

## VZ-200 trace

In the July edition of APC, J Williams suggested a method for printing a moving message across the bottom of the Commodore 64 screen. I modified this for the VZ-200:

```
5 CLEAR 1000
10 A$="PUT MESSAGE
   HERE":REM LET A$ BE
   MESSAGE
15 PRINT@480," "
20 PRINT LEFT$(A$,31);
25 PRINT CHR$(27);:REM
   MOVES CURSOR UP
30 FOR I=1 TO 40:
   NEXT:REM: DELAY
```

```
35 A$=MID$(A$,2)+
   LEFT$(A$,1):GOTO 25
```

A friend also told me of a tracing function for the VZ-200:

```
POKE 31003,175 starts
trace function and prints
line numbers
```

```
POKE 31003,0 disables
this function.
```

The only problem is with MODE(1), the screen returns to MODE(0) to print line numbers and you don't get to see what is happening in high-res graphics.

Jay Batterson

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p. 94.

## Trace function

Jay Batterson's report on the trace function for the VZ-200 is interesting — it is

the same for TRS-80 and System 80 computers but what readers might find interesting is the way it is written in ROM viz:

```
1DF7 3E
1DF8 AF
1DF9 32
1DFA 1B
1DFB 41
1DFC C9
```

```
TRON calls 1D7 and reads LD A, 175
LD (16667), A
RET
TROFF calls 1DF8 and reads XOR A
LD (16667), A
RET
```

AR Breffit

## VZ-200 correction

In the August issue of APC, Jay Batterson submitted a short program for printing a moving message across the screen with a VZ-200. I tried this program and it didn't work. I was a bit disappointed that you had published it without testing it first, so I left it alone for a while.

Recently I had occasion to use my computer for a message on the screen, so I

dug out the August issue and played around with the program until I found what was wrong with it.

So here is the same program with modifications to make it function:

```
5 CLS
10 A$="YOUR MESSAGE"
20 PRINT @ 480,
   LEFT$(A$,31);
30 PRINT CHR$(28);
40 FOR I=1 TO 60:NEXT
50 A$=MID$(A$,2)
   +LEFT$(A$,1): GOTO 20
I know this one works.
```

J Kelly

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p. 125.

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