## Micros: The New Supertoys

Educating Your Child Six Simple Programs Told Out of School A Kid Wrote This?
Young Programmers Show Their Stuff

## Also Inside:

Inside Your II/16
Beyond Basic Programming
Poetry in Motion
Son of Pilot
The Model 16 Reviewed

More and more hardware and communications services are allowing speeds up to 1200 baud. Soon, some may be going faster than that. Today's terminal software simply can't keep up. But now there is an alternative. Micro-Systems Software introduces Microterm, the high speed terminal.

Model III Microterm will communicate, without insertion of null characters, at 4800 baud. Guaranteed. No cop-outs, no question. Microterm is so fast that you can exit from the terminal to the main menu, adjust video width, open the buffer, furn on the printer, or any one of dozens of other functions, and return to the terminal model without missing a thing!

Microterm continues to input from the RS232, even while at the main menu. This is the only terminal capable of such an astounding feat. Microterm offers you most of the features that "Brand X" smart terminals have, plus it gives you: $\bullet$ Ultra high baud rate operation (up to 9600 in certain cases). - Input while at menu. $\bullet$ Easy to use translation tables. $\bullet$ Easy to use phone number listings. - Maximum auto dial support - most major brands. - Direct file transfer companion program included at no exta cost (compatible with DFT). - DOS commands from menu without exiting program. - Over 34 K of capture buffer (in a 48 K TRS-80). - Can be setto automatically dial telephone and transmit buffer at presettime without any operator intervention.

And many, many more great features, Microterm is so fast you must see it to believe it. The various menus are displayed so fast, they seem to jump out at you. Status of various functions can be displayed and altered in split seconds.

For the computerist who wants the ulimate, state-of-the-art terminal software, there is no other choice.
Microterm retails for $\$ 79.95$, but registered DOSPLUS owners can purchase it for only $\$ 59.95 . \$ 20.00$ off the retail price! Microterm comes complete with the terminal program, the direct file transfer program, some standard translation tables, and documentation.

Don't delay, order yours todayl Specify when ordering: Model I or III and whether you want if on 40 or 80 track media. Requires a 16 K TRS-80 with one disk drive. We recommend 48 K for serious communications work. Microterm will be available beginning June 30, 1982.


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## Expanding Your Peripheral Vision

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Doug Biedenweg
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Danley Christensen
270. Twinkle, Twinkle, Little Star

With a little help from you and some imaginative graphics, the TRS 80 becomes a poet.
Bill Grout

In our January issue, we published a program by Bruce Tonkin called The Creator. It has since come to our attention that Software Technology for Computers (PO Box 428, Belmont, MA 02178) markets a program generator that is also called The Creator, and holds a trademark to that name. These programs are in no way related, and should not be confused with one another.

We regret any inconveniences we might have caused STC or our readers.

## Young Programmer's Awards

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An adventure written in Assembly language.
David Schmidt (Grand Prize)

## 96. Project Deep Dive

Guide your sub through a winding tunnel while trying to avoid mines and torpedo launchers.
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104. Music Composer

Store up to 200 notes on your Color Computer and save the music you've created on tape.
Carl Huben (First Place, 11-13)
108. Super Draw

品
Make your CRT a sketch pad, save your drawings, and recall them at a later date.
Terry Myerson (First Place, 10 and under)

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(.1000 Now bring this famous teaching tool into your Tandy machine. Larry Brackney (Second Place, 14-18)
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The left bracket, [, replaces the up arrow used by Radio Shack to indicate exponentiation on our printouts. When entering programs published in 80 Micro, you should make this change.

80 formats its program listings to run 64 -characters wide, the way they look on your video screen. This accounts for the occasional wrap-around you will notice in our program listings. Don't let it throw you, particularly when entering assembly listings.

Article submissions from our readers are welcomed and encouraged. Inquiries should be addressed to: Submissions Editor, 80 Pine Street, Peterborough, NH 03458. Include an SASE for a copy of our writers' guidelines. Payment for accepted articles is made at a rate of approximately $\$ 50$ per printed page; all rights are purchased. Authors of reviews should contact the Review Editor, 80 Pine Street, Peterborough, NH 03458.
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If you don't think that all eyes in the microcomputer industry-including those peering through the murk from the Tandy Towers in Fort Worth-are watching IBM, you're dreaming. As soon as news that the IBM Personal Computer was going to be using the 8088 chip (a news flash that preceded the unveiling of the computer by several months, despite the usual IBM efforts at tight security) reached central Texas, there was no further question about delaying a 16 -bit computer.

Since the enthusiasm for Tandy stock seems to be tightly connected by investors to the perceived prospects of the TRS-80 computers, there seems to be a natural Tandy tendency to enhance this perception as much as possible.

Could this single-minded concentration on appearances have influenced the technical design of the Model 16? It does strike some people as curious that this system was rushed into production before the 16 -bit software support was even a glimmer in the father's eye.

When one looks over the 16 -bit processors on the market at present, the 68000 chip selected by Radio Shack does at first look like the best way to go. It is in many ways like the 6800 chip in that it works more in terms of a 32 -bit system, but does it in 16 -bit segments, just as the 8 -bit chips address a 16 -bit memory in two steps.

But why, you might ask, if what we really seem to be needing is a 32 -bit system, are we horsing around with 16-bit chips? Indeed, I asked just this question to a designer of computers. It was then I discovered that the serious designers of desktop computers have dismissed the 16 -bit chips as a temporary fad, one that will probably lead a good many of the software people astray for a few months until they realize that most businesses really need a 32-bit oriented system, at which time they will throw out all of their half-finished programs and conversions to sit down and start anew.

For those of you who are not fast with your binary numbers, an 8 -bit binary number can address 256 locations. Sixteen bits allows you to address 65,536 locations. This is simplified to 64 K in the ads. Since most business uses of a computer require a lot more addressable locations than that-say, for allowing the computer to sort names and addresses into zip-code order without taking months to do it $\rightarrow$ the more

## Another worry about the Model 16?

internal memory the computer owner can afford, the faster the system can do these number-crunching operations. But there is no use buying more internal memory (RAM) if the computer CPU can't quickly address it.

A practical limit might have been 24 bits, since this would allow the computer to directly address 16 megabytes of storage. Even with the still dropping cost of RAM memories, it is going to be a while before we even approach that limitation. We are seeing some onemegabyte RAM desktop computers (which actually take only 20 bits to address), and, with the growth of 16 -bit systems that can address a 32 -bit bus, I'm sure we'll soon be seeing systems with two megabytes of RAM. . . and so on. That still puts 16 MB a long, long way off. Maybe a couple of years.

A 32-bit oriented microprocessor chip is capable of substantially increasing the throughput of a computer as compared with the 16 -bit-oriented units. It could be a factor of four times. Now, for the average small office where 99 percent of the time the computer is sitting around waiting for the operator, this may not be an important development. . . at least for the moment. But let's remember one of the basics of computers, Green's Axiom 107, that the more you use a computer, the more you find for it to do.

We're just starting to be serious about asking that all of our desktop computer systems be able to work with virtually any number of other computers in a network. . . or to host other smaller computers. The coming proliferation of incredibly inexpensive home computers, any of which can be pressed into service as a satellite computer for a small business network or even a home network, has to be dealt with.

One thing we know for sure, there is a raft of Japanese technicians and engineers (many of them graduates of their ham radio exposure in high school) working enthusiastically to develop

LCD flat screens for the low-end computers. These will be along the lines of the pocket LCD screens on the new television sets. The $\$ 100$ ( $\$ 79.95$ at Lechmere's) home computer, complete with $64 \times 16$ screen, is coming. . .soon.
Once we have that, we won't even have to buy a $\$ 69.95$ black and white TV set to use for a monitor! But with or without the LCD screen, you know as well as I that home computerists will be running wires around their homes so they can have a remote computer/terminal in the kitchen, by the phone, in the living room, in the bedroom. . . hell, perhaps in the bathroom for those used to taking in a book to read.

In the office, the el cheapo computer/terminals will be networked to the host system, allowing every worker in the business to access data, swap messages, keep notes, and so on . . . all without upsetting their word processing or data entry via more traditional computers or terminals.

Such networking calls for some power in the host system, particularly as the users get involved with ever more applications. I think that this demand will put on the pressure for the desktop computer industry to move on to the 32-bit processors. . . and quickly.
But what about the software, you exclaim? In this case, the news is cheering. From what I've been able to learn, the Intel 80286 chip will run all of that nice 8080 stuff from 1976, the Z80 stuff from 1977-82, the 8086 stuff from this year. . . and so on. It will also want to have a bunch of new, higher throughput oriented programs written to really take advantage of the new 32 -bit power. But at least it won't leave us high and dry as did the Radio Shack Model II and their CoCo.
Since Radio Shack seems to be committed to supporting the business market via a higher end system, I'm sure that somewhere in the bowels of one of the Tandy Towers, a dedicated team of engineers is working day and night to come up with a 32 -bit computer with which to dazzle us... and the financial press. Surely they won't wait for IBM to put on the pressure again.

Will we see this by Comdex time this fall? Probably not. But then, considering the pace of the industry, can they afford to wait until their traditional August new product showing time for something as key to their future as this?

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As we sifted through the mail concerning "To Copy or Not to Copy" (see p. 12), one point became clear: Software piracy has become a political issue.

True, some people are out there duplicating software to avoid the expense of buying it; and some are selling pirated software to make a dishonest buck. But an increasing number of consumers are copying disks and tapes as a form of retaliation. They're sticking it to an industry that they feel has been shafting them for too long.

They are, in essence, waging guerrilla warfare.

Of course, many software manufacturers conduct themselves in a responsible and professional manner. And as the industry matures, more and more companies are realizing the importance of being responsive to their customers' needs.

But we are still seeing myriad questionable business practices. Companies that advertise in computer magazines one month are nowhere to be found the next. Basement outfits with suddenly successful products find themselves unable to properly fill orders. Poor management, shifts in personnel, and changing product lines lead to inadequate after-sale support. Promises made in magazine ads turn out to be misleading or fraudulent.

It is in this atmosphere of confusion that software manufacturers are complaining about software piracy. Is it any wonder that consumers are less than sympathetic? That they are refusing in increasing numbers to buy protected software? And that they are breaking such software with so much zeal?

Unfortunately, manufacturers have tended to look at the piracy problem strictly in economic terms. As they see it, the consumer is trying to rob them of their rightful riches. So they've responded by pulling out the heavy artillery: law suits, fancier protection schemes, bloated user's manuals, and owner's registration numbers. Entire packaging and marketing plans are being influenced by efforts to stop unauthorized software duplication.

Such strategies are narrow-minded and shortsighted. They are doing nothing but encouraging further resistance. They are doomed to failure.

## Piracy has become political issue

If manufacturers want to curb software piracy, they're going to have to take a much bigger step. They are going to have to improve their responsiveness to their customers' needs. They are going to have to provide ample proof that the loyalty and respect they demand of the consumer is reciprocated. Only then will the consumer feel any responsibility to protect the manufacturers' proprietary interests.

Unfortunately, the better companies must share the anger fostered by others. But they are also in the best position to do something about it. Perhaps the time has come for them to take the lead in guiding and policing the software industry. Perhaps they need to develop a code of ethics and take steps to enforce it.

As long as there are people who want to make a quick buck from the labors of others, software piracy will be a problem. But that problem could be curbed considerably if the software industry made a concerted effort to regain the respect of the consumer. Otherwise, we can expect the insurgency to continue for some time to come.

In our response to "To Copy or Not to Copy," we asked readers to advise us on whether we should publish the name of the person offering the key to backing up Super Utility Plus. The response was an overwhelming "Yes." Nevertheless, we have decided to withhold the name.
We agree with many of the comments made. Most readers would like to back up Super Utility Plus, and other software, only to guard their own interests. But we do not want to declare open season on the manufacturers of protected software. To do so, we feel, would only aggravate an already-volatile situation.

On the other hand, we understand our role as a primary source of information on the TRS-80 microcomputers.

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In the November 1982 issue we published a letter from a reader who offered information on copying Super Utility Plus should Powersoft Inc. ever be unable to provide back-ups. We withheld the name of the author, and requested your reactions to both the letter and the whole subject of protected software. We also contacted eight manufacturers for their views, but only Apparat Inc. responded. Read on for some representative viewpoints. For 80 Micro's views on the subject, see Proof Notes on p. 10.

## What's the Big Deal?

Why the agony on releasing the key to Super Utility?

The utility itself is designed to break others' protection, and with a modest amount of perseverance it can be broken, too. What seems odd is that you think what is sauce for the goose is not sauce for the gander.

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> Theodore C. Hossfeld
> President
> Consted Productions
> P.O. Box 285
> Tiburon, CA 94920

## Truth in Advertising

Nobody wants to buy protected programs. You know it, I know it, and the vendors know it. That's why, in spite of repeated requests, practically none of the people who sell protected programs will even mention this fact in their ads. But this matters so much to the buyer, and that's who you should be looking out for-the tens of thousands of people who pay for all the software and, directly or indirectly, all the issues of your magazine.

Why does the consumer always come last? You should require that any ad for protected software include that fact, right next to the price. And your software reviews should always address this question. When the buyer is at last given an honest choice between protected program A, and its unprotected competitor B, we will see the protection mania disappear, to everyone's benefit.

Here is an open question to Acorn, Med Systems, SubLogic, Adventure International, Powersoft, and all the other vendors who silently sell protected programs: You cannot pretend that


# To copy or not to copy 

your customers don't care about backing up the software they buy from you. So why don't you mention such a simple, well-defined, deliberate aspect of your programs in those big, fancy ads? You are purposely deceiving the very people who are supporting you. This leaves you in a poor position to complain about "software morality." You have a huge market; don't try to ignore and even subvert one of the main reasons it exists-software freedom and accessibility.

Roxton Baker
Box 8272
APO San Francisco, CA 96555

## Software Collection

I collect records. Starting in the early 50 s , I would tape my LPs and play the tapes. Today, I have wonderful, per-fect-condition records and have upgraded my taped copies as tape quality improved. I have and will continue to handle software similarly, working only with copies of my purchased originals.

Any software that is not compatible with this approach is dead on the market as far as I'm concerned. I hope most users will adopt this philosophy. As a minimum, there ought to be a requirement that any locked software be advertised and labeled conspicuously as such.

Edward O. Noble
P.O. Box 759
illa Park, NM 88047
Mesilla Park, NM 88047

## Apparat's Answer

Apparat, like other software developers, is very concerned about piracy. In the case of the NEWDOS80 operating system, Apparat has found many illegal copies on the market. In the past, Apparat has taken some steps against software pirates, and will take much more severe steps in the months to come.

Apparat has never made software that could not be copied by the consumer, and probably never will. Our feeling is that the customer paid for the right to reproduce the software for his own personal use at the time of purchase. By limiting the number of copies, or preventing copying entirely, you may very well be limiting your customer base. Also, nothing can be locked that cannot be unlocked. And locked software can provoke many typically honest people into becoming backyard pirates.

Apparat sees only two ways to prevent, or hinder, the software piracy business. The first is the standard: registration numbers and no service if you cannot provide us with a verifiable number. The second is the hardware lock for software, similar to that used by Simutek in their Copyart word processor. The hardware lock can be duplicated also, but not easily, and most software pirates neither have the brains nor the inclination to unlock the secrets hardware can hide.

# Jason Robert C. Matthews <br> Manager, Software R\&D Apparat, Inc. 

4401 So. Tamarac Parkway
Denver, CO 80237

## Routine Copies

For several years I have been quietly cracking the protection codes on games. As I have gained more experience, it has become quite routine for me to unlock the protected disks as soon as I get them, make a copy, and place the original on a shelf far from harm. Software piracy is disagreeable, but the thought of having a locked disk is equally distasteful. I would be afraid to use it, for fear that I would destroy it and never be able to use it again.

In the November 1982 issue of 80 Micro, on page 443, the ad for Sales Data Inc. states that they will sell the

# If you can beat these prices, you must have a brother-in-law in the business. 

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[^0]software to allow unlimited back-ups of Scripsit and VisiCalc on the Model III. Since Scripsit for the Model III comes on a protected disk, you are clearly willing to allow mention and sales of protection-unlocking programs in your magazine. I, for one, am grateful for both of those policies.

Paul Jaeger
61 Jane St.
New York, NY 10014

## Excess Aggravation

I have only purchased one protected software package. I agree with the letter writer about the aggravation, so I have promised myself never to buy another product that has this type of protection.

I fully support Logical Systems with LDOS and ABC Sales with Lazy Writer. These products are sold with serial numbers and full support for future upgrades. By providing technical support only to registered owners, they keep down the pirates and allow honest buyers unlimited back-up copies. The people making the most fuss over this are the same ones that only want to sell software for the money, with no regard for the customer after the sale.

If companies sold software at reasonable prices, there would also be less pirating. Why does the same package cost more for the Model II and III than it does for the Model I? Is this honest pricing policy?

If the author of the letter can save even one other person from getting into trouble with no back-up, he should tell others. If the goal of 80 Micro is to provide information to help its readers (why else do we buy it?), then it also should not hold back information to please its advertisers.

Jeffrey Sherman
20 Riviera Drive
Somerville, NJ 08876

## Reject Those Ads

As a responsible, consumer-oriented publishing company, you and your fellow magazine publishers can solve the protected software problem by refusing to accept ads from companies with protected software, unless you receive with such ad an unlock routine and permission to publish same in the event of the demise of the company or its inability to furnish service to owners of
the software.
Spencer Trimble
229 Lipona Road South
Tallahassee, FL 32304

## Preserving the Free Market

Super Utility Plus is without a doubt one of the finest utility programs ever written for the TRS-80; however, it suffers from a serious flaw. In an attempt to protect the program from unauthorized duplication, it is distributed on a protected disk. This may provide protection from pirates, but it serious-

## '"Maybe software manufacturers should look to their retail prices."

ly limits the usefulness of the program to the people who have paid for it.

In this format a disk failure can force a user to pay a fee, not to mention lost work time, to obtain a new copy of the program. Every time the disk makes a revolution, magnetic coating wears off the disk. No matter how careful the user, or reliable the system, any disk will eventually wear out. We should not be forced into being dependent on any manufacturer for back-ups of programs that have been legally obtained. We find it disturbing that the program brags about its ability to duplicate protected disks while the author has ensured his own work would remain uncopied.

TRS-80 users are notorious for the use of oddball hardware configurations and patchwork systems. Users who have modified their systems usually work out patches to programs to accommodate their hardware. With a protected disk, this becomes an impossible task. The educational value of getting inside a top-notch utility like $\mathrm{SU}+$ cannot be overestimated.

We don't believe back-up protected disks serve the best interest of users or publishers and are against their use. This does not mean we are against authors receiving just compensation for their work. A minority of users and crooked publishers are causing the legitimate publishers to use protected media. If the majority of users will refuse to deal with pirates, and that includes users who swap back-ups of
copyrighted programs, publishers won't feel they need to use protection schemes. As a user and publisher we would rather see the free market continue.

The alternatives are government involvement or hardware protection schemes. If either of these becomes necessary, you can expect software costs to skyrocket, as well as creativity to be stifled. With unprotected software a program can reach the market with an investment of a few thousand dollars. If users force publishers to use hardware protection schemes, programs that don't have mass-market appeal will never see the light of day. All computer users have a vested interest in seeing the free market continue.

Jean Marie Witt President
WittSoft
1302 41st St.
Orlando, FL 32805
WittSoft has recently introduced Super Duper, a program that can create copies of Super Utility Plus.-Eds.

## The Price Problem

To copy in order to resell or otherwise pass on is, of course, a violation of the law. Having been so victimized, I can understand the author's point of view.

However, when we purchase a program that may be used at several stations in the building, it's a nuisance to be forced to make a several-hundredyard round trip to pick up a disk from another room, use it for five minutes, and then return it. My vote is to release the name and address, hoping-however vainly-that resale will not occur. Maybe software manufacturers should look to their retail prices. We can afford a $\$ 40$ program, but to spend $\$ 120$ to have it available at three separate stations is an expense I can't justify. No one photocopies a $\$ 6$ book, but a $\$ 60$ one might not be so immune.

> The Rev. George T. Cook 50 Anchor Ave.
> P.O. Box 98
> Oceanside, NY 11572

## Piracy Policy

We agree with the statement that software should not be copy-protected. Staten Island Labs has some software like this, and it is very aggravat-

# NEWCLOCK80 

MODEL I
MODEL III


Wouldn't it be nice if your computer could always boot up with the right time and date and then stay accurate. New-clock-80 will enhance your Model I or III system with powerful clock/calendar/timer functions.

Using LSI (large scale integration) and custom circuits, Newclock-80 provides MO/DATE/YR, HR:MN:SEC plus AM/PM and day of week and even takes care of leap years! It continues to keep time and date with quartz accuracy when the computer is turned off or experiences a power failure. A single battery lasts over 2 years.

Compatibility: Newclock-80 is compatible with any operating system, including DOSPLUS, NEWDOS, LDOS. With its fully decoded circuitry it will work with any other hardware you may own. Bus expanders are available.

Installation is very simple, no tools, no disassembly, no soldering. Just plug it in, that's all. There is no power supply or messy cable. Newclock- 80 plugs into the rear of the keyboard (3) or side of the Exp. Int. (2). Model III Newclock fits the 50 pin card edge (underneath) 1

The Software: Newclock-80 is as easy to use as it is to install. "SET", a Basic program, is used only once to set the time and date and select 12 or 24 hour format. -"TIMESTR", also in Basic, patches your computer "TIME\$" function to read Newclock-80. It also adds "TIME\$" to keyboard-only systems, a short routine is simply "poked" into low memory.

Newclock-80 uses 12 ports ( 176 to 188): 6 for the time, 6 for the date. The data is conveniently stored in decimal form, no conversion is needed. You can read or modify any digit using simple Basic "INP" and "OUT" statements.

No risk trial. Order your Newclock-80 today, see how easy it is to install and operate then decide within 30 days if you want to keep it. If for any reason you are not delighted with its quality and performance, you may return it for a prompt and courteous refund.

Your unit will come complete (4) with software on tape, detailed instructions, handy reference card, and a 90 day warranty. Specify Model I or III. Software is also available on disk: add $\$ 5$. Lithium battery (not included) available from RADIO-SHACK ( $\# 23-162$ ) or add $\$ 1.50$ to your order.
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## Toll Free Order Line

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ing not to have back-ups. We prefer the policies of certain software companies, such as Logical Systems Inc. and Prosoft, that support only registered owners of their programs.
Our policy toward copy-protected software is to attempt to break the lock and pirate it, not because we want the programs, but because we are against the policy of copy protection.

Philip Herbst Senior Partner
Staten Island Labs
140 Castleton Avenue Staten Island, NY 10301

## Low Life

I am strongly opposed to pirated software! Those computerists who pirate software are the lowest form of animal life on the planet. However, I feel that any company selling software on protected disks is only one step above the pirate.

For the most part, purchasers of original software have little knowledge of how a computer works. These people pay good money to software suppliers for programs that will in some way save time, reduce mistakes, or increase productivity. Waiting for a company to send a replacement disk is at best an inconvenience and may spell disaster for a person or company that has come to rely on the program.
The pirate, on the other hand, is as
cunning as a fox and patient as a saint. He views a protected program as a challenge. The better the protection scheme, the sweeter the taste of victory when it is broken-and there is no protection scheme available that cannot be broken! When the program is rendered defenseless, the pirate will move on to another challenge. For this reason, it is not in the best interest for software suppliers to protect their software and it is not in the best interest of users to purchase protected software.

> James S. Schaefer 33 Jackson Road Berlin, NJ 08009

## Pathos in Advertising

First let me say that I feel the recent letter on copying locked software should have been printed as you did, without the author's name. The issue is whether as users we have rights to the software we purchase as opposed to the rights of the authors of the software.
As both an end user and a programmer, I have a tremendous amount of compassion for both sides of the question. My personal solution to the problem is to enclose a picture of my little boy with every program sold. I will also enclose a note begging people not to make illicit copies of the program or I will not be able to feed my little boy.
At prices that are competitive, I have
to sell many programs to recover development time. I also need a good product that I can stand behind and support. You are important to me as a customer, so I won't lock your software. Your success in using my product directly relates to my success.

One last comment is directed to the morally concerned at 80 Micro. You had to be kidding when you said some of the editorial staff who are of "conservative inclinations felt that to publish (the letter) would be to condone and promote an illegal (and perhaps immoral) act." A fascinating viewpoint when your magazine carries advertising for companies that promote programs that unlock other software. Your moral considerations are inconsistent and hypocritical to say the least. I applaud the side of the editorial staff that won and published the letter.

Gary A. Shade
3847 Galesburg Court
Arlington Hts., IL 60004

## Positive Piracy

I have some pirated programs, but I also purchase software regularly, often after using a pirated copy. I probably would not have purchased some of the programs if I hadn't had an opportunity to try the pirated copies. In those cases, pirating was a form of advertising. In other cases, I have to say, "I'm glad I didn't pay money for this!"

I doubt that authors will stop writing software because of piracy; a good author will keep writing and keep selling because his next program will be better than his last. While piracy undoubtedly takes its toll in uncollected royalties, the prolific author can even benefit from having his programs widely circulated as more people are introduced to his work.

Protecting a disk or tape ought to be an author's prerogative. However, as a purchaser, I should be told in advertising whether a program can be backed up, as this is sometimes a factor in making the decision to buy a particular program. There is software I haven't purchased simply because I knew it was protected and I wanted to be able to back it up. In this case, protecting a disk kept an author from getting his royalty.

Tom Kilbride 4117 Lyle
Waco, TX 76710


Deadily waves of enemy Cyborg cratt
altack your lieet trom the atiack your tieet trom the rear You are the Mothership's sole delender. You
have unimited tireoowet have unlimuled tirepowet but the
Cyoorgs are swith nimble allackers Cyoorgs are swith, nimble allackers
Your abililies are tested nard in inis game or ligntening last action and ively sound ftom Adventure international. Price: B

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missites iong tange radar and missiles long tange radat and
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torpedos. you engage the enemy while lorpedos. you engage the encmy while
navigating unknown waters. Succeed navigating unknown walers. Succeed
or come to a salty end in this game 29 or come to a saity end in this game 29
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If you purchase Alpha's Joystick you get the exquisite pleasure of enjoy ing (action games) to the limit of arcade-style realism.'
-80 Microcomputing 80 Reviews. Jan ' 82

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ing With sound. Price code: A

## no

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stray doogs, snakes, sloshing buckets of furpentine, even a ravenous "paint eater. A crazy. imaginative new game with len selectable levels of skill lor new or seasoned game players.
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TAPE: Model 18ill, 16 K Lavol 2 DISK: Model IIIII, $32 \mathrm{~K}, 1$ Disk All games are joystick compat. ble or may be played using arrow keys.

## The Too New PC-2

I look forward every month to receiving each new issue of 80 Micro. I am hoping for more PC-2 coverage. I realize PC-2 is new, just like the Color Computer was last year, so maybe I need to be patient. I hope this information arrives sooner, not later.

Doyle R. Painter, Jr.
311 Furys Ferry Road
Martinez, GA 30907
Unfortunately, we have received only a couple of articles about the exciting new Pocket Computer. Author Tim Daniel will reveal many of the secrets of the PC-2 in a future issue. Anybody out there care to help?-Eds.

## Find the Line

On Break GOTO-now, there's a good idea ( 80 Micro, November 1982, p. 390). Everybody who has used a TRS-80 has wanted this function. However, there may be a better way. The method used by SFC Donais intercepts the break vector at 16396 , directs control to the sergeant's patch, which rectifies the stack and returns control to the Basic command processor with HL pointing to the first line of the program.

Basic then takes over, and, with a couple of tests, directs program flow to an appropriate Break-handling line of Basic. Wouldn't it be better to return control to Basic at the appropriate line? All we need to do this is the address of the beginning of that line.

As it happens, there is a ROM call that finds the beginning of a specified line, at 1 B 2 CH . This is a fairly straightforward call. The DE register is loaded with the number of the line being sought, the call is made, and, on return, BC contains the address of the first byte in the line. If the line doesn't exist, control passes to the Basic error handling routine. The procedure would be:

- Call 1 B 8 FH to rectify the stack.
- Load DE with the line number sought.
- Call the line finder at 1 B 2 CH .
- Decrement BC to point zero before the line.
- Transfer this address to HL.
- Jump to the command processor at 1D1EH.


Program Listing 1 is the assembler code for the routine, which takes 15 bytes. Listing 2 is a rewrite of the sergeant's Basic program, altered to use the new routine. By POKEing a dif-

| 7 FF 1 | CD 8F1B | CALL | 188FH | ;RECTIFY STACK |
| :---: | :---: | :---: | :---: | :---: |
| 7 FF 4 | 113601 | LD | DE, 310 | ; TARGET LINE \# |
| 7 FF 7 | CD2C1B | CALL | 1 B 2 CH | ; FIND LINE |
| 7 FFA | OB | DEC | BC | ;POINT TO ZERO |
| 7 FFB | C5 | PUSH | BC |  |
| 7 FFC | E1 | POP | HL | ; TRANSFR TO HL |
| 7 FFD | C3lEld | JP <br> END | 1D1EH | ;TO BASIC |
| Program Listing 1 |  |  |  |  |


| 100 | REM | * $=*=\star=\star=* \quad$ ON BREAK GOTO ...DEMONSTRATION $*=*=*=*=$ |
| :---: | :---: | :---: |
| 110 | REM |  |
| 120 |  | IF $\operatorname{PEEK}(16396)=195$ GOTO 320: 'PATCH INSTALLED ? |
| 130 |  | REM * $=$ *RESET MEMORY-SIZE * $=*=$ |
| 140 |  | $\operatorname{ADDR}=\operatorname{PEEK}(16561)+\operatorname{PEEK}(16562) * 256-15$ |
| 150 |  | POKE 16562,ADDR / 256 |
| 160 |  | POKE 16561,ADDR - PEEK (16562) * 256 |
| 170 |  | CLEAR |
| 180 |  | REM * $=*=$ ENTER CODE PATCH * $=$ * $=$ |
| 190 |  | POKE 16553, 255: 'ROM DATA-READ FIX |
| 200 |  | $\operatorname{START}=\operatorname{PEEK}(16561)+\operatorname{PEEK}(16562) * 256+1$ |
| 210 |  | FOR ADDR $=$ START TO START + 14 |
| 220 |  | READ CODE |
| 230 |  | POKE ADDR, CODE |
| 240 |  | NEXT ADDR |
| 250 |  | REM * $=*=$ RESET VECTOR BACKWARDS FOR NO BOMB * $=$ * |
| 260 |  | POKE 16398,START / 256 |
| 270 |  | POKE 16397,START - PEEK (16398) * 256 |
| 280 |  | POKE 16396,195: 'JP TO PATCH |
| 285 | GOTO | 320 |
| 290 | REM |  |
| 300 | REM | *=* $=$ INITIALIZE BASIC VARIABLES \& CONSTANTS * $=$ * $=$ * |
| 310 |  | PRINT: PRINT "--USER ABORT--":GOTO 380 |
| 320 |  | CLEAR 50 |
| 340 | REM |  |
| 350 | REM | *=* $=*=*=*=*=*=*=*=*=*=*=*=*=*=*=$ * $=*=*=*=*=*=*=*=*$ |
| 360 | REM | $=*=\star=$ NORMAL PROGRAM EXECUTION RESUMES HERE $*=*=*$ |
| 370 | REM |  |
| 380 |  | PRINT "MEMORY = " MEM, "INPUT = "AS,"COUNT = "X |
| 390 |  | PRINT, "TO EXIT TEST \& RESTORE TRS-80, ENTER SPACES." |
| 400 |  | INPUT"HOM MANY SUBROUTINES TO STACK ";A\$ |
| 410 |  | IF A\$="" GOTO 500 |
| 420 |  | $\mathrm{X}=$ VAL ( A \$ ) |
| 430 |  | GOSUB 440 |
| 440 |  | PRINT, "MEMORY $=$ ";MEM |
| 450 |  | $\mathrm{X}=\mathrm{X}-1$ |
| 460 |  | IF $\mathrm{X}>0$ GOTO 430 ELSE 400 |
| 470 | REM |  |
| 480 | REM | *=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=t==* |
| 490 | REM | ==* RESTORE MEMORY SIZE \& BREAK VECTOR $=*=*=*=$ |
| 500 |  | $\mathrm{X}=\operatorname{PEEK}(16561)+\operatorname{PEEK}(16562) * 256+15$ |
| 510 |  | POKE 16396, 201 |
| 520 |  | POKE 16562,X / 256 |
| 530 |  | POKE 16561, X - $\operatorname{PEEK}(16562$ ) * 256 |
| 540 | REM | BASIC POINTERS ARE OKAY, STRING BUFFER INCREASED BY 15 |
| 550 | REM |  |
| 570 | DATA | $205,143,27,17,54,1,205,44,27,11,197,225,195,30,29$ |
|  |  | Program Listing 2 |

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## GREEN SCREEN WARNING

I8M and ail the "orggies" att using green screen monitors. Its advantages are now widely advertised. We feel that every TRS•80 user should enjoy the benetits it provides. But WARNING: all Green Screens are not created equal Here is what we found:

- Several are just a flat piece of standard colored tucite The. green tint was not made for this purpose and is judged oy many to be too dark. Increasing the brightness control will result in a fuzzy display.
- Some are simply a piece of thin plastic tiim taped onto a cardboard trame. The color is satistactory but the wobbly firm gives it a poor appearance.
-One "optical filter" is in fact plain acryic sheeting -Faise claim: A tew pretend to "reduce glare". In tact. their flat and shiny surfaces (both film and Lucite type) ADD their own reflections to the screen
-A few laughs: One ad claims to "reduce screen contrast" Sorry gentleman but it's just the opposite. One of the Green Screen's major benetits is to increase the contrast between the text and the background.
-Drawbacks: Most are using adhesive strips to tasten their screen to the monitor. This method makes it awkward to remove for necessary periodical cleaning. All (except ours) are filat. Light pens will not work reliably because of the Dig gap detween the screen and the tube
Many companies have been manufacturing video fillers tor years. We are not the first (some think they are), but we have done out homework and we think we manulacture the best Green Screen. Here is why
olt fits right onto the picture tube like a skin because it is the only CURVED screen MOLDED exactly to the picture tube curvature. It is Cut precisely to cover the exposed area ot the picture tube. The fit is such that the static electricity is sufficient to keep it in place! We also include some invisible reusable tape for a more secure fastening
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## INPUT

ferent line number into START + 4 (LSB) and START +5 (MSB), the routine can be made to seek any line number existing in the Basic program.

By setting the variable Break to a value dependent on the portion of the program being executed, and directing the Break-handling routine to a line containing an ON BREAK GOTO NNN,NNN,NNN statement, a press of the break key can be made to have different responses depending on where the program was when the key was pressed.

## J. Stewart Schneider <br> 2813 Louisa St. <br> P.O. Box 365 <br> Catlettsburg, KY 41129

## Adapting to the Future

Sure, computers can help our educational system, which is in terrible shape, but Wayne Green is a dreamer. The idea behind a proper liberal arts course is not to teach students to appreciate trees, although there is nothing wrong with that. The idea is to help these students develop thought processes and problemsolving abilities. This way, when Mr. Green's technical students find that their field has turned over so fast that the techniques they learned only two years ago in his industrial park are already outdated, they will have the ability to adapt to changes in technology that were unforeseen.

James Magliano 462 West 6 Ave. Roselle, NJ 07203

## Bugs in the Board

In your August 1982 issue of 80 Micro, Dennis Kitsz published a PC card layout for the Radio Shack Color Computer. As an avid user of the 6809 -based machine interested in generating my own specialized PROM boards, I had a prototype board made. Lo and behold, it didn't work. After many hours of debugging, the corrections for the published layout are as follows:

- The edge connector is not to the proper scale ( $0.100^{\prime \prime}$ ) and could short out one's Color Computer if any further reductions are made, or if the total edge connector size is not correct.
- The traces as published are too fine for easy photocopying. My board had several micro-cracks in the traces which had to be found with an ohm meter.
- The 74LS138 (p. 348) is in backwards.
- A hole should have been provided for the cartridge interrupt self-start function (edge connector pins 7-8).

And now for the most serious bugs (see Fig. 1):

1. The trace to the edge connector pin 37 should be cut (see Fig. 2).
2. Cut the trace from the edge connector pin 20 . Pin 20 is mistakenly connected to pin 19 in the drawing; this shorts A0 to A1 whereby the CoCo will not work. 3. Add a jumper from the plate-through hole below where the trace was cut in 2 above to ( 2 K ROM C, 4 K ROM D) pin 7.
3. The plate-through hole under $(2 \mathrm{~K}$ ROM A, 4K ROM C) does not connect to the IC socket pin 15. A short piece of
wire soldered in the hole will make this connection.
4. With the component side up, on the edge connector, on the right side, solder a small jumper from the next to the last terminal to the hole above it and to the right.

With the above corrections made, I have successfully made the prototype board work with both 2716s and 2732s, fully populated. The lesson I learned was not to believe all that is published. We are designing our own Color Computer board with plans to hold four 2716s, four 2732s, two 2764s or one 27128.
G. W.J.K., Jr. The Irishman's Software
P.O. Box 119

Churchville, NY 14428


Figure 1


Figure 2


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## Kitsz Comments

I'm sorry G.W.J.K., Jr. met with so much difficulty. I did double-check the published material against my own: see the Updates in this month's "Applications" for an offer to readers.

As for G.W.J.K.'s comments: My film negatives are to the proper scale of 0.1 inch, derived from $2 x$ originals. The size error, as well as the ink dots, scratches, and blurring, was introduced during the production of the magazine, something beyond my control. The traces, however, photocopy just fine on my machine; such detail was required for the board to fit in Radio Shack's plastic case. I did reverse the 74LS138 in redrawing the parts overlay from my pencil copy.
G.W.J.K.'s five board corrections will work. I would like to offer an apology and an explanation to readers who may have been frustrated by my errors. The electronic design, two wirewrap versions, four sets of original PC artwork and three prototypes were done and updated. The final prototype was made for me by the company who intended to sell the ROM board. I was told they had the board working; however, I failed to ask if they had made final corrections, and I further neglected to examine the prototype when I received it. My last set of artwork,
which still contained errors, was sent in for publication. That company went out of business last month.

I, too, have learned a lesson from this experience, and it has made me layoutshy. Although this is the first PC layout with flaws that has appeared in print, it is the last PC layout I will produce for publication. Future articles will contain only the schematics; however, PC boards will still be available for each project, and I will give a source for them.

> Dennis Kitsz
> Green Mountain Micro Roxbury, VT 05669

## Secret Slip

I enjoyed James T. Demberger's "I Have a Secret'" program (80 Micro, October 1982, p. 296). My complaint with the article is that Mr. Demberger implies that an exclusive OR (XOR) logic function could not be constructed within Level II Basic without the use of machine code. This is absolutely false! Level II Basic contains three logical operators: NOT, AND, and OR. With combinations of these three operators, any logic function can be simulated.
The XOR logic function can be simulated by taking two inputs and ANDing them with each other's inverse, then

```
10 CLS: PRINT " TRUTH TABLE"
2\emptyset FOR A=\emptyset TO 1
3\emptyset FOR B=\emptyset TO 1
40 REM ::::C=A XOR B
50 C= (A AND (NOT B)) OR ((NOT A) AND B)
60 PRINT A;"XOR";B;"=";C
70 NEXT B,A
80 END
```

Program Listing 3

```
10 CLS: PRINT
20 A$="CIPHERKEY"
30 B$="MESSAGE !"
40 FOR I=1 TO 9
5\emptysetA= ASC(MID$(AS,I,1))
60 B= ASC(MID$(B$,I,1))
70 REM :: C= A XOR B :: D=A XOR C :: NOTE : B=D
80 C= (A AND (NOT B)) OR ((NOT A) AND B) 'CIPHER
90 D= (A AND (NOT C)) OR ((NOT A) AND C) 'DECIPHER
100 PRINT A;"XOR";B;"=n;C;" n,A;"XOR";C;"=";D
110 NEXT I: PRINT
120 END
```

Program Listing 4

# Convert to CP/M <br> <br> and Save. 

 <br> <br> and Save.}

## Unprecedented Sale for Model III Owners. Call for Details.

## The Trouble with TRS-DOS.

Although TRS-DOS is an excellent operating system, it has one major disadvantage. When compared with CP/M, TRS-DOS locks you into a limited and possibly dead-end course. When you are ready to upgrade to a new computer, it is likely that none of your present software will run on the new machine. All of the time and money you have invested in TRS-DOS software will be lost.

## CP/M for the TRS-80.

Converting to $\mathrm{CP} / \mathrm{M}$ offers the TRS-80 owner many advantages. The TRS-80 immediately becomes capable of running twice the software of any other computer on the market. Perhaps more importantly, CP/M permits software portability. Unlike TRS-DOS programs, CP/M programs can be directly transferred to your next computer. The savings in time and software costs can be quite significant. CP/M conversion can easily pay for itself with the money saved on one or two software purchases. The sooner you convert to $\mathrm{CP} / \mathrm{M}$, the more you stand to save.

## CP/M Acquires Unpresedented Support.

Over the past year, a number of powerful competitors have introduced new microcomputers. Most people will instantly recognize the names of Xerox, IBM. HewlettPackard, Digital Equipment and Zenith. The Japanese companies, Sony, NEC, Sanyo, Toshiba and Sharp, are equally well-known. Together, these companies have committed over a billion dollars to compete effectively in the micro market. TRS-80 owners should be aware that every one of these companies has chosen $\mathrm{CP} / \mathrm{M}$ for their standard operating system. Over the next few years, these companies will sell millions of $\mathrm{CP} / \mathrm{M}$ computers. Considering these facts, it is clear that $\mathrm{CP} / \mathrm{M}$ is the operating system of the future.

## Apple and Commodore Offer CP/M.

In a recent press conference, the Apple Computer Company stated. "The largest installed base CP/M system in the world today is the Apple II with the Z80 card from Microsoft:" In a recent full page ad in the Wall Street Journal, Apple announced CP/M for the Apple III. Commodore, refusing to be left behind, has recently announced their "Emulator" series of computers that support CP/M. There are even rumors that the new Tandy 16 will support a version of $\mathrm{CP} / \mathrm{M}$.

## Plan Ahead.

The Omikron "Mapper" offers the ideal step to upgrading to a newer, more powerful computer. With the "Mapper," your TRS-80 can run both CP/M programs and TRS-DOS. With CP/M, you can build a software library that's fully compatible with the newest CP/M business computers. All of the time and money you spend on selecting, purchasing, and learning CP/M software can be considered an investment in the future. In addition, your old TRS-80 can gain a new lease on life as a fully compatible back-up unit. Consider all these points carefully. The Omikron "Works" package offers the best solution for protecting your investment in the TRS-80. By choosing the "Works", you can purchase a "Mapper" and also receive over $\$ 1,000$ worth of top-quality CP/M software. Value, Utility, performance - Omikron offers you more than ever before.

## COUGAR ... Omikron's Users Group.

$\mathrm{CP} / \mathrm{M}$ has always been the standard for business and professional use. This market has always demanded high quality and high performance. The high prices for $\mathrm{CP} / \mathrm{M}$ programs reflect the additional effort required to develop top-quality software products. To help our customers afford CP/M software, Omikron has formed Cougar, our official users group. Through Cougar, Omikron can purchase soft ware products in large volume. This allows us to offer our customers some of the best $\mathrm{CP} / \mathrm{M}$ software in the industry at greatly reduced prices.

## Omikron Puts It All Together.

Omikron has sold more CP/M conversions than all of our competitors combined. Omikron was the first in the market with a CP/M conversion. Omikron has continued to lead the market for one simple reason - our total commitment to our customers. Only Omikron offers a "Works", type introductory package. Only Omikron has a "Cougar" type users group for long-term savings. Our hardware has always been designed with reliability first. Our software is well designed, complete, and bug free. Our technical hot line assists those with problems. Finally, our exchange policy has enabled our customers to upgrade to our new designs for much less than the cost to new customers. When you buy from Omikron, you buy from a company with a proven record of dedication and success.

## What Model II?

I recently subscribed to your magazine and found it very entertaining. A better name for your publication, however, might be 80 Micro for the Model I \& III. What I would like to see in your magazine, as you may have guessed, is more on the Model II.

Wayne C. Bucklaew
700 Etheridge Road
Chesapeake, VA 23320
Starting in March 1983, we will publish Model II versions of many of the Model I/III programs that appear in each issue. The conversions are being made by our technical staff and a cadre of 80 Micro authors who specialize in Model II software. In addition, we remain vigilant in our efforts to obtain high-quality articles on the Model II.-Eds.

## Controversial Definition

As a senior Telecommunications Analyst, I could not believe Jay Chidsey's definition of baud ( 80 Micro, October 1982, p. 96). It does not mean "bits of audio data." Emile Baudot's name is the source of the term; he created a five-level code for data transmission many years ago, after Samuel Morse created the Morse code.

The correct definition of baud is: "The number of signal level changes per second regardless of the information content of those signals." A modem (MOdulator/DEModulator) clocks at a certain speed; that is, the timing inside the modem changes signal levels at a preset speed. The clock must time at the speed of the data being transmitted or faster. The faster the clock, the faster data can be transmitted. This does not mean that baud and BPS (bits per second) are the same. A modem can clock at 4800 or 9600 baud, but data will be transmitted at 1200 or 2400 BPS. The only time baud and BPS are interchangeable is at the speed of 1200 BPS or less. That is because the modems at those speeds usually clock at the same rate as the data. The correct way to refer to data transmission speed is by the term BPS, not baud.

I discovered a second error in Mr . Chidsey's reference to processor speed. The speed of a computer is never rated in terms of baud. Computers, either micros, minis, or large mainframes such as IBM's 303X series, are measured by
the time it takes to execute a single machine code instruction. The term for this is IPS, Instructions Per Second. A mainframe like IBM's 3033 Model N is rated at a speed of about 3.6 MIPS. This means that the computer can execute 3.6 million instructions per second. Another method of comparing processors is by rating it against a benchmark machine, in this case the IBM 370/158 Model 3.

Chuck Bolvin
1234 Valley Lake Drive, Apt. 542 Schaumburg, IL 60195

## Chidsey's Response

First an explanation, which is not intended to serve as an excuse. The idea of the "Bit Smitten'" column was to assign a person who had writing experience and some familiarity with a TRS-80 the task of recalling questions he had in the early part of the experience of working with the computer, and then to research answers and, with the back-up of technical people on the 80 Micro staff, write columns based on this research and on simple tips for newcomers to the micro field. 'Bit Smitten' is a researched column, not one written by a computer expert. That is, however, no excuse for passing on false or inadequate information.

Mr. Bolvin's description of the derivation of the word baud is persuasive, but I must protest to him that all three of the other authorities checked ascribe the term to "bits of audio data." Reference to a standard work, Computer Dictionary and Handbook by Charles Sippl, Howard W. Sams \& Co., Indianapolis, Kansas City and New York, confirms Mr. Bolvin's point without question.

Further checking, with Mr. Bolvin's assistance, reveals that Emile Baudot created a five-level (or five-bit) code for use in automatic telegraph transmission (teletype). By making use of shift option, two sets of 32 characters were possible: a total of 64. The Baudot code was, however, little used in America. Donald Murray created a five-level shifted code, which is used here. American microcomputers use the eight-bit ASCII code, and are now in the process of moving to 16-bit code.

Baud and BPS are used loosely and incorrectly as synonymous by some manufacturers and advertisers of peripherals, such as modems. The rule of
thumb appears to be that information on big machines, directed toward technicians, uses BPS in describing data transfer rates, and information on micros, directed toward businessmen and hobbyists, uses baud rate.

I was clearly wrong in using baud to refer to IPS as a measure of speed of execution for a single machine-code instruction within a computer. I stand abashed and instructed.

Jay Chidsey
205 East Adams St.
Green Springs, OH 44836

## Subscription Solution

I am shocked by the flippant answer given by your editors to Mr. Hoover ( 80 Micro, December 1982, p. 20). Your subscribers deserve better. If it had been me, I would have complained to the postal service about mail fraud.

> L.J. Kutten
> 201 South Central
> P.O. Box 16185
> St. Louis, MO 63105

It was not our intent to be flippant. We responded to Mr. Hoover's problem as quickly as possible, and resolved it three months prior to the publication of his letter. Our first priority is to serve our readers, and such matters therefore receive immediate attention. We published Mr. Hoover's letter because we were impressed by (and grateful for) the humor with which he handled a very unusual situation, and we wanted to share that humor.-Eds.

## Earning Our Keep

It's articles like the one Dennis Kitsz wrote in the October 1982 issue ( 80 Micro, "Applications," p. 368) that keep me a faithful subscriber. The most-used keys on my machine, 1 and space bar, had long since stopped responding to my cleaning efforts, and were working so poorly that it seemed a trip to the Radio Shack Repair Center was inevitable. Since my Model I has been heavily modified, taking it back is not something I undertake lightly, but I couldn't figure out what the problem was.

Then along came the October issue and there was the answer! Sure enough, there were tiny cracks in the solder connecting the key contacts to the board, just as Dennis said. In a matter of



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-91
P)

Dept. C, Box 560, No. Hollywood, CA 91603

[^1][^2]minutes my four-year-old keyboard was working like new.

I probably would never have thought of looking that closely at the soldering, and I'm not sure the Radio Shack technician would have either; it's a tough one to catch. As a result, that article saved me somewhere between the minimum $\$ 15$ labor charge and $\$ 75$ for a new keyboard. When you also figure the time it saved me (taking the machine apart and at least one round trip of $11 / 2$ hours to the nearest Center and back), you can see how that one article easily paid for at least a whole year's worth of magazine.

Jim Unwin
18022 Valley Vista Mulino, OR 97042

## Leaning on the Lamp Post

Program Listing 5 is a modification on "Drunkard's Walk" (80 Micro, Oc-
tober 1982, p. 97). It provides an interesting holding pattern for those moments before inspiration strikes.

Information, at least in English, is hard to come by over here in Germany and you fill the bill for TRS-80 owners. I'm also pleased at the response time on your reader service card and of several of your advertisers.

Richard W. Stubbs<br>HHC, V Corps (G3)<br>APO NY 09079

## Tandy Bonus

Despite all the warnings given in your fine magazine, I recently managed to destroy my TRSDOS system disk. Last Saturday I headed for my local Tandy store, where I have received superb service since buying my Model III 15 months ago. I duly purchased a replacement disk and received the expected lecture on how not to do what I had done.
On arriving home I booted the disk

```
'** IDLER
1** ADAPTED FROM:'DRUNKARDS WALK'(80 MICRO/OCT 82, PG 97)
t** BY:DICK STUBBS (HHC,V CORPS-G3 APO NY \emptyset9079)/6 OCT 82
1** FOR:TRS-80 MOD III(48K) (TRSDOS 1.3)
X=RND (127) : Y=RND (47)
\emptyset CLS:SET(X,Y)
| Z=RND (2)
X }=\textrm{X}+(\mathrm{ RND (2) -Z)
5\emptyset Y=Y+(RND (2)-Z)
60 IFX>1270RX<0,10
70 IFY>47ORY<\emptyset,10
8\emptyset IFPOINT (X,Y) RESET(X,Y) ELSESET(X,Y)
90 RANDOM
100 Z$=INKEY$:IFZ$="",30ELSECLS
110 PRINT@527,"< B >ASIC or < T >RSDOS ?":IS=INKEY$:IFI$=""110
120 IFI$="T"CLS:CMD"S"
130 CLS:END
```

Program Listing 5

## The Perfect Business System

PATCH * $0: 0(\mathrm{ADD}=4 \mathrm{E} 85, \mathrm{FIND}=21, \mathrm{CHG}=\mathrm{C} 3)$
PATCH *0:0 (ADD $=4 \mathrm{E} 86$, FIND $=6 \mathrm{C}, \mathrm{CHG}=9 \mathrm{D})$
PATCH *0:0 ( $\mathrm{ADD}=4 \mathrm{E} 87, \mathrm{FIND}=51, \mathrm{CHG}=4 \mathrm{E}$ )
PATCH *0:0 ( $\mathrm{ADD}=4 \mathrm{EA} 9, \mathrm{FIND}=\mathrm{CA}, \mathrm{CHG}=\mathrm{C} 3$ )

The first patch changes the present LD mnemonic to JP for a jump to the memory location specified by the second and third patches. The fourth patch bypasses the time and date input for the system. If you want to change the system back to the original specifications, redo the patches but switch the values for FIND and CHG of each patch.

Hermes S. Mendez<br>Forest Lake Academy<br>P.O. Box 157<br>Maitland, FL 32751

## Inside Information

Those of you who are interested in contacting Craig Lindley concerning his "Inside Scripsit" articles 180 Micro, September, October, and December 1982), can call him in the evenings at 303-685-1786. Craig has received over 75 letters already. Unfortunately, he cannot respond to each one individually, but he'll be glad to discuss the articles with anyone who calls.-Eds.

1. 'TRS 80 Mod III -48 K

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package
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## Amazing System

Thousands of ESF buyers have been amazed by 16 K programs loading in less than 20 seconds; automatic verification of saved programs; up to 70 K bytes, and 99 files, on a single Wafer; a ROM operating system (RAM based in Model III); no need for an expansion interface; and 1-year parts and labor warranty.

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With an ESF system you don't just get a piece of hardware, you get total support with hundreds of user workshops; dozens of high-quality, reasonably priced programs (such as Electric Pencil 2.0, Electric Spreadsheet, File Management System and Technical Word Processor); access to hundreds of FREE public-domain programs; an @NEWS user column in 80-US; @LOAD program magazine; and a toll-free information line.

## Amaze Yourself

To see for yourself how amazing the ESF system is, or for more detailed information, call us toll-free at 800-538-8559 (inside California 408-737-7111) and take advantage of our 30 -day money-back return policy. Copies of the 80 -page manual are available for $\$ 4.95$ (which you can credit towards an ESF), and while you're on the line ask about our equally amazing 64 K RAM/ROM board for the Model I.

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## Engineering Software

Can someone give me the name and address of a software distributor that is interested in programs for engineering applications?

John A. Henson, II
2011 Dawn Heights Drive Lakeland, FL 33801

## Looking for Software

I am looking for software for my Model III 48 K that will let me use the cassette port from a communications receiver to input CW and translate to ASCII and display/print. This will be used for monitoring only since I don't have a ham license.

Also, I need to find someone locally who has The Last One programgenerator package, and who would be willing to answer some questions I have about the operation and the efficacy of a $\$ 600$ program generator.

Alfred Kohlberg, Jr.
Communications Service Company
5706 84th Avenue
New Carrollton, MD 20784
(301) 577-2023

## DDC Problems

I have a System 80 with the expansion interface that has an RS-232 port and S100 capability (this is the Australian version of the American marketed PMC 80). Recently I bought the Aerocomp DDC to give me doubledensity capability, and found that it was not compatible with the System 80 interface.

I would appreciate information from anyone who has managed to get the DDC working in a System 80 expansion interface, the similar PMC 80 system, or in the Video Genie 80.
R.A. Ivory
P.O. Box 2320

Christchurch, New Zealand

## Typing Blind

I recently purchased a Modem I with cassette software, and an extra cable to hook up the modem through the cassette port of my TRS-80 Model I. I did this so I would not have to purchase an expansion interface or an RS-232 to communicate with my school's IBM

370. There is, however, one problem. If I type in a program line, I can't see it until I list it afterwards. Also, there is no carriage return.

Has any other reader had this problem? How can I correct it? Note that the system at school is running in the halfduplex mode. Could it be a problem with the IBM 370 sending machine?

> Christopher Inguanta 23-06 21st St. Apt. 6 J
> Astoria, NY 111105

## Converted Program Wanted

I would appreciate a listing from anyone who has successfully converted the Cassbox program by Charles E. Gillen (November 1982) to work with a Model III, and an Epson MX-80 with Graftrax-Plus. I can't get the printer to print double-wide characters on the front label.

If anyone has figured out how to use the Epson control codes while using the cassette Scripsit, or if anyone knows of a good patch program, I'd like to hear from you. I want to be able to change codes while using Scripsit.

> Larry E. Ierley
> 923 Thistle Road
> Elizabethtown, PA 17022

## Parts and Ribbons

In response to Bryan Headley's question (Aid, November 1982), parts and ribbons for the Base 2 Model 800 printer (printer mechanism only) can be obtained from the OEM, Two-Day Corporation, 203 East Main Street, Riverton, WY 82501 (307) 856-1111. Ribbons are $\$ 9.95$ each plus shipping.

Computer Peripheral Repair, 1483 East Warner Avenue, Santa Ana, CA 92705, has made exclusive arrangements with Base 2 Corp. to support all repair work with factory-trained personnel, and to stock all major replacement parts. Minimum charge is
$\$ 50$ plus parts.
Neither company accepts credit cards, though the Two-Day Corp. will ship C.O.D.

Roger Parish<br>1712 Anna Rose Drive<br>Belleville, IL 62221

## Police Need Help

I am interested in finding a program that will aid me in the scientific reconstruction of automobile accidents. I have a Model II with two disk drives. Can someone help?

> Sgt. Michael J. Capman Crown Enterprises
> 823 Parchmount Avenue Parchment, MI 49004

## Programs for the Handicapped Needed

We at the Cheshire Home for the physically handicapped are building a program library for disabled computer users. We are looking for new programs to add to this library. We already have several Apple, Pet, and TRS-80 programs. Does anyone have any programs of this nature for the ZX series of computers?

The program scope is unlimited, but please remember that many handicapped operators have restricted vision, so the display needs to be extremely clear.

Robin Nixon
Seven Springs Cheshire Home Pembury Road,
Tunbridge Wells, Kent England TN2 4NB

## Instruction Booklet Wanted

I am desperate! I need a copy of the instruction booklet for the Voxbox (Catalog \#26-1181). I bought this from a Radio Shack store about a year ago, and have been trying ever since to get the booklet. Can anyone help me?

John Marcinisen
230 Cedar Road
East Northport, NY 11731

## Route Problems

I recently purchased a Model III with
the intention to use both the parallel and serial outputs directly to the matrix and daisy-wheel printers. To my dismay, I found that the serial driver cannot be used since the Route command does not function properly on the current DOS system.

Does anyone have a solution? I don't want to give up my Model III.

Stanford L. Hart 22110 Napa St.<br>Canoga Park, CA 91304

## Coding Wand

Can anyone provide hardware and software information for using a lowcost bar-coding wand with the TRS-80 Model III? I intend to use this system for inventory control and batch number record keeping.

Jerry Ellis
Laboratory Service Company
P.O. Box 7526

Clearwater, FL 33518

## Needs Help

I am trying to interface a TRS-80 Model III with two additional video monitors for use in a press operation at a motorsports facility. Any help in obtaining either a circuit or an interface box to perform this function is appreciated.

Michael F. Hollander Racing Information Systems 7317 Haskell Avenue, Suite 214 Van Nuys, CA 91406
continued from p. 10
Thus, we will continue to accept advertisements that offer programs to back up protected software.
Furthermore, we feel strongly that whether a program is protected has become an important buying consideration for many consumers. Thus, we are encouraging our writers to include this information in their reviews. We will also solicit such information for our buyer's guides.

We hope that such steps will eventually become unnecessary. We would like to see a healthy and trusting relationship develop between microcomputerists and manufacturers. The computerists have made their feelings known in no uncertain terms. It is now up to the manufacturers to respond.

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## "Practical" Corrections

The gremlins are at it again! My article "Practical Regression Analysis" (November 1982) contains three errors that might cause confusion.

- The probability subroutine found on page 102 is incorrect. The proper version is:

```
2790 ' PROB
2800 DX=D1:DY = D2:DZ = D2:FF =F:IF F<
1 THEN DY = D1:DX = D2:DZ = D1:FF =1/F
2810 DX=2/9/DX:DY=2/9/DY
2820 DD =(FFt (1/3)*(1-DY)+DX-1)/SQR
( FF\uparrow (2/3)*DY +DX)
2830 IF DZ<4 THEN DD = DD*(.08*DD$4/
DZ(3+1)
2840 FP = . 5/(1+DD* (.19685 + DD*(.11519 +
DD*(.000344 +DD*.01953))) )}\mp@subsup{}{}{4
2850 IF F> = 1 THEN FP =1-FP
2860 RETURN
```

- At the end of page 103, there is a "Listing continues" note. Actually, this is the end of the listing; there are no missing lines.
- The legends on page 106 are switched for Figs. 7 and 8.

Delmer D. Hinrichs 2116 S.E. 377th Avenue Washougal, WA 98671
(206) 835-2983

## Poker Correction

Thanks to Karl Weeks, I have found a couple of errors in my "Casino Draw Poker" game (November 1982). The game doesn't recognize either the royal flush or the four-of-a-kind. Since I have never gotten either, I didn't realize the problem existed until Mr. Weeks informed me of it. To correct the problem, change line 8120 to:

8120 IF (FF=1) AND (CS( 5,1 ) $=13$ ) AND
(CS(4,1) $=12$ ) AND ( $\operatorname{CS}(3,1)=11)$ AND
(CS( 2,1$)=10$ ) AND $(\operatorname{CS}(1,1)=1)$ THEN WV = 9: GOTO9000

You must also change the WT=7 in lines 8140 and 8150 to $\mathrm{WV}=7$.

> Ron Balewski
> 412 East Ridge St.
> Nanticoke, PA 18634
> (717) 735-3736

## Model III Graftrax

There are several bugs in the listings of Thomas McNamee's "Graftrax 80"

article (September 1982).

- In line 370 a test is made for printer ready by PEEKing at location 14312 to see if it is " 61 ." This will not work on my Model III. The number should be 63 .
- The count for the number of codes, and the codes themselves, are sent out to the printer using the CHR\$(X) function. Unfortunately, Basic will not send out codes of 0,10 , and 12 . I recently realized that the printer was connected as a port, and that I could use the OUT \&HF8, X (or in decimal, OUT 248, X) command. This results in the following changes in lines 530-540:

530 LPRINT CHR $\$(125)$; " ";CHR\$(27)"L"; 532 OUT \&HF8, CC
533 IF PEEK (14312)<>63 THEN GOTO 533
535 LPRINT CHR $\$(255)$;
537 FOR T=1 TO CC: OUT \&HF8, G(T)
538 IF PEEK (14312) < > 63 THEN GOTO
538
540 NEXT
The program comes close to the correct aspect ratio for the 960 density, but is far off for the 480 density, which I use. This can be improved by modifying the program to light two horizontally adjacent pixels, and then testing X two steps at a time.

> Donald Wade $35-41$ 72nd St.
> Jackson Heights, NY 11372
> (212) $672-6399$

## Case Dismissed

I have had many phone calls and letters concerning the September Debug on how to connect the plotter in my "Digital Doodles" article (January 1982) to the computer. The following information will help answer these questions:

- On the left side of the schematic, the inputs to the three inverters labeled 0,1 , and 2 go to the address lines 0,1 , and 2 . The gates labeled 04 are 74LS04s, and
those labeled 02 are 74LS02s. All the plotter software is written to use output port \#2 (second 74LS373 from the top). The other three ports are not needed. The reason for the other three ports is that this is the schematic for the I/O ports I use to make sure that it will work. The 74LS373s are no longer stocked by Radio Shack, but they are still sold by many advertisers in 80 Micro.
- If you have access to the address and data lines, I don't see why the hardware should not work on a Model III. Most of the software is in Basic so there should be no problem, though the one routine in machine language may have to be changed.

Alan Sehmer<br>150A Lorretta Drive NW<br>Corrales, NM 87048<br>(505) 897-0955

## Lucky 13 Fix

I encountered an error in Carl Bevington's article "Tee for Six" (August 1982). To play the game Lucky 13 correctly, change the 211 in line 800 to 212 . Without this change a move from B to K is allowed, but the correct legal move from B to $L$ is read as incorrect.

> Hal Smith
> 1334 Keith Drive
> Colorado Springs, CO 80916

## Tax Estimator

I have received several letters concerning my "Income Tax Estimator" article (October 1982). I would like to clear up some of the questions raised by readers.

- The data used in the sample was randomly chosen for illustrative purposes, and did not represent real numbers for any particular individual. (I am not naive to allow 100,000 readers to peruse the numbers in my own return.) Given correct data, the program does produce correct results.
- The program was originally written in 1980, and submitted to 80 Micro in 1981. Minor revisions to update to 1981 tax rules were made in 1982. Given the lead time for magazine publishing it is impossible to ensure that any tax program will still be correct by the time it is published.




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*IBM* , APPLE* and TRS-80* are trademarks of IBM. APPLE Computer \& TANDY Corp.

## DEBUg

－The program was written so that it acts as a summary program：It serves to keep track of each item，and provides a running computation of the entered data．Providing that the user makes in－ telligent decisions as to what to list and deduct with the new regulations in mind，the program will still provide the correct results．
－Concerning the absence of the self－ employment schedule SE：This particu－ lar version was developed for the case where neither husband nor wife are sub－ ject to SE tax，because Social Security payments are fully covered by their in－ come from wages．Since this is not the general case，the following lines should be added to the program：

## 1561 IF Cl＜400 THEN GOTO 1570

1562 PRINT＂WITH SCHEDULE C IN－ COME OF \＄＂；C1
1563 PRINT＂YOU MAY BE SUBJECT TO SCHEDULE SE．CALCULATE＂ 1564 PRINT＂ANY SELF－EMPLOYMENT TAX AND ENTER IT NOW．＂
1565 INPUT S1
$1566 \mathrm{D}=\mathrm{S} 1: \mathrm{K} \$=$＂SELF－EMPLOYMENT

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## Golf Fix

Helpful callers have identified a few errors in the coding of my＂Callaway Golf Scoring Program＂（May 1982）． The changes are as follows：
$1220 \mathrm{~L}=0: \mathrm{LI}=0: \mathrm{Pl}=0$ ： IF SH $<>1$

GOTOI270
2380 PRINT $\mathrm{X}+\mathrm{Y}, \mathrm{T} \$(\mathrm{X}+\mathrm{Y}), \mathrm{T} 1(\mathrm{X}+\mathrm{Y})$
$2400 \mathrm{X}=\mathrm{X}+10:$ IF NP＞X GOTO 2370
Also，delete line 2360.
To use the program with a disk sys－ tem，do not set the memory size，and delete lines $10-30$ and $160-200$ ．The screen－print routine will not work，but if your DOS has such a feature you can use that instead．

Rodger Wells<br>1008 Kehoe Drive<br>St．Charles，IL 60174

On page 320 of our Anniversary 1983 issue，we published an article by Charles Knight entitled＂Directory Information Please＂＇without the Program Listings．They are printed below．We apologize for the oversight．－Eds．

Program Listing I


440 PRINTSTRING\＄$(64,143)$ ；
460 PRINT＂${ }^{\prime \prime}$ \｛1\} Enter more disks"
480 PRINT＂$\quad\{2\}$ Sort Directory data file＂
$5 \emptyset 0$ PRINT＂$\{3\}$ Print results＂
520 PRINT＂$\{4\}$ End program＂
540 PRINT＠320，CHRS（191）；：PRINT＠383，STRING\＄$(2,191) ;: \operatorname{PRINT@447,STR}$ ING\＄$(2,191) ;: \operatorname{PRINT@511,STRING} \$(2,191) ;: \operatorname{PRINT@575,STRING}(2,191)$ ； ：PRINT＠639，CHR\＄（191）；
560 PRINTSTRING\＄$(64,143)$ ；
580 PRINTTAB（33）＂Copyright（C） 1981 by＂
600 PRINTTAB（33）＂Charles P．Knight．＂
$620 \mathrm{QQ}=330$
$64 \emptyset$ PRINT＠903，＂Do not press＜ENTER＞after entering menu selectio n＂；：IFD2\＄く＞＂＂THENPRINT＠7＠4，＂Number disks in file：＂；DN－1；：ELSEPR INT＠704，＂File not initialized！＂；
660 IFKT\＄く＞＂＂THENPRINT＠973，＂Library of ：＂；KT\＄；
680 PRINT＠768，＂Enter selection please：＂；
$700 \mathrm{CK}=5$
720 IK $=$ INKEY\＄：PRINT＠795，IK\＄；：IFIK\＄く＂1＂ORIK\＄＞＂4＂THEN740ELSEM＝VAL （IK\＄）：GOTO840
$74 \emptyset$ CK＝CK +2 ：PRINT＠287＋CK，CHR\＄（143）；：PRINT＠287－CK，CHRS（143）；：IFCK $>30 T H E N C K=5$ ：PRINT＠291， $\operatorname{STRING} \$(28,32) ;: \operatorname{PRINT@256,\operatorname {STRING}\$ (28,32);:~}$ PRINT＠795，＂＂；：PRINT＠832，＂No．files in system ：＂；IN；
760 IFQQ $=330$ THENFL $=\mathrm{FL}+1:$ IFFL $>320 \emptyset \emptyset$ THENFL $=\emptyset$


## 

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Fig. 6a. Memory board parts placement and external connections. See Fig. $6 b$ for U27 placement. Drill a 5/16-inch hole at the + location to allow passage of a keyboard housing post through the board. The large donut in the lower right corner denotes a board attachment site if the 32 K mod will not be housed in the keyboard cabinet. Note that pin 1 orientation of ICs U9-U16 is opposite , to that of the other ICs.


Fig. 11. Noise-suppression component placement. Install these after soldering ribbon cable to the other side of the PC board. Intall C23-C26 close to PC board, keeping leads very short.

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Hey, what's this? Mmmm. Looks like some kind of box. Let's take a closer look. Hey, it's a soapbox. It looks very familiar. Friendly even. I wonder what'll happen if I stand on it. Whoooosh....

All I want is to be left alone. Just leave me in front of a computer with an idea and an editor, assembler, interpreter, or a compiler, and I'm happy. The fact that a usable piece of software results from my efforts is merely a bonus that makes programming more attractive. I really enjoy it for its own sake.

But then, along come the prophets of doom. Many times, when I read a book or an article about programming, I get preached at, Not that anyone gets on a soapbox and pontificates, but I come away with the idea that the author wouldn't approve of the way I do things. You see, I don't care a fig for how my programming ideas get in the computer as long as they work. In short, I'm an unstructured programmer, and I want to stay that way.

Maybe I feel I should be left alone with my sinful ways because I program mainly in machine code, which seems to afford me a special status. But then I fancy a change of style and write something in Basic. Then a little Pascal for dessert. I love it! Make that stupid computer jump through hoops!

But then what do I see as I leaf through a Rodnay Zaks book on Pascal? A kind of pseudo-subliminal preaching. I can understand the author of a reference on Pascal taking a stand on structured programming, but this one seems to want to herd all potential programmers into the same stable. He says that perhaps 10 percent of the programming population has a natural flair for programming and has little problem in producing a working piece of software. The other 90 percent? Well, they can come out with a finished result, but only with an effort that will be the inverse ratio of the amount of structured techniques they use.

Of course, in my programming vanity, I place myself in the upper echelons of the first 10 percent and smugly face my monitor to continue entering byte after awful unstructured byte of code. But Rodnay isn't going to let me get away with that. He trips me up with a typically structured piece of structured logic. He informs me that nearly all pro-


> Structured programming blues

grammers consider themselves to be in that same 10 percent. Thanks, buddy.
Now my ego and conscience suffer as I continue to enter my nasty unstructured code. Am I really a talented programmer with a future, or just an egotistical computer hacker with delusions of grandeur? It seems the only way to be saved is to subscribe to the Church of the Pascalites and bow daily to the deity of disciplined programming. Well, no thanks.

Nobody tries that with composers or painters or sculptors, and nobody's going to do it with me. I love the actual medium that I work with far too much to change my style now. Other artists are allowed so-called artistic license, and I demand the same. I don't know a single artist who enjoys his work who wouldn't go bananas if told
to change his style. These people develop their talents by emulating the works of other artists they admire until they finally develop their own style. And so it is with me.

I learned programming back in the 1960s under the tutelage of a book by D.D. McCracken. Good old McCracken introduced me to programming through a fictitious computer called TYDAC (for typical digital automatic computer). He assured the reader that the techniques learned would be of benefit to any programmer of almost any digital computer.

These were the wild west days of computing before sheriffs had been invented. Things were tough then. Memory (old-fashioned core-memory) was a scarce commodity and was most definitely finite. This was constraint number 1. Also, in those bad old days, computers were huge expensive monsters that cost a fortune. Consequently, time on those computers was also expensive. Results had to be produced quicklysomeone else was always waiting in the wings to run his own important program. So, constraint number 2 was time.

By the time he'd finished, McCracken had me wrestling with space and time to end up with working routines that had attained a mystical quality-elegance. This word isn't used any more in regard to programming, especially in the books on structured programming. Now the quality to be reached for is discipline. I had enough of that at school and I relish the freedom I achieve by assembling any byte, anywhere and anyhow I like.

The best of it is that many machinelanguage programmers I know share my views. Structured high-level code is OK for beginners or for people who want to learn programming without making too great an effort. But leave me and my buddies alone, we'll happily (even enthusiastically) sit down and write your next structured interpreter in any style we see fit-and that just may be unstructured code.

My legs are getting a little tired. What on earth am I doing standing on this box? I guess it's time to step down and stretch my legs. Good grief, did I just say all that stuff about structured programming? Sounds like awfully good sense to me. I have a feeling I might get on the box again next month.

You've learned to program your Model I or Model III efficiently in Basic. You've also started learning to program simple Assembly-language programs. You are ready for the next step.
The major topic of this column will be the techniques of combining machine language and Basic. It will cover everything from the simple first steps of language interfacing to techniques of altering Basic verbs, using the "low memory" pointers, and even creating a Basic metalanguage for special applications. Although I'll present short machine-language routines, my purpose is to show you techniques you can use for your own creations.

I make some assumptions about you. First, I assume you are working with a Model I or Model III. Although a few columns might be limited to disk-based systems, most will be equally applicable to either disk or tape Basic.

Second, I assume you have an editor/assembler program and that you can write and understand at least simple Assembly-language programs. Third, I assume you understand hexadecimal notation and can convert values from hexadecimal to decimal.
And, finally, I assume you are curious about how and why your computer works, and that you would like to make it work more efficiently.

Since the possible configurations of TRS-80 systems are many, I'll try to give values and addresses for $16 \mathrm{~K}, 32 \mathrm{~K}$,


## Fixed location routines

and 48 K RAMs for tape and disk systems of the Model I and Model III. At times up to 12 different values may exist for the same pointer or address. Be sure you pick the one that applies to your system.

## Fixed Location Routines

The first techniques presented involve separate machine-language routines that are written to load to specific, fixed locations in memory. These techniques are most useful for long or

|  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
| ¢0140 ;* to Basic |  |  |  |  |  |
| 90150 ; * |  |  |  |  |  |
| 80178 ; |  |  |  |  |  |
| 7FE6 | 018ø | ORG 7FE6H |  |  |  |
| 7 Fe6 21003C | 00198 | LOOP1 | LD | HL, 3C00日 | ;beg. of screen memory |
| 7FE9 010004 | 02060 |  | LD | BC, 400\% | ; LENGTH OF SCREEN MEMORY |
| 7 FEC 1600 | 00216 |  | LD | D,0бH | ;RESET FINISH FLAG |
| 7 TEEE 7 E | 06220 |  | ${ }_{\text {LD }}$ | A, (HL) | ; GET SCREEN Character |
| 7 FEF Fe2ø | 08230 |  | CP | 20日 | ;IS IT AN ASCII SPACE? |
| 7 FF 12803 | 08240 | LOOP2 | JR | z , GO | ; GO IF IT IS |
| 7 FF 316 FF | 00250 |  | LD | D, QFFH | ; ELSE SET FLAG |
| $7 \mathrm{FF5} 35$ | 00260 | GO | DEC | (HL) | ; And decrement character |
| $7 \mathrm{FF6} 23$ | 00270 |  | ${ }_{\text {DEC }}$ | ${ }_{B C}$ | ; BUMP POINTER |
|  | 06280 |  |  |  |  |
| 7 FF 878 | 00298 |  | ${ }_{\text {LD }}^{\text {LD }}$ | ${ }_{\text {A }}$, B | ; GET High value |
| 7 FEF 9 Bl | ${ }^{96306}$ |  |  | ${ }_{\text {c }}^{\text {N2, LOOP2 }}$ | ; Merge with low value |
| 7 FFA 20f2 | 00310 | ¢ ${ }_{\text {JR }}$ |  |  | ; ${ }^{\text {FINISISH S SCREEN }}$ STILL 2 ERO? |
| 7 FFCC BA | 06326 |  |  | N2,LOOP2 |  |
| 7PFD 7 PFFE 20E9 | ¢06330 | CP |  | Nz , LOOP1 | ;GO BACK IF NOT <br> ; ELSE RETURN TO BASIC |
|  | 00350 | RET |  |  |  |
| 00000 TOTAL | RRORS | Program Listing 1 |  |  |  |

complex routines or for routines that seem to defy all efforts at relocatable programming. Program Listing 1 does not fit these qualifications, but it is the demonstration program for this month.

Listing 1 is a short routine that "melts" all the characters on the screen; it is useful as a showy, if slow, screen clear. Its origin is at 7 FE 6 H , which is compatible with $16 \mathrm{~K}, 32 \mathrm{~K}$, or 48 K systems. Before reading further, assemble it and save the program to either tape or disk.

Fixed location programs are easy to use, but loading them separately from your Basic program can be tedious. The only difficulty you might find is in setting the appropriate memory size pointers correctly and letting Basic know where the program is. You must set the memory size to protect the program from being overwritten by the other machinations of Basic. Because this process is different for tape and disk users, the processes for each are explained separately.

## For Tape Users

Before loading and using a fixed memory routine with a Level II tape system, you must make two calculations. First, convert the lowest address of the routine to decimal to answer the "Memory Size?" prompt. Your answer tells Basic the first byte of memory it cannot use. In Listing 1, the lowest address you need to protect is 7 FE 6 H , which equals 32742 in decimal, so you would set the memory size value at 32742.

Load the assembled machine-language program from tape and then return to the memory size prompt. How do you do that? Load the program by setting your tape recorder to the assembled program, then type SYSTEM and enter. Answer the "?" prompt with the name of the program, and the tape recorder will transfer the routine to the computer. When the routine is loaded, another "?"' appears. Respond with $/ 0$ and enter, and you will return to the memory size prompt. Now enter 32741; the routine will be safely loaded and protected in memory, waiting for you to call it.

Then you face a second problem. To call the program from Basic, first tell the computer where it is. The starting
address (not necessarily the lowest address) of the routine must be stored in a pointer at memory positions 16526 and 16527, and your program must POKE the appropriate values there. First take the last two hex digits from the beginning address of the routine $(\mathrm{E} 6 \mathrm{H})$, convert that value to decimal (230), and POKE the result into 16526. Then take the first two hex digits ( 7 FH ), convert them (127), and POKE that value into 16527. For Listing 1 the line of Basic would read:

## POKE 16526,230: POKE 16527,127

Finally, to use the routine, you must include a USR command in your Basic program. Since no values are to be passed to or from this routine, all you need is a statement such as $\mathrm{Q}=\operatorname{USR}(0)$. Instead of Q , you can use any valid, unused numeric variable name. Instead of 0 , you can place any integer inside of parentheses.

## For Disk Users

Using a fixed-location routine at the top of memory involves a special consideration for disk users. Not only does the memory size have to be set so Basic leaves the routine alone, but also a special HIMEM pointer must be set to guarantee that DOS commands will not mess up the routine. The problem comes about because TRSDOS, as well as some DOSes, uses the top 256 bytes of memory as a buffer for transferring programs from disk to memory.

The address of the high memory pointer is 4049 H and 404 AH for the Model I, 4411 H and 4412 H for the Model III. The easiest way to set the pointer is with a DOS that includes a HIMEM command. For example, the Model III TRSDOS command for the screen melt program is CLEAR (MEM $=7$ FE5 $)$. Without a special command, you have to do some thrashing around.
From DOS Ready, load the routine from disk. Then go to Debug, display the pointer, enter the Modify mode and set the pointer to the appropriate value. Be careful, though. Because of the way the Z 80 stores and retrieves data from memory, DOS expects the value to be in "normal" reversed order, with the second half of the value first.

For Listing 1, set either 4049 H or 4411 H to E6H and either 404 AH or 4412 H to 7 FH . Then exit from Debug
back to DOS Ready and disable Debug from interrupting other commands.

Setting high memory has one large advantage-you can ignore the memory size question entirely because Disk Basic sets the top of its allowed memory from the high memory value when you enter Basic. You can hit enter at the memory size prompt without having to convert the program address to decimal.

Avoid having to set the high memory address separately by using a special trick. Add two lines to the original Assembly source code so the program will protect itself as it's loaded. In Listing 1 , add the following two lines between lines 340 and 350 :

$$
\begin{array}{lll}
342 & \text { ORG } & 4049 \mathrm{H} \\
344 & \text { DEFW } & 7 \mathrm{FE} 6 \mathrm{H}
\end{array}
$$

With a Model III, the ORG value would be changed to 4411 H .

Your second step, letting Basic know where the program starts, is easier in Disk Basic than in Level II. The DEFUSR command recognizes hexadecimal as well as decimal numbers, so instead of POKEing values into memory, include the command DEFUSR0 $=\& H 7$ FE6. You can change the zero to any single digit because Disk Basic lets you point to ten separate USR routines simultaneously. If you omit the

digit, Basic assumes you meant 0 and acts accordingly.
To use the routine, the Disk Basic command is $\mathrm{Q}=\mathrm{USR} 0(0)$. Again, you can use any of ten digits in place of the first 0 , but be sure you use the same digit you used in the DEFUSR command. And again, if the digit is omitted, Basic assumes you meant 0 .

## For Everyone Again

Follow the above instructions and then enter and run either Program Listing 2 or Program Listing 3. Listing 2 is for those with tape systems; Listing 3 is for disk users. If all goes well, you will know you have learned to handle this first interfacing technique.
Generally, this fixed-location, sep-arate-load technique is not used with routines as short and simple as my example. Also, the routine is put as high as possible in memory to conserve space. If you have 32 K of RAM, assemble this program to 0BFE 6 H ; with 48 K RAM, the address would be 0FFE6H. Of course, you must adjust the memory size and USR pointers accordingly.

How do you calculate those addresses for your own memory size? Let the assembler do it for you. In our example, change lines 180 and 340 like this:

$$
\begin{array}{lll}
180 & \text { ORG } & 0000 \mathrm{H} \\
340 \text { STOP } & \text { RET } &
\end{array}
$$

Assemble the program with the /NO option (no output), and note the address of the STOP label in the symbol table $(0019 \mathrm{H})$. Then change line 180 to read:

$$
180 \quad \text { ORG } \quad 7 \mathrm{FFFH}-19 \mathrm{H}
$$

Make the 7FFFH value equal to the highest address and the 19 H value equal to the former address of STOP. Assemble the program to disk or tape, but be sure to write down the new ORG address to use later in setting the necessary pointers.

Next month I'll explain techniques for saving and loading fixed location programs as part of your Basic program. Also, for tape users, I'll present a simple technique that almost gives you the same power and flexibility that disk users have to control multiple user routines without constantly POKEing values into 16526 and 16527.

If you have comments, questions, or suggestions for future columns, please contact me through 80 Micro or CompuServe. My EMAIL address is 72165,735.

Welcome to the first installment of a column dedicated to the Model 16 and to those Model II computers that have been upgraded with the Model 16 enhancement boards.

In the months ahead we will investigate all aspects of life with the Model 16 and II/16. When new software becomes available, we will discuss it here. We also plan to clarify concepts presented in the owner's manual and the Assembler-16 manual. If you have questions about your system, let us know and we'll answer as many as possible in print.

## First Impressions

One of the first things a new owner will try after uncrating the machine is to make a back-up of the TRSDOS 16* System disk. To our surprise, it cannot be done on a single-disk-drive computer! The back-up command re-


## First thoughts on the Model 16

quires at least two disk drives. With some experimentation we found this to be true also of the Model II/16 upgraded computers. Obviously this machine is designed for use by people
who have large storage needs and who would normally have either two or more floppy-disk drives or a hard disk connected to it. So for those readers who plan to buy a Model 16 but are not contemplating getting a hard disk, we advise purchasing a two-disk system right away.

We tried to get around this one-drive problem by using the format command under TRSDOS 2.0* and then backing up under TRSDOS $16^{*}$. It was to no avail-under no circumstances can a back-up be made with only one disk drive.

Model 16 users who have owned a Model II will have to get in the habit of placing disks in the drives with the label facing toward the screen rather than away from it.

The disk operating system for the Model 16 was written by the RyanMcFarland Corporation, the same

## Assembly-Language Corner

The only language now available on the Model 16 is Assembly language. In this section of our column, we will explain some fundamentals of programming the MC68000 microprocessor. We plan to make comparisons to $\mathrm{Z80}$ programming, since the Models I, II, and III use this chip, as does the Model 16.

What does a Model 16 Assem-bly-language listing look like? A sample program is in the Listing. Like any computer language, the code looks like Greek the first time you lay eyes on it. However, it is no more difficult than programming in any other Assembly language.

The frame of many programs can be developed using subroutines built into the disk operating system. These routines are referred to as supervisor calls. All peripheral addressing can be handled by supervisor routines, disk I/O, getting input from the keyboard, displaying text and information on the screen, and sending
data to a printer. In the months to come, we will examine many of the commonly used supervisor calls and show various ways to put them to work within an Assemblylanguage program.

The Program Listing instructs the computer to clear the screen, position the cursor at the first line on the top of the screen and 36 spaces to the left, display the message " 80 MICRO" centered horizontally, and finally return to the disk operating system Ready mode.

Those of you who purchase books on programming the MC68000 chip will have to do some translating. Unfortunately, the Shack Assembler-16 mnemonics and notations are not always in keeping with Motorola's syntax. This forces programmers to translate instructions in other books. The Assembler-16 manual claims the reason for this is an effort to standardize mnemonics.

The conventions and symbols referring to an address pointed to
by a register (that is, indirectly addressing a register) are the first differences you might note. Some of the op-codes themselves appear different. The instruction to move data from one register to another or one memory location to another is shown as MOV in the Assembler-16 manual, yet Motorola uses MOVE.

The editor that allows development of source codes is in the same format as editors for most other microprocessors. Four columns represent label, op-code, operand, and comments.
The actual character count from left to right establishing each column is somewhat flexible. As long as there are at least two spaces between each element, then the editor assumes it to be classified under the next heading to its right. For example, if two spaces were placed between an op-code and its operand, the editor would know that the last instruction is an operand, even though it might not line up underneath the operand column.

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Program Listing, Model 16 Assembly-Language Source Program
people that wrote the Model I, II, and III Cobol development packages sold in Shack stores. Accompanying the purchase of this computer is an editor/assembler disk and manual for writing Assembly-language programs for the MC68000 microprocessor. It, too, is by Ryan-McFarland. While both the assembler and the Model 16 owner's manuals contain a great deal
of information, they do make a lot of assumptions. One of the goals of this column is to fill in the gaps.

## Reader Forum

Users need an outlet for praises and complaints, as well as to give others answers to specific questions.

Since this is the first column to appear in this series, we haven't had the

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opportunity to get any feedback from readers. So we visited several Shack stores that were selling the Model 16 and asked the salesmen what the most frequent customer questions are.

One consistently asked question concerns the software available for this new machine. All software that will run on the Model II will also run on the 16 and II/16. But that software only uses the Z80 microprocessor. The MC68000, which gives the computer its powerful advantage over other micros, lies dormant. Updated versions of many programs that use the 16 -bit central processing unit are being prepared for release.

You can expect programs for this machine to take advantage of its multiuser capability. This is where the Model 16 really shines. One of the main purposes for its design is to allow several people to access the machine at the same time. Naturally, you can use this machine to store a simple Profile file, but there is no point to it. Such a thing can be done on a Model II at a far lower cost.

The manager of a Radio Shack Computer Center told us that Shack plans to release a multi-user disk operating system soon. Such a system will cut up the RAM memory to enable up to three different programs to run simultaneously. Thus the system will not only be multi-user but also multitasking. One operator can print information from an accounts receivable program while another user at a remote location works on the payroll. Obviously, this microcomputer is not intended to be a personal home computer.

Some criticism has been raised concerning the release of hardware before any software is available. We applaud Shack for putting the Model 16 on the market as soon as the computer itself was ready. This allows large software houses as well as Mom-and-Pop outfits to get a jump ahead of the manufacturer and begin developing programs. More software is available for the consumer to choose from at an earlier date than if he were forced to wait for the manufacturer to develop it. We need not be dependent upon Radio Shack for programs to fit our business needs.

Plese send your questions and comments to Dan Keen and Dave Dischert, Soft Horizons, RD 1, Box 432, Cape May Court House, NJ 08210.

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After choosing the module you want, enter the name of the lesson desired. When students access the Teach module, they are asked for their names. This is for two reasons: to check if that student is allowed to take the lesson in question, and also to be able to use the student's name within the lesson for more personalized instruction. This and other character strings input by the student can be used anywhere within the lesson.
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I found operation smooth and need-

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Our reviewers use a five-star rating system. One star represents the low end of this spectrum, while five stars represent the spectacular and high end of the spectrum.
ed very little instruction to use the Teach module. I could not get into trouble with practice lessons that I had written no matter how hard I tried.

Depending on the length of a lesson, up to 99 students can be enrolled within a given score file in the student module. A menu lets you select options to set up a score file, edit an existing one, and add students to an existing file. When examining the score file of individual students, you can choose to allow a student to have only one chance to complete a lesson (lockout mode) or several chances to complete the same lesson displaying either the current scoring and timing information (overlay mode) or an average (average mode). Scores, subscores, timings, and subtimings are available for each student. If you want a printout of an entire class, then PRTSCORE, a Basic program, must be run. Besides the normal scorekeeping and timing data, a score group section provides the total number of students whose grades fall into 10 score ranges (a frequency distribution).

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- Our automatic repeat feature allows often used names/ addresses to be entered with a single key stroke
- Each disk entry optionally "remembers" how many mailings have been made for that particular entry...Can be tied in with purge/select
- Continuing expert support just a phone call away. You will be able to discuss your problems/modifications with the authors.
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## ADDITIONAL FEATURES:

- Simple to use, even for the novice...menu oriented.
- Permits 2260 names "on-line" with 40 track double density drives and almost $\mathbf{5 0 0 0}$ names with 80 track drives. The older 35 single density drives permit 1025 on-line entries made possible with our unique data compression techniques.
- Super fast sort by alph or zip order ( 8 sec . for 1000 entries). Both orders can exist simultaneously on disk.
- High speed recovery of entries from disk speed of sort is meaningless if retreival from disk is slow. Ours pulls in over 11 per sec!
- Master list printout of your list in several formats (not just a rehash of labels).. extremely useful.
- Zip order is "sub-alphabetized"
- Less than 5 digit zips have leading 0 's appended
- Supports 9 digit zips, Canadian zips, and foreign abbrev.
- Optional second address line.
- Optional reversal of names about commas. This permits disk storage in last-name-first order to facilitate meaningful order-
ing while the printout will be in "natural" order
- Permits telephone, account, and/or serial numbers, etc
- Prints on envelopes or labels 1, 2,3 or 4 across.
- Ean print individual labels at time of creation or editing
- Test label/envelope printing allows you to make vertical and horizontal adjustments with ease
- Transfers old files to our system.

- Selective printout by specific zips or zip ranges
- Plenty of user defined fields with provisions for simultaneously purging and/or selecting the printout.. even allows for inequalities... Powerful and easy to use
- Editing is simple and fast. direct access or automatic search... Batch transfer of edited entries to backup disks.
- Optionally provides for duplicate labels
- Deleted entries have "holes" on disk filled automatically and alph. order is still maintained!
- All labels optionally support an "Attn." line with provisions for multiple entries. This permits mail to be sent to several people at given addresses conserves disk space.
- All Ø's are replaced by easier to read 0's in addresses
- Continuous display of number of labels/envelopes printed
- Extensive use of error traps even recovers from a power failure during a printout.
- Extensive assortment of extra cost options for customized master list printout (in addition to the standard one mentioned above), transfer of entries between disks, summary reports, and "publisher's" type multiple list label printouts.
- Hardware requirements $\ldots 32 \mathrm{~K}$, printer, and 1 or 2 drives


## FORM LETTER (Use with Mail List System) \$39.95

Create letters and store on disk with provisions for later retreival and additions. Then print your letters using your mailing list

- Same select and purge features as mailing list system
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## SUPER CALENDAR (Supplied on tape only) \$19.95

Prints out calendars of individual months of years ranging from 1583 to any time in the future. Standard banker's holidays are noted. Additionally prints out large "graphics" type wall calendars with memos under each day.. Use as a planning calendar with optional disk storage... Requires 16 K and a printer
Loan Amortization (Supplied on tape only) \$29.95 Achieves pin point accuracy with a built in calendar. This sophisticated program produces an exceptionally professional looking printout that includes yearly summaries as well as "totals-to-date" Several options for calculating interest including one that pushes the payment date ahead to the next business day if the regular pay date falls on a weekend or holiday


The lesson developer generates the pages for the lesson. The Author and PRTVERF modules allow editing and provide branching information and error-checking of lesson flow. Author is the screen-oriented text editor that produces the text, question, glossary, and control pages comprising a lesson. I recommend the software manual be on your lap during the branching and labeling phases of lesson production. Otherwise, it is not much needed.

Operations are smooth and slick. Mixed text and graphics and special character symbols can be easily positioned and moved around the screen. When you are finished, what you see is what you get. Arrow keys position the cursor for text and graphics entry; shift, arrow inserts and deletes a character or line; shift, @ initiates the graphics mode; double shift, @ initiates the special character mode for choosing from over 100 special characters.

Within the graphics mode, hitting the zero, period, or the enter key toggles you to the drawing, no-drawing, and erase modes. The special characters mode has a disadvantage: At least four key depressions are required to display one character. If you have a good eye, though, you can create an eye-catching display with most of the line graphics and special characters of the Model III (some limitations here for Model I users). A buffer to store various repetitive drawings would have been a timesaver.

Seven types of labels can be embedded within the text and control pages to make use of question groupings, answers, date, student's name, and a ran-dom-number generator. The number of tries to give a correct answer, as well as the points for each answer, can be selected, and the messages for responding to correct and incorrect answers can be selected in generating question pages.

A good flowehart of a lesson should be made before dealing with the branching option in this module. Control pages allow conditional and unconditional branching (with possibilities such as greater-than or equal-to question groupings or address labeling). This is probably the most difficult area to design in producing a lesson.

Basic and machine-language programs can be accessed from the Teach module if a small number of lines of code can be inserted within the external program. After the external program is run, the student automatically returns
to the Teach module with scoring information. It does take about 20 seconds for even the smallest external Basic program to run and return to Author I. It would have been convenient to be able to pass variables from the external program into the Author I package. Then the system would be able to do things like generate its own math questions.

PRTVERF is a module to print, verify, and error-check a given lesson. Three error codes and eight reference codes aid you (the lesson developer) in troubleshooting your lesson.

My misgivings are not with this very able software package, but with the limitations of the Model I and III computers I tested it with. Color and a touch screen would enhance the package greatly. Early in 1983 an authoring soft-
ware package will be available for the Color Computer that will be screen oriented, in color, and will make use of the built-in tone generator circuitry.
Author I is sold in two ways. A complete package with all the modules sells for $\$ 150$. An abbreviated version, with just the Teach and Student modules, sells for $\$ 65$ and is designed to run packaged software. One such package is a series of 150 programs sold in four modules called CARD (computer-aided reading development). Sentence, paragraph, reading for details, and comprehension are the topics these modules address.

Author I is an impressive package that can be used by even those with no Basic experience to produce interactive, good-looking lessons.

## The Basic Answer Logical Systems Inc. 11520 Port Washington Road Meguon, WI 53092 <br> Model I and III $\$ 69$

## by G. Michael Vose 80 Micro staff

The Basic Answer, or TBA, is a textprocessing utility that works like an advanced computer system compiler. It allows you to create Basic program source code using a word processor or text editor and then use that textual code to produce an executable Basic program. It is designed to work only with the LDOS operating system. What makes TBA unique is that it allows you to use a descriptive, Englishlike syntax and it encourages the use of that ol' black magic "structured programming."

Now structured programming is a concept that frightens some computerists and is the holy grail for others. The disciples of structured programming scoff at the undisciplined masses who program in interpreted Basic, that most unstructured of all languages that allows you to GOTO and GOSUB a line number. The structuralists cringe at the idea that you can send execution to a place without a name.

The wild and unruly masses of programming mavens addicted to inter-
preted Basic's easygoing, meandering style-a style that lets you tack on a new idea when it comes to mind-recoil in horror at the mention of structured programming ideas like "procedures," "labels," and "compile."

In a debate between the two camps, the structuralists would argue that making each function in your program a subroutine, identified and called by a label, makes for more understandable source code-code that is much easier to read when you come back to it a year later. They would claim that isolating individual routines forces the programmer to give more thought to the overall structure of his program. The traditionalists would argue that Basic's major attraction is that it is interpreted, providing instant gratification to programmers who can write a line of code and test it immediately to see if it works. Besides, a traditionalist argues, you can write structured Basic code if you just do a little planning and flowcharting ahead of time. As for labels, what are remark statements for?
While this debate rages on, TBA steps in with a typically American solution to this problem-a compromise. TBA lets you write your source code in structured fashion, labels and all, and gives you a simple tool to create ordinary Basic code to execute at everyone's favorite time, not bedtime or mealtime, but run-time.

## How It's Done

Here's how TBA works. First, you

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In addition to our own products, we also carry the following fine software.
NewScript 7.0 - NewScript is the best and most powerful word processor available for the TRS-80. $\quad \mathbf{\$ 1 2 4 . 9 5}$
Electric Webster-Cornucopia Software's top-notch spelling checker. A 50,000 word dictionary that you can customize to your needs. Error Iree hyphenation and unique grammar checking are extras that make Electric Webster a must for your work station! With correction feature! $\$ 149.50$
Faster - Also a tine print product from ProSott. Faster optimizes BASIC code. $\mathbf{\$ 2 5 . 9 5}$ Trashman - A utility that reduces string compression time by as much as $\mathbf{9 5 \%} \mathbf{\$ 3 9 . 9 5}$ Quick Compress - A real space saver from ProSoft software. $\mathbf{\$ 1 9 . 9 9}$
RPM - A real time disk motor speed analysis program. Keep your disks running perfectly! $\$ 24.95$

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V/FA
VRA

- 273
create source code using a word processor, text editor, or even your Basic program editor. Obviously, a word processor or flexible text editor will make writing, adding or deleting characters, and changing your source code easier. You then save your source code text file in ASCII. Next, you use TBA


## "While this debate rages on, TBA steps in with a typically American solution to this problema compromise."

to compile your source file into an object file-this object file will not be machine code, but familiar Basic code. Once your object file is created, you can load and run it as any Basic program.

Since you must compile your source file before you attempt to run your program, there is an extra step involved in programming the TBA way.

This can be annoying if you make errors in your source code since you'll find the errors only when you run your object code file. When you make errors, you must reload your source file, correct the errors, recompile the object file and run the program a second time to ascertain whether the errors have been corrected. This procedure gets tiresome very quickly and guarantees that you'll become a careful programmer in a short time.

## Let's Have a Look

Listings 1 and 2 are examples of TBA source and object programs. I've used the program featured in December 1982's 80 Micro ('TRS-80 Tongues,' p .216 ) as my example. The first thing you'll notice about TBA source code is that there are no line numbers used. The other major difference between the source and the object code is the variables. TBA source code allows you to use up to 14 characters for variable names, and all 14 characters are significant. Furthermore, there are two kinds of variables-local variables whose values are retained only within the routine in which they appear, and global variables whose val-

```
REM Fahrenheit to Celsius conversion
@beginning=count%
cls
=Celsius.temp%,Fahrenheit.tem%
    gosub @get.Cval
    Fahrenheit.tem%=(Celsius.temp% * 9/5) + 32
    print@4\emptyset\emptyset,Celsius.temp%" degrees Celsius is
"Fahrenheit.tem%" degrees Fahrenheit"
    for count%=1tol\emptyset\emptyset\emptyset:next count%
    goto @beginning
@get.Cval
    print@140,"Type in the Celsius temperature";
    input Celsius.temp%
    return
```

Program Listing 1. TBA Source File

[^3]Program Listing 2. TBA Object File
ues are maintained throughout the program.

The next major difference in TBA source code is that all GOTOs and GOSUBs are followed by labels, not line numbers. Each routine in the program is defined by a label. When you want to perform a routine, you call that routine, or procedure, to use the structuralist's term, by using its label after a GOTO or GOSUB. Therefore, your source code will specify "GOTO @Format.Screen" to call a procedure for setting up a screen display. The compiled object file will then read, less descriptively, "GOTO100" (the @ sign is used by TBA to signal that what follows is a label).

There are some other slight differences in TBA source code. All variable types must be declared each time the variable's name appears in the codethe four variable types are integer, single precision, double precision, and string. The Basic keyword REM lets you place remarks in the source code that will be carried over to the compiled object program; if you use the abbreviation for Remark (the apostrophe, '), the remark will be deleted from the object program.

Otherwise, you write TBA source code much as you would regular Basic code, using labels and no line numbers. This results in source code that looks like Pascal. Logical Systems Inc. just might legitimize Basic in the eyes of upper echelon computerists with this refined achievement.

The real power of TBA may go beyond this refinement of the Basic language, however. The writers of TBA built into the system the ability to process the source code in a variety of ways. This processing is accomplished using directives. Directives allow the writing of master source code that accommodates all possible program configurations. At processing time, the directive appropriate for a specific application is chosen to produce an object program that serves that application. An example will illustrate this concept.

TRS-80s run with a variety of pe-ripherals-a distinction becoming more common, for example, is floppy disk versus hard disk. With TBA, it is possible to write your master source code with a directive to allow discrimination between hard- and floppy-disk operation. When processing, or compiling, the source program, you can

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then choose to compile a floppy－or hard－disk version of the object pro－ gram．TBA calls this conditional pro－ cessing．Conditional processing pro－ vides greater flexibility and ease in programming applications that re－ quire many different conditions．

## Evaluation

TBA is a very sophisticated pro－ gramming tool，yet it is easy to use and learn．The documentation is similar in style to the LDOS manual．The manual is complete，professional，and full of

| Procedure Label | Defn \＃ | Line \＃ | Referenced at Line \＃＇s |
| :--- | :---: | :--- | :--- |
| ＠BEGINNING | 2 | 3 | 9 |
| ＠GET．CVAL | 11 | 12 | 5 |
| Variable Label | Defn \＃XLATE | Referenced at Line \＃＇s |  |
|  |  |  |  |
| CELSIUS．TEMP\％ | 4 | CE\％ | $6,7,13$ |
| COUNT\％ |  |  |  |
| FAHRENHEIT．TEM\％ | 4 | CO\％ | 8,8 |
|  | 4 | FA\％ | 6,7 |

Table 1．TBA Label and Variable Table
examples of TBA features．Logical Systems does not write products that unsophisticated TRS－80 users are likely to buy，so their documentation style tends to be complicated because there is no fluff－each sentence is packed with important information．

TBA＇s error messages are descrip－ tive and well thought out．As you might expect from a professional pro－ gramming tool such as this one，TBA provides a cross－referenced label and variable table when processing a source file．Table 1 is the table for the sample program in Listings 1 and 2.

The generation of software products exemplified by TBA promises to push microcomputers into sophisticated new environments．Companies like Logical Systems Inc．deserve support and congratulations．

## Graphics Enhanced Basic <br> Autel Electronics <br> P．O．Box 11187 <br> Albuquerque，NM 87192 <br> Model I or III，disk only <br> 48K RAM <br> $\$ 69.95$

## by Bruce Powel Douglass

Anumber of printers are now avail－ able with dot－addressable graphics： the Epson with Graftrax option，the C． Itoh 8510，and the NEC 8023A．A few programs are also available to dump screen graphics and make figures on these printers，but they are slow or inad－ equate for a number of applications． Graphics Enhanced Basic（GEB）solves this problem．It is a plotter language for


Figure I
making high－resolution figures on the Epson，C．Itoh 8510，and NEC 8023A printers．

Unlike most programs that use the high－resolution features of these print－ ers，GEB actually interfaces with your Basic．Figures 1－3 were all done on my C．Itoh 8510 using GEB．The programs （see Listings 1－3）are all quite simple． GEB works with TRSDOS，NEW－ DOS80，LDOS，and MULTIDOS．It does not work with DOSPLUS．

One problem associated with making pictures on the printer is the huge amount of memory they require．GEB avoids the issue by spooling out to disk， so not all of the picture needs to be in memory at once．GEB resides in about 6 K of high memory．It uses an adjust－ able buffer below it．

GEB allows different densities on the various printers．The Epson can run in


Figure 2

| $\pm$ | ド | $+$ | E | 1．］ |
| :---: | :---: | :---: | :---: | :---: |
| $z$ | $>$ | \％ | A | W |
| $\geq$ | 1. | － | E | ＇$W^{\prime}$ |
| $\leq$ | $E_{3}$ | $\square$ | C | 8 |
| Q4 | $\pi$ |  | D | $Y$ |
| $\Gamma$ | 0 | 5 | $E$ | $\bar{z}$ |
| th | $\infty$ | 1 | $F$ | ［ |
| $\theta$ | $\pm$ | 2 | $G$ |  |
| $A$ | 4 | 3 | H | ］ |
| $\Pi$ | （1） | 4 | $I$ | N |
| $E$ |  | 5 | J | － |
| I | ！ | $E$ | k | e |
| 重 | － | 7 | L | a |
| ゆ | 纬 | 3 | $M$ | $b$ |
| $\square$ | 5 | 5 | $N$ | $B$ |
| 0. | \％ | $=$ | 0 | Cl |
| F | ${ }^{5}$ | 吕 | $F$ | $\Theta$ |
| － | ， | $c_{3}$ | Q | $f$ |
| 0 | $<$ | $=$ | $R$ | 9 |
| $E$ | 3 | $\geqslant$ | $\Xi$ | $\mathrm{F}_{7}$ |
| $\theta$ | H | 3 | T | 1 |
|  |  | Figu |  |  |

# A Computer That Writes Programs 

 For You.What will they think of next..?

Your computer is fantastically fast... once it knows what to do. You probably realize that a computer is really the combination of hardware and software, working together smoothly, to give you what you want. Either one alone is useless. Software is really the key...the "mind" of a computer system. Every project or task you want to do requires a new specific software application to make it behave exactly the way you desire.
Of course, you may be able to "force-fit" an application into some existing canned program you have, but to really get results, you need a separate application program to run on your computer.
Until now, that meant you were forced to pay money for application software off the shelf, or if you could afford it, have it custom written for you, or, if you are qualified, do it yourself...spending endless hours figuring it out and writing it. Now, your computer can write individual application programs for you. These programs are each separate, unique software programs that run in standard Basic on your computer.
A company named FutureSoft has developed this exciting and long awaited remarkable working tool for you. There are two versions called Quikpro+Plus and standard Quikpro. Both of them create unique separate Basic programs for you... to do exactly, precisely, what you want to do. And listen to this...you create a new program in minutes instead of hours.
You can quickly generate a new program when you want it. You can generate thousands of different unique programs, each one standing alone as a complete program that runs in Basic. Best of all, you do not have to be a programmer to do it. The Quikpro software becomes your personal programmer, waiting to do your work for you any time of day or night you choose to use it.
The custom programs you generate from this software provide for: Data Entry, Additions, Changes, Record Locating \& Searches, great variety of Computations, and Report Printing (if you have a printer). It lets you decide what data to manipulate and how to manipulate it. It lets you decide the formats you want to appear on your screen and/or to print out in a report. It lets you use differing formats on the same data base. It lets you make calculations from data within records without altering the data base. It lets you report results with or without including the base data from which results were calculated.

All this is included in the ability/power of the program you create. You do it by simply answering questions that appear on your screen. Instantly, the Quikpro software instructs the computer to perform complex and

error free instructional sequences. You get the immediate benefits of professionally written software for your application.
The resulting custom program is truly a separate Basic program. You can list it, you can modify it, you can actually see what makes it tick. You can even ask it to print out its own operating instruction manual so others can run it for you. Finally, you can really tap the speed and power of your computer the way you really want. You can create new programs for every use you have in Business, Science, Education, and Hobby areas. And you can start now.
The software is available immediately from the creators. It comes in two versions. If you want to generate separate Basic programs with all the data handling plus Calculations and Report Printing features, you want Quikpro+Plus. Specify to run on TRS80 Model I and Model III at only \$149; to run on TRS80 Model II at $\$ 189$
If you do not need Calculation ability or Report Printing in the separate Basic programs you will create from this program generating software, then standard Quikpro will do the job for you. Standard Quikpro to run on TRS80 Model I or Model III is $\$ 89$; to run on TRS80 Model II is $\$ 129$. (Later on you can always trade up to the Plus Versions for only the cost difference between the two).
Both programs are available to run on many other computers besides TRS80. Details are available by calling or writing.
You can order right now by phone or mail. If you have Visa/Mastercard, call toll-free from:
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60 and 120 dots/inch density, and the C. Itoh and NEC printers allow densi-
ties of $80,96,136$, and 160 dots/inch. For comparison, the Tandy six-pen plot-

```
l0 REM set memory size to 470\emptyset0; draws figure 1
20 ESC(27,62):REM UNIDIRECTIONAL PRINTING
3\emptyset ESC(27,63):REM BOLD PRINT SELECT
40 CLEAR 50\emptyset
50 PI=3.141592654:PH=PI/4
6\emptyset BUFFER(6)
70 LIMIT(4,4)
8\emptyset OPENFILE("PLOT/GEB:1",1)
9\emptyset SETMARGIN(\emptyset,1)
1\emptyset\emptyset AREA(0,8,\emptyset,8)
110 FRAME
120 ORIGIN(4,4)
130 HEIGHT(.3)
140 FOR I=\emptyset TO 7
150 A$=" ANGLE ="+STR$(PH*I*180/PI) +" DEGREES"
16\emptyset TEXT(\emptyset,\emptyset,AS)
170 ROTATE(PH)
180 NEXT I
190 PLOT
2\emptyset\emptyset CLOSE FILE
210 NPAGE
220 END
```

Program Listing I
do you have a full alphabet with numbers, you also have a predefined Greek character set, and the ability to define your own characters. The text is dis-
played with the $\operatorname{TEXT}(\mathrm{x}, \mathrm{y}, \mathrm{A} \$)$ command. $\mathrm{A} \$$ is then printed out with the first character at ( $\mathrm{x}, \mathrm{y}$ ). You can print text at size (set by the Height command)

```
```

10 REM Program to generate spiral; figure 2

```
```

10 REM Program to generate spiral; figure 2
20 ESC}(27,33
20 ESC}(27,33
3\emptyset REM SET MEMORY SIZE TO 47\emptyset\emptyset\emptyset
3\emptyset REM SET MEMORY SIZE TO 47\emptyset\emptyset\emptyset
40 BUFFER(6)
40 BUFFER(6)
5\emptyset LIMIT(4,4)
5\emptyset LIMIT(4,4)
60 OPENFILE("PLOT/GEB: 1",1)
60 OPENFILE("PLOT/GEB: 1",1)
7\emptyset SETMARGIN(\emptyset,1)
7\emptyset SETMARGIN(\emptyset,1)
8\emptyset AREA ( -1, 1,-2,2)
8\emptyset AREA ( -1, 1,-2,2)
90 PE=3.14159:TH=PI/180:RA=1:DR=RA/3600:CLS
90 PE=3.14159:TH=PI/180:RA=1:DR=RA/3600:CLS
10\emptyset SCALE(1,2)
10\emptyset SCALE(1,2)
11\emptyset MOVE(SIN(\emptyset),\operatorname{COS}(\emptyset))
11\emptyset MOVE(SIN(\emptyset),\operatorname{COS}(\emptyset))
12\emptyset FOR I=\emptyset TO PI*2\emptyset STEP TH
12\emptyset FOR I=\emptyset TO PI*2\emptyset STEP TH
130 PRINT@32,I
130 PRINT@32,I
140 DRAW (SIN (I) *RA,COS (I) *RA)
140 DRAW (SIN (I) *RA,COS (I) *RA)
15\emptyset RA=RA-DR
15\emptyset RA=RA-DR
160 NEXT I
160 NEXT I
170 PLOT
170 PLOT
180 CLOSEFILE
180 CLOSEFILE
190 NPAGE
190 NPAGE
200 END

```
```

200 END

```
```

Program Listing 2
and rotation (set by the Rotate command). The height versus width of the characters is determined by the ratio of the limits of the x and y directions in your plot.

The ESC command allows you to output special escape sequences to your printer to do things like change font, force bidirectional printing, or use bold printing.

Clip lets you specify a rectangular space within the graphics page for temporary clipping. This means that you can plot figures and draw lines within this clipping area, but parts of these lines and figures that fall outside of the clipping rectangle will not be drawn. You can use Frame to draw boxes around the clipping rectangle. This gives you a number of distinct plots within a single graphics page, a powerful feature indeed!

GEB's manual, although short, contains enough information to use the program effectively. Several sample programs are provided for demonstra-


```
l\emptyset REM set memory size to 3\emptyset\emptyset\emptyset\emptyset
20 CLEAR 50\emptyset
40 BUFFER(8)
45 LIMIT(10,8)
50 OPENFILE("PLOT/GEB:1",5)
60 SETMARGIN(\emptyset,1)
7\emptyset AREA(\emptyset,25,\emptyset,25)
90 HEIGHT(.4)
100 FOR I=1 TO 21
110 PRINT "line number ";I
120 A$=CHR$(I) +" "+CHR$(I+21) +" "+CHR$(I+42)+
" "+CHR$(I+63)+" "+CHR$(I+84) +" "+CHR$(I+105)
13\emptyset TEXT(\emptyset,22-I*.75,A$)
140 NEXT I
15\emptyset PLOT
160 CLOSEFILE
170 END
```

```
BUFFER-Set buffer size
CLOSEFILE-Close the current graphics file
LIMIT-Define the size of the graphics page in inches
OPENFILE-Open a disk file for graphics
PLOT-Route graphics file to the printer
SETMARGIN-Define top and left margins
NPAGE-Put printer at top of page
ESC-Send escape sequences to the printer
AREA-Scale the graphics page in user-defined units (UU)
CLIP-Define a clipping rectangle
MOVE-Move to (x,y,); no line is drawn
DRAW-Draw to (x,y); line is drawn
FRAME-Draw a rectangle around current clipping values
PUTDOT-Draw a single point
ROTATE-Rotate the effects of all subsequent commands
SCALE-Scale the results of subsequent graphics commands
ORIGIN-Define where (0,0) is (translation)
CLEARMAT-Cancel rotate, scale, and origin calls
TEXT-Display text on the graphics page
HEIGHT - Define the height of characters in UU
```

                                    Table 1
    tion purposes; they are printed in the manual and provided on disk. The disk also contains a text character table and the Assembly source code for the various characters. This provides a simple way to produce your own characters and create a table for your plots.

## Apple Crunch

Frederic Vincent Huber
Hearst Corporation
Avon Books Division
New York, NY
Softcover, 264 pp.
$\$ 2.95$
by Don Stauffer

The apple in Apple Crunch refers not to a Brand-X computer, but to the city of New York. Here is a fictional novel about computer crime that is contemporary, realistic, and believableand a TRS-80 even figures prominently in several places.

The "bad" guys, a computer-school dropout and his ex-professor, are out to bilk the Big Apple out of 10 megabucks with some clever computerized extortion. After some common computer embezzlement to finance their major operation, they attempt to access, hide, and hold for ransom the information needed by the city to apply for a $\$ 200$ million Federal loan. Their motive:

I am quite impressed with GEB and highly recommend it to anyone who has one of these printers. In fact, for most plotting needs, I recommend buying a printer that works with GEB. It is easy to take advantage of this powerful plotting language to do vir-
tually anything that a digital plotter can do (and for less than half the cost). The only exceptions that come to mind are situations in which you need higher resolution than 160 dots per inch, plots larger than 8 by 15 inches, or multicolored plots.
revenge for having lost a loved one through bureaucratic bungling and apathy, combined with "computer errors."

The protagonists are a pair of city employees. Joe Copely is an aging de-
child with a TRS-80, also helps in his computer education.

The author is obviously knowledgeable about computers. I did not catch any technical flaws in the entire book.
> 'This book could almost be a do-it-yourself manual for computer crime. I suspect, however, that the methods described are ones that Klein's real-life counterparts. . . deal with effectively."
tective, assigned to a harmless detail after his probes of graft and corruption in the NYPD irritated too many people. Klein is the chief of computer security for the city.

This pair make perfect foils for one another. Klein is long on computer and computer-security expertise, but short on investigative skills. Copely is just a streetwise cop who knows next to nothing about computers. As each teaches the other their skills, the reader is offered a fascinating glimpse into the worlds of police work and computer crime. Copely's granddaughter, a gifted

His description of a TI Silent 700 is accurate even to the color of the keys. The details of police work were also very convincing, as were his descriptions of computer crime.

This book could almost be a do-ityourself manual for computer crime. I suspect, however, that the only methods described are ones that Klein's real-life counterparts have already learned to deal with effectively.

I thoroughly enjoyed this highly readable and suspenseful novel. A surprise ending is a delightful dessert to an excellent book.


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| Sch. E | 4137 |
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Echo GP Speech Synthesizer<br>Street Electronics Corp.<br>1140 Mark St.<br>Carpinteria, CA 93013<br>(805) 684-4593<br>\$299.95

by Bruce Powel Douglass

TThe Echo General-Purpose (GP) speech synthesizer is a versatile addon built around the Texas Instruments TMS 5200 speech processor chip, an enhanced version of the chip used in Speak and Spell. It models the human voice track using linear predictive coding.

The serial version of the Echo GP requires an RS-232 interface. The parallel version, which looks just like a printer to the computer, plugs into the printer port of your expansion interface, or any Centronics-type parallel printer port. (I used the parallel version for this review.)

Routines in firmware called TextTalker convert standard ASCII text into voice output. If you have the parallel version, you need only LPRINT your text to hear it spoken. You can access a number of features of the Echo GP by entering a CNTRL-E (CHR\$(5)) followed by an appropriate command. These features include pitch control, volume control (there is also a volume knob on the front of the Echo GP), punctuation modes, speech rate, "caps" mode, letter mode, word pronunciation, and others.

You can also choose to output phonemes rather than words. This option is useful because a large number of words are incorrectly pronounced by the Echo GP. Take "begin," for example. Echo GP normally pronounces this word "be-jin." Using phonemes allows you to correct the pronunciation. The manual contains a table of commonly mispronounced words and misspellings that you can use to force correct pronunciation. For example, to pronounce "begin" correctly, you should spell it "big in." To pronounce "achieve," you should spell it "ucheeve."

You can control the voice output with the CNTRL-E command sequences. The pitch goes from male to female, and the voice can be flat or intonated. English intonation often
depends on context, so although Echo cannot copy normal speaking intonations, it is an improvement over simple monotone speech.

The volume control is equally easy to control. For example, if your application for the Echo is in education, it is nice to be able to accent important words or phrases from within the program. The same is true for games.

The speech rate has a compressed mode, in which speech is almost twice as fast as normal. With just a little practice, this is still very understandable. The "caps" mode means that groups of capital letters will be spoken as single letters rather than as a word (IBM is pronounced as three separate letters instead of "ibm"). The letter mode is similar, but it spells out all words rather than pronouncing them as a whole. The Echo GP normally pronounces all words it finds unless it does not recognize it as a word (for example, "zps" will be spelled out), or if the "word" is a number. The character string 12.23 is spelled out "One Two

Point Two Three."
The manual describes the phonemes used by the Echo GP and how you can use them for best results. How to place stress on syllables and how to insert pauses, as well as pitch and volume control, are all covered, and a table of phoneme codes is provided.

I am pleased with the Echo GP. It is not good for proofreading documents by routing them to the printer, since it will mispronounce many words. However, for programs that require speech synthesis, it is a useful and extremely flexible tool. An internal buffer also lets your computer continue with what it needs to do before the text has been spoken.

While speech synthesis technology is not yet to the level of human speech, it is readily understandable, and pitch and intonation control go a long ways towards making it pleasant. Certainly the Echo GP is vastly superior to those talking games that use the cassette port. The Echo GP provides a quality synthesized voice for a modest cost.


## $\star \star \star$

DBASIC 1.0
Frank Hogg Laboratory, Inc. 770 James St.
Syracuse, NY 13203
Color Computer, 64K,
Hogg Lab's FLEX operating system \$30 when purchased with FLEX, $\$ 40$ alone
by Scott L. Norman

With the recent availability of FLEX, Color Computer owners can choose from a wide variety of new
software packages: high-level language compilers and interpreters, data-base managers, word processors, and more. One new FLEX interpreter is DBASIC from Frank Hogg Laboratory.

## A Little Background

Before deciding to make the minor hardware modifications necessary to use FLEX on your machine, how will you benefit from the system? After all, FLEX by itself leaves you with 48 K of perfect stupidity-there is in effect no programming language aboard, just RAM. The Hogg Lab version of FLEX includes a command, CBASIC, which

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Why do I need it?
You need OMNITERM if you need to communicate efficiently with many different computers, or if you want to customize your TRS-80 for use with one particular computer. You need OMNITERM to SOLVE your communications problems once and for all.

## What do I get?

The OMNITERM package includes the OMNITERM terminal program, four conversion utilities, a text editor, and setting files for use with popular computers such as CompuServe, the Source, and Dow Jones - just as samples of what you can do for the computer you want to work with. The package includes six programs, seven data files, and real documentation: a 76-page manual that has been called "the best in the industry." And OMNITERM comes with real user support. We can be reached via CompuServe, Source, phone, or mail to promptly answer your questions about using OMNITERM.

## What do I need to use OMNITERM?

A Model I or Model III TRS-80, at least 32 K of memory, one disk, and the RS-232 interface, or Microconnection modem.OMNITERM works with all ROMs and DOSes, and will work with your special keyboard drivers.

## What will it do?

OMNITERM allows you to translate any character going to any device: printer, screen, disk, keyboard, or communications line, giving you complete control and allowing you to redefine the character sets of all devices. It will let you transfer data, and run your printer while connected for a record of everything that happens. OMNITERM can reformat your screen so that 80 , 32 , or 40 column lines are easy to read and look neat on your TRS-80 screen. It even lets you get on remote computers with just one keystroke! The program lets you send special characters, echo characters, count UART errors, configure your UART, send True Breaks and use lower case. It accepts VIDEOTEX codes, giving you full cursor control. It will even let you review text that has scrolled off the screen! Best of all, OMNITERM will save a special file with all your changes so you can quickly use DMNITERM for any one of many different computers by loading the proper file. It's easy to use since it's menu driven, and gives you a full status display so you can examine and change everything.
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copies the Color and Extended Color Basic ROMs to RAM so that you can use these interpreters without erasing FLEX from memory, but this is of limited use. After all, you had the Color Basics before you started! Besides, this command restricts you to cassette I/O, so it is a giant step backwards.

## DBASIC

DBASIC provides a fairly inexpensive means for using Radio Shack Disk Color Basic to produce files that can be examined and manipulated by standard FLEX utilities. The actual I/O chores are handled by FLEX, but this is transparent to the user. With one exception, which I'll discuss later, you simply program in Disk Color Basic.

## Getting Acquainted

DBASIC consists of two binary disk files, DBASIC.CMD and DBASIC.SYS, and a utility called RTF.BAS that converts existing Radio Shack ASCII files to FLEX format. Both DBASIC files must be present on the same disk at run time. If you purchase DBASIC and FLEX at the same time, everything will be delivered on one single-sided, double-density disk. If you purchase DBASIC separately, copy the new files to the system disk. DBASIC will only work with the Hogg Lab's implementation of FLEX and can be run on a single-drive system. A pair of drives makes life much easier, though. I'll describe operation with one drive.

Once FLEX has been booted up, the DBASIC command invokes a routine that moves the Basic interpreters from ROM to the upper half of RAM, shuffling portions of the code to avoid interference with FLEX itself. The system now reads the DBASIC.SYS file, which contains modifications to Disk Basic's initialization routine. When memory has settled, you receive two more messages: the standard Disk Extended Color Basic logo, plus one for DBASIC. The usual Color Basic cursor replaces FLEX's +++ prompt.

A couple of minor differences show up immediately; for one thing, PRINT MEM returns a value of 22567 , which is 256 bytes fewer than that returned by Disk Basic immediately after startup. If the FLEX system disk is still in the drive, the DIR command can be used to obtain a directory listing. The directory format resembles that of FLEX more than that of Disk Basic, however. It dis-
plays file name, extension, file size (in 256-byte sectors, not grans), and date of file creation. The Radio Shack format includes information about file type (ASCII, binary, and so on), but this is not preserved by DBASIC; the extension has to be used to indicate the nature of each file, instead.

A few other differences are spelled out in the documentation. Disk Basic's Back-up, Copy, and DSKINI commands have been replaced by their FLEX equivalents. Print Free(0) will often return enormous numbers, since FLEX measures everything in sectors instead of grans. A new command, FLEX, has been added to the Basic vocabulary; naturally enough, it returns the system to the operating system.

For the most part, you program in DBASIC just as though FLEX didn't exist. If your program creates output files that are to be manipulated by other FLEX utilities, they should be saved in ASCII format by appending, A to the Save command, as usual. Either a period or a slash can be used to separate the file name and extension. If you want to specify a drive number, it should precede the file name ( $0:$ MYFILE.XYZ would be appropriate). Note that a colon is required between drive number and the file name, in contrast to FLEX's period.

The one major difference between DBASIC and Radio Shack's standard Disk Color Basic is that DBASIC will not support random (direct access) files. None of the associated commands such as Field, LSET, RSET, and so on, are recognized. You can use all the commands normally used for sequential files, of course, but be aware that disk files created under DBASIC will be incompatible with standard Disk Color Basic. All cassette files, though, are compatible.

## Some Simple Experiments

My first effort working with DBASIC was a short program segment that I saved to disk in ASCII format. (The BAC extension is mentioned in the documentation as a convenient way of identifying ASCII programs.) Just as advertised, programs can be reloaded with DBASIC's Load command; it can also be listed from FLEX. When I saved the same program in tokenized form, however, List wouldn't work. DBASIC would still accept it using the Load command, however, just as the original Mi-

## REVIEWS

crosoft interpreter accepts both forms of Basic programs with a single command.

Continuing the theme of manipulating files created by DBASIC, I stored a second program segment in ASCII format, making sure that its line numbers were higher than those in my first trial program. I was then able to use FLEX's Append command to merge the two segments.

I found this works with data files, too. As a quick test, I copied and ran the simple checkbook program that appears on page 28 of the Radio Shack Disk System manual. The output file, CHECKS.DAT, was automatically generated in ASCII. This is where I first got a glimpse of the advantages of running under a full-fledged DOS; I could use FLEX's List command to examine the data file, independent of the program that created it.

In principle, other utilities then could have been used to work on the file. Of course, this flexibility requires that you pay a little more attention to system operation than is required for stock Basic. For example, when running DBASIC it is quite possible to load an ASCII file that is not a program. The consequences may be interesting, but they are unlikely to prove useful!

## Using Stock Programs

DBASIC would be of very limited interest if it were unable to use programs written for the standard Color Basicssubject to the sequential file restriction, of course. Therefore, I decided to try running a fairly serious commercial program under FLEX via the DBASIC package. The example I chose was Trans Tek's C.C. Writer (CCW) word processor, a friendly line-oriented editor that I often use for correspondence.
C.C. Writer is written in Basic and outputs ASCII text files, so it seemed to be a natural candidate. Trusting to dumb luck, I booted FLEX, called DBASIC, and loaded the cassette containing the master copy of CCW; standard practice is for each user to make his or her own disks from the tape.

Everything went like clockwork. At the end of the loading process, a DBASIC disk catalog appeared on screen, verifying that the various files making up C.C. Writer at this stage were indeed present. CCW's loader program puts the two main program segments, CCW.DAT and CONVERT.

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DAT, on disk in ASCII. Once again I used FLEX's Append to merge them, renaming the joint file NEWCCW. Finally, I saved both ASCII and tokenized versions of NEWCCW.

Both versions loaded and ran normally under DBASIC, although the actual loading processes took longer for the FLEX version. I assume that this has to do with the way FLEX allocates the 256 -byte sectors where programs are stored. The difference in storage formats seemed to confuse CCW's ability to calculate the free space remaining on the disk, as well. Outside of this, I detected no bugs in the program's operation. I was able to use FLEX to examine text files produced by NEWCCW just as for the Radio Shack checkbook program.

The bottom line, then, is that even though DBASIC's disk I/O is actually handled by FLEX utilities, you rarely need be concerned with the fact. Incidentally, DBASIC will also read Color Computer machine-language cassette programs. There is no compatibility for machine-language disks, however.

## Converting Your Old Basic Programs

Earlier I mentioned the RTF program, which converts ASCII files stored in Radio Shack's Color DOS format to similar files that can be read by FLEX. This is the tool to use if you have Color Disk Basic programs that you would like to run under DBASIC.

RTF itself is loaded from DBASIC. The Run command brings up a fouritem menu, giving you the option of listing a directory for a Radio Shack or FLEX disk, copying from Radio Shack to FLEX format, or returning to DBASIC. The copy option prompts you for the numbers of the drives holding the two disks (these can be the same) and the name and extension of the original file. Next, you insert the source disk in the drive. After it is read, you receive a prompt that identifies the starting gran (in decimal and hex, no less) and asks you to insert the destination (FLEX) disk.

Hitting the enter key starts the conversion process. The file is listed on screen as the conversion proceeds. Large files have to be copied in several stages, but this is no problem as RTF prompts you to switch disks as needed. After completion of the process, an "All Done" message appears on the screen. If you now examine the direc-

## 'Incidentally, DBASIC will also read Color Computer machine-language cassette programs."

tory of the FLEX disk, you will find your converted file, old extension and all. Again, since this will be an ASCII file, it can be manipulated by FLEX utilities.

## A Bug and Its Cure

While most of DBASIC's operating characteristics are quite benign, I did encounter one bug. There is a pretty simple fix, though, and something of a surprise twist to the whole affair.

The bug appeared when I tried to use the graphics commands of Extended Color Basic. Whenever a graphics screen was called up, the desired display appeared on about the ninth line of the screen preceded with eight lines or so of garbage. The top of the graphics was there, but it was displaced downwards from its rightful position. Of course, this meant that about eight lines of desired material were lost from the bottom of the screen.

The nature of the undesired stuff varied, depending on whether or not any programs had been run before the graphics commands were used. At various times, I saw square wave patterns, circular arcs, and isolated dots. The background of the garbage screen was always the correct color as defined by the Color Basic commands. Text displays were not affected; PRINT@0 put a character at the extreme upper left corner of the screen, just as it should.

I discussed this with Frank Hogg and Tom Speer, the author of DBASIC. Their first opinion was that the problem lay with FLEX's file control blocks, which can cause a DBASIC graphics display to begin at locations other than a 256 -byte page boundary, contrary to the rules of Extended Color Basic. The fix that they recommended was inserting a FILES 1 or FILES 3 command in a program anywhere ahead of the commands that call up graphics. These Files statements reserve more or less buffer space than the default of two buffers, and thus move the start of the graphics RAM. This works perfectly well.

The Files statements can also be entered from the command mode before your program is run. The command mode is especially useful for FILES 3, which halts execution if included in a program; this has to do with reserving more space than the default. Having to enter Run twice to get a program running can be an annoyance.

If you want to write programs requiring more than three buffers, 'FILES n' also takes care of the graphics bug if one of the following values of $n$ is used: 6,8 , 9,11 , or 14.

A few days after I brought this matter up, Frank Hogg informed me that the same bug occurs in Disk Color Basic it-self-the numbers are just different! Sure enough, the same effects do crop up, and for the same general reason. For the record, you can get clean graphics in Disk Color Basic for the following numbers in a Files statement: $2,5,7,9$, 11 , and 13.

## Summary

DBASIC is evolving along with the Color FLEX DOS. My copy of FLEX was version 5.0, but by the time this review appears, purchasers will be receiving version $5.0: 1$. The difference is that 5.0:1 uses software-defined text screens giving 24 lines of either 51 or 64 characters, like Martin Consulting's Colorterm intelligent terminal program. This affects the way in which DBASIC must store and piece together code from the Basic ROMs. Hogg Labs promises to keep track of changes, though, so the DBASIC shipped at any time will be compatible with the contemporary version of FLEX. Future versions may even cure the graphics bug once and for all.

Other than the restriction to sequential files, DBASIC imposes no particular restrictions. Most programming tasks can be carried out just as for Extended Color Basic, with the added advantage of having I/O files that can be examined and manipulated outside of their parent programs.

The language is of dubious value if you are not interested in reading and writing disk data files, but then FLEX itself has little to offer if you are only interested in writing totally self-contained Basic programs. If you are seriously contemplating stepping up to FLEX, however, DBASIC is a reasonably priced addition to your programming library.

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## Storage Management

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HEXMAN comes as close to this ideal as it can by monitoring file activity and keeping the most frequently used files in the Filestore. If previously inactive files are needed, they are moved in from the Library. If the Filestore becomes full, the least active files are moved out to the Library. The net result is the files you are most likely to use are ready and waiting.

HEXMAN also performs other storage management chores such as daily backups of modified files, on-site and off-site storage of security copies, and file growth monitoring.

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Ultra-Term<br>Don Burgan<br>United Software Associates<br>North Palm Beach, FL 33408<br>Models I \& III<br>$\$ 59.95$

by Stewart E. Fason

The Ultra-Term smart terminal package is running my new directconnect, auto-answer modem and I couldn't be happier. It is easy to operate-you need no arcane knowledge to run the program.

## Features

With Ultra-Term, you can transmit and receive files without converting them to ASCII (if Basic) or hex (if machine language). Because other terminal programs may demand files be sent in ASCII or hexadecimal, two programs included in the package will automatically convert a file so that it can be sent to any system, and convert a file received in hex back to machine language.

It is compatible with all major operating systems: TRSDOS, NEWDOS, DOSPLUS, L.DOS, and MULTIDOS.

Ultra-Term lets you receive an unlimited number of files while unattended, as long as the computer sending data is also using Ultra-Term. When two computers using Ultra-Term are talking, they can send files just as they are on disk. This method is usually faster than using ASCII or hex-converting one byte of a machine-language file to hex requires two bytes, and a compressed Basic file converted to ASCII will be about 30 percent longer. Furthermore, the size of the file transmitted is limited only by the size of the disk, rather than by the buffer size at each end. UltraTerm also verifies every bit to ensure accuracy.
It lets you set your RS-232 parameters to conform with the system on the other end. Most bulletin boards use 300 baud, 7-bit words, one stop bit, and even parity. Compatibility is no problem among TRS-80 owners, but I often talk to IBMs, Apples, Commodores, Burroughs, or who knows what. If they can't use my RS-232 settings, I must be
able to use theirs.
Ultra-Term automatically dials preprogrammed telephone numbers, or one that the operator enters through the modem. It lets a colleague on the west coast access my computer long after I have left for the day. He can use my system (with some limitations) as though he were at my keyboard. He can upload, download, and leave messages (which can be password protected).

The package lets you turn the printer on or off by pressing three keys simultaneously. It has a 1 K buffer, which makes life easy for slow printers.

When the operator on the other end sends an ASCII bell (control G, hex 07), a tone comes through your cassette port. If you have an amplifier hooked up, the other end can signal you with audio at any time.

Ultra-Term lacks some frills-it has no auto-log-on and you can't modify control characters, for example. Don't expect a fancy leather-bound notebook containing the disk and documentation. The manual is only eight pages long, but as I've said, the program is simple. For $\$ 59.95$, you can't beat it.

## $\star \star \star \star$

Doughflo
Alphanetics
P.O. Box 597

Forestville, CA 95436
Model I and III, disk system $\$ 79.95$

by Bruce Powel Douglass

Until I received Doughflo, my checking account never balanced. But as my business began to grow, I needed to know where my money was going, and where it was coming from. How much do I spend on computer equipment? Software? Office supplies? Women? A hand accounting system is just not the way to go.

Doughflo from Alphanetics is the program that solved all my accounting problems. My accounts balance to the penny and I have monthly records of all my financial dealings. Thirty-three categories for income and expenditures define my subtotal categories, such as personal costs, equipment costs, business costs, taxable income, and total expenses. With Doughflo, I not
only keep track of the final balance, but I can easily and quickly see where my everyday expenses lay.
Doughflo is a convenient way to solve a variety of common income and expenditure analyses, tax preparation, and bookkeeping tasks; this is true for both the household and for the small business. For the household, it is an excellent bookkeeping system; for the business, it is simply the easiest way to keep track of your income and expenses.
Doughflo requires at least 32 K RAM and one disk drive. It comes on three disks for the Model I and two disks for the Model III. There is a large ASCII file of instructions and two identical copies of Doughflo, in case one copy gets zapped. Sample data files are also enclosed and these are used in the manual to show the workings of Doughflo.
My version of Doughflo cannot be backed up and only works in single density for the Model I, but by the time you read this, Doughflo will be unprotected by Alphanetics, allowing you to use your favorite operating system and even double density.

I dearly love Doughflo, but there are a couple of small points that I dislike about the system. First, the manual is
not particularly outstanding, and it is not provided in a printed form-it is supplied on disk. You must route it through your own printer. It would be difficult to read the manual by listing it to the screen and pausing the listing with shift @, but it can be done. It would be much more convenient to supply a printed manual.

In terms of content, the manual is helpful but lacks referencing (such as a table of contents or an index). Fortunately, a cursory reading of it is all that is necessary to use Doughflo, because the program itself is menu-driven.

You can configure Doughflo using the CATGEN option from the main menu. The default is to use only one drive, requiring you to switch your program and data disks frequently. If you configure it for a multiple-drive system, Doughflo stores this on the program disk, and you are not required to switch disks.

CATGEN also lets you create your categories and set up the reports generated by Doughflo. Various categories can be summed in any order and the results labeled for meaningful presentation, either to the screen or the printer. You can define up to eight such subtotal reports. The system I set up is shown in

## TONIGHT ON YOUR TRS8O




SAVE YOUR HOME CITY
Steady your nerves, keep a
sharp iookout, and prepare
for battle. Fiendish aliens are all around, and if they destroy the city, you're next. It's a SPACE ATTACK by Clifford Abrahams.


## Table 1.

When I enter the checkbook, receipts, and so on, into this program, I assign each expenditure or income into one of these categories. I can then print out monthly totals for each column, the percent of each of these categories is of total income, or total expenses. The grand total is printed for the all expenses and all income as well, and the net profit/loss (the sum of the total expenses and total income).

Other reports can be defined. For example, the subtotal category Personal Costs is defined to be the sum of categories N, O, P, Q, R, S, and T. Equipment costs are the sum of C, D, E, and F. You can easily define these subtotal categories as the sum of the primary categories as flexibly as you wish. It is the perfect tool to see who your money is running off with, or which accounts yield the largest profit margin after expenses are subtracted.
Entering the data is easy. To protect your files as much as possible, the data files are chosen by you and then dumped into an intermediary file. All work is done with this file. When you are done processing, you can save the contents of the intermediary file into permanent file storage.

## Expense Categories

A Gas and Electricity<br>B Postage<br>C Office Supplies<br>Computer Hardware<br>E Computer Software<br>F Miscellaneous Equipment<br>G Reference Materials<br>H Phone Bills<br>Printing Costs<br>J Advertisement Costs<br>K Media Costs<br>L Insurance<br>M Rent<br>N Auto Insurance<br>O Personal Insurance<br>P Eating Out<br>Q Groceries<br>R Savings<br>Auto Maintenance<br>Miscellaneous Expenses

## Income Categories

Deposits<br>Magazine Writing<br>Book Writing<br>Manual Writing<br>Program Royalties<br>Job Income<br>Nontaxable Income

## ". . . Doughflo will soon be unprotected by Alphanetics..."

The permanent files are arranged by months. You can have more than one month in the intermediary file, so you can do bimonthly, trimonthly, or even yearly reports just as easily as monthly reports. When you load in the intermediary file for inputing data, you will see the last record read in. For example,

| Entry Number.... 254 |  |  |
| :---: | :---: | :---: | Date 03/31/82

This is the standard data display screen. The entry number tells you where the entry occurs in the intermediary file. The data is the date given to the record. The category assigned to the entry tells the type of expense/income it is. The Receipt/Ck\# is for further identification of the entry. For checkbook balancing, this is the check number, or deposit slip number. The C in this column tells Doughflo automatically that this is a check. The * tells that the check has been entered but not yet cleared by the bank. The Name/Description column lets you say to whom the check was written and for what purpose, or to identify the entry further. The amount is negative because it is a check, hence money leaving your account. The entry is assumed to be negative (even though you don't enter a minus sign) unless a plus sign precedes the amount.

You can edit a file by deleting entries, adding entries, or editing an entry. You have full editing capabilities for each column in the record, so you can easily alter the date, amount, whether the check has cleared, or whatever. You can display records in several ways. You can

Seek an entry by entry number and display it in the same format as above. To display the next entry, press the N key, or press P to display the previous entry. Press the F key to scan forward and the R key to scan in reverse. The entries are displayed one after the other (in the direction requested) until the last entry is reached or the first entry is reached, or you tell it to stop.
Pressing B causes the program to compute a balance up to the current entry. You are asked for the beginning entry. If you press the enter key, the first entry is assumed. A balance is calculated by adding up all the amounts. The result looks something like Table 2. After this, you can save the file to disk or not, when you exit to the menu.
From the main menu, you can sort by category, date, name/description, or receipt/check number. You can sort all permanent files, or the intermediary file. You can save the intermediary files into the permanent monthly files. This option searches through the intermediary file and puts the various entries into the monthly files in which they belong.

Doughflo's report generation is very good. The output may be sent to the printer or to the video screen. Doughflo assumes 66 lines per page, and cannot be used to output escape sequences to change the printer's font. If you are content with standard formatting, Doughflo is quite adequate. It supplies two top titles with your title name and the date ranges for the report. The summary report generates the grand totals for each category and the percentage each category total is of total expenses and total income. The summing report generates similar information for each of your subtotal categories.
Doughflo is an excellent income/expense analysis program. It will tell you where your money goes and where it comes from.

|  | ENTRY NUMBER.... 10 | DATE 01/08/81 |  |
| :---: | :---: | :---: | :---: |
| CATEGORY | RECEIPT/CK\# | NAME/DESCRIPTION | AMOUNT |
| U | M0108 | WINDOW WASHING | \$ - 10.00 |
| 2 INCOME | \$ 500.00 : | CLEAR CHECKS | \$ - 400.00 |
| 3 CREDIT | \$ 500.00 : | + TOTAL BANK DEPOSITS | \$1000.00 |
| 4 NOT INC. | \$ 100.00: | = BALANCE | \$ 600.00 |
| 5 NOT INC. | \$ 200.00: | UNCLEAR CHECKS | \$ - 200.00 |
| 6 EXPENSE | \$-400.00: | TOTAL OTHER INCOME | \$ 500.00 |
| 7 EXPENSE | \$-100.00: | OTHER EXPENSES | \$ -110.00 |
| 8 CREDIT | \$ 99.99: | GRAND TOTAL EXPENSES | \$ -710.00 |
| NOT INC EXP | \$ 300.00: |  |  |
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| Table 2. Sample Balance Table |  |  |  |

Table 1. Sample Expense and Income Categories

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Model I and III $\$ 340$
by Jake Commander

Many TRS-80 owners might argue that the machine's single greatest weakness is its inability to display highresolution graphics. Whereas many micros can boast a resolution of 256 by 192, the TRS-80's graphics performance of 128 by 48 looks puny by comparison. True, even these 6,144 pixels can be made to do some fascinating work, but it's usually a case of speed fooling the eye into not noticing the ragged, stepped edges of such poor resolution.

