

%S - Read Stack Entry without Deleting it

%S

Normally, commands/data are deleted from the stack as soon as they have been read from the stack.

This command causes the next `INPUT` statement to read the topmost entry from the stack without deleting it. The entry is treated as input data, no matter whether it actually is data or a command.

This allows you check a stack entry and then, depending on its content, decide whether to process it or not.

To check the contents of the stack, you can also use the system variable `*DATA`.

For further information on the Natural stack, see the section *Stack* (in the *Programming Guide*).