---LE`VZ 200/300 OOP---

Hullo computing friends (OOPs),

I hope that all OOPs, friends and relations had
an enjoyable festive season. So we commence a new year all
over again. By the time you read this 1986 will already be
1/12 over. We in Brisbane have experienced a few really hot
days, around 38°, not to my liking at all. Someone
suggested that I print on the address label the number of
LE'VZs that folk have $ credit for. This is not necessary
as OOPs will receive a two line slip reminding them that
their $ credit has run out, and to send more money if
they wish to receive more LE'VZs. I stick this to the
front page.

The gathering of OOPs at our home took place on Sat.
7th of December and was a great success. People turned up for a fully
packed afternoon. Our lounge was packed too, but I do'nt think that was a
real problem. The only adverse thing that I can say is that the afternoon
was too short. See separate article.

I again thank contributors. I remind you to send in articles or
programme listing's of a reasonable size print and with a good dark
printout. I have not got the time to type any more than about 50 lines of a
listing, so if you have not a printer, please type or clearly handwrite with
a BLACK or RED pen.

Bob Kitch is a new OOP but has already done a great job in gathering up
all the written material he can about the VZ. On page 8 is some of his
efforts. Please write/'phone him direct with any communications in this
regard. It will certainly take a load off my shoulders.

I also remind OOPs that I will automaticly put you on the General List
unless you inform me otherwise. For those who do not know what the General
List is I will again explain. If you are on the General List and live in
W.A. (example), and another OOP wants a list of all OOPs living in W.A. then
your name and address along with other W.A. OOPs will be issued to that OOP.
 REMEMBER!! If you do NOT want your name and address to become public
property, advise me.

In answer to more questions, "what does OOP stand for?". It stands for
Owners, Operators and Programmers.

        God Bless till next time
        John D'Alton.

39 Agnes St. TOOWONG.   QLD.   4066.   AUSTRALIA.

VZ 200

BALSA WOOD

SPACE BAR

BEND TO TOUCH SPACE KEY

SOLDERED

PLY

WIRE #6

BASE BOARD

SPONGE RUBBER

YOKE

FIG 2.

SOLDER

FIG 4.

FIG 3

SIDE VIEW.

SPONGE RUBBER (PLASTIC)

BASE BOARD

about 5"

BIKE SPOKE OR SIMILAR SECURELY SOLDERED 3/16 STEEL ROD OR #6 WIRE
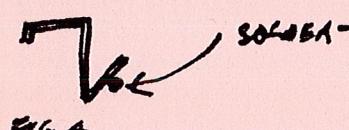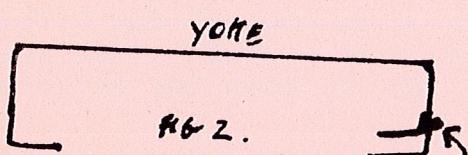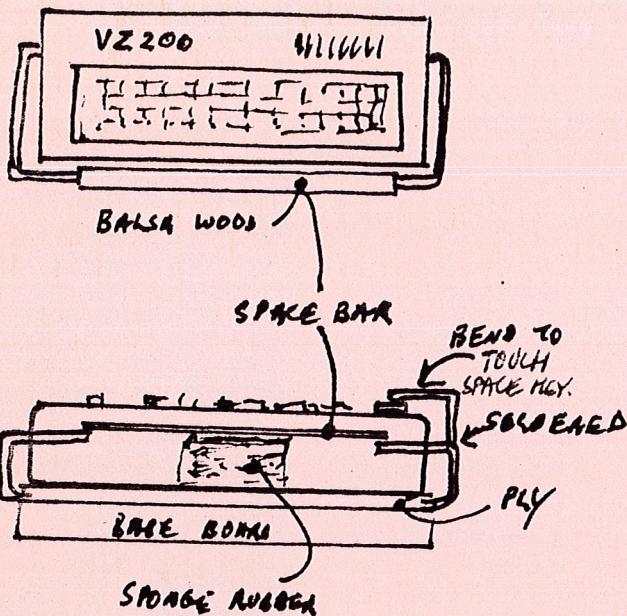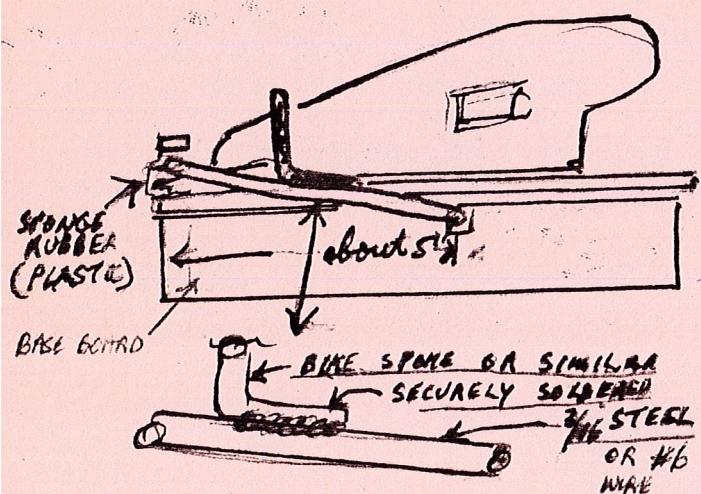
OK! You want to "Hack" so try this for size!

