will return -- it works -- and beyond that you can trust it to do its job.

It helps to keep certain conventions thoroughout your programming. Here I have specified V0 as the variable most often used to pass a value to a subroutine. V1 and V2 are also often changed during the program run, most often due to the use of the FX55 and FX65 which I have termed the PUT and GET pair in the sample source listings here. VC and VD were chosen for XY coordinates used to display patterns on the screen. No real reason for the choice -- you may doctor the routine any way you wish.

(The actual source listings for each routine follow these descriptions. You may record them as separate source listing or together as one all-purpose listing -- the choice is up to you.)

1) TIMER -- TIMER SUBROUTINE

INPUT: V0 = Value for Timer

OUTPUT: Returns when timer == 00 -- use to delay programs at call point

CHANGES: V0

CALLS: No other subroutines

LABELS USED: TIMER TIME (Call with 2XXX TIMER)