the buffer while the use of CI (control function) will advance the pointer to the next tab
position, inserting spaces.

X - this advances the pointer to the end of the line and automatically enters the write
sub-mode detailed above.

C - change sub-mode. This allows you to overwrite the character at the current pointer
position and then advances the pointer by one. You remain in the change sub-mode until you
press RETURN whence you are taken back to the Edit mode with the pointer positioned after
the last character you changed. DELETE (or BACKSPACE) within this sub-mode simply
decrements the pointer by one i.e. moves it left while CI has no effect.

4.2.4 Tape Commands.
Text may be saved to tape or loaded from tape using the commands 'P' and 'G':

Command: P n,m,s

The line range defined by n < x < m is saved to tape in HP4T format under the filename specified
by the string s. Remember that these arguments may have been set by a previous command. Before
entering this command make sure that your tape recorder is switched on and in RECORD mode.
While the text is being saved the message 'Busy..' is displayed.

Command: G,,s

The tape is searched for a file in HP4T tape format and with a filename of s. While the search is
taking place the message   'Busy..' will be displayed. If a valid HP4T tape file is found but has
the wrong filename then the message 'Found' followed by the filename that was found on the tape
is displayed and the search continued. Once the correct filename is found then 'Found' will appear
on the list device and the file will be loaded into memory. If an error is detected during the load
then 'Checksum error' is shown and the load aborted. If this happens you must rewind the tape,
press PLAY and type 'G' again.

If the string s is empty then the first HP4T file on the tape will be loaded, regardless of its
filename.

While searching of the tape is going on you may abort the load by holding CC down; this will
interrupt the load and return to the main editor loop.

Note that if any textfile is already present then the textfile that is loaded from tape will be
appended to the existing file and the whole file will be renumbered starting with line 1 in steps of
1.

4.2.5 Compiling and Running from the Editor

Command: C n

This causes the text starting at line number n to be compiled. If you do not specify a line number
then the text will be compiled from the first existing line. For further details see Section 6.2.