Getting tired of not finding a space bar in the right place I tried this:-

You need a baseboard 12 inch square, and a piece of masonite or ply the same size.

About 5 inches from one edge of the baseboard, cut a slot say 3/16 in. wide by 3/16 deep right across the baseboard.

Now a piece of rod 3/16 in dia. and about 25 inches long. I used a piece of #6 fencing wire. Bend it as in fig.2.

Next assemble .12" baseboard, the piece of bent wire, I'll call it a yoke, then the ply-masonite, and the V.Z. fig.3.

As the V.Z is not fastened down all measures are approx.

Next another piece of wire, I used a piece of a bike spoke, is cut and bent something like fig.4. It has a tail bent to lie along the yoke and then rise above the keyboard by about 1/4 in. and reach over to the space key and bend down to just clear the space key, with the yoke 3/8 in. off the baseboard.

Then solder the tail of this piece to the yoke. Now bend this piece so the point just clears space. A piece of sponge rubber under yoke holds it thus and acts as spring. when bending this piece use 2 pair of pliers so the strain

is not taken on the soldered joint.

Now a piece of light wood (i used Balsa wood) the width of the computer and about 3/8" by 1/4". This fastens on the yoke as the thumb pad. I used hot melt glue to glue it to the steel yoke. If you want a clear board to use the arrow keys in games, just fold it over the top and let it rest on the back of the computer case.

