9.1.1   DUmp (addr) (addr)

        The DUmp command displays memory data on the screen in a
Hexidecimal representation. As with all Sol commands the command is
recognized by the first two characters and up to ten additional char-
acters can be input without an error being forced.

        Thus, DU; DUST; DUMP; DUMPTHESE would all be recognized as
being a DUmp command.

        At least one address must follow the command or a error dis-
planed on the screen. If two addresses are input then all values
from the first address to the last will be displayed.

                        DUMP Ø   EF

        Up to ten blanks may be inserted between each parameter
without forcing an error condition. Errors are indicated by a ques-
tion mark (?) replacing the character where the error occurred. For
example if the DU command were given without an address the question
mark would appear ten spaces to the right of the "U".

9.1.2   ENter addr

        The ENter command places sequential bytes into memory begin-
ning at the specified address. Data, represented as hexidecimal
values, are input from the keyboard for entry to memory. All CONSOL
commands except MODE SELECT are executed when the RETURN key is
pressed. After the ENTER, (address), RETURN sequence the Sol Dis-
plays a colon (:) prompt character. Values are then input one line
at a time with each line terminated by a carriage return or linefeed.
The ENter function itself is terminated with a slash (/) and the Sol
goes back to the command mode when the slash is encountered.

        With all command functions of CONSOL, input lines are ter-
minated with a carriage return or line feed. If the terminator is a
C/R, CONSOL will erase all characters from the current cursor loca-
tion to the end of the screen line. In this case, all valid input
should be to the left of the cursor. If an error occurred during
input the cursor may be moved to the left using the "cursor-left"
key and the erroneous characters changed. A linefeed would then be
used as a terminator since LF does not erase the line prior to pro-
cessing the characters. This is particularly useful when using the
ENter command since the input line can be visually scanned and errors
corrected prior to the actual entry of input data to memory.

9.1.3   TLoad (speed)

        Included within CONSOL are routines to read standardized
cassette tape Software which is recorded with a sixteen byte header
that includes NAME, LOAD INFORMATION, FILE TYPE and execute address.
CONSOL, because of space limitations, is unable to search for a