If you've drooled enviously at the Mikee Graphics advertisements, here's a chance to see how it performs in real life.

The Mikee Graphics Board from the Mikee Electronics Corporation offers a hardware option to upgrade the graphics of the TRS-80 from third to first class. After installing the board in the keyboard unit, you can hook up an extra module to allow resolutions of 384 by 192 on a Model I or a massive 512 by 192 on a Model III. That's 73,728 and 98,304 dots respectively!

With this kind of resolution, many more serious tasks in the realm of com-puter-aided design and management (CAD/CAM) can be undertaken. What makes it even more effective is that the graphics can be intermixed with text to allow labeled diagrams and the like. A demo program supplied with the package amply demonstrates its many features. In addition to the normal low-resolution graphics, the system allows high-resolution graphics of 384 by 192 on the Model I, 512 by 192 on the Model III, or medium-resolution graphics of 192 by 192 on the Model I, and 256 by 192 on the Model III (all in combination with inverse video).

Mikee Electronics has opted for a memory-mapped video display similar to the normal TRS-80 system. Whereas normal video is mapped from 3C00 to 3FFF hex, the Mikee video is mapped from C000 to EFFF hex. That's 12 K of RAM at the top of memory, making the TRS-80 memory map look like Fig. 1.

Notice that in a 48 K system, the top 4 K is untouched by the Mikee system
but the 12 K immediately below it is commandeered for the medium- and high-resolution graphics. This works out very conveniently for maintaining software (such as driver routines) that may use the top RAM in your system. If you have less than 48 K , your resident software will be below the Mikee Graphics RAM anyway. If you do have 48 K then you retain the use of your upper 4 K for high-RAM software-this is more than adequate under normal circumstances.

The 12 K that's set aside for high resolution is flipped in with a port output command. In fact, all options in the system are selected by this method, with port 254 (hex FE) being the control port. Four output bits are used to select any or all appropriate combinations of the following options:

Bit 7-Select Mikee Graphics RAM (12K)
Bit 6-Select mid-resolution mode
Bit 5-Select normal TRS-80 graphics
Bit 4-Select inverse video
I would have prefered another port than 254 , as this is already a de facto standard for the control of most highspeed clock modifications. This has to be accounted for by using bit 0 (which controls the high or low clock speed) along with the four control bits outlined above.

It's a simple matter to mix text with high-resolution graphics in much the same way as with low-resolution graphics. Under normal circumstances on an unmodified TRS-80, any byte placed in video RAM that has a value less than 128 is displayed as a character. The shape of this character is fetched from a character-generator ROM that is preprogrammed to generate the appropriate shapes according to the ASCII char-


Fig. 1. The TRS-80 Memory Map
acter set (plus a few extra on the Model III). However, when the byte in video memory has a value between 128 and 191, the displayed shape is no longer fetched from the character generator ROM. Instead, a system called "bitmapping" comes into play. On the TRS-80, the lower six bits are taken from the display byte and loaded into a shift register. As the electron beam scans down the face of the screen, each bit is displayed in a carefully synchronized sequence as a white point if it's a 1 , or a dark point if it's a 0 . Each of the six points controls a particular pixel, hence the term "bit-mapping."

The Mikee Graphics system detects all bytes that are graphics characters and (ignoring the normal six graphics bits) uses its own method of bitmapping the pixels. So if the normal TRS-80 video RAM is filled with graphics characters (they would normally be dummy graphics blanks), the whole of the screen will be given over to the Mikee bit-mapped graphics. However, if you throw a letter A into normal video RAM, it will switch out Mikee at that character position and display the correct character generator shape. This neat touch does away with the need to generate ordinary text from the bit-mapped pixel graphics-exactly what you have to do on the Color Computer if you want text in high-resolution display mode.
Apart from text generation, the graphics are pretty logical. Any bit set anywhere in the 12 K of Mikee Graphics RAM lights any one of the 73,728 or 98,304 points on the screen (according to Model I or III use). It's as simple as that.
So much for the theory. What about the practical aspects of receiving and installing the package? Well, the system comprises a small printed-circuit board that fits inside the keyboard unit and at-
taches via a multi-way connector to the main graphics unit (a small gray box).

You're also supplied with an installation and instruction manual. . . and a magnifying glass! No, it's not for small print-the manual is exceptionally clear and contains numerous photographs illustrating step-by-step installation instructions. Separate sections cover Model I and Model III installations, and some software examples help you get the thing into action.

The magnifying glass is to help you check your soldering for any bridges or solder balls. As you have to make 15 soldered connections, a thorough checkout with the glass makes rather good sense. Not only that, but when you've finished the subsequent computing session, you can start collecting butterflies.
A tool kit is available from Mikee Electronics for those people who've never dabbled with a soldering iron, but if you have no previous soldering experience, get somebody else to install itsoldering to integrated circuit pins can become a tragic mess to a beginner. The unit is easy to install, though, and worked the first time on my Model III.

## Criticisms

I have a couple of small gripes, but they're far outweighed by the excellent performance of the system. I've already crabbed about the use of port 254 as the control port. This could be a minor nuisance if you have a high-speed clock.

When you turn the system on, it doesn't default to normal TRS-80 graphics. It's necessary to output to port 254 to set the computer to its standard display mode. I think this is a disadvantage.

I can thoroughly recommend Mikee Graphics to any Model I or III owner with a need for high-resolution graphics.

## $\not * * *$

## Microbuffer

Practical Peripherals, Inc.
31245 La Baya Drive
Westlake Village, CA 91362
Epson MX-80 and 100
\$159
***

## MXPLUS

Dresselhaus Computer Products
Box 929
Azusa, CA 91702

Epson MX-80 and 100
$\$ 49.95$
by L. W. C. Dye

When the Epson MX-80 arrived about two years ago, it rapidly pushed established printers aside and captured about 40 percent of the smallprinter market. However, with the rapid advances in technology, it seems that whatever we buy today is obsolete tomorrow. The Microbuffer and MXPLUS are two products that will make your Epson perform as it never


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## REVIEWS

did before and make a new printer seem less attractive.

## The Microbuffer

The Microbuffer comes in two ver-sions-the serial MBS-8K and the parallel MBP-16K. The parallel version is Centronics compatible, buffers 16,000 characters, and replaces the standard Centronics interface on the Epson. The serial version buffers 8,000 characters and supports both hardware and software handshaking at speeds from $300-19,200$ baud. The 8 K buffer on the serial version was probably a space limitation because the RS-232C components fill the majority of the board.

Both versions are built on high-quality PC boards. There is one socketed ROM on the board and all other components are soldered. The installation instructions are thorough and clear. Although my board slipped right in, the instructions point out some possible tight spots due to minor variations in the Epsons and how to handle them.

My printer and my computer were flying now and running faster at 4,800 -baud serial than they had been running parallel. The buffer was soaking up the lines and freeing the computer as fast as it could transmit. Unless I was sending a lot of graphics over the cable, the computer could get ahead of the printer and the buffer would slowly fill. When it does get full, the computer must again wait for the buffer to empty enough to get another line in but the computer will always stay 8 K to 16 K ahead of the printer.

To illustrate the speed difference, I ran four tests with both the Microbuffer and an unbuffered Epson serial interface board. The first test was printing a 6,380-character text file with my word processor with right-justification and emphasized print turned on. The second test was the same text file but with right-justification and emphasized print
turned off. The third test was an LLIST of the 13 K word processor itself. The last test was an LLIST of a small 2.5 K program that could not fill the buffer.

The Epson normally prints at about 80 cps , but slows down to about half that when printing emphasized or double strike. The word processor goes through additional work for the rightjustification and needs more time to get a line ready.

Table 1 shows the results of these tests. In every test with the Microbuffer, the computer was done before the printer and was available for more work. Using the unbuffered serial board, the computer and printer always finished together so only one time is shown. The print time improvement is dramatic for the Basic word processor, but minimal for the LLIST's. However, the computer is freed up earlier in all cases. Note that the buffer filled about 45 seconds into the 13 K LLIST but the computer was still freed up three minutes earlier than it would have been.

The MXPLUS is another PC board add-on for the Epson. To install it, you remove the 1B ROM and plug it into the MXPLUS board. The board is then plugged into the 1 B socket and one connection is made to the 3C chip with a test clip. The instructions are clear but the installation is very tight and the board could be made a little smaller. It takes a little juggling with the test clip on 3C to get a good connection and ensure that it is not shorting out another pin. The MXPLUS board ends up under the Microbuffer, but there is adequate clearance.

The MXPLUS contains firmware programming to give you hardware control of many of the Epson, Graftrax, and Graftrax + functions. The online, form-feed, and line-feed buttons are your controls and a small sticker is supplied as a reminder of the nine functions provided. They are:

| Tests at 4800 baud | Buffered Time |  | Unbuffered Time |
| :--- | :---: | :---: | :---: |
| Computer | Printer | Both Done |  |
| 6K Text—Justified and Emphasized | $2: 35$ | $4: 06$ | $6: 05$ |
| 6K Text-Regular unjustified | $2: 05$ | $2: 38$ | $4: 05$ |
| 13K LLIST | $1: 44$ | $4: 59$ | $5: 01$ |
| 2.5K LLIST | $0: 09$ | $1: 17$ | $1: 18$ |
|  |  |  |  |
|  | Table 1 |  |  |
|  |  |  |  |
|  |  |  |  |

- Reset All Functions
- Condensed Print
- Double Wide Print
- Emphasized Print
- Double Strike
- Perforation Skipover
- Italics (with Graftrax)
- Indentation
- Eight lines per inch

MXPLUS is activated by pressing and holding the on-line button until the Epson beeps. The on-line light will blink in a short on, long off pattern if none of the functions are turned on. This is also the reset function, and a press of the formfeed button will turn all functions off.

Each additional press of the on-line button will take you to the next function. If the on-line light is in the short on, long off pattern, the function is off. If the pattern is long on, short off, the function is on. The functions are toggled on and off with the form-feed button. You can quit at any time by pressing the line-feed button to escape and then the on-line button to ready the printer.

Emphasized print will still override condensed print just as on a normal Epson, but in general, you can mix software and hardware control. Hardwareselected wide print will not turn off at the end of each line, however. Perforation skip prints 58 lines then skips eight for LLISTs and such. It should be turned off if pagination is under program control. Indentation moves the left margin in six spaces to allow threehole punching or binding, but if a line wraps, the continuation is not indented. The eight-lines-per-inch function also resets top-of-form except with Graftrax + .

With MXPLUS, I can now print documents in double width, condensed print for that bold look. Since you can stop the printer and switch modes at any time, changing type styles in the middle of a document without inserting control codes is possible.

The only problems I found were the lack of indentation on wrap-around lines and that the first character on a double-width wrap around will be single width-minor problems indeed compared to the features added.

Both the Microbuffer and the MXPLUS are good "value added" modifications to the Epson that add features to an already excellent product and save you some time, too.


## REVIEW DIGEST

Computers for Everyone, Jerry Willis and Merl Miller, Dilithium Press, Beaverton, OR, \$6.95, soft cover, pp. 262.
"Despite its annoying tone, I would recommend this for people who know little or nothing about computers and don't mind sifting through the verbosity and corny jokes. It can be a relatively painless way to learn the basics. It is loaded with useful information and has illustrations that are both amusing and informative." Classroom Computer News, October, p. 64.

PDS (Partitioned Data Sets), Misosys, 5904 Edgehill Rd., Alexandria, VA 22303, Model I or III, LDOS, \$40.
"Basically PDS is a file on a disk that itself contains subfiles. ...It is a sophisticated utility for a sophisticated audience. It is an excellent complement to the file-handling procedures already found in LDOS, and will find particular application by users who have large disk-storage problems." InfoWorld, November 29, p. 100.

Beta-80, MECA, 56677 Sunset Ave., Yucca Valley, CA 92284 , Model I, $\$ 699$ single density, $\$ 849$ double density.
"I was bound and determined to find effective mass storage at low cost. I pored over computer journals for months before I learned about a small company in California called MECA. They had just started production of a digital-cassette storage device called the Beta-80, which was designed to interface directly with the TRS-80 Level II. I have owned my Beta-80 for well over a year now, with no more than a handful of lost bytes." 80 U.S. Journal, December, p. 100.

El Diablero-An Adventure Game, Computerware, Dept. C., Box 668, Encinitas, CA 92024, Color Computer, $\$ 19.95$ cassette, $\$ 24.95$ disk.
"Your 'situation' in El Diablero is that you awake, dazed and confused, in the middle of the desert. . . knowing that you have been learning the techniques of sorcery from an old man in these parts. The problem is that you can't remember anything you have learned, and you can't find the old man. You must learn to use this 'magical' power. . . another excellent game from Computerware." '68' Micro Journal, November, p. 14.

DiscatER, softERware, 16007 Miami Way, Palisades, CA 90272, LDOS, Model I and III, \$39.95.
"Although DiscatER is a floppy-disk-cataloging program, it actually keeps track of each file on the disk. ...This is an extremely functional product at an excellent price. DiscatER is simple enough to be used by people with minimal computer proficiency. .." InfoWorld, November 15, p. 49.

Madam Rosa's Massage Parlor, The Softcore Software Co., 9 Southmoor Circle, Kettering, OH 45429, Color Computer, \$15.
'Madam Rosa's Massage Parlor falls far short of all expectations (whatever yours may be) and it's not even a very good adventure. It was written on the level of a slightly voyeuristic 15 -year-old recluse without the deviousness one would expect for $\$ 15$." Rainbow, November, p. 66.

Outhouse, Soft Sector Marketing, 6250 Middlebelt, Garden City, MI 48135, Model I or III, $\$ 15.95$ cassette, $\$ 19.95$ disk.
". . . what we have here is a game that is fast and funny. But is it a good game? I have played a few fast action games that just did not appeal to me. Fortunately, Outhouse is not one of these. There are enough different types of aliens to give the game variety and hold your interest. There is enough variance in speed to give a seemingly endless challenge.' 80 U.S., December, p. 101.

Color Fan, Atomic City Electronics (Atomtronics), 3195 Arizona Ave., Los Alamos, NM 87544, Color Computer, \$34.95.
"Most readers. . . are aware of the power supply and heat problems of the Color Computer, and have seen several of the published 'fixes'. Atomtronics has now come up with a 3" cooling fan for the Color Computer that is easy to install and will help alleviate some of these problems. ...This is a product that we have needed for the Color Computer for a long time, and will greatly extend the life of parts and pieces in the computer." '68' Micro Journal, November, p. 15.

Roman Checkers, Tandy/Radio Shack, Radio Shack Stores, Color Computer, \$29.95.
"Don't let the name fool you. Roman Checkers is Radio Shack's version of the popular board game, Othello. This RS product is a surprisingly clever rendition of the board game that uses 'reversible discs'." The Rainbow, November, p. 55.

## February

5 Computer Swap America Santa Clara County Fairgrounds, San Jose, CA.

7-9 Technical Education Research Centers, Cambridge, MA. Microcomputers in Education Washington, DC.

14-17 IEEE Computer Society, Silver Spring, MD. Computer Science Conference Orlando, FL.

16-18 IEEE Computer Society, Silver Spring, MD. International Solid State Circuits Conference New York, NY.

16-18 TALMIS, Oak Park, IL. 3rd Annual Software Publishers and Computer-Based Training Conference Ambassador West, Chicago, IL.

17-19 Technical Education Research Centers, Cambridge, MA. Microcomputers in Education New York, NY.

18-21 2nd Annual Pacific Computer Expo Convention and Performing Arts Center, San Diego, CA.

21-23 American Federation of Information Processing Societies Inc., Philadelphia, PA. Office Automation Conference Philadelphia Civic Center.

23-25 Future Computing Inc., Richardson, TX. Personal Computer Retail Forum Loews Anatole, Dallas, TX.

## March

1-3 IEEE Computer Society, Silver Spring, MD. COMPCON Spring '83 San Francisco, CA.

8 IEEE Computer Society, Silver Spring, MD. MICRODELCON Newark, DE.

10-12 The Council for Exceptional Children, Reston, VA. Use of Microcomputers in Special Education Hartford, CT.

14-15 Michigan Association for Computer Users in Learning, Wayne, MI. MACUL '83 Dearborn, MI.

16-18 IEEE Computer Society, Silver Spring, MD. 16th Annual Simulation Symposium Tampa, FL.

17-19 Arizona State University, Tempe, AZ. Microcomputers in Education ASU campus.

18-20 West Coast Computer Faire Brooks Hall, San Francisco, CA Civic Auditorium.

25-26 1983 Small College Computing Symposium St. Olaf College, Northfield, MN.

29-31 IEEE Computer Society, Silver Spring, MD. Workshop on Computer System Organization New Orleans, LA.

## April

4-8 IEEE Computer Society, Silver Spring, MD. Tutorial Week East ' 83 Orlando, FL.

6-8 IEEE Computer Society, Silver Spring, MD. 1983 International Optical Computing Conference Cambridge, MA.

10-13 Association for Computing Machinery (ACM)/SIGAPL, Washington, DC. APL83 Sheraton Washington Hotel.

17-22 Infocom '83 Town \& Country, San Diego, CA.

25-27 IEEE Computer Society, Silver Spring, MD. 1983 Symposium on Security and Privacy Claremont Hotel, Oakland/Berkeley, CA.

## Coming Next Month

The March issue of 80 Micro will feature several you-can-build-it hardware projects. Topics include a $\$ 5$ CP/M modification for the Model I, an audio amplifier, a guide to constructing an EPROM programmer, and computer security with a credit card. We'll also have a cassette operating system and the first installment of a Lisp interpreter series.

Our new Color Computer column
will make its debut. Called The Color Key, it's authored by Scott Norman.

Model II owners will find a special surprise beginning in March. Each month, we'll print conversion tables for a few Model I/III programs to make them usable on the Model II.

In Fun House, Richard Ramella introduces an adventure game that players can customize with names they choose for characters and locations.

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## CASSETTE



ROM: Checksum test
RAM: Four separate tests including every address and data value
Video Display: Character generator, video RAM, and video signal tests
Keyboard: Every key contact tested
Line Printer: Character test
Cassette Recorder: Read/write/verify data
R5-232-C Interface: Read sense switches (Model 1), connector fault, data transmission, framing, data loop, baud rate generator
Disk Drives: Disk controller, drive select and restore, track seek and verify read, read/write/verify all tracks and sectors, formatting, disk drive timer, disk head cleaner
Model I: single or double density, 35, 40 or 80 track drives
Model 3: single or double density, 35, 40 or 80 track drives
single or double sided drives
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.-- Continuous system tests run continually for hours, with diagnostic reports optionally written on line printer.
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- Buffered LINE PRINTER ECHO for incoming data.
- Disk and cassette files fully compatible with ELECTRIC PENCIL' ${ }^{\text {'w }}$ and SCRIPSIT ${ }^{\text {* }}$ programs.
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- SAVE PROGRAM option creates "personalized" back-up copy of program with all options set as specified by user.
- ONE PROGRAM supports both cassette and disk systems. Program is compatible with PMC-80 and other TRS-80 "work alike" computers. Model I or III Version supplied on cassette $\mathbf{\$ 6 9 . 7 5}$ supplied on diskette $\boldsymbol{\$ 7 4 . 9 5}$
Mode1 II (CP/M) Version
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- 40-PAGE MANUAL provided with each program.
- SIMPLE commands, easy to use

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- PRINT output on video display or line printer.
- READ and WRITE object tapes in SYSTEM Format.
- UNLOAD programs using low RAM on disk.
- SAVE and READ disk files (MON-4 Only).
- INPUT and OUTPUT of disk sectors (MON-4 Only).
- SEND and RECEIVE data over RS-232-C Interface (MON-4 Only).
- Create SYMBOLIC Tapes (MON-3) or Files (MON-4) of Disassembled output for Editor/Assembler program.

MON-3 (For Cassette Systems) $\mathbf{\$ 3 9 . 9 5}$ MON-4 (For Disk Systems) $\$ 49.95$

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TRS-80 Model $1 / 3$ Disk Version $\$ 69.95$
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Keeps track of your monthly and year-to-date income and expenses. Income and expenses classified by code numbers for identification of categories. Data includes date, code number, amounts and check number (optional). Computes monthly and year-to-date summaries showing income tax deductions. All output printed on video display or line printer at user's option. Complete instructions for customizing to suit your own budget.

TRS-80 Model $1 / 3$ Cassette Version $\$ 29.95$
TRS-80 Model $1 / 3$ Disk Version $\$ 49.95$ IMB PC Disk Version $\mathbf{\$ 5 9 . 9 5}$

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Based on Dome Bookkeeping Record \#612, this program keeps track of income, expenditures, and payroll for a small business. Receipts and expenditures can be entered on a daily, weekly, or monthly basis. Program computes monthly, through last month, and year to date summaries. Payroll section (included in disk version only) keeps record of employees and paychecks with up to six categories of payroll deductions. Computes employee payroll records and year-to-date payroll totals. Complete instructions for customizing to suit your own business.

TRS-80 Model $\mathbf{1 / 3}$ Cassette Version $\mathbf{\$ 2 9 . 9 5}$
TRS-80 Mode1 1/3 Disk Version $\mathbf{\$ 4 9 . 9 5}$
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VERSALEDGER IP* comes with a professionally-written 160 page manual designed for first-time users. The VERSALEDGER IT" manual will help you become quickly familiar with VERSALEDGER $I^{*}$, using complete sample data files supplied on diskette and more than 50 pages of sample printouts.


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## BUSINESS 100 PROGRAM LIST

## NAME

1 RULE78
2 ANNU1
3 DATE
4 DAYYEAR
5 LEASEINT
6 BREAKEVN
7 DEPRSL
8 DEPRSY
9 DEPRDB
10 DEPRDDE
11 TAXDEP
12 CHECK2
13 CHECKBK1
14 MORTGAGE/A
15 MULTMON
16 SALVAGE
17 RRVARIN
18 RRCONST
19 EFFECT
20 FVAL
21 PVAL
22 LOANPAY
23 REGWITH
24 SIMPDISK
25 DATEVAL
26 ANNUDEF
27 MARKUP
28 SINKFUND
29 BONDVAL
30 DEPLETE
31 BLACKSH
32 STOCVAL1
33 WARVAL
34 BONDVAL2
35 EPSEST
36 BETAALPH
37 SHARPEI
38 OPTWRITE
39 RTVAL
40 EXPVAL
41 BAYES
42 VALPRINF
43 VALADINF
44 UTILTY
45 SIMPLEX
46 TRANS
47 EOQ
48 QUEUE1 49 CVP
50 CONDPROF 51 OPTLOSS 52 FQUOQ 53 FQEOWSH 54 FQEOQPB 55 QUEUECB 56 NCFANAL 57 PROFIND 58 CAP1

## DESCRIPTION

Interest Apportionment by Rule of the 78 's
Annuity computation program
Time between dates
Day of year a particular date falls on
Interest rate on lease
Breakeven analysis
Straightline depreciation
Sum of the digits depreciation
Declining balance depreciation
Double declining balance depreciation
Cash flow vs. depreciation tables
Prints NEBS checks along with daily register
Checkbook maintenance program
Mortgage amortization table
Computes time needed for money to double, triple, etc
Determines salvage value of an investment
Rate of return on investment with variable inflows
Rate of return on investment with constant inflows Effective interest rate of a loan
Future value of an investment (compound interest) Present value of a future amount
Amount of payment on a loan
Equal withdrawals from investment to leave 0 over Simple discount analysis
Equivalent $\varepsilon$ nonequivalent dated values for oblig. Present value of deferred annuities
\% Markup analysis for items
Sinking fund amortization program
Value of a bond
Depletion analysis
Black Scholes options analysis
Expected retum on stock via discounts dividends Value of a warrant
Value of a bond
Estimate of future earnings per share for company Computes alpha and beta variables for stock Portfolio selection model-i.e, what stocks to hold Option writing computations Value of a right
Expected value analysis
Bayesian decisions
Value of perfect information
Value of additional information
Derives utility function
Linear programming solution by simplex method Transportation method for linear programming Economic order quantity inventory model Single server queueing (waiting line) model Cost-volume-profit analysis Conditional profit tables Opportunity loss tables
Fixed quantity economic order quantity model As above but with shortages permitted As above but with quantity price breaks Cost-benefit waiting line analysis Net cash-flow analysis for simple investment Profitability index of a project Cap. Asset Pr. Model analysis of project

59 WACC 60 COMPBAL 61 DISCBAL 62 MERGANAL 63 FINRAT 64 NPV
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True rate on discounted loan
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\section*{Out of Vegas and into Asylum}

Las Vegas doesn't like the unlucky. Mad Max and I had been walking the Strip for three days, trying to set up a mini-Cafe with a card table, the PMC, and Galaxy Invasion, and getting chased away from all the best places. Our hotel bill was overdue, and the van was lost at the Prairie Sunset Rest Home. We were about to gamble our last \(\$ 3.70\) at the MGM Grand when the bouncers threw the 10 -year-old girl out in front of us.
"I was not card counting!" she yelled. "This is another system altogether! You take probability theory and-"
Max and I didn't listen to the rest, partly because she started shouting differential equations and partly because we'd never seen a child with battleshipgray hair. It wasn't battleship gray exactly, it was-
"Mercedes Silver," she introduced herself. "I dyed it when I was into punk, but I outgrew that now I'm in college." Max was gaping, but I managed to shake hands. "Did you see those guys at the casino? I was just trying a blackjack analysis I worked out on a TRS-80 at the Hop-"
At the words "TRS-80" we were all ears. "The Hop?"
"Johns Hopkins Center for Mathematically and Scientifically Precocious Youth," Mercedes said. "I've got a B.S. there; I'm supposed to go back for a master's this semester. My dad's a Radio Shack dealer in Baltimore. He sent me to Suzuki programming school when I was 3."

Max interrupted, 'You say you have this gambling system-"
"Sequential forecasting. Probability analysis. Geez, don't you guys know from calculus or anything?"
"You can play cards," Max continued. "There's this nurse at a rest home outside of town who won this van full of TRS-80s that belongs to us, and if you could challenge her to a game..."


We climbed over the fence at Prairie Sunset and found the van in the staff parking lot. "Geez," Mercedes said again. "I was expecting something, you know, with bright colors and maybe a mural."
"There's some more mail here forwarded from Peterborough," Max said. Considering where we were, the letter was appropriate:

I need help getting past the guard at the beginning of Asylum. Are you supposed to trade with him? Or kill him? He keeps catching me and putting me in a straitjacket. And what do you do with the invisible inmate by the guard? What key do I need to open the doors where the inmates giggle or say "Let me out and I'll kill you'? What do I need to get into the officers' wing and stay there? And where do I get that?

Tom Abelson 6537 N. Keating Lincolnwood, IL 60646
This letter started our usual argument. Max insisted we leave Tom to his fate-Max is an adventure Darwinistand I wanted to help the readers and boost our image. A pay-phone call to William Denman, Med Systems president and cameo player in Asylum II, brought a compromise.
Fight, trade, or whatever, said Denman, you cannot get past the first guard; he'll always put you in the room with the burning straitjacket. Roll around if you find yourself on fire. If you slide a newspaper under the door and poke the keyhole to retrieve the key, you'll be able to tiptoe out and face a second guard; punch him and knock him out, and then frisk him to get enough keys and items to keep you going for a long time.
Past that, Med Systems sells hint sheets for \$1. Remember Max's motto:
"There are no invisible inmates, only inmates' voices coming from behind doors."
Speaking of Med Systems (or whatever they'll call themselves; there's talk of a merger and a name change), Denman revealed that Randall Don Masteller, author of the Warrior of Ras trilogy, has six more games due in early '83. A second, advanced trilogy will load characters from the first, which is recommended ("The odds are that, if you try any of these games as a Level I warrior, you will not come out alive'). A Wizard of Ras trilogy, while it won't load warrior characters, lets you do everything from throw stones to cast spells. Both feature better graphics than Dunzhin, Kaiv, and The Wylde; when you're attacked by monsters, the display zooms in on your immediate area, letting you see whom you're hacking and who's sneaking around for a flank attack.
'Mr. Max, is it?" came a voice from behind us. "Thinking of stealing back the truck?"
"Van," Max corrected, smiling back at the figure in white. "Actually, Nurse-"
"Lovelace. Ada Lovelace."
"-my friend here was hoping you'd agree to a rematch."
"Blackjack," Mercedes smiled by way of introduction. "You look like a woman who stands on 17."

It was no contest. On the first hand, Nurse Lovelace lost the Color Computer and Astro-Blast. Next, Mercedes claimed the Models Is and our adven-
ture collection; next, two IIIs and the Melbourne House library. The van and everything else took another half hour, during which I read some Gamer's Cafe feedback or input or whatever they call that section in the front of the magazine:

Michael Johnson (3138 Doggitt Drive, Spring Arbor, MI 49283) writes to say that Jim Daniel's patch in the November 1982 issue, adapting the Alpha Products joystick to Voyage of the Valkyrie, works on the Model I but leaves Mod III owners out in the cold. Jim wonders whether the two PEEK statements ( 16458 and 16459) in line 10000 would be hardware-specific. Any Model III Wagnerians out there with a patch for the patch?
"On the road again," bellowed Max-who usually prefers the Doors to Willie Nelson and who sings like the cassette port voice in Panik-as we headed out of town on Route 93. "Time to set up the awning and get computers on the sidewalk again, do the Johnny

Appleseed of games bit. Anybody beat my score on Sea Dragon?" (No one has yet; send in those scores and screen photos, all games welcome.)
"I ought to trade in the Pocket Computers and get us a printer," Mercedes said, watching my monthly struggle with Scripsit. That "I" and "us" made Max and me turn around in the middle
of driving and writing. "I own all this stuff now, you know. It's a kick."

Well, she's right. First my partner Winthrop goes Color Berserk and ends up in a rest home, and now we men are working for a 10 -year-old. We're supposed to be taking her to Baltimore. Maybe her dad can get us a copy of Poltergeist.
\begin{tabular}{llc} 
Apple Panic & Mad Max & 51,400 \\
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Galaxy Invasion (Big 5) & Winthrop & \(1,000,000^{* *}\) \\
Sea Dragon & Mad Max & \(147,910+\) \\
Swamp Wars & Winthrop & \(39,200++\) \\
& \\
* Method I. Winthrop racked up 281,000 points using Method II. \\
** Winthrop still had six ships left, but he got bored. \\
+ Novice mode. Max got 69,480 in the expert mode. \\
+ + Winthrop got through all nine swamps, too.
\end{tabular}

Gamer's Cafe readers are invited to submit their high scores, for these and other TRS-80 games. We'll print unvalidated scores, but validated scores (a photo of the screen) will, of course, rank higher in prestige.



\section*{If you just bought another computer, boy are you gonna be sorry.}

\section*{Epson.}

The new Epson QX-10 is unlike any personal computer you've ever seen. It's a computer for people who don't have the time to learn computers; a computer you can be using within minutes.

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That's nice to hear from a magazine like Byte, of course, but it doesn't surprise us. It's just what we intended the QX-10 to be all along.

\section*{More computer. Less money.}

But useability isn't the only thing the QX-10 has going for it. As Byte says, "the QX-10 gives you a great deal for your money.
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Advanced hardware for advanced software.
As for hardware, Popular Computing, another industry leader, says: "The QX-10 includes ... a number of advanced hardware features ... The basic components of the system are a detachable keyboard, a high resolution monochrome display, and a system unit containing two \(51 / 4\) inch disk drives. The drives use double-sided, double-density disks ( 340 K bytes per disk) and are amazingly compact... The QX-10 uses an 8-bit Z80A microprocessor. The system contains 256 bytes of RAM. Some of the RAM is ... battery powered ... which lets the computer retain information when the power is off."

\section*{You won't have to wait much longer.}

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After all, as Popular Computing puts it, the QX-10 will "do for computing what the Model T did for transportation."

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PROGRAM \\ 80micro EWINNERS \\ CONTEST
}

\section*{1982-1983}

We've known for some time that kids make up a significant portion of the TRS-80 population. Still, we weren't ready for the response we got to our first annual Young Programmer's Contest.

The number of entries-nearly 200 -was, by itself, impressive. But what struck us was the ambition, skill, and creativity shown by the entrants. Even some of the programs that didn't win are good enough to be published, and will appear in future issues.

Our three-man panel of judges scored the entries in five categories:

Programming elegance. Here we looked at how well the program was written and performed its task, and how attractive the screen displays were. We also considered the ease with which the program could be used.

Documentation. First, we looked for descriptions of how to use the program and how it worked. We gave extra points for when flowcharts, variable lists, program listings, and tables were included.

Originality. This was a tough one to measure, since little software under the sun is entirely new. We finally decided to measure originality by how much creative thinking went into designing the program.

Error-trapping. How tough was it for us to crash the program?

Usefulness. In the case of a game, we measured usefulness by how entertaining it was.

\section*{The Grand Prize}

The grand-prize winner turned out to be 16-year-old David Schmidt's Quest for the Key of Nightshade, an adventure game for the Model I. Quest is one of the better adventure games we've seen in a while, and it scored high in every category.

What impressed us the most about Quest was
the fascinating and internally consistent world it paints. David gives the land of Nightshade so much detail that it seems almost three-dimensional. And what greater praise can be given to a fantasy than that it seems real?

Quest was one of four games that won prizes. But games aren't all you'll find in the next 78 pages. Here's a quick look at our other winning entries:

Project Deep Dive, by Michael John Lake, won first place in the 14-18 category. The game puts you in a submarine, which must fight its way through a tunnel to get to its base. First prize in the 11-13 category went to Carl Huben for his submission Music Composer, which tells you how to turn your computer into a piano keyboard. And topping the 10 -and-under category was Terry Myerson's program Super-Draw, which lets you draw and save figures on your Model III.

Larry Brackney's TRS-Turtle took second prize in the 14-18 group. It lets you use your Model I to explore some of the features of Logo. In the 11-13 group, second place was won by Beth Norman for her adventure game Lair of Kraken. And Nathan Miller's joystick game Byte-Cycles was runner-up in the 10 -and-under category.

Lloyd Kupchanko's Boxing Game, a machinelanguage arcade game for the Model I, finished third in the 14-18 group. We had a tie for third in the 11-13 category-Jennifer Neidenbach's Foreign Flag Quiz and Scott Steele's bulletin board program CASS-80. And third place in the 10 -andunder group was won by Adam Wells for his submission countdown.

If you're interested in seeing what kids are doing with their computers these days, by all means check out the Young Programmer's Contest winners.

And if you're 18 or under, start working on your entry for our next competition. This year's contest set some pretty high standards to match.

\title{
Quest for the Key of Nightshade
}

\author{
by David Schmidt \\ Grand Prize
}

The objective of Quest for the Key of Nightshade is threefold. First, the adventurer must attempt to increase the size and strength of his army. Next, the adventurer must try to collect five pieces of a key that lay scattered throughout

The Key Box
Model I or III 16K, 32K RAM Cassette or Disk Basic Assembly Language Editor/Assembler Opt.
the Land of Nightshade. Once all pieces have been collected and the adventurer has a large and powerful army, he can attempt to capture Castle Nightshade. The purpose of this is to rescue the good king who is held prisoner by the evil emperor currently ruling the land.

\section*{The Display}

The screen display is divided into five sections. The uppermost section merely displays the game's name. The section furthest to the left displays the status of the entire army. In the middle of the
screen is a graphic map depicting the terrain around the player. The lowermost section is used as a communications box. Its purpose is to display warnings and other necessary messages. The section furthest to the right displays the current options available to the player and requests a command. The display always depicts the status and options pertaining you, the player, and your army.

\section*{The Map}

The land of the nightshade is 30 by 30

\section*{Living Beings}

\author{
Crimson Reaper \\ Domain: Castle \\ Fighting Ability: 15 \\ Special Attributes: None
}

The Crimson Reaper is a highly trained warrior. He wears partial plate armor and a helm. The Reaper is armed with a bastard sword and a spiked shield.

The Crimson Reaper has awesome strength and speed. Pain has no effect on him. So, to remove him from battle, he must be killed.

These warriors guard the treasures of Castles Death Shadow and Gray Stone. The Reapers never talk and are rarely seen outside of a castle. Because of their great fighting power, they are feared by all. In fact, many people believe the Reaper is not a human at all, but a disciple of the beast.

\section*{Firedrake}

\section*{Domain: Castle}

Fighting Ability: Variable Special Attributes: None

The firedrake is the true dragon. It stands about 10 meters tall and has a wingspread of over 20 meters. This beast has immense claws and fangs, and it breathes fire.
The dragon is located in Castle Nightshade. Its purpose is to protect the imprisoned king. The fighting ability of the dragon is determined by the skill level you choose.

\author{
Jo-Toe \\ Domain: Water areas \\ Fighting Ability: 4 \\ Special Attributes: None
}

The jo-toe is 2 meters tall and looks like a cross between a wingless bird and a reptile. It has very large webbed feet. The powerful tail is used for balance and propulsion in the water. The jo-toe has a long neck and a small head which is mostly beak.

The creature can run at speeds of over 60 kilometers per hour. This is its main defense, because it is a terrible coward. When cornered, it will fight by kicking with its large clawed feet and by jabbing with its beak.

The jo-toe is a herbivore and scavenger. It spends most of the day wading through the swamps looking for tender shoots of grass. It does enjoy a dead carcass when available.

The creature is basically timid and need not be feared if you are careful.

\section*{Kathake}

\section*{Domain: Desert}

Fighting Ability: 5
Special Attributes: Treasure carrying

The kathake is a female warrior from the desert tribe of the Thake. This human is armed with a large curved sword called a kantana. She wears a cloak and has little or no armor.

The kathake, though not a good sword fighter, is very quick and
units. Each unit is one possible location you can occupy. The display shows a small portion of the map with your party in the center. The map depicts the terrain for four units in each direction. As you move you stay stationary relative to the display while the map moves under you. Small graphic characters on the map symbolize conditions present at that location. The meanings of the symbols are in Table 1.
Landmarks such as rivers, lakes, mountains, and deserts are in the same positions during each game. The locations of man-made objects like bridges, towns, cities, castles, and tombs, vary however, from game to game.

\section*{Marketplace}

In the marketplace you can buy all items for yourself and your army. Marketplaces can be found in any human settlement. Items will cost more in a smaller settlement than in larger cities. When you buy an item, you buy it for the entire army. Certain items such as weapons, armor, and men always require you trade in present equipment. The medium for trade in the marketplace is gold fashioned into small pieces.

\section*{Weapons and Armor}

Weapons and armor make an army more powerful. The greater the number of weapons, the greater the fighting strength. The fighting ability is a number representing fighting strength. You can find this number by adding the armor class and sword class, plus one. The higher the number, the greater you are in battle. Fighting ability is subject
Countains

Table 1. Symbols

\section*{continued from page 85}
therefore she is not to be taken lightly. The greatest danger is that they will use any means to win at battle. For example, females will approach a male seductively, only to kill him once close enough.

The kathake's primary form of livelihood is piracy. The women travel in nomadic bands across the desert in search of a prize. The males of the tribe stay near the camp, while the females become the warriors.

Kathakes always carry the treasures of their victims with them.

\section*{Kilgard}

Domain: Open
Fighting Ability: 7
Special Attributes: Edible
The kilgard is a 6-meter long, furcovered serpent. The fur of the beast is a greenish-brown, which helps it to hide well in long grass and trees. The snake has very large venemous fangs that can pierce most types of armor. Large folds of pointed skin protrude from the head, helping directional hearing.

The kilgard is a quick and agile fighter for its size. The snake will lunge at an enemy with its immense fangs while its tail whips around, striking a blow on the opponent. This beast will attempt to smother the life out of an enemy by coiling around him and then constricting.

The kilgard is a nocturnal creature. It can be found in shady knolls during the day. The kilgard's favorite place is a large tree limb.

The flesh of the kilgard has an enjoyable taste; if fact, many humans consider it a delicacy.

\section*{Merlad}

\section*{Domain: Water areas}

Fighting Ability: 11
Special Attributes: Treasure carrying

The merlad is an amphibious humanoid. The creature is covered with scales and has a membrane protruding from the rear parts of its body. The merlad has gills and can also breath air directly. It has large fangs and claws.
The primary weapon of the am-
phibian is a trident. The beast can throw the weapon as far as 40 yards with great accuracy. The trident is also used like a lance at close hand-to-hand combat. When not armed with a trident, the merlad is still very dangerous, using its fangs and claws to fight.
Merlads live in small, partially submerged cities. A merlad's primary food source is fresh water clams, crawfish, and fish. The creatures will kill humans who get too close to their cities, and reap the benefits from their purses.

\author{
Metore \\ Domain: Water areas \\ Fighting Ability: 8 \\ Special Attributes: Edible
}

The metore is a cross between a shark and an alligator. The fish is about 3 meters long and looks very much like a shark. The skin of the fish is very rough and thick. It has massive saw-edged teeth and an extremely powerful jaw. Its fins have bones in them and can be used like feet.

The fish fights like a shark in the water and like an alligator on land. The fish will attempt to rub its skin against its prey because its skin is like coarse sandpaper. The fish also thrash with its tail. The metore is driven into a frenzy by the presence of salt in the water.

The fish hunts for food-it is a total carnivore. With the boned fins, the metore can make excursions onto land to hunt or to sun itself. The fish live in deep underwater caves. Their flesh is edible and tastes much like pork.

When entering the water, you'd better hope a metore isn't swimming silently under you.

\section*{Quandar}

\author{
Domain: Mountains \\ Fighting Ability: 5 \\ Special Attributes: Treasure carrying
}

The quandar is a \(11 / 2\)-meter tall feline humanoid, It is an intelligent social animal armed with a small sword. Although it is the same size as a human, it possesses far greater

\title{
Telewriter-64 the Color Computer Word Processor
}

\section*{3 display formats: 51/64/85 columns \(\times 24\) lines}

\section*{- True lower case characters}
- User-friendly full-screen editor
- Right justification
- Easy hyphenation
- Drives any printer
- Embedded format and control codes
- Runs in \(16 \mathrm{~K}, 32 \mathrm{~K}\), or 64 K
- Menu-driven disk and cassette I/O

\section*{- No hardware modifications required}

\section*{THE ORIGINAL}

Simply stated, Telewriter is the most powerful word processor you can buy for the TRS-80 Color Computer. The original Telewriter has received rave reviews in every major Color Computer and TRS-80 magazine, as well as enthusiastic praise from thousands of satisfied owners. And rightly so.
The standard Color Computer display of 32 characters by 16 lines without lower case is simply inadequate for serious word processing. The checkerboard letters and tiny lines give you no feel for how your writing looks or reads. Telewriter gives the Color Computer a 51 column by 24 line screen display with true lower case characters. So a Telewriter screen looks like a printed page, with a good chunk of text on screen at one time. In fact, more on screen text than you'd get with Apple II, Atari, TI, Vic or TRS-80 Model III.
On top of that, the sophisticated Telewriter full-screen editor is so simple to use, it makes writing fun. With single-letter mnemonic commands, and menu-driven I/O and formatting, Telewriter surpasses all others for user friendliness and pure power.
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> ..one of the best programs for the Color Computer I have seen...
- Color Computer News, Jan. 1982

\section*{TELEWRITER-64}

But now we've added more power to Telewriter. Not just bells and whistles, but major features that give you total control over your writing. We call this new supercharged version Telewriter-64. For two reasons.

\section*{64K COMPATIBLE}

Telewriter-64 runs fully in any Color Computer \(-16 \mathrm{~K}, 32 \mathrm{~K}\), or 64 K , with or without Extended Basic, with disk or cassette or both. It automatically configures itself to take optimum advantage of all available memory. That means that when you upgrade your memory, the Telewriter-64 text buffer grows accordingly. In a 64 K cassette based system, for example, you get about 40 K of memory to store text. So you don't need disk or FLEX to put all your 64 K to work immediately.

\section*{64 COLUMNS (AND 85!)}

Besides the original 51 column screen, Telewriter-64 now gives you 2 additional highdensity displays: \(64 \times 24\) and \(85 \times 24!!\) Both high density modes provide all the standard Telewriter editing capabilities, and you can switch instantly to any of the 3 formats with a single control key command.
The \(51 \times 24\) display is clear and crisp on the screen. The two high density modes are more crowded and less easily readable, but they are perfect for showing you the exact layout of your printed page, all on the screen at one time. Compare this with cumbersome
"windows" that show you only fragments at a time and don't even allow editing.

\section*{RIGHT JUSTIFICATION \& HYPHENATION}

One outstanding advantage of the full-width screen display is that you can now set the screen width to match the width of your printed page, so that "what you see is what you get." This makes exact alignment of columns possible and it makes hyphenation simple.
Since short lines are the reason for the large spaces often found in standard right justified text, and since hyphenation is the most effective way to eliminate short lines, Telewriter-64 can now promise you some of the best looking right justification you can get on the Color Computer,

\section*{FEATURES \& SPECIFICATIONS:}

Printing and formatting: Drives any printer (LPVII/VIII, DMP-100/200, Epson, Okidata, Centronics, NEC, C. Itoh, Smith-Corona, Terminet, etc).
Embedded control codes give full dynamic access to intelligent printer features like: underlining, subscript, superscript, variable font and type size, dotgraphics, etc.
Dynamic (embedded) format controls for: top. bottom, and left margins; line length, lines per page, line spacing, new page, change page numbering, conditional new page, enable/disable justification. Menu-driven control of these parameters, as well as: pause at page bottom, page numbering, baud rate (so you can run your printer at top speed), and Epson font. "Typewriter" feature sends typed lines directly to your printer, and Direct mode sends control codes right from the keyboard. Special Epson driver simplifies use with MX-80.
Supports single and multi-line headers and automatic centering. Print or save all or any section of the text buffer. Chain print any number of files from cassette or disk.

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Read in, save, partial save, and append files with disk and/or cassette. For disk: print directory with free space to screen or printer, kill and rename files, set default drive. Easily customized to the number of drives in the system.
Editing features: Fast, full-screen editor with wordwrap, block copy, block move, block delete, line delete, global search and replace (or delete), wild card search, fast auto-repeat cursor, fast scrolling, cursor up, down, right, left, begin line, end line, top of text, bottom of text; page forward, page backward, align text, tabs, choice of buff or green background, complete error protection, line counter, word counter, space left, current file name, default drive in effect, set line length on screen.
Insert or delete text anywhere on the screen without changing "modes." This fast "free-form" editor provides maximum ease of use. Everything you do appears immediately on the screen in front of you. Commands require only a single key or a single key plus CLEAR.
...truly a state of the art word processor... outstanding in every respect.
- The RAINBOW, Jan. 1982

\section*{PROFESSIONAL}

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to change by fatigue and randomness. A list of sword classes and armor classes is in Table 2.

\section*{Food, Water, and Potions}

Food, water, and potions are required to play the game. You use food and water to feed your army, and can
\begin{tabular}{|lll|}
\hline & Armor & \\
Leather & & 1 \\
Chain & & 3 \\
Plate & & 5 \\
& Swords & \\
Short & & 2 \\
Long & & 3 \\
Broad & & 5 \\
Two-Handed & & 7 \\
\hline
\end{tabular}

Table 2. Armor and Weapon Classes
only carry 25 units of each. One unit is consumed during each turn. The supplies can be bought in the marketplace or they can be acquired in the wilderness. Food supplies are replenished each time you kill an edible beast. Water stores can be refilled by entering any body of water (either a lake or a river).

You can carry only 10 potions at any time. When consumed, they refresh you and return the fatigue number to 0 percent. Potions cannot be found in the open-they must be bought in the marketplace. If an army is out of food and water (represented by a negative number on the status display) for several days, all members will die from starvation or dehydration.

\section*{Fatigue}

As you move and fight across the land, you are bound to become tired. This factor is displayed in the status list

\section*{continued from page 86}
strength. The coat of the animal is so fine that it is often illegally hunted just for this purpose.

Quandars are not very good fighters. Their tactics consist of running whenever possible. If this is not plausible, they will attempt to disarm their opponent so that they can use their strength advantage in hand-tohand combat.

Quandars are generally a thieving race. Because their ancestory is feline, they are very stealthy. For this reason they can enter a dwelling and burglarize it before the occupants even know of their existence. Most quandars become outlaws, but some live in harmonious coexistence with man. They carry the prizes from their crimes.

\section*{Sand Devil}

\author{
Domain: Desert \\ Fighting Ability: 8 \\ Special Attributes: None
}

The sand devil appears to be 2 meters tall and part man, part beast. Actually the beast is as far removed from a man as is a sneeth. It has no intelligence and acts purely on instinct. A horn protrudes from the top of its head, and long claws sit on the end of its fingers. The sand devil has awesome strength but is rather slow.

The sand devil will fight every-
thing it encounters; this is simply its nature. The animal doesn't use its horn or its claws as weapons, but it attempts to crush its victim between its bare hands. Upon seeing an animal's movement, the beast will charge directly at it, not giving the enemy time to think. Once the animal has been killed, the sand devil will devour it, human or not.

The sand devil spends all its time wandering around the desert looking for food. It has a voracious appetite and will eat anything. The only thing the sand devil can offer the adventurer is danger.

\section*{Scorch}

\section*{Domain: Desert \\ Fighting Ability: 6 Special Attributes: Edible}

The scorch is a vicious, meter-long sand lizard. A long poisonous spike is connected to the end of the scorch's tail. Scorches also have small blunt teeth and long sharp claws. The scorch has thick scaly skin and a dorsal membrane.

Its teeth are ineffective as weapons, so the scorch uses its poisonous tail spike as its major defense. The potent poison on the tail will kill a man in about 5 minutes unless an antidote of jo-toe blood is consumed. The scorch's greatest asset is the advantage of surprise. The skin of the beast so closely matches its
as a percent. The lower the percent the less tired you are; the higher the percent the more tired you are. This factor can be affected by a number of things: terrain, equipment, army's state of health and the battles fought.

If the fatigue number reaches 100 percent, men may begin to die. The dead men's supplies will automatically be distributed evenly among the remaining crew. In these situations you will die last. Fatigue percentage is the average fatigue percent of the entire army.

\section*{Encounters}

As you enter tombs or castles, or just wander across the land, you are bound to run into other living beings. When this happens, you may retreat. The fighting abilities of beings will vary as much as their domain. Killing these beings can be beneficial: survival, trea-
sure, key piece, and entrance to a tomb or a castle. The outcome of a battle is determined by the relative fighting numbers of the beings and your army, and by the numbers of each. The only exception to this rule is when the army is in the water-then they can't defend themselves. A detailed list of the beings is in the sidebar.

\section*{Castles and Tombs}

Castle Death Shadow, Castle Grey Stone, and tombs are the locations of treasures and possibly key pieces. You can attempt to conquer a castle or a tomb by killing the beings defending them. In this case you gain the entire treasure. You can also attempt to burglarize a castle, gaining only part of the treasure. To do this a thief must be present in the ranks of the army. After you and your party have left the structure, it will be reinhabited.

\section*{Castle Nightshade}

Castle Nightshade is the final objective of the game. It is three large connected towers with no windows. The only entrance to the castle is through a locked door that can only be opened with a completed key. A den of firedrakes protect the castle and its contents. Only when the king is free is the game finished.

\section*{Skill Level}

The skill level option is added to always make the game a challenge. The greater the number you enter, the tougher the resulting game will be. This number has an effect on randomness of encounters, number of beings per encounter, and the fighting ability of certain beings.

David Schmidt, age 16, can be reached at 6513 W. 32nd St., Loveland, CO 80537.
surroundings that an adventurer can step on it before he even perceives it.

The animal spends most of the day motionless to avoid exertion in the heat. At night the animal hunts small rodent-like creatures called podoms. Scorches are often domesticated and herded like cattle to be used as a meat source.

\section*{Shadow Beast}

\section*{Domain: Tomb}

Fighting Ability: 12
Special Attributes: None
The shadow beast is a large pan-ther-like animal. The coat of the creature is a sleek black color. It has large white gleaming teeth. The eyes of the shadow beast glow red with an intensity that far surpasses the mere reflection of light.

Few people have ever seen how the beast fights and lived to tell about it. Legend claims that the beast only has to look at a person to kill him, but the shadow beasts actually fight like any other cat.

Because they live in tombs and because their eyes glow red, it is commonly believed the beasts are apparitions from hell. They are never seen outside of a tomb and no one knows what they eat. This legend of the shadow beast coming from hell seems to have a very solid factual basis.

\section*{Program Listing}
\(1 \emptyset\) CLEAR1Ø \(0:\) RANDOM: DEFINTA-Z: DEFDBLP:DIMM \((31,31), M \$(11), T \$(11), F\) \(\mathrm{T} \%\) (11), WM\% (11), MO \(\$(11,3)\), MO\% (11, 3)
12 CLS:PRINT@464,""; :INPUT"ENTER DIFFICULTY FACTOR (1-2ø)";CT\%:I F (CT\%<1ORCT\%>20) THEN12ELSECLS: PRINT@460, CHR\$(23);"** INITIALIZIN G **": FORA \(=1\) TO3
17 RESTORE: \(B=\operatorname{RND}(10): F O R C=1\) TOB: READD, E: NEXT: \(\operatorname{IFM}(D, E)=4\) THEN17ELSE \(M(D, E)=4:\) NEXT \(:\) RESTORE \(:\) FORA \(=1\) TO2 \(0:\) READB \(:\) NEXT \(: F O R A=1 T O 3 \emptyset:\) READB \(:\) FOR \(\mathrm{C}=1 \mathrm{TOB}:\) READD, \(\mathrm{E}, \mathrm{F}:\) IFF \(=3 \mathrm{THENFORG}=\mathrm{D}-1 \mathrm{TOE}+1: \mathrm{FORH}=\mathrm{A}-1 \mathrm{TOA}+1: \operatorname{IFM}(\mathrm{G}, \mathrm{H})=\emptyset\) THENM \((\mathrm{G}, \mathrm{H})=11: \operatorname{NEXT} ;\) NEXTELSENEXT: NEXT
\(3 \emptyset\) FORG \(=\) DTOE: \(\operatorname{IFM}(G, A)\langle>4\) THENM \((G, A)=F: N E X T: N E X T: N E X T E L S E N E X T: N E X T\) : NEXT

\section*{35 FORA \(=1 \mathrm{TO} 4\)}
\(50 B=\operatorname{RND}(3 \emptyset): C=\operatorname{RND}(3 \emptyset): \operatorname{IF}(M(B, C)>2 \operatorname{ANDM}(B, C)<11) \operatorname{THEN} 5 \emptyset E L S E M(B, C)=\) 5: NEXT: FORA \(=1\) TOI \(\emptyset\)
\(8 \emptyset \quad \mathrm{~B}=\operatorname{RND}(3 \emptyset): \mathrm{C}=\operatorname{RND}(3 \emptyset): \operatorname{IF}(\mathrm{M}(\mathrm{B}, \mathrm{C})>2 \operatorname{ANDM}(\mathrm{~B}, \mathrm{C})<11) \operatorname{THEN} 80 \operatorname{ELSEM}(\mathrm{~B}, \mathrm{C})=\) 6: NEX'I:FORA=7TO9
\(11 \emptyset B=\operatorname{RND}(30): C=\operatorname{RND}(3 \emptyset): \operatorname{IF}(M(B, C)>2 \operatorname{ANDM}(B, C)<11)\) THEN11 \(\emptyset E L S E M(B, C\) \()=A: C X \%(A-6)=B: C Y \%(A-6)=C: N E X T: F O R A=1 T O 5\)
\(116 \mathrm{~B}=\operatorname{RND}(3 \emptyset): \mathrm{C}=\operatorname{RND}(3 \emptyset): \operatorname{IF}(\mathrm{M}(\mathrm{B}, \mathrm{C})>2 \operatorname{ANDM}(\mathrm{~B}, \mathrm{C})<11) \operatorname{THEN116\operatorname {ELSEM}(\mathrm {B},\mathrm {C}}\) \()=\perp \emptyset: T X \%(A)=B: T Y \%(A)=C: N E X T: C=\emptyset: D=\emptyset: F O R A=1 T O 5\)
\(118 \mathrm{~B}=\mathrm{RND}(4): \operatorname{IF}(\mathrm{B}=\mathrm{CORB}=\mathrm{D})\) THEN118ELSEIFB=1THENC=1ELSEIFB=2THEND=2 ELSEIFB \(=3\) THENLH \(\%=\mathrm{LH} \%+1\)
\(119 \mathrm{~L}(\mathrm{~A})=\mathrm{B}: \mathrm{NEXT}: F O R A=\emptyset \mathrm{TO} \emptyset: \mathrm{FORB}=1 \mathrm{TO} 3: \operatorname{READC}: M \$(\mathrm{~A})=\mathrm{M} \$(\mathrm{~A})+\mathrm{CHR} \$(\mathrm{C}): \mathrm{N}\) EXT:NEXT:M\$(11)=". ":FORA= 0 TO3:FORB=1TO3:READAS,C:MOS \((A, B)=A \$: M\) \(O \%(A, B)=C: M O \$(11, B)=A \$: M O \%(11, B)=C: N E X T: N E X T: F O R A=\emptyset T O 11:\) READA \(: T\) \(\$(\mathrm{~A})=\mathrm{A} \$: \operatorname{NEXT}: \mathrm{FORA}=1 \mathrm{TO} 7: \operatorname{READAR} \$(\mathrm{~A}), \mathrm{FA} \%(\mathrm{~A}), \mathrm{FB} \%(\mathrm{~A}), \mathrm{P}(\mathrm{A}): \mathrm{NEXT}: \mathrm{DEFDBL}\) G,JK
\(150 \mathrm{X}=\operatorname{RND}(30): \mathrm{Y}=\operatorname{RND}(3 \emptyset): \operatorname{IFM}(\mathrm{X}, \mathrm{Y})>\) THEN15 0 ELSEWR\% \(=1:\) FO\% \(=25:\) WA\% \(=25\)
 FT\% \((11)=2: W M \%(1)=1: \mathrm{FB}_{8}=4: \mathrm{PO} \%=10: \mathrm{TG} \%=1: \mathrm{TL} \%=1: \mathrm{CLS}\)
 5, STRING\$ \((46,131)\); :PRINT@960,STRING \((63,176) ;:\) FORA=0TO960STEP64: PRINT@A, CHR \(\$(191) ;:\) PRINT@A+62, CHRS (191) ; : IFA 128 THENPRINT@A +17 , C HRS(191) ; :IFA<768THENPRINT@A+45,CHR\$(191);
\(18 \emptyset\) NEXT:PRINT@65,STRING\$ \((14, "=")\);"QUEST FOR THE KEY OF NIGHT SH ADE"; STRING\$ \((15, "=") ;: F O R A=194 T 0898 \operatorname{STEP} 64: \operatorname{READA}:\) PRINT@A,AS; :NEX \(T\)
190 GOSUB200:GOTO21ø
\(2 \emptyset \emptyset\) PRINT@2ø日, X;:PRINT@206, Y; :PRINT@209, CHR\$(191);::PRINT@267,T\$ (M(X,Y));:PRINT@333,K;:PRINT@391,"";:PRINTUSING"**\#,\#\#\#\#\#\#; G;:P RINT@458,T;:PRINT@523,WR\%;:PRINT@585,SW\$;:PRINT@649,AR\$;:PRINT@7 14,FA\%;"\% ";:PRINT@775,FO\%;:PRINT@840,WA\%;:PRINT@9ø6,PO\%;:RETURN
\(210 \mathrm{C}=210:\) PRINT@21 \(0, " " ;: F O R A=Y-4\) TOY \(+4: F O R B=X-4\) TOX \(+4:\) IF (A<1ORA \(>3 \emptyset\)
ORB<1ORB>30) THENPRINT" + ";ELSEPRINTM\$(M(B,A));
220 NEXT: \(\mathrm{C}=\mathrm{C}+64\) : PRINT@C, \({ }^{n}{ }^{\prime \prime} ;:\) NEXT
\(222 \operatorname{IF}(M(X, Y)=50 R M(X, Y)=6)\) THEN8 \(\emptyset 0 \operatorname{ELSEIFM}(X, Y)=3\) THENWA \(\%=25: F T \%\) (3) \(=2 * F T \%\) :PRINT@859,"* WATER SUPPLIES REFILLED *"; GOSUB8500:GOSUB2 \(\emptyset \emptyset\)
\(225 \operatorname{IFM}(\mathrm{X}, \mathrm{Y})=7\) THENAS="CASTLE DEATH SHADOW": GOSUB2490ELSEIFM (X,Y) =8THENAS ="CASTLE GREY STONE": GOSUB249øELSEIFM \((X, Y)=9\) THENGOSUB29


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\section*{Listing continued}

ØELSEIFM \((\mathrm{X}, \mathrm{Y})=1 \emptyset\) THENGOSUB26ØØ
\(226 \operatorname{IFRND}(3+\operatorname{INT}(\mathrm{CT} \% / 5))=1\) THENGOSUB6005
227 FORA \(=16438 \mathrm{TO} 6441:\) POKEA， \(0: \mathrm{NEXT}\)
228 IFFA\％＞69THENPRINT＠867，＂＊＊WARNING＊＊＂；：PRINT＠926，＂－FATIGUE LEVEL H \(\perp \mathrm{GH}-\)－＂；GOSUB85 00
230 GOSUB4øøø：PRINT＠245，＂N＂；：PRINT＠309，＂［＂；：PRINT＠369，＂W＂；CHR\＄（ 93）；＂＋＂；CHR \(\$(94)\) ；＂E＂；PRINT＠437，CHR\＄（92）；：PRINT＠501，＂S＂；：IFM（ \(\mathrm{X}, \mathrm{Y})=3\) THENI \(=627\) ：GOSUBL750：GOTO250ELSEPRINT＠562＂\({ }^{\prime \prime}(\mathrm{R})\) EST＂；
235 IFPO\％\(>\) ØTHENPRINT＠623，＂（T）AKE POTION＂；\(: \mathrm{I}=756\) ：GOSUB1750ELSEI \(=6\) 92：GOSUB175 1
250 IFA \(=\)＂N＂THEN260ELSEIFA\＄＝＂E＂THEN27øELSEIFA\＄＝＂S＂THEN280ELSEIFA \＄＝＂W＂THEN290ELSEIF（A\＄＝＂R＂ANDM（X，Y）＜＞3）THEN30øELSEIF（A\＄＝＂T＂ANDPO\％ \(>\) ØANDM（X，Y）＜＞3）THEN340ELSEGOSUB50ø
252 GOSUB2の日も：GOTO25ø
260 IFY－1＜1THEN310ELSED＝\(\emptyset: E=-1\) ：GOTO32 0
\(27 \emptyset\) IFX \(+1>3 \emptyset\) THEN \(31 \emptyset\) ELSED \(=1: E=\emptyset:\) GOTO32 \(\emptyset\)
\(28 \emptyset\) IFY \(+1>30\) THEN \(310 \cdot\) ELSED \(=\emptyset: E=1:\) GOTO32 0
\(29 \emptyset\) IFX－1＜1THEN31 \(\emptyset E L S E D=-1: E=\emptyset:\) GOTO32 \(\emptyset\)
\(30 \emptyset\) PRINT＠868，＂＜＜REST＞＞＂；GOSUB850 \(0: \mathrm{D}=\emptyset: \mathrm{E}=\emptyset: \mathrm{FA} \%=\mathrm{FA} \%-30-\mathrm{FT} \%-\mathrm{FT} \%\) \((\mathrm{M}(\mathrm{X}, \mathrm{Y})):\) IFFA\％＋FT\％\(+\mathrm{FT} \%(\mathrm{M}(\mathrm{X}, \mathrm{Y}))<\emptyset T H E N F A \%=\emptyset-\mathrm{FT}_{\mathrm{F}}-\mathrm{FT} \%(\mathrm{M}(\mathrm{X}, \mathrm{Y})):\) GOTO32 0ELSE32』
310 PRINT＠85ø，＂－EXPLORATION INTO AND BEYOND THE PERIMETER＂；：PRI NT＠922，＂WILL AVAIL YOUR QUEST NOTHING．＂；：GOSUB8500：GOTO226
\(32 \emptyset \mathrm{FA} \%=\mathrm{FA} \%+\mathrm{FT} \%+\mathrm{FT} \%(\mathrm{M}(\mathrm{X}, \mathrm{Y})): \mathrm{FO} \%=\mathrm{FO} \%-1: \mathrm{WA} \%=\mathrm{WA} \%-1-\mathrm{WM} \%(\mathrm{M}(\mathrm{X}, \mathrm{Y})): \mathrm{IF}(\mathrm{F}\) \(0 \%<1\) ANDA \(=\)＂ \(\mathrm{R}^{\prime \prime}\) ）THENFA\％＝FA\％＋3ELSEIFFO\％＜1THENFA\％\(=\mathrm{FA} \%+6\)
325 IF（FO\％＜1ANDA \(\$=" R\)＂\()\) THENFA\％\(=\mathrm{FA} \%\)＋2ELSEIFWA \(<1\) THENFA \(\%=\mathrm{FA} \%+5\)
326 IFWA\％\(=\) ดTHENPRINT＠863，＂－WATER SUPPLY GONE－＂；：GOSUB850 0
327 IFFO\％＝ØTHENPRINT＠863，＂－FOOD SUPPLIES OUT－＂；：GOSUB850Ø
\(330 \mathrm{X}=\mathrm{X}+\mathrm{D}: \mathrm{Y}=\mathrm{Y}+\mathrm{E}:\) IFWA\％＜－4THEN360ELSEIFFO\％＜－7THEN350
335 IFFA\％＞99THEN37
337 IFAS＝＂R＂THENGOSUB2øØ：GOTO227ELSE190
\(340 \mathrm{PO}=\mathrm{PO} \%-1: \mathrm{FA} \%=\emptyset:\) PRINT＠861，＂＋ELIXIR POTION TAKEN＋＂；：PRINT＠9 17，＂－YOU ARE NOW RESTORED TO \(\emptyset\) \％FATIGUE．＂；：GOSUB 850 ：GOSUB2 \(\emptyset\) ： GOTO227
\(35 \emptyset\) PRINT＠865，n＊＊STARVATION＊＊＂；：PRINT＠932，＂－ALL DIE－＂；
355 GOTO \(87 \emptyset 0\)
369 PRINT＠865，＂＊＊DEHYDRATION＊＊＂；：PRINT＠932，＂－ALL DIE－＂； 365 GOTO870 0
370 FA\％\(=95\) ：PRINT＠ \(866, " * *\) EXHAUSTION \(* * "\) ；\(:\) IFM \((X, Y)=3\) THEN 7 日0ELSEA \(=\)
 375 IFWR\％\(=\) ØTHEN 4 ØØ
\(38 \emptyset \mathrm{FO}=\mathrm{FO} \%+\mathrm{FO} \% \mathrm{~A} /(\mathrm{WR} \%+\mathrm{T}): \mathrm{WA} \%=\mathrm{WA} \%+\mathrm{WA} \% \mathrm{~A} /(\mathrm{WR} \%+\mathrm{T}): \mathrm{PO} \%=\mathrm{PO} \%+\mathrm{PO} \% \mathrm{~A} /(\mathrm{W}\) \(\mathrm{R} \%+\mathrm{T}\) ）
381 IFFO \(\%\) 25THENFO \(=25\)
382 IFWA \(>25 \mathrm{THENWA} \%=25\)
383 IFPO \(>10\) THENPO \(\%=10\)
385 IFA＝1THENPRINT＠93＠，＂－1 MAN DIES－＂；GOTO387
386 PRINT＠930，＂－＂；A；＂MEN DIE－＂；
387 GOSUB8500：GOTO190
\(39 \emptyset\) PRINT＠931，＂－NONE DIE－＂；：GOSUB85＠ø：GOTO19
40Ø PRINT＠932，＂－ALL DIE－＂；
410 GOSUB87ø0
50 （ PRINT＠864，＂－＝INPUT ERROR＝－＂；：GOSUB850 \(0:\) RETURN
700 PRINT＠931，＂－ALL DROWN－＂；
710 GOSUB87＠ø
\(80 \emptyset\) PRINT＠857，＂－YOU HAVE JUST ENTERED A＂；：IFM \((X, Y)=5\) THENPRINT＂ CITY－＂；ELSEPRINT＂TOWN－＂；
810 GOSUB8500：GOSUB4000：PRINT＠239，＂－DO YOU WISH＂；：PRINT＠303，＂TO
GO TO THE＂；：PRINT＠367，＂MARKET PLACE？＂；：I＝499：GOSUB1740
820 GOSUB1610：IFAS＝＂Y＂THEN830ELSE23 0
830 PRINT＠856，＂－WHAT DO YOU WISH TO PURCHASE？＂；：GOSUB8500：GOSUB 4000：：PRINT＠240，＂（A）RMOR＂；：PRINT＠3日4，＂（F）OOD UNITS＂；：PRINT＠368，＂ （I）NFO＂；：PRINT＠432，＂（M）EN＂；：PRINT＠496，＂（S）WORDS＂；
835 PRINT＠560，＂（P）OTIONS＂；：PRINT＠624，＂（W）ATER UNITS＂；：I＝756：GOSU B1750：IFA \(=\)＂A＂THEN840ELSEIFAS＝＂F＂THEN88のELSEIFAS＝＂I＂THEN980ELSEI FAS＝＂M＂THEN92øELSEIFAS＝＂S＂THEN90日ELSEIFA\＄＝＂P＂THEN89＠ELSEIFA\＄＝＂W＂ THEN885ELSEGOSUB500：GOTO835
840 GOSUB60ø0：PRINT＠367，＂（L）EATHER＂；：PRINT＠431，＂（C）HAINMAIL＂；：PR INT＠495，＂（F）ULLPLATE＂；：I＝628：GOSUB1750：IFA

\(850 \mathrm{P}=\mathrm{P}(\mathrm{TG} \%): \mathrm{P}=\mathrm{P} *(\mathrm{WR} \mathrm{\%}+\mathrm{T}):\) GOSUB \(11 \emptyset \emptyset: \mathrm{H} \#=\mathrm{P}:\) GOSUB \(23 \emptyset \emptyset:\) IFP＝H\＃THENGOSU B1400ELSEGOSUB1200
860 GOSUB1600：IFAS＝＂N＂THEN17Ø日ELSEIFP＜＝GTHENG＝G－P：AR\＄＝AR\＄（TG\％）：G OTO170ØELSE1800
\(87 \emptyset\) GOSUB3 \(0 \emptyset \emptyset:\) IFN + E \(>\) DTHEN 3050 ELSEIFN \(=\emptyset\) THEN \(17 \emptyset \emptyset E L S E P=F^{*} N^{*}(W R \%+T)\) ：
 LSEG＝G－P：IFE \(<\emptyset\) THENE \(=\mathrm{N}:\) RETURNELSEE \(=\mathrm{E}+\mathrm{N}:\) RETURN
\(88 \emptyset \mathrm{D}=25: \mathrm{E}=\mathrm{FO}: \mathrm{F}=3\) ：GOSUB \(870: \mathrm{FO} \% \mathrm{E}: \mathrm{GOTO} 17 \emptyset \emptyset\)
\(885 \mathrm{D}=25\) ： \(\mathrm{E}=\mathrm{WA} \%: \mathrm{F}=1\) ：GOSUB \(870: \mathrm{WA} \% \mathrm{E}:\) GOTO \(17 \emptyset \emptyset\)
\(890 \mathrm{D}=1 \emptyset: \mathrm{E}=\mathrm{PO}: \mathrm{F}=20: \mathrm{GOSUB} 870: \mathrm{PO}=\mathrm{E}: \mathrm{GOTO17} \mathrm{\emptyset} \mathrm{\emptyset}\)
900 GOSUB60日0：PRINT＠367，＂（S）HORTSWORD＂；：PRINT＠431，＂（L）ONGSWORD＂； ：PRINT＠495，＂（B）ROADSWORD＂；：PRINT＠559，＂（T）WO－HANDED＂；：I＝692：GOSUB 1750：IFA \(\$=\)＂S＂THENTL\％\(=4\) ELSETFA \(\$=" L " T H E N T L \%=5 E L S E I F A S=" B " T H E N T L \%=6\) ELSEIFA\＄＝＂T＂THENTL\％＝7ELSEGOSUB500：GOTO9ø 0
\(9 \emptyset 5 \mathrm{P}=\mathrm{P}(\mathrm{TL} \%): \mathrm{P}=\mathrm{P} *(\mathrm{WR} \%+\mathrm{T}):\) GOSUB1100： \(\mathrm{H} \#=\mathrm{P}\) ：GOSUB240日：IFP＝H\＃THENGOSU B14øøELSEGOSUB120ø
910 GOSUBI6の日：IFAS＝＂N＂THEN17Ø日ELSEIFP＜＝GTHENG＝G－P：SW\＄＝AR\＄（TL\％）：G

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\section*{Sneeth}

Domain: Open Fighting Ability: 10 Special Attributes: None

The sneeth is 2 meters long and closely resembles a terrestrial badger. The creature's torso is covered with a 5 -centimeter thick calcium carapace. Two large tusks protrude from the lower jaw. The animal has a long powerful tail that resembles the tail of a rat.

The sneeth's main attack strength lies in its ability to teleport from location to location. The creature will use its tusks to thrust up and gore the opponent in battle. The sneeth will also use its tail as a weapon, flailing it about like a mace.

The sneeth is primarily a subterranean creature with poor eyesight and superb hearing. Ground hogs and other small rodents are the sneeth's primary sustenance. The animal is attracted to shiny or curious objects and will fight if necessary to obtain them.

\author{
Terolt \\ Domain: Open \\ Fighting Ability: 6 \\ Special Attributes: Treasure carrying
}

The terolt is a meter-tall humanoid. Its body is covered with black hair, while the head of the beast is covered with long white hair. A vicious-looking pug face frames two rows of small razor-sharp teeth. The beast has long arms and fingers tipped with large claws. The terolt is armed with nothing but a celebus, a small sharp knife. Although small and squat in stature, the terolt is still very strong.
The greatest fighting strength of the creature is its ability to move with silent speed. It can remain motionless, hiding in bushes or trees, for up to three hours. Once the victim has almost stepped on it, the terolt will launch itself towards the prey. Landing on the prey, the terolt will plunge its celebus into the victim's body many times. Although experts at ambush, the beasts can't fight well when confronted in the open.

The terolt is nocturnal, sleeping
during the day in caves and hunting at night. It hunts for three reasons: treasure, food, and sport. The heads of its kills adorn the walls of its cave.

\author{
Wolfaut \\ Domain: Mountains \\ Fighting Ability: 7 \\ Special Attributes: None
}

The wolfaut looks like a 2 -meter tall horse, although it is actually more like a wolf. The beast is black in color and is very heavyset. Being a carnivore, it has numerous sharp teeth. The wolfaut also has a horn in the middle of its forehead.

The wolfaut fights using its horn and its teeth. Given the chance, the beast will also attempt to trample its prey. The creature is powerful in battle and eats everything that it kills.

The wolfaut usually hunts in packs. Humans and humanoids are natural prey, as are other creatures. Although resembling a horse, wolfauts are far too dangerous to be used as a mount.

\author{
Xantau \\ Domain: Mountains \\ Fighting Ability: 14 \\ Special Attributes: Edible
}

The xantau is a 5 -meter long carnivore that resembles a terrestrial tiger. This beast has large front teeth and an extremely powerful set of jaws. When standing on its hind legs, the xantau can attain a height of over 8 meters, allowing it to see over the tops of most smaller trees.

The xantau is one the most dangerous beasts in the Land of Nightshade. Even though the creature is of tremendous size, it still possesses great speed and agility. The coat of the xantau is so thick that most swords can't even penetrate it. In battle the creature fights with his teeth and claws.

Xantaus live in caves far removed from settlements of human beings. They are extremely protective of their families and will fight to all ends to protect them. They primarily eat wolfauts and other large forestdwelling beasts.

The flesh of the xantau produces no ill effects when eaten by man; in fact, it is often used for medicinal purposes.

OTO1700ELSE1800
920 GOSUB60日0：PRINT＠368，＂（T）HIEVES＂；：PRINT＠432，＂（W）ARRIORS＂；：I＝5 64：GOSUB1750：IFAS＝＂T＂THENP＝675：E＝1ELSEIFA\＄＝＂W＂THENP＝550：E＝2ELSEG OSUB500：GOTO920
930 GOSUB30日0：IFN＝0THEN1700ELSEP＝P＊N：H\＃＝P：GOSUB230日：GOSUB240日：IF \(\mathrm{P}=\mathrm{H} \# \mathrm{THENGOSUB} 140\) ■ELSEGOSUB12øø
\(94 \emptyset\) GOSUB1600：IFAS＝＂N＂THEN17Ø日ELSEIFP＜＝GTHENG＝G－P：SW\＄＝＂NONE
\(: A R \$={ }^{\text {＂NONE }}\)＂\(: T \mathrm{TG} \%=\emptyset: T L \%=\emptyset: F O \%=(F O \% *(\mathrm{WR} \mathrm{\%}+\mathrm{T})) /(\mathrm{WR} \mathrm{\%}+\mathrm{T}+\mathrm{N}): \mathrm{WA} \%=(\mathrm{WA} \%\)＊ \((\mathrm{WR} \mathrm{\%}+\mathrm{T})) /(\mathrm{WR} \mathrm{\%}+\mathrm{T}+\mathrm{N}): \mathrm{PO} \%=(\mathrm{PO} *(\mathrm{WR} \mathrm{\%}+\mathrm{T})) /(\mathrm{WR} \mathrm{\%}+\mathrm{T}+\mathrm{N}): \mathrm{FA} \%=(\mathrm{FA} \% *(\mathrm{WR} \mathrm{\%}+\mathrm{T}))\) ／（WR\％＋T＋N）ELSE18 0
945 IFE＝1THENT \(=T+\mathrm{N}\) ：GOTO1700ELSEWR\％\(=\mathrm{WR} \mathrm{\%}+\mathrm{N}:\) GOTO17 0
\(980 \mathrm{P}=100\) ：GOSUB110 ：GOSUB1400：GOSUB1600：IFAS＝＂N＂THEN1700ELSEIFP＞ GTHEN1800ELSEG＝G－P：PRINT＠851，＂－ONE MOMENT PLEASE．I WILL ASK A ROUND TO＂；：PRINT＠915，＂SEE IF ANYONE KNOWS WHERE A PIECE IS．＂；：FO RA \(=1 \mathrm{TO} 300\) ：NEXT：GOSUB 8500
\(982 \mathrm{P}=20 \emptyset \emptyset: \operatorname{GOSUB} 11 \emptyset \emptyset: \operatorname{IFRND}(5)>1\) THEN 990 ELSEB \(=\) RND \((5): \operatorname{IFL}(B)=4\) THEN 9 \(90 \operatorname{ELSEIFL}(\mathrm{~B})=3\) THENC \(=\) RND（LH\％）： \(\mathrm{E}=\mathrm{TX} \%(\mathrm{C}): \mathrm{F}=\mathrm{TY} \%\)（ C ）： \(\mathrm{P}=\mathrm{P}+5 \emptyset 0\)
984 PRINT＠851，＂－I HAVE FOUND THE LOCATION OF A KEY PIECE．＂； \(\operatorname{GOS}\) UB1400：GOSUB16ø0：IFA\＄＝＂N＂THEN17ضøELSEIFP＞GTHEN180øELSEG＝G－P：IFL（ B）\(=3\) THENPRINT＠851，＂－A PIECE LAYS IN A TOMB LOCATED＂；GOSUB5050： FORA \(=1\) TO150 ：NEXT：GOSUB850 ：GOTOI7 0
\(986 \operatorname{IFL}(B)=1\) THENA \(\$=\)＂DEATH SHADOW＂ELSEA \(\$=\)＂GREY STONE＂
988 PRINT＠851，＂－A PIECE OF THE KEY LAYS IN THE TREASURES＂；：PRIN T＠915，＂OF THE CASTLE＂；AS；＂．＂；：FORA＝1TO1500：NEXT：GOSUB8500：GOTO1 700
990 PRINT＠851，＂－I AM SORRY，I CAN NOT FIND THE LOCATION＂；：PRINT ＠915，＂OF A KEY PIECE．＂；：FORA＝1TO1500：NEXT：GOSUB8500：GOTOI700
\(1100 \operatorname{IFM}(\mathrm{X}, \mathrm{Y})=5\) THENRETURNELSEP \(=\operatorname{INT}(\mathrm{P}+(\mathrm{P} / 3))\) ：RETURN
1200 PRINT＠862，＂\(=\) WITH TRADE IN \(=-\)＂；：IFP 1 ITHENP＝ \(0:\) GOSUB15 0 ：RET URNELSEGOSUB140 1 ：RETURN
1400 PRINT＠922，＂＊COST \(=\)＂；P；＂GOLD PIECES＊＂；：GOSUB8500：RETURN
1500 PRINT＠923，＂＊THERE WILL BE NO COST＊＂；：GOSUB8500：RETURN
16øø GOSUB4øøø：PRINT＠238，＂－DO YOU ACCEPT＂；：PRINT＠3ø4，＂THE OFFER ？＂；：I＝435：GOSUB1740

\(17 \emptyset \emptyset \mathrm{FT} \%=\mathrm{FA} \%(\mathrm{TG} \%)+\mathrm{FA} \%(\mathrm{TL} \%)+15: \mathrm{FB} \%=\mathrm{FB} \%(\mathrm{TG} \%)+\mathrm{FB} \%(\mathrm{TL} \%)+1:\) GOSUB \(2 \emptyset \emptyset: \mathrm{G}\) OSUB4000：PRINT＠238，＂－WILL THERE BE＂；：PRINT＠303，＂ANYTHING ELSE？＂ \(;: I=435\) ：GOSUB17 40 ：GOSUB1610
1710 IFA \(=\)＂N＂THEN23 1 ELSE830
1740 PRINT＠I，＂（Y）ES＂；：PRINT＠I＋64，＂（N）O＂；：I＝I＋192
1750 PRINT＠I，＂COMMAND－＂；：I＝I＋8：GOSUB2øø日：RETURN
1800 PRINT＠856，＂\(-=\) YOU DON＇T HAVE ENOUGH GOLD \(=-\)＂；：GOSUB8500：GOT 01700
2øøø A\＄＝＂＂：PRINT＠I，CHR\＄（32）；：PRINT＠478，STRING\＄（2，191）；CHR\＄（149）； ：FORA＝1TO50：A\＄＝INKEY\＄：IFA\＄＜＞＂＂THENRETURNELSENEXT：PRINT＠I，CHR\＄（14 3）；：PRINT＠478，M\＄（M（X，Y））；：FORA＝1TO50：A\＄＝INKEY\＄：IFA\＄＜＞＂＂THENRETUR NELSENEXT：GOTO2øøØ
\(230 \emptyset\) A \(\$=\) LEFTS（AR \(\$, 1\) ）：IFA \(\$=\)＂N＂THENRETURNELSEIFA \(=\)＂L＂THENP＝P－35＊（W \(\mathrm{R} \%+\mathrm{T}\) ）：RETURNELSEIFAS＝＂ \(\mathrm{C}^{\mathrm{T}}\) THENP＝P－150＊（WR\％＋T）：RETURNELSEP＝P－275＊（ W \(R \%+T)\) ：RETURN

 NP \(=\mathrm{P}-18 \emptyset *(\mathrm{WR} \mathrm{\%}+\mathrm{T}):\) RETURNELSEP \(=\mathrm{P}-2 \emptyset \emptyset *(\mathrm{WR} \mathrm{\%}+\mathrm{T}):\) RETURN
2490 GOSUB280 1
 6，＂（B）URGLARIZE＂；：PRINT＠560，＂（C）ONTINUE ON＂；：I＝692ELSEPRINT＠496， ＂（C）ONTINUE ON＂；： \(\mathrm{I}=628\)
 FA \(\$=\)＂C＂THENRETURNELSEGOSUB50Ø：GOTO250

 TO5： \(\operatorname{IFL}(A)=M(X, Y)-6 T H E N C=1: L(A)=\emptyset: G O S U B 76 \emptyset \emptyset: G O T O 6 \emptyset 20 E L S E N E X T: G O S\) UB7600：GOTO6ø20
2530 IFRND \((3)=1\) THENPRINT＠850，＂＊＊YOUR THIEF HAS BEEN CAUGHT AND KILLED＊＊＂；：GOSUB85ø日：T＝T－1：GOSUB2め日：GOTO25øøELSEIFRND（5）＞1THEN2 550ELSEPRINT＠851，＂－YOUR THEIF STOLE THE TREASURE AND RAN＂；：PRIN T＠915，＂OFF WITH IT．＂；：GOSUB8500：T＝T－1
 XT：GOSUB2の 1 ：GOTO25øø
2550 PRINT＠851，＂－YOUR THIEF STOLE THE TREASURE AND＂；：PRINT＠915，
 TO5： \(\operatorname{IFL}(A)=M(X, Y)-6\) THENC \(=1: L(A)=\emptyset:\) GOSUB76 \(00:\) GOSUB \(2 \emptyset 0:\) RETURNELSEN EXT：GOSUB7600：RETURN
2600 AS＝＂AN ANCIENT TOMB＂：GOSUB2800：GOSUB40日0：GOSUB27日0：PRINT＠43 2，＂（C）ONTINUE ON \({ }^{n}\) ；：PRINT＠496，＂（E）NTER TOMB＂；
\(2610 \mathrm{I}=628\) ：GOSUB1750：IFA \(\$={ }^{\circ} \mathrm{C} " \mathrm{THENRETURNELSEIFA}=" \mathrm{E}\)＂THEN262のELSEG OSUB500：GOTO2610
\(2620 \mathrm{~B} \$=\)＂SHADOW BEAST＂\(: \mathrm{N}=\mathrm{RND}(\mathrm{CT} \% * 4)+\mathrm{CT} \% * 4: \mathrm{B}=12:\) GOSUB7ø日0：PRINT＠8 61，＂＊YUU ARE ATTACKED！＊n；：GOSUB85øø：GOSUB750日：J＝RND（N＊2øø日）＋N＊ 750：C＝0
2630 FORA \(=1\) TO5：IFL（A）\(\langle>3\) THENNEXT：GOSUB 7600 ：GOTO60 20 ：RETURNELSEFO \(\mathrm{RA}=1 \mathrm{TO} 5: \mathrm{IF}(\mathrm{TX} \%(\mathrm{~A})=\mathrm{XANDTY}\)（ A\()=\mathrm{YANDA}<=\mathrm{LH} \%\) ）THENFORB＝ATO4：TX\％（B）＝TX\％ \((\mathrm{B}+1): T Y \%(\mathrm{~B})=T Y \%(\mathrm{~B}+1): \mathrm{NEXT}: \mathrm{LH} \%=\mathrm{LH} \mathrm{\%}-1: \mathrm{L}(\mathrm{A})=0: \mathrm{C}=1:\) GOSUB760 \(0:\) GOTO6 \(\emptyset\) 20ELSENEXT：GOSUB7600：GOTO6020
27 Ø 2 PRINT＠239，＂－WHAT DO YOU＂；：PRINT＠303，＂WISH TO DO？＂；：RETURN 280ø PRINT＠851，＂－YOU HAVE COME UPON＂；AS；＂！＂；：GOSUB8500：RETURN



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\section*{Listing continued}
\(290 \emptyset\) A\＄＝＂CASTLE NIGHT SHADE＂：GOSUB280Ø：GOSUB40ØØ：PRINT＠239，＂－DO YOU WISH＂；：PRINT＠303，＂TO ENTER THE＂；：PRINT＠367，＂CASTLE？＂；：I＝499 ：GOSUB1740：GOSUB1610：IFA\＄＝＂N＂THENRETURN
2910 IFK＜5THENPRINT＠851，＂－YOU NEED A COMPLETED KEY TO GAIN ENTR ANCE＂；：PRINT＠915，＂TO CASTLE NIGHT SHADE．＂；FORA＝1TO1500：NEXT：GOS UB850ø：RETURNELSEPRINT＠851，＂＊＊YOU HAVE SUCCESSFULLY GAINED ENTR ANCE＊＊＂；：GOSUB850Ø：
292 ด \(\mathrm{B}={ }^{\prime \prime} \mathrm{FIREDRAKE":N=CT} \mathrm{\% *2:B=CT} \mathrm{\% *2} \mathrm{\emptyset+RND(2} \mathrm{\emptyset):GOSUB7} \mathrm{\emptyset} \mathrm{\emptyset} \mathrm{\emptyset:PRINT@866}\) ＂n＊BATTLE！＊＂；：GOSUB85øø：GOSUB750ø：PRINT＠855，＂＊＊YOU HAVE COMPL ETED YOUR QUEST！＊＊＂；PRINT＠915，＂－THE KING IS SAVED AND THE LAN D IS FREED！＂；
2930 GOTO87Ø0
\(30 \emptyset \emptyset K(1)=-1: K(2)=-1: G O S U B 6 \emptyset \emptyset \emptyset: P R I N T @ 239^{\prime \prime}-\) HOW MANY DO＂；：PRINT＠ 306，＂YOU WISH？＂；：PRINT＠431，＂〈ENTER＞ENTERS＂；：PRINT＠495，＂＜CLEAR＞ ERASES＂；：PRINT＠630，＂＂；：I＝630
\(301 \emptyset\) GOSUB \(2 \emptyset \emptyset \emptyset: \operatorname{IF}((\operatorname{ASC}(A \$)>47 A N D A S C(A S)<58)\) ORAS＝CHRS \((13)\) ORA \(=C H R\) \(\$(31))\) THEN3 020 ELSEGOSUB500：GOTO301Ø
\(302 \emptyset\) IFI＜632THEN3Ø3ØELSEIFA\＄＝CHR\＄（31）THEN3ØØØELSEIFA\＄＝CHR\＄（13）TH EN3Ø40ELSE3010
\(3 \emptyset 3 \emptyset\) IFA \(=\) CHR（31）THEN3ØØØELSEIFAS＝CHR\＄（13）THEN3Ø4ØELSEPRINT＠I，A \(\$ ;: I=I+1: K(I-630)=V A L(A \$): G O T O 301 \emptyset\)
\(304 \emptyset \operatorname{IFK}(2)=-1\) THENN \(=\mathrm{K}(1): \operatorname{RETURNELSEN}=\mathrm{K}(1) * 1 \emptyset+\mathrm{K}(2):\) RETURN
3050 PRINT＠854，＂＜＜A MAN CAN＇T CARRY MORE THAN＂；D；＂＞＞＂；：GOSUB85 Øの：GOTO87
4ØØØ FORA \(=238\) TO75ØSTEP64：PRINT＠A，CHR\＄（207）；：NEXT：RETURN
5050 PRINT＠915，＂AT MAP X：＂；E；＂Y：＂；F；：FORA＝1TO30日0：NEXT：GOSUB850 0：RETURN
6ØØø GOSUB4の日Ø：PRINT＠239，＂－WHICH TYPE？＂；：RETURN
\(6 \emptyset 05 \mathrm{E}=\mathrm{RND}(3): \mathrm{B} \$=\mathrm{MO}(\mathrm{M}(\mathrm{X}, \mathrm{Y}), \mathrm{E}): I \mathrm{IB}\) ：＝＂＂THENRETURNELSEN＝RND（CT\％＊5） \(: \mathrm{B}=\mathrm{MO}(\mathrm{M}(\mathrm{X}, \mathrm{Y}), \mathrm{E}): \operatorname{GOSUB} 7 \emptyset \emptyset \emptyset: \operatorname{IFM}(\mathrm{X}, \mathrm{Y})=3\) THENPRINT＠861，＂＊YOU ARE ATT ACKED！＊＂；：GOSUB850ø：GOSUB750ø：GOSUB2øø：RETURN
\(6 \emptyset 1 \emptyset\) GOSUB4ØØø：：PRINT＠239，＂－DO YOU WISH＂；PRINT＠3ø3，＂TO ENGAGE？ ＂；\(: I=435\) ：GOSUB1740：GOSUB1610：IFA \(\$=" N " T H E N I F R N D(7)>1\) THENRETURNELS EPRINT＠852，＂＊ATTEMPT TO DISENGAGE IS UNSUCCESSFUL＊＂；：GOSUB850

6015 PRINT＠866，＂＊BATTLE！＊＂；：GOSUB8500：GOSUB7500：C＝ø：IFE＝2THENP RINT＠858，＂＊FOOD SUPPLY REPLENISHED＊＂；GOSUB850ø：FO\％＝25ELSEIFE＝ 3 THEN6Ø2ØELSEJ \(=N^{*} \mathrm{D}^{*}(\operatorname{RND}(3 \emptyset \emptyset)+1 \emptyset \emptyset): \mathrm{F}=\operatorname{RND}(5): I \mathrm{~F}(\mathrm{~L}(\mathrm{~F})=4\) ANDRND \((3)=1)\) THENC \(=1: \mathrm{L}(\mathrm{F})=\emptyset:\) GOSUB76ØØELSEGOSUB76ØØ
\(6 \emptyset 2 \emptyset\) FA\％\(=\mathrm{FA} \%+3 \emptyset:\) IFFA\％\(>99\) THENFA\％\(=99:\) GOSUB \(2 \emptyset \emptyset:\) RETURNELSEGOSUB \(2 \emptyset \emptyset: \mathrm{R}\) ETURN
\(7 \emptyset \emptyset \emptyset\) PRINT＠863，\({ }^{n}-=\) ENCOUNTER \(=-n ;\) GOSUB \(85 \emptyset \emptyset:\) PRINT＠863，＂＊TYPE：＂

\(7500 \mathrm{C}=\mathrm{FB} \%+\mathrm{RND}(3)-\mathrm{INT}(\mathrm{FA} \% / 45): \mathrm{D}=\mathrm{B}+(2-\mathrm{RND}(3)): \mathrm{F}=\mathrm{INT}\left(\mathrm{N}^{*} \mathrm{D} / \mathrm{C}\right): \mathrm{H}=\mathrm{INT}(\) \((W R \%+T) * C / D): \operatorname{IFM}(X, Y)=3 T H E N H=\emptyset E L S E I F F>(W R \%+T)\) THENF \(=\) WR\％＋T
7510 IFH \(>\mathrm{NTHENH}=\mathrm{N}\)

7530 PRINT＠863，＂MEN KILLED：＂；F；：PRINT＠927，BS；＂S KILLED：＂；H；：FORA \(=1 T O 1 \emptyset \emptyset \emptyset: N E X T:\) GOSUB \(85 \emptyset \emptyset:\) IFWR\％＞ O THENPRINT＠860，＂＊YOU ARE VICTORIO US！＊＂；：GOSUB850Ø：RETURNELSEPRINT＠861，＂＊YOU ARE DEFEATED＊＂； 7540 GOTO870ロ
\(760 \emptyset \mathrm{G}=\mathrm{G}+\mathrm{J}:\) PRINT＠852，＂＊TREASURE COLLECTED：＂；J；＂GOLD PIECES＊＂； IFC＝1THENPRINT＠923，＂＊AND A PIECE OF THE KEY＊＂；K＝K＋1：GOSUB85øøø ：RETURNELSEGOSUB \(85 \emptyset \emptyset:\) RETURN
850Ø FORA＝1TO1200：NEXT：PRINT＠850，CHR\＄（236）；：PRINT＠914，CHR\＄（236）； ：RETURN
\(87 \emptyset \emptyset\) GOSUB \(8500:\) GOSUB40日日：PRINT＠239，＂－DO YOU WISH＂；：PRINT＠3日3，＂T O PLAY AGAIN？＂；： \(1=435:\) GOSUB17 40
\(871 \emptyset\) GOSUB161Ø：IFAS＝＂Y＂THENRUNELSENEW
\(90 \emptyset \emptyset\) DATA21，1，22，5，24，9，22，12，22，16，26，20，20，23，16，24，18，28，27，2 8
1Øดดด DATA3， \(8,10,2,15,18,1,21,21,3,3,10,11,2,14,19,1,21,21,3,3,9\) \(, 9,2,14,19,1,21,22,3,3,8,9,2,15,18,1,21,24,3,5,6,8,3,9,10,2,17,1\) \(7,1,22,22,3,24,24,3,4,5,9,3,10,11,2,22,22,3,24,24,3,3,4,9,3,10,1\) \(2,2,22,24,3,3,4,10,3,11,11,2,24,24,3,3,5,9,3,10,10,2,24,24\)
1Øด10 DATA3， \(4,6,6,3,7,10,2,15,17,3,24,24,3,3,6,8,2,16,18,3,22,24\) \(, 3,3,6,6,2,16,16,3,22,22,3,2,7,8,2,21,22,3,2,8,9,2,21,23,3,2,8,1\) \(\emptyset, 2,21,22,3,2,8,8,2,22,22,3,3,8,10,2,22,22,3,24,24,2,3,7,7,2,9,1\) \(0,2,22,26,3,3,9,9,2,23,25,2,26,26,3,4,8,9,2,13,14,1,23\)
10020 DATA2 \(4,2,26,26,3,4,9,10,2,13,15,1,22,24,2,26,26,3,5,11,11\) ， \(2,13,14,1,16,20,3,23,24,2,25,26,3,6,11,11,2,13,13,1,15,17,3,20,2\) \(0,3,23,23,2,25,25,3,4,9,10,2,12,14,1,16,16,3,20,27,3,5,8,9,2,10\) ， \(15,1,16,17,3,23,23,2,27,27,3,4,9,11,2,12,15,1,17\)
10630 DATA18， \(3,27,28,3,4,9,10,2,11,14,1,18,18,3,27,28,3,4,8,9,2\) ， \(16,14,1,18,18,3,27,27,3,4,16,11,2,13,15,1,18,18,3,26,27,3,4,8,10\) ，2，11，16，1，18，19，3，25，28，3，128，128，128，144，132，129，152，137，144，1 \(53,162,132,179,179,145,152,156,144,184,172,144\)
10640 DATA191，140，148，189，173，149，180，181，148，184，173，144，TEROLT ，6，KILGARD 7 ，SNEETH， 10 ，KATHAKE， 5 ，SAND DEVIL， 8 ，SCORCH ， 6 ，QUANDAR， 5 ，XANTAU， 14 ，WOLFAUT， 7 ，MERLAD, 11 ，METORE， 8 ，JO－TOE 4
10050 DATA＂OPEN＂，DESERT，＂MTNS．＂，＂WATER＂，BRIDGE，＂CITY＂，＂TO WN＂，CASTLE，CASTLE，CASTLE，＂TOMB＂\(\quad\)＂MARSH＂，＂LEATHER＂，2，1，80，＂ CHAIN＂，5，3，350，＂PLATE＂，10，5，600，＂SHORT＂，1，2，75，＂LONG ＂，2，3，156，＂BROAD \(\quad\)＂，3，5，256，2－HANDED，5，7，45б
20060 DATA＂MAP－X：Y：＂，＂TERRAIN：＂＂KEY PIECES：＂，＂GOLD：＂，＂THIEV ES：＂，＂WARRIORS：＂，＂SWORD：＂，＂ARMOR：＂，＂FATIGUE：＂，＂FOOD：＂，＂WATER：＂，＂ POTIONS：＂

\section*{Word Processing}

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\title{
Project Deep Dive
}

\author{
by Michael John Lake \\ First Place \\ 14-18
}

Project Deep Dive is an arcade-style game with sound in which you command a submarine going down a long winding tunnel. You gain points for destroying other objects, and for docking at the end. After docking you start over again until you are destroyed.

Project Deep Dive will run on the Model I or III with 16 K or Disk Basic with 32 K .

\section*{About the Program}

The original version of Deep Dive had only a slow speed, no sound, slower graphics, and less action. After realizing the potential of game programming, I quickly expanded the original game into what it is now.

This program contains machine language, so be careful when typing it in. Be sure to save copies before running it, or you may experience full Basic crash, resetting your system and destroying the program in the process. (It is a good idea to save any program with POKEs or machine language before running it.)

To save time, and memory, you can leave out all the remarks and the instructions occupying lines 1020-1090.

To hook up the sound, either put the large gray plug for the cassette recorder into the input jack of an amplifier, or use your cassette recorder directly with an earphone or speaker.
To set up your recorder first take out any tape and press record and play while holding down the record tab micro switch in the top left corner inside the cassette compartment. Then remove all the plugs from their jacks and put the large gray plug into the auxiliary jack. Then take an earphone or speaker and plug it into the ear jack. You will now be able to hear sound when the game is run.
To control your ship, use the greaterthan and less-than keys (<and>) to move left and right. To shoot, use the numeric keys 1-6 on the numeric keypad or top row. Keys 2 and 5 fire straight down, 1 and 4 fire left, and 3 and 6 fire right. (They line up on the nu-

\section*{Program Listing}

\footnotetext{
4 GOTO8800
8 '10-30: SCAN KEYS \& JUMP TO SHIP CONTROL ROUTINES
\(10 \mathrm{~A}=\operatorname{PEEK}(15136): \mathrm{B}=\) PEEK (15120) : \(\mathrm{C}=\mathrm{C}+1\) : IFC \(<G T H E N I F \emptyset=A+\) BTHEN10ELSE 3 ø
20 GOTO40
 \(\mathrm{B}=4 \mathrm{THEND}=64\) : GOTO 410 ELSEIFB \(=2 \mathrm{THEND}=63\) : GO TO410ELSEIFB \(=8 \mathrm{THEND}=65\) : GO
TO410ELSEIFB \(=16\) THEND \(=-1\) : GOTO450ELSEIFB \(=64 \mathrm{THEND}=1\) : GOTO 450 ELSEIFB \(=\)
32 THEND \(=64\) : GOTO 410 ELSEIFB \(=1\) THEN15 0 ELSEC \(=C+2\) : GOTOI 0
38 140-70: COMPUTE TUNNEL WALLS \& CHECK SHIPS STATUS
\(40 \mathrm{E}=\mathrm{E}+1\) : \(\mathrm{IFE}>4\) ØTHENE \(=4 \emptyset\)
\(56 \mathrm{I}=\mathrm{I}+\operatorname{RND}(\emptyset) / 7: \mathrm{J}=\mathrm{J}+\mathrm{RND}(\emptyset) / 8: \mathrm{K}=\operatorname{SIN}(\mathrm{I}) * 10+14: \mathrm{L}=\operatorname{SIN}(\mathrm{J}) * 16+26:\) POKEM +26 , \(\mathrm{K}:\) POKEM +28 , L: POKEM +77 , E: \(\mathrm{IFO}=1\) THENDEFUSR \(=\&\) HBB9DELSEPOKE16526, 29
}
meric keypad in the directions you are shooting.) Key 0 produces a force field, which vaporizes the objects immediately around you. For continuous movement or fire, keep the key pressed down.

When you start, you have 40 units of energy (displayed at the top of the screen). Each time you shoot you lose one unit of energy, but gain one unit each time you move down a line. The force field uses 10 units of energy, which means you should use it sparingly.

After reading the directions you will be asked if you want to start with fast speed. Press N to start with the slow speed, which is best for beginners. When playing at fast speed, you obtain double the points you would obtain with slow speed.

The first things you will come across are mines (\#). They are worth two points. Next are torpedo launchers (A), which shoot torpedos (!) at you. They are worth 10 points. Then there are the sidemovers \((\mathrm{H})\), which move sideways randomly. These are worth 20 points. Finally are the quick bombs, either uparrows or left brackets, which pop up all over the screen. They are worth 10 points.

\section*{Model I or III}

16, 32K RAM
Cassette or Disk Basic Cassette Plug Amplifier Opt.

\section*{}


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\(60 \mathrm{C}=\operatorname{PEEK}(\mathrm{S}+64): \operatorname{B=PEEK}(\mathrm{S}+65): \mathrm{A}=\operatorname{PEEK}(\mathrm{S}+66): \operatorname{PRINT@S}-\mathrm{F}, " \quad \mathrm{n} ;: \operatorname{PRINT}\) ＠960，＂＂：PRINT＠S－F，＂\(+0+\)＂；：X＝USR（X）
70 PRINT＠ø，＂ENERGY：＂；PRINT＠48，＂POINTS：＂；P；：POKES \(+1,79:\) IFA＝32AND \(\mathrm{B}=32 \mathrm{ANDC}=32 \mathrm{THENC}=\emptyset:\) GOTO84ELSE160 0
\(78 \cdot 80-126:\) JUMP TO PROPER ENEMY WEAPON ROUTJNE FOR PHASE
\(80 \mathrm{~N}=\mathrm{N}+\mathrm{l}\) ：GOTO1 0
84 IFO \(=1\) THENDEFUSR \(=\&\) HBB81ELSEPOKE 16526 ，1
\(90 \mathrm{C}=0\) ：IFN \(>309 \mathrm{THEN} 120\) ELSEIFN \(>208 \mathrm{THEN} 8 \emptyset \emptyset E L S E I F N>127 \mathrm{THENIFN}=128 \mathrm{THE}\) N76もELSE7ØØ
\(10 \emptyset\) IFN＞48THENH＝H＋1：IFH＝1THEN600ELSEIFH＝2THEN610ELSEIFH＜9THEN63ø ELSEH＝0：GOTOI Ø0
110 IFN \(>40\) THEN 680 ELSE510
120 IFN \(>319\) THEN 920 ELSEIFN \(=319\) THEN914ELSEIFN \(>314\) THEN9ø0ELSEIFN \(>31\) 2THEN910ELSE900
148 ＇150－160：FORCE FIELD
150 IFE＜1ØTHENC＝C＋2：GOTOIØELSEAS＝CHRS（131）：B\＄＝CHR\＄（140）：PRINT＠S－ F－7，CHRS（191）＂＋O＋＂CHRS（191）；：PRINT＠S－F＋57，ASB\＄CHRS（1 76）STRING\＄（11，32）CHR\＄（176）B\＄A\＄；：PRINT＠S－F＋124，ASBSSTRING\＄\((7,176)\) B\＄A\＄；
160 FORA＝ØTO9：OUT255，1：OUT255，2：NEXT：PRINT＠S－F－7，＂
\(+0+\)
＂；：PRINT＠S－F＋57，STRINGS \((17,32) ;: \operatorname{PRINT@S}-\mathrm{F}+124, \operatorname{STRING}(11,32)\) ； \(: \mathrm{E}=\mathrm{E}-10:\) POKES \(+1,79: \mathrm{C}=\mathrm{C}+21: \mathrm{FORA}=\emptyset \mathrm{TO}: \mathrm{NEXT}:\) GOTO1 \(\varnothing\)
198 ＇2ø0－3Ø0：MOVE SHIP LEFT－RIGHT
 ：GOTO1øELSE160Ø
\(300 \mathrm{~T}=\mathrm{PEEK}(\mathrm{S}+3):\) PRINT＠S－F，＂\(+\mathrm{O}+^{\prime \prime}\) ；：POKES \(+2,79: \mathrm{S}=\mathrm{S}+\mathrm{I}:\) IFT＝32THENC＝C ＋1：GOTO10：ELSE1600
408 ＇ \(410-440\) ：SHOOT AT LOW ANGLE
\(410 \mathrm{E}=\mathrm{E}-1: \mathrm{W}=\mathrm{S}+\mathrm{D}+1:\) POKEM， \(40: \mathrm{T}=\mathrm{USR}(8): T=\operatorname{PEEK}(\mathrm{W}):\) POKEW， \(46:\) IFT＜＞32TH EN424
\(42 \emptyset\) FORA \(=1\) TOI \(3: W=W+D: T=\) PEEK \((W):\) POKEW－D \(, 32:\) POKEW， \(46:\) IFT \(=32\) THENNEX T：POKEW， 32 ： \(\mathrm{C}=\mathrm{C}+21\) ：GOTO1 0
424 IFT \(=46 \mathrm{THENP}=\mathrm{P}-9 E L S E I F T=35 \mathrm{THENP}=\mathrm{P}-8 \mathrm{ELSEIFT}=72 \mathrm{THENP}=\mathrm{P}+10\)
430 IFT＝1530RT＝166THEN440ELSEPRINT＠W－F－1，＂＊＊＊＂； \(\mathrm{P}=\mathrm{P}+10: \mathrm{C}=\mathrm{C}+21: \mathrm{X}=\) RND（255）： \(\mathrm{Y}=256 / \mathrm{X} *(14-\mathrm{A}):\) POKEM， \(\mathrm{X}: \mathrm{T}=\mathrm{USR}(\mathrm{Y}):\) PRINT＠W－E－1，＂＂：GOTO 10
440 POKEW， 42 ：OUT255，1：FORT＝\(\emptyset T O 9: N E X T: C=C+21: A=A * 10:\) POKEW， 32 ：FORD ＝ATO130：NEXT：GOTOID
448＇450－490：SHOOT AT WIDE ANGLE
\(450 \mathrm{E}=\mathrm{E}-1: W=\mathrm{S}+65+\mathrm{D}+\mathrm{D}: \operatorname{POKEM}, 44: T=\operatorname{USR}(8): T=\operatorname{PEEK}(W):\) POKEW， \(46:\) IFT \(\langle>3\) 2THEN 474
\(46 \emptyset\) FORA \(=1\) TO13 \(: W=W+64+D+D: T=\operatorname{PEEK}(W-D):\) IFT \(\langle>32\) THENW＝W－D：POKEW \(-64-\) D，32：GOTO474
470 T＝PEEK \((W):\) POKEW－64－D－D， 32 ：POKEW， \(46:\) IFT＝32THENNEXT：POKEW， \(32: \mathrm{C}\) ＝C＋24：GOTOL \(\emptyset\)
474 IFT \(=46\) THEN \(P=P-9\) ELSEIFT \(=35\) THENP \(=P-8 E L S E I F T=72 T H E N P=P+10\)
480 IFT＝153ORT＝166THEN490ELSEPRINT＠W－F－1，＂＊＊＊＂； \(\mathrm{P}=\mathrm{P}+10: \mathrm{C}=\mathrm{C}+22: \mathrm{X}=\) \(\operatorname{RND}(255): \mathrm{Y}=256 / \mathrm{X} *(13-\mathrm{A})+1: \operatorname{POKEM}, \mathrm{X}: \mathrm{T}=\mathrm{USR}(\mathrm{Y}): \operatorname{PRINT@W-F-1,"\quad ";:GO}\) TOI 0
490 POKEW， 42 ：FORT＝ØTO9：NEXT： \(\mathrm{C}=\mathrm{C}+22: \mathrm{A}=\mathrm{A} * 20:\) POKEW， \(32:\) FORD＝ATO130： N EXT：GOTOIØ
508＇510：MINE ROUTINE
510 FORT \(=1\) TO2： \(\operatorname{POKERND}(\mathrm{L})+\mathrm{K}+959+\mathrm{F}, 35: \mathrm{NEXT}:\) FORT \(=\emptyset\) TO9 ：NEXT：GOTO8 \(\emptyset\)
540 ＇（C）1981－MICHAEL J．LAKE
598 ＇600－680：TORPEDO ROUTINE
\(60 \emptyset \mathrm{U}=\mathrm{RND}(\mathrm{L} / 2-4) * 2+\mathrm{K}+963+\mathrm{F}: \mathrm{V}=\mathrm{RND}(\mathrm{L} / 2-4) * 2+\mathrm{K}+963+\mathrm{F}:\) IFU＝VTHEN6øのEL SEPOKEU， 65 ：POKEV \(, 65: \mathrm{U}=\mathrm{U}-64: \mathrm{V}=\mathrm{V}-64\) ：GOTO80
610 POKERND \((\mathrm{L})+\mathrm{K}+959+\mathrm{F}, 46: \mathrm{T}=\operatorname{PEEK}(\mathrm{U}): \mathrm{U}=\mathrm{U}-128:\) IFT＝65THENPOKEU\(+64,3\) 3
\(620 \mathrm{~T}=\mathrm{PEEK}(\mathrm{V}): \mathrm{V}=\mathrm{V}-128: \operatorname{IFT}=65 \mathrm{THENPOKEV}+64,33:\) GOTO8 \(\emptyset\)
630 POKERND（L）\(+\mathrm{K}+959+\mathrm{F}, 46: \mathrm{T}=\operatorname{PEEK}(\mathrm{U}): \operatorname{IFT}=33 \mathrm{THENA}=\operatorname{PEEK}(\mathrm{U}-64):\) IFA \(=3\) 2THENPOKEU， 32 ：POKEU－64，33
\(640 \mathrm{~T}=\mathrm{PEEK}(\mathrm{V}): \mathrm{IFT}=33\) THENB＝PEEK（V－64）：IFB＝32THENPOKEV， 32 ：POKEV－64 ， 33
\(650 \mathrm{U}=\mathrm{U}-128: \mathrm{V}=\mathrm{V}-128\) ：GOTO8日
680 POKERND（L）＋K＋959＋F， 46 ：GOTO8 0
698 170日－760：SIDEMOVER ROUTINE
700 POKERND（L）\(+\mathrm{K}+959+\mathrm{F}, 46:\) IFO \(=1\) THENDEFUSR \(=\&\) HBBE9ELSEPOKE16526，10 5
710 FORU \(=\emptyset \mathrm{TO} 3: \mathrm{V}=\mathrm{A} \%(\mathrm{U}): \mathrm{V}=\mathrm{USR}(\mathrm{V}): \mathrm{IFV}>127+\mathrm{FTHEN} 730\) ELSET＝PEEK（V）：IFT \(=32 \mathrm{THEN} 730 \mathrm{ELSEIFT}<>72 \mathrm{THEN} 730 \mathrm{ELSEIFV}<S T H E N A=1\) ELSEA \(=-1\)
720 FORB＝1TO8： \(\mathrm{V}=\mathrm{V}+\mathrm{A}: \mathrm{T}=\mathrm{PEEK}(\mathrm{V}): \mathrm{IFT}=43\) THENB \(=8:\) NEXT：GOTO1600ELSEPOK EV－A，32：POKEV，72：NEXT
730 IFV＜F +64 THENPRINT＠K +960 ，STRING \((L, 32) ;: V=I N T(L *, 5)+K+960+\mathrm{F}: P\) OKEV， 72
\(74 \emptyset \mathrm{~V}=\mathrm{V}-64: \mathrm{A} \%(\mathrm{U})=\mathrm{V}: \mathrm{NEXT}: \mathrm{N}=\mathrm{N}+1:\) IFO＝1THENDEFUSR \(=\&\) HBB81ELSEPOKE1 652 6，1
750 GOTO80
\(760 \mathrm{~A} \%(\emptyset)=16320: \mathrm{A} \%(1)=16064: \mathrm{A} \%(2)=15808: \mathrm{A}\)（ \((3)=15552\) ：GOTO8
798 ＇800－820：QUICK BOMB ROUTINE
\(8 \emptyset \emptyset \operatorname{POKERND}(\mathrm{~L})+\mathrm{K}+959+\mathrm{F}, 46\)
\(810 \mathrm{~V}=\mathrm{RND}(824)+196+\mathrm{F}: \mathrm{T}=\operatorname{PEEK}(\mathrm{V}): \mathrm{IFT}=32 \mathrm{THENPOKEV}, 91:\) ELSE81 \(\emptyset\)
820 GOTO 80
898 ＇90日－970：END OF TUNNEL－DOCKING ROUTINE
9ØØ FORT \(=0\) TO9：NEXT：GOTO8
910 PRINT＠960＋K，STRINGS（L，PEEK（16610））；：GOTO80
914 POKERND \((\mathrm{L}-1 \emptyset)+\mathrm{K}+962+\mathrm{F}\) ， 89 ：GOTO8 \(\emptyset\)
\(92 \emptyset\) PRINT＠96も＋K，STRINGS（L，151）；：IFN＜＞332THEN8ØELSET＝PEEK（S＋65）：P

After going through the quick bombs，you must blast through a wall and dock．This is tricky，but you could use the force field to make a quick，easy opening．To dock with the docking port （Y），be sure you are centered directly above it．You get 200 points for docking and five points for each unit of energy you have left．You can then start again， keeping your score and gaining more points．

Your game ends when you crash or miss docking．If you have a high score， you will asked for your name．Then you will be asked if you want a printout of your score；if so，press P，get your printer ready，and press Y．

You can press E to end the game，D to see the directions，or another key to start you playing again．

\section*{Correcting Errors}

If，while you are playing the game， the computer suddenly displays Memory Size？，reboots the DOS，or hangs up，then something is wrong with the data statements，USRs，POKEs，or other related function．This also might be the problem if the sounds don＇t work correctly，the tunnel is drawn strangely or the sidemovers don＇t work．To cor－ rect these problems start by checking lines 2000－8800 for errors．If you spot no problems，check the rest of the pro－ gram starting from the beginning．

\section*{How This Game Works}

By looking at the listing you might think this program is poorly structured． When it was first written，it was correct－ ly structured，but because of upgrades， some of the design logic was lost．

I have included comments in the listing that describe what various lines do．All the single－letter variables are used for the program，as well as varia－ bles， \(\mathrm{A} \%, \mathrm{H} \%, \mathrm{H}!, \mathrm{XX}, \mathrm{A}\) ，and \(\mathrm{N} \$\) ．

I included some machine－language subroutines in the program to speed up a few functions．These routines draw the walls，show the energy，move the sidemovers，and make the music．

To protect the routines in high mem－ ory without answering the memory－size question，I POKEd the address of where the machine language is to start into locations 16561 and 16562．Then to reset other internal Basic registers I used a clear statement．Then the routines are POKEd into protected memory．

Michael John Lake，age 15，can be reached at 5486－F Jamison St．，Fort Knox，KY 40121.

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Listing continued
\(=\mathrm{P}+\mathrm{E}\)＊ \(5: \mathrm{R}=\mathrm{R}+1\)
930 FORU＝ØTO9：PRINT＠ 256 ，CHR\＄（31）CHR\＄（23）＂YOU MADE IT！＂；：POKEM， 44 \(: A=U S R(80):\) PRINTCHR（28）；：FORV＝ØTO9：NEXT：NEXT：PRINT＠28日，＂－BUT D IDN＇T DOCK，SORRY．＂；：IFT＝89THENPRINT＠280，＂－AND DOCKED SAFELY TO 0 ！＂：：\(P=P+2 \emptyset \emptyset\)
940 IFG \(=22\) THENPRINT＠384，＂YOUR SCORE IS DOUBLE AT FAST SPEED．＂；：P ＝ P ＊ 2
950 PRINT＠54， \(\mathrm{P} ;: \mathrm{Q}=\mathrm{Q}+\mathrm{P}:\) PRINT＠512，＂YOUR TOTAL POINTS SO FAR ARE－＂ ；Q；＂AFTER＂；R；＂RUNS＂；：GOSUB14øø
960 IFT＜＞89THEN1640
970 PRINT＠896，＂PRESS＇S＇TO STOP，ANOTHER KEY TO CONTINUE．＂：GOSU B1200：IFA\＄＝＂S＂THEN1640ELSE110Ø
998 ＇1Øø4－1Ø1Ø：PROGRAM SIGN ON
1004 ONERRORGOTOØ：CLS：GOSUB84øØ：PRINTCHR\＄（28）；：S＝158
1006 FORP \(=1\) TO14：PRINT＠S－64，＂＂；：PRINT＠S，＂＋O＋＂；：OUT255，1：OUT255 ，2：FORB \(=\emptyset\) TO99：NEXT：\(S=S+64:\) NEXT： \(\mathrm{S}=990: \mathrm{FORP}=1 \mathrm{TO} 4: \mathrm{S}=\mathrm{S}-64:\) PRINT＠S +6 4，＂＂；：PRINT＠S，＂＋O＋＂；：OUT255，1：OUT255，2：FORN＝ØTO99：NEXT：NEXT
1010 GOSUB8410：GOSUB1110：PRINT＠896，＂DO YOU WANT TO SEE THE DIREC TIONS ？＂；：GOSUB12ضø：IFA\＄＝＂N＂THEN1ø96
1018 ＇1020－1090：DIRECTIONS
1020 PRINT＠388，CHRS（31）＂YOUR MISSION IS TO GO DOWN A WINDING TUN NEL，DESTROY ALL THEWEAPONS YOU COME ACROSS，AND DOCK WITH THE D OCKING PORT AT THE BOTTOM SO A TEAM OF TRAINED PERSONNEL CAN DE STROY THE EVIL BASE．＂：GOSUB1110
1030 PRINT＠64，CHR（31）STRING\＄\((62,140) ;: \operatorname{PRINT@7\emptyset 4,\operatorname {STRING}\$ (62,140)~}\) ；：PRINT＠194，STRING\＄（40，45）＂＂STRING\＄（15，45）；
\(1040 \operatorname{FORP}=5 \mathrm{TO} 33: \operatorname{SET}(\theta, \mathrm{P}): \operatorname{SET}(1, \mathrm{P}): \operatorname{SET}(86, \mathrm{P}): \operatorname{SET}(87, \mathrm{P}): \operatorname{SET}(122, \mathrm{P})\) ：SET（123，P）：NEXT：PRINT＠130，＂DISPLAYED OBJECTS ：＂；：PRINT＠173，＂CON TROL KEYS ：＂；：AS＝＂－WORTH＂：B
1050 PRINT＠258，＂＇\＃＇MINE＂A\＄＂2＂B\＄＂SHOT＂；：PRINT＠322，＂＇！＇TORPEDO＂A \＄＂10＂B\＄；：PRINT＠386，＂＇A＇TORPEDO LAUNCHER＂A\＄＂10＂B\＄；：PRINT＠450，＂＇H
I SIDE MOVER＂AS＂2ø＂B\＄；：PRINT＠514，＂＇［＇QUICK BOMB＂AS＂I冋＂B\＄；：PRINT ＠578，＂＇．＇MINI MINE＂AS＂1＂B\＄；
1054 PRINT＠642，＂＇Y＇DOCKING PORT－WORTH 200 ＂B\＄＂DOCKED＂；
1060 PRINT＠301，＂＜－MOVE LEFT＂；：PRINT＠365，＂＞－MOVE RIGHT＂；：PRIN T＠429，＂Ø－FORCE FIELD＂；：PRINT＠493，＂FIRE DIRECTIONS＂；
1070 PRINT＠561，CHR\＄（176）＂4 56 ＂CHR\＄（176）；：PRINT＠622，CHR\＄（176）CHR \＄（140）CHR（131）CHRS（160）＂1 \(23^{\prime \prime} \mathrm{CHR} \$(144)\) CHRS（131）CHR\＄（140）CHR\＄（1 76）；：PRINT＠685，CHRS（131）＂＂CHRS（152）CHR\＄（129）＂＂CHRS（191）＂＂C HR\＄（130）CHR\＄（164）＂＂CHR\＄（131）；
1074 PRINT＠772，＂LOOK AT THE DATA ABOVE．IT SHOWS HOW TO CONTROL YOUR SHIP \＆SHOWS THE DIRECTIONS YOUR GUN FIRES（ KEY 6 FIRES RI GHT－DOWN ）．YOU START WITH \(4 \emptyset\) UNITS OF ENERGY，AND EACH SHOT USE S UP ONE．＂；：GOSUBIIIO
1080 PRINT＂YOU GAIN 1 UNIT OF ENERGY PER SECOND，SO PLAN YOUR SH OTS．THE FORCE FIELD USES UP 10 UNITS OF ENERGY，USE IT SPARIN GLY．YOUR SHIP，\({ }^{\prime}+O+^{\prime}\) ，WILL BE DESTROYED IF YOU CRASH，SO BE CAR EFUL．＂；：GOSUBIII0
1090 PRINT＂FOR SOUND CONNECT THE LARGE GRAY PLUG TO AN AMPLIFIER ．YOU CAN START PLAYING．GOOD LUCK ！＂；：GOSUBIIlø
1094 ＇1096－1100：START TUNNEL RUN
\(1096 \mathrm{~F}=1536 \emptyset: \mathrm{G}=44: \mathrm{O}=\emptyset: \mathrm{R}=\emptyset: \mathrm{XX}=\emptyset:\) CLS ：PRINT＂WOULD YOU LIKE TO START WITH FAST SPEED ？＂；：GOSUB12ø0：IFA\＄＝＂Y＂THENG＝22
\(11 \emptyset \emptyset E=4 \emptyset: S=9 \emptyset+F: N=\emptyset: I=\emptyset: J=\emptyset: P=\emptyset: H=\emptyset:\) POKE1661 \(0,46: C L S: P R I N T @ \emptyset, S T\) RING \((64,95)\) ；：FORA＝ØTO23：PRINT＠A，CHRS（95）＂．＂STRING\＄\((4,188)\) CHR\＄（1 91）CHR\＄（157）；：PRINT＠A＋66，＂＋O＋＂；：FORB＝1TO26：OUT255，RND（2）：NEXT：N EXT：FORA \(=\emptyset\) TO999：NEXT：GOTO8 \(\emptyset\)
1108 11110－1210：INKEY\＄ROUTINES
111Ø PRINT＠976，＂－… PRESS ANY KEY TO GO ON－－－－＂；：A\＄＝INKEY\＄
1120 A \(\$=\) INKEY \(:\) IFAS＝＂＂THENX＝RND（255）：POKEM，\(X: Y=U S R(8): G O T O 1120 E L\) SEPRINT＠768，CHR\＄（31）；：RETURN
1206 A \(\$=\) INKEY \(\$\)
1210 A \(\$=\) INKEY \(:\) IFAS＝＂＂THEN1210ELSERETURN
1398 ＇1400－1580：GAME COMMENTS
1400 IFQ \(50 \emptyset T H E N P R I N T @ 640\) ，＂MAYBE YOU SHOULD READ THE INSTRUCTION S！＂；
\(141 \emptyset\) IFQ＞499ANDQ＜1øøøTHENPRINT＠640，＂GOOD START FOR A TRAINEE！＂；
1420 IFQ＞999ANDQ＜200ØTHENPRINT＠640，＂YOU ARE DOING OK．．．SO FAR！＂；
1430 IFQ \(>1999\) ANDQ＜4ø日ØTHENPRINT＠640，＂TRY TO MAKE 40ø0，AND HEAR SOME MUSIC．＂；ELSEIFXX \(=-1\) THENFORA \(=\emptyset\) TO99： \(\operatorname{POKERND}(64)+15999\) ，RND \((255\) ）：OUT255，RND（2）：NEXT：FORA＝ØTO999：NEXT：PRINT＠640，STRING\＄\((64,32)\) ； 1440 IFQ \(>15999\) THENIFXX＝ØTHENPRINT＠640，＂DIVE，DIVE，DIVE TO THE B OTTEM OF THE SEA ；＂：PRINT＂SO YOU MIGHT HAVE VICTORY－＂：PRINT＂PRO JECT DEEP DIVE IS ITS NAME ；＂：PRINT＂AND ITS GONNA DRIVE YOU INSA NE ！＂；
1450 IFQ＜400 1 THENRETURNELSEXX＝XX＋1：IFXX \(<>1\) THEN147 1 ELSEXX \(=-1\) ：REST ORE ：FORP \(=\emptyset\) TO163：READB：NEXT：FORP \(=\emptyset\) TO3 \(\emptyset:\) READX，\(B: V=4 \emptyset:\) IFINT \((X / 2)<>X\) \(/ 2\) THENX \(=\mathrm{X}-1: \mathrm{V}=8 \emptyset\)
\(146 \emptyset \quad Y=256 / X+V:\) POKEM，\(X: Y=U S R(Y): F O R V=\emptyset T O B * 2: N E X T: N E X T:\) PRINT＠64Ø， CHRS（31）；
1470 IFQ＞5999ANDQ＜1øøøøTHENPRINT＠640，＂YOU ARE DOING GREAT！LETS TRY FOR 10，00Ø！＂；
\(148 \emptyset\) IFQ＞9999ANDQ́＜16øøøTHENPRINT＠640，＂LETS GO FASTER NOW！＂；：G＝22
1490 IFQ＞19999ANDQ＜3000øTHENPRINT＠640，＂YOU MUST HAVE PRACTICED B EFORE！＂；
150ø IFQ＞29999ANDQ＜5øøøøTHENPRINT＠640，＂KEEP ON GOING，TRY FOR 1 ，


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The Gemini 10 has a \(10^{\prime \prime}\) carriage and the Gemini 15 a \(1512^{\prime \prime}\) carriage. Plus, the Gemini 15 has the added capability of a bottom paper feed. In both models, Gemini quality means a print speed of 100 cps , highresolution bit image and block graphics, and extra fast forms feed.

Gemini's flexibility is embodied in its diverse specialized printing capabilities such as super/ sub script, underlining, backspacing, double strike mode and emphasized print mode. Another extraordinary standard


feature is a 2.3 K buffer. An additional 4 K is optional. That's twice the memory of leading, comparable printers. And Gemini is compatible with most software packages that support the leading printers.

Gemini reliability is more than just a promise. It's as concrete as a 180 day warranty ( 90 days for ribbon and print head), a mean time between failure rate of 5 million lines, a print head life of over 100 million characters, and a 100\% duty cycle that allows the Gemini to print continuously. Plus, prompt, nationwide service is readily available.

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Listing continued
Øのロ，ロロ日＂；
151Ø IFQ＞49999ANDQ＜750ø0THENPRINT＠640，＂THIS IS INSANE！＂；
\(152 \emptyset\) IFQ＞74999ANDQ＜1øøøøøTHENPRINT＠640，＂YOUR FRIENDS WILL BE SUP RISED！＂；
1530 IFQ＞99999ANDQ＜250øøØTHENPRINT＠640，＂VERY FEW PEOPLE GET THIS FAR！＂；
\(154 \emptyset\) IFQ＞249999ANDQ＜50øøø0THENPRINT＠640，STRING\＄\((3 \varnothing, 33): F O R P=\emptyset T O 9\) 99：NEXT：PRINT＠640，＂THIS MIGHT BE A RECORD SCORE！＂；
\(155 \emptyset\) IFQ＞499999ANDQ＜1øøøøøøTHENFORP＝33TO42：PRINT＠640，STRING\＄ 52 ， P）： \(\mathrm{FORB}=\emptyset \mathrm{TO} 99: \mathrm{NEXT}:\) NEXT：PRINT＠640，＂I THINK YOU CAN MAKE IT TO \(1 \emptyset\) Ø00øØ－A RECORD SCORE！＂
156も IFQ＞999999THENFORP＝33TO191：PRINT＠640，STRINGS（128，P）STRING\＄（ \(128, \mathrm{P}) ;: \mathrm{X}=255-\mathrm{P}:\) POKEM， \(\mathrm{X}: \mathrm{Y}=256 / \mathrm{X} * 4: \mathrm{Y}=\mathrm{USR}(\mathrm{Y}): \mathrm{NEXT}:\) GOTO158
\(157 \emptyset\) RETURN
1580 PRINT＠ 40 ，CHR\＄（31）CHR\＄（23）＂YOU HAVE MADE A RECORD SCORE！\({ }^{\prime}\) ：P RINT＂YOU HAVE OVER 1，Øøø，Øøø POINTS！＂CHRS（28）；：FORP＝ØTO999：NEXT： GOTO1640
1598 ＇ \(1600-1630\) ：SHOW SHIP CRASH
1600 IFO＝1THENDEFUSR＝\＆HBB81ELSEPOKE16526，1：POKE16527，125
\(1604 \mathrm{~S}=\mathrm{S}-\mathrm{F}: \mathrm{A} S=\mathrm{CHR} \$(191):\) PRINT＠S，CHRS（138）ASCHRS（133）；：POKEM，40：Y \(=\operatorname{USR}(8): \mathrm{B} \$=\mathrm{STRING}(2,191):\) PRINT＠S，CHR\＄（175）A\＄CHR\＄（159）；：POKEM， 80 \(: \mathrm{Y}=\mathrm{USR}(2 \emptyset): \operatorname{PRINT@S}-1, \operatorname{STRING}(5,191) ;: \operatorname{PRINT@S}+64, \operatorname{STRING}(3,131) ;:\) POKEM，1Øø： \(\mathrm{Y}=\operatorname{USR}(4 \emptyset): \operatorname{PRINT@S}-2, \operatorname{STRING} \$(7,191)\) ；
\(161 \emptyset\) PRINT＠S＋62，CHR\＄（130）CHRS（139）STRING\＄\((3,143)\) CHR\＄（135）CHR\＄（12 9）；：POKEM，12ø：Y＝USR（8ø）：PRINT＠S－3，STRING\＄（9，191）；：PRINT＠S＋61，CHR \＄（130）CHR \(\$(139)\) CHR \(\$(175)\) A \(\$ \mathrm{~B} \$ \mathrm{CHR} \$(159) \mathrm{CHR} \$(135) \mathrm{CHR} \$(129) ;:\) POKEM， 1 \(60: Y=\operatorname{USR}(60)\)
1620 PRINT＠S－3，BSSTRING\＄\((2,157)\) ASSTRING \((2,174)\) B \(;:\) POKEM， \(200: Y=0\) SR（ 8）：PRINT＠S－3，CHR\＄（157）CHR\＄（153）CHR\＄（157）CHR\＄（153）ASCHR\＄（166）C HR\＄（174）CHRS（166）CHRS（174）；：PRINT＠S＋63，CHR\＄（167）CHRS（182）A\＄CHRS（ 185）CHR（155）；：POKEM， 250 ： \(\mathrm{Y}=\mathrm{USR}\)（ 8）
\(163 \emptyset\) PRINT＠ 256 ，CHR\＄（31）＂WATCH OUT FOR OBJECTS，ONE JUST DESTROYE D YOUR SHIP ！＂；：T＝Ø：GOTO940
1638 ＇ \(1640-1650\) ：END OF GAME－HIGH SCORE
1640 PRINT＠960，CHR\＄（23）＂HIGH SCORE：＂CHRS（28）；：PRINT＠982，N\＄＂－＂；H ！；＂POINTS＂；HR；＂RUNS＂；：IFQ＞H！THENPRINT＠768，＂YOUR SCORE IS THE HIG HEST，WHAT IS YOUR NAME＂；：INPUTN\＄：H！＝Q：HR＝R
1650 FORU \(=\emptyset\) TO9：PRINT＠960，CHR\＄（31）；：FORB＝ØT099：NEXT：PRINT＠960，CHR \＄（23）＂HIGH SCORE：＂CHRS（28）；：PRINT＠982，N\＄＂－＂；H！；＂POINTS＂；HR；＂RUN S＂；：POKEM，160：Y＝USR（8）：NEXT
1658 ＇1660－1680：SCREEN PRINTOUT（CHANGES GRAPHICS \＆PRINTS）
1660 PRINT＠896，＂PRESS＇P＇TO MAKE A PRINTOUT，ANOTHER KEY TO CON TINUE＂；：GOSUB1200：IFASく＞＂P＂THEN1690ELSEPRINT＠896，＂PRINTER READY？
＂STRING\＄ 38,32 ）；：GOSUB1200：IFASく＞＂Y＂THEN1660ELSEPRINT＠896，STRING \(\$(52,32) ;: T=\emptyset: F O R P=\emptyset T O 1023\)
\(1670 \mathrm{~B}=\operatorname{PEEK}(\mathrm{P}+\mathrm{F}):\) IFB \(=138\) THENB＝73ELSEIFB＝151 THENB＝84ELSEIFB \(>127 \mathrm{TH}\) \(\mathrm{ENB}=88 \mathrm{ELSEIFB}<32 \mathrm{THENB}=\mathrm{B}+64\)
1680 LPRINTCHR \((\mathrm{B}) ;: T=T+1:\) IFT \(=64 \mathrm{THENLPRINT:T=} \mathrm{\emptyset:NEXT:GOTO1660ELSE}\) NEXT
\(169 \emptyset\) PRINT＠896，＂PRESS＇E＇TO END，＇D＇FOR DIRECTIONS，ANOTHER KEY TO PLAY AGAIN＂；：GOSUB12ø0：IFA\＄＝＂E＂THENPOKE16396，2ø1：ENDELSEIFA\＄ ＝＂D＂THEN1Øø4ELSE1Ø96
1998 ＇2000－2260：MACHINE LANGUAGE \＆MUSIC DATA
\(2 \emptyset \emptyset \emptyset\) FORX \(=\emptyset\) TO2 \(25:\) READB：A＝A + B：NEXT：IFA \(\langle>212 \emptyset 1\) THENPRINT：PRINT＂ERRO R－CHECK DATA＂：POKEI6396，201：END
\(201 \emptyset\) RESTORE：FORX \(=\emptyset\) TO163：READB：POKEM \(+\mathrm{X}-4, \mathrm{~B}:\) NEXT：GOTO1 \(0 \emptyset 4\)
\(22 \emptyset \emptyset\) DATA \(205,127,10,14,4,65,62,1,211,255,181,62,2,16,251,43,65\) ， \(62,2,211,255,124,181,16,252,32,234,201\)
2210 DATA \(217,6,4,14,4,62,1,211,255,30,64,58,226,64,33,192,63,11\) \(9,35,29,16,251,54,32,35,29,13,32,249,119,35,29,32,251,33,226,64\) ， \(214,153,40,4,54,153,24,2,54,166\)
2220 DATA \(6,57,33,7,60,62,4,230,255,40,7,54,138,35,5,61,32,249,5\) \(4,32,35,16,251,62,2,211,255,217,201\)
2230 DATA \(205,127,10,126,214,72,32,25,237,95,230,3,40,19,71,237\) ， \(95,230,1,40,15,54,32,43,126,214,32,32,21,54,72,16,244,195,154,10\) ，54，32，35，126，214，32，32，11，54，72，16，244
2240 DATA \(24,239,35,54,72,24,234,43,54,72,24,229\)
2250 DATA \(189,40,189,4 \emptyset, 189,40,146,40,170,40,198,0,206,40,146,2 \emptyset\)
\(, 170,20,207,80,135,40,146,40,171,40,100,40,135,0,146,0,207,80,10\) \(0,0,66,40,135,40,101,40,134,40,188,40,67,80\)
\(226 \emptyset\) DATA \(135,40,189,40,170,40,101,40,147,40,101,0,67,255\)
\(6998 \cdot 7 \emptyset 00-8030\) ：CHECK FOR DISK BASIC AND SET MEMORY SIZE VALUE
\(7 \emptyset \emptyset \emptyset\) ONERRORGOTO7 \(1010:\) DEFUSR \(=\& H B B 81: 0=1:\) GOTO8 030
\(70100=\emptyset:\) POKE16526，1：POKE16527，125：RESUME8030
8030 POKE16610，\(O: I F O=1\) THENPOKE16561，128：POKE16562，187ELSEPOKE165 61，0：POKE16562，125
8038 ＇ 8040 ：SET UP PROGRAM VARIABLES
\(8 \emptyset 4 \emptyset\) CLEAR \(4 \emptyset \emptyset: D E F\) INTA－H， \(\mathrm{K}, \mathrm{L}, \mathrm{N}-\mathrm{P}, \mathrm{R}-\mathrm{Z}: \mathrm{C}=\emptyset: \mathrm{B}=\emptyset: \mathrm{S}=\emptyset: \mathrm{T}=\emptyset: \mathrm{U}=\emptyset: \mathrm{V}=\varnothing: \mathrm{F}=15\) \(360: 0=\operatorname{PEEK}(16610):\) IFO \(=1\) THENM \(=-17531 E L S E M=32005\)
8050 GOTO2øØø
8400 PRINTCHRS（23）＂（（（（ PROJECT DEEP DIVE ））））＂；：RETURN
8410 PRINT＠448，＂（C）COPYRIGHT 1981 －－MICHAEL JOHN LAKE＋＋＂；：RET URN
8420 FOR FURTHER INFORMATION CALL（502）942－0722 OR WRITE：
MICHAEL JOHN LAKE
5486 F JAMISON ST
FORT KNOX，KY． \(4 \emptyset 121\)
880 Ø CLS：RANDOM：POKE16396，175：POKE16397，201：GOSUB8400：GOTO70øø

\section*{SCBINPUT}
(outline \#1 in a series)
SCRINPUT, (SCReen INPUT), is a fully relocatable 908 byte machine language routine that replaces the BASIC INPUT statement. Instead of entering data one item at a time, SCRINPUT allows you to create a video form on the screen of your disk based Radio Shack TRS-80 Model 1 or 3. Data entry, is then a simple matter of filling in the blanks. Up to 80 "data fields" can be created on one video screen. Each field is assigned a length, screen position and one or more data types: Upper case alpha, lower case alpha, numeric or punctuation. Only characters matching type specifications can be placed in the field.
After defining data fields and specifying screen information, (Caps lock, Case reversal, cursor symbol and initial cursor location are among the features that can be activated), SCRINPUT is called via the BASIC USR function.
A flashing cursor symbol indicates where keyboard entered data will appear. As each character is entered, the cursor moves right one position. At the end of a data field, SCRINPUT repositions the cursor to the start of the next field. Keystrokes of invalid type are ignored.
Arrow keys can be used to move the cursor from one data field to another. Error correction is a simple matter of overtyping the bad characters with new data. The whole process is very similar to traditional screen oriented word processors.
SCRINPUT assigns all data fields to standard BASIC variables. These can be handled by your BASIC program in the same manner as information gathered by INPUT. You can even include error checking to insure that information is within reasonable bounds.
Be warned! SCRINPUT is only a utility and is designed for use within BASIC programs. If you cannot program, you can't use SCRINPUT. SCRINPUT works with any Disk Operating System (DOS) and comes with a 65 page manual containing sample programs, instructions and suggestions. Flow charts and source code are also included.
SCRINPUT has a 15 day money back guarantee: If you are not satisfied for ANY reason, return the package in good condition for a full refund. This is an enhanced version of the original SCRINPUT reviewed in the \(4 / 82\) issue of 80 Micro. Features added since that review include character insert and delete, user defined cursor character, a completely revised manual and alterations to allow easy use of SCRINPUT in the editing of existing data files.
SCRINPUT 3.0 is priced at \(\$ 49.95\) plus 3.00 shipping, CHECKS, VISA and MASTERCHARGE are accepted. We cannot accept ANY purchase orders - including government agencies! Phone orders are welcome. Call (702) 367-2033 for prompt service or use the order blank below.

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\title{
Music Composer
}

\author{
by Carl Huben \\ First Place \\ 11-13
}

The lack of programs using the Color Computer's sound function is very disappointing. But I've come up with a program to use this interesting capability. This program is easy to use-it's even simpler than playing Beethoven's Fifth on a touch-tone telephone.

My program allows you up to 200 notes, with features such as save on tape, retrieve from tape, forward or backward play, editing, and the highlight of the programs, three keyboards.

\section*{How It Works}

When first run, you are presented with four options. The first lets you recall sound from the tape, while the others specify the three keyboards.

The first of these keyboards, the piano keyboard, is set up like a real one, except in three rows.

On this scale, the letter T is middle C . This keyboard allows you five octaves, excluding sharps and flats. The first octave uses the keys E to O , going across. The next octave is from keys P to H . The keyboard continues in this manner. (You use the semi-colon, comma, and period keys to produce notes.)

One major drawback of this keyboard is its slowness. There is a delay between when you press a key and when the note is produced. The delay is most apparent in the highest octaves. When you press a key, the program searches through data to locate it, and then reads the number that represents that key. After that, it will produce a tone of the desired pitch. It will take the computer longer to reach the last keys than the first keys, because that is the order they are in in the data statements. This delay is not present on the replay.