END

```
10 REM ADVENTURE
20 REM BY SCOTT LE BRUN
30 CLEAR100:O=6:V=15:CO=0:GOSUB60000
40 CLS:PRINT"ADVENTURE":GOSUB4000
100 PRINT"----------"
110 PRINT"YOUR LOCATION"
120 PRINTD$(R)
130 PRINT"EXITS:";
140 FORI=1TOLEN(R$(R))
150 PRINTMID$(R$(R),I,1);",";
160 NEXTI
170 PRINT
180 FORI=1TOO
190 IFL(I)=RANDF(I)=0,PRINT"YOU CAN SEE ",O$(I)," HERE"
200 NEXTI
210 PRINT"=====================================";
220 PRINTM$:M$="WHAT?"
230 PRINT"WHAT WILL YOU DO NOW":INPUTO$
240 V$="":W$="":VB=0:OB=0
250 FORI=1TOLEN(O$):QW=0
260 IFMID$(O$,I,1)=" "ANDV$="",V$=LEFT$(O$,I-1)
270 IFMID$(O$,I+1)<>" "ANDV$<>"",W$=MID$(O$,I+1,LEN(O$)-1):QW=1
275 IFQW=1,I=LEN(O$)
280 NEXTI
290 IFW$="",V$=O$
300 FORI=1TOV
310 IFV$=V$(I),VB=I
320 NEXTI
330 FORI=1TOO
340 IFW$=O$(I),OB=I
350 NEXTI
360 IFW$>""ANDOB=0,M$="THAT'S SILLY"
370 IFVB=0,VB=V+1
380 IFW$="",M$="I NEED TWO WORDS"
390 IFVB>VANDOB>0,M$="YOU CAN'T '"+O$+"'"
400 IFVB>VANDOB=0,M$="YOU DON'T MAKE SENSE!"
410 IFVB<VANDOB>0ANDC(OB)<>6,M$="YOU DON'T HAVE '"+O$+"'"
500 IFVB=1ORVB=2ORVB=3ORVB=4ORVB=5ORVB=6,GOSUB1000
510 IFVB=7,GOSUB1300
515 IFVB=8,GOSUB1400
520 IFVB=9,GOSUB1500
525 IFVB=10,GOSUB1600
530 IFVB=11,GOSUB1700
535 IFVB=12,GOSUB1800
540 IFVB=13,GOSUB1900
545 IFVB=14,GOSUB2000
550 IFVB=15,GOSUB2100
600 GOTO40
1000 REM MOVE
1010 IFC(6)=0,M$="TOO DARK TO MOVE!":RETURN
1020 IFC(2)=0ANDC(3)=0ANDR=41ANDVB=3,M$=H$(3):RETURN
1100 F(35)=0:RL=LEN(R$(R))
1110 FORI=1TORL
1120 U$=MID$(R$(R),I,1)
1130 IFU$="N"ANDVB=1ANDF(35)=0,R=R-3:F(35)=1
1140 IFU$="S"ANDVB=2ANDF(35)=0,R=R+3:F(35)=1
1150 IFU$="W"ANDVB=3ANDF(35)=0,R=R-1:F(35)=1
```

```
1160 IFU$="E"ANDVB=4ANDF(35)=0,R=R+1:F(35)=1
1170 IFU$="U"ANDVB=5ANDF(35)=0ANDR=17,R=12:F(35)=1
1180 IFU$="U"ANDVB=5ANDF(35)=0ANDR=48,R=25:F(35)=1
1190 IFU$="D"ANDVB=6ANDF(35)=0ANDR=12,R=17:F(35)=1
1200 IFU$="D"ANDVB=6ANDF(35)=0ANDR=25,R=48:F(35)=1
1210 NEXTI
1220 M$="OK":IFF(35)=0,M$="YOU CAN'T GO THAT WAY!"
1230 RETURN
1300 REM EXAMINE
1310 M$="ITS JUST AN ORDINARY "+W$
1399 RETURN
1400 REM WAVE
1410 IFOB<>5,M$="WAVING A "+W$+" PROVES NOTHING":RETURN
1415 IFC(5)=0,RETURN
1420 IFR<>24ANDR<>36,M$="NOTHING HAPPENS!":RETURN
1430 M$="MAGIC OCCURS...YOU ARE MAGICALLYTRANSPORTED"
1440 IFR=24,R=36:RETURN
1450 IFR=36,R=24:RETURN
1500 REM GET
1510 M$="I CAN'T GET '"+W$+"'"
1520 IFL(OB)<>R,M$="IT ISN'T HERE":RETURN
1530 IFF(OB)=1,M$="WHAT "+W$+"?":RETURN
1540 IFC(OB)=1,M$="YOU ALREADY HAVE IT":RETURN
1545 RT=0
1550 IFOB>0ANDL(OB)=RANDF(OB)=0,RT=1
1560 IFRT=1,CO=CO+1:IFCO>3,CO=3:M$=H$(2):RETURN
1570 IFRT=1,C(OB)=1:L(OB)=49:M$=H$(1)+W$
1599 RETURN
1600 REM DROP
1605 IFC(OB)=0,M$="YOU DON'T HAVE THE "+W$:RETURN
1610 IFC(OB)=1,C(OB)=0:L(OB)=R:M$="YOU HAVE DROPPED THE "+W$
1620 CO=CO-1:IFCO<0,CO=0
1699 RETURN
1700 REM HELP
1710 M$="IF YOU REALLY NEED HELP THEN CONTACT ME ON (03) 754-4460
1799 RETURN
1800 REM VOCABULARY
1810 CLS:PRINT"VOCABULARY":GOSUB4000
1820 PRINT"----------"
1830 FORI=0TOV
1840 PRINTV$(I);",";
1850 NEXTI
1860 M$="":PRINT
1870 GOSUB3000
1899 RETURN
1900 REM EAT
1910 IFC(4)=0ANDOB=4,M$="WHAT BUN?":RETURN
1920 IFOB<>4,M$="EAT WHAT?":RETURN
1930 M$="MUNCH.MUNCH..<BURP>..THE CREAM  BUN WAS DELICIOUS!"
1940 C(OB)=0:CO=CO-1
1999 RETURN
2000 REM INVENTORY
2010 CLS:PRINT"INVENTORY":GOSUB4000
2020 PRINT"----------"
2030 PRINT:PRINT:PRINT"YOU ARE CARRYING...":PRINT
2040 FORI=1TOO
2050 IFC(I)=1,PRINTO$(I);",";
2060 NEXTI:M$="":GOSUB3000
2099 RETURN
2100 CLS:PRINT"SCORE":GOSUB4000
```

