

Semper 6 Command Reference

run

keys:	name	'<text>'	name of file containing commands to be run
options:	again		if name is omitted and was used in a command to open a file for reading, open the same file again

Use **run** to read and execute commands from the beginning of a *run file*, until a **return** or **end** command, or end-of-file condition is reached.

Examples

```
run name 'spectra'
```

This command runs the file *spectra.run*

Description

No special format is required for a *run file*. The commands are executed exactly as if they were typed at the keyboard, except that **jump** commands can be used to refer to labels anywhere in the file before or after a **jump** command. You can also call programs from a *run file*. For further information on programs and run files refer to *Chapter 6, Indirect Interpretation* of the following manual:

Advanced Users's Guide

contained in the Semper 6 Guide.

If you do not specify an extension for the filename, the default extension *.run* is assumed.

A **run** command should be the last command on a line, as text after a **run** command is lost in the process of switching command input to the run file.

The **again** option allows you to re-open a file without having to specify the file name again with the **name** key. If the **name** key was not used before to open a file for reading, the **run** command will prompt for the file name.

Notes

multi-layer pictures:	faulted
forms used internally:	fp, complex
see also:	end, jump, return

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Defaults and Ranges

keys/options	defaults	range
name	<i>none</i> ; prompts if interactive	valid filename