# VZ DELETIONS

The VZ-200 computer is a much more powerful machine than appears. Many of its facilities slumber because someone has made a marketing decision to restrict Basic access to certain facilities. Here is how one of them can be awakened.

DELETE is a Basic editing command that allows you to erase a block of Basic lines from a program in one go, instead of having to eliminate them one by one by entering each line number and pressing the return key.

Suppose, for example, you want to delete lines 250 to 530 from a program. Add this line to your program:
0 D250-530

Now enter the following commands and press the return key:
POKE31469,182:RUN

If you now list the program you will find the absence of all those lines you desire to be rid of. The content of line 0 will be invisible. Having accomplished your goal you can delete line 0 in the conventional way — enter 0 and press return.

0 D-x where x is an end line number will, when the above POKE is made and the program RUN, eliminate all lines from the first line in the program (which of course will be line 0:) to line x.

On another matter, try this line:
10 FORR=5TO485STEP32: PRINT@R,""; :INPUTA: PRINT@R+16, "A=";A: NEXT

What it shows is that PRINT@ and INPUT statements will not work together on odd numbered lines (counting down the screen 0,1,2,....,16). A numerical INPUT will always return 0; a string INPUT will return the null string. So take care when programming with these two statements.

*R Quinn*

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