ADVENTURE TO BE CONCLUDED NEXT LE'VZ.

P4   #10

```
5 REM ***************************
6 REM **    SOUND EFFECTS     **
7 REM ** BY ANDREW WILLOWS **
8 REM ***************************
9 CLS
10 FORT=-28687TO-28676
20 READD:POKET,D:NEXT
30 DATA 229,033,160,000,001,003,000,205,092,052,225,201
40 POKE30862,241:POKE30863,143
45 REM**"██████████████████"**
46 PRINT"   -DECAYING ZOOP"
50 FORT=1TO255STEP4:POKE-28685,T:X=USR(0):NEXT
55 SOUND0,4
56 REM**"█████████████████████"**
57 PRINT"   INCREACING ZOOP"
60 FORT=255TO1STEP-4:POKE-28685,T:X=USR(0):NEXT
65 SOUND0,4
66 REM**"████████████████"**
67 PRINT"   RANDOM BEEPS"
70 POKE-28682,10
74 FORT=1TO50
75 R=RND(254)+1:POKE-28685,R:X=USR(0)
76 NEXT
77 POKE-28682,70
78 SOUND0,4
79 REM**"███████"**
80 PRINT"   WAVES":POKE-28682,1
85 FORY=1TO10
86 FORT=1TO10:POKE-28685,T:X=USR(0):NEXTT
87 FORT=30TO1STEP-1:POKE-28685,T:X=USR(0):NEXTT
88 NEXTY
89 POKE-28682,4:SOUND0,4
90 REM**"████████████████████████"**
91 PRINT"   INCREASING PHASOR":FORY=1TO20
95 FORT=10TO1STEP-1:POKE-28685,T:X=USR(0):NEXTT
96 NEXTY
97 SOUND0,4
98 REM**"████████████████████████"**
99 PRINT"   DECREACING PHASOR"
100 FORY=1TO20
105 FORT=1TO10:POKE-28685,T:X=USR(0):NEXTT
106 NEXTY
107 SOUND0,4
108 REM**"████████████████"**
109 PRINT"   UFO LEAVING"
110 C=61:FORT=60TO1STEP-1
115 POKE-28682,T:POKE-28685,C
120 C=C-1:X=USR(0):NEXT
125 SOUND0,4
126 REM**"████████████████"**
127 PRINT"   UFO LANDING"
130 C=1:FORT=1TO60
135 POKE-28682,T:POKE-28685,C
140 C=C+1:X=USR(0):NEXT
145 SOUND0,4
146 REM**"█████████"**
147 PRINT"   BUZZER"
150 POKE-28682,3:POKE-28685,60
155 FORT=1TO100:X=USR(0):FORY=1TO5:NEXTY:NEXT
160 SOUND0,4
199 POKE-28682,3
200 GOTO50
```

