

Format           CALL EALR("access-name")

#### Description

The EALR subprogram is used to switch to the Editor Assembler Load and Run menu screen prompt. EALR will only load and run Editor Assembler DISPLAY FIXED OBJECT FILES created by the Editor Assembler for the Editor Assembler environment, not the EXTENDED BASIC DISPLAY FIXED OBJECT FILES. They've never been compatible, hence one of RXB's reasons for existing. The access-name is moved into the Editor Assembler and the name is loaded onto the screen so you can see it. This gives you a chance to change the disk if needed, or to see what is wrong if it does not load. After the DISPLAY FIXED OBJECT FILE is loaded, you will receive the normal 'Program Name?' prompt. This name would be the same as the link name from Editor Assembler BASIC. You can ABORT the loader by holding the FCTN BACK (9) key while the name is being placed onto the screen. If an error occurs the code will be returned onto screen and you must press ENTER to restart the loader.

#### Description Addendum

EALR only works from EXTENDED BASIC, not BASIC.

#### Programs

The program at the right will load a Display/Fixed 80 file named SAVE from disk drive 3.

```
>100 CALL EALR("DSK3.SAVE")
```

This program loads a Display/Fixed Object file named FNAME after searching all disk drives and RAMDISKS for the disk named DNAME.

```
>100 CALL EALR("DSK.DNAME.FNAME")
```