
Reading data from tape

Once you've saved a memory range onto tape with the Monitor's WRITE command, you can read that memory range back into the computer by using the Monitor's READ command. The data values you've stored on the tape need not be read back into the same memory range from whence they came; you can tell the Monitor to put those values into any memory range in the computer's memory, provided that it's the same size as the range you saved.

The format of the READ command is the same as that of the WRITE command, except that the command letter is *R*:

{start} . {end} R

Once again, after typing the command, don't press Return. Instead, start the tape recorder in play mode and wait a few seconds. Although the WRITE command puts a ten-second leader tone on the beginning of the tape, the READ command needs only three seconds of this leader to lock on to the signal from the tape. You should let a few seconds of tape go by before you press Return to allow the tape recorder's output to settle down to a steady tone.

This example has two parts. First, you set a range of memory to zero, verify the contents of memory, and then type the READ command (but don't press Return).

```
*0:0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
```

```
*0.14
```

```
0000- 00 00 00 00 00 00 00 00 00
```

```
0008- 00 00 00 00 00 00 00 00 00
```

```
0010- 00 00 00 00 00 00
```

```
0.14R
```

Now start the cassette running in play mode, wait a few seconds, and press Return. After the Monitor sounds the bell (beep) and displays the prompt, examine the range of memory to see that the values from the tape were read correctly.

```
*0.14
```

```
0000- FF FF AD 30 C0 88 D0 04
```

```
0008- C6 01 F0 08 CA D0 F6 A6
```

```
0010- 00 4C 02 00 60
```

```
*
```