TUS MONITOR/DEBUGGER

One use of this Utility is to transfer a B: tape software to Disc. Some folk are having trouble using it at times. If after loading a B tape, the start and end addresses are displayed as normal, then having typed B (BASIC), you cannot <BSAVE> the tape.
instead the "DIRECTORY FULL" or a block of question marks is displayed, this is how to get around the Problem.
Instead of typing B (BASIC), type G4005. This brings up the DOS BASIC message and READY with the flashing cursor. Now <BSAVE> in the normal way.
J.D.

Most software is available on disc (D) or tape (T). Add $5.00 to the
prices shown for Disc units.

Prices may change without notice. All articles available while stocks
last. Always state the computer, and memory size.

Memory size required IE. 24K refers to an expanded VZ200. An unexpanded
VZ300 (22K) may not have enough memory to run the programme. ASM means Any
Size Memory, VZ200 or VZ300 will run the programme OK. Some of these units
check for the Top of Memory and adjust accordingly.

D or TU2	EDITOR/ASSEMBLER	$20.00.	24K
D or TB1	VZ CASH BOOK LEDGER	$20.00	24K
TU4	COLOUR GRAPHICS	$10.00	24K
D or TE1	KEYBOARD	$8.00	6K
D or TE2	WORDMATCHING	$10.00	24K
D or TE3	MEATPIES	$10.00	24K
D or TE9	MEATPIES 2	$15.00	24K
D or TU3	UTILITYS	$15.00	24K
TU5	WEAVING DRAFTS	$10.00	6K
D or TE4	MATHS COUNTDOWN	$10.00.	24K
D or TE5	COORDINATES	$10.00.	24K
D or TE6	TOWER of HANOI	$8.00.	6K
D or TE7	MICROSCOPE	$8.00.	24K
D or TE8	BLOCK PUZZLER.	$10.00.	6K

TE1 to TE8 are now available on one disc. $50.00.

NEW	Educational.		
TE20	PLUS and MINUS	$6.50.	6K
TE24	MATHS.	$10.00.	24K
TE25	QUEENSLAND	$6.50.	6K
TE27	EUROPEAN CAPITALS	$6.50.	6K
TE30	CAMPING	$6.50.	6K

D or TG2	MANSION and NOVA.	$12.50.	MANSION requires 6K but NOVA 24K.
D or TG3	VZ MONOPOLY.	$12.50.	24K
TU12	SEARCHTAPE	$10.00.	ASM
D or TG13	SCOTLAND YARD.	$12.50.	24K.

NEW
DB4   LE'VZ D'BASE $98.00.   24K

A small business or personal unit. Random Access of records, various
view and/or print formats, for searches or otherwise. Indexing can also be
carried out. The unit is too large to describe here, so if you require

further information please send a large S.A.S.E. 100 mm * 225 mm.

DB5   STATEMENT V2.0 $185.00   24K

This is based on LE'VZ D'BASE and is an accounts unit for small business
use. Statements are sent out IE. the $ amounts of the items on the account
are automatically totaled, the statement and the address label printed. The
statement # and date is saved on the record. Also too big to describe here,
so if you are interested send a S.A.S.E of the same size for further info.

NEW——
TB15   DATABASE-VZ. $25.00   24K

This is different to the LE'VZ D'BASE in most respects. It is a tape based unit, but the data save/load proceedure is very fast in that it is done in a block save/load routine. It features the usual CREATE,EDIT,DELETE,UPDATE,SORT, TAG,DISPLAY, PRINT etc. Each *field* can hold a maximum of 64 characters in up to 9 fields. Up to 255 records can be stored in a 24K system.

