

## GET 51

Grifo® Editor Terminal - 51 family

*Rel. 3.3 and above***GENERAL FEATURES**

**GET51** (**grifo**® Editor Terminal **51** family) is used with software and firmware tools like **M/DP** or **BASIC 52**, which are executed on the following remote cards: **GPC**® **F2**, **GPC**® **51**, **GPC**® **552**, **GPC**® **553**, **GPC**® **323**, **GPC**® **554**, **GPC**® **324**, etc. With **GET 51** the Users can edit a program, transfer program from P.C. to target card, transfer program from target card to P.C. and test program directly on board. It has two main possibilities: to edit application programs developed by User and to manage an intelligent terminal emulation mode. Deeping last feature, **GET 51** manages all console function, as a simple terminal, and moreover it uses P.C. mass memory device (hard disk, floppy disk, etc.) for saving operation of target card application programs.

Using **GET 51** with **M/DP**, **MO52** and **FMO52** software tools, it is possible to develop the assembly source with inside editor and then execute the right cross compiler, without returning to operating system.

In this documentation the **grifo**® boards are called **target card**, while the program developed by User that run on this card, is called **application program**.

**SYSTEM REQUIREMENTS**

In this chapter are described the minimum hardware and software resources, necessary to execute correctly **GET51.EXE** program:

- Personal Computer:** IBM or compatible.
- RAM memory:** 640 KBytes at least.
- MS-DOS:** Version 3.3 or higher.
- Monitor:** Colour or Black and White
- Mass storage devices:** One floppy disk drive (hard disk drive is recommend) managed by MS DOS.
- Serial line:** One RS 232 line (COM 1-4) following V24 specifications.
- Mouse:** Microsoft compatible with its software driver installed.

## DELIVERED DISK

In this chapter there is a brief description of the **GET51** disk contents:

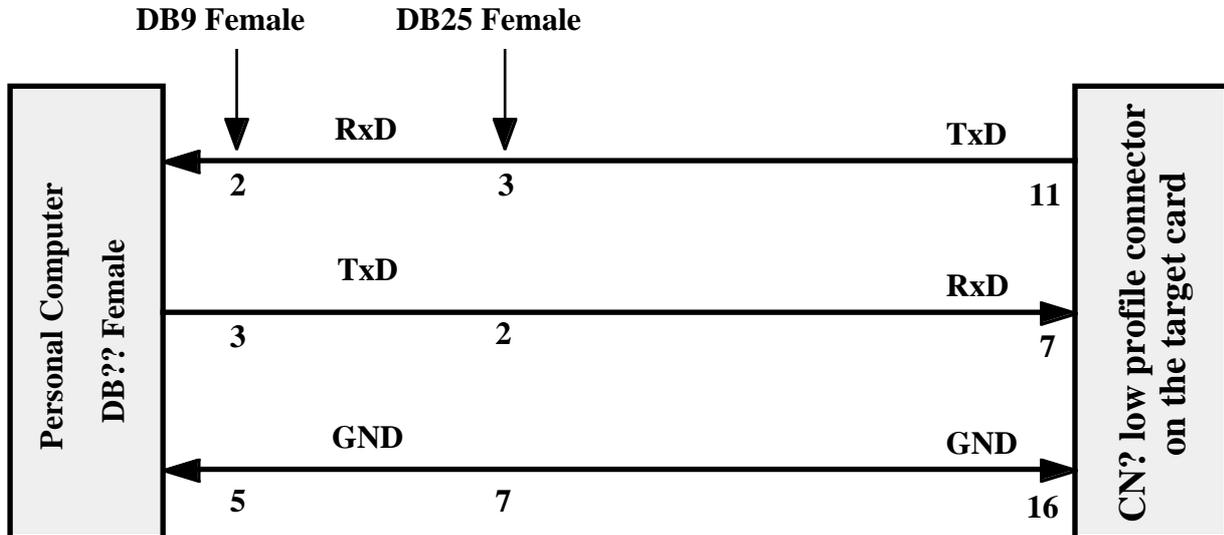
- GET51.EXE -> It is an editor and intelligent terminal emulation program that must be executed on P.C.
- G51HELP.HLP -> On line help resource file, used by **GET51.EXE**.
- RENUM.EXE -> It is an utility program that allows line renumbering for a BASIC program developed for the target card. It must be executed on P.C.

