POKING AROUNI

by Faye Deere

It really all started with Basic Black. Basic Black is great in some things. I love wearing it. However, the Smart-BASIC black screen gives me a headache. Fast.

Therefore, I developed a short program that POKEd different colors into the border, text screen, and inverse. Every time I used SmartBASIC I had to run the program, so I added it to my HELLO program. This way, it automatically loaded each time I loaded BASIC, and saved a lot of time and effort.

The public domain program "basic-modif" program allows you to permanently POKE a new value into a SmartBASIC address, thus altering what the BASIC does, or causes to be done.

A few words of caution. Do not poke around in your original BASIC program. Make a back-up tape/disk and play with that. You can do permanent damage to SmartBASIC if you mistakenly POKE the wrong address. If you make a typographical error and the address is erased from the screen, you may never find out what address you POKEd—and your BASIC will never be the same again!

The first thing I did with "basic-modif" was change the BASIC colors. I POKEd my own stylish colors into the BASIC program and they now load up each time without being added to the HELLO program. However, some people change colors like hats. What color they want to use depends on their mood. For these people, POKEing colors each time BASIC is loaded is the best way to go.

To change the border color of your BASIC screen, POKE 17059,5. After you type TEXT to activate the color change, you have a nice light blue border. The best way to do this is, type:

```
POKE 17059,5:TEXT
```

Use your color chart to pick the color you like best. To change the color of the text window, POKE 17115 like the 17059 address, and to change your inverse color, POKE 17126. Here is a chart of some BASIC colors:

COLOR CODES

0	White	
1	Black	
2	Med. Green	
3	L. Green	
4	D. Blue	
5	L. Blue	
6	D. Red	
7	Cyan	
8	Med. Red	
9	Light Red	
10	Dark Yellow	
11	L. Yellow	
12	D. Green	
13	Magenta	
14	Gray	
15	Transparent	

These color codes are used to POKE

D IN SMARTBASIC

17059 for borders and as color choices in low resolution graphics.

18 M. Green	25 L. Red
19 L. Green	26 D. Yellow
20 D. Blue	27 L. Yellow
21 L. Blue	28 D. Green
22 D. Red	29 Magenta
23 Cyan	30 Gray
24 M. Red	31 White

These color codes are used to POKE 17115 for the color of the text window with Black characters.

241 Black	248 M. Red
242 M. Green	249 L. Red
243 L. Green	250 D. Yellow
244 D. Blue	251 L. Yellow
245 L. Blue	252 D. Green
246 D. Red	253 Magenta
247 Cyan	254 Gray

These color codes are used to POKE 17115 for the color of the text window with White characters.

After making a considerable number of POKEs, I discovered that some programs will not work with a BASIC that has been changed to that extent. It will either just sit there and look at you like you were stupid, or quit about half way through execution. At first I couldn't figure out what the problem was. I had copied a program from a publication that should have worked when I typed RUN. I proofread it after I finished typing it, and there wasn't a comma misplaced, or a space left out. But I just couldn't make it work. I even contemplated sending it to the author to ask what stupid thing I could possibly have done. Much later, by accident, I learned what the problem was.

There are several programs I use that I know will not work with the POKEs I have made in my BASIC. They don't work with my POKEs, but I don't know which ones cause them to malfunction. Therefore, I keep a BASIC that has nothing POKEd in except my color changes.

One day, after installing the un-POKEd BASIC with one of these programs, I decided to take a look at a program I had not been able to make work. Lo and Behold!! It worked, first time out!! I couldn't believe it, but after I thought about it, it made sense. If one program won't work with a POKEd BASIC, another program may not work with it either!

After some investigation, I found a way to get around this little hang-up with a POKEd BASIC. Put a line in the beginning of your program that reads: 10 CALL 64608 This resets Adam-Net and disables all your changed POKEs. The trouble with this is that when you are finished with that