\section*{Program Listing}
```

10 CLS:PRINTTAB(9) "MUSIC COMPOSER"
2\emptyset PRINT : PRINT : PRINT : PRINT" (1) LOAD MUSIC FROM TAPE" : PRIN
T"(2) PIANO KEYBOARD"': PRINT"(3) A-Z SCALE KEYBOARD": PRINT"(4
) Z-A SLALE KEYBOARD"
3\emptyset PRINT@64,; : INPUT"ENTER CHOICE";A
40 ON A GOTO 60,190,340,470
50 GOTO 30
60 CLS : PRINT : INPUT"HOW MANY FILES OF MUSIC PRIOR TOTHE DESIR
ED ONE"; B: IFB=\squareTHEN 120
70 PRINT : PRINT"PRESS PLAY ON THE TAPE-DECK"
80 FORC=1 TO B : OPEN "I",-1,"MUSIC"
90 IF EOF(-1) THEN RUN 1\emptyset\emptyset
100 INPUT \#-1,A\$
110 GOTO 90 : NEXT
120 DIM T(20\emptyset),S(20\emptyset): PRINT"LOADING SOUND"
130 OPEN "I", -1,"MUSIC"
140 INPUT\#-1,L
150 INPUT\#-1,XX
160 IF EOF(-1) THEN 500
170 INPUT \#-1,T(Z),S(Z)
180 Z=Z+1 : GOTO 160
190 GOSUB 680 : CLS : XX=\emptyset
2\emptyset\emptyset TIMER=\emptyset
210 MS=INKEY\$ : IF M\$="" THEN 210

```

An advantage of this keyboard is its order, which can be helpful.
The next two keyboards are essentially the same. These are the A-Z and Z-A keyboards. These are much faster than the first, but lack the order present in the other. You only use the letter keys for these scales.

After typing out your great composition, you'll want to play it back. Just press the space bar. After entering whether you want forward or reverse play, your song will be played back, note for note (including the pauses between each note).
The program will ask if you want to edit the music that you've created. If you decide to, you will be asked the tones you want replayed. This is offered as a convenience for those who want to track down the sour note. Afterwards, you are presented with three choices: make changes, replay previously selected tones, or respecify replay numbers.

\section*{Variable Description}

L
S() Pause between stored notes
T() Stored notes
XX Present keyboard mode
\(\mathrm{Z} \quad\) Current number of note
Table 1. Variables

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220 IF \(\operatorname{ASC}(\mathrm{M} \$)=32\) THEN 500
\(230 \mathrm{~S}(\mathrm{Z})=T \mathrm{TMER}\)
240 READ Y\＄，Y ：IF Y \(\$=\mathrm{M} \$ \mathrm{THEN} 270\)
250 IF Y\＄＝＂．＂THEN RESTORE ：GOTO \(2 \emptyset \emptyset\)
260 GOTO 240
\(270 \mathrm{~T}(\mathrm{Z})=\mathrm{Y}\) ：RESTORE
280 PRINT＠128，2；＂NOTES PLAYED，＂；2ø日－Z；＂NOTES＂：PRINT＂REMAINING＂
290 IF \(z=199\) THEN 480
\(300 \mathrm{z}=\mathrm{Z}+1\)
310 SOUND Y，L
320 GOTO 200
330 DATA \(Q, 5, \mathrm{~W}, 32, \mathrm{E}, 58, \mathrm{R}, 78, \mathrm{~T}, 89, \mathrm{Y}, 108, \mathrm{U}, 125, \mathrm{I}, 133, \mathrm{O}, 147, \mathrm{P}, 159, \mathrm{~A}\)
\(, 159, \mathrm{~S}, 176, \mathrm{D}, 176, \mathrm{~F}, 185, \mathrm{G}, 193, \mathrm{H}, 197, \mathrm{~J}, 204, \mathrm{~K}, 210, \mathrm{~L}, 216,1,218, \mathrm{Z}, 223\)
， \(\mathrm{X}, 227, \mathrm{C}, 229, \mathrm{~V}, 232, \mathrm{~B}, 236, \mathrm{~N}, 238, \mathrm{M}, 239, n, n, 242, \ldots 244\)
340 GOSUB680 ：CLS ：XX＝1
350 TIMER＝\(\emptyset\)
\(360 \mathrm{MS}=\) INKEY \(\$:\) IF M \(\$=\)＂＂THEN 360
370 IF ASC（M\＄）\(=32\) THEN 500
\(38 \emptyset \mathrm{~S}(\mathrm{Z})=T \mathrm{IMER}\)
390 IF MS＞＂Z＂OR MS＜＂A＂THEN 350
400 IF XX＝2 THEN \(\mathrm{E}=255-((\operatorname{ASC}(\mathrm{M} \$)-65) * 9.8)\) ELSE \(\mathrm{E}=((\operatorname{ASC}(\mathrm{M} \$)-65) * 9\) ．8）+1
410 SOUND E，L
\(420 \mathrm{~T}(\mathrm{Z})=\mathrm{E}\)
\(430 \mathrm{z}=\mathrm{Z}+1\)
440 PRINT＠128，Z；＂NOTES PLAYED＂；2ø日－Z；＂NOTES＂：PRINT＂REMAINING＂
450 IF \(Z=200\) THEN 480
460 GOTO 350
470 GOSUB 680 ：CLS ：XX＝2 ：GOTO 350
480 PRINT＂YOU HAVEN＇T ANY MORE NOTES＂
490 FOR B＝1 TO 800 ：NEXT
500 CLS ：PRINT ：INPUT＂DO YOU WANT FORWARD OR BACKWARDSPLAYBACK
（1 OR 2）＂；J ：ON J GOTO 510，530
510 FOR \(N=\emptyset\) TO \(Z-1:\) PRINT＠128，＂NOTES \＃＂N＋1：SOUND T（N），L ：FOR K＝1 TO 7．6666＊S（N）：NEXTK，N
520 GOTO 540
530 FORN＝Z－1 TO Ø STEP－1 ：PRINT＠128，＂NOTE \＃＂N＋1：FOR O＝1 TO S（N ）＊7． 6666 ：NEXT O：SOUNDT（N），L：NEXT N
540 CLS ：PRINT ：INPUT \({ }^{n}\) DO YOU WANT IT PLAYED BACK＂；PS ：IF P \(\$={ }^{\prime \prime} Y\) ES＂THEN INPUT＂FORWARD OR BACKWARDS＂；Q\＄ELSE 560
550 IE \(\mathrm{Q} \$=\)＂EORWARD＂THEN 510 ELSE 530
560 INPUT＂DO YOU WANT TO EDIT IT＂；X\＄：IF X\＄＝＂YES＂THEN 740
570 INPUT＂DO YOU WANT TO SAVE THE MUSIC TOTAPE＂；US ：IF U\＄＝＂YES＂
THEN 580 ELSE RUN
580 CLS ：PRINT ：PRINT＂PRESS PLAY AND RECORD＂：PRINT ：PRINT＂HIT
ANY KEY TO SAVE SOUND＂
590 IF INKEY \(\$==^{\prime \prime}\) THEN 590
600 OPEN＂O＂，－1，＂MUSIC＂
610 PRINT\＃－1，L
620 PRINT \＃－1，XX
630 FOR \(\mathrm{H}=1\) TO Z ：PRINT \＃－1，T（H）， \(\mathrm{S}(\mathrm{H})\) ：NEXT
640 CLOSE－1
650 PRINT ：PRINT＂FINISHED＂：PRINT ：PRINT＂HIT ANY KEY TO RETUR N＂
660 IF INKEYS＝＂\({ }^{n}\) THEN 660
670 RUN
680 CLS ：PRINT ：DIMS（200），T（200）
690 CLS ：PRINT：INPUT＂ENTER TONE DURATION（1 FOR EVERY． 06 SECOND ）＂，L
\(7 \emptyset\) © IF L＜1 OR L＞255 THEN 690
710 PRINT ：PRINT＂PRESS ANY ANY KEY TO START MUSIC＂
720 IF INKEY\＄＝＂＂THEN 720
730 RETURN
740 CLS ：PRINT ：INPUT＂SPECIFY START NUMBER AND END NUMBER 0 F TONES＂；X1，X2
750 IF XI＜1 OR X \(2>2\) THEN 740
760 FOR X＝X1－1 TO X2－1 ：PRINT＠128，＂NOTE \＃＂X＋1 ；SOUND T（X），L ：
FOR \(\mathrm{P}=1\) TO 7．6666＊S（X）：NEXT P，X
770 PRINT＠256，＂（1）MAKE CHANGES＂：PRINT＂\({ }^{(2)}\) REPLAY NUMBERS＂：P RINT＂（3）RESPECIFY REPLAY NUMBERS＂：PRINT＠192；；：INPUT＂ENTER N UMBER＂ ；YY：ON YY GOTO \(780,760,740\) ：GOTO 770
780 PRINT＠ 256 ，＂（1）CHANGE A NOTE＂：PRINT＂（2）EXTEND MUSIC＂\({ }^{\prime \prime}\) PRINT＂
（3）DELETE NOTES＂：PRINT＠192；；：INPUT＂ENTER NUMBER＂；YY：ON YY GOTO
820，790，810 ：GOTO 780
790 CLS ：PRINT＠128，＂PRESS ANY KEY TO START＂
800 IF INKEY \(\$=\)＂\("\) THEN800ELSE ON \(\mathrm{XX}+1\) GOTO 200，350，350
810 CLS ：PRINT：INPUT＂NUMBERS TO DELETE＂；Q1，Q2：Q2＝Q2＋1：FORJ＝Q2 TO
\(\mathrm{Z}: \mathrm{T}(\mathrm{QL}+(\mathrm{J}-\mathrm{Q} 2))=\mathrm{T}(\mathrm{J}): \mathrm{S}(\mathrm{QL}+(\mathrm{J}-\mathrm{Q} 2))=\mathrm{S}(\mathrm{J}): \mathrm{NEXT}: \mathrm{Z}=\mathrm{Z}-(\mathrm{Q} 2-\mathrm{Q} 1):\) GOTO490
820 CLS ：PRINT：RESTORE ：INPUT＂NUMBER TO CHANGE＂；W ：IF XX＝1 TH EN 890
830 FOR \(T=1\) TO 29 ：READ AS，X ：PRINT＠2ø6，T
840 SOUND \(X, 1: 2 \$=\) INKEY \(\$\) ：IF \(2 \$=" n T H E N 84 \emptyset\)
850 IF \(\operatorname{ASC}(2 \$)=32\) THEN 870 ELSE NEXT
860 RESTORE ：GOTO 830
\(870 T(W)=X:\) INPUT＂DELAY \((1-10) " ; P: S(W)=8 * P\)
880 INPUT＂DO YOU WANT TO EDIT ANOTHER＂；QS ；IF QS＝＂YES＂THEN740 ELSE 50日
89ø FOR \(\mathrm{T}=1\) TO 26
900 PRINT＠206，T
910 SOUND T＊9．8，1 ： \(\mathrm{z} \$=\) INKEY \(\$\) ：IF \(\mathrm{z} \$={ }^{\circ} \mathrm{n}\) THEN 910
920 IF ASC \((2 \$)=32\) THEN 940 ELSENEXT
930 GOTO 89＠
\(940 \mathrm{~T}(\mathrm{~W})=\mathrm{T} * 9.8\)
950 INPUT＂DELAY（ \(1-10\) ）＂； \(\mathrm{R}: \mathrm{S}(\mathrm{X})=\mathrm{R} * 8\)
960 PRINT ：INPUT＂CARE TO EDIT ANOTHER＂；LS ：IF LS＝＂NO＂THEN 500
970 CLS ：GOTO 770

\section*{Line Purpose}

10-50 Set up menu and input choice
60-180 Sound-loading routine
190-330 Piano keyboard function
340-470 A-Z and Z-A keyboards
480-490 Indicate no more notes
500-550 Play back music
560-570 Ask to edit and save
580-670 Save function
680-730 Subroutine to enter tone duration
740-970 Edit function
Table 2. Line Functions

Choosing to make changes gives you another three options: change a note, extend the music, or delete portions of
your song. The program explains the extension and deletion of notes in your music.

The change-a-note function asks for the number of the note to change. You will then hear the lowest note in the keyboard you were in. Each time you press a key, the note gets higher, until you find the desired replacement note. Press the space bar, and it will be replaced. It will then ask the delay you want between this note and the next. You will then be forwarded to the playback mode so it can be played back.

Now you have your composition. You certainly don't want to lose the work of 10 or 20 minutes, so use the save-on-tape feature. When you're in the playback mode, say no to every
question until it asks if you care to save on tape. Position your tape, and enter yes, then press any key to save.

After saving music on tape, you can use yet another feature, the loading function. When you enter this mode, you will be asked how many files of music are before the one you want. The program searches for your file, and loads it into memory.

The many options and features should provide hours of fun composing. Enjoy!

Carl Huben (age 11) can be reached at 6929 Lee Crest Drive, West Bloomfield, MI 48033.

\section*{GAMESTER SOFTWARE}

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appreciate the publicity - thanks!

\title{
Super-Draw
}

\author{
by Terry Myerson \\ First Place \\ 10 and under
}

\section*{Program Listing}
```

REM *** A DRAWING PROGRAM CALLED SUPER-DRAW
5 REM *** BY TERRY JAY MYERSON KNOWN AS T.J.
7 REM *** AGE 10
8 REM *** 233 PINE CONE TRAIL ORMOND BEACH, FLORIDA 32ø74
10 POKE 16396,175:POKE 16397,77
20 CLS
3\emptyset FOR X=\emptyset TO 127:SET(X,44):NEXT X
40 PRINT@960,"MODE: SKETCH";
50 FOR R=1 TO 221

```

```

70 SET(X,Y)
80 FOR L=1 TO 5:NEXT L
90 NEXT R
100 PRINT@920,"by Terry Myerson"
110 FOR X=1 TO 15:IF S=\emptyset THEN PRINT@960+21,"P R E S S AN Y K
EY TO BEG I N"; ELSE PRINT@960+21,"
12\emptyset A$=INKEY$:IF AS<>"" THEN GOTO 260
130 NEXT X
140 IF S=\emptyset THEN S=1 ELSE S=\emptyset
150 GOTO 110
160 A$=INKEY$:IF A$="" THEN 160 ELSE GOTO 260
170 DATA 32,8,31,7,30,6,29,6,28,5,27,5,26,5,25,5,24,6,23,7,23,8,
22,9,22,10,23,11,24,11,25,11,26,11,27,11,28,11,29,11,30,11,31,12
,31,13,30,14,30,15,29,16,28,17,27,17,26,17,25,17,24,17,23,16,22,
16,21,15,20,14
180 DATA 37,11,36,12,35,13,35,14,35,15,35,16,36,17,37,17,38,17,3
9,17,40,17,40,16,41,15,42,14,43,13,43,12,43,11,43,15,43,16,44,17
190 DATA 48,11,48,12,48,13,48,14,48,15,48,16,48,17,48,18,48,19,4
8,20,48,21,48,22,49,12,50,11,51,11,52,11,53,11,54,11,55,11,56,12
,56,13,56,14,56,15,56,16,55,17,54,17,53,17,52,17,51,17,50,17,49,
1 6
200 DATA 60,14,61,14,62,14,63,14,64,14,65,14,66,14,67,14,68,14,6
9,14,68,13,67,12,66,11,65,11,64,11,63,11,62,11,61,12,60,13,60,15
,61,16,62,17,63,17,64,17,65,17,66,17,67,17,68,17,69,16
210 DATA 72,11,73,11,73,12,73,13,73,14,73,15,73,16,73,17,74,13,7
4,12,75,12,76,11,77,11,78,11,79,11,80,11,81,12,82,13,82,14
22ø DATA 32,22,33,22,34,22,34,23,35,23,36,23,37,23,38,24,39,25,3
9,26,39,27,39,28,38,29,37,30,36,30,35,30,34,30,33,31,32,31,31,31
,31,30,31,29,31,28,31,27,31,26,31,25,31,24,31,23,31,22
230 DATA 42,26,42,27,42,28,42,29,42,30,42,31,43,27,44,27,44,26,4
5,26,46,26,47,26,48,26,49,27,50,28
240 DATA 60,26,59,27,59,28,59,29,59,30,60,31,58,27,57,26,56,26,5
5,26,54,26,53,27,53,28,53,29,53,30,54,31,55,31,56,31,57,31,58,30
250 DATA 67,26,67,27,66,28,65,29,65,30,66,31,67,31,68,31,68,30,7
0,29,71,28,71,27,71,26,69,30,69,31,70,31,71,31,72,31,73,30,74,29
,75,28,75,27,75,26
260 CLEAR 10000
270 ON ERROR GUTO 2110
280 CLS
290 PRINTTAB(20)"CHOOSE SKETCH SCREEN"
30ø PRINTTAB(15) "USE ARROWS"
310 PRINT@448+32-3,"? ";CHR$(143);" ?";
320 PRINT@448+32-64,"?";
330 PRINT@448+32+64,"?";
340 N=PEEK(14440)
350 IFNAND8THENS=1

```

Super-Draw will make you and your TRS-80 creative. It lets you draw on the CRT, reproduce figures several times on the same screen, and save and recall drawings.

I wrote this program on a Model III with 48 K and two disk drives. Only one disk drive is necessary to run the program, though, and you can use a joystick.

\section*{How to Use It}

After the introduction to SuperDraw is finished, you can choose your sketch pad. The six possibilities are in Fig. 1.

For screen A, press the up arrow; for screen B, press the down arrow; for screen C, press the left arrow; and for screen D , press the right arrow.

For screens A-D, just press the arrow pointing to the part of screen you want white. For screen E, press any arrow, L (load), and then 0 (load 0). For screen F, press any arrow, L (load), and then 0 (load 0 ). When the computer is done, press \(C\) (convert).

\section*{Simple Drawing Techniques}

To move the sketcher, use the arrow keys or the joystick. Hold down two arrow keys to draw diagonals.

To choose a new sketch screen or restart your drawing, press the space bar or the red button on the joystick.

\section*{The Key Box}

Model I or III
48K RAM
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\title{
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} \\ \\ Webster
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"In a comparative review of proofreading programs (with smaller dictionaries) MICROPROOF was found to be considerably faster than all the others, when tested against a 400 word sample document."
BYTE Magazine, November 1981
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\section*{The Ultimate PROOFING SYSTEM}

\author{
Post Ofice Box 6111
}

To find out where the sketcher is, press enter and the sketcher will start blinking. To stop the blinking, press break.

\section*{Advanced Drawing Techniques}

To erase or move to another place on the screen, press clear. Then move the eraser with the arrow keys or joystick. To exit, press enter or the red button on the joystick.
To change everything black to white and everything white to black, press C. To save a drawing, hit S and the drawing number (1-9). To load a drawing, hit L and the drawing number (1-9).

\section*{Creating and Using Functions}

To create a function, type E while in
A.

C.

E.
\(\qquad\)
B.

D.

F.


Figure 1. Six Screens
```

Listing continued
360 IFNAND16THENS=2
370 IFNAND32THENS=3
380 IFNAND64THENS=4
390 OUT236,16
400 A=255-INP (0)
4 1 0 ~ I F A A N D I T H E N S = 1 ~
420 IFAAND2THENS=2
430 IFAAND4THENS=3
440 IFAAND8THENS=4
450 IFS=\emptysetORS > 4THEN 340
4 6 0 ~ C L S ~
470 IFS=1THENFORX=ØTO7:PRINT@64*X,STRING$(64,191);:NEXTX
48\emptyset IFS=2THENFORX=8TO14:PRINT@64*X,STRING$(64,191); :NEXTX
490 IFS =4THENFORX=\emptysetTO15:PRINT@64*X+32,STRING\$ (32,191);:NEXTX
50\emptyset IFS=3THENFORX=\emptysetTO14:PRINT@64*X,STRING$(32,191);:NEXTX:
510 FORX=\emptysetTOI27:SET (X,44) : NEXTX
520 PRINT@960,"MODE :SKETCH";STRING$ (20,128);
530 IFS=1ORS=3THENX=64:Y=24
540 IFS=2THENX=64:Y=23
550 IFS=4THENX=63:Y=23
560 SET(X,Y)
570 POKE16396,175:POKE16397,201:N=PEEK (14440)
580 IFN=128THENGOTO 260
590 AS=INKEY\$
6\emptyset\emptyset IF A\$="S" THEN GOTO 110\emptyset

```

```

620 IF AS="C" THEN GOTO 1790
630 IF AS="P" THEN GOTO 1990
640 IF AS="E" THEN GOTO 2130
650 GOSUB 1670
660 IFA = ØANDN =\emptysetTHEN57@
6 7 0 ~ I F N A N D 8 T H E N Y = Y - 1 ~
680 IFNAND16THENY=Y+1
690 IFNAND32THENX=X-1
700 IFNAND64THENX=X +1
710 IFNAND1THEN3000
720 IFNAND 4THENPOKE16396,195:POKE16397,77:GOTO 760
730 IFNAND2THEN910
740 GOSUB 1600:GOSUB 1530

```

```

76\emptyset PRINT@960,"MODE :FUNCTION LOAD","TYPE FUNCTION FILE NAME";
770 El=X:F=Y
780 E=Y+11
790 AS=INKEY$:IF AS="" THEN 790
800 POKE 16396,195:POKE 16397,77
810 OPEN"I",3,"FUNC"+AS+"/FUC"
820 IF X>(127-35) THEN WQW
830 IF Y>(47-11) THEN GOTO 570
840 FOR X=X TO X+36:FOR H=Y TO E
850 INPUT#3,P
860 IF P=1 THEN SET( }\textrm{X},\textrm{H})\mathrm{ ELSE RESET(X,H)
870 NEXT H,X
880 CLOSE
890 X=E1: Y=F
900 F
910 PRINT@960,"MODE :SKIP & ERASE";STRING$(20,128);
92| F=PEEK (1444|):A=255-INP (\emptyset)
930 IFF=\emptysetANDA = \THEN920
940 IFFANDIORAAND16THENPRINT@960,"MODE : SKETCH";STRING$(20,128);
:GOTOL760
950 GOSUB102\emptyset
960 IFFAND8ORAAND1THENY =Y-1
970 IFFAND160RAAND2THENY = Y +1
980 IFFAND32ORAAND4THENX = X -1
990 IFFAND6 4ORAAND8THENX =X +1
1Ø\emptyset\emptyset GOSUB16\emptyset\emptyset
1010 GOSUB153\emptyset:GOTO920
1020 IFS=1THENIFY<24SET(X,Y) ELSERESET(X,Y)
1030 IFS=2THENIFY>23SET(X,Y) ELSERESET(X,Y)
1040 IFS=3THENIFX<64SET (X,Y) ELSERESET (X,Y)
1050 IFS=4THENIFX<64RESET(X,Y) ELSESET(X,Y)
1060 IF S=5 THEN SET(X,Y)
1070 IF S=6 THEN RESET(X,Y)
1080 RETURN
1090 E=X:F=Y
1100 PRINT@960,"MODE :SAVE";STRING$(20,128);:L=PEEK(15360) :POKEl
5360,35
1110 AS=INKEY\$
112\emptyset A=VAL (AS)
1130 IFA<IORA>9THEN1110
1140 PRINT@960,"MODE :SAVE DRAWING \#";A\$;
1150 POKE 16396,195:POKE 16397,77
1160 OPEN"O",1,"DRW"+AS+"IG"+"/DAT"
1170 PRINT\#1,S;",";
1180 PRINT\#1,X;",";
1190 PRINT\#1,Y;",";
12\emptyset0 POKE15360,L

```
1210 FORX \(=15360 \mathrm{TO} 6383\)

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Listing continued
\(1220 \mathrm{~N}=\operatorname{PEEK}(\mathrm{X})\)
1230 PRINT\#1,N;",";
1240 NEXTX
1250 PRINT@960, "MODE : SKETCH"; \(\operatorname{STRING}(20,128)\);
1260 CLOSE
127ø POKE 16396,195: POKE 16397,201
\(1280 \mathrm{X}=\mathrm{E}: \mathrm{Y}=\mathrm{F}\)
1290 GOTO570
\(13 \emptyset \emptyset\) PRINT@960,"MODE : LOAD"; STRING\$ \((20,128) ;: L=P E E K(15360)\)
1310 POKE15360,35
1320 A \(\$=\) INKEY \(\$\)
1330 A=VAL (A\$)
1340 IFA< 10 ORA \(>9\) THEN 1320
1350 IF \(A=\emptyset\) THEN IF \(A \$\rangle " \emptyset "\) THEN 1320
1360 POKE 16396,195:POKE 16397,77
1370 OPEN"I", 2,"DRW"+AS+"IG"+"/DAT"
\(138 \emptyset\) INPUT\#2,S
\(139 \emptyset\) INPUT\#2,X
1400 INPUT\#2,Y
1410 CLS
1420 IFEOF (2) THEN1500
\(1430 \mathrm{ZX}=\mathrm{ZX}+1\)
1440 INPUT\#2,W
1450 IFZX=961THENGOTO1470ELSEPRINTCHR\$(W);
1460 GOTO1420
\(147 \emptyset\) GOSUB1650
1480 GOSUB160ø
\(149 \emptyset \mathrm{ZX}=\emptyset\)
1500 CLOSE
1510 POKE 16396,175: POKE 16397,201
\(152 \emptyset\) GOTO57ø
1530 IFS \(=1\) THENIFY < 24 RESET ( \(\mathrm{X}, \mathrm{Y}\) ) ELSESET ( \(\mathrm{X}, \mathrm{Y}\) ) : RETURN
1540 IFS \(=2\) THENIFY \(<24\) SET \((X, Y)\) ELSERESET \((X, Y)\) : RETURN
1550 IFS=3THENIFX<64RESET \((X, Y) \operatorname{ELSESET}(X, Y):\) RETURN
1560 IFS \(=4\) THENIFX \(<64\) SET \((X, Y)\) ELSERESET \((X, Y):\) RETURN
1570 IF \(\mathrm{S}=5\) THEN RESET \((\mathrm{X}, \mathrm{Y})\)
1580 IF \(\mathrm{S}=6\) THEN SET(X,Y)
1590 RETURN
160 Ø \(\mathrm{IFY}>=44 \mathrm{THENY}=\emptyset\)
1610 IFY \(<=-1\) THENY \(=43\)
1620 IFX \(<=-1\) THENX \(=127\)
1630 IFX \(>=128\) THENX \(=\emptyset\)
1640 RETURN
1650 PRINT@960,"MODE : SKETCH"; STRING\$(2Ø,128);
1660 RETURN
1670 OUT236,16
\(1680 \mathrm{~A}=255-\) INP ( \(\varnothing\) )
1690 IFA \(=\emptyset\) THENRETURN
\(17 \emptyset \emptyset\) IFAAND16THENGOTO 260
1710 IFAAND1THENY \(=Y-1\)
1720 IFAAND2THENY \(=Y+1\)
\(173 \emptyset\) IFAAND 4 THENX \(=\mathrm{X}-1\)
1740 IFAAND8THENX \(=\mathrm{X}+1\)
1750 RETURN
\(1760 \mathrm{~A}=255-\mathrm{INP}(\emptyset)\)
177Ø IFA=16THEN1760ELSEPRINT@960, "MODE : SKETCH"; STRING\$ \((20,128)\);
1780 GOTO57の
1790 PRINT@960,"MODE :CONVERT SKETCH SCREEN";:E=X:F=Y
1800 FOR Y=Ø TO 43
1810 FOR X=Ø TO 127
1820 IF POINT \((X, Y)\) THEN RESET( \(X, Y\) ) ELSE SET(X,Y)
1830 NEXT X,Y
\(1840 \mathrm{X}=\mathrm{E}: \mathrm{Y}=\mathrm{F}\)
1850 ON S GOTO \(187 \emptyset, 1890,1910,1930,1950,1970\)
1860 PRINT@96Ø, "MODE: SKETCH";STRING\$(2ø,128);:GOTO \(57 \emptyset\)
\(1870 \mathrm{~S}=2\)
1880 GOTO 1860
\(1890 \mathrm{~S}=1\)
1900 GOTO 1860
\(1910 \mathrm{~S}=4\)
1920 GOTO 1860
\(1930 \mathrm{~S}=3\)
1940 GOTO 1860
\(1950 \mathrm{~S}=6\)
1960 GOTO 1860
\(1970 \mathrm{~S}=5\)
1980 GOTO 1860
\(1990 \mathrm{E}=\mathrm{X}: \mathrm{F}=\mathrm{Y}\)
\(200 \emptyset\) PRINT@960, "MODE : PRINT HI - RESOLUTION GRAPHICS ON OKIDA TA 83A";
\(2 \emptyset 1 \emptyset\) FOR \(X=\emptyset\) TO 127:FOR \(Y=\emptyset\) TO 5:GOSUB 274 : NEXT Y:LPRINT CHR \(\$(Z\) ) : : \(Z=\emptyset:\) NEXT X
2ø20 FOR \(X=\emptyset\) TO \(127:\) FOR \(Y=6\) TO 11:GOSUB 2740 :NEXT Y:LPRINT CHRS ( Z) ; : \(Z=\emptyset:\) NEXT X

2ø30 FOR \(X=\emptyset\) TO 127:FOR \(\mathrm{Y}=12\) TO 17:GOSUB 2740 :NEXT Y:LPRINT CHR\$ ( \(Z\) ) ; : \(Z=\emptyset:\) NEXT X

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\section*{- SUPERB DOCUMENTATION}

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sketch mode. Start creating your function with the arrow keys or joystick. To convert the sketch screen, press C. To restart function drawing, press the space bar or the red button on the joystick.

To save a function hit enter, then S, then name the function (using one character). To load a function, hit enter, L, and the name you used (using one character). To exit the sketch pad, press enter and then E .

To load your function into the sketch pad, position the sketcher where you want the top left corner of your function, press break, and then the function name (using one character).

To draw your function again on the same sketch pad, repeat the instructions in the last paragraph. To exit the program hit the orange key.

Terry Myerson (age 10) can be reached at 233 Pine Cone Trail, Ormond Beach, FL 32074.

\section*{Listing continued}

2040 FOR \(X=\emptyset\) TO 127:FOR \(Y=18\) TO 23 :GOSUB \(2740:\) NEXT Y:LPRINT CHR \(\$\) (Z) : : Z= \(\square:\) NEXT X

2050 FOR \(X=0\) TO 127:FOR \(Y=24\) TO 29:GOSUB 2740:NEXT Y:LPRINT CHR\$
(Z) ;: Z= \(\emptyset:\) NEXT \(X\)

206 FOR \(X=\emptyset\) TO 127 :FOR \(\mathrm{Y}=30\) TO 35 :GOSUB 2740:NEXT Y:LPRINT CHR \(\$\)
(Z) : : Z \(=\emptyset: \mathrm{NEXT} \mathrm{X}\)

207ø FOR \(X=\emptyset\) TO 127:FOR \(Y=36\) TO 41:GOSUB \(2740:\) NEXT Y:LPRINT CHR
( Z ) : : \(\mathrm{Z}=\emptyset:\) NEXT X
\(2 \emptyset 80\) FOR X=Ø TO 127: \(\mathrm{Y}=42:\) GOSUB 2740:LPRINT CHR\$(Z);:Z=ø:NEXT X
\(2 \emptyset 90\) PRINT@960,"MODE : SKETCH"; STRING\$ \((35,128)\);
2100 \(X=E: Y=F: G O T O 570\)
2110 CLOSE:PRINT@960,"MODE :SKETCH";STRING\$ 51,128 );
2120 RESUME 570
2130 POKE 16396,175: POKE 16397,201
2140 POKE 16409,1
2150 CLS
2160 ON ERROR GOTO 2710
2170 PRINT STRING\$ 15,179 ) ; "SUPER - DRAW :FUNCTION CREATOR";STRI
NGS \((15,179)\);
\(218 \emptyset\) PRINT:PRINT:PRINT
\(219 \emptyset\) FOR \(\mathrm{Y}=25\) TO \(40: \operatorname{SET}(4 \emptyset, Y): \operatorname{SET}(8 \emptyset, Y): \operatorname{NEXT} Y\)
\(22 \emptyset \emptyset \operatorname{FOR} \mathrm{X}=4 \emptyset\) TO \(8 \emptyset: \operatorname{SET}(\mathrm{X}, 25): \operatorname{SET}(\mathrm{X}, 4 \emptyset): \mathrm{NEXT}\) X
\(2210 \mathrm{Y}=33\) : \(\mathrm{X}=60\)
\(2220 \operatorname{SET}(\mathrm{X}, \mathrm{Y})\)
\(2230 \mathrm{~N}=\operatorname{PEEK}(14440)\) : OUT \(236,16: \mathrm{A}=255-\operatorname{INP}(\emptyset)\)
2240 IF INKEY \(\$={ }^{\circ} \mathrm{C}\) " THEN 2690
2250 IF \(N\) AND 1 OR \(A=16\) THEN \(238 \emptyset\)
2260 IF N AND 2 THEN 2610
2270 IF \(N\) AND 128 THEN 2130
2280 IF \(N\) AND 8 OR A AND 1 THEN \(Y=Y-1\)
2290 IF \(N\) AND 16 OR A AND 2 THEN \(\mathrm{Y}=\mathrm{Y}+1\)
\(230 \emptyset\) IF \(N\) AND 32 OR A AND 4 THEN \(X=X-1\)
2310 IF \(N\) AND 64 OR A AND 8THEN \(X=X+1\)
2320 GOSUB 2330:GOTO 2230
2330 IF \(\mathrm{Y}<=26\) THEN \(\mathrm{Y}=38: \operatorname{SET}(\mathrm{X}, \mathrm{Y}):\) RETURN
2340 IF \(Y>=39\) THEN \(Y=27: \operatorname{SET}(X, Y):\) RETURN
2350 IF \(\mathrm{X}<42\) THEN \(\mathrm{X}=78: \operatorname{SET}(\mathrm{X}, \mathrm{Y}):\) RETURN
2360 IF \(X>=79\) THEN \(X=42: \operatorname{SET}(X, Y):\) RETURN
\(2370 \operatorname{SET}(\mathrm{X}, \mathrm{Y}):\) RETURN
2380 PRINT@192,"L TO LOAD,S TO SAVE, E TO EXIT TO SUPER-DRAW"
2390 AS=INKEYS:IF AS="" THEN 2390
\(24 \emptyset \emptyset\) IF A \(\$=" E "\) OR A \(=\) "L" OR A \(\$=" S "\) THEN GOTO 2410 ELSE GOTO \(239 \emptyset\)
\(241 \varnothing\) IF AS="E" THEN GOTO \(26 \emptyset\)
\(242 \emptyset\) IF AS="L" THEN \(252 \emptyset\)
2430 PRINT@192,"SAVE :TYPE FUNCTION FILE ";
2440 A \(\$=I N K E Y \$: I F A S={ }^{n \prime \prime}\) THEN \(244 \emptyset\)
2450 POKE 16396,195: POKE 16397,77
2460 OPEN"O", 1 , "FUNC" + AS+"/FUC"
\(247 \emptyset\) FOR X=42 TO 78
2480 FOR \(\mathrm{Y}=27\) TO 38
2490 IF POINT(X,Y) THEN PRINT\#1, "1";","; ELSE PRINT\#1,"Ø";",";
2500 NEXT Y,X
2510 CLOSE:POKE 16396,175:POKE 16396,201:GOTO 2270
\(252 \emptyset\) PRINT@192,"LOAD : TYPE FUNCTION FILE
2530 AS=INKEY\$:IF AS="" THEN 2530
2540 POKE 16396,195:POKE 16397,77
2550 OPEN"I", 2, "FUNC" + A\$+"/FUC"
2560 FOR X=42 TO 78:FOR Y=27 TO 38
257 Ø INPUT\#2, P
258 IF \(\mathrm{P}=1\) THEN SET( \(\mathrm{X}, \mathrm{Y}\) ) ELSE RESET( \(\mathrm{X}, \mathrm{Y}\) )
2590 NEXT Y,X
260ø CLOSE:POKE 16396,175:POKE16396,2ø1:GOTO 227 Ø
\(2610 \mathrm{~N}=\operatorname{PEEK}(14440)\) :IF \(\mathrm{N}=\emptyset\) THEN GOTO \(261 \emptyset\)
2620 IF N AND 1 THEN FOR V=1 TO 250:NEXT V:GOTO 2230
\(2630 \operatorname{RESET}(\mathrm{X}, \mathrm{Y})\)
2640 IF \(N\) AND 8 THEN \(\mathrm{Y}=\mathrm{Y}-1\)
2650 IF N AND 16 THEN \(\mathrm{Y}=\mathrm{Y}+1\)
2660 IF \(N\) AND 32 THEN \(X=X-1\)
2670 IF N AND 64 THEN \(X=X+1\)
2680 GOSUB 2330:GOTO 2610
269 FOR X=42 TO 78:FOR \(Y=27\) TO 38:IF POINT(X,Y) THEN RESETT(X,Y)
ELSE \(\operatorname{SET}(\mathrm{X}, \mathrm{Y})\)
\(27 \emptyset 0\) NEXT Y,X:GOSUB 2330:GOTO 2230
2710 PRINT@128, "DONT BE A WISEGUY";
2720 FOR X=1 TO LEN ("DONT BE A WISEGUY")
\(273 \emptyset\) FOR \(W=1\) TO \(25 \emptyset: N E X T\) W:PRINT CHR \((8) ;:\) NEXT X:GOTO \(227 \emptyset\)
2740 DATA \(\emptyset, 6,12,18,24,30,36\)
2750 FOR \(Q=1\) TO 8: READ \(0: I F \quad Y=0\) THEN 277 ELSE NEXT \(Q\)
2760 GOTO 2780
2770 IF POINT (X,Y) THEN \(\mathrm{Z}=\mathrm{Z}+1\) : RESTORE: RETURN
2780 DATA \(1,7,13,19,25,31,37\)
2790 FOR \(Q=1\) TO 8: READ O:IF Y=O THEN 2810 ELSE NEXT \(Q\)
2800 GOTO 2820
2810 IF POINT \((\mathrm{X}, \mathrm{Y})\) THEN \(\mathrm{Z}=\mathrm{Z}+2\) : RESTORE:RETURN
2820 DATA \(2,8,14,20,26,32,38\)

Table 1. Variables


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\title{
TRS-Turtle
}

\author{
by Larry Brackney \\ Second Place \\ 14-18
}

I was fascinated by turtle graphics and turtle geometry ever since they were first introduced into the computer industry. I was first exposed to the concept of turtle geometry when I heard about a new package from Terrapin Inc. called Logo. What was this new language that so excited educators?
Turtle geometry is a new math system based on the movements of a turtle. It is oriented to the local area of the turtle, rather than from a central point. The paths the turtle takes are drawn on the monitor-hence, turtle graphics.
The student writes a program for the turtle to follow. Normally this program consists of single command statements such as:

Forward : X-This command tells the turtle to move forward \(X\) steps.
Left :X—This instructs the creature to turn left X degrees.

Students using this language are encouraged to "play turtle." That is, the student pretends he is the turtle.
Not only is Logo good for teaching computer literacy, but it also develops a more organized and logical thought process. It gives students a better chance of learning to program the computer, because Logo is much easier to program than Basic.

There was only one problem keeping me from enjoying turtle geometry and graphics. There were no Logo packages

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available for my computer, a Model I.
I enjoy writing Basic programs, but now I had a challenge. I had no Assem-bly-language background, and I wanted to write a totally new language for the TRS-80. I knew I couldn't write another Logo, but I could write a program that uses turtle geometry/graphics.

Originally TRS-Turtle was nothing
more than Etch-a-Sketch with fancy commands and a function that let the computer memorize the current screen and recall it later. The first method I used was quite slow. I then rewrote the routine to read the screen much more quickly. The second thing I did was put in a Jump command, along with several other commands to erase graphics. Fi-

\section*{Program Listing}

```

Listing continued
350 HT=\emptyset:B$="":PRINT@960,CL$;
360 IFRL=1THEN1890ELSE180
370 CLS:PRINT"THE TURTLE SAYS BYE...":END
380 IFLEN (B) >\emptysetTHENB=LEFT\$(B,LEN (B) -1):GOTO180ELSEI 80
390 REM MOVE TURTLE RIGHT ROUTINE 40\emptyset-49\emptyset
400 C $=B
4 1 0 ~ I F R L = 1 T H E N 4 4 0
420 PRINT@960,C$" ?";
43\emptyset A=INKEY$:IFA=""THEN43\emptyset
440 IFRL=1THENA=STR$(LN(NU)) ELSELN (W-1) =VAL (A)
450 FORZ=XTOX+VAL (A):IFZ>127THENX=127:GOTO480
460 IFHT=1THENRESET(Z,Y) ELSESET(Z,Y)
470 NEXTZ:X=X+VAL(A)
480 PRINT@960,CLS;:B=""
4 9 0 ~ I F R L = 1 T H E N 1 8 9 0 E L S E I 8 0 ~ 0
50\emptyset REM MOVE TURTLE LEFT ROUTINE 510-600
510 C $=B
520 IFRL=1THEN550
530 PRINT@960,C$" ?";
540 A=INKEY $:IFA=" "THEN540
550 IFRL=1THENA=STR$(LN (NU)) ELSELN(W-1)=VAL (A)
560 FORZ=XTOX-VAL(A) STEP-1:IFZ<\emptysetTHENX=\emptyset:GOTO590
57\emptyset IFHT=1THENRESET(Z,Y) ELSESET (Z,Y)
580 NEXTZ:X=X-VAL (A)
590 PRINT@960,CL$;:B="'
600 IFRL=1THEN1890ELSE180
610 REM MOVE TURTLE UP ROUTINE 62\emptyset-71\emptyset
620 C$=B
630 IFRL=1THEN660
640 PRINT@960,C$"?";
650 A=INKEY$:IFA=" "THEN650
660 IFRL=1THENA=STR$(LN(NU)) ELSELN(W-1)=VAL (A)
670 FORZ=YTOY-VAL (A)STEP-1:IFZ<\emptysetTHENY=\emptyset:GOTO70\emptyset
680 IFHT=1THENRESET(X,Z) ELSESET(X,Z)
6 9 0 ~ N E X T Z : Y = Y - V A L ~ ( A ) ~
700 PRINT@960,CL$;:B=""
7 1 0 ~ I F R L = 1 T H E N 1 8 9 \emptyset E L S E 1 8 0 ~
720 REM MOVE TURTLE DOWN ROUTINE 730-820
730 C$=B
740 IFRL=1THEN770
750 PRINT@960,C$" ?";
760 A=INKEY$:IFA=""THEN760
770 IFRL=1THENA=STR$(LN(NU)) ELSELN(W-1)=VAL (A)
780 FORZ=YTOY+VAL (A) : IFZ>44THENY=44:GOTO810
790 IFHT=1THENRESET(X,Z) ELSESET(X,Z)
800 NEXTZ:Y=Y+VAL(A)
810 PRINT@960,CL\$;:B=""
82\emptyset IFRL=1THEN189\emptysetELSE18\emptyset
830 REM MOVE TURTLE UP AND RIGHT ROUTINE 840-950
840 C $=B
850 IFRL=1THEN880
860 PRINT@960,C$" ?";
870 A=INKEY$:IFA=""THEN87\emptyset
880 IFRL=1THENA=STR$(LN(NU)) ELSELN(W-1) =VAL (A)
89\emptyset FORZ=1TOVAL (A):X=X +1:Y=Y-1
900 IFX>127THENX=127:Y=Y+1:GOTO940
91Ø IFY<\emptysetTHENY = \emptyset: X = X-1: GOTO94\emptyset
920 IFHT=1THENRESET(X,Y) : RESET (X-1,Y+1) ELSESET(X,Y)
930 NEXTZ
940 PRINT@960,CL\$;:B=""
95\emptyset IFRL=1THEN189\emptysetELSE18\emptyset
960 REM MOVE TURTLE UP AND LEFT ROUTINE 970-1080
970 C $=B
980 IFRL=1THEN1010
990 PRINT@960,C$" ?";
100\emptyset A=INKEY$:IFA=""THEN10\emptyset\emptyset
1010 IFRL=1THENA=STRS(LN(NU)) ELSELN(W-1)=VAL (A)
102\emptyset FORZ=1TOVAL (A):X=X-1: Y=Y-1
103\emptyset IFX<\emptysetTHENX=\emptyset:Y=Y+1:GOTO1\emptyset7\emptyset
1040 IFY<\emptysetTHENY= }0:X=X+1:GOTO1070
105\emptyset IFHT=1THENRESET (X,Y):RESET(X +1,Y+1) ELSESET(X,Y)
1060 NEXTZ
1070 PRINT@960,CL$;:B=""
1080 IFRL=1THEN1890ELSE180
1090 REM MOVE TURTLE DOWN AND RIGHT ROUTINE 1100-1210
1100 C$=B
1110 IFRL=1THEN1140
1120 PRINT@960,C$" ?";
1130 A=INKEY$:IFA=""THEN1130
1140 IFRL=1THENA=STR$(LN(NU)) ELSELN(W-1)=VAL(A)
1150 FORZ=1TOVAL (A):X=X+1:Y=Y+1
1160 IFX>127THENX=127:Y=Y-1:GOTO1200
117\emptyset IFY>44THENY=44:X=X-1:GOTO1200
1180 IFHT=1THENRESET(X,Y):RESET(X-1,Y-1) ELSESET(X,Y)
1190 NEXTZ
120\emptyset PRINT@960,CL\$;:B=""
1210 IFRL=1THEN1890ELSE180
1220 REM MOVE TURTLE DOWN AND LEFT ROUTINE 1230-1340

```
nally, I added program-writing capabilities such as List, Run, and FIX.

TRS-Turtle starts out with a short title page that prompts the user to press the space bar to begin. Then a small blinking square (the turtle) appears at midscreen, and a block cursor appears at the lower left of the screen.

After typing in the appropriate command, press the enter key as in normal Basic. Do not type in line numbers.

When entering a direction command (for example, Left), the computer will prompt you with a question mark. The computer is asking you for a number from one to nine. This number represents the number of steps in that direction the turtle can take. The direction commands are the only commands that have this format. Two other commands (Jump and List) require optional input after they are entered; these will be explained later.
In addition to the ability to type in

> 'Originally TRS-Turtle was nothing more than Etch-a-Sketch with fancy commands. . ."
commands, two other keys have functions. The clear key erases the entire line. The up arrow will repeat the last command. Thus, instead of typing in 20 Left commands, just one and the up arrow can be used to generate 20 repeated commands.

Now for a brief summary of the commands.
- Right-Moves the turtle right (X) steps. Turtle will leave a trail unless Hide is used.
- Left-Moves the turtle left (X) steps. Turtle will leave a trail unless Hide is used.
- Up-Moves the turtle up (X) steps. Turtle will leave a trail unless Hide is used.
- Down-Moves the turtle down (X) steps. Turtle will leave a trail unless Hide is used.
\(\bullet<\mathrm{Up}-\) Moves the turtle left and up(X) steps. Turtle will leave a trail unless Hide is used.
- Up \(>\)-Moves the turtle right and up (X) steps. Turtle will leave a trail unless Hide is used.
\(1230 \mathrm{C} \$=\mathrm{B}\)
1240 IFRL＝1THEN1270
1250 PRINT＠960，C\＄＂？＂；
1260 A＝INKEY\＄：IFA \(=\)＂\({ }^{\circ}\) THEN1 260
1276 IFRL＝1THENA＝STR \(\$(\operatorname{LN}(N U))\) ELSELN \((W-1)=\operatorname{VAL}(A)\)
1280 FORZ \(=1\) TOVAL（ A ）： \(\mathrm{X}=\mathrm{X}-1: \mathrm{Y}=\mathrm{Y}+1\)
1290 IFX \(<\emptyset T H E N X=\emptyset: Y=Y-1:\) GOTO1330
1300 IFY \(>44\) THENY \(=44 ; \mathrm{X}=\mathrm{X}+1\) ：GOTO1330
1310 IFHT＝1THENRESET \((\mathrm{X}, \mathrm{Y}): \operatorname{RESET}(\mathrm{X}+1, \mathrm{Y}-1)\) ELSESET \((\mathrm{X}, \mathrm{Y})\)
1320 NEXTZ
1330 PRINT＠960，CL\＄；： \(\mathrm{B}={ }^{\text {＂＂}}\)
1340 IFRL＝1THEN1890ELSE180
1350 REM LEARN THE SCREEN ROUTINE 1360－1420
1360 PRINT＠960，CL \(;: \mathrm{D}={ }^{n \mathrm{n}}: \mathrm{RESET}(\mathrm{X}, \mathrm{Y}): \mathrm{Xl}=\mathrm{X}: \mathrm{Yl}=\mathrm{Y}\)
\(137 \emptyset\) POKEVARPTR（D）， 128
\(138 \emptyset\) FORC＝\(=\) TO7
1390 POKEVARPTR（D）\(+1,\left(15360+C^{\star} 128\right)\) AND255
1400 POKEVARPTR（D）+2 ，\((15360+\) C＊128）／256
\(1410 \mathrm{SC}(\mathrm{C})=\mathrm{D}:\) NEXTC
\(1420 \mathrm{~B}=" n\) ： IFHE \(=0\) THEN180ELSE1960
1430 REM REMEMBER THE SCREEN ROUTINE \(1440-1470\)
1440 CLS ： \(\mathrm{X}=\mathrm{XI}: \mathrm{Y}=\mathrm{YI}: \mathrm{FORC}=0\) TO6：PRINTSC（C）；：NEXTC
1450 PRINTLEFT\＄（SC（7），127）；CHR\＄（28）；
1460 POKE16383，ASC（RIGHTS（SC \((7), 1)\) ）
\(1470 \mathrm{~B}=\)＂＂：GOTO180
1480 REM JUMP ROUTINE 1490－1640
149 I \(1 F R L=1\) THEN1640
\(1500 \mathrm{LX}=\mathrm{X}: \mathrm{LY}=\mathrm{Y}\)
1510 IFW＝2ORNU＝1THENRESET（X，Y）
152 ब PP＝PEEK（ 1440 の）
1530 IFPP \(=8\) THENL \(Y=\) LY -1
1540 IFPP \(=16\) THENLY \(=L Y+1\)
\(1550 \quad\) IFPP \(=32\) THENLX \(=L X-1\)
1560 IFPP \(=64\) THENL \(X=L X+1\)
1570 IFPP \(=128\) THEN1630
1580 PRINT＠960，＂X＝＂LX，＂Y＝＂LY＂PRESS THE SPACE BAR TO STOP．＂；
1590 IFLX＜ØTHENLX＝ 1 ELSEIFLX＞127THENLX＝127
1600 IFLY＜0THENLY＝ØELSEIFLY＞44THENLY＝44
1610 IFPOINT（LX，LY）THENRESET（LX，LY）：SET（LX，LY）：GOTO1520
1620 SET（LX，LY）：RESET（LX，LY）：GOTO1520
\(1630 \mathrm{~A}=\) INKEY \(\$ \mathrm{~B}=\mathrm{m}^{\prime \prime}: \mathrm{X}=\mathrm{LX}: \mathrm{Y}=\mathrm{LY}: \mathrm{LX}(\mathrm{W}-1)=\mathrm{LX}: \mathrm{LY}(\mathrm{W}-1)=\mathrm{LY}:\) PRINT＠ 960 ，STR
ING\＄\((62,128)\) ；：GOTO1 80
\(1640 \mathrm{X}=\mathrm{LX}(\mathrm{NU}): \mathrm{Y}=\mathrm{LY}(\mathrm{NU}): G O T O 1890\)
1650 REM LIST ROUTINE \(1660-1790\)
1660 CLS
1670 IFLS（1）＝＂LIST＂ANDW＝1THENB＝＂＂：W＝1：GOTO180
1680 INPUT＂ON PRINTER（Y／N）＂；D\＄
1690 IFD \(\$=\)＂ Y ＂THEN1740
1700 IFDS＜＞＂N＂THEN1660
1710 CLS：FORT＝1TOW－1：PRINTT＇\(:^{\prime \prime}, \mathrm{LS}(T), L N(T): F O R V=1 T 025: N E X T V:\) IFL \(\$\)
\((\mathrm{T})=\)＂JUMP＂THENPRINT，＂X＝＂LX \((\mathrm{T}), " \mathrm{Y}={ }^{\prime \prime} \mathrm{LY}(\mathrm{T})\)
\(1720 \operatorname{IFPEEK}(14464)=1\) THEN1720ELSENEXTT
1730 GOTO1760
1740 CLS：FORT＝1TOW－1：LPRINTT＂：\(n, L \$(T)\), LN \((T):\) IFL \((T)=" J U M P "\) THENLP
RINT，＂ \(\mathrm{X}=\)＂ \(\mathrm{LX}(\mathrm{T})\) ，＂ \(\mathrm{Y}={ }^{\prime \prime} \mathrm{LY}(\mathrm{T})\)
1750 PRINTT＂：＂，L\＄（T），LN（T）： \(\operatorname{IFL} \$(T)=\)＂JUMP＂THENPRINT，＂X＝＂LX（T），＂Y＝
＂LY（T）：NEXTTELSENEXTT
1760 PRINT＂PRESS ANY KEY．．．＂
1770 X \(\$=\) INKEY \(\$\) ：IFX \(\$=\)＂＂THEN1770
\(1780 \mathrm{~B}={ }^{\prime \prime \prime}\)＂：CLS
1790 GOTOL60
1800 REM FIX ROUTINE 1810
\(1810 \mathrm{~W}=\mathrm{W}-1: \mathrm{B}=\mathrm{n}\)＂：PRINT＠960，CLS；：GOTO180
1820 REM RUN ROUTINE 1836－190 0
1830 CLS： \(\mathrm{X}=64: \mathrm{Y}=24: \mathrm{RL}=1: \mathrm{NU}=1\)
1840 IFNU＝W＋1THEN1900
1850 FORCN \(=1 \mathrm{TO} 2 \emptyset\)
1860 IFL \(\$(\mathrm{NU})=\mathrm{CM} \$(\mathrm{CN})\) THENPC \(=\mathrm{CN}\)
1870 NEXTCN
1880 ONPCGOTO160，400，510，620，730，840，970，1100，1230，1360，1440，149
0，330，350，370，1950，1660，1810，10
\(1890 \mathrm{NU}=\mathrm{NU}+1: G O T O 1840\)
190日 \(\mathrm{B}=\)＂＂：RL＝0：GOTO180
1910 REM ERROR MESAGES 1920 AND 1930
1920 PRINT＠960，＂SORRY！THE TURTLE DOESN＇T KNOW THAT WORD！＂；FORT
\(=1 T 0500:\) NEXTT：PRINT＠960，STRING\＄\((41,128) ;: B={ }^{\text {＂}}:\) GOTO1 80
1936 PRINT＠960，STRING\＄ 51,128 ）；：PRINT＠960，＂YOU TYPED TO MUCH FOR
THE TURTLE1＂；：FORT＝1TO5＠日：NEXTT：PRINT＠96Ø，STRING\＄\((50,128) ;: B=n=1\)
：GOTO180
1940 REM HELP ROUTINE 1950－1990
\(1950 \mathrm{HE}=1\) ：GOTO1360
1960 CLS：PRINT＂THE TURTLE KNOWS HOW TO．．．＂
1970 FORT＝1TO2øSTEP 2：PRINTCM\＄（T），CM\＄（T＋1）：NEXTT
1980 PRINT＂＂：PRINT＂PRESS THE SPACE BAR TO CONTINUE．．．＂
1990 X \(\$=\) INKEY \(\$:\) IFX \(\$\rangle\)＂＂THEN199øELSEHE＝ 9 ：GOTO144 4
2000 REM COMMANDS STORED IN DATA IN LINE 2010
2010 DATA CLEAR，RIGHT，LEFT，UP，DOWN，UP＞，〈UP，DOWN＞，〈DOWN，LEARN，REM EMBER，JUMP，HIDE，FIND，BASIC，HELP，LIST，FIX，FORGET，RUN
－＜Down－Moves the turtle left and down（X）steps．Turtle will leave a trail unless Hide is used．
－Down＞－Moves the turtle right and down（X）steps．Turtle will leave a trail unless Hide is used．
－Clear－Clears the screen．Clear does not effect learned screens or listings in memory．
－Learn－Learns the current screen， and puts it in memory．The learned screen is called back by Remember．
－Remember－Recalls learned screens， and puts them on the screen．
－Jump－Gives the user control of a blinking turtle．Move him around with the arrow keys and press the space bar to stop the turtle．The current X and Y coordinates are given at the bottom of the screen．
－Find－Finds the turtle．The turtle draws instead of erasing as in the Hide command．
－Hide－Hides the turtle．The turtle erases instead of drawing as in the Find command．
－Basic－Returns the program to Basic．
－Help－Gives a directory of all available commands．
－List－Lists the program in memory． Lines can be listed on the screen or on a printer．
－Fix－This deletes the last line typed from the listing，allowing the user to replace the line．Note：The user can only Fix the last line typed．
－Run－Runs the program in memory． The turtle goes through all of the steps drawing the picture the user wrote．
－Forget－Deletes all lines of the user＇s program and learned screens．

These commands are straightforward with a few exceptions．When typing Jump，a blinking turtle appears．The user moves the turtle by using the arrow keys．When the desired location for the turtle is found press the space bar．
\({ }^{3}\) Now for some notes on a sample list－ ing．Listings may be given on either the printer or on the screen．To make a screen listing pause，hold down the shift key．A sample listing might look like this：
\begin{tabular}{lll} 
1： & UP & 9 \\
2： & LEFT & 9 \\
3： & RIGHT & 7 \\
4： & RIGHT & 7 \\
5： & DOWN & 3 \\
6： & UP & 2 \\
7： & JUMP & 0 \\
& & \(\mathrm{X}=100 \mathrm{Y}=33\)
\end{tabular}

The numbers to the far left are the line numbers of the user＇s program．

* DISK DRIVES
\begin{tabular}{|c|c|}
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These line numbers shouldn't exceed 200 unless you wish to modify TRSTurtle.

The word after the colon is the actual statement. Commands other than directions, Hide, Find, and Jump will not be listed. The numbers to the far right are the command values. This simply means that as a direction is typed, the number of steps the turtle takes is displayed here. Commands other than directions will have a 0 in this place.

The numbers after the Jump command, \(\mathrm{X}=\mathrm{XXX} \quad \mathrm{Y}=\mathrm{YYY}\), are the positions to which the turtle jumped. These numbers are only displayed if a Jump command is encountered.

The Fix command will delete the last line of the program. TRS-Turtle draws the picture as you type it in, thus making it easy to spot your mistakes. After spotting an error, type Fix. This gets rid of the last command. Now type in a new command. After the correction run the program and it will draw the corrected picture, You can then continue typing more commands.

\section*{The Program}

Lines \(10-160\) handle the title page and variable initialization. Lines 160 and 170 seem to repeat each other, but do not change them or you will run into problems. Many other situations may arise where it appears I have merely repeated myself. Don't be fooledeverything is necessary.

Lines 180-380 control the user input. Line 180 is the main line; it reads the input and assigns it to A\$. A\$ is then added to \(\mathrm{B} \$\) after enter is pushed. The computer compares \(\mathrm{B} \$\) to \(\mathrm{CM} \$(\mathrm{X})\). If \(\mathrm{B} \$\) is equal to \(\mathrm{CM} \$(\mathrm{X})\), then it goes to
the appropriate routine. This routine also checks for backspacing and nonexistent commands. If a command the computer doesn't know is typed in, the computer branches to the proper error message.

Lines 390-1340 move the turtle in the appropriate direction. Lines \(400-490\) make the turtle draw to the right. The first few lines control user input and convert the input to a digit. Next a For...Next loop draws the line in the correct direction that number of steps.

Lines 1360-1420 memorize the screen. The screen is stored into seven variables \(\operatorname{SC}(1-7)\). These variables are called back by the Remember routine.

The Remember routine lies between lines 1440 and 1470. All this does is recall the variables stored in the Learn routine.

The Jump command is controlled from lines 1490-1640. This routine PEEKs keyboard address 14400 for the arrows and the space bar. The numbers received are acted upon in the appropriate fashion.

The List routine (lines 1660-1790) goes through a loop, calling up the array of variables and printing them on either the printer or the screen.

Line 1810 sets the command counter back one to erase the last command. It then jumps back to the input routine.

The Run routine is in lines 18301900. This routine goes through the command list that the user typed in and executes each command.

The variable RL is the flag that keeps individual routines from sending control back to the input routine. Instead control is returned to line 1890 , which
goes to the next command to be executed.

Lines 1920 and 1930 are the error messages. No language should be without them, and mine is no different. I have only included two messages, but these should be sufficient for most mistakes.

The Help routine is located in lines 1950-1990. This routine sets a variable flag, HE, and memorizes the screen. The flag sends control back to Help instead of line 180 . The computer then gives the user a list of available commands, and then restores the previous screen.

Finally, line 2010 is the data statement in which all 20 TRS-Turtle commands are stored. If you don't like the word chosen for the commands, this is the line to change.

\section*{Notes for Tinkerers}

Here are a few suggestions for possible modifications. A routine could save the user's program to disk or cassette. A program change could make the left and right commands more realistic (that is, LEFT : X where X is the number of degrees the turtle would turn). Of course this change would require that the turtle's forward movement routines be changed to move at that angle. How about new commands in general? They wouldn't necessarily need to deal with turtle geometry (they could be text commands).

Happy turtling.

Larry Brackney (age 15) can be reached at 2525 16th St., Columbus, IN 47201.
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\section*{ZBASIC 2.2 DOES NOT SUPPORT THESE BASIC COMMANDS:}
1. ATN, EXP, COS, SIN, LOG, TAN, and exponentiation. (However, subroutines are included in the manual for these functions.)
2. ERROR, ON ERROR GOTO, ERL, ERR RESUME.
3. No direct commands like AUTO, EDIT, LIST, LLIST ETC, although these commands may be used when writing programs.
4. Others NOT supported: CDBL, CINT, CSNG, DEFFN, FIX, FRE.
5. Normal CASSETTE I/O. IZBASIC supports it's own SPECIAL

CASSETTE I/O statements.)
6. SOME BASIC COMMANDS MAY DIFFER IN ZBASIC. For instance, END jumps to DOS READY, STOP jumps to BASIC READY etc.
7. MEMORY REOUIREMENTS: to approximate the largest BASIC program that can be compiled in your machine (at one time), enter BASIC and type: PRINT (MEM-6500)/2. Remember, you can merge compiled programs together to fill memory.

\section*{ZBASIC 2.2 SPEED COMPARISON DEMO}

To help give you an idea how fast compiled programs are, we have included this demo program:

\section*{ZBASIC 2.2 DEMO PROGRAM}

Time to compile and run complete program : OMIN. 2 SEC. BASIC Execution speed MOD 1, LEVEL II : 7 MIN. 34 SEC. ZBASIC Execution speed MOD 1, LEVELII :0 MIN. 18 SEC. BASIC Program size (WITHOUT VARIABLES) : 895 BYTES ZBASIC Program size (WITHOUT VARIABLES) :2733 BYTES (Remember that the ZBASIC program includes an 1879 byte subroutine package.) Program shown exactly as compiled and run in BASIC and ZBASIC.
10 ' \(=========\) ZBASIC 2. 2 EXAMPLE PROGRAM AND TIME TEST========= 20 CLS:CLEAR1 0 : DEFINT \(A-X=D E F S T R ~ Z: D I M\) AA \((64,24), Z(5\) ( \()\) : RANDDM \(30 \mathrm{AA}=100: \mathrm{BB}=-109: \mathrm{CC}=3: \mathrm{DD}=-3: \mathrm{EE}=-9999: \mathrm{ST} \leqslant=\) "START TIME "TIME

 \(50 \mathrm{XX}=(\mathrm{I}-\mathrm{J}) / C C *(7+\mathrm{I}+J): \mathrm{XX}=\) ABS (INT (RND (I*J)-AA) + 7) : RESET (I, J) 60 XX=PEEK \((I+J):\) POKE \(15360+I+J\), J :OUT25S, J AND ( \(3 * J\) ): \(x X=I N P\) (I) 70 AB \(\$=5 T R \$(I+J): B A \$=L E F T *(A B \$, 2): A A(1 / 2, J / 2)=V A L\) (BA \(\$)+A A * 3\)
 90 BA \(\$=M I D \$(B A \$, 2,2): M I D \$(B A \$, 1,1)=Z: I F X X\) THEN 100 ELSE CLS 100 IF LEN (BR \(\$ 1>3\) OR SGN \((x x)=1\) AND ASC (BA \(\$)=32\) THEN PRINT" +++ "; 110 IFPOS ( \(\theta\) ) ) 62 THEN TRON:TROFF: PRINT ELSE \(X X=\) NOT (RND (99) ) +100 120 \(A \$=1 N K E Y \$: I F A \$=" Y\) " OR \(A \$=" y "\) AND I) 120 THEN PRINT"TRUE.. " 130 RESTORE : READA, C, Z (J), D:GOSUB170:GOSUB170:GOSUBI70:GOTOL1 140 NEXT :PRINT"*"; :NEXTI :CLS:PRINTES12, ST"; "STOP TIME ";TIME 15 STOP' \(==============\) END OF MAIN TEST LOOP \(==================\) 160 DATA \(12345,-1\), "TEST", -9999
170 ON RND (6) GOTO 180, 190, 200, 180, 190, 200
180 RETURN
130 RETURN
200 RETURN
210 ON RND (9) GOSUB \(180,190,200,180,190,200,180,190,200\) 22』 GOTO140
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Computer Shack strives to be the best, to come out with new games, new ideas, and new techniques. We want to be the pacesetters of the industry. We were first with an all graphics Dungeons and Dragons game. Called DUNGEON ESCAPE, it combined
 spontaneous action and spectacular sound routines with an almost impossible quest. DUNGEON ESCAPE became an immediate success. Written by Bill Dunlevy, DUNGEON ESCAPE is still going strong after two years.


Then in 1982, we peaked with two legendary games that put Computer Shack on the top of the arcade market: CYBORG and JOVIAN. Both written with the combined talents of Bill Dunlevy and Doug Frayer, they became overwelming successes. CYBORG, a totally original game, uses nine screens at a time with 20 different levels of play. A brilliant contest of skill as well as intelligence, it has been called a "TRS-80 classic" by Bob Lidell in 80 US. JOVIAN, brings to your screen, effects like you've never seen before. you take a trip to JOVIAN space where you manuever your space sled around mines and fast moving aliens in order to achieve your final goal, the destruction of all JOVIAN life. Both CYBORG and JOVIAN have received rave reviews on a national level, not only because of creativity behind each of them, but because they have used many new programming techniques. One of the most original techniques is a new type of wrap around screen that will amaze and dazzle you.

Now, in 1983, Computer Shack reaches new heights with two great new games, sure to storm the market and set the standard for all games that follow.

First we bring you ASSAULT, another great game by Doug Frayer and Bill Dunlevy. Along with their usual array of spectacular graphics and sound, they've given their new creation something rarely found in computer games these days, originality. ASSAULT isn't just a copy of another game. Using total imagination, the programmers have managed to create what promises to be another "Classic". Using a creative concept, the game places you in a mountain haven, surrounded by sparkling gold. Your goal: destroy the monsters trying to steal the gold and zap all the poisonious mushrooms. Fantastic graphics and sound, this program uses Dunlevy and Frayers "wrap around graphics"'" it uses 9 screens at a time. With many different levels. Next we give to you LIBERATOR, an arcade action game written by John Crane. LIBERATOR is great for all arcade buffs and adventurers, alike. While working on perfecting an automated robot,your creation goes berserk, capturing your five lovely assistants and running off to different locations in the industrial park. Now you must search out your assistants. Being careful of Beer Barrels, Little Robots, Waterfalls, Elevators, flying boulders etc. If you're hit, its all over. LIBERATOR is sure to become popular, with its 5 totally different screens.


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\title{
The Lair of Kraken
}

\author{
by Beth Norman \\ Second Place
}

11-13

\section*{Program Listing}
```

100 CLS:PRINT" THE LAIR OF THE KRAKEN"
105 FOR T=1 TO 500:NEXT T
110 PRINT
115 PRINT" AN UNDERWATER ADVENTURE"
120 FOR T=1 TO 500:NEXT T
125 PRINT
130 PRINT" BY BETH ANN NORMAN"
135 PRINT" FRAMINGHAM, MASS."
140 FOR T=1 TO 1000:NEXT T
145 PRINT:PRINT
150 INPUT"WOULD YOU LIKE INSTRUCTIONS";A\$
155 IF LEFT$(AS,1)="N"THEN 195 ELSE IF LEFT$(A$,1)<>"Y" THEN 150
160 CLS: PRINT" YOU WILL TRAVEL THROUGH AN UNDERWATER PALACE
, BATTLING SEACREATURES AS YOU GO. YOU MUST FIND THE SWORD OF
THE MERMAN ANDON. YOU NEED IT TO KILL THE KRAKEN--A GIANT S
QUID-LIKE MON- STER FREQUENTLY MISTAKEN FOR A SMALL ISLAND!
165 PRINT" THEN YOU WILL BE FREE."
170 PRINT" YOUR COMMANDS ARE N, E, W, ANDS, THE DIRECTIONS; M,
FOR MAP; AND C, TO SEE YOUR INVENTORY, STRENGTH, ETC."
175 PRINT" GOOD LUCK!"
180 PRINT"PRESS ANY KEY TO CONTINUE."
185 I$=INKEY\$
190 IF I$=""THEN }18
195 CLS:INPUT"YOUR NAME";B$
200 C=RND (-TIMER)
205 C=RND (6)
210 IF C=1 THEN D $="ELF"
215 IF C=2 THEN D$="DWARF"
220 IF C=3 THEN D S="FIGHTER"
225 IF C=4 THEN D\$="HALFLING"
230 IF C=5 THEN DS="CLERIC"
235 IF C=6 THEN D $="GNOME"
240 E=RND (-TIMER):GOSUB 250
245 GOTO 265
250 E=RND(18)
255 IF E<5 THEN 250
260 RETURN
265 F=E:GOSUB 250
270 G=E:GOSUB 250
275 H=E:GOSUB 250
280 I=E:GOSUB 250
285 J=E:GOSUB 250
290 K=RND (-TIMER)
295 K=RND(6):IF K<4 THEN L$="PLATE MAIL ARMOR" ELSE L$="CHAIN MA
IL ARMOR"
306 M=RND (-TIMER)
305 M=RND(6):IF M<4 THEN N$="SWORD" ELSE N$="HAND-AXE"
310 GOSUB }33
315 PRINT:PRINT"PRESS ANY KEY TO CONTINOE."
320 I$=INKEY\$
325 IF IS="" THEN 320
330 GOTO 380
335 PRINT:PRINT"YOUR GAME CHARACTER SHALL BE "BS" THE "D\$:PRI
NT"STRENGTH: "F
340 PRINT"INTELLIGENCE:"G:PRINT"WISDOM:"H
345 PRINT"DEX'TERITY:"I:PRINT"CONSTITUTION:"J

```

I wrote this game, The Lair of the Kraken, for a 32 K Extended Color Basic Color Computer. It is a computerized, underwater Dungeons-andDragons game.
The object is to travel through an underwater palace, battling monsters and finding objects. You need one of these objects to kill the Kraken (a type of monster) and set yourself free. The game creates a random character for you.
Monsters with different strengths are randomly placed in the dungeon's rooms. When entering a room containing a monster, you can fight or run. If you run, you may be caught! Your chance to hit a monster is raised or lowered according to your character's ability scores (strength or intelligence). Since Lair of the Kraken is not too difficult to win, it is aimed at kids. If you wish to make the fighting odds tougher or easier, then add:

575 IF S \(<5\) THEN W \(=10\) ELSE \(\mathrm{W}=13\)
Change the \(\mathrm{W}=10\) and \(\mathrm{W}=13\) to two other numbers from 1 to 20 (the second W should be higher than the first). The lower you make these numbers, the easier it is to hit monsters. If you want to make the fight with the Kraken harder, add ELSE \(\mathrm{W}=\mathrm{W}+4\) to the end of line 585 , which reads:

585 IF PP \(<>0\) THEN \(\mathrm{W}=\mathrm{W}-6\)

The Key Box
Color Computer
32K RAM
Extended Color Basic

\section*{Listing continued}
```

350 PRINT"CHARISMA: "E:PRINT"WEARING "L$" AND":PRINT"CARRYING A "
N$"."
355 IF JJ$=""THEN RETURN ELSE PRINT"ALSO CARRYING: "JJ$
360 PRINT"PRESS ANY KEY TO CONTINUE"
365 IS=INKEY\$
370 IF IS=" "THEN365
375 RETURN
380 GOTO 510
385 PMODE 4,1:PCLS:SCREEN 1,1
390 LINE (20,92)-(28,104),PSET,B
395 LINE (28,92)-(32,104),PSET,B
400 LINE ( 32,93)- (36,103),PSET,B
405 LINE (36,94)-(40,102),PSET,B
410 LINE (40,95)-(44,101),PSET,B
415 LINE (44,96)-(48,100), PSET,BE
420 LINE (48,80)-(52,116),PSET,BE
425 LINE (36,64)-(64,80),PSET,B
43\emptyset LINE ( 36,116) - (64,132), PSET, B
435 LINE (48,132) - (52,136),PSET,BF
440 LINE (48,136) - (68,140),PSET,BF
445 LINE (64,108) - (68,140),PSET,BF
450 LINE (60,108)-(68,88), PSET,B
455 LINE (68,96)-(120,100),PSET,BF
460 LINE (64,68)-(80,72), PSET,BE
465 LINE (80,68)-(100,84), PSET,B
470 LINE ( 88,84)- (92,96), PSET,BF
4 7 5 \operatorname { L I N E } ( 1 2 0 , 8 8 ) - ( 1 3 2 , 1 0 8 ) , P S E T , B
480 LINE (132,96)-(156,1\emptyset0), PSET,BF
485 LINE (156,76)-(192,116),PSET,B
4 9 0 ~ I \$ = I N K E Y \$ ~
495 IF I$="" THEN 490
50\emptyset SCREEN Ø,\emptyset
505 RETURN
510 GOTO 555
5 1 5 ~ P = R N D ~ ( - T I M E R ) ~
520 P=RND (6)
525 IF P}=Q THEN 520
530 FOR R=1 TO P
535 READ R$,S,T
540 NEXT R
54 RESTORE
550 Q=P:RETURN
5 5 5 ~ G O T O ~ 6 5 5 ~
5 6 0 ~ I F ~ L \$ = " P L A T E ~ M A I L ~ A R M O R " T H E N ~ U = 0 ~ E L S E ~ U = 1 ~
565 IF T<6 THEN V}=15\mathrm{ ELSE V}=1
570 IF U=1 THEN V=V-1
575 IF S<5 THEN W=10 ELSE W=13
580 IF (E+G+I)>27 THEN W=W-4
585 IF PP<>\emptyset THEN W=W-6
590 CLS:PRINT"YOU ARE FIGHTING A "R\$"
595 PLAY "LI6O3AL4O4CLI6O3AL4O4C"

```

My program makes good use of the RND(-TIMER) command. This line, placed right before a RND command, resets the random-number subroutine and guarantees that the numbers really will be different each time you play.

There is a high-resolution map, drawable at any time except during a fight. You can review your character and what he or she is carrying at any time, also.

I think this game is a good introduction to adventure games, as the maze is not very complicated. Since you always have a chance to run away from a fight, there are no unsuspected deaths to trap the unwary.

Beth Norman, age 12, can be reached at 8 Doris Road, Framingham, MA 01701.


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\section*{Listing continued}
\(60 \emptyset\) PRINT"USE THE SHACE BAR":PRINT"TO STRIKE, "BS"!"
605 I \(\$=\) INKEY
610 IF I\$く>" " THEN 605
615 X=RND (-TIMER)
\(62 \emptyset x=\operatorname{RND}\) (20)
625 PRINT:PRINT"YOU STRIKE!":IF X<W THEN \(64 \emptyset\)
\(63 \emptyset\) PRINT"YOU HIT!THE "R\$" IS"
635 PRINT"DEAD!":RETURN
646 PRINT"YOU MISS!": X=RND (20)
645 PRINT:PRINT"YOUR FOE STRIKES!":IF \(X>V\) THEN 1525
650 PRINT"IT MISSES!":GOTO 600
655 GOTO 66ø
660 GOTO 695
665 INPUT"YOUR COMMAND";AS
\(67 \emptyset\) IF AS="N" OR AS="E" OR AS="W" OR A\$="S"THEN RETURN
675 IF A \(\$=\) "M"THEN GOSUB 385 ELSEIF AS="C"THEN GOSUB 335 ELSE 685
680 GOTO 665
685 PRINT"PLEASE USE N,E,W,S,M,OR C."
69 GOTO 665
695 CLS
700 PRINT" YOU ARE A POOR "D\$","
765 PRINT"BARELY EKING OUT A LIVING AS A FISHERMAN."
\(71 \emptyset\) PRINT" ONE DAY, YOU ARE OUT ROWING WHEN YOU HEAR A SWEET
SOUND COMING FROM BEHIND A ROCK. YOU"
715 PRINT"INVESTIGATE AND FIND THAT IT IS THE SINGING OF A GROUP
OF MER- MAIDS."
\(72 \emptyset\) PRINT"THEY SURROUND YOUR BOAT AND MAKESTRANGE PASSES IN THE
AIR WITH THEIR HANDS. ONE INFORMS YOU THAT THEY HAVE CAST A
WATER- BREATHING SPELL ON YOU."
725 PRINT" PRESS ANY KEY TO CONTINUE."
730 I \(\$=\) INKEY
735 IF IS="" THEN 730
\(74 \emptyset\) CLS:PRINT" THEY DRAG YOU UNDER THE SUR- FACE AND YOU FIND THAT YOU CAN BREATHE, TALK, AND MOVE FREE- LY UNDERWATER." 745 PRINT"THEY TAKE YOU FAR,FAR DOWN TO THE TOP OF A STAIRCASE LEADING DOWN TO VARIOUS PASSAGEWAYS AND ROOMS."

Listing continues



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When the In-Circuit-Emulation cable is plugged into the \(\mathrm{Z}-80\) socket of your stand-alone system, the system becomes a part of your TRS-80: You can use the full power of your editor/assembler's debug and trace program to check out both the hardware and the software. Simple test loops can be used to check out the hardware, then the system program can be run to debug the logic of your stand-alone device.
Since the program is kept in TRS-80 RAM, changes can be made quickly and easily. When your stand-alone device works as desired, you use the Developmate's PROM PROGRAMMER to copy the program into a PROM. With this PROM, and a Z-80 in place of the emulation cable, your stand-alone device will work by itself.

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Listing continued
750 PRINT" PRESS <M> TO SEE THE MAP NOW;WHEN YOU HAVE STUDIED
IT, PRESS ANY KEY TO CONTINUE THE GAME."
755 I$=INKEY$
760 IF I$<>"M" THEN }75
765 GOSUB 385
770 CLS:PRINT" ONE MERMAID TELLS YOU THAT YOUMUST FIND THE SWOR
D OF ANDON, THEIR MASTER, AND USE IT TO KILLTHE KRAKEN."
775 PRINT"YOU WILL THEN SET YOURSELF FREE."
780 PRINT" LAUGHING,THEY SWIM AWAY."
785 PRINT"CURIOUS,YOU DESCEND THE STAIRS."
790 PRINT"YOU FIND YOURSELF IN AN INTER- SECTION GOING NORTH, S
OUTH, AND WEST."
795 GOSUB }66
800 IF A$="W"THEN860
805 IF AS="S"THEN865
810 IF A$="N"THEN825
815 PRINT"CAN'T GO THAT WAY!":GOSUB665
82\emptyset GOTO 80\emptyset
825 PRINT"YOU GO 40 FT.NORTH AND COME TO A ROOM."
830 IF L2=0 THEN 840 ELSE PRINT"IT'S EMPTY."
835 GOTO 880
840 GG$= "LAMP" : HH $="DAGGER":GOSUB }51
8 4 5 \text { GOSUB 1420}
850 IF LL>6 THEN 880 ELSE 870
855 LL=\emptyset
86\emptyset PRINT"YOU'RE ON THE TOP OF THE STAIRS.SUDDENLY,THEY CRUMBLE.
":GOTO 790
865 PRINT"YOU GO 40 FT. SOUTH AND COME TO A ROOM.":IF NN=\emptyset THEN
112\emptyset ELSEPRINT"IT'S EMPTY. ":GOTO 1150
870 GG$="LAMP" : HH$="DAGGER"
8/5 GOSUB 1485
880 PRINT"THERE ARE EXITS EAST AND SOUTH." : L 2=L2+1
85 GOSUB }66
890 IF A$="E"THEN 910 ELSE IF AS="S"THEN 905 ELSE PRINT"CAN'T GO
THAT WAY."
895 GOSUB }66

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900 GOTO 890
905 PRINT"YOU GO \(4 \emptyset \mathrm{FT}\). SOUTH. ":GOTO 790
\(91 \emptyset\) PRINT"YOU GO 40 FT. EAST AND COME TO A ROOM."
915 PRINT"GEE,IT'S DARK IN HERE. TOO DARKTO SEE,AS A MATTER OF FACT.": EE \(\$=\) "LA": GOSUB 1390
920 IF EE\$<>DDS THEN 925 ELSE 930
925 PRINT"YOU STUMBLE OUT, AND BLINDED BY THE SUDDEN LIGHT, WAND
ER ABOUT. ": GOTO 790
930 PRINT"LUCKILY, YOU HAVE A LAMP AND CAN SEE.":GG\$="ROPE":HH\$="
SHOVEL": GOSUB 515
935 GUSUB 1420
940 IF LL \(>6\) THEN 960
\(945 \mathrm{LL}=\emptyset\)
950 GG \(\$=\) "ROPE" \(:\) HH \(\$=\) "SHOVEL"
955 GOSUB 1485
960 PRINT"THERE ARE EXITS WEST AND SOUTH":KK=KK+1
965 GOSUB 665
\(97 \emptyset\) IF \(\mathrm{A} \$=" W\) "THEN 985 ELSEIF A\$="S"THEN 995 ELSE PRINT"CAN'T GO THAT WAY."
975 GOSUB665
980 GOTO 970
985 PRINT"YOU GO 40 ET. WEST AND COME TO A ROOM.":IF L2=Ø THEN
840 ELSE PRINT"IT'S EMPTY."
990 GOTO880
995 PRINT"YOU GU 30 FT. SOUTH."
1øøø PRINT"YOU ARE NOW IN AN INTERSECTION GOING EAST,WEST,AND N ORTH. ": GOSUB 665
 EN 1020 ELSE PRINT"CAN'T GO THAT WAY."
1010 GOSUB665
1015 GOTO 1005
\(102 \emptyset\) PRINT"YOU GO 30 FT.NORTH AND FIND YOURSELF IN A ROOM.":
IF KK= \(\because\) THEN 915 ELSE PRINT"IT'S EMPTY."
1025 GOTO960
1030 PRINT"YOU GO 50 FT. WEST AND FIND YOURSELF IN A ROOM.":
IF MM=ø THEN 1040 ELSE PRINT"IT'S EMPTY."
1035 GOTOLø8ø
1040 PRINT"THIS ROOM IS A GIANT PIT!": EE \(={ }^{n}\) RO": GOSUB \(139 \emptyset\)
1045 IF EES<<>DDS THEN 1050 ELSE 1055
1050 PRINT"THERE IS NO WAY TO CLIMB DOWN. YOU LEAVE. YOU GO \(5 \emptyset\)
FT.EAST. ": GOTO \(1 \emptyset \emptyset \emptyset\)
1055 PRINT"SINCE YOU HAVE A ROPE, YOU MAKE A LADDER AND CLIMB DO
WN. ": GG\$="LAMP": HH\$="SHOVEL": GOSUB 515
\(106 \emptyset\) GOSUB 1420
1065 IF FF<6 THEN 1080
107 G G \(\$=\) "LAMP": HH \(\$=\) "SHOVEL"
1075 GOSUB 1485
1080 PRINT"THERE ARE EXITS SOUTH AND EAST.": MM \(=M M+1\)
1085 GOSUB 665
1090 IF \(A \$=" S " T H E N \quad 1110\) ELSE IF AS="E"THEN 1105 ELSE PRINT"CAN'T GO THAT WAY."
1095 GOSUB 665
1100 GOTO 1090
\(11 \emptyset 5\) PRINT"YOU' GO 50 FT.EAST.": GOTO \(1 \emptyset \emptyset \emptyset\)
1110 PRINT"YOU GO 70 FT. SOUTH AND THE
PASSAGEWAY TURNS WEST
-":PRINT"YOU GO 30 FT. WEST AND IT TURNS NORTH.":PRINT"YOU GO 10
FT. NORTH AND COME TO A ROOM.": IF NN= \(\emptyset\) THEN \(112 \emptyset\) ELSE PRINT"IT" S EMPTY."
1115 GOTO1150
\(112 \emptyset\) GG \$="ROPE" : HH \$="DAGGER": GOSUB515
1125 GOSUB 1420
1130 IF LL>6 THEN 1150
1135 LL= \(\emptyset\)
1140 GG\$="ROPE": HH \$="DAGGER"
1145 GOSUB 1485
1150 PRINT"THERE ARE EXITS NORTH AND SOUTH.":NN=NN+1
1155 GOSUB 665
1160 IF AS="N"THEN1180
1165 IF AS="S"THEN1185
1170 PRINT"CAN'T GO THAT WAY! \({ }^{\prime \prime}\) :GOSUB665
1175 GOTO 1160
1180 PRINT"YOU GO 40 FT.NORTH.":GOTO 790
1185 PRINT"YOU GO IØ FT.SOUTH AND THE
PASSAGEWAY TURNS EAST
.": PRINT"YOU GO 30 FT.EAST AND IT TURNS NORTH. ":PRINT"YOU GO \(7 \emptyset\)
FT.NORTH AND COME TO A ROOM. ": IF MM=ø THEN \(104 \emptyset\) ELSE PRINT"IT' S EMPTY."
1190 GOTOLø80
1195 PRINT"YOU GO \(7 \emptyset\) FT.EAST AND COME TO A ROOM.":IF OO=Ø THEN 1
200 ELSE PRINT"IT'S EMPTY.":GOTO 1260
1200 PRINT"THE FLOOR IS COVERED WITH MUD WHICH HAS DRIFTED IN
FROM THE OCEAN FLOOR.": PRINT"THEN YOU NOTICE..."
1205 GOSUB 515
1210 GOSUB 1420
1215 IF LL>6 THEN \(126 \emptyset\)

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1245 PRINT：PRINT＂＊＊SWORD OF ANDON＊＊＂
1250 PRINT＂\({ }^{* *}\) DOWN WITH KRAKENS＊＊＂
1255 PRINT＂＊＊GOOD LUCK，TRAVELER！＊＊＂：PRINT
1260 PRINT＂THERE ARE EXITS EAST AND WEST．＂： \(00=00+1\)
1265 GOSUB 665
1270 IF \(A S=" E " T H E N 1285\) ELSE IF \(A \$=" W " T H E N 1280\) ELSE PRINT＂CAN＇T GO THAT WAY．＂：GOSUB 665
1275 GOTO 1270
1280 PRINT＂YOU GO 70 FT．WEST．＂：GOTO \(1 \emptyset 0 \emptyset\)
1285 CLS：PRINT＂YOU GO 60 FT．EAST AND COME TO A ROOM．＂：R\＄＝＂KRAKEN ＂： \(\mathrm{S}=1: \mathrm{T}=1 \emptyset\)
1290 PRINT＂AS YOU ENTER THIS GIANT ROOM YOUSEE A LOVELY GIRL IN A CAGE．＂：PRINT＂SUDDENLY，A HUGE WALL SLIDES SHUT，COVERING YOU R ONLY ESCAPE！＂
1295 PRINT＂THEN YOU SEE THE HIDEOUS KRAKEN．YOU PREPARE TO ATTACK！＂：PRINT：PRINT＂PRESS THE SPACE BAR TO CHARGE，＂：PRINT B\＄ ＂！＂
1300 I \(\$=\) INKEYS
1305 IF ISく＞＂＂THEN 1300
1310 GOSUB 560
 THE VICTOR＂：PRINTSTRING\＄ \(32,{ }^{n *}{ }^{*}\) ）
1320 FOR \(T=1\) TO 1000：NEXT T
1325 CLS：PRINT＂SINCE YOU HAVE KILLED THE
KRAKEN，THE CAGE
DISAPPEARS AND THE BEAUTIFUL GIRL IS FREED！＂
1330 PRINT＂SHE IS THE PRINCESS OF THESE WATERS，AND CAN NOW R ULE THEM IN PEACE，＂
1335 PRINT＂SHE PRESSES A BUTTON ON ONE WALL AND THE CEILING SLIDES BACK．WITH A WHISTLING CALL，SHE SUMMONS A GIANT T
ORTOISE．
1340 PRINT＂PRESS ANY KEY FOR THE END OF THE STORY．＂
1345 I \(\$=\) INKEY \(\$\)
1350 IF I \(\$="\)＂THEN 1345
1355 CLS：PRINT＂WITH THE TORTOISE＇S HELP，SHE MOVES ASIDE A GRE
AT ROCK THAT THE KRAKEN HAD SET IN PLACE，RE－VEALING A WEALTH
OF TREASURE．＂
1360 PRINT＂HEAVILY LADEN WITH RARE TREAS－URES，YOU CLIMB ABOAR
D SIR TORTOISE＇S BACK AND HE BRINGS YOU TO THE SURFACE．＂
1365 PRINT：PRINT＂YOU MARRY AND LIVE HAPPILY UN－TIL THE END OF
YOUR DAYS．＂
1370 PRINT：INPUT＂WANT TO PLAY AGAIN＂；AS
1375 IF LEFT\＄（AS，1）\(=\)＂Y＂THEN CLS ELSE 1385
1380 RUN15 0
1385 PRINT＂CHICKEN＂：GOTO 1385
\(1390 \mathrm{BB}=\mathrm{LEN}(\mathrm{Z}\) \＄\()\)
1395 FOR CC＝1 TO BB－1 STEP 2
1400 DD \(\$=\) MID \((\mathrm{Z} \$, C C, 2)\)
1405 IF DD \(\$=\) EESTHEN RETURN
1410 NEXT CC
1415 RETURN
\(142 \emptyset\) PRINT＂THERE＇S A＂RȘ＂IN HERE！＂
1425 INPUT＂WOULD YOU LIKE TO 1）FIGHT OR \(\quad\) 2）RUN＂；A\＄
1430 IF A \(\$=\)＂1＂OR A \(\$=\)＂2＂THEN 1440
1435 PRINT＂PLEASE USE 1 OR \(2^{\prime \prime}\) ：GOTO 1425
1440 IF \(\mathrm{A} \$=" 1\)＂THEN GOSUB 560 ELSE 1450
1445 RETURN
\(145 \emptyset \mathrm{FF}=\) RND（ - TIMER）：FF＝RND（10）
1455 IF FF＜6 THEN \(146 \emptyset\) ELSE 1465
1460 PRINT＂YOU GOT AWAY！＂：RETURN
1465 CLS：PRINT＂THE＂R\＄＂CAUGHT YOU！＂：PRINT＂YOU＇RE FORCED TO FIGH T ANYWAY！＂
1470 FOR T＝1 TO 750：NEXT T
1475 GOSUB 560
\(1480 \mathrm{FF}=10: \mathrm{LL}=10\)
1485 PRINT＂IN THIS ROOM THERE IS A＂GG\＄＂AND A＂HH\＄＂．＂
1490 INPUT＂TYPE IN THE FIRST TWO LETTERS OFTHE ONE YOU WISH＂；A\＄： IF AS＝LEFT\＄（GG\＄，2）OR AS＝LEFT\＄（HH\＄，2）THEN 1500
1495 PRINT＂PLEASE USE＂LEFT\＄（GG\＄，2）＂OR＂LEFT\＄（HHS，2）＂．＂：GOTO 1 490
1500 IF A \(\$=\) LEFT \(\$(G G \$, 2)\) THEN II \(\$=G G \$\) ELSE II \(\$=H H \$\)
1505 PRINT＂THE＂II\＄＂IS TAKEN．＂
\(1510 \quad 2 \$=\mathrm{Z} \$+\mathrm{A}\)
1515 JJ \(\$=J J \$+I I \$+{ }^{\prime \prime}\) ，＂
1520 RETURN
1525 PRINT＂I＇M AFRAID YOU＇RE DEAD！＂：GOTO 1370
1530 DATA GIANT CRAB， 2,4 ，GIANT PIRAHNA， 6,3 ，SEA HYDRA， 4,5 ，GIANT 0 CTOPUS \(, 7,6\), SEA SERPENT， 5,7 ，SEA DRAGON， 3,8


\section*{YOUNG PROGRAMMER'S CONTEST}

\title{
Byte Cycles
}

\author{
by Nathan Miller \\ Second Place \\ 10 and under
}

Byte-Cycles is a one- or two-person joystick game for people of all ages. The object of the game is to fill as much of the screen as you can with the trail of your byte-cycle while avoiding the trail of your opponent's byte-cycle. You can win by forcing your opponent into your trail or into a wall. Variations include a screen filled with an array of stars you must avoid, and a circle-triangle-star maze you must negotiate to win.

After loading Byte-Cycles from the cassette, type Run and press the enter key. The program will print informa-
tion on how to play Byte-Cycles. Whenever there is a pause and you are finished reading, press any key.

After the instructions, you will need to answer a few questions before play begins:
- 1 or 2 players? Your answer to this question tells whether you want to compete with someone or practice alone.
- Draw? If you answer yes to this question, you will be able to cross trails and hit walls. This is usually for fun or practice, not competition.
- Stars? If you want the screen to be

\section*{Program Listing}
```

\emptyset DIM HF(63),VF(63),FH(63),FV(63),A(50)
2\emptyset HF (\emptyset)=-1:VF(\emptyset)=-1: }\textrm{HF}(63)=1:\operatorname{VF}(63)=1:\textrm{FH}(\emptyset)=-1:\textrm{FV}(\emptyset)=-1:\textrm{FH}(63)
1:FV(63)=1
23 CLS
25 PRINT"WHEN THERE IS A PAUSE AND YOU ARE READY TO CONTINUE, PR
ESS ANY KEY."
27 IF INKEY$="" THEN 27
30 CLS
40 PRINT"WELCOME TO BYTE CYCLES":PRINT"WRITTEN BY NATHAN MILLER"
:PRINT"OCT. 13,1982"
50 IF INKEY$="" THEN 50
60 CLS
70 PRINT"IMAGINE YOURSELF INSIDE A COMPUTER. YOU ARE PLACED ON A
LARGE FIELD IN A CYCLE THAT LEAVES A TRAIL WHEN IT MOVES. YOUR
MAIN CONSIDERATION IS TO DESTROY THE OPPONENT BY MAKING HIM RUN
INTO A TRAIL OR FORCING HIM INTO THE WALL. AT THE SA";
80 PRINT"ME TIME YOU MUST AVOID THE TRAILS AND WALLS. WITH THE S
TAR OPTION, YOU AND YOUR OPPONENT CAN BE DESTROYED BY RUNNING IN
TO A STAR. IN THIS SIMULATION PLAYERS CONTROL THEIR CYCLES WITH
JOYSTICKS BUT THEY MUST HOLD JOYSTICKS ON THE RIM OR EXPLODE
100 IF INKEY\$="" THEN 100
110 CLS

```
filled with a lot of dots, answer yes here. You will be asked for the number of dots to be used. If you hit the dots during play you are destroyed.
- Circle, triangle, star? In this option, the screen shows two half circles with gaps at each side. Inside the circles is a triangle with a star inside. The object is to get into the triangle and hit the star. This is very hard!

When using the joystick, you must be very careful to keep the handle against the rim. You can move in any of eight directions: up, down, left, right, and the four diagonals. To change directions, move the handle to the extreme position of the direction you want. Leaving the handle in the middle of the joystick will destroy you. Also, you must not reverse directions. To go the opposite way, make a small corner since reversing directly will explode you.

Nathan Miller, age 10, can be reached at 3309 SW Malcolm Court, Portland, OR 97225.

The Key Box
Color Computer
16K RAM
Extended Color Basic
Two Joysticks

120 INPUT" 1 OR 2 PLAYERS";NP
130 IF NP<1 OR NP>2 THEN \(12 \emptyset\)
140 INPUT"DRAW";D\$
150 IF D \(\$=\) "YES" THEN PMODE 4,1:PCLS:SCREEN 1, 1:GOTO 810
160 IF NH=2 THEN INPUT"RIGHT PERSON'S NAME";R\$:INPUT"LEFT PERSON
'S NAME"; L\$
170 INPUT"STARS";S\$
180 IF \(S \$=" Y E S "\) THEN INPUT"HOW MANY STARS";NS
190 IF S \(\$<>" Y E S "\) THEN INPUT"CIRCLE,TRI.,STAR";CTS
200 PMODE 4,1:PCLS:SCREEN 1,1
\(240 \operatorname{LINE}(\emptyset, \emptyset)-(255,191)\), PSET, B
250 ON NP GOSUB 260,370
\(260 \operatorname{PCLS}: \operatorname{LINE}(\square, 0)-(255,191), \operatorname{PSET}, \mathrm{B}: \mathrm{X}=128: \mathrm{Y}=96:\) IF \(\mathrm{S} \$=\) "YES" THEN
270 ELSE 280
\(270 \mathrm{X}=128: \mathrm{Y}=96:\) FOR XZ=1 TO NS: \(\operatorname{PSET}(\operatorname{RND}(128) * 2\), RND(96)*2):NEXT XZ
280 IF CT\$="YES" THEN 290 ELSE \(X=128: Y=96: G O T O 320\)
\(290 \mathrm{X}=208: \mathrm{Y}=171: \operatorname{CIRCLE}(128,96), 50, \ldots 85,04, .47: \operatorname{CIRCLE}(128,96), 50\)
\(,, .85, .53, .99: \operatorname{CIRCLE}(128,96), 49, \ldots 85, .04, .47: \operatorname{CIRCLE}(128,96), 49\), ,
\(.85, .53, .99\)
\(30 \emptyset \operatorname{PSET}(128,96)\)
\(31 \emptyset\) DRAW"BM128,96S8BM-5, +2E5F5BL3L4": DRAW"BM128,96BM-6, +2E6F6"
\(319 \mathrm{X}=208: \mathrm{Y}=171\)
\(32 \theta \mathrm{H}=\mathrm{JOYSTK}(\theta): \mathrm{V}=\mathrm{JOYSTK}(1)\)
\(330 \operatorname{PSET}(\mathrm{X}, \mathrm{Y})\)
\(340 \mathrm{X}=\mathrm{X}+\mathrm{HF}(\mathrm{H}): \mathrm{Y}=\mathrm{Y}+\mathrm{VF}(\mathrm{V})\)
350 IF PPOINT \((X, Y)=5\) THEN \(7 \emptyset 0\)
360 GOTO 320
\(370 \mathrm{X} 2=88: \mathrm{Y}=96: \mathrm{X}=168: \mathrm{Y} 2=96:\) IF \(\mathrm{S} \$=\) "YES" THEN 380 ELSE 390
\(380 \mathrm{X}=88: \mathrm{Y}=96: \mathrm{X} 2=168: \mathrm{Y} 2=96: \mathrm{FOR} \mathrm{XZ}=1\) TO NS: \(\operatorname{PSET}(\operatorname{RND}(128) * 2, \operatorname{RND}(96\)
) *2) : NEXT \(X Z\)
390 IF S\$<>"YES" AND CT\$="YES" THEN 400 ELSE X=88:X2=168:Y=96:Y2 =96: GOTO 420
\(400 \mathrm{X}=48: \mathrm{Y}=171: \mathrm{X} 2=208: \mathrm{Y} 2=171: \operatorname{CIRCLE}(128,96), 50, \ldots 85, .04, .47: \operatorname{CIRC}\)
\(\operatorname{LE}(128,96), 50, \ldots 85, .53, .99: \operatorname{CIRCLE}(128,96), 49, \ldots 85, .04, .47\) : CIRCLE \((128,96), 49,185, .53, .99\)
410 DRAW"BM128,96S8BM-5,+2E5F5BL3L4": PSET \((128,96)\)
\(419 \mathrm{X}=28: \mathrm{Y}=171: \mathrm{X} 2=20 \mathrm{~B}: \mathrm{Y} 2=171: \operatorname{LINE}(\theta, \theta)-(255,191), \operatorname{PSET}, \mathrm{B}\)
\(42 \emptyset \mathrm{H} 2=\mathrm{JOYSTK}(\emptyset): \mathrm{V} 2=\mathrm{JOYSTK}(1): \mathrm{H}=\mathrm{JOYSTK}(2): \mathrm{V}=\mathrm{JOYSTK}(3)\)
\(430 \operatorname{PSET}(\mathrm{X}, \mathrm{Y}): \operatorname{PSET}(\mathrm{X} 2, \mathrm{Y} 2)\)
\(440 \mathrm{X}=\mathrm{X}+\mathrm{HF}(\mathrm{H}): \mathrm{Y}=\mathrm{Y}+\mathrm{VF}(\mathrm{V}): \mathrm{X} 2=\mathrm{X} 2+\mathrm{FH}(\mathrm{H} 2): \mathrm{Y} 2=\mathrm{Y} 2+\mathrm{FV}(\mathrm{V} 2)\)
450 IF \(\operatorname{PPOINT}(X, Y)=5\) THEN \(70 \emptyset\)
\(460 \operatorname{IF} \operatorname{PPOINT}(X 2, Y 2)=5\) THEN 750
470 GOTO 420
\(480 \mathrm{X}=128\) : \(\mathrm{Y}=96\)
\(490 \mathrm{H}=\mathrm{JOYSTK}(\theta): \mathrm{V}=\mathrm{JOYSTK}(1)\)
\(500 \quad \mathrm{X}=\mathrm{X}+\mathrm{HF}(\mathrm{H}): \mathrm{Y}=\mathrm{Y}+\mathrm{VF}(\mathrm{V})\)
510 IF \(X<\emptyset\) THEN \(X=\emptyset\)
52 IF \(\mathrm{Y}<\emptyset\) THEN \(\mathrm{Y}=\emptyset\)
530 IF \(X>255\) THEN \(X=255\)
540 IF \(\mathrm{Y}>191\) THEN \(\mathrm{Y}=191\)
\(550 \operatorname{PSET}(X, Y)\)
560 GUTO 490
\(570 \mathrm{X}=88: \mathrm{Y}=96: \mathrm{X} 2=168: \mathrm{Y} 2=96\)
\(580 \mathrm{H}=\mathrm{JOYSTK}(0): \mathrm{V}=\mathrm{JOYSTK}(1): \mathrm{H} 2=\mathrm{JOYSTK}(2): \mathrm{V} 2=\mathrm{JOYSTK}(3)\)
\(590 \mathrm{X}=\mathrm{X}+\mathrm{HF}(\mathrm{H}): \mathrm{Y}=\mathrm{Y}+\mathrm{VF}(\mathrm{V}): \mathrm{X} 2=\mathrm{X} 2+\mathrm{HF}(\mathrm{H} 2): \mathrm{Y} 2=\mathrm{Y} 2+\mathrm{VF}(\mathrm{V} 2)\)
600 IF Y2>191 THEN Y2 \(=191\)
610 IF \(Y 2<\emptyset\) THEN \(Y 2=0\)
620 IF \(\times 2>255\) THEN \(\times 2=255\)
630 IF \(x<0\) THEN \(X=\emptyset\)
640 IF \(x>255\) THEN \(x=255\)
650 IF \(Y<\emptyset\) THEN \(Y=\emptyset\)
660 IF \(Y>191\) THEN \(Y=191\)
670 IF \(\times 2<0\) THEN \(X 2=\emptyset\)
\(680 \operatorname{PSET}(\mathrm{X}, \mathrm{Y}): \operatorname{PSET}(\mathrm{X} 2, \mathrm{Y} 2)\)
690 GOTO 580
700 FOR R=1 TO \(20: \operatorname{CIRCLE}(X, Y), R, r .85: N E X T\)
\(710 \mathrm{ZX}=\mathrm{ZX}+1:\) IF \(\mathrm{ZX}<=4\) THEN 730
\(72 \emptyset\) IF NP=2 THEN 820 ELSE CLS: \(\mathrm{ZX}=\varnothing: \mathrm{C}=\emptyset:\) GOTO \(12 \emptyset\)
\(73 \emptyset\) PCLS:IF NP=1 AND CT \(\$=\) "YES" THEN PCLS:LINE \((\theta, \theta)-(255,191)\), PSE
T,B:GOTO 290 ELSE IF NP=1 AND \(S \$=" Y E S "\) THEN PCLS:LINE \((\varnothing, \emptyset)-(255\),
191), PSET, B:GOTO 270 ELSE IF NP=2 AND CT \(\$=\) "YES" THEN 400 ELSE IF

NP=2 AND \(S \$=" Y E S "\) THEN L1NE \((\emptyset, 0)-(255,191)\), PSET, B:GOTO \(38 \emptyset\)
731 IF NP=1 AND CT\$<>"YES" AND \(S \$\rangle\) "YES" THEN X=128: Y=96:GOTO 32
\(\emptyset\) ELSE \(\mathrm{X}=88: \mathrm{Y}=96: \mathrm{X} 2=168: \mathrm{Y} 2=96: \operatorname{LINE}(\emptyset, \emptyset)-(255,191)\), PSET, B:GOTO 42 0
740 GOTO 370
750 FOR R=1 TO 20:CIRCLE \((X 2, Y 2), R, 185: N E X T R\)
760 FOR D=1 TO 250: NEXT
\(770 \mathrm{C}=\mathrm{C}+1:\) IF \(\mathrm{C}<=4\) THEN 730
790 IF NP=2 THEN 820 ELSE CLS: \(\mathrm{ZX}=\emptyset: C=\emptyset:\) GOTO 120
800 GOTO 120
810 IF NP=1 THEN \(48 \emptyset\) ELSE \(57 \emptyset\)
820 IF \(Z X>X Z\) THEN 850 ELSE 830
830 CLS: PRINT"CONGRATULATIONS,";LS;", YOU WINI"
840 IF INKEY \(\$=\boldsymbol{= 1}\) THEN 840 ELSE CLS: \(\mathrm{ZX}=\emptyset: C=0\) : GOTO 120
850 CLS: PRINT"CONGRATULATIONS, ";R\$;", YOU WINI"
855 PRINT: PRINT: PRINT: PRINT"FOR ANOTHER GAME PRESS ANY KEY." 860 IF INKEY \(\$=" "\) THEN 860 ELSE CLS \(: Z X=\emptyset: C=\emptyset: G O T O 12 \emptyset\)

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\title{
Boxer
}

\author{
by Lloyd Kupchanko \\ Third Place \\ 14-18
}

Boxer is a machine-language game that will give your reflexes the ultimate challenge. The object is to punch a randomly appearing bag, Use the up- and down-arrow keys to move and the leftand right-arrow keys to punch.

Listing 1 is a Basic version of Boxer. String packing was used to do the animation. After you have played a few games and leave the computer, the game will go into the demonstration mode. To exit the demonstration mode

Program Listing 1

just hit any key. Even though I did almost everything possible to speed up the game, it still runs pretty slowly.

Listing 2 is an Assembly-language version of Boxer. The only difference between the Basic version and this one is that the Basic program has a demonstration mode and the Assembly-language program does not. Boxer requires 32 K of memory to assemble. To use this version you have to run Program Listing 3 first. This program POKEs random numbers into a large memory block. The machine-language program will then use these numbers to randomly position the bag you are supposed to punch.

My high score is 720 points.

Lloyd Kupchanko, age 16, can be reached at 24 Quesnell Circle, Edmonton, Alberta, Canada T5R 5M9.

\section*{The Key Box}

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\section*{Listing I continued}

9\$;: \(\operatorname{IFPEEK}(15562+\mathrm{X})=191\) THEN 280 ELSEIFPEEK \((15626+\mathrm{X})=191\) THEN 280
135 ' ***** LEFT HAND MISS ROUTINE
140 PRINT@Y, Z\$;:PRINT@Y,A8\$;:PRINT@Y, Z\$;:PRINT@Y,A7\$;:PRINT@Y, Z
;:PRINT@Y,A6\$;:PRINT@Y,Z\$;:PRINT@Y,A5\$;:GOTO2 \(\varnothing\)
145 , ***** MOVE UP ROUTINE
\(15 \emptyset\) PRINT@X-1, Z1 \$; : X =X-64: \(\mathrm{Y}=\mathrm{Y}-64\)
160 IFX \(<64\) THENX \(=\mathrm{X}+64: \mathrm{Y}=\mathrm{Y}+64\)
170 PRINT@X,M\$;
\(180 \mathrm{~T}=\mathrm{T}-1: \mathrm{GOTO} 20\)
185 , ***** MOVE DOWN ROUTINE
190 PRINT@X-1, \(21 \$\); : \(\mathrm{X}=\mathrm{X}+64: \mathrm{Y}=\mathrm{Y}+64\)
200 IFX>687THENX \(=\mathrm{X}-64: Y=Y-64\)
210 PRINT@X,M\$;
\(220 \mathrm{~T}=\mathrm{T}-1\) : GOTO \(2 \emptyset\)
225 ' ***** ERASES BLOCK WHEN BOXER TAKES TO LONG
230 PRINT@P,STRINGS \((3,128) ;: S=S-20: G O S U B 310: V=10: P=R N D(14) * 64+14\) :PRINT@P,STRING\$ \((3,191)\);:GOTO2
235 , ***** DRAWS NEW BLOCK AFTER BOXER HAS HIT
\(240 \mathrm{~V}=10: \mathrm{P}=\operatorname{RND}(14) * 64+14: \operatorname{PRINT@P,\operatorname {STRING}(3,191);:\operatorname {GOTO}2\emptyset }\)
245 , ***** RIGHT HAND HIT ROUTINE
250 PRINT@P," ";:PRINT@X, Z\$;:PRINT@P+1," ";:PRINT@X,A3\$;:PRINT@P +2," ";:PRINT@X, Z \$;:PRINT@P+6,CHR\$(191);:PRINT@X,A2\$;:PRINT@P+7, CHR\$(191) ;:PRINT@X, Z \$; :PRINT@P+8, CHR\$(191);
260 PRINT@X,A1\$;:PRINT@P+6," ";:PRINT@P+9,CHR\$(191);:PRINT@X, Z \(\$\); :PRINT@P+7," ";:PRINT@P+1Ø,CHRS(191);:PRINT@X,A0\$;:PRINT@P+8," " ;:PRINT@P+11,CHRS(191);:PRINT@P+9," ";:S=S+10:PRINT@P+1б," ";
270 PRINT@P+11," "; :GOSUB310:GOTO240
275 1 ***** LEFT HAND HIT ROUTINE
\(28 \emptyset\) PRINT@P," ";:PRINT@Y, Z\$;:PRINT@P+1," ";:PRINT@Y,A8\$;:PRINT@P +2," ";:PRINT@Y, Z\$;:PRINT@P+6,CHR\$(191);:PRINT@Y,A7\$;:PRINT@P+7, CHR\$(191) ;:PRINT@Y, ZS;:PRINT@P+8, CHRS(191);
290 PRINT@Y,A7\$;:PRINT@P+6," ";:PRINT@P+9,CHRS(191);:PRINT@Y, Z\$; :PRINT@P+7," ";:PRINT@P+10, CHR\$(191) ;:PRINT@Y,A5\$;:PRINT@P+8," " ;:PRINT@P+11,CHRS(191);:PRINT@P+9," ";:S=S+10:PRINT@P+10," "; 300 PRINT@P+11," ";:GOSUB310:GOTO240
305 ' ***** FLASHES GRAPHICS NEAR THE SCORE
310 PRINT@556, CHR\$(191) ; :PRINT@492,CHR\$(191) ; : PRINT@556, CHR\$(128 ) ;:PRINT@492,CHR\$(143) ;:PRINT@556,S;:RETURN
315 , ***** DELAY LOOP AND GRAPHICS DISPLAY AT END OF GAME
 : \(\mathrm{FORX}=191 \mathrm{TO} 28 \mathrm{STEP}-1\) : POKE1536 \(, \mathrm{X}: \mathrm{Q}=\mathrm{USR}(\emptyset): \mathrm{NEXT}\)
330 GOSUB1150:PRINT@528,"YOUR SCORE :"S;:IFS>HSTHENHS=S:PRINT"
A NEW HIGH SCORE !!";
\(335{ }^{1} * * * * *\) AFTER GAME DISPLAY OF SCORE AND HIGH SCORE
340 PRINT@592,"HIGH SCORE : "HS;
350 PRINT@720, "DO YOU WISH TO PLAY AGAIN (Y/N)";
\(360 \mathrm{C}=\mathrm{C}+1:\) IEC \(=250 \mathrm{THEN} 43\) ELSEQ \(\$=\) INKEY \(\$\)
370 PRINT@747," / ";
380 GOSUB460:PRINT@747,"Y/N";
390 IFQS=""THEN36Ø
\(40 \emptyset\) IFQ \(\$=\) " \(Y\) "THEND \(=\varnothing\) : GOTO1ø9
410 IFQS="N"THEN440
420 GOTO36ø
\(430 \mathrm{D}=1\) : GOTO1090
440 END
445 , ***** RANDOM CHOICE FOR DEMONSTRATION MODE
450 Q \(=\) INKEY\$: IFQ\$〈〉""THEN32øELSEQ=RND (4):ONQGOTO110,130,150,190
455 ' ***** DELAY LOOP SUBROUTINE
46 ह FORB \(=1\) TO15: NEXT: RETURN
465 , ***** START OF TITLE DISPLAY
470 GOSUB1150:PRINT@346,"B O X E R";:PRINT@530,"USE THE "CHRS(91 )" ARROW TO MOVE UP";:PRINT@594,"USE THE "CHR\$(92)" ARROW TO MOV E DOWN";:PRINT@651,"USE THE "CHR\$(93)" ARROW TO SWING WITH THE R IGHT HAND";
\(48 \emptyset\) PRINT@715,"USE THE "CHR\$(94)" ARROW TO SWING WITH THE LEFT H AND";
490 CLEAR2ø0:DEFINTA-Z
495 , ***** LINES \(500-1020\) POKE THE DATA INTO STRINGS
496 ' ***** 37 X'S \(^{1}\)
500 ZS="XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
\(510 \mathrm{~K}=\operatorname{VARPTR}(\mathrm{Z} \$): \operatorname{AD}=\operatorname{PEEK}(\mathrm{K}+2) * 256+\operatorname{PEEK}(\mathrm{K}+1)\)
520 DATA128,128,128,128,128,128,128,128,128,128,128,128,26,24,24
,24,24,24,24,24,24,24,24,24,24,128,128,128,128,128,128,128,128,1 28,128,128,128
530 FORB \(=\emptyset\) TO36 : READQ: POKEAD \(+\mathrm{B}, \mathrm{Q}:\) NEXT
535 ' ***** 21 X'S
540 Z2\$=" XXXXXXXXXXXXXXXXXXXXX
\(550 \mathrm{~K}=\operatorname{VARPTR}(\mathrm{Z} 2 \$): \operatorname{AD}=\operatorname{PEEK}(\mathrm{K}+2) * 256+\operatorname{PEEK}(\mathrm{K}+1)\)
560 DATAl28, \(128,128,128,128,128,128,128,128,128,24,24,24,24,24,2\)
\(4,24,24,24,24,26\)
570 FORB \(=0\) TO20: READQ: POKEAD \(+\mathrm{B}, \mathrm{Q}:\) NEXT
\(580 \mathrm{Z} 1 \mathrm{~S}=\mathrm{Z} 2 \$+\mathrm{Z} 2 \$+\mathrm{Z} 2 \$+\mathrm{Z} 2 \$+\mathrm{Z} 2\) \$
585 , ***** 19 X'S
590 A \(\$=\) "XXXXXXXXXXXXXXXXXXX"
\(6 \emptyset \emptyset \mathrm{~K}=\operatorname{VARPTR}(\mathrm{A} \emptyset \$): \operatorname{AD}=\operatorname{PEEK}(\mathrm{K}+2) * 256+\operatorname{PEEK}(\mathrm{K}+1)\)
610 DATA128,176,176,184,188,180,26,24,24,24,24,24,24,158,167,128 ,130,131,129

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\section*{Listing I continued}
\(62 \emptyset \mathrm{FORB}=\emptyset T O 18: \mathrm{READQ}: \mathrm{POKEAD}+\mathrm{B}, \mathrm{Q}: \mathrm{NEXT}\)
625 T \(\quad \star \star \star \star * 22\) X'S \(^{\prime}\)
63 A A § \(=\) " \(\mathrm{XXXXXXXXXXXXXXXXXXXXXX"}\)
\(640 \mathrm{~K}=\operatorname{VARPTR}(\mathrm{AlS}): \mathrm{AD}=\operatorname{PEEK}(\mathrm{K}+2) * 256+\operatorname{PEEK}(\mathrm{K}+1)\)
650 DATA128, 128, 128, 128, 160, 176, 144, 26, 24, 24, 24, 24, 24, 24, 24, 158,
\(175,131,131,139,143,135\)
660 FORB \(=\) ØTO21: READQ: POKEAD \(+\mathrm{B}, \mathrm{Q}: \mathrm{NEXT}\)
\(665^{\prime} \quad \star * * * * 25 X^{\prime} \mathrm{S}\)
670 A 2 S \(=\) " \(\mathrm{XXXXXXXXXXXXXXXXXXXXXXX"}\)
\(68 \emptyset \mathrm{~K}=\operatorname{VARPTR}(\mathrm{A} 2 \$): \mathrm{AD}=\operatorname{PEEK}(\mathrm{K}+2) \star 256+\operatorname{PEEK}(\mathrm{K}+1)\)
690 DATA1 \(28,128,128,128,128,160,176,144,26,24,24,24,24,24,24,24\), \(24,158,175,131,131,131,139,143,135\)
\(7 \emptyset \emptyset \mathrm{FORB}=\emptyset T O 24: \mathrm{READQ}: \mathrm{POKEAD}+\mathrm{B}, \mathrm{Q}: \mathrm{NEXT}\)
705 , ***** 28 X'S
710 A 3 \$ \(=\) " \(\mathrm{XXXXXXXXXXXXXXXXXXXXXXXXXXXX"}\)
\(720 \mathrm{~K}=\operatorname{VARPTR}(\mathrm{A} 3 \$): \mathrm{AD}=\operatorname{PEEK}(\mathrm{K}+2) * 256+\operatorname{PEEK}(\mathrm{K}+1)\)
730 DATA1 \(28,128,128,128,128,128,160,176,144,26,24,24,24,24,24,24\)
\(, 24,24,24,156,175,131,131,131,131,139,143,135\)
\(740 \mathrm{FORB}=\emptyset \mathrm{TO} 27: \mathrm{READQ}: \mathrm{POKEAD}+\mathrm{B}, \mathrm{Q}: \mathrm{NEXT}\)
745 ' \(* * * * * 31 X^{\prime} \mathrm{S}\)
750 A 4 S = " \(\mathrm{XXXXXXXXXXXXXXXXXXXXXXXXXXXXX"}\)
\(760 \mathrm{~K}=\operatorname{VARPTR}(\mathrm{A} 4 \$): \mathrm{AD}=\operatorname{PEEK}(\mathrm{K}+2) * 256+\operatorname{PEEK}(\mathrm{K}+1)\)
770 DATA128, 128, 128, 128, 128, 128, 128, 160, \(176,144,26,24,24,24,24,2\)
\(4,24,24,24,24,24,156,175,131,131,131,131,131,139,143,135\)
\(780 \mathrm{FORB}=\emptyset T O 3 \emptyset: R E A D Q: P O K E A D+B, Q: N E X T\)
\(785^{\prime} \quad * * * * * 19 X^{\prime} \mathrm{S}\)
790 A 5 S \(=\) " \(\mathrm{XXXXXXXXXXXXXXXXXXX"}\)
\(8 \emptyset \emptyset \mathrm{~K}=\operatorname{VARPTR}(\mathrm{A} 5 \$): \mathrm{AD}=\operatorname{PEEK}(\mathrm{K}+2) * 256+\operatorname{PEEK}(\mathrm{K}+1)\)
810 DATA173,182,128,160,176,144,26,24,24,24,24,24,24,128,131,131 ,139,143,135
820 FORB= \(9 T O 18:\) READQ \(: P O K E A D+B, Q: N E X T\)
825 ' \(^{\prime} \quad \star \star \star * * 22\) X'S \(^{\prime}\)
830 A6 \(=\) " \(\mathrm{XXXXXXXXXXXXXXXXXXXXXX"}\)
\(840 \mathrm{~K}=\operatorname{VARPTR}(\mathrm{A} 6 \$): \mathrm{AD}=\operatorname{PEEK}(\mathrm{K}+2) * 256+\operatorname{PEEK}(\mathrm{K}+1)\)
850 DATA173,190, \(176,176,184,188,180,26,24,24,24,24,24,24,24,128\),
\(128,128,128,130,131,129\)
860 FORB \(=\emptyset T O 21:\) READQ: POKEAD \(+\mathrm{B}, \mathrm{Q}:\) NEXT
865 , ***** 25 X'S
870 A 7 \$ \(=\) " \(\mathrm{XXXXXXXXXXXXXXXXXXXXXXXXX"}\)
\(880 \mathrm{~K}=\operatorname{VARPTR}(\mathrm{A} 7 \$): \operatorname{AD}=\operatorname{PEEK}(\mathrm{K}+2) * 256+\operatorname{PEEK}(\mathrm{K}+1)\)
890 DATA173,190,176,176,176,184,188,180,26,24,24,24,24,24,24,24, \(24,128,128,128,128,128,130,131,129\)
\(9 \emptyset \emptyset\) FORB \(=\emptyset\) TO24: READQ: POKEAD \(+B, Q:\) NEXT
905 , ***** 28 X'S
910 A8 \(\$=\) "XXXXXXXXXXXXXXXXXXXXXXXXXXXX"
\(920 \mathrm{~K}=\operatorname{VARPTR}(\mathrm{A} 8 \$): \operatorname{AD}=\operatorname{PEEK}(\mathrm{K}+2) * 256+\operatorname{PEEK}(\mathrm{K}+1)\)
930 DATAl \(41,190,176,176,176,176,184,188,180,26,24,24,24,24,24,24\)
\(, 24,24,24,128,128,128,128,128,128,130,131,129\)
940 FORB \(=\emptyset\) TO27: READQ: POKEAD \(+\mathrm{B}, \mathrm{Q}:\) NEXT
945 , ***** 31 X'S
950 A9 \(9=\) "XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
\(960 \mathrm{~K}=\operatorname{VARPTR}(\mathrm{A} 9 \$): \operatorname{AD}=\operatorname{PEEK}(\mathrm{K}+2) * 256+\operatorname{PEEK}(\mathrm{K}+1)\)
970 DATA141, \(190,176,176,176,176,176,184,188,180,26,24,24,24,24,2\) \(4,24,24,24,24,24,128,128,128,128,128,128,128,130,131,129\)
980 FORB=ØTO30:READQ: POKEAD+B,Q:NEXT
985 t ***** 56 X'S

\(10 \emptyset 0 \mathrm{~K}=\operatorname{VARPTR}(\mathrm{M} \$): \operatorname{AD}=\operatorname{PEEK}(\mathrm{K}+2) * 256+\operatorname{PEEK}(\mathrm{K}+1)\)
1010 DATA128,176,176,184,188,180,26,24,24,24,24,24,24,158,167,12 \(8,130,131,129,26,24,24,24,24,24,24,24,170,128,145,157,132,26,24\), \(24,24,24,173,182,128,160,176,144,26,24,24,24,24,24,24,128,131,13\) 1,139,143,135
1020 FORB \(=\) ØTO55: READQ: POKEAD \(+B, Q:\) NEXT
1025 ' ***** POKE LSB FOR USR ROUTINE
1030 POKE16526, 0
1035 , ***** POKE MSB FOR USR ROUTINE
1040 POKE16527,125
1050 FORB=øTO11:READQ:POKE320ø0 \(\mathrm{B}, \mathrm{Q}:\) NEXT:PRINT@916,"PRESS <ENTER \(>\) TO START";
1060 DATA33, \(0,60,17,1,60,1,255,3,237,176,201\)
1065 ' ***** IF TO LONG TO PRESS ENTER THAN GOTO DEMO
\(107 \emptyset \mathrm{C}=\mathrm{C}+1:\) IFC \(=500 \mathrm{THEND}=1:\) GOTO1 \(\emptyset 9 \emptyset\)
 ; : GOSUB460:IFQ\$=" "THEN107
1085 , ***** PRINT GAME SCREEN
109ø GOSUBI150:FORX=17TO966STEP64:PRINT@X,STRING\$(11,191);:NEXT: PRINT@977,STRING\$(11,191);
1100 FORB \(=84\) TO969STEP64:PRINT@B,STRING\$ \((6,128) ;: N E X T\)
1110 PRINT@550, "SCORE: ";:PRINT@540, STRING\$ \((9,143)\);:PRINT@549,CHR \$(191) ;:PRINT@620, CHR\$(143) ;:PRINT@492,CHR\$(143) ;:PRINT@485,CHR\$ (191) ;:PRINT@486,STRING\$(6,131) ;:PRINT@613, CHR\$(143);:PRINT@614, STRING\$(6,140);
\(1120 \mathrm{X}=452: \mathrm{Y}=644: \mathrm{T}=50 \emptyset: \mathrm{S}=\emptyset: \mathrm{C}=\emptyset\)
1130 PRINT@X,M\$;
1140 GOTO240
1145 1 ***** SUBROUTINE FOR DRAWING BORDER AROUND THE SCREEN 1150 CLS: \(\mathrm{FORB}=15360\) TO15423: POKEB, 131 : POKEB +960 , 176 : NEXT:FORB \(=153\) 60TO16320STEP64:POKEB,191:POKEB+63,191:NEXT:RETURN

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\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|}
\hline \multicolumn{6}{|l|}{Listing 2 continued} & & & & \\
\hline B2Al & FEBF & 02850 & CP & 191 & : CHECK FOR HIT & & & & \\
\hline B2A3 & CAB2B3 & 02860 & JP & 2,HIT2 & & & & & \\
\hline B2A6 & DDE1 & 02876 & POP & IX & B346 DDE1 & 03530 & & IX & \\
\hline B2A8 & CD53B2 & 02880 & CALl & EA & B348 CDF7B2 & 93540 & CALL & P2 & \\
\hline B2AB & DDE1 & 02890 & POP & IX & B34B DDE1 & 83558 & POP & IX & \\
\hline B2AD & CD35B2 & 02900 & CAlL & P8 & B34D CD06B3 & 93560 & CALL & P3 & \\
\hline B2B0 & DDE1 & 02910 & POP & IX & B350 DDE1 & 83578 & POP & IX & \\
\hline B2B2 & CD53B2 & 02920 & CALL & EA & B352 CD15B3 & 83580 & CALL & P4 & \\
\hline B2B5 & DDE1 & 02930 & POP & IX & B355 1E91 & 03599 & LD & E, 1 & \\
\hline 32B7 & CD2682 & 02948 & Call & P7 & B357 DD7E01 & 03600 & LD & \(A_{1}(1 X+1)\) & \\
\hline B2BA & DDE1 & 02950 & POP & IX & B35A FEBF & 03610 & CP & 191 & ; CHECK FOR HIT \\
\hline B2BC & CD53B2 & 82960 & CALL & EA & B35C CA47B4 & 93629 & JP & 2 , HIT1 & , CnECK FOR Mr \\
\hline B2BF & DDE1 & 82978 & POP & IX & B35F DD7EC1 & 03630 & LD & A, ( IX-63) & \\
\hline \(\mathrm{B2Cl}^{\text {a }}\) & CD17B2 & 02989 & CALL & P6 & B362 FEBP & 93648 & CP & 191 & ; CHECK FOR HIT \\
\hline B2C4 & DDE1 & 02990 & POP & IX & B364 CAB2B3 & 93650 & JP & 2, HIT2 & , CHECK FOR HiF \\
\hline B2C6 & CD53B2 & 83000 & CALL & EA & B367 DDE1 & \({ }^{63668}\) & POP & IX & \\
\hline B2C9 & DDE1 & 83010 & POP & IX & B369 CD53B2 & 03678 & CALL & EA & \\
\hline B2CB & CD70日1 & 03020 & CALL & P5 & B36C DDE1 & 63686 & POP & IX & \\
\hline B2CE & DDE1 & 03030 & POP & IX & B36E CD06B3 & 63690 & CALL & P3 & \\
\hline B2D6 & 01 D 687 & 03046 & LD & BC, 2000 & B371 DDE1 & 83768 & POP & IX & \\
\hline B2D3 & CD94B3 & 63050 & CALL & DLY & B373 CD53B2 & 03710 & CALL & EA & \\
\hline B2D6 & C38BB1 & 03666 & JP & MOVE & B376 DDE1 & 63720 & POP & IX & \\
\hline & & 03063 ; & & & B378 CDF7B2 & 63730 & CALL & P2 & \\
\hline & & 03066 ; & PRINT & ARMS (RIGHT) & B37B DDE1 & 83748 & POP & IX & \\
\hline & & 03069 ; & & & B37D CD53B2 & 63756 & CALL & EA & \\
\hline B2D9 & 21E3B6 & 03078 P0 & LD & HL, ARMø & B380 DDE1 & 03760 & POP & IX & \\
\hline B2DC & CDE9B5 & 63080 & CALL & PB & B382 CDE8B2 & 83770 & CALL & P1 & \\
\hline B2DF & & 03090 & INC & HL & B385 DDE1 & 83788 & POP & IX & \\
\hline B2E0 & \(013 \mathrm{AD日}\) & 63108 & LD & BC, 58 & B387 CD53B2 & 63790 & CALL & EA & \\
\hline B2E3 & DD69 & 03118 & ADD & IX, BC & B38A DDE1 & 83800 & POP & IX & \\
\hline B2E5 & C321B3 & 03120 & JP & FA & B38C CDD9B2 & 83810 & CALL & Pa & \\
\hline B2E8 & 21F1B6 & 03130 Pl & LD & HL, ARMI & B38F DDE1 & 93820 & POP & IX & \\
\hline B2EB & CDE9B5 & 03146 & CALL & PB & B391 C38BB1 & 03830 & JP & MOVE & \\
\hline B2EE & 23 & 63150 & \({ }^{\text {INC }}\) & \({ }^{\text {HL }}\) & & 03833 ; & & & \\
\hline B2EF & 613906 & 83160 & LD & BC, 57 & & 63836 ; & DELAY & ROUTINE & \\
\hline B2F2 & DD29 & 83176 & ADD & IX, BC & & 03839 & & & \\
\hline B2F4 & C321B3 & 03180 & JP & FA & B394 6B & 63846 DLY & DEC & BC & \\
\hline B2F7 & 2101B7 & 03198 P2 & LD & HL, ARM2 & B395 78 & 03850 & LD & A, B & \\
\hline B2FA & CDE9B5 & 03280 & CALL & PB & B396 B1 & 83860 & OR & C & \\
\hline B2FD & 23 & 03210 & INC & HL & B397 20FB & 83876 & JR & N2, DLY & \\
\hline B2FE & 013800 & 03220 & LD & BC,56 & B399 C9 & 03880 & RET & & \\
\hline B301 & DD69 & 63230 & ADD & IX, BC & & 03883 & & & \\
\hline B303 & C321B3 & 03248 & JP & FA & & 03886 & ERASE & BOXER ROUTINE & \\
\hline B306 & \(2113 \mathrm{B7}\) & 03258 P3 & LD & HL, ARM3 & & 03889 ; & & & \\
\hline B309 & CDE9B5 & 63260 & CALL & PB & B39A 010506 & 03896 EBOXER & LD & BC, 5 & \\
\hline B30C & 23 & 63278 & INC & HL & B39D DD2B & 03909 & DEC & IX & \\
\hline B30D & 013700 & 03280 & LD & BC, 55 & B39F 219DB7 & 03916 LP6 & LD & HL, BLANK & \\
\hline B310 & DD89 & b3290 & \({ }^{\text {ADD }}\) & IX, BC & B3A2 CDE9B5 & 03920 & CALL & PB & \\
\hline B312 & C321B3 & \({ }^{83360} 831084\) & \({ }^{\text {JP }}\) & FA \({ }_{\text {FL, ARM4 }}\) & B3A5 0 B & 03930 & DEC & BC & \\
\hline B318 & CDE9B5 & 83320 & CALL & PB & B3A6 78 & 03950 & LD & \({ }_{\text {A }}\), B & \\
\hline B318 & 23 & 83330 & INC & HL & B3A8 2807 & 03968 & JR & 2 , EDONE & \\
\hline B31C & 013600 & 03346 & LD & BC, 54 & B3AA 113600 & ¢3970 & LD & DE,54 & \\
\hline B31F & DD69 & 03350 & ADD & IX, BC & B3AD DD19 & 03989 & ADD & IX, DE & \\
\hline B321 & CDE9B5 & 03360 FA & CALL & PB & B3AF 18EE & 83998 & JR & LP6 & \\
\hline B324 & \(01 \mathrm{D067}\) & 03378 & LD & BC, 2000 & B3B1 C9 & 94608.EDONE & RET & & \\
\hline B327 & CD94B3 & 03380 & CALL & DLY & & 64003 ; & & & \\
\hline B32A & & 03398
03393
03396 & RET & & & 04096; & ONE OF & THE HIT ROUTINES & \\
\hline & & 03396 ; & RIGHT & ARM PUNCH ROUTINE & B3B2 DDE1 & 04010 HIT2 & POP & IX & \\
\hline & & 03399 ; & & & B3B4 DDE5 & 04020 & PUSH & IX & \\
\hline B32B & DDE5 & 03400 PRIGHT & PUSH & IX & B3B6 DD360A86 & 04036 & LD & (IX+10), 128 & \\
\hline B32D & DDE5 & 83410 & PUSH & IX & B3BA CD53B2 & 64848 & CALL & EA & \\
\hline B32F & DDE5 & 03428 & PUSH & IX & B3BD DDE1 & 94050 & POP & IX & \\
\hline B331 & DDE5 & 03430 & PUSH & IX & B3BF DD360B88 & 04860 & LD & ( \(1 \mathrm{X}+11\) ), 128 & \\
\hline B333 & DDE5 & 03448 & PUSH & IX & B3C3 CB43 & 84078 & BIT & \(0, \mathrm{E}\) & \\
\hline B335 & DDE5 & 03450 & PUSH & IX & B3C5 C406B3 & B4080 & CALL & N2, P3 & \\
\hline B337 & DDE5 & 83468 & PUSH & IX & B3C8 CB4B & 94698 & BIT & 1, E & \\
\hline B339 & DDE5 & 63478 & PUSH & IX & B3CA C435B2 & 04100 & CALL & N2, P8 & \\
\hline B33B & DDE5 & 03489 & PUSH & IX & B3CD DDE1 & 64110 & POP & IX & \\
\hline B33D & DDE5 & 03490 & PUSH & IX & B3CF DD360C80 & 94128 & LD & \((\mathrm{IX}+12), 128\) & \\
\hline B33F & DDE5 & 03500 & PUSH & IX & B3D3 CD53B2 & 94130 & CALL & EA & \\
\hline B341 & DDE5 & 03510 & PUSH & IX & B3D6 DDE1 & 94148 & POP & IX & \\
\hline B343 & CDE8B2 & 83520 & CALL & P1 & & & & & Listing 2 contimues \\
\hline
\end{tabular}


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The editors of 80 Micro have also awarded their Hall of Fame Awards. From among every software package on the market, the editors picked only six that they felt made a lasting and significant contribution to the TRS-80 computer.
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\begin{tabular}{|c|c|c|c|c|c|}
\hline B754 & 80 & 07750 & & DEFB & 128 \\
\hline B755 & 80 & 07760 & & DEFB & 128 \\
\hline B756 & 80 & 87770 & & DEFB & 128 \\
\hline B757 & 82 & 07780 & & DEFB & 130 \\
\hline B758 & 83 & 07798 & & DEFB & 131 \\
\hline B759 & 81 & 07800 & & DEFB & 129 \\
\hline B75A & 80 & 07818 & & DEFB & 0 \\
\hline B75B & AD & 07826 & ARM7 & DEFB & 173 \\
\hline B75C & BE & 07830 & & DEFB & 190 \\
\hline B75D & B \({ }^{\text {a }}\) & 07840 & & DEFB & 176 \\
\hline B75E & B8 & 07850 & & DEFB & 176 \\
\hline B75F & B0 & 07860 & & DEFB & 176 \\
\hline B760 & B8 & 87870 & & DEFB & 184 \\
\hline B761 & BC & 07880 & & DEFB & 188 \\
\hline B762 & B4 & 07898 & & DEFB & 180 \\
\hline B763 & 80 & 07980 & & DEFB & 0 \\
\hline B764 & 80 & 07910 & & DEFB & 128 \\
\hline B765 & 88 & 07920 & & DEFB & 128 \\
\hline B766 & 80 & 07930 & & DEFB & 128 \\
\hline B767 & 80 & 07940 & & DEFB & 128 \\
\hline B768 & 80 & 07950 & & DEFB & 128 \\
\hline B769 & 82 & 07968 & & DEFB & 130 \\
\hline B76A & 83 & 07978 & & DEFB & 131 \\
\hline B76B & 81 & 07980 & & DEFB & 129 \\
\hline B76C & 80 & 07998 & & DEFB & 0 \\
\hline B76D & 8D & 08000 & ARM8 & DEFB & 141 \\
\hline B76E & BE & 08010 & & DEFB & 190 \\
\hline B76F & B6 & 38020 & & DEFB & 176 \\
\hline B778 & B6 & 88830 & & DEFB & 176 \\
\hline B771 & B \(B\) & 88940 & & DEFB & 176 \\
\hline B772 & B0 & 68050 & & DEFB & 176 \\
\hline B773 & B8 & 08060 & & DEFB & 184 \\
\hline B774 & BC & 08070 & & DEFB & 188 \\
\hline B775 & B4 & 08880 & & DEPB & 180 \\
\hline B776 & b8 & 88090 & & DEFB & 0 \\
\hline B777 & 80 & 88106 & & DEFB & 128 \\
\hline B778 & 80 & 08110 & & DEFB & 128 \\
\hline B779 & 80 & 88120 & & DEFB & 128 \\
\hline B77A & 80 & 08136 & & DEPB & 128 \\
\hline B77B & 80 & 08148 & & DEFB & 128 \\
\hline B77C & 80 & 08150 & & DEFB & 128 \\
\hline B77D & 82 & 08160 & & DEFB & 138 \\
\hline B77E & 83 & 38176 & & DEFB & 131 \\
\hline B77F & 81 & 08180 & & DEFB & 129 \\
\hline B780 & 00 & 08190 & & DEFB & 0 \\
\hline 3781 & 8D & 08200 & ARM9 & DEFB & 141 \\
\hline B782 & BE & 08210 & & DEFB & 190 \\
\hline B783 & B0 & 08220 & & DEFB & 176 \\
\hline B784 & B0 & 08230 & & DEFB & 176 \\
\hline B785 & B \(\emptyset\) & 08248 & & DEFB & 176 \\
\hline B786 & B0 & 08250 & & DEFB & 176 \\
\hline B787 & B0 & 08260 & & DEFB & 176 \\
\hline B788 & B8 & 08270 & & DEFB & 184 \\
\hline B789 & BC & 08280 & & DEFB & 188 \\
\hline B78A & B4 & 08290 & & DEFB & 180 \\
\hline B78B & 80 & 88306 & & DEFB & \(\bigcirc\) \\
\hline B78C & 80 & 08310 & & DEFB & 128 \\
\hline B78D & 88 & 88320 & & DEFB & 128 \\
\hline B78E & 80 & 08330 & & DEFB & 128 \\
\hline B78F & 80 & 08348 & & DEFB & 128 \\
\hline B790 & 80 & 98350 & & DEFB & 128 \\
\hline B791 & 80 & 08360 & & DEFB & 128 \\
\hline B792 & 80 & 08370 & & DEFB & 128 \\
\hline B793 & 82 & 88388 & & DEFB & 138 \\
\hline B794 & 83 & 08390 & & DEFB & 131 \\
\hline B795 & 81 & 08400 & & DEFB & 129 \\
\hline B796 & 00 & 88410 & & DEFB & 8 \\
\hline B797 & AA & 88426 & HEAD & DEFB & 179 \\
\hline B798 & 80 & 08436 & & DEFB & 128 \\
\hline B799 & 91 & 08448 & & DEFB & 145 \\
\hline B79A & 9D & 88450 & & DEFB & 157 \\
\hline B79B & 84 & 08460 & & DEFB & 132 \\
\hline B79C & 00 & 08478 & & DEFB & 6 \\
\hline B79D & 80 & 98480 & BLANK & DEFB & 128 \\
\hline B79E & 80 & 08490 & & DEFB & 128 \\
\hline B79F & 80 & 08500 & & DEFB & 128 \\
\hline B7A0 & 80 & 08510 & & DEFB & 128 \\
\hline B7A1 & 80 & 98520 & & DEFB & 128 \\
\hline B7A2 & 89 & 08530 & & DEFB & 128 \\
\hline B7A3 & 80 & 08540 & & DEFB & 128 \\
\hline B7A4 & 80 & 88550 & & DEFB & 128 \\
\hline B7A5 & 80 & 88568 & & DEFB & 128 \\
\hline B7A6 & 80 & 88579 & & DEFB & 128 \\
\hline B7A7 & 80 & 88580 & & DEFB & 8 \\
\hline B7A8 & 00 & B8599 & RND & DEFB & 8 \\
\hline B7A9 & Ag & 08600 & & DEFB & BAOH \\
\hline B7AA & 08 & 08619 & SCORE & DEFB & 9 \\
\hline B7AB & 06 & 08620 & & DEFB & 9 \\
\hline B7AC & 13 & 08630 & TB & DEFB & 19 \\
\hline B7AD & 58 & 88648 & TG & DEFB & 80 \\
\hline B7AE & 02 & 88650 & & DEFB & 2 \\
\hline B000 & & 88660 & & END & 9B000\% \\
\hline
\end{tabular}

\section*{PRICE BREAKTHRU- \\ BUL! IT'S A MIRACLEH}
\begin{tabular}{|c|c|}
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\hline 40tk 2 sides & \$245.00 \\
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\hline \& enclosure & \$49.95 \\
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\end{tabular}
\begin{tabular}{|lr|}
\hline \(83 A\) & \(\$ 749.00\) \\
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\hline \multicolumn{2}{|l|}{\begin{tabular}{l}
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\(91 / 2 \times 11\) Fanfold-
\end{tabular}} \\
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\title{
Foreign Flag Quiz
}

\author{
by Jennifer Neidenbach \\ Third Place
}

11-13

This program prints the flags of 10 different countries. The player tries to guess the country to which the printed flag belongs. If the answer is correct, the program continues with the next flag. If the player guesses incorrectly, the program gives the correct answer.

\section*{Line Functions}

Lines 5-10 hold remark statements. Lines 15-75 are instructions.

