

stringname is set equal to the value of the determinant. If you want to do calculations using the value of the determinant you must use VAL or VAL% to convert from the string form to the real or integer form.

Special note:

(1) Since the named subroutines in MATIO.APP, MATSET.APP, MATCALC.APP, and MAT.APP use the names MAT, MAT1@, MAT%, MAT1%, MAT2%, MAT3%, MAT4%, MAT5%, and MAT6%, you should not use these names in your programs.

(2) For some errors a line of the named subroutine will be listed rather than the line of your program on which the subroutine was called.

DOSADD.APP

Appending DOSADD.APP to your program enables you to use the commands KILL@, LOCK@, UNLOCK@, DIR@, and RENAME@. The format for KILL@ is

KILL@ filename

The file specified by filename will be deleted. In the example below, the file named ALPHA.DAT will be deleted from the disk in drive 1, and the file named BETA will be deleted from the disk in drive 2.

```
100 KILL@ "ALPHA.DAT"
110 KILL@ "D2:BETA"
```

The formats for LOCK@ and UNLOCK@ are

LOCK@ filename      UNLOCK@ filename

The file specified by filename will be either locked or unlocked. If a file is locked, you cannot delete or write to it.

The format for RENAME@ is

RENAME@ filename,filename

This command is used to change the name of a file. The first filename gives the current name and the second filename gives the new name. In the example below, the file named ALPHA.DAT on the disk in drive 1 is renamed ALPHA1.DAT, and the file named BETA.A on the disk in drive 2 is renamed BETA.C:

```
100 RENAME@ "ALPHA.DAT","ALPHA1.DAT"
110 RENAME@ "D2:BETA.A","D2:BETA.C"
```

The format for DIR@ is

DIR@ stringexpression

Stringexpression must be "D1:", "D2:", "D3:", "D4:". This command (e.g., DIR@ "D1:") prints the directory for the specified disk on the video display.

BASECON.APP

Appending BASECON.APP to the program makes available the command BASECON@,