

KEEPING PATTERNS IN STORAGE

Well, it is possible that by now you would like to keep a few patterns in storage in the computer for a while, perhaps some with a lot of cards, or with several alterations, and at the same time be able to try new patterns without losing the old ones.

This can be done as follows:

```
PROGRAM : ENT
ERASE   : NO
CAST ON : The cast on number that was programmed for pattern A will
appear on the screen. Here you can either choose another cast on
number by overwriting, or press enter if you'd like to keep the same
one.
ALL ST. PATTERNS: NO
ST. PATTERN A   : NO
ST. PATTERN B   : NO
ST. PATTERN C   : NO
ST. PATTERN D   : Program your next pattern in.
```

A friend discovered this possibility by accident, and it is very useful.

Carmen