Line 80 begins the quiz. Lines 85-100 hold flag 1, Poland. Lines 110-135 hold flag 2, Switzerland. Lines 145-185 hold flag 3, Greece. Lines 190-255 hold flag 4, Jamaica. Lines 260-275 hold flag 5, Thailand. Lines \(280-300\) hold flag 6, Japan. Lines 305-415 hold flag 7, Great Britain. Lines 420-455 hold flag 8, Czechoslovakia. Lines 480-515 hold flag 10, Kuwait.

Line 9999 directs the program to the goodbye routine. Lines 10000-10020 hold a subroutine to outline the flag and print question.

Lines 11000-11105 hold a subroutine to ask question and check the player's answer. Lines 11200-11240 hold the goodbye routine, and Line 11245 is the end.

\section*{The Key Box}

Model I or III
16K, 32K RAM
Cassette or Disk Basic

Jennifer Neidenbach (age 13) can be reached at 3057 Shawnee Lane, Drayton Plains, MI 48020.

\section*{Program Listing}
```

5 'FOREIGN FLAAG QUIZ
10. INTRODUCTION
15 CLS:PRINT:PRINT:PRINT:PRINT
20 PRINTTAB(20) "FOREIGN FLAG QUIZ"
25 PRINTTAB(14) "WRITTEN BY JENNIFER NEIDENBACH"
30 PRINT:PRINT:PRINT:PRINTTAB(14) "PRESS <ENTER> FOR INSTRUCTIONS
";:INPUT Z
35 CLS
40 INSTRUCTIONS
45 CLS
50 PRINTTAB(13)" THIS IS THE 'FOREIGN ELAG QUIZ'."
5 PRINTTAB(12) " I WILL PRINT THE FLAGS OF TEN DIFFERENT"
60 PRINTTAB(12)" COUNTRIES, AND YOU TYPE IN THE COUNTRY"
65 PRINTTAB (13) "THAT FLAG BELONGS TO.":PRINT
70 PRINTMAB(13)" PRESS ANY KEY TO BEGIN."
7 5 ~ I \$ = I N K E Y \$ : I F ~ I \$ = " " ~ T H E N ~ G O T O ~ 7 5 ~
80 'BEGINNING OF QUIZ
85 FLAG ONE -- POLAND
90 CLS:GOSUB 1Ø\emptyset\emptyset\emptyset
95 FOR I=14 TO 49:PRINT@I+320,CHRS(191);:PRINT@I+384,CHR$(191) ;:
PRINT@I+448,CHR$(191);:NEXT I
10\emptyset C$="POLAND":GOSUB 1100\emptyset
110 'FLAG TWO -- SWITZERLAND
115 CLS:PRINT@653, "WHAT COUNTRY DOES THIS FLAG BELONG TO?"
12\emptyset FOR I=14 TO 49:PRINT@I+128,CHR$(191);:PRINT@I+192,CHR$(191);
:PRINT@I+256,CHR$(191);:PRINT@I+320,CHR$(191);:PRINT@I+384,CHR$(
191);:PRINT@448+I,CHR$(19) ;:NEXT I
125 FOR I=52 TO 69:RESET(I,13):RESET(I,14):RESET(I,15):NEXT I
130 FOR I=58 TO 63:RESET(I,10):RESET(I,11):RESET(I,I2):RESET(I,1
6) : RESET(I,17):RESET(I,18):NEXT I
135 C$="SWITZERLAND":GOSUB 11\emptyset\emptyset\emptyset
145 'FLAG THREE -- GREECE
15\emptyset CLS:GOSUB 10\emptyset\emptyset\emptyset
155 FOR I=I5 TO I8:PRINT@I+128,CHRS(191);:NEXT I
160 FOR I=21 TO 24:PRINT@I+128,CHRS(191);:NEXT I
165 FOR I=3\emptyset TO 37:SET(I,9):SET(I,12):SET(I,13):SET(I,14):SET(I,
15):NEXT I
15):NEXT I
15) : NEX'I I
175 FOR I=50 TO 97:SET(I,7):SET(I, 10):SET(I,11):SET(I,14):SET(I,
15):NEXT I
180 FOR I=30 TO 97:SET(I,18):SET(I,19):SET(I, 22):NEXT I
185 C$="GREECE" : GOSUB 11Ø\emptyset\emptyset
190 'FLAG FOUR -- JAMAICA
191 CLS:GOSUB 10\emptyset\emptyset\emptyset
192 PRINT@147,CHR$(140) ; PRINT@148,CHR$(140);:PRINT@17\emptyset,CHR$(140
) ;:PRINT@171,CHRS(140) ;:PRINT@149,CHR$(176);:PRINT@150,CHR$(176)
;:PRINT@168,CHR$(176) ;:PRINT@169,CHRS(176);
193 PRINT@230,CHRS(131);:PRINT@231,CHR$(131);:PRINT@217,CHR$(140
);:PRINT@218,CHR$(140);:PRINT@228,CHR$(140);:PRINT@229,CHR$(140)
;
194 PRINT@215, CHR$(131); :PRINT@216, CHR$(131);:PRINT@209,CHR$(176
);
195 PRINT@219, CHR$(176);:PRINT@220,CHR$(176) ; :PRINT@227,CHR$(176
);:PRINT@226,CHR$(176);:PRINT@285,CHR$(131);:PRINT@286,CHRS(131)
;:PRINT@287,CHR$(140) ;:PRINT@288,CHR$(140);:PRINT@289,CHR\$(131) ;

```

\author{
W..I..D..E REPORT SUPPORT \\ MOD II/16 and DAISY WHEEL II
}

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197 FOR I=31 TO 33:PRINT@I+320, CHR\$(176);:NEXT I
 ) ;:PRINT@419,CHRS(131) ;:PRINT@431,CHR\$(140) ;:PRINT@432,CHR\$(140) \({ }_{2}\)

PRINT@218,CHR\$(176) ;:PRINT@219,CHRS(140) ;:PRINT@409,CHRS(176
 i
206 PRINT@471,CHRS(131);:PRINT@472,CHR\$(131);:PRINT@488,CHR\$(131 );:PRINT@489,CHR\$(131);:PRINT@469,CHR\$(140);:PRINT@470,CHR\$(140)

209 PRINT@491, CHR\$(140);:PRINT@411,CHR\$(140);:PRINT@412,CHR\$(140 ) ;:PRINT@490, CHR\$(140);:PRINT@42ø,CHR\$(140);:PRINT@421,CHR\$(140)
; 212 FOR \(I=15\) TO 20:PRINT@256+I, CHRS(191);:PRINT@320 +I, CHR\$(191); : NEXTI
214 FOR \(\mathrm{I}=15\) TO 17:PRINT@I+384, CHR\$(191);:NEXT I
216 FOR I=21 TO 23:PRINT@I+320, CHR\$(191);:NEXT I
218 PRINT@402,CHR\$(143);:PRINT@403,CHR\$(143);:PRINT@463,CHR\$(131 ) ;:PRINT@404, CHRS (131) ;:PRINT@405,CHRS(131) ;:PRINT@207,CHR\$(188) ;:PRINT@208,CHRS(188);:PRINT@210,CHR\$(176);
220 PRINT@277,CHR\$(188) ;:PRINT@278,CHR\$(188);:PRINT@279,CHR\$(176 ) ; :PRINT@280, CHR\$(176) ;:PRINT@344, CHR\$(143);:PRINT@345, CHR\$(143) ;
225 FOR I=41 TO 48: PRINT@256+I, \(\operatorname{CHR}(191) ;: \operatorname{PRINT@320+I,CHR\$ (191);~}\) :NEXTI
230 FOR I=37 TO 38:PRINT@256+I,CHR\$(176);:PRINT@320+I,CHR\$(131); :NEXTI
 : NEXTI
240 FOR \(1=43\) TO \(44: \operatorname{PRINT@I+192,CHR\$ (176);:PRINT@384+I,CHR\$ (131);~}\) :NEXTI
245 FOR I=45 TO 46:PRINT@192+I,CHR\$(188);:PRINT@384+I,CHR\$(143); :NEXT I
247 PRINT@218, CHR\$(140);:PRINT@219,CHR\$(176);
250 FOR I=47 TO 48:PRINT@192+I,CHR\$(191);:PRINT@384+I,CHR\$(191); : NEXT I
251 GOSUB 10000
\(255 \mathrm{C} \$=\) "JAMAICA": GOSUB 110 10
260 'FLAG FIVE -- THAILAND
265 CLS:GOSUB 10øøø
270 FOR I=14 TO 49:PRINT@128+I,CHR\$(191);:PRINT@256+I,CHR\$(191); :PRINT@320 + I, CHR\$(191) ;:PRINT@448+I, CHR\$(191) ;:NEXT I
275 C \(\$=\) "THAILAND": GOSUB \(1100 \emptyset\)
280 'FLAG SIX -- JAPAN
285 CLS:GOSUB 10øøø
290 FOR I=30 TO 33:PRINT@I+256, CHR\$(191);:PRINT@I+320,CHR\$(191); :NEXT I
295 PRINT@284, CHR \(\$(160)\);:PRINT@348, CHR\$(130) ; :PRINT@285, CHR\$(188 ) ;:PRINT@349, CHRS(143) ;:PRINT@296,CHR\$(188) ;:PRINT@354, CHRS(143) ;:PRINT@291,CHR\$(144) ;:PRINT@355,CHR\$(129);
\(30 \emptyset C \$=" J A P A N ": G O S U B 1100 \emptyset\)
305 'FLAG SEVEN -- GREAT BRITAIN
310 CLS:GOSUB \(10 \emptyset 0 \emptyset\)
315 FOR I=15 TO 49:PRINT@128+I, CHRS(191);:PRINT@192+I, CHR\$(191); :PRINT@I+256,CHR\$(191);:PRINT@I+320,CHR\$(191) ;:PRINT@384+I,CHR\$(
191) ;:PRINT@448+I, CHRS(191) ;:NEXT I

320 FOR \(I=3 \emptyset\) TO \(61: \operatorname{RESET}(I, 13): \operatorname{RESET}(I, 15): N E X T\) I:FOR \(I=66\) TO 97 : RESET \((I, 13): \operatorname{RESET}(I, 15): N E X T I\)
325 FOR \(I=7\) TO 12: RESET \((60, I): \operatorname{RESET}(61, I): \operatorname{RESET}(67, I): \operatorname{RESET}(66, I\) ): NEXT I
327 FOR \(I=16\) TO 22: \(\operatorname{RESET}(60, I): \operatorname{RESET}(61, I): \operatorname{RESET}(66, I): \operatorname{RESET}(67\), I) : NEXT I

330 FOR \(I=34\) TO \(39: \operatorname{RESET}(I, 7): N E X T I: F O R I=38\) TO 44:RESET(I, 8\(): N\) EXT I:FUR I=3ø TO 33:RESET(I, 8):NEXT I:FOR I=33 TO 37:RESET(I,9) :NEXT I:FUR I=44 TO 5l:RESET(I,9):NEXT I
335 FOR \(I=37\) TO 43: \(\operatorname{RESET}(I, 10): N E X T\) I:FOR \(I=50\) TO 57:RESET \((I, 10)\) :NEXT I:FOR I=43 TO 49:RESET(I,11):NEXT I:FOR I=46 TO 48:RESET(I ,11) : NEXT I
\(340 \operatorname{RESET}(70,11): \operatorname{RESET}(71,11): \operatorname{FOR} \mathrm{I}=71\) TO 77:RESET\((I, 10): \operatorname{NEXT} I\) : FOR I=78 TO 84:RESET(I,11):NEXT I:FOR I=84 TO 90:RESET(I,10):NEX T I:FOR \(I=77\) TO \(83: \operatorname{RESET}(I, 9):\) NEXT I
345 FOR \(I=9 \emptyset\) TO \(96: \operatorname{RESET}(I, 9):\) NEXT \(I: F O R I=83\) TO 89: RESET( \(I, 8\) ):N EXT I:RESET \((96,8): \operatorname{RESET}(97,8): \operatorname{FOR} I=89\) TO \(93: \operatorname{RESET}(I, 7): \operatorname{NEXT} I\) 347 FOR \(I=66\) TO 67:RESET \((I, 12): \operatorname{RESET}(I, 17): N E X T ~ I\)
350 FOR \(I=36\) TO 40:RESET \((I, 22): N E X T\) I:FOR \(I=30\) TO \(35: \operatorname{RESET}(I, 21)\) :NEXT I:FOR \(I=4 \emptyset\) TO \(44: \operatorname{RESET}(I, 21): N E X T\) I:FOR \(I=35\) TO 39:RESET (I ,20) : NEXT I
355 FOR \(I=44\) TO 48: RESET (I, 20) :NEXT I:FOR \(I=39\) TO 43:RESET(I,19) :NEXT I:FOR I=48 TO 52:RESET(I,19):NEXT I:FOR I=43 TO 47:RESET(I ,18): NEXT I
360 FOR \(I=52\) TO 56:RESET(I,18):NEXT I:FOR \(I=47\) TO 51:RESET(I,17) :NEXT I:FOR I=56 TO 58: RESET(I,17):NEXT I:RESET(70,17):RESET(71, 17)

365 FOR \(I=76\) TO \(80: \operatorname{RESET}(I, 17): \operatorname{NEXT} I: F O R I=71\) TO 75:RESET(I,18) :NEXT I:FOR I=80 TO 84:RESET(I,18):NEXT I:FOR I=75 TO 79:RESET(I ,19): NEXT I
\(37 \emptyset\) FOR \(I=84\) TO 89: \(\operatorname{RESET}(I, 19): \operatorname{NEXT} I: F O R \quad I=79\) TO 83: \(\operatorname{RESET}(I, 20)\) :NEXT I:FOR I=88 TO 92:RESET(I,2ø):NEXT I:FOR I=83 TO 87:RESET(I ,21): NEXT I:FOR I=92 TO 95:RESET(I, 21):NEXT I
375 FOR I=87 TO 91:RESET(I,22):NEXT I
415 C \(\$=\) "GREAT BRITAIN": GOSUB 11000
420 'FLAG EIGHT -- CZECHOSLOVAKIA
425 CLS: GOSUB 10000
430 FOR I=15 TO 20:PRINT@I+192,CHR\$(191);:PRINT@I+384,CHR\$(191);
Listing continues

\section*{Listing contimued}
: NEX'I I
435 FOR I=15 TO 26 :PRINT@I+256, CHR\$(191);:PRINT@I+320, CHR\$(191); :NEXT I
440 PRINT@143,CHR\$(191) ;:PRINT@144,CHRS(191) ;:PRINT@463,CHR\$(191 ) ;:PRINT@464,CHR\$(191) ;:PRINT@465,CHR\$(179) ;:PRINT@466,CHR\$(179) ;:PRINT@145,CHR\$(179) ;:PRINT@146,CHR\$(179) ;:PRINT@213,CHR\$(188);

445 PRINT@214,CHR\$(188);:PRINT@404,CHRS(143);:PRINT@405,CHR\$(143 ) ;:PRINT@4ø6,CHR\$(131) ;:PRINT@407,CHR\$(131) ;:PRINT@215,CHR\$(176) ;:PRINT@216, CHR\$(176) ;:PRINT@283, CHR\$(188) ;:PRINT@284, CHR\$(188);

450 PRINT@347,CHR\$(143);:PRINT@348,CHR\$(143);:FOR I=58 TO 97:SET ( \(\mathrm{I}, 14\) ) : \(\operatorname{SET}(\mathrm{I}, 15): \mathrm{NEXT}\) I
\(455 \mathrm{C} \$=\) "CZECHOSLOVAKIA": GOSUB 11000
460 'FLAG NINE -- SOUTH VIETNAM
465 CLS: GOSUB 100øø
470 FOR \(I=3 \emptyset\) TO \(97: \operatorname{SET}(I, 12): \operatorname{SET}(1,14): \operatorname{SET}(I, 16):\) NEXT I
\(475 \mathrm{C} \$=\) "SOUTH VIETNAM": GOSUB 1100ø
480 'FLAG TEN -- KUWAIT
485 CLS: GOSUB \(100 \emptyset \emptyset\)
 : NEXT I
495 FOR I=15 TO 20:PRINT@192+I, CHRS(191);:PRINT@384+I,CHR\$(191); : NEXT I
50ø PRINT@143, CHRS(191) ; : PRINT@144, CHRS(191) ; :PRINT@463, CHR\$(191 ) ;:PRINT@464,CHR\$(191);:PRINT@465,CHRS(179) ; :PRINT@466,CHR\$(179) ;:PRINT@145,CHRS(179) ;:PRINT@146,CHR\$(179) ;
505 PRINT@213,CHR\$(188);:PRINT@214,CHR\$(188);:PRINT@215,CHR\$(176 ) ;:PRINT@216, CHR\$(176) ;:PRINT@465,CHRS (143) ;:PRINT@466, CHR\$(143) \(;:\) PRINT@407,CHRS(131) ;:PRINT@408,CHR\$(131);
510 FOR \(I=54\) TO 97:SET \((I, 12): \operatorname{SET}(I, 17):\) NEXT I
515 C\$="KUWAIT": GOSUB 11000
9999 GOTO 11200
\(10 \emptyset \emptyset \emptyset\) 'SUBROUTINE FOR OUTLINE OF FLAG AND PRINTING OF QUESTION
10005 FOR \(I=28\) TO 99: \(\operatorname{SET}(I, 6): \operatorname{SET}(I, 23): \operatorname{NEXT} I\)
10010 FOR \(I=7\) TO \(22: \operatorname{SET}(28, \mathrm{I}): \operatorname{SET}(29, \mathrm{I}): \operatorname{SET}(99, \mathrm{I}): \operatorname{SET}(98, \mathrm{I}): \operatorname{NEXT}\) I
10015 PRINT@653,"WHAT COUNTRY DOES THIS FLAG BELONG TO?"
10620 RETURN
\(11 \varnothing 0 \emptyset\) 'SUBROUTINE FOR ASKING OF QUESTION - CHECKING OF ANSWER 11065 PRINT@7@2,"n:INPUT AS
11016 IF A \(\$=C \$\) THEN \(H=H+1\) : PRINTTAB(13) "THAT IS CORRECT.": GOTO 11 025
11015 PRINTTAB(13)"I AM SORRY; THE CORRECT ANSWER IS ";C\$;"."
11625 PRINT: PRINTTAB(13) "PRESS ANY KEY TO CONTINUE"
11100 I \(\$=I N K E Y \$: I F\) I \(\$=" n\) THEN GOTO 11100
11105 RETURN
11200 'END OF PROGRAM
11203 CLS
11205 FOR \(I=6\) TO \(40: \operatorname{SET}(46, I): \operatorname{SET}(47, I): \operatorname{NEXT}\) I
11210 FOR \(I=48\) TO 87:SET \((I, 6): \operatorname{SET}(I, 17): N E X T\) I
11215 FOR \(\mathrm{I}=7\) TO \(16: \operatorname{SET}(86, \mathrm{I}): \operatorname{SET}(87, \mathrm{I}): \operatorname{NEXT}\) I
11220 FOR \(I=48\) TO 69:SET( \(I, 20\) ) : \(\operatorname{SET}(I, 24):\) NEXT I
11225 FOR \(I=21\) TO \(23: \operatorname{SET}(68, I): \operatorname{SET}(69, I): N E X T\) I
11230 PRINT@473, "GOODBYE!";:PRINT@219, "YOU IDENTIFIED";
11235 PRINT@28ø, H; "FLAGS CORRECTLY";
11240 PRINT@896,"";
12000 END

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\section*{Program Listing}
\(\emptyset \operatorname{CLEAR} 2400: \operatorname{DIMSM}(60), \operatorname{DM}(60), \mathrm{SD}(60), \mathrm{MM}(60), \mathrm{MGS}(16), \mathrm{CH} \$(14), \mathrm{UL} \$(6\)
0）， \(\mathrm{MT} \$(60), \mathrm{DT} \$(60): \mathrm{HP}=-29000: \mathrm{DP}=-16000\)
1 ON ERROR GOTO 62000
3 INPUY＂DATE ：（MM／DD／YR DAY）＂；DE\＄：INPUT＂CALLER \＃＂；A：INPUT＂THIS WEEKS QUIZ QUESTION＂；Q1\＄
5 DUS＝INKEY\＄：IF INP（232）＜32 THEN7ELSE POKE－186，0：GOTO5
\(7 \mathrm{NK}=1: \mathrm{TF}=0:\) GOSUB110ø0：GOSUB29000：UL＝UL＋1：ULS（UL）\(=\mathrm{NM} \$\)
8 GOSUBl8995：GOSUB 2490 1
9 GOSUB 14000
10 PRINT＂Welcome to Cass－8＠Version 1．6＂：PRINT＂（C）． 1982 －Scott Steele＂：FOR DU＝1TO 50日：NEXT DU
30 IFBU \(>\) ØTHENGOSUB3 4 ：PRINT：PRINT＂BULLETINS：＂：PRINT：FORED＝1TOBU：P RINT＂（＂ED＂）．＂BUS（ED）：NEXT
33 GOTO4＠
34 PRINT＂CARE TO SEE THE BULLETINS？＂；
35 AS＝INKEY\＄：IF AS＝＂＂THEN35ELSEIFAS＝＂Y＂ORASC（AS）＝97THENPRINT＂YeS
＂：GOTO40ELSEIFA \(\$=\)＂N＂ORASC \((A \$)=11 \emptyset T H E N P R I N T " N O ":\) RETURNELSE35
57 PRINT＂The date is－－․－－＞＞＞＞＞＞＂DES＂＜＜＜＜＜＜＜－．．．－＂：PRINT：PRINT＂Y ou are caller＂；：A＝A＋1：GOSUB2940日：PRINTA：IFBD＝2THENPRINT＂You are
in the MAIN board．＂ELSEPRINT＂You are in the D\＆D board．＂
58 PRINT＂Want to skip menu（Y／N）？＂；
59 DUS＝INKEY\＄：IF INP（232）＞32 THEN 5 ELSE IF DUS＝＂＂THEN59ELSEIF D US＝＂Y＂ORASC（DU\＄）＝121THEN PRINT＂Yes＂：PRINT：PRINT：PRINT：PRINT：PRIN T：PRINT：PRINT：GOTO 65 ELSE IF DU\＄＝＂N＂OR ASC（DU\＄）＝110THEN PRINT＂N O＂：GOT060 ELSE 59
60 PRINT＂－－＞＞Cass－80 Commands＜＜－－＂：PRINT＂（A）．．．Ads＂：PRINT＂（B）．
．．Bell（On／Off）＂：PRINT＂（C）．．．Chat＂：PRINT＂（G）．．．．Goodbye＂：PRINT＂（I
）．．．System info＂：PRINT＂（L）．．．Line feeds（On／Off）＂
61 PRINT＂（N）．．．Null adjustment＂：PRINT＂（O）．．．Other systems＂：PRINT
＂（P）．．．Post＂：PRINT＂（Q）．．．Quiz question＂：PRINT＂（R）．．Read a messa ge＂：PRINT＂（S）．．．Scan messages＂：PRINT＂（U）．．．User log＂：PRINT＂（Y）．． ．Any messages for you？＂：PRINT＂（＊）．．．Switches between MAIN and D\＆ D
62 PRINT＂（\％）．．．Quick log－off＂：PRINT
65 PRINT＂Command（ \(A, B, C, G, I, K, M, N, O, P, Q, R, S, U, Y, *\) ，\(\%\) or ？for com

\(": S M S=" n: R F=0: P Q S=" n: P A S=" n\)
67 IFNK＝ØTHEN7ØELSEFOR TA＝1TO5：PRINTCHRS（7）；：NEXT TA
70 A \(\$=\) INKEY \(\$: \operatorname{IF} \operatorname{INP}(232)>32\) THEN 5 ELSEIF PEEK \((14400)=2\) THEN 160 ＠øELSEIF AS＝＂＂THEN 70
71 IF \(\operatorname{ASC}(\mathrm{A} S)>95\) AND \(\operatorname{ASC}(\mathrm{A} \$)<127\) THEN \(\mathrm{A} \$=\operatorname{CHR} \$(\operatorname{ASC}(\mathrm{~A} \$)-32)\)
80 IFAS＝＂A＂THENPRINT＂Ads＂：GOTOIØø0ELSEIFAS＝＂C＂THENPRINT＂Chat＂：GO
TO20ø0ELSEIFA \(=\)＝＂G＂THENPRINT＂Goodbye＂：GOTO3Ø00ELSEIFA\＄＝＂O＂THENPRI NT＂Other systems＂：GOTO40Ø0ELSEIFAS＝＂P＂THENPRINT＂Post a message＂： GOTO50ØロELSEIFAS＝＂Q＂THENPRINT＂Quiz questions＂：GOTO 600Ø
81 IFAS＝＂R＂THENPRINT＂Read a message＂：GOTO6999ELSEIFAS＝＂S＂THENPRI NT＂Scan messages＂：GOTO 8øø日ELSEIFA\＄＝＂L＂THENGOTO 1øøøø
82 IF AS＝＂？＂THENPRINT：GOTO6ØELSEIF AS＝＂N＂THENPRINT＂Null adjustme nt＂：GOTO31000ELSEIF AS＝＂＊＂THENPRINT＂Board change＂：GOTO45500ELSEI FA\＄＝＂I＂THEN18600
83 IF ASS＝＂\％＂THEN3 090 ELSEIFAS＝＂U＂THENPRINT：PRINT＂Userlog＂：PRINT：G OTO260øøELSEIFAS＝＂B＂THENPRINT：PRINT＂Bell adjustment＂：PRINT：GOTO2 80øøELSEIFAS＝＂Y＂THEN29100ELSE7Ø

Adding a modem to my Model I， Level II TRS－80 expanded my use of the computer by allowing me to call various bulletin board systems．By locating boards locally and in other parts of the country I made a host of new aquain－ tances and friends．

I thought it would be great if I had my own bulletin board so people could call \(m e\) from other areas of the country． So，I began to contact different system operators for advice on how I might put my own board together．Unfortunately， the consensus of opinion was that with－ out at least one disk drive，a bulletin board system would be impossible．It looked as though my dream of becom－ ing a system operator would have to be put aside until I could buy a disk system．

The prospects of this happening were pretty dim，and I was not content to be just a user of other peoples＇bulletin boards．

I decided to tackle the＂impossible＂ and write my own program for a cas－ sette bulletin board system．I had only 48 K of memory to hold the program and the messages，but nothing to lose by trying．

My original program stored the mes－ sages in arrays，which worked out okay until I found things that I wanted to change．If the changes required editing

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1000 PRINT＂If you would like to leave an ad，leave me a comment when you leave and I＇ll post it．．．It＇s \(\$ 1\) and it stays up at lea st two months．．．＂：PRINT：IF AD＝ 0 THEN PRINT＂Sorry，no ads yet \(\ldots "\) ELSE FOR \(A C=1\) TO \(A D: P R I N T A D S(A C): P R I N T: N E X T\) AC：PRINT＂That＇s al
1010 GOTO 65
2000 IFPG＝1THENPRINT：PRINT＂SYSOP not here now．．．Try later＂：PRINT ：GOTO 65ELSECLS：PRINT＂Paging SYSOP．．．＇A＇will abort．．．＂：FORPQ＝1T 05：PRINT＂Paging＂：PRINT\＃－1，＂＊＂：IFPEEK（14400）\(=2\) THEN15000ELSEFORAX \(=\) 1TO10：IFINKEY\＄＝＂A＂THEN 2005 ELSENEXTAX：NEXTPQ
2001 PRINT＂He＇s not here now．．．Recording attempt．．．＂：CH＝CH＋1：IF \(\mathrm{CH}>15 \mathrm{THEN} 65 \operatorname{ELSECH}(\mathrm{CH})=\mathrm{NM} \$: \operatorname{IF} \mathrm{CH}(\mathrm{CH})=\mathrm{CH} \$(\mathrm{CH}-1) \operatorname{THENCH} \$(\mathrm{CH}-1)=\mathrm{CH} \$\) （CH－1）＋＂2＂：CH＝CH－1：GOTO65ELSE65
2005 PRINT：PRINT＂Chat aborted．．．＂：PRINT：GOTO 65
3000 CLS：IF CA＝1 THEN GOSUB 22000 ELSE PRINT＂Goodbye．．．Want to 1 eave a message to the SYSOP（ \(Y, N, A\) ）？＂；
30ø1 A\＄＝INKEY\＄：IF AS＝＂＂THEN3øøIELSE GOSUB27330：IE AS＝＂A＂THEN PRI NT＂Abort＂：PRINT：GOTO 65 ELSE IF AS＝＂N＂THEN PRINT＂No＂：GOTO3090EL SE IF AS＝＂Y＂THEN PRINT＂Yes＂：GOTO30ø2ELSE3Øø1
3002 IFBD \(=1\) THENCF \(=1: \mathrm{BD}=2\) ：GOSUB 45501
3003 PRINT＂This message will be marked so only the SYSOP may see
it．＂： \(\mathrm{SM}(\mathrm{MG}+1)=1: \mathrm{RF}=1: \mathrm{GOSUB} 5 \emptyset \emptyset \emptyset: \mathrm{RF}=\emptyset: \mathrm{CF}=0: \mathrm{GOTO} 3\) Ø9
\(3004 \mathrm{LN}=\mathrm{LN}+1:\) IF LN＞3 THEN LN＝LN－1：GOTO 3010 ELSE INPUTSRS（LN）：IF SR \(\$(\mathrm{LN})=" "\) THEN LN＝LN－1：GOTO 3010 ELSE 3004
\(309 \emptyset\) PRINT：PRINT＂Goodbye＂NMS＂．．．Thanks for calling Cassette 80＂ ：PRINT＂Please call again．．．＂
3095 OUT 234,171 ：OUT234，0：OUT234，165：FORLN＝1TO10：NEXTLN：GOTO3095
4000 CLS：PRINT＂Other Known Operating Systems：＂：PRINT＂Any updates
or changes would be appreciated（Leave SYSOP message）＂：PRINT＂NAM E＂，＂NUMBER＂，＂HOURS＂：PRINT＂CHIPMUNK＂，＂323－3741＂，＂24＂：PRINT＂NORTH－ PARK＂，＂745－0924＂，＂24＂：PRINT＂ROGERS PARK＂，＂973－2227＂，＂24＂
4001 PRINT＂LAMS＂，＂740－9128＂，＂24＂，＂GAMEMASTER＂，＂475－4884＂，＂24＂， ＂PMS／LINK＂，＂87日－7176＂，＂24＂：PRINT＂VIDEO ADVENTURE＂，＂475－5282＂，＂9A M TO 9PM＂，＂CRT＂，＂373－8057＂，＂24＂，＂CODE＂，＂537－7063＂，＂24＂，＂PIRAT ES SHIP＂，＂935－2933＂，＂24＂，，＂APPLE－NET＂，＂685－9573＂，＂24＂，
4002 PRINT＂METRO WEST＂，＂260－0640＂，＂24＂，，＂NAPY＂，＂420－7995＂，＂6PM－6 AM（9PM FRI）＂，＂PBBS＂，＂359－9450＂，＂24＂，＂WARD AND RANDY＇S 545－8086＂ ，＂24＂，＂MESSAGE－82＂，＂622－4442＂，＂24＂，＂NESSY＂，＂773－3308＂，＂24＂，，＂C AMS＂，＂927－1020＂，＂24＂，＂HIT＜ENTER＞TO RETURN TO MAIN MENU．＂
4003 DUS＝INKEYS：IF DU\＄＝＂＂THEN 4003 ELSE 65
\(50 \emptyset \emptyset\) PRINT：PRINT：PRINT＂Post messages＂：PRINT＂This will be message ＂；MG＋1；＂．．．＂：F\＄＝NM\＄：PRINT＂Please enter the subject＂；：GOSUB 63001 ：PRINT
5001 PRINT＂Enter your message one line at a time．．． 15 lines at 63 characters per line．．．〈ENTER〉 on a new line ends mes sage．＂： \(\mathrm{HL}=1\) ：MG＝MG＋1
5002 PRINTHL＂）．＂CHRS（14）
5003 A \(=\)＝INKEY\＄：IF A \(=\)＂＂THEN 5003 ELSE PRINTAS；：IF ASC（AS）＝13 THE N 5004 ELSE IF ASC（AS）\(=8\) AND LEN（MGS（HL））\(>0\) THEN MGS（HL）\(=\) LEFT \((M\) GS（HL），LEN（MGS（HL））－1）：GOTO \(5 \emptyset 03\) ELSE IF LEN（MGS（HL））＞63THEN PRI NTCHRS（8）；：GOTO 5003 ELSE 5099
5004 IF LEN（MG\＄（HL））\(=0\) THEN HL＝HL－1：GOTO 5005 ELSEIFLEN（MG\＄（HL）） \(=1\) ANDASC（MG\＄（HL））\(=10\) THENHL＝HL－1：GOTO5005ELSE IF HL＝15 THEN 5005

5005 PRINT：PRINT＂A－Abort C－Continue E－Edit L－List＂：PRINT＂S－Sav \(e^{\prime \prime}:\) PRINT＂Enter choice－－＞＂；
5006 A \(=\) INKEY \(\$\) ：IF A \(\$="\)＂THEN 5006 ELSE GOSUB27330：IF AS＝＂A＂THEN 5100 ELSE IF AS＝＂C＂THEN 5200 ELSE IF AS＝＂E＂THEN 5300 ELSE IF AS \(=" L " T H E N 5400\) ELSE IF \(A \$=" S "\) THEN5010 ELSE 5006
5010 PRINT＂Save message＂：GOSUB 39800 ：FOR NR＝1TOLEN（SB\＄）：POKEHP，A SC（MIDS（SBS，NR，1））：HP＝HP＋1：NEXT NR：POKE HP，255：HP＝HP＋1：GOSUB 397 00：FOR NR＝1TOLEN（PW\＄）：POKEHP，ASC（MID\＄（PW\＄，NR，1））：HP＝HP＋1：NEXT NR ：POKE HP， 254 ： \(\mathrm{HP}=\mathrm{HP}+1\)
5011 FOR \(\mathrm{HM}=1 \mathrm{TOHL}:\) FOR \(\mathrm{MP}=1\) TOLEN（MG（HM））：AV \(=\mathrm{ASC}(\mathrm{MID} \$\)（MG（HM），MP， 1））：POKE HP，AV：HP＝HP＋1：NEXT MP：NEXT HM：POKE HP， \(253: \mathrm{HP}=\mathrm{HP}+1\) ：PRINT ＂MESSAGE SAVED＂：PRINT：IFRF＝1THENRETURNELSE65
\(506 \emptyset \mathrm{HM}=\mathrm{HM}+1:\) MGS \((\mathrm{HM}, \mathrm{LN})=\mathrm{MG} \$(\mathrm{HM}, \mathrm{LN})+\)＂END＂：PRINT＂MESSAGE＂；HM ；＂SAVE D．＂：PRINT：LN＝Ø：GOTO 65
5099 MG\＄（HL）\(=\) MG \(\$(\mathrm{HL})+\mathrm{A} \$:\) GOTO 5003
5100 PRINT＂Abort＂：PRINT：PRINT＂Are you sure you want to abort thi s message（ \(\mathrm{Y} / \mathrm{N}\) ）？＂
5101 A \(\$=\) INKEY \(\$: I F A \$="\) THEN5101ELSEGOSUB27330：IFA \(\$=" Y\)＂THEN MG＝M G－1：PRINT＂MESSAGE ABORTED＂：PRINT：PRINT：GOTO 65 ELSE IF A \(\$=" N "\) TH EN PRINT：GOTO 5005 ELSE 5101
5200 PRINT＂Continue＂：IFHL＝15THENPRINT＂All lines filled．Can not continue＂：GOTO5005ELSEPRINT：FOR ZV＝1TO HL：PRINTZV＂）．＂：PRINTMG\＄（Z V）：NEXTZV： \(\mathrm{HL}=\mathrm{HL}+1\) ：GOTO 5002
5300 PRINT＂Edit a line＂：PRINT：INPUT＂Enter line to edit or \(\emptyset\) to e nd＂；VN：IF VN＝\(\quad\) THEN 5005 ELSE IF VN＜ 0 OR VN \(>H L\) THEN PRINT：GOTO53 00 ELSE PRINT＂Line＂VN＂．＂：PRINT＂Old line：＂：PRINTMGS（VN）：MG\＄（VN）＝＂ ＂：PRINT：PRINT＂Enter new line
5301 AS＝INKEYS：IF AS＝＂＂THEN 5301 ELSEPRINTAS；：IFASC（AS）＝13THEN53
\(\emptyset 2 \operatorname{ELSE} \operatorname{IF} \operatorname{ASC}(\mathrm{~A} \$)=8 \operatorname{ANDLEN}(\mathrm{MG} \$(\mathrm{VN}))>\emptyset \operatorname{THENMGS}(\mathrm{VN})=\operatorname{LEFT} \$(\mathrm{MG} \$(\mathrm{VN}), L\)
in Basic or adding lines，all of the variables were cleared．There had to be a way to store messages．
I knew that messages couldn＇t be stored in variables；there had to be another way．Then I though of how Basic stores variables by POKEing ASCII values into memory．I recalled that the question＂Memory Size？＂ap－ pears every time the computer is turned on．I knew this had something to do with protecting memory，so I figured that I would write a short subroutine to POKE strings into memory．But，the question was：＂Would it work？＂
I tried to POKE something into pro－ tected memory．I PEEKed at it and printed it，using a PRINT CHR\＄ （PEEK（X））instruction（where x is the pointer to the next byte of the message）． It worked flawlessly，but my next pro－ blem was how to use it in my original program．

I decided that it would be necessary to save four major parts of any mes－ sage：the subject，the password，the author，and the body of the message． Next，I determined the order in which the parts should be saved．I decided to save the subject and the author first， since only the author and subject are printed when a scan is done．Having these two items first would save time， since the program wouldn＇t have to search for them if they were placed at the beginning．

The next thing I decided to save was the password，because when I got around to making a routine to kill mes－ sages，the program would have to com－ pare passwords to see if the person re－ questing the kill was indeed the author． By having the password third I could avoid having the program go through entire bodies of messages to find the passwords．

Finally，I placed the body of the mes－ sage at the end，because when the body is printed，the author and subject ap－ pear before it．
Having determined the order of the parts，I proceeded to put them into my program．I used FOR \(X=1\) TO LEN （X\＄）：POKE HP，ASC（MID\＄（X\＄，X， 1））： \(\mathrm{HP}=\mathrm{HP}+1\) ：NEXT X ：POKE HP， 255 （ x is a dummy variable， \(\mathrm{X} \$\) is the string to save，and HP is the pointer to the next highest memory location）．I saved the four message parts and the starting location for each message in the MM array，and the whole routine is located at lines 5010－5011 with a GOSUB to line 39700.
I next had to modify the scan and read sections of the program to ensure that they would be compatible with the


EN（MG\＄（VN））－1）：GOTO5301ELSEIF LEN（MG\＄（VN））＞63THEN PRINTCHR\＄（8）；： GOTO 5301 ELSE MGS（VN）\(=\) MG \(\$(V N)+A \$: G O T O 5301\)
5302 PRINT：GOTO5005
5400 PRINT＂List＂：PRINTCHR\＄（14）：INPUT＂Starting line \＃＂；NL：IF NL＜0 OR NL＞HLTHEN PRINT：GOTO 54øø ELSE FOR XH＝NL TO HL：PRINTXH＂）．＂：P RINTMG\＄（XH）：NEXT XH：PRINT：GOTO 5005
6000 PRINT：PRINT：PRINT＂Quiz Questions＂：PRINT＂I will post one que stion a week．Post answers in comments to me when you hang up．T hank You．＂
6001 PRINT＂Example：＂：PRINT＂ \(26=\) L of the \(A^{\prime \prime}:\) PRINT＂would be＂：P RINT＂ \(26=1\) etters of the alphabet＂：PRINT＂Now for this weeks equa tion：＂：PRINT：PRINTQ1\＄：PRINT：PRINT＂Press＜ENTER＞to return to MAI N menu＂
6002 DU\＄＝INKEY\＄：IF DU\＄＝＂＂THEN 6002 ELSE PRINT：GOTO 65
6999 PRINTCHRS（14）；＂Read messages．＂：IF MG＝øTHENPRINT＂No messages yet＂：PRINT：GOTO65 ELSEPRINT＂Cass－80 contains messages 1 to＂MG 7 700 INPUT＂ENTER MESSAGE TO READ，OR Ø TO QUIT＂；DH：PRINTCHR\＄（14）； ：IFDH＜ØORDH＞MGTHEN79ø日ELSEIFDH＝øTHENPRINT：GOTO65ELSEGOTO29700
\(7001 \mathrm{RJ}=\mathrm{PEEK}(\mathrm{KH}):\) IF RJ＝255 THEN \(\mathrm{KH}=\mathrm{KH}+1\) ： GOTO7ø日2 ELSE SB \(\$=\mathrm{SB} \$+\mathrm{CH}\) R\＄（RJ）：KH＝KH＋1：GOTO 7001
\(7002 \mathrm{RJ}=\mathrm{PEEK}(\mathrm{KH}):\) IF \(\mathrm{RJ}=255\) THEN \(\mathrm{KH}=\mathrm{KH}+1\) ：GOTO 7003 ELSE \(\mathrm{F} \$=\mathrm{F} \$+\mathrm{CHR}\) \＄（RJ）： \(\mathrm{KH}=\mathrm{KH}+1\) ：GOTO 7002
7003 RJ＝PEEK（KH）：IF RJ＝254THEN \(\mathrm{KH}=\mathrm{KH}+1\) ：GOTO 7004 ELSE \(\mathrm{P} \$=\mathrm{P} \$+\mathrm{CHR} \$\) （RJ）： \(\mathrm{KH}=\mathrm{KH}+1\) ：GOTO 7003
7øø4 PRINT：PRINT＂MESSAGE＂DH＂．＂：PRINT＂LEFT BY＂FS，＂SUBJECT：＂SB\＄：P RINT
7005 RJ＝PEEK（KH）：IF RJ＝253 THEN 7006 ELSE PRINTCHR\＄（RJ）：：KH＝KH +1 ：GOTO 7005
7006 PRINT：PRINT＂END OF MESSAGE＂DH＂．＂：GOTO 7000
7900 PRINT＂I＇M SORRY，BUT THERE IS NO MESSAGE \＃＂DH：DH＝ø：PRINT：GOT 07000
8000 PRINT：PRINT＂Scan messages＂：IF MG＝Ø THENPRINT＂No messages ye t．＂：PRINT：GOTO 65 ELSEINPUT＂Enter message \＃to start scan with＂； GI：IF GI＜1 OR GI＞MG THEN GOTO 80øØELSE FOR SE＝GITOMG：KR＝MM（SE）
8001 EX＝PEEK（KR）：IF EX＝255 THEN \(80 \emptyset 2\) ELSE SM \(=\) SM \(\$+\) CHR \(\$(E X): K R=K R\) ＋1：GOTO 8001
\(8002 \mathrm{KR}=\mathrm{KR}+1\)
8003 EX＝PEEK（KR）：IFEX＝255THEN8005ELSEF \(\$=F \$+\) CHR \(\$(E X): K R=K R+1\) ：GOTO 8003
8005 PRINT＂MESSAGE＂SE＂：＂：PRINT＂LEFT BY：＂F\＄，＂TO：＂MT\＄（SE）：PRINT＂ SUBJECT：＂SMS：SMS＝＂＂：F\＄＝＂＂：PRINT：NEXTSE：PRINT：PRINT＂END OF＂；：IF BD＝1THENPRINT＂D\＆D FILE．＂ELSEPRINT＂MAIN FILE．＂
8006 PRINT：GOTO65
10øøø PRINT＂LINE FEEDS＂：PRINT＂LINE FEED MODE IS NOW－－－＞＞＞＂；：IF P EEK（－182）＝1THENPRINT＂OFF＜＜＜－－－＂：PRINT：POKE－182，日ELSEPRINT＂ONく＜＜－ －－＂：PRINT：POKE－182，1：GOTO65
 come to Cass－80！＂：PRINT＂Hickory Hills，Il＂
11001 PRINT＂Enter your FIRST name：＂；：GOSUB25000：QZS＝OPS：IF QZ \(\$==\) ＂THENOP \(\$="\)＂：GOTOI1001ELSEOP \(\$="\)＂
11002 PRINT＂Enter your LAST name：＂；：GOSUB25000：LN\＄＝OP\＄：IFLN\＄＝＂＂T HENOP \(\$=" \mathrm{n}\) ：GOTO11002ELSEOP \(\$="\)＂
11003 NM \(\$=Q 2 \$+"\)＂＋LN\＄：PRINT：PRINT＂You are：＂；NM\＄；：PRINT＂．＂；CHRS（ 13）；＂Is that correct？＂；
 ＂Yes＂：AS＝INKEY\＄：RETURNELSEIFA\＄＝＂N＂THENPRINT＂NO＂：AS＝INKEY \(\$: O P \$="\)＂ ：GOTOL1001ELSE11004
i4000 PRINT＂Need line feeds＂QZ\＄＂（Y／N）？＂；
 HENPRINT＂NO＂：POKE－182，ØELSEIFA \(\$=" Y\)＂ORASC（AS）\(=121\) THENPRINT＂Yes＂\(: P\) OKE－182，1ELSE14001
14002 RETURN
\(150 \emptyset \emptyset\) CLS：PRINTCHRS（14）；＂CHAT MODE．．．TYPE＇BYE＇TO EXIT＂：LQ \(\$=" Y O\) U ARE TALKING TO＂+ NM ：FOR TY＝1TOLEN（LQ\＄）：POKE \(15807+\) TY，ASC（MID \(\$\) （LQS，TY，1））：NEXT TY
15001 GOTO 16001
15500 OUT234，165：GOTO5
16000 CLS：PRINT＂SYSOP REQUESTS TO TALK WITH YOU＂：PRINT
16001 PRINT＂－－）＂；：OP\＄＝＂＂：GOSUB 25000：IF OP\＄＝＂BYE＂THEN PRINT：GOTO 65 ELSE 16001
\(16300 \mathrm{MM}(1)=\mathrm{HP}\) ； \(\mathrm{FORAB}=1\) TOMG－1： \(\mathrm{KH}=\mathrm{MM}\)（ AB ）
16301 RJ＝PEEK（KH）： 1 FRJ \(=255 \mathrm{THENKH}=\mathrm{KH}+1\) ： GOTO1 6302 ELSEKH \(=\mathrm{KH}+1\) ： GOTO1 6301
16302 RJ＝PEEK（KH）： IF RJ＝ 255 THENKH \(=\mathrm{KH}+1\) ： GOTO1 6303 ELSEKH \(=\mathrm{KH}+1\) ： GOTO
16302 RJ＝PEEK（KH）： 1 FRJ \(=254\) THENKH＝KH +1 ： GOTO1 6304 ELSEKH \(=K H+1\) ： GOTO1 6363
\(16304 \mathrm{RJ}=\) PEEK（ KH ）：IF RJ＝253 THENKH＝KH +1 ： GOTO1 6305 ELSERH \(=\mathrm{KH}+1\) ： GOTO 16304
\(16305 \mathrm{MM}(\mathrm{AB}+1)=\mathrm{KH}: \mathrm{NEXTAB}: \mathrm{HP}=\mathrm{KH}+1\) ：END
18600 PRINT＂System info＂：PRINT：PRINT＂This system is made up of：＂ ：PRINT＂A TRS－8＠Mode 1 1＂：PRINT＂level 2 computer with 48 K of RAM＂
save routine．The scan and read rou－ tines check for the presence of a 255 ， 254 ，or 253 to signal the ends of message sections，and then PEEK the various strings out of memory by doing the op－ posite of the save routine．

The scheme I used was ER＝PEEK （KH）：IF ER \(=255\) THEN next line ELSE X\＄\(=\mathrm{X} \$+\mathrm{CHR} \$(\mathrm{ER}): \mathrm{KH}=\) KH + ：GOTO this line（where \(\mathbf{X} \$\) is the string to be PEEKed out of memory， KH is the pointer to next memory loca－ tion to PEEK out of；and ER is the dum－ my variable to store the value of the memory location pointed to by KH）．KH starts out equalling an element of array MM．The precise element is determined by the message being read or scanned．

There is one large addition to the read routine at lines 7000－7006 that isn＇t present in the scan routine at lines \(8000-8006\) ．This is the routine to print the body of the message．This routine， located at line 7005 ，checks for a 253 to signal the end of the message body．If it fails to find a 253 ，it executes a PRINT CHR \(\$(\mathrm{RJ})\) ，where RJ is the value of the memory location presently being PEEKed out of，and the program will keep looping until it finds a value of 253 at the PEEK location pointed to by KH．

After testing this routine and using it for awhile，I decided it would be nice to add another board devoted to playing Dungeons and Dragons．

The addition of the D \＆D board re－ quired another array（DM），another top of memory pointer（DP），another mes－ sage pointer（DN），and a routine at lines 45500－45551 to exchange the pointers and arrays．When the pointers and ar－ rays are exchanged，the boards are ex－ changed．

Although this version ran extremely well，users eventually requested the abil－ ity to place private messages on both the regular board and the D \＆D board．Al－ though I knew this would be an en－ hancement to the system，I was con－ cerned that there just wouldn＇t be enough memory to make it a reality．

I decided to try putting in another ar－ ray，MT\＄and adding a subroutine to the read message routine in line 7000 ，to determine whether the message is pri－ vate or nonprivate．If the subroutine finds the message is private，it then checks to see if the message is for the user who is trying to read it．If the mes－ sage is not for the user trying to read it， the program informs the user that the requested message is private．If the pro－ gram determines that the user is autho－ rized to read the message，than it returns and prints it．A special flag（des－ ignated TF）can be set to allow whoever

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For the serious businessman who has as little as 100 name mailing list or200,000 names, THERE IS ONLY ONE SYSTEM FOR YOU!

\section*{FEATURES OF THE NEW POSTMAN MASS MAILING SYSTEM}

The Postman system (version2) is an almost COMPLETE rewrite, rethink, redesign of the original POSTMAN. The many features of the new POSTMAN system are quickly outlined below.

MULTI-DRIVE - True multi-drive operation is possible. POSTMAN will search all drives for address files and connect them together into one large file for the duration of that session Once POSTMAN has found the data files on the disks, the operator "sees" just ONE CONTIGUOUS sorted list of addresses. The operator does not need to tell POSTMAN when to "switch" drives or manually "swap" sections of the data file in and out of the computer's memory. This is the foremost among the list of features because of its relative uniqueness among mail list handlers written for the TRS-80
LARGE LIST SUPPORT - The multi-drive operation allows the user to access data files on ALL configured drives CONCURRENTLY (at the SAME time) for truly large mailing lists. Files need not be sectioned into smaller "byte size" chunks to fit into memory.
HARD DISK SUPPORT - (HARD DISK POSTMAN only) The FULL utilization of the space and speed of the new hard disk drives is possible with POSTMAN For example, a 7.5 megabyte drive can be contigured to hold aimost 60,000 labels. Multiple hard drives can be accessed CONCURRENTLY allowing 200,000++ entry mailing lists.
FORM LETTER CAPABILITY - With the purchase of the separate POSTRITE prograrn the user is provided with an easy to use form letter generator which will merge a generalized letter produced from a word processing system (ie. LAZY WRITER, etc.), with the name and address information from the POSTMAN MASS MAILER data base. POSTWRITER allows the user to insert any field from a POSTMAN label entry anywhere in the letfer
MENU OPERATION - As you would in a restaurant, choose your dinner from a list (or MENU) POSTMAN will ailow you to direct its actions by selecting from various menus that it will display A complete discussion of each menu is presented in the manual.
INSERT - New names can be quickly added to your list at any time. The new addresses are placed into the file in their proper sorted order eliminating the need for a separate sort operation after entering a stack of new names. POSTMAN will allow the operator to enter a "batch" of labels without returning to the contral menu between each label insertion, thus speeding entry and reducing the aggravation of extra menu control keystrokes.
DELETE - Names can be removed at any time when they are no longer needed.
EDIT - Information in any name entry can be quickly changed at will with "word processor" ease. A "transparent" cursor simply is moved to the label displayed on the computer screen and corrections are just typed over the existing label. If you happen to change a field which is also used as a sort key, POSTMAN will automatically move the changed label to its correct position in the list to maintain the sorted arrangement of the labels.
OVERLAY - When identical changes are needed on many addresses, the OVERLAV feature can make them with one keystroke. The needed changes which are common to many labels are entered into the "overlay mask". When you wish to apply these common changes to any label. one command will do it
SORT - Arrange your list in any aiphabetic or numeric order The ordering may use one or morefields to control the sort A machine language heap sort assures fastexecution The sort need only be performed once, the sorted list will stay sorted through all subsequent insertions. deletions, and changes to existing labels. NO NEED to leave the POSTMAN program to use a separate program to sort your data. Yourdata is sorted quickly and atter sort completion POSTMAN is ready for your next command!

\begin{abstract}
SPECIAL STREET ADDRESS SORT - For the user with many addresses on the same street, POSTMAN will sort your entries by the house NUMBER after grouping those on the same street together Local city lists can be quickly sorted to aid post office dispatching
PURGE - Unwanted duplicate addresses can be removed from your list autamatically or under operator control.
SEARCH - Any address in your list can be quickly found with fast search and positioning commands Three different types of searches are provided. A "fast" search which uses a hashing technique. a "selective sequential" search for labels with common fields, and "quick" positioning using the first or major sort field to get you into the general "ballpark" of a label or sequence of labeis.
LABEL PRINTING - One, a few or all addresses in your list can be printed on standardormonstandard label stock Up to 6 labels across can be printed with a format YOU can easily control. TWO user definable ATTN' lines are provided for any use. Labels can be printed from many of POSTMAN's menus search, edit, or duting label insertion.
EFFICIENCY - POSTMAN is written in the machine's native language to gain the full advantage of the microcomputer's speed. Extensive use of program segmentation reduces the amount of use RAM needed to hoid the program allowing a greater number labels to be kept in core, resulting in faster operation. Little used routines need only be brought into memory when they are needed and once through with their task, release their space back to POSTMAN.
REPORT LISTINGS - A special program to produce columnar listings of address data from your label data base is provided You can easily specity the information to be printed
DATA DISK MERGING - Labels can be quickly fransferred from one disk to another with the PSTMERGE program callable from the main POSIMAN SYSIEM menu Source and destination drives needed not be separate drives. prompts to exchange diskettes if the same drive is used, are provided
DATA DISK PREPARATION UTILITY - Provided with POSTMAN is the DPREP program which allows the user to prepare afloppy/hard disk for use with POSTMAN. This easy to use utliity can be told to prepare any portion of the available space on a disk
DATA INTE GRITY - Alldata transfers to the disk files are made using special write commands which instructs the operating system to check the validity of EACH write to the disk.
DATA GUARD \({ }^{n}\) - is a special programming technique only offered by Soft Sector Marketing. Inc. If by chance your machine resets while writing information to the disk. you only lose the information that you were writing Your files are always protected from the danger of losing ail the work that you have put in that day NO OTFER PROGRAM ON THE MARKET OFFERS THIS PROTECTION If you reset with ANYBODV'S MAILING PACKAGE DURING WRITING you would destroy your ENTIRE dato disk. We can't stop your machine from falling but we can protect your data
\end{abstract}
\begin{tabular}{lll} 
Length & Name & \multicolumn{1}{c}{\begin{tabular}{c} 
Description
\end{tabular} Descri } \\
10 & Code & User defined printable field \\
15 & Last Name & Last name of addressee \\
15 & First Name & First name of addressee \\
26 & Company & Name of company \\
26 & Address & Street address
\end{tabular}
\begin{tabular}{cl}
\begin{tabular}{ll} 
Length \\
15
\end{tabular} & \begin{tabular}{l} 
Name \\
City
\end{tabular} \\
5 & State \\
9 & Zip \\
2 & Data 1 \\
5 & Data 2
\end{tabular}

\section*{Description}

City, township, village State, province, territory Zip code, zone, route User definable field
User definable field
IDEAL SYSTEM
Mod III 48K 1-40 Track Drive • 2-80 Track Dual Headed Drives • Dosplus or LDOS Operating Systems Gives space for over 11,000 names - 5 second average name insertion - time sorts all 11,000 names in less than 4 minutes -Special version to work on Dosplus 4.0 Hard Disk operating system.
- Overview Available -

The POSTMAN system requires Mod I or Mod III. 48K, 2 disk drives minimum.

\author{
Standard Version \\ Only \(\$ 125.00\)
}

Standard Version with
POSTWRITER form letter writer
\$175.00
For DOSPLUS Hard Disk 4.0 Operating System
\& Radio Shacks Hard Drive System
\(\$ 225.00\)

\section*{- DEALER INQUIRIES WELCOME -}
set it to read any message, whether private or nonprivate.

At this same time I added a routine that scans the MT\$ array, allowing users to quickly determine whether any board messages are specifically for them. I also added a user's log so anyone coming into the board could see who had used the bulletin board that day. This log can be reset by setting the value of UL to 0 .

The latest version of my bulletin board has been up and running for several weeks now with absolutely no problems. The users are happier than ever with the board, and usage keeps on expanding.

The only negative comment I have had is that sometimes string input is slow. This occurs at times because I cleared only 2,400 bytes in line 0 . While I could probably clear 400 more, I decided against it because it would leave no room for further modifications.

Some future enhancements that I anticipate are an expert's users mode, where all menus can be skipped, and a machine-language kill routine to quickly relocate messages and pointers.

The program has run smoothly and flawlessly, serving 933 users in slightly over two months. There have been a tremendous number of favorable comments, and even a number of "I see it running, but I still don't see how it can be done" statements.

Scott Steele, age 13, can be reached at 8738 Hillside Drive, Hickory Hills, IL 60457.

\section*{EPROM PROGRAMMER}


Programmer was featured construction project in July and August 1982 issues of Popular Electronics. Menu style driver program checks EPROM for erasure, lists EPROM and programming buffer contents, programs, copies EPROM to EPROM, and verifies Specity tape or diskette. All power supplies and ZIF socket included. Connection to Model I or III is by ribbon cable with 40 pin edgecard connectors (add \(\$ 21,95\) ). Model III requires additional 40 to 50 pin adapter (add \(\$ 15.95\) ). Add \(\$ 5.00\) postage and handling. California residents add \(6 \%\) tax.


PARHELION CO.
P.O. Box 3602

Stanford, CA 94305
:PRINT"A Radio Shack Expansion Interface":PRINT"An RS-232 serial interface": PRINT"A Radio Shack direct connect Modem \(2^{\text {n }}\) 18601 PRINT"And a Radio Shack cassette recorder":PRINT:GOTO 65 18990 POKE-183, \(0:\) POKE-182,1:POKE-185,1:RETURN
22001 DUS=INKEYS:IFDU\$="Y"THEN309øELSEIFDUS="N"THEN65ELSE22001 \(249 \emptyset 0\) PRINT"Need nulls "QZS" (Y/N) ?";
24901 AS=INKEY\$: IFINP (232) >32THEN5ELSEIFAS=""THEN24901ELSEIFAS=" N"ORASC (A\$) \(=110\) THENPRINT"No": RETURNELSEIFA \(\$=" Y\) "ORASC \((A \$)=121 \mathrm{THEN}\) PRINT"Yes": PRINT: GOTO24902ELSE249ø1
24902 PRINT"How many, "QZ\$" ( \(\boxed{-255)}\) ?";
24903 A \(=\) INKEY \(\$:\) IFA \(\$="\) "THEN 24903 ELSEPRINTAS; : IFASC \((A \$)=130\) RASC (A \(\$\) ) \(=10\) THEN 24904 ELSEIFASC (AS) <480RASC (A\$) >57THEN 2490 3ELSEDU \(=\) DUS + A \$: IFLEN (DU \(\$\) ) >3THENPRINT: GOTO2490 2ELSE24903
\(24904 \mathrm{NU}=\mathrm{VAL}\) (DU \$) : IFNU<ØOR NU \(>255\) THEN249ø2ELSEPOKE-183,NU:PRINT: RETURN
 27) THEN25479ELSEPRINTIPS;:IFASC(IP\$)=8ANDLEN(OP\$) > ØTHENOP \(\$=L E F T \$\) (OP\$,LEN (OP\$) -1): GOTO25ØØØELSEIFASC (IP\$) = 13 THENRETURNELSEIFLEN (O P\$) >253THEN 25500 ELSEOP \(\$=O P \$+\) IP \(\$:\) GOTO25 \(0 \emptyset\)
\(25479 \mathrm{EC}=\mathrm{EC}+1: \mathrm{IF} \quad \mathrm{EC}=5 \mathrm{THENEC}=0: \mathrm{GOTO} 3095 \mathrm{ELSE} 25000\)
25500 RETURN
\(26 \emptyset \emptyset \emptyset\) PRINT"Userlog for: ";DES:PRINT:FORDU=1TOUL: PRINT" ("DU")."; UL\$(DU) : NEXTDU
26001 PRINT:PRINT"END OF FILE.": GOTO65
\(27000 \mathrm{MT}(\mathrm{MG}+1)=^{n n}:\) FORAZ \(=1\) TOLEN \((D U \$): A B=A S C(M I D \$(D U S, A Z, 1)):\) IFAB \(>95\) THENAB \(=\mathrm{AB}-32\)
27001 IFAB \(=95\) THENNEXTAZELSEMT \(\$(M G+1)=\) MT \(\$(M G+1)+C H R \$(A B): N E X T A Z: R\) ETURN
27330 IF ASC (A\$) >95AND ASC (A\$) <127THENAS=CHR\$ (ASC (A\$) -32) : RETURN ELSERETURN
\(2800 \emptyset\) IFNK=1THENNK= \(0:\) NK \(\$=\) "OFF"ELSENK=1:NK \(\$=\) "ON"
28001 PRINT"The bell is now-->"NK\$"<--":PRINT: GOTO65
\(2900 \emptyset\) FORDU=1TOLEN (NM \$) : GG=ASC (MID\$(NMS,DU,1)):IFGG>95THENGG=GG32
\(29001 \mathrm{PH} \$=\mathrm{PH} \$+\mathrm{CHR}(\mathrm{GG}):\) NEXTDU: RETURN
29100 PRINT:PRINT"Your messages":PRINT:PRINT"Checking for your m essages": PRINT"on the ";:IFBD=1THENPRINT"D\&D board."ELSEPRINT"MA IN board."
29101 IF MG= ØTHENPRINT"SORRY, NO MESSAGES YET.": GOTO65ELSEFORMW=1 TOMG: IFMT (MW) \(=\) PH \$ORLEFT\$(MT\$(MW), LEN (PH\$)) \(=\) PH \(\$\) THENPRINT"MESSAGE "MW"MAY BE FOR YOU,"QZ\$:NEXTMWELSENEXTMW
29102 PRINT:PRINT:GOTO65
 :Cl\$=NM\$:RETURNELSE RETURN
29700 IFTF=1THEN29707ELSEIFMT\$(DH) = "ALL"THEN29707ELSEIFMT \((\mathrm{DH})=\mathrm{P}\) H\$THEN29707ELSEIFRIGHT\$(MT\$(DH), I) =CHR\$(16) THEN29707ELSEPRINT"ME SSAGE"DH"IS A PRIVATE MESSAGE.":PRINT:GOTO70øø

\(310 \emptyset \emptyset\) PRINT: PRINT"NULL ADJUSTMENT": PRINT"YOU NOW ARE SET AT"PEEK (-183) "NULLS.": PRINT"HOW MANY NULLS DO YOU NEED ( \(\emptyset-255\) )"; :INPUTNL :IF NL<ø OR NL>255THEN \(310 \emptyset \emptyset\) ELSE POKE-183,NL:PRINT:GOTO 65
\(397 \emptyset \emptyset\) FORWY \(=1\) TOLEN (F\$) : POKE HP, ASC (MIDS (FS,WY, 1 )) : HP \(=\mathrm{HP}+1\) : NEXTWY : POKE HP, 255: HP=HP+1: RETURN
\(3980 \emptyset\) PRINT"Saving message. Please wait...":MM(MG)=HP:RETURN
4550 Ø IFBD=1THEN45550ELSEPRINT"Going to D\&D board,Please wait... ": \(B D=1\)
45501 DU=DP:DP=HP:HP=DU
45502 IF MG>DN THEN45510ELSEFOR SO=1TODN:DU=DM(SO):DM(SO) =MM(SO)
\(: \operatorname{MM}(S O)=D U: D U=S M(S O): S M(S O)=S D(S O): S D(S O)=D U: D U \$=M T \$(S O): M T \$(S O)\)
\(=\mathrm{DT}(\mathrm{SO}): \mathrm{DT}(\mathrm{SO})=\mathrm{DU}:\) :NEXT SO:PRINT"DONE,":PRINT
45503 DU=DN:DN=MG:MG=DU
45505 IFCF \(=1\) THENRETURNELSEGOTO65
45510 FOR SO=1TOMG:DU=DM (SO) :DM (SO) \(=\mathrm{MM}(\mathrm{SO}): M M(S O)=D U: D U=S M(S O): S\) \(M(S O)=S D(S O): S D(S O)=D U: D U \$=M T \$(S O): M T \$(S O)=D T \$(S O): D T \$(S O)=D U \$: N\) EXTSO:PRINT"DONE.":PRINT:GOTO45503
45550 PRINT"Going to MAIN board...Please wait..." \(: B D=2\)
45551 GOTO45501
54257 GOTO45501
62000 PRINT"AN ERROR HAS BEEN ENCOUNTERED. PLEASE INFORM THE SYSO P OF ERROR "ERR/ \(2+1\); CHR\$( 8 ) ;"IN LINE"ERL".THANK YOU":PRINT:RESUM E65
63001 INPUTSBS
63002 INPUI"Enter a password for erase (password must be at lea st 1 char. long)" ; PW\$:IF PW\$=""THEN63Øø2ELSE63ø03
\(63003 \operatorname{IFSM}(M G+1)=1 T H E N M T \$(M G+1)=" S Y S O P ": R E T U R N E L S E I N P U T " W h o ~ i s ~ t\) his message to (name must be spelled CORRECTLY) or ALL";DU\$:IFDU \$=""THEN63003ELSEGOSUB2700ø
63004 IFMT \(\$(M G+1)=\) "ALL"THEN63005ELSEINPUT"Is this a private mess age (Y/N) "; YN\$: IFYN\$="N"ORYN\$="n"THENMT\$(MG+1)=MT\$(MG+1)+CHR\$(16 )
63005 PRINT"Message"MG+1", ", "To: "MTS(MG+1): PRINT"Subject: "SBS, : I FRIGHT\$(MT\$(MG+1),1)=CHR\$(16)ORMT\$(MG+1)="ALL"THENPRINT"Non priv ate. "ELSEPRINT"Private."
63006 INPUT"Is THIS information correct? (Y/N)";YN\$:IFYN\$="Y"ORY N\$="y"THENRETURNELSEPRINT"PLEASE Enter the subject:";:GOTO63001

\section*{HARDWARE SPECIALS}

\section*{LYNX MODEM \\ Auto Answer - Auto Dial}

Mod I \& III No RS-232
Board Required
Shipping from Stock
\$218.00

\section*{ORCHESTRA 85/90}

\section*{SPECIAL \$99.95}

Please state Mod I or II \& Cass. or Disk version Offer extended through January, 1983

\section*{RIBBONS}


MX-80 Replacement Cartridges
2 for \(\$ \mathbf{1 5 . 0 0}\)
MX-100 Replacement Cartridges 2 for \(\$ \mathbf{2 0 . 0 0}\)

\section*{There Are Only 2 Ways to Increase the Processing Speed of Your Model III}

Holmes Board


The Right Way


The Wrong Way

We Offer Only The Quality Product But the Choice is Yours

\title{
Our Catalog is Now Available!
}

They both list for \(\$ 99.95\) assembled and Tested.
They both speed up your machine.

\section*{Holmes Other Board Brand} 15 min .4 hrs. Installation Time .... 15 min . Requires Soldering ...... NO YES Requires Cutting Traces . . . NO Easily Removed if Logic Board Requires Repair ... YES

G S SOFT SECTOR MARKETING, - MAI NC \(\subset R P D R A T E D\) P.O. Box 340 - Garden City, Michigan 48135 Order Line 800-521-6504 Michigan Orders \& Questions 313-425-4020 collect Air Mail Shipping outside of North Arnerica. please send the larger amount \(10 \%\) or

\title{
Math Countdown
}

\section*{by Adam Wells \\ Third Place \\ 10 and under}
\begin{tabular}{|c|c|}
\hline Lines & Purpose \\
\hline 10 & Clears the screen \\
\hline 15 & Clears 1000 bytes for string space \\
\hline 20 & Makes double-sized letters \\
\hline 30-50 & Makes the title page \\
\hline 60 & Clears the screen \\
\hline 65 & Makes double-sized letters \\
\hline 70 & Asks if you need instructions \\
\hline 75 & Clears the screen and makes double-sized letters \\
\hline 80-90 & Figures out your answer \\
\hline 100 & Tells you if you answered incorrectly \\
\hline 105 & Clears the screen \\
\hline 110-210 & Prints the instructions \\
\hline 220 & Asks you if you understand the instructions \\
\hline 230-240 & Figures out your answer \\
\hline 250 & Tells you if you answered incorrectly \\
\hline 255-256 & Clears the screen and asks what operation (,,\(+- \times, /\) ) you'd like to do \\
\hline 258 & Tells you if you were wrong \\
\hline 260 & Clears the screen \\
\hline 270-282 & Makes the spaceship \\
\hline 285 & Clears the screen \\
\hline 290 & Prints the spaceship \\
\hline 300-305 & Sets up the loop to give 10 problems and prints 10 \\
\hline 310 & Makes the addition problem \\
\hline 320 & Prints the addition problem and figures out if your answer is correct \\
\hline 330 & Tells you if you were wrong \\
\hline 340 & Returns control \\
\hline 500 & Clears the screen and makes the spaceship take off \\
\hline 505 & Returns control \\
\hline 510 & Clears the screen \\
\hline 520 & Prints the ship \\
\hline 530-540 & Prints 10 \\
\hline 550 & Makes the subtraction problem \\
\hline 560 & Prints the subtraction problem and figures out if your answer is correct \\
\hline 570 & Tells you if you are incorrect \\
\hline 580 & Clears the screen \\
\hline 590 & Prints the ship \\
\hline 600-610 & Makes 10 \\
\hline 620 & Makes the multiplication problem \\
\hline 630 & Prints the multiplication problem and figures out if you are correct \\
\hline 640 & Tells you if you are wrong \\
\hline 650 & Makes the division problem \\
\hline 670 & Prints the division problem and figures out if you are correct \\
\hline 680 & Tells you if you are wrong \\
\hline 690 & Gets rid of the Ready prompt by creating an endless loop \\
\hline
\end{tabular}

Table 1. Line Functions

At my computer programming class, 1 was assigned to write a math program that would help little children learn basic ideas. Since I like astronomy, I decided to put a spaceship in the program.

Math Countdown will ask if you need directions. If you don't, the program goes right to the math. You can choose the operation you want: multiplication, division, addition, or subtraction. Then a spaceship appears at the bottom of the screen, with the number 10 to the left and a math problem above it. If you answer the problem correctly, the 10 will change to 9 , and you will see another problem. If you get that one right, the 9 will change to an 8 .

When you get all the way down to zero, the spaceship takes off. If you get a problem wrong, the program will say "Try again!" and repeat the problem.

To revise my program, you could add sound, or give a time limit for solution of each problem.
(Listing on p. 163)

\section*{The Key Box}

Model I or III
16K, 32K RAM
Cassette or Disk Basic

Verbatim Datalife \({ }^{m \mathrm{~m}}\) flexible disks now come in a bold, new storage box. But more important, they now come to you with a five year warranty.

We can give you a warranty this long because we're conident the way we make Datalife disks will make them perform better, last even longer.

All of our Datalife disks feature seven data-shielding advances for greater disk durability, longer data life. To protect your data from head-to-disk abrasion. To shield your data against loss due to environmental conditions. To insure a longer lifetime of trouble-free data
recording, storage and retrieval.

Every Datalife disk is extensively tested under the most extreme conditions. Critically-certified to be 100\% error-free. Assuring you an added margin of performance, no matter what the operating conditions.

And we back it up with a five year warranty. Five times longer than the industry standard. Because Verbatim is the standard of excellence.

For flexible disks you can depend on-a lot longer -call (800) 538-1793.
In California, or outside the U.S. call (408) 737-7771
collect for the name of your Verbatim dealer.

If you want longer data life, keep all your data on Verbatim Datalife. Our name is the promise. Our warranty is the proof.


Verbatim.

\section*{Heresthemostexciting partof Verbatim's new packaging.}

\section*{\begin{tabular}{l} 
SUPER P \\
\hline GOMPUTERS
\end{tabular}}

Complete MODEL III COMPUTER
Model III with 48 K memory, 2 disk
drives, 370 K storage, and ready to run with
TRSDOS 1.3 and manual. 120 day Simutek warranty parts and labor. Compatible with all Radio Shack software
\(\$ 1899.99\)
Model III with \(48 \mathrm{~K}, 2\) double sided 40 track disk drives with 750 K storage. Comes with MULTIDOS and manual. 120 day Simutek warranty parts and labor. Compatible with Radio Shack software. Complete and ready to run

MODEL III INTERNAL DISK DRIVE KITS
If you can use a phillips screwdriver, you can easily install Simutek's Model III disk drives and controller in less than an hour. Absolutely NO SOLDERING, TRACE CUTTING OR TECHNICAL KNOWLEDGE REQUIRED! The J \& M controller is the best on the market today. We've tried others and found J \& M's the finest and easiest to install. We warranty the J \& M controller for 120 days against defects in workmanship.
ONE 40 TRACK TANDON DISK DRIVE WITH 185K STORAGE, and J \& M controller. Radio Shack DOS, manual, No soldering or trace cutting required. Ready to install with instructions
TWO 40 TRACK TANDON DISK DRIVES 370 K STORAGE, with J \& M controller Radio Shack DOS, manual. No soldering or trace cutting. Ready to install and run. Instructions
TWO DOUBLE SIDED 40 TRACK DISK DRIVES with 750 K storage and J \& M controller MULTIDOS and manual and Model III DOS. No soldering or trace cutting. Ready to install and run. Full instructions
\(\$ 999.99\)
MODEL III HARD DISK DRIVES
FIVE MEGABYTE hard disk with LDOS disk operating system, all cables, connectors, ready to plug in
TEN MEGABYTE Hard disk with LDOS, all cables, connectors ready to plug in
.................................................................................


DAISY WHEEL PRINTERS:
NEW SMITH CORONA DAISY WHEEL 12 CPS ................................. \(\mathbf{\$ 6 9 9 . 9 9}\)
NEW BROTHER DAISY WHEEL 16 CPS ............................................... \(\$ 1199.95\)
TRACTOR FEED FOR BROTHER .......................................................... \(\mathbf{\$ 2 5 0 . 0 0}\)

C-ITOH STARWRITER III F-10 55CPS \(\$ 1649.99\)

TRACTOR FEED FOR STARWRITERS
\(\$ 1999.99\)

HIGH QUALITY DOT MATRIX:
C-ITOH PROWRITER I 8510A . 2 K BUFF... PRL. ONLY ...................
C-ITOH PROWRITER I 8510ACD ... 2K BUFF. SER/PRL ....................
C-ITOH PROWRITER II 1550 ... 15 INCH . . . 3K BUFFER .................
EPSON MX-80 WITH GRAFTRAX
RAX
EPSON MX-80/FT WITH GRAFTRAX .............................................
EPSON MX-100
OKIDATA MICROLINE 80 . ( 80 CPS)
\(\$ 589.99\)
\(\$ 849.99\)
\(\$ 1799.99\)
\(\$ 1999.99\)
\begin{tabular}{|c|c|}
\hline OKIDATA MICROLINE 82A (125 CPS) W/TRACTOR & \$499.99 \\
\hline OKIDATA MICROLINE 83A (125 CPS) W/TRACTOR & \$749.99 \\
\hline OKIDATA MICROLINE 84 ( 200 CPS ) W/TRACTOR & \$1199.9 \\
\hline
\end{tabular}

PRINTER CABLE FOR MOD I EXPANSION INTERFACE OR MODEL

PROWRITER RIBBONS .................................................................................................................
\(\$ 29.95\)

EPSON MX-80 OR FT RIBBONS ...................................................... \(\mathbf{\$ 9 . 9}\)
OKIDATA RIBBONS ... \((80,82 A, 83 A) \ldots \ldots \ldots \ldots \ldots \ldots \ldots \ldots \ldots \ldots \ldots \ldots \ldots \ldots \ldots \ldots \ldots\)

MODEL I DISK DRIVES
ONE TEC DISK DRIVE 40 TRACK DISK DRIVE with 5 ms track to track access time, with power supply chassis, extender cable and shipping for TRS-80. One year warranty on parts and labor. Ten day money back guarantee.
Model I or III
ONE TEAC 40 TRACK DISK DRIVE, 30 ms track to track, with P/S and chassis, ready to run as drive 0.4. 10 day money guarantee. One year warranty ..
ONE TANDON 40 TRACK DISK DRIVE, 5 ms track to track, with P/S and chassis, ready to run as drive \(0-4\) or Model III external. 10 day money back warranty
ONE 2 DRIVE cable for Model I or III. (Specify) ............................... \(\$ 25.00\)
ONE 4 DRIVE cable for Model I only
\(\$ 35.00\)

IGK MEMORY UPGRADE FOR MOD I, III OR COLOR \(4 K\)
MEMORY UPGRADE FOR MOD I, III OR COLOR 4K.
UNCONDITIONALLY GUARANTEED FOR 2 YEARS .
\(\$ 15.95\)
dISK OPERATING SYSTEMS
NEWDOS 80 VER. 2
\(\$ 139.95\)
LDOS
\(\$ 129.95\)
DOSPLUS \(\$ 139.99\)
MULTIDOS. BEST BUY! SPECIFY DOUBLE OR SINGLE DENS .......... \(\$ 79.95\)
DOUBLE DENSITY MOD I
PERCOM DOUBLER II. (NEW LOW PRICE!) .........................................
\(\$ 139.99\)
DISKETTE STORAGE
SMOKED PLASTIC HOLDS 50 DISKETTES .........................................................................
\(\$ 21.95\)
HARD BOX HOLD TEN


\section*{MODEMS}

LYNX MODEM FOR MODI
OR III.
\(\$ 239.95\)
OMNITERM SMART TERMINAL
PROGRAM
\(\$ 99.99\)
SUPER BOOKS FROM IJG
MICROSOFT BASIC DECODED
AND OTHER MYSTERIES ................
\(\$ 29.95\)
TRS-80 DISK AND OTHER
MYSTERIES
\(\$ 22.50\)

\section*{BASIC FASTER AND BETTER AND OTHER MYSTERIES \(\$ 29.95\)}

BASIC FASTER AND BETTER PROGRAMS ON DISKETTE ................ \(\mathbf{\$ 1 9 . 9 5}\)
CUSTOM TRS-80 AND OTHER MYSTERIES
\(\$ 29.95\)

\section*{MONITORS}

OLD MOD I SCREEN STARTING TO GIVE YOU HEADACHES? TRY ONE OF THESE HIGH RESOLUTION MONITORS AT SUPER LOW PRICES. .
ZENITH GREEN SCREEN 12
\(\$ 139.95\)
BMC 12 INCH GREEN SCREEN ......................................................... \(\$ 109.95\)
BMC 13 INCH COLOR \(\$ 299.99\)
AMDEK 12" BLACK AND WHITE ....................................................... \(\mathbf{\$ 9 7 . 5 0}\)

OCI AMBER SCREEN MONITOR \(12^{\prime \prime}\).................................................... \(\$ 189.95\)
CABLE TO CONNECT MONITORS TO MODEL I COMPUTER ............. \(\$ 14.95\)
C.O.D.'S \(\$ 5.00\) EXTRA. NO C.O.D.'S FOR MODEL III COMPUTERS OR PARCELS THAT CANNOT BE SHIPPED UNITED PARCEL SERVICE. ALL C.O.D.'S REQUIRE CASH OR CERTIFIED CHECK AT TIME OF COLLECTION.
```

10 CLS
15 CLEAR 10\emptyset0
20 PRINTCHR$(23)
30 PRINT@4*64+20,"MATH COUNTDOWN!"
35 PRINT:PRINT:PRINT
4 0 ~ P R I N T " B y ~ A d a m ~ W e l l s ~ " '
50 FOR X=0 TO 1000:NEXT
60 CLS
65 PRINTCHR$(23)
7 0 ~ I N P U T " D o ~ y o u ~ n e e d ~ i n s t r u c t i o n s " ; A \$
75 CLS:PRINTCHR$(23)
80 IF AS="YES"THEN 110 ELSE 90
90 IF AS="NO" GOTO 255
100 PRINT"I hope you said 'yes' or 'no' and not 'YES' or 'NO'!":
GOTO 70
105 CLS
110 PRINT" INSTRUCTIONS!"
115 PRINT" -*-*-*-*-*-*_"
120 PRINT"I will give you a math"
130 PRINT"problem.A spaceship will be"
140 PRINT"in the background.It will"
150 PRINT"have a '10' by it.If you"
160 PRINT"solve the problem right the '10'";
170 PRINT"will change to a '9'."
180 PRINT"The '9' will change to an '8'"
190 PRINT" and so on........."
2\emptyset\emptyset PRINT"If you get ali the way to '\emptyset,"
210 PRINT"the spaceship will take off."
220 INPUT"Now,do you understand";B$
230 IF B$="YES"THEN }25
240 IF B$="NO"THEN 120 ELSE 250
250 PRINT"What did you say?":GOTO 220
255 CLS:PRINTCHR$(23);"TYpe in the number that correspon
ds to the type of problem that you'd like to practice,
please.":PRINT:PRINT:PRINT"l => addition":PRINT "2 => subtracti
on":PRINT"3 m multiplication":PRINT"4 m division":PRINT"5 mq
uit
256 GOSUB 270:INPUT "Now, what would you like to practice";Q
:ON Q GOSUB 285,510,580,1000
258 PRINT "PLease enter 1,2,3,4,or 5.":FORQ=1TO50\emptyset:NEXT:CLS:PRIN
T CHR$(23):GOTO 255
260 CLS
270 SH$=CHR$(176) +STRING\$ (3,188) +CHR$(176) +CHR$(26) +STRING\$ (8,24
) +CHR$(176) +CHR$(188) +STRING$(3,131) +CHR$(191) +STRING$(3,131) +CH
R$(188) +CHR$(176) +CHR$ (26) +STRING\$ (14,24) +CHR$(176) +CHR$(188) +ST
RING$(2,191)+STRING$(4,188) +CHR\$ (191)
280 SH$=SH$ +STRING$(4,188)+STRING$(2,191)+CHR$(188)+CHR$(176) +C
HR$(26) +STRING$(10,24)+STRING$(3,191)
282 RETURN
285 CLS
29\emptyset PRINT@l@*64+30,SH$;
300 FOR I=1TO10
305 PRINT@64*12+15,11-I;
310 S=RND (4):T=RND (5):U=S+T
320 PRINT@6*64+29r S"+"T"=";:INPUT X:IF X=U THEN NEXT:GOSUB 500:E
ND
330 PRINT@7*64+2\emptyset,"SORRY,THAT'S INCORRECT.":FORX=1TO500:NEXT:PRI
NT@6*64,STRING$(64,"'"):PRINT@7*64,STRING$(64," "):GOTO 320
340 RETURN
5\emptyset\emptyset CLS:\widetilde{FORI=1\emptyset TO \emptyset STEP-1:PRINT@I*64+3\emptyset,SH$:FORX=1 TO 10:NEXT:}
NEXT
505 RETURN
510 CLS
520 PRINT@10*64+30,SH$;
530 FOR I=1 TO 10
540 PRINT@64*12+15,11-I;
550 S=RND (10):T=RND (S):U=S-T
560 PRINT@6*64+29,S"-"T"=";:INPUT X:IF X=U THEN PRINT@6*64+29,ST
RINGS(20," ");:NEXT:GOSUB 500:END
57\emptyset PRINT@7*64+2\emptyset,"THAT IS WRONG.":FOR X=1 TO 500:NEXT:PRINT@6*6
4,STRING$(64," "):PRINT@7*64,STRING$(64," "):GOTO 32ø
500 CLS
59\emptyset PRINT@1\emptyset*64+3\emptyset,SH\$
6 0 0 ~ F O R ~ I = 1 ~ T O ~ 1 0 ~
610 PRINT@64*12+15,11-I
620 S=RND (10) : T=RND (10):U=S*T
63Ø PRINT@6*64+29,S"X"T"=";:INPUT X:IF X=U THEN PRINT@6*64+29,ST
RING$(20," ");:NEXT:GOSUB 500:END
640 PRINT@7*64+20,"THAT IS WRONG.":FOR X=1 TO 50\emptyset:NEXT:PRINT@6*6
4,STRING$(64," n):PRINT@7*64,STRING$(64," "):GOTO 630
650 U=RND (1|) :T=RND (1|):S=T*U
670 PRINT@6*64+29,S"/"T"=";:INPUT X:IF X=U THEN PRINT@6*64+29,ST
RING$(20," ");:NEXT:GOSUB 5\emptyset\emptyset:END
680 PRINT@7*64+2\emptyset,"THAT IS WRONG.";FOR X=1 TO 50\emptyset:NEXT:PRINT@6*6
4,STRING$(64," "):PRINT@7*64rSTRING$(64," "):GOTO 670

```

At last! A double density controller for Model I with HIGHER PROBABILITY OF DATA RECOVERY THAN WITH ANY OTHER DOUBLE DENSITY CONTROLLER ON THE MARKET TODAY! The "DDC" from Aerocomp. No need to worry about the problems that keep cropping up on existing products. AEROCOMP'S new analog design phase lock loop data separator has a wider capture window than the digital types currently on the market. This allows high resolution data centering. The finest resolution available with digital circuitry is 125 ns (nano seconds). The "DDC" analog circuit allows infinately variable tuning. Attack and settling times are optimum for 5-1/4 inch diskettes.
The units presently on the market use a write precompensation circuit that is very "sloppy". Board to board tolerance is extremely wide - in the order of \(\pm 100 \mathrm{~ns}\). The "DDC" is accurate to within \(\pm 20 \mathrm{~ns}\).
The bottom line is state of the art reliability!

\section*{* Test Proven}

Tests were conducted on AEROCOMP'S "DDC", Percom's "Doubler A"* and "Doubler II"* and LNW's "LNDoubler"** using a Radio Shack TRS80*** Model I, Level 2, 48 K with TRS80 Expansion Interface and a Percom TFD100* disk drive (Siemens Model 82). Diskette was Memorex 3401. The test diskette chosen was a well used piece of media to determine performance under adverse conditions. The various double density adapters were installed sequentially in the expansion interface.
The test consisted of formatting 40 tracks on the diskette and writing a 6DB6 data pattern on all tracks. The 6DB6 pattern was chosen because it is recommended as a "worst case" test by manufacturers of drives and diskettes. An attempt was then made to read each sector on the disk once - no retrys. Operating system was Newdos/80, Version 1.0, with Double Zap, Version 2.0. Unreadable sectors were totalled and recorded. The test was run ten times with each double density controller and the data averaged. Test results are shown in the table.

\section*{* Features}

TRS80 Model I owners who are ready for reliable double density operation will get (1) \(80 \%\) more storage per diskette, (2) single and double density data separation with far fewer disk \(1 / 0\) errors, (3) single density compatibility and (4) simple plug-in installation. Compatible with all existing double density software.
\(\star\) Value

\section*{\$139.95 for the BEST double density controller on the market.}
\(\$ 179.95\) for "DDC" complete with DOSPLUS 3.3D
\(\star\) TEST RESULTS \(\star\)
\begin{tabular}{|l|c|}
\hline MFR \& PRODUCT & SECTORS LOCKED OUT(AVG) \\
\hline AEROCOMP "DDC" & 0 \\
\hline PERCOM "DOUBLER II" & 18 \\
\hline PERCOM "DOUBLER A" & 250 \\
\hline LNW "LNDOUBLER" & 202 \\
\hline
\end{tabular}

Note: test results avallable upon written request. All tests conducted prior to 8-25-81 Aerocomp's 14 day money back guarantee applies to hardware only. Specials will be prorated. Shipping \(\$ 2.00\) in Cont. US. See opposite page for details. \(\$ 229.95\) for "DDC" complete with LDOS

\section*{Data Separators}

The advances that make the "DDC" great are incorporated in the new AEROCOMP Single Density Data Separator ("SDS") and Double Density Data Separator ('DDS').

\section*{\(\star\) Has your original manufacturer left you holding the bag? \\ If you already own a Percom "Doubler A", "Doubler II" or LNW "LNDoubler", the AEROCOMP "DDS" will make it right. Look at the test results:}
\begin{tabular}{|l|c|c|}
\hline \multirow{2}{*}{ MFR. \& PRODUCT } & \multicolumn{2}{|c|}{ SECTORS LOCKED OUT } \\
\cline { 2 - 3 } & WITHOUT "DDS" & WITH "DDS" \\
\hline PERCOM "DOUBLER II" & 18 & 1 \\
\hline PERCOM "DOUBLER A" & 250 & 0 \\
\hline LNW "LNDOUBLER" & 202 & 0 \\
\hline
\end{tabular}

Note: Same test procedures as "DDC".
* Trademark of Percom Data Co.
** Trademark of LNW
*** Trademark of Tandy Corporation

Plugs directly into your existing Double Density Controller.
\(\star\) "DDS" \(\$ 49.95\)
(Use 1791 chlp from your DD Con-
troller)
* "DDS" with disk controller
chip included
\$79.95 chip \(\$ 34.95\)
(Shipping \$2.00 Cont. US - see opposite page for detalls)

\title{
e
\(\frac{B}{3}\)
}


\section*{NEW LOW PRICES}

Thanks to you our sales volume has allowed us to cut costs and we're passing the savings along. We offer the best disk drive value in the market place. Reliability, features and cost tough to beat. We deliver....and we stand behind our products. AEROCOMP is the only manufacturer to offer FREE TRIAL! Buy Aerocomp drives today. You deserve the best.

\section*{BEST FEATURES}
\(\star\) Fast 5 ms . track-track access time.
\(\star\) Operates single or double density.
* "FLIPPY" feature for lower media cost (40-1 \& 80-1).
\(\star\) Head load solenoid.
\(\star\) Disk ejector.
\(\star\) Easy entry door
* NEW EXTERNAL DRIVE CABLE CONNECTION ino longet need to remave the
cover to hook up cable)

\section*{MODEL III DISK DRIVE SYSTEMS}

Disk Drive Sysrem Kirs for your Model III complere with 40 Track Aerocomp Disk Drives (one or rwo), Disk Controller Board, Power Supply, Mounting Towers and all necessary cables and hardware.

System Kit with One Drive . . . . \$499
System Kit with Two Drives . . . \$699

Convert your casserte-based Model III
ro Disk Drives Today!

\section*{order today}
\(\star 40\)-Track Drive
\(\star 80\)-Track Drive
\(\$ 259.95\)
* 80-Track DN:
\(\$ 409.95\)
* 40-Track "FLIPPY" Drive. . . . \(\$ 329.95\)
* 80-Track "FLIPPY" Drive . . . \(\$ 419.95\)
* 40-Track Dual-Head Drive. \(\$ 419.95\)
\(\star 80\)-Track Dual-Head Drive. . \(\$ 569.95\)
All shove ctives dere completr with ilver enclosure power supply and extermal dive cabier conrecion \(115 \mathrm{VAC} 50160 \mathrm{H} / 230 \mathrm{VAC}\) \(50 / 60 \mathrm{~Hz}\) dveliabie of special ordey Add \(\$ 1500\)
* 40-Track Bare Drive. . . . . . . \$199.95
\(\star 80\)-Track Bare Drive.
\(\$ 359.95\)
* 40-Track "FLIPPY" Bare Drives 279.95
* 80-Track "FLIPPY" Bare Drives 369.95

\section*{* SPECIAL PACKAGES \(\star\)}

\section*{STARTER A}
\(\$ 299.95\)
40-Track Drive, 2 -drive cable. TRSDOS 2.3 Disk \& Manual, Freight \& Ins.

STARTER B
\(\$ 369.95\)
40-Track "FLIPPY" Drive, cable, TRSDOS 2.3 Disk \& Manual, Freight \& Ins.

COMBO C
\(\$ 379.00\)
40-Track Drive, 2-drive cable.
LDOS. Freight \& Ins.
COMBO D.
\(\$ 559.00\)
80-Track "FLIPPY" Drive, 2 -drive cable, LDOS. Freight \& Ins.
COMBO E
\(\$ 639.00\)
Two 40-Track Drives, 2 -Drive cable, TRSDOS 2.3 Disk \& Mannual, Freight \& Ins
COMBO F
5989.00

Two 80-Track "FLIPPY" Drives, 4-drive LDOS Ins.

COMBO G
\(\$ 889.00\)
Two 40-Track Dual-Head Drives, cable. smalLDOS Disk \& Manual, Freight \& Ins.

COMBO H
\(\$ 1289.00\)
Two 80-Track Dual-Head Drives, cable,
LDOS . Freight \& INS.
DOSPLUS 3.4 or NEWDOS / 80,2.0
available with any package or extro cost. Addss 00 per dive tor shipping \(\&\) handing (Cont US)

\section*{FREE TRIAL OFFER}

Order your AEROCOMP Disk Drive and use it with your system for up to 14 days. If you are not satisfied for ANY REASON (except misuse or improper handling), return it. packed in the original shipping container, for a full refund. |Haroware only. Special packages will be prorated). We have complete confidence in our products and we know you will be satisfied!

\section*{WARRANTY}

We offer you a 120 day unconditional warranty on parts and labor against any defect in materials and workmanship. In the event service, for any reason, becomes nescessary. our service department is fast, friendly and cooperative.

\section*{100\% TESTED}

AEROCOMP Disk Drives are completely assembled at the factory and ready to plug in when you receive them. Each drive is \(100 \%\) bench tested prior to shipment. We even enclose a copy of the test checklist, signed by the test technician, with every drive. AEROCOMP MEANS RELIABILITYII

\section*{ORDER NOWII}

To order by mail, specify Model Number(S) of Drive, cable, etc. (above), enclose check, money order, VISA or MASTERCHARGE card number and expiration date, or request C.O.D. shipment. Texas residents add \(5 \%\) sales tax. Add \(\$ 5.00\) per drive for shipping \& handling (Cont. US). Please allow 2 weeks for personal checks to clear our bank. No personal checks will be accepted on C.O.D. shipments-cash, money orders or certified checks only. You will receive a card showing the exact C.O.D. amount before your shipment arrives. Be sure to include your name and shipping address. You will be notified of the scheduled shipping date. Your bank credit card will NOT be charged until the day we ship.I!

\section*{DRIVE CABLES}

2-DRIVE
\(\$ 24.95\)
4-DRIVE
\(\$ 34.95\)

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\title{
States and Capitals
}

\section*{COLUMBUS}


The Key Box
Color Computer
32K RAM
Extended Color Basic

\author{
by Dennis Weide
}

Quick-what's the capital of Ohio? If you guessed Cleveland, or Toledo, you'd better use this states program to refresh your memory.

My kids needed to learn the names of the states and their capitals, so I wrote this program to help them. It runs on the Color Computer and requires 32 K of RAM and Extended Color Basic. For those of you with only 16 K of RAM, I have included a short program that draws the map and leaves enough memory free for you to write your own program.

\section*{What Does It Do?}

Start by entering PCLEAR 8. This clears all the graphics memory available. When you run the program a menu asks if you want to name the states or their capitals. After you enter your choice, the program draws a map of the continental United States on the screen. One state or one of the five Great Lakes is colored in and a dashed cursor ap-

Program Listing 1. 32 K Version
```

10: STATES AND CAPITALS
BY DENNIS H. WEIDE
(C) }198
CLS
70 PMODE4,5:PCLS: PMODE4,1:PCLS
80 PRINT:PRINTSTRING$(32,"%");
90 PRINTTAB(6) "STATES AND CAPITALS"
100 PRINTTAB(14)"BY":PRINTTAB(9) "DENNIS WEIDE":PRINTTAB(11)"(C)
1982"
110 PRINTSTRING$(32,"%")
12\emptyset PRINTTAB (6)"1. NAME THE STATES":PRINT
130 PRINTTAB(6)"2. NAME THE CAPITALS"
140 H$="CORRECT":J$="WRONG"
150 DIMA(1):DIMB(1)
160 DIMS\$(53):DIMS1(53)
170 DIMS2(53):DIMIC(53)

```
```

180 DIMC(1):DIMD(1)
190 DIME (1):DIMF (1)
20\emptyset DIMG (1):DIMH (1)
210 DIMI(1):DIMJ (1)
220 DIMK (1):DIML (1)
230 DIMM(1):DIMN (1)
240 DIMO(1):DIMP(1)
250 DIMQ(1):DIMR(1)
260 DIMS(1):DIMT(1)
27\emptyset DIMU(1):DIMV(1)
280 DIMW(1):DIMX(1)
290 DIMY(1):DIMZ (1)
30\emptyset DIMZZ(1):DIMAA(1)
310 DIMSC$(53)
320 FORY=1TO53:READS$(Y),Sl(Y),S2 (Y)
3 3 0 ~ N E X T Y ~

```
```

Listing I continued
340 FORY=1TO53:READSCS(Y) : NEXTY
350 ' DRAW LETTERS
360 PMODE4,1
370 PCLS5:COLOR0,1:DRAW"BM12,104;U8R4D8U4L4"
380 GET (12,96) - (16,104),A,G
39\emptyset PCLS:DRAW"BM12,104;U8R3D4L3R4D4L4"
400 GET(12,96)-(16,104),B,G
41\emptyset PCLS:DRAW"BM12,1\emptyset4;U8R4D2BD4D2L4":GET(12,96)-(16,1\emptyset4) ,C,G
420 PCLS:DRAW"BM12,104;U8R2F2D4G2L2":GET(12,96)-(16,104),D,G
430 PCLS:DRAW"BM12,104;R4L4U4NR3U4R4":GET(12,96)-(16,104),E,G
440 PCLS:DRAW"BM12,104;U4NR3U4R4":GET(12,96)-(16,104),F,G
450 PCLS:DRAW"BM12,1ø4;U8R4BD4NL2D4L4":GET(12,96)-(16,1ø4) ,G,G
460 PCLS:DRAW"BM12,104;U8D4R4U4D8":GET(12,96)-(16,104),H,G
470 PCLS:DRAW"BM12,104;R4L2U8L2R4":GET(12,96)-(16,104),I,G
480 PCLS:DRAW"BM12,104;U4D4R4U8":GET(12,96)-(16,104),J,G
490 PCLS:DRAW"BM12,104;U8BR4G4E2":LINE-(16,104),PSET:GET(12,96)-
(16,104),K,G
500 PCLS:DRAW"BM12,104;NR4U8":GET(12,96)-(16,104),L,G
510 PCLS:DRAW"BM12,104;U8R2ND3R2D8":GET(12,96)-(16,104) ,M,G
520 PCLS:DRAW"BM12,104;U8":LINE (12,96)-(16,104),PSET:LINE-(16,96
),PSET:GET(12,96)-(16,104) ,N,G
530 PCLS:DRAW"BM12,104;U8R4D8L4": GET (12,96)-(16,104) ,0,G
540 PCLS:DRAW"BM12,104;U8R4D4L4":GET(12,96)-(16,104),P,G
550 PCLS:DRAW"BM12,104;U8R4D8NH3L4":GET(12,96)-(16,104) ,Q,G
560 PCLS:DRAW"BM12,104;U8R4D4L4F4":GET(12,96)-(16,104),R,G
570 PCLS:DRAW"BM12,104;NU1R4U4L4U4R4D1":GET(12,96)-(16,104),S,G
580 PCLS:DRAW"BM12,104;BR2U8L2R4":GET(12,96)-(16,104),T,G
590 PCLS:DRAW"BM12,104;U8BR4D8L4":GET(12,96)-(16,104) ,U,G
600 PCLS:DRAW"BM12,104;BU8D6F2E2U6":GET(12,96)-(16,104),V,G
610 PCLS:DRAW"BM12,104;U8BR4D8L2NU2L2":GET(12,96)-(16,104),W,G
620 PCLS:DRAW"BM12,104;U2E4U2BL4D2F4D2":GET(12,96)-(16,104),X,G
630 PCLS:DRAW"BM12,104;BU8D2F2ND4E2U2":GET(12,96)-(16,104),Y,G
640 PCLS:LINE (12,96)-(16,96),PSET:LINE-(12,104),PSET:LINE-(16,10
4),PSET:GET(12,96)-(16,1Ø4),Z,G
650 PCLS:GET (12,96)-(16,104), 2Z,G
660 DRAW"BM12,104;R4":GET(12,96)-(16,104),AA,G
6 7 0 PRINT:PRINT
6 8 0 ~ P R I N T T A B ( 5 ) ~ " E N T E R ~ O N E ~ O F ~ T H E ~ A B O V E " ; ~
690 WW=RND (9999):GS$=INKEY$:IF GS$=""THEN690
700 GS=VAL(GS$):CLS:IFGS<1ORGS>2THENGS=1
710 NQ=10
72\emptyset PMODE4,1:PCLS5:SCREEN1,1:GOTO1\emptyset90
730 B$=B$+A\$
7 4 0 ~ R E T U R N
750 Al=Al+8:A3=A3+8
760 IFAS="A"THENPUT(A1,A2) - (A3,A4) ,A,PSET:GOTO730
770 IFAS="B"THENPUT(A1,A2) - (A3,A4),B,PSET:GOTO73\emptyset
780 IFAS = "C"THENPUT(A1,A2) - (A3,A4) ,C,PSET:GOTO730
790 IFAS="D"THENPUT(A1,A2) - (A3,A4) ,D,PSET:GOTO73\emptyset
80\emptyset IFAS="E"THENPUT(A1,A2) - (A3,A4), E,PSET:GOTO73\emptyset
810 IFA$="F"THENPUT (A1,A2) - (A3,A4),F,PSET:GOTO730
820 IFAS="G"THENPUT(A1,A2) - (A3, A4),G,PSET:GOTO730
830 IFA$="H"THENPUT(A1, A2) - (A3,A4), H,PSET:GOTO73\emptyset
840 IFA\$="I"THENPUT(A1,A2) - (A3,A4) ,I,PSET:GOTO73\emptyset

```

pears in box 1 (see Fig. 1). As you type your answer it appears in this box.
Press enter after completing your answer and you will hear a short musical tune. Then box 2 tells you whether you are correct. If you are wrong, the correct answer appears in box 3 ; otherwise, this box remains blank. Box 4 is used to display the complement of the correct answer. (If you are naming states, it displays capitals, and vice versa.)
After every 10 questions, the program displays your score and asks if you wish to answer 10 more questions. This will continue until you respond with "no" or name all the states or capitals. There are 48 questions if you choose to name the capitals and 53 questions if you choose to name the states and Great Lakes.

\section*{Here's How It Works}

To see how the program works, let's look at Program Listing 1 and Table 1. Lines 1150 and 1160 choose which graphics pages are displayed on the screen. While one map is displayed on the screen, another is being drawn on the pages not displayed. After you have answered the question, the program switches graphics pages and the map appears with another state colored in.

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Mercer Systems, Inc.
87 Scooter Lane 87 Scooter Lane Hicksville, N.Y. 11801

Listing I conlinued
850 IFA\$="J"THENPUT (A1, A2) - (A3, A4) , J, PSET: GOTO730 860 IFA \(=\) " K "THENPUT (A1, A2) - (A3, A4) , K, PSET: GOTO730 870 IFAS="L"THENPUT (A1, A2) - (A3, A4) , L, PSET: GOTO730 880 IFA \(=\) "M"THENPUT (A1, A2 \()\) - (A3, A4) , M, PSET: GOTO73 890 IFAS="N"THENPUT (A1, A2) - (A3, A4) , N, PSET: GOTO73
\(90 \emptyset\) IFA \(=\) "O"THENPUT (A1, A2) - (A3, A4) , O, PSET: GOTO73
910 IFA \(=\) " P "THENPUT (A1, A2) - (A3, A4) , P, PSET: GOTO73
920 IFA\$="Q"THENPUT(A1, A2) - (A3, A4), Q,PSET: GOTO73
930 IFAS="R"THENPUT(A1,A2) - (A3, A4) ,R,PSET: GOTO73 \(\emptyset\)
940 IFAS="S"THENPUT(A1, A2) - (A3, A4) , S, PSET: GOTO73
950 IFAS="T"THENPUT (A1, A2) - (A3, A4) ,T,PSET: GOTO730
960 IFAS="U"THENPUT(A1, A2) - (A3, A4) ,U,PSET: GOTO730
\(97 \emptyset\) IFA \(=\) "V"THENPUT(A1, A2) - (A3, A4) , V, PSET: GOTO73
980 IFAS \(=\) "W"THENPUT(A1,A2) - (A3, A4), W, PSET: GOTO73 0
990 IFA \(={ }^{*} \mathrm{X}\) " THENPUT (A1, A2) - (A3, A4) , X, PSET: GOTO730
1000 IFA \(\$=\) " \(Y\) "THENPUT(A1,A2)-(A3,A4), Y,PSET:GOTO730
1010 IFA \(\$=" Z\) "THENPUT (A1, A2) - (A3,A4), \(\mathrm{Z}, \mathrm{PSET}: \mathrm{GOTO} 30\)
1020 IFAS=". "THEN4690
1030 IFAS=" "THENPUT(A1,A2)-(A3,A4), ZZ,PSET:GOTO730
1040 IFA \(\$=\) CHR \(\$(8)\) THEN107 0
\(1050 \mathrm{Al}=\mathrm{A} 1-8: \mathrm{A} 3=\mathrm{A} 3-8\)
1060 GOTOT40
1070 GOSUB4350:GOTO740
\(1080 \quad \mathrm{~B} \$=\mathrm{B} \$+\mathrm{A} \$\) : GOTO 40
1090 DRAW MAP
110 \(10 \mathrm{NP}=\mathrm{NP}+1: \mathrm{NO}=\mathrm{NO}+1: \mathrm{IF}\) NO \(>\mathrm{NQ}\) THEN 4230
1110 IFNP \(>53\) THEN 4230
1120 IFGS \(=2\) ANDNP \(>48\) THEV 4230
\(1130 \mathrm{NR}=\mathrm{NR}+1\)
1140 IFV=1THEN 1160
\(115 \emptyset\) PMODE 4,1:PCLS5:GOTOI17Ø
1160 PMODE 4,5: PCLS5
\(1170 \mathrm{~A} \$=\mathrm{n}\) ": \(\mathrm{B} \$=\mathrm{="n}\)
1180 COLOR \(\emptyset, 1\)
\(1190 \operatorname{LINE}(\varnothing, \emptyset)-(255,191), \operatorname{PSET}, \mathrm{B}\)
\(1200 \operatorname{LINE}(135,142)-(135,192)\),PSET
\(1210 \operatorname{LINE}(0,142)-(255,142)\), PSET
\(1220 \operatorname{LINE}(0,166)-(255,166)\), PSET
\(1230 \operatorname{LINE}(34,4)-(42,16)\), PSET:DRAW"BM34,16;Ul2BR8D12BR4U12R8D8NL8

Lines 1320-3780 each use a full statement to draw the map rather than a series of For...Next loops. This method draws the map faster since the program does not have to read data for the loops.

Line Numbers
10-50
60-130
140
150-310
320-340
350-660
670-710
720
750-1060
1090-3780
3790
3800-3890
3900
4130-4210
4220
4230-4330
4410-4450
4500-4580
4700-4720

\section*{Function}

Program header
Display program menu
Define answer string (H\$,J\$)
Dimension all arrays
Read data statements
Draw and save high-resolution graphics letters
Select game (states or capitals)
Display hi-res screen
Display letter pressed on hi-res screen
Draw map of U.S.A.
Clear keyboard buffer
Choose state and screen, draw cursor
Scan keyboard buffer for key pressed
Data (name of states)
Additional Paint command for Michigan
End of round-try again?
Data (name of capitals)
Convert INKEY\$ to string for display
Sound routines for right or wrong answer

Table 1. Line Description

Not just another invaders type game. We think this one is the bestgreat action, great sound, you'll love it!! CASSETTE ( 16 K ) .... \(\$ 24.95\) DISK (32K) .... \$29.95


There's a treasure waiting to be discovered CASSETTE (16K) . . \$19.95

The 确lark 冬anctum
For the player who enjoys suspense. You'll encounter the forces of black magic in this spooky adventure.
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MASTER CHARGE OR VISA ACCEPTED


D4BR4U1 2R4ND8R4D12BR4NR8U4NR4U8R8"
1240 IFGS \(=2\) THEN 1260
1250 DRAW"BR7"
1260 DRAW"BR12R4ND12R4BR4D12U4R8NU8D4BR4NR8U4NR4U8R8"
1270 IFGS \(=2\) THEN 1310
1280 DRAW"BR7"
1290 DRAW"BR12BD12R8U4L8U8R8BR4R4ND12R4BR4ND12R8D8NL8D4BR8U12NL4 R4BR4NR8D8NR4D4R8BR4R8U4L8U8R8"
1300 GOTO1320
1310 DRAW"BR12R8ND2L8D12R8NU2BR4U12R8D8NL8D4BR4U12R8D8L8U8R8BR4R
2NR2D12NL2R2BR8U1 2NL4R4BR4R8D12BL8U4NR8U8R8BR4D12R8BR4NU2R8U4L8U 8R8D2"
\(132 \emptyset \operatorname{LINE}(36,2 \theta)-(36,22)\), PSET
1330 LINE- \((34,22)\),PSET
1340 LINE- \((36,34)\),PSET
1350 LINE- \((36,41)\),PSET
1360 LINE- \((33,47)\), PSET
1370 LINE- \((32,64)\),PSET
1380 LINE- \((35,75)\),PSET
1390 DRAW"R2D2L2"
1400 LINE- \((41,89)\),PSET
1410 LINE- \((45,90)\),PSET
1420 LINE- 54,101\()\),PSET
1430 LINE- \((54,103)\),PSET
1440 LINE- \((64,103)\),PSET
1450 LINE- \((77,167)\),PSET
1460 LINE- \((87,107)\),PSET
1470 DRAW"UlR5"
1480 LINE- \((97,112)\),PSET
1490 LINE- \((97,115)\), PSET
1500 LINE- \((103,117)\),PSET
1510 LINE- \((104,115)\),PSET
1520 LINE- \((109,116)\),PSET
1530 LINE- \((116,125)\),PSET
1540 LINE- \((124,128)\),PSET
1550 LINE- \((124,122)\), PSET
1560 LINE- \((126,118)\),PSET
1570 LINE- \((129,122)\),PSET
1580 LINE- \((130,115)\),PSET

1590 LINE- \((139,115)\), PSET
1600 LINE-( 141,117 ), PSET
1610 LINE- \((148,117)\),PSET
1620 LINE- \((145,113)\),PSET
1630 LINE- \((156,112)\),PSET
1640 LINE- \((160,114)\),PSET
1650 LINE- \((163,112)\),PSET
1660 LINE- \((167,118)\),PSET
1670 LINE- \((167,121)\),PSET
1680 LINE-(171,127),PSET
169 LINE-(171, 129), PSET
1700 LINE- \((173,131)\),PSET
1710 LINE- \((178,129)\),PSET
1720 LINE- \((178,121)\),PSET
1730 LINE- \((177,116)\),PSET
1740 LINE- \((172,107)\), PSET
1750 LINE- \((175,102)\),PSET
1760 LINE-(178,101), PSET
1770 LINE- \((179,98)\),PSET
1780 LINE- \((191,85)\),PSET
1790 LINE- \((189,75)\),PSET
1800 LINE- \((193,77)\),PSET
1810 LINE- \((194,75)\),PSET
\(182 \emptyset\) LINE- \((194,72)\),PSET
1830 LINE- \((197,72)\),PSET
1840 LINE- \((200,65)\),PSET
1850 LINE- \((198,64)\),PSET
1860 LINE-(199,61), PSET
1870 LINE- \((197,59)\),PSET
1880 LINE- \((207,56)\),PSET
1890 LINE- \((212,53)\),PSET
1900 DRAW"U2R2D1"
1910 LINE- \((215,51)\), PSET
1920 DRAW"U2L2UlL2U6"
1930 LINE- \((220,40)\), PSET
1940 LINE- \((221,35)\), PSET
1950 LINE- \((218,34)\),PSET
1960 LINE- \((218,26)\),PSET
1970 LINE- \((215,27)\), PSET

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\hline \multicolumn{3}{|l|}{NEW: AMI II ++ (Apple Clone)} & CALL \\
\hline
\end{tabular}

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AMDEK COLOR & \(\mathbf{\$ 3 5 9}\) & RGB & \(\mathbf{\$ 7 3 9}\) \\
TECO B\&W & \(\mathbf{\$ 9 9}\) & GREEN & \(\mathbf{\$ 1 2 9}\) \\
TECO COLOR RGB & & \(\mathbf{\$ 4 2 9}\) \\
NEW BMC COLOR RGB & & \(\mathbf{\$ 2 7 5}\)
\end{tabular}

\section*{TEAC \(\mathbf{1 / 2}\) SIZE DRIVES}
\begin{tabular}{lrr} 
& Bare & Compl \\
40 TRK S/S & \(\mathbf{\$ 2 0 9}\) & \(\mathbf{\$ 2 4 5}\) \\
40 TRK D/S & \(\mathbf{\$ 2 9 0}\) & \(\mathbf{\$ 3 2 9}\) \\
80 TRK S/S & \(\mathbf{\$ 2 9 0}\) & \(\mathbf{\$ 3 2 9}\) \\
80 TRK D/S & \(\mathbf{\$ 3 5 0}\) & \(\mathbf{\$ 3 7 5}\)
\end{tabular}

\section*{TANDON DRIVES}
\begin{tabular}{lrr} 
& Bare & Compl \\
100-1 40 TRK S/S & \(\mathbf{\$ 1 9 9}\) & \(\mathbf{\$ 2 3 5}\) \\
100-2 40 TRK D/S & \(\mathbf{\$ 2 8 0}\) & \(\mathbf{\$ 3 1 9}\) \\
100-3 80 TRK S/S & \(\mathbf{\$ 2 8 0}\) & \(\mathbf{\$ 3 1 9}\) \\
100.4 80 TRK D/S & \(\mathbf{\$ 3 4 0}\) & \(\mathbf{\$ 3 7 5}\) \\
5 MEG HARD DISC & & \\
W/REMOVABLE CARTRIDGE & & \(\mathbf{\$ 1 , 4 4 9}\)
\end{tabular}

\section*{C-ITOH PRINTERS}
\begin{tabular}{lrr} 
& PAR & SER \\
PROWRITER 8510 & \(\mathbf{\$ 4 5 9}\) & \(\mathbf{\$ 5 5 9}\) \\
PROWRITER 1550 & \(\mathbf{\$ 6 6 9}\) & \(\mathbf{\$ 7 4 9}\) \\
F-10 40 CPS & \(\mathbf{\$ 1 , 3 6 5}\) & \(\mathbf{\$ 1 , 3 6 5}\) \\
F-10 55 CPS & \(\mathbf{\$ 1 , 6 1 5}\) & \(\mathbf{\$ 1 , 6 1 5}\) \\
F-10 TRACTOR FEED & & \(\mathbf{\$ 1 9 5}\) \\
NEW: QUME SPRINT 11 & & \(\mathbf{\$ 1 , 4 5 0}\) \\
& & \\
MODEMS & & \\
SIGNALMAN & & \(\mathbf{\$ 8 5}\)
\end{tabular}

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\section*{Listing I continued}

1980 LINE- \((210,25)\),PSET 1990 LINE- \((207,35)\),PSET \(2 \emptyset \emptyset \emptyset\) LINE- 204,36\()\),PSET 2010 LINE- \((192,36)\),PSET 2020 LINE- \((181,43)\),PSET 2030 LINE- \((178,43)\),PSET \(2 \emptyset 40\) LINE- \((174,47)\),PSET 2050 DRAW"R2D2L2"
\(2 \emptyset 60\) LINE- \((163,54)\),PSET 2070 LINE- \((168,43)\),PSET \(2 \emptyset 8 \emptyset\) DRAW"U3R2D2R2U2" 2090 LINE- \((169,34)\),PSET 2100 LINE- \((159,32)\),PSET 2110 DRAW"U7L4U2"
2120 LINE- \((147,22)\),PSET 2130 LINE- \((142,25)\),PSET 2140 LINE- \((126,20)\),PSET 2150 LINE- \((36,26)\),PSET \(2160 \operatorname{LINE}(36,34)-(39,35)\),PSET 2170 DRAW"D2"
2180 LINE- \((48,36)\),PSET
2190 LINE- \((57,36)\),PSET \(220 \emptyset \operatorname{LINE}(57,2 \emptyset)-(57,44)\), PSET 2210 LINE- \((55,46)\),PSET 2220 LINE- \((58,47)\),PSET \(2230 \operatorname{LINE}-(58,53)\),PSET 2240 LINE \((32,54)-(75,54)\),PSET 225 ØLINE \((49,54)-(49,72)\), PSET 2260 LINE- \((65,87)\),PSET 2270 LINE- 67,90 ), PSET 228 LINE- \((64,93)\),PSET 2290 LINE-(64,103) ,PSET \(2300 \operatorname{LINE}(68,54)-(68,84)\), PSET 2310 DRAW"L3D3"
2320 DRAW"BM62,20;D8R2D8" 2330 LINE- \((67,37)\),PSET 2340 LINE- 69,44\()\), PSET 2350 DRAW"R7U2D2D16R21U40" \(2360 \operatorname{LINE}(75,42)-(97,42)\),PSET
\(2370 \operatorname{LINE}(76,60)-(105,60), \operatorname{PSET}\) \(2380 \operatorname{LINE}(84,60)-(84,107)\), PSET \(2390 \operatorname{LINE}(68,81)-(127,81)\), PSET \(2400 \operatorname{LINE}(105,60)-(105,81)\), PSET \(2410 \operatorname{LINE}(102,81)-(102,104)\), PSET 2420 LINE- 92,104\()\),PSET
2430 LINE- 92,106\()\),PSET
2440 LINE \((1 \boxed{ } 2,84)-(112,84)\),PSET 2450 LINE- \((112,93)\), PSET
2460 LINE- \((119,96)\),PSET 2470 LINE- \((131,96)\),PSET \(248 \emptyset\) LINE- \((133,115)\), PSET 2490 DRAW"BM127,81;D2R2D14" 250 LINE \((119,2 \emptyset)-(119,26)\),PSET 2510 LINE- \((121,29)\),PSET
2526 LINE- \((118,37)\),PSET
2530 LINE- \((97,37)\),PSET
\(2540 \operatorname{LINE}(118,37)-(121,40)\), PSET 2550 LINE- \((121,54)\),PSET 2560 LINE- \((118,53)\),PSET 2570 LINE- \((117,54)\),PSET 2580 LINE- \((115,53)\), PSET
2590 LINE- \((97,53)\), PSET
\(2600 \operatorname{LINE}(121,53)-(123,56)\), PSET
2610 LINE- \((122,62)\),PSET
2620 LINE- \((125,66)\), PSET
2630 LINE- \((127,69)\),PSET
2640 LINE- \((127,81)\),PSET
\(265 \emptyset \operatorname{LINE}(105,66)-(125,66)\), PSET \(2660 \operatorname{LINE}(143,25)-(136,32)\), PSET 2670 DRAW"D2L2"
2680 LINE- \((134,40)\), PSET
2690 LINE- \((137,51)\),PSET
2700 LINE-(148,51), PSET
2710 DRAW"DIR2"
\(2720 \operatorname{LINE}(121,48)-(135,48)\),PSET \(2730 \operatorname{LINE}(138,51)-(141,57)\), PSET 2740 LINE- \((137,65)\),PSET
2750 LINE- \((124,65)\),PSET
\(2760 \operatorname{LINE}(149,51)-(150,53)\), PSET 2770 LINE- \((151,56)\),PSET

2780 LINE- (151,70), PSET 2790 LINE- \((149,73)\),PSET 2800 LINE- \((145,75)\),PSET 2810 LINE- \((143,78)\),PSET \(2820 \operatorname{LINE}(137,65)-(145,81)\), PSET 2830 DRAW"D3L3U2L14"
2840 LINE \((142,84)-(137,97)\),PSET 2850 DRAW"D1L6"
\(2860 \operatorname{LINE}(137,97)-(139,100)\), PSET 2870 LINE- \((138,103)\),PSET 2880 LINE- \((140,108)\), PSET 2890 LINE- \((144,108)\), PSET 2900 LINE- \((145,113)\),PSET \(2910 \operatorname{LINE}(139,90)-(168,90)\), PSET \(2920 \operatorname{LINE}(149,90)-(148,112)\),PSET 2930 DRAW"R4U4R8"
2940 LINE- \((158,9 \emptyset)\),PSET 2950 DRAW"BM159,109;R9UlR4"
\(2960 \operatorname{LINE}(173,104)-(168,93)\), PSET 2970 DRAW"D1L2"
2980 LINE- \((169,89)\), PSET 2990 DRAW"R5DlR6"
\(3000 \operatorname{LINE}(180,90)-(183,93)\), PSET 3010 DRAW"BM144,83;R4U1R4I" \(3020 \operatorname{LINE}(158,90)-(160,87)\), PSET 3030 LINE- \((163,87)\),PSET 3040 LINE- \((168,82)\), PSET \(3050 \operatorname{LINE}(149,73)-(150,74)\), PSET 3060 LINE- \((153,72)\), PSET 3070 LINE- \((154,72)\), PSET 3080 LINE- \((160,69)\),PSET 3090 LINE- \((160,54)\),PSET \(3100 \operatorname{LINE}(160,67)-(161,69), \operatorname{PSET}\) 3110 LINE- \((162,68)\),PSET 3120 LINE- \((165,70)\),PSET 3130 LINE- \((170,78)\),PSET 3140 LINE- \((173,78)\),PSET 3150 LINE- \((174,74)\),PSET 3160 LINE- \((177,73)\),PSET

Listing I continues


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3170 LINE- \((178,72)\),PSET
3180 LINE-(181,71), PSET 3190 LINE- \((187,72)\),PSET
3200 LINE- \((189,77)\),PSET
\(3210 \operatorname{LINE}(163,81)-(168,78), \operatorname{PSET}\)
\(3220 \operatorname{LINE}(136,31)-(140,30)\), PSET
3230 LINE- \((144,34)\), PSET
3240 LINE- \((146,34)\),PSET
3250 LINE-(148,40), PSET
3260 LINE-(151, 38), PSET
3270 LINE- \((149,44)\),PSET
3280 LINE- \((148,51)\),PSET
\(3290 \operatorname{LINE}(142,31)-(150,27), \operatorname{PSET}\)
3300 LINE- \((149,30)\), PSET
3310 LINE- \((152,31)\),PSET
332 LINE- \((156,29)\),PSET
3330 LINE- \((159,33)\), PSET
3340 LINE- \((155,34)\);PSET
3350 LINE- \((150,35)\),PSET
3360 LINE- \((149,39)\),PSET
\(3370 \operatorname{LINE}(159,33)-(155,37)\), PSET
3380 LINE- \((153,43)\),PSET
3390 LINE- \((153,47)\), PSET
3400 LINE- \((150,53)\),PSET
3410 LINE \((157,35)-(161,37)\), PSET
3420 DRAW"D7R2U3"
3430 LINE- \((165,42)\),PSET
3440 LINE- \((166,47)\), PSET
3450 LINE \((150,54)-(169,54)\), PSET
3460 LINE- \((176,50)\), PSET
3470 LINE- \((176,47)\),PSET
3480 LINE- \((183,44)\),PSET
3490 LINE- \((184,42)\), PSET
3500 LINE \((172,52)-(172,68)\), PSET
3510 LINE- \((191,68)\),PSET
3520 LINE- \((194,69)\),PSET
3530 LINE-(194,72), PSET
3540 DRAW"BM189,68;D3R6"
\(3550 \operatorname{LINE}(172,64)-(169,67)\), PSET

3560 LINE- \((164,70)\), PSET
3570 DRAW"BM175,68;D4R5"
3580 DRAW"BM175,51;D4R13"
3590 LINE- \((193,58)\),PSET
3600 DRAW"R4U9R2U12"
\(3610 \operatorname{LINE}(192,58)-(191,63)\), PSET
3620 LINE- \((193,64)\),PSET
3630 LINE- \((191,68)\),PSET
\(3640 \operatorname{LINE}(197,51)-(209,51)\), PSET
3650 LINE- \((210,54)\),PSET
\(3660 \operatorname{LINE}(205,51)-(205,57)\), PSET
\(367 \emptyset \operatorname{LINE}(199,46)-(207,47)\),PSET
\(368 \emptyset\) LINE- \((21 \emptyset, 44)\),PSET
\(3690 \operatorname{LINE}(204,36)-(205,39)\), PSET
\(37 \emptyset 0\) LINE- \((203,43)\),PSET
3710 LINE- \((203,47)\),PSET
\(3720 \operatorname{LINE}(2 \emptyset 9,32)-(208,35)\), PSET
3730 LINE- \((209,43)\),PSET
3740 LINE- \((210,43)\), PSET
\(3750 \operatorname{LINE}(2 \emptyset 2,60)-(2 \emptyset 9,58)\), PSET
3760 LINE- \((210,60)\), PSET
3770 LINE- \((206,61)\),PSET
3780 LINE- \((202,6 \emptyset)\), PSET
3790 POKE135, 0
3800 IFNP \(>53\) THEN 4230
3810 IFGS \(=2\) ANDNP \(>48\) THEN 4230
\(3820 \mathrm{X}=\mathrm{RND}(53): \operatorname{IFIC}(\mathrm{X})=1\) THEN 3820
383 Ø IFGS \(=2\) ANDX \(>48\) THEN \(382 \emptyset\)
3840 IFX \(=35\) THENGOSUB 4220
\(3850 \operatorname{IC}(X)=1: \operatorname{PAINT}(S 1(X), S 2(X)), \emptyset, \emptyset\)
\(386 \emptyset\) IFV \(=\emptyset\) THENV \(=1\) ELSEV \(=\emptyset\)
3870 SCREENI,1
\(3880 \mathrm{Al}=8: \mathrm{A} 2=152: \mathrm{A} 3=12: \mathrm{A} 4=160\)
\(3890 \operatorname{PUT}(\mathrm{~A} 1+8, \mathrm{~A} 2)-(\mathrm{A} 3+8, \mathrm{~A} 4), \mathrm{AA}, \mathrm{PSET}\)
3900 WW=RND (9999) : A\$=INKEY\$:IFAS=""THEN3900
3910 IFA \(=\) CHR \(\$(13)\) THEN 3940
3920 GOSUB750
3930 GOTO3890
\(3940 \mathrm{TF}=\mathrm{TF}+1: \operatorname{PUT}(\mathrm{A} 1+8, \mathrm{~A} 2)-(\mathrm{A} 3+8, \mathrm{~A} 4), \mathrm{ZZ}, \mathrm{PSET}:\) IFGS \(=2\) THEN 4590

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3950 IFS \(\$(\mathrm{X})=\mathrm{B}\) STHEN4050
\(3960 \mathrm{Al}=135\) ： \(\mathrm{A} 2=152: \mathrm{A} 3=139: \mathrm{A} 4=160\)
3970 GOSUB4700
3980 GOSUB4500
\(3990 \mathrm{~A} 1=8: \mathrm{A} 2=172: \mathrm{A} 3=12: \mathrm{A} 4=180\)
4000 GOSUB4530
\(4010 \mathrm{~A} 1=135 ; \mathrm{A} 2=172 ; \mathrm{A} 3=139: \mathrm{A} 4=180\)
4020 GOSUB4460
4030 FORSA \(=1\) TO100：NEXTSA
4040 GOTO1090
\(4050 \mathrm{~A} 1=135: \mathrm{A} 2=152: \mathrm{A} 3=139: \mathrm{A} 4=160\)
\(406 \varnothing\) GOSUB 4720
4070 GOSUB4560
\(4080 \mathrm{Al}=135\) ： \(\mathrm{A} 2=172: \mathrm{A} 3=139: \mathrm{A} 4=180\) ： GOSUB 4460
4090 FORSA \(=1\) TO5：NEXTSA
410日 \(\mathrm{B} \$=" \mathrm{C}: \mathrm{A} \$=" \mathrm{~F}\)
\(4110 \mathrm{TC}=\mathrm{TC}+1\)
4120 GOTOI090
4130 DATASOUTH CAROLINA， 176,98, GEORGIA， 164,100 ，FLORIDA， \(172,116, \mathrm{~K}\) ENTUCKY，160，76，TENNESSEE， 160,84 ，ALABAMA， 152,100
4140 DATAMISSISSIPPI， 144,100 ，ARKANSAS， 132,88, LOUISIANA， \(136,108,0\) KLAHOMA \(, 120,88\) ，TEXAS， 116,108 ，MONTANA， 80,32 ，IDAHO \(, 64,44\)
4150 DATAWYOMING， 88,52 ，COLORADO， 92,72 ，NEW MEXICO， 92,92 ，ARIZONA， 7 6,92 ，UTAH \(, 76,72\) ，NEVADA， 60,72 ，WASHINGTON ， 48,28
4160 DATAOREGON， 48,44 ，CALIFORNIA， 44,80 ，MAINE， 212,32 ，MASSACHUSETT S，204，48，NEW HAMPSHIRE， 204,44 ，VERMONT， 200,40
4170 DATARHODE ISLAND，208，52，CONNECTICUT，200，52，NEW YORK，188，48， NEW JERSEY， 196,64 ，PENNSYLVANIA，184，64
4180 DATAOHIO， 164,60 ，INDIANA， 156,60 ，ILLINOIS \(, 144,60\) ，MICHIGAN, 160 ，48，WISCONSIN，146，46
4190 DATAMINNESOTA， 128,36 ，IOWA 128,56 ，MISSOURI， 132,72 ，NORTH DAKO TA， 108,28 ，SOUTH DAKOTA， 108,44 ，NEBRASKA， 108,60
4200 DATAKANSAS， 108,76 ，DELAWARE， 192,70 ，MARYLAND， 184,70 ，VIRGINIA，
180， 76 ，WEST VIRGINIA， 172,72 ，NORTH CAROLINA， 176,84
4210 DATALAKE ONTARIO， 186,44 ，LAKE SUPERIOR， 148,24 ，LAKE MICHIGAN，
152,36 ，LAKE HURON， 164,36 ，LAKE ERIE， 170,52
4220 PAINT \((148,32), 0,0:\) RETURN
423ø FORX＝1TOIø日の：NEXTX：PCLS5：CLS：PRINT：PRINTTAB（5）＂YOUR TEST IS FINISHED＂
4240 PRINT：PRINTTAB（6）＂TOTAL QUESTIONS \(=" ; T F\)
4250 PRINT：PRINTTAB（7）＂YOUR SCORE IS＂INT（（TC／NR）＊1ø日）；＂\％＂
4260 IFNP＞53THEN433 \({ }^{6}\)
4270 IFGS \(=2\) ANDNP \(>48\) THEN 4330
4280 PRINT：PRINTTAB（ 8 ）＂TRY AGAIN（ \(\mathrm{Y} / \mathrm{N}\) ）？＂；
4290 D \(=\) INKEY \(\$:\) IFD \(\$="\)＂THEN4290
4300 IF D \(\$=" Y\)＂THEN 4310 ELSE 4330
\(4310 \mathrm{NP}=\mathrm{NP}-1: \mathrm{NO}=\varnothing: \mathrm{V}=\varnothing: \mathrm{NQ}=1 \varnothing\)
\(432 \emptyset\) PMODE4， \(1:\) PCLS：PMODE4，5：PCLS：GOTO7 20
4330 PRINT：PRINT： \(\operatorname{PRINTTAB(10)}\)＂GAME IS OVER．＂： \(\operatorname{PRINT}: \operatorname{PRINTTAB(8)}\)＂S EE YOU LATER！！！＂
4340 END
\(4350 \operatorname{PUT}(\mathrm{~A} 1, \mathrm{~A} 2)-(\mathrm{A} 3, \mathrm{~A} 4), \mathrm{ZZ}, \mathrm{PSET}: \mathrm{A} 1=\mathrm{A} 1-8: \mathrm{A} 3=\mathrm{A} 3-8\)
\(4360 \operatorname{PUT}(\mathrm{Al}, \mathrm{A} 2)-(\mathrm{A} 3, \mathrm{~A} 4), \mathrm{ZZ}\), PSET
4370 IFB \(\$="\)＂THENRETURN
\(4380 \mathrm{~L}=\mathrm{LEN}(\mathrm{B} \$)-1: \mathrm{C} \$=\operatorname{LEFT} \$(\mathrm{~B} \$, \mathrm{~L}): \mathrm{B} \$=\mathrm{C} \$\)
\(4390 \mathrm{Al}=\mathrm{Al}-8: \mathrm{A} 3=\mathrm{A} 3-8\)
440 D \(\mathrm{B}=\mathrm{C} \$:\) RETURN
4410 DATACOLUMBIA，ATLANTA，TALLAHASSEE，FRANKFORT，NASHVILLE，MONTGO MERY，JACKSON，LITTLE ROCK，BATON ROUGE，OKLAHOMA CITY，AUSTIN，HELENA ，BOISE
4420 DATACHEYENNE，DENVER，SANTA FE，PHOENIX，SALT LAKE CITY，CARSON
CITY，OLYMPIA，SALEM，SACRAMENTO，AUGUSTA，BOSTON，CONCORD，MONTPELIER
4430 DATAPROVIDENCE，HARTFORD，ALBANY，TRENTON，HARRISBURG，COLUMBUS，
INDIANAPOLIS，SPRINGFIELD，LANSING，MADISON，ST．PAUL，DES MOINES，JEF
FERSON CITY
4440 DATABISMARCK，PIERRE，LINCOLN，TOPEKA，DOVER，ANNAPOLIS，RICHMOND
，CHARLESTON，RALEIGH
4450 DATA＂＂＂＂＂，＂＂，＂＂，＂＂
\(446 \emptyset \operatorname{L=LEN}(S C ́ \$(X)):\) FORT \(=1\) TOL：\(: \operatorname{AS}=\operatorname{MID} \$(S C \$(X), T, 1): \operatorname{GOSUB} 75 \emptyset\)
4470 NEXTT
4480 RETURN
4490 RETURN
\(4501 \mathrm{~L}=\mathrm{LEN}(\mathrm{J} \$):\) FORT \(=1 \mathrm{TOL}: \mathrm{A}=\mathrm{MID} \$(\mathrm{~J} \$, \mathrm{~T}, 1):\) GOSUB750
4510 NEXTT
4520 RETURN
\(453 \emptyset \mathrm{~L}=\mathrm{LEN}(\mathrm{S} \$(\mathrm{X})):\) FORT＝1TOL： \(\mathrm{A} \$=\mathrm{MID} \$(\mathrm{~S} \$(\mathrm{X}), \mathrm{T}, 1):\) GOSUB750
4540 NEXTT
4550 RETURN

4570 NEXTT
4580 RETURN
4590 IFSC \(\$(\mathrm{X})=\) B\＄THEN 4660
\(4600 \mathrm{Al}=135\) ： \(\mathrm{A} 2=152: \mathrm{A} 3=139: \mathrm{A} 4=160\)
4610 GOSUB470 0
4620 GOSUB 4500
\(4630 \mathrm{Al}=8: \mathrm{A} 2=172: \mathrm{A} 3=12: \mathrm{A} 4=180\) ： GOSUB 4460
\(4640 \mathrm{Al}=135\) ： \(\mathrm{A} 2=172\) ： \(\mathrm{A} 3=139: \mathrm{A} 4=189\) ： \(\operatorname{GOSUB} 4530\)
4650 GOTO4030
L．isting I continues


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\section*{Listing 1 continued}
```

4660 GOSUB472\emptyset:Al=135:A2=152:A3=139:A4=160:GOSUB4560
467\emptyset Al=135:A2=172:A3=139:A 4 = 180:GOSUB453\emptyset
4680 GOTO4090
4690 PUT(A1,A2)-(A3,A4), ZZ,PSET:A1=A1 +2:A3=A3 +2:PSET(A1,A4) :PSET
(Al,A4-1):PSET(Al+1,A4):PSET(Al+1,A4-1):Al=A1-4:A3=A3-4:GOTO73\emptyset
4700 PLAY"V30;T4;02;L2;C;P255;L4;C;C;L2;C;L4;D\#;L4;D;D;C;C;O1;B;
02;L2;C;"
4 7 1 0 ~ R E T U R N
4720 PLAY"T2;V30;L8;O3;C;O2;A;L4;F;A;O3;C;L2;F;L8;A;G;L4;F;O2;A;
B;O3;L4;C;":RETURN

```

Program Listing 2. 16 K Version


\section*{Resources}

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Most microprocessors don't generate truly random numbers, and the Color Computer is no exception. At first, the program would always select the states in the same order. I found a very simple solution-human delay. I added the statement WW \(=\) RND(9999) to lines 690 and 3900 . Each time the program scans the keyboard buffer for a key pressed, it must first generate a random number. If no key is pressed, then the line statement repeats. Since it is almost impossible for a person to respond with microsecond accuracy, the program executes these lines a different number of times on each pass.

\section*{Hints}

The program must convert the keys pressed into graphics characters to be displayed on the hi-res screen. Therefore, use a moderate typing speed. If you make an error, just backspace to the incorrect character using the left arrow and retype from there.

The program will only recognize the letters A-Z, space bar, left arrow (for backspacing), break, enter, and period.

You must spell out names of the states completely (use North Carolina, not N. Carolina). Abbreviate Saint (use St. not Saint).

\section*{A 16K Version}

The short program in Listing 2 (and Table 2) allows you to choose the game you wish to play and then draws the map for you. By using a lower graphics mode, you can save a lot of memory. (Table 3 shows the modes and how much memory each uses.) By leaving out the sound and graphics text, you should be able to write a workable program using this map. The map will be drawn much slower because the program must read data statements for each line statement, but you can probably live with that.

Dennis Weide can be reached at 14201 Marquette NE, Albuquerque, NM 87123.
\begin{tabular}{|ccc|}
\hline Command & PMODE & Free Memory \\
PCLEAR1 & 0,1 & 9067 \\
PCLEAR2 & 2,1 & 7531 \\
PCLEAR4 & 4,1 & 4459
\end{tabular}

Note: PMODE 4,1 works best. PMODE 2,1 is very good and PMODE 0,1 is acceptable.

Listing 2 continued
590 GOSUB1090
6øø DATA3,121,29,118,37,97,37,118,37,121,40,5,121,54,118,53,117, \(54,115,53,97,53,121,53,123,56,4,122,62,125,66,127,69,127,81\)
610 GOSUB1020:GOSUB1090:GOSUB1020:GOSUB1090:GOSUB1020
620 DATA \(2,105,66,125,66,143,25,136,32,3,134,40,137,51,148,51,2,1\)
\(21,48,135,48,138,51,141,57,2,137,65,124,65,149,51,150,53\)
630 GOSUB106ø
640 DRAW"D2L2"
650 GOSUB1ø2ø
660 DRAW"D1R2"
\(67 \emptyset\) GOSUB1ø60:GOSUB1ø20:GOSUB1ø9ø
680 DATA \(5,151,56,151,70,149,73,145,75,143,78,137,65,145,81,142,8\) \(4,137,97,137,97,139,106,4,138,103,140,108,144,108,145,113,2,139\),
\(90,168,90,149,90,148,112,158,9 \emptyset\)
69ø GOSUB1ø2ø:GOSUB1ø9ø
700 DRAW"D3L3U2L14"
710 GOSUB1690
\(72 \emptyset\) DRAW"D1L6"
730 GOSUB1090:GOSUB1020:GOSUB1060
740 DRAW"R4U4R8"
750 GOSUB105ø
760 DRAW"BM159,109;R9U1R4"
770 DATAL \(73,104,168,93,169,89,180,90,183,93,158,96,160,87,2,163\),
\(87,168,82,149,73,150,74,4,153,72,154,72,160,69,160,54,160,67,161\) ,69,10,162,68,165,70,170,78,173,78,174,74,177,73,178,72,181,71,1 87,72,189,77
780 GOSUB1ø9ø
790 DRAW"D1L2"
800 GOSUB1050
810 DRAW"R5D1R6"
820 GOSUB109ø
830 DRAW"BM144,83;R4UlR41"
840 GOSUB1090:GOSUB1020:GOSUB1090
850 GOSUB1020:GOSUB1ø90:GOSUB102ø
860 DATA \(2,163,81,168,78,136,31,140,30,6,144,34,146,34,148,40,151\)
, \(38,149,44,148,51,142,31,150,27,7,149,30,152,31,156,29,159,33,15\)
\(5,34,150,35,149,39,159,33,155,37,3,153,43,153,47,150,53,157,35,1\)
61,37
870 GOSUB1060:GOSUB1020:GOSUB1090
880 GOSUB1020:GOSUB1ø9ø:GOSUB1ø2ø:GOSUB1690
890 DRAW"D7R2U3"
9øø DATA \(2,165,42,166,47,150,54,169,54,4,176,50,176,47,183,44,184\)
, 42,172,52,172,68,3,191,68,194,69,194,72,172,64,169,67,164,70,19
\(3,58,192,58,191,63,2,193,64,191,68,197,51,269,51,216,54\)
910 GOSUB1ø2ø:GOSUB1ø90:GOSUB1020:GOSUB1090:GOSUB1ø2ø
920 DRAW"BM189,68;D3R6"
930 GOSUB1090:GOSUB1050
940 DRAW"BM175,68;D4R5"
950 DRAW"BM175,51;D4R13"
960 GOSUB105ø
\(97 \emptyset\) DRAW"R4U9R2U12"
980 GOSUB1090:GOSUB1020:GOSUB1090:GOSUB1050:GOSUB1060:GOSUB1050
990 DATA \(2,205,51,205,57,199,46,207,47,210,44,264,36,205,39,2,203\)
\(, 43,203,47,209,32,208,35,2,2 \emptyset 9,43,210,43,202,60,209,58,3,210,60\),
206,61,202,60
1øøø GOSUB1ø90:GOSUB1020:GOSUB1ø90:GOSUB1ø20:GOSUB1ø90:GOSUB1ø2ø
1010 GOTOI01ø
1020 READA
1030 FORX \(=1\) TO A: READB, C
1040 LINE-(B,C), PSET:NEXTX:RETURN
1050 READA, B:LINE-(A, B) ,PSET:RETURN
1060 READA
1070 FORX \(=1\) TO A: READB, C, D, E
\(1080 \operatorname{LINE}(\mathrm{~B}, \mathrm{C})-(\mathrm{D}, \mathrm{E})\), PSET: NEXTX: RETURN
\(1090 \operatorname{READA}, \mathrm{~B}, \mathrm{C}, \mathrm{D}: \operatorname{LINE}(\mathrm{A}, \mathrm{B})-(\mathrm{C}, \mathrm{D})\), PSET:RETURN
Line Numbers
70
80
\(90-130\)
140
\(150-220\)
\(230-1000\)
1010
\(1020-1040\)
1050
\(1060-1080\)
1090

\section*{Line Numbers}

70
90-130
140
150-220
230-1000
1010 1050

60-1080 1090

\footnotetext{
Function
Chooses whether you name states or capitals
Selects hi-res graphics mode
Draws screen border and boxes
Selects screen title
Completes title on screen
Draws map of U.S.A.
Keeps map on screen-delete when using map in program
Subroutine for \(\operatorname{LINE}(x, y)\) (multiple statements)
Subroutine for \(\operatorname{LINE}(x, y)\) (single statements)
Subroutine for \(\operatorname{LINE}(\mathrm{a}, \mathrm{b})-(\mathrm{c}, \mathrm{d})\) (multiple statements)
Subroutine for \(\operatorname{LINE}(a, b)-(c, d)\) (single statements)
}

Table 3. PMODEs

\title{
THE COLORQUEST EXPERIENCE
}

For the TRS-80C and the TDP System 100 Color Computers


BEYOND THE CIMEEON MOON A real-time science fiction adventure game of mind-blowing magnitude - staged in deep space on a malign, sentient spacecraft. Written in fast machine code with 3 -dimensional high-res graphics and sound. Choose from a myriad of tates. Survive the laser barrage set up by a guantlet of robots bent towards your destruction.