It is also available a set of demonstration programs that show how to use the on board resources, or how to realize general purpose applications.

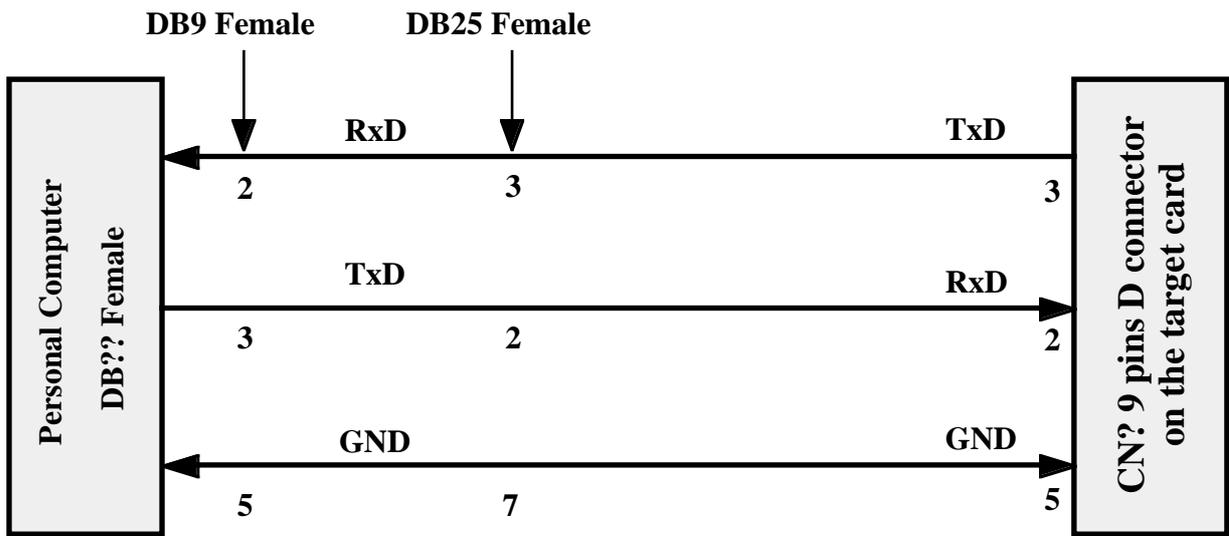
## SERIAL COMMUNICATION CABLE

If the User is going to use the board's console serial line to develop and debug the application software, then the console device must be connected properly.

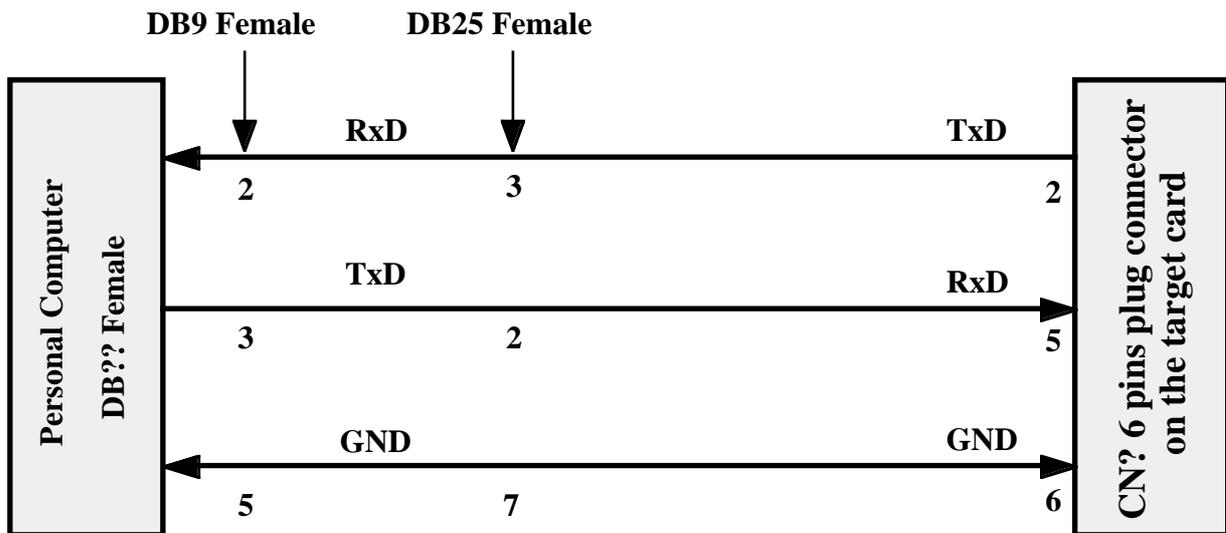
Remarking that the board's console serial line is always called "line A", the connection between the Personal Computer and the board must be "reversed" (DTE<->DCE) like the ones described here below:



**SERIAL CONNECTION BETWEEN P.C. AND BOARD THROUGH 16 PINS LOW PROFILE CONNECTOR**



SERIAL CONNECTION BETWEEN P.C. AND BOARD THROUGH 9 PINS D CONNECTOR



SERIAL CONNECTION BETWEEN P.C. AND BOARD THROUGH 6 PINS PLUG CONNECTOR

With the indications **CN? low profile connector on target card**, **CN? 9 pins D connector on target card**, **CN? 6 pins plug connector on target card**, it is intended to mean the 16 pins low profile, 9 pins D and 6 pins plug **grifo®** standard connectors for serial communication. The User will be able to complete the name of the connector referring to the manual of the board being used. To make the connection phase faster and to eliminate the need to build a communication cable, **grifo®** can supply serial communication cables tested and ready for use, for any kind of target card and P.C.

## **HOW TO START**

In this chapter are described the necessary operations that the User must performs to manage correctly the **GET51** program. In detail here is reported the correct sequence of operations if the Personal Computer is used as development system. In this chapter the informations reported in the previous chapter "SYSTEM REQUIREMENTS" are referred.

- 1) Read carefully all received documentation, on paper and on disk.
- 2) Configure the target card to work correctly (power supply connection, memory configuration, jumpers setting, etc.).
- 3) Connect P.C. and target card through the serial cable described in the chapter "SERIAL COMMUNICATION CABLE".
- 4) Turn on Personal Computer.
- 5) Make a new work directory on P.C. hard disk, with Your favourite name. If Your P.C. is not provided with hard disk, please make a copy of delivered disk, place original disk in a safe place and use the obtained copy, jumping to step 8.
- 6) Copy all the necessary files (programs and examples) from delivered disk to the new created directory, following the information of chapter "DELIVERED DISK".
- 7) Change actual directory into the work directory created at step 5.
- 8) Install **GET51.EXE** program (using the installation program **GET51.EXE /I**) by filling the requested data in the dialog box that appear. In **GET51.EXE /I** window some dialog boxes require and show the default COM port, the default baud rate, the default video mode, the default terminal mode (for **BASIC 52** or **M/DP-(F)MO52**) and the Company and User name. For further information, please refer to chapter "INSTALLATION".
- 9) Run **GET51** program and wait the rappresentation of an information window.

If needed read steps **10**, **11** and **12** specific for **BASIC 52**, **M/DP**, **MO52** or **FMO52** software tools running on the target card.

### **Terminal emulation for BASIC 52:**

- 10) Close the information window by pressing "ENTER" key and after select the option "Terminal" from "Options" ( pres ALT+T ) menu. A clean window appears with cursor positioned on the top left corner and the following status line on the lower monitor row:

F10 Menu | TERMINAL EMUL. for BAS.52 - GRIFO° Tel. +39-051-892052

- 11) Connect power supply to target card; press one or more times the "SPACE BAR" key until the **BASIC 52** power on message appears on monitor. At this point the target card is executing **BASIC 52** and it is waiting for commands from the serial line, as denoted by prompt string:

```
READY>
```

- 12) Work with **BASIC 52** as described on its manual; to return to GET51 environment press "ALT+T" keys, while to return to MS-DOS operating system, press "Alt+X" keys. Some valid commands and/or instructions that the User can immediately execute, are:

```
READY>PRINT FREE<cr>
```

to show the size of available free memory on target card

```
READY>PWM 200,200,1000 <cr>
```

to activate the Buzzer of the target card for about 1 second.

