You can run the program you created by loading it via the Programming System monitor just like loading the editor or assembler. However, if you want to run in standalone and boot it in a manner similar to booting the monitor or BASIC, follow these steps.

First, create the “bootable” tape:

1. Boot the monitor.
2. Set the cassette as the absolute file device (OPN ABS,AC)
3. Open the attached file LDR.BIN on the Altair32 cassette device.
4. Type LDR in the monitor to load the file from cassette.
5. The program should run and prompt you to change A15 when ready (you're not ready yet).
6. Unload the cassette by pressing STOP.
7. Press RECORD on the cassette and type in the name of a boot tape file you want to create. Do NOT use an existing file as this operation appends.
8. Change the state of A15 to write leader and the checksum loader to the tape.
9. Unload the cassette by pressing STOP.
10. Do whatever you need in order to load and assemble your program.
11. When you're ready to write your program to tape using the assembler or DMP command, press RECORD on the tape player and select the same file to which the LDR program wrote the checksum loader.
12. Have the assembler or DMP command output your executable ABS file to the tape.
13. Press STOP to unload the tape. The tape is now a bootable tape just like BASIC.

To load the bootable tape:

1. Toggle in or use File-->Read Image to load the ACR bootstrap loader for Extended BASIC 4.x (e.g., lodr\_ex4.hex).
2. Reset to be sure all address lights are zero.
3. Set A15-A12 to 0001 (2SIO console port). Set A11-A8 to 0011 (ACR load device)
4. Open the bootable tape file you created on the cassette device.
5. Hit the RUN button.

Your program should be running.