NEW——   GAME.
TG35   HAUNTED MANSION $12.50.   24K
TU18   *LORD XX -80 FILES*   *$ 7·95*   *24K.*
TU6   VZ EXTENDED BASIC $15.00   ASM
TU7   PROTECT $14.95.   ASM
TU8   CMERGE/DELETE/REN $12.50.   ASM
TU9   MONITOR DEBUGGER $14.95.   ASM
TU10   EXTENDED BASIC $12.50.   ASM
TU11   ARRAY/RESTORE $14.95.   ASM

To be released soon.
BLACKJACK.   TRIVUAL CULT.   GALACTIC EMPIRES.

● PROGRAMMING ●

Extended BASIC statement   "ON GOTO"

This is one of the extra statements which is available to the programmer when using either of the UTILITY EXTENDED BASIC tapes that we sell.
Instead of the usual method of writing a Menu thus :..

```
10PRINT"1= SECTION 1"
20PRINT"2= SECTION 2"
40PRINT"3= SECTION 3"
100INPUT"SELECT SECTION";X
200IF X=1 THEN 1000
202IF X=2 THEN 2000
204IF X=3 THEN 3000

     .... etc...
```

Use this shorter method :—

```
10 REM ON GOTO PROGRAMMING
40 INPUT"WHICH SECTION";X
50 ON X GOTO100,200,300,400
60 END
100 REM SECTION 1
200 REM SECTION 2
300 REM SECTION 3
400 REM SECTION 4
600 END
```

ARTICLES ON VZ-200/300 FROM THE MAGAZINES

Did you know that more than 60 articles have been written on the VZ since it was introduced by DSE in early 1983 ?

Want to assist other VZ users by advising me of other readily available articles or corrections ?

Having recently acquired a VZ-300 I have attempted to determine the level of documentation and support available for the machine. Technical Manuals including memory mapping, ROM listings etc. are not available.

I have commenced a scan of readily accessible magazines in private collections and libraries and come up with the following lists.

GAMES.

Dec	83	APC	p.161-3	Missile Command (Whitwell)	(2)
Apr	84	APC	p.178-80	Moon Lander (Alley)	(2)
Jul	84	APC	p.174,5,8	Blockout (Pritchard)	(3)
Oct	84	PCG	p.55-7	High Resolution Graphics Plotting	(3)
?	?85	PCG	p.65-7	Roadrace (Thompson)	(3)
-	85	BBYC	p.146-7	Golf Simulation (McCleary)	(2)
	85	BBYC	p.147	Knight's Cross (Lucas)	(1)
Jan	85	APC	p.129-31	Sketcher (Leon)	(3)
Mar	85	APC	p.105,9	Decoy (Rowe)	(1)
Apr	85	YC	p.160	Painter (Daniel)	(3)
May	85	YC	p.106	Number Sequence (Thompson)	(1)
May/Jun	85	PCG	p.63-7	Sketchpad (Thompson)	(5)
Jun	85	YC	p.70	Morse Tudor Program (Heath)	(1)
Jul	85	YC	p.81	Electric Tunnel (Daniel)	(1)
Aug	85	YC	p.114	Number Slide (Daniel)	(1)
Oct	85	PCG	p.47-52	Cube (McMullan)	(6)
Oct	85	YC	p.105-7	Yahtzee (Thompson)	(3)

BUSINESS.

Aug	84	APC	p.172-7	Database VZ-200 (Barker)	(6)
Oct	84	APC	p.214	WP for VZ-200 (McQuillan)	(-)
Oct	84	APC	p.126-30	Minicalc Spreadsheet (Stamboulidas)	(5)
Dec	84	APC	p.214	Correction to Minicalc	(1)
Jul	85	APC	p.164-6	Database (Quinn)	(2)
Oct	85	YC	p.107-8	Sorting Out The Sorts (Jankowski)	(1)

HARDWARE.

Feb	84	EA	p.131-2	Real-world interface	(2)
Aug	84	EA	p.65	Improved Graphics for VZ200 (Dimond)	(1)
Oct	84	APC	p.214	Serial help request (Pope)	(1)
Dec	84	APC	p.36	Add-ons for VZ-200 (Bleckendorf)	(-)
Nov	84	ETI	p.106-12	A 'Glass Teletype' Using The VZ200 PtI	(7)
Dec	84	ETI	p.93-7	" " " PtII	(5)
Aug	85	ETI	p.72-8	VZ-200 Terminal	(7)

REVIEWS.