### Terminal emulation for M/DP:

- 10) Close the information window pressing "ENTER" key and after select the option "Terminal" from "Options" menu (keys ALT+T). A clean window appears with cursor positioned on the top left corner and the following status line on the lowest row on the monitor:

```
F10 Menu | TERMINAL for M/DP-(F)MO52 - GRIFO° Tel. +39-051-892052
```

- 11) Supply the target card; type one or more times the "ENTER" key until the **MD/P** power on message appears on the monitor. At this point **MD/P** is running and waiting for commands from serial line, as denoted by the prompt string:

\*

- 12) Work with **MD/P** as described on its manual; to return to GET51 environment press "ALT+T" keys, while to return to MS-DOS operating system, press "Alt+X" keys. Some valid commands and/or instructions that the User can immediately execute, are:

```
* dx 4030,40FF<cr>
```

to show external microprocessor memory content, in the specified addresses range.

```
* fx 4030,40FF,FF<cr>
```

to fill external microprocessor memory content, in the specified addresses range, with the value FF Hex.

### Terminal emulation for MO52 and FMO52:

- 10) Close the information window pressing "ENTER" key and after select the option "Terminal" from "Options" menu (keys ALT+T). A clean window appears with cursor positioned on the top left corner and the following status line on the lowest row on the monitor:

```
F10 Menu | TERMINAL for M/DP-(F)MO52 - GRIFO° Tel. +39-051-892052
```

11) Supply the target card; type one or more times the "ENTER" key until the **MO52** or **FMO 52** power on message appears on the monitor. At this point **MO52** or **FMO 52** is running and waiting for commands from serial line, as denoted by the prompt string:

\*

12) Work with **MO52** or **FMO 52** as described on its manual; to return to GET51 environment press "ALT+T" keys, while to return to MS-DOS operating system, press "Alt+X" keys. Some valid commands and/or instructions that the User can immediately execute, are:

\* D 2100, 21FF <cr>

to show external microprocessor memory content, in the specified addresses range.

\* F 2100, 21FF FF <cr>

to fill external microprocessor memory content, in the specified addresses range, with the value FF Hex.

## GET51: EDITOR AND TERMINAL EMULATION PROGRAM

**GET51** is an easy to use program provided with high level User interface including on line help, menus, colour identification, dialog boxes, function keys, mouse management, etc.

The User must always remember that the P.C. executing GET51 program is an indispensable system only during application program debug phase, in fact target card can work alone with its serial line connected to any other device.

To execute program, the User must type:

**GET51**<cr>

directly from MS-DOS prompt.

When the program starts, it sets the P.C. hardware and shows an information window. This window contains: program version number, **grifo**® information (address, phone, etc.) and the User information defined during installation. Pressing "ENTER" key or clicking with mouse on "OK" button, the presentation window disappears and the main window is shown on the P.C. monitor; the main window has six menus with many options described in the following chapter.

## INSTALLATION

Before using **GET51.EXE**, the User must correctly install it. For this reason a configuration program utility has been developed. This program must be executed on P.C. under MS-DOS operating system, in the same directory where **GET51.EXE** is saved, typing:

**GET51 /I** <cr>

When it starts a window appears on the screen, asking for six configuration parameter:

- the default serial line (COM) used on P.C. selectable from 1 to 4;
- the default baud rate used for target card communication selectable from 1.2 to 115.2 KBaud;
- the type of P.C. monitor selectable between color and black & white;
- the type of terminal emulation selectable between **BASIC 52** or **M/DP-(F)MO52**;
- the User name;
- the Company name;

All these six parameter are requested only during first installation, in fact if **GET51.EXE** is already installed only the first four parameters can be changed; so User and Company name can be set only during the first installation. The other four parameters are used by default for **GET51.EXE** setting and can be changed at any time in a permanent (**G51INST**) or temporary (**GET51**) way and they must be setted according to P.C. and target card features.

