

Don't press Return yet: first, put the tape recorder in record mode and let the tape run for a second, then press Return. The Monitor will write a ten-second tone onto the tape and then write the data. The tone acts as a leader: later, when the Monitor reads the tape, the leader enables the Monitor to get in step with the signal from the tape. When the Monitor is finished writing the range you specified, it will sound a bell (beep) and display a prompt. You should rewind the tape and label it with the memory range that's on the tape and what it's supposed to be.

Here's a small example you can save and use later to try out the READ command. Remember that you must start the cassette recorder in record mode before you press Return after typing the WRITE command.

```
*0.FF FF AD 30 C0 88 D0 04 C6 01 F0 08 CA
```

```
D0 F6 A6 00 4C 02 00 60
```

```
*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
```

```
*0.14W
```

```
*
```

It takes about 35 seconds total to save the values of 4096 memory locations preceded by the ten-second leader onto tape. This works out to an average data transfer rate of about 1350 bits per second.

The WRITE command writes one extra value on the tape after it has written the values in the memory range. This extra value is the checksum, which is the eight-bit partial sum of all values in the range. When the Monitor reads the tape, it uses this value to determine if the data has been written and read correctly. (See the next section.)