

In-struction	Abbre-viation	Usability in RUN and DEF modes	Program-mability	Example	Note
NEW		(Executable also in PRO mode.)	No	NEW	tion of the flexible memory displayed (number of steps and data memories).
RUN	R.	Yes (Executable also in PRO mode.)	No	RUN RUN 100	Clears the program and data memories. Starts program execution Starts program execution from line number 100.
CSAVE	CS.	Yes (Executable also in PRO mode.)	No	CSAVE "File name"	Stores computer program on tape with its file name.
CLOAD	CLO.	Yes (Executable also in PRO mode.)	No	CLOAD "File name"	Program recorded on tape with the file name is transferred to the Computer.
CLOAD?	CLO.?	Yes (Executable also in PRO mode.)	No	CLOAD? "File name"	Verifies program on tape with the program in the Computer (with same file name).
CHAIN	CH.	No	Yes	CHAIN "File name" CHAIN "File name" 10	The program on tape specified by the file name is transferred to the Computer and executed. In 2nd example program is transferred after line number 10 and executed.
PRINT#	P. #	Yes	Yes	PRINT# "File name" PRINT# "File name", C	The contents of the data memory (after C) is recorded on the tape with its file name.
INPUT#	I. #	Yes	Yes	INPUT# "File name" INPUT# "File name", C	The data stored on tape corresponding to the file name is transferred to the data memory area in the Computer (after C).

Control Keys

- ● moves cursor right.
- executes playback instruction.
- recalls cursor, when program is displayed in PRO or RESERVE mode.
- ● moves cursor left.
- executes playback instruction.
- recalls cursor, when program is displayed in PRO or RESERVE mode.
- ⏏ ● inserts space (symbol) between the address (N) indicated by cursor and the preceding address (N-1).
- ⏏ ● deletes character indicated by cursor.
- ⏏ ● displays the preceding program line in PRO mode.
- ⏏ ● displays the next program line in PRO mode.
- ⏏ ● turns power on.
- breaks (temporarily interrupts) program being executed.
- clears the Computer completely (resets after error message).
- ⏏ ● changes the mode (DEF, RUN, PRO, RESERVE).
- ⏏ ● space key.

Error Messages

Error code	Kinds of error	Description
1	<ul style="list-style-type: none"> ● Syntax error ● Arithmetic operation error ● Memory designation error 	<ul style="list-style-type: none"> ● When the absolute value of the result exceeds 1×10^{99} or when the divisor is 0. ● When the numerical value has been defined in the memory designated as a character variable, and vice versa.
2	Line error	<ul style="list-style-type: none"> ● When the line or label specified by GOTO, GOSUB, RUN, DEBUG, or LIST statement does not exist.
3	Level error	<ul style="list-style-type: none"> ● When level exceeds 4 in a GOSUB or FOR/NEXT statement. ● RETURN instruction without GOSUB statement. ● NEXT statement without FOR.
4	Out-of-memory	<ul style="list-style-type: none"> ● Entering a program longer than available memory space. ● When a non-existing dimensioned memory location is designated.
5	Magnetic tape control error	When an error is generated during the execution of the magnetic tape control instruction (such as verify error, check-sum error).
6	Format error	When data can not be displayed with the given format by the PRINT or PAUSE statement during execution of the program.

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