

### 2.2.3 SEXEC (\*\*)

Syntax : SEXEC FLDn\_filename

### 2.3.0 Loading files

#### 2.3.1 BASIC programs - to load and not run.

Command : LOAD (\*\*)

Syntax : LOAD FLDn\_filename

#### 2.3.2 BASIC programs - to load and run

Command : LRUN (\*\*)

Syntax : LRUN FLDn\_filename

#### 2.3.3 BASIC programs - to load and join files

Command : MERGE (\*\*)

Syntax : MERGE FLDn\_filename

Command : MRUN (\*\*)

Syntax : MRUN FLDn\_filename

### 2.4.0 Removing unwanted files

Command : DELETE

Syntax : DELETE FLDn\_filename

### 2.5.0 Changing file names

Command : RENAME

Syntax : RENAME FLDn\_filenameA TO FLDn\_filenameB

Parameters : filenameA = the original filename,  
filenameB = the new filename

Action : Media must not be write-protected.

The named file will be re-named.

### 2.6.0 Searching for a particular file

Command : SEARCH

Syntax : SEARCH FLDn\_filename

Action : This command will cause a search of the entire media to the given filename. If present, a prompt will be given "File already exists"; if not, the prompt given is "Not found".

### 3.0.0 Error handling

#### 3.1.0 To prevent an interruption of the DOS with an error

Syntax : ERSET OPEN OVER #ch; FLDn\_filename

Action :

#### 3.2.0

Syntax : EROFF

Action : The inverse of ERSET. If a file has been supplied.

#### 3.3.0

Syntax : var = ERROR (0)

Action :

Example :

```
10 REMark Loading a file
20 ERSET
30 INPUT "Name of file " ; a$
40 LOAD a$
50 ERR = ERROR (0)
60 IF ERR <> 0 : GO TO 110
70 PRINT "File " ; a$ ; " loading"
80 INPUT "To continue, press 0 " ; b$
```