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THE NIBBLER \& MS. NIBBLER A fast maze chase game featuring the nibbler man and three bumbling preditors. Written in machine code and joystick compatible, this fun packed game is enjoyed by all. MS. NIBBLER is similar to THE NIBBLER described above but features a different maze and MS. NIBBLER for the ladies.


COMBAT GAMEPACK 3 action packed games featuring lifelike graphics and sound. EXTENDED BASIC required 2-1-0 TANK COMBAT pits two players against each other in 5 different terrains. STELLAR BATTLE lets you pilot a flexwing fighter through deep space fighting dorian squadrons. GALACTIC BLOCKADE is a favorite two-player arcade game of speed and skill.


VEGAS GAMEPACK The thrills of a Las Vegas casino at home! Extended BASIC required: CASINO CRAPS, 21, ONE ARMED BANDIT, UP AND DOWN THE RIVER, \& KENO. A bank tracks players winnings from game to game.

\section*{ORDERING}

ALL GAMES ARE \(\$ 24.95\) for 16K Cassette; \(\$ 29.95\) for 32K Disk. Include \(\$ \mathbf{\$ 3 0}\) tor shipping in the U.S. \& Canada, \(\mathbf{\$ 6 . 0 0}\) tor Foreign orders. C.O.D. add \(\$ 2.00\) AVAILABLE AT DEALERS EVERYWHERE. IF NOT, ASK WHY!


\title{
Spelling Challenger
}

\author{
by Larry Krengel
}

Use these three word games-Scrambler, Three Strikes, and Synonyms-to help your children memorize their spelling words each week.

You'd think that a spelling test would be easy to prepare for. After all, the stu-
dent only has to memorize a list and repeat it on command.


But it isn't as easy as it sounds. So when the teacher assigned my daughters 20 words a week for the entire school year, I wrote a program to make studying more enticing-enticing enough, I hoped, to beget good grades.

Spelling Challenger is actually three programs. The first scrambles a series of words and then presents them randomly. The child can either play it on the screen or from a printout.

The second, called Three Strikes, presents a word in which the letters have been replaced by asterisks. The task is to guess the letters. Three wrong guesses and you're out.

The third is a synonym quiz. You enter a list of synonyms along with the original spelling list. The child's job is to match the properly spelled word with its synonym.

I developed Spelling Challenger to take advantage of my Exatron StringyFloppy's @FREEZE option. Later, I added the option of storing data on tape. You can use the original (and shorter) ESF version by deleting lines \(665,667,735,737\), and 7000-8080. If you're using a Model I with disks, add 10 CMD"T".

Larry Krengel can be reached at P.O. Box 94, Elmhurst, IL 60126.

\section*{The Key Box}

\section*{Model I or III}

16K RAM, 48K RAM
Cassette or Disk Basic
Printer (optional)
Exatron Stringy-Floppy (optional)
```

Listing continued
740 GOTO670
1000 REM \#\#\# enter/correct words \#\#\#
1010 FORX=1TO25
1020 CLS: IFW$(X)=" "GOTO1090
1030 IFW$(X)<>""PRINT"The \#";X;"word is ";W$(X);"."ELSE GOTO1090
1040 INPUT"Enter change if you wish. ";W$(X)
1050 PRINT:IFS$(X)<>""PRINT"A synonym for ";W$(X);" is ";S$(X);"
."ELSEINPUT"Enter synonym - ";S$(X):GOTO1070
i060 INPUT"Enter new synonym if you wish - ";S$(X)
1080 GOTOll1Ø
1090 PRINT"Enter word ";X;" (''=menu) - ";:INPUTW$(X):IFW$(X)=""
GOTO1120
1100 INPUT"Enter synonym - ";S$(X)
1110 NEXTX
1120 N=\emptyset:FORX=1TO25:IFW$(X) <>" "N=N+1:NEXT
1130 GOTO600
2000 REM ### missing letter ###
2010 CLS:RANDOM
2020 W=RND (25):IFW$(W)=" "GOTO202\emptyset
2030 L=LEN(W\$(W))
2040 K=RND (L)
2050 FORX=1TOL
2060 IFX=KPRINT"(-) ";:GOTO2080
207\emptyset PRINTMID $(W$ (W) ,X,1);
2080 NEXTX
2090 PRINT:PRINT"enter missing letter -";
2100 A$="":A$=INKEY\$
2110 IF(A$<>MID$(W$(W),K,1))AND(AS<>"n) PRINT"BOO !!! NO...":FORX
=1TOl0\emptyset0:NEXT:CLS:GOTO2050
212\emptyset IFA$=MID$(W$(W),K,1) PRINT"VERY GOOD !!!":FORX=1TO1|\emptyset\emptyset:NEXT:
GOTO2140
2130 GOTO2100
2140 PRINT:PRINT"Do you wish another missing letter? y/n";
2150 AS="":A$=INKEY$
2160 IF (A$="n")OR(AS="N")GOTO6|\emptyset
217g IF (AS="Y") OR (AS="Y") GOTO2010
2180 GOTO2150
3000 REM ### synonym ###
3010 CLS:RANDOM
3ø2\emptyset RANDOM: X=RND (N) : T=\emptyset
3030 PRINTTAB(10) "Synonym spelling practice"
3040 PRINT:PRINT"Write the spelling word that means - ";S$(X)
3050 PRINT:PRINTTAB (10) ">>>";:INPUTG\$
3060 IFG$=W$(X) PRINT"That is correct...":GOTO31\emptyset\emptyset
3070 IFT=2:CLS:PRINT:PRINT"The correct answer is ";W$(X);".":GOT
03100
3080 PRINT:PRINT"NO... Try again.":T=T+1:GOTO3050
3100 PRINT:PRINT"do you want another synonym?"
3110 AS="":AS=INKEYS
3120 IF (AS="Y")OR(A$="Y") GOTO3010
3130 IF (AS="n") OR (A$="N") GOTO6\emptyset\emptyset
3140 GOTO3110
4000 REM ### three strikes ###
4010 CLS: RANDOM: X=RND (N)
4\emptyset2\emptyset L=LEN(W$(X)):GC=\emptyset:C=1:T$=W$(X) Listing continues

```

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\section*{Listing continued}

4030 PRINTTAB (2ø)"*** \(1-2-3\) STRIKES ***"
\(4040 \mathrm{~S}=(480-\mathrm{L}):\) FORY=STO (S+2*L) -1STEP2:PRINT@Y,"*":NEXT
4050 PRINT@602,L;" letters"
4060 PRINT@716, "make a guess - ": A=735

4080 PRINT@A,G\$:T=ø
4090 FORY \(=1\) TOL: \(\operatorname{IFG} \$=\mathrm{MID} \$(T \$, \mathrm{Y}, 1)\) PRINT@ \((\mathrm{S}+2 *(\mathrm{Y}-1)), \mathrm{G} \$: \mathrm{T}=1: \mathrm{C}=\mathrm{C}+1: \mathrm{T}\) \$=LEFT\$(T\$,Y-1)+"!"+RIGHT\$(T\$,L-Y)
4100 NEXT
\(411 \emptyset\) IFT= \(\emptyset: G C=G C+1\) : PRINT@923,"STRIKE"; GC
\(412 \emptyset\) IFGC=3:PRINT@832,"YOU LOSE!!! The word was ";W\$(X):GOTO415
0
4130 IFC=L+1:PRINT@832,"YOU WIN!!!": GOTO4150
4140 A=A +2 :PRINT@A +1 " " ;:GOTO407
4150 PRINT"do you wish another word?"
4160 A \(\$=\) " \({ }^{2}\) : A \(\$=\) INKEY \(\$\)
4170 IF (AS=" y ") OR (A\$="Y") GOTO401
\(418 \emptyset\) IF ( \(\mathrm{A} \$=\) "n") OR ( \(\mathrm{A} \$={ }^{2} \mathrm{~N}\) ") GOTO6øø
4190 GOTO416Ø
5000 REM \#\#\# scramble \#\#\#
501ø CLS: RANDOM
5020 PRINT"do you wish the scrambled words on a printer?"

\(5 \emptyset 4 \emptyset \operatorname{IF}(A \$=" Y ") O R(A \$=" Y ") L P=1: G O T O 507 \emptyset\)
5050 IF ( \(A \$=" n ") O R(A \$=" N ") L P=\emptyset: G O T O 5070\)
5060 GOTO503ø
567@ IFLP=1:INPUT"Enter when the printer is ready."; W\$:LPRINTCHR
\$(14)TAB(4)"** SCRAMBLED SPELLING WORDS **"CHR\$(10)
5ø8 CLS: \(\operatorname{FORX}=1\) TON: \(\mathrm{C}(\mathrm{X})=\emptyset: \mathrm{NEXT}: \mathrm{C}(\emptyset)=1\)
5090 FORNS \(=1\) TON
5100 RANDOM: \(\mathrm{X}=\mathrm{RND}(\mathrm{N}): \operatorname{IFC}(\mathrm{X})=1 \mathrm{GOTO} 5100\)
\(5110 \mathrm{C}(\mathrm{X})=1\)
\(5120 \mathrm{~L}=\mathrm{LEN}(\mathrm{W} \$(\mathrm{X})): \mathrm{SW} \$={ }^{\prime \prime}{ }^{\prime \prime}\)
5130 FORY \(=1\) TOL \(: W C(Y)=\emptyset: N E X T\)
\(5140 \mathrm{Y}=\mathrm{RND}(\mathrm{L}): \operatorname{IFWC}(\mathrm{Y})=1 \mathrm{GOTO} 5140\)
\(5150 \mathrm{WC}(\mathrm{Y})=1\)
5160 SW\$=SW\$+MID\$(W\$(X), Y, 1)
\(517 \varnothing\) IFLEN (SWS) <>LEN (WS (X)) GOTO5140
\(518 \emptyset\) IFLP=1LPRINTTAB (15)NS;SW\$;TAB(35)STRING\$(15,".")CHR\$(10):GO TO532ø
\(519 \varnothing\) CLS: \(T=1: \operatorname{PRINTTAB(20)}\) "SCRAMBLE": PRINTTAB(15)"enter ' \(G\) ' if yo u give up"
5200 PRINT:PRINTT, SW\$
5210 A \(=\) " ": PRINT:INPUT"enter unscrambled word - ";AS
 5,STRING\$(2б," "):FORE=1TO50:NEXTE:NEXTF:PRINT@725,W\$(X):GOTO527 0
\(523 \emptyset\) IFAS<>W\$(X):T=T+1
5246 IFT=4A \(\$=" \mathrm{~g}\) ": GOTO5220
5250 IFA \(=\) W\$ ( X ) PRINT: PRINT"good job!!!": GOTO5270
5260 GOTO5200
\(527 \varnothing\) PRINT:PRINT"Want to try another?"
\(5280 \mathrm{~A}={ }^{2}=": \mathrm{A}=\mathrm{INKEY}\) \$
5290 IF (AS="Y") OR (A \(\$=" Y\) ") GOTO5320
5301 IF ( \(\mathrm{A} \$=\) "n") OR ( \(\mathrm{A} \$=" \mathrm{~N} ")\) GOTO600
5310 GOTO528ஏ
5320 NEXTNS
5330 CLS:INPUT"you have completed the entire list of words...";W \$:GOTO600
6000 REM \#\#\# @FREEZE \#\#\#
6010 CLS
6020 INPUT"Has the @FREEZE program been loaded?"; AS
\(6030 \operatorname{IF}(\operatorname{LEFT}(A \$, 1)<>" Y ") \operatorname{AND}(\operatorname{LEFT} \$(A \$, 1)<>" Y "): \operatorname{GOTO6ø\emptyset }\)
6040 INPUT"enter file number when wafer is ready..."; \({ }^{5}\)
6050 @FREEZEF
6060 GOTO60 0
6500 PRINT"an error has been encountered - has @FREEZE really be en loaded?":INPUTW\$:GOTO6øø
7000 REM \#\#\# SAVE ON TAPE \#\#\#
7010 CLS:W\$=""
7020 INPUT"ENTER WHEN TAPE IS READY (E=ESCAPE)"; W\$
7030 IFW\$="E"GOTO60 0
7840 FORX \(=1\) TO25
7050 PRINT\#-1,W\$(X), S\$(X)
\(7060 \operatorname{IFW}(\mathrm{X}+1)=\) " \(\mathrm{PRINT} \#-1, " \mathrm{XX}\) ", "XX": GOTO606
7070 NEXT
7080 GOTO600
8000 REM \#\#\# READ FROM TAPE \#\#\#
8010 CLS:W\$=""
8020 INPUT"ENTER WHEN TAPE IS READY (E=ESCAPE) "; W\$
8030 IFW\$="E"GOTO600
8040 FORX \(=1\) TO25
8050 INPUT\#-1, WS(x), \(\mathrm{S} \$(\mathrm{x})\)

8070 NEXT


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\section*{- \({ }^{\text {our children will have so much fun playing }}\) with your micro that they won't even notice they're learning addition and subtraction.}

My 5-year old is very interested in simple arithmetic, and even more interested in my TRS-80. It seemed only reasonable to satisfy both his interests by letting him learn arithmetic on the computer.
The Basic and Assembly programs in Listings 1 and 2 form an exercise drill my son can use on his own (after I load it). The Basic program generates the random problems, sets limits of difficulty, checks answers, and keeps score. The Assembly-language program dis-
plays problems in large block letters, produces graphics displays, and plays sound routines.

Although I wrote these programs to run on a Model III disk system with 48 K RAM, I've included a version that runs on a 16 K Model III tape system.

\section*{The Assembly-Language Program}

The Assembly-language routine is made up of five USR functions and a data base.

The first USR function, USR0, fills a


400 H -byte local buffer with blanks. USR2 will use this blank area later to clear the screen.

USR1 puts the messages LEVEL \(=\) and \(+-\times /=\) on the screen in block letters. Two portions of the data base, starting at the labels LVLSTR and OPRSTR, move to the CRT memory to produce these letters. The LEVEL \(=\) message asks for the difficulty of the problems, and the \(+-\times /=\) message asks for the type of math operation.

USR2 is executed in response to a correct or incorrect answer. When the student enters the correct answer to a problem, this USR saves the contents of the CRT memory (after the Basic program generates a random graphics pattern). Then the routine moves the blank area produced by USR0 to the CRT memory. This clears out the screen. After a short delay, the random pattern is put back into the CRT memory. This process of flashing the random pattern on the screen is repeated eight times, followed by a musical tune. The musical tune indicating a correct answer is part of the data base starting at SNDBFW.

If the answer to the problem is incorrect, the routine plays a tune starting at

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SNDBFL. The storage location WINLOS is used to tell USR2 whether the screen is to be flashed, and which tune is to be played. If the student's answer is correct, 1 is POKEd from Basic into the location WINLOS. If the answer is wrong, a 0 is POKEd into this location. USR2 tests this flag to determine which routine it should execute.

The next USR function is USR3. When 10 problems have been answered either correctly or incorrectly, USR3 puts the word RIGHT in block letters on the bottom of the screen. Basic then calls USR4 to display the number of correctly answered problems (see photo).

USR4 is the routine used most often. Its function is to display in block letters the numbers \(0-9\) and the symbols for addition, subtraction, multiplication, division, an equal sign, a question mark, and a blank at the correct locations on the CRT.

This routine uses two storage locations into which the Basic program POKEs data. The first of these two locations is PNTLOC, where Basic POKEs an index into a table called LOCTBL. LOCTBL contains addresses of different locations on the CRT. The second storage location, NUMBER, is where the Basic program stores a number used by USR4 as an index into a table called NUMTBL. Each 16-bit entry in NUMTBL points to the data-base address where the character to be displayed starts. Using these two locations, the desired character is put into the correct area of the CRT memo-
ry. The photo shows a problem displayed using USR4.

\section*{The Basic Program}

The Basic program that calls each of these USR functions is shown in Listing 1.

Lines \(140-220\) perform initialization and setup. This portion defines the addresses of the entry points of each USR, loads the Assembly program, and defines the addresses of PNTLOC, NUMBER, and WINLOS. This portion also initializes the 400 H -byte buffer of blanks via USR0. The variable LO defines the address of PNTLOC, VA defines the address of NUMBER, and WI defines the address of WINLOS.
> ''To hear the sound, I recommend the audio amplifier sold by Radio Shack."

In lines 280-410, the LEVEL \(=\) and \(+-\times /=\) questions are displayed by calling USR1. Then a subroutine at line 1870, via USR4, flashes a question mark behind each question. You can answer either question first. The LEV\(\mathrm{EL}=\) question accepts a difficulty factor from one to four. The shift key is not required to indicate the math operation required, since the program checks for the unshifted value of the key, where necessary.

To put a question mark (or for that matter, any valid character) in the correct screen position, the index corre-
\begin{tabular}{|c|c|c|}
\hline Notes & Frequency ( \(\mathbf{H z}\) ) & Hex Value \\
\hline Middle C & 261.6 & FE \\
\hline C Sharp & 277.2 & F0 \\
\hline D & 293.7 & E0 \\
\hline D Sharp & 311.1 & D5 \\
\hline E & 329.6 & C6 \\
\hline F & 349.2 & BC \\
\hline F Sharp & 370.0 & B3 \\
\hline G & 392.0 & A6 \\
\hline G Sharp & 415.3 & 9 C \\
\hline A & 440.0 & 92 \\
\hline A Sharp & 466.2 & 8 D \\
\hline B & 493.8 & 86 \\
\hline C & 523.2 & 7 C \\
\hline C Sharp & 554.4 & 73 \\
\hline D & 587.4 & 6 C \\
\hline D Sharp & 622.2 & 65 \\
\hline E & 659.2 & 5 F \\
\hline F & 698.4 & 59 \\
\hline F Sharp & 740.0 & 54 \\
\hline G & 784.0 & 4F \\
\hline G Sharp & 830.6 & 4B \\
\hline \multicolumn{3}{|c|}{Table I. Music Parameters} \\
\hline
\end{tabular}
sponding to the character to be displayed is POKEd into NUMBER via POKE VA, 15 ( 15 is the index for the character ?-see NUMTBL in Listing 2). To specify the CRT location where this character is to be displayed, an index value is POKEd into location PNTLOC via a POKE LO, 0 . An index of 0 indicates the CRT display location behind the question LEVEL \(=\) (see LOCTBL in Listing 2). The messages LEV-\(\mathrm{EL}=,+-\times /=\), and RIGHT are coded to be displayed at specific locations.

The third part of the Basic program, lines 470-810, uses the difficulty level and the type of math function desired to generate and display a random problem. Once the elements of the problem have been determined based on the difficulty desired (lines 470-680), the problem is displayed (lines 690-810).

The fourth part of the program looks for and checks answers (lines 8701150). Since I used the INKEY\$ function, you need not press the enter key. Simply type in the number or character desired. Each digit of the answer is checked as it is entered. If it is incorrect, the error subroutine at line 1650 POKEs a 0 into WINLOS and USR2 is called to play a tune indicating an error. The student is then given another chance on the same problem. If he enters three wrong answers, lines 1740-1810 display the correct value. The program generates a new problem if this was not the tenth problem.

The fifth part of the Basic code generates the random graphics pattern and musical tune if the answer is correct (lines 1210-1400). Once the graphics pattern is finished, a value of 1 is POKEd into location WINLOS and USR2 is executed to generate the musical tune.

The sixth and last part (lines 1460-1590) tests to see if 10 problems have been answered. If so, the word RIGHT is displayed on the bottom of the CRT (see photo), and the number of problems answered correctly on the first try is flashed on the screen. Then, the whole process starts over at line 280 , allowing a new level of difficulty or a different math function.

\section*{Tape-System Modifications}

In the Basic program, replace lines \(10-210\) of Listing 1 with lines \(10-210\) of Listing 3. Depending on the size of your computer memory, you will have to assemble the Assembly program at a different origin address to stay within the confines of your RAM. Also, remember to redefine the locations in lines 180-210 of Listing 3 appropriately.

The only other change you need make to the Basic program is in the USR calls. Since a tape system has only one USR function, all the USR calls have to go to the same address. To ensure the correct USR function is executed, I added a new assembly location, as defined by variable RO in line 180 of Listing 3. Each USR call in Listing 1 has to be changed to use this location as follows:

When a USR call in Listing 1 says \(\mathrm{X}=\operatorname{USRz}(\mathrm{A})\), replace it with POKE RO, \(z: X=\operatorname{USR}(A)\), where \(z\) is the USR number used in the disk version of Listing 1. For example, you'd rewrite \(\mathrm{X}=\mathrm{USR} 4(\mathrm{~A})\) as POKE RO, \(4: \mathrm{X}=\mathrm{USR}(\mathrm{A})\).
As far as the Assembly program is concerned, the code in Listing 4 must replace lines \(10-60\) of the code in Listing 2. Location ROUTIN is where the POKE RO, z will place the number of the USR you wish to execute. Again, make sure your Basic program has defined the variables in lines 180-210 correctly. (Your Basic manual will tell you how under the section discussing the POKE.)

\section*{Program Execution}

To run the programs, set memory size as determined by where you placed the Assembly code. If you have a disk system, just run the Basic program. If you are using a tape system, load the object code of the Assembly program, then the Basic program, and run. To hear the sound, I recommend the audio amplifier sold by Radio Shack. Plug the cassette port output jack into the amplifier input.

\section*{Changing Your Tune}

Table 1 lists the parameters needed to generate the music. You can change the tune played by putting the hex value for the notes you want in the leastsignificant byte of a word. The note duration is in the most-significant byte of the same word. You calculate the duration by taking the frequency of the note in Hz and dividing that by the length in seconds of the duration desired. If you want to play an \(\mathbf{A}\) above middle C for \(1 / 4\) second, divide its frequency \((440 \mathrm{~Hz})\) by 4 , and place the resulting value in the high-order byte.

To see how this is done, look at the first three notes ( \(\mathrm{G}, \mathrm{E}\), middle C) shown in lines 5980-6030 of Listing 2 . The hex value for G (A6) is placed in the loworder byte of the first word in line 5980. The hex value for E (C6) is placed in the low-order byte of the third word in line 6000 . Finally the hex value of \(\mathrm{C}(\mathrm{FE})\) is
placed in the low-order byte of the fifth word in line 6020. The duration of each note is placed in the high-order bytes in lines 5980, 6000 and 6020 . The data in lines 5990,6010 , and 6030 are short delays to separate the notes.
Well, that's it. Try the program, and
make whatever changes you want to the limits of difficulty or the tune the program plays.

David Haan can be reached at 4361 S. Estes St., Littleton, CO 80123.

\section*{Program Listing 1. Basic Program}

10 REM VARIABLE LO DEFINES ASSEMBLY LOCATION 'PNTLOC'
20 REM VARIABLE VA DEFINES ASSEMBLY LOCATION 'NUMBER'
30 REM VARIABLE WI DEFINES ASSEMBLY LOCATION 'WINLOS
40 REM USR( \(\varnothing\) ) INITIALIZE BUFFER IN ASSEMBLY ROUTINE
50 REM USR(1) PRINTS "LEVEL=" AND " +x / ="
REM USR (2) CORRECT ANSWER ROUTINE
\(7 \emptyset\) REM USR(3) PRINT "RIGHT"
80 REM USR(4) PRINTS A NUMBER OR CHARACTER OF THE CRT
90 REM

110 REM INITIALIZATION AND SETUP
12 REM*************************************************************)
130 REM
140 CLS: DEFINT A, F, H, I, L, N, O, P, \(\mathrm{Q}, \mathrm{R}, \mathrm{T}, \mathrm{V}, \mathrm{W}, \mathrm{X}, \mathrm{Y}, \mathrm{Z}\)
150 DEFUSR \(0=\& H F 207:\) DEFUSR1 \(=\& H F 220\)
160 DEFUSR2=\&HF23D: \(\operatorname{DEFUSR} 3=\& H F 2 D E\)
170 DEFUSR4 \(=\& \mathrm{HF} 2 \mathrm{FD}\)
180 CMD"L","PRESKOOL/CMD"
\(190 \mathrm{LO}=\& \mathrm{HF} 201\)
\(200 \mathrm{VA}=\& \mathrm{HF} 202\)
\(210 \mathrm{WI}=\& \mathrm{HF} 2 \emptyset 0\)
\(220 \mathrm{X}=\operatorname{USR} 0(\mathrm{~A})\)
230 REM

250 REM DISPLAYS "LEVEL=" AND "+-x/ ="
270 REM
\(28 \emptyset \mathrm{~L}=\emptyset: \mathrm{F}=\emptyset: \mathrm{X}=\mathrm{USR1}(\mathrm{~A})\)
290 GOSUB 1870
\(30 \emptyset\) IF L>0 GOTO 340
\(310 \mathrm{~L}=\operatorname{VAL}(\mathrm{A} \$)\)
320 IF \(L=>1\) AND \(L=<4\) GOTO 330 ELSE \(L=0\) : GOTO 340
330 POKE LO, \(0:\) POKE VA,L: \(\mathrm{X}=\mathrm{USR} 4(\mathrm{~A}):\) GOTO340
340 IF F>0 GOTO 410
350 IF \(\mathrm{A} \$="+\) " OR \(\mathrm{A} \$="\);" THEN \(\mathrm{F}=1: 0=10\); GOTO40
360 IF AS="-" THEN \(\mathrm{F}=2: 0=11:\) GOTO400
370 IF \(A S=" X "\) OR \(A S=" x "\) THEN \(F=3: 0=12: G O T O 400\)
380 IF \(A S=" / "\) THEN \(F=4: 0=13:\) GOTO 400
\(39 \emptyset\) GOTO 290
400 POKE LO,1:POKE VA,O:X=USR4(A)
410 IF L=Ø GOTO 290
420 REM
440 REM GENERATE AND DISPLAY PROBLEM

460 REM
470 ON L GOTO \(480,490,500,510\)
480 RV=11: GOTO 530
\(\mathrm{RV}=21:\) GOTO 530
\(\mathrm{RV}=51:\) GOTO 530
\(510 \mathrm{RV}=1 \emptyset \emptyset\)
520 RANDOM
\(530 \mathrm{Rl}=\mathrm{RND}\) (RV)
540 IF Rl=RV THEN Rl=ø
550 R2 \(=\) RND (RV)
560 IF R2=RV THEN R2=
570 IF \(\mathrm{F}>2\) THEN \(\mathrm{Rl}=\mathrm{INT}(\mathrm{R} 1 / 3): \mathrm{R} 2=\mathrm{INT}(\mathrm{R} 2 / 3)\)
580 ON F GOTO \(590,610,620,650\)
590 IF L=1 THEN LI=10 ELSE LI=999
\(600 \mathrm{~V}=\mathrm{R} 1+\mathrm{R} 2:\) IF V>L1 GOTO 530 ELSE 690
\(610 \mathrm{~V}=\mathrm{R} 1-\mathrm{R} 2:\) IF \(\mathrm{V}<0\) GOTO 530 ELSE 690
620 IF \(L=1\) THEN LI \(=1 \emptyset\) ELSE \(L I=L * 25-1\)
630 IF L=4 THEN L1 \(=999\)
\(640 \mathrm{~V}=\mathrm{R} 1 * R 2: I F\) V>L1 GOTO 530 ELSE 690
650 IF \(\mathrm{L}=1\) THEN Ll=10 ELSE Ll=L*25-1
660 IF L=4 THEN LI=99
\(67 \emptyset\) IF R2= 0 GOTO 530
\(680 \mathrm{~V}=\mathrm{R} 1 * \mathrm{R} 2: \mathrm{IF}\) V \(>\mathrm{L} 1\) GOTO 530 ELSE \(\mathrm{Vl}=\mathrm{Rl}: \mathrm{Nl}=\mathrm{V}: \mathrm{V}=\mathrm{Vl}: \mathrm{Rl}=\mathrm{Nl}\)
69 Ø \(\mathrm{N} 1=\mathrm{INT}(\mathrm{R} 1 / 1 \emptyset):\) POKE LO, \(2: \mathrm{IF}\) N1 <1 THEN POKE VA, \(16: \mathrm{X}=\mathrm{USR} 4\) (A) : N2
=R1:GOTO710 ELSE POKE VA,N1:X=USR4(A)
700 N2=R1-10*N1
710 POKE LO, 3: POKE VA,N2: \(\mathrm{X}=\mathrm{USR} 4\) (A)
730 POKE VA,10:GOTO 770

Listing I contimued
740 POKE VA, 11:GOTO 770
750 POKE VA, 12:GOTO 770
760 POKE VA, 13
\(770 \mathrm{X}=\mathrm{USR} 4\) (A)
780 N3 \(=\) INT (R2/1 \()\) ) POKE LO, 5:IF N3<1 THEN POKE VA, 16: X=USR4 (A) :N4 =R2: GOTO80 \(\emptyset\) ELSE POKE VA,N3: \(\mathrm{X}=\mathrm{USR} 4(\mathrm{~A})\)
790 N4 =R2-10*N3
800 POKE LO, \(6:\) POKE VA,N4:X=USR4 (A)
810 POKE LO, \(7:\) POKE VA, \(14: X=U S R 4(A)\)
820 REM

840 REM
LOOK FOR/AND CHECK ANSWER

860 REM
870 POKE LO, 8
880 GOSUB 1870
\(890 \mathrm{VH}=\mathrm{VAL}(A \$)\)
900 IF V<10 GOTO 930
910 IF V<1øø GOTO 950
920 GOTO \(103 \emptyset\)
930 IF VH=V POKE VA,VH: \(\mathrm{X}=\mathrm{USR} 4(\mathrm{~A}):\) GOTO 1210 ELSE GOSUB 1650
940 IF TR=3 GOTO 1740 ELSE 876
950 IF VH=INT (V/10) GOTO 970 ELSE GOSUB 1650
960 IF TR=3 GOTO 1740 ELSE 870
970 POKE VA, VH: \(\mathrm{X}=\mathrm{USR} 4\) (A)
980 POKE LO, \(9:\) GOSUB \(187 \emptyset\)
\(990 \mathrm{VT}=\mathrm{VAL}(\mathrm{A} \$)\)
1000 IF VT \(=\mathrm{V}-10 * \operatorname{INT}(\mathrm{~V} / 10)\) GOTO \(102 \emptyset\) ELSE GOSUB 1650
1010 IF TR=3 THEN GOTO 1740 ELSE 980
\(102 \emptyset\) POKE VA,VT: \(\mathrm{X}=\mathrm{USR} 4(\mathrm{~A})\) : GOTO 1210
1030 IF VH=INT (V/10 ) GOTO 1050 ELSE GOSUB1650
1040 IF TR=3 GOTO1740 ELSE 870
1050 POKE VA,VH: X=USR4 (A)
1060 POKE LO, \(9: G O S U B 1870\)
\(1070 \mathrm{VT}=\mathrm{VAL}(\mathrm{A} \$)\)
\(1080 \mathrm{Vl}=\mathrm{V}-1 \emptyset \emptyset * \operatorname{INT}(\mathrm{~V} / 1 \emptyset \emptyset): \mathrm{IF} \mathrm{VT}=\mathrm{INT}(\mathrm{V} 1 / 1 \emptyset)\) GOTO 1100 ELSE GOSUB 1 650
1090 IF TR=3 GOTO 1740 ELSE 1060
1100 POKE VA,VT: \(\mathrm{X}=\mathrm{USR} 4\) (A)
1110 POKE LO,10:GOSUB 1870
\(1120 \mathrm{VO}=\mathrm{VAL}(\mathrm{A} \$)\)
\(1130 \mathrm{Vl}=\mathrm{V}-10 \emptyset * \operatorname{INT}(\mathrm{~V} / 10 \emptyset): \mathrm{V} 2=\mathrm{V} 1-10 * \operatorname{INT}(\mathrm{~V} 1 / 10): \mathrm{IF} \mathrm{VO}=\mathrm{V} 2\) GOTO 1150 ELSE GOSUB 1650
1140 IF TR=3 GOTO1740 ELSE 1110
1150 POKE VA,VO:X=USR4 (A):GOTO 1210
1160 REM
1170 REM
1180 REM
RANDOM PATERN AND MUSIC FOR CORRECT ANSWER
1200 REM
1210 IF \(T R=0\) THEN NR=NR \(+1: N T=N T+1\)
1220 FOR I=1 TO 200: NEXT I
1230 CLS: PRINT CHR \(\$(21)\)
1240 PRINT @991, CHR\$(255)
1250 FOR \(I=1 \mathrm{TO} 6\)
1260 FOR \(X=1\) TO 40
1270 NEXT X
1280 PRINT
1290 NEXT I
1300 PRINT CHR \(\$(21)\)
1310 CLS: \(\mathrm{H}=\emptyset: \mathrm{V}=\emptyset\)

1320 FOR \(\mathrm{P}=1 \mathrm{TO} 7\)
\(1330 \mathrm{H}=\mathrm{H}+5: \mathrm{V}=\mathrm{V}+2\)
1340 FOR I=1
\(1350 \mathrm{X}=\mathrm{RND}(\mathrm{H}): \mathrm{O}=-\mathrm{X}: \mathrm{X}=\mathrm{X}+64: \mathrm{Y}=\mathrm{RND}(\mathrm{V}): \mathrm{Z}=-\mathrm{Y}: \mathrm{Y}=\mathrm{Y}+23\)
\(1360 \operatorname{SET}(X, Y): \operatorname{SET}(Q+64, Z+23): \operatorname{SET}(X, Z+23): \operatorname{SET}(Q+64, Y)\)
1370 NEXT I
1370 NEXT I
1380 NEXT P
1490 POKE WI,
1410 REM
1410 REM
1420 REM
14 REM
1436 REM TEST IF SESSION DONE / DISPLAY NUMBER CORRECT

1450 REM
1460 IF NT=10 THEN X=USR3(A):GOTO1470 ELSE CLS:TR=ø:GOTO 470
1470 FOR \(Z=1\) TO 5
1480 POKE LO, 11: POKE VA, \(16: \mathrm{X}=\mathrm{USR} 4(\mathrm{~A}):\) POKE LO, \(12: \mathrm{X}=\mathrm{USR} 4\) ( A )
1490 GOSUB \(157 \emptyset\)
150 0 POKE LO, 11:IF NR=1Ø POKE VA, 1:X=USR4(A): POKE LO,12:POKE VA,
冋: \(\mathrm{X}=\mathrm{USR} 4\) (A) : GOTO 1520
1510 POKE LO, 12: POKE VA,NR:X=USR4(A)
1520 GOSUB 1570
1530 NEXT \(Z\)
\(1540 \mathrm{NR}=\emptyset: \mathrm{NT}=\emptyset: \mathrm{TR}=\square\)
1550 ROR I=1 1000
1560 NEXT I:CLS:GOTO280
1570 FOR I=1 TO 50
\(158 \emptyset\) NEXT I
1590 RETURN
\(160 \emptyset\) REM
1610 REM***********************************************************)
1620 REM
PLAY TUNE INDICATING WRONG ANSWER
10 REM************************************************************)
1640 REM
\(1650 \mathrm{TR}=\mathrm{TR}+1: \mathrm{IF} \quad \mathrm{TR}=1 \quad\) THEN \(\mathrm{NT}=\mathrm{NT}+1\)
1660 POKE WI,
\(167 \mathrm{~g} \mathrm{X}=\mathrm{USR} 2\) ( A\()\)
1680 RETURN
1690 REM
\(170 \emptyset\) REM*
1710 REM
11 DISPLAY CORRECT ANSWER
1730 REM
\(1740 \mathrm{TR}=0\)
1750 POKE LO, 8
1760 IF \(V<1 \emptyset\) POKE VA, \(V: \mathrm{X}=\mathrm{USR} 4(\mathrm{~A})\) : GOTOI 810
1770 IF \(\mathrm{V}<1 \emptyset \emptyset \mathrm{VH}=\mathrm{INT}(\mathrm{V} / 1 \emptyset):\) POKE VA, VH: \(\mathrm{X}=\mathrm{USR} 4(\mathrm{~A}): \mathrm{VT}=\mathrm{V}-10 \star \mathrm{VH}:\) POKE LO, 9: POKE VA, VT: X=USR4 (A) : GOTO1810
\(1780 \mathrm{VH}=\mathrm{INT}(\mathrm{V} / 10 \varnothing):\) POKE VA, VH: \(\mathrm{X}=\mathrm{USR} 4(\mathrm{~A}):\) POKE LO, 9
\(1790 \mathrm{Vl}=\mathrm{V}-10 \emptyset * \mathrm{VH}: \mathrm{VT}=\mathrm{INT}(\mathrm{V} 1 / 10):\) POKE VA,VT:X=USR4 (A)
1800 POKE LO, \(10: \mathrm{VO}=\mathrm{Vl}-10 * \mathrm{VT}:\) POKE VA, VO: \(\mathrm{X}=\mathrm{USR} 4\) (A)
\(1810 \mathrm{TR}=\emptyset ; \mathrm{FOR} \mathrm{I}=1\) TO \(100 \mathrm{D}: \mathrm{NEXT}\) I: GOTO 1460
1820 REM
1849 REM
1840 REM
SCAN FOR KEYBOARD RESPONSE
1860 REM
\(187 \emptyset\) POKE VA, \(15:\) IF L>0 GOTO 1880 ELSE POKE LO, \(\emptyset: X=\) USR4 (A)
1880 IF \(F=0\) THEN POKE LO, 1
\(1890 \mathrm{X}=\mathrm{USR} 4\) ( A )
\(1900 \mathrm{~A} \$=" \mathrm{n}: \mathrm{FOR} \quad \mathrm{I}=1 \mathrm{TO} 50\)

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\begin{tabular}{lcc}
\hline Name & (Please Print) & Age \\
\hline Street & \\
\hline \begin{tabular}{l} 
City/State/Zip \\
Accredited by the Accrediting Commission of the National Home Study Council
\end{tabular} & \(\mathbf{1 7 9 - 0 2 3}\)
\end{tabular}
```

Listing I continued
1910 AS=INKEY\$
1920 IF AS<>"" GOTO 2020
1930 NEXT
1940 POKE VA,16:IF L>\emptyset GOTO 1950 ELSE POKE LO, \emptyset:X=USR4(A)
1950 IF F=\emptyset POKE LO,1
1960 X=USR4 (A)
1970 FOR I= I TO 50
1980 AS=INKEY\$
1990 IF A\$<>"" GOTO 2020
20\emptyset\emptyset NEXT I
2010 GOTO 1870
2020 RETURN

```


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ACCEL3 compiles big programs, \(30 \mathrm{~K}+\). This is by design; subset compilation and use of ROM routines keeps code growth low (and ensures the highest compatibility with the BASIC source program). Also, the NOEXPR option can limit compilation to the program flow operations (GOTO, GOSUB, RETURN, FOR-NEXT, IF, ON) over part of your program, or in toto. 5.5 K , all DOS.

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\section*{You need better.than-wic, Mod IIIII} What's why EDIT has lodit BASIC programs. wordprocessor features. of better-than-
- Full-floating cursor with autorepeat (including function with autorepeat
- Navigation by cursor-controlled scrolling Oy line number or by program contellint. of text (including or Insert characters
- Join or Split linges. Copy, Dumbers).
- Copy, Delete, Mor Replicate lines.
blocks of line, Move, Position or Replicate
Find and/ lower-case. hands and functions, suptrings.
- 3.3 K , relocatable (all Dos), TRS, relocatable (all DOS, also inclupports
You ows, \(1 D O S\) overlay version.
your owe it to
programming. TRS, relocatable (all DOS, also inclupports
You ows, \(1 D O S\) overlay version.
your owe it to
programming. TRS, relocatable (all DOS, also inclupports
You ows, \(1 D O S\) overlay version.
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\section*{Lsting 2 conumued}



Listing 2 contimued




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\footnotetext{
0000．TOTAL ERRORS
}
\(1 \emptyset\) REM VARIABLE LO DEFINES ASSEMBLY LOCATION＇PNTLOC＇
30 REM VARIABLE VA DEFINES ASSEMBLY LOCATION＇NUMBER＇
35 REM VARIABLE RO DEFINES ASSEMBLY LOCATION＇ROUTIN＇
40 REM POKE RO，\(\emptyset: X=U S R(A)\) INITIALIZES BUFFER IN ASSEMBLY RO
UTINE

PRINTS＂LEVEL \(=\)＂AND＂\(+-x /=\)＂
CORRECT ANSWER ROUTINE
PRINTS＂RIGHT＂
PRINTS A NUMBER OR CHARACTER OF T
50 REM POKE RO， \(1: X=U S R\)（A
70 REM POKE RO， \(2: X=\operatorname{USR}(A)\)
80 REM POKE RO， 4 ： \(\mathrm{X}=\mathrm{USR}(\mathrm{A})\)
HE CRT
90 REM

110 REM
INITIALIZATION AND SETUP
12 REM＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊）
130 REM
140 CLS：DEFINT A，F，H，I，L，N，O，P，Q，R，T，V，W，X，Y，Z
150 PRINT：INPUT＂ENTER DECIMAL ADDRESS OF ASSEMBLY LOCATION＇TAPM OD＇＂；Z\＃
\(160 \mathrm{~A}=\mathrm{Z}\) \＃／256：POKE 16527 ， A
\(170 \mathrm{~A}=\mathrm{Z} \#-\mathrm{A} * 256\) ：POKE 16526 ，A
180 RO \(=-3581\) ：REM THIS IS HEX F203
20の VA \(=-3582\) ：REM THIS IS HEX F2g
210 WI 3584：REM THIS TS HEX F20
Program Listing 3．Changes to Basic Program for a Tape System
\begin{tabular}{|c|c|c|c|c|c|c|}
\hline F20］ & & 0001 & & ORG & \multicolumn{2}{|l|}{9F200H} \\
\hline 0001 & & 00002 & WINLOS & Defs & \multicolumn{2}{|l|}{} \\
\hline 0001 & & ø0003 & PNTLOC & Defs & \multicolumn{2}{|l|}{\multirow[b]{2}{*}{1}} \\
\hline 0001 & & 0.004 & NUMBER & defs & & \\
\hline 0001 & & 00005 & Routin & DEFS & \multicolumn{2}{|l|}{\multirow[t]{2}{*}{1}} \\
\hline F204 & FFøø & 00096 & DELSTR & DEFW & & \\
\hline F206 & PFgd & 00007 & delay & DEFW & \multicolumn{2}{|l|}{\multirow[t]{2}{*}{Ш0．FFH}} \\
\hline & & 00018 & ；＊＊＊ & & & \\
\hline & & 00012 & & & \multicolumn{2}{|l|}{determine correct usr call} \\
\hline & & 00614 & \multirow[t]{2}{*}{\[
\begin{aligned}
& * * * * * * \\
& \text { TAPMOD }
\end{aligned}
\]} & ＊＊＊＊＊ & ＊＊＊＊＊＊＊＊＊＊＊ & ＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊ \\
\hline F208 & F5 & 00616 & & PUSH & & ；SAVE AF REG \\
\hline F209 & 3A．63F2 & ø0018 & & LD & \({ }_{\text {A }}^{\text {A }}\) ，（ROUTIN） & ；GET ROUTINE TO EXEC， \\
\hline F20C & FE®日 & 00020 & & CP & & ；IS IT USRの \\
\hline F20E & 2005 & ø0022 & & JR & \multirow[t]{2}{*}{NZ，TESTI} & \\
\hline F210 & CD39F2 & 00024 & & CALL & & \multirow[b]{2}{*}{；RESTORE AF REG．} \\
\hline F213 & Fl & 00026 & & POP & \multirow[t]{2}{*}{\({ }_{\text {AF }}^{\text {USR }}\)} & \\
\hline F214 & C9 & 00628 & \multirow{3}{*}{TEST1} & RET & & \\
\hline F215 & FE01 & 00030 & & CP & \multirow[t]{2}{*}{\(\stackrel{1}{\mathrm{~N} 2}\) ，TEST2} & ；IS IT USR1 \\
\hline F217 & 2005 & 00632 & & JR & & \multirow[t]{2}{*}{； NO O} \\
\hline F219 & CD52F2 & 96034 & & CALL & USR1 & \\
\hline F21C & F1 & 00636 & & POP & \multirow[t]{2}{*}{AF} & \multirow[t]{2}{*}{；RESTORE AP REG} \\
\hline F21D & C9 & 00038 & & RET & & \\
\hline F21E & FE02 & 90640 & \multirow[t]{4}{*}{TEST2} & CP & 2 & ；IS IT USR2 \\
\hline F22ø & 2005 & 06042 & & JR & \multirow[t]{2}{*}{N2，TEST3
USR2} & \multirow[t]{2}{*}{；EXO} \\
\hline F222 & CD6FF2 & 00644 & & CALL & & \\
\hline F225 & F1 & 00646 & & POP & \multirow[t]{2}{*}{AF} & \multirow[t]{2}{*}{；RESTORE AF REG．} \\
\hline F226 & C9 & 00648 & & RET & & \\
\hline F227 & FE03 & 00050 & \multirow[t]{3}{*}{TEST3} & CP & 3 & ；IS IT USR3 \\
\hline F229 & 2065 & 00052 & & JR & \multirow[t]{2}{*}{NZ，TEST4
USR3} & \multirow[t]{2}{*}{； NO O} \\
\hline F22B & CD10F3 & 00054 & & CALL & & \\
\hline F22E & F1 & 60056 & & POP & \multirow[t]{2}{*}{AF} & \multirow[t]{2}{*}{；RESTORE AF REG．} \\
\hline F22F & C9 & 60658 & & RET & & \\
\hline F236 & FE04 & 06060 & TEST4 & CP & \multirow[t]{3}{*}{\(\stackrel{4}{\text { NZ，ENDTST }}\)} & \multirow[t]{2}{*}{；IS IT USR5} \\
\hline F232 & 2063 & 00062 & & JR & & \\
\hline F234 & CD22F3 & 00064 & & CALL & & \multirow[t]{3}{*}{；EXECUTE USR4 ；RESTORE AF REG．} \\
\hline F237 & Fl & 00666 & ENDTST & POP & \multirow[t]{2}{*}{\(\mathrm{AF}^{\text {a }}\)} & \\
\hline F238 & C9 & 00068 & & RET & & \\
\hline
\end{tabular}

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\title{
The Intersoft C Compiler
}

\author{
by Rowland Archer
}

\section*{Although the \(\mathbf{C}\) language is an interesting and useful programming tool, this package requires additional software and knowledge of Assembly.}

Intersoft C
Intersoft Unlimited
Box 383, Station C
Kitchener-Waterloo, Ontario
N2G 3Y9, Canada
\$75
\$15 manual only (can be applied towards purchase)

The Intersoft C compiler is available for the Model I and III as well as Digital Research Corporation's CP/M and Technical Systems Consultants' Flex system for the 6809. I did most of my testing on a Model I, although I did manage to get some limited test time in under LDOS on a Model III.

The C language was developed at Bell Labs by Dennis Ritchie. Although C was developed on the UNIX operating system, and in turn most of UNIX was rewritten in C , it is not necessary to have UNIX in order to develop and run C programs.

C is usually classified as a mediumlevel language, meaning that it is a higher level than Assembly language, but lower than languages such as \(\mathrm{PL} / \mathrm{I}\) and Pascal. Functions written in C can perform many operations that are built into other languages, such as conversion between data types and reading and writing to files. This keeps the core of C simple and uncluttered, yet functions
are available to do most of the things that you can do with higher-level languages.

The Program Listing shows a simple C program that accepts a line of text, reverses it, and prints it back out. To me, C feels more like Pascal assembly. The example program is explained in more detail in the sidebar.

Intersoft C is not a complete implementation of the C language. Although there is no standard for C , the de facto standard is described in Brian W. Kernighan and Dennis M. Ritchie's book The C Programming Language (PrenticeHall, Englewood Cliffs, NJ, 1978). Intersoft C is derived from Ron Cain's Small C, which is a subset of the full C language.

Intersoft C is supplied on a TRS-80formatted data disk with no operating system. You will need to copy these files onto a DOS disk. If you have only one disk drive, you will need a DOS with a single-drive file-copy function. There is an elaborate alternative procedure, described in the manual, that lets you copy the files to a DOS disk on a single-drive system using a text editor, a disk-based editor/assembler, and the DOS Load and Dump commands. If you use this approach, don't waste time looking for the table of program load addresses mentioned in the manual-the addresses you need are printed on the disk labels.

\section*{Using Intersoft C}

The Intersoft C package, as delivered, is not sufficient by itself for developing and running C programs. In order to use the system, you must own or purchase a disk-based, line-numberless text editor and a Z80 assembler program. To create C programs, you need an editor and an assembler because the C compiler's output is Z80 Assembly code, which must be assembled before it can be run.

Before you can use the package, you must edit, compile, or assemble the support libraries: CSUPP/C and Z80LIB /MAC or Z80LIB/ASM, depending on your own version. The editing involves deleting some lines in the CSUPP/C file to make it work with your machine and assembler. I think this should be done by Intersoft since they are already supplying different versions of the system depending on the machine and assembler you own.

Before it can be compiled, a C program has to be typed into a file. I was surprised to find that the manual never describes the format of a C program source file, and it only hints at how you can create one. The first appendix casually mentions that you can use whatever text processing system you have available. It appears that you can use any text editor that creates plain ASCII files without line numbers. I used Radio Shack's Scripsit word processor. You cannot use the TRS-80's Basic text editor or EDTASM's editor because they generate line numbers, which the C compiler does not tolerate.

The recommended assemblers are either a disk conversion of Radio Shack's EDTASM, such as the one provided by Apparat with their NEW-

DOS80, or Microsoft's M80 macro assembler. Any disk-based assembler that is file-compatible with either of these should work, too.

Depending on which text editor, assembler, and operating system you use, life with the Intersoft C compiler can be either fairly smooth or downright tedious. Figure 1 shows the steps required to create, compile, and run a program under what \(I\) consider to be the best environment. Figure 2 shows the steps required under the least favorable environment.

In Fig. 1, your text editor allows direct entry of these special characters required by C :
- Braces, \{ \}, used to delimit compound statements in C (like Begin... End in Pascal);
- Brackets, [ ], used with array variables to delimit the array index;
- Vertical bar, |, the logical "or" operator;
-Tilde, \(\sim\), the "one's complement" operator; and
- Caret, \({ }^{\wedge}\), the logical "exclusive or" operator.
Although the TRS-80 does not include these special characters on its keyboard, there are several text editors available, such as Apparat's Flextext (a patch to Scripsit), that allow you to enter them directly.

The next step in Figure 1 is to run the C compiler, which produces Z80 assembler source-code statements from your C program. The compiler gives you the option of having the C program source text appear in the output file along with the assembler statements. This lets you determine which assembler lines came from each C program statement.

When you run the compiler, you must decide whether to define glo-bals-allocate memory for global variables. This topic is a bit confusing, and the need to answer this question every time you run the compiler is an unusual requirement. Standard C handles this issue with the EXTERN declaration, which Intersoft C does not support.

Next, using Microsoft's M80 assembler, assemble the file that was generated by the compiler to create a standard "/REL" (relocatable object code) file. Finally, run L80, the linking loader, to combine the /REL file just produced with one or more other /REL files that contain C run-time support programs and library functions. This last step creates an executable code file (a TRSDOS "/CMD" file) which can be run directly from the DOS READY prompt.

Except for the extra step of running the assembler, this involves no more
work than running most compilers. Generating and storing the intermediate assembler source file takes a little more time and disk space. The whole process of compiling, assembling, and loading a C program is made easier if your DOS allows you to create a file of keyboard
commands and then run that file. Most TRS-80 DOSes call this feature the "DO file" or "chaining."

Now we come to Fig. 2. You would have to want to write C programs pretty badly to use this setup. The whole purpose of writing in a language like C is to
continues on page 202
```

Demo C program to read a line of text from
the keyboard (STDIN) and write the reverse
of that line to the CRT (STDOUT)
\#include stdio/h
\#define strlength 64
revstr(str, rstr)
char str[], rstr[];
{
int i,j;
i=strlen(str) - ; ;
j=0;
while (i>=0)
rstr[j++]=str[i- -];
rstr[j] = EOS;
}
main(argc, argv)
int argc, argv[l;
{
char line[strlength], rline[strlength];
puts(''Type a line: '");
putchar(EOL);
gets(line);
revstr(line, rline);
puts("The reverse of what you typed is: ");
putchar(EOL);
puts(rline);
}

```

Program Listing. Sample C Program
1. Use a text editor that allows typing of special characters (see text) to produce:
2. Use the M80 version of the C compiler to produce:
3. Use the M80 macro assembler to produce:

Relocatable Object
Code (/REL file)
4. Use the L80 loader to combine the above file with

Executable Object run-time libraries to produce:

Code (/CMD file)

Fig. 1. Steps required to create, compile, and assemble a C program using a text editor that allows the entry of C's special characters, and the M80 macro assembler.
1. Use a text editor that does not allow the entry of special characters to produce:
2. Use the preprocessor to translate escape sequences to special characters:
3. Use the EDTASM version of the C compiler to produce:
4. Use the postprocessor to add line numbers to the above:
5. Use EDTASM to combine the above file with run-time libraries to produce:

Executable Object
Code (/CMD file)

Fig. 2. Steps required to create, compile, and assemble a C program using a text editor that does, not allow the entry of C's special characters and the EDTASM assembler.

\section*{A Closer Look at the Listing}

The program Listing is a C program which accepts a line typed at the keyboard, reverses it and prints it out on the CRT. This program demonstrates only a tiny fraction of C's potential, but it may give you a feeling for the C language.

The first statement past the title comment is a compiler directive to "include" the file "stdio/h" at this point in the program. This causes the compiler to open stdio/h and compile its contents. Stdio/h contains "\#define" statements for some implementation-dependent constants such as EOL and EOS, described below.
The "\#define" statement is another compiler directive. As used here, it tells the compiler to replace the identifier "strlength" everywhere it occurs with the value 64. Using \#define statements to establish symbolic constants makes it easier to change the value of a constant that is used in several places in a program.
A C program is a collection of functions, similar to the way a Pascal program is a collection of functions and procedures. Functions can be called from other functions and they can return values, just as \(\operatorname{SIN}(\mathrm{X})\) returns the sine of X in Ba sic. They can also change the value of the variables passed as arguments, as you will see in a moment.

The first function defined in the listing is named "revstr". It reverses what is in "str" and stores the result in "rstr". The header line gives the name of the function and its formal arguments or parameters: rstr and str. The header is followed by a declaration that tells the data type of the function's arguments. The declaration "char str[ ], rstr[ ];" says that str and rstr are character arrays. Using two brackets [ ] with no number in between says that these arrays can be of whatever size the calling function uses.
C uses \{ \} like Pascal uses Begin and End, to delimit a compound statement. Right after its opening \{, revstr declares two local integer variables, i and j . Memory is allo-
cated for local variables when a function is invoked at run time, and deallocated when the function is exited. C has only local and global variables; it is not a block-structured language. (Block structure means that you can nest one procedure inside another; each procedure can reference variables in itself and all the procedures that enclose it).

The character arrays "str" and "rstr" are used to hold variable length text strings. C builds variable length strings by storing consecutive characters in adjacent elements of an array. An ASCII null ( 0 ) character is stored as a terminator after the last character in the string. This terminator is symbolically referred to as EOS-the End-Of-String character. EOS is one of the constants defined in the "included" file, stdio/h.
\[
\begin{aligned}
& \text { "A C program } \\
& \text { is a } \\
& \text { collection of } \\
& \text { functions." }
\end{aligned}
\]

The first statement of the function revstr assigns the value "strlen(str)-1" to the variable i. This initializes i to be the index of the last character (before EOS) in str. "Strlen" is a C library function which returns the length of its string argument. It counts all the characters up to, but not including, EOS.

The variable j is initialized to zero in the next statement. This makes j the index of the first character of rstr.

The "while" loop is where the bulk of the work is done. It says to execute the loop body as long as \(i\) is greater than or equal to zero. In this case, the loop body is only a single statement. A compound statement, delimited by \{ \}'s, can also be used.

The loop body statement, "rstr[j \(++]=\operatorname{str}[i--]\);', copies the "ith" element of str to the " jth " el-
ement of rstr. The notation " i - - " says to subtract 1 from i after using it as an index to str. Similarly, " \(\mathrm{j}++\) " says to increment j after using it as an index to rstr. If the "- -" or " ++ " appear before a variable, e.g. " --j ", it means to decrement or increment the variable before using it.

When i is decremented below zero, the loop is done and the string in str has been copied backwards into rstr. An EOS character is then stored at "rstr[j]" to terminate rstr. The " \(\}\) " character marks the end of the function.

Every C program must include a function called "Main"; this is where execution begins when the program is run. "Main" always has two arguments, "argc" and "argv[ ]." "Argc" tells how many arguments are on the command line which invoked the program; "argv[ ]" is an array containing addresses of the command line arguments themselves.

The example C program's main function defines two character arrays "line" and "rline", both dimensioned to have "strlength" characters. "Puts" is another C library function, standing for "put string." It writes its argument to STDOUT, normally the CRT screen. Here it prompts the user to "Type a line: ". The argument to "puts" is a literal string enclosed with double quote marks. The compiler stores the string and terminates it with an EOS byte.

The next call is to the function "putchar," which writes a single character to STDOUT. In this case, the EOL or End-Of-Line character is written, forcing the cursor to move to the next line on the screen. EOL is defined in stdio/h.

The "gets" function is called to get a string from STDIN. The resulting string is stored in the variable "line." This is followed by a call to revstr to reverse the string in line and store the result in rline.

Finally, "puts" and "putchar" are called again to type the closing message and rline, the reversed string.
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continued from p. 199
make program development and maintenance easier. When the hassle of compiling a program outweighs the benefits of using the language, why bother?

You must do the first extra step in Fig. 2 because the text editor, Scripsit for example, doesn't allow you to type in C's special characters. You can have this problem whether you are using EDTASM or M80. Intersoft supplies a preprocessor that translates two-character "escape sequences" into the "special" characters. For example, "(." and ".)" are converted into "[" and "]", respectively. The preprocessor executes quickly (it is written in C and compiled to machine language) but it adds an extra step to every compilation. Intersoft has informed me that the next version of their compiler will directly recognize the escape sequences as alternates for the special characters, eliminating the preprocessor step.
The next inconvenience comes when you run the compiler. You must supply a "starting number for labels." The compiler generates assembler source code labels of the form "CCxxxx", where " \(x x x x\) " is a sequence number starting with the one you specify. If your program contains separately com-
piled modules, the burden is on you to make sure that there are no duplicate labels in the separate modules that must be assembled all together. There are no guidelines given for how far apart the starting numbers should be. It is totally dependent upon how many labels the compiler has to generate to compile a particular program.

The compiler generates a Z80 source code file that is not yet in EDTASMcompatible format, strange considering this is supposedly the EDTASM-compatible version of the compiler. You must run a postprocessor which adds line numbers and some header and trailer information that EDTASM expects. The postprocessor step takes about as long as compilation. It also produces an output file that is larger than the already big assembler source file. Running it on the 19.5 K byte C run-time support library creates an output file of 26.5 K bytes. I use two 40 -track double-density disks that fit well. A user with one 35 -track single-density drive would really be cramped.

The next step is to run EDTASM and load the assembler source code files produced by your separately compiled modules. In the original re-
lease of the compiler, you had to load the sources for the C run-time support library into EDTASM's buffer, too. With a 48 K byte machine, I only had 4 K bytes of free space left in EDTASM after loading all the sources to assemble the short sample program in the listing. The compiler generates several consecutive blanks in each line of assembler source code it produces. By replacing consecutive blanks with single blanks, I squeezed out an extra 4 K bytes of free space.

An update notice to the system describes a procedure that helps alleviate this memory crunch. You make a few minor changes to the support library source code, then compile and assemble the result, producing a core image file containing the executable version of the run-time library. You must also create a file of assembler EQU (equates) statements that associate a symbol with a hexadecimal address-one statement for each of 36 entry points in the runtime library.

When you compile a C program, you load the compiler output together with the EQU file into EDTASM and assemble it. The output of EDTASM is combined with the executable version of the
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support library by loading everything into memory and dumping it back out as a single file using TRSDOS's Dump command. This allows you to write somewhat larger C programs, but still not nearly as large as with M80.
The manual suggests a tedious, unnecessary method of combining assembler source-code files in EDTASM's buffer: Load a file, write down the highest line number, then load previous files and renumber them to avoid line number conflicts, reload the first file, and so on. EDTASM lets you combine files that have conflicting line numbers, as long as you issue the N (renumber) command immediately after loading such a file. This command renumbers the whole file into one with nonconflicting line numbers.
There is a possibility of having multiple End and ORG statements in your file, since one is produced for each separately compiled module. Intersoft suggests searching the entire file using the F (find) command and deleting all but the first ORG and the last End statement. After doing this, you can finally use EDTASM's A command to create an executable code file on disk.
There is considerably more work to
do in Fig. 2 than the diagram suggests. Much of the additional work is manual and tedious. You are limited to compiling much smaller programs if you use EDTASM, and there is a bigger demand on disk space. Keep in mind that you have to go through all these steps every time you have to recompile to correct a bug, or add a feature. I consider the compiler and EDTASM to be a very poor match.

I also take issue with the claim in Intersoft's advertising that no knowledge of Assembly is required. Using the assembler is an integral part of compiling a C program. Only partial instructions are given for using either M80 or EDTASM. At one point, the manual states: "You may find odd errors appearing when you attempt to assemble. A careful examination of the source code in memory will usually reveal the nature of the problem..." How can you examine assembler source code to find a problem if you don't understand Assembly?
On the positive side, no royalty payments are required if you are interested in selling the software you develop with Intersoft C.

\section*{Language Features}

As I mentioned, Intersoft C is not a complete implementation of the C language. If you are familiar with how Radio Shack's Tiny Pascal compares to full Pascal, you will have some idea of how Intersoft C compares to full C. Intersoft C is ahead of Tiny Pascal in several areas; it supports disk I/O, separately compiled modules, and integrated Assembly code.

Specifically, version 2.0 of Intersoft C does not provide:
- Long (32-bit) integers or floatingpoint numbers (the only data types supported are characters and 16 -bit integers);
- Multi-dimensional arrays (only onedimensional arrays are allowed);
- Structures, unions, typedefs, and storage classes;
- The "sizeof" operator;
- "Casts" (explicit data type conversions);
- The GOTO statement; and
- Compile-time initialization of external variables.

Intersoft says that version 2.5, not available at the time of this writing,

TRS-80

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does have the following features, which were not in 2.0:
- The comma operator;
- Assignment operators (you must say \(\mathrm{X}=\mathrm{X}+1\) instead of \(\mathrm{X}+=1, \mathrm{X}=\mathrm{X} * 2\) instead of \(X^{*}=2\), and so on);
- Conditional assignment-you must say:

> if \((x>0)\) \(y=1\) else \(y=2\)
instead of full C's conditional expression:
\[
y=(x>0) ? 1: 2
\]
- The "\&\&" and "||" logical AND and OR operators, " \(\&\) " and " \(\mid\) ", C's bitwise AND and OR operators, are provided; in practice, this usually means that you have to use more parentheses, e.g.:
\[
((x==0) \&(y==0))
\]
instead of full C's:
\[
(x==0 \& \& y==0)
\]

On the plus side, the compiler does support:
- All the standard C control structures except GOTO: for, while, if...else, do... while, switch, break, continue, and return;
- Pointers to characters and integers and full pointer arithmetic;
- Functions being passed as arguments to other functions;
- Hexadecimal and octal constants entered in a C program;
- \#include <file>, a directive to the compiler that can be placed anywhere in a program, telling the compiler to read the specified file, compile its contents, and then resume the original file from the next statement. (\#include does not work under TRSDOS on the Model I. Intersoft says this is due to a TRSDOS bug, but I have other compilers that provide an include feature that does work under TRSDOS);
- \#define <constant> <value>, allowing definition of a constant at compile time; and
-"\#asm" and "\#endasm", directives to the compiler that the code in between these two statements should be passed through unchanged to the assembler. This lets you "drop into" Assembly at any point in a C program. The manual
tells how to pass data between a C statement and Assembly code.

The C compiler distinguishes identifiers as long as they are unique in the first nine characters. External identifiers are limited by whatever your assembler allows (in most cases six characters).

The compiler flags errors as it finds them in a C program and writes English error messages to the output file together with the offending \(C\) statement. It seems to do a good job of recovering from detection of an error and continuing compilation, although sometimes one C program error can result in several error messages.

Although there is no cross-reference facility built into the compiler, if you use the M80 assembler, you can use Microsoft's CREF80 cross-reference program. There are no special debugging aids. You can use Put statements to write messages at strategic points in a program, or use an Assembly-language debugger together with the Assembly source-code output produced by the compiler. There is no built-in way to pause a running \(C\) program, such as the shift-@ convention of TRS-80 Basic.


\section*{File Handling}

Intersoft C provides some nice features borrowed from UNIX's com-mand-line interpreter. If your program uses the standard C library routines to read and write characters, you can redirect I/O to a file or files at run-time. The standard input for C programs, called STDIN, defaults to the keyboard. The standard output for C programs, called STDOUT, defaults to the CRT screen. You can redirect STDIN to a file by including " \(<\) file name" on the command line; you can redirect STDOUT with " \(>\) file name".
To illustrate this feature, a simple C program called CPY is provided. All CPY does is copy data from STDIN to STDOUT, but command line redirection of STDIN and STDOUT makes CPY very versatile. If you run it by typing "CPY" from the DOS ready prompt, everything you type at the keyboard is echoed on the screen.
"CPY <testfile" lists the contents of "testfile" on your screen, just like the TRSDOS List command.
"CPY <testfile>backup" copies "testfile" to "backup". If "backup" does not exist, it is created.
"CPY >newfile" puts everything you type at the keyboard into newfile; this is an easy way to create a short text file.

This is not all; by using " \(\gg\) file name" instead of " \(>\) file name", output will be appended to the file rather than overwriting it. The append function does not work properly in TRSDOS 2.3 due to a DOS bug, but it does work with most alternate TRS-80 DOSes.
I was favorably impresssed at first by the way Intersoft C lets you open files from within a program without requiring you to specify in advance how many files your program will be using. Then I looked more carefully at the code for file opening and discovered a potential hazard. Memory is allocated for a file buffer and FCB (file control block) when a file is opened, but this memory is not released when the file is closed.

This means that every time you open and close a file, you have eaten away at free memory to the tune of 288 bytes. Intersoft says that version 2.5 of the system will have a dynamic memory allocation and deallocation scheme that will avoid this problem.
Although Intersoft C allows you to
open a file in a random-access mode, there is no language support for reading and writing random file records. Sequential input and output to files is supported.

\section*{Performance}

The C compiler is reasonably fast; it reads its source from disk and writes its output back to disk as it compiles. Running under LDOS and putting my input and output files on separate disk drives, a 360 -line program took three minutes to compile, a rate of 120 lines per minute. It took another three minutes to run M80 and L80 to complete the process, totaling six minutes, or 60 lines per minute. This includes the time required to load the compiler, M80, and L80 from disk and type in the responses to the prompts.

It took two minutes to compile, assemble, and load Program Listing 1. The executable /CMD file produced was 4,500 bytes long. This is pretty compact for a file that can be run by itself, compared to what some microcomputer compilers produce.

The run-time speed of Intersoft C programs is impressive. A benchmark
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program I ran that computes prime numbers using the Eratosthenes sieve algorithm ran in 123 seconds on Intersoft C, compared to 4470 seconds on Disk Basic! This is certainly a big improvement. All the C programs I ran seemed to be snappy, much closer to Assembly than to Basic programs in speed.

\section*{Documentation}

The documentation for Intersoft C earns a grade of C. The manual says it's not trying to be a tutorial, but I didn't find it to be very successful as a reference manual, either.
It's hard to be harsh on a manual that is written in a friendly, easy-going style, but in my opinion its omissions are unconscionable. For example, even though the manual is 94 pages long, there is no complete description of the Intersoft C language. If you are expected to own or purchase a book in order to use a product, the advertisement for that product should clearly state this. Unless you can write C programs in your sleep, you will absolutely need a book such as Kernighan's (referenced earlier) to use Intersoft C.

About half the manual consists of
source-code listings of the various support libraries and functions provided with the package. However, there are no instructions on how to use these functions. There are some comments in the listings, but you need Kernighan's book to discover how to open a file, use the string functions, and read and write characters.

There is no index and only a very brief table of contents-it's not particularly helpful to know the section number corresponding to each of the five appendices without knowing what's in them!

Enough information is provided for the technically minded to determine how to interface Assembly routines with C programs. Restrictions and enhancements to full C are explained.

\section*{Conclusions}

Despite its shortcomings, Intersoft C is a useful product. It allows you to build libraries of functions that you can combine to create new programs with relative ease. I have used the package frequently and I have yet to find anything that does not work as documented.

Based on the manual, the folks at In-
tersoft sound sincerely interested in supporting and improving their product. In several places they ask users to send suggestions and notify them of any bugs. They say that updates will be available but no specific update policy is described. Intersoft has stated that a \(\$ 15\) charge will allow the EDTASM version owner to upgrade to the M80 version of the product.
I feel that Intersoft C is somewhat overpriced considering the other software you must own to use the package, and comparing what you get to what some other TRS-80 compiler packages offer in its price range. If you already have the M80 assembler and linking loader, plus a text editor that lets you enter C's special characters, I can recommend Intersoft C with the reservations noted in this article. I personally consider the combination of Intersoft C and EDTASM to be unacceptable.

Contact Rowland Archer at Flint Ridge Apt. 59, Hillsborough, NC 27278.


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\title{
Michael's Game
}

\author{
by Nancy Modney
}

\section*{Y our children don't have to grow up afraid of micros. Start them off early with this game program that teaches letters and numbers.}

Skeptical friends and family members often ask me what in the world I use a home computer for. I have at least one answer-it helps my child learn.

From the time David and I brought our son home from the hospital, his life has been filled with the sights and sounds of our TRS-80. The spare bedroom of our apartment had been the official computer workshop. When I discovered my pregnancy, a small crib and changing table were slipped into one corner. My hopes of a frilly pastel nursery were quickly dashed. Michael's bedroom was decorated in shades of software!

When Michael was an infant, David would prop him up near the computer to watch. It was no wonder that Michael developed an intense interest in the TRS-80. As my son grew older, he was no longer content to remain passive. Michael wanted to play with his father's toy too!
"Why don't you write a program Michael can use?" I suggested to my husband. So he did.

The program is called Hear and See numbers, and the only instructions on the screen display is "Push any Key." Each time Michael pushes a numeric key, that number is shown on the
screen. Then that many boxes appear, one by one. Each rectangular box is accompanied by a beep through an amplifier connected to the cassette-out jack. (This is optional-the program can run without sound.) For example, Michael presses the 5 key . A number 5 appears on the screen, and five boxes are drawn, one at a time (with beeps). When he presses the 0 key, no boxes appear.
Of course, our little boy doesn't press only numeric keys. When Michael pushes a letter key he sees that letter.

\section*{How the Program Works}

Lines \(10-50\) are remark statements. Lines \(60-90\) set up the constants. Line 110 puts the computer into enhanced mode so the letters will be in large type for easy reading. Lines \(120-140\) name the program Hear and See Numbers, and print the instructions on the screen.
The program then drops through to line 290, beginning the first major routine, which determines if any key is pressed and analyzes what it is. Line 290 strobes the keyboard, looking for a key stroke. Notice that in line 300 there is no space between the quotation marks. If A \(\$\) has no value, then no key has been pushed and the program returns to line 290 . Until a key is pushed, the program
continues in this loop between lines 290 and 300 .

If a key is pushed, the program then goes to line 310 to check if the key is a number greater than zero. If a letter or zero key was pushed, the computer goes to line 320 , prints the letter on the screen, and returns to line 290.

If the key pressed was a number, the program goes to line 160 for the second major routine. Line 180 prints the number on the screen. Line 200 determines the number of boxes needed. Line 220 makes a buzz for each box counted. The program loops through this box-andbuzz routine enough times to equal the value (number) printed. The program then returns to line 290 to await another keystroke.

\section*{For Technical Buffs}

Here is a more technical description of how the program makes sound. Lines 70 to 90 set up the constants \(\mathrm{P}=\) \(255, \mathrm{U}=9\), and \(\mathrm{D}=10\). P is used as a port number. In this case, port number 255 is the cassette port. U and D are numbers sent to port number 255. The number U sends the cassette port output high (up). The number \(D\) sends the cas-

\author{
The Key Box \\ Model I or III 16K RAM Cassette or Disk Basic Cassette jack amplifier optional
}
sette port output low (down). If the cassette output is sent low and high in rapid succession, the result is a square wave. When this square wave is amplified, a buzzing sound is created. Line number 220 sets up a sequence of 31 rapid low/highs sent to the cassette port. This occurs for each box counted on the screen. Line 220 is composed of multiple Basic statements (separated by colons) to help speed up the low/high buzz operation. Lines 230 and 240 provide a small time delay between boxes.

\section*{Conclusion}

The buzzing is optional, but Michael lost interest more quickly when the sound was turned off. The audio is excellent feedback for a young child. If you don't have an amplifier, Radio Shack offers one for \(\$ 11.95\) (catalog \#277-1008).

Not only does Michael (age \(21 / 2\) ) like this program, but his cousin (age 5) enjoys using it too. It's a big hit when children come to visit.

Nancy Modney, and her son Michael, can be reached at 4144 N . Via Villas, Tucson, AZ 85719.
```

10 REM ** HEAR AND SEE NUMBERS ... FOR TRS-8@ MODELS 1 @ND 3 **
20 REM ** NANCY MODNEY, 4144 N. VIA VILLAS, TUCSON AZ 85719 **
30 REM ** WRITTEN BY HUSBAND DAVID FOR SON MICHAEL D. MODNEY **
4\emptyset REM ** AUDIO AMPLIFIER IS OPTIONAL **
50 REM ** HOOK UP AUDIO AMPLIFIER TO GRAY CASSETTE OUT JACK **
60 DEFINT B-Z
70 P=255
80 U=9
90 D=10
100 CLS
110 PRINT CHR$(23)
120 PRINT "HEAR AND SEE NUMBERS"
130 PRINT
140 PRINT "PUSH ANY KEY"
150 GOTO 270
160 CLS
17@ PRINT CHR$(23);
180 PRINT VAL(A$)
190 PRINT
200 FOR X = 1 TO VAL(AS)
210 PRINT CHR$(191)" ";
220 FOR Y = 0 TO 30 :OUT P,U :OUT P,D :NEXT Y
230 FOR Y = 0 TO 100
240 NEXT Y
250 NEXT X
260 PRINT
270 PRINT
280 PRINT
290 AS = INKEY\$
300 IF AS = "n THEN GOTO 290
310 IF VAL(AS) > 0 THEN GOTO 160
320 PRINT AS" ";
330 GOTO 290

```

Program Listing

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& 19.90 \text { bx of } 10 \\
& \text { Single sided Double density } 51 / 4^{\prime \prime} \\
& \text { Double sided Single density } 51 / 4^{\prime \prime} \\
& 22.80 \text { bx of } 10 \\
& \text { Double sided Double density } 51 / 4^{\prime \prime} \\
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\title{
Refrigerator Controller
}

\author{
by Doug Biedenweg
}

Got an old refrigerator lying around? This unit will let you control its lighting and temperature for all sorts of science projects.

Researchers need to simulate the temperature and light of various natural environments to properly study the lives of plants and animals. This micro-controlled incubator provides a means to do so.

First, you need to build a temperature and light-controlling input/output device. This interfaces a TRS-80 Model I to a standard home refrigerator. The I/O device regulates a heater-fan module and a bank of fluorescent lights.

This system has many possible uses. For instance, botanists can produce the oscillations in temperature that many seeds require to germinate, and can study plant growth under various temperature and light conditions. Bacteriologists and mycologists can study

\section*{The Key Box}

Model I
16K RAM
Level II Basic
Incubator
microbial colonies in situations close to those found in nature. This is particularly useful when studying food spoilage. Herpetologists can control body temperature cycles in snakes or lizards, and measure the effects these cycles have on digestive rates.

At home, the system will produce optimal conditions for terrarium. If connected to a small floor heater, it can save electricity during the winter months.

\section*{Materials and Methods}

You'll need 16 K and Level II Basic. Fig. 1 shows the schematic for the interface device. Table 1 is a parts list.

The device uses a 4047 as an astable multivibrator, with a thermistor in the RC circuit, to produce an output frequency that is a function of temperature. This output of the 4047 feeds into the computer via the cassette port. The thermistor must be calibrated in the circuit, so that the circuit's output frequency can be converted to a temperature.
The cassette auxiliary line is the output line from the computer to the heater circuit. The program (Program

Listing 1) will make this line go high or low. When \(\mathrm{V}=0\) or 1 , OUT \(255, \mathrm{~V}\) makes the output 0 V dc. When \(\mathrm{V}=4\) or 5 , OUT \(255, \mathrm{~V}\) gives 0.85 V . When the output is high \((0.85 \mathrm{~V})\), the plus input voltage on the 741 rises above the 0.6 V set by the forward biased diode at the minus input. This causes the output of the 741 to go high, which closes the heater relay.
I used a double-relay system to the heater in our incubator to prevent the incubator from becoming too hot if the computer malfunctioned. The second relay was in series with the computercontrolled relay and its state (opened or closed) was determined by a bimetallic thermoregulator housed in the heater/fan assembly. The bimetallic thermoregulator was adjusted so that the relay would open and the heater turn off at temperatures above \(40^{\circ} \mathrm{C}\). The heater and fan ran independently. The fan ran continuously.
The ouput line from the computer to the light circuit (Fig. 1) is run from the computer cassette relay. The cassette relay can be closed under program control. When the relay is closed, enough current flows into the base of transistor Q3 to power the closure of the \(\mathrm{R}_{2}\) relay, which will remain on until the cassette relay is opened.

\section*{Programming the Computer}

The computer reads the temperature of the thermistor by measuring the period of the astable multivibrator using
the "ear" port to input the signal. A machine-language program (Program Listing 2) allows the computer to determine the period of oscillation. The machine-language program is called from the Basic program (Listing 1), which also controls the incubator. Program Listing 3 is a Basic program that POKEs the machine-language program into high memory, where it is


Fig. 1. Schematic of I/O Device that Interfaces the Computer to the Incubator


Fig. 2. Comparison of Specified Incubator Temperatures to those Measured by the Computer as an Independent Recorder

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From the January 1981 issue of the CSRA Computer Club newsletter
There was some amusement at the November meeting when the Radio Shack repreber meeting when the Radio Shack repre-
sentatives stated that the software in the ROM cartridges could not be copied. This ROM cartridges could not be copied. This
month's 68 Micro Journal reported they had month's 68 Micro Journal reported they had covering some of the connector pins with tape. They promise details next month. Never tell a hobbyist something can't be done! This lell a hobbyist something can tbe done! This magazine seems to be the only source so far of tecnnical informations on the TRS-80 color 6809 machines up to now 68 Micro Joumal plans to include the TRS-80 6809 unit in tuture issues.

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used by Program Listing 1. You reserve space in memory for the machine-language program by entering 32511 when the computer requests the memory size. You then load and run the machine-language subroutine and the main program.

Program Listing 1 produces a sinusoidal temperature pattern (range \(10-35^{\circ} \mathrm{C}\) ) with 16 hours of light and eight hours of darkness. Line 20 is the start of a one-minute loop that counts to 1,440 minutes, the number of minutes in a day. Lines 22 and 24 are a loop that just wastes time, allowing the
loop that starts in line 20 to equal a minute in duration. Line 30 POKEs the address of the machine-language subroutine into the memory for use by the USR command. Line 40 calls the machine-language subroutine, which tells the Basic program the frequency of the output of the oscillator, X , and allows the computer to convert this output to a temperature in line 100 .

The equation in line 100 is simply a polynomial curve fit of the thermis-tor/oscillator-pulse-output-(X)-ver-sus-temperature \(\left({ }^{\circ} \mathrm{C}\right)\) curve. The constants in this equation must be ob-
```

5 CLS
10 V=0
20 FORS=1 TO 1440
22 FOR J=1 TO 19883
24 NEXT J
30 POKE 16526,0: POKE 16527,127
4 0 ~ X ~ = U S R ( V )
90 TI = 12.5*SIN (1/720*3.14159*S-3.1459/2) +22.5
100 TM = 5128.69-6.37239*X +2.96413E-3*X\uparrow2-6.12687E-7*X\uparrow3+4.76548E-11* X\uparrow4
110 IF TM< = TI AND S>960 THEN V =4
120 IF TM < = TI AND S<960 THEN V =5
130 IF TM }>=\mathrm{ TI AND S }>960\mathrm{ THEN V =0
140 IF TM> = TI AND S<960 THEN V =1
160 OUT 255,V
170 PRINT S,TM,TI
1 8 0 ~ N E X T ~ S ~
190 GOTO 20

```

Program Listing 1. Basic Program for Control of Temperature and Light Cycles in the Incubator
\begin{tabular}{|c|c|c|}
\hline Item & Quantity & Description \\
\hline \multirow[t]{3}{*}{Capacitors} & 2 & 2000 \(\mu \mathrm{f} 16 \mathrm{Vdc}\) electrolytic \\
\hline & 1 & \(0.01 \mu \mathrm{f}\) ceramic \\
\hline & 1 & \(0.05 \mu \mathrm{f}\) polystyrene \\
\hline \multirow[t]{2}{*}{Diodes} & 6 & 1 N 4003 \\
\hline & 1 & 1N914 (for 741) \\
\hline Transistors & 3 & 2N2222 NPN \\
\hline \multirow[t]{4}{*}{Resistors} & 1 & \(47000 \Omega\) \\
\hline & 2 & 1000s \\
\hline & 1 & 47008 \\
\hline & 1 & 100,000 \({ }^{\text {a }}\) \\
\hline Relays & 2 & \(100 \Omega 12 \mathrm{Vdc}\) W88 CPX:6 \\
\hline Transformers & 1 & Triad F203U Pri 110 Vac Sec 27 Vac-CT \\
\hline \multirow[t]{2}{*}{IC chips} & 1 & CD 4047 Monostable/astable multivibrator \\
\hline & 1 & 741 CP General-purpose operational amplifier \\
\hline \multirow[t]{3}{*}{Sockets} & 1 & 14 pin IC \\
\hline & 2 & 8 pin IC \\
\hline & 1 & wall \\
\hline Thermistor & 1 & 1 M @ @ \(25^{\circ} \mathrm{C}\) glass probe \\
\hline Heater/fan assembly & 1 & Cenco refrigerating incubator-Model 46042330 W (measured) \\
\hline \multirow[t]{2}{*}{Jacks} & 2 & subminiature \(1 / 16^{\prime \prime}\) phone plug \\
\hline & 1 & \\
\hline Grounded wall plug & 1 & \\
\hline Mounting board & 1 & \\
\hline \multirow[t]{2}{*}{Box} & 1 & \(9^{\prime \prime} \times 6^{\prime \prime} \times 5^{\prime \prime}\) \\
\hline & Table 1. & Parts List for Interface Device \\
\hline
\end{tabular}
tained to fit the particular thermistor used. Line 90 defines the 24 -hour temperature cycle that you desire in the incubator. In this program, TI, as a function of time, is sinusoidal and oscillates between 10 and \(35^{\circ} \mathrm{C}\). The equations in lines 110-140 control the heater and lights in the incubator. If TM is less than or equal to TI, then the heater turns on. If S is less than 960 then the lights turn on. Following logically from this, when lines \(110-140\) set V to equal five, both the lights and the heater will turn on; when V equals four, the heater will be on while the lights are off; when V equals zero, both the lights and the heater will be off; and when \(V\) equals one, the lights will be on and the heater off. This is the information conveyed to the interface via the OUT statement given in line 160 .
To modify the temperature cycle in the incubator, you simply change the equation in line 90 . If you modify any part of the program, however, change the time-wasting loop in lines 22 and 24 to set the period of the loop that begins in line 20 equal to one minute. If your heater is more powerful than the one used here, or you want to control temperature more precisely, the loop that starts in line 20 can be sped up and TM can be assessed and compared to TI more frequently. The heater will then stay on (and off) for shorter periods of time and temperature fluctuations within the incubator will be smaller. If the loop, which starts at 20 , is sped up, obviously you'll have to modify all facets of the program involving \(S\) to maintain a 24 -hour cycle.

You can create a variety of special effects with the computer. You can simulate sun flecks by throwing random components into the main program that will turn the lights off for brief periods during the day. A random component to the temperature variation can also be simulated, or actual outdoor temperature can be read from a tape and used for control levels. You can also program the computer so that the photoperiod within the incubator will change over time to simulate fluctuations in day length. The number and types of photo and temperature cycles that the computer can set up and control is only limited by the imagination of the programmer.

\section*{Results and Discussion}

Figure 2 compares setpoint temperature (TI), the temperature measured by the computer (TM), and the temperature measured by a thermistor operating independently inside the incubator.

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The independent thermistor showed that the I/O device thermistor readout (TM) was within \(\pm 3^{\circ} \mathrm{C}\) of the set point temperature. The timing cycle was within 0.5 s in 24 hours. These results indicate that this interface is capable of
temperature and light control in a simple incubator.

Doug Biedenweg can be reached at the Biological Field Station, Lake Itasca, MN 56460.
\begin{tabular}{|c|c|}
\hline & CALL 0A7FH;GET USR PARAMETER \\
\hline \multirow[t]{6}{*}{START:} & DI;DISABLE INTERRUPT \\
\hline & LD(STAT), HL; STORE USR PARAMETER \\
\hline & PUSH BC;SAVE REGISTERS \\
\hline & PUSH AF \\
\hline & CALL RESET;RESET CASSETTE LATCH \\
\hline & LD HL, \(1000 \mathrm{H} ; \mathrm{LOAD}\) TIMER COUNTER \\
\hline \multirow[t]{7}{*}{GB1:} & DEC HL;DECREMENT COUNTER \\
\hline & LD A,H \\
\hline & OR L;CHECK FOR ZERO \\
\hline & JR Z,REST;IF NO PULSE, QUIT \\
\hline & IN A, 255); INPUT FROM PORT \\
\hline & RLA;GET HI BIT \\
\hline & JR NC, GB1;TRY AGAIN IF NO PULSE \\
\hline \multirow[t]{4}{*}{D1:} & LD B,10H;WAIT \\
\hline & DJNZ \$ \\
\hline & CALL RESET;RESET LATCH \\
\hline & LD HL, \(1000 \mathrm{H} ; \mathrm{LOAD}\) TIMER COUNTER \\
\hline \multirow[t]{9}{*}{D2:} & DEC HL;DECREMENT COUNTER* \\
\hline & LD A, H; CHECK FOR \\
\hline & OR L;ZERO \\
\hline & JR Z,REST;FINISHED IF ZERO \\
\hline & IN A,(255); INPUT FROM PORT \\
\hline & RLA;GET HI BIT \\
\hline & JR NC, D2;TRY AGAIN IF ZERO \\
\hline & LD B,H;SAVE REST OF COUNT \\
\hline & LD C,L; IN B,C \\
\hline \multirow[t]{7}{*}{D3:} & DEC BC; THIS LOOP IS JUT \\
\hline & LD A,B;TO WASTE TIME \\
\hline & OR C; EQUAL TO THE PORT \\
\hline & JR Z,REST;INPUT TIME UNTIL \\
\hline & IN A,(255);1000H COUNTS ARE \\
\hline & RLA;FINISHED \\
\hline & JR NZ, D3 \\
\hline \multirow[t]{3}{*}{REST:} & POP AF;RESTORE REGISTERS \\
\hline & POP BC \\
\hline & JP 0A9AH;RETURN TEMP TO USR \\
\hline \multirow[t]{3}{*}{RESET:} & LD A,(STAT);GET USR PARAMETER \\
\hline & OUT (255),A;OUTPUT IT \\
\hline & RET \\
\hline \multirow[t]{2}{*}{STAT:} & DW OH \\
\hline & END \\
\hline
\end{tabular}

Program Listing 2. Machine-language Subroutine to Measure Incubator Temperature
\begin{tabular}{ll}
10 & FOR I \(=32512\) TO 32581 \\
20 & READ A \\
30 & POKE I, A \\
50 & NEXT \\
60 & DATA \(205,127,10,243,34,68,127,197,245,205\) \\
70 & DATA \(62,127,33,0,16,43,124,181,40,37\) \\
80 & DATA \(219,255,23,48,246,6,16,16,254,205\) \\
90 & DATA \(62,127,33,0,16,43,124,181,40,17\) \\
100 & DATA \(219,255,23,48,246,68,77,11,120,177\) \\
110 & DATA \(40,5,219,255,23,32,246,241,193,195\) \\
120 & DATA \(154,10,58,68,127,211,255,201,0,0\)
\end{tabular}

Program Listing 3. Basic Program for POKEing Machine-language Subroutine into High Memory


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\title{
Son of Pilot
}

\author{
by Randy Hawkins
}

Son of Pilot is a rewrite of "PilotThe Language of Computer-Aided Instruction," which appeared in the July 1981 issue of 80 Micro. The original version was only usable on a cassettebased Model I. Son of Pilot should work on any TRS-80 system-any model, any memory size, and either cassette or disk based.

Pilot (Programmed Inquiry, Learning, or Teaching) is a simple, easy-tolearn language that is useful in education. Pilot lets you construct lessons that present information to students on the computer video display, ask questions to test for comprehension, and jump forward or backward in the lesson. Dr. John Starkweather developed Pilot's structure around 1970, and it has been implemented on many small computer systems.

The Basic Program Listing 1 POKEs the Pilot interpreter into high memory of any TRS-80. This program takes the place of the System tape created in the earlier article. To use Pilot, type in the program. Before you run the program, CSAVE it to tape or save it to disk, because any error in the program could cause your computer to return to the memory-size or cassette prompts or reboot the disk.

A method of checksums is used, so if you make a typing error, you are notified which line contains the error. Although the program POKEs numbers into high memory, you need not worry about setting the memory size, because it is handled automatically. As the program runs, you can see the line numbers advancing with the on-screen message. The program deletes itself in line 390 when completed.

The Pilot interpreter in Listing 1 is

> Tf you've wanted to use Pilot, but it did not work on your system, try this altered version.

similar to the one from the earlier arti-cle-only the method of entry has changed. If you are successfully using the original version, you don't need to discard it and switch to this one. Both interpreters function exactly the same.

If all goes well as you type in the program, what has been accomplished? When you load a Basic program into memory and type run, the Basic interpreter located in ROM examines your program and acts on the individual commands. Basic is an interpreter that translates keywords like Print, For... Next, and If...Then into actions. Similarly, the short machine-language Pilot interpreter located in high memory also translates your Pilot programs into actions. Since Run is already used as the Basic go signal, Pilot uses the Name command as the signal to begin execution. Name is a Basic keyword that is not used for any important function.

Although the Pilot commands are explained in the original article, Program Listing 2 illustrates them and presents a sample program. Type in the program using the standard Level II input and editing features. When the listing is correct, type "NAME" and execute the program.

Each Pilot statement is numbered. The numbers can be any value from 0 32767, and the gaps between statements need not be regular. The numbers serve
two purposes-to put the commands in order from first to last and to serve as reference points when a jump is made from one point to another. Following each number is a letter and a quotation mark. The letter identifies the type of statement, and the quotation mark isolates it from the rest of the line. (Some versions of Pilot use a colon rather than the quote; if you wish to use Pilot programs written for other systems, simply substitute the quote for the colon.)

The C command means "clear the screen and print the message that follows." The A command stands for "ask the question that follows." When the A command is found, the question is printed on the screen, a question mark is added, and the computer waits for the student to type in his answer and press enter. The student's answer is stored in a special temporary memory of the TRS-80. It can be reprinted on the screen by using the @ symbol in any other message. The W command means "clear the screen, and print the following message in wide letters."

The sample program gets the student's name in line 20, the screen is cleared and switched to wide letters in line 30 , and the name is reprinted as " Hi Bobby!" using the @ symbol in the same line. The T command means "type the following message on screen." Following a question in an Ask command, you'll usually want to match the answer with the correct value. This is done in lines 70,90 , and 110 . Line 70 illustrates that when several acceptable answers exist, they can be listed in the match statement separated by slashes; if any one answer is correct, then the match is successful.

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The program can jump forward or backward with the J command．As shown in line 150 ，the J is followed by the line number that you want to jump to．An E command signals the end of the program．

When a match is made with the M command，the TRS－80 asks itself，in ef－ fect，＂Does the student＇s response match the correct values listed here in the M statement？＇If the answer is yes， then any command preceded by the let－ ter Y is performed；any preceded by an N for no will be ignored．Conversely，if the match gives a no answer，the N com－ mands are performed．So，if the student answers 2 ，line 100 will be typed．Any command can be preceded by a Y or N ． When they are preceded with the yes／no conditional，the answer to the most re－ cent match statement is used as the basis for skipping or executing that statement．

Pilot is easy to learn．Because it has a simple structure，you don＇t need to worry about the mechanics of program－ ming．Instead，you can concentrate on the lesson．

Many teachers and parents use Pilot to teach students a wide variety of sub－ jects．However，many students also use Pilot to learn about computer program－ ming．Pilot is an excellent first language for children．Since they are not over－ whelmed by a large number of com－ mands and rules，they can begin writing their own programs in less than an hour．Pilot teaches them to break a pro－ gram idea into a series of smaller steps．

Any time you want to use Pilot to write a new program or to execute an old one，the procedure is the same． First，load the Basic program of Listing 1 and run it．This provides the TRS－80 with the special information it needs to translate Pilot programs into action． Next，load the desired program or type in a new one．Use the Name command to begin Pilot execution．You do not
need to reload the interpreter of Listing 1 unless you return to the memory－size or cassette prompts，or turn off the power．You can even switch over to Basic and run several programs．Unless these programs alter high memory by POKEing into that area，Pilot will still be available for execution with the Name command．

Here are some tips for creating your own Pilot programs．Remember，when another user loads and runs your pro－
gram，he might answer every question in lowercase，uppercase，or a combina－ tion of letters．Try to anticipate these combinations in your match state－ ments．For example，even a simple yes or no question might look like this： 100 M＂YES／yes／Yes／Y／y
If your program is too long to com－ plete in one session，provide the option to skip over lesson units at the begin－ ning of the program．If units 1,2 ，and 3 begin at lines 1000,2000 ，and 3000 ，then
\(10 \mathrm{Ml}=\operatorname{PEEK}(16561)+256 * \operatorname{PEEK}(16562)-350: \mathrm{MS}=\mathrm{Ml}+65536 *(\mathrm{Ml}>32767)\)
\(2 \emptyset\) POKE16561，（MSAND255）：POKE16562，INT（M1／256）：CLEAR5
\(30 \mathrm{Ml}=\operatorname{PEEK}(16561)+256 * \operatorname{PEEK}(16562): M S=M 1+65536 *(\) M1 \(>32767)\)
\(40 \mathrm{Sl}=\mathrm{Ml}+45: \mathrm{SS}=\mathrm{Sl}+65536\)＊\((\mathrm{Sl}>32767)\)
56 POKE16783，（SSAND255）：POKE16784，INT（S1／256）：MS＝MS＋2：LI＝11ø
60 CLS：PRINT＠ 266 ，＂Loading PILOT Interpreter ．．．please wait＂
\(70 \mathrm{LI}=\mathrm{LI}+10:\) READA \(\$\) ，CS：IFAS \(=\)＂END＂THEN36øELSEFORI＝1TOLEN（AS）STEP2 80 MS \(=\) MS \(+65536 *(M S>32767):\) PRINT＠403，＂Poking DATA of line＂；LI 90 Al S＝MIDS（AS， 1,1\(): \mathrm{Al}=\mathrm{ASC}(\mathrm{Al} \$)-48+7\)＊（A1§＞＂＠＂）

110 POKEMS，A3： \(\mathrm{X}=\mathrm{X}+\mathrm{A} 3: \mathrm{MS}=\mathrm{MS}+1\) ：NEXTI： \(\mathrm{IFX}\langle>\mathrm{CSTHEN} 40\) ■ELSEX \(=\emptyset:\) GOTO7 \(\emptyset\)
120 DATA CDC9ø1187BCDC9ø13E17CD2A03，1296
130 DATA 1871237 EFE \(22205 \mathrm{DE} 5 \mathrm{C} 5237 \mathrm{EFE}, 1552\)
140 DATA Øø2803CDA728CDB31BFE012812，1179
150 DATA C1E1184C2AA4400E59D5D13A40，1435
160 DATA 3BFE 042003 C 3191 A 7 EFE 0 0 2320 ， 1045
170 DATA 057EFE0028F2235E2356D5237E，1291
180 DATA FE592822FE4E281EFE542826FE， 1489
190 DATA 4128B1FE4D285DFE4A2864FE45， 1537
200 DATA 2852FE572897FE43288E1838B9，1422
210 DATA 28D5237EFE0020EA2318B1237E， 1347
220 DATA FE222026E5C5237EFE002815FE， 1514
230 DATA 402806CD2A032318F1E52AA740，1162
240 DATA CDA728E12318E63EØDCD2A03C1，1444
250 DATA Ell8CB210000CDA728E1CD9A6A， 1491
260 DATA CDBDØFCDA728C3191A0E59237E， 1331
270 DATA FE2220E5E51830237EFE2220DC， 1551
280 DATA \(23 \mathrm{C} 5 \mathrm{CD} 5 \mathrm{AlE} 2 \mathrm{AA} 4407 \mathrm{DB} 4281 \mathrm{~B} 4 \mathrm{E}, 1277\)
290 DATA 2346C5237EBB2803E118F0237E， 1343
300 DATA BA2803E118E82B2B2BC1C11887，1384
310 DATA C118b223ED5BA7407EFE2F281C， 1484
320 DATA FEø02818EB46EBB82ø04231318，1156
330 DATA ED237EFE002806FE2F28DE18F4，1529
340 DATA ØE4EE118874552524F5220494E，1053
350 DATA \(2 \emptyset 4 \mathrm{C} 494 \mathrm{E} 45 \emptyset \emptyset, 328\) ，END，\(\varnothing\)
\(360 \mathrm{MS}=\mathrm{MS}-65536^{*}(\mathrm{MS}<\emptyset):\) MS \(=\) MS \(-14:\) M2 \(=\) INT \((M S / 256): M 1=M S-M 2 * 256\)
\(370 \mathrm{Sl}=\mathrm{SI}+130: \operatorname{POKE}(\mathrm{Sl}+65536 *(\mathrm{Sl}>32767))\) ，M1
\(380 \mathrm{Sl}=\mathrm{Sl}+1\) ： \(\operatorname{POKE}(\mathrm{S} 1+65536 *(\mathrm{~S} 1>32767))\) ，M2
390 CLS：PRINT＂TRS－8 PILOT Interpreter Ready＂：DELETE1 0 －40 0
400 PRINT：PRINT＂Checksum error in line＂；LI：STOP

Program Listing 1
```

10 C"This is a PILOT program.
20 A"What is your name
30 W"Hi e! Welcome to PILOT!
40 T"What kind of computer is this:
5\emptyset T"l-Apple 2-Atari 3-TRS-8\emptyset
60 A"What is your answer
70 M"l/One/one/ONE
80 YT"Nope, not an Apple!
90 M"2
100 YT"Sorry, Atari is wrong!
110 M"3
12\emptyset YT"That's right! Very good!
130 YJ"160
140 T"Please try again...
150 J"40
160 E"

```

Program Listing 2

10 A＂Which unit（1，2，or 3）would you like to begin with
\(20 \mathrm{M}^{\prime \prime} 1\)
30 YJ＂ 1000
\(40 \mathrm{M"2}\)
50 YJ＂ 2000
\(60 \mathrm{M}^{\prime \prime} 3\)
7 YJ＂30ロの

90 J＂10
10のø T＂This is unit 1.
1010 E＂
\(2000 \mathrm{~T}^{\prime \prime}\) This is unit 2.
2010 E＂
\(3000 \mathrm{~T}^{\prime \prime}\) This is unit 3 ．
\(3010 \mathrm{E}^{\prime \prime}\)

Program Listing 3

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include a section at the beginning of the program like the one shown in Listing 3. Remember that you cannot selectively begin Pilot execution at a particular statement. So, when you are writing and debugging a new program, and have already tested the section from line \(10-1990\), add a short line \(1 \mathrm{~J} " 2000\) to jump past the debugged section and skip forward to the section of interest. Then, just before you save the new program to tape or disk, remove line 1.

Because this version of Pilot has only the minimum set of commands, think of it as a tiny Pilot interpreter. If you find Pilot useful, consider investing in a more complete version. Several are available, including one from Radio Shack. They include graphics options, tape and disk input/output commands, and other advanced features.

I would be glad to answer any questions you may have, but please include a self-addressed, stamped envelope with your questions or comments.

Randy Hawkins is a chemical engineer. He can be reached at 6214 Hidden Cove, Corpus Christi, TX 78412.

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Helping You Help Yourself.

\title{
Cassette Index
}

\author{
by Andrew Sensicle
}

\section*{\(\mathbf{W}\)ith some reconstructed cassettes and this index, you can shorten your Color Computer's loading time to less than 20 seconds.}

Apart from providing a convenient way to organize your programs on cassette, this article explains how to use the cassette more efficiently for program and data storage. Perhaps it will even help you resist buying that disk drive for another few months.

First, since you have only a few usable kilobytes of RAM use short tapes. I always buy the most inexpensive cassettes that are held together with screws. I take them apart and throw away the tape, saving the hubs. From a supply of good quality tape, I run two minutes worth of tape onto one hub, cut the tape, fasten it to the other hub, and reassemble the cassette. This yields a 16 K -per-side "shorty" cassette that rewinds in 10 seconds, yet holds several short programs or a few long ones on each side.

Even with these diminutive tapes, one of my cassettes contains 12 programs and requires an index for rapid loading,

The essence of an index is speed. If an index forces you to wait to see what is on the tape, then forget it! I want to load a short program and about one screenful of characters in less than 20 seconds. The standard technique using PRINT\#-1 saves or loads 500 bytes in

\author{
The Key Box \\ Color Computer \\ 16K RAM \\ Extended Color Basic
}

9-25 seconds, depending on how the data is presented, because the data is first loaded into a buffer and then dumped to tape in a block. Each block has a leader train of sync bytes as well as a pause to let the drive get up to speed.

This system has some definite advantages, but speed is not the greatest of them. The block can contain up to 254 bytes. However, the buffer often dumps when it is less than full. For large amounts of data the cumulative pauses and sync trains can add up to a significant amount of time. Anyway, I was already over my target.

You must record data in a block, but you can make a direct memory dump or core image of any specified size. This is the normal technique for recording ma-chine-language programs, and it can be borrowed for the data storage as long as you know where the data is.

The program is in two parts. The first, Program Listing 1, is a generalpurpose routine that sets up a string array of the desired size and pads it with space characters. It then obtains the memory locations of the array. With this house-keeping done, it loads data into memory or saves it from memory as if it is a machine-language program.
To do this reliably, set up the array in a predictable and immovable manner. Locate the setup routine before the main program, so the Clear statement won't affect other operations and also enable the placement of the array at the top of RAM. By defining the maximum number of records (MX) up front, you
can easily make changes to accommodate more data. The POKE/PEEK in lines 110 and 130 let the value of MX survive the Clear statement. Predefine any variables used in obtaining the data address, since their subsequent creation changes the VARPTR value.
Strings are saved in memory from the top downward, so the lowest memory address is that of the highest element in the array. VARPTR for this element (line 180) then points to a location containing the length of that string element. The third and fourth bytes point to the actual location of the beginning of the string. All you have to do is PEEK those locations, calculate the two-byte address (line 190), then get the end-of-Basic-RAM address that is given in locations 39 and 40 decimal. If the main program makes USR calls to RAM routines or requires protected memory for other reasons, then the required address should be included in the Clear statement on line 120 , as shown in the Color Computer manual.

The two parts of the program are shown together in Program Listing 2. In line 220, the data file INDAT is loaded for display and editing. The string data is modified using the MID\$ statement (see line 320). The statement doesn't redefine the string but merely modifies it. It can't change in length, and it remains at the same memory location.

A few words are needed on the ma-chine-language Save statement in line 420 . The Color Computer manual is almost misleading in this respect. The only reference to CSAVEM is in the summary on page 192. It states correctly that CSAVEM has four parameters, but it incorrectly indicates that the first is a numeric variable and others are hexadecimal constants. In fact, the first parameter is the filespec and must be a string variable or a string literal en-
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\hline Forbidden Planet, Forbidden City & n/a & 29.95 \\
\hline Hyperlight Patrol & n/a & 15.50 \\
\hline Defiance & n/a & 19.50 \\
\hline Panik & 15.50 & 19.50 \\
\hline Caterpillar, Alien Defense & 13.95 & 17.25 \\
\hline Scarfman, Bounceoids & 13.95 & 17.25 \\
\hline Penitrator & 21.75 & 21.75 \\
\hline Eliminator, Sea Dragon & 15.95 & 19.95 \\
\hline Rear Guard, Armoured Patrol & 15.95 & 19.95 \\
\hline Adv. International Adventures & & \\
\hline Tripac 1-3, 4-6, 7-9, or 10-12 & n/a & 31.75 \\
\hline \multicolumn{3}{|l|}{CDLDR CDMPUTER} \\
\hline Color Scarfman & 17.25 & n/a \\
\hline Typing Tutor & 17.25 & n/a \\
\hline Bugout (Monitor) & 16.95 & n/a \\
\hline Adv. Int'I Games \#1 & 15.95 & n/a \\
\hline Deathplanet: The Dogstar Adv. & 15.95 & n/a \\
\hline Mean Craps Machine & 15.95 & n/a \\
\hline Ghost Gobbler & 17.50 & 20.50 \\
\hline Color Cosmic Invaders & 17.50 & 20.50 \\
\hline CCthello & 12.75 & 14.95 \\
\hline Oracle (Graphic Monitor) & n/a & 22.95 \\
\hline
\end{tabular}


\section*{STICKBO ปDYSTIEK}

From Adventure International, this joystick is fully compatible with any level II TRS-80 Model I or III system. Assembled \& tested, it simply plugs into your present system. Experience true arcade pizzazz and feel from your TRS-80. (Specify Model I or III). List \(\$ 39.95\).

\section*{\(\$ 31.75\)}

\section*{SUPPLIES}

Mailing Labels, 1 up, 5,000 quantity \(\quad 15.95\) 2 up. 10,000 quantity \(\quad 31.60\) 3 up, 15,000 quantity
47.25

Cartridges
7.95

MX-80 Ribbon Cartridges
12.95

MX-100 Ribbon Cartridges
Verbatim Diskettes, \(51 / 4^{\prime \prime}\) SS/DD

\section*{டロロs®}

A disk operating system so good that Radio Shack has started selling them. A must for every Model I/III owner even if you have other advanced operating systems. Features full keyboard type-ahead, a true print spooler, hard disk support, data transportability between the Model I and III, Job Control Language, communications utility, 400 page manual, customer service number, and so much more!! This is the one. List price \(\$ 129.00\).
\(\$ 114.95\)

The quality word processor that makes others obsolete. Lazy Writer provides all the features including page breaks before printing, disk directory without going to DOS, user definable function keys, and much, much

spacing, automatic decimal alignment, automatic math calculations, and graphics are optional extras. List \(\$ 175.00\).
\$149.95

\section*{DMNITERM}

The best "smart" terminal package available for the Model I/III. It's menu driven and includes a text editor, four conversion utilities, and setting files to access all of the popular data bases such as CompuServe, the Source, Dow Jones, etc. User defined keys and automatic reformatting of data to the size of your screen are only two of many extra features. The 76-page manual also has been called the "best in the industry". List \$95.00.

\section*{\(\$ 79.95\)}

\section*{MDDEL I, III SDFTMNARE}
\begin{tabular}{lr} 
Newdos/80 & \(\$ 134.95\) \\
Electric Webster + Correction & 137.95 \\
Electric Webster & 84.95 \\
Newscript & 99.95 \\
Newscript with Labels & 114.95 \\
Newscript Labels & 27.75 \\
Micro Clinic (memory/disk diagnostics) & \\
\(\quad\) Model I & 24.50 \\
Model III & 28.50
\end{tabular}

\section*{MAXI SERIES}

The Maxl Saries from The Business Division offers maximum versatility and ease of operation that is unmatched. Maxi programs are compatible with each other and, where appropriate, will interface with major word processing and spreadsheet programs. A telephone support line is available for technical assistance, if needed.

\section*{Maxi Manager}

A data base management system for your most demanding business applications. Six different relational search techniques, 20 user-defined fields of 40 characters, record length up to 800 characters, calculated equation fields, and works with any major word processor. Price includes Maxl Utility. Requires 1 drive. List \(\$ 149.95\).

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\section*{Maxi Mail}

The ultimate in low-cost, high performance, mail list management. Menu driven with unlimited storage capacity (each disk holds about 1,000 names and addresses and you can have as many disks as needed). Almost unlimited coding capabilities, up to 13 fields for each record. Use with major word processors to generate form letters. Model III only, 2 disk drives required. List price \(\$ 99.95\).
\$79.95

\section*{Maxi Cras}

A Check Reglster Accomiting System featuring 223 income/expense accounts, with no limit to the number of transactions. Will print statements showing activity in one or more accounts over a specified period of time, check registers, income and expense sub-totals, and an account distribution statement. If you have been disappointed with other money management systems, it's time to get the best. Requires 2 drives. List \(\$ 99.95\).

\section*{\$79.95}

\section*{Maxi Stat}

A complete statistical package for the TRS-80 that is similar to the well-known SPSS program used on large mainframes. Maxi 8tat is the most useful statistical analysis package available for the TRS-80. Requires 2 drives. List \$199.95.
\(\$ 169.95\)

Visa, MasterCard, check, cash, money orders: COD orders up to \(\$ 350.00\) are accepted.
Free UPS standard shipping in the U.S. on orders over \(\$ 100\). Add \(\$ 2.00\) for shipping and handling on all orders under \(\$ 100\). All COD orders will be charged \(\$ 3.00\) plus actual carrier charges and require cash or certified check on delivery.
When ordering by mail, include your telephone number, credit card number and expiration date, computer model, amount of memory, and number of disk drives. Colorado residents add appropriate sales tax ( \(61 / 2 \%\) in Denver). Prices are subject to change without notice.

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closed in quotes. The remaining parameters can be either numeric variables or decimal constants separated by commas. They define the start, end, and execute addresses respectively. None of the parameters are optional, although the filespec can be a null string. For data, the execute address is meaningless; I use 350 (15EH), which contains a return, in case it gets executed by mistake.

\section*{Program Operation}

After saving a file, as shown in line 600 , CLOAD and run the program.

Fourteen lines of index are displayed. Press any key to produce any additional lines. The "Enter Line No." prompt then appears.

If you need to add or change a line, type its number and press enter. If no number is given, the program exits. If additions or changes have been made, the program exits through a cassette save routine.
```

100 MX = 13 'MAX RECORDS - 1
110 POKE 500,MX
120 CLEAR MX*28+100
130 MX = PEEK(500)
140 P=0:ST = 0: EN = 0 ' PREDEFINE POINTER AND ADDRESS VARIABLES
150 DIM NX$(MX)
160 FOR X =0 TO MX ' FILL ARRAY
170 NX$(X)=STRING$(27,46):NEXT
180 P = VARPTR(NX$(MX)) ' GET POINTER
190 ST = PEEK (P + 2)*256 + PEEK (P + 3) ' GET START ADDRESS OF ARRAY
200 EN = PEEK(39)*256 + PEEK(40) 'GET END ADDRESS OF ARRAY
300 '
400 'END OF PREPARATION ROUTINE NOW SAVE OR LOAD AS REQUIRED.
500
600 'CSAVEM"'FILESPEC',ST,EN,350
7 0 0
800 'CLOADM"FILESPEC'

```

Program Listing 1



\section*{ALL THE MAJOR PROGRAM LISTINGS FROM EACH MONTH OF 80 MICRO ON CASSETTE OR DISK}
*FOR SPECIAL ANNIVERSARY ISSUE CASSETTE SEE AD ELSEWHERE IN ISSUE.

\title{
you'll avoid all the hassles while enjoying all the benefits
}

For information about Color Load 80 see page 361.

What exactly is LOAD \(\mathbf{8 0}\) ? Simply put, it is a monthly dump of the major program listings in each issue of 80 MICRO. Since it was introduced in April of 1981, hundreds of TRS-80* users like yourself have discovered the advantages and benefits of LOAD 80. This comes as no surprise to Wayne Green, the innovative publisher who created LOAD 80. He knew from experience how frustrating and time consuming it was to keyboard and debug even a single published program, let alone all the major program listings in an issue of 80 MICRO. He was sure that a great many people were just as frustrated as he was and would jump at the opportunity to have those programs available in "ready-to-load" form.

Wayne couldn't have been more right. LOAD 80 has been a boom to TRS-80 users, allowing them to spend more time actually using their computers, while at the same time saving them a lot of aggravation and a good deal of money.

And now you can enjoy all the benefits of the major program listings in 80 MICRO without the aggravation of keyboarding and debugging them. Start your subscription to LOAD 80 with this month's issue and save close to \(30 \%\) on the monthly price. And with a year's subscription, your cost per month (for an average of 10 programs per cassette or disk) is about what it would cost you to purchase one program at retail prices. Plus you get the extra added advantage of having the complete documentation for the major programs in that month's issue of 80 MICRO, so loading your cassette or booting up your disk should present no problem at all.

To order your LOAD 80 subscription, or this month's issue only, simply fill in the attached card or the coupon below (a photocopy is acceptable) and send it to: LOAD 80, 80 Pine Street, Peterborough, NH 03458, or call our toll free number: 1-800-258-5473. You can also order back issues of LOAD 80 . For complete details, look for the LOAD 80 back issues advertisement in this magazine, or see your local dealer.

LOAD 80 disks are TRSDOS 2.3 formatted, single density and floppy-sided. They will not contain an operating system. Single drive users need a copy utility; Model lll users need the TRS-DOS 1.2/1.3 Convert utility. Source code files may not be useable on the Model III. LOAD 80 cassettes run only on the Model I and Model III computers.

\section*{Yes, I want February LOAD 80}

QYES, I want this month's LOAD 80 on disk for \(\$ 19.97\) each (plus \(\$ 1.50\) per disk for postage and handling).

DYES, I want to save money. I'll subscribe to LOAD 80 on disk beginning with this month's issue... \(\$ 199.97\)
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\(\square\) Am. Ex
\(\square\) MasterCard
\(\square\) Check/Money order

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Name:
Address:
City:
Signature:
\begin{tabular}{l} 
LOAD 80 is manufactured by \\
expressed or implant Software, a subsidiary of WAYNE GREEN LOAD 80 will do anything other than save you typing.
\end{tabular}

\title{
The Model 16
}

\author{
by Jim Hawkes
}

Radio Shack's 16-bit entry, the Model 16, is a significant computer design. Although the labels micro, mini, and mainframe overlap in today's marketplace, it is safe to say the Model 16 is a minicomputer. The machine has the potential to place the company squarely in competition with IBM, DEC, Burroughs, Wang, Data General, and others in the lucrative low-end minicomputer market.
Radio Shack has approached this market slowly, incorporating more intelligent (or programmable) microprocessors in their designs. Radio Shack's first computer, the Model I, contained only two programmable devices, the disk controller and the CPU. The Model II added keyboard, video, and other I/O controllers. The latest design, the Model 16, incorporates what many consider to be the most powerful of the 16 -bit microprocessors, the Motorola MC68000.

It appears that Radio Shack's selection of the MC68000 may be as fortuitous as their selection of the Z 80 for the Model I. The parallels of the CPU design decisions between the Model I and Model 16 is striking. When the Model I was in the design stages, the Z 80 was just beginning to enter full production. Though there was very little software compared to its cousin the Intel 8080, the Z 80 was thought to be a substantial improvement.

The same can be said with respect
 CPUs and the MC68000. The 8086 was released much earlier than the MC68000 and therefore had a substantial lead in software development. However, the Motorola microprocessor is thought to be superior-although it has very little software support.

Motorola was later than its principal competitors, Zilog and Intel, in entering the 16 -bit market. By waiting, they were able to complete a design that contains over 68,000 transistors as compared to 29,000 in Intel's 8086.

Radio Shack refers to the MC68000 in the Model 16 as "advanced 16/32 bit technology." What defines a 16 -bit machine remains a moot point. A simplistic view would label any processor that simultaneously reads or writes 16 bits to memory as a 16 -bit processor; using this definition the MC68000 \((68 \mathrm{~K})\) qualifies.

A more careful definition considers
register widths and types as well as the instruction set of the microprocessor. Using this definition, the 68 K may qualify as a 32 -bit machine, since it contains 1632 bit registers as well as a powerful instruction set. The MC68020 CPU is the true 32bit device, having 32 -bit data and address buses to complement its 32 -bit internal registers.
In addition to processing four times as many bytes as 8 -bit devices, the 68 K prefetches instructions to the CPU before they need to be executed. When the CPU is ready to perform the next instruction, it is fetched from memory (called a cache) contained within the microprocessor. This type of look-ahead processing is called pipelining and results in faster operation since instruction fetch cycles do not interrupt instruction execution.

Another characteristic that distinguishes the microprocessor is a significantly broader range of instructions than its 8 -bit counterparts. In particular, it performs hardware multiply and divide, tasks that require subroutines on most 8 -bit CPUs. In addition, several instructions have been added to ease the manipulation of data structures.

Not only does the 68 K operate on more bits with more instructions, it also

\title{
PROGRAMMING TOOLS FOR YOUR TRS-80 \({ }^{\text {® }}\) MODEL I AND MODEL III
}

\section*{INSTANT ASSEMBLER}

The INSTANT ASSEMBLER is a powerful disk or tape-based assembler and debugger for the TRS-80. Now you can assemble directly to memory and immediately debug your program with the built in single stepping debugger. Quickly switch from assembler to debugger and back again without losing the source code. This feature makes \(\mathbb{I N S T A N T}\) ASSEMBLER an excellent learning tool for assembly language programming.
INSTANT ASSEMBLER is absolutely unique among tape based assemblers in that it produces relocatable code modules that can be linked with the separate LINKING LOADER, which is supplied in two versions for loading programs into either high or low RAM. This lets you build long programs with small modules. INSTANT ASSEMBLER also features immediate detection of errors as the source code is entered, a compactly coded source format that uses \(1 / 3\) as much memory as standard source, and many operational features including single stroke entry of DEFB and DEFW, pinpoint control of listings, alphabetic listing of symbol table, separate commands for listing error lines or the symbol table, block move function, and verification of source tapes.
INSTANT ASSEMBLER's debugger provides single stepping with full register displays, decimal or hex entry of addresses, forward or backward memory displays, disassembly of object code in memory, memory display in ASCII format, and hex-to-decimal or decimal-to-hex conversion. The single-stepper will step one instruction at a time or at a fast rate to any defined address.
INSTANT ASSEMBLER occupies less than 8400 bytes of memory. In a 16 K machine this will leave you enough memory to write assembly language programs of around 2000 bytes. This and its module-linking feature make INSTANT ASSEMBLER ideal for users with only 16 K machines. The instruction manual may be purchased separately for \(\$ 5\), which will apply towards the purchase of the INSTANT ASSEMBLER In addition to disk V/O, the disk version includes a stand-alone version of the debugger program MICROMIND.
Specify Model I or Model III. TAPE INTASM
\(\$ 29.95\) on tape Specify Model I or Model III. DISK INTASM \(\$ 35.95\) on disk

\section*{INSIDE LEVEL II}

\section*{The Programmers Guide to the TRS-80 ROMS}

INSIDE LEVEL II is a comprehensive reference guide to the Model 1 and Model III ROMs which allows the machine language or Basic programmer to easily utilize the sophisticated routines they contain. Concisely explains set-ups, calling sequences, and variable passage for number conversion, arithmetic operations, and mathematical functions, as well as keyboard, tape, and video routines. Part II presents an entirely new composite program structure which loads under the SYSTEM command and executes in both Basic and machine code with the speed and efficiency of a compiler. In addition, the 18 chapters include a large body of other information useful to the programmer including tape formats, RAM useage, relocation of Basic programs, USR call expansion, creating SYSTEM tapes of your own programs, interfacing of Basic variables directly with machine code, and special precautions for disk systems. INSIDE LEVEL II was reviewed in the April 1982 issue of 80 Micro which said "The book has no flaws: it is a perfect gem." Byte Magazine said "Irecommend this book to serious machine language programmers."
Includes updates for Model III. INSIDE LEVEL II . ............................. \(\$ 15.95\)

\section*{SINGLE STEP THROUGH RAM OR ROM}

STEP80 allows you to step through any machine language program one instruction at a time, and see the address, hexadecimal value. Zilog mnemonic, register contents, and step count for each instruction. The top 14 lines of the video screen are left unaltered so that the "target program" may perform its display functions unobstructed. STEP80 will follow program flow right into the ROMs, and is an invaluable aid in learning how the ROM routines function. Commands include step (trace), disassemble, run in step mode at variable step rate, display or alter memory or CPU registers, jump to memory location, execute a CALL, set breakpoints in RAM or ROM, write SYSTEM tapes, and relocate to any page in RAM. The display may also be routed to your line printer through the device control block so custom print drivers are automatically supported.
Specify Model I or Model III. STEP80
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DUPLICATE SYSTEM TAPES WITH CLONE
Make duplicate copies of almost any tape including Basic, SYSTEM, data lists, assembler source, or "custom loaders". The file name, load address, entry point, and every byte (in ASCII format) are displayed on the video screen. Model III version allows changing tape speed so you can make 1500 baud copies of 500 baud programs like SCRIPSIT. Specify Model I or Model III. CLONE ............... \(\$ 16.95\) on tape, \(\$ 21.95\) on disk

\section*{RESTORE DAMAGED TAPES WITH RESQ2}

RESQ2 will repair cassette tapes that can no longer be loaded because of "crashed" data. It can restore BASIC, SYSTEM. ASSEMBLER, and DATA tapes. RESQ2 compares two copies of the damaged tape to attempt a restoration, though restoration can often be accomplished with only one copy. After the damaged data is corrected in memory, a new tape may be recorded and verified which does not contain any errors. The success rate of RESQ2 will depend on the severity and quantity of errors. RESQ2 comes with a comprehensive user manual and examples of two types of "crashed" programs to practice on
Specify Model 1 or Model III. RESQ2
\(\$ 19.95\) on tape

\section*{DISK INDEX VERSION 3}

Our excellent disk indexing program has now been entirely rewritten in machine language. DISK INDEX will assemble a master index of your entire program library by automatically reading the program names and free space from each disk. The index may then be alphabetized or searched for any disk, program, or extension. It will alphabetize 2400 programs in less than 50 seconds and will find any program out of 2400 in less than 3 seconds. Disks or programs may be added or deleted manually, and the whole index or any selected part may be printed on paper in several different formats. The index itself may also be stored on disk for future access and update. A 48 K machine will hold up to 255 disks and over 2400 programs in each index, and you may build as many indexes as you need. There is no limit to the number of filenames it can read on any one disk. It will run on either a Model 1 or Model III and catalog disks for either machine regardless of which one is running it, though Model I owners must have double density to catalog Model III disks. It will automatically recognize any DOS and disk density. DISK INDEX works with any operating system written for the Model I or Model III except CP/M, and is extremely fast and easy to use Specify Model I or Model III. DISK INDEX VERSION \(3 \ldots \ldots . . .\).

\section*{TELCOM II}

Our popular smart terminal program has just gotten a lot smarter. After two years of experience with TELCOM and many requests from customers, we bave created TELCOM II for the most demanding telecommunications applications. TELCOM II maintains the same ease of operation and all the features of our original program (see below), and includes many enhancements. The terminal mode now has a help menu, a large spooler for simultaneous printer output at high baud rates, acknowledges receipt of all commands, and displays control characters. You can now load disk files into the memory buffer from within the terminal mode, transmit the buffer with a single command, and send files a line at a time. You can even view the buffer or data that has already scrolled off the screen. TELCOM II has 10 different 40 character programmable messages that can each be sent with a single command and the messages can now include control codes and delays. It also has 5 different character translation tables for compatibility with different systems. One of the most substantial additions to TELCOM is a full protocol file transfer mode which is compatible with the LYNC program available on CP/M systerns and the IBM PC. TELCOM II will exchange disk files with any computer running this protocol (including another TRS-80 running TELCOM II). and will automatically correct errors in transmission! Files can be sent to or fetched from an unattended computer with ZERO errors. The extreme ease of use TELCOM is known for has not been compromised. Reconfiguration of the programmable features is done internally from clear menus for fast, easy operation. TELCOM II comes with a comprehensive instruction manual which is available separately for \(\$ 5\) (which will apply to subsequent purchase of the program). You won't find a smarter or easier to use terminal program at any price,
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\section*{TELCOM I}

Our original and popular smart terminal program has most of the features needed to communicate with time share systems or for high speed file transfers between two disk-based micros over modems or direct wire. It is menu driven and extremely simple to use. Functions include terminal mode, save RAM buffer on disk, transmit a disk file, receive a disk file, examine and modify UART parameters. 8 programmable log-on messages, automatic checksum verification of accurate transmission and reception, and many more user conveniences. Supports line printers, lowercase characters, Xon/Xoff protocol, programmable character keys, and even saves itself on disk in different configurations. It will also exchange binary files without conversion to ASCIL.
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\(\$ 39.95\) on disk

\section*{RAM SPOOLER AND PRINT FORMATTER}

This program is a full feature print formatting package featuring user defineable line and page length (with line feeds inserted between words or after punctuation), indentation, screen dump, and printer pause. In addition, printing is done from a 4 K expandable buffer area so that the LPRINT or LLIST command returns control to the user while printing is being done. Works with cassette or disk systems. Allows printing and processing to run concurrently. Output may be directed to either the parallel port, serial port, or the video screen. 80 Micro said "I can only give my highest recommendation of Spooler and Mumford Micro Systems." Specify Model I or Model III. SPOOLER ........... . \(\$ 16.95\) on tape, \(\$ 21.95\) on disk

\section*{4 SPEEDS FOR YOUR MODEL I}

The SK-2 clock modification allows CPU speeds to be switched between normal, an increase of \(50 \%\), or a \(50 \%\) reduction; selectable at any time without interrupting execution or crashing the program. Instructions are also given for a \(100 \%\) increase to 3.54 MHz . The SK- 2 may be configured by the user to change speed with a toggle switch or on software command. It will automatically return to normal speed any time a disk is active, requires no change to the operating system, and has provisions for adding an LED to indicate when the computer is not at normal speed. It mounts inside the keyboard unit with only 4 necessary connections for the switch option (switch not included), and is easily removed if the computer ever needs service. The SK-2 comes fully assembled with socketed IC's and illustrated instructions.
Model I only. SK-2
\(\$ 24.95\)

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operates with more speed. The 68 K , as it is implemented on the Model 16, operates at 6 megahertz compared to the 4-megahertz operation of the Z 80 in the Model II and 16. These higher clock speeds translate into the execution of more instructions per second. The exact number of instructions executed at a time depends upon the application, since some instructions execute more rapidly than others. However, as many as 1.5 million instructions per second can be executed at the current clock setting on the Model 16.

Anyone following hardware developments will notice that the 68 K runs faster in other manufacturers' products. In fact, you might feel slightly swindled by the slower performance from the CPU. To be fair, however, some consideration must be given to the time frame of the Model 16's design and the supporting ICs built into it. After all, one and a half million instructions per second is quite significant. (Incidentally, the 68 K has been run under special conditions at speeds over 16 megahertz.)
Although speed and word size are important characteristics, perhaps the most important feature is the magnitude of addressable memory area. The

\section*{"As many as \\ 1.5 million instructions per second can be executed at the current clock setting on the Model 16.'’}

MC68000 is capable of addressing 16 megabytes (million bytes) of memory. Since Radio Shack did not implement all the address lines, only 524,288 bytes ( 512 K ) are available. For most users this should be sufficient, particularly considering the fact that many large multiuser systems have operated on substantially less memory.

\section*{Two Systems in One}

Essentially, the Model 16 is two computer systems in one. The 68 K is augmented with a Z80A, the same microprocessor used by the Model II as the CPU. By designing the system so that
the Z 80 could be used as a stand-alone CPU, the Model 16 can duplicate the functions of a Model II. When not being used in the Model II mode, the Z80 serves as a slave processor to the 68 K , relieving the 16 -bit CPU from time-consuming I/O tasks.

The use of the Z 80 in this manner is very important in the initial success of the Model 16 , since it permits the use of existing Radio Shack software. This software makes the machine useful while 68 K software support is being developed. Without the Z80, the Model 16 would not currently be a marketable product, since there is very little software available that uses the 68 K .

\section*{External Storage}

The disk storage system is substantially different in capacity, physical size, and operation than the Model II. The first thing you will notice is that the disks are inserted in a completely different manner than in the Model IInamely, upside down. The second noticeable operational aspect is the reduction in system noise.

One of the most unattractive features of the Model II is the incessant noise produced by the constant whine of the

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}


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disk drives and cooling fan. If a Model II is installed in a very quiet location, the noise it creates is frequently more than unpleasant. The Model 16 has solved this problem. Once a drive has been activated it remains rotating for only 30 seconds; if there have been no I/O operations to the drives during this period, then they are turned off. The cooling fan, however, still remains a burden to the eardrum and connecting neural passages. Surely there must have been a quieter fan or better mounting method.

The floppy-disk drives used in the system are thinline double-sided, dou-ble-density, permitting approximately 1.25 million bytes of storage per drive. Since the drives are physically much smaller than the Model II units, two can be placed in the same space as the single drive, enabling 2.5 million bytes of storage in the confines of the Model 16 enclosure. Two additional floppy drives can be added, supplying a total capacity of approximately 5 megabytes.

The Model 16 also accepts the Radio Shack hard disk, which provides almost 9 million bytes of storage capacity per drive. Up to four drives can be added providing a total of 33 million bytes of

\section*{'The lack of sufficient serial I/O ports is the most serious design flaw in the Model 16."}
hard-disk storage.

\section*{I/O Ports}

The lack of sufficient serial I/O ports is the most serious design flaw in the Model 16. The input/ouput devices are exactly the same as the Model II. Namely, two RS-232 serial ports and one parallel port-woefully inadequate for a system designed as a multi-user system. With only two serial ports the system loses one third of its usefulness if a serial printer is utilized, and with two serial devices attached (such as a printer and a plotter), there is no room for terminals. (Radio Shack markets separate-
ly an RS-232C selector switch that lets you connect three peripherals to a single serial output port. Also, the DT-1 data terminals designed to work with the Model 16 in a multi-user configuration have their own serial and parallel printer ports.)

\section*{Internal Expansion}

The Model 16 has space for only two additional cards on the system bus. This limits the number of options available to the user. For example, expanding to \(1 / 2\) megabyte of internal memory and adding a hard-disk controller would completely fill the system bus. This means the hi-resolution graphics board or ARCNET could not be installed when or if it becomes available. (Incidentally, ARCNET was not mentioned in the new September catalog.) (Radio Shack Computer Centers are claiming that ARCNET will be available "around the first of the year." This contrasts with Radio Shack's original release date of "second quarter of ' 82. .")

\section*{Other Features}

The Model 16 possesses two features that must have been the byproduct of good market research. No longer will

\title{
Readable TRS-80 Books
}

\begin{abstract}
32 BASIC Programs for the TRS-80 \({ }^{\circ}\) Computer Tom Rugg and Phil Feldman

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interior decorators be subjected to battleship gray. The system is packaged in an attractive off-white enclosure that is identical in dimensions to the Mod II. In addition, a green-phosphor screen has replaced the old black-and-white CRT. The keyboard is detachable and in all respects seems identical to the Model II.

\section*{Current Operating System}

The 16 -bit operating system provided with the computer is similar in command structure to the Model II's TRSDOS. However, there are two library commands that are not discussed in the documentation. These commands, Assign and Release, appear to reflect Radio Shack's intent to provide multi-user capability. However, according to knowledgeable sources, Radio Shack's plan to develop their own proprietary operating system has been temporarily abandoned. Instead, they have purchased a multi-user, multi-tasking operating system that is a descendant of a well-known operating system, UNIX. The proposed operating system is called MTOS.

\section*{Proposed Operating System}

There is nothing more useless than a computer without software. Since the Model 16 is capable of running Model II software, it is not useless. However, its "raison d'etre" was not to serve as a Model II; after all, Model II two-drive systems are more than \(\$ 1,000\) less than a comparable Model 16. Radio Shack advertises the Model 16 system as a multiuser system with a small caveat in the September catalog, "available first quarter 1983." Undoubtedly, it is the multi-user features of the 68 K that attract buyers.

If the information from Fort Worth is accurate, the multi-user operating system scheduled for release will be vastly more sophisticated than anything heretofore offered by Radio Shack. The proposed release might be called MTOS, Multiple Terminal Operating System, and is designed as a UNIX look-alike. UNIX is the highly acclaimed operating system designed at Bell Labs primarily for minicomputers. Although UNIX has been used predominantly in the academic community, it has been forecasted by many as the dominant operating system of the 16-bit generation of micro/mini computers. However, MTOS will not contain the full set of UNIX utilities and initially will probably not contain any language, except possibly Cobol. One of the best features of MTOS is the pro-
posed cost: free, to all Model 16 owners.

Probably one of the foremost considerations in not initially providing a complete UNIX system is the necessity of royalty payments to Bell Telephone. However, sometime during the first quarter of 1983 a full UNIX development system complete with utilities will be offered, but it will not be free. This system has been licensed from Bell and will be fully supported. Because UNIX is written in C, it would seem reasonable that any development system must incorporate this language. Fortran and Basic will likely be released in the second quarter of 1983.

Supporting an operating system such as UNIX represents a radical departure from previous marketing philosophies, since Radio Shack has never supported any operating system but their own proprietary systems. Whatever their reasons are for making the change, it is a welcome one. By providing UNIX they

> 'Radio Shack's plan to develop their own proprietary operating system has been temporarily abandoned."
offer a good, well-known, and respected operating system that cannot be easily dismissed by competitors. After all, Radio Shack is entering a very competitive environment, pitting itself against well-known manufacturers such as IBM.

\section*{MTOS}

MTOS, as currently proposed, is a virtual-memory operating system. Conceptually, virtual memory allows application programs an almost limitless amount of memory, even larger than the total amount of internal memory in the system. Virtual-memory systems have been prevalent in mainframes and large minicomputers for at least a decade. However, this type of architecture has not filtered down into the micro world primarily because of programming complexity, marketability, and performance considerations. Virtual memory systems require substantial CPU overhead; some have estimated approximately 25 percent.
(Motorola's MC68010 CPU, along with the MC68451 Memory Management unit, is designed to process virtual memory without adding processor overhead. Radio Shack has given no indication that it plans to use these parts in the Model 16.-Eds.)

In the 8 -bit world, serving two or more users in addition to giving up 25 percent of CPU time to an operating system was just too much to ask, especially with only 64 K of memory. Although 8-bit speeds have increased and integrated-circuit technologies have produced larger and less expensive memories, most software developers did not believe there was a real market for extremely sophisticated multi-user systems, particularly since the 16 -bit processors were right around the corner.

Paging systems are the most prevalent type of virtual memory system. In a virtual system a program is divided into segments called pages, which are usually stored on disk. When the program is initiated only a portion of the pages necessary to begin execution can be loaded into memory. However, at some point during execution a page that is not in memory will be required. The absence of a necessary page is called a page fault.

When a page fault occurs, program execution must cease, and the missing page must be copied into main memory from disk. If memory is completely used there may not be a place to put this page. Thus, the operating system must decide which page to remove. Pages are continuously swapped in and out of memory until program execution is complete.

Virtual-memory environments usually provide dynamic memory allocation. In a dynamic environment a user's program is not assigned to a fixed amount of internal memory. As memory becomes available, the system distributes it among the various users according to a priority system. Suppose, for example, a system is operating with three users. If one of the users terminates, then the two remaining users would have additional memory allocated and their programs would execute more efficiently since there would be fewer page faults.

Thinking about the virtual environment will lead to a quick conclusion. There is an enormous amount of I/O to disk. This problem in the Model 16 is addressed by both hardware and software. The hardware component consists of the Z80A, which can act as a slave I/O processor for the 68 K . When

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a user writes to disk, the 68 K gives most of the problem to the Z80. In addition, the operating system contains a system module called the dispatcher, which determines the priority of program execution as characteristics of \(\mathrm{I} / \mathrm{O}\) boundedness change. For example, if a user program begins accessing a disk file, that user will not be serviced by the CPU for the same duration as other users not performing I/O tasks. However, once I/O is completed, normal CPU multi-tasking is restored.

In any kind of virtual system the memory demand can become too high and servicing page faults one after another can completely consume CPU operations. This phenomenon is called thrashing and is probably why Radio Shack suggests implementing the system with a minimum of 256 K of memory and a hard disk. Floppy disks are extremely slow when compared to hard disks, and it is a difficult (if not impossible) task to implement a useful virtual-memory system in the floppy environment.

\section*{Other Operating Systems}

CP/M, originally developed by Digital Research and subsequently adapted to many microcomputers, is currently available from at least two sources for the Model II operating mode of the Model 16. This operating system's vast software library can be used immediately. A 16-bit version of \(\mathrm{CP} / \mathrm{M}\) is being developed by at least one well-known company. In addition, MP/M, the multi-user version of \(\mathrm{CP} / \mathrm{M}\), will undoubtedly become available sometime within the next 12 months. Although CP/M may be the oldest operating system for microcomputers, it is certainly not the only one.

Phase One Systems has offered, for some time, a multi-user system for the Model II as well as many other microbased systems. Oasis-16 is their new multi-user system, which is compatible with their other system software. Thus, a program written in their Basic should run without modification under Oasis-16. The current multi-user Oasis should operate in the Model II mode of the Model 16, except for patches to the
disk I/O routines. However, I have not heard an official announcement nor seen a demonstration of this capability. Phase One is a dynamic and growing company that will eventually provide a good alternative operating system for Radio Shack's newest computer.

Xenix, Microsoft's version of UNIX, will eventually be adapted. (See 80 Micro, September 1982, p. 300.)

\section*{Model II Operating Mode}

About the only distinguishing characteristic of the Model 16's mimicry of the Model II is the ability to use its double-sided drives to function as a two- or four-drive Model II.

Data and programs can be transferred to the Model 16 by inserting any Model II disk and applying a series of patches contained in a DO file called Thinline. These patches compensate for the different types of disk drives used in the two systems. Occasionally, you may need to move data and programs back to a Model II. In this case, execute the complementary DO file Unthin. The system is now patched to restore Model II compatibility. It takes about two minutes to execute either DO file.

\section*{Application Software}

Radio Shack has released a 16 -bit version of their Cobol compiler. Since this compiler is nearly identical to the corresponding compiler released for the Model II, a large number of programs should become available relatively soon. Since the new Cobol compiler generates object code for the 68 K , the additional computing power of the 16 will substantially enhance program speed, especially if the program is not I/O intensive.

Radio Shack has recompiled a number of Cobol software packages including General Ledger, Accounts Receivable, and Accounts Payable. In addition, Order Entry and Sales Analysis are available. Also, all programs advertised by Radio Shack for the Model II can be executed on the new machine.

\section*{Conclusion}

The Model 16 is a powerful, competitively priced computer. It appears to have a high-quality operating system nearly ready to be released, and software support will undoubtedly be forthcoming.

The machine will satisfy the needs of many small-business users, particularly in the areas of accounting, word processing, and financial planning. The Model 16 should be another Radio Shack success.


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\section*{With this revision of the original Horse Race math program, you can tailor the game to meet the individual needs of your students.}

In the September 1981 issue of 80 Micro, Michael J. Duffin's article entitled "Math Derby" included a program called Horse Race. Horse Race is an educational math game in which each player has a horse on the screen, and the horse moves when the player answers a math question correctly.

Horse Race is ideal for situations in which the players have relatively equal math skills. Each player selects the type of problem he will answer on each turn and, based on the type selected, a correct answer advances that player's horse a predetermined distance. A correct answer to an addition or subtraction question advances the horse one position; a correct answer to a multiplication question advances it two positions; and a

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correct answer to a division question advances it four.

I revised the program so players of differing skill levels could compete against each other-a first or second grader could compete against a fourth or fifth grader. This can be done by having the teacher select the type of problem for each player before the game begins, using the following problem codes:

A-Addition
S-Subtraction
AS-Addition or Subtraction
M-Multiplication
D-Division
MD-Multiplication or Division
Mr. Duffin developed an ingenious way of "timing-out" a player if the player takes too long to answer a question. This involves using the INKEY\$ function to accept the keys hit, and then looking at the value of all those keys strung together. The only disadvantage is that the time limit is hard-coded into the program.

I changed this time interval variable so the teacher can further control the
competition. Students with different skill levels can compete using the same type of problem but with different time allowances. I altered the time interval by making the top end of the timer/answer acceptance loop changeable so the teacher can enter the top value for each student before the race begins.
Another change involved the problems themselves. I wanted all the numbers to be randomly chosen. Using random numbers in addition and multiplication gives simple, straightforward answers. However, using random numbers in subtraction is more difficult because a negative answer can result, and using random numbers in division is the most difficult, because an answer can contain decimals. I rewrote the program so the answers to the subtraction and division problems would always be positive, whole numbers.
To guarantee this result, the program performs the opposite operation on the random numbers and uses that answer in the problem for the player. For example, suppose the player selects division and the computer randomly selects the numbers 7 and 9 . Neither 9 divided by 7 nor 7 divided by 9 result in a positive whole number. So, the program performs the opposite operation \((7 \times 9)\) and puts that answer into the problem shown to the student: 63 divided by \(7=\) ?. In subtraction, the random numbers 7 and 9 would produce the
\(\mathrm{A} \$(10,3)-\mathrm{Y}\) or N flag indicating whether or not each fact \((0-9)\) should be used for each student.
\(\mathrm{B} \$(5)\)-Holds each digit of an answer.
\(\mathrm{C}(3)\)-Number of correct answers for each player.
D-Player's answer.
DT(3)-Delay timer.
I-Loop index and variable subscript.
\(J\)-Loop index and variable subscript.
K -Loop index and variable subscript.
\(\mathrm{K} \$\)-Last key hit by current player.
L-Loop index and variable subscript.
N (3)-Name of each player.
NP -Number of players.
\(\mathrm{P}(3)\)-Current print position of each horse.
Q-Variable used in intermediate calculations to alter problems so that subtraction and division answers are one digit.
R -Random number ( 1 or 2 ) used to determine which type of problem to do in Multiplication/Division and Addition/Subtraction selections.
W(3)-Number of wrong answers for each player.
W\$(3)-Which problem code was selected for each player.
X -First random math fact.
Y -Second random math fact.
YS-Counter used to ensure that at least one math fact is selected for use for each student. Z-Answer to problem.