During **G51INST.EXE** execution, at any time the User can stop the installation with the button "Abort" , or confirm installation with "Install" button; if "Install" is selected without User and Company name definition, the installation isn't executed.

If **GET51.EXE** is executed without a previous installation, it doesn't start and an error message appears, vice versa it starts showing User and Company name in the information windows.

## EDITOR

**GET51.EXE** program includes a powerful and versatile editor capable of ASCII files management; these ASCII files can be directly used by **BASIC 52** or compiled in executable code for **MD/P**, **MO52** or **FM052**.

It is provided of all standard editor functions and many other functions that facilitate its use in any condition. Moreover **GET51** editor is a multi window editor where all the function can be used contemporaneously on many ASCII files.

The editor has only one restriction: it can't manage windows or files bigger than 64 KByte; this dimension is rarely necessary in the standard work conditions and in any case it can be overcome by opening and by editing more files and windows.

Here follows a brief description of the commands available through the menu bar (activateable by pressing key F10) when **GET51** is in editor mode:

<i>Option</i>	<i>Key</i>	<i>Function</i>
Menu	F10	Activates the menu bar to let the User select the desired command.

### File menu

<i>Option</i>	<i>Key</i>	<i>Function</i>
New	-	Opens a new editor window with the name "Untitled".
Open ...	F3	Opens a selected disk file, loads it in memory and shows it in the current editor window.
Save	F2	Saves current editor window content to a disk file. The disk file name is the same of editor window name.
Save as...	-	Saves current editor window content to a disk file. The disk file name must be input by the User.
Change dir...	Alt+F5	Changes current MS-DOS directory.
Dos shell	-	Exits temporarily from <b>GET51</b> and return to MS-DOS operating system. The program remains in memory and can be resumed typing the "EXIT" command.
Exit to DOS	Alt+X	Stops execution of <b>GET 51</b> and returns definitely the control to MS DOS.

### Edit menu

<i>Option</i>	<i>Key</i>	<i>Function</i>
Undo	-	Restores, if possibile, the last executed function.
Cut	Shift+Del	Deletes from current editor window the previous selected text and saves it into the clipboard.
Copy	Ctrl+Ins	Copies from current editor window the previous selected text and saves it into the clipboard.
Paste	Shift+Ins	Copies the clipboard content into the current editor window, starting from current cursor position.
Clear	Ctrl+Del	Deletes from current editor window the previously selected text, without saving it into clipboard.
Show clipboard	-	Shows an editor window with the clipboard content.

## Search menu

<i>Option</i>	<i>Key</i>	<i>Function</i>
Find...	-	Searchs for a string inside the text of current editor window.
Replace...	-	Searchs for a string inside the text of current editor window and if found replaces it with the text input by the User.
Search Again	Ctrl+L	Repeats the last executed "Find" or "Replace" action.

## Windows menu

<i>Option</i>	<i>Key</i>	<i>Function</i>
Tile	-	Shows all open editor windows disposing them on monitor rappresentation area. The window size are selected to allow rappresentation of all windows.
Cascade	-	Shows all open editor windows disposing them on monitor rappresentation area. The windows are overlapped and only their frame and name are visible.
Size/Move	Ctrl+F5	Resizes and/or moves the current editor window.
Zoom	F5	Sets current editor window size to its maximum value.
Next	F6	The next open window becomes the current editor window.
Previous	Shift+F6	The previous open window becomes the current editor window.
Close	Alt+F3	Closes the current editor window.

