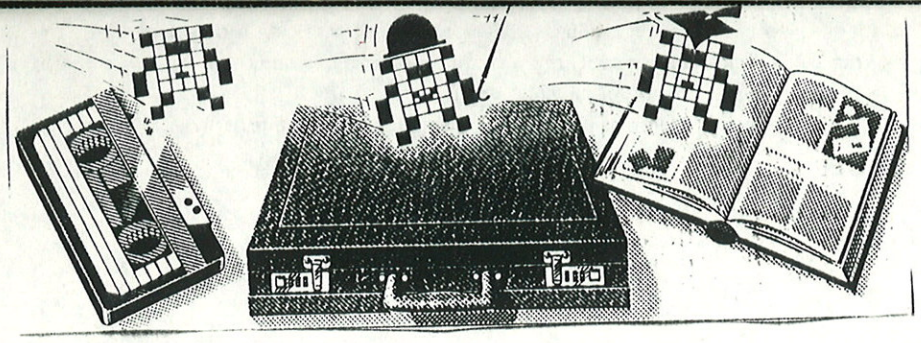


Reversed REM

Labelling subroutines with REM statements that describe the functions of the subroutines is obviously helpful to the programmer ...w has trouble remembering what parts do what when designing a long program.

One way to make the subroutines stand out in the LISTing is to use inverse REM statements. But the VZ computer will not straightforwardly accept REM statements in inverse print — such REM lines are not entered into the LISTing when return key is pressed and the SYNTAX ERROR? MESSAGE displays.

This can be simply overcome by preceding an inverse REM statement with quotes.

120 REM"AN EXAMPLE

End quotes are not needed; the underlined characters are in inverse form — do not inverse the word REM!

Having suitably named our subroutines, wouldn't it be great if we could call those subroutines by name instead of GOSUB a line number?

The VZ does not implement procedural calls, but we can simulate this desirable feature by placing the name we have given the subroutine immediately after the GOSUB number:

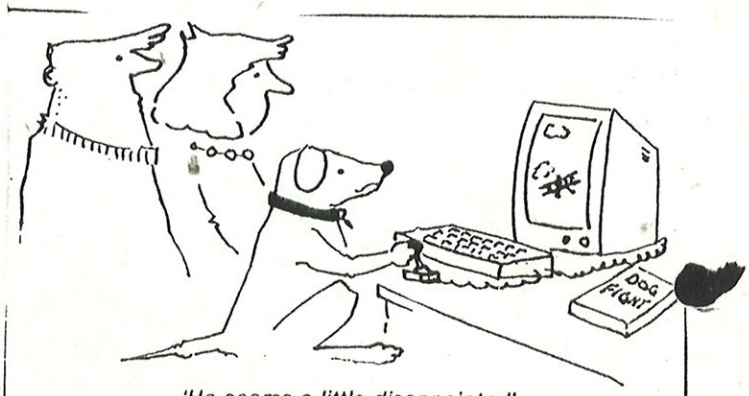
30 GOSUB120"AN EXAMPLE"

and because the name is in inverse form here also, it stands out clearly in the LISTing that this is a call on that particular subroutine. In the case of a GOSUB you must use end quotes also if any further statements follow the GOSUB on the same program line.

GOTO can be treated in the same way — simply give a REM name to the block of code you GOTO.

R Quinn

```
10 REM"LOOP
20 A$=INKEY$:A$=INKEY$
30 IF A$="I"THENGOSUB60"INSERT
40 IF A$="I"THENGOSUB80:INVERSE"
   :SOUND 20,1
50 GOTO20"LOOP
60REM"INSERT
70 PRINT"INSERT":SOUND30,2:RETURN
80 REM"INVERSE
90 PRINT"INVERSE":RETURN
```



'He seems a little disappointed'.

BACKGROUND VZ

One of the limitations of the VZ-200 is that it has only two background colours in each mode: green and orange in mode 0, buff and green in mode 1. This short machine code program fills the screen with any desired character in either mode 0 or 1, making any of the eight foreground colours available as a background.

To use the program just type in the listing, either at the start of another program or on its own, and CSAVE it. RUN the program and, to fill the screen, POKE the code for the desired character into location 28672 (start of screen address) and enter PRINT USR(0). In mode 1 and colour 0, 0 gives a green background, 85 gives yellow, 170 blue and 255 gives a red background. In mode 1, colour 1, buff = 0, cyan = 85, 170 = orange and 255 = magenta.

I Williams

Basic listing:

```
10 TM=PEEK(30897)+256*PEEK(30898)-20
20 POKE 30897,TM-INT(TM/256)*256:POKE
   30898,INT(TM/256)
30 TM=TM-1:A=TM-65536
40 FOR I=0 TO 15
50 READ D:POKE I+A,D
60 NEXT I
70 POKE 30862,TM-INT(TM/256)*256:POKE
   30863,INT(TM/256)
80 DATA 58,0,112,71,33,0,112,17,0,120,112,35,
   223,32,251,201
```

AUG 85 APC ↑

MAY 85 APC →