

given, the system uses that filename with a .COD extension as the compiled code filename.

Examples:

COMPILE compiles the program in memory. The resulting code can be stored with a SAVEC command.

COMPILE 1 causes the system to delete each program line after it has been compiled. This almost doubles the size of a program which can be compiled entirely in memory. Be sure to save the program first.

COMPILE 2 When the program is executed, the BASIC is removed. This increases available memory by about 17K in a non XL and by 3K or 4K in an XL. When the program ends, the BASIC has to be reloaded.

COMPILE 3 The N=3 option is the same as N=1 combined with an N=2 compile.

COMPILE ALPHA.BAS compiles the program on disk 1 named ALPHA.BAS. The compiled code will be stored on disk 1 with the name ALPHA.COD.

COMPILE ALPHA.BAS/D2:ALPHA.COD 2 compiles the program on disk 1 named ALPHA.BAS. The compiled code is stored on disk 2 with the name ALPHA.COD. The BASIC is removed when the program is executed, allowing the maximum possible amount of memory.

DEL

Format: DEL linenumber,linenumber

Description: Deletes all linenumbers between and including the two listed. The first linenumber must be less than the second linenumber. To delete the special subroutines PUSING.APP and DLISTINT.APP use the command DEL 32768,65535.

DIR

Formats: DIR Dn: (n is the drive number and must be 1,2,3,or 4)
DIR

Description: Lists the directory for the specified disk. If no disk is specified, lists the directory for disk 1. Note that using DIR does not effect any program in memory. So if you are ready to save a program to a disk, you can use the DIR command to check the disk before you save the program.

Examples:

DIR lists directory of disk 1.

DIR D2: lists directory of disk 2.