## Options menu

<i>Option</i>	<i>Key</i>	<i>Function</i>
Terminal	Alt+T	Activates the intelligent terminal emulation mode. For further information, please refer to chapter "TERMINAL EMULATION".
Serial Port...	-	Changes P.C. serial line and baud rate, not permanently.
Set Terminal...	-	Changes terminal emulation ( <b>BASIC 52</b> or <b>M/DP-(F)MO52</b> ), not permanently.
Video	-	Selects P.C. monitor colour between colour and black & white, not permanently.
Help	F1	Activates the on line Help window of <b>GET51</b> .
Help Language..	-	Selects the language for the on line Help window.
Information...	-	Shows the information window about <b>GET51</b> program.

## Compiler menu

<i>Option</i>	<i>Key</i>	<i>Function</i>
Compiler...	-	Allows to execute an external program (typically a compiler) and to specify its parameters without having to exit to MS DOS.
Compile again	Alt+F9	Allows to execute again the last invocation of compiler action.

In the previous options description, the letters that activate the options in a fast way are written with a bold style; this fast selection is performed simply by opening menu and pressing the letter, without using the arrow keys. The indication "Key" is referred to the key, or keys combination, that select the option immediately, even without opening the menu.

The indications "... " following the name of some options, means that the option needs other data requested by a specific dialog box (files name, string to find, directory to select, etc.). When a mouse is available, the options selection is really faster and more comfortable, in fact the User has nothing to press on P.C. keyboard.

A further description of **GET 51** options and menus functionalities is not reported in this manual because such subject is explained by the on line Help, that can be recalled in any moment pressing the **F1** key.

## TERMINAL EMULATION

The intelligent terminal emulation mode is compliant to the standard **ADDS Viewpoint** and manages all the console functions like a simple terminal, in addition to this it is possible to use the mass storage devices of the P.C. to download programs to the target card or to save on hard disk a program resident in the memory of the target card itself.

Communication with the target card is managed through one of the serial ports on the P.C. (COM) as explained in the paragraph "SERIAL COMMUNICATION CABLE".

When the option "Terminal" in menu "Options" is selected, the current serial line and the current baud rate are used by the emulator that shows the terminal emulation window.

Current serial port and current baud rate are the values set by the option "Serial port" in menu "Options", which at the beginning of the execution are the same input by the User during the installation of **GET51.EXE**.

All the characters sent by the target card are interpreted by the **ADDS Viewpoint** protocol, the characters considered printable are displayed in the terminal emulation window, while the keys pressed on the P.C. keyboard are sent to the target card through a specific logic protocol that manages also the file transmission.

The intelligent terminal emulation program works in a completely asynchronous way as regards to the target card running **BASIC 52** or **M/DP-(F)MO52**; so there is no turn-on or turn-off sequence to be executed.

### NOTE

From the MS DOS prompt, it is possible to run **GET 51** and enter directly in intelligent terminal emulation mode; the syntax to use is:

**GET51 /T <cr>**

## Terminal Emulation Commands:

During the terminal emulation is available a set of commands, through the menu bar (that can be activated pressing F10), that help the User to use firmware running on the target card; here follows its list with a brief description:

<i>Option</i>	<i>Key</i>	<i>Function</i>
Menu	F10	Activates the menu bar to select a command.

### File menu

<i>Option</i>	<i>Key</i>	<i>Function</i>
Change dir...	Alt+F5	Changes current MS-DOS directory.
Dos shell	-	Exits temporarily from <b>GET51</b> and return to MS-DOS operating system. The program remains in memory and can be resumed typing the "EXIT" command.
Exit to DOS	Alt+X	Stops execution of <b>GET 51</b> and returns definitely the control to MS DOS.

### Options menu

<i>Option</i>	<i>Key</i>	<i>Function</i>
Editor	Alt+T	Activates the internal editor.
Reset Terminal	Ctrl+Home	Clears the intellingent terminal emulation window and resets the serial communication to the target card.
Serial Port...	-	Changes P.C. serial line and baud rate, not permanently.
Set Terminal...	-	Changes terminal emulation ( <b>BASIC 52</b> or <b>M/DP-(F)MO52</b> ), not permanently.
Video	-	Selects P.C. monitor colour between colour and black & white, not permanently.
Help	F1	Activates the on line Help window of <b>GET51</b> .
Help Language..	-	Selects the language for the on line Help window.
Information...	-	Shows the information window about <b>GET51</b> program.