Apr	83	APC	p.58-66	VZ-200 (Hartnell)	(5)
Jun	83	ETI	p.30	Dick Smith Colour Computer	(1)
Jul	83	ETI	p.32,3,7	Dick Smith's Personal Colour Computer	(3)
Jul	83	EA	p.130-3	The VZ-200:colour, graphics and sound	(4)
Oct	83	APC	p.77-8	VZ200	(1)
Jun	84	EA	p.12-9	Buying your first computer (Vernon)	(6)
Aug	84	EA	p.30-3	An important role for small computers	(4)
Nov	84	EA	p.78-80	VZ200 as a WP (DSE E&F tape WP) (Williams)	(3)
Jul	85	ETI	p.102-6	Dick Smith's new VZ-300 (Rowe)	(5)
Aug	85	EA	p.22-7	WP on the new VZ-300 (Williams)	(5)

UTILITIES.

Mar	84	ETI	p.63	More functions for the VZ200 (Olney)	(1)
Apr	84	ETI	p.117	Notes and Errata for Olney	(-)
Oct	84	ETI	p.135-7	Extending VZ200 BASIC (Olney)	(3)
Aug	84	APC	p.94	VZ-200 Moving Message & Trace (Batterson)	(1)
Nov	84	APC	p.125	Trace function (Brefit)	(1)
Nov	84	APC	p.125	VZ-200 correction (Kelly)	(-)
Nov	84	APC	p.125-6	TRON/TROFF function for VZ-200 (Thompson)	(1)
Nov	84	APC	p.208-12	MON-200 Machine Code Monitor (Stamboulidas)	(5)
Feb	85	APC	p.171	BASIC understanding (Hobson)	(1)
Feb	85	APC	p.20	VZ-200 into puberty - Olney's Extended BASIC	(1)
Apr	85	APC	p.19	Proper use of RND in dice/card games (Holland)	(1)
Apr	85	APC	p.103	VZ variable definition (Stamboulidas)	(3)
Apr	85	APC	p.95	Computed GO TO on VZ (Olsen)	(1)
May	85	ETI	p.99-101	VZ-200 hardware interrupt (Olney)	(3)
Apr	85	APC	p.97	VZ-200 bug (Tritscher)	(1)
Aug	85	APC	p.31	VZ bug (Tritscher)	(-)
Aug	85	APC	p.130	VZ-200 instant colour (Willows)	(1)
Sep	85	APC	p.145	Real time clock (Griffin)	(1)
Oct	85	APC	p.218	APC Benchmark BASIC programs	(1)
Oct	85	APC	p.147	VZ deletions (Quinn)	(1)
Nov	85	APC	p.189	VZ EDITOR/ASSEMBLER tips (Lam)	(1)
Nov	85	ETI	p.94-5	Olney's Level II BASIC for VZ200/300 (Rowe)	(2)

APC   Australian Personal Computer
EA   Electronics Australia
ETI   Electronics Today International
PCG   Personal Computer Games
YC   Your Computer
BBYC Bumper Book of Programs by Your Computer

The numbers in brackets are the number of sheets in each article.

I can supply copies of articles FOR YOUR OWN USE ONLY at 20¢ per sheet.

PLEASE ADVISE OF ANY OTHER ARTICLES YOU MAY HAVE ON VZ-200/300,

LASER-200 or TEXET TX-8000. I WILL PROVIDE UPDATES IN FUTURE NEWSLETTER.

