

you do make an error, press Key F repeatedly. The number of times you'll have to press it will depend on where you are in the sequence, but repeated pressings of Key F will get you out of the Relocate loop and back into scroll/enter mode.

After you have entered the new start address, press Key 0 one time (this is the second time you will have pressed it). At this point, the block of data from 250 to 326 will be moved to locations 254-32A. If you press any key besides Key 0, you will automatically be returned to scroll/enter mode.

To make things easier, the editor automatically fills the vacated addresses with all zeros. You may move any size block of data to any location in VIP memory - except, of course, the first two pages (which hold the Editor Program).

The Relocate feature of the Editor Program is handy for moving subroutines around or for relocating blocks of data that may have been initially placed at the end of memory before the exact program length was known. It's also useful for closing up spaces after removing unnecessary code and for opening up spaces for insertion of forgotten code. Remember, however, that any GOTO or GOSUB instructions involving addresses within the relocated block will have to be adjusted after the code is shifted.

Summary of Key 0 Operation

1. Write down the address of the last instruction to be moved.
2. Write down the new start address.

Remember to exclude the leading zero from these addresses!

3. Using the scrolling keys, position the old start address in the "active" address line on the screen.
4. Press Key 0 once.