### Utility menu

<i>Option</i>	<i>Key</i>	<i>Function</i>
Compiler...	-	Allows to execute an external program (typically a compiler) and to specify its parameters without having to exit to MS DOS.
Compile again	Alt+F9	Allows to execute again the last invocation of compiler action.
Receive file..	F7	Allows to receive and store to disk a program from the target card memory (this command is available only when terminal emulation mode is configured for <b>BASIC 52</b> ).
Transmit file..	F8	Allows to send to the target card a program stored in the P.C. mass storage devices. If terminal emulation mode is configured for <b>BASIC 52</b> , the file to send must be a BASIC source, in <b>ASCII</b> format; if the terminal emulation mode is configure as <b>M/DP-(F)MO52</b> , then the file to send must respect the <b>HEX Intel</b> standard.

In the previous options description, the letters that activate the options in a fast way are written with a bold style; this fast selection is performed simply by opening menu and pressing the letter, without using the arrow keys. The indication "Key" is referred to the key, or keys combination, that select the option immediately, even without opening the menu.

The indications "... " following the name of some options, means that the option needs other data requested by a specific dialog box (files name, string to find, directory to select, etc.).

A further description of **GET 51** options and menus functionalities is not reported in this manual because such subject is explained by the on line Help, that can be recalled in any moment pressing the **F1** key.

### Terminal emulation control sequences:

**GET 51** terminal emulation mode, recognizes some of the standard **ADDS Viewpoint** command sequences, when received from selected serial line. These sequences are listed in the following table:

COMMAND	BYTE(S)	ASCII CODE
<b>HOME</b>	01	SOH
<b>CURSOR LEFT</b>	08	BS
<b>CURSOR RIGHT</b>	06	ACK
<b>CURSOR DOWN</b>	10	LF
<b>CURSOR UP</b>	26	SUB
<b>CARRIAGE RETURN</b>	13	CR
<b>CARRIAGE RETURN + LINE FEED</b>	29	GS
<b>Cursor absolute position with OFFSET 32</b>	27 89 row column	ESC Y ASCII(row) ASCII(column)
<b>CLEAR PAGE</b>	12	FF
<b>CLEAR LINE</b>	25	EM
<b>CLEAR END of LINE</b>	27 75	ESC K
<b>CLEAR END of PAGE</b>	27 107	ESC k

GET51 CONTROL SEQUENCES TABLE 1

COMMAND	BYTE(S)	ASCII CODE
Turn off Cursor	27 80	ESC P
Steady "Underline" cursor	27 77	ESC M
Blinking "Block" cursor	27 81	ESC Q
Attribute selection	27 48 attribute	ESC 0 ASCII(attribute)
Attribute set	14	SO
Attribute reset	15	SI
BELL	07	BEL

**GET51 CONTROL SEQUENCES TABLE 2**

The values of row and column may vary respectively in the ranges 0÷23 and 0÷79 and must be given plus an offset of 32. So, for example, if the User wants to position the cursor at row 10, column 20, then he/she must send the sequence:

27,89,42,52

The display attributes managed by the **GET 51** intelligent terminal emulation is only a subset of the **ADDS Viewpoint** standard attributes, in detail:

ATTRIBUTE	BYTE	ASCII CODE
Normal	64	@
Half intensity	65	A
Reverse	80	P

**DISPLAY ATTRIBUTES MANAGED BY GET51**

All the User application programs can use the above described commands, obtaining remarkable results with minimum effort in building the user interface.

## COMPILER EXECUTION

Through this option, the User can compile an ASCII source file created from **GET 51** editor, without returning to operating system.

This modality is particularly useful with **M/DP**, **MO52** o **FMO52** software tools, where application source programs are, for example, written in assembly with the editor, compiled with the specific program and downloaded to the target card, always remaining inside the **GET 51** IDE.