Bob Kitch, 7 Eurella St., KENMORE, Qld., 4069
ph.   (07) 378 3745

```
5 REM *****************************
6 REM **   SCREEN DISOLVE    **
7 REM **        CONVERTED     **
8 REM ** BY ANDREW WILLOWS **
9 REM ****************************
10 FORI=-28698TO-28698+25
20 READD:POKEI,D:NEXT
30 DATA33,0,112,1,0,4,22,0,126,254,96,40,3,22,255,53,35
40 DATA11,120,177,32,242,186,32,231,201
50 POKE30862,230:POKE30863,143
60 X=USR(0)
```

Tape Loading Format

	T: Text File	B: Binary File	D: Data File
SYNC. Bytes	255 Bytes of 80H	255 Bytes of 80H	255 Bytes of 80H
HEADER	5 Bytes of FEH	5 Bytes of FEH	5 Bytes of FEH
EXTENSION	1 Byte of F0H	1 Byte of F1H	1 Byte of F2H
FILENAME	16 Bytes (max.) of ASCII	16 Bytes (max.) of ASCII	16 Bytes (max.) of ASCII
GAP	3 ms Blank	3 ms Blank	3 ms Blank
START ADDRESS	2 Bytes of binary	2 Bytes of binary	----
END ADDRESS	2 Bytes of binary	2 Bytes of binary	----
Program Content	xx Bytes	xx Bytes	----
Data Content	----	----	xx Bytes
Checksum	2 Bytes	2 Bytes	2 Bytes
End of File Marker (EOF)	20 Bytes of Zeroes (00H)	20 Bytes of Zeroes	----
Terminator	----	----	1 Byte of 00H

```
5 REM THIS WAS SENT IN BY ANDREW WILLOWS
6 REM HOLD DOWN DIFFERENT KEYS
10 MODE(1)
20 POKE28670,12:POKE28670,16
30 GOTO20
```

ERATUM

In LE'VZ # 9 there was an error on Page 3 on line 13. Binary number for 1 is 00000001, NOT 000000001.

Some issues were fixed up as I came to them, others were not.

On the same-Page I did not Print the INVERSE SCREEN routine in BASIC.
It is simply:-- POKE 30744,0

On Page 2, the 8th line of M/C PROGRAMMING. The decimal figure for 3450H is 13392, NOT 13632.

GATHERING.

OOPs GATHERING.

set up

OOPs began arriving at 12.30 on a fine Sat 7th of December. I had a VZ200, Disc Drive system, GP100 Printer, a B&W TV and a colour TV which was brought along by Larry Taylor. I had most of VSOFTWAREZ software, hardware and firmware on display for sale.

OOPs with a wide range of interests, of all ages, beginners and experts (??) attended. Simon Cleary and Richard Smith of Dick Smith Electronics were also present, a total of 18.

I demonstrated the Laser Light Pen system, the DSE Sprite Generator, a portion of LE'VZ D'BASE, DSE Word Processor, loading of TRS 80/System 80 tapes, how to transfer B tapes to Disc, a couple of Extended Basic statements and various items.

Larry Taylor demonstrated some of his Educational software, and a couple of the children tried their hand at some of them.

Michael Novakovic showed us a couple of interesting of POKEs and told us about his newly formed club.

We had a short afternoon tea, put on by my wife and her friend. We thank those who brought along a few "eaties".

Peter Glanville brought his TRS 80 printer, but unfortunatly time ran out before we could see it operating.

One small thing we learnt from Simon of DSE was that they were to sell a odem, but it had a few bugs in it so they never did.

Since the gathering, various OOPs have visited each other, which is very gratifying. I ask readers to try and organise a similar gathering in your locality. Let me know so I can print it in LE'VZ. Even 4 or 5 people can make an enjoyable and learning experience. Your local DSE. may even assist by letting you put a little notice near their VZ section.

I thank all who made the event sucessfull.
        J.D.

HARDWARE/FIRMWARE FOR SALE.
Postage is NOT included in prices, so send extra $s and specify if you require the excess to be credited or sent to you. Prices may change without notice. All articles available while stocks last.

One GP100 Printer used	$175.00.
Laser Light Pen System & tape	$75.00.
VZ Data Recorder used & Power Pack	$60.00.
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C10 blank tapes in lots of 5 each	$1.30.
C20 blank tapes in lots of 5 each	$1.40.

Printer ribbons for GP100 (or similar), not a direct replacement but a few minutes fiddle.
                        $11.50.

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