Table 1. List of variables I used in Horse Race II. Be sure to alter array sizes, if necessary, when customizing the program.

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problem \(16-7=\) ?
I wanted the teacher to control which numbers are used in the problems so he or she can exercise a student in the student's weak areas (e.g., the multiplication table for a specific number, such as 3 or 6). I set up a two-dimensional array into which a Y or N is stored for each math fact for each student. As the second random number is generated, this array is checked to see if the number generated is desired.

Only the second fact is checked, because if you want the table for 2 , the
problem \(2 \times 9\) is valid so only one random number must qualify. If you selected the multiplication table for 2 and then checked both numbers, \(2 \times 2\) is the only problem that would ever appear.
This revised game has been used successfully at the school where my wife works.

Danley Christensen is a data processing analyst and computer programmer. He can be reached at 17 Walnut Hills, Springfield, IL 62707.

\section*{Program Listing}

```

1480 B$(J) = ""
1490 NEXT J
1500 IF W$(I) = "S" THEN GOTO 1610
1510 IF W$(I) = "M" THEN GOTO 1730
1526 IF W$(I) = "D" THEN GOTO 1650
1530 IF W$(I) = "A" THEN GOTO 1760
1540 IF W$(I) = "MD" THEN GOTO 1580
1550 R = RND(2)
1560 IF R = 1 THEN GOTO 1610
1570 GOTO 1760
1580 R = RND (2)
1590 IF R = 1 THEN GOTO 1730
160\emptyset GOTO 1650
1610 Q = X + Y
1620 PRINT@ Ø, Q"-"Y "="
1630 Z = Q - Y
1640 GOTO 1780
1650 X = RND (9)
1660 Y = RND(9)
1670 IF AS(Y,I) = "N" THEN GOTO 1660
1680 Q = X * Y
1690 Z = Q / X
1700 PRINT@ 0, Q"/"X "="
1710 Z = Q/X
1720 GOTO 1780
1730 PRINT@ Ø, X"X"Y "="
1740 Z = X * Y
1750 GOTO 1780
1760 PRINT@ Ø, X"+"Y "="
1770 Z=X+Y
1780 PRINT@ 64, "WHAT IS YOUR ANSWER, ";N$(I);"?"
1790 AS = INKEYS
1800 J = I
1810 FOR K = 1 TO DT(I)
1820 B$(J) = INKEY\$
1830 IF B$(J) = "" THEN GOTO 1850
1840 J=J+1
1850 FOR L = 1 TO 10
1860 NEXT L
1870 NEXT K
1880 D = VAL(B$(1)+B$(2)+B$(3)+B$(4)+B$(5))
1890 IF Z=D THEN GOTO 1960
1900 W(I) = W(I) +1
1910 PRINT@ 0, D" IS THE WRONG ANSWER, ";N$(V);","
1920 PRINT@ 64, "THE CORRECT ANSWER IS ";Z;"."
1930 FOR J = 1 TO 550
1940 NEXT J
1950 GOTO 2020
1960 PRINT@ \emptyset, Z" IS THE CORRECT ANSWER - THAT IS VERY GOOD,
";N$(I);"!"
1970 C(I) = C(I) + 1
1980 PRINT
1990 FOR J = 1 TO 550: NEXT J
2000 GOSUB 2070
2010 GOSUB 2070
2020 NEXT I
2030 GOTO 1400
2040 REM*********************************************************

```
***************
2050 REM*
MOVE HORSE
2060 REM*******
\(2 \emptyset 7 \emptyset\) PRINT@ \(\mathrm{P}(\mathrm{I}), \mathrm{CHR}(32)\);
2080 PRINT@ P(I) +1 ,CHRS (32);
2090 PRINT@P(I) +2 , \(\operatorname{CHR} \$(32)\);
\(210 \emptyset\) PRINT@ \(P(I)+60, \operatorname{CHR} \$(32)\);
2110 PRINT@ P(I) +61, CHRS(32);
2120 PRINT@ \(P(I)+62, \operatorname{CHR} \$(32)\);
2130 PRINT@ \(\mathrm{P}(\mathrm{I})+63\), CHRS (32);
2140 PRINT@ P(I) +64 , \(\mathrm{CHR} \$(32)\);
\(2150 \mathrm{P}(\mathrm{I})=\mathrm{P}(\mathrm{I})+1\)
2160 PRINT@ \(P(I), C H R \$(170)\);
2170 PRINT@ \(\mathrm{P}(\mathrm{I})+1\), CHR\$ ( 14 Ø) ;
2180 PRINT@ \(P(I)+2, C H R S(132)\);
2190 PRINT@ \(P(I)+60, \operatorname{CHR}(160)\);
\(22 \emptyset \emptyset\) PRINT@ P(I) \(+61, \operatorname{CHRS}(134)\);
2210 PRINT@ P(I) +62 , \(\operatorname{CHR} \$(151)\);
2220 PRINT@ \(\mathrm{P}(\mathrm{I})+63, \operatorname{CHR} \$(131)\);
2230 PRINT@ \(P(I)+64, \mathrm{CHR}(171)\);
2240 IF \(\mathrm{P}(1)>376\) OR \(\mathrm{P}(2)>568\) OR \(\mathrm{P}(3)>760\) THEN GOTO 2290
2250 RETURN
226 ØREM**************************************************************)
***************
\(227 \emptyset\) REM*

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```

Listing continued
2280 REM*******
2290 FOR J = 1 TO 200
2300 NEXT J
2310 CLS
2320 PRINT@ 25,NS(I) " WINS "
2330 PRINT : PRINT : PRINT "nAME","RIGHT","WRONG","% RIGHT":PRIN
T
2340 FOR I = 1 TO B
2350 Q = C(I) * 100/ (C(I) + R(I))
2360 PRINT N$(I),C(I),R(I),0
2 3 7 0 ~ P R I N T
2380 NEXT I
2390 END
240\emptyset REM**************************************************************
***************
2410 REM*
ENTERING GAME PARAMETERS
2420 REM********************************************************
*****************
2430 PRINT: PRINT "BESIDE EACH NUMBER BELOW, ANSWER 'Y' OR 'N' F
OR WHETHER OR NOT"
2440 PRINT "YOU WANT THAT FACT USED."
2450 FOR Y = Ø TO 9
2460 PRINT Y;: INPUT AS(Y)
2470 IF AS(Y) = "Y" THEN 2500
2480 IF AS(Y) = "N" THEN 2510
2490 PRINT "PLEASE TRY THAT ONE AGAIN.": GOTO 2460
2500 YS = 1
2510 NEXT Y
252\emptyset IF YS = \emptyset THEN PRINT: PRINT "ALL YOUR SELECTIONS FOR THIS S
TUDENT CANNOT BE 'N'. TRY AGAIN.": GOTO 2430
2530 PRINT
2540 INPUT "HOW MANY PEOPLE ARE PLAYING (1 TO 3)";NP
2550 IF NP<1 OR NP>3 THEN GOTO 2530
2560 FOR I = 1 TO NP
2570 PRINT
2580 PRINT "WHAT IS THE NAME OF PLAYER";I;
2590 INPUT N$(I)
2600 PRINT
2610 PRINT "HOW MANY SECONDS SHOULD THE COMPUTER WAIT FOR ";N
$(I);"'S"
2620 INPUT "ANSWERS";DT(I)
2630 DT(I)=DT(I) *13
2640 PRINT
2650 PRINT "WHICH OF THE SIX PROBLEM CODES FOR ";N$(I);: INPU
T W$(I)
2660 IF W$(I) = "A" OR W$(I) = "S" OR W$(I) = "D" OR W$(I) =
"M" OR W$(I) = "MD" OR W$(I) = "AS" THEN GOTO 2710
2670 PRINT: PRINT "USE ONE OF THE FOLLOWING PROBLEM CODES:"
2680 PRINT " 'A' - aDD": PRINT " 'S' - SUBTRACT": PRINT'
    'AS' - ADD AND SUBTRACT"
2690 PRINT " 'M' - MULTIPLY": PRINT " 'D' - DIVIDE": PR
INT " 'MD' - MULTIPLY AND DIVIDE"
2700 GOTO 2650
2710 PRINT : PRINT "BESIDE EACH NUMBER BELOW, ANSWER 'Y' OR '
N' FOR WHETHER OR NOT"
2720 PRINT "YOU WANT THAT FACT USED FOR ";N$(I);"."
2730 YS = Ø
2740 FOR Y = 0 TO 9
2750 PRINT Y;: INPUT AS(Y,I)
2760 IF AS(Y,I)= "Y" THEN 2790
2770 IF AS(Y,I)= "N" THEN 2800
2780 PRINT "PLEASE TRY THAT ONE AGAIN.": GOTO 2750
2790 YS = 1
2800 NEXT Y
281\emptyset IF YS = \emptyset THEN PRINT:PRINT "ALL YOUR SELECTIONS FOR THIS
STUDENT CANNOT BE 'N'. TRY AGAIN.": GOTO 2710
2820 NEXT I
2830 CLS
2840 PRINT: PRINT "WEL COME TOOT RS-8 O HORSE
R A C I N G"
2850 PRINT: PRINT: PRINT: PRINT "THE RIDERS IN TODAY'S RACE WILL
BE:"
2860 FOR I = 1 TO NP
2870 PRINT TAB(6) NS(I)
2880 NEXT I
2890 PRINT: PRINT "GOOD LUCK TO ALL RIDERS!!"
2900 PRINT
2910 PRINT: PRINT: PRINT TAB(10) "PRESS ANY KEY WHEN READY TO ST
ART THE RACE"
2920 K\$ = INKEY\$
2930 IF KS = "" THEN 2920
2940 CLS
2950 RETURN

```

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\section*{TECHNIQUE}

comparing, reading the percentages of letter and multi-letter repetitions, and

\section*{se your computer to translate your messages into an indecipherable mess; then, with this program, you can translate them back again.}

Charles Babbage, the father of the modern computer, was an extraordinary cryptologist.

Cryptanalysis was to him an extension of his interest in statistics and probability; he was the first to apply algebra to the task of deciphering encrypted messages. While all cryptologists of his day considered polyalphabetic ciphers (those using multiple keys) impossible to break, he cracked them and made it appear easy.

Using the computer to encipher and decipher plain language (plaintext) is a natural. Numerous machines have been designed to do this work over the

\section*{The Key Box}

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years, most of them mechanical and electromechanical. There is considerable repetitive, trial-and-error work involved in creating a cipher and returning the cipher to readable form, so this is an ideal application for the computer. And when the truly demanding work of cryptology is involved, when the analyst attempts to discover the key to an encrypted message, the computer can relieve the tedium of searching, apply bits and pieces of key after key to the unknown cipher.

There is more to deciphering a cryptic message than turning a machine loose on the ciphe: ext. There are a number of approaches that sometimes pay off in short order, but more often it takes hours of challenging study and testing of possibilities before the slightest intimation of pay dirt.

The hours spent testing ciphers against possible keys can be reduced to minutes, or even to seconds, by a simple computer program.

The simplest cipher is direct substitution of letters. If you lay out a line of alphabet and put below it another line

> A BCDEEFGHIJKLMNOPQRSTUVWXYZ - Alphabet BCDEFGHIJKLMNOPQRRSTUVW XYZ A -Cipher key

Table 1


Program Listing 1
10 ' This program demonstrates that the common trigraph "the"
20 ' requires something over 17,000
"throws" to be selected at random.
30 CLEAR 1000
40 RANDOM
50 FOR X=1 TO 20
60 FOR \(Y=1\) TO 3
\(70 \mathrm{~A} \$=\operatorname{CHR} \$(\operatorname{RND}(26)+64)\)
\(80 \quad \mathrm{~B} \$=\mathrm{B} \$+\mathrm{A} \$\)
90 NEXT Y
100 IF B \(\$=\) "THE" THEN 170
110 PRINT B\$" ";
\(120 \mathrm{~B} \$={ }^{\prime}=\)
\(130 \mathrm{~A}=\mathrm{A}+1\)
140 NEXT X
Listing 1 continues
of the same alphabet, you get a cipher key by sliding the lower line one character to the left (or right).

The key to the cipher in Table 1 is wraparound, where the end of a line continues without punctuation onto the next line.

The alphabet slides one letter to the left, and the letter hanging over the edge moves to the other end. If you lay out two alphabets in series, wraparound takes place unobtrusively (see Table 2).

Now the lower alphabet can slide left quite easily, one letter at a time. The ciphertext is created by substituting, letter for letter, the plaintext in the upper row for the letters in the second row. So, to encode the word computer, C becomes D, O becomes P, M becomes N , and so on. The ciphertext becomes "DPNQVUFS'" and is no longer pronounceable.



Listing I continued
```

150 PRINT
160 GOTO 50
170 PRINT :PRINT :PRINT "AT THE "A"th
THROW, THE COMMON"
180 PRINT "PLAIN LANGUAGE WORD '"B\$"'
WAS CAST."
190 END

```

\section*{A-Z 1 / ABCDEFGHIJKLMNOPQRSTUVWXYZ THIS ISAREPRESENTATIVEPRINTOUTASITAPPEARSINHARDCOPYASYOUCANSE ETHEREARENE ITHERSPACESNORPUNCTUATIONTHESTRAIGHTALPHABETWILLP RODUCETHISCOPYOFPLAINLANGUAGETYPEWHENENTEREDUNDERMENUBOPTION ASAMEANSOFTESTINGTHEPROGRAMACTION}

Fig. 1. Option B Printout

\section*{Program Listing 2}

10 CLS : CLEAR 5000
20 DIM AS(255), BS (26)
30 PRINT :PRINT :PRINT :PRINT :PRINTTAB(20) "CRYPTANALYST'S AIDE No. ONE
40 PRINTTAB(24) "by Karl Andreassen
50 PRINTTAB(28) "July 1982
60 FOR \(X=1\) TO 1000 : NEXT \(X: X=0\)
70 PRINT :PRINTTAB(5) "Crypto Aide No. 1 affords three optional functions:" 80 PRINT : PRINTTAB(30) "<A >"
90 PRINTTAB(5) "The program generates a standard alphabet against which the
100 PRINTTAB(5) "cipher is compared 26 times, each comparison being slid one
110 PRINTTAB(5) "letter along the alphabet. The alphabet is then reversed
120 PRINTTAB(5) "and comparison made at each of 26 positions. " :PRINT
130 PRINT :PRINTTAB(30) " \(<\mathrm{B}>"\)
140 PRINTTAB(5) "The analyst may enter a unique alphabet from the keyboard.
150 PRINTTAB(5) "It will be tested against the cipher input at 26 succeeding 160 PRINTTAB(5) "positions, reversed and again compared at 26 positions."
170 PRINT :PRINT :PRINTTAB(30) " \(<\mathrm{C}>"\)
180 PRINTTAB(5) "The analyst may enter a keyword. The program will construct
190 PRINTTAB(5) "the unduped balance of the alphabet, for 26 comparisons in
200 PRINTTAB(5)"forward and 26 in reverse order. ":PRINT
210 PRINTTAB (10) "SELECT \(\langle A\rangle\)," SPACE \(\$(10)\) "NOTE: Program will require up to 60
\(220 \operatorname{PRINTTAB}(10)\) "...... < B > ," SPACE \(\$(10)\) "seconds preparation time for each
230 PRINTTAB(10) "...... < C > ," SPACE \(\$(10)\) "trial, dependent upon input length.
240 PRINTTAB (10)STRING \(\$(7,46)\);:INPUT AOS
250 IF AO \(=\) "A" OR AO \(\$=" a\) " THEN 280
260 IF A0 \(\$=\) "B" OR AO \(\$=" b\) " THEN 510
270 IF AO\$="C" OR A0\$="c" THEN 580
280 CLS : PRINTTAB(10) "ENTER THE CIPHER UNDER STUDY EXACTLY AS RECEIVED."
290 PRINTTAB(10) "SPACE BAR OK, BUT NO PUNCTUATION PERMITTED.":PRINT
300 PRINT :PRINT "IF ENTRY COMPLETE BEFORE AUTO CLOSE, TOUCH ASTERISK."
310 PRINT : PRINT
\(320 \mathrm{X}=\mathrm{X}+1\) : \(\mathrm{I}=\mathrm{X}\)
330 IF X>255 THEN 400
\(340 \mathrm{Z} \$=\) INKEY \(\$\) : IF \(2 \$={ }^{\prime \prime \prime}\) THEN 340
350 IF \(\operatorname{ASC}(\mathrm{z} \$)=32\) OR \(\operatorname{ASC}(Z \$)=13\) THEN PRINT " "; :GOTO 340
360 IF \(Z \$=" \star\) " THEN 400
\(370 \mathrm{AS}(\mathrm{X})=\mathrm{Z}\) \$
380 PRINT AS(X);
390 GOTO 320
400 CLS : PRINT "TRANSLATION PROCEEDING NORMALLY+"
410 FOR X=1 TO 26
\(420 \mathrm{~A} \$=\mathrm{A} \$+\mathrm{CHR} \$(\mathrm{X}+64)\)
430 NEXT X
440 IF \(A 0 \$=" C\) " THEN 810
450 FOR \(Y=1\) TO 2
460 FOR \(X=1\) TO 26
\(470 \mathrm{~B} \$=\mathrm{B} \$+\mathrm{CHR} \$(\mathrm{X}+64)\)
480 NEXT X
490 NEXT \(Y\)

A line of scrambled text is not easy to key into a typewriter or a computer. Experience has revealed that the keyboard operator handles scrambled text best in five-letter code groups. So virtually all ciphertext is sent and received in five-letter code groups, to obscure the word divisions, and to make the ciphertext easier to work with.
Most 80 Micro readers can look at the two lines in Table 2 and the grey matter starts churning up a suitable Basic subroutine to produce the two lines. Then, you start wondering how to get the computer to substitute a keyed-in letter for one of the cipherkey letters. When you succeed with this, you slide the cipherkey one space after another to the left until all letters have been used, making a total of 25 different cipherkeys (besides the plaintext alphabet that produces a one-to-one key of little value).

\section*{'Virtually all ciphertext is sent and received in five-letter code groups."}

At this point you can add 26 more cipherkeys by inverting either the plaintext alphabet or the cipherkey alphabet (but not both). You now have a program that will test ciphertext fragments against 51 different substitution keys. With pencil and paper it would take hours; a TRS-80 can do it in minutes.

Program Listing 1 produces a series of three consecutive letters, each randomly produced from the 26 -letter alphabet. I've incorporated a word trap that stops the program when "the" is produced by chance, and screens the total number of three-letter groups formed to that point. Pure chance dictates that only once in \(26 \times 26 \times 26=\) 17,576 tries will any given three-letter word appear. The selected word could come up the first try, or the program

\title{
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}

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Extending a line is as simple as two keystrokes, instantly the cursor jumps to the end of the program line and the editor is placed in the insert mode.
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All you have to do is mark the line or block of lines and then tell the editor where to move or copy them.
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Have you ever needed to change a lot of PRINT statements to LPRINTs?
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Listing 2 cominued
```

500 IF AO$="'A" OR A0$="B" THEN }81
510 CLS : PRINT "ENTER TEST CIPHER ALPHABET, 26 CAPITAL LETTERS,
5 2 0 ~ P R I N T ~ " N O ~ S P A C E S , ~ N U M B E R S , ~ O R ~ P U N C T U A T I O N . " " ~
530 PRINT STRING\$ (25,46);"!"
5 4 0 LINE INPUT B\$
550 B S=B$+B$
5 6 0 PRINT B\$ :FOR X=1 TO 1000 :NEXT X : X=0
5 7 0 GOTO 280
5 8 0 ~ C L S ~ : ~ P R I N T ~ " E N T E R ~ K E Y W O R D , ~ U P P E R ~ C A S E ~ O N L Y . ~ D O ~ N O T ~ U S E ~ A ~ L E T T E R ~
590 PRINT "TWICE, AND DO NOT USE THE LETTER ' Z' : ";R1\$
600 PRINTSPACE$(40);:LINEINPUT K1$
610 X=LEN (K1$)
6 2 0 ~ F O R ~ Y = 1 ~ T O ~ X ~
630 B$ (Y)=MID$(K1$,Y,1)
640 B$=B$+B$(Y)
650 NEXT Y : X=X +1:W=0 :GOTO 670
6 6 0 ~ X = X + 1
6 7 0 W = W + 1
6 8 0 ~ I F ~ W > 2 6 ~ T H E N ~ 7 8 0 ~
690 AS=CHR$ (W+64)
700 B$(X)=A$ '=r Assign letter to an array position
710 FOR Y=1 TO X-1 '== Prevent comparison of selection with itself.
720 LF BS (Y)=AS THEN GOTO 670'== If any letter repeated,
7 3 0 NEXT Y '== selection is cancelled and another made.
7 4 0 ~ B \$ = B \$ + B S ( X ) ~ ' = = ~ A c c u m u l a t e ~ a l p h a b e t . ~
7 5 0 IF X<26 THEN GOTO 660'== Cut off selection at full alphabet.
760 IF MIDS(B$, 26,1)='"Z"' THEN 780ELSE }77
7 7 0 \text { PRINT "PROBABLE DOUBLE LETTER IN KEYWORD -- BEGIN AGAIN." :END}
780 B$=B$+B$ :PRINT B\$
7 9 0 FOR A9 =1 TO 1000 :NEXT A9
800 IF AO$="C" THEN X=0 :GOTO 280
8 1 0 ~ F O R ~ Y = 1 ~ T O ~ 2 6 ~
8 2 0 ~ Z = Y + 2 5
8 3 0 ~ F O R ~ X = Y ~ T O ~ Z ~
840 C$=CS+MIDS(B$,X,1)
850 NEXT X
8 6 0 \text { GOSUB } 9 6 0
8 7 0 ~ N E X T ~ Y ~
800 IF D=1 AND Y=27 THEN PRINT "BOTH SERIES UNSUCCESSFUL. RESTART. " ;END
8 9 0 ~ D = 1 ~
900 BS="'':FOR Y=1 TO 2
9 1 0 ~ F O R ~ X = 2 6 ~ T O ~ 1 ~ S T E P ~ - 1 ~
9 2 0 ~ B S = B \$ + C H R \$ ( X + 6 4 )
9 3 0 ~ N E X T ~ X ~
9 4 0 ~ N E X T ~ Y ~
950 PRINT "REVERSED ALPHABET" :GOTO 810
960 FOR Xl=1 TO I-1 '== I represents total cipher characters input.
970 F=ASC (AS(XI))-64
980 F$=MID$(C$,F,1)
990 G$=G$+F\$
1000 NEXT X1
1010 PRINT : PRINT "IF PLAIN LANGUAGE APPEARS, EUREKA!"
1020 PRINT "CIPHER ALPHABET HAS BEEN DISCOVERED: " :PRINT
1030 IF D=0 THEN PRINT "A-Z"
1040 IF D=1 THEN PRINT " Z-A"
1050 PRINT X-26;"/ ";G\$
1060 PRINT :PRINT :PRINT :PRINT "..............NEXT COMPARISON ? <Y> "
1070 PRINT ". . ...ANOTHER CIPHER ALPHABET ? <C>"
1080 PRINT "PROCESS SUCCESSFUL DISCOVERY ? < P>"
1090 PRINT STRING$(24,46)"QUIT ? <Q>"
1100 A1$=INKEY\$ :IF Al$="'" THEN 1100
1110 IF AI S= "Y" THEN CS=""' :G$="'" :CLS :PRINT :RETURN
1120 IF A1S = "C" THEN }1
1130 IF A1$= "p" THEN 1160
1140 IF ALS= "Q" THEN END
1150 PRINT "PROMPTS MUST BE ANSWERED AS LISTED" :GOTO 1100
1160 CLS :PRINT :PRINT :PRINT "SUCCESSFUL CIPHER ALPHABET IS: "
1170 PRINT : IF D=0 THEN PRINT "A-Z"X-26;"/ "CS :PRINT
1180 IF D=1 THEN PRINT " }2-\mp@subsup{A}{}{\prime\prime}\textrm{X}-26;"/ "C$ : PRINT
1190 INPUT "PRINT HARD COPY < Y/N > ";A8\$
1200 IF A8$="Y" AND D=0 THEN LPRINT "A-Z"X-26;"/ "C$
1210 IF A8$="Y" AND D=1 THEN LPRINT " }\textrm{Z}-\mp@subsup{\textrm{A}}{}{\prime\prime}\textrm{X}-26;"/ "C
1220 IF A8S="N" THEN 1060
1230 INPUT "PRINT HARD COPY OF PLAINTEXT DISCOVERY < Y/N > ";A8$
1240 IF A8$=''Y" THEN LPRINT G$ ELSE }106
1250 GOTO 1060

```
might run for hours without hitting it: A quick look at any text reveals that "the" is a fairly common English word; sooner or later, pure chance will produce a three-letter word.

For the odds against a chance arrangement of letters producing four-letter words, multiply the total above 26 .

A message enciphered with the ingenuity of a battery of crypto specialists carries within its framework its own key. It follows that there is no unbreakable cipher, although Stanford University recently announced a computer coding system believed to be virtually impregnable against attack by any analyst.

Thus the challenge: to create the most secure cipher possible that yet can be reasonably easy for the intended addressee to decipher. And the other side of the coin: to crack the most carefully concealed cipher for its key, and ultimately, its message.

\section*{The Challenge}

The give and take of enciphering and deciphering messages can be called an intellectual "game," although in modern dress it can be a game of life or death, or of fortune played against possible incarceration. For many it can be even more exciting than the "invader from outer space" computer games.

I cannot quite call cryptanalysis a game, but even though it can be a deadly serious undertaking, it is a game to some people.

Computer data security is one of those games. The more effective the security programmer, the more likely it is that he has some kind of experience in cryptology.

An entertaining and educational book on cryptology is David Kahn's The Codebreakers (MacMillan, 1967). It is available in most public and university libraries and I highly recommend it.

\section*{Cryptaide One}

The intent of this series is to use the computer as a ciphertext tool, as well as to create and decipher messages. This first program for reading a cipher with an unknown key explores the computer's ability to assist in solving substitution ciphers. Most ciphers are based

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upon a variation of simple substitution, so before you begin to work on any unknown cipher, examine it for simple substitution.

There are three unknowns that must be addressed. If it uses substitution cipher, is the key one of the 51 common variations of strip cipher? Does the cipher key use a regularly interspersed version of the alphabet such as ANBOCPDQ. . . Z? Is a keyword used as the initial letters of the cipher alphabet?

Cryptanalyst's Aide 1 produces plaintext and cipher alphabets, so you can examine part of the received ciphertext against the cipherkey, when you make the A menu selection. Then slide the key one space left with each cycle until you have checked all 25 possibilities. Then invert the cipherkey alphabet and examine all 26 reversealphabet possibilities one by one.

The text resulting from substituting the ciphertext alphabet for the plaintext alphabet appears on screen, preceded by its serial number. Just above the serial number, either \(\mathrm{A}-\mathrm{Z}\) or \(\mathrm{Z}-\mathrm{A}\) signals the mode, straight or reverse, in which the cipherkey is operating. The resulting text appears without spaces as a solid line. When plaintext appears, it seems to leap out at you, even though at times some of the lines contain only a chance word or two that is recognizable.

The greater the bite of ciphertext that you enter into the program for translation, the more time the computer needs to prepare each of the 51 translations. If you enter a full array of 255 characters, each step takes 55 seconds; this amounts to an hour if none pan out. So only enter from 15-25 letters of the ciphertext initially.

The B menu option allows you to enter an alphabet of your own devising. This is helpful during ciphertext
analysis when clues suggest a certain regular alphabet. The indicated alphabet can be entered and the result tested for generation of plaintext against one or all 51 variations of that alphabet. Further, if you discover plaintext from a selected fraction of the ciphertext in the A option, you can enter the discovered alphabet in the B option and enter up to 255 letters of ciphertext to read the message. This can save \(10-50 \mathrm{~min}-\) utes over entering the entire message in the menu A option.

A variation of the standard alphabet

> "With the addition of a subroutine similar to that used in this Scripsit dictionary, you could enter the ciphertext. . . and wait for the computer to crack the cipher."
is the keyword option, choice C on the menu. In this variation, enter a word known to the sender and receiver of the message as the first letters of the cipher alphabet. If any letters are repeated in the word, such as the a in Alaska, omit the redundant letters. The program continues the alphabet from the word's last letter, omitting any letter used in the keyword.

If there is an underlying message in the approach to computer-assisted cryptography, it is to use the computer as a tool, and to increase the creative human effort. Don't rely on the computer to make the critical decisions, although the computer recognizes plain language when it appears, provided the

\footnotetext{
QYQDS CDMGD CUYUJ CJQYQ XXMEB XMNXC NMOIB JMZYC EMCLX JMOZS BXCKZ QEYXC PMLCW DNCOO QYICD QFFSI DEQKQ RIDMY DMUYB QBMZY QDNPC CGYXJ MZMIY ECZMX CNMOI BJMZI DKQOZ SBXIO EMYYQ KMXJQ DHWYX XWZDI DKQEQ OJIDM FCCYM CDXJM OIBJM ZXMTX
}

Fig. 2. Unsolved Crypto Message
program and the time are available to incorporate this function into your operation. With the addition of a subroutine similar to that used in the Scripsit dictionary, you could enter the ciphertext into the keyboard and sit back and wait for the computer to crack the cipher. Such a program has yet to be written.

\section*{Program Construction}

Following a standard menu-selection routine, enter the ciphertext into the program beginning at line 320 , using the INKEY\$ loop. It is easier to enter plain language or ciphertext groups as discrete words or groups using the space bar, even though the spaces aren't used. I include this feature for the operator's convenience, and spaces and carriage returns are bypassed by line 350 .
When line 330 detects the 255th character, or when the operator touches the asterisk, the command proceeds to the alphabet-generating subroutines beginning at line 400. These subroutines lay the CHR \(\$\)-generated letters in a string for later use.
Variations on the straight alphabet, where letters are interspersed at 1,2 , 3 -or-more-space intervals, are entered at line 530 and used as the cipherkey alphabet instead of the standard alphabet.

When you enter a keyword, it is put through the routine beginning at line 650 and ending at 760 to add the missing letters in alphabetical order for a total of 26 letters. If you enter a repeated letter inadvertently in the keyword, line 770 rejects the entry and asks for a rerun. To accomplish this, the letter Z is unusable in the keyword, and if it does not appear as the 26th letter of the cipher alphabet, the rejection goes into effect. Since most keyword alphabets devised by casual cryptographers end in Z and since there is provision for entry of special keyboards through menu B, the automatic feature is a time saver.
With alphabets ready, the program translates the ciphertext into each version of test text as determined by the cipherkey for a total of 51 ( 52 including the original alphabet). Lines 900-940 invert the ciphertext; the resultant texts

are produced in subroutine 960-990.
The submenu presents four options, each showing on screen the resultant translated text. If at the 26th reverse-alphabet you decide to enter another test key word, touching \(C\) reruns the program. If the first option Y turns up
plain-language text, then the option P prints out that text. The program does not restrict printer width defaults, so if you want 60 -character width and no line skipping at the top of the page, type SYSTEM "FORMS \(\mathrm{P}=0 \quad \mathrm{~L}=0\) \(\mathrm{W}=60^{\prime \prime}\) and answer the three succeed-
ing prompts. And if your eyes won't stay open any longer, Q awaits your touch.

Karl Andreassen (24750 Chianti Rd., Cloverdale, CA 95425) enjoys electronics and jogging.

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\section*{Reproduce the video display on paper.}

\section*{LP VII Screen Printout}

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Soon after I purchased a Radio Shack Line Printer VII, I needed a routine to duplicate the video display on paper. Most
routines available for the TRS-80 (such as the built-in shift-downarrow * of the Model III) reproduce only alphanumerics. They usually translate graphic characters into dots.

The short subroutine shown in the Listing duplicates the video display on the Radio Shack LP VII. With the exception of special characters (codes 1-31 and 192-255 for the Model III) the screen is reproduced on paper (Fig. 1).

The LP VII supports two operating modes: character print mode (ASCII decimal \(32-127\) ) and graphic print mode.

The control code decimal 18 switches from character print mode to graphic mode and control code 30 switches back to character print mode.

The program scans each line of the video display, first in the alphanumeric mode then in the graphic mode. The printing head faithfully reproduces any character and graphic patterns encountered. This routine repeats until the last line of the display
is printed. Since this program is written in Basic it will take approximately 15 minutes for a complete screen printout.

\section*{The Key Box}

Basic Level II
Model I or III
16K RAM
Line Printer VII
**** True Screen Print for the LP VII *****

FBCDEFGHI JKLMNDPQRSTUYWXYZabedefghi jk Imnopqrstuviwxyz
```

1234567890: * 1 ***\&' ( ) mQ

```


Figure 1


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Fun for the Younger Set
}

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by Safi Bahcall
}

\section*{The Key Box}

\author{
Model I or III \\ 16K RAM Cassette Basic 32K RAM Disk Basic
}

> Introduce your 5-yearold to the TRS-80 with these math and word identification programs.

\footnotetext{
\(1 \emptyset \mathrm{CLS}\)
\(2 \emptyset\) CLEAR 10ØØ
25 DIM A1 \$ (50) , A2 \$ (50)
30 RESTORE
\(4 \emptyset\) FOR \(I=1\) TO \(20: R E A D A 1 \$(I), A 2 \$(I): N E X T\)
50 RA \(=\) RND ( 20 )
\(6 \emptyset \mathrm{~B} \$(1)=\mathrm{Al} \$(\mathrm{RA}): \mathrm{B} \$(2)=\mathrm{A} 2 \$(\mathrm{RA})\)
70 RN=RND (4)
\(80 \mathrm{P}(1)=202: \mathrm{P}(2)=242: P(3)=778: P(4)=818\)
85 PRINTCHR\$ (23)
90 PRINT@P(RN),B\$(2)
\(1 \emptyset \emptyset\) IFRN \(<>4\) THEN PRINT@P (4) , BS (1)
110 IFRN \(<>3\) THEN PRINT@P (3), B\$(1)
120 IFRN \(<>2\) THEN PRINT@P (2), \(\mathrm{B} \$(1)\)
130 IFRN \(<>1\) THEN PRINT@P (1), B\$(1)
140 FOR \(Y=1\) TO \(47: \operatorname{SET}(64, Y): N E X T Y\)
150 FOR X=1 TO 127:SET(X,23):NEXT
160 Y\$=INKEY\$:IFY\$=" " THEN 160
165 IF \(Y \$={ }^{\prime} S^{\prime \prime}\) THEN \(7 \emptyset \emptyset\)
180 IF \(Y \$=" Y\) " THEN \(V=1\)
181 IF \(Y \$=" U "\) THEN \(V=2\)
182 IF \(\mathrm{Y} \$={ }^{\prime \prime} \mathrm{H}\) " THEN \(\mathrm{V}=3\)
183 IF \(Y \$=" J "\) THEN \(V=4\)
190 GOTO 500
200 BAD GUESS
\(21 \emptyset\) FORX \(=62\) TO \(67: \operatorname{RESET}(X, 24): \operatorname{NEXT}\)
\(22 \emptyset\) FOR \(Y=24\) TO \(26: \operatorname{RESET}(6 \emptyset, Y): \operatorname{RESET}(61, Y): \operatorname{RESET}(68, Y)\)
\(230 \operatorname{RESET}(69, Y): \operatorname{NEXT}\)
\(235 \mathrm{~B}=\mathrm{B}+1\)
240 FOR I=1 TO 999:NEXT:CLS:GOTO \(5 \emptyset\)
499 STOP
\(50 \emptyset \cdot\) GOOD GUESS
510 CLS
\(520 \mathrm{~T}=191\)
530 PRINT@351, CHR \(\$(176)+\) CHR \(\$(176)+\) CHR \(\$(176)\)
540 PRINT@413, CHRS (176) +CHR\$(188) +CHR\$(T) +CHR\$(T)+CHR\$(T)+CHR\$(1 88) +CHR\$(176)

550 PRINT@ 474, CHR \(\$(188)+\) CHR \(\$(188)+\) CHR \(\$(T)+\) CHR \((T)+C H R S(188)+\) CHR
\((T)+\) CHR \(\$(T)+\) CHR \(\$(T)+\) CHR \((188)+\) CHR \(\$(T)+\) CHR \(\$(T)+C H R \$(188)+\) CHR \(\$(188\)
Listing continues
}

I decided that it was about time for my five-year-old sister to start playing with the TRS-80. A program written for her had to be not only interesting but fun-something she enjoyed. I remembered that she had a book of games for tots that she liked playing very much. One of the games was to try to find the different word among a group of words; for example, finding the word "boy" among 10 "joys." I put this game on the TRS-80 and made it simple enough so that my sister could use it. (See Program Listing 1.)

\section*{The Word Game}

When you run the program, the screen clears and is divided into four sections, with one word in each. Three are the same and one (obviously) is different. You have a choice of pressing one of four keys: Y, U, H, J. These form a box in the center of the keyboard. For the corner on the screen that you think contains the different word, press the respective key. For example, if the odd word is in the top left corner, press the top left key, which in this case is Y . If the answer is right, a smiling face appears. If it is wrong, a sad face appears. If at any time you want a score, just press shift and S. A score will be displayed, including a percentage of correct answers.

\section*{The Math Program}

I also wrote a math program (Program Listing 2) for my sister. It deals with simple addition. The game is really fun and I enjoy playing it too. My sister liked it so much that my mother had to
```

Listing continued
)
560 PRINT@538,CHR$(131)+CHR$(131) +CHR$(143) +CHR$(T) +CHR\$ (T) +CHR\$
(T) +CHRS (T) +CHR$(T) +CHR$ (T) +CHR$(T) +CHR$ (143) +CHR$(131) +CHR$(131
)
570 PRINT@606,CHR$(131) +CHR$ (T) +CHR\$ (T) +CHR\$ (T) +CHR\$ (131)
580 IF V<>RN THEN 200
590 X=57
600 FOR Y=24 TO 26
610 FOR T=1 TO 2:X=X+1:RESET(X,Y) :NEXT T
6 2 0 ~ N E X T Y ~
630 RESET(64,26):RESET(65,26)
640 X=65:FORY=26TO24STEP-1:FORJ=1TO2:X=X+1:RESET(X,Y) :NEXTJ,Y
6 4 5 \mathrm { G } = \mathrm { G } + 1
650 FOR I=1 TO 999:NEXT:CLS:GOTO 50
700 ' SCORE
710 CLS:PRINT"THE SCORE SO FAR IS:"
720 PRINT"GOOD = "G
730 PRINT"BAD = "B
740 PRINT"TOTAL = "( }\textrm{B}+\textrm{G}
745 IF (B+G)=0 THEN 760
750 PRINT"PERCENTAGE = "INT( (G/(G+B))*10\emptyset +.5)
760 FOR I=1 TO 2400:NEXT:CLS:GOTO }8
9 9 9 ~ G O T O ~ 9 9 9 ~
1000 DATA PUP,CUP , FIT,FAT , PIG,DIG , TAR,BAR
1010 DATA TIP,TOP , SAD,MAD , RUN,FUN , PIT,POT
1020 DATA HOT,HIT, LID,LIP , TOY,BOY, BED,RED
1030 DATA MAN,MEN , BAT,MAT , DAY,PAY , MOW,ROW
1040 DATA BIT,HIT , HAT,RAT , LIP,LAP , BIG,BAG

```
```

10 CLS

```
10 CLS
15 YC=22
15 YC=22
20 FOR Y=0 TO 5:SET(48,Y):SET(52,Y):NEXT
20 FOR Y=0 TO 5:SET(48,Y):SET(52,Y):NEXT
30 FOR Y=11 TO 23:SET(38,Y):SET(67,Y):NEXT
30 FOR Y=11 TO 23:SET(38,Y):SET(67,Y):NEXT
40 FOR X=38 TO 67:SET(X,23):NEXT
40 FOR X=38 TO 67:SET(X,23):NEXT
50 FOR Y=24 TO 27:SET(56,Y):SET (60,Y) :NEXT
50 FOR Y=24 TO 27:SET(56,Y):SET (60,Y) :NEXT
60 SET(56,28):FOR X=56 TO 67:SET(X,29):NEXT
60 SET(56,28):FOR X=56 TO 67:SET(X,29):NEXT
70 FOR X=60 TO 126:SET (X,27):SET (X,29):NEXT
70 FOR X=60 TO 126:SET (X,27):SET (X,29):NEXT
80 Xl=RND (7): X2=RND (7)
80 Xl=RND (7): X2=RND (7)
90 PRINT@848,X1:PRINT@856,"+" :PRINT@865,X2:PRINT@870,"="
90 PRINT@848,X1:PRINT@856,"+" :PRINT@865,X2:PRINT@870,"="
1ø0 V$=INKEY$:IEV$=""THEN 1\emptyset0
1ø0 V$=INKEY$:IEV$=""THEN 1\emptyset0
105 V=VAL(V$)
105 V=VAL(V$)
110 IF V<1 THEN 100
110 IF V<1 THEN 100
120 IF V<>1 THEN 160
120 IF V<>1 THEN 160
130 C$=INKEY$:IFC$=""THEN 130
130 C$=INKEY$:IFC$=""THEN 130
150 V=10+VAL(C$)
150 V=10+VAL(C$)
160 IF V =X1+X2 THEN GOSUB 200 ELSE GOSUB 500
160 IF V =X1+X2 THEN GOSUB 200 ELSE GOSUB 500
170 PRINT@832," "
170 PRINT@832," "
180 GOTO 80
180 GOTO 80
20\emptyset, RIGHT
20\emptyset, RIGHT
210 FOR Y=1 TO YC
210 FOR Y=1 TO YC
220 SET(50,Y)
220 SET(50,Y)
230 FOR Z=1 TO 100:NEXT
230 FOR Z=1 TO 100:NEXT
24| RESET(50,Y)
24| RESET(50,Y)
250 NEXTY
250 NEXTY
260 FOR X=39 TO 66:SET(X,YC):NEXT
260 FOR X=39 TO 66:SET(X,YC):NEXT
265 YC=YC-1
265 YC=YC-1
267 IF YC=10 THEN 280
267 IF YC=10 THEN 280
270 RETURN
270 RETURN
280 Y=4:SET(88,Y):SET}(89,Y):SET(99,Y):SET(100,Y
280 Y=4:SET(88,Y):SET}(89,Y):SET(99,Y):SET(100,Y
290 FORY=6 TO 8:SET(94,Y):SET(95,Y):NEXT
290 FORY=6 TO 8:SET(94,Y):SET(95,Y):NEXT
300 FOR X=92 TO 97:SET(X,8):NEXT
300 FOR X=92 TO 97:SET(X,8):NEXT
310 X=86 : FORY =9TOI3:SET (X,Y) : X=X +1:NEXT
310 X=86 : FORY =9TOI3:SET (X,Y) : X=X +1:NEXT
320 FOR X=9\emptyset TO 98:SET(X,13):NEXT
320 FOR X=9\emptyset TO 98:SET(X,13):NEXT
322 X=99:FORY=13TO9STEP-1:SET(X,Y) : X=X X 1:NEXT
322 X=99:FORY=13TO9STEP-1:SET(X,Y) : X=X X 1:NEXT
325 FOR Z=1 TO 1000:NEXT
325 FOR Z=1 TO 1000:NEXT
330 RUN
330 RUN
500 'WRONG
500 'WRONG
501 IF YC=22 THEN RETURN
501 IF YC=22 THEN RETURN
505 GOTO 570
505 GOTO 570
510 FOR Y=24 TO 28
510 FOR Y=24 TO 28
520 SET(58,Y):FORZ=1TOl00:NEXTZ:RESET(58,Y)
520 SET(58,Y):FORZ=1TOl00:NEXTZ:RESET(58,Y)
5 3 0 ~ N E X T ~ T
5 3 0 ~ N E X T ~ T
540 FOR X=59 TO 126 STEP2
540 FOR X=59 TO 126 STEP2
550 SET(X,28):FORZ=1TO1\emptyset\emptyset:NEXTZ:RESET(X, 28)
550 SET(X,28):FORZ=1TO1\emptyset\emptyset:NEXTZ:RESET(X, 28)
560 NEXT
560 NEXT
565 RETURN
565 RETURN
570 FOR X=39 TO 66:RESET(X,YC+1):NEXTX
570 FOR X=39 TO 66:RESET(X,YC+1):NEXTX
580 YC =YC+1
580 YC =YC+1
590 GOTO 510
590 GOTO 510
9999 GOTO 9999
```

9999 GOTO 9999

```

Program Listing 2. Math Program
bribe her to quit and come to dinner.
When you run the math program, a cup appears in the middle of the screen, one pipe leads to the cup, and another pipe leads away from the cup. At the bottom of the screen there is an addition problem. The problem is to add the two numbers, each between 1 and 7 . If the answer is correct, you see a drop moving slowly through the first pipe, then falling into the cup. When the drop hits the bottom, it spreads out, and another

\section*{'My mother had to bribe her to quit."}
level of liquid is added. If the answer is wrong, one level of liquid is erased, and a drop starts moving through the second pipe. Just before the cup overflows, when you have answered at least 12 problems correctly, a smiling face appears, and the whole cup is drained. Then the program starts from the beginning with another problem and an empty cup.

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\title{
Convergem
}

\author{
by James A. Sanford
}

\section*{『T \({ }^{\text {hen you need to adjust the resolution of your }}\) color television, don't buy a special signal generator. Instead, use your Color Computer.}

To obtain all the resolution that is possible with Radio Shack's Color Computer, you must properly adjust your color television. Those familiar with color televisions know that adjusting Convergem requires a special signal generator to produce the required patterns. These generators are available in manufactured or kit form but are not cheap.

The Color Computer can generate suitable patterns at no extra cost. Convergem generates a black-and-white (buff) screen for adjusting gray scale; color bars for adjusting intensity and tint (or hue); and vertical, horizontal, or cross hatch patterns for dynamic convergence adjustments. A dot pattern is available for static convergence, and the

Program Listing
```

4 CLS
5 GOSUB45
6 GOTO5D
10 PMODE4,1
20 SCREEN1,1
30 COLOR5,0
4 0 ~ P C L S ~
4 5 RETURN
50 PRINT@ @ 12,"CONVERGE"
60 PRINT@39,"BY JAMES A SANFORD"
70 PRINT@73,"COPYRIGHT 1981"
75 PRINT:PRINT:PRINT"THIS PROGRAM WILL PROVIDE":PRINT"VARIOUS PA
TTERNS TO AID COLOR":PRINT"TELEVISION ADJUSTMENT."
80 PRINT@327,"PRESS 'M' FOR MENU"
100 AS=INKEY\$
110 IFA$="M"THENGOSUB206
120 IFA$="B"THENGOSUB30\emptyset
130 IFAS="C"THENGOSUB4|\emptyset
140 IFAS="X"THENGOSUB800
150 IFAS="D"THENGOSUB900
160 IFAS="H"THENGOSUB50@
170 IFAS="V"THENGOSUB600
180 IFA$="O"THENGOSUB1000
185 IFAS="E"THENGOTO103\emptyset
187 IFA$="R"THENGOSUB1021
190 GOTOI00
200 PCLS:CLS
210 PRINT@4,"PRESS":PRINT@16,"TO OBTAIN"

```
center dot is circled, making it easy to find. A large circle is available for checking linearity.
The program prints a title header and then a menu. Select the desired pattern by pressing the corresponding key. To see another listing of the menu, press M. You don't have to press the enter key, because the program continuously scans the keyboard, allowing display of the pattern without disruption. Next, select the pattern you need for making the adjustment, and adjust the television in accordance with the manufacturer's instructions.

You should first adjust gray scale, centering, and height/linearity. Then check purity followed by static convergence at the center of the screen. After adjusting static convergence, recheck purity. The next adjustment is dynamic convergence, using the vertical, horizontal, or cross hatch patterns. This is a time-consuming process, but is well worth it because it pays off in sharp, well-defined lines free of colored fringes. When adjusting the static or dynamic convergence, set the color intensity to minimum.

A word about safety is in order. The high voltages in a color television are lethal and will kill you. If you don't have experience working inside a television, do not remove the back. Instead, use this program to determine whether or not adjustment is necessary, and call a

\section*{The Key Box}

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\title{
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```

Listing continued
215 PRINT@38,"M":PRINT@48,"MENU":PRINT@70,"B":PRINT@80,"COLOR BA
RS":PRINT@l02,"C":PRINT@112,"CENTERING"
220 PRINT@134,"X":PRINT@144,"CROSS HATCH":PRINT@I66,"D":PRINT@17
6,"DOTS":PRINT@198,"H":PRINT@208,"HORIZONTAL LINES"
230 PRINT@230,"V":PRINT@240,"HORIZONTAL LINES":PRINT@262,"O":PRI
NT@272,"CIRCLE":PRINT@294,"E":PRINT@304,"END":PRINT@326,"R":PRIN
T@336,"RASTER"
240 RETURN
30\emptyset CLS:SCREEN0
310 FORY=0TO31
320 FORX=\emptysetTO63
330 SET(X,Y,(INT(X/8)+1))
340 NEXTX
350 NEXTY
351 PRINT@97,"G";:PRINT@129,"R";:PRINT@161,"E";:PRINT@193,"E";:P
RINT@225,"N";:PRINT@101,"Y";:PRINT@133,"E";:PRINT@165,"L";:PRINT
@197,"L";:PRINT@229,"O";:PRINT@261,"W"; : PRINT@105,"B";:PRINT@137
,"L";:PRINT@169,"U";:PRINT@2\emptyset1,"E";:PRINT@109,"R";
352 PRINT@141,"E";:PRINT@173,"D";:PRINT@113,"B";:PRINT@145,"U";:
PRINT@177,"F";:PRINT@209,"F";:PRINT@117,"C";:PRINT@149,"Y";:PRIN
T@181,"A"; :PRINT@213,"N"; : PRINT@121,"M" ; : PRINT@153,"A"; :PRINT@18
5,"G";:PRINT@185,"E";:PRINT@217,"N";:PRINT@249,"T";
353 PRINT@281,"A";:PRINT@125,"O";:PRINT@157,"R";:PRINT@189,"A";:
PRINT@221, "N";:PRINT@253,"G";:PRINT@285,"E";
360 RETURN
400 GOSUB10
410 DRAW"BM128,96U95D190U95L127R254BL127E127G254BM128,96E127H254
4 3 0 ~ R E T U R N
50\emptyset GOSUB1\emptyset
510 FORY=12TO180STEP14
52\emptyset LINE ( }0,Y)-(256,Y),PSE
530 NEXTY
5 4 0 ~ R E T U R N
60 GOSUBl\emptyset

```

```

6 2 0 ~ R E T U R N
700 FORX=2TO254STEP14
710 LINE (X, Ø) - (X,192),PSET
7 2 0 ~ N E X T X ~
7 3 0 ~ R E T U R N
800 GOSUB50\emptyset
810 GOSUB70\emptyset
8 2 0 ~ R E T U R N
900 GOSUB1\emptyset
910 FORX=2TO254STEP14
92Ø FORY=12TO18@STEP14
930 PSET(X,Y,5)
940 NEXTY,X
950 CIRCLE (128,96),7,5
9 6 0 ~ R E T U R N
1000 GOSUB10
1010 CIRCLE (128,96),92,5
1020 RETURN
1021 GOSUB10:PCLS5:RETURN
1030 CLS:END

```
professional.
Even if you have worked on televisions, but have never done convergence, either call a professional or do it under the supervision of someone who knows how. These adjustments are critical, interactive, and time consuming, and a great deal of practice is necessary to become proficient. If in doubt, get help.

The program consists of several subroutines. Each pattern is generated by a subroutine, and pattern selection is also accomplished by a subroutine. The patterns for centering and color bars are similar to those in the Radio Shack owner's manual.

When the program is first run, it prints the title and then goes to the pattern selection subroutine. It then prints the menu and waits for input from the keyboard. Control is then passed to the pattern-generator subroutine and is then returned to the input routine. Once the pattern is generated in memory for continuous display, the program waits for input from the keyboard. This is accomplished by using the INKEY\$ function. If you select a new pattern, it will be displayed until replaced. The program runs continuously until terminated by pressing E or break.

You can easily add custom patterns or displays. Add the appropriate characters to the keyboard input routine and write the appropriate subroutines to generate the display.

James Sanford (509 Forest Drive, Casselberry, FL 32707) works for the U.S. Navy. His hobbies include amateur radio and photography.

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\title{
APL Primer-Part III
}

\author{
by Margaret M. Grothman
}

\section*{\(\square\) his month's installment contains a bonanza of functions: Logical operators, shaping, indexing, and reduction are just a sample.}

APL programs (user-defined functions) can be niladic, monadic, or dyadic. A niladic program is called by entering its name only. The programs Fahren and Cone (from Part I of this series) were of this type.
)DEF FAHREN
1: \(32+(9 \% 5)\) X CEL
)DEF CONE
1: 'THE AREA OF THE BASE IS'
2: 3.1416 \({ }^{\text {W }}\) RAD * 2
3: 'THE VOLUME OF THE CONE IS'
4: \((3.1416 \% 3) \mathbf{~ X ~ ( R A D ~ * ~ 2 ) ~} \mathbf{~ X ~ H T ~}\)
A monadic program requires one argument. Let's rewrite the program Fahren in monadic form. The first name in the title line is the name of the function, the second is the variable name for the data that will be input.
)DEF FAHREN CEL
1: \(32+(9 \% 5)-X\) CEL

To call a monadic program, type the name followed by the value or values of CEL.

Enter:
FAHREN 0
\begin{tabular}{lllllll} 
Result: & 32 & & & & \\
Enter: & & TEMP & 0 & 24 & 6 & 10 \\
Enter: & & & & FAHREN TEMP & & \\
Result: & 32 & 35.6 & 39.2 & 42.8 & 46.4 & 50
\end{tabular}

Notice that typing the name Fahren alone without a value produces a syntax error.

A dyadic program requires two arguments, one before and one after the name. Let's rewrite Cone in dyadic form. In this form, the title line contains three names. The first and the third are the variable names and the middle one is the function name.

\section*{)DEF RAD CONE HT}
```

1: 'THE AREA OF THE BASE IS'
2: 3.1416品 RAD $^{*} 2$
3: 'THE VOLUME OF THE CONE IS'
4: $(3.1416 \% 3)$ - $\mathrm{X}\left(\mathrm{RAD}^{*} 2\right) \mathrm{XHT}$

```

To find the area and volume of a cone with radius of 3 and height of 4 ,

\footnotetext{
Enter: 3 CONE 4
Result: THE AREA OF THE BASE IS
28.2744

THE VOLUME OF THE CONE IS 37.6992
}

\section*{Local and Global Variables}

Fahren as written above does not save the Fahrenheit temperature that it computes in line 1. You can correct this by assigning the results of the computation to a variable. That value is then available outside Fahren-it can be used in another operation or called by another program. Change the program to read:
)DEF FAHREN CEL
1: \(\mathrm{F} \leftarrow 32+(9 \% 5)-\mathrm{XCEL}\)
2: F
The second statement is needed to display the value of \(F\), since the assignment statement does not do that.
Since the variable F is used inside Fahren, and is also available to other programs, it is called a global variable. The variable CEL in this program is a local variable; its value is not available outside Fahren. Prove that to yourself by entering CEL.

In the niladic version of Fahren, the value of CEL must be assigned before calling Fahren. Since it is assigned elsewhere, it can be used elsewhere. It is a global variable.

Another example of a niladic program is the Turtles program presented in Part II of this series. No data is required for Turtles, so it can't be rewritten in monadic or dyadic form. The program uses three variables: ROW1, ROW2, and INDEX. Although they originate inside the program, they are
global variables and carry values out of the program when it has been executed.

\section*{)DEF TURTLES}

1: ROW1 -184190191191188184140
2: ROW2 -130129128128131
3: INDEX \(\leftarrow 1\)
4: \# ROW1
5: \# ROW2
6: INDEX \(\leftarrow\) INDEX +1
7: \(\rightarrow\) (INDEX <8)/4
If you want the three variables to be treated as local variables, change the form of the title line to )DEF TURTLES; ROW1; ROW2; INDEX.

It's a good idea to treat any variables as local unless you have a specific global purpose in mind. In this way, you can use the variable names in another program without danger that they will carry in unwanted values.

\section*{Programs with Explicit Results}

Fahren as written can be called directly, but it cannot be used within another operation. To do that, you must rewrite Fahren to produce an explicit result. At first this seems like the version above, but in a program with an explicit result, the form of the title line is different.

\section*{)DEF \(\mathrm{Z} \leftarrow\) FAHREN CEL}

\section*{1: Z-32+(9\%5) X CEL}

Unlike F in the last example, the variable Z is local; it does not pass its value outside of the function Fahren. Now that the program has an explicit result, you can call it directly (you could do this with the above version, too), or you can use it in another operation or program.

\section*{Enter: TEMPヶFAHREN 10 \\ Enter: TEMP \\ Result: 50}

When a program is written with an explicit result, that result will be displayed. A separate line naming it is not needed.

\section*{Reduction}

The reduction function is used only with vectors. It uses the slash symbol preceded by another symbol. When combined with a plus sign, all elements of the vector are added. For example, \(+/ 5397\) is evaluated in the same way as \(5+3+9+7\). The following example computes the mean of five numbers.
```

Enter: VEC}\leftarrow24681
Enter: N}\leftarrow
Enter: (+/VEC)%N
Result:

```

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If the parentheses are omitted, each element of the vector is divided by five before reduction is done. In the example above, the result is the same either way. Usually, however, a reduction operation should be enclosed by parentheses to ensure that reduction is done before the other operations.

Reduction can also be used with multiplication, using the symbols shift X /.

Enter: CUBE \(\leftarrow 234\)
Enter: \(\quad\) X/CUBE
Result: 24

Reduction can also be used with subtraction and division, but it is probably better not to try. Because reduction is performed in right-to-left order, the results are hard to predict. For example, \(\% / 3624126\) would be executed in the following way:
```

12%6=2
24%2 = 12
36%12=3

```

It is difficult to think of an application for this computation where the hazards do not outweigh the benefits.

\section*{Reduction with Maximum and Minimum Functions}

Reduction in combination with the maximum function returns the highest number in the vector. Minimum reduction returns the lowest number.


\section*{Reduction with Logical Operators}

AND reduction yields a result of one only if all elements of a vector are one. OR reduction yields zero only if all elements are zero. NAND reduction produces zero if all elements are one; NOR reduction produces one if all elements are zero.

Here is an example of AND reduction:

\footnotetext{
\(\rightarrow(1=\& / B) / 5\)
Read: "Go to statement 5 if all elements in vector B are true."
}

\section*{Index Generator (Monadic)}

The index generator, which uses the
```

)DEF TEST
\#28; \#31
I}-
SCORE-0
'FOR EACH STATEMENT, ENTER T OR F.'
'APL STANDS FOR ALL-PURPOSE LANGUAGE.'
ANSWER
'ON A STANDARD APL KEYBOARD, THE GREEK LETTER RHO'
'IS USED FOR THE SHAPE AND RESHAPE FUNCTIONS.'
ANSWER
'APL CANNOT BE USED TO PRODUCE SCREEN GRAPHICS.'
ANSWER
'A USER-DEFINED FUNCTION MUST HAVE AN EXPLICIT RESULT'
'IF IT IS TO BE CALLED BY ANOTHER FUNCTION.'
ANSWER
'VARIABLES USED IN A USER-DEFINED FUNCTION ARE'
'LOCAL UNLESS THEY ARE INCLUDED IN THE TITLE LINE.'
ANSWER
'YOUR SCORE IS';SCORE;'RIGHT OUT OF';P KEY;'QUESTIONS.'
)DEF ANSWER; RES
KEY\leftarrow11010
RES}\leftarrow\square
(RES ='T')/TRUE
RES\leftarrow0
\rightarrow COMPARE
TRUE: RES}\leftarrow
COMPARE }->\mathrm{ (KEY(I) \$ RES)/ WRONG
'CORRECT!'
SCORE-SCORE + 1
->INDEX
WRONG: 'THAT IS NOT THE RIGHT ANSWER.'
I<PI

```


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\begin{aligned}
& \text { change no. of chuctos per inch } \\
& \text { change no. } \\
& \text { or underline in aid-line: }
\end{aligned}
\]

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reshape function can be used to duplicate the Basic LEFT\$ function.

\section*{JKLMNOPQRSTUVWXYZ' LETTERS(?26)}

An index variable may be assigned a new value. You can change selected elements of a vector in this way.

\section*{Enter: NAME-'MISS PIGGY' \\ Enter: NAME (2 34 4) \({ }^{-' R S S}\).' \\ Enter: NAME \\ Result: MRS. PIGGY}

The indexing function and the index generator can be used together as another way to duplicate the LEFT\$ function.

\section*{Enter: LETTERS(I 1 )}

Result: ABCDE
One more example:
)DEF WORDSCRAMBLE
1: QUESTION↔'ZUEPZL'
2: QUESTION
3: ANSWER-QUESTION (4 21563 )
To play, enter the name Wordscramble. To see the answer, type "answer."

\section*{Quad}

I introduced the quad symbol in Part

I as a way to perform a computation and print the result in a single statement.

Result: 53
When quad is used on the right side of an assignment statement, it produces an input prompt.
)DEF MULT; ANS
1: START:'10X3 ='
ANS \(\leftarrow \mathrm{Q}\)
\(\rightarrow\) (ANS \(=30\) ) \(/\) RIGHT
'WRONG'; \(\rightarrow\) START
RIGHT:'YOU ARE RIGHT.'

Line 4 contains two statements separated by a semicolon. If you use multi-ple-statement lines, be sure the first statement is not a branch or a conditional statement.

To improve the appearance of this program, press the down arrow after 'WRONG'. The repeat question will then appear on a separate line.

Note the format of the title line. ANS is a local variable because it is named in the title line and separated from the program name by a semicolon.
character from a literal.
Enter: LETTERS*'ABCDEFGHI

Enter: VEC \(\leftarrow 1248163264\)
Enter: \(\quad \mathrm{X} / \mathrm{VEC}(24)\)
Result: 16
The next example selects a random

Enter: NAME - ' 1 . MISS PIGGY'
Enter: NUMBER \(\boldsymbol{-}^{-2}\) (P NAME
Enter: NUMBER

\section*{Indexing Function (Monadic)}

This function is written like a subscript following a vector name, that is, a value is enclosed in parentheses. The value within parentheses indicates which elements of the vector will be returned. Thus, VEC(4) returns the fourth element of the vector VEC.

More than one value can be accessed. VEC(2 3) produces a vector consisting of the second and third elements of VEC. An expression can also be used within the parentheses. VEC \((1+2)\) returns the third element of the vector VEC.
The next example combines multiplication reduction with indexing.


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Literals can be used with quad, but they must be enclosed in single quotes. A variation of quad is quote quad, produced by typing shift M. Quote quad allows the use of literals without single quotes. No prompt is displayed.

\section*{Membership Function (Dyadic)}

The membership function (shift E) is a way of asking whether a character or a variable is a member of a set. For example, 'A' E 'ABCDE' asks if A belongs to the set 'ABCDE'. Since it does, a one is returned.

\section*{4.EI 9}

Read: "Is 4 a positive integer between 1 and 9 ?"
4.2- \(\mathrm{E}_{\mathrm{m}} \mathrm{I} 9\)

Read: "IS 4.2 a positive integer between 1 and 9 ?
In the second example, a zero will result, because 4.2 is not a member of the set.

If the argument to the left of E is a vector, then the resulting vector will consist of ones and zeros, indicating for each element of the original vector whether it is a member of the vector following E .

\section*{Enter: DIGITS*'0123456789' \\ Enter: 'R2D2'пE DIGITS \\ Result: 0101}

\section*{Take Function (Dyadic)}

The take function (up arrow) strips elements off the left side of a vector.
```

Enter: LEFT -15
Enter: 2 $2 \uparrow$ LEFT
Result: 12

```

Although you have seen two other ways of duplicating the Basic LEFT\$ function, this is the most direct method.

Take can also be used with literals. It could be used, for example, to restrict names in a mailing list to a certain length.

\section*{Enter: NAME \(\leftarrow\) 'YOUR NAME IS TOO LONG' \\ Enter: 18介NAME \\ Result: YOUR NAME IS TOO L}

Characters can be taken off the right side by using a negative integer with take.
\(\begin{array}{ll}\text { Enter: } & -18 \uparrow \text { NAME } \\ \text { Result: } & \text { R NAME IS TOO LONG }\end{array}\)

\section*{Drop Function}

Drop (shift, down arrow) also removes elements from a vector, but it re-
turns the remainder of the vector, not the stripped-off items.
\begin{tabular}{ll} 
Enter: & INDEX - I 5 \\
Enter: & \(2 \downarrow\) INDEX \\
Result: & 345
\end{tabular}

Used with a negative number, drop removes elements from the right side.
```

Enter: $\quad-2 \downarrow$ INDEX
Result: 123

```

The last example appears to be the same as \(3 \uparrow\) INDEX. However, there are situations in which only one of the two functions will work. For example, if the length of INDEX is not known, and you want to remove two elements from the left side, only drop would do the job.

\section*{Grade-up (Monadic)}

The grade-up function, like the take function, uses the up-arrow symbol. Use it to arrange the elements of a vector from lowest to highest. The ordering is not done directly by grade-up. Instead, a vector is produced that is the index of the correct order. Here is an example:
```

Enter: VEC}\leftarrow21-4739-8
Enter: \VEC
Result: 7321546

```

The lowest element of VEC is -8 . Since that number would appear first if the vector were rearranged, a seven is the first digit in the index vector, indicating that the seventh element would be the first listed if the vector were reordered from low to high.

To do the actual reordering, use \(\uparrow\) VEC to index VEC, as follows:

Enter: VEC( \(\uparrow\) VEC)
Result: -8 -412379

\section*{Grade-down (Monadic)}

Grade-down is the reverse of gradeup. Its symbol is produced by typing shift, down arrow, and it produces an index vector for rearranging the elements of a vector from highest to lowest.
```

Enter: \VEC
Result: 6451237
Enter: VEC(\downarrowVEC)
Result: 97321-4-8

```

Both grade-up and grade-down can be used with literals.

2: NAME \(\leftarrow\) M
3: NAME( \(\uparrow\) NAME)
4: NAME ( \(\downarrow\) NAME)

\section*{Index Of (Dyadic)}

This function is used to locate a value within a list. The argument before the symbol, shift I , is the name of the list; the argument following the symbol is the name of the value or variable being searched. When the search is for a literal, it must be enclosed in single quotes.

\section*{Enter: NAME-GEORGE P. SMITH' \\ Enter: NAME \(\mathbf{I}^{\text {I }}\).' \\ Result: 9}

The resulting integer indicates the position of the period character within NAME. If the character appears more than once, only the first position is returned.
```

Enter: NAME - I'E'
Result: 2

```

The next example removes the middle initial from a name. Line 1 locates the initial. Lines 2 and 3 isolate the first and second names through the use of the take and drop functions.
)DEF SHORTNAME; I; F; S

\section*{1: 'ENTER A NAME CONTAINING AN} INITIAL'
```

2: NAME}\leftarrow\square
I\leftarrowNAME涪',
4: F}\leftarrow(\textrm{L}_2)\uparrowNAM
5: S\leftarrow(I+1)\downarrowNAME
6: F,S

```

The last program (see the listing) is a true-false test. The main program is called Test, and it uses a subprogram called Answer. The questions are put into the main program, and the answer key is entered in Answer as a vector assigned to the variable KEY. KEY contains ones and zeros corresponding to true and false answers.

Answer receives the student's response in line 2 , converts the letter response to a one or a zero in lines 4 and 6 . The response is compared to the answer key in line 7 to determine the appropriate message. In line 11, RES is added to SCORE to accumulate the number of correct answers.

The questions and responses will be easier to read if lines are inserted between them. To do this, press the down arrow before the second single quote in statement 4 of Test, and in statements 8 and 11 of Answer.

Contact Margaret Grothman at 5117 Denton Place, Madison, WI 53711.
)DEF YOURNAME
1: 'ENTER YOUR NAME'

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\section*{Twinkle, Twinkle, Little Star}

\author{
by Bill Grout
}

\section*{W \\ ho says a computer can't write? With a little bit of help from you, and some imaginative graphics, the TRS-80 becomes a poet.}

\section*{Program Listing 1. "In a World Like This One"}
```

5 CLS
10 PRINT"IN A WORLD LIKE THIS ONE"
20 PRINT "By Bill Grout"
30 FOR X=1 TO 80b:NEXT X
40 CLS
45 PRINT"For my parents"
46 FOR X=1 TO 800:NEXT X
47 CLS
50 FOR X=1 TO 800:NEXTX
60 PRINT" You don't believe you
70 FOR X=1 TO 1000: NEXT X
80 PRINT" But it isn't true"
90 FOR X=1 TO 700: NEXT X
100 PRINT" in a world like this one"
110 FOR X=1 TO 1000:NEXT X
120 CLS
130 FOR X=1 TO 200:NEXT X
140 PRINT" You raised six honest and hard
working sons and a daughter"
150 FOR X=1 TO 1200:NEXT X
160 CLS
170 FOR X=1TO400:NEXT X
180 PRINT " who are not perverts or criminals"
190 FOR X=1 TO 800:NEXT X
20| PRINT"" Nor who have psychological problems"
210 FOR X=1 TO 80日:NEXT X
220 CLS
230 FOR X=1 TO 500: NEXT X
240 PRINT"n nor who love power";:FOR X=1 TO 400: NEXT X
:PRINT:PRINT"n money";:FOR X=1 TO 2\emptyset\emptyset:NEXT X
PRINT:PRINT"
250 FOR X=1 TO 400:NEXT X

```

Computers can read poems to you with surprisingly effective results. In fact, a computer can inject motion and graphics into a poem, offering avenues of expression not yet explored.
Professional poets may soon look into writing computer poems if for no other reason than to prove they can be technological, too. All you need to know is a little about programming in Basic.
Select a poem that you like; I selected a poem called "The Star" because I thought the computer could easily add graphics. When I began programming "The Star" on the computer, I discovered several things.

First, lines of the poem should appear on the screen, stay there long enough for the reader to understand them without being rushed, then they should go off and new lines appear. How much of the poem appears on the screen at a time varies to make the reading more inter-

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esting. Displaying long blocks of words was less interesting to read than short segments of the poem that change regularly.
By programming the lines in a certain rhythm, you can imitate the way a poem might actually be read. It also allows you to project movement on the screen, something that no printed page allows.
The main programming problem is getting the rhythm of the display to read correctly. You can alter the length of time a line stays on the screen by using a print statement, then creating a pause using a For...Next loop. By experimenting, you can space the lines of poetry with different lengths of pauses. I found that I frequently use the following For. . . Next statements:

> FOR \(X=1\) TO 1000 :NEXT \(X\)
> FOR \(X=1\) TO \(800:\) NEXT X

Because I was typing in these two statements quite often, I made them into subroutines and referred to them with GOSUB statements.

If you refer to lines 10-40 of "The Star" program you will see that I begin with the title and my name, and then use the pause subroutine twice. This gives the viewer time to read the title and to create a short pause before the poem begins. In essence, determining how long the viewer will see the lines

\section*{Listing I continued}
```

260 PRINT "
perpetrate violence"
270 FOR X=1TO 10ø0:NEXT X
280 CLS
290 FOR X=1 TO 40|:NEXT X
299 PRINT:PRINT:PRINT:PRINT
300 PRINT" You did not conquer continents"
310 FOR X=1 TO 800:NEXT X
3 3 0 ~ P R I N T " ~ i n ~ a ~ w o r l d ~ l i k e ~ t h i s ~ o n e " ~
340 FOR X=1 TO 800:NEXT X
355 PRINT
360 PRINT " You set six people free."
370 FOR X= 1TO 2000:NEXT X
380 CLS
390 FOR X= 1TO 2000: NEXT X
4 0 0 ~ E N D

```
displayed on the screen is the major programming task. Because the length of the lines of poetry change, you have to experiment with different sizes of For... Next loops.

You must also consider where the lines will appear on the screen. Lines 10 and 20 place the title and author of the poem in the upper left corner. With lines 50 and 70 , you can position the poem's lines to the right, toward the center, by adding blank spaces within the quotes of the print statement. By using a statement like:

\section*{10PRINT:PRINT" THESTAR'"}
you could print the poem's title two lines down and 10 spaces to the left. In

Program Listing 2. 'Storm Poem"
```

5 ~ C L S ~
10 PRINT "STORM POEM"
2ø PRINT"By Bill Grout"
30 FOR X=1 TO 806:NEXT X
4 9 ~ C L S ~
45 PRINT "For Kearney in Algeria"
46 FOR X=1 TO 80b: NEXT X
4 7 CLS
50 FOR X=1 TO 800:NEXT X
60 PRINT" She rides it out easily"
70 FOR X=1 TO 800:NEXT X
80 PRINT"My wife eating chocolates"
90 FOR X=1 TO 8ø日:NEXT X
100 PRINT "licks her fingers like a cat"
110 FOR X=1 TO 1000:NEXT X
115 FOR X=1 TO 2
12ø PRINT "LIGHTENING FLASH"
130 CLS
148 NEXT X
150 PRINT "LIGHTENING FLASH"
160 FOR X=1 TO 800: NEXT X
170 CLS: FOR X=1 TO 300:NEXT X
175 FOR X=1 TO 3
18\emptyset PRINT"White cheese cloth curtains light up"
190 PRINT"with the blink of flourescent tube coming on"
191 CLS:NEXT X
192 PRINT "White cheese cloth curtains light up"
193 PRINT "with the blink of flourescent tube coming on"
200 FOR X=1 TO 2100: NEXT X
210 CLS
220 FOR X=1 TO 600:NEXT X
230 PRINT"Empty barrel rolling on its side"

```
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```

260 FOR X=1 TO 1000: NEXT X
270 CLS
280 FOR X=1 TO 200:NEXT X
290 PRINT" Unruly radio: clicks and"
291 FOR X=1 TO 80b:NEXT X
295 FOR X=1 TO 20: PRINT@30,"**";:PRINT@50,"**"
296 CLS: PRINTe32,"electric drizzle":CLS
297 NEXT X
300 FOR X=1 TO 1200:NEXT X
3 1 0 CLS
320 FOR X=1 TO 300:NEXT X
330 PRINT "In storm weather"
330 PRINT "In storm weather"
340 FOR X=1 TO 500:NEXT X read history"
360 FOR X=1 TO 500:NEXT X
370 PRINT" short poems"
lol
380 FOR X=1 TO 400:NEXT
390 PRINT "a catalogue"
400 FOR X=1 TO 80\emptyset:NEXT X
420 FOR X=1 TO 40\emptyset: NEXT X
421 PRINT: PRINT
430 PRINT " One candle burning on the table waiting"
440 FOR X=1 TO 1000: NEXT X

```

\section*{5 CLS}

10 PRINT＂TIME＂
\(2 \emptyset\) PRINT＂By Bill Grout＂
30 FOR \(X=1\) TO 80日：NEXT \(X\)
40 CLS
50 FOR \(X=1\) TO 800：NEXT \(X\)
60 PRINT＂You put your head on＂
89 PRINT＂the rail road track and＂
85 FOR \(X=1\) TO 10gの：NEXT \(X\)
90 PRINT＂listen＂：FOR \(X=1\) TO 800：NEXT X：PRINT＠145，＂Your heart＂ 95 FOR \(X=1\) TO 300：NEXT X
96 PRINT＂beating quick as a bird＇s＂
100 FOR \(X=1\) TO 1000：NEXT \(X\)
110 PRINT＂The train is two inches away．＂
120 FOR \(X=1\) TO 500：NEXT X：CLS
130 PRINT＠200，＂Do you have time to be special？＂
140 FOR \(X=1\) TO 800：NEXT X
156 FOR \(X=200\) TO 23日：
160 PRINTEX，＂＂：NEXT X
170 FOR \(X=1\) TO 1500：NEXT \(X\)
180 END
Program Listing 3．＂Time＂

5 CLS
16 PRINT＂PROBLEMS
20 PRINT＂By Bill Grout＂
36 FOR \(X=1\) TO 800：NEXT X
40 CLS
50 FOR \(X=1\) TO 800：NEXT \(X\)
60 PRINT＠9の，＂GEE，＂
70 PRINT
8 FOR X＝1 TO 800：NEXT \(X\)
90 PRINT＠210，＂From the prices
100 FOR \(X=1\) TO \(890, \mathrm{NOU}^{\prime} \mathrm{d}\) think＂
110 CLS
120 PRINTe349，＂The zulus have

130 PRINT
taken over the＂
140 FOR \(\mathrm{X}=1\) TO 500；NEXT X
150 PRINT＠465，＂Phone company＂
160 FOR \(X=1\) TO 10日日：NEXT \(X\)
175 FOR \(X=1\) TO 30
\(18 \emptyset\) PRINT＠512＋X，＂The long distance spear．＂
200 NEXT X
210 FOR X＝1 TO 8ø日：NEXT \(X\)
220 CLS
230 FOR X＝1 TO 1月0日：NEXT X 240 END

Program Listing 4．＂Problems＂

\section*{Program Listing 5．＂Master＂}

5 CLS
16 PRINT＂MASTER＂
20 PRINT＂By Bill Grout＂
30 FOR X＝1 TO 80 ：NEXT X
40 CLS
50 FOR \(X=1\) TO 800：NEXT \(X\)
60 PRINTe20，＂I was walking beside＂
70 PRINT＠84，＂a railroad track＂
80 FOR \(X=1\) TO \(100 \emptyset\) ：NEXT \(X\)
90 PRINT＠148，＂And I found an

100 FORX＝1 TO 800：NEXT X
110 PRINT
120 PRINT＂someone had knocked off＂
130 FOR X＝1 TO 1000：NEXT X
140 CLS

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150 FORX \(=1\) TO \(30 \emptyset:\) NEXT \(X\)
160 PRINT＠20，＂It was stranded＂
176 FOR \(X=1\) TO 800：NEXT X
180 PRINT＠84，＂like a stick in a dry river＂
190 FOR \(X=1\) TO 800 ：NEXT \(X\)
195 PRINT
\(2 \emptyset 0\) PRINT＂With one little prickly pear fruit＂
210 FOR \(X=1\) TO 5D0：NEXT X
220 PRINT＂holding on for dear life＂
230 FOR X＝1 TO 800：NEXT X
340 PRINT：PRINT＂I took pity．＂

37 FOR \(X=1\) TO \(9 \emptyset \emptyset:\) NEXT \(X\)
380 PRINT＂be my slave．＂
390 FOR \(\mathrm{X}=1\) TO 1000：NEXT \(X\)
\(40 \emptyset\) CLS
410 FOR \(X=1\) TO 1500 ：NEXT \(X\)
420 END

\section*{Program Listing 6．＂The Star＂}

10 CLS：PRINT＂THE STAR＂
（ PRINT＂By Bill Grout
30 GOSUB 8000
50 CLS：GOSUB8000 midnight＂＇First line of poem
60 FOR \(X=1\) To 500 ：NEXT \(X\)
60 FOR \(X=1\) TO 500：NEXT X a star＂
78 PRINT＂
8 GOSUB8日の日
90 PRINT＂Perhaps my star or your star，we are not sure＂
100 FOR \(X=1\) TO 1600：NEXT X
100 FOR X＝1 TO \(1600:\) NEXT \(X\)
110 CLS：PRINT＂Plummeted from the sky＂
110 CLS：PRINT
120 GOSUB80ø
130 FOR \(X=1\) TO 806 STEP 64 ＇First starfall
140 PRINT＠X，＂＊n：CLS：NEXT \(X\)
150 PRINT＂Leaving behind it the sparkling streak of a match chipped across sandpaper＂
160 FOR \(X=1\) TO 2ø00：NEXT \(X\)
170 CLS：PRINT＂Where the star fell＂：FOR X＝1 TO 1ø日ø：NEXT X：PRIN T＂was undetermined＂
180 GOSUB80ø日
190 PRINT＂And so we have gone searching
in the opposite direction
\(2 \emptyset 0\) FOR X＝1 TO 22の ：NEXT X
210 CLS：PRINT＂But some were thrown up like jack straws＂
220 FOR \(X=1\) TO \(1300: N E X T X: P R I N T " b y\) the impact＂：FOR \(X=1\) TO \(700: N\)
EXT X
239 PRINT＂And came down every which way and other craters＂
240 GOSUB 1000
250 PRINT＂from previous stars confuse the issue．＂
260 FOR \(X=1\) TO 1200：NEXT X：CLS：FOR \(X=1\) TO 800：NEXT X
270 PRINT＂And then the snow comes abrupt \(\quad\) as pulling down＂
280 GOSUB1000
290 FOR X＝1 TO 6 ＇Snowfall
300 FOR \(Y=1\) TO \(5 \emptyset: N E X T Y\)
310 PRINT＠4ด \(\emptyset+(X * 64)\) ，＂a venetian blind＂
320 IF \(X=6\) GOTO 350
330 PRINT \(960+(\mathrm{X} * 64)\) ，
340 NEXT X
350 GOSUBIめ00
360 CLS；FOR X＝1 TO 300 ：NEXT X
370 PRINT＂And this is how we lost you．＂
380 GOSUBI0ø0
390 CLS：PRINT＂Another star fell＂
400 GOSUB8ø日も
410 FOR \(X=1\) TO 10 ＇Starfall \＃2
\(42 \theta\) PRINT＠3 \(0+(\mathrm{X} * 64)\), ＂＊＂；CLS
430 NEXT X \({ }^{440}\) PRINT
Perhaps yours．．．＂
450 FOR \(X=1\) TO 120 0 ：NEXT \(X\)
460 PRINT＂You stopped to gaze out over the line where you were picking clothespins＂
470 FOR X＝1 TO 1400：NEXT X
480 CLS：FOR X＝1 TO 500：NEXT X
490 PRINT＂Many of us were still in the tops of the trees in the postures of men drinking from bottles， binoculars to our eyes，
getting the angles，getting the degreesn
500 FOR \(X=1\) TO 2900：NEXT X
510 CLS：FOR \(X=1\) TO 400 ：NEXT \(X\)
520 PRINT＂And it was at that moment that you conceived the \(s\) acrifice＂
530 GOSUB10ø日
540 CLS：FOR \(X=1\) TO 300 ：NEXT \(X\)
550 PRINT＂to let go＂
560 GOSUB8000
570 PRINT＂to not try to possess the star＂
580 GOSUBI 100
590 PRINT＂to create a final beauty＂
60 FOR X＝1 TO 9ø日：NEXT X
610 FOR X＝880 TO 1 STEP -67 Sparklerfall
620 PRINTEX，CHRS（42）
630 IF \(X<400\) GOTO 650
640 CLS：NEXT X
650 FOR X＝400 TC 600 STEP 67
660 FOR \(Y=1\) TO 3
670 IF \(X>410\) PRINTe \(\left(X-X^{*} * 15\right)\), CHR \(\$(42)\)
680 NEXT Y
700 CLS：NEXT X
710 PRINT＠448，＂（（ ）＂：PRINT＠449，＂（（ ））＂
720 PRINTe448，＂＇
730 CLS：GOSUB80日
）＂：PRINT＠449，＂（
\(J^{n}\)

Listing 6 continues

> 740 PRINT＠454，＂like children throwing sparklers
> 750 FOR \(X=1\) TO 1200：NEXT X
> 760 CLS：FOR \(X=1\) TO 1200：NEXT X
> 770 END
> 1000 FOR \(X=1\) TO 100日：NEXT X
> 1010 RETURN
> 8006 FOR \(X=1\) TO 800：NEXT \(X\)
> \(8 \emptyset 10\) RETURN

\section*{10 CLS}

PRINT＂DON＇T READ THIS POEM＊
30 PRINT＂By Bill Grout＂
40 FOR \(X=1\) TO \(8 \emptyset \emptyset\) ：NEXT \(X: C L S: F O R ~ X=1\) TO 8ضØ：NEXT \(X\)
50 PRINT：PRINT：PRINT
\(6 \emptyset\) PRINT＂Do not read this there you did it，damn．＂
70 FOR \(\mathrm{X}=1\) TO 1000：NEXT X
80 CLS：PRINT＂Now please＂：FOR X＝1 TO 30日：NEXT X：PRINT＂don＇t
finish this line＂\({ }^{\text {n }}\)
90 FOR X＝1
\(1 \emptyset 0\) CLS：PRINT＂You＇re screwing up my poem，you＇re supposed＂
120 FOR \(X=1\) TO \(7 \emptyset 0: N E X T\) ：PRINT＂to leave one line unread try ag
ain，＂
130 FOR \(X=1\) TO 500：NEXT \(X\)
140 PRINT＂DOn＇t finish this \(1^{\prime \prime}\) ：FOR \(\mathrm{X}=1\) TO 700 ：NEXT X：PRINT＂ Hell，you did！＂
150 FOR X＝1 TO 80日：NEXT X：CLS：FOR X＝1 TO 1ø0日：NEXT X
155 PRINT：PRINT
160 PRINT \({ }^{16}\) DON＇T READ THIS！n
170 FOR X＝1 TO 900：NEXT X：CLS：FOR X＝1 TO 500：NEXT X
175 PRINT：PRINT
180 PRINT＂Thanks for your cooperation＂
190 FOR X＝1 TO 100日：NEXT X
200 CLS：FOR X＝1 TO 800：NEXT X
210 END
Program Listing 7．＇Don＇t Read This Poem＂
```

10 CLS
2\emptyset PRINT "POEM OF HOPE"
3\emptyset PRINT "By Bill Grout"
40 FOR X=1 TO 800:NEXT X
60 PRINT" }\mp@subsup{}{}{\prime\prime

```

```

80 PRINT "
90 PRINT " next to my pillow"
100 FOR X=1 TO 900:NEXT X ( a tree as big as your wrist"
12\emptyset FOR X=1 TO 9|\emptyset:NEXT X
12\emptyset FOR X=1 TO 90\emptyset:NEXT X
l40 PRINT" A tree full grown the size of an Easter chick"
140 PRINT" A tree full gro
150 FOR X=1 TOIl\emptyset\emptyset:NEXT X
160 PRINT " an oak in a
180 PRINT " and its limbs don't blow in the wind"
190 FOR X=1TO 10日0:NEXT X
195 CLS:PRINT:PRINT
200 PRINT" they blow in the prayers."
210 FOR X=1 TO 1000:NEXT X: CLS: FOR X=1 TO 800:NEXT X
220 END

```

Program Listing 8．＂Poem of Hope＂

Program Listing 9．＂My Poetry＂
10 CLS
20 PRINT＂MY POETRY＂
30 PRINT＂By Bill Grout＂
40 FOR \(X=1\) TO \(80 \emptyset\) ：NEXT \(X: C L S: F O R X=1\) TO 80日：NEXT X
60 PRINT＂Your poems lack＂

100 FOR \(X=1\) TO 500：NEXT X：
120 PRINT：
\(130 \mathrm{~A} \$==^{\text {b }}\) barstool＂： \(\mathrm{B} \$==^{n}\) foxglove＂：C \(\$=\)＂iron on patches＂
140 GOSUB2000
150 CLS：FOR \(X=1\) TO \(300:\) NEXT \(X\)
160 PRINT＂What can I do？＂
179 FOR \(X=1\) TO 400：NEXT X
180 PRINT＂I think＂
190 FOR \(\mathrm{X}=1\) TO 300 ：NEXT X
\(200 \mathrm{~A} S={ }^{2}\) potato peelings＂： \(\mathrm{B} \$={ }^{n}\) scotch tape \(\quad\)＂：\(C \$={ }^{n} 1 \mathrm{living}\) bras
210 GOSUB2øø日
220 CLS：FOR X＝1 TO \(300:\) NEXT X：PRINT＂I need to talk＂
230 PRINT＂to one of the masters＂
240 FOR \(X=1\) TO \(900:\) NEXT X
250 PRINT \({ }^{n}\) What if it＇s my heart？＂
260 FOR X＝1 TO 300：NEXT X
270 A \(\$=\)＂asparagus？\({ }^{2}: B \$=\)＂turnstile？＂：CS＝＂backdoor？
280 GOSUB2Øø日
290 CLS：FOR X＝1 TO 400：NEXT X
300 PRINT＂I try to put the stuff＂
310 PRINT \(\quad\) I think
320 FOR \(X=1\) TO \(700:\) NEXT X
\(340 \mathrm{~A} \$={ }^{n}\) barley＂\({ }^{n} \mathrm{BS}=^{n}\) pig iron＂：\(C \$={ }^{\prime \prime}\) mistletoe






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360 FOR \(X=1\) TO 500：NEXT \(X\) ：CLS
370 PRINT＂are the real necessities＂
\(38 \emptyset\) FOR \(X=1\) TO \(4 \emptyset \emptyset\) ：NEXT \(X\)
390 CLS：A \(\$=n ": B \$={ }^{\circ} \dot{\&}\) rubber bands＂；\(C \$=\)＂splayed toes
400 GOSUB20の日
410 FORX＝1 TO 200：NEXT X：CLS
420 PRINT \(n\) into it，\＆well＂
430 FOR \(X=1\) TO 60Ø：NEXT X
440 PRINT＂here it is，men
450 PRINT \({ }^{\prime \prime}\) \＆half empty＂
46 FOR X＝1 TO \(9 \emptyset \emptyset:\) NEXT X：CLS
\(470 \mathrm{~A} \$=\)＂rainbow＂ ： \(\mathrm{B} \$=\)＂spiderweb＂： \(\mathrm{C} \$=\)＂kitchen sink＂
475 GOSUB2000
480 FOR \(X=1\) TO IøのD：NEXT X
490 CLS：FOR \(X=1\) TO 800：NEXT \(X\)
500 END
2000 FOR \(X=1\) TO 3
2200 PRINT：IF \(\mathrm{X}=1\) PRINTe270，AS
2300 IF \(\mathrm{X}=2\) PRINT＠270，B\＄
2400 IF \(\mathrm{X}=3\) PRINT＠270，C \(\$\)
2450 FOR \(Y=1\) TO \(300:\) NEXT \(Y\)
2500 NEXT X
260 RETURN

10 CLS
20 PRINT＂Get＇EM＂
30 PRINT＂By Bill Grout＂
40 FORX \(=1\) TO 100：NEXT X
50 CLS：FOR \(X=1\) TO 800：NEXT \(X\)
\(60 \times \$=\)＂There！＂
7 O FOR \(X=1\) TO 5
\(8 \emptyset\) PRINT＠3 \(9 \varnothing+(x * 88)\) ， X \＄
90 FOR \(Y=1\) TO \(3 \emptyset \emptyset:\) NEXT \(Y\)
100 CLS：NEXT X
\(110 \mathrm{X} \$=\)＂ANT！＂\({ }^{10}\)
120 CLS：FOR \(x=1\) TO 5
130 PRINT＠ \(4 \emptyset \emptyset+(X * 2), x \$\)
140 FOR \(Y=1\) TO
00：NEXT Y
150 CLS：NEXT X
160 PRINT＠410，＂FOOT！\({ }^{n}\)
170 FOR \(X=1\) TO 800：NEXT X
180 CLS：FOR \(X=1\) TO 800：NEXT \(X\)
190 END

Program Listing 10．＂Get＇＇Em＂

10 CLS：PRINT＂CHICKENS＂
2ø PRINT＂By Bill Grout＂
30 GOSUB 80Øø
40 CLS：GOSUB 8000
50 PRINT：PRINT：PRINT＂Chickens＂
60 FOR \(X=1\) TO 1Ø0：NEXT \(X: P R I N T " ~\)
\(\emptyset:\) NEXT \(X\)
Ø：NEXT X
70 PRINT＠217，＂creeps＂
80 GOSUB8000
90 FOR \(X=1\) TO3

111 IF \(\mathrm{X}=3\) GOTO121 ELSEPRINT＠328，＂
120 NEXT X
121 FORX \(=1\) TO 600：NEXT X
130 CLS：FOR X＝1 TO 400：NEXT X：PRINT＠400，＂They wouldn＇t believe
it＂
150 PRINT＂
155 PRINT＂
even if you told them you＂
160 FOR \(X=1\) TOL200；NEXT \(X\)
170 PRINT＂
180 FOR \(X=1\) TO 1200：NEXT \(x\)
190 CLS：GOSUB8øøø
200 ELS：
8000 FOR \(\mathrm{X}=1\) TO 900 ：NEXT X
8100 RETURN
Program Listing 11．＂Chickens＂
```

10 CLS
20 PRINT＂TIME MAGAZINE ARTICLE＂
3 3 PRINT＂By Bill Grout＂
$4 \emptyset$ FOR X＝1 TO 8øØ：NEXT X：CLS；FOR $X=1$ TO 8ø日：NEXT $X$
50 PRINT：PRINT：PRINT
60 PRINT＂The newest thing in the united states is：＂：PRINT：PRINT
70 FOR $\mathrm{X}=1$ TOLø日の：NEXT X
$8 \emptyset$ PRINT＂
$9 \emptyset$ FORX $=1$ TO $8 \emptyset \emptyset:$ NEXT $X$ ：CLS
$10 \emptyset$ FOR $Y=1$ TO 15
110 PRINT＠ $40 \emptyset, \mathrm{H}^{\prime \prime}$ ：PRINT＠ $400+\mathrm{Y}$ ，＂oorayl！＂
120 NEXT Y
130 FOR X＝1TO10日0：NEXT X
140 CLS：FOR X＝1 TO $10 \emptyset \emptyset$ ：NEXT X
150 END

```

Program Listing 12．＂Time Magazine Article＂

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\section*{A description of how it really works}

\section*{Mod II Random Access}

\section*{Terry Kepner}
P.O. Box 481

Peterborough, NH 03458

While writing programs for the Radio Shack Model II recently, I have developed a few migraine headaches and discovered some disquieting facts about its Basic and TRSDOS's Random Access (also called Direct Access) files interaction. The facts giving me these headaches deal with Field statements, buffers, and how TRSDOS and Basic mishandle these items.

When I began using the buffers Model II Basic uses to place and then retrieve information from the disk random-access files, I followed the instructions in the Tandy manual. These instructions explain how to use the Field statement to tell Basic how to divide the buffer into separate fields of information, and determine how many different items are in the buffer, as well as how many bytes are in each of these items through the RSET and LSET commands. Once Basic is told how to divide the buffer, you can put data into it or remove data from it.
When you have filled the buffer, transfer the data to the disk
file. To use that information later, Get a sector ( 256 bytes of data) and Basic will place it into the buffer. You can change the Fielding of the buffer as often as you want; however, to divide the buffer and recover your information, you must use the same Field arrangements (not necessarily the same Field statement) you used when you Put that information on disk in the first place.

\section*{Fielding Buffers}

I was storing a rather large inventory of items on disk, arranged by product number, name, price and a set of eight
file back into memory to verify the program and my data were correct I discovered errors.

Even though I had not initialized the prices or quantities to any values, the files contained outrageous numbers, seven and 16 digits in length, with incredible exponents.

It took a few minutes to trace the problem. When Basic assigns a space in memory to be a buffer, it does not set the buffer to zero, but leaves the memory unchanged. This means the buffer contains garbage, usually alternating sets of 00 and FF.

Fielding a buffer assigns a variable name to a number of
> "Fielding a buffer assigns a variable name to a number of contiguous bytes in the buffer."
numbers, some single precision and some double precision. At this point I was loading the file with only the product names and their respective numbers. Rather than manipulate the numbers, I ignored them and Fielded only the portions of the buffer needed. When I read this
contiguous bytes in the buffer. When information is Set in this buffer, only the Field names used in the LSET or RSET commands are affected. If you Field a 256 byte buffer into four 64-byte chunks with the variable names \(A \$, B \$, C \$\), and \(D \$\), and put information into \(A \$\), then \(B \$\),
\(C \$\), and \(D \$\) remain unaffected. When you transfer the data in this buffer onto the disk, all four chunks are written. If you put data into B \$ without clearing the buffer, the next time you transfer this buffer to the disk the information in A\$ will be written to disk again. Unless you are writing to the same sector as before you will have problems with your data.

When you Set new data into \(A \$\), it replaces the information already there. Likewise, when you Get a sector of information from the disk and place it into the buffer it replaces the data there. Altering the buffer when Getting a new buffer of information or Setting data into specific portions of the buffer allows you to load a sector from the disk, make the necessary changes and put the information back on disk. A problem arises only when you perform a series of Put operations which involve changing parts of the buffer, such as when you build a mailing list, or use the buffer for the first time after initializing Basic.

In these cases remember to set the buffer equal to nothing(CHR\$(0)). Use blanks (CHR\$(32)) only if you are not using num-bers-in the buffer: blanks are interpreted as numbers and not
as zeros, \(\mathrm{CHR} \$(0)\) is interpreted as the number zero for integer, single precision, and double precision numbers.

Discovering that I had to set the buffer to nothing led directly to my next headache and the next problem.
According to the Model II manual the variable names in the Field statement are called Field names, and the manual explains: "Most string variables point to an area in memory called the string space. This is where the value of the string is stored. Field names, on the other hand, point to the buffer area assigned in the Field statement."

Since the buffer contains 256 bytes and Field names in the Field statement identify buffer space and not string variables elsewhere in memory, it seems logical to Set a buffer equal to 256 bytes of any character, for example, CHR\$(0).
This is not so, however; you must use two or more Field names to cover the entire buffer, such as:

> FIELD \#1, 255 AS D1\$, 1 AS D2\$ LSET D1 \(=\) STRING\$(255,CHR\$(0)) LSET D2 \(\$=\) CHR \(\$(0)\)

\section*{Another Problem}

I wanted an indication as to when I had reached an empty record in the file. I checked to see if D1\$ = "" (the null set, nothing). I found 255 bytes of nothing (length of D1\$, according to the function \(\operatorname{LEN}(D 1 \$)\), was zero) was not equal to the null set: Surprise!

I tested to see if D1\$ was equal to CHR\$(0); this worked.

My program lists a series of sectors to the video as an array. This array is spread over five sectors, and contains 19 elements. The first 64 bytes of the first sector is a general information area, and not part of the array. The second, third and fourth 64-byte chunks of the first sector are array elements one, two, and three. The remaining four sectors are divided into four chunks of 64 bytes each and comprise the other 16 elements of the array.
To save time I stored the number of active elements as a piece of data in the general area of the first sector. Only the necessary
sectors are read when listing to the video. This is a real time saver when the last 17 elements are all blanks.

Several places require the array be listed to the video, so I made the listing routine into a general purpose subroutine. Without specifically setting a flag and testing for it, I did not know how many elements had been listed to the video after returning from that subroutine. My program simply returned to sector 1 each time the subroutine was executed.

That was where the problem came up. Whenever I returned from the listing routine, I set the buffer equal to zero to eliminate the possibility of contaminating my data and reloaded the buffer with sector 1 .

As long as I had four or more entries from my array listed on the video, my update routine worked well. If less than four were listed to the video, not only did it not update as I wanted, but the routine erased much of the information in the first sector. I traced the problem-TRSDOS and Basic will not let you Get the same sector consecutively.
If you Get sector 1 , use the data and decide to set the buffer to zero (or blanks), and then try to Get sector 1 again, it will not work! To save processing time, TRSDOS intercepts the Get command and won't return you to the same sector twice. You are left with a buffer of spoiled data you cannot replace unless you load the buffer with dummy information and then return to the sector you want and load it on top of the unneeded data. You end up using twice as much processing time as intended, not to mention the extra coding necessary to determine if you have to use this dummy load technique to get your data into the buffer.

I have not had any further troubles with this null set complication. With this article as a guide, you shouldn't have any problems either.

Terry Kepner is a free lance programmer and writer. He writes a column in Programmer called "Overbyte" and a column in 80 Micro called "Feedback Loop."

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\section*{GENERAL}

\title{
Drop Your Color Computer Into Disk Drive
}

\author{
Robert F. Nicholas 2-B Lennox Heights Lenox, MA 01240 \\ Philip Martel \\ 748 Tyler St. \\ Pittsfield, MA 01201
}

Radio Shack's disks for the Color Computer cost \$599. You get a ROM pack, a 35 track double density disk drive, a twodrive cable, a reasonably wellwritten manual and a free (?) disk.

The ROM pack is about \(61 / 4^{\prime \prime}\) by \(41 / 4^{\prime \prime}\) and slips into the ROM cartridge slot on the right of the computer (where the games go). The disk cable connects to the end of the pack and runs to the drive(s).
Inside the ROM pack (see Fig. 1) is a printed circuit board approximately \(5^{\prime \prime}\) by \(37 / 8^{\prime \prime}\). The screw to the ROM pack is concealed beneath the label just after the period in "CAT NO." You will discover a ROM for the entire disk operating system (nothing resides on the disk at all) a double density disk controller, a few pots (which you probably should not touch), a crystal and some auxiliary circuitry.
The disk drive is 35 track dou-
ble density. Imagine our surprise when we discovered that this Color Computer mini disk also worked fine on our Model I computers. Not only that, but our Model I disk drives worked fine on the Color Computerand double density at that! Wow! This raises an interesting question: Will Radio Shack ever start selling the ROM pack by itself for those of us who already own disk drives? Apparently they do not at the present time.

The system is shipped with a two-drive cable, but it can handle four. The four-drive cables are available from the Shack.

The manual is well put together. It covers setting up the disk system, general description of how programs/files are stored on a disk, interacting with the disk, sequential files, direct access (random) files and some technical information.

Each of the 35 tracks on the disk is divided into 18 sectors of 256 bytes. The system assigns disk space in granules-blocks of nine sectors (half a track). Therefore each granule contains 2,304 bytes, each track 4,608 bytes and the entire disk contains 161,280 bytes. The user


Fig. 1. Color Computer ROM Pack
available disk space (excluding the directory) consists of 156,672 bytes. If Radio Shack had given us 40 track double density drives, we would have had 179,712 bytes. And if they had given us 80 tracks...
Unlike the Models I and III, the Color Disk system does not have a DOS (Disk Operating System) mode. You are always in Disk Basic. The operating system uses about 2K of RAM leaving a 16K system with 6439 bytes and a 32 K system with 22823. If you will not be using any high resolution graphics, you can do "PMODE0,1: PCLEAR1" and have 11047 (16K) or 27431 (32K).
The lack of a DOS mode poses some inconveniences. You cannot list data files and you cannot run a particular program automatically. A partial solution to the former problem is our program Colorzap included in this article. There seems to be no software solution to the latter problem.

\section*{System Software}

The system software on the ROM pack consists of DSKINI, Backup and Copy. The phrasing of these commands is:

DSKINI drive number
BACKUP source drive (TO destination drive) COPY file name-1 TO file name-2

DSKINI is the equivalent of Format on the Model I. For instance, DSKINIO formats the disk in drive zero (in about 40 seconds).

You can back up a disk on a single drive or from one drive to another. A back-up with a single drive 32 K system requires six disk swaps.

Copy, as the name implies, copies a file. For example:

COPY "COLORZAPIBAS" TO "COLORZIP/BAS"
COPY "COLORZAPIBAS:O" TO "COLORZAP/BAS:1"

Incidentally, as the manual indicates, all files must have an extension. The system assigns default extensions of BAS to Basic programs, BIN to machine-language software and DAT to data files. You may use your own extensions instead. If you saved a Basic program as COLORZAP, it would appear in the directory as COLORZAP BAS. (Note that the slash does not explicitly appear in the directory. You may use either a slash or a period as the extension separator.) You could run or load the program as just COLORZAP. However, when copying the program, be sure to specify the extension in both the source file name and the destination file name because the Copy utility will not assign them for you. As an example, suppose we had COLORZAP/BAS in the directory. COPY "COLORZAP" TO "COLORZIP/BAS" would produce an NE (no such file in directory) error. We forgot the extension in the source file name. COPY "COLORZAP/BAS" TO "COLORZIP" would work just fine. Unfortunately, LOAD "COLORZIP" will not work since it does not have an extension on the disk. We omitted the extension during Copy. You could retrieve it with LOAD

The Key Box
Color Disk Basic Color Computer 16K RAM One disk drive
"COLORZIP1".

\section*{Interactive Disk Commands}

I will now describe those commands you use to interact with the disk drive(s). If you are familiar with other systems you will recognize these to be a mixture of DOS and Basic commands. However, in the Color Computer environment, these are all Basic commands. Most, if not all, can be used within Basic programs to add zip to your software which was not always possible with the Model I. For instance, you can display the directory, ask for the amount of free space, rename a data file, and so on.

Many of these commands are fairly similar to their Model I and III counterparts. However, there are some specific differences.

The command Drive followed by a drive number allows you to change the default drive the system uses-provided that you have more than one drive. The drives are numbered from 0 to 3 (maximum). Under normal circumstances, the computer will look at drive 0 (the default drive) when loading, saving, and so on. By using the Drive command, you can specify that the system use a different drive. It is important to note that the Color Disk system looks at only one drive. For instance, in a multi-drive Model I system, if you request LOAD "COLORZAP", the computer will look through all of the drives starting with drive 0 until it finds the program. This is not true with the Color system. If it does not find it on the default drive, it is not there! (Unless you include a drive number with the file name.)

The command Save followed by a file name, \(A\) saves the program in memory to the disk using the file name given. Remember that if your file name does not contain an extension, the computer will assign/BAS. Note that the file name can include a drive number. For instance, SAVE "COLORZAP" would save the program in memory as COLORZAP/BAS on the default drive, whereas SAVE "COLORZAP/V15:1" would save it as COLORZAP/V15 on drive number one.

The optional ", A " appendage will save the program in ASCII format. This is necessary if you intend to merge the program with another program later.

You load a program with the command Load followed by a file name , R. Remember to include the drive number in the file name if the program you want is not on the default drive (normally drive 0 ). The optional ", R " appendage will run the program after it has been loaded into memory. In addition, any files which were open before you issued this command will remain open.

The command Run followed by a file name, \(R\) loads and runs the given file name from the disk. The optional ",R" leaves open files open as above. You need not specify the extension when loading or running unless you assigned an extension other than /BAS. In other words, even though the program is saved to disk as COLORZAP/ BAS, you can LOAD "COLORZAP" or RUN "COLORZAP" without the extension.

You cannot load or run a string. If you let \(A \$=\) "COLOR ZAP', you cannot then RUN A\$.

When you want to save machine language programs presently held in memory, use the command SAVEM followed by a file name, first address, last address and execution address. As indicated, you must supply the first, last and execution addresses for the program. If you do not specify an extension in the file name, the computer will assign /BIN for binary.

The command LOADM followed by a file name, offset address loads the machine language program from disk. You would then run the program by typing EXEC to execute it. If you specify the optional offset address, the computer will locate it at the original first address plus the offset address. The program must be relocatable if it is going to be able to function at this new location.

The default in the Color system is VERIFY OFF, whereas in the Model I the default is ON. Verify double-checks all writes to the disk. This provides greater reliability, but it takes about twice as long. Unless you are ex-
periencing problems with loading files, you probably do not need VERIFY ON.

DIR lists the directory for the disk (default drive.) To see the directory on a specific drive, include the drive number appendage. A sample directory is shown below:
\begin{tabular}{llllll} 
COLORZAP & BAS & 0 & B & 2 \\
MENU & BAS & 0 & A & 2 \\
DRAGON & DAT & 1 & A & 1 \\
VIDEOTEX & BIN & 2 & B & 1
\end{tabular}

The first eight characters are the file name. Then there is a space followed by the extension. (As mentioned above, the slash or period before the extension is not indicated on the disk itself.) There are then three col-
umns of information.
The first column shows the file type.

> 0-Basic program
> 1-data file
> 2-machine-language program
> 3-editor/assembler source program

The next column indicates the storage format of the file:
\[
\begin{aligned}
& \text { A-ASCII } \\
& \text { B-Binary }
\end{aligned}
\]

And the last column shows the number of granules assigned to the file.

There are some problems with the directory. The directory keeps scrolling on the screen. In order to stop it, you have to press shift, @. A disk can contain up to 68 files, so on a really
\begin{tabular}{lll} 
& & \\
Keywords (8183) & Tokens (Hex) & Addresses (81F0) \\
DEL & B5 & 8970 \\
EDIT & B6 & 8533 \\
TRON & B7 & \(86 A 7\) \\
TROFF & B8 & \(86 A 8\) \\
DEF & B9 & 8871 \\
LET & BA & AF89 \\
LINE & BB & \(93 B B\) \\
PCLS & BC & 9532 \\
PSET & BD & 9361 \\
PRESET & BE & 9365 \\
SCREEN & BF & 9670 \\
PCLEAR & C0 & \(968 B\) \\
COLOR & C1 & 9546 \\
CIRCLE & C2 & \(9 E 9 D\) \\
PAINT & C3 & \(98 E C\) \\
GET & C4 & 9755 \\
PUT & C5 & 9758 \\
DRAW & C6 & 9 CB \\
PCOPY & C7 & 9723 \\
PMODE & C8 & 9621 \\
PLAY & C9 & \(9 A 22\) \\
DLOAD & CA & \(8 C 18\) \\
RENUM & CB & \(8 A 09\) \\
FN & CC & \(-\ldots\) \\
USING & CD & \\
Notes: & & \\
1) DLOAD and DLOADM are commands which download prograrns to the Color \\
Computer via the RS-232 port. They are not supported and apparently do not work. \\
2) FN and USING are stored as tokens but there are no execute addresses in the \\
table. & &
\end{tabular}

Table 1. Extended Basic Keywords
\begin{tabular}{lll} 
& & \\
Function Name (831E) & Token & Location (8257) \\
ATN & FF94 & \(83 B 0\) \\
COS & FF95 & 8378 \\
TAN & FF96 & 8381 \\
EXP & FF97 & \(84 F 2\) \\
FIX & FF98 & 8524 \\
LOG & FF99 & 8446 \\
POS & FF9A & \(86 A C\) \\
SQR & FF9B & 8480 \\
HEX\$ & FF9C & 8800 \\
VARPTR & FF9D & \(86 B E\) \\
INSTR & FF9E & \(877 E\) \\
TIMER & FF9F & 8968 \\
PPOINT & FFA0 & 9339 \\
STRING\$ & FFA1 & \(874 E\)
\end{tabular}

Table 2. Extended Basic Functions

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- EENCHMARK execuled once by standard

TRS-80: 14 sec
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\(\$ 89\) MOD
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\(\$ 99\) (MOD I)
\#DB-5111 \(\$ 99\) (MOD III)

full disk, you may have to list the directory several times before locating the file you want. Sixtyeight files is the equivalent of five screens zipping by at a good clip. Even speed readers will experience problems. At three in the morning, virtually all programmers will experience problems reading the directory. Radio Shack should have included a stop-between-screenfuls feature.

A reasonable solution to this problem is our Menu program included with this article. It closes up the spacing between the file name and the extension and includes the slash. We have eliminated three columns of information. Programs are sorted alphabetically. We eliminated scrolling and you can even run a Basic program from the menu.

The Free function requires the drive number. Free by itself is considered a syntax error. PRINT FREE(0) will display the number of free granules on drive 0 . Unlike the Model I, the Free command works on only one drive at a time. It does not indicate the free space on all the drives, only the drive you request. Note that this is a function, not a command! You can state:
\(X=\operatorname{FREE}(0)\)
\(P=\operatorname{SQR}(\operatorname{FREE}(0))\)
and so on.
The command Kill followed by a file name removes the file from the directory and frees up the space which had been assigned to it. You must include the extension when killing a file from the disk. KILL "COLORZAP" would not work-KILL "COLORZAP/BAS" would.

The command Rename followed by old file name to new file name changes the name of a file in the directory. Be sure you include the extension in both the old file name and the new file name. It follows the rules pointed out in the Copy utility above.

The command Merge followed by a file name, \(R\) merges the file from disk with the program currently in memory. You must have saved the file with the ",A" (ASCII) appendage. Any duplicate line numbers will be re-
placed by the ones from the merged file. If you include the optional ", \(R\) ", the resulting program in memory will be run and any files open before the merge will remain open.

The manual suggests you type the command Unload followed by a drive number before removing a disk from the drive. It closes any files on the specified drive. The drive number is optional; if not included, the Unload will operate on the default drive.

\section*{Disk File Commands}

The Color system allows the user both sequential and direct access (random) file formats. The Color system uses commands similar to the Models I and III. They are as follows.

The default values are two buffers (1 and 2) and a buffer size of 256 bytes. If you need a different number of buffers or a different buffer size, use the command Files followed by buffer number and buffer size. The buffer size seems to be the total amount of buffer space available, not the amount per buffer. There is also a File Control Block (FCB) of 281 bytes per buffer.

To open a data file for processing use the command Open followed by "mode", buffer number, file name and record length. The modes are:

\footnotetext{
" O " Output-Sequential output
" 1 " Input-Sequential input
"D" Direct-Random input and/or output
}

Next is the number of the buffer to be used.

Buffer - 0 -screen or keyboard
Seems to be opened and closed automatically by ordinary Prints and Inputs. User seems to have no control over this.
Buffer -1-tape recorder
Buffer -2-printer
Buffer 1-15-disk files

Then supply the file name and optionally the record length if using direct access files. You can have record lengths less than 256 or greater than 256 if desired. This eliminates the Model I random file hassle of having to calculate the starting positions of logical sub-records.

\title{
THE ULTIMATE IN COLORCOMPUTING
}

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COMPARISON CHART
System Size
TAPE: Text space
ROMPAK: Text space
- DISK: Text space

Right Justify
Video Window
Edit any ASCII File
Programmable Function
\begin{tabular}{|c|c|c|c|c|c|}
\hline \multicolumn{3}{|l|}{SUPER COLOR WRITER} & \multicolumn{3}{|l|}{THE COMPETITION} \\
\hline 4K & 16K & 32K & 4K & 16K & 32K \\
\hline N/A & 7 K & 23K & N/A & 2K & 18K \\
\hline 2.5K & 16K & 31K & N/A & N/A & N/A \\
\hline \multirow[t]{5}{*}{N/A} & 5.5K & 21.5K & N/A & 0.5K & 16.5K \\
\hline & YES & & & NO & \\
\hline & YES & & & NO & \\
\hline & YES & & & NO & \\
\hline & YES & & & NO & \\
\hline
\end{tabular}

The figures speak for themselves and with professional features like PROGRAMMABLE function string commands to perform up to 28 commands automatically. PROGRAMMABLE text file chaining, PROGRAMMABLE column insert \& delete, and right hand JUSTIFICATION with punctuation precedence, the choice is clear but there's still more! In their September " 82 issue, " 80 MICRO" says, "The Color Computer has finally come of age. Nothing illustrates that coming of age better than this offering (SUPER "COLOR" WRITER) by Nelson Software". The Super "Color" Writer takes full advantage of the new breed of "smart printers" with Control codes 1-31, 20 Programmable control codes 0-255 for special needs. Works perfectly with all Epson, Radio Shack, Okidata, NEC, IDS, Centronics, Citoh, Smith Corona, Diablo Etc., Matrix, or Letter Quality Printers.

\section*{CHECK THESE FEATURES!}

User friendly • Easy commands • 32K Compatible • Window • Key beep • HELP table • 128 character ASCII \& graphics • Mem left and Mem used • Full cursor control • Quick paging • Scrolling • Word wrap around • Tabs - Repeat all functions • Repeat last command • Insert character \& line • Delete character, delete to end of line, line to cursor, line \& block • Block move, copy \& delete •Global Search, Exchange \& Delete • Merge or Append files • Imbed Control Codes in text • Underline • Superscripts • Subscripts • Headers, Footers \& 2 Auxiliary footnotes on odd, even or all pages definable position • Flush right • Non-breakable space • 4 centering modes: \(5,8.3,10 \& 16.7\) (CPI) • Full page \& print formatting in text • Single sheet pause • Set Page length • Line length, Line spacing, Margins, Page numbers • Title pages • Printer baud: 110, 300, 600, 1200, 2400 - Linefeeds after CR • Soft \& hard formfeed • Works with 8 bit printer fix • and more!

\section*{Super "Color" Writer II Disk}

The Disk version of the Super "Color" Writer works with the TRS-80C Disk System and has all the features listed above plus many more! Use with up to four Disk Drives. Includes an extended HELP table you can access at any time. Call a directory, print FREE space, Kill disk files and SAVE and LOAD text files you've created all from the Super "Color" Writer. Print, merge or append any Super "Color" Terminal file, ASCII file, BASIC program or Editor/Assembler source listing stored on the Disk or tape. The Super "Color" Writer Disk version has additional formatting and print features for more control over your printer and PROGRAMMABLE chaining of disk files for "hands off" operation. Print an entire BOOK without ever touching a thing! Includes comprehensive 90 plus page Tutorial manual.
TAPE \$49.95 ROMPAK \$74.95 DISK \$99.95
Tutorial only \(\$ 15.00\) (Retundable with purchase)
ORDERING INCLUDE \(\$ 3.00\) for shipping in the U.S. \& Canada, \(\mathbf{\$ 6 . 0 0}\) for Foreign orders. C.O.D. add \$2.00.


\title{
Super "Color" Terminal
}

The Ulimate in Smart Terminals
The Super "Color" Terminal turns the Color Computer into a Super-smart terminal with all the features of VIDEOTEX" plus much more. COMMUNICATE with Dow Jones \& Compuserve and with computers like the TRS-80w MODEL I, II, III, APPLE etc., via moden or RS-232 direct! Save the data to tape or print it! Reduces ON-LINE cost to a minimum!

\section*{FEATURES}

10 buffer size settings from 2-30K • Buffer full indicator • Prints buffer contents • Full 128 ASCII keyboard • Compatible with Super "Color" Writer files • UPLOAD \& DOWNLOAD ASCII files, Machine l.anguage \& Basic programs • Set RS-232 parameters • Duplex: Half/Full • Baud Rate: 110, 300, 600, 1200, 2400, 4800 • Word Lengths 5, 6, 7 or \(8 \bullet\) Parity: Odd, Even or None • Stop Bits: 1-9 • Local linefeeds to screen • Tape save \& load for ASCII files, Machine code \& Basic programs • Unique clone feature for copying any tape.

\section*{Super "Color" Terminal Disk}

The disk version of the Super "Color" Terminal works with the TRS-80C Disk system and has all the features listed above plus many more! Use with up to four Disk Drives - Call a directory, print FREE space, kill disk files, save and load text files or BASIC programs • Echo ability in full duplex • Lower case masking • 10 Keystroke Multiplier (MACRO) buffers that can be saved on disk to perform repetitive log-on tasks and send short messages (up to 250 characters each) • Programmable prompt or delay for send next line - Selectable character trapping • Set printer Baud rate to \(110,300,600,1200, \& 2400 \bullet\) Operators Manual.
TAPE \$39.95 ROMPAK \$49.95 DISK \$69.95
Operators manual only \(\$ 10.00\) (Retundable with purchase)

\section*{NEW! \\ Super "Color" Mailer Correspondence-Mailmerge}

The Super "Color" Maller is a powerful multi-purpose file merging program that uses files created by the Super "Color" Writer II. One of Super "Color" Mailer's most popular uses is producing customized form letters - at a fraction of the time and expense of individually typed letters. With Super "Color" Maller you can combine a Super "Color" Writer II file containg a form letter with a file containing a list of names and addresses. You can even insert special words and phrases - unique to each addressee - into the body of the letter. Other Super "Color" Maller uses include creating invoices, printing mailing labels, addressing envelopes, and producing "boiler plate" legal documents out of many different paragraphs. Features include: the ability to selectively print mailing lists by any of up to 10 user definable fields • automatically prints current date • address • salutation \(\bullet\) closing • P.S. etc. \(\bullet\) prints any ASCII file - justification.

TAPE \$39.95
DISK \$59.95
NEW!
Super "Color" Disk-ZAP
The Ultimate in Disk Repair Utilities
A must for ALL Color Computer Disk system owners. A high-speed machine code Disk Utility that can copy sectors and tracks - repair directory tracks and smashed disks, etc. Super "Color" Disk-ZAP has a special screen display that displays sector, track and memory contents in HEXADECIMAL and ASCII at the same time with double cursors that can be moved in any direction. With Super "Color" Dlak-ZAP you are able to verify or modify disk sectors at will. You can even type right onto the Disk! You can send sector contents to the printer or any other RS-232 device in either ASCII or HEXADECIMAL listing. Search the entire Diskette for any ASCII or HEXADECIMAL string. Comes complete with comprehensive manual.

\section*{DISK ONLY \$69.95}


\section*{Super "Color" Calc}

Electronic Spread Sheet
The finest electronic spread sheet and financial modeling program available for the Color Computer - A sophisticated yet easy to use, calculating and planning tool. Project figures into the future to answer the "What if?" questions you face. Create files compatible with the Super "Color" Writer II. Combine spread sheet tables with your documents to create ledgers, projections, statistical \& financial reports \& budgets.

\title{
SECURE PROGRAMS WITH COPY－NOT
}

COPY－NOT IS A COPY PROTECTION PROGRAM WHICH PERMITS BASIC SOFTWARE AUTHOR TO PROTECT HIS CREATION FROM PIRATES．PROGRAMS ON THE DISK ARE DATA ENCRYPTED．PROGRAMS IN MEMORY RUN IN AN ENCRYPTED MODE FOR MAX－PROTECTION．
COPY－NOT satisfies external security needs by forcing the would be pirates into the assembly language code where he must stay for several hundred hours before he can attempt to breach the security of COPY－NOT．
COPY－NOT is an external security program for＂BASIC＂software authors．It is a menu－driven tutorial program that comes with a 41 page owners manual and technical support registration card．COPY－NOT sig－ nificantly modifies TRSDOS 2.3 by killing off three TRSDOS modules thus achieving a net disk overhead of less than 2565 bytes COPY－NOT stores all＂／BAS＂compressed files on the disk in encrypted form．COPY－NOT significantly modifies＂DOS READY＂function．but still allows library command execution．It＇s＂DO／JCL＂file allows up to nine DOS sequence commands．It has no impact on available memory during execution，and renders＂BASIC＊＂equal to＂GARBAGE＂．Furthermore，it allows the soft－ ware author to place his 128 character title line on each diskette and has an AUTO serial number feature that places your 10 digit serial number on each application program diskette，and increments the serial number by one．It even has a simultaneous manufacturing feature that allows you to make up to three application programs at once．COPY－NOT error checks during execution and forces frustrated pirates into the assembly language code

\section*{COPY－NOT＇S MANUAL AVAILABLE FOR \＄8．00．MANUAL PRICE APPLIED TO COPY－NOT ORDER． \＄275．00。 CODE4}

CODE4 is an internal security encryption program that is undecryptable by a micro－computer with its \(1.6 \times 10^{19}\) keys．CODE4 is a MICROSOFT COMPILED BRUN utility program that handles ASCII files with FIELD lengths of 256 characters or less，Generally，the file must not be longer than 29,140 bytes or 300 lines．CODE4 will handle small SCRIPSIT／UC REV01 compressed files of 10 pages or so．CODE4 comes with its list source which will allow easy customizing of its RANDOM NUMBER GENERATOR by selecting a prime number between 11 and 999991 CODE4 can be used with multiple keys．If time would allow 25 master keys of \(1.6 \times 10^{19}\) each，\(\left(2.56 \times 10^{44}\right)\) keys then CODE4 would give the CRAY an undecryptable problem．There are no file protects so CODE4 disks can be backed－up，but if you don＇t know the pass number（EX．125125，125125，3 \(200,255)\) ，bulk erase and start over，you have just lost the file．The program is MENU driven and features five run modules：ENCODE，DECODE，SAVE FILE ZERO FILE，and RETURN TO DOS．Like its big brother COPY－NOT， CODE4 is for use on a 48 K ．two－disk Model I system．It is available on a single density TRSDOS 23 disk．and comes with a sample ASCII file，and start up INSTRUCTIONS

\title{
\＄19．95 \\ TO：H P B VECTOR CO．
}
＊ 130 CENTER STREET
E．STROUDSBURG，PA． 18301
Allow Two Weeks for Delivery
P．S．MONEY ORDERS ARE RUSH ORDERS

The command Close followed by a buffer number closes the files specified．Close by itself closes all open files．

The command Write followed by a buffer number and your data list writes the data list to the specified buffer．Write does not directly place the data onto the disk．In the case of sequen－ tial files，the information in the buffer is placed on the disk ei－ ther when the buffer is full or when you close the buffer．With direct access files，you place the information on the disk by the Put statement following the Write．

The command Print followed by a buffer number and data list is similar to the Write command but avoid it unless you know ex－ actly what you are doing．This is the old Model I way of putting in－ formation onto the disk．It re－ quires the user to specify explic－ itly the commas，semicolons and quotation marks．The prob－ lems inherent in using this com－ mand probably kept most Model I users from ever attempting ran－ dom access files．

Print followed by a buffer number，Using format and data list is another leftover command from the Model I that you want to avoid unless you have very pe－
culiar needs！Print and Print Us－ ing can be very useful for partic－ ular file requirements．The prob－ lem is that you definitely have to understand how the information is stored physically on the disk． If you want to experiment with these commands，we urge you to use our COLORZAP program so that you examine what was actually put on the disk．

The command Input followed by a buffer number and variable name loads data from the spe－ cific buffer．The command Line Input followed by a buffer num－ ber and your data loads an en－ tire block of data from the spe－ cific buffer until it encounters the first＜ENTER＞（OD hex）．

\section*{Other Functions}

Use the EOF（buffer）function to detect if you have reached the end of the file．Use the LOC （buffer）function to determine the correct record number．Use the LOF（buffer）function to determine the last record number in the file．

Use the function Field fol－ lowed by a buffer number and field size as field name with di－ rect access files to format the buffer．Use the function Get fol－ lowed by a buffer number and record number with direct ac－

\section*{Program Listing 1}

\footnotetext{
18 REM
\begin{tabular}{l}
28 REM \\
38 \\
\hline 8
\end{tabular}
30 REM
COLORZAP

58 CLS：CLEA
50 CLS：CLEAR506：DIM MS（1），AS（16），K（22）：BL \(\$=C H R \$(128): B L=159\)
60 FORX \(=1\) TO 16：READ AS（X）：NEXT

96 DATA \(8,9,10,12,13,48,49,56,51,52,53,54,55,56,57,65,66,67,68,6\) 9，70，94
190 CLS：INPUT＊HOW MANY DRIVES DO YOU HAVE＂；MD；MD＝INT（MD－1）；IFMD＜ ØORMD \(>3\) THEN GOTOIg日
110 CLS
120 CLS：\(I F M D=6\) THEN DN \(=6\) ：GOTO150
130 PRINT＠32の，＂＂：PRINT®320，＂DRIVE \＃＂；INPUTDN：DN＝INT（DN）：IFDN＜ 0 OR DN \(>\) MD THEN GOTO 130
140 AS \((3)=\operatorname{STR} S(D N): A S(3)=R I G H T \$(A S(3), 1)\)
150 PRINT＠352，＂n：PRINTE352，＂TRACK（日－34）＂\(;:\) INPUT TN；TN＝INT（T N）：IFTN＜\(\varnothing\) OR TN＞34 THEN GOTO15 0
160 PRINTe384，＂＂：PRINTe384，＂SECTOR（1－18）＂：：INPUT SN：SN＝INT（ SN）：IFSN＜1 OR SN＞18 THEN GOTO 160 170 MN＝9
180 REM MAIN ROUTINE
190 CLS：DSKI \＄DN，TN，SN，M\＄（8），MS（1）
206 AS \((7)=\operatorname{STR} \$(\operatorname{INT}(T N / 1 \sigma)): \operatorname{AS}(8)=\operatorname{STR} \$(\operatorname{TN}-1 \theta * \operatorname{INT}(T N / 10))\)
210 AS \((7)=\) RIGHT \(\$(A \$(7), 1):\) A \(\$(8)=\) RIGHTS \((A S(8), 1)\)
220 AS（12）\(=\operatorname{STRS}(\operatorname{INT}(\operatorname{SN} / 10)): A S(13)=\operatorname{STRS}\left(\operatorname{SN}-10^{*}(\operatorname{INT}(\operatorname{SN} / 19))\right)\)
230 AS（12）\(=\) RIGHT \(\$(\operatorname{AS}(12), 1): \operatorname{AS}(13)=\operatorname{RIGHT}(\operatorname{AS}(13), 1)\)
248 GOSUB410
250 INS \(=-8\)
268 IN \(\$=\) INKEY§：IFIN \(\$={ }^{*}\)＂THEN268

280 IN＝ASC（INS）
296 IFIN \(=9\) THEN36
306 IFIN＝12 THEN GOTO1 20
310 IFIN＜＞ 8 THEN GOTO260
320 IF \(M N=1\) THEN \(M N=0\) ：CLS：GOTO 240
\(330 \mathrm{SN}=\mathrm{SN}-1:\) IFSN \(<1\) THEN \(\mathrm{SN}=18: \mathrm{TN}=\mathrm{TN}-1\)
340 IFTN \(<\) ØTHENTN \(=\emptyset: S N=1\) ：\(M N=\emptyset\) ：GOTO25
\(350 \mathrm{MN}=1\) ：GOTOI90
360 IF \(M N=0\) THEN MN＝1：CLS：GOTO240
\(370 \mathrm{SN}=\mathrm{SN}+1:\) IFSN \(>18\) THENSN \(=1: \mathrm{TN}=\mathrm{TN}+1\)
380 IFTN \(>34\) THENTN \(=34\) ： \(\mathrm{SN}=18: \mathrm{MN}=1\) ：GOTO250
390 MN＝0：GOTOI9
}

400 REM PRINT FORMAT
410 FORZ \(=1\) TO1 28 STEP 8
420 L \(\$=\operatorname{HEX} \$(Z+M N * 128-1):\) IFLEN (LS) <2 THEN LS \({ }^{2}=\) "gn \(^{n}+\mathrm{L} S\)
436 PRINTe32* \((z-1) / 8, A \$(1+(z-1) / 8)\); L ; BL \(\$\);
440 FORQ \(=0\) TOT STEP2
450 H1 \(\$=\operatorname{HEX}(\operatorname{ASC}(\operatorname{MID} \$(M \$(M N), Z+Q, 1))): \operatorname{H2S}=\operatorname{HEX} \$(\operatorname{ASC}(M I D \$(M \$(M N)\), \(\mathrm{Z}+\mathrm{Q}+1\) ))
460 IFLEN ( \(\mathrm{H} 1 \$\) ) \(<2\) THEN H1 \(\$=^{n} g^{n}+\mathrm{H} 1 \$\)
479 IFLEN ( \(\mathrm{H} 2 \mathrm{\$}\) ) < 2 THENH \(2 \$=^{n} g^{n}+\mathrm{H} 2 \$\)
480 PRINTH1\$; H2 \$;
490 IF \(Q=6\) THEN PRINTBL \(\$\); ELSEPRINT" *,
500 NEXT Q
\(516 \mathrm{~J}=(\mathrm{z}-1) / 8\)
\(520 \mathrm{FORQ}=0\) TO7
\(530 \mathrm{PK}=\mathrm{ASC}(\operatorname{MID} \$(\mathrm{M} \$(\mathrm{MN}), 2+\mathrm{Q}, 1))\)
540 IF \(\mathrm{PK}<32\) THENPK=96: GOTO576
550 IFPK \(>=32\) AND \(\mathrm{PK}\langle=63\) THEN \(\mathrm{PR}=\mathrm{PK}+64\) : GOTO570
560 IFPK \(>=96\) AND PK< \(=127\) THENPK \(=\) PK -96
570 POKE1048+J*32+Q, PK
580 NEXT Q
590 NEXT: RETURN
600 REM MODIFY MODE
\(610 \mathrm{SP}=1: \mathrm{CU}=1028: \mathrm{CM}=0: \mathrm{MM} S={ }^{m n}\)
\(620 \mathrm{CU}=1028+32\) *INT \(((\mathrm{SP}-1) / 8)++\mathrm{CM}+\mathrm{INT}(\mathrm{CM} / 4)\)
636 PE=PEEK (CU)
650 POKECU, BL:MM \(\$=\) INKEY \(\$:\) POKECU, PE:IFMM \(\$={ }^{n}\) THEN650 ELSEMM=ASC (MM \$)
\(660 \mathrm{FL}=\square: \mathrm{FORZ}=1 \mathrm{TO} 22\) : \(\mathrm{IFMM}=\mathrm{K}(\mathrm{Z})\) THENFL \(=2\)
670 NEXTZ: IFFL \(=\) QTHEN 650
680 ON FL GOTO \(700,730,760,780,800,870,870,870,870,870,870,870,8\)
\(76,876,876,870,876,876,876,870,876,1696\)
698 REM BACK ARROW
\(760 \mathrm{CM}=\mathrm{CM}-1:\) IFCM \(>=\varnothing\) THEN \(\mathrm{SP}=\mathrm{SP}+(\) INT \((\mathrm{CM} / 2)\langle>C M / 2):\) GOTO620
\(710 \mathrm{CM}=0\) : \(1 F S P>8\) THEN \(S P=S P-1: \quad C M=15: G O T 0620\) ELSE GOTO 650
720 REM FORWARD ARROW
\(730 \mathrm{CM}=\mathrm{CM}+1:\) IFCM \(<=15\) THEN \(\mathrm{SP}=\mathrm{SP}-(\mathrm{INT}(\mathrm{CM} / 2)=\mathrm{CM} / 2):\) GOTO \(62 \theta\)
\(740 \mathrm{CM}=15\) : IFSP<121 THEN \(\mathrm{SP}=\mathrm{SP}+1: \mathrm{CM}=0: \mathrm{GOTO} 20\) ELSE GOTO650
750 REM DOWN ARROW
760 IF SP<121 THEN SP=SP+8:GOTO620 ELSE GOTO 650
770 REM CLEAR
786 GOTO 199
796 REM MODIFY DISK MEMORY
800 CLS: PRINT"PRESS 〈X> TO CANCEL MODIFICATIONOR PRESS <ENTER> T O MODIFY DISK CONTENTS AS INDICATED."
810 VM \(\$=\) INKEY \(\$:\) IFVM \(\$=\) "nTHEN810
820 IFVM \(\$=\) "X" THENGOTO 190
830 IFASC (VM\$) <>13 THEN GOTO 810
840 DSKOS DN,TN,SN,MS(B),M\$(1)
850 GOTO190
860 REM MODIFYING HEX VALUE
\(876 \mathrm{PZ}=\mathrm{K}(\mathrm{FL}): I F P Z<65\) THENPZ \(=\mathrm{PZ}+64\)
880 POKECU, PZ
\(89 \emptyset \mathrm{~V}(\theta)=\emptyset: V(1)=\square: V L=\emptyset\)
\(906 \operatorname{IFINT}(\mathrm{CM} / 2)=\) CM \(/ 2\) THEN GOTO 970
\(918 \mathrm{~V}(1)=F L-6\)
\(920 \mathrm{PN}=\operatorname{PEEK}(\mathrm{CU}-1)\)
936 IFPN \(>=112\) THENPN \(=\) PN -112 :GOTO 960
948 IFPN \(>=65 \mathrm{THENPN}=\mathrm{PN}-55\) : GOTO 966
950 IF \(\mathrm{PN}>=48\) THENPN \(=\mathrm{PN}-48\)
\(960 \mathrm{VL}=\mathrm{PN} * 16+\mathrm{V}(1)\); GOTO 1620
\(976 \mathrm{~V}(\theta)=\mathrm{FL}-6\) : PN = PEEK \((\mathrm{CU}+1)\)
980 IFPN \(>=112\) THENPN \(=\) PN -112 : GOTO1010
990 IF PN \(>=65\) THEN PN \(=\) PN -55 :GOTO101 0
\(1060 \quad\) IFPN \(>=48\) THENPN \(=\mathrm{PN}-48\)
\(1010 \mathrm{VL}=\mathrm{V}(6) * 16+\mathrm{PN}\)
1020 MIDS(MS(MN),SP,I) \(=\) CHR \(\$(V L)\)
1030 IFVL<32 THEN VL=96:GOTO166
1840 IFVL \(>=32\) AND VL \(<=63\) THEN VL=VL +64 : GOTO106日
1050 IF VL \(>=96\) AND VL \(\langle=127\) THEN VL \(=\mathrm{VL}-96\)
\(1060 \mathrm{SV}=\mathrm{INT}((\mathrm{SP}-1) / 8)\) : POKE1647+32*SV+SP-8*SV,VL
1078 GOTOT36
1686 REM UP ARROW
1096 IF SP \(>8\) THEN \(\mathrm{SP}=\mathrm{SP}-8:\) GOTO620 ELSE GOTO650
\begin{tabular}{lll} 
Keyword (C17F) & Token & Location (C1DB) \\
DIR & CE & CBCF \\
DRIVE & CF & CDE9 \\
FIELD & D0 & CFE0 \\
FILES & D1 & D080 \\
KILL & D2 & C6C2 \\
LOAD & D3 & C99A \\
LSET & D4 & D026 \\
MERGE & D5 & C98B \\
RENAME & D6 & CF3F \\
RSET & D7 & D025 \\
SAVE & D8 & C932 \\
WRITE & D9 & CF8A \\
VERIFY & DA & D65B \\
UNLOAD & DB & D146 \\
DSKINI & DC & D4AB \\
BACKUP & DD & D175 \\
COPY & DE & D2CC \\
DISKI\$ & DF & D3FF \\
DISKO\$ & E0 & D474 \\
LOADM & & CEE5 \\
SAVEM & & CE8C
\end{tabular}

The last two items are not in the table of names or the table of addresses. They are stored as the token for Load (or Save) followed by 4 D (M). The addresses were found by examining the beginning of the Load (and Save) code.

Table 3. Disk Basic Keywords


THE MOST POWERFUL WORD PROCESSOR AND ALL PURPOSE COMPUTER PROGRAM AVAILABLE FOR THE TRS-80.

\section*{LOOK at all these features}
1. INSERT characters, words, lines, paragraphs or other files.
2. DELETE characters, words, lines, paragraphs.
3. COLUMNS. CopyArt II can be instructed to print your text from one to six columns. Super easy to use! No complicated commands. Great for doing newsletters, magazine layouts etc. NO MORE CUT AND PASTE! 4. SORTING. Sort lines of text by any field. Sorts up to 650 items in less then 7 seconds. Sort indices, table of contents, names, words or whatever in descending or ascending order. Used with CopyArt's math function it is great for small Inventories, Receivables, Payables etc.
5. Screen widths from 32-255 characters wide. Screen widths can be changed to allow formatting your text as you want.
6. MATH. Built in MATH function for doing calculations on columns or rows. Used with the SORT command, CopyArt II can do a small inventory of 200-300 items, or keep track of small receivables or payables, general ledgers or home financial reports. Super floating point precision up to 32 digits!
7. *GRAPHICS. CopyArt has a built in graphics program that allows inserting graphics within your text. Drawings, graphs, illustrations, cartoons etc. may be used within newsletters or company reports. Graphics commands include: Plot between points, Circles, Squares, Fill, Erase, Draw, Move, Pixel cursor controls and more.
8. *GRAPHIC CHARACTERS. CopyArt has a built in graphics character generator. Used for typesetting large letters from 3 to 25 times normal size! Yes, you can even print characters down the page as well as across. Black on white or white on black.
9. JUSTIFICATION is fully supported. *Proportional spaced justity is supported.
10. *SUPER or SUB-SCRIPT.
11. UNDERLINING.
12. BOLDFACTING.
13. *CHANGE CHARACTER SIZE or PITCH within your document. Character size changes for dot matrix printers with capability. Pitch change for daisy wheel printers with capability.
14. HELP. Help is available for all the commands at the touch of a key while using the word processor. Super for training inexperienced secretaries. Great reminder for experienced people as well. MENU DRIVEN Help for over 45 commands.


SIMUTEK COMPUTER PRODUCTS IMC., 4897 E. SPEEDWAY BLVD., TUCSON, AZ 85712, (602) 323-9391 DEALER, DISTRIBUTOR, \& PRINTER/MANUFACTURER INQUIRIES INVITED

TRS-80 and Scripsit are TM of Radio Shack a Tandy corp. *Indicates printer must have capability to do function.

\section*{Speedy Word-Finder REFWARE Thesaurus 2.0} Save TIME. Improve your WRITING.
Help your SPELLING.
REFWARE Thesaurus 2.0 takes just 7 seconds to find groups of synonyms and related words for any of 24,800 nouns, adjectives, verbs, and adverbs. Substitutes synonyms in your own sentences. And helps you find the correct spelling of hard-to-spell words.
"Anybody who does any sort of writing, whether it be straightforward letters, or an occasional piece of documentation, or notes for a short speech at your local Lion's Club, can use Thesaurus." ...Software Critic, October 1982
"...one of the pioneering reference tool programs." .-.Interface Age, August 1982
"...absolutely no programming knowledge whatsoever is required..." ...Computronics, April 1982

REFWARE THESAURUS 2.0: 24,800 adjectives, nouns, verbs, and adverbs speedily find the most accurate words for your ads, letters, reports, and speeches.
REFWARE THESAURUS Builder 1.0: Series of eight Basic utility programs enables physicians, educators, lawyers, businessmen, or other professionals to develop specialized thesaurus disk of hard-to-remember technical words for personal use.

MINIMUM System Required TRS \(80^{*}\) Mod I or Mod III 48 K with two disk drives. * A Trade mark of Tandy Corporation

Credit card orders phone (914) 238-8896
Dealers: Write for prices. FREE demo disk with minimum order

REFWARE Reference Software Division
David C. Whitney Associates, Inc.
P.O. Box 451, Chappaqua, N.Y. \(10514 \sim 114\)

Specify: Mod I Single Density ()
Mod III Double Density ( )
\begin{tabular}{|c|c|c|c|c|}
\hline Qty. & Title & Unit Price & \multicolumn{2}{|r|}{Total} \\
\hline & 6,200-word Adjectives 2.0 & \$24.95 & & \\
\hline & 6,200-word Nouns 2.0 & \$24.95 & & \\
\hline & 6,200-word Adverbs 2.0 & \$24.95 & & \\
\hline & 6,200-word Verbs 2.0 & \$24.95 & & \\
\hline & Complete 24,800-word Refware Thesaurus 2.0 & \$89.95 & & \\
\hline & Thesaurus Builder 1.0 & \$149.95 & & \\
\hline \multicolumn{5}{|c|}{\begin{tabular}{l}
Sales Tax \\
(N.Y.state residents only)
\end{tabular}} \\
\hline \multicolumn{3}{|r|}{Postage and handling} & \$ & 3.00 \\
\hline \multicolumn{3}{|l|}{Enclosed \$ \(\qquad\) ( ) Check ( )Money Order} & \$ & \\
\hline \multicolumn{5}{|l|}{Card \#} \\
\hline \multicolumn{5}{|l|}{Exp. Date . . . . . . . . . . . . . . . . . . . . . Interbank \#} \\
\hline \multicolumn{5}{|l|}{Signature} \\
\hline \multicolumn{5}{|l|}{Name ............................. . Phone (} \\
\hline \multicolumn{5}{|l|}{Address} \\
\hline
\end{tabular}

Mailed First Class. No C.O.D. orders.
cess files to get the specified record from the disk and place it into the specified buffer. Use the function Put followed by a buffer number and record number with direct access files to place the data in the specified buffer into the specified record on the disk. Use the function LSET field name = data mainly with direct access files. It left justifies the data within the field named. RSET field name \(=\) data does what LSET does but right justifies.

MKN\$(number) converts a number to a string for file storage. Use it for direct access files.

CVN(string variable) converts the string created above back into a number.

\section*{Brand New Basic Commands}

Radio Shack has included two brand spanking new disk commands in the Color system. These commands allow you to examine or modify any sector of any track on any disk-easily! Their formats are:

DSKI\$ drive number,track,sector,string1, string2
DSKO\$ drive number,track, sector,string1, string2

DSKI\$ is for input and DSKO\$ is for output. DSKI\$ takes the information from the specified sector/track/drive and places the first 128 bytes into string1 and the last 128 bytes into string2. Tracks are numbered 0 34 and sectors within tracks are numbered 1-18. For instance DSKI \(\$ 0,17,3, \mathrm{~A} \$, \mathrm{~B} \$\) would read the first sector of file names from the directory (track 17). All you do is PRINTA\$;B\$ and you see it!

To use DSKO\$, you must set up the values of \(A \$\) and \(B \$\) with 128 bytes in each. They will then be written to the specified sector/track/drive. Be very sure you know what you are doing when using this command. You could destroy the contents of the disk if you misuse this command. As a guide, study our programs Menu and Colorzap which use both of these commands.
We are devoting much of the rest of this article to an explanation of what we have learned about the Color Computer and how and where it stores commands and data.

Four tables contain the keywords and functions in both Extended Basic and Disk Basic
\begin{tabular}{|lll|}
\hline & & \\
Function (C201) & Token & Location (C214) \\
CVN & FFA2 & CD1A \\
FREE & FFA3 & CDC0 \\
LOC & FFA4 & CD36 \\
LOF & FFA5 & CD5B \\
MKN\$ & FFA6 & CD28 \\
AS & FFA7 & - \\
\hline
\end{tabular}

The word AS is in the word table but has no execute address associated with it.
Table 4. Disk Basic functions

Granule numbers in hexadecimal, track and sector numbers in decimal.
\begin{tabular}{llllllllllll}
\(\mathbf{G}\) & \(\mathbf{T}\) & \(\mathbf{S}\) & \(\mathbf{G}\) & \(\mathbf{T}\) & \(\mathbf{S}\) & \(\mathbf{G}\) & \(\mathbf{T}\) & \(\mathbf{S}\) & \(\mathbf{G}\) & \(\mathbf{T}\) & \(\mathbf{S}\) \\
00 & 00 & 01 & 11 & 08 & 10 & 22 & 18 & 01 & 33 & 26 & 10 \\
01 & 00 & 10 & 12 & 09 & 01 & 23 & 18 & 10 & 34 & 27 & 01 \\
02 & 01 & 01 & 13 & 09 & 10 & 24 & 19 & 01 & 35 & 27 & 10 \\
03 & 01 & 10 & 14 & 10 & 01 & 25 & 19 & 10 & 36 & 28 & 01 \\
04 & 02 & 01 & 15 & 10 & 10 & 26 & 20 & 01 & 37 & 28 & 10 \\
05 & 02 & 10 & 16 & 11 & 01 & 27 & 20 & 10 & 38 & 29 & 01 \\
06 & 03 & 01 & 17 & 11 & 10 & 28 & 21 & 01 & 39 & 29 & 10 \\
07 & 03 & 10 & 18 & 12 & 01 & 29 & 21 & 10 & \(3 A\) & 30 & 01 \\
08 & 04 & 01 & 19 & 12 & 10 & \(2 A\) & 22 & 01 & \(3 B\) & 30 & 10 \\
09 & 04 & 10 & \(1 A\) & 13 & 01 & \(2 B\) & 22 & 10 & \(3 C\) & 31 & 01 \\
\(0 A\) & 05 & 01 & \(1 B\) & 13 & 10 & \(2 C\) & 23 & 01 & \(3 D\) & 31 & 10 \\
\(0 B\) & 05 & 10 & \(1 C\) & 14 & 01 & \(2 D\) & 23 & 10 & \(3 E\) & 32 & 01 \\
\(0 C\) & 06 & 01 & \(1 D\) & 14 & 10 & \(2 E\) & 24 & 01 & \(3 F\) & 32 & 10 \\
OD & 06 & 10 & \(1 E\) & 15 & 01 & \(2 F\) & 24 & 10 & 40 & 33 & 01 \\
\(0 E\) & 07 & 01 & \(1 F\) & 15 & 10 & 30 & 25 & 01 & 41 & 33 & 10 \\
OF & 07 & 10 & 20 & 16 & 01 & 31 & 25 & 10 & 42 & 34 & 01 \\
10 & 08 & 01 & 21 & 16 & 10 & 32 & 26 & 01 & 43 & 34 & 10
\end{tabular}

Table 5. Granule Map for Use with Colorzap Program


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along with their tokens and the locations for their code. A token is the compact way in which these Basics store the keywords, or commands. These tokens are ASCII codes between 129 and 250. The keyword "SCREEN", for example, is stored as BF (hexadecimal) or 191. This takes one byte of memory as opposed to six bytes if "SCREEN" were stored in its expanded, or ASCII, form.

When storing a command, Basic looks through the first column of the tables and determines what token should be stored. When executing a command, Basic takes the token and executes the code starting at the address specified in the third column. In each table at the start of the first and third columns there is a number. This number indicates where in the Color Computer's memory the table containing the keywords or addresses is located.

Table 1 lists Extended Basic keywords and Table 2 lists the locations of the Extended Basic functions. Table 3 shows Disk

Basic keywords and Table 4 lists Disk Basic functions.

You may be able to call some of these routines from within your own programs-Basic or machine language. For instance, Table 1 indicates that the address of the RENUM command is 35337 ( 8 A09 hex). You can renumber any program resident in memory with RENUM starting with line 10 in increments of 10. Or, try EXEC 35337 for the same result!

\section*{The Disk Directory}

Using the program Colorzap, you can look through the disk and examine any track and sector you desire. You might want to start by looking at track 17 sector 3 . This is the beginning of the directory. As indicated in the manual, an entry in the directory consists of the program name, left justified in bytes \(0-7\), then an extension in bytes 8-10 (see sample directory screen, Fig. 2). The rest of the bytes in the entry specify the file type, whether it is ASClI or not, the starting granule, and the number of bytes

\section*{Program Listing 2}

\section*{10 GOTO 76}
\(2 \emptyset\) RUN \(^{*}\)
36 REM COLOR-MENU
40 REM BOB NICHOLAS
50 REM \(16 / 23 / 81\)
60 REM
70 CLS:CLEAR2日0日
80 DIM P\$(72), A\$(1),SP(24)
98 FORX \(=1\) TO12: \(S P(X)=X * 32+32 ; S P(X+12)=S P(X)+16 ;\) NEXT
100 BL \(\$=\operatorname{STRING} \$(32,175)\)
\(110 \mathrm{Z} \$=\mathrm{CHR} \$(191)\)
120 CLS:PRINT"MENU OPTIONS: \({ }^{*}\)

140 PRINT" 1 - LIST DISK MENU"
150 PRINT" 2 - DISK NAME AND DATE*
160 PRINTE384, \({ }^{n}\) ":PRINT8384, "WHAT IS YOUR CHOICE"; : INPUTCH:IFCH<1
OR CH \(>2\) THEN GOTO 160
170 ON CH GOTO 180,760
180 CLS: INPUT"WHICH DRIVE"; ND: ND=INT(ND) :IFND<@ ORND>3 THEN CLS: GOTOI 80
190 DSKI \(\$\) ND, \(17,18, A \$, B \$\)
200 DNS=MID\$(B\$,113,8)
210 DT\$=MID\$(B\$,121,8)
220 ND \(\$=\) STR \(\$(N D): N D \$=R I G H T \$(N D \$, 1)\)
236 DN \(\$=\) DN \(\${ }^{+n}\) : " + ND \(\$\)
\(240 \mathrm{FR}=\mathrm{FREE}\) (ND)
\(250 \mathrm{PN}=1\)
260 GOSUB500
276 PRINTC64, "WHEN DIR. IS PRINTED, USE THE RIGHT AND LEFT ARR OW KEYS TO SCROLL THRU THE LIST OF PROGRAMSON THE DISK. (<CLE
AR \(>\) FOR MENU)
280 GOSUB550
\(290 \mathrm{~S}=1\)
300 GOSUB500
310 FORT \(=0\) TO 11
328 PRINTTAB (2); \(\mathrm{P} \$(\mathrm{~S}+\mathrm{T}) ; \operatorname{TAB}(18) ; \mathrm{P} \$(\mathrm{~S}+\mathrm{T}+12)\)
336 NEXT T
\(340 \mathrm{PP}=1\)
350 PRINT@SP (PP) , 2 S;:IN\$=INKEY\$:PRINT@SP(PP) ," ";:IFIN\$=n"THEN35 8
360 IN=ASC (INS) :IF IN=12 THEN GOTO 120
370 IF IN=13 THENGOTO880
380 IF IN \(=10\) THEN \(P P=P P+1\)
390 IFIN \(=94\) THEN PP=PP-1
400 IF \(P P<1\) THENPP \(=1\)
\(410 \mathrm{NV}=\operatorname{INT}((\mathrm{S}-1) / 24)\)
420 IFPP \(>\) (NN-24*NV) THEN \(P P=(N N-24 * N V)\)
430 IF PP>24 THEN PP=24
440 IFIN \(=9\) THEN 480
45 IFIN \(<>8\) THENGOTO35 0
460 IFS-24<1 THEN GOTO35ø
Listing 2 continues

\section*{CONVERT YOUR SERIAL PRINTER TO PARALLEI}

The UPI serial printer interfaces allow an ASCII serial printer to be connected to the parallel printer port on TRS-80 Models I, II and III.

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\section*{Listing 2 continued}

478 PP=1:S=S-24:GOTO3日0
480 IF \(\mathrm{S}+24>49\) ORS \(+24>\) NN THEN GOTO35
\(496 \mathrm{PP}=1: S=S+24: G O T O 361\)
506 CLS: PRINTDN\$TAB(12);DT\$TAB(21);FR"GRANS": PRINTBL \(\$\)
51 PRINTe448, BLS;
520 IFNN>6 THEN PRINTE496,NN* PROGRAMS";
538 PRINT 864 , " \(_{2}:\) RETURN
548 REM SCAN DIRECTORY
558 PRINTe232,*READING DIRECTORY*:FORZ=3TOII
568 DSKI \$ ND, \(17,2, \operatorname{AS}(8), \operatorname{AS}(1)\)
578 FORQ \(=8\) TO1
580 FORW= 1 TO3
\(598 \mathrm{PS}=\mathrm{MID} \$(\mathrm{~A} S(Q), \mathrm{W} * 32+1,32)\)
660 P1 \(\$=\operatorname{LEFTS}(P S, 1): P 1=A S C(P 1 \$): I F P 1=\varnothing\) THEN GOTO 660
616 IF Pl \(=255\) THENGOTO 688
 630 IFRIG
: GOTO638
\(649 \mathrm{PS}(\mathrm{NN})=\mathrm{PS}(\mathrm{NN})+* / *+\mathrm{MIDS}(\mathrm{PS}, 9,3)\)
 1) : GOTO65

660 NEXTW, \(\mathrm{Q}, \mathrm{Z}\)
676 REM SORT ROUTINE
689 PRINTR228,"SORTING THE"NN"PROGRAMS"
\(690 \mathrm{M}=\mathrm{NN}\)
\(786 \mathrm{M}=\mathrm{INT}(\mathrm{M} / 2):\) IFM=0 THENRETURN ELSE PRINT@302,M;
\(716 \mathrm{~J}=1: \mathrm{K}=\mathrm{NN}-\mathrm{M}\)
\(726 \mathrm{I}=\mathrm{J}\)
\(730 \mathrm{~L}=\mathrm{I}+\mathrm{M}: \mathrm{IFP} \$(\mathrm{I})<=\mathrm{P} \$(\mathrm{~L})\) THEN750 ELSE \(\mathrm{T} \$=\mathrm{P} \$(\mathrm{I}): \mathrm{P} \$(\mathrm{I})=\mathrm{P} \$(\mathrm{~L}): \mathrm{P} \$(\mathrm{~L})\) T\$: \(I=I-M\)
746 IFI<1 THEN750 ELSE730

760 CLS: INPUT"NAME OF DISK (MAX \(=8\)
", DNS: IFDNS="" THEN
G70 DNS
778 DN \(=\) LEFT \(\$(\) DN \(\$, 8)\)
780 INPUT"ENTER DATE (MM/DD/YY)";DT\$:IFLEN(DT\$) <8 THEN CLS:GOTO7
80
796 IFLEN (DTS) \(>8\) THEN CLS: GOTO780
800 INPUT"DRIVE \(\boldsymbol{*}^{\circ} ; \mathrm{DN}: \mathrm{DN}=\mathrm{INT}(\mathrm{DN}):\) IFDN \(<0\) OR DN>3 THEN CLS: GOTO8g
8
810 DSKIS DN, \(17,18, A S, B S\)
\(826 \operatorname{MID}(\mathrm{~B} \$, 113,16)=\operatorname{STRING}(16,32)\)
\(830 \operatorname{MID} \$(\mathrm{~B} \$, 113,8)=\mathrm{DN} \$\)
\(830 \operatorname{MIDS}(\mathrm{BS}, 113,8)=\mathrm{DNS}\)
\(846 \operatorname{MIDS}(\mathrm{BS}, 121,8)=\) DTS
850 DSKOS DN, 17,18,A\$,B\$
860 GOTOL2
870 REM POKE PROGRAM NAME INTO
SECOND LINE TO BE RUN
\(880 \mathrm{PN}=\mathrm{PP}-1+\mathrm{S}\)

996 A \(=\) PEEK ( 25 ) * \(256+\) PEEK ( 26 )
\(918 \mathrm{~B}=\operatorname{PEEK}(\mathrm{A}) * 256+\operatorname{PEEK}(\mathrm{A}+1)+6\)
\(928 \mathrm{LE}=\mathrm{LEN}(\mathrm{P}\) )
930 FORQ \(=\mathrm{B}\) TO LE \(+\mathrm{B}-1\)
\(94 \equiv \operatorname{PE}=\operatorname{ASC}(\operatorname{MID} \$(\mathrm{P} \$, \mathrm{Q}+1-\mathrm{B}, 1)\) )
950 REM IF PE \(>=32\) AND \(\mathrm{PE}\langle=63\) THEN \(\mathrm{PE}=\mathrm{PE}+64\)
960 POKEQ,PE
978 NEXT
980 GOTO 20

26. SIMPLE CURSOR commands. Simply use the arrow keys to move your cursor around the text. The screen will scroll both vertically and horizontally. Shift arrows take you to the beginning or end instantly.
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*indicates printer must have capability to do function.
and sectors correspond to a given granule. This information is available in Table 5. For example, if you
knew from the directory that the file you want started with granule "2C," Table 5 would inform you to look at track 23 sector 01.

\section*{Color Disk Storage}

What will you see when you look at a file? If it is a binary format Basic file, the first byte will be FF and the next two bytes will be the program length in bytes. The program lines will be after this in binary format.

Program lines in binary format consist of a two-byte pointer to the next line, a twobyte line number, the program line with the keywords compressed into single-byte equivalents (see Tables 1-4) and a byte 00 to indicate end of line. Three 00 bytes in a row indicate end of program.

If the file is an ASCII format Basic file, it will start with a OD (carriage return) and consist of the lines written out in full with carriage returns between them. Two 00 bytes occur at the end of the file.

If the file is a machine-language program, the first byte will be 00 . The next two bytes
specify the program's length. The following two bytes specify the beginning address. Next

> D00 4D45 4E55 20202020 MENU
> \#08 \(42415300 \quad 00200019\) BAS
> 0100000000000000000
> 180000000000000000
> T20 434F 4C4F 525A 4150 COLORZAP
> \#28 4241530000220090 BAS * *
> 1300000000000000000
> \(7380000 \quad 0000 \quad 0000 \quad 0000\)
> \(4050414745 \quad 52202020\) PAGER
> S48 42415300 001E 008D BAS *
> \#50 0000000000000000
> \(05800000000 \quad 00000000\)
> 3605654 4D4F 56452020 VTMOVE
> 6842415300 001F 00C5 BAS *
> \(700000 \quad 0000 \quad 0000 \quad 0000\)
> 780000000000000000
> Note that the asterisks (*) above indicate graphic blocks on the video screen.

Fig. 2. Sample Directory Listing from Colorzap
```