To correctly execute an external application, some steps must be taken:

- 1) Be sure that compiler, source file(s) and eventual linker or conversion program, are present in the P.C. drives.
- 2) Select the “Compiler..” option of menu “Utility”, the compilation window opens.
- 3) Select the external program (typically a compiler) to execute.
- 4) Select the source file to compile.
- 5) Type, if needed, the compiler command line options.
- 6) Specify whether the eventual parameters must be placed before or after the name of the file. This depends on the type of compiler used, some require the parameters before the file name, some require the parameters after the file name.
- 7) Type, if needed, the command line to execute after the compilation. This function can be useful if, for example, after the compiler a linker or another conversion program must be executed.
- 8) Confirm all the parameters and run the compilation.

These operation can be performed through the compilation window parameters:

<b>Compiler</b>	Allows to select the name of the compiler to execute. Complete file name and path is displayed beside the command; if no file has been selected yet then will be displayed the indication " <b>Not Selected</b> ".
<b>Source File</b>	Allows to select the name of the source file to be compiled. Complete file name and path is displayed beside the command; if no file has been selected yet then will be displayed the indication " <b>Not Selected</b> ".
<b>Parameters:</b>	It is the option list used by compiler. It is 80 characters long and if no parameters are required it must be left empty.
<b>Parameters position:</b>	it defines where the parameters list previously described must be positioned; there are two available possibilities: before or after source file name and must be selected according to syntax required by the selected compiler.

Second command line: it is an optional MS DOS command line that must be executed at the end of compilation. It is 70 characters long and it is useful when after compilation, a linker program or any other conversion program must be executed to obtain an executable Intel HEX file. If this input box contains a non empty string, it will be executed by the operating system without any change at the end of the compilation; otherwise the **GET 51** will be resumed.

After all the several options have been set, the compilation can be executed through the “**Run**” option. During this phase the MS DOS screen of the program execution will be displayed. Such operation may be executed again, with the same parameters, through the “**Compile again**” option (keys Alt+F9) of “**Utility**” menu.

#### **NOTE**

Whenever a compilation is executed, the source program, if modified with the **GET 51** editor, must be saved before the execution. This is needed because the compiler fetches the source file from disk, so the latest changes, if reported, must be saved before using the file.

#### **Example**

The compiler menu can be also used to execute the utility program **RENUM.EXE**, contained in the delivered disk.

Following the **RENUM** utility documentation (at the end of this manual), if the User wants to renum **PROGRAM.B52** source file, starting from row number 1000, with a line increment of 10, the following operation must be executed:

- 1) Select, through the option "Compiler", the program **RENUM.EXE**.
- 2) Select, through the option "SourceFile", the program **PROGRAM.BAS**.
- 3) Insert the following data in the textbox "Parameters": **1000 10**.
- 4) Set the parameters position after the source file.
- 5) Execute the program confirming through "Run" the data input.
- 6) Now the file **PROGRAM.BAS**, stored on disk, should be renumbered.

## LINE RENUMBERING UTILITY

A line renumbering utility is provided on Your **GET 51** disk, when the **BASIC 52** software tools had been selected, to help You maintain Your BASIC application program and make it easier for You to share sections of code between Your BASIC programs by only renumbering certain ranges of lines.

In its simplest use, RENUM.EXE will renumber all the lines of Your BASIC 52 program. You may specify the desired starting line number and the increment between lines. For example, if You want the first line of BASIC code to be line 1000 and all successive lines to be incremented by 10, and Your source file is PROGRAM.BAS, type

```
RENUM PROGRAM.B52 1000 10
```

at the MS-DOS prompt. Your file will be completely renumbered. Any references to the old line numbers will be appropriately changed. If You do not specify a starting line or increment, they default to 10.

In a more advance use, You can choose to renumber just a portion of Your program. If You have a range of lines between 1000 and 1100 and You want them to be renumbered starting at 2000 and incremented by 5, type:

```
RENUM PROGRAM.B52 1000-1100 2000 5
```

RENUM doesn't let You move line of BASIC around to different parts of the file. It keeps Your file in order and only renumbers some lines. If You attempt to renumber the range of lines to an existing line number, RENUM reports an error and stops.