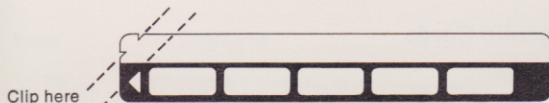


Protecting a Card

To protect a card containing a stored program, clip through the notches with scissors as shown below.



Not here — you could lose part of the program.

A further precaution is to record the program on the opposite edge of the card as well. If by accident you erase your program you can always insert the other end (*opposite to the arrowhead*) of the card. However, for permanent program storage we recommend that you use only one track since:

1. The second program cannot easily be labelled.
2. Extreme care must be taken to protect the second program. (*Do not clip more than you would on the first track or you may lose information.*)
3. The motor roller is over the second track. Over a period of time, the second track may not read properly.

Marking a Card

You can write on the non-magnetic side of your card using any writing implement that does not emboss the card. It is customary to write a program name on the top of the card and to write symbols identifying the functions of the top row keys in the spaces below. Annotating magnetic cards with a typewriter may impair the read/write properties of the cards. To permanently mark a card, clean it first of grease, oil, etc. Then use a pen with india ink.

Editing the Program

You can easily edit (*correct or change*) your HP-65 programs by using the editing features built into the calculator. These features allow you to insert or delete a step anywhere in the program.

Positioning the Pointer

Before you can edit a program, you must first position the program pointer at the particular step to be edited. You have already

learned one way to do this. By pressing **SST** you advance the program pointer one step at a time. However, if the step to be corrected is far down in memory, this method may not be convenient. There is an easier way.

You can move the pointer to any **LBL** (label) in the program by switching to RUN mode and pressing **GTO** (go to) [**A** thru **E**].* The program pointer searches through memory from its current position, finds the **LBL**, and stops. For example, if you press **GTO C**, the pointer searches for **LBL C**. Then, if the pointer finds the label, it stops at the step containing the **C** key. If the label is not found, the pointer goes to the top of memory and stops. With the pointer positioned at the **C** key, you can then switch to W/PRGM mode and use the **SST** key to move the pointer to the correct step, having bypassed long sections of the program.

To return the program pointer to the top of memory, you have two choices:

1. Press **SST** until you complete the cycle through memory and once again reach the top of memory marker.
2. Switch to RUN mode and press **RTN**.

Naturally, your position in the memory will determine which method you use. In most cases, pressing **RTN** in RUN mode is more convenient. (*Note that **RTN** operates differently in RUN mode than in W/PRGM mode.*)

Insert Operation

Whether you know it or not, you have already learned how to insert steps in your program. Effectively, when you were writing a program and you pressed a key in W/PRGM mode, it was inserted between the displayed step and the following step. The program pointer then moved to display the inserted step.

To summarize the procedure for inserting program steps:

1. Position the program pointer so that the code of the instruction that is to precede the insertion is displayed.
2. Press the key or keys to be inserted. The rest of the program is pushed down to make room.

* You can also move the pointer to labels 1 thru 9 by pressing **GTO** [**1** thru **9**]. Labels are discussed on page 71.