10 REM PAGER
20 REM PHIL MARTEL
30 CLS:INPUT"ENTER PAGE \#";P
40 FORI=6 TO 6:IFP AND 2^I THENPOKE65479+2*I,B ELSEPOKE65478+2*I
50 NEXT
50 NEXT
70 IN=ASC(IN\$):IFIN=12THEN30ELSE60

```

Program Listing 3
comes the program followed by the three-byte sequence FF0000. Finally there are two bytes for the starting address.

For data files the data you have saved will be stored on the disk depending upon the type of data (string or numeric) and the output format used (Write, Print or Print Using). The length of the file is determined from the information in the directory. The record length is not part of the file. This is why you are advised to stick to the normal Write format and not fool around with Print and Print Using.

\section*{Programs}

Pager (16K tape or disk) is a very short routine (see Program Listing 1) which enables you to look through the lower 32K of memory. It will work with any configuration of the Color Computer. It displays on the screen any one of \(641 / 2 \mathrm{~K}\) blocks of memory.

To display these blocks, Pager loads the display offset area of the Color Computer's 6883

SAM chip. In this display offset area (65478-65491) pairs of addresses correspond to the bits of a register which specify which one of the 64 blocks is displayed on the screen in text mode. One address clears a bit when anything is written to it; the next address sets the bit,

Page 0 is an interesting page to look at. Look at all the flashing characters! Now look at the big orange block (eleventh row) and press a key. Did you see the dark area appear? This area acts like a map of the keyboard. Press the clear key to request another page.

Use this program as a starting point. The computer can display a page while it is doing something else, so:

Look past the end of your program while it is running and watch the variables change; look at the top of memory and see how strings work; and watch page 0 while a program is running and try to see what some of those changing blocks mean.

RAMSET ( 16 K disk) is a program which loads RAM with the

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value you specify（see Program Listing 2）．Its heart is a short（22 byte）machine－language routine which gets POKEd just below the top of the first 16 K of memo－ ry．RAMSET then asks for a value to use in filling memory．
All of RAM is filled with this
value except 16370－16383 （3FF2－3FFF）and 32754－32767 （7FF3－7FFF）and then control returns to Basic．
Why do this？It is very useful if you are trying to find out where a piece of machine－language soft－ ware resides．Run RAMSET，
```

10 'ZERORAM PROGRAM
20 'BY PHIL MARTEL 1981
30 A=\&H3FEB
4B READ D:IF D>=0 THEN POKE A,D:A=A+1: GOTO 40
56 DATA26,80,134,0,142,63,242,167,137,64,0,167,130,140,0,0,38,24
5,126,168,39,-1
6 0 INPUT"WHAT DO YOU WANT RAM LOADED WITH";D
70 POKE 16366,D
80 EXEC 16363

```

Program Listing 4
－＇PATCH FOR SAVING VIDEOTEX ON DISC
26 C． 1981 BY PHIL MARTEL
30 CLS：PRINT＂PUT YOUR VIDEOTEX TAPE INTO YOURCASSETTTE．PRESS TH E SPACE BAR TOREAD IN THE TAPE．
46 IF INKEYSく＞＂＂THEN 46
5月 CLOADM＂VID
\(16 \emptyset A=\& H 1 E F 7\)
106 A＝\＆H1EF7
118 READ D：
110 READ \(D\) ：IFD \(>=0\) THEN POKE \(A, D: A=A+1\) ：GOTO110
126 DATA\＆H8E， \(6, \& H C 6,166, \& H 89,16,0,167,128, \& H 8 C, 14,6 H F 7, \& H 26, \& H F 5\) ， \(8 \mathrm{H} 7 \mathrm{E}, 6,6 \mathrm{HCl}\)
130 DATA－1
158 CLS：PRINT＂PLACE YOUR DISC IN DRIVE 8 AND HIT THE SPACEBAR
160 IF INKEY \(\left\langle<>^{\circ}{ }^{n}\right.\) THEN 160
176 SAVEM \(^{* V I D E O T E X *}\)＂\(\& H 16 \mathrm{C} 日, \varepsilon \mathrm{CH} 1 \mathrm{~F} 07,6 \mathrm{HlEF} 7\)
Program Listing 5
load the machine－language pro－ gram，then load Pager．You will know you have found the pro－ gram when the monotony of the pages you are stepping through suddenly changes．

Find the first byte of the pro－ gram．Call the page number \(P\) and line that the byte appears on L and the column C ．Then the beginning address is \(\mathrm{P}^{*} 512+\mathrm{L}^{*}\) \(32+C-1\) ．You can find the end－ ing address in a similar fashion． You can find the starting ad－ dress by：Printing 256＊PEEK （157）＋PEEK（158）．You can now use the SAVEM command to save＂BLAST THE BEASTIES＂ onto disk．

However，the program will not necessarily run properly．The disk system reserves addresses 1536－2440（0600－0988 hex）for its own use．This moves the high－resolution graphics screens up in memory．Any pro－ gram which relies on the screen＇s starting at a particular address will not work properly． Any program which runs in the locations that the disk system uses will not run either．

The program VTMOVE（ 16 K disk）takes the tape version of Radio Shack＇s Videotex termin－ al program and places it onto disk in such a way that you can run it using LOADM and EXEC （see Program Listing 3）．Video－ tex normally starts at 1728 （06C0 hex）．VTMOVE reads it in from tape starting at a location 1000 hex higher（that is the \＆H1000 after the CLOAD）．VTMOVE then appends a 17－byte program which will move Videotex back down where it belongs and saves the program to disk automatically．
Menu（16K disk）will help you clean up the screen listing of the disk directory（see Program List－ ing 4）．Unlike most other direc－ tories，the Color disk does not store a name for the disk or the date the disk was created．We find both of these to be rather useful features and have imple－ mented them into Menu．Select option two in the program and supply the name（up to eight characters）and the date （MM／DD／YY）．These will be stored in the last sixteen bytes

of track 17 sector 18 which is not used by the disk system at all.

Menu's main function shows you what is in the disk directory (option one). Indicate which drive you want to use. The computer will display the name and date of the disk, the number of free granules left, the number of files on the disk and an alphabetically sorted listing of the directory (see sample menu listing in Fig. 3). The listing will be shown in two columns with a maximum of 24 files per screenful. If the listing extends over more than one screenful, you can go back and forth through your directory using the right arrow for forward and the left arrow for backward.

In addition, you can move a flashing cursor in front of any file in the listing by using the up arrow or down arrow. Simply position the cursor before the Basic program you wish to run and press enter and Menu will load and run that program automatically. Note that only Basic programs can be run from Menu, not machine-lan-
guage programs.
With Colorzap (32K disk) you can do a lot of things, some of which we have indicated earlier in this article. But be careful! There is no danger in examining the contents of your disk, but be sure you know what you are doing before you attempt to modify the contents of the disk.

The program will ask you how many drives you have attached to the computer ( \(1-4\) ). If you indicate that you only have one drive, you will no longer be asked to specify the drive you wish to examine; otherwise, indicate the drive number ( \(0-\) ?). You will then be asked to enter the track number ( \(0-34\) ) and the sector within that track (1-18) to be displayed.

Your disk will now fire up and the first 128 bytes of the drive/ track/sector specified will be displayed (see sample screen in Fig. 2). The far left column (going down) indicates the drive number, track number and sector number. The next two columns show the relative byte within the sector for the start of that line of
information. Then the next eight bytes of the sector are shown in hexadecimal in groups of twos. And finally, those eight bytes are shown in ASCII. (Note that ASCII values from 0 to 32 are all displayed as spaces.) You can scroll forward (right arrow) or backward (left arrow) through the disk contents. Pressing clear allows you to specify another disk/track/sector to display.

To alter your disk memory press \(M\) for modify. A flashing
cursor will now appear over the hex portion of the screen. You can move this cursor around with the four arrow keys. To alter disk memory, type over old hex values with new hex values.

You have not changed anything on the disk. If you want to abort any alterations now, press clear. To accept the alterations indicated, press enter. You will have one last chance to leave the disk contents unmodified or to finally make the modifications.

\section*{DEVELOP :0 10/24/81 2 GRANS}
\begin{tabular}{ll} 
30DESIGN/BAS & JOY1/BAS \\
4OPIANOS/BAS & JOY2/BAS \\
ALIGN/BAS & KALEIDO/BAS \\
BEASTS/BAS & LLIST/BAS \\
CALC/BIN & MASTER/DV \\
CANVAS/BAS & MEMORY/BAS \\
CANVAS/DAT & MENU/BAS \\
COLORZAP/BAS & MUSIC/BAS \\
DATABASE/BAS & PAGER/BAS \\
DISASSEM/BAS & PALETTE/BAS \\
DRAWING/BAS & PEG/BAS \\
FIB/BAS & POINTS/BAS
\end{tabular}

33 PROGRAMS
Fig. 3. Sample Directory Listing from Menu

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\title{
Screen Format Program Generator
}

\author{
by Joel Belcher
}

\section*{S \\ ave yourself the trouble of figuring screen locations, field prompts, and input fields, and let your computer do the work for you.}

One of the most important factors of a program is the readability of the screen displays. Many fine programs have such complex screens that it takes
several minutes to find the information you need. Laying out a screen display on a coding form and then counting the spaces to find the print @ position can

Variable Full Name
\begin{tabular}{ll} 
F\$() & Fields \\
EL\$ & Erase line \\
LR & Last record \\
RN & Record number \\
YN\$ & Yes/No \\
NE & New \\
IC & Item to change \\
I & Input location \\
IL & Input length \\
IN\$ & Input string \\
PL & PEEK location \\
VB & Video byte \\
KB\$ & Keyboard string \\
KB & Keyboard \\
W & Wait \\
FNVM(P) & Video memory
\end{tabular}

FNST\$(T) Strip

\section*{Description}

Array for disk buffer
Prints 63 spaces and 63 backspaces
Holds last record on file
Holds current record number
Used in all prompts that require a yes/no answer
Flag used to indicate a new record is being added
Holds number of item (field) to be changed
Holds location of input
Holds length of input field
String used to hold inputs
Holds video memory location of cursor
Byte from location PL
String to hold input from INKEY\$
Holds ASC of KB\$
Used in For. . .Next loop for delay
PEEKs memory locations used by Basic to retrieve current cursor location
Strips leading blank from numbers

Table 1. Listing I Variables
take many hours, hours that could have been better spent.
I have a better way. Type the screen layout on your CRT and let your computer count the spaces for you. At the same time, why not let the computer pick up the field prompts and the input fields? If you have that much information, why not let your computer write the program for you? I'll show you just how easy it is to do.

\section*{The Program Generated}

First, we'll consider the final product. Let's say you've built, loaded, and run a program. (See Listing 1.) The first action the program takes is to clear the display and then prompt the user at line 15 to enter the record number desired or enter a zero to end the program. If you enter 50 as the record number, the program will respond that record 0 (you haven't added any records yet) is the

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highest record on file, and will prompt you again for a record number. Enter 1 as the record number and the program will respond with "Record 1 does not exist. Do you want to add it (Y/N)." Enter Y and the program will display the screen to be filled in, with the cursor over the first character of the first field. Type in your name and press the enter key. (Note: The cursor cannot be moved out of the input field.) The cursor moves to the first character of the second input field.

After the screen is filled in, you are prompted: "Enter the number of the item to change. ( 0 to store screen.)" If you've made any mistakes, enter the field number and the cursor is positioned there. Type the correct entry or move the cursor over the incorrect character and type the correct character over it. Press enter and the field is updated.

When all entries are correct, enter 0 and the screen is stored on the disk; the program then prompts you for another record number. If you enter 1 , record 1 is retrieved from disk storage and displayed. The program then prompts you at line 15 for the item number to be changed. Only when entering new records does the program take you through each input field. When you are finished with the record entry and editing, enter 0 as the record number and the program closes all files and ends.

The variables used and a description of the program are in Tables 1 and 2.

\section*{The Program Generator}

This is the program that lets you create a screen display by typing the display on the CRT. (See Listing 1.) It will scan the screen and save all prompts and input fields. The fields and prompts will then be used to build a program to allow entry and editing by record number and item number.

When you run the program, it will be in the screen-creation mode and the screen will clear. A flashing cursor will be in the upper right corner of the display. Use the four arrow keys to control cursor movement. Press alphanumeric keys to display the corresponding characters at the current cursor location, and the cursor will move one space forward.

The screen size is limited to 14 lines of 64 characters. The bottom two lines are used for prompting the operator during program execution. The clear key has been defined as a control key. The functions available are: CTRL L, for loading a screen from disk; CTRL S, for saving a screen to disk; CTRL D, to delete a line; CTRL I, to insert a line; and

CTRL M, to move a line.
Once you have composed a screen, save it to the disk by pressing CTRL and \(S\) at the same time. The screen will clear and the prompt "Screen name" will be displayed. Enter up to eight characters with no extension, as /SCR will be appended to the file name.

After the screen is saved it will be displayed again. Press CTRL B to build the program. Line 15 will display the status of the program generation. If a numeric field is found as the screen is being scanned, the program will place a graphics block over the first character of the input field and ask you for the precision of the numeric field.

After decoding the screen, the program will ask for the starting line number and then the increment for lines. The program will then ask for the line number for the INKEY\$ routine ( 50000
is fine). Next the program will ask for the file name (this is for the data file and program file and should only be seven characters long). If two or more data files are needed, the program will append a one or two to the file name and add the extension /DAT.

As the program is generated, the program lines will be displayed on the screen. After generation is completed, the program will be saved to the disk, this time with /PRO appended to the file name. The program will then be loaded and run.

Note: If you have added fields to a program and regenerated it, the file size will be larger, causing a field-overflow error when the program is run. Close and then kill the data file and rerun the program so the proper file size can be established for the disk file.

The program begins by loading PLC

\section*{Lines Function}

10-20 Set strings and clear memory, dimension arrays
30-40 Open and field the data files
50-100 Input the record number. If the record is on file, it is retrieved and displayed; if the record number is equal to the last record on file plus one, the program asks if you want to add the record. If so, the buffer is cleared and the flag NE is set. If the record number is greater than the last record plus one, the last record number is printed and the request for the record number is repeated
110-200 Print the disk buffer
210 Check the new flag. If it is set, the user is taken through each input field
220 Enter the item to change, or enter 0 to store the data and return to the record number request
230 Branch to the line to set variables for INKEY\$ routine
240 If 0 is entered, store the screen data then branch to the record-number request 250 Branch into the display routine
260 Just for safety
270-350 Set the variables up for calling the INKEYS routine Load the current value of the disk buffer into IN\$ and call line 50000 . When execution returns from 50000 IN\$ will hold the edited value
50000 Set the number of characters entered to 1, prints IN\$ at the prompt location, then backs the cursor up to the first character on the input field. Pads IN\$ with blanks to make it equal the input length
50010 PL gets the location of the cursor (the video memory location). PEEK location PL and store character in VB
50020 POKE location PL with CHR \(\$(252)\) (the cursor), strobe INKEY \(\$ 25\) times if no key is input, replace character and strobe INKEY \(\$\) again if no character is input, and then branch back to line 50010. If a character is input replace the video character and store ASC of KB\$ in KB
50030 If left arrow is on first character GOTO line 50010, else back cursor up one space and subtract 1 from IN
50040 If key is right arrow and number of characters input (IN) is greater than or equal to input length (IL), GOTO 50010; otherwise, move cursor forward one space and increment IL by one
50050 If key is enter then return
50060 If key is greater than or equal to a space and less than or equal to a lowercase \(z\), and if the number of characters input is greater than the input length GOTO 50010. If IN is less than IL, print KB\$, change IN\$ to match, and increment IN by one. Otherwise, POKE PL with KB and change last character of IN\$ to input character. (Printing the character at the last position of the input field moves the cursor out of the input field)
50070 GOTO line 50010

Table 2. Listing I Line Functions


\section*{A critic* called my accounting systems "very impressive" and "very reasonable". That was before I cut the price.}

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And my Model II/16 TRSDOS systems cost from \(\$ 150\) to \(\$ 200\) :

\section*{General Ledger}

Acounts Payable/Purchase Order

\footnotetext{
"Michael Tannenbaum, the " 80 Accountant"
}

\section*{Accounts Receivable, Open Item or Balance Forward Payroll/Job Costing Inventory Control}

Even at the new price, I still provide what could well be the best support in the microcomputer industry. If you have a problem, call us and we'll fix it. Even if I have to do it myself, personally, right there on the phone.
Considering what you get in these systems, I probably could have raised the prices.
But that wouldn't have been nearly as impressive.

\section*{Taranto \& ASSOCIATES, INC.}

Post Office Box 6216, 121 Paul Drive, San Rafael, CA 94903
Outside California, toll free (800) 227-2868. In California, (415) 472-2670.
\begin{tabular}{|c|c|c|}
\hline Variable & Full Name & Description \\
\hline V\$() & Video array & Array pointed to the video display \\
\hline VV\$() & Video verbatim & Array to hold video array during disk I/O \\
\hline V1\$() & Video one & Array used to hold prompts during screen decoding \\
\hline FS() & Field start & Holds starting and ending fields that will fit in a 256 -byte record. If the subscript is incremented to 2 , then a second disk file is needed \\
\hline FE() & Field end & Works with above variable \\
\hline NB & Number of buffers & Hold number of buffers needed \\
\hline M () & Mode & Holds 0 if no input, 1 if string input, 2 if integer input, 3 if singleprecision input, 4 if double-precision input \\
\hline FL & File length & Keeps sum of field lengths: If file length grows larger than 256 , the \\
\hline
\end{tabular}


Table 3. Listing 2 Variables
with the starting line number and J with 1. \(\mathrm{L} \$(\mathrm{~J})\) will hold the program lines. Each statement needs a line number, and \(\mathrm{L} \$(\mathrm{~J})=\mathrm{FNST}(\mathrm{PLC})\) stores the line number for us. FNST\$ removes the leading blank by converting the number to a string and returning the second through last digits. To start the next line, a GOSUB 1690 is executed. This

\section*{Program Listing I}
```

1\emptyset: ******************************************************
2\emptyset : * 1982 Joel Belcher/ Weller \& Associates
30 , * P.O BOX 658 MONTICELLO, AR. }7165
30 * *
40 t * (501) 367-5235
50 ' *******************************************************
60 CLEARI\emptyset\emptyset\emptyset\emptyset:DIMV$(14),VV$(14),Vl$(55),L(55),I(55),IL(55),M(55)
,L$(1\emptyset\emptyset),U$(55):Q$=CHR$(34):DEFFNST$(A)=MID$(STR$(A), 2):EL$=STRI
NG$(63,32)+CHRS(29):J=1:DEFFNPP (I) = ((I-1)*64+B1-1) +1536\emptyset

```


Hello thayuh. This is Eben Flow, proprietor of the Fish or Cut Bait Company, buyer and seller of lobstah bait for 49 years. My hobbies are collecting linoleum samples, squashing flies and playing pac-person on my home computer.
But here on Martinicus Rock, off the coast of Maine, the power can be a tad erratic. So, to cure the brownout and blackout problems, and to keep them spikes and surges off my picture tube, I got me a MAYDAY Uninterruptible Power Supply from SUN RESEARCH. Them fellas fixed me up real good and real light on my pocketbook, too. Got me a MAYDAY for my mini-calcaputer with a voltage regulator and everything for only 325 clams. They even included the battery in a nice waterproof box. Handy out here, you know.
Now, if MAYDAY would only keep them sea dogs out of my barrel.
MAYDAY - Protection even you can afford!

SUN RESEARCH, INC. Box 210
New Durham, NH 03855 603/859-7110
TWX 5102974444
adds the line increment to the program line counter (PLC) and 1 to J . When the program is saved to the disk, the program is saved in the ASCII format. If a program line is built using graphics characters between quotation marks instead of an alphanumeric string, the graphics characters are saved as the string. When the program is loaded and listed the graphics string is part of the program.
All prompts must have a colon or exclamation point as the last character. The 64th position of a line must be left blank. Only 14 lines are allowed for screens. The input field must be one or more dashes, pound signs or a pound sign preceded by a dollar sign. The numeric fields are saved in U\$() and placed in a Using statement for the program. If a colon was not found, a scan is made for an exclamation point. If one is found, the line is saved, but no input field is searched for. Field prompts should have a number as the first character (see Fig. 1), because when editing the file the user will need to know the field numbers.

Joel Belcher can be reached at P.O. Box 658, Monticello, AR 71655.

Listing I continued
70 FORII=1TO14:V\$(II) \(={ }^{n}\) " \(: \mathrm{LL}=((I I-1) * 64+15360): \operatorname{V}=\operatorname{VARPTR}(\mathrm{V} \$(I I)):\) POKEV , \(64:\) POKEV +1 , LLAND255: POKEV+2, LL/ 256 : NEXTII
\(80 \operatorname{DEFFNVM}(\mathrm{P})=\operatorname{PEEK}(16416)+\operatorname{PEEK}(16417) * 256: \operatorname{POKE1} 6419,252\)
90 IL=64:CLS
100 CLS
110 IN=1:LN=1:PRINTCHR (28);
\(12 \emptyset\) PL=FNVM (P) : VB=PEEK (PL) : POKEPL, 252:FORW=1TO25:KB\$=INKEY : 1 IFKB \$="nTHENNEXTW: POKEPL,VB:FORW=1TO25: KB \(\$=\) INKEY : IFRB \(\$=\) " "THENNEXTW: GOTO12 1 ELSEW=26:NEXTW:KB=ASC(KB\$):POKEPL, VB ELSEW=26:NEXTW:KB= ASC (KBS) : POKEPL, VB
\(13 \emptyset \operatorname{IFPEEK}(1440 \varnothing)=2\) ANDKB \(=76 \mathrm{THENGOSUB} 300\) :GOTO11 0
140 IFPEEK \((14400)=2\) ANDKB \(=83\) THENGOSUB \(29 \varnothing\) :CLS:FORI \(=1\) TOI4: PRINT@ (
I-1) *64, VVS (I) ;: NEXTI: GOTO11 \(\varnothing\)
\(15 \emptyset \operatorname{IFPEEK}(144 \emptyset \emptyset)=2\) ANDKB \(=9 \varnothing\) THENPRINTCHR \(\$(143) ;:\) IN=IN+1: GOTO1 \(2 \emptyset\)
\(160 \operatorname{TFPEEK}(14400)=2\) ANDKB \(=66\) THEN \(31 \sigma\)
\(179 \operatorname{IFPEEK}(14406)=2\) ANDKB=77THENPRINT@896, EL\$; : INPUT"MOVE LINE "; F:PRINT@896,ELS;:INPUT"TO ";T:PRINT@896,EL\$;:PRINT@(T-1)*64,V\$(F );:GOTOIlø
\(180 \operatorname{IFPEEK}(14400)=2\) ANDKB \(=68\) THEN \(: \operatorname{MS}=(\) FNVM \((P)-15360) / 64+1: M E=15:\) FO
RI=MSTOME: PRINT@(I-1)*64,V\$(I+1);:NEXTI:GOTOI1ø
190 \(\operatorname{IFPEEK}(14400)=2\) ANDKB \(=73\) THEN \(:\) MS \(=(\) FNVM \((P)-15360) / 64: M E=14:\) FORI \(=\) METOMSSTEP-1:PRINT@(I) *64,V\$(I) ; : NEXTI:GOTOI1ø
\(20 \emptyset\) IFKB \(=8\) THENIFIN \(=1\) THEN \(12 \varnothing\) ELSEIN \(=1 N-1:\) PRINTCHR \((24)\); \(:\) POKE1644 4, 0 : GOTOL2ø
210 IFKB \(=24 \mathrm{THENPRINTSTRING}(\mathrm{IN}-1,24\) );:IN=1:GOTO12ø
22ø IFKB \(=25\) THENPRINTSTRING \(\$(64-\) IN, 25\() ;:\) IN \(=64:\) GOTO12 \(2 \varnothing\)
230 IFKB \(=9\) THENIFIN \(>=\) ILTHEN \(12 \varnothing\) ELSEIN=IN+1:PRINTCHR \(\$(25\) );:POKE16 444, 0: GOTO12 \(\varnothing\)
\(24 \emptyset\) IFKB \(=91\) THENIFLN \(=1\) THEN \(12 \emptyset\) ELSEPRINTCHR \((27)\);:LN=LN-1:POKE164 44, 0 : GOTO12ø
250 IFKB=1ØTHENIFLN>=14THEN12』 ELSEPRINTCHR \(\$(26) ;: L N=L N+1\) :POKE1 6444, 0:GOTO12ø
260 ,
276 IFKB>=32ANDKB<=123THENIFIN>ILTHEN12 6 ELSEIFIN<ILTHENPRINTKB
\$;:IN=IN+1:GOTO12 \(\begin{aligned} & \text { ELSEPOKEPL, } \mathrm{KB}: \text { GOTOI } 2 \emptyset ~\end{aligned}\)
280 GOTOL2 1
290 FORI=1TO14:VV\$(I)=V\$(I):NEXTI:CLS:INPUT"SCREEN NAME ";SN\$:OP EN"R",1,SN\$+"/SCR", 64:FIELD 1,64 AS Vロ\$:FORI=1TO14:LSETV \(\emptyset \$=V V \$(I\) ):PUT1, I:NEXTI:CLOSE1:RETURN

Listing I continues
MODEL III TECHNICAL MANUAL- Written by factory technician- Packed with rare hardware info
- A must if you have \(F\) versionCPU boards. Written for usewith Radio Shack's Tech RefManual below.
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\section*{9 TRACK TAPE for TRS－80 Mod．II／16}

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\hline \multirow[b]{3}{*}{Proforma Cash－Budget} & \multicolumn{2}{|l|}{} \\
\hline & Model 1311 & Mod \\
\hline & \＄125 & \＄175 \\
\hline Proforma Income and Balance Sheet & 125 & 175 \\
\hline Lease－Purchase Decision & 100 & 150 \\
\hline Business Analysis Package （12 individual programs） & 100 & 150 \\
\hline Procurement & 100 & 150 \\
\hline
\end{tabular}

\section*{Educational Programs}

College Enrollment
\begin{tabular}{lrl} 
Projection & 100 & 150 \\
Gradebook & 50 & 100
\end{tabular}

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Listing I continued
30ø CLS：INPUT＂SCREEN NAME＂；SN\＄：OPEN＂R＂，1，SN\＄＋＂／SCR＂，64：FIELD 1， 64 AS Vø\＄：FORI＝1TO14：GET1，I：VV\＄（I）＝Vø\＄：PRINT＠（I－1）＊64，V曰\＄；：NEXTI ：CLOSE：RETURN
310 ＇
\(320 \mathrm{P} \$(1)=\)＂TYPE ？（2）＝INTEGER（3）＝SINGLE PREC（4）＝DOUBLE PREC＂
\(330 \mathrm{FS}(1)=1: \mathrm{NB}=1\)
340 ＇
350 PRINT＠896，EL\＄；＂WORKING ON SCREEN＂；
\(360 \mathrm{LL}=1:\) FORI \(=1 \mathrm{TO14}\) ： \(\mathrm{Il}=1\)
\(37 \emptyset\) FORII＝I1TOLEN（VV\＄（I））：IFMID\＄（VV\＄（I），II，1）＞＂＂THENL（LL）＝（I－1）
＊64＋II－1：Al＝II：II＝7ן：NEXTII ELSENEXTII：Il＝69：GOTO56
\(38 \emptyset \mathrm{~A} 2=\operatorname{INSTR}\left(\mathrm{Al}, \mathrm{VV} \$(\mathrm{I}),{ }^{n}: "\right): I F A 2=\emptyset \operatorname{THEN} A 2=\operatorname{INSTR}(A 1, V V \$(I), n!n)\) －1
\(390 \mathrm{VI} \$(\mathrm{LL})=\mathrm{MID} \$(\mathrm{VV} \$(\mathrm{I}), \mathrm{Al}, \mathrm{A} 2-(\mathrm{Al}-1))\)
\(4 \emptyset \emptyset \operatorname{IFINSTR}(A 2, V V \$(I), "-") T H E N T 1=\operatorname{INSTR}(A 2, V V \$(I), "-") E L S E T 1=8 \emptyset\)
\(410 \operatorname{IFINSTR}(A 2, \operatorname{VV} \$(I), " \# ")\) THENT2 \(=1 N S T R(A 2, \operatorname{VV}(I), " \# ")\) ELSET2 \(=80\)
\(42 \emptyset\) IFINSTR（A2，VV\＄（I），＂\＄＂）＝T2－1THENT2＝T2－1
430 IFT2＜T1THENB1＝T2：D＝PEEK（FNPP（I））：POKEFNPP（I），252：PRINT＠896，E L\＄；I；＂，＂；LL；P\＄（1）；：INPUTM（LL）：PRINT＠896，ELS；：POKEFNPP（I），D：ELSEB \(1=T 1: M(L L)=1\)
440 IF T2＝Tl AND V1 \(\$(\mathrm{LL})=" \mathrm{n}\) THEN NEXT I：GOTO 57日 ELSE IFT2＝TITH ENM（LL）\(=\emptyset: I 1=A 2+1:\) GOTO56 \(\varnothing\)
\(45 \emptyset \mathrm{I}(\mathrm{LL})=(\mathrm{I}-1) * 64+\mathrm{Bl}-1\)
\(460 \mathrm{~B} 2=\mathrm{INSTR}(\mathrm{Bl}+1, \mathrm{VV}(\mathrm{I}), " \mathrm{n})\)
\(470 \operatorname{IFM}(L L)>1\) THENUS（LL）\(=\mathrm{MID} \$(\mathrm{VV} \$(\mathrm{I}), \mathrm{Bl}, \mathrm{B} 2-\mathrm{Bl})\)
\(480 \mathrm{Il}=\mathrm{B} 2: \mathrm{IL}(\mathrm{LL})=\mathrm{B} 2-\mathrm{BI}\)
\(490 \operatorname{IFM}(L L)=\emptyset\) THENLA \(=\emptyset\)
\(50 \emptyset\) IFM（LL）\(=1\) THENLA＝IL（LL）
510 IFM \((L L)=2\) THENLA \(=2\)
520 IFM（LL）\(=3\) THENLA \(=4\)
530 IFM（LL）\(=4\) THENLA \(=8\)
\(54 \varnothing\) FL＝FL＋LA：IF FL＞256 THENFL（NB）\(=\mathrm{FL}-\mathrm{LA}: \mathrm{FE}(\mathrm{NB})=\mathrm{LL}-1: \mathrm{FL}=\mathrm{LA}: \mathrm{NB}=\mathrm{NB}+\)
1： \(\mathrm{FS}(\mathrm{NB})=\mathrm{LL} \quad \operatorname{ELSEFL}(\mathrm{NB})=\mathrm{FL}: \mathrm{FE}(\mathrm{NB})=\mathrm{LL}\)
550 ＇
\(56 \emptyset\) IFII＜＝64THENPRINT＠896，ELS；＂WORKING ON SCREEN LINE＂I＂ITEM＂LL； ：LL＝LL＋1：GOTO37 0 ELSENEXTI
\(570 \mathrm{FL}(\mathrm{NB})=\mathrm{FL}\)
580 PRINT＠896，EL\＄；：INPUT＂STARTING LINE＂；PLC
590 PRINT＠896，ELS；：INPUT＂INC FOR LINES＂；INC
600 PRINT＠896，EL\＄；：INPUT＂FILENAME＂；DF\＄
\(610^{\prime}\)
\(62 \emptyset\) PRINT＠896，EL\＄；：INPUT＂LINE NUMBER FOR INKEY SUBROUTINE＂；SLC
\(630 \mathrm{~L} \$(\mathrm{~J})=\) FNST \(\$(\) PLC \()+{ }^{n}\) CLS：DIM F\＄（＂＋FNST\＄（LL）+ ＂）＂
640 GOSUB1690
\(650 \mathrm{LS}(\mathrm{J})=\) FNST \(\$(\) PLC \(){ }^{\prime \prime}\) EL ES＝STRING \((63,32)+\) CHR \((29): \operatorname{DEFFNVM}(\mathrm{P})=\) PE EK \((16416)+\operatorname{PEEK}(16417) * 256\) ：DEFFNST \(\$(T)=\operatorname{MIDS}(S T R \$(T), 2)^{\prime \prime}\)
660 GOSUB1690
670 L\＄（J）\(=\) FNST \(\$(\) PLC \()+{ }^{\prime \prime}\)＂
\(680 \mathrm{FORI}=1 \mathrm{TONB}\)
\(69 \emptyset \mathrm{~L} \$(\mathrm{~J})=\mathrm{L} \$(\mathrm{~J})+\)＂OPEN＂\(+Q \$+\)＂R＂\(+Q \$+", "+\) PNST \((I)+", "+Q \$+D F S+F N S T \$(I\)

700 NEXTI
71 L \(\mathrm{L}(\mathrm{J})=\mathrm{L} \$(J)+{ }^{n} \mathrm{LR}=\mathrm{LOF}(1){ }^{n}\)
\(72 \emptyset\) FORK＝1TONB：FL＝ø：GOSUB169の：L\＄（J）＝FNST\＄（PLC）＋＂FIELD＂+ FNST \(\$(\) K）
730 FORI＝FS（K）TOFE（K）

＂：LA＝IL（I）
750 IFM \((\mathrm{I})=2\) THENL \(\$(\mathrm{~J})=\mathrm{L} \$(\mathrm{~J})+{ }^{\prime \prime},{ }^{\prime \prime}+{ }^{\prime \prime} 2\) ASF \(\$("+\operatorname{FNST} \$(\mathrm{I})+")^{n}:\) LA \(=2\)
\(760 \operatorname{IFM}(I)=3\) THENL \(\$(J)=L \$(J)+n, "+" 4\) ASF \(\$("+\) FNST \(\$(I)+") ":\) LA \(=4\)

780 IFLEN \((\mathrm{L} \$(\mathrm{~J}))>240\) THENI＝I－1：L\＄（J）\(=\mathrm{LEFT} \$(\mathrm{~L} \$(\mathrm{~J}), \mathrm{L}):\) GOSUB1690 ：L
 EFL＝FL＋LA：L＝LEN（L\＄（J））
790 NEXTI
800 NEXTK
810 GOSUB1690 ：CRN＝PLC
\(82 \emptyset\) LS（J）\(=\) FNST\＄\((\) PLC \()+n\) ？＠ \(896, E L \$ ;\) INPUT＂\(+Q \$+\)＂RECORD NUMBER（ \(\varnothing\) T O QUIT）＂+ QS＋＂；RN＂
830 GOSUB1690
840 L\＄（J）\(=\) FNST \(\$(\) PLC \()+\)＂IF RN＝\(\emptyset\) THEN CLOSE：CLS ：END＂
850 GOSUB1690
 ＋＂IS THE HIGHEST RECORD ON FILE＂＋Q\＄＋＂；GOTO＂＋FNST\＄（CRN）
870 GOSUB1690
 \(\$+\)＂RN＂\(+Q \$+\)＂DOES NOT EXIST．DO YOU WANT TO ADD IT（Y／N）＂\(+Q \$+" ;: I\) NPUTYN\＄：IFYN\＄＝＂＋Q\＄＋＂N＂ Q \＄＋＂THEN＂+ FNST \(\$\)（CRN）
890 GOSUB1690
\(9 \emptyset \mathrm{~L} \$(\mathrm{~J})=\) FNST \(\$(\) PLC \()+{ }^{n}\) IF RN \(>\) LR THEN NE \(=-1:\) IC \(=0\) ELSE＂
910 FORI＝1TONB
\(920 \mathrm{~L} \$(\mathrm{~J})=\mathrm{L} \$(\mathrm{~J})+{ }^{n}\) GET＂+ ENST \(\$(\mathrm{I})+{ }^{\prime \prime}\) ，RN：＂
930 NEXTI
\(940 \mathrm{~L} \$(\mathrm{~J})=\mathrm{L} \$(\mathrm{~J})+{ }^{\text {＂GOTO＂}}: \mathrm{ER}=\mathrm{PLC}: \mathrm{X}=\mathrm{J}: \mathrm{JP}=2\)
950 GOSUB1690
960 L\＄（J）＝FNST\＄（PLC）＋＂＂
\(97 \emptyset\) FORI＝1TOLL－1：IFLEN（LS（J））\(>236\) THENI＝I－1：L\＄（J）\(=\) LEFT \(\$(L \$(J), L):\)


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Listing I continued

\(990 \operatorname{IFM}(\mathrm{I})=2\) THENL \((\mathrm{J})=\mathrm{L} \$(\mathrm{~J})+\) "LSETF \(("+\mathrm{FNST}(\mathrm{I})+")=\operatorname{MKI} \$(\emptyset) "\)
\(10 \emptyset 0 \operatorname{IFM}(I)=3\) THENLS \((J)=L \$(J)+" L S E T F S("+\) FNST \(\$(I)+")=M K S \$(\emptyset){ }^{m}\)
\(1 \emptyset 1 \emptyset \operatorname{IFM}(I)=4\) THENL \(\$(J)=L \$(J)+" L S E T F \$("+\operatorname{FNST} \$(I)+")=\operatorname{MKDS}(\square) "\)
\(102 \emptyset \operatorname{IFM}(I)>\) THENL \(\$(J)=L \$(J)+n: "\)
1030 NEXTI
\(1 \emptyset 40 \operatorname{IFRIGHT}(\mathrm{~L} \$(\mathrm{~J}), 1)=":\) THENL \(\$(\mathrm{~J})=\operatorname{LEFT} \$(\mathrm{~L} \$(\mathrm{~J})\), LEN \((L \$(\mathrm{~J}))-1)\)
\(1050 \mathrm{~L} \$(\mathrm{X})=\mathrm{L} \$(\mathrm{X})+\mathrm{FNST} \$(\mathrm{ER}+\mathrm{INC} * \mathrm{JP})\)
1060 GOSUB1690
1070 L\$(J) =FNST (PLC) +" CLS" : DL=PLC
1080 GOSUB169ø
1090 FORK=1TOLL-1
 @"+FNSTS(I (K)) +","
\(111 \emptyset \operatorname{IFM}(K)=\emptyset \operatorname{THENL} \$(J)=\operatorname{LEFT} \$(L \$(J), \operatorname{INSTR}(L \$(J), " ; "))\)
\(1120 \operatorname{IFM}(\mathrm{~K})=1\) THENL \((\mathrm{J})=\mathrm{L} \$(\mathrm{~J})+" \mathrm{FS}("+\) FNST \((\mathrm{K})+") "\)
\(113 \emptyset \operatorname{IFM}(K)=2\) THENL \(\$(J)=L \$(J)+" U S I N G "+Q \$+U \$(K)+Q \$+" ; C V I(F \$("+F N S T\) ( \(\left.(K)+{ }^{\prime \prime}\right)\) );"
\(114 \emptyset \operatorname{IFM}(K)=3 T H E N L \$(J)=L \$(J)+{ }^{\prime \prime} U S I N G "+Q \$+U \$(K)+Q \$+" ; C V S(F \$("+F N S T\) \$(K) +"));"
\(1150 \operatorname{IFM}(\mathrm{~K})=4 \mathrm{THENL} \$(\mathrm{~J})=\mathrm{L} \$(\mathrm{~J})+\) "USING" \(+Q \$+\mathrm{U} \$(\mathrm{~K})+Q \$+" ; \mathrm{CVD}\left(\mathrm{F} \$\left({ }^{(1+F N S T}\right.\right.\) \$(K) +"));"
1160 GOSUB169ø
1170 NEXTK
1180 '
1190 L\$(J) \(=\) FNST \(\$(\) PLC \()+\) " IF NE THEN IC=IC+1: IF IC>" + FNST \((L L-1)+\)
"THEN NE= \(\emptyset\) ELSE" + FNST\$ (PLC+INC*2)
1200 GOSUB1690
 NGE ( \(\emptyset\) TO QUIT) " + QS+"; IC"
1220 GOSUB1690
\(123 \emptyset \mathrm{~L} \$(\mathrm{~J})=\) FNST \(\$(\) PLC \()+"\) ON IC GOSUB"
1240 FORI=1TOLL-1
125 IFM (I) > ØTHENLS (J) \(=\mathrm{L} \$(\mathrm{~J})+\) FNST \(\$(\) PLC + INC* \((3+\mathrm{I}))+"\) "
1260 NEXTI
\(1270 \mathrm{~L} \$(\mathrm{~J})=\mathrm{LEFT} \$(\mathrm{~L} \$(\mathrm{~J}), \operatorname{LEN}(\mathrm{L} \$(\mathrm{~J}))-1)\)
1280 GOSUB1690
\(1290 \mathrm{~L} \$(\mathrm{~J})=\) FNST \(\$(\) PLC \()+{ }^{\prime \prime}\) IFIC=øTHEN" \(;\) FORI \(=1\) TONB
13Ø0 L\$(J) \(=\mathrm{L} \$(\mathrm{~J})+\) "PUT" + FNST \(\$(\mathrm{I})+\) " , RN: "
1310 NEXTI
\(1320 \mathrm{~L} \$(\mathrm{~J})=\mathrm{L} \$(\mathrm{~J})+\) "IFRN \(>L R T H E N L R=\) RN : GOTO" + FNST \(\$(\) CRN \()+\) "ELSE" + FNST (CRN)
1330 GOSUB169Ø
\(1340 \mathrm{~L} \$(\mathrm{~J})=\) FNST \((\mathrm{PLC})+{ }^{n}\) ON IC GOTO"
1350 FORI=1TOLL-1
\(1360 \operatorname{IFM}(\mathrm{I})>\) ØTHENL \(\$(\mathrm{~J})=\mathrm{L} \$(\mathrm{~J})+\) FNST \(\$(\) DL+INC*I) +","
1370 NEXTI
\(1380 \mathrm{~L} \$(\mathrm{~J})=\mathrm{LEFT}(\mathrm{L} \$(\mathrm{~J}), \operatorname{LEN}(\mathrm{L} \$(\mathrm{~J}))-1)\)
1390 GOSUB1690
\(140 \emptyset\) LS \((\mathrm{J})=\mathrm{L} \$(\mathrm{~J})+\) FNST \(\$(\mathrm{PLC})+"\) GOTO" + FNSTS (DLC)
1410 GOSUBI690
1420 FORI=1TOLL-1
 IL(I)) +": "
\(1440 \operatorname{IFM}(\mathrm{I})=\emptyset\) THENL \(\$(\mathrm{~J})=\mathrm{L} \$(\mathrm{~J})+{ }^{\prime \prime}\) '"
\(1450 \operatorname{IFM}(\mathrm{I})=1\) THENL \(\$(\mathrm{~J})=\mathrm{L} \$(\mathrm{~J})+\) "IN \(\$=\) F \(\$(\) " + FNST \(\$(\mathrm{I})+")\) : GOSUB" + FNST ( SLC) +": LSETF \(\left({ }^{(n+F N S T S(I)+")=I N \$: R E T U R N " ~}\right.\)
\(146 \emptyset \operatorname{IFM}(I)=2\) THENL \((J)=L \$(J)+" I N \$=F N S T \$(C V I(F \$("+F N S T \$(I)+"))): G\) OSUB" + FNST \(\$(\) SLC \()+":\) LSETF \(\$("+\) FNST \(\$(I)+")=\) MKI \((V A L(I N \$)):\) RETURN"
1470 IFM \((I)=3\) THENL \((J)=L \$(J)+" I N \$=F N S T \$(C V S(F \$("+F N S T \$(I)+"))): G\) OSUB"+FNST\$(SLC) +": LSETFS ("+FNST\$(I) +") =MKS (VAL (IN\$)):RETURN"
\(1480 \operatorname{IFM}(\mathrm{I})=4 \mathrm{THENL} \$(\mathrm{~J})=\mathrm{LS}(\mathrm{J})+{ }^{n} \operatorname{IN} \$=\) FNST \(\left(\operatorname{CVD}\left(\mathrm{F} \$\left("+\mathrm{FNST} \$(\mathrm{I})+{ }^{n}\right)\right)\right): \mathrm{G}\)

1490 GOSUB1690
15 Ø0 NEXTI
1510 PLC=SLC'SUBROUTINE LINE COUNTER

INGS (IL, 24) ;:IN\$=IN\$+STRING\$(IL-LEN (IN\$) , 32)
1530 GOSUB169Ø
\(1540 \mathrm{~L} \$(\mathrm{~J})=\mathrm{FNST}\) (PLC) \(\mathrm{t}^{\prime \prime} \mathrm{PL}=\mathrm{FNVM}(\mathrm{P}): \mathrm{VB}=\mathrm{PEEK}(\mathrm{PL})\) "
\(1550 \mathrm{ER}=\mathrm{PLC}\)
1560 GOSUB169』
\(157 \emptyset\) L\$(J) =FNST \$(PLC) +" POKEPL, 252:FORW=1TO25:KB\$=INKEY\$:IFKB\$="

"THENNEXTW: GOTO" +FNST \$ (PLC) + "ELSEW=26:NEXTW: KB=ASC (KB\$) : POKEPL, V BELSEW=26:NEXTW:KB=ASC(KB\$):POKEPL,VB"
1580 GOSUB1690
\(1590 \mathrm{~L} \$(\mathrm{~J})=\) FNST \((\) PLC \()+{ }^{n}\) IFKB=8THENIPIN=1THEN \({ }^{n}+\) FNST \(\$(E R)+\) "ELSEIN \(=\) IN-1: ?CHR\$(24);"
1600 GOSUB1690
1610 L\$(J) =FNST\$(PLC) +" IFKB=9THENIFIN>=ILTHEN"+FNST\$(ER) +"ELSEI N=IN+1: ?CHR\$ (25);"
1620 GOSUB1690
1630 L\$(J) =FNST\$(PLC) +" IFKB=13THENRETURN"
1640 GOSUB1690
\(1650 \mathrm{~L} \$(\mathrm{~J})=\) FNST \(\$(\mathrm{PLC})+{ }^{\prime \prime}\) IFKB \(>=32\) ANDKB<=123THENIFIN>ILTHEN" + ENST \(\$\)
(ER) +"ELSEIFIN<ILTHEN?KB\$;:MID\$(IN\$,IN, 1)=KB\$:IN=IN+1ELSEPOKEPL,
KB:MID\$(IN\$,IN,I)=KB\$"
1660 GOSUB169ø

\section*{TRS-80 MODEL II}


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\author{
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F-10 40 CPS, SERIAL & \(\mathbf{\$ 1 5 9 9}\) \\
F-10 55 CPS, PARALLEL & \(\mathbf{\$ 1 6 9 9}\) \\
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Listing 1 continued
1670 LS（J）\(=\) FNST \(\$(\) PLC \()+{ }^{\prime \prime}\) GOTO＂+ FNST \({ }^{(E R)}\)
1680 PRINT＂DONE－－－SAVING PROGRAM AS＂；：F \(\$=\) DF \(\$+{ }^{\prime \prime} /\) PRO＂\(^{\prime \prime}\) ：PRINTF \(\$\) ：OP EN＂O＂，1，F\＄：FORK＝1TOJ：PRINT\＃1，L\＄（K）：NEXTK：CLOSE1：PRINT＂RUNNING＂F \＄；：RUNF\＄
1690 PRINTL \(\$(\mathrm{~J}):\) PLC＝PLC＋INC： \(\mathrm{J}=\mathrm{J}+1:\) RETURN

1ø CLS：DIM FS（10）
20 ELS＝STRING \(\$(63,32)+\operatorname{CHR} \$(29): \operatorname{DEFFNVM}(\operatorname{P})=\operatorname{PEEK}(16416)+\operatorname{PEEK}(16417\) ）＊256：DEFFNST \＄（T）＝MID\＄（STR\＄（T），2）
30 OPEN＂R＂，1，＂DEMO1／DAT＂，77：LR＝LOF（1）
40 FIELD \(1,16 \operatorname{ASF} \$(2), 2 \operatorname{ASF} \$(3), 16 \operatorname{ASF} \$(4), 1 \operatorname{ASF} \$(5), 16 \mathrm{ASF} \$(6), 16 \mathrm{ASF}\) \＄（7），2ASF\＄（8），8ASF\＄（9）
50 PRINT＠896，EL\＄；：INPUT＂RECORD NUMBER（ \(\emptyset\) TO QUIT）＂；RN
60 IF RN＝\(=\) THEN CLOSE：CLS：END
70 IF RN \(>\) LR +1 THEN PRINT＂RECORD＂LR＂IS THE HIGHEST RECORD ON FILE ＂；：GOTO5
80 IF RN＝LR＋1 THEN PRINT＠896，ELS；＂RECORD＂RN＂DOES NOT EXIST．DO Y OU WANT TO ADD IT（Y／N）＂；：INPUTYN\＄：IFYN\＄＝＂N＂THEN5 \(\emptyset\)
\(9 \emptyset\) IF RN＞LR THEN NE＝－1：IC＝ø ELSEGET1，RN：GOTOIl \(\emptyset\)

\(\operatorname{TFS}(6)=n ": \operatorname{LSETF} \$(7)=n n: \operatorname{LSETF} \$(8)=n n: \operatorname{LSETF} \$(9)=\operatorname{MKD} \$(\square)\)
110 CLS
\(12 \emptyset\) PRINT＠1ø，＂Program Generation Demo Screen＂；
130 PRINT＠128，＂（1）Name ：＂；：PRINT＠142，F\＄（2）
140 PRINT＠172，＂（2）Age ：＂；：PRINT＠182，USING＂\＃\＃\＃＂；CVI（F\＄（3））；
\(15 \emptyset\) PRINT＠192，＂（3）Address ：＂；：PRINT＠2Ø6，F\＄（4）
160 PRINT＠236，＂（4）Sex ：＂；：PRINT＠246，F\＄（5）
170 PRINT＠256，＂（5）Address ：＂；：PRINT＠27Ø，F\＄（6）
180 PRINT＠320，＂（6）City ：＂；：PRINT＠334，F\＄（7）
190 PRINT＠384，＂（7）State ：＂；：PRINT＠398，F\＄（8）
2øØ PRINT＠448，＂（8）Zip ：＂；：PRINT＠462，USING＂\＃\＃\＃\＃\＃＂；CVD（F\＄（9））
；
\(21 \emptyset\) IF NE THEN IC＝IC＋1：IF IC＞9THEN NE＝\(\varnothing\) ELSE 230
\(22 \emptyset\) PRINT＠896，EL\＄；：INPUT＂ITEM NUMBER TO CHANGE（ \(\theta\) TO QUIT）\({ }^{n}\) ；IC
230 ON IC GOSUB \(280,290,300,310,320,330,340,350\)
\(24 \emptyset\) IFIC＝øTHENPUT1，RN：IFRN＞LRTHENLR＝RN：GOTO5
250 ON IC GOTO130，140，150，160，170，180，190，20
260 GOTOIIø
27 Ø PRINT＠896，ELS；：I＝\(\quad\) ：IL＝\(=\) ：
280 PRINT＠896，EL\＄；：I＝142：IL＝16：IN\＄＝F\＄（2）：GOSUB50日の日：LSETF \(\$(2)=I N\) \＄：RETURN
290 PRINT＠896，EL\＄；： \(\mathrm{I}=182\) ：IL＝3：IN\＄＝FNST\＄（CVI（F\＄（3）））：GOSUB50ø0日：L \(\operatorname{SETF} \$(3)=\) MKI \((V A L\)（IN\＄）\():\) RETURN
3øØ PRINT＠896，EL\＄；：I＝2ø6：IL＝16：IN\＄＝F\＄（4）：GOSUB50øø \(: \operatorname{LSETF} \$(4)=I N\) \＄：RETURN
31 0 PRINT＠896，EL \(\$\) ；\(: I=246: I L=1: I N \$=F \$(5): G O S U B 5 \emptyset \emptyset \emptyset \emptyset: \operatorname{LSETF} \$(5)=I N \$\) ：RETURN
\(32 \emptyset\) PRINT＠896，ELS；：I＝27ø：IL＝16：IN\＄＝FS（6）：GOSUB5øøø0：LSETF\＄（6）＝IN
\＄：RETURN
330 PRINT＠896，EL \(;: I=334: I L=16: I N \$=F \$(7): \operatorname{GOSUB} 50 \emptyset \emptyset 0: \operatorname{LSETF} \$(7)=I N\) \＄：RETURN
340 PRINT＠896，EL\＄；： \(\mathrm{I}=398: \mathrm{IL}=2: \operatorname{IN} \$=\mathrm{F} \$(8): \operatorname{GOSUB5\emptyset \emptyset \emptyset \emptyset :\operatorname {LSETF}\$ (8)=IN\$ ~}\) ：RETURN
35ø PRINT＠896，EL\＄；：I＝462：IL＝5：IN\＄＝FNST\＄（CVD（F\＄（9）））：GOSUB5øøøø：L \(\operatorname{SETF} \$(9)=\operatorname{MKD}\)（VAL（IN\＄））：RETURN
\(5 \emptyset 0 \emptyset \emptyset\) IN＝1：PRINT＠I，IN\＄；STRING\＄（IL－LEN（IN\＄），32）；STRING\＄（IL，24）；：I N\＄＝IN\＄＋STRING\＄（IL－LEN（IN\＄），32）
\(50 \emptyset 1 \emptyset\) PL＝FNVM（ P ）：VB＝PEEK（PL）
50020 POKEPL，252：FORW＝1TO25：KB\＄＝INKEY\＄：IFKB\＄＝n＂THENNEXTW：POKEPL，
 TW：KB＝ASC（KB\＄）：POKEPL，VBELSEW＝26：NEXTW：KB＝ASC（KB\＄）：POKEPL，VB
\(50 \emptyset 30\) IFKB＝8THENIFIN＝1THEN5 \(501 \emptyset E L S E I N=I N-1: \operatorname{PRINTCHRS(24);~}\)
\(5 \emptyset \emptyset 4 \emptyset\) IFKB＝9THENIFIN \(>=I L T H E N 5 \emptyset \emptyset 1 \emptyset E L S E I N=I N+1: \operatorname{PRINTCHRS(25);~}\) 50050 IFKB \(=13\) THENRETURN
50060 IFKB＞＝32ANDKB＜＝123THENIFIN＞ILTHEN50010ELSEIFIN＜ILTHENPRINT KB ；；\(: \operatorname{MID}(\mathrm{IN} \$, I N, 1)=\mathrm{KB} \$: I N=I N+1 E L S E P O K E P L, K B: M I D \$(I N \$, I N, 1)=K B \$\) 50070 GOTO5001ø

Program Listing 2

\section*{Program Generation Demo Screen！}


Figure 1

\title{
FRANKLIN COMPUTERS Fully Apple Compatible
}

\section*{FRANKLIN ACE 1000 with 64K, 8 Expansion Slots}
for peripheral cards; a joystick/paddle connector. A full 72-key typewriter-style keyboard that includes 12 key numeric pad, upper/lower case with shift and alpha lock, full cursor control, and special keys for use with Visicalc. Built into the unit is a 50watt power supply and cooling fans which permit use of all 8 peripheral expansion slots without power or overheating problems.
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\title{
TRS-80 MODEL 16
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For 32K, one disk or larger systems. One disk owners add \$14.95 or send TRSDOS diskette with your order. Specify number of disk drives when ordering. Send check or money order to:
COMPUTER SYSTEMS AND SERVICES, INC. 762 Brown Ave., Churchill, PA 15145 Tel. (412) 823-2179. Dealer inquires invited.

Starts building the program. L\$(J) will hold each line built. GOSUB 1690 increments J by one and adds the line increment to the program line counter (PLC). Quotation marks must surround strings in a print statement. They are entered by using Q\$. PRINT "THIS IS A TEST" is built by \(\mathrm{L} \$(\mathrm{~J})=\) "?" \(+\mathrm{Q} \$+\) "THIS IS A TEST" + Q\$. Basic requires a string to be surrounded by quote marks, but quote marks cannot be part of a string
680-700 Build the open statements for the data files (like OPEN"R",1,"FILENAME",196)
720-800 Builds the field statements. If one grows larger than 240 characters a new line is started

\section*{Function}

Clears string storage, dimensions array
Points \(\mathrm{V} \$()\) to video memory so \(\mathrm{V} \$(1)\) is first line of video display, \(\mathrm{V} \$(2)\) is second line, and so on
Sets number of characters input to 1 and line number to 1 , then homes cursor PEEKs cursor location and stores character, then POKEs a graphics block in that location. INKEY is scanned until key is input
If clear key is depressed \((\operatorname{PEEK}(14400)=2)\) and \((\mathrm{L})\) oad, \((\mathrm{S})\) ave, ( I )nsert, (D)elete, (M)ove, or (B)uild depressed then perform function

If arrow key or shift arrow key depressed then move cursor in proper direction If key is \(>=\) blank and key is \(<=\) lowercase \(z\), and if the number of characters input is > input length then go to line 120 . If number of characters input is < input length then print character input. Otherwise, POKE character input into video memory
Save screen to disk
Load screen from disk
Set field start to \(1(\mathrm{FS}(1)=1)\) and number of buffers to \(1(\mathrm{NB}=1)\). Field start and field end (FE( )) hold the items that will fit in the 256 characters allowed for a record. If more than 256 characters are needed, \(\mathrm{FS}(2)\) to \(\mathrm{FE}(2)\) will hold the item for the second disk file. The program will create as many disk files as are needed to hold the screen
LL is a counter for each item read. Loop from first line to 14th line. It holds last character checked
Loop from I1 to LEN of screen line. If the character is > blank then store location as Print@ position for prompt, store character count in A1, and terminate loop. Otherwise continue loop. If the loop terminates without finding a character \(>\) blank then store a number \(>64\) in I1 so line will not be scanned again
Look for : and store its position in A2; if not found look for ! and store its position minus 1 in A2
Get prompt from position A1 to A2 and store it in V1\$( )
Look at characters for last prompt forward for input field -, \#, or \$. \$ is only used if followed by \#
Load B1 with start of input field. If it is a numeric field ( \(\mathrm{T} 2<\mathrm{T} 1\) ) place a graphics block over the first character of the field and prompt for precision for field. Otherwise, load B1 with start of field and set mode to \(1(\mathrm{M}()=1)\)
If T1 equals T2 and no prompt found (V1\$(LL) \(=\) " ") then go to the next line. Otherwise, set mode to 0
Load I(LL) with input location
Find end of input field
If mode is \(>1\) then get using string from position B1 to B2
Calculate input length
Based on mode, load LA with proper size for field statement
Sum field size to file length. If file length is \(>256\) characters then: file length (first buffer) \(=\) field length-last amount; file end (first buffer) \(=\) LL-1; field length \(=\) last amount; increment number of buffers to 2 ; file start (second buffer) \(=\) LL. Otherwise: file length (first buffer) \(=\) field length; and file end (first buffer) \(=\) LL
If last character checked (I1) \(<=64\) then print line currently working on and go to 370; else, next line
Asks for the starting line number, the increment between lines, and the file names for the program and data files. The program will have /PRO appended to its file name and the data file will have /DAT appended to its name. If more than one file is required, the file name will include the file number

Stores a pointer for a branch back to "Change the Record Number," used in line 880
Stores the array pointer J and the line number. These are used by line 1050 to finish the jump-past-the-buffer nulling statements if the record is already on file Stores the line number of the start of the display to use later

\section*{DISK DRIVES}

\title{
CDCBARE 40 TRACK \\ with POWER SUPPLY. and CABINET *CONTROL DATA CORP.
}

\title{
TEC 40 твАск BARE............. S199 \\ with POWER SUPPLY. . . . . \(\mathbf{\$ 2 3 9}\) and CABINET
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Double Side, 40 Track & \(\mathbf{\$ 7 2 9}\) & Double Side, 40 Track & \(\mathbf{\$ 2 6 9}\) \\
Single Side, 80 Track & \(\mathbf{\$ 7 2 9}\) & Single Side, 80 Track & \(\mathbf{\$ 2 6 9}\) \\
Double Side, 80 Track & \(\mathbf{\$ 8 1 9}\) & Double Side, 80 Track & \(\mathbf{\$ 3 1 9}\)
\end{tabular}

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} SHACK ARE TRADEMARKS OF TANDY CORPORATION.

\title{
Peek Pong
}

\author{
by Charles Gulick
}

Peek Pong demonstrates that the illusion of speed is possible even in Basic, if the programmer uses all the tools at his command. You'll find it challenging and worth the time it takes to type it in.

The action is like that in ping pong or handball, and your opponent never misses. The object is to return the ball as many times as possible to an unseen adversary who hits it toward you at random angles. Your best score during any playing session is displayed as the "Score to Beat," and the score for your last set is also given.

\section*{The Action}

I perked up this game with an audio module, so turn on your amplifier/ speaker system before loading. Answer CASS? with enter, and answer the

> Tf you thought fastpaced games couldn't be written in Basic, Peek Pong should surprise you.

memory-size prompt with 32746 , and then CLOAD and run.

The message " K to play, Q to quit" appears midscreen. A reminder of the paddle control keys appears on the right side of the screen. The three controls were chosen for their convenient positions. Place the first two fingers of your right hand over the < and > keys. These

keys move the paddle left and right. Place a finger of your left hand over the S. This key stops the paddle in its mad dash back and forth. This control is crucial for getting higher scores.

When you miss the ball, you hear a five-note raspberry. On the Model I an 8 shows you where you were; on the Model III an X. To play again, hit K, and immediately get in position for the next serve. That's all there is to playing Peek Pong.

\section*{The Program}

Lines 330 and 340 POKE the sound subroutine into high memory. Line 310 calls the random sounds. Lines 20-40 POKE the walls into video RAM (VIDRAM), although the top wall is invisible. Line 50 prints the masthead and the midscreen \(\mathrm{K} / \mathrm{Q}\) message.

Line 70 creates the paddle. It must be three 131s wide, because the paddle moves that far for each depression of < or \(>\). This is a key trick for speeding up the action. It also means you will not always be able to position the paddle so the ball hits it in the center. Thus, some judgement comes into play.

The action for each game begins at line 80 , which provides for random release of the ball by your unseen opponent. The ball \((B=176)\) shows up at line 90, to which the play continues to return until you miss. This line also calls forth the bounce sound if the ball and paddle meet. Note S is reinitialized here to zero

\author{
The Key Box \\ Model I or III \\ 16K RAM \\ Cassette Basic \\ Cassette Port Amplifier (optional)
}

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until the sound is needed again.
Lines \(100-140\) watch for your control keys, and keep busy erasing and rePOKEing the racket according to your instructions. Line 150 erases and moves the ball to its next POKE location at a speed slightly under the speed of light. Lines \(170-190\) check the top, left, and right walls to see whether the ball is about to bounce, in which event they summon the bounce sound and redirect the ball.

Line 200 is where your paddle contacts and returns the ball and hits are scored. Line 210 records the more likely event that the paddle does not hit the ball, and you get \(\mathrm{X}(8\) on Model I) and a little tune to cheer you up for the next round. Line 230 GOSUBs five times to the USR function and randomizes the notes.

Line 250 keeps a permanent record of the highest score achieved. Any number of players can play in rotation trying to top this score.

\section*{Whence the Speed?}

Peek Pong is fast-sometimes frustratingly so. And this proves that Basic need not be regarded as the arch enemy of graphic games action. Several hurryup features are incorporated into this
program. PEEKing and POKEing are themselves faster than PRINT @s, and at least in this game environment, faster than Set/Reset techniques. Moving the paddle in increments of three also speeds the action, as does elimination of all spaces between characters. Randomizing the ball's angle off the top (invisible) wall, rather than having it bounce logically (as it does off the side walls) simulates a crafty opponent and adds liveliness to the action. Even the inclusion of sound adds to the feel of fast action.

Here's a tip for when you have trouble making contact with the ball: Use S to stop the paddle in the vicinity of the ball's descending trajectory.

The computer can make an absolutely lethal shot that will prevent the game from going on forever. It occasionally wields this blow from a corner, and no amount of dexterity will save you. Also, some of the serves will prove to be aces, unless you're psychic and have speed-of-light reactions.

Charles Gulick can be reached at 300 W. Royal Palm Road, Boca Raton, FL 33432.

\footnotetext{
2 'PEEK PONG - by Charles Gulick, Apt. 412C, 300 W. Royal Palm Rd., Boca Raton FL 33432. \(3 / 8 / 82\)
1ø RANDOM:CLS:GOSUB330:GOSUB310:PRINTCHR\$(23):PRINT@472,"PEEK PO NG": FORT=0TO750:NEXT
\(2 \emptyset\) CLS: GOSUB310:FORX \(=15424 \mathrm{TO15487}\) : POKEX, 128 : NEXT
30 GOSUB310:FORX=15489TO16257STEP64:POKEX,191:NEXT
40 GOSUB310:FORX=15550TO16318STEP64:POKEX,191:NEXT
50 GOSUB310:PRINT@の,"PEEK PONG SCORE: SCORE TO BEAT: INKEYS: < S >";:GOTO260
60 FORX \(=16320\) TO16383: POKEX, 128 :NEXT
\(70 \mathrm{R}=16339+\mathrm{RND}(20)\) : \(\mathrm{POKER}, 131:\) POKER \(+1,131\) : \(\mathrm{POKER}+2,131: \mathrm{J}=3\)
\(8 \emptyset \mathrm{~B}=176: \mathrm{W}=15509+\mathrm{RND}(2 \emptyset): \mathrm{D}=61+(2 * \operatorname{RND}(2))\)
90 POKEW, B: IFS=1GOSUB310:S=0
100 P \(\$=I N K E Y \$:\) IFP \(\$="\). "THENJ=1ELSEIFP \(\$="\) " \(T H E N J=2 E L S E I F P \$=" S " T H E N\) \(\mathrm{J}=3\)
110 IFJ<>3POKER,128: POKER \(+1,128:\) POKER \(+2,128\)
120 IFJ \(=1\) THENR \(=\) R +3 ELSEIFJ \(=2\) THENR \(=\) R -3
130 IFR>16380THENR=1638ضELSEIFR<16321THENR=16321
140 IFJ <>3POKER,131: POKER \(+1,131\) : POKER \(+2,131\)
150 POKEW, 32 : \(W=W+D\)
\(17 \emptyset \operatorname{IFPEEK}(\mathrm{~W}-64)=128 \mathrm{~S}=1: \mathrm{D}=61+(2 * \operatorname{RND}(2))\)
180 IFPEEK \((\mathrm{W}-1)=191 \mathrm{~S}=1: \mathrm{D}=\mathrm{D}+2\)
\(190 \operatorname{IFPEEK}(W+1)=191 S=1: D=D-2\)
260 IFPEEK \((W+D)=131 S=1: D=D-128: H=H+1:\) PRINT@ \(24, H\);
210 IFPEEK \((W+D)=128\) THEN 23 ØELSE9 \(\varnothing\)
230 POKEW \(+\mathrm{D}, 120\) : FORX \(=\) ØTOI : NEXT : GOSUB310: \(\mathrm{E}=\mathrm{E}+1\) : \(\mathrm{IFE}=5\) THEN 250
240 POKEW+D, 32:GOTO23ø
250 PRINT@ 24 , H; : IFH \(>\) BHTHENBH \(=H\)
26Ø PRINT@45,BH;:PRINT@533,"K TO PLAY Q TO QUIT";
\(27 \emptyset\) A \(\$=\) INKEY \(\$: I F A \$=" K " T H E N H=\emptyset: E=\emptyset: \operatorname{PRINT@} 533, \operatorname{STRING}(2 \emptyset, " ") ;: P R I\) NTC24, H;: GOTO6も
280 IFAS="Q"THENCLS: PRINTCHRS(23): PRINT@472,"THANKS!":FORT=øTO75 Ø: NEXT: GOTO29@ELSE27
290 FORX=1TO4:GOSUB310:FORW=1TO10:NEXTW:NEXTX:CLS: END
\(310 \operatorname{S}=\operatorname{USR}(2600+\operatorname{RND}(10 \theta)): \operatorname{RETURN}\)
330 POKE16526,235: POKE16527,127:FORX=32747TO32767:READB: POKEX,B: NEXT: RETURN
340 DATA205,127,10, \(62,5,211,255,69,16,254,62,4,211,255,69,16,254\) ,37,32,239,201
}

Program Listing

\section*{WE WILL NOT BE UNDERSOLD}


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\title{
Color Life
}

\author{
by Larry F. Perry
}

\section*{T} each your students about the development of communities of organisms with this revised Game of Life for the Color Computer.

As a teacher of environmental biology, I thought the Game of Life could be useful in classroom discussions of communities of organisms. Unfortunately, I found that my Color Computer Life program, written in Basic, bored my students because it was too slow. So, I added some machine-language calls from Basic, and Color Life is the result.

As explained in the program's introduction, John Conway designed the original Life program in the late 1960s. It is a mathematical game that simulates the rise, fall, and alterations of a society of living organisms.

When you run Color Life (Program Listing 1), the title page is displayed while the machine-language subroutines are POKEd into memory. Almost all programs I've seen that POKE machine code into memory use data statements and decimal numbers. Since I use hexadecimal numbers frequently, I decided it would be easier to use strings of hex numbers, read those strings two characters at a time using lines \(150-200\), and let the computer convert all of the numbers.

After the title page is displayed, you are asked if you need instructions. If you do, press Y. If you don't, press any other key. You are then asked if you want to step through the generations, one generation at a time. Stepping lets you observe each generation carefully. Press Y to activate the step mode. To display the next generation when in the step mode, press the space bar. If you don't want to step, press enter.

After making your step selection, you are asked to select the speed at which the generations are to be displayed. Press 1 or enter for fast, 2 for medium, or 3 for slow. At this point you are told how to change the speed of the display and how to get into the step mode during the game. If you decide to add a glider (a small number of organisms that move while repeating the same series of patterns) or some other pattern to the one on the screen while the game is in progress, press C. If you want to get out of the step mode while the game is in progress, press G.

After selecting a speed, you are given another set of instructions and ques-

\section*{Program Listing 1}

\footnotetext{
5 REM HX = START ADDRESS OF MACHINE LANGUAGE SUBROUTINE
10 CLEAR500: HX=\&H6F7
20 CLS:PRINTSTRING\$ \((32,191) ;: \operatorname{PRINTSTRING}(32, " * ") ;\)
30 PRINTSTRING\$ \((64,175)\);:PRINT" COLOR LIFE "
40 PRINTSTRING \((32,159)\); :PRINT"
VERSION 2.0"
50 PRINTSTRING\$ \((32,239)\);:PRINT" WRITTEN BY L.F. PERRY":PRINTS TRING\$(32,255);:PRINT" JANUARY 31, 1982":PRINTSTRING\$(64,19
}
tions. You can either start your own colony or let the computer place a random population on the screen. Press 1 if you decide to place your own colony; press 2 for the computer placement.

To speed up the placement of a colony, I incorporated the following timesaving options: for placing an organism, press 0 ; to delete, position the cursor over the square you want to eliminate, and press clear; to place preprogrammed sample colonies, position the cursor wherever you like and press 1, 2, or 3; and to speed your own insertion you can advance the cursor left, right, up, or down each time you insert or delete by pressing L, R, U, or D. The latter step makes inserting your own colony fast and easy. When you finish placing your colony, press S. You will be greeted by a few notes that might sound familiar to you.

When the program begins, the generation number is displayed at the top left of the screen, and the population number is at the top right. These two items are a must if you want to know what is happening to your colony. Color Life also displays the births and deaths of the organisms. If all the organisms die, Color Life ends and tells you at what generation they died. If the colony stabilizes, or you want to start another colony, press E , and you will be asked the series of questions again. That's it for the Basic program.

Now for the "miracle worker." I wrote this for those of you who know

\section*{The Key Box}

\author{
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nothing about programming in Assembly language and think it is too hard or abstract. I split the program into three parts and wrote them in a form that closely resembles the logic of a Basic program. This is not efficient, and it makes the program execute more slowly , but it demonstrates that writing ma-chine-language subroutines is not as difficult as you might think.

In Program Listing 2, the routine loads in the start address and checks to see if each screen address has a birth or death marker in it. It replaces the black death-marker with a white block and replaces a blue birth-marker with a red block. After looking at all screen addresses, it returns to the Basic program.

The routine in Program Listing 3 is even simpler. The first screen address is loaded in and checked for a red block. If it has one, then the X register has 1 added to it. Then, the next screen position is checked. After all screen addresses are checked, the number in the X register is stored at 6 FE and 6 FF , and then control returns to Basic.

The most complicated routine is in Program Listing 4. The beginning screen address is loaded and checked to see if it has an organism. If not, then each of the eight surrounding squares are checked to see if they contain red or black blocks. The B accumulator is incremented each time one is found. If at the end of the check the B accumulator equals 3 , then a blue block is placed at that position. When a block is placed, or when the B accumulator doesn't equal 3 , nothing happens, and the next screen position is checked. When a red block is encountered, a label is stored at address 6 FD . (In this case I used the number 1 for the label.) This tells the computer that the square being checked contains an organism. The same series of events happens here. Each address around the central block is checked, but when the program gets to the address 7F9 hex, it finds that a 1 is stored at hex 6 FD. Then the program branches to the routine telling it to place a death marker (black block) in the position if less than two or more than three organisms surround the central block. The screen address is then checked for the end, and the program either continues, if the end of screen is not encountered, or returns to Basic. The comments should help you to follow the logic of the program if you aren't familiar with Assembly language.

You might want to change the background color or the colors that are used in this program to show births, deaths, and adults. To change the background color, alter lines 480 and 690 so they

Listing I continued
1) ;: PRINTSTRING\$(32,"*");:PRINTSTRING\$(32,175);

55 REM HEX NUMBERS FOR SUBROUTINE
\(60 \mathrm{D} \$=\) "CFAF80BF00000000008E0420A680B106F82705200E121212B606FAA78 28Cø60025EA39B1ø6F9270320F312B606F7A7828C06ø025D739121212"
\(70 \mathrm{E} \$=\) "108E0ø008Eø420A680B106FA270A8C060025F410BF06FE39312120F21 212121212121212121212"
\(8 \emptyset \mathrm{~F} \$=48 \mathrm{E} \emptyset 420 \mathrm{~A} 6805 \mathrm{FF} 706 \mathrm{FDB} 106 \mathrm{~F} 727\) QFB106FA27031600998601B706FD121 2301EA680Bl06F92707B106FA270220015C3001A680B106F92707B106FA27022 Ø015C3088DDA680B106F92707B106FA270220615CA680B106F92707B106FA27ø

\(90 \mathrm{G} \$=\) "B106F92707B106FA270220015CA680B106F92707B106FA27ø22ø015CA 680B106F92707B106FA270220015C3ø88DEB6ø6FD810127øEC103271930018Cø 6001025FF4D39C10227F2C1ø327EEB606F9A78020E9B606F8A78020E2121212" 95 REM GET THE SUBROUTINE
\(100 \mathrm{z} \$=\mathrm{D} \$\) : GOSUB150
110 z \$=E \(\$\) : GOSUB150
\(120 \mathrm{z}=\mathrm{F} \$\) : GOSUB150
\(130 \mathrm{Z} \$=\mathrm{G} \$\) : GOSUB15 \(\varnothing\)
140 GOTO210
145 REM POKE SUBROUTINE INTO MEMORY
150 FORX \(=1\) TO LEN ( \(2 \$\) )STEP2
160 x \$=MID \((\mathrm{z} \$, \mathrm{x}, 2)\)
170 POKEHX,VAL("\&H"+X\$)
\(180 \mathrm{HX}=\mathrm{HX}+1\)
190 NEXTX
200 RETURN
205 REM END POKE SUBROUTINE
210 GOTOll70
215 REM BACKGROUND INFO ON LIFE GAME
220 CLS: PRINT" JOHN CONWAY, A MATHEMATICIAN ATCAMBRIDGE UNIVERSI TY, CAME UP WITH 'LIFE' IN THE LATE 1960'S. IT IS A MATHEMATIC AL GAME WHICH SIMULATES THE RISE, FALL, AND ALTERATIONS OF A S OCIETY OF LIVING ORGANISMS."
230 PRINT" THE IDEA IS TO START WITH A SIMPLE CONFIGURATION O F ORGANISMS AND OBSERVE THEIR PROGRESS AS CONWAY'S ' LAWS' ARE APPLIED TO BIRTHS, DEATHS, AND SURVIVORS. PRESS ENTER"
240 EES=INKEY\$:IFEES=" THEN 240
250 CLS:PRINT" THE LAWS WILL PRODUCE THE FOLLOWING RESULTS: A. THERE WILLBE NO INITIAL CONFIGURATION THATCAN GROW WITHOUT L IMIT. B. THEREWILL BE INITIAL CONFIGURATIONS THAT WILL APPARENT LY GROW WITH- OUT LIMIT. C. ALL PATTERNS,"
260 PRINT"AFTER SOME PERIOD OF TIME, WILL FADE AWAY COMPLETELY E ITHER FROMOVER OR UNDER POPULATION, BECOMESTABLE PATTERNS, OR EN TER INTO OSCILLATING PHASES IN WHICH THE CONFIGURATIONS REPEAT THE SAME PATTERNS ENDLESSLY. PRESS ENTER"
\(27 \varnothing\) EES=INKEY\$:IFEE \(\$=\) " "THEN \(27 \varnothing\)
280 CLS:PRINT" THE 'LAWS' ARE SIMPLE. EACH ORGANISM HAS EIGHT SURROUNDING CELLS (PLACES AN ORGANISM CAN LIVE). THE RULES F OR LIFE, BIRTH, AND DEATH ARE: 1) SURVIVAL: EACH ORGANISM WITH TWO OR THREE NEIGHBORS WILL"
290 PRINT"LIVE TO THE NEXT GENERATION. 2) DEATH: EACH ORGANIS M WITH ONEOR ZERO NEIGHBORS WILL DIE FROM ISOLATION. EACH ORGANI SM WITH FOUR OR MORE NEIGHBORS DIES FROMOVERPOPULATION.

PRESS ENTER"
3øø EE\$=INKEY\$:IFEE\$=""THEN3øø
310 CLS
\(32 \emptyset\) PRINT"3) BIRTH: EACH EMPTY CELL WITH EXACTLY THREE NEIGHBOR \(S\) WILL GIVE BIRTH TO A NEW ORGANISM. BIRTHS DO NOT AFFECT A NY OTHER CELLS UNTIL THEY BECOME ADULTS. PRESS ENTER TO START GAME.
330 EES=INKEYS: IFEES=" "THEN33 \(\varnothing\)
340 CLS: GOTO540
345 REM BEGINNING OF LOOP TO LOOK AT SCREEN, CHANGE SCREEN, A ND COUNT ORGANISMS
346 REM PUT GENERATION NUMBER AND ORGANISM COUNT ON SCREEN
350 PRINT@4, GE; : PRINT@20, PP;:GE=GE+1
355 REM CHECK FOR STEPPING GENERATIONS
360 IFXX=1GOTO950
370 A \(=\) INKEY
375 REM CHECK FOR KEY PRESSED
 ELSEIFA \(\$=\) "G"THENXX= 1 ELSEIFAS="E"THEN550ELSEIFAS="C"THEN71ØELSEIF A \(\$=\) "L"THENXX=1
385 REM DEFINE ADDRESS FOR ROUTINE TO CHECK BIRTHS, DEATHS AN D PLACE THEM
390 DEFUSR \(\emptyset=\& H 757\)
395 REM DELAY TO SLOW DOWN DISPLAY
400 FORX=1TO SP:NEXTX
405 REM CALL BIRTH/DEATH ROUTINE
\(41 \emptyset \mathrm{BF}=\operatorname{USR}(\emptyset)\)
415 REM DELAY TO SLOW DOWN DISPLAY, SET POP TO \(\emptyset\) TO READY FOR NEXT COUNT
\(42 \emptyset \mathrm{PP}=\emptyset: F O R X=1 \mathrm{TO} \mathrm{SP}: \mathrm{NEXTX}\)
425 REM CALL ROUTINE TO CHANGE BIRTHS TO ADULTS (RED) AND REM OVE THE DEATHS (BLACK)

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produce the color you want. Next, figure out the number that represents that particular solid color block. For instance, CHR \(\$(207)\) is the solid block for white and CHR\$(191) is red. Change the number to hex. An example would be, PRINT HEX\$(191). The computer will print BF , the hexadecimal number for 191.

Now that you know the procedure to find the hex number, look at line 60 in the program. The first part of the string is CFAF80BF. The computer looks at this to determine the color of the block with which it compares the screen address or loads the accumulator in the machine-language subroutines. The \(\mathrm{CF}=\) white block, \(\mathrm{AF}=\) blue block, \(80=\) black block, and \(\mathrm{BF}=\) red block. The first one is the screen color, so change it if you don't want a white background. The other three numbers can be changed to other colors to represent the births, deaths, and adult organisms. If you want to change other aspects of the program, the variables are listed in Table 1.

Larry F. Perry can be reached at 920 Baldwin St., Denton, TX 76201.

Listing I continued
430 DEFUSR \(0=\& H 7\) Ø \(0: B F=U S R(\emptyset)\)
435 REM CALL ROUTINE TO COUNT NUMBER OF ORGANISMS - PLACES TH AT NUMBER AT ADDRESSES 6FE \& 6FF
440 DEFUSR \(0=\& H 730: \mathrm{BF}=\mathrm{USR}(\emptyset)\)
445 REM LOOK AT ADDRESSES WHERE POPULATION COUNT IS STORED, C HANGE TO DECIMAL, GIVE TO PP
\(450 \mathrm{H} \$=\operatorname{HEX}(\operatorname{PEEK}(\& \mathrm{H} 6 \mathrm{FE})): I \$=\operatorname{HEX}(\operatorname{PEEK}(\& \mathrm{H} 6 \mathrm{FF})): \operatorname{PP}=\mathrm{VAL}\left({ }^{\prime} \& \mathrm{H}^{\prime}+\mathrm{H} \$+\mathrm{I} \$\right)\)
455 REM IF POPULATION IS Ø END DISPLAY
460 IFPP=øTHEN88 0
47ø GOTO350
475 REM END OF SCREEN LOOP
476 REM PLACE RANDOM POPULATION ON SCREEN
480 CLS (5)
490 FOR X=1056TO1535
5 Øø RN=RND (5)
\(51 \emptyset\) IFRN \(=2\) THENPOKEX, \&HBF
\(52 \emptyset\) NEXTX
\(530 \mathrm{GG}=\emptyset:\) GOSUB1210: GOTO 420
535 REM END OF RANDOM POPULATION ROUTINE
536 REM SET GEN AND POP TO ZERO
\(540 \mathrm{GE}=\emptyset: \mathrm{PP}=\emptyset\)
545 REM SELECT OPTIONS
\(55 \emptyset\) GOSUB1ØIØ:CLS:PRINT" YOU HAVE A CHOICE BETWEEN STARTING YOUR OWN COLONY OR LETTING THE COMPUTER START ONE. 1) START OWN COLONY 2) LET COMPUTER START COLONY 3) END G AME"
56Ø PRINT:PRINT"A BLUE SQUARE INDICATES A BIRTH,A BLACK SQUARE A DEATH, AND A RED SQUARE A LIVE ORGANISM.":PRINT:PRINT" NOTE:I \(F\) THE COLONY DIES OR YOU WANT TO START OVER PRESS <E>.
\(57 \emptyset\) PRINT:PRINT"PICK (1), (2), OR (3)."
580 BB \(=\) INKEY \(\$\) : IFBB \(\$=\) " "THEN 580
590 IF BB \(\$={ }^{=} 1\) "THENGE= 0 : GOTO63 0
60 IF BB \(\$=" 2\) "THENGE= \(0:\) GOTO48 0
610 IF BB \(\$=" 3\) "THENEND
620 GOTO580
625 REM INSTRUCTIONS FOR PLACING ORGANISMS 630 CLS: PRINT"PRESS THE UP, DOWN, LEFT, OR SITION CURSOR OVER POINT YOU WANT AN ORGANISM TO BE PLACED. PRE SS <O> AND A RED SQUARE WILL REPLACE THE CURSOR. WHEN YOU HAVE PLACED ALL";

Listing 1 continues

```

Listing 1 continued
640 PRINT"OF YOUR ORGANISMS PRESS <S> AND THE GAME WILL START.
6 5 0 ~ P R I N T " I F ~ Y O U ~ W A N T ~ C U R S O R ~ T O ~ M O V E ~ I N ~ A ~ C E R T A I N ~ D I R E C T I O N ~ W H E N ~
INSERTINGOR DELETING PRESS \langleU\rangle, \langleD>, \langleL\rangle,OR <R> AND IT WILL ADV
ANCE EACH TIME THE <O> IS PRESSED."
660 PRINT"TO DELETE A BLOCK PRESS <CLEAR>,TO PLACE A GLIDER PRES
S <G>."
670 PRINT" PRESS ANY KEY TO START";
680 CC$=INKEY$:IFCC$=""THEN68\emptyset
6 8 5 \text { REM THIS SECTION ALLOWS USER TO PLACE ORGANISMS ON SCREEN}
690 CLS(5)
700 GG=1056
710 IFGG<1056THENGG=1056
720 IFGG>1535THENGG=1535
730 ZG=PEEK(GG):POKEGG,176:FORX=1TO1\emptyset:NEXTX:POKEGG, 207:FORX=1TOl
0:NEXTX:POKEGG,ZG
740 AS=INKEY$:IFA$=" "THEN710
750 IFAS=CHR$ (12) THENPOKEGG, \&HCF:IFPS=1THENGG=GG+1ELSEIFPS=2THEN
GG=GG-1ELSEIFPS=3THENGG=GG-32ELSEIFPS=4THENGG=GG+32
760 IFAS="G"THENPOKEGG,191:POKEGG+1,191:POKEGG+2,191:POKEGG+1-64
,191:POKEGG+2-32,191
770 IFA$=CHR$ (9) THENPOKEGG,ZG:GG=GG+1:GOTO710
7 7 5 REM SELECTION OF 1,2, OR 3 PUTS SAMPLE POPULATION ON SCRE
EN AT CURSOR LOCATION
780 IFAS="1"GOSUB920
790 IFAS="2"GOSUB930
8\emptyset0 IFA$="3"GOSUB940
810 IFAS=CHR$ (8) THENPOKEGG,ZG:GG=GG-1:GOTO71\emptyset
820 IFAS=CHR\$ (10) THENPOKEGG,ZG:GG=GG+32:GOTO710
830 IFA$=CHR$(94) THENPOKEGG,ZG:GG=GG-32:GOTO710
840 IFAS="O"THENPOKEGG,191:IFPS=1THENGG=GG+1ELSEIFPS=2THENGG=GG-
1ELSEIFPS=3THENGG=GG-32ELSEIFPS=4THENGG=GG+32
850 IFA$="U"THENPS=3ELSEIFA$="D"THENPS=4ELSEIFA$="R"THENPS=1ELSE
IFA$="L"THENPS=2
86\emptyset IFAS="S"THENPOKEGG,ZG:PLAY"O3;D\#FC\#;O2;C\#G\#":GOSUB1210:PS=\emptyset:
GOTO42\emptyset
870 GOTO740
8 7 5 REM END OF PLACEMENT LOOP
876 REM DISPLAYS GENERATION AT WHICH POPULATION DIED
880 CLS:PRINT@256,"COLONY DIED AT"GE"GENERATIONS"
890 PRINT:PRINT" PRESS ANY KEY TO START AGAIN"
90\emptyset E$=INKEY$:IFES=""THEN9\emptyset\emptyset
910 GOTO340
9 1 5 ~ R E M ~ T H R E E ~ S A M P L E ~ P O P U L A T I O N S ~
92\emptyset POKEGG,191:POKEGG+1,191:POKEGG+2,191:POKEGG+1-32,191:RETURN
930 POKEGG,191:POKEGG+1,191:POKEGG+2,191:POKEGG+32,191:POKEGG+2+
32,191:POKEGG+64,191:POKEGG+2+64,191:RETURN
940 POKEGG,191:POKEGG+32,191:POKEGG+1,191:POKEGG+2,191:POKEGG+3,
191:POREGG+4,191:POKEGG+5,191:POKEGG+5+32,191:RETURN
945 REM STEPPING ROUTINE
950 DL$=INKEY$:IFDL$=""THEN950
960 IFDL$=CHR\$ (32) THEN370
97\emptyset IFDL $="G"THENXX=\emptyset:GOTO42\emptyset
980 IFDL$="E"THEN550
990 IFDL$="C"THEN710
100\emptyset GOTO950
1005 REM END STEPPING ROUTINE
1006 REM SELECT STEP Y OR N - DEFAULT IS NO
1\emptyset10 CLS:PRINT@32*3,"DO YOU WANT TO STEP THROUGH THE GENERATIONS
?"
1020 AB$=INKEY$:IFAB$=""THEN1\emptyset20
1030 IFAB$="Y"THENXX=1:GOTO1050
1040 XX=\emptyset
1050 CLS
1055 REM SELECT SPEED - DEFAULT IS FAST
1060 PRINT:PRINT"SELECT THE SPEED YOU WANT."
107\emptyset PRINT" 1) FAST (3 GEN/SEC)
1080 PRINT" 2) MEDIUM (35 GEN/MIN)"
1\emptyset9\emptyset PRINT" 3) SLOW (2\emptyset GEN/MIN)"
1100 PRINT@32*6,"NOTE: TO CHANGE SPEED OF DISPLAY WHEN GAME
    IS IN PROGRESS PRESS <F> FOR FAST, <M>
M, AND <S> FOR SLOW SPEED. TO GET GAME INTO STEP
FOR MEDIU
MODE PRESS <L>."
11l0 PRINT" TO ADD ORGANISMS TO THE COLONY PRESS <C
>. TO GET OUT OF STEP MODE PRESS <G>";
112\emptyset SP$=INKEY$: IFSP$=""THEN112\emptyset
1130 IFSP$="1"THENSP=1:RETURN
1140 IFSP$="2"THENSP=30\emptyset:RETURN
1150 IFSP$="3"THENSP=600:RETURN
1160 SP=1:RETURN
1170 CLS:PRINT@32*5,"DO YOU NEED INSTRUCTIONS?"
1180 AS=INKEY$:IFAS=""THENI180
1190 IFAS="Y"THEN22\emptyset
120\emptyset GOTO540
1205 REM PRINT AT TOP OF DISPLAY SCREEN - GEN \& POP
121\emptyset PRINT@\emptyset,STRING\$(32,143);:PRINT@\emptyset,"GEN:":PRINT@16,"POP:";:RE
TURN



| 0000 | ************* |
| :---: | :---: |
| 0000 | * THIS SUBROUTINE REMOVES THE |
| 0000 | * DEATHS AND CHANGES ANY BIRTHS |
| 0000 | * TO ADULTS |
| 0000 | ************************************* |
| 0700 | ORG \$700 |
| 0700 8E0420 | LDX \#\$420 START OF SCREEN |
| 0703 A680 | LDA $\quad 0, \mathrm{X}+\mathrm{GET}$ COLOR OF BLOCK |
| 0705 | *AT THIS ADDRESS. |
| 0705 B 106 F 8 | CMPA \$6F8 IS COLOR BLUE? |
| 07082705 | BEQ \$70F YES, THEN BRANCH |
| 070A 200E | BRA \$71A NO, THEN BRANCH AND |
| 070 C | *CHECK FOR BLACK BLOCK. |
| 070C 12 | NOP |
| 070D 12 | NOP |
| 070E 12 | NOP |
| 070F B606FA | LDA \$6FA GET A RED BLOCK |
| 0712 A782 | STA 0, - X PUT THE RED BLOCK |
| 0714 | *IN THE ADDRESS BEING CHECKED. |
| 0714 8C0600 | CMPX \# 600 END OF SCREEN? |
| 0717 25EA | BCS $\$ 703$ NO, GET THE NEXT |
| 0719 | *SCREEN ADDRESS. |
| 071939 | RTS YES, THEN RETURN TO BASIC |
| 071A B106F9 | CMPA \$6F9 IS COLOR BLACK? |
| 071D 2703 | BEQ \$722 YES, THEN BRANCH. |
| 071F 20F3 | BRA \$ $\$ 114 \mathrm{NO}, \mathrm{GO}$ CHECK END OF |
| 0721 | *SCREEN |
| 072112 | NOP |
| 0722 B606F7 | LDA \$6F7 GET A WHITE BLOCK. |
| 0725 A782 | STA 0, - X PUT WHITE BLOCK |
| 0727 | *WHERE THE BLACK ONE IS. |
| 07278 C0600 | CMPX \#\$600 END OF SCREEN? |
| 072A 25D7 | BCS $\quad \$ 703$ NO, THEN GET THE |
| 072C | *NEXT SCREEN ADDRESS. |
| 072C 39 | RTS YES, THEN RETURN TO BASIC |
| 072D 12 | NOP |

Program Listing 2

| 0000 | ******************************************* |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 0000 | * THIS SUBROUTINE COUNTS THE |  |  |  |
| 0000 | * POPULATION AND STORES THE |  |  |  |
| 0000 | * RESULT AT ADDRESS \$6FE \& \$6FF |  |  |  |
| 0000 | **************************************** |  |  |  |
| 0730 | ORG \$730 |  |  |  |
| 0730 108E0000 | LDY | \# $\$ 0000$ | CLEAR Y REGIS |  |
| 0734 | *TO ZERO |  |  |  |
| 0734 8E0420 | LDX | \# $\$ 420$ | START OF SCRE |  |
| 0737 A680 | LDA 0, + + GET COLOR STORED AT$*$ THIS ADDRESS. |  |  |  |
| 0739 |  |  |  |  |
| 0739 B106FA | CMPA | \$6FA | IS THE COLOR |  |
| 073C 270A | BEQ | \$748 | YES, THEN BRA |  |
| 073 E 8 C 0600 | CMPX | \#\$600 | END OF SCREEN |  |
| 0741 25F4 | BCS | \$737 | NO, THEN GET |  |
| 0743 | *NEXT ADDRESS. |  |  |  |
| 0743 10BF06FE | STY | \$6FE | YES, STORE THE |  |
| 747 | *COUNT AT \$6FE \& \$6FF |  |  |  |
| 0747 | *(THIS IS \# OF ORGANISMS.) |  |  |  |
| 074739 | RTS |  | RETURN TO BA |  |
| 07483121 | LEAY | 1, Y | ADD ONE TO CO |  |
| 074A 20F2 | BRA | \$73E | GO CHECK SCR |  |
| 074 C | *ADDRESS. |  |  |  |
| 074C 12 | NOP |  |  |  |

Program Listing 3


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07 B 7 A680
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$07 \mathrm{C3} 2001$
$97 \mathrm{C} 5 \mathrm{5C}$
97C6 30883D
07 C 9
07C9 A680
07CB B106F9
07 CE 2707
97D $\emptyset$ Bl06FA
07D3 $27 \emptyset 2$
07 D 52001
07D7 5C
67D8 A680
07DA B106F9
07DD 2707
07 DF Bl06FA
07 E 22702
07 E 42001
07 E 6 5C
07 E 7 A680
07 E 9 Bl 06 F 9
07EC 2707
07 EE Bl 06 FA
07F1 2702
07 F 32001
07 F 5 C
07 F 63088 DE
07 F 9
$07 \mathrm{F9}$ B606FD
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$0800 \mathrm{Cl03}$
0802
08022719
$980430 \emptyset 1$
0806
0806 8C0600
$\emptyset 8 \emptyset 9$ 1ø25FF4D
980D 39
080E C1ø2
9810
0810
081027 F 2
$\emptyset 812$
0812
0814
0814
0814
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816 B606
0819
0819 A780
081 B
081B 20E9
081 D
081D B606F8
Ø820 A780
0822 20E2
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BEQ \$795 YES, THEN BRANCH. CMPA S6FA IS IT RED?
BEQ $\$ 795$ YES, THEN BRANCH.
BRA $\$ 796$ NOTHING FOUND, GO.
INCB ADD ONE TO COUNT,
LEAX $-35, X$ SUBTRACT TO GET
*NEXT SCREEN ADDRESS.
LDA $\emptyset, X+$ GET COLOR OF SQUARE
CMPA \$6F9 IS SQUARE BLACK?
BEQ \$7A7 YES, THEN BRANCH.
CMPA \$6FA IS SQUARE RED?
BEQ \$7A7 YES, THEN BRANCH.
BRA \$7A8 NOTHING FOUND, GO.
INCB ADD ONE TO COUNT.
LDA $\quad \square, X+$ GET COLOR OF SQUARE
CMPA \$6F9 IS IT BLACK?
BEQ \$7B6 YES, THEN BRANCH.
CMPA \$6FA IS IT RED?
BEQ \$7B6 YES, THEN BRANCH. BRA \$7B7 NOTHING FOUND, GO. INCB ADD ONE TO COUNT.
LDA $\emptyset, X+$ GET COLOR OF SQUARE CMPA \$6F9 IS IT BLACK?
BEQ \$7C5 YES, THEN BRANCH.
CMPA \$6FA IS IT RED?
BEQ \$7C5 YES, THEN BRANCH.
BRA \$7C6 NOTHING FOUND, GO.
INCB ADD ONE TO COUNT.
LEAX \$3D,X ADD \# TO GET THE
*NEXT SCREEN ADDRESS.
LDA $\emptyset, X+$ GET COLOR OF SQUARE
CMPA $\$ 6 \mathrm{~F} 9$ IS IT BLACK?
BEQ \$7D7 YES, THEN BRANCH.
CMPA \$6FA IS IT RED?
BEQ \$7D7 YES, THEN BRANCH.
BRA \$7D8 NOTHING FOUND, GO.
INCB ADD ONE TO COUNT.
LDA $\emptyset, X+$ GET COLOR OF SQUARE
CMPA \$6F9 IS IT BLACK?
BEQ \$7E6 YES, THEN BRANCH.
CMPA \$6FA IS IT RED?
BEQ \$7E6 YES, THEN BRANCH.
BRA \$7E7 NOTHING FOUND, GO.
INCB ADD ONE TO COUNT.
LDA $\emptyset, X+$ GET COLOR OF SQUARE
CMPA $\$ 6 \mathrm{~F} 9$ IS IT BLACK?
BEQ \$7F5 YES, THEN BRANCH,
CMPA \$6FA IS IT RED?
BEQ \$7F5 YES, THEN BRANCH.
BRA \$7F6 NOTHING FOUND, GO.
INCB ADD ONE TO COUNT.
LEAX $-34, \mathrm{X}$ SUBTRACT \# TO
*GET THE ORIGINAL ADDRESS
LDA $\$ 6 \mathrm{FD}$ GET THE LABEL.
CMPA \#\$01 IS LABEL ONE?
BEQ \$80E YES, THEN BRANCH.
CMPB \#\$ø3 ARE THERE ONLY 3
*ORGANISMS (POSSIBLE BIRTH).
BEQ \$81D YES, THEN BRANCH. LEAX 1,X NO, ADD ONE TO THE
*SCREEN ADDRESS.
CMPX \#\$60ø END OF SCREEN? LBCS $\$ 75 \mathrm{~A}$ NO, START AGAIN. RTS YES, RETURN TO BASIC.
CMPB \#\$ø2 ARE THERE ONLY TWO
*ORGANISMS COUNTED AROUND THE
*CENTER ONE?
BEQ \$804 YES, THEN ORGANISM
*WILL LIVE, BRANCH.
CMPB \#\$03 ARE THERE ONLY
*THREE ORGANISMS COUNTED AROUND
*THE CENTER ONE?
BEQ \$8@4 YES, THEN ORGANISM *WILL LIVE, BRANCH.

LDA \$6F9 GET BLACK MARKER. *TOO MANY ORGANISM, OR TOO FEW. STA Ø, X+ PLACE BLACK MARKER
*IN ORIGINAL BLOCK CHECKED.
BRA $\$ 806$ GO CHECK FOR THE *END OF SCREEN.

LDA \$6F8 GET A BIRTH MARKER.
STA Ø, X+ PLACE BLUE MARKER.
BRA \$8ø6 GO CHECK FOR THE
*END OF SCREEN.
NOP
NOP

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[^5]
## Specify your input parameters by setting variables.

## The Input Specifier



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Did you ever enter an alphanumeric character when numeric input was required and have something in the first line of your readout you wanted to keep? If you try it, the program crashes and the computer commands you to Redo From Start. With this input subroutine, you can specify all input parameters by setting some variables. The computer clears all variables at the end of the subroutine. Further, there is no question mark before input and you can edit each input.

The best way to master the program is to type and run it. The examples illustrate its use; alter the program to fit your needs. Remember the variables listed at the beginning of the program; incorporate your changes so you do not forget them.

The input subroutine is in lines 790-990. The line input statement in line 790 allows alphanumeric input with no preceeding question mark. The cursor postion depends on X and $Y$.

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Lines 800 and 810 check the input: If $C$ is set to 1 the input moves to the numeric field $Z$. If you input a non-numeric character the length of $Z$ and $Z \$$ and it is not equal the program jumps to the error subroutine. Any key clears the input and you can try again.

Line 830 compares the length of $Z$ with $L(0)$ and $L(1)$. Lines 850-880 check the digits after the decimal point. A statement like $A \#=A B S(A \#-\operatorname{FIX}(A \#))$ would be easier but produces truncation errors. The test counts the characters from right to left to a decimal point. Increase line 850 for more than 12 digits after the decimal point.

If $\mathrm{C}(2)$ is set to 1 I check the amount in line 900. If $A=1$ I jump to line 950 and display with Edit.

## Special Handling

The special handling variable $\mathrm{C}(3)$ stores input in the right variable. For LS $=X X$, store your input with $F(L S)=Z$ or LSET $\mathrm{P} \$(\mathrm{LS})=\mathrm{Z} \$$. Write your own subroutines to check for a record
with the same key value or to write a record. In the Listing all jumps are made to 930 (see line 920). If $\mathrm{C}(3)>1$ you can jump to your own coded subroutine. Remember to return with GOTO 930.

After all inputs the computer asks if the data is okay. If your answer is Yes press Enter; otherwise type N and then the line number question will appear. Change any input; depending on LS in each input state-
ment, variables change to their new value.

Write programs with multiple inputs and a mask on the screen. Store my routine in one file and edit it to write a new program.

## Listing continued

```
70 REM ********************** I N P U T **********************************
>e PRINT @(x,\psi), ""; LINE INPUT Z$
800 IF }\textrm{C}=1\mathrm{ THEN LET }Z=VRL(Zs
B1ब IF C=1 AND LEN(Zs)<>LEN(STR$(Z)>-1 THEN GOTO 1030
320 IF C(B)=0 THEN GOTO }84
830 IF LEN(Z$)<=L(0) AND LEN(2$)>=L(1) THEN GOTO 840ELSE GOTO 1030
B40 IF C(1)=0 THEN GOTO 890
e50 FOR }\textrm{H}=1\mathrm{ TO }1
860 X*=RIGHT * (2*,W)
870 IF LEFT $ (X s , 1) = " " AND W>L(2) +1 THEN GOTO 1049
388 NENT W
89 IF C(2)=0 THEN GOTO }91
G90 IF ZCL THEN GOTO 910ELSE GOTO 1030
918 IF A=1 GOTO 950
928 ON C(3) GOTO 930,930,930
930K=0: C=0: C(0)=0: C(1)=0: C(2)=0: C(3)=0: L=0: L(0)=0: L(1)=0: L(2)=0
948 RETUNN
950 PRINT © (x,y), CHRs(23)
968 PRINT @(X, ४), USING "##########. ##"; Zi
968 PRINT C:
978 PRINT
980 R=9
1800 REM ******************************************************************
101\ REM ************** ERRORDESCRIPTION TABLE *************************
1820 REM *********************************************************************
1039 PRINT @(20,35), "MIN/MRX ERROR", GOTO 1060
1040 PRINT @ (20,35), "ERROR FRRCTIONRL POINT": K=0: GOTO 1060
1850 PRINT Q(20,35), "ONLY NUMERIC INPUT"; GOTO 1060
1060 HF=INPUT$(1)
1870 PRINT E(20,日), CHR$(23)
1980 PRINT @(X,Y), STRING$(25," ")
1090 GOTO >90
11811 PRINT (21,0), "END OF THE DEMONSTRATION PROGRGM, THRNK YOU"
1110 END
```


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## UTILITY

# Color Computer Merge 

John Heusinkveld<br>2161 E. Gerrado Brio<br>Tucson, AZ 85718

Mergers are popular in business these days. This program lets Extended Basic Color Computer users join the fun. This program concatenates 2-10 programs saved on tape in the order they appear on tape and saves the resulting program so you can CLOAD and run it. Radio Shack does not provide any method for merging programs saved on tape on the Color Computer, although Color Disk Basic contains a Merge command. Unless you have the money for a disk drive, however, this will not help you.
Since my bank balance wasn't
quite that healthy, I decided to write my own merge utility. I experimented with various CSAVEMs and CLOADMs, but all I could do was make the computer hang up.

Finally, I discovered that programs saved in ASCII format can be accessed line by line from tape using INPUT \#-1. I also found that properly formatted data files can be loaded as programs. Using these two bits of information, I created a simple program that concatenates two programs by reading them into a string array, and then writing that array to tape. I later rewrote the program to accommodate up to 10 files (see the Program Listing).

## How To Use Merge

Save all of the programs to be merged on tape in the order they are to appear in the final listing, using CSAVE "file name", A. Neither Radio Shack manual covers the A option for CSAVE; it saves a program on tape as a
string data file so that each line appears as one string. You can CLOAD this and other text files as if they were programs, although they require more tape and take longer to load.

Next, CLOAD and run Merge. The program will ask for the number of programs to be merged and the file name of each. Be sure that none of the programs have overlapping line numbers, as this will cause errors. The program will also ask for the file name under which you want to save the final copy. After you have given all this information, the message "Ready Cassette" appears. Press the play button on the cassette recorder and press enter. The cassette should begin alternately starting and stopping until it has loaded all of the programs (they are listed to the screen as they are loaded).

When it has finished, the computer will display "Rewind". Rewind your cassette or place a new one in the recorder and

[^6]Program Listing
press enter. The computer will tell you to press record. Do so and press enter again. The cassette will go on and the merged programs will be saved as one under the file name you gave.

Finally, load this program and make any modifications you wish, and then save it without the A option to speed loading.

Merge should not introduce any errors into your program, with the exception that some programs, especially those which use many read and data statements, may behave differently when combined with others. You will have to work these bugs out of your programs, but be reassured that they do not appear too often. The other, more serious problem is the memory limitation: In a 16K system, the maximum size for the array is about 850 . I wrote this program on a 32 K machine; 16K users will have to change line 5 to read 5 CLS:PCLEAR1: CLEAR 10000:DIML\$(850). If you run out of memory, you will get an error; I did not protect against this because doing so wastes precious RAM.

## The Key Box

## Color Computer

32K RAM
Extended Color Basic

## STOPPER!

The BASIC Breakpointer
By Roxton Baker
Author of "TRAKCESS"
Stopper is a unique machine language utility for debugging your BASIC programs on a Level II or Disk BAstc Model I or III.

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$*$ Single step next instruction or line in full

- Determine exactly where an error occured - Set powerful BASIC breakpoints
- STOP when variable is UNEQUAL to a value - STOP when variable is EQUAL to a value
- Trace a variable value to screen or printer - Pause, slow-step and single step
* Selectively execute statements and lines

These examples will show how easily STOPPER is used:
Break when line 100 is hit for the 5 th time $\leq 100,5$ Break when X! is equal to 10
$<x=10$ Break when STS in NOT equal to "YES" <STS"YES" Execute next statement or hull line ........... or $>$ bract statement where program halted

With STOPPER you will know exactly where the error is and why it occurred. Program execution is under YOUR control! Stopper is self-relocating in high memory and respects any high memory utilities.
A special offer from the author and TAS: Stopper is \$80 on tape or disk, EUT you are licensed to make up to four additional copies, making the cost for this valuable utility only $\mathbf{\$ 4}$. Support co-op purchases by ordering today. BASIC debugsing will never be easier, nor a better utility any cheaper. Up to four extra manuals can be purchased for $\$ 1$ each and 780 source code is available (refer to manual).

## Tape Users: LOOK!

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This combination 28o/BASIC program has over 18 commands that allow you to effectively manipulate your mailing list using a cassette based Model I and III. All commands are described fully in an excellent manual. MNLing MANager supports mailing labels (your choice of formats), file sorting (in fast 280), searching on your choice of fields (with output going to screen or printer), two types of cassette data input/output:

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Malling MaNager also allows easy maintenance of file data with deletion and editing commands. The MAILing MANaser manual also includes "Programming Notes" in case you want to modify the screen or printer output. Note that this is NOT required. Malling MaNager supports about 60 names on a 16 K machine, 398 on a 48K machine. MAlLing MANager respects high memory if you are using another high memory driver (for lower case, printer, etc.). Malling MaNager is available on cassette, complete with documentation for $\mathbf{\$ 9 9 . 9 5}$.

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## UTILITY

# Transmuter 

by Jon Mark O'Connor

Sometimes, you just have to relabel a program's variables. When you do, merge the program with Transmuter; relabelling will be a breeze.

```
Program Listing
62000 CLEAR3000:DEFINTC-Y:DEFSTRB,Z
62001 DIMG%, L%,TN%,YY%,X%,OZ%,SC$,TZ%,Y!,WZ%,OY%,OX%,RR%,OO%
620ø2 DIMSP$,LL1,TN$,J%,Z9$, Z8$, Z7$,OZ$,XP%,XRI,Z1$,PZ$,FL!
62003 DIMLL$, B9$,FL$,Z6$, ZL$,ZZ$,BJ$,PZ%,SS%,QM%,PY%,PX%,GJ%
62004 DIMQS$,T%,B$(125):CLS:GOTO62072
62005 '%&%&%&%&%&%&%&%&%& VARIABLE CHANGE AND SEARCH %&%&%&%&%&%
&%&%&%&%&%&%&%&%&
62006 X = PEEK (X) +PEEK (X + 1) *256
62007 YI =PEEK (X +2) +PEEK (X + 3)*256: IFYI =>LL! ENDELSEWZ = \emptyset
6 2 0 0 8 ~ P R I N T U S I N G Z 1 ; Y ! , ; F O R G \% = X ~ + 4 T O X ~ + 2 5 5 ~
62\emptyset\emptyset9 IFPEEK(G%)=147ORPEEK (G%)=\emptysetTHEN62\emptyset\emptyset6ELSEIFPEEK (G%)=34GOSUB6
2032
62010 IFPEEK(G%) =>128NEXT
62011 ONTZGOTO62Ø12,62016,62017,62015
62ø12 IFRR=0THEN62\emptyset14
62013 IFPEEK(G%) =>65ANDPEEK (G%)<=90GOSUB62\emptyset19:LPRINTZ7;ELSENEXT
62014 IFPEEK (G%) =>65ANDPEEK (G%) <=9\emptysetGOSUB62\emptyset19:PRINTZ7;ELSENEXT
62015 IFPEEK(G%)=OZANDPEEK (G%+1) =OYANDPEEK (G%+2)=OXPOKEG% , PZ : POK
EG% +1,PY:POKEG% +2,PX:GOSUB62019:PRINTZ7; : NEXTELSENEXT
62016 IFPEEK (G%)=OZANDPEEK (G%+1)=OYPOKEG% ,PZ:POKEG% +1,PY:GOSUB62
019:PRINTZ7;ELSENEXT
62017 IFPEEK (G%)=OZPOKEG%,PZ:GOSUB62019:PRINTZ7; NEXT
6 2 0 1 8 ~ N E X ' I ' '
62019 IFWZ=\emptysetANDRR=999LPRINTCHR$(13)TAB(\emptyset)USINGZ6;Y!;
62б2\emptyset IFRR=999LPRINTUSING"%%" ; CHR$ (PEEK (G%));:G% =G% +1:WZ =WZ +1ELS
EPRINTCHR$(PEEK (G%)) ;:G% =G% +1:WZ =WZ +1
62\emptyset21 IFPEEK(G%)=\emptysetTHEN62\emptyset06ELSEIFPEEK(G%)=>65ANDPEEK(G%)<=90THEN
62020
62022 IFPEEK (G%) =4000=999:GOTO62Ø2@ELSEIFPEEK (G%)=44ANDOO=@RETUR
N
62023 \operatorname{IFPEEK}(G%)=4100=\emptyset:GOTO62\emptyset2\emptysetELSEIFPEEK(G%)=34GOSUB62\emptyset32:GOT
062020
62024 IFRR<>999THEN62029
62025 IFPEEK (G%)=41ANDOO=999:LPRINTCHR$(41); OO=\emptyset:RETURN
62026 IFOO=999ANDPEEK (G%) =>128LPRINTB (PEEK (G%)-128); n n;:G%=G%+1
:GOTO62020
62027 IFPEEK (G%) =>32ANDPEEK (G%) <=57THEN62020ELSERETURN
62028 RETURN
62б29 IFOO=999ANDPEEK (G%) =>128PRINTB(PEEK(G%) -128);:G% =G%+1:GOTO
62020
62030 IFPEEK (G%) =>32ANDPEEK (G%) <=57THEN62ø20ELSERETURN
6 2 0 3 1 ~ R E T U R N
62\emptyset32 G% =G% +1:IFPEEK(G%)=0THEN620ø6ELSEIFPEEK (G%)=34THENRETURNEL
SE62032
62033 '#&#&#&#&#&#&#&#&#&#&# SPOT CHECKING SECTION #&#&#&#&#&#&#
&#&#&#&|#&#&#&#&#&
```

Transmuter lets you relabel your variables. Normally, you wouldn't relabel them for personal use. But, if you write for a computer magazine, your variables must make sense. For example, instead of using ZS to represent car payment, you should use CP.

Transmuter uses a PEEK and POKE approach, and it can change almost any combination of letters and numbers within a program. Changing mathematical signs $\left(+-/^{*}\right)$ is more difficult, but you can do it. Transmuter can also give you a list of all your variables and can show you the location of any token in your program, as well as send these lists to your printer.

Transmuter also contains a spotchecking function that lets you scan the lines, and upon reaching the desired variable, gives you the option to change it. If you hit Y to change it, the change appears on the screen. If you respond N , the scan continues.

Label changes must be identical in length to the original label. Transmuter has a low-level interpretive algorithm for the change. For instance, Transmuter doesn't know if you DEFSTR A at the top of your program. If you indicate A\$ for change, it won't change a single A. This isn't a drawback, however, because you can change all As later.

