The editor comes up in upper case mode, this may be toggled in the normal way using CAPS SHIFT and 2.

You have control over the temporary attributes of the various character positions on the screen through the use of the standard control codes (e.g. WRITE(CHR(17),CHR(4)) will make the 'paper' green) but you cannot change the permanent attributes. If, while using these control codes, an invalid sequence is detected then the message 'System Call error' will be displayed and the execution aborted. When you dump out text or object code to tape the message 'Start tape, then press any key' will be displayed twice - you must respond to it each time.

There is no need to save the loader since an automatic loader is always dumped with the object program - if you have used the 'T'ranslate command to save the object code and runtimes on tape then to load and run the program simply enter 'LOAD ""' from within BASIC. After the execution of the object code has finished you can run it again, assuming it has not corrupted anything, by entering 'GOTO 3' from within BASIC.

If you use the 'B' command from within the HP4T editor to return to the ZX SPECTRUM BASIC then, assuming you do not change the BASIC program, you can re-enter the HP4T editor in one of two ways: enter 'GOTO 9' to perform a warm start i.e. preserving the Pascal program or 'GOTO 12' to do a cold start, re-initialising the Pascal and clearing any existing Pascal text.

Please do not hesitate to contact us if you experience any difficulty with Hisoft Pascal 4 - we can only solve the problems if we know what they are!

Note: The start address of the package is £6016 (hexadecimal) = 24598.