 1 to stop and restart the display. Press the CONTROL key together with the 1(one) key to halt the display. Press the two keys a second time to restart the display. Be sure to press the CONTROL key and then the 1 key. The 1 key should be released before the CONTROL key.
7. As mentioned above, you can use the ATARI edit keys to correct or modify program lines. And just like ATARI BASIC, after you have corrected a program line you must move the cursor onto the line and then press the RETURN key.
8. Do not forget to type NEW before entering a program.
9. WARNING: Do not use the RESET key, or you will lose your program and have to reload the BASIC.

## Disk Commands

Before you can use a disk you must format it. You can use ATARI DOS 2.0 to format disks, but it is usually easier to use the Advan format program. Of course you will need a blank disk or a disk whose data you don't want to save. With the Master disk still in drive 1, type EXEC FORMAT.COD. This will load the format program into the computer. When the program is ready