Transmuter treats labels as separate entities. Once a matching label is found, the change occurs. If you want to

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change a one－character label，the pro－ gram scans until it finds the character and then continues．If you have：
AAA
BA
A
the subsequent change will be：

XAA
BX

$$
X \text { (change } A \text { to } X \text { ) }
$$

Array counters are protected．If you have the label $\mathrm{A}(\mathrm{A})$ in your program， the first A will be changed．If you go through the program a second time and
> ＂Array counters are protected．＂

indicate A for change，the protected A in parentheses will be changed since it is the first occurrence of the letter．

Change all two－or three－character labels first．As in the above array，A（A）， here are the possibilities：

## A（A

（A）
A）
A）
If you have something like this：

$$
\mathrm{AAA}(\mathrm{~B}-2)
$$

you could indicate：
AAA
AA（
A（B
2）
AA
A（
（B

So，even though you cannot touch the minus sign or change it directly，you do have other options．

To change numbers，you could，for example，make all PRINT＠960s change to PRINT＠320s by either in－ dicating：

> 960 to 320
> or
> $@ 96$ to @32

Be careful when changing numbers，

Listing continued
62034 PRINT＠704，STRING\＄$(5,255)$ CHR $(196)$ ；
$62035 X=\operatorname{PEEK}(X)+\operatorname{PEEK}(X+1) * 256$
$62036 \mathrm{Yl}=\operatorname{PEEK}(\mathrm{X}+2)+\operatorname{PEEK}(\mathrm{X}+3) * 256:$ IFYI $=>$ LL 1 THENEND
62037 PRINT＠794，USINGZ9；YI；：FORL\％$=X+4$ TOX +255
$62038 \operatorname{IFPEEK}(L \%)=1470 \operatorname{RPEEK}(\mathrm{~L} \%)=\emptyset T H E N 62041$
$62639 \operatorname{IFPEEK}(L \%)>127$ ANDPEEK（L\％）＜ 251 PRINTB（PEEK（L\％）－128）；：NEXT
62040 PRINTCHR\＄（PEEK（L\％））；NEXTELSENEXT
$62041 \mathrm{YY}=710:$ PRINT＠YY $;:$ FORL $\%=\mathrm{X}+4$ TOX $+255: \operatorname{IFPEEK}(\mathrm{L} \%)=34$ GOSUB 62058
$62042 \operatorname{IFPEEK}(\mathrm{~L} \%)=147$ ORPEEK $(\mathrm{L} \%)=\emptyset$ THEN62034ELSEIFPEEK（L\％）〈〉OZTHEN6 2947 ELSEQM＝LEN（OZ \＄）
62043 ONQMGOTO62046，62045，62044
$62044 \operatorname{IFPEEK}(\mathrm{~L} \%)=\operatorname{OZANDPEEK}(\mathrm{L} \%+1)=$ OYANDPEEK $(\mathrm{L} \%+2)=0 \times T H E N 62 \emptyset 49 E L S E$
62047
$62 \emptyset 45 \operatorname{IFPEEK}(\mathrm{~L} \%)=$ OZANDPEEK $(\mathrm{L} \%+1)=$ OYTHEN6 2049 ELSE 62047
62046 IFPEEK（L\％）＝OZTHEN62049
$62047 \operatorname{IFPEEK}(\mathrm{~L} \mathrm{\%})>128$ ANDPEEK（L\％）＜251YY＝YY＋LEN（B（PEEK（L\％）－128））：NE XT
$62048 \mathrm{YY}=\mathrm{YY}+1:$ NEXTELSENEXT
$62 \emptyset 49$ FORT＝1TO2ø：NEXT：PRINT＠YY，STRING\＄（LEN（BJ），191）；：FORT＝1TO20

62951 PRINT＠980，＂CHANGE＜Y OR N＞＂；：QS $\$=I N K E Y \$$
62052 IFQS\＄＝＂Y＂THENGOSUB62654：PRINT＠96も，＂OKAY＂；：YY $=\mathrm{YY}+\mathrm{QM}: \mathrm{L} \%=\mathrm{L} \%+\mathrm{Q}$ M：GOTO62Ø42
62053 IFQS $\$={ }^{\prime \prime} \mathrm{N}^{\text {＂}}$ THENYY $=\mathrm{YY}+\mathrm{QM}: \mathrm{L} \%=\mathrm{L} \%+\mathrm{QM}:$ GOTO62042ELSE 62049
$62 \emptyset 54$ IFLEN（BJ）$=3$ POKEL\％，PZ：POKEL\％+1, PY：POKEL\％+2 ，PX：PRINT＠YY，PZ $\$$ ； ：RETURN
62055 IFLEN（BJ）$=2$ POKEL\％，PZ：POKEL\％＋ 1 ，PY：PRINT＠YY，PZ ；；RETURN
62056 POKEL\％，PZ：PRINT＠YY，PZ\＄；：RETURN
62057 GOTO62049
$62 \emptyset 58 \mathrm{~L} \%=\mathrm{L} \%+1: Y Y=Y Y+1: \operatorname{IFPEEK}(\mathrm{L} \%)=$ ØTHEN $62 \emptyset 34$
$62059 \operatorname{IFPEEK}(\mathrm{~L} \%)=34$ THENRETURNELSE 62058
62060 ＇$\$ \& \$ \& \$ \& \& \$ \& \$ \& \& \$ \$ \& \$ \& \$ \& \$ \&$ TOKEN LOCATION $\$ \& \$ \& \$ \& \$ \& \& \$ \& \$ \$ \& \$$ \＆\＄\＆\＄$\$ \& \$ \& \$ \$ \& \$ \& \$ \&$
62061 LPRINTZZ；TN\＄：GOTO62063
$62062 \mathrm{X}=\operatorname{PEEK}(\mathrm{X})+\operatorname{PEEK}(\mathrm{X}+1) * 256$
$62063 \mathrm{Y} \mathrm{l}=\operatorname{PEEK}(\mathrm{X}+2)+\operatorname{PEEK}(\mathrm{X}+3) * 256: \operatorname{IFY} \mathrm{I} \Rightarrow$ LL 1 ORX $=0$ END
62064 FORG\％$=\mathrm{X}+4$ TOX $+255: \operatorname{IFPEEK}(\mathrm{G} \mathrm{\%})=$ ØTHEN6 2062
Listing continues

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```
Listing continued
    62065 IFPEEK(G%) =TNLPRINTUSINGZ9;Y!;:GOTO62062ELSENEXT
    62066 X=PEEK (X)+PEEK (X+1) *256
    62067 Y! =PEEK (X + 2) +PEEK (X + 3)*256:IFY! >LL!PRINTZL:END
    62068 PRINTTAB(16)USINGZ 8;Y1; :FORG% =X +4TOX+255
    62069 IFPEEK (G%)=\emptysetTHEN62066
    62070 IFPEEK(G%) <>TNNEXTELSEPRINTUSINGZ9;Y!;:GOTO62066
    62071 '1#!#!#!#!#!#!#!#!#!#!#! INPUT SECTION 1#!#!#!#!#!#!#!#!
    #!#!#!#!#!#!#!#!#!#!
    62072 RESTORE:CLS: XP=PEEK (16548) +PEEK (16549)*256:GOSUB62115
    62073 PRINT@468,"READING YOUR DATA......""
    62074 READB9: IFB9="***"THEN62075ELSE62074
    62075 GOSUB62120:CLS:PRINT@448,:INPUT"FIRST LINE NUMBER";FL$
    62076 FLI=VAL(FLS):GOTO62078
    62077 XP=PEEK (XP) +PEEK (XP +1)*256
    62078 XRI=PEEK (XP+2)+PEEK (XP+3)*256:PRINT@531,USINGZ9;XRI;
    62079 IFXRI=>FL!ORXR!=62000THEN62080ELSE62077
    62080 X=XP:PRINT@512,:INPUT"LAST LINE NUMBER";LLS
    62081 IFLL$="-"THENLLI=61999:GOTO62ø86ELSELLI=VAL(LLS)
    62082 IFLL1<FL!THEN62080ELSE62084
    62083 XP=PEEK (XP) +PEEK (XP+1)*256
    62084 XRI=PEEK (XP+2) +PEEK (XP+3)*256:PRINT@595,USINGZ9;XRI;
    62085 IFXRI=>LLIORXRI=62000THEN62086ELSE62\emptyset83
    62086 LL!=LL!+1:PRINT@345,"TRANSMUTER"
    62087 PRINTTAB(20)"BY JON MARK O'CONNOR":PRINTSTRING$(63,61)
    62088 PRINT@512,CHR$(13) "CHANGE ANY VARIABLE UP TO 3 CHARACTERS"
    6 2 0 8 9 ~ P R I N T C H R \$ ( 1 3 ) " P R I N T ~ A L L ~ V A R I A B L E S / S T R I N G \$ S ~ H I T ~ * * ~ n ~ n
    62090 PRINTCHRS(13) "TO FIND ANY TOKEN HIT TOK"
    62091 RR=\emptyset:PRINT@896,:INPUT"CHANGE WHAT VARIABLE";OZS
    62092 IFOZ $="TOK"THEN62093ELSE62096
    62093 PRINTSTRING$(16,13):INPUT"TOKEN NAME";TN$:FORJ=0TO122
    62094 IFTN$=B (J) GOSUB62111:GOTO62095ELSENEXT:GOTO62093
    62095 TN=J+128:PRINT@976,ZZ;TN$:IFRR=999THEN62061ELSE62Ø67
    62096 IFOZ$="**"THENTZ=1:RR=999:CLS:PRINT@970,"ALL VARIABLE NAME
    S, STRING$, ARRAYS, ETC":GOSUB62111:GOTO62007
    62097 IFLEN(OZ$) >3THEN62091ELSEIFOZ$=" "THEN62091ELSEBJ=OZ $
    62098 OZ=ASC(LEFT$(OZ$,1)):IFLEN(OZ$)=1TZ=3:GOTO62101
    62099 IFLEN(OZ$)=2OY=ASC(MIDS(OZ$,2,1)):TZ=2:GOTO62101
    6210\emptyset OY=ASC (MID$(OZ$,2,1)):OX=ASC(MIDS (OZ $,3,1)):TZ=4
62101 PRINT@832,:PRINT"CHANGE "OZ$" TO WHAT";:INPUTPZ$
62102 IFPZ$=""THEN62101ELSEIFLEN(PZ$)<>LEN(OZ $) THEN62101ELSECLS
62103 PRINT@980,"CHANGING "OZ$" TO "PZ$:PZ=ASC(LEFT$(PZ$,1))
62104 IFLEN (PZ $) =1THEN62107
62105 IFLEN(PZ$)=2PY=ASC(MID $(PZ $, 2,1)):GOTO62107
62106 PY=ASC(MID $(PZ$,2,1)): PX=ASC (MID (PZ$,3,1))
6 2 1 0 7 \text { PRINTTAB(10) "WOULD YOU LIKE TO SPOT CHECK (Y OR N)";}
62108 SC$=INKEY$:IFSC$="N"THENPRINT@960,CHR$(31) ; : GOTO62007
62109 IFSC$="Y"SS=999:PRINT@960, CHR$(31) ; : PRINTSTRING$ (6,13):GOT
062036ELSE62108
62110 GOTO62108
6111 PRINT@980,"<P>RINTER <S >CREEN";
62112 SP$=INKEY$:IFSP$="nTHEN62112
62113 IFSP$="P"RR=999:PRINT@960,CHR$(31);:RETURN
62114 IFSP$="S"RR=00:PRINT@960,CHRS(31);:RETURNELSE62112
6115 Z7=CHR$(32)+CHR$(95) +STRING$ (2,32)
6 2 1 1 6 ~ Z 6 = C H R \$ ( 1 3 ) + " \# \# \# \# \# " + C H R S ( 4 5 ) ~ + S T R I N G \$ ( 4 , 9 5 ) + C H R \$ ( 3 2 )
62117 Z9="##### ":Z8=STRING$(6,8)+Z9:ZL=STRING$(6,8) +"END"
62118 Zl=CHR$(13)+Z9
62119 ZZ="THE FOLLOWING LINES CONTAIN ":RETURN
62120 FORG=\emptysetTO122:READB (G) : NEXT:RETURN
6 2 1 2 1 ~ D A T A " * * * " , ~ E N D , ~ F O R , ~ R E S E T , ~ S E T , ~ C L S , ~ C M D , ~ R A N D O M , ~ N E X T , ~ D A ~
TA
6 2 1 2 2 ~ D A T A ~ I N P U ' 1 , ~ D I M , ~ R E A D , ~ L E T , ~ G O T O , ~ R U N , ~ I F , ~ R E S T O R E , ~ G O S U B ~
6 2 1 2 3 \text { DATA RETURN, REM, STOP, ELSE, TRON, TROFF, DEFSTR, DEFINT}
6 2 1 2 4 \text { DATA DEFSNG, DEFDBL, LINE, EDIT, ERROR, RESUME, OUT, ON}
6 2 1 2 5 ~ D A T A ~ O P E N , ~ F I E L D , ~ G E T , ~ P U T , ~ C L O S E , ~ L O A D , ~ M E R G E , ~ N A M E , ~ K I L L ,
6 2 1 2 6 ~ D A T A ~ L S E T , ~ R S E T , ~ S A V E , ~ S Y S T E M , ~ L P R I N T , ~ D E F , ~ P O K E , ~ P R I N T ~
6 2 1 2 7 \text { DATA CONT, LIST, LLIST, DELETE, AUTO, CLEAR, CLOAD, CSAVE}
6128 DATA NEW, TAB(, TO, FN, USING, VARPTR, USR, ERL, ERR, STRI
NG$
62129 DATA INSTR, POINT, TIME$, MEM, INKEY$, THEN, NOT, STEP,+,-
,*
62130 DATA/r [, AND, OR r>r=r,<, SGN, INT, ABS, FRE, INP, POS, SQR
6 2 1 3 1 ~ D A T A ~ R N D , ~ L O G , ~ E X P , ~ C O S , ~ S I N , ~ T A N , ~ A T N , ~ P E E K , ~ C V I , ~ C V S ~
6 2 1 3 2 ~ D A T A ~ C V D , ~ E O F , ~ L O C , ~ L O F , ~ M K I \$ , ~ M K S \$ , ~ M K D \$ , ~ C I N T , ~ C S N G ~
62133 DATA CDBL, FIX, LEN, STR$, VAL, ASC, CHR$, LEFT$, RIGHT$,
MIDS
62134 END
62135 ()()()()()()()()()()()() 5712 METHOD ()()()()()()()()()()
() () () () () () () () () ()
62136 K=-1:FORG% =5712TO6175
62137 IFPEEK(G%) >127:K=K+1: B (K) = B (K) +CHR$ (PEEK (G%) AND127) ELSEB (K
)=B(K) +CHR$(PEEK (G%))
62138 NEXT:RETURN
```

because you might inadvertently change that one POKE that will send your computer into the void of no return. Always check the accuracy of the numbers.

## The Program

After a data search by Transmuter, you'll be asked for the first line number of your program. If you enter 2, but your program begins with line 10 , Transmuter will begin at line 10. The last line number can be entered as a specific line or you can hit the hyphen, which will take you to the end of your program.

The menu requests that you either in-
> "After a variable change request, you are prompted to tell what change you wish to make."

sert any variable for change (up to three characters) or hit ${ }^{* *}$ to see a listing of all your variables/ STRING\$, or hit TOK for a token search. After a variable change request, you are prompted to tell what change you wish to make. You can then select spot-checking. If you don't desire spot-checking, you will see the line numbers followed by the variable, if it's in the line.
If you select TOK, you can request any token. Remember that the math signs are also tokens. A frequently used sign, the equal sign, will produce furious action to either the screen or printer.
To eliminate data lines, I have included the 5712 method at the end of the listing. If you would rather use this than type in the data lines, change the first GOSUB in line 62075:

62075 GOSUB 62136....end of line
The data read takes .96 seconds. The 5712 method takes 14 seconds, and this wait time could become significant.
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The famed science fiction author offers his views on the future impact of computers.

PAGE 346

## MAJOR LEAGUE REPAIR OF MICROS

A company named TRW has started a pilot program in Dallas that might grow into something big.

PAGE 348

## CUSTER PORN ATTACKED

American Indians and women's groups have blasted a California video-game maker for "settling an old score" for the former head of the 7th Cavalry.

PAGE 354

## SOFTWARE

# Head pat or patronizing bone? 

Tandy recognizes outside softwriters but everyone isn't jumping for joy.

Some computer cowboys will be bunking at Tandy's ranch under a program started last October to help independent writers of TRS-80 software.

According to published reports, the Fort Worth firm's Outside Software Support Program will provide independents with:

- Marketing and technical assistance; - Possible inclusion in a software referral guide sold through Radio Shack stores; and
- Access to TRSDOS and its source code.

The program is Radio Shack's first attempt to provide help to software writers outside Tandy, or who are not writing for in-store sales.

Is the program a big departure from the past? "I would say it is," observed Computer Merchandising Director Ed Juge. "It is a method to allow us to reach vertical markets that are very definitely good markets but which we are not capable of adequately servicing."

Vertical markets, he explained, include software for lawyers, doctors, dentists, print shops, and parts stores.

But is the program for all independents? That question's answer is fuzzy. And that's stirred suspicion of the program among some prominent TRS-80 software writers.

Asked if Tandy would screen out of the program's referral guide software
competing with Tandy's, Juge told 80 Micro, "The whole point of doing this is to make software available for vertical market applications that we simply can't make available and don't have the expertise to sell and properly demonstrate if we did make them available."
Although Vice President for Computer Merchandising Jon Shirley echoed Juge's remarks, he widened the opening in the corral gate. "We're not very interested in marketing to vertical industries, for example," he told Computer Business News. "But there's a lot of TRS-80 software out there for vertical markets, and we want to help those people. It's not limited to vertical market software, though."
"I just think Tandy is just trying to throw a bone to the turkeys," one large software maker said privately. "I have an opinion that it's playing a game, but I don't have any foundation on which to base that other than I distrust Tandy implicitly."
"We were unimpressed with their announcement," said Bob Snapp, head of Snappware in Cincinnati, OH. "We don't feel it is a great step forward for software authors. And we don't intend to participate in the program."

Apparat Inc. will be submitting software to Tandy for review, but it has low expectations. The Denver, CO, company's best seller, NEWDOS80, competes with Tandy's operating system, TRSDOS, and its annointed system, LDOS, made by Logical Systems Inc. in Mequon, WI.

Jason Matthews, Apparat's manager of software research and development, noted, "Tandy's not going to ask us to do anything with our operating system because it will blow LDOS out of the water."
Another maker of software competing with Tandy's questioned the program. The maker, who requested anonymity, said the "theory" behind the the program failed to meet the practice.

Interviewed about two weeks after Tandy announced the program, the maker observed, "Right now this looks like it was a press announcement rather than something substantial."

He found the documentation for the program disappointing. "Not one word was in there about Tandy reviewing or recommending software," he said. "What was in there was they'd provide us with information about entrance points into the ROM and how to do a fast INKEY\$ and other really wonderful tidbits of information that were available to the hobby clubs three years ago. But the hobby clubs had a helluva lot more detail than Tandy was willing to give today."

Jim Mendenhall, general manager of

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## NEWS

the Cornsoft Group in Indianapolis, IN, was skeptical of the value of the program's referral guide. He said Tandy currently distributes a "source book" with listings of independent software makers. The makers pay $\$ 10$ to be listed in the book.
"People are going to be leary of a buyer's guide-especially if it turns out like the Source Book," he said. "It didn't really tell you anything. It was still a buyer beware sort of thing. Most people are not comfortable dealing in that kind of situation."

He sees the Color Computer market benefiting most from the program.
"I think it has the potential to help Color Computer authors much more than it does the Model I and III authors," he said. "New Color Computer owners are more dependent on Radio Shack for software than Model I and III owners are. The I and III owners are familiar with the independent sources to buy software-software only stores, consumer magazines and that kind of thing."

Dan Nelson, general manager of Nelson Software in Minneapolis, MN, said his enterprise has submitted several of its Color Computer programs to Tandy for review.
"I think it's about time Tandy pursued third-party vendors," he noted. "Third-party vendors usually cover a specific application in greater detail and are able to provide better support to their customers than Tandy has been able to offer."
Nelson said Tandy prepared a soft-ware-maker source book last June for distributors of its Color Computer clone, the TDP-100. That listing resulted in a number of distributor inquiries about Nelson's products, but no sales yet.
"The local distributor came in and viewed the software," Nelson said. "He was really interested in games. Apparently, he hasn't landed enough accounts to buy any from us."

He added, "Prior to this third-party announcement, we would submit software to Tandy and they would send us a form letter saying we'd hear from them in 90 days. We never heard anything from anybody, ever."

In the past, said the software maker requesting anonymity, Tandy has taken from a year to a year and a half to review software submitted to it. Juge said that won't be the case under the new program. 'I doubt," he replied, "that one of our people will spend more
than a day on any one package. It's not a review as if we're going to resell it."

The software maker also complained about the rates Tandy has paid independents in the past. "The LDOS people are getting $\$ 12$ a copy from Tandy," he said, "which is not calculated to make you rich in a hurry."

Another element of the program, TRSDOS access, was rapped by Matthews of Apparat.
"If I were to write a program and put it on the market, I wouldn't put it out under TRSDOS if I knew anything about other operating systems," he said.
"People have lost confidence in TRSDOS," he added. "If you buy something in TRSDOS this year, next year Tandy changes it, and all your programs are out to lunch."
"TRS-80 users," he declared, "are pretty sophisticated and they're getting pretty tired of this. They're getting tired of Tandy changing its mind every two minutes."

Matthews surmised opening up TRSDOS access is Tandy's reaction to competition from DOSPLUS.

He explained any independent software writer can buy a stripped-down version of DOSPLUS from Microsystems Software for \$2 or \$3 a disk. "By

One major independent software maker: "I think Tandy is just trying to throw a bone to the turkeys."


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doing that," he said, "DOSPLUS is flooding the market with their operating system. Not only that, but the DOSPLUS name is coming up on screens all over the country."

Publishing the source listing to TRSDOS is a dubious benefit of the program, claimed the software maker who wished his name withheld. "Tandy is willing to sell the source listing for TRSDOS. That's nice," he said, "since IJG is in the process of publishing those listings anyway for the whole world to buy."

When Computer Business News asked Shirley of Radio Shack why Tandy had changed so markedly its policy on support of independent software writers, he observed: "We had gotten comments from software developers, saying they'd like a little more help from us, and we got comments from customers who wanted a better way of finding sources for software for their TRS-80s.
"After all, there's a lot of software out there, and there's a lot of software still being written. We felt these policies would be a way of helping the people writing the software get together with the customers."

However, Matthews of Apparat maintained it was more than adherence to a customer feedback loop prompting Tandy to change its policy.
"I think Tandy is realizing if it doesn't do something soon, the wonderful world of IBM is going to blow them out of the water," he said.
"People coming out with microcomputers nowadays," he continued, "most notably IBM, are bending over backwards for people like ourselves, third party manufacturers, to make sure what they do doesn't bump software or hardware outside vendors may have developed.
"Tandy, for instance, in the doubler they made for the Model i, went to some pretty healthy lengths to make that thing incompatible with just about every piece of software on the market.
"Apple will bend over backwards to help third-party manufacturers. That's probably why Apple has the largest chunk of the market right now.
"I think that Tandy has finally decided that if they don't do something, if they don't do it quick, their market share is going to drop drastically and they're certainly not going to make a living selling CBs."

## WETWARE

# The future in Flatbush 

## Issac Asimov raps on computerized horizons at Brooklyn College conference.

Alegislative commission focused on the challenges of living in a computerized society at a conference held at Brooklyn College in New York City.

Issac Asimov, author of 263 books and barker for Radio Shack computers, headlined the speakers at the session.
"There are no limits, in my opinion, to what computers can do...We have had nothing since writing, maybe since fire, with this potential to change our society," said Asimov, sporting his familiar gray muttonchop sideburns and western string tie.
The creator of the Foundation series of science fiction novels predicted computers will change literature. Readers will no longer be "passive recepticles," he maintained, but interact with novels.
Computer simulation will be a significant development for future societies, he told the some 150 conferees attending the forum at the invitation of the New York legislative Commission on Science and Technology and the Humanities Institute of Brooklyn College.

Before legislatures, businesses, or individuals make any decisions, they will create future scenerios via simulations, he said.
No one can predict the future-even with computers-he added. He cited an event in Wethersfield, CT, where a meteor hit a home. The chances of an outer space object doing that are very remote, he noted, yet it's the second occurrence in recent times it's happened in Wethersfield. "That tells me one thing. God is mad at Wethersfield, Connecticut," he quipped.
He predicted future computer games will create the illusion of participating in the contest by use of 3-D holograms. On existing video games, he observed: "You can't play these games without learning something. It's not worth learning, but it's learning."

Asimov said he uses his TRS-80 Model II only for rudimentary word
processing and knows little about the micro. One day, he related, he feverishly searched the machine's documentation to discover how to print a number with an exponent. A quick call to Fort Worth solved his problem. "Did you look up superscript?" the service man asked.

After Asimov's address, panel discussions and workshops were held on privacy, education, and social changes.

Two experts squared off during the panel on protecting individual rights in a computerized age.

James Howard, an attorney and vice president of ICS Group Inc., argued governments threatened privacy more than banks and private sector businesses.
"National financial institutions," he said, "are painfully far from calling up information on customers at will." CitiBank needed to merge 20 data bases to get the information it needed for its home banking pilot project, he noted. The cost was tremendous.

Howard, former acting chief counsel for the National Telecommunications and Information Administration during the Carter years, said: "It is the government agencies that pose the greatest threat to privacy. Government, and not the private institutions, are the driving force behind the invasion of privacy."

That assertion was questioned by George Trubow, a flamboyant professor of information law and policy at John Marshall Law School in Chicago.
"We are losing our ability to define ourselves," he argued. The information about us in computer banks is used to define us, he contended, and to predict how we will behave. If a business can predict human behavior, then it can program human behavior, he maintained.

The biggest private sector threat to privacy, however, may be your next door neighbor, he said. 'I'm less worried about Big Brother," he observed,

# Lazy Writer <br> The LAZY WRITER word processing system by David Welsh 

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The manual is written in plain English, and is easy to follow. Because some of you want even more help, we're working on LAZYBOOK, a complete guide to word processing with your TRS-80 and LAZY WRITER.

Want your text proportionally spaced? We have proportional programs for these printers: RS Daisy II, Centronics 739, Qume Sprint 5, C. Itoh F10 Starwriter, C. Itoh 8510 Prowriter, RS Line Printer VIII.

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[^9]"I am as impressed by your continuing support of LAZY WRITER as I am by the program itself. From all I have seen and read, I am glad I passed up Electric Pencil and Scripsit for LAZY WRITER" - Houston, Texas
"Thank you for a great product and for your continued support of it. In both capability and support, it surely leaves Scripsit for dead." - Auckland, New Zealand
"I have fallen completely, madly in love with it. It is so good that I may not sell my TRS-80 . . '" Washington, D.C.
"than little brother next door with his personal computer."

Fear of a massive central computer containing files on every citizen is misplaced fear, according to Norma Rollins, director of the Privacy Project for the New York Civil Liberties Union. She explained computer networking can create an omniscient data base without a large central computer being built.

Computer size occupied a prominent place in the discussions of the panel on the effects of computers on human values.

Opening the afternoon session on a nostalgic note, Brooklyn College Department of Computer and Information Science Chairman Frank Beckman said during the 1950 s, computers were "quite impressive, not the sneaky little machines we have today."

If the old vacuum-tube technology were used to build an IBM 3081 today, the computer would be the size of the Houston Astrodome and require the Gulf of Mexico to cool it, said Denos C. Gazis, assistant director for IBM's Computer Sciences Department.

He claimed he has more computing power in his bedroom than IBM's research department had when he joined it in 1961.

Harvard Associate Vice President for Information Services and Technology Howard Resnikoff told listeners he envisioned a day when a microcomputer would be the size of a bacterium. The micro, he said, could be programmed to alert physicians when something is wrong in a body or even cure the ill.

A few years ago, he observed, people were concerned with creating life artifi-
cially. "Now we are on the verge of something more startling," he said. "The creation of thought without any life at all."

Dr. Resnikoff, wearing a gray pinstripe suit and sporting a beard without moustache, predicted if legislative concern over automation produced limitations on using robots "overseas interests will reap the rewards of our concernsnot American workers."
"The possibility of good [from computers] is limitless," he said, "but the possibility of evil is not negligible."

Despite humanity's penchant for recording knowledge, history's shown old wounds are best healed with the passage of time. But computers will change that, too, according to Gazis. "Computers," he said, "will take away our benign ability to forget."

## HARDWARE

# Nightmares into sweet dreams 

## A company named TRW plants seed for would-be personal computer service network.

Have you had this nightmare? You sit at your micro, try a cold boot, and nothing happens. Unless you're electronically inclined, you suddenly experience a sick, sinking feeling where your stomach ought to be.

Relax. It was only a dream. But should it become a reality, a company named TRW may be some help to you in the future. The firm's Fairfield, NJ, Customer Service Division has opened a personal computer service center in Dallas, TX, and has its sights set on opening more next year.

John Harnett, the division's director of planning and development, said in a statement the center will offer the general public the high caliber of service historically reserved for large commercial computer users.
"We're taking the hassle out of personal computer repair for the individual consumer," he observed. "The speed and efficiency of service this center will provide are going to set standards for the industry."

The center will service most major brands of computer-related equipment including video games and TRS-80s. "That's not one we're actively seeking," TRW Marketing Communi-
cations Manager David F. Gill said of Tandy's micros, "because Radio Shack has its own service centers. On the other hand, if they bring it in to repair it, we will certainly repair it."

The centers might offer a service alternative to TRS-80 owners who've upgraded their micros with foreign parts and add-ons. "We will service it with whatever parts it has," Gill told 80 Micro. "The only limitation we have on that is obviously the availability of spare parts to us."

Gene Carson, one of the center's managers, feels short turnaround time will be a major plus for the store. "When your personal computer breaks down," he said in a statement, "you won't have to ship it to a remote service center and wait days or weeks for its return. Just drop the equipment off at our center and in most cases, we will have it ready for you within 24 hours, sometimes even while you wait."

The center will do chiefly component
repair, Marketing Communications Manager Gill explained. Components will be repaired on their original boards. However, there's an exception to this rule when there's heavy traffic in an item. "We'll say, 'Okay, these boards are the ones that typically go bad,'" Gill said. "We'll stock those boards, replace them when they come in, and turn them around in 10 minutes."

He explained, "A lot of things that go wrong with a micro are very common and don't require an exotic part or something of that nature."
"Printers give the biggest problems of the mechanical devices," he continued. "Any mechanical device is subject to wear."
Inside the micro, he noted, problems usually originate with disk drives, which are mechanical, or blown fuses.

He added, "The biggest single problem is mishandling diskettes."

Prices at the center are fixed at $\$ 25$, $\$ 50$, and $\$ 100$, Gill said. If it appears a repair will cost more than $\$ 100$, a customer is notified. "We will do an estimate on it," he added, "and stick to that estimate."

Manager Carson said the center warranties repairs for up to 90 days. Future

## Which TRS-80* Accounting Software Do I Buy...

That's a tough question. I know. I asked it myself not very long ago. I'm Mike Motta. As president of Shawmut Systems, specialists in TRS $-80^{\circ}$ custom software, my customers were asking me for Model II and 16 Accounting Software - GL, AR, AP and Payroll. But I said "Why write the software. There must be a good package already available." So I searched for the best I could find. And I found it!
Now, when I tell you that these are the best Accounting programs l've seen on a microcomputer, you probably think that you are just listening to another sales pitch. But you're not. You're listening to a businessman with over twenty years combined experience in sales, management, and programming. So when I say that these programs will work for you, it really means something.

Each program, designed for the Model II or 16 , will work with one or more floppy or hard disks. With each program. I'll include a 200 page manual written with the first time user in mind, and a set of sample data files so you can start using the program right away.

But I won't stop there. If you have a question, or a problem, call me, You won't get an operator, or order taker. You'll get me. And if I can't talk to you on the spot, l'll call you back. And I'll fix your problem. FAST.

Now I could say a lot more about these programs, but you really won't know how good they are until you try them. So, order the programs you need, and try them for 14 days. If you're not convinced that these are the programs for you, send them back, and l'il refund your money.
My price for these programs is only $\$ 289.00$ each, postpaid. I could charge hundreds more, but I want you to have the best programs at the best possible price. So mail or call your order in today. I'll make sure you'll be satisfied.

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plans call for service contracts where customers can sign yearly agreements to cover maintenance and service on their equipment.
The center also provides computer supplies, software, publications, and a computer bulletin board.
Gill added the center will upgrade a customer's micro. "We will not recommend anything," he said. "However, if someone comes in and asks if this thingamajig will work with that gizmo, we will look at it and tell them if it will or won't."
Extensive expertise and a large parts inventory are keys to the center's effectiveness, Carson maintained.
"Our four managers have nearly a half century experience among them," he said. And according to TRW, its service division services more than 700,000 pieces of equipment for 80,000 customers and makes more than 2 million service calls annually.
"We have an extensive parts inventory," Carson added, "and what we don't have we can get overnight from one of our commercial repair centers."

Carson's statement mystified Jon Campbell, press relations manager for Texas Instruments' Consumer Group. "I spoke to the people that run our repair center and they have not heard from TRW about this," he told 80 Micro. "They were a little puzzled. How could TRW do repairs on the $99 / 4 \mathrm{~A}$ if they haven't contacted us for spare parts?"
He said, "We do not have any outside arrangements to repair our units and we are not looking for any."
He added if a 99/4A were still under warranty when TRW repaired it, the TI warranty would be voided.

Texas Instruments has 50 exchange centers in the nation, he explained, where, if a 99/4A breaks down, its owners may exchange it for a new one or have it repaired. Exchanges are free during the warranty period, $\$ 45$ after the period ends. Costs for repairs range from $\$ 25$ to $\$ 80$.

Other computer manufacturers hadn't heard of TRW's efforts in servicing personal computers.

Commodore, whose business systems are serviced by TRW, was unaware the TRW center might be servicing VIC 20s.
A spokesman for Commodore said if something goes wrong during the VIC 20's warranty period, it can be returned to point of purchase for a new machine.

After the warranty expires, he added, VIC 20s are sent to one of Commodore's factories and the user is sent a factory reconditioned unit within 48 hours.
"The Commodore 64," he said, "is only being sold through computer dealers. All computer dealers are required to be service centers as well. The dealers can solve 90 percent of the problems that come up. The other 10 percent will be referred to regional service centers."
An Atari spokeswoman said she recommended Atari computers be brought only to the 1500 service centers the firm has established across the country.
For firms, like Apple, requiring their dealers to provide service, TRW could offer an alternative service channel. A number of dealers and distributors have approached TRW, Marketing Communications Manager Gill claimed, and
said the service center approach was a "great idea." He added, "They'd rather concentrate on selling and let us service it."

The first TRW center opened last October. This month or next, TRW will be assessing it to see if they should start up more of them. "If things are growing and we've got a steady trend upward, we will expand to as many as 15 more places next year," Gill said.

Planning and Development Director Harnett added, "Besides providing first-rate service, I believe these centers will help take some of the mystique out of computer usage.
"The more people realize that computers can be like other equipment they use daily to make life easier, the more computers will be found in the smaller office and home. By repairing them quickly and effectively, we're promoting this message."

## BUSINESS

# Rent-a-computer 

## If you're in Champaign-Urbana, IL, you don't have to own a micro to use a micro.

By P. Gregory Springer

Special to 80 Micro
s rent-a-computer the next big thing, an idea whose time has come? The McDaniel family of Champaign-Urbana, IL, hope so, and they've begun a business to test the theory.

In the heat of summer-in a former typewriter supplies store on the main campus at the University of IllinoisMarvis Jerry McDaniel, his son Myron McDaniel, and other investors opened up Micros Unlimited Inc., a name with a big claim to keep. Twenty-seven computers, most of them TRS-80 Model IIIs, have been stationed in individual four-foot-by-five-foot carpeted cubicles, with printers and paper and all the peripherals anyone would ever need. Epson printers come furnished in each booth, with a daisy wheel letter-quality printout available at an extra charge. There's room for 60 computers in all, and the McDaniels hope not only to expand the business locally, but in other locations as well.

Who wants to rent time on a
computer?
"Students, especially graduate students, are the prime market," explained the senior McDaniel, who graduated in engineering from Illinois in 1953.
"Law students, graduates who need cover letters and resumes written, people who need to swap address blocks and do multiple printing."
"I've been working as an independent consultant for computers for 20 years here," he said, "and we have not yet begun to explore the use of media in getting computer possibilities understood by the students. More than half our customers now are students, butlike the mule-they're going to have to be hit on the side of the head to get it through to them what word processing is all about. They might think it's only for business, they have no clear idea of what they are capable of doing with computers."

To help publicize the initial opening of Micros Unlimited, engineers, com-

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puter science students, the liberal arts and science school, and commerce departments were invited to several open house demonstrations of what microcomputers can do for the busy student who's all thumbs at a keyboard.

While McDaniel spoke, a customer walked into the brightly lit reception room and inquired about an IBM Displaywriter to rent. "We'd have to charge $\$ 20$ an hour for that!" whispered the younger McDaniel, after the customer is told none is available at the moment. "That's a \$12,000 machine!"

Micros Unlimited might not be able to offer a computer user every model he or she would desire, but it's making an effort to have variety and simple access for inexperienced users.
"There are too many variations of software to deal with for most dealers to be able to explain them properly," Jerry McDaniel continued. "Scripsit is easiest to learn. We teach it in a matter of minutes. Within 30 minutes to an hour, we have people working on it.
"A German student came in this afternoon and composed two letters in 45 minutes. He had no previous computer experience.
"Most software documentation is disappointing, perhaps keeping more people away from computers than drawing them to them. The manuals are written by people who know the hardware and assume that everyone else does too. We tried the AppleWriter for six hours one night and gave up. The manual was terrible.
"Micros Unlimited will write its own instructions for customers. What do you want to do? How do you do it? Books and manuals often don't tell you what will happen when you follow their instructions. It's like a game. How do you turn on the machine in the first place, for example? The switches aren't where you can see them."

For an hourly rental fee averaging $\$ 3.80$, students, businessmen, and university faculty have been coming to Micros Unlimited and learning about computers in the process. Word processing software is available for term papers, theses, letters, and reports. VisiCalc, Cobol, Pascal, and Fortran are also available for solving engineering problems, financial projections, and scientific calculations. Programs to check spelling and grammar have helped some students with papers that need reworking before they can be submitted for a


Photo by G. Gregory Springer

## Micros Unlimited: Model IIIs with printers, paper, and all the peripherals anyone would ever need.

grade. For the slight fee charged, it can be a reassuring pregrade reading.

When asked what would prevent home computer owners from merely copying these software programs for their own use, McDaniel replied: "The law. Everyone must sign a release when they work here, stating that they are renting the equipment and the software. It's like any recording or duplicating copyright problem. Also, our diskettes are write protected with tabs."

Although Micros Unlimited uses Scripsit for most of its word processing customers, the problem of underlining and superscripts-frequent requirements for college students-hasn't been fully dealt with yet. "Sometimes they will add the underlines manually," McDaniel said. "We aren't using SuperScripsit at this time. We do have ScriptPlus available for certain jobs. We also have WordStar and CP/M for other jobs. We have a variety of computers."

In addition to setting up a work space for computer users who can't afford to own their personal machine, Micros Unlimited sells and rents out both hardware and software.
"We rent machines to businesses; it's usually too expensive for individuals. The Democratic congressman team uses
one of our machines 22 hours a day these days. We also rented out Profile $\mathrm{III}+$ to them, although we try to avoid renting software. We encourage people to buy it by charging a hefty amount. We try to be fair to the creators of software."

The McDaniel family stresses Micros Unlimited is basically aimed at the individual who needs a short-term use of word processing or computing capability. To encourage this, they've formed a club. It offers members:

- A disk;
- Four hours of free time;
- Free unlimited use of instruction tape and cassette;
- Discounts on future rentals;
- Free use of a spelling and grammar checker; and
- Discounts of up to 20 percent on the programs, books, disks, and magazines.

The hardest thing to stock so far, they have found, is the magazine rack. For some reason, the local news service has been protective with the distribution of popular computer magazines. "We had to go out and raid his place to get any in here at all," McDaniel explained. "It's about time to go out and make another raid, too."


# Custer's Lewd Stand <br> Clad only in hat and boots, Little Big Horn loser chases Indian woman and whips up national imbroglio. 

By John P. Mello Jr.

80 Micro News Editor

From coast to coast, a microcomputer game depicting the alleged rape of an Indian woman by General George Armstrong Custer has been slammed by concerned groups. But the pasting "Custer's Revenge" has taken in public may only fuel sales, according to two blue marketeers.
"I think the controversy is going to accelerate the game's sales considerably," contended Daniel Ellis, publisher of The Dirty Book, a twice-a-year listing of "erotic" software.
Asked how the Custer's Revenge flap would affect his games, J. P. Nelson said, "I think it can only help them. Nelson, board chairman of Computer Kinetics Corporation located in Westlake Village, CA, explained his firm makes three coin-op games placed "strictly in adult locations."
Stuart Kesten, president of American Multiple Industries in Northridge, CA, reportedly predicts his firm will sell 750,000 copies of Custer's Revenge. If that prediction proves true, the game would gross more than $\$ 3.7$ million for American Multiple.
The corporation makes two other blue games - "Bachelor Party" and "Beat'em and Eat'em"-but neither has sparked the outrage caused by Custer's Revenge.
When American Multiple demonstrated the game last October at the National Video and Audio Conference in New York City, some 100 people representing women's and American Indian groups demonstrated against it.

Since Custer's packaging includes a reference to Atari, the game giant entered the melee, claiming its good name had been sullied. It alleged American Multiple had tried to cash in on Atari's trademark and filed a lawsuit against the American Multiple in federal district court in Los Angeles.

Legal action against American Multiple is also contemplated by the American Indian Movement.

Meanwhile, local governments joined

the controversy. In the Sooner state, the Oklahoma City City Council adopted resolutions condemning the game. And the Los Angeles Board of County Supervisors adopted a three-pronged attack against it.
Opponents of Custer rail the game because they claim it condones rape, is racist, and is sexist.
Betty Rosenstein, head of the Los Angeles County Commission on the Status of Women, declared, "We are horrified that there are games in which entertainment of the players comes from the act of rape and sexual assault against women."
"We are very disturbed at its idea that rape is acceptable, that it's supposed to be fun," observed Helen Parolla, director of New York City's YWCA Center for Public Policy.
The National Organization for Women also found the game offensive. Among its objections: The game trivializes the pain and humiliation suffered by the one in three women raped in her lifetime and promotes the idea a manly man is a rapist.
"It's making the player of the game a
third-party participant in the rape," noted a spokesperson for Women Against Pornography in New York City. "This is a new dynamic. In the past, a person has been a viewer of pornography, not a participant. You are maneuvering Custer over to the Indian woman tied to a post. You're maneuvering him to rape her."
"It rewards a player for rape," she said. "That's how you win the game. It's making rape something to be rewarded for."
The spokesperson's comments become more sobering in light of recent findings in The Journal of Communication published by the Annenberg School of Communication at the University of Pennsylvania.

In a study of pornography, Penn researchers discovered male and female students who watched a large number of blue movies found rape less objectionable than similar students who watched nonerotic films over the same period of time.
Repeated attempts by 80 Micro to reach American Multiple's president by telephone failed. However, Custer's creator, Joel Miller, reportedly denies the 7th Calvary's fearless leader rapes anyone. "He's seducing her," Miller is quoted as saying, "but she's a willing participant."
Kesten told wire service reporters: "Our object is not to arouse; our object is to entertain. When people play our games, we want them smiling. We want them laughing."
"The idea of the game itself is to have fun, not just to have a cheap sexual joke," he said. "These games are not meant to arouse and I would wonder about anyone being sexually aroused by them."
Custer's detractors also found the game racist.

Resolutions adopted by the Oklahoma City City Council stated, "Responsible citizens representing all segments of society are repulsed both by the vulgarity of this video game and its calculated insult to minority groups in

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## America."

And in a letter to Kesten, YWCA National President Jewel Freeman Graham and National Executive Director Sara-Alyce P. Wright declaimed:
"It is a sad symbolism in our society when the sexual overpowering of a nude Indian woman by an American general is considered by your company either comedy, victory, or fun. The blatant racism of a white male attacking an Indian woman in this suggestive manner contributes to the continuation of a racist-sexist society."

The National Organization for Women declared the game promoted the acceptibility of raping Indian women, masked and trivialized the racial genocide practiced by the real Custer, and used the new technology to degrade the American Indian community rather than advance ideas of equality and humanity.
"As American Indians," said Rudy Martin, public relations director for the American Indian Community House in New York City, "we are vehemently opposed to the exploitive use of our race for the titillation of the public. We see this disgusting video game for what it really is: a sexist, racist, sadistic expression, the sole purpose of which is to fill the pockets of its creators and promoters."
He asked: "Would the characterization of a people be acceptable if it depicted Begin attacking a Palestinian woman, Prince Charles chasing a female IRA member, or Hitler having his way with a naked Jewish maiden? We think not."
"Tomorrow it will be an attack against someone black or brown or homosexual," Rosenstein of L.A. County added. "And then an assasination against a president. Do we want to live in a community with that kind of sickness?"
"The only result this game will have," Martin said, "will be to promote a casual attitude toward racism, a misguided sense of white, male superiority, and the reenforcing of the stereotyping of American Indians as something less than human."

He called the game "a statement of the deterioration of what was proclaimed proudly as American society" and said "it serves only to perpetuate the violent and sexist characterization of American people in the eyes of the world."


Banks: Strung-out lawsuit.
"We have enough sickness and violence in our community without adding more to it," Rosenstein observed. "I guess the real question is, do" we really want to have a community where recreation is based on humiliating and degrading and dehumanizing women."
Apparently, these issues were less nettlesome to Atari, lambasted for making the medium for Custer's unsavory video deeds.
"Atari takes a very dim view of this use of our product," Atari Consumer Products Division President Michael Moone said in a statement.
"We are quite upset," he continued, "with someone who has chosen to use our product for a purpose which was not intended.
"We intended the product for whole-
some family entertainment, but to say that Atari is responsible for this occurence would be as illogical as censoring a camera company for making cameras because a few people take pornographic photographs."

Although Custer's opponents want the game banned, they realize the law offers them little recourse.
"Unfortunately," lamented Moone of Atari, "some individuals take refuge behind certain legal precepts to the dismay of the majority of the people."
"We're not looking to run into the First Amendment," Atari attorney Kenneth J. Nussbacher told the New York Times. He said American Multiple failed to adequately disassociate itself from Atari and capitalized on Atari's name and trademark.

Kesten of American Multiple saw

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Atari＇s lawsuit as a compliment．＂Here we are，＂he told UPI，＂a little com－ pany，brand new to this industry，and we＇re already attracting a lot of atten－ tion from someone as big as Atari．＂

He told the daily his games do not say they＇re made by Atari．He said there is a statement in small print on the back of the game＇s package disassociating． Custer from Atari．
＂We＇re going to try and file a class－ action suit，＂said Dennis Banks，na－ tional director of the American Indian Movement．＂We know it＇s a strung－out lawsuit．It＇s hard to file a class action against a video game or movie．＂

Having Custer banned by court ac－ tion smacks of censorship，however， and censorship is something most op－
ponents to the game are shying away from．
＂We are not talking of censoring，＂ Rosenstein of L．A．County observed． ＂We are talking about sensitizing the community．＂

However，the three－point plan Ros－ enstein＇s commission proposed and L．A．＇s county supervisors adopted in－ cluded drafting legislation to prohibit video games like Custer and instructing the county＇s counsel to study adopting a similar ordinance on the local level．

Glynis Edgar，director of community relations for the Oklahoma Human Rights Commission，said her agency hopes the anti－Custer resolutions adopted by the Oklahoma City City Council＂will discourage folks from buying［the game］and discourage stores from wanting to have it．＂
She added，＂By no means are we ad－ vocating it be banned．＂

But Edgar admitted when one adult book store owner in Oklahoma City was contacted by opponents to Custer after the city council＇s action，it was ap－ parent he wasn＇t going to be deterred from carrying the game．
Atari called on all concerned parents to write American Multiple and＂hope the public outcry will persuade the maker to remove their product from the market．＂
How effective will that be？
＂Stuart Kesten，＂Banks said，＂told our people he has invested too much money in it to bring it off the market．＂

## PULSETRAINールールー

## 14 Illini and a robot Rubick solver


＂Yes，I refer to Robbie as ＇him，＂rather than＇it，＇，＂ confessed Daniel Talken， one of 14 engineering stu－ dents at the University of Illi－ nois responsible for the crea－ tion of a robot that solves Rubick＇s Cube in＇his＇own
overhead mechanical hands． ＂He＇s really a toy，though．＂
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later，Robbie was born．
＂Most of the work was done on faith，luck，and hope，＂Talken said．＂None of us knew whether or not the others were going to be able to interface with all the plans．＂

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tenths of a second. An average of 10 moves is needed to complete the cube, which takes nearly six minutes of twisting and turning. "Most people who can solve the cube can beat the mechanics, but no one has yet been faster than the computer."

So far, Robbie-who made his first public appearance at the annual U of I engineering open house before an applauding audience of 4,000 -has been acknowledged nationwide through the New York Times, Paul Harvey, and the CBS Evening News.
"The next step is to add color photo sensors," continued Talken, "so that Robbie can read the initial configuration himself and solve the cube in the push of a button. There will be a Robbie Rubick II."
-P. Gregory Springer

## Tandy wants your phone business



After waging a guerrilla war against the AT\&T monolith (80 Micro, January 1983, p. 384), Tandy Corporation has moved to bolster its competitive position in the telephone business,

The Fort Worth, TX, firm has bought a manufacturer of business telephone equipment and announced it's getting into telephone paging.

Acquisition of the assets of Interconnect Telecommunications Systems Inc. of Lexington, KY, was revealed at Tandy's annual stockhold-


Photo by P. Gregory Springer
ers meeting held in Fort Worth in November. Tandy did not disclose how much cash it paid for the firm.
For its 1982 fiscal year ending June 30, 1982, the Interconnect firm, which serves parts of Kentucky and Ohio, had sales of $\$ 8.5$ million, Tandy said in a statement.
During the same fiscal year, Tandy's telephone and related equipment sales increased 35 percent over FY 1981. The sales represent 6.5 percent of the firm's $\$ 2$ billion in sales for FY 1982.
Chairman John V. Roach told stockholders Tandy also intends to open "four or five" experimental telephone stores early next year. The stores, which Roach claimed will offer customers "a total-
ly new concept in telephone merchandising," will be opened in Lexington and Louisville, KY, and Fort Worth.
"Since the concept is new," Roach said in a statement, "we will reserve most of the details until the first store opens. The name of the new chain will be Radio Shack Telephone Center. Our primary thrust in the phone business will continue to be through the regular Radio Shack stores."

According to The Wall Street Journal, the new stores will "probably" sell devices linking computers and telephones. In existing stores, the Journal added, Tandy is expected to begin marketing equipment early this year for

Henry J. Springer and Robbie Rubick toy with a popular puzzle.
electronic mail between personal computers.
Timothy Diachun, chairman of Interconnect, will join Tandy as vice president for telephone marketing.

Roach also announced Radio Shack would start marketing pocket pagers early this year. Although the retail price hadn't been finalized, he said, it would be significantly lower than the $\$ 175$ to $\$ 200$ being paid for basic units today.

He noted in a statement Tandy has signed contracts with radio common carriers or Bell operating companies in 54 cities. Those include New York, Boston, Chicago, Los Angeles, Houston, Atlanta, San Diego, Fort Worth, Dallas, San Francisco, Philadelphia, Baltimore, and Washington, DC.
Under the agreements, he explained, the carriers would offer paging services at a fraction of the current basic rates for paging. Those rates range from $\$ 10$ to $\$ 20$ a month.
"We are hopeful that once again,"' Roach said, "we will be able to take a product from its traditional market (i.e. commercial and emergency use only) and, with a new breakthrough in cost, make it a mass market item."

Tandy's chairman added the move "could open the door to us becoming a factor in the emerging mobile telephone market and the future personal, carry-it-with-you-

- Written in last 280 machine language
of use
Dynat
- Dynamic display of wota count ine count and tree Dynarmic display
memtory count
Supersctipls.
- Superscripts. subscripts underined, bolded ex panded and condensed type styles - Combine and intermix within a line
- Automatically justities and ward-wraps on the screen
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- Search Replat
- Odd and even page user Global Search and Replace
and page number lines
- User-detinable linespacing, speet size, top, tett anc
bottom margins
the text
- Examine disk directory on any diak and kill mes
white edting
Autorn
Mles
- Print contents of screen function
- Print previewing formats text. inserts neaders, numa bers pages. etc on the screen without printing on paper
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# PULSETRAIN 

anywhere market. The day is coming, for better or worse, when you cannot avoid communications wherever you are."
"All this," Roach observed, "is designed to help us make good on one of our new trademarks, 'Make Radio Shack Your Telephone Company.' '"

## British mag gives Dragon tepid review


"The similarity between the Tandy and the Dragon 32 is almost uncanny and the reason is not simply because the same chips have been used."

That's what one reviewer opined in a review of Britain's home-grown micro (80 Micro, January 1983, p. 370) appearing in the November 1982 issue of Computing Today.
"The first thing that strikes you about the system," the British microcomputer magazine said, "is that it has a 'proper' keyboard although the quality of the particular unit chosen is a little dubious."
"Readers who are familiar with the TRS-80 range of systems," the reviewer said, "might be hoping that the format of the text screen found on the Dragon 32 would be an improvement. No such luck, it's still 16 lines of 32 characters in text mode with no lowercase letters, reversed uppercase being used instead."

The reviewer was critical of the Swansea, Wales, micro's color. He said "the primary colors are not clean; red, blue, and green should be
red, blue, and green and not 'off' shades."

When the Dragon is fired up, a memory check might surprise some users. Although the micro is touted as a 32 K machine, only 24 K is available for programming.
"The missing 8 K of RAM hasn't really vanished," the reviewer explained, "it is being used for the system variables and to create high resolution graphics areas. While this means less space for you to program in, it does mean that when you come to use the high resolution graphics your memory doesn't shrink dramatically like some other systems we could mention!"
"For those into data handling," he continued, "the cassette interface can be used for data files through Basic although the reliability of the system is not particularly good. The interface seems slightly level sensitive, but my main criticism would have to be the lack of decent messages; single letters displayed on the screen don't count as messages in my book!'’

The reviewer added there are two interesting cassette commands. Files can be skipped by using SKIPF. Using MOTOR will allow a tape recorder to be controlled from the keyboard. That can save time fiddling with the remote plug.

Programs may be halted during running by pressing shift @. Pressing any key but break will restart the program.

Simple, single-tone noises can be produced from the Dragon using SOUND, the reviewer said. More complex sounds can be created using PLAY. That function, he

Observers expecting the Dragon 32 to put the Color Computer on a hot seat may be surprised by one British monthly's tepid review of the UK-bred micro.

said, is similar to one found in Sharp's computers. A complete note passage, pauses, and changes in tempo, may be programmed into a string made up of a note name, octave, duration, and volume.

The reviewer found the micro's printer port a bit of a mystery. "A quick count of the available peripheral devices inside the Dragon 32 leads one to wonder just how they managed to create this extra parallel port as there simply aren't enough bits available," he observed.
"The only possible explanation of this," he said, "is that the printer shares the same PIA as the joysticks; it uses the port as an output whereas the joysticks use it as an input."

Contrary to the opinion of one Tandy-UK executive and the experience of 80 Micro's Jake Commander, Computing Today was skeptical of plugging Radio Shack ROM packs into the Dragon.
"The indications are that they should [work]," the reviewer noted, "but without complete information on the pin connections of the Dragon 32, I'd rather not suggest that you plug one in and try!"

Documentation for the micro wrung a tepid response from the reviewer. "The manual. . as manuals go," he said, "is not too bad. There are a number of small errors which may well have been cleared up by the time the machine hits the streets
in a big way, but the main feeling is one of missing information.
"There are no details on any of the hardware, interface connections or add-ons. Nor are there any facts about the monitor program and how to get 6809 -code into the system."

For those "really interested" in pursuing the Basic on the Dragon, the reviewer suggested they buy two books from Tandy, Going Ahead with Extended Color Basic and the Color Computer Technical Reference Manual.
"Just what has the Dragon 32 got over its rivals?" the reviewer asked. "Well, if you were looking for a home computer to play games with and maybe try a little programming on, it does have the advantage of a reasonable amount of RAM and an almost decent keyboard.
"As an alternative to the Tandy Color Computer it wins on price alone although it certainly doesn't look as nice.
"As for its other rivals, the Atari and Texas systems, the choice of ready-to-run games and add-ons possibly tends to weigh against the Dragon 32 .
"Another possible source of concern is that Mettoy [the parent company of Dragon Ltd.] has never been in the computer market before whereas both the others have a long pedigree but, in reality, there is little that can go wrong in a system like this that cannot be simply and easily fixed."

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Let's talk about exercise physiology this month. I'll use the regression program published in December 1982's "Copernica Mathematica" to create an equation for aerobic points based on distance and time. I'll also develop the concepts of moving averages and autocorrelation of time series data to monitor the heart rate and look for periodicities and trends.

## Basic Physiology

The heart functions as a pump to move blood (which carries oxygen and food to the muscles and carbon dioxide and waste products away from the muscles). There are two major controls of the heart: nervous and the so-called "Starling's Law of the Heart."
Nervous control of the heart is mediated through both the sympathetic and parasympathetic nervous systems. The sympathetic pathway passes through the spinal cord, synapses in a group called a ganglia, and then continues on to innervate the heart. When excited, these fibers stimulate the heart rate (tachycardia) as well as the strength of the contraction (controlled by altering the myocardial contractility). The parasympathetic innervation is mediated through cranial nerve X , called the vagus, which originates in a portion of the medulla called the vasomotor center. It slows the heart (bradycardia) by inhibiting the sino-atria node from initiating a heartbeat.

These two nervous pathways control the heart rate for relatively short time periods. For example, the alarm clock rings and you jump out of bed. What keeps the blood pumping to your heart and brain and not to your feet?

A number of reflexes send nervous information to the brain. One such re-


## Computerized aerobic mathematics

flex is the baroreceptor-certain receptors in the circulatory system, such as those located in the carotid and aortic bodies, are sensitive to pressure. When the blood pressure gets too low, their rate of firing slows, indicating to the brain that the pressure needs to be increased. If their rate of firing is too fast, the pressure is too high, so the brain is told to slack off.
The cardiac accelerator nerves secrete norepinephrine and the adrenal medulla secretes epinephrine (adrenaline), increasing the heart rate and raising the blood pressure. The vagus secretes acetylcholine, which slows the heart rate.
Starling's Law of the Heart is a mechanical approach-it says all the blood pumped to the heart must leave the heart. If you increase the venous return (the amount of blood returning to the heart via the veins), then the heart must pump all that blood. Otherwise, your

[^10]veins would quickly become distended. This reflex is important in long-term control of the heart.

The lungs' job is to exchange used gases from the blood with fresh gases from the outside air. The functional unit of the lung, an alveoli, is shaped like a very small grape. A thin membrane surrounds this alveoli; through this membrane, carbon dioxide diffuses from high (in the capillary blood) to low (in the alveoli) concentration; oxygen diffuses from high (alveoli) to low (capillary blood) concentration. Once in the blood, oxygen is carried by hemoglobin to the tissues, and carbon dioxide is carried back from the tissues.

The distribution of blood changes with demand. When you eat, more blood goes to your stomach and liver; when you run, the amount of blood to these organs is greatly reduced and the amount of blood going to the working muscles increases tremendously. Normally, the veins, liver, and spleen serve as a reservoir of blood for when it is needed. The brain receives a constant 25 percent of the blood flow regardless of activity.

## The Effects of Exercise

The anticipation of a workout usually raises the heart rate and blood pressure a little. When you begin exercising, though, the amount of blood returning to your heart is greatly increased-the blood reservoir is mobilized. This increases the heart rate. Even the breathing rate has an effect on heart rate. As work output increases, the nervous system also has a role in controlling the flow of blood to the muscles and away from organs such as the liver and stomach, a process called blood shunting. The adrenal medulla is called upon to release epinephrine, which further increases heart rate and causes vasoconstriction of the peripheral vessels, also improving shunting. As you can see, a variety of mechanisms increase blood flow through working muscles to supply oxygen and nutrients and remove wastes.

The body is a lazy critter-it will work, and improve the mechanics and abilities of its parts, but only under duress. If little stress is placed on the body, it adapts to this life of leisure. If strenuous activity is placed on the body, and the body is allowed to adapt, it does so

## Program Listing 2

10 REM
＊＊＊＊＊＊AUTOHART
2 REM＊WRITTEN BY
30 REM＊BRUCE POWEL DOUGLAS
4 REM＊DEPT．PHYSIOLOGY
6 REM＊USD MEDICAL SCHOOL＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊）
70 CLEAR 30日：DEFUSR＝\＆HFF00：DEFINT P，I，Z：DIM B（60），Z（200），Y（200）， $x(200):^{\prime} 2$ IS WHERE THE BEAT TIMES ARE STORED
80 U1 $\$=$＂\＃\＃\＃\＃\＃\＃．\＃\＃\＃\＃\＃\＃\＃\＃．\＃\＃\＃\＃\＃＂
90 CLS：PRINT TAB（15）＂＂AUTOHART BY BRUCE POWEL DOUGLASS＂
100 PRINT TAB（2ø）＂INSTRUCTIONS：＂
110 PRINT＂THE MACHINE LANGUAGE PROGRAM HEART／CMD MUST＂
$12 \emptyset$ PRINT＂ALREADY BE IN MEMORY．LINE 70 IS REQUIRED＂
130 PRINT＂YOU SHOULD TAKE YOUR CAROTID PULSE AT THE SIDE＂ 140 PRINT＂OF YOUR NECK，JUST LATERAL TO THE TRACHEA AT THE＂ 150 PRINT＂CAROTID ARTERY．EVERYTIME YOU FEEL A BEAT，PRESS＂ 160 PRINT＂THE＜ENTER＞KEY．TO TERMINATE DATA ENTRY，PRESS THE＂ 170 PRINT＂〈BREAK＞KEY．THE PROGRAM WILL THEN DISPLAY AND＂ $18 \emptyset$ PRINT＂PERFORM AUTOCORRELATION ON THE TIME SERIES．TAKE＂ 190 PRINT＂YOUR PULSE FOR 1 TO 2 MINUTES．IF YOU WANT TO DO IT＂ $2 \emptyset \emptyset$ PRINT＂LONGER，THE ARRAY IN LINE $7 \emptyset$ MUST BE DIMENSIONED BIGGE R．＂ 210 PRINT＂IT WILL PROBABLY TAKE A FEW ATTEMPTS TO BE PROFICIENT＂

220 PRINT＂AT TAKING YOUR PULSE AND PRESSING A KEY．
PRESS ANY KEY TO START＂
230 AS＝INKEY\＄：＇CLEAR INKEY\＄BUFFER
240 AS＝INKEYS：IF AS＝＂＂THEN 240
250 CLS：PRINT＠515，＂〈ENTER＞TO ENTER HEART BEAT，＜DOWN ARROW＞TO
$260 \mathrm{~A}=\mathrm{USR}(\emptyset)-1$ ： ＇COLLECT THOSE POINTS INTO $Z(I)$ ；$A=$ NUMBER OF ENTR IES
270 DIM $M(A)$ ；＇TO HOLD MOVING AVERAGES LATER
290 T PLU ASSEMBLY ROUTINE TAKES TIME DELAY（TO REMOVE YOUR FINGERS）OF 0.15 SEC $30 \emptyset$ ，LEAVES THE EQUATION（DIVIDE BY 1.0 E＋6 TO GET SECONDS） 310 CO $=33.258 / 1 E 6:$ ：CONSTANT FOR TURNING IT INTO SECONDS 310 $C O=33.258 / 1 E 6:$ CONS
320 TIME＝$: F O R \quad I=1$ TO A
320 TIME $=\emptyset:$ FOR $I=1$ TO A
325 IF $Z(I)<\emptyset$ THEN $Y(I)=C O^{*}(65535+Z(I))+\emptyset .15$
325 IF $Z(I)<\emptyset$ THEN $Y(I)=C O^{\star}(65535+Z(I))+\emptyset .15$
$330 \mathrm{Y}(I)=C 0^{*} Z(I)+\emptyset .15:^{\prime} \quad Y(I)=$ INTERVAL IN SECONDS
$34 \emptyset$ IF $Y(I)>0$ THEN HR $=H R+Y(I):$ FOR AVERAGE HEART RATE
350 IF MY $<Y(I)$ THEN MY $=Y(I)$
360 TIME $=$ TIME $+Y(I)$＇$^{\prime}$ TOTAL TIME
$370 \mathrm{X}(\mathrm{I})=$ TIME ：＇CUMULATIVE TIME
380 PRINT USING U1S；Z（I）；Y（I）；TIME
390 NEXT I：HR＝A／HR＊60
$400 \mathrm{ZZ}=3 *($ TIME +1 ）：DIM $\mathrm{Z2}(\mathrm{ZZ})$
410 CLS：PRINT＂YOU HAVE COLLECTED＂；A；＂POINTS OVER＂；TIME；＂SECO NDS＂
420 PRINT＂AVERAGE HEART RATE IS＂；HR；＂BEATS／MINUTE＂
430 REM TRANSFORM THE DATA FROM BEAT INTERVALS
440 REM TO A TRUE TIME SERIES OF＇l＇IF BEAT，＇$\emptyset$＇IF NOT
450 REM THE PLOT IS A CHR\＄（188）IF ON，CHR\＄（176）IF OFF
460 A $2 \$=\operatorname{CHR} \$(188): A 1 \$=\operatorname{CHR} \$(176)$
470 PRINT TAB（20）；＂PLOT OF $1 / 3$ SECOND INTERVALS＂
$480 \mathrm{~J}=1: \mathrm{STP}=1 / 3$
490 FOR $K=\emptyset$ TO TIME STEP STP
495 IF $K<X(J)$ THEN PRINT A1 $\$ ;: 22(K * 3)=0:$ GOTO 510
500 IF $\mathrm{X}(\mathrm{J})<=\mathrm{K}$ THEN $\mathrm{Z} 2(\mathrm{~K} * 3)=1:$ PRINT A2 $\$ ; \mathrm{J}=\mathrm{J}+1$ ；GOTO 500
510 NEXT K；PRINT：A\＄＝INKEY\＄
520 PRINT TAB（20）；＂PRESS ANY KEY TO CONTINUE＂
530 A $\$=$ INKEY
540 REM AUTO－CORRELATION
550 REM COMPUTES AUTOCORRELATION WITH PHASE SHIFT FROM Ø TO 20 S ECONDS AT $1 / 3$ SECOND INTERVALS
560 REM B（I）HOLDS THE＇BINS＇FOR THE SUMS
570 REM NOTE THE SIMPLIFICATION SINCE WE ARE DEALING WITH
$58 \emptyset$ REM A $\emptyset=N O$ BEAT， $1=B E A T$
590 CLS：FOR PH＝1 TO $60: 60$ INTERVALS OF $1 / 3$ SEC EACH
600 PRINT＠の，＂WORKING ON PHASE＂；PH
610 FOR $I=1$ TO A
IF $\mathrm{I}+\mathrm{PH}>\mathrm{Z} 2$ THEN 650
$\mathrm{B}(\mathrm{PH})=\mathrm{B}(\mathrm{PH})+\mathrm{Z} 2(\mathrm{I}) * Z 2(\mathrm{I}+\mathrm{PH})$

## NEXT I

IF $M X<B(P H)$ THEN $M X=B(P H)$ ：$^{\prime}$ MAX HEIGHT
60 NEXT PH
670 REM NOW PLOT IT，BUT FIRST SCALE IT FOR SCREEN
$680 \mathrm{NM}=40 / \mathrm{MX}$ ；＇MAX HEIGHT＝40 UNITS
NUE＂
700 FOR $I=1$ TO 60
$B(I)=B(I) * N M$
FOR $J=47$ TO $47-B(I)$ STEP -1
$730 \quad$ FOR $J=47$ TOT $(I+16, J)$
740 NEXT J
760 A S＝INKEY $\$: I F$ A $\$=\| n$ THEN 760
760 AS＝INKEYS：IF AS＝MEM MOVING AVERAGES OF THE INSTANTANEOUS FREQUENCY
780 REM $1 / Y(I)$
790 CLS：INPUT＂ENTER THE ORDER OF THE MOVING AVERAGES＂；MA
日ø PRINT＂THINKING＂：
$81 \emptyset$ FOR $I=1$ TO $A-M A: S U M=\emptyset$
820 FOR $J=1$ TO MA
830 PRINT＂．＂；
$\mathrm{Y}=\mathrm{Y}(\mathrm{I}+\mathrm{J}-1)$
IF $Y=\emptyset$ THEN $87 \emptyset$
SUM $=$ SUM +Y
NEXT J
$M(I)=S U M / M A$
IF $M M<M(I)$ THEN $M M=M(I)$
900 NEXT I

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Disk？（y／n）

## Listing 2 contimued

910 REM NOW A LONGITUDINAL PLOT OF BOTH INTERVAL AND SMOOTHED IN TERVALS $Y(I)$ AND $M(I)$
930 TF MM $\triangle$ MY THEN $S C=M M$ ELSE $S C=M Y$
$940 \mathrm{SC}=5 \emptyset / \mathrm{SC}$ ：＇SCALING FACTOR FOR LINE PRINTER OUTPUT
$95 \emptyset$ LPRINT CHR $(27)$ ；CHR $\$(78) ;: 1$ THIS SETS THE ITOH 8510 PRINTER
TO 10 CPI MONOSPACE FONT－MAY NOT BE NEEDED ON YOUR PRINTER
$960^{-1}$ IF YOU WANT TO SEND THIS TO THE SCREEN AND NOT THE PRINTER
$\stackrel{9}{9} 7 \emptyset$ ，THEN JUST CHANGE ALL THE LPRINTS TO PRINTS．

990 FOR $I=1$ TO A－MA
$100 \quad \mathrm{Y}=\mathrm{Y}(\mathrm{I}): I F \quad \mathrm{Y}=\emptyset$ THEN 1040
$1005 \quad M=M(I)$
$1010, L P R I N T$ USING＂\＃\＃\＃\＃；＂；I；
$1026, *=S M O O T H E D$ DATA，$\theta=$ UNSMOOTHED DATA
1030 IF $Y<M$ THEN LPRINT TAB $(Y * S C+1) ; " \emptyset n ; T A B(M * S C+1) ; " \# "$ ；
1040 IF M＜Y THEN LPRINT TAB（M＊SC＋1）；＂\＃＂；TAB（Y＊SC＋1）；＂冋＂；
1050 LPRINT TAB（57）；＂：＂
1060 NEXT I
1070 LPRINT TP\＄
1080 CLS：PRINT TAB（20）：＂OPTIONS：＂
$109 \emptyset$ PRINT＂1．REDISPLAY OUTPUT RESULTS＂
110日 PRINT＂2．REDO MOVING AVERAGES＂
1110 PRINT＂3．END PROGRAM＂ 1120 ELSE ON VAL（A\＄）GOTO 41の，79日，11 40 AS＝INKEY\＄ 1140 END

## Program Listing 3



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## Listing 3 continued

$5 \emptyset$ REM＊USD MEDICAL SCHOOL
6 REM＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊
70 CLEAR 30日：POKE 16527，127：POKE16526，0：DEFINT P，I，Z：DIM B（60），Z
（ 200 ），$Y(200), X(2 \theta 0):^{\prime} Z$ IS WHERE THE BEAT TIMES ARE STORED
80 Ul $5=$＂\＃\＃\＃\＃\＃\＃\＃，\＃\＃\＃\＃\＃\＃\＃\＃\＃\＃\＃
90 CLS：PRINT TAB（15）；＂AUTOHART BY BRUCE POWEL DOUGLASS＂
$1 \emptyset \emptyset$ PRINT TAB（20）＂INSTRUCTIONS：＂
110 PRINT＂THE MACHINE LANGUAGE PROGRAM HEART／CMD MUST＂
120 PRINT＂ALREADY BE IN MEMORY．LINE 70 IS REQUIRED＂
130 PRINT＂YOU SHOULD TAKE YOUR CAROTID PULSE AT THE AT THE＂
140 PRINT＂OF YOUR NECK，JUST LATERAL TO THE TRACHEA AT THE＂
$15 \emptyset$ PRINT＂CAROTID ARTERY．EVERYTIME YOU FEEL A BEAT，PRESS＂
150 PRINT＂CAROTID ARTERY．EVERYTIME YOU FEEL A BEAT，PRESS
170 PRINT＂＜BREAK＞KEY．THE PROGRAM WILL THEN DISPLAY AND＂
180 PRINT＂PERFORM AUTOCORRELATION ON THE TIME SERIES．TAKE＂
190 PRINT＂YOUR PULSE FOR 1 TO 2 MINUTES．IF YOU WANT TO DO IT＂
$2 \emptyset \emptyset$ PRINT＂LONGER，THE ARRAY IN LINE $7 \emptyset$ MUST BE DIMENSIONED BIGGE
R．＂ 210 PRINT＂IT WILL PROBABLY TAKE A FEW ATTEMPTS TO BE PROFICIENT＂
220 PRINT＂AT TAKING YOUR PULSE AND PRESSING A KEY．

## PRESS ANY KEY TO START＂

230 A $=$＝INKEY ${ }^{\circ}$＇CLEAR INKEY \＄BUFFER
240 A $=$ INKEY $\$: I F A \$=" n$ THEN 240
25 CLS：PRINT＠515，＂〈ENTER＞TO ENTER HEART BEAT，＜DOWN ARROW＞TO
ANALYSE＂ 260 A $=$ USR $(\theta)-1$ ：＇COLLECT THOSE POINTS INTO $Z(I)$ ；$A=$ NUMBER OF ENTR
269
270 DIM M（A）：＇TO HOLD MOVING AVERAGES LATER
280 T THE ASSEMBLY ROUTINE TAKES 33.258 MICROSEC PER LOOP
290 ，PLUS THE TIME DELAY（TO REMOVE YOUR FINGERS）OF 0.15 SEC
290 ，PLUS THE TIME DELAY（TO REMOVE YOUR FINGERS）OF 0． 15 SEC
300 LEAVES THE EQUATION（DIVIDE BY 1．0 E＋6 TO GET SECON
310
$C O=33.258 / 1 E 6: ~ C O N S T A N T ~ F O R ~ T U R N I N G ~ I T ~ I N T O ~ S E C O N D S ~$
$310 \mathrm{CO}=33.258 / 1 \mathrm{E}:^{\prime}$ CONS
320 TIME＝$:$ FOR $\mathrm{I}=1 \mathrm{TO}$ A
$32 \emptyset$ TIME $=\emptyset:$ FOR $\mathrm{I}=1$ TO A
325 IF $Z(I)<\emptyset$ THEN Y $(I)=C O *(65535+Z(I))+\emptyset .15$
325 IF $Z(I)<\emptyset$ THEN $Y(I)=C O^{\star}(65535+Z(I))+\emptyset, 15$
$330 \mathrm{Y}(\mathrm{I})=\mathrm{CO}^{\star} Z(I)+\emptyset .15:{ }^{\prime} \quad \mathrm{Y}(\mathrm{I})=$ INTERVAL IN SECONDS
$330 \mathrm{Y}(\mathrm{I})=\mathrm{CO} \mathrm{Z}(\mathrm{I})+\emptyset .15: \quad \mathrm{Y}(\mathrm{I})=$ INTERVAL IN SECONDS
340 IF $\mathrm{Y}(\mathrm{I})>\emptyset$ THEN $H R=H R+Y(I):{ }^{\prime}$ FOR AVERAGE HEART RATE
$\begin{array}{ll}340 & \text { IF } Y(I)>0 \\ 350 & \text { IF } M Y<Y(I) \text { THEN } H R=H R+Y(I) \\ M Y=Y(I)\end{array}$
360 TIME＝TIME＋Y（I）：＇TOTAL TIME
$370 \times(I)=T I M E:$＇CUMULATIVE TIME
380 PRINT USING U1S；Z（I）；Y（I）；TIME
390 NEXT I： $\mathrm{HR}=\mathrm{A} / \mathrm{HR}^{*} 60$
$400 \mathrm{ZZ}=3$＊（TIME +1 ）：DIM $\mathrm{Z} 2(\mathrm{ZZ})$
$41 \emptyset$ CLS：PRINT＂YOU HAVE COLLECTED＂；A；＂POINTS OVER＂；TIME；＂SECO NDS＂
420 PRINT＂AVERAGE HEART RATE IS＂；HR；＂BEATS／MINUTE＂
430 REM TRANSFORM THE DATA FROM BEAT INTERVALS
440 REM TO A TRUE TIME SERIES OF＇ 1 ＇IF BEAT，＇$\emptyset$＇IF NOT
450 REM THE PLOT IS A CHRS（188）IF ON，CHRS（176）IF OFF
$460 \mathrm{~A} 2 \$=\operatorname{CHR} \$(188): \mathrm{A} 1 \$=\operatorname{CHR} \$(176)$
$47 \emptyset$ PRINT TAB（20）；＂PLOT OF $1 / 3$ SECOND INTERVALS＂
$480 \mathrm{~J}=1: \mathrm{STP}=1 / 3$
490 FOR $\mathrm{K}=\emptyset$ TO TIME STEP STP
495 IF $K<X(J)$ THEN PRINT A1S；：22（K＊3）$=0$ ：GOTO 510
$50 \emptyset$ IF $X(J)<=K$ THEN $Z 2(K * 3)=1$ ：PRINT A2\＄；：J＝J＋1：GOTO 500
510 NEXT K：PRINT：AS＝INKEYS
510 NEXT K：PRINT：AS＝INKEYS
520 PRINT TAB（2פ）；＂PRESS ANY KEY TO CONTINUE＂；
520 PRINT TAB（20）；＂PRESS ANY KEY
530 AS＝INKEY\＄：IF AS＝＂＂THEN 530
530 AS＝INKEY\＄：IF AS＝＂＂Tl
540 REM AUTO－CORRELATION
540 REM AUTO－CORRELATION
550 REM COMPUTES AUTOCORRELATION WITH PHASE SHIFT FROM O TO 20 S 550 REM COMPUTES AUTOCORRELATIO
ECONDS AT $1 / 3$ SECOND INTERVALS
ECONDS AT $1 / 3$ SECOND INTERVALS
560 REM B（I）HOLDS THE＇BINS＇FOR THE SUMS
579 REM NOTE THE SIMPLIFICATION SINCE WE ARE DEALING WITH
580 REM A $\emptyset=N O$ BEAT， $1=B E A T$
590 CLS：FOR PH＝1 TO 60： $6 \emptyset$ INTERVALS OF $1 / 3 \mathrm{SEC}$ EACH
600 PRINT＠日，＂WORKING ON PHASE＂；PH
610 FOR I＝1 TO A
$I F I+P H>Z Z$
IF
$\mathrm{B}(\mathrm{PH})=\mathrm{B}(\mathrm{PH})+\mathrm{Z} 2(\mathrm{I}) * \mathrm{Z} 2(\mathrm{I}+\mathrm{PH})$
NEXT I
IF $M X<B(P H)$ THEN $M X=B(P H): 1$ MAX HEIGHT

## NEXT PH

670 REM NOW PLOT IT，BUT FIRST SCALE IT FOR SCREEN
$680 \mathrm{NM}=40 / \mathrm{MX}$ ：＇MAX HEIGHT＝40 UNITS
690 CLS：PRINT＂AUTO－CORRELOGRAM OF DATA $\langle$ PRESS ANY KEY TO CONTI
NUE＂
700
70
710 FOR $I=1$ TO 60
$720 \quad \mathrm{FOR} \mathrm{J}=47$ TO $47-\mathrm{B}(\mathrm{I})$ STEP－1
$730 \quad \operatorname{SET}(I+16$ ，J）
740 NEXT J
750 NEXT I
760 A $\$=$ INKEY $\$: I F$ A $\$=" n$ THEN 760
760 AS＝INKEY\＄：IF AS＝＂＂THEN 760
770 REM MOVING AVERAGES OF THE INSTANTANEOUS FREQUENCY
770 REM MOVING
780 REM $1 / \mathrm{Y}(\mathrm{I})$
790 CLS：INPUT＂ENTER THE ORLIR OF THE MOVING AVERAGES＂；MA
800 PRINT＂THINKING＂；
810 FOR $I=1$ TO A－MA：$S U M=0$
820 FOR $J=1$ TO MA
830 PRINT＂．＂；
PRINT
$\mathrm{Y}=\mathrm{Y}(\mathrm{I}+\mathrm{J}-\mathrm{i})$
IF $Y=0$ THEN 870
SUM $=$ SUM +Y
NEXT J
$M(I)=$ SUM $/$ MA
IF $M M<M(I)$ THEN $M M=M$（I）
900 NEXT I
910 REM NOW A LONGITUDINAL PLOT OF BOTH INTERVAL AND SMOOTHED IN TERVALS $Y(I)$ AND $M(I)$
930 IE $\quad$ MM $>$ MY THEN $\quad S C=M M$ ELSE $\quad S C=M Y$
$940 \mathrm{SC}=50 / \mathrm{SC}$ ：${ }^{\prime}$ SCALING FACTOR FOR LINE PRINTER OUTPUT
950 LPRINT CHR（27）；CHR\＄（78）；：＇THIS SETS THE ITOH 8510 PRINTER TO 10 CPI MONOSPACE FONT－MAY NOT BE NEEDED ON YOUR PRINTER 960 ．IF YUU WANT TO SEND THIS TO THE SCREEN AND NOT THE PRINTER

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## Listing 3 continued

```
970 THEN JUST CHANGE ALL THE LPRINTS TO PRINTS
980 TP$="TIME :"+STRINGS(51,"-")+":":LPRINT TP$
990 FOR I=1 TO A-MA
100\emptyset Y=Y(I):IF Y=\emptyset THEN 1040
1005 M=M(I)
1010 LPRINT USING "#### :"; I;
1\emptyset2\emptyset, #=SMOOTHED DATA, }|=\mathrm{ UNSMOOTHED DATA
1030 IF Y<M THEN LPRINT TAB(Y*SC+1);"\emptyset";TAB(M*SC+1);"#";
1040 IF M<Y THEN LPRINT TAB(M*SC+1);"#";TAB(Y*SC+1);"0";
1050 LPRINT TAB(57);":"
1060 NEXT I
1070 LPRINT TPS
1080 CLS:PRINT TAB(20); "OPTIONS:"
1090 PRINT"1. REDISPLAY OUTPUT RESULTS"
1100 PRINT"2. REDO MOVING AVERAGES"
1110 PRINT"3. END PROGRAM"
1120 A$=INKEY$:IF AS=""THEN 1120 ELSE ON VAL(AS) GOTO 410,790,11
4 0
1130 GOTO 1120
1140 END
9000 REM ROUTINE TO POKE THE MACHINE LANGUAGE PROGRAM HEART/ASM
9010 REM INTO MEMORY FOR LEVEL ii FOLKS
9020 AD=32512:'&H7E00 IN MEMORY
9030 FOR I=AD TO 32602
9040 READ A:POKE I,A
9050 NEXT I
9060 REM MAKE SURE MEMORY SIZE IS SET TO BELOW 7F\emptyset\emptysetH
9070 M=32500:MS=PEEK(16561) +PEEK(16562)*256+1:IF MS>M THEN POKE
16562,M/256:POKE16561,M-INT(M/256)*256
9080 GOTO 70
10000 DATA 243,62, 42, 50, 0, 60, 33, 86, 255, 205, 13, 38, 21
3,221,225,17,0,0, 33,0
10010 DATA 0, 58, 64, 56, 254, 16, 40, 53, 254, 1, 40, 3, 35, 2
4, 242, 221, 117, 0, 221, 35
10020 DATA 221, 116,0, 221, 35, 33,0,0, 19, 213, 229, 221, 2
29, 1, 255, 39, 205,96, 0, 221
10030 DATA 225, 225, 209, 58, 0, 60, 254, 191, 40, 4, 62, 191,
24,2,62, 32,50, 0, 60, 24
10040' DATA 196, 213, 225,195, 154, 10, 90, 40, 48, 41, 0
```


## Program Listing 4


by improving its functions.
The heart responds to exercise during exercise by increasing the strength of each contraction (so that the chambers of the heart are emptied more completely each beat) and by increasing the rate of the contractions. The increase in heart rate may be as dramatic as 40 to 200 , or an increase of 500 percent. The stroke volume (the amount of blood pumped each contraction) increases as well, although less dramatically-usually 10 to 35 percent. After a heart rate of about 180 , stroke volume will actually decrease because the heart doesn't have time to adequately fill before the next beat is due. In well-trained athletes, the cardiac output (stroke volume times heart rate) can increase six- to sevenfold during severe exercise.
In the long term, the heart becomes stronger. The chamber walls thicken, providing more muscle power for the expulsion of blood into the waiting aorta. Therefore, it does not have to beat as often to supply enough blood to the body. Most, but not all, people find their resting heart rates decrease after a few months of regular endurance exercise. (My resting pulse rate stabilizes at 40 to 45 beats per minute when I'm in shape, and after a few weeks of inactivity returns to 65 to 70 beats per minute.) Jim Ryun had a resting heart rate of 72 beats per minute when he held the world record in the mile, though.

To take your heart rate, use either the autocorrelation program (presented later in this column) or a watch. Place a finger or two on the radial or brachial arteries on the wrist, or better, on the carotid artery on the neck, just beside the trachea. Count the number of beats in 10 seconds, and multiply by 6 . You should take your resting heart rate before getting out of bed in the morning.

Muscles get better with use, too. Running and other such endurance exercises will not increase muscle mass, as heavy strength exercises will. In fact, they may decrease the size of a limb by using up fat stores in and around the muscle. Research by Dr. William Winder, here at the University of South Dakota, has shown that with a minimum of about one hour per day the enzymes involved in electron transport (oxidative phosphorylation) will increase. The muscles also increase in myoglobin, a cousin of hemoglobin. The capillaries (tiny blood vessels where the exchange of gases, nutrients, and waste products with the working tissues


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occurs) also increase in number. The number of capillaries in the gastrocnemeous (calf) muscle has been found to increase by up to 600 percent!

Many other interesting changes take place as a result of endurance exercise. The amount of high-density lipoproteins (HDLs) in the blood increase, which is related to a decrease in the rate of cardiac failure. The level of HDLs seems to be a better indicator of myocardial infarction risk than cholesterol levels. Further, the blood gets "thicker," increasing the number of red blood cells and the amount of hemoglobin in the cells (thus improving the blood's ability to carry oxygen and carbon dioxide). Your ability to tolerate metabolic waste products also improves with training. Consult Guyton's Textbook of Medical Physiology or Per Olf Ostran's Textbook of Exercise Physiology if you're interested in the specifics.

## Measuring Your Fitness

You may be familiar with Dr. Cooper's book, The New Aerobics. The book uses an aerobic-point scale to measure work done. Distance and time are both important for determining the stress effect on the cardiovascular system. His book presents tables of interpolated data of points versus time and distance. I contacted Dr. Cooper's lab for the equation they use in determining the number of points per time and distance, and was informed that they would be happy to send it to me, for a mere $\$ 1,500$. Since I figured the editors at 80 Micro wouldn't be too keen on that expense, I simply took a representative number of points from the table and with a regression program, I made my own:

POINTS $=10.6181 *$ distance $-.554151 *$ time $-1.21753$
where the distance is in miles and the time is in minutes.

Cooper recommends 30 points per week as a minimum for reaching an adequate state of fitness. Think of the points as a measure of the stress placed on the body that demands adaptation of the cardiovascular and muscular systems. They are related to energy output, but since it takes as much energy to walk 10 miles as it does to run it, you can see that the amount of energy per unit time is a more important criterion for fitness. Thus, running a mile gives more points than walking the same mile, and running 10 miles at eight minutes per mile gives more points than running five miles at the same pace.
(Of course, I know all true computer programmers are in excellent physical shape, but if you're over 30 and haven't worked out for a while, don't start running right away without a doctor's approval. It takes time to be macho.)

Program Listing 1 (Aerobics) asks for the beginning and ending time for your run, the distance you covered, your resting heart rate, rate at the finish of the run, and heart rate five minutes after the finish. It will calculate the aerobic points (according to the equation derived above) and average velocity, and will caution you if your fiveminute pulse is not adequate.

You should take some precautions. Running has an incredible injury rate for a noncontact sport-it is stressful on the heart and circulatory systems,
and also on the muscles, tendons, ligaments, and joints. For this reason, you should always warm up and warm down thoroughly and stretch constantly to avoid shortening the muscles by using them in a shortened range of motion (running). If you follow a good plan of stretching and warming up and down, you should be able to avoid much of the trouble plaguing many runners-particularly if you are a low-mileage runner (under 40 miles per week).

Your pulse should normally go above 150 during the course of the run, but it will not improve your fitness to go beyond 180. Determine this pulse rate by pressing your fingers either to the carotid artery beside the trachea or the radial or ulnar artery of the wrist, counting the number of pulses in 10 seconds and multiplying by 6 . During your warmdown, walk around and stretch, and five minutes after the finish of the run, take your pulse again. It should be below 120 ( 20 beats in 10 seconds). If it is not, then your run was too hard, and you should slow down.

## Statistical Analysis

Now let's consider time-series analysis with moving averages and autocorrelation. Autocorrelation is simply the correlation of a time series with itself. But shouldn't a time series have a high correlation with itself?

A time series is a collection of data points collected at various points in time. An ECG (electrocardiogram) monitors the heart rate (and electrical vectors), for example, and produces a series of data points-a time series. A plot of stock market prices over a period of time is also a time series. Two questions are often asked about time series:

- Is there a periodic (seasonal) aspect to the series?
- Is there an overall trend in the series?

Autocorrelation will determine periodic fluctuations in the time series; moving averages will remove the periodic fluctuations and reveal the overall trend. In this sense, the two functions are opposites. I'll discuss autocorrelation first.

If you imagine a time series consisting of two states ( 0 and 1 ) and display the values (0's are shown as spaces), you get something looking like Fig. 1.

If you wanted to perform a correlation, you could align the series with itself, and compare states. If for a given time, both are on or both are off, then
add in a 1 into the correlation sum; if not, then add in a 0 . That looks something like Fig. 2.

Of course, this correlation is perfect, as you would expect. Remember that the equations for correlations are:

$$
\begin{aligned}
& r=\frac{\Sigma(x y)}{\sqrt{\left(\Sigma x^{2} \Sigma y^{2}\right)}} \\
& \text { where: } \\
& \Sigma x y=\Sigma X Y-\frac{\Sigma X \Sigma Y}{N} \\
& E x^{2}=\Sigma X^{2}-\frac{(\Sigma X)^{2}}{N} \\
& \Sigma y^{2}=\Sigma Y^{2}-\frac{(\Sigma Y)^{2}}{N}
\end{aligned}
$$

$X$ and $Y=$ raw scores
Autocorrelation is just a special case of the garden-variety product/moment correlation. You can see that from these equations the autocorrelation function (since X and Y are the same) reduced down to unity. Not very interesting, is it?

But something interesting happens if you move the series over a bit-see Fig. 3.
> "Autocorrelation will determine periodic fluctuations in the time series."

Now you no longer have a perfect correlation! You made a copy of the original time series, and then added a constant to the time for each interval. Watch what happens when you move it over more (see Fig. 4). You moved it over and regained the perfect correlation! How did that happen?
The amount you moved the series over is called the phase shift of the series. In autocorrelation, you correlate a series with itself, but add various phase shifts to the correlation to discover periodicities in the data. Normally, the equation for autocorrelation takes a slightly different format that the normal correlation equation because you are correlating one time series with itself, but at different timephase shifts:

$$
\Phi(p)=\frac{1}{2 N+} \quad \begin{aligned}
& i=N \\
& i f(i)(i+p) \\
& i=-N
\end{aligned}
$$

You can see the autocorrelation function $\Phi(\mathrm{p})$ (where p is the phase shift) is a function of phase shift. By
changing the phase shift, you can determine the periodic fluctuations in the data.

Autohart (Program Listing 2) monitors your heart rate and then performs an autocorrelation on it. The output is a histogram (called an autocorrelogram) on the screen. Since the heart rate is fairly regular, you should get a nice big

peak at the fundamental heart rate, but you will notice a second peak at about 20 times per minute. That is from the breathing rhythm, which affects heart rate. Since it is also periodic, you will get another peak farther away from the center.

The autocorrelogram is often displayed with only positive phase shifts, since it will be symmetrical about $\mathrm{p}=0$. There is no reason why you cannot perform an autocorrelation with real, continuous functions, such as commodity prices. The autocorrelation function gives you essentially the same information as the Discrete Fourier Transform, although in a somewhat different format.

Moving averages does the opposite to autocorrelation-it removes periodic fluctuation in a type of data smoothing and reveals an overall trend devoid of

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the periodicities. Moving averages will remove only those periodicities that you tell it to remove-it is like passing your time-series data through a filter to remove some noise, or unwanted information. In fact, this data filter is called a low-pass filter.

If you begin with a set of numbers $\mathrm{X}(1), \mathrm{X}(2), \mathrm{X}(3), \ldots$ the moving average of order N is defined to be the sequence of means shown in Fig. 5. If you set $Y=M(X)$ (the series $Y(i)$ is the moving average of the series X (i)), the Y series will be smoothed, since each number in the X series is replaced by the arithmetic mean of the ith through the $(\mathrm{i}+\mathrm{n}-1)$ th data points in the X series. This will effectively filter out periodic fluctuations with a frequency higher than the filter ( N ). In this way, the moving averages filter reduces the amount of variation present in a set of data, specifically, the periodic fluctuations with a higher frequency than the order of the moving average. This process will reduce the number of data points in a manner dependent on the order of the moving average (number of raw data points - order of moving average).

The Autohart program (see Listings 2 and 3) gathers time series data about your heart beats and finds the periodic fluctuations in it (via autocorrelation) and the overall trend (via moving averages). There should be two periodic fluctuations, as shown in the autocor-relogram-from the period of the heart beat itself, and another due to the influence of the respiratory feedback inhibition on the heart rate.

Autohart is easy to use-I've included both a disk and a Level II version. For disk users, assemble the machinelanguage routine HEART/ASM to sit at FF 00 H . When you enter Basic, make sure the memory size is set to below that. If you have only 32 K , then adjust the ORG of HEART/ASM. If you are a Level II user, I have provided an extra routine that takes the data statement equivalent of the program (lines 10000 and up) and POKEs them into memory at 7 F 00 H .

Type run and messages will tell you how to operate the program. The ma-chine-language routine keeps a counter going until you press enter. Then it
stores the value of the counter, and starts over. It keeps doing this until you press the down-arrow key. It uses the ROM call VARPTR to find the integer array $\mathrm{Z}(\mathrm{i})$, and stores the values there. On return, the HL register pair (and the USR function) have the value of the number of times you pressed the enter key.

Take your heart rate as I described earlier and every time you feel a beat, press the enter key. Take at least 100 beats-it will take a little while to learn how to keep with the pulses. Don't hold the key down very long-the machinelanguage routine only waits $15 / 100 \mathrm{sec}$ onds before scanning the keyboard again. Press the key and let go. The up-

## "The moving averages filter is most effective at frequencies close to its order."

per left corner of the screen will toggle a space with a graphics block each time you press it. If it did not change, the routine stored two beats, not one, and you need to let go sooner.

When you press the down arrow, Basic takes over and turns the $\mathrm{Z}(\mathrm{i})$ integer array into a single-precision array of seconds between beats, and another array of the cumulative time in seconds. Autohart calculates and displays the average heart rate, and then shows a plot of the beats. Each second is divided into thirds. A tall graphics block indicates a heart beat.

Press the enter key, and an autocorrelation will be performed with 60 phase shifts ( 20 seconds with $1 / 3$-second intervals for the phase shift). You should have at least 100 points to do this, although you can do it with fewer. Then the program draws an autocorrelogram on the screen. Remember, this is the correlation of a time series with itself with various phase shifts. If you're lucky and got enough points with accurate enough timing for your data entry,

$$
\frac{X(1)+X(2)+\ldots+X(n)}{N}, \frac{X(2)+X(3)+\ldots+X(n+1)}{N}, \frac{X(3)+X(4)+\ldots+X(n+2)}{N}, \ldots
$$

Figure 5
you should see a second peak in the histogram, showing a periodic fluctuation in heart rate (it should match your respiration rate).

Next, you will be asked for the order of the moving averages. This affects the periodicities that are removed. The moving averages filter is most effective at frequencies close to its order. The program calculates this and performs a longitudinal plot on your printer. The \#s are the smoothed series and the 0s are the raw data. If you do not have a line printer, then just change every LPRINT to print. You will then be given the options of reviewing all the statistics or redoing the moving averages with a different order. Try this out and see the effect of the period of the smoothing.

The program has a number of routines that you may find very useful. The autocorrelation routine will scale and plot a histogram of data values. The moving averages plot routine allows you to scale the width of a plot for your line printer and print a looooong plot of lots of data points by scrolling. (It will also work on the screen, although somewhat less effectively.) You cannot use the Tab statements to tab beyond 64 even if your printer has more columns than that (unless you use a Basic that supports this function, such as DOSPLUS's Disk Basic). Since my printer's default print font is proportional, I output CHR\$(27) and CHR\$(78) to use a monospace font, in which all the characters take up the same amount of space.

Finally, these two routines for autocorrelation and moving averages can be used to analyze other types of time-series data. I suggest you generate a series with the function $\mathrm{Y}=\mathrm{X}+\operatorname{SIN}(\mathrm{X})+$ $\operatorname{RND}(0)$ since it has both a nice trend $(\mathrm{Y}=\mathrm{X})$, a nice periodic feature ( $+\operatorname{SIN}(\mathrm{X})$ ) and a little noise, too (RND(0)). You will find an autocorrelogram showing the periodic nature and a longitudinal plot of the moving average showing the trend.

For mathematically inclined readers wishing to learn more about this area of statistical analysis, I recommend the classic Time-Series Analysis: Forecasting and Control by George Box and Gwilym Jenkins, popularizers of the ARIMA (Auto Regressive Integrated Moving Averages) model for time-series analysis. Less mathematically sophisticated readers may find Statistics by Murray Speigel of Schaum's Outline Series more understandable.

This is the first anniversary of MONEY DOS. During the last year I have dealt with the basic strategy of investing. I've covered bond analysis, convertible securities, rental property evaluation, IRAs, portfolio analysis, commodity trading, and option trading. My programs were designed to help your investment decision making.

A MONEY DOS hotline was set up with a toll-free number where one could get my 30 -second comment about the market. The Hotline following has now grown (late October) to over 1,000 calls each weekend...for good reason. My observations about investing have proven to be sound. For example, those who began calling in March 1982 were surprised to hear my very bearish posture on precious metals, the stock market, and my advice to buy precious metals. The famous gold analyst, James Dines, was telling his subscribers to sell.

They were also surprised when I told the callers in July, "We are on the verge of the most awesome rally in market history," and, "We are seeing lows that we will never see again in our lifetime." Joe Granville, the self-proclaimed market mastermind, was telling his subscribers that the Dow was going much lower!

The September column elicited the most response. I shared a commodity trading system that had averaged over 38 percent profit for 10 years-remember the $\$ 50,000$ bet! What is important is that the specific recommendations in MONEY DOS have been good. I receive hundreds of letters from callers and writers. An often posed question is why I offer free advice. A recent letter from a man who has closely followed the column and called every weekend states, "For almost a year I have been profiting from your advice and, so far, you haven't tried to sell me a damn thing. There's gotta be a catch somewhere J.M. Why are you writing MONEY DOS?" Well, the catch is that I'm writing a book (my second), which should be released one year hence. The MONEY DOS columns are, generally speaking, excerpts therefrom. Your comments give me valuable insights as to the clarity of my writing. Besides, when it is published, maybe I'll have a few of you interested enough to buy it.

In future columns I shall deal with general investment strategies: buying


## Expand your opportunities

stocks and paying no commission; arbitrage, the riskless investment; convertible securities; using VisiCalc to obtain a fantastic portfolio analysis; annuities and other ways to defer taxation; shortterm option trading; and strategies when interest rates are low. Remember to take into account the two-month lag time from manuscript submission to publication as specific advice may be stale when you read it.

The most exciting new feature to MONEY DOS is the bulletin board system. The idea came from one of my clients, who has had a TRS-80 for three years. With a BBS and the appropriate password my clients can access day or night my latest advice, place an order, check their account status, or ask a question. During market hours they can get a rapid confirmation.

My hardware for the system is a Model III, 48 K , currently using an old 80 -track Aerocomp drive. When you read this it will be running on a hard drive. I chose the Lynx auto-answer/ auto-dial modem for this dedicated service as it has a built-in RS-232. I use MicroSystems' Micro-80 BBS system, which I modified extensively for this service. The parameters are: 300 baud, 7 -bit words, 1 stop bit, and even parity.

The BBS operates 24 hours a day, seven days a week. One can see the BBS as 16 file cabinets one on top of the other. The general public has access to cabinets A and B . The balance are reserved for my colleagues and clients. At any
time you can access my current recommendations, ask a question, or make suggestions. Should you want to act on the advice, do so at your own risk and place the order through your broker. The public has no access to the Order Entering section. Currently, I am illequipped to accept new accounts, even at my minimum.

One section is updated hourly during the market day where one can retrieve Hotnews (headlines from wire services), current market averages, commodity prices, signals from The System (see the September 1982 issue), current news on 20 widely held stocks, and my intraday market observations. At 4:30 p.m. (EST) the closing market and commodity prices appear, as well as the options that traded the most volume that day.

At 8 a.m. you can find opening stock trends in Europe, the London gold fixing, and a list of suggested coveredoption writes as well as the 10 puts and calls that, based solely on price versus historic volatility, are potentially very profitable, albeit risky. If you see a recommendation on which you want more in-depth information, you can request it. No one will ever call and try to sell you anything-that's a promise. This service is free, save the direct-dial charge you pay Ma Bell.

The maiden voyage began on the 16th of October. Hundreds called the first week, and while I am flattered that they find it so interesting, some stay on for 30-40 minutes retrieving the same information several times. You will save time and money having a printer ready so you can get a printout and read it at your leisure. To print, you must have one of the smart terminal programs. Please limit your access time to 10 minutes. The access number currently is (305) 655-2340. It might be changed when you read this, but a call to the MONEY DOS weekend hotline (800-327-3389, or in Florida 305-655-3389) will update if needed. The hotline operates from 9 p.m. Friday-7 a.m. Monday.

Somebody might get rich from this idea. There are several hundred companies whose top officers travel frequently. How can they resist a private central BBS where they can access messages 24 hours a day, leave a private message for a colleague, or access vital statistics even though they are in

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(The MONEY DOS bulletin board system's access number is currently (305) 655-2340. The MONEY DOS weekend hotline number is 800-3273389, or in Florida (305) 655-3389.)
J. M. Keynes is a Senior Vice Presi-dent-Investments of a member firm of the New York Stock Exchange.

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## Show Up

```
100 REM * SHOW UP / TRS-80 COLOR BASIC AND LEVEL II *
```

110 CLS
$120 \mathrm{P}(1)=100$
$130 P(2)=100$
140 FOR $Q=1$ TO 2
150 IF $\mathrm{P}=\emptyset$ GOSUB 390
169 IF $Q=1$ THEN PRINT "YOUR TURN" ELSE PRINT "MY TURN"
$170 \quad A=\operatorname{RND}(6)$
189 PRINT
19ø PRINT "YOU";P(1);" ME";P(2);" POT";P
206 PRINT
210 PRINT "THE POINT IS";A
220 IF $Q=1$ THEN INPUT "YOUR BET"; $X$
230 IF $\mathrm{Q}=2$ GOSUB 479
240 IF $\mathrm{X}<1$ OR $\mathrm{X}>\mathrm{P}(Q)$ OR $\mathrm{X}>\mathrm{P}$ THEN PRINT "IMPOSSIBLE": GOTO $22 \varnothing$
$250 \mathrm{~B}=\mathrm{RND}(6)$
260 C=RND (6)
270 IF $Q=1$ THEN PRINT "YOU "; ELSE PRINT "I ";
280 PRINT "ROLL"; B; C
29ø IF B>A AND C>A THEN PRINT "WINNER": $P(Q)=P(Q)+X: P=P-X$
300 IF $B<A$ OR $C<A$ THEN PRINT "LOSE ALL": $P(Q)=P(Q)-X: P=P+X$
310 IF $B=A$ AND $C>A$ OR $C=A$ AND $B>A$ THEN PRINT "WIN $1 / 4$ ": $P(Q)=P(Q$
) $+\operatorname{INT}(X / 4): \quad P=P-\operatorname{INT}(X / 4)$
1
320
IF
$\mathrm{B}=\mathrm{A}$
) +P : $\mathrm{P}=\varnothing$
330 IF $P(1)<1$ THEN PRINT: PRINT "I WIN": END
340 IF $P(2)<1$ THEN PRINT: PRINT "YOU WIN": END
350 INPUT "TAP ENTER TO CONTINUE"; X
360 CLS
376 NEXT Q
380 Gото 149
390 IF $P(1)<P(2)$ THEN $S=I N T(P(1) / 10)$
$40 \varnothing$ IF $\mathrm{P}(2)=\angle \mathrm{P}(1)$ THEN $\mathrm{S}=\mathrm{INT}(\mathrm{P}(2) / 1 \theta)$
410 PRINT "ANTE: $1 / 10$ OF LOW STAKE:"; S
420 PRINT
$436 \mathrm{P}=\mathrm{P}+\mathrm{S}$ * 2
$446 \mathrm{P}(1)=\mathrm{P}(1)-\mathrm{S}$
$450 \mathrm{P}(2)=\mathrm{P}(2)-\mathrm{S}$
460 RETURN
478 PRINT "I'LL BET";
480 FOR $T=1$ TO 500
490 NEXT T
506 IF A>3 THEN $\mathrm{x}=1$
510 IF $\mathrm{A}=1$ THEN $\mathrm{X}=\mathrm{P}$ : IF $\mathrm{X}>\mathrm{P}(2)$ THEN $\mathrm{X}=\mathrm{P}(2)$
520 IF $A=2$ THEN $X=\operatorname{INT}(P / 3)$ : IF $\quad X>P(2) \quad$ THEN $X=\operatorname{INT}(P(2) / 3)$
530 IF $A=3$ THEN $X=\operatorname{INT}(P / 10)$ : IF $X>P(2)$ THEN $X=I N T(P(2) / 1 \theta)$
540 IF $\mathrm{X}<1$ THEN $\mathrm{X}=1$
550 PRINT X
550 PRINT $X \quad 1$
560
FOR $T=1$
560 FOR $T=1$
570 NEXT T
570 NEXT T
589
RETURN
580 RETD
the pot empties when you have 100 points and the computer 80 , you each have to ante eight points to the pot because that's a tenth of the lowest stake-the computer's 80 .

Here's what happens during a turn. First, one die is thrown. Its total becomes the point. Next, you can bet up to the total of your stake or the total of the pot that the next throw of two dice will be a winner. You must bet at least one point, even in very bad situations.

Here are the winners and losers of that second roll:

- You win your bet if both dice are higher than the point number.
- You win a fourth of your bet if one die is equal to the point and the other is higher.
- You win the entire pot if both dice equal the point. Example: The point is three and you throw two threes. This is called a "double point" in the game. - You lose your bet if both dice are lower than the point or if one is equal and the other lower.


## Drop Dead

| $10 \emptyset$ REM * DROP DEAD / TRS-8ø COLOR BASIC AND LEVEL II * | 320 PRINT "*" |
| :---: | :---: |
| 110 CLS | 330 PRINT STRING\$ ( $4 * \mathrm{C}(\mathrm{Q})+2, * * *)$ |
| $120 \mathrm{P}(\mathrm{I})=0$ | $340 \mathrm{C}=0$ |
| $130 \mathrm{P}(2)=0$ | 350 FOR $A=1$ TO C(Q) |
| $140 \mathrm{C}(1)=5$ | 360 IF $\mathrm{B}(\mathrm{A})=2$ THEN $\mathrm{C}=\mathrm{C}+1$ |
| $150 \mathrm{C}(2)=5$ | 370 IF $\mathrm{B}(\mathrm{A})=5$ THEN $\mathrm{C}=\mathrm{C}+1$ |
| 160 CLS | 380 NEXT A |
| 170 FOR $\mathrm{Q}=1$ TO 2 | 390 PRINT |
| $18 \emptyset$ IF $\mathrm{P}(1)>\mathrm{P}(2)$ AND $\mathrm{C}(2)=\emptyset$ OR $\mathrm{P}(2)>\mathrm{P}(1)$ AND $\mathrm{C}(1)=\emptyset$ GOTO $52 \emptyset$ | $40 \emptyset$ IF C=0 GOSUB 610 |
| $19 \emptyset$ IF $\mathrm{C}(Q)=\emptyset$ GOTO $49 \emptyset$ | 410 IF C>0 GOSUB 690 |
| $2 \emptyset \emptyset$ IF $Q=1$ THEN PRINT "YOUR TURN" ELSE PRINT "MY TURN" | 420 IF $\mathrm{C}(1)=\emptyset$ AND $\mathrm{C}(2)=\emptyset$ GOTO 510 |
| 210 PRINT "THROWING"; C(Q); | 430 PRINT |
| 220 IF $\mathrm{C}(Q)>1$ THEN PRINT "DICE" ELSE PRINT "DIE" | $44 \emptyset$ PRINT "SCORE: YOU-"; P(1) ; " ME-"; P(2) |
| 230 PRINT "TAP ENTER TO ROLL." | 450 PRINT "DICE: YOU-";C(1);" ME-";C(2) |
| 240 AS=INKEY\$ | 460 PRINT |
| 250 IF A\$〈>"" GOTO 260 ELSE GOTO 240 | 470 INPUT "TAP ENTER TO GO ON"; |
| 260 PRINT STRING\$ ( $4 * \mathrm{C}(\mathrm{Q})+2,{ }^{\text {\% * }}$ ) | 480 CLS |
| 27@ PRINT"*"; | 490 NEXT Q |
| 280 FOR A=1 TO C (Q) | 500 GOTO 170 |
| $290 \mathrm{~B}(\mathrm{~A})=$ RND ( 6 ) | 510 PRINT "ALL OUT OF DICE" |
| 300 PRINT $\mathrm{B}(\mathrm{A})$; " "; | 520 PRINT |
| 310 NEXT A | 530 IF $\mathrm{P}(1)>\mathrm{P}(2)$ THEN $\mathrm{T}=\mathrm{T}+1$ |

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```
Listing continued
540 IF P (2)>P(1) THEN W=W+1
50 IF P(1)=P(2) THEN PRINT "TIE GAME. NO SCORE."
5 6 0 \text { PRINT}
570 PRINT "SERIES: YOU";T;" ME";W
5 8 0 ~ P R I N T
590 INPUT "TAP ENTER TO CONTINUE";J
600 GOTO 110
6 1 0 ~ F O R ~ A = 1 ~ T O ~ C ( Q )
62\emptysetG(Q)=G(Q)+B(A)
6 3 0 ~ N E X T ~ A ~
640 PRINT "TURN:";G(Q)
650 P(Q)=P(Q)+G(Q)
660 IF G(Q)>20 THEN FOR H=1 TO 8: PRINT "WOW "; NEXT H: PRINT:
PRIN'T
670 G(Q)=\emptyset
6 8 0 ~ R E T U R N
6 9 0 ~ P R I N T ~ " N O ~ S C O R E . ~ L O S E " ; C ;
700 IF C>1 THEN PRINT "DICE" ELSE PRINT "DIE"
710 C(Q)=C(Q)-C
7 2 0 ~ R E T U R N
7 3 0 ~ E N D
```


## Martinetti-Level II

```
100 REM * MARTINETTI / LEVEL II *
110 CLS: CLEAR 200: B$=STRING$ (62,128)
120 PRINT "MARTINETTI";
130 C(2)=8: P(1)=1: S(1)=1: S(8)=1: Y=6
140 PRINT @ 194, "1 2 3 4 5 5 6 7 7 8 9 10";
150 FOR X=2 TO 62: SET(X,Y): SET(X,Y+6): NEXT X
160 FOR X=2 TO 62 STEP 6: FOR Y=6 TO 11: SET(X,Y) : NEXT Y: NEXT
x
170 X(8)=0: Y(8)=4: X(1)=\emptyset: Y(1)=14: SET(X(1),Y(1))
180 SET(X(8),Y(8))
190 FOR Q=1 TO 8 STEP 7
200 PRINT@ @84,"";
210 IF Q=1 THEN PRINT "YOUR TURN. "; ELSE PRINT "MY TURN. ";
220 INPUT "TAP ENTER TO ROLL";E
230 G=RND (6) : H=RND (7) : J=RND (6)
240 PRINT G;H;J: IF Q=8 GOTO 360
250 FOR Z=1 TO 7
260 IF G=S(Q) THEN R(Z)=G
270 IF H}=\textrm{S}(\textrm{Q}) THEN R(Z)=
280 IF J=S(Q) THEN R(Z)=J
290 IF G+H=S(Q) THEN R(Z)=G+H
300 IF G+J=S(Q) THEN R(Z)=G+J
310 IF H+J=S(Q) THEN R(Z)}=\textrm{H}+\textrm{J
320 IF G+H+J=S(Q) THEN R(Z)=G+H+J
330 NEXT Z
340 GOTO 710
360 FOR Z=1 TO 10
370 IF G=S(Q) THEN PRINT G;"=";S(Q): GOSUB 470
380 IF H=S(Q) THEN PRINT H;"=";S(Q): GOSUB 470
390 IF J=S(Q) THEN PRINT J;"=";S(Q): GOSUB 470
400 IF G+H=S(Q) THEN PRINT G;"+";H;"=";S(Q): GOSUB 470
410 IF G+J=S(Q) THEN PRINT G;"+";J;"=";S(Q): GOSUB 470
42\emptyset IF H+J=S(Q) THEN PRINT H;"+";J;"=";S(Q): GOSUB 47\emptyset
430 IF G+H+J=S(Q) THEN PRINT G;"+";H;"+";J;"="S(Q): GOSUB 470
450 NEXT Z: GOSUB 630
460 NEXT Q: GOTO 190
470 FOR T=1 TO 500: NEXT T
480 IF W(Q)<>2 THEN S(Q)=S(Q)+1 ELSE S(Q)=S(Q)-1
490 RESET(X(Q),Y(Q))
50日 IF W (Q)<>2 THEN FOR L=X(Q) TO X(Q)+5
510 IF W (Q)=2 THEN FOR L=X(Q) TO X(Q)-5 STEP -1
520 SET(L,Y(Q))
530 FOR T=1 TO 20: NEXT T
540 RESET(L,Y(Q))
550 NEXT L
560 SET(L,Y(Q)): X(Q)=L
590 IF S (Q)=\emptyset AND W}(Q)=2 GOSUB 67\emptyset
600 IF S (Q)=11 GOSUB 650: S(Q)=9
610 IF Q=1 GOTO 250
620 RETURN
630 FOR V=384 TO 960 STEP 64: PRINT @ V,B$;: NEXT V
640 RETURN
650 W(Q)=2
660 RETURN
```

When someone goes broke, the winner is named.

This program deals only in whole numbers, no fractions; so there will be times when the ante doesn't exactly equal the total of the lowest stake. And unless you bet at least four points, the computer won't pay off in those "WIN $1 / 4$ " situations.

Confused? Then play the game and see how easy it really is.

## Drop Dead

I don't like the name of this game, but it would be dishonest if I called it anything except what it's really called-Drop Dead. However, it's the dice that drop dead, not the player.

This game is all luck and no skill. There is absolutely no strategy, and to play all you have to do is tap enter over and over. Still, it can be a lot of fun to see what happens next.

Both you and the computer start out with five dice and take turns throwing. In each turn your score increases by the total of all the dice. However, if either a two or a five turns up, two things happen. First, you get no score for the turn. Second, the two and five dice are removed so you have fewer dice to throw your next turn.

Play in a round continues until one of the following happens: Both players lose all their dice; or one player loses all the dice and the other player is ahead in points. If a player who is ahead loses all the dice, the trailing player continues to throw until either losing the last die or pulling ahead.

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115
279
27


This game goes on forever. At the end of each round, a score is given on the series as a whole; then a new round begins.

## Martinetti

Martinetti is the original name of this game, although I don't know why. I've altered it slightly so it fits the Color Computer screen.

To start, the computer draws the playing board, which is made up of 10 squares numbered 1 to 10 . Then it places the two players' tokens at the starting position. These are at screen left. Your token is below the board, the computer's on top of the board.

When it's your turn, tapping enter rolls three dice. The values

Listing continued
$67 \emptyset$ IF $Q=1$ THEN PRINT: PRINT "YOU WIN"; ELSE PRINT: PRINT "I WIN ";
680 GOTO 680
690 END
$710 \mathrm{M}=0$ : INPUT "NUMBER"; M
720 FOR $Z=1$ TO 7
730 IF $M=R(Z)$ AND $M=S(Q)$ GOTO 480
740 IF $M=\emptyset$ GOSUB 630: GOTO 460
750 IF $M<>R(Z)$ OR $M<>S(1)$ THEN PRINT: PRINT "WRONG. I WIN"; : END 760 NEXT Z
770 END


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## Listing contimued

260 IF $G=S(Q)$ THEN $R(Z)=G$
270 IF $\mathrm{H}=\mathrm{S}(\mathrm{Q})$ THEN $\mathrm{R}(\mathrm{Z})=\mathrm{H}$
280 IF $\mathrm{J}=\mathrm{S}(\mathrm{Q})$ THEN $\mathrm{R}(\mathrm{Z})=\mathrm{J}$
290 IF $\mathrm{G}+\mathrm{H}=\mathrm{S}(\mathrm{Q})$ THEN $\mathrm{R}(\mathrm{Z})=\mathrm{G}+\mathrm{H}$
300 IF $G+J=S(Q)$ THEN $R(Z)=G+J$
310 IF $\mathrm{H}+\mathrm{J}=\mathrm{S}(\mathrm{Q})$ THEN $\mathrm{R}(\mathrm{Z})=\mathrm{H}+\mathrm{J}$
32 IF $\mathrm{G}+\mathrm{H}+\mathrm{J}=\mathrm{S}(\mathrm{Q})$ THEN $\mathrm{R}(\mathrm{Z})=\mathrm{G}+\mathrm{H}+\mathrm{J}$
330 NEXT 2
340 GOTO 70日
350 PRINT @ 352,"";
360 FOR $Z=1$ TO 10
370 IF $\mathrm{G}=\mathrm{S}(\mathrm{Q})$ THEN PRINT $\mathrm{G} ; \mathrm{"=}=\mathrm{n} ; \mathrm{S}(\mathrm{Q})$ : GOSUB 470
380 IF $\mathrm{H}=\mathrm{S}(\mathrm{Q})$ THEN PRINT $\mathrm{H} ; \mathrm{n}^{\prime}=\mathrm{n} ; \mathrm{S}(\mathrm{Q})$ : GOSUB 476
390 IF $\mathrm{J}=\mathrm{S}(\mathrm{Q})$ THEN PRINT $\mathrm{J} ; "=" ; \mathrm{S}(\mathrm{Q}):$ GOSUB 470
$4 \emptyset \emptyset$ IF $\mathrm{G}+\mathrm{H}=\mathrm{S}(\mathrm{Q})$ THEN PRINT $\mathrm{G} ; \mathrm{n}^{\prime+}+\mathrm{H} ; \mathrm{H} ; "=" ; \mathrm{S}(\mathrm{Q})$ : GOSUB $47 \emptyset$
410 IF G+J=S(Q) THEN PRINT G;"+";J;"=";S(Q): GOSUB 470
420 IF $\mathrm{H}+\mathrm{J}=\mathrm{S}(\mathrm{Q})$ THEN PRINT $\mathrm{H} ; "+" ; \mathrm{J} ; "=" \mathrm{~S}(\mathrm{Q}):$ GOSUB 470

440 PRINT @ $320, B \$$; : PRINT @ $320,{ }^{n \prime \prime}$;
450 NEXT $Z:$ GOSUB 630
460 NEXT Q: GOTO 190
470 FOR T=1 TO 500: NEXT T
48 Ø IF $W(Q)<>2$ THEN $S(Q)=S(Q)+1$ ELSE $S(Q)=S(Q)-1$
$490 \operatorname{RESET}(\mathrm{X}(\mathrm{Q}), \mathrm{Y}(\mathrm{Q}))$
500 IF $\mathrm{W}(\mathrm{Q})<>2$ THEN FOR $\mathrm{L}=\mathrm{X}(\mathrm{Q})$ TO $\mathrm{X}(Q)+5$
510 IF $\mathrm{W}(\mathrm{Q})=2$ THEN FOR $\mathrm{L}=\mathrm{X}(\mathrm{Q})$ TO $\mathrm{X}(\mathrm{Q})-5$ STEP -1
$520 \operatorname{SET}(L, Y(Q), Q)$
530 FOR $T=1$ TO $2 \emptyset$ : NEXT T
$540 \operatorname{RESET}(\mathrm{~L}, \mathrm{Y}(\mathrm{Q}))$
550 NEXT L
$560 \operatorname{SET}(L, Y(Q), Q): X(Q)=L$
570 PRINT @ $352, \mathrm{BS}$;
580 PRINT @ 320,"";
590 IF $S(Q)=0$ AND $W(Q)=2$ GOSUB 670
600 IF $S(Q)=11$ GOSUB 650: $S(Q)=9$
610 IF $Q=1$ GOTO 250
620 RETURN
630 FOR V=256 TO 384 STEP 32: PRINT @ V,B\$; : NEXT V
640 RETURN
$650 \mathrm{~W}(\mathrm{Q})=2$
660 RETURN
$67 \emptyset$ PRINT @ $384, " n$;: IF $Q=1$ THEN PRINT "YOU WIN"; ELSE PRINT "I WIN. " ;
$68 \emptyset$ GOTO 680
690 END
790 PRINT @ 352,"n;
$710 \mathrm{M}=\emptyset:$ INPUT "NUMBER"; $M$
720 FOR $\mathrm{Z}=1$ TO 7
730 IF $\mathrm{M}=\mathrm{R}(\mathrm{Z})$ AND $\mathrm{M}=\mathrm{S}(\mathrm{Q})$ GOTO 480
740 IF $M=0$ GOSUB 630: GOTO 460
750 IF $M<>R(Z)$ OR $M<>S(1)$ THEN PRINT @ 384 ,"WRONG. I WIN."; : END 760 NEXT Z
770 END

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## FUN HOUSE

of the dice are shown.
Now, here's the tricky part. To advance, you must use one, two, or three dice that equal the number in the next square and then enter that number.

For example, if the dice show totals of one, two, and five, you enter 1 because $1=1,2$ because $2=2$, and 3 because $1+2=3$. You continue your advance in any turn as long as you keep coming up with totals equal to the number in the next square. To end a turn, type 0 (zero) and tap enter.

When you reach square 10 , work your way back down to one. The player who returns to the beginning first is the winner.

The computer plays automatically and shows its totals.

Oh, I forgot to mention that mistakes are costly. If you enter a total that isn't equal to the next square or isn't equal to any of your dice added together, then the computer wins the game immediately. However, you aren't punished for not seeing a possible move, except for the fact that the computer plays perfectly and you must do the same to win even half the time.

Coming Attractions: Next month you and I are going to write an adventure column together. Sharpen your imagination.

## Fame and Fortune may be yours by entering:



Listing I continued from p． 32
780 IFFL／ $2=I N T(F L / 2)$ THENG $\$=" * " E L S E G \$=" \quad "$
$8 \emptyset \emptyset \mathrm{QQ}=\mathrm{QQ}+64: \mathrm{PRINT@QQ}, \mathrm{GS} ;: \mathrm{PRINT@QQ}+43, \mathrm{GS} ;: \mathrm{IFQQ}>522 \mathrm{THENQQ}=33 \emptyset$ 820 IFCK／5＝INT（CK／5）THENPRINT＠793，＂？＂CHR\＄（95）；：GOTO720：ELSEPRINT ＠793，＂？＂CHR（143）；：PRINT＠832，S\＄；：PRINT＠865，＂A11 Rights Reserved． ＂；：GOTO720
840 ON M GOTO $860,880,900,920$
860 RUN＂DREADER／BAS＂
880 IFPEEK（ \＆H4日3E）＜ 81 THENRUN＂SORT50／BAS＂ELSERUN＂SORT／BAS＂ $90 \emptyset$ RUN＂PRINT／BAS＂
920 CLS：PRINT＠512，STRING $(64,140) "$
g and using MAGIDEX！＂：PRINTSTRING\＄（64，140）；：CMD＂S＂

## Program Listing 2



149 REM $* * * * * * * * * * * * * * * * * * * * * * * * * * * * * *$
$160 \operatorname{IFPEEK}(\& H 403 E)=8 \emptyset$ THENRUN＂SORT50／BAS＂＇LDOS 5.0
$18 \emptyset$ IFPEEK（ $\& H 493 \mathrm{E})<81$ THENPRINT＂WRONG OPERATING SYSTEM－LDOS 5.1 ONLY！＂：STOP
200 ONERRORGOTO1040：CLS：CLEAR29ø0 ：DEFINTA－Z：DIME $(800)$
220 ONERRORGOTO320：CLS
240 OPEN＂I＂， $1, "$ TRANSFER／DAT＂
260 INPUT\＃1，V1，D2，D2\＄，DN，IN
280 CLOSE
300 ONERRORGOTO ：GOTO340
320 PRINT＂CAN＇T SORT WITHOUT FILE TRANSFER／DAT＂：RUN＂MAGIDEX＂
340 IFIN＜8øضTHEN780ELSEPRINT＂There are＂IN＂records to sort．
360 PRINT＂This is an EXTERNAL sort．It moves data around on the disk
380 PRINT＂rather than bringing it into memory．As a result，the maximum
$4 \emptyset \emptyset$ PRINT＂file size is limited only by the amount of space remai ning on
$42 \emptyset$ PRINT＂your disk．The disadvantage is that it takes a good de a1
446 PRINT＂longer to perform．＂
460 PRINT＂Be sure you have BACKED UP your disk before running th is sort．
480 PRINT
500 INPUT＂Do you wish to sort this file now＂；E\＄：IFLEET ＂ORLEFT\＄（ES，I）＝＂N＂THENRUN＂MAGIDEX＂
520 CLS：CMD＂T＂
540 OPEN＂R＂，1，＂DIRECTRY／DAT＂+ D2\＄，32
560 FIELD1，32 AS Al\＄：GETl，IN：SET EOF（1）
$580 \mathrm{M}=\mathrm{IN}$
$600 \mathrm{M}=\mathrm{INT}(\mathrm{M} / 2):$ PRINT＠512，＂Now making sort pass \＃＂；USING＂\＃\＃\＃\＃＂；M ；：IFM＝0 THEN740ELSEJ＝1：K＝IN－M
620 I＝J
$640 \mathrm{~L}=\mathrm{I}+\mathrm{M}$
$660 \mathrm{GETl}, \mathrm{I}: \mathrm{V} 1$ \＄＝Al $\$: \mathrm{GET1}, \mathrm{~L}: \mathrm{V} 2 \$=\mathrm{Al}$ \＄：IFV2 $\$>=\mathrm{V} 1$ \＄THEN7 20
680 LSETAl\＄＝V1\＄：PUT1，L：LSETA1\＄＝V2\＄：PUT1，I
$70 \emptyset \mathrm{I}=\mathrm{I}-\mathrm{M}: \mathrm{IFI}>1$ THEN640
$72 \emptyset \mathrm{~J}=\mathrm{J}+1:$ IFJ $>$ KTHEN600ELSE62

Listing 2 continued
740 CLOSE：CMD＂R＂
760 RUN＂MAGIDEX
780 PRINTe512，＂Initializing memory for sort．＂；
800 CMD＂T＂：OPEN＂R＂，1，＂DIRECTRY／DAT＂$+\mathrm{D} 2 \$, 32$
820 FIELDI，32ASFIS：GETI，IN：SET EOF（1）
840 FORX $=1$ TOIN
860 GET1，X
$880 \mathrm{ES}(\mathrm{X})=\mathrm{F} 1$ \＄
900 NEXTX
$92 \emptyset$ CMD＂O＂，IN，ES（1）
940 FORX＝1TOIN
960 LSETFI\＄＝ES（X）
980 PUT1，X
1øøø NEXTX
1020 GOTO740
1040 IFERR $/ 2+1=7$ THENPRINT＂NOT ENOUGH MEMORY－REDUCE THE SIZE OF YOUR SYSGEN！＂：RUN＂MAGIDEX＂ELSEPRINT＂ERROR ：＂ERR，ERL：STOP

## Program Listing 3



FOR USE WITH LDOS 5．Ø ONLY REM 160 CLS：CLEAR29øøø：DEFINTA－Z：DIMES（8øø）
180 POKE15360，97：IFPEEK（ 15360 ）$=97$ THENLC＝－1ELSELC＝$\emptyset$
200 CLS
$22 \emptyset$ ONERRORGOTO32の
240 OPEN＂I＂， 1 ，＂TRANSFER／DAT＂
260 INPUT\＃1，V1，D2，D2S，DN，IN
280 CLOSE
300 ONERRORGOTO ：GOTO340
320 PRINT＂CAN＇T SORT WITHOUT FILE TRANSFER／DAT＂：RUN＂MAGIDEX
340 IFIN＜800THEN820ELSEPRINT＂There are＂IN＂records to sort．
360 PRINT＂This is an EXTERNAL sort．It moves data around on the disk
380 PRINT＂rather than bringing it into memory．As a result，the maximum
$4 \emptyset 0$ PRINT＂file size is limited only by the amount of space remai ning on $42 \emptyset$ PRINT＂your disk．The disadvantage is that it takes a good de al
440 PRINT＂longer to perform．A $40 \emptyset$ record file，for example，tak es about
460 PRINT＂half an hour to sort．You should make sure that you ha ve
480 PRINT＂BACKED UP your disk before running this sort．
500 PRINT＂You should sort the file before running the PRINT modu le．
520 INPUT＂Do you wish to sort this file now＂；ES：IPLEFT $(E \$, 1)=" \mathrm{n}$ ＂ORLEFTS（ES，1）＝＂N＂THENRUN＂MAGIDEX＂
540 CLS
560 OPEN＂R＂，1，＂DIRECTRY／DAT＂+ D 2 \＄， 32
580 IFLCTHENPOKE272ø8，\＆H40：POKE27209，\＆H3C：REM DIRECT BUFFER TO S


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Listing 3 continued
CREEN
600 FIELD 1,32 AS AI $\$$
$620 \mathrm{M}=\mathrm{IN}$
$640 \mathrm{M}=\mathrm{INT}(\mathrm{M} / 2):$ PRINT@512,"Now making sort pass \# ";USING"\#\#\#\#"; $;:$ IFM $=$ ØTHEN780ELSEJ $=1: \mathrm{K}=\mathrm{IN}-\mathrm{M}$
$660 \quad \mathrm{I}=\mathrm{J}$
$680 \mathrm{~L}=\mathrm{I}+\mathrm{M}$
700 GETl, I:V1\$=A1\$:GET1,L:V2\$=A1 \$:IFV2\$>=V1 \$THEN760
720 LSETA1 $\$=V 1$ §:PUT1, L: LSETAI $\$=\mathrm{V} 2$ \$:PUT1, I
$740 \mathrm{I}=\mathrm{I}-\mathrm{M}$ : IFI $>1$ THEN 680
$760 \mathrm{~J}=\mathrm{J}+1$ : IFJ $>$ KTHEN 640 ELSE 660
780 CLOSE
806 RUN"MAGIDEX"
820 PRINT@512,"Initializing memory for sort.";:FORX=1TO800:ES(X) $=$ STRING $(32,191):$ NEXTX
840 PRINT@512,"Performing in-memory sort
860 IFLCTHENPRINT@128,"[[[l String value being swapped [[[["; 880 OPEN"R",1,"DIRECTRY/DAT" + D2\$,32
900 FIELD1,32ASF1\$
920 FORX=1TOIN
940 GET1, X
960 LSETES $(X)=$ F1 \$
980 NEXTX
1000 TS=STRINGS $(32,32)$
1020 IFLCTHENPOKEVARPTR(T\$) $+2, \& H 3 C: \operatorname{POKEVARPTR}(T \$)+1,0:$ REM POINT T\$ TO SCREEN
1040 LSETT $\$=\operatorname{STRING}(32,143)$
$1060 \mathrm{M}=\mathrm{IN}$
$1 \emptyset 8 \emptyset M=\operatorname{INT}(M / 2):$ PRINT@512+128, "Now making sort pass \#";M;:IFM=øT HENL220ELSEJ $=1: \mathrm{K}=\mathrm{IN}-\mathrm{M}$
$1100 \quad I=J$
$1120 \mathrm{~L}=\mathrm{I}+\mathrm{M}$
1140 IFES (I) <ES (L) THEN1200'680
1160 LSETT $=$ ES (I) : LSETE $(\mathrm{I})=$ ES (L) $: \operatorname{LSETE} \$(\mathrm{~L})=$ T\$
$1180 \mathrm{I}=\mathrm{I}-\mathrm{M}: I F I>1$ THEN112 ${ }^{2}$
$1200 \mathrm{~J}=\mathrm{J}+1:$ IFJ $>$ KTHEN1080ELSE1100
1220 FORX=1TOIN
1240 LSETF1 \$=E (X)
1260 PUTl, X
1280 NEXTX
1300 GOTO780

## Program Listing 4

2 REM *****************************************************************)
$4 \emptyset$ REM *** PRINT/BAS Copyright (C) 1981 by C. P. Knight 60 REM *** Module for use with the "MAGIDEX" directory 80 REM *** management system for LDOS operating system 100 REM*** only. ALL RIGHTS RESERVED
$12 \emptyset$ REM***

160 CLEAR500 : CLS: DEFINTA-Z
180 DIMAB\$(7), MO\$(12)
$200 \mathrm{AB} \$(0)=" \mathrm{Eull} ": \mathrm{AB} \$(1)=" \mathrm{Kill"}: \mathrm{AB} \$(2)=$ "Rename" $: \mathrm{AB} \$(3)=" * * * * * ": \mathrm{A}$ $\mathrm{B} \$(4)=$ "Write" $: \operatorname{AB} \$(5)=$ "Read" $: \operatorname{AB} \$(6)=$ "Exec": $\mathrm{AB} \$(7)=$ "None" $220 \operatorname{MOS}(1)=" J a n \quad ": \operatorname{MOS}(2)=" \mathrm{Feb} \quad ": \operatorname{MOS}(3)=" \operatorname{Mar} \quad ": \operatorname{MOS}(4)=" A p r \quad ": \operatorname{MOS(}$ 5) ="May ": MO\$(6) ="Jun ": MOS(7)="Jul ": MO\$(8)="Aug ": MO\$(9)="Sep ": $\operatorname{MO} \$(10)=$ "Oct " $: \operatorname{MO} \$(11)=" N O V ": M O \$(12)=" \operatorname{Dec} ": \operatorname{MO}(0)=" ? ? ? "$ 240 ONERRORGOTO380
260 OPEN"I",1,"TRANSFER/DAT": INPUT\#1,VI,D2,D2S,DN,IN,KT\$
Listing 4 continues

Listing 4 continued
280 CLOSE1: ONERRORGOTO50ø0
300 GOTO420
32 PRINT@196,"Press < $>$ to display next page.................... 34' PRINT@2ø3, "ENTER" ; : IK $\$=$ INKEY $\$$ :FORWL=1TO25:NEXTWL:PRINT@203," ";:FORWL=1TO25:NEXTWL:IFIK $=$ " ["THEN360ELSEIFIK $\langle<>C H R \$(13)$ TH EN340ELSEPRINT@196, STRING\$ $(50,32)$; :RETURN
360 CLOSE1:CLOSE2:PRINT@196,STRING\$ $(50,32)$; :GOTO98
380 IFERR=106THENRESUME4Ø0ELSECMD"E": STOP
4ø0 ONERRORGOTO5000:CLS:PRINT@512,"File TRANSFER/DAT not in syst em. Returning to menu": RUN"MAGIDEX
420 G1 $\$=\operatorname{STRING}(64,191): \operatorname{G2} \$=\operatorname{STRING} \$(2,191)+\operatorname{STRING} \$(60,32)+$ STRING $\$(2,191):$ G3 $\$=$ STRING $\$(2,191)+\operatorname{STRING} \$(60,143)+\operatorname{STRING} \$(2,191): \mathrm{G} 4 \$=\mathrm{S}$ TRING\$(2,191) +STRING\$(60,188)+STRING\$(2,191)
440 CLS: PRINTG3 \$G2 \$G2 \$G2 \$G4 \$
460 GOSUB520:R2=LOF (2) :CLOSE2:GOTO980
480 OPEN"RO",1,"DIRECTRY/DAT"+D2\$,32
500 FIELD1, 12 AS F1\$, 2 AS F2\$, 2 AS F3\$,1 AS F4\$,1 AS F5\$,1 AS F $6 \$, 2$ AS F7\$,2 AS F8\$,2 AS F9\$,4 AS FOS, 2 AS FAS, 1 AS FB
520 OPEN"RO", 2,"HEADER/DAT" +D 2 \$, 25
540 FIELD2,16 AS FC\$,2 AS FD\$,2 AS FE\$,1 AS FF\$,1 AS FG\$,1 AS FH $\$, 2$ AS FJ
58 REM ********* MAIN FILE READ ROUTINE ************************)
$60 \emptyset$ GETI,NF
$620 \mathrm{NH}=\mathrm{CVI}(\mathrm{F} 3 \$)^{\prime} \mathrm{GET}$ POINTER TO HEADER FILE
640 NQ $\$=$ "Disk \#" + STRS(CVI(F3\$))
660 GET2,NH'GET HEADER FILE RECORD FOR THIS FILE
$680 \mathrm{NA} \$=\mathrm{F} 1 \$: \mathrm{AB} \$=\mathrm{AB} \$(\mathrm{CVI}(\mathrm{F} 2 \$)): \mathrm{AB} \$=$ "Access level $=$ " +AB
681 X $\$=\mathrm{NA} \$+$ " Prot= $=$ +AB\$(CVI(F2\$))
 ENUP\$="Access password = Password"ELSEUP\$="Access password requi
$72 \emptyset$ APS=F4\$:IFAPS=" "THENAP $\$=$ "No update password"ELSEIFAPS="\#"TH ENAP $\$=$ "Update password $=$ password"ELSEAP $\$=$ "Update password requi red"

721 X $\$$ S=UP $\$+"$ " +AP backed up."
760 EL $=$ ASC $(F B \$)+1:$ EL $\$=$ "Logical record length $="+$ STRS(EL)
$761 \times 6 \$=M F \$+"$ " + EL $\$$
780 SZ\$="File consumes "+STR\$(CVI(FA\$)) + " grans or " + STR\$(CVS(Fø \$) $)+$ " $K$ of disk space"
$8 \emptyset 0 \mathrm{MO}=\mathrm{CVI}(\mathrm{F7} \$): \mathrm{DA}=$ CVI (F8\$): YR=CVI (F9\$):DT\$="File's date $="+$ MO $\$$
 DT\$="*** Invalid date ***"
801 X7 \$=STR (CVI(FAS)) +" Grans "+STRS(CVS(FQ\$))+"K. "+DT\$
$82 \emptyset$ REM $* * * * * * * * * *$ CONVERT HEADER FILE DATA $* * * * * * * * * * * *$
840 TV $=$ FC $\$:$ NH $\$=$ LEFT $\$(T V \$, 8):$ TV $\$=$ RIGHT $\$(T V \$, 8):$ DH $\$=$ MO \$ (VAL (LEEFT $\$$ (TV\$,2))) +MID\$(TV\$,3,4) +STRS(VAL(RIGHT\$(TV\$,2)) +19øø):REM DISK N AME \& DATE
860 Kl \$="Diskette has "+STR\$(CVI(FD\$)) +" Free grans or "+STR\$(CV I(FES)) + " $K$ of free space"
 ) ${ }^{+\prime \prime}$ K
880 IFFFS="S"THENSDS="Diskette is formatted in single density"EL SESD $=$ "Diskette is formatted in double density"
881 IFFF $\$=$ "S"THENTV $\$=$ "Single density"ELSETV $\$=$ "Double density"
$882 \times 2 \$$ TVS $882 \times 2 \$=T V \$$
900 IFFG $==" 8$ "THEND8 $\$=$ "Diskette $i s$ an 8 inch floppy"ELSED8 $\$=$ "Disk ette is a 5 inch mini-floppy"
$901 \mathrm{X} 2 \$=\mathrm{X} 2 \$+{ }^{2} \quad$ "+FG\$+CHR\$(34)+" "

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Listing 4 continued
920 IFFH\＄＝＂2＂THENS2\＄＝＂Diskette is double sided＂ELSES2\＄＝＂Diskette is single sided＂
921 IFFH $=$＂ 2 ＂THENTV $\$=$＂double sided＂ELSETV\＄＝＂single sided＂ $922 \times 2 \$=\mathrm{X} 2 \$+\mathrm{TV} \$$
940 NT\＄$=$＂Diskette is formatted for＂＋FJ\＄＋＂cylinders＂ $941 \mathrm{X} 2 \$=\mathrm{X} 2 \$+$＂＂＋FJ\＄＋＂cylinders＂
60 RETURN
980 PRINT＠32 0 ，CHR $\$(31) ;:$ PN $=\emptyset:$ PRINT＠66，STRING $\$(59,32)$ ；
1000 PRINT＠132，＂Magidex printout program（C） 1981 by Charles P．
Knight＂；
1020 PRINT＠208，IN；＂files in system＂；R2；＂disks＂
$104 \emptyset$ PRINT＠384，＂＜l＞．．．．．．．．．．．．．．Print file to printer＂
1060 PRINT＂＜2＞．．．．．．．．．．．．．．．．．．．．．．．．Search for specific file＂
1ø80 PRINT＂
$11 \emptyset \emptyset$ PRINT＂
$112 \emptyset$ PRINT＂
1140 PRINT＂

＜6＞$\ldots \ldots \ldots \ldots \ldots$ Printout of Header datan
1160 PRINTSTRING $\$(64,14 \dot{0})$ ；
180 PA＝960
20 PRINT＠832，KTS＂，＂
1220 IK\＄＝INKEY\＄：PRINT＠896，＂Please key your selection．Don＇t pres s enter．＂；

K \＄＜＞＂＂THEN132ø
1260 PRINT＠PA，＂［＂；：PRINT＠PA－1，＂＂．
$1280 \mathrm{PA}=\mathrm{PA}+1:$ IFPA $>1005 \mathrm{THENPA}=960:$ PRINT＠1ø05，＂＂；
130 FORWL＝1TO5：NEXTWL
320 IFIK\＄＜＂1＂ORIK\＄＞＂6＂THEN1220
340 IK＝VAL（IK\＄）
1360 ONIKGOTO1400，2160，3000，3220，3240，3880
380 PEM＊＊＊＊＊＊＊＊＊Print file
$140 \emptyset$ IP $\$="$＂：PG＝1：PRINT＠32ø，CHR\＄（31）；：PRINT＠32の，＂Press＜ENTER＞tw ice to print whole file＂：INPUT＂Beginning record \＃＂；IP\＄：A1＝VAL（IP （ 10 IN THEN1400
$42 \emptyset$ INPUT＂Ending record \＃＂；IP\＄：A2＝VAL（IP\＄）：IFA2＜A1ORA2＞IN THEN $400:$ IFIP $\$=$＂＂THENA $2=I N: A 1=1: N F=\emptyset$
$1440 \mathrm{NF}=\mathrm{Al}-1:$ IFNF $<\emptyset$ THENNF $=\emptyset$
460 （
1480 PRINT＂You may use either LONG or SHORT form printout．＂：PRIN T＂Enter＂CHR\＄（34）＂S＂CHR\＄（34）＂for short form output（Default＝1 ong）＂；：INPUTIP\＄
$150 \emptyset$ IFIP $\$=$＂S＂ORIP $\$=$＂S＂THENSK＝－1ELSESK＝$=$
1501 IPS＝＂＂：INPUT＂Start numbering pages from what page number＂；I P \＄：IFIP $\$="$＂THENPG＝1
1502 IFIP\＄＜＞＂＂THENPG＝VAL（IP\＄）：IFPG＞320øøTHEN15ø1
1520 GOSUB480：GOSUB2120：PRINT＠320，CHR\＄（31）；
$1540 \mathrm{NF}=\mathrm{NF}+1$ ：REM INCREMENT RECORD NUMBER
1560 GOSUB60日：REM READ RECORD INTO BUFFER
1580 LPRINTSTRING $\$(63, "-")$
$160 \emptyset$ IFSKTHENLPRINTNAS＂＂NQ\＄＂＂NH\＄＂＂DT\＄：GOTO182ø
1620 LPRINTX0\＄＂＂X7\＄
1640 LPRINTTAB（9）X5 \＄
1660 LPRINTTAB（9）；X6\＄
$1680 \operatorname{LPRINTTAB(9);X1\$ ;"\quad ";NH\$ ~}$
$17 \emptyset \emptyset$ LPRINTTAB（9）；X2 \＄
1820 PRINT＠32ø，CHRS（31）；：PRINT＠320，NAS；＂＂；ABS＂＂；NQS＂＂NF；
1840 PRINT＠390，AP\＄＂－＂UP\＄；
1860 PRINT＠454，SZ\＄；$\quad$＂；ELS；
1880 PRINT＠518，MFS；＂＂；EL\＄；
1900 PRINT＠582，DT\＄；
1920 PRINT＠646，SD\＄
1940 PRINT＠710，NT\＄
1960 PRINT＠774，D8\＄；

Listing 4 continued
1980 PRINT＠838，S2\＄；
200ロ PRINT＠902，K1S：
202 PRINT＠966，＂Disk name \＆date－－＞＂；NH\＄；＂＂DH\＄；
$2040 \operatorname{IFPEEK}(16425)>53$ THENPG＝PG＋1：LPRINTSTRING\＄（63，＂＂＂）：LPRINTCHR \＄（12）：GOSUB2120
2060 IK $\$=$ INKEY $:$ IFIK $\$=$＂［＂THENLPRINTSTRING $(63, "="): \operatorname{LPRINTCHR\$ (12~}$ ）：CLOSE1：CLOSE2：GOTO980
2ø8 IFNF $==A 2$ THENCLOSEI：CLOSE2：LPRINTCHR\＄（12）：GOTO98 8
2100 GOTO1540
2120 LPRINTSTRING $(63, "=")$ ：LPRINT＂Diskette library of＂；KT\＄；＂D ATE＂LEFT\＄（TIME\＄，8）；：LPRINTUSING＂Page \＃\＃\＃\＃＂；PG：LPRINTSTRING\＄（63 ，＂＝＂）
2140 RETURN
$2160 \mathrm{NF}=\emptyset: \mathrm{PG}=\emptyset:$ REM $* * * * * * * * * * \quad$ SEARCH FOR PARTSPEC
2180 GOSUB480：PRINT＠320，CHR\＄（31）；：PRINT＠384，＂Instring search fun ction．＂；
$22 \emptyset \emptyset$ PRINT＠448，；：INPUT＂Enter the filespec or partspec to be foun d＂；Al\＄：
2220 IFLEN（A1 \＄）＞130RLEN（A1 \＄）＜1THEN220ø
2240 INPUT＂Do you wish output to your printer＂；LP\＄：IFLEFT\＄（LP\＄，1 ）＝＂Y＂ORLEFT\＄（LP\＄，1）＝＂Y＂THENLP＝－1ELSELP＝
226 Ø IFLPANDNOTPGTHENPG＝1：GOSUB296
2280 PRINT＠69，＂Search string－－－－＞＂；Al\＄；
$230 \emptyset$ IFLEFT\＄（A1 \＄，1）＝＂［＂THENCLOSE1：CLOSE2：GOTO980
232 Ø $\mathrm{NF}=\mathrm{NF}+1$
2340 GET1，NF
$2360 \mathrm{CP} \$=\mathrm{F} 1 \$$
$238 \emptyset$ IFINSTR（CP\＄，A1 \＄）THEN 2460
2400 IFNF＞＝IN THENCLOSE1：CLOSE2：IFLPTHENLPRINTSTRING\＄（63，＂＝＂）：LP RINTCHR\＄（12）：GOTO980ELSE980
242ஏ IFINKEY $=$＂［＂THENCLOSE1：CLOSE2：IFLPTHENLPRINTCHRS（12）：GOTO98 0ELSEGOTO980
2440 GOTO 2320
2460 GOSUB60
2480 PRINT＠320，CHR\＄（31）；：PRINT＠320，NA\＄；＂＂；ABS；＂＂；NQS；＂＂；NF； 2500 PRINT＠390，APS＂＂UPS；
250 PRINT＠454，SZ $\$$ ；PRINT＠518，MFS；＂＂；ELS
254 PRINT＠582，DT\＄；：PRINT＠646，SD\＄；：PRINT＠710，NT\＄；：PRINT＠774，D8\＄； 2560 PRINT＠838，S2\＄；：PRINT＠902，K1\＄；
2580 PRINT＠966，＂Disk name \＆date $-->$＂NH\＄＂＂DH\＄；
500 IFNOTLPTHENGOSUB320
2620 TFLPTHENGOSUB2660
2640 GOTO2320
2660 LPRINTSTRING\＄（63，＂＝＂）
2680 LPRINTNAS＂＂ABS＂＂NQS＂Record \＃＂；NF
$27 \emptyset \emptyset$ LPRINTTAB（9）；AP\＄＂－＂UP\＄
2720 LPRINTTAB（9）； SZ \＄
（974）iMF\＄＂＂ELS
278 LPRINTAB（9）；DT\＄
280 LPRINTAB（9），
2800 LPRINTTAB（9）；NT\＄
2820 LPRINTTAB（9）；D8\＄
2840 LPRINTTAB（9）； $\mathrm{S} 2 \$$
2860 LPRINTTAB（9）；K1 \＄
2880 LPRINTTAB（9）；＂Disk name \＆date－－＞＂NH\＄＂＂DH\＄
2900 IFPEEK（ 16425 ）＞50THENPG＝PG＋1：LPRINTSTRING\＄（63，n＝＂）：LPRINTCHR \＄（12）：GOSUB2960
2920 IFINKEY $\$=$＂［＂THENLPRINTSTRING $(63, "="):$ CLOSE1：CLOSE2：GOTO980 2940 RETURN
2960 LPRINTSTRING\＄（ $63, "="): L P R I N T " D i s k ~ l i b r a r y ~ o f ~ " ; K T \$ ; "$ DATE＂ LEFT\＄（TIME\＄，8）＂page＂PG：LPRINT＂Search string …－．．＂Al\＄：RETUR N

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Listing 4 continued
2980 REM＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊Print entire file to screen＊＊＊＊＊＊＊＊＊＊ $3000 \mathrm{NF}=0:$ GOSUB4 $80:$ PRINT＠ 320 ，CHR\＄（31）；：REM Open files
$3040 \mathrm{NF}=\mathrm{NF}+1:$ GOSUB60 0
3050 PRINT＠320，CHR $\$(31)$ ；
3060 PRINT＠320，NA\＄；＂＂ABS；＂＂NQS；＂Record \＃＂；NF；
$308 \emptyset$ PRINT＠39ø，AP\＄；＂－＂；UP\＄；
3100 PRINT＠454，SZ\＄；：PRINT＠518，MF\＄；＂＂；EL\＄；
3120 PRINT＠582，DT\＄；
3140 PRINT＠646，SD\＄；：PRINT＠71ø，NT\＄；：PRINT＠774，D8\＄；：PRINT＠838，S2\＄； ：PRINT＠902，KI\＄；：PRINT＠966，＂Disk name \＆date $-\rightarrow$＂；NH\＄＂＂DH\＄；
3160 GOSUB320
3180 IFNF＞＝IN THENCLOSE1：CLOSE2：GOTO98 $\varnothing$
3200 GOTO3Ø40
3220 CLOSE：CLEAR50：RUN＂MAGIDEX＂
3240 GOSUB52 $\varnothing: \mathrm{PG}=\emptyset: \mathrm{DN}=\emptyset: \mathrm{REM} * * * * * * * *$ Printout of Header／dat
3260 PRINT＠320，CHR（31）；：PRINT＠320，＂Pressing＜ENTER＞twice print s all disks
3280 INPUT＂Enter starting disk number＂；IPS：Sl＝VAL（IPS）：INPUT＂End ing disk number＂；IP\＄：S2＝VAL（IP\＄）
330 IFS1＜øORS2＜øORS1＞R2ORS2＞R2THEN3260
3320 IFSI＜＝1THENSI＝1
$334 \emptyset$ IFS2＞＝R2ORS2 $=\emptyset$ THENS2＝R2
3360 INPUT＂DO you wish output to your printer ${ }^{n}$ ；LP $\$$ ：IFLEFT $\$(L P \$, 1$ $)=" Y$＂ORLEFT $\$(L P \$, 1)=" Y "$ THENLP $=-1 E L S E L P=\varnothing$
3389 IFLPANDNOTPGTHENGOSUB3820
3400 FORDN＝S1TOS2
3420 PRINT＠32日，CHR（31）；
3440 IFINKEY\＄＝＂［＂THENCLOSE1：CLOSE2：IFLPTHENLPRINTCHR\＄（12）：GOTO98 ØELSE980
3460 GET2，DN
3480 GOSUB840：REM
3500 PRINT＠384，＂Disk name \＆date $-->$＂；NH\＄；＂＂DHS；
3520 PRINT＠454，SDS；
3540 PRINT＠518，NT\＄；
3560 PRINT＠582，D8\＄；
3580 PRINT＠646，S2\＄；
3600 PRINT＠710，K1\＄；
$362 \emptyset$ PRINT＠774，＂Disk number $--->"$ DN；
3640 IFLPTHENGOSUB372øELSEGOSUB32ø
3660 NEXTDN
3680 CLOSE1：CLOSE2：IFLPTHENLPRINTCHR\＄（12）
3700 GOTO980
$3720 \operatorname{IFPEEK}(16425)>50$ THENLPRINTCHR\＄（12）：GOSUB3820
3740 LPRINT＂Disk name \＆date－－－－＞＂；NH\＄＂＂；DH\＄
3760 LPRINTTAB（9）；SD\＄：LPRINTTAB（9）；NT\＄：LPRINTTAB（9）；D8\＄：LPRINTTA B（9）；S2\＄：LPRINTTAB（9）；K1\＄：LPRINTTAB（9）；＂Disk number－－－－＞＂；DN 3780 LPRINTSTRING\＄（63，＂－＂）
$380 \emptyset$ RETURN
3820 PG＝PG＋1：LPRINTSTRINGS（63，＂＝＂）：LPRINT＂Names of disks in libr ary ot＂KT\＄＂page＂；PG
3840 LPRINTSTRING\＄（ $63,{ }^{\prime \prime}={ }^{\prime \prime}$ ）
386 Ø RETURN
3880 IP $=$＂＂：GOSUB480：S3＝LOF（2）：PRINT＠320，CHRS（31）；：PRINT＠320，＂Pr essing＜ENTER＞twice prints entire file＂：INPUT＂Enter starting di sk number＂；IPS：Sl＝VAL（IP\＄）：INPUT＂Enter ending disk number＂；IP\＄：S 2＝VAL（IP\＄）
$39 \emptyset \emptyset \mathrm{PN}=\emptyset:$ IFS $<$＜ORS $2<\emptyset O R S 1>S 2 O R S 1>S 3 O R S 2>S 3$ THEN $388 \emptyset$
392 IFSI＜＝øTHENSI＝1
3960 INPUT＂Do you wish ourput to your printer＂；L\