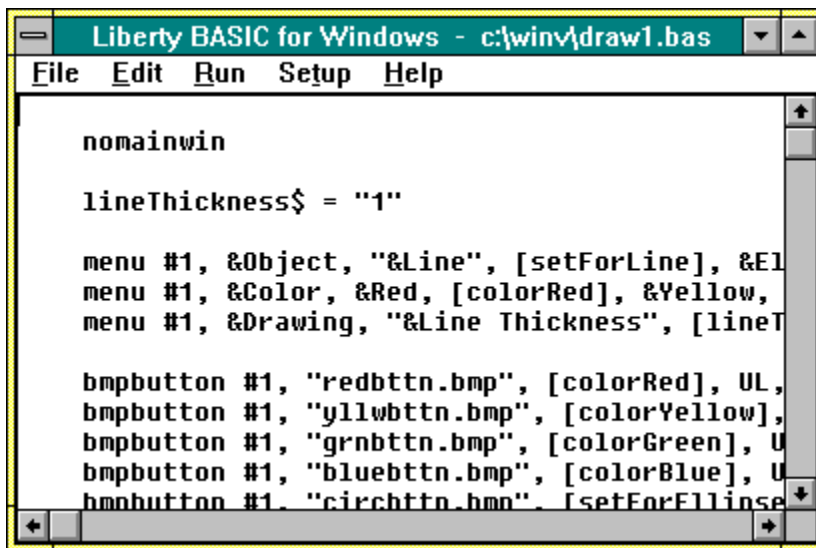


# Creating a Tokenized File:

By making a \*.tkn file from a \*.bas source file, we now have a file that:

- starts up much faster (very important for large files)
- is smaller
- can be distributed royalty-free with the Liberty BASIC runtime engine (available to registered users)
- can be added to the Liberty BASIC's Run menu as an external program (run instantly by selecting it from that menu).

Let's create a \*.tkn file from one of our sample programs. Let's reopen our drawing program. See below.



```
Liberty BASIC for Windows - c:\win\draw1.bas
File Edit Run Setup Help

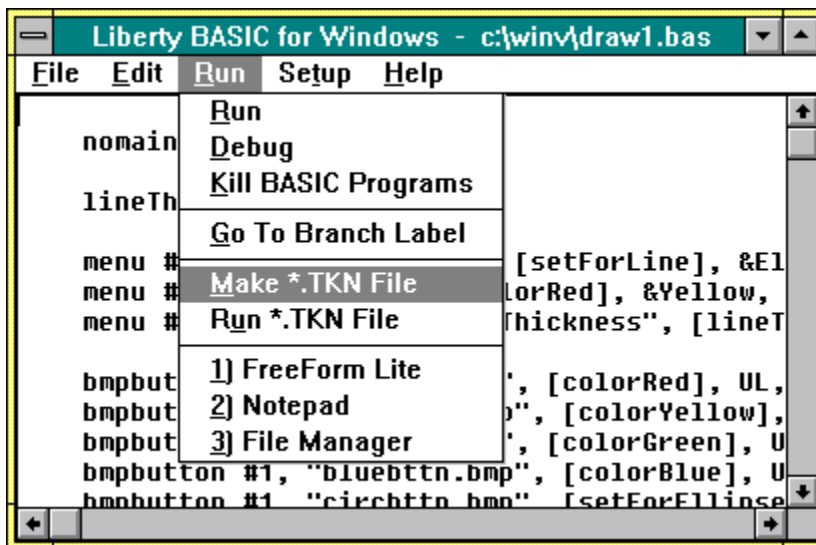
nomainwin

lineThickness$ = "1"

menu #1, &Object, "&Line", [setForLine], &E1
menu #1, &Color, &Red, [colorRed], &Yellow,
menu #1, &Drawing, "&Line Thickness", [lineT

bmpbutton #1, "redbtn.bmp", [colorRed], UL,
bmpbutton #1, "y11wbbtn.bmp", [colorYellow],
bmpbutton #1, "grnbbtn.bmp", [colorGreen], U
bmpbutton #1, "bluebtn.bmp", [colorBlue], U
bmpbutton #1, "circhbtn.bmp", [setForEllipse
```

Now pull down the Run menu and select Make \*.TKN File, like so:



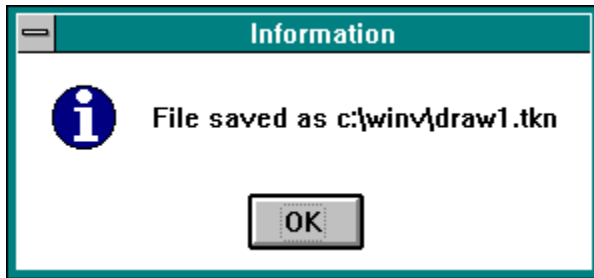
```
Liberty BASIC for Windows - c:\win\draw1.bas
File Edit Run Setup Help

nomainwin
lineTh
menu #
menu #
menu #

bmpbut
bmpbut
bmpbut
bmpbutton #1, "bluebtn.bmp", [colorBlue], U
bmpbutton #1, "circhbtn.bmp", [setForEllipse

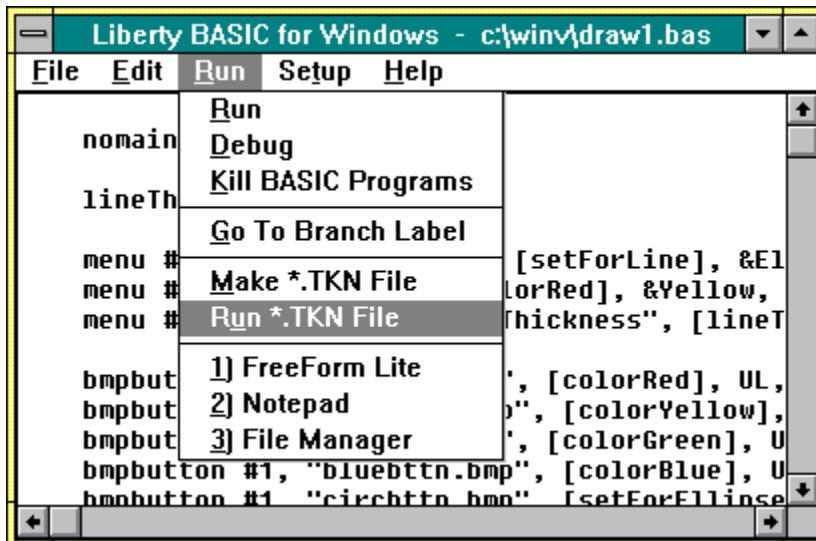
Run
Debug
Kill BASIC Programs
Go To Branch Label
Make *.TKN File
Run *.TKN File
1) FreeForm Lite
2) Notepad
3) File Manager
```

After a few seconds, you will see a message like this (for large files, this can take a little while):



Clear the message by pressing Enter or by clicking on OK.

Now we are ready to run the .TKN file. Pull down the Run menu and select Run \*.TKN File as shown:



A file dialog will be displayed containing a list of .TKN files. Select the draw1.tkn file as shown and click on Ok.

