Notes regarding Scripts
A script is a text document. Each one of the single commands must each reside in a different line and be complete. In other words a single command cannot be divided into more lines.

Stringn ‘Name’|$10 -> *Valid line*
Stringn ‘Name’|$10 char ‘A’ -> *Invalid line*

Stringn ‘Name’ -> *Invalid Command*
|$10

An editor for writing, modificating, saving and compiling of one or more scripts is accessible inside the program (setup chapter 9, par. 2.2). In any case it is possible to write a script with any text editor (DOS or Windows) like Notepad of Windows or the EDITOR of the DOS. It is not possible to import documents written with UNIX as the characters used for going to the next line are different from the ones used by the DOS or Windows.

TYPE OF DATA
Character: Identifies a single character, can pass as printable character (enclosed between single apostrophes), as decimal ASCII value (followed by symbol $) or else hexadecimal ASCII value (followed by 0x).
If for example we want to identify the character A (decimal value 65 or hexadecimal value 41) then we can write 'A', $65 or 0x41.
String: Identifies a sequence of printable characters enclosed in single apostrophes, for example: 'this is a string'.
Comment: Identifies a portion of test (preceded by a character ; which will not be compiled but will serve as note only for the programmer.
Variables: These are particular sequence of characters preceded by the symbol #, which will be used by the program for storing internal information (patient code, analysis name and etc.), refer to "TABLE 1 - TRANSMISSION/RECEPTION".

There are also variables for direct uses, which allow for identification of any character below ASCII 32 (space) to facilitate the writing of the script (for example, one can use the variable #EOT to identify the character $4), see "TABLE 2 - INTERNAL VARIABLES".