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# CHAPTER 3

## USING SOFTWARE

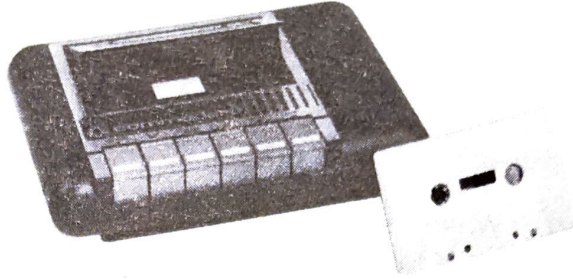
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- Introduction
  - Built-in software
  - Cartridges
  - Cassettes
  - Diskettes
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- STEP 3 Turn ON your Plus/4.
- STEP 4 Begin the game or program according to the instructions that come with the software. A cartridge program starts immediately, while function software starts after pressing the function key.

## **CASSETTES**

### **Loading Cassette Tapes**



A variety of software products for the Plus/4 is available on cassette tape. These cassette tapes are similar to the music cassettes that you play on your tape deck or stereo. Computer tapes run in the Datassette tape recorder, available from your Commodore dealer.

You can also use cassette tapes and the Datassette to store programs you write yourself. The next section explains how to save programs on tape.

The steps for loading tape are the same whether you are using prerecorded software or programs you saved yourself.

- STEP 1 Insert the cassette into your Datassette and close the door.
- STEP 2 Rewind the tape to the beginning by pressing the REWIND button on the Datassette.
- STEP 3 When the tape is rewound to the beginning, type LOAD and press the **Commodore** key. The computer responds with the following message:

**PRESS PLAY ON TAPE**

- STEP 4 Press the PLAY button on the Datassette. The screen goes blank as the Datassette starts. When a program is found, the screen displays this message:

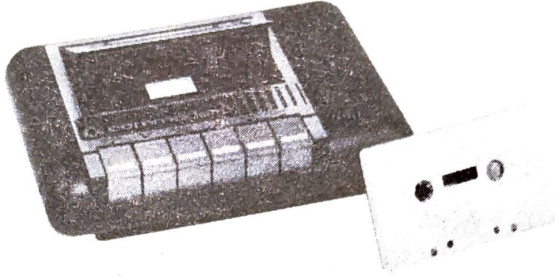
**FOUND "program name"**

- STEP 5 Press the Commodore key to load the program that was FOUND. If nothing is pressed within 10 seconds, the LOAD takes place automatically.

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See the Datassette Manual for more details on loading cassettes.

When the program is loaded, the word **READY** appears. If you want to stop the loading before it's complete, press the **RUN/STOP** key. After the software is loaded, type **RUN** to start the program. You can also **LIST** the program or change it, if it is a **BASIC** program.

**NOTE:** To **LOAD** a specific program on the tape, use the **LOAD "program name"** form of the **LOAD** command.

## **Saving Programs On Cassette Tape**

When you write a program and want to save it on cassette tape, follow these steps:

**STEP 1** Type:

**SAVE "program name"**

The program name you use can be anything you want, but can be no more than 16 letters and/or numbers long.

**STEP 2** Press the **RETURN** key. The computer displays this message:

**PRESS RECORD AND PLAY ON TAPE**

**STEP 3** Press the **RECORD** and **PLAY** buttons on your Datassette. The screen goes blank. When your program is saved, the word **READY** appears on the screen.

Examples of **SAVE** Commands for Cassette Tape:

**SAVE "MYJOB"** ←

**SAVE "3TEST"** ←

This name is the specific name of the program being saved

**NOTE:** When saving a program onto a cassette tape, always be aware of where the tape is positioned. In particular, be careful not to save a program at the absolute beginning of a tape, since many tapes have magnetic leaders, which will not record information. Thus, part of the program would not be saved.

When **LOADing** or **SAVEing** a program, if you decide to stop before it's finished, you must press the **RUN/STOP** key first. After pressing **RUN/STOP** on the keyboard, then press the stop button on the Datassette.

## DISKETTES

### Loading Programs From Diskette



Disks are fast and easy to use. Be sure to handle your disks and your disk drive carefully. Disks may be referred to as diskettes, floppy disks, or floppies interchangeably; they are all the same thing.

