

Section 3 contains information on the various compiler options available and also on the format of comments.

Section 4 shows how to use the line editor which is an integral part of HP4T; if you do not wish to use this editor but want to interface your own editor, then you should consult the HP4T Alteration Guide.

The above Sections should be read carefully by all users.

Appendix 1 details the error messages generated both by the compiler and the runtimes.

Appendix 2 lists the predefined identifiers and reserved words.

Appendix 3 gives details on the internal representation of data within Hisoft Pascal 4 - useful for programmers who wish to get their hands dirty.

Appendix 4 gives some example Pascal programs - study this if you experience any problems in writing Hisoft Pascal 4 programs.

0.2 Compiling and Running.

For details of how to create, amend, compile and run an HP4T program using the integral line editor see Section 4 of this manual. For information on what to do if you are using your own editor see the HP4T Alteration Guide.

Once it has been invoked the compiler generates a listing of the form:

```
XXXX nnnn text of source line
```

where: XXXX is the address where the code generated by this line begins.
 nnnn is the line number with leading zeroes suppressed.

If a line contains more than 90 characters then the compiler inserts new-line characters so that the length of a line is never more than 80 characters.

The listing may be directed to a printer, if required, by the use of option P (if supported see Section 3).

You may pause the listing at any stage by pressing CS; subsequently use CC to return to the editor or any other key to restart the listing.

If an error is detected during the compilation then the message <ERROR> will be displayed, followed by an up-arrow (^), which points after the symbol which generated the error, and an error number (see Appendix 1). The listing will pause; hit ^ to return to the editor to edit the line displayed, P to return to the editor and edit the previous line if it exists, or any other key to continue the compilation.