

Sheet1

\H	/xc
\H\	\0\
\	~/xq
\I	/xc
\I\	\0\
\	~/xq
\J	/xc
\J\	\0\
\	~/xq
\K	/xc
\K\	\0\
\	~/xq
\L	/xc
\L\	\0\
\	~/xq
\M	/xc
\M\	\0\
\	~/xq
\N	/xc
\N\	\0\
\	~/xq
\O	/xc
\O\	\0\
\	~/xq
\P	/xc
\P\	\0\
\	~/xq
\Q	/xc
\Q\	\0\
\	~/xq
\R	/xc
\R\	\0\
\	~/xq
\S	/xc
\S\	\0\
\	~/xq
\T	/xc
\T\	\0\
\	~/xq
\U	/xc
\U\	\0\
\	~/xq
\V	/xc
\V\	\0\
\	~/xq
\W	/xc
\W\	\0\
\	~/xq
\	

```
\
\
\X /rnd\X|~
\X| /rnc\X|~~
\ {goto}\||~
\ /xq
\
\
\
\Y /c~\Y|~
\ {goto}\{?}|~
\ /c\Y|~~
\ /c||~||~
\ {goto}\X|~
\ /xq
\Y|
\
\Z /xc
|| \0|
\ ~/xq
\Z|
\0| /xr
\
\
\
\
\ /rnc\0.~~
\ /rnd\0.~{end}{home}{down}{end}{left}{down}
\ 1{down}2{down}3{down}4{down}5{down}6{down}7{end}{up}{right}
\ Red{down}Orange{down}Yellow{down}Green{down}Blue{down}Indigo{down}Violet
\ {left}{end}{up}/rnc\0.~{end}{down}{right}~/xr
\
\
\ {goto}\0.~
\ /dsd\0.~p\0.~~~{esc}{right}~a~g/xr
\
\ {goto}\0.~
\ /dsd\0.~p\0.~~~{esc}~d~g/xr
\
\ /xi\Y|~/xg\3~
\ /df\Y|~1~~~/xc\1..~/xr
\3 /df\Y|~0~~~/xc\2..~/xr
\ /xm\4.M~
\ /xr
\
\
\
\
```


\ Stack
FLOOR

\0..

\1..

\2..

\3..

\4..

Alpha
Sort the colors in alphabetic order.
/xc\1..~
/xg\4..~

This range is always at the end of worksheet Z.

(Keep this stack with your Z-macros for compatibility)

with future versions).

This is the last labeled row in worksheet Z.

This is the last row of worksheet Z. It's unlabeled.

The definitions below of macros A through W let you run up to 24 Z-macros at a time from the keyboard. That way you don't have to select each one in turn as the macro that Z runs when you run Z. And you can even change each of them on the fly: see X and Y below.

If your worksheet already contains keyboard macros, rename or convert them after you set up the Z-macros. See ZSTARTER.

Keyboard macros you name after setting up the Z-macros get priority. So you can rename the existing macros back to their previous names (unless they were labeled \X, \Y or \Z) to avoid converting them.

A runs the Z-macro named on the left in \A\

B runs the Z-macro named on the left in \B\

C runs the Z-macro named on the left in \C\

D runs the Z-macro named on the left in \D\

E runs the Z-macro named on the left in \E\

F runs the Z-macro named on the left in \F\

G runs the Z-macro named on the left in \G\

H runs the Z-macro named on the left in \H\

I runs the Z-macro named on the left in \I\

J runs the Z-macro named on the left in \J\

K runs the Z-macro named on the left in \K\

L runs the Z-macro named on the left in \L\

M runs the Z-macro named on the left in \M\

N runs the Z-macro named on the left in \N\

O runs the Z-macro named on the left in \O\

P runs the Z-macro named on the left in \P\

Q runs the Z-macro named on the left in \Q\

R runs the Z-macro named on the left in \R\

S runs the Z-macro named on the left in \S\

T runs the Z-macro named on the left in \T\

U runs the Z-macro named on the left in \U\

V runs the Z-macro named on the left in \V\

W runs the Z-macro named on the left in \W\

With the cell pointer in the column on the

left, press [End][Up] for comments on above.

X gets (got?) you here and points to the cell on the left that contains the name of a Z-macro. It's the one you last confirmed with Y for Z to run - next time YOU run Z. If you didn't confirm one for Z yet, it contains \0\. And Z does nothing.

To confirm your choice, run Y with the cell pointer on its name. To make a different choice, move the cell pointer down to the name you want on one of the following pages. THEN run Y to confirm your choice. (The ONLY place you should run Y is when the cell pointer is on a Z-macro name).

Y displays "Enter address to go to: \" in the control panel when you run it. Press [Enter] for Z to run your Z-macro. Or enter a letter (A through W) for that macro to run it. Or Y to cancel Y. But mostly you'd press [Enter]. [PgDn]...

And here are the Z-macro names. They can be any legal range names, but these examples follow the description of reserved names in ZSTARTER. They're all in the column on the left.

This Z-macro sets up a numbered list of the colors of the rainbow at the bottom left of the worksheet and points to it. It must be run before any of the other examples that use the list. Choose it by placing the cell pointer on its name and running Y. Press [Enter] when Y pauses. Then, when Y returns you to your place, you can run Z to run the Z-macro.

Point to the list of colors created by \0.. and sort them in alphabetic order.

Point to the list of colors created by \0.. and sort them by wavelength (longest last).

Toggle between \1.. and \2..

[PgDn]...

Display a 1-2-3 menu offering a choice of the above Z-macros.

[PgDn]...

The macro on the left is the second part of the macro that starts in the first cell of worksheet Z. It's always at the end of the Z-macros but before any menus they call.

The empty cells in the column on its left are important. Make sure they're still there after you've made any changes to worksheet Z.

And double check that the first cell of the macro is lined up with the last \ in the filled labeling column above left. The labels start again next to the menus below.

[PgDn]...

Wave

Sort them by wavelength (longest last).

/xc\2..~

/xg\4..~

Cycle

Alternate between the two ways of sorting.

/xc\3..~

/xg\4..~

Quit

When you want to run another keyboard macro (like X).

/xq