STEP 1 Make sure that your disk drive is ON.



STEP 2 Insert the disk into the disk drive. The label side of the disk must face up. Insert the disk into the opening so that the labeled end goes in last. Be sure the disk is in all the way.

STEP 3 Close the protective door on the disk drive after you insert the disk.

STEP 4 Type:

**DLOAD "program name"**

Specific name of  
the program  
to be LOADED

To save time, you could press FUNCTION KEY 2 and type in the program name and the second quote marks.

STEP 5 Press the **RETURN** key. The disk spins and your screen says:

**SEARCHING FOR PROGRAM NAME**

**LOADING**

**READY**



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STEP 6 Your software is ready to use. Now type **RUN** and press the **RETURN** key to start the program.

If the red light on the disk drive blinks after the DLOAD is finished, something went wrong. Type:

?DS\$(and hit **RETURN** )

to find out what went wrong.

Examples of DLOAD commands:

DLOAD "*"	LOADs the 1st program on the disk.
DLOAD "MYFILE"	LOADs a disk program called MYFILE.
DLOAD "SET*"	LOADs the first program on the disk that begins with the letters SET.

## Headering A Diskette

Headering prepares a new BLANK disk for use. Any blank disk must be formatted before it may be used, by using the HEADER command.

IMPORTANT: DO NOT HEADER A DISK THAT HAS ANYTHING ON IT UNLESS YOU WANT TO ERASE THE ENTIRE DISK. HEADERING ERASES EVERYTHING ALREADY ON A DISK.

The format for the HEADER command is:

**HEADER** "disk name", Udevice#, Ii.d.#, Ddrive#

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- The name you use is the name of the entire disk. Give the disk any name up to 16 characters.
  - Device # specifies which device for your computer (disk drive as opposed to Datassette), and is usually number 8.
  - The i.d. is the letter I and any two letters and/or numbers, like I21, IR5, etc. Give the disk any i.d. you want, but you should give every disk a different i.d. to avoid confusion.
  - If you have a dual drive, add D0 or D1 to identify the drive number. If you have a single drive you must use D0.
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## ARE YOU SURE?

As soon as you press **RETURN** after typing the HEADER command, the Plus/4 asks ARE YOU SURE? This is to give you a last chance to change your mind.

To header the disk, type YES or Y and press **RETURN**. If you decide not to header the disk, type NO or N and press **RETURN**.

Here are some examples of HEADER commands:

```
HEADER "LETTERS", U8,I07,D0
HEADER "FINANCES", U8,IS3,D0
```

Now that you know how to HEADER a disk, you're ready to use disks to write and save programs on your Plus/4. The first section of the Plus/4 Encyclopedia has more information about the HEADER command.

## Saving Programs On Diskette

When you want to reuse a program you've written, be sure to SAVE it before you LOAD another program or turn off the Plus/4. If you don't, you'll lose the program.

When you change a SAVED program, you have to save it again if you want to keep the new version.

When you reSAVE a program, you are replacing the old version with the new one. If you want to keep both the old and the changed versions, you have to give the new one a different name when you SAVE it.

Follow these steps to save a program on disk:

STEP 1 Type **DSAVE** "program name".

STEP 2 Press **RETURN**. The computer displays this message when the program is saved:

```
SAVING "program name"
OK
READY.
```



Example:

```
DSAVE "MYPROG5"
```

The program name  
can be up to 16  
characters long.

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If the red light on the disk drive blinks after the DSAVE is finished, something went wrong. Type:

?DS\$ (and hit **RETURN** )

to learn what went wrong.

## THE DIRECTORY COMMAND

When you SAVE programs on disk, the computer keeps a listing of all the files saved on that disk. You can display the listing as a table of contents to see what's on a disk by using the directory command:

Type: **DIRECTORY** then press **ENTER**  
(or press FUNCTION KEY 3)

As soon as you press **ENTER** , your Plus/4 displays everything on your disk.

You can also display just part of the table of contents:

**DIRECTORY "MY\*" **ENTER**** Lists every file on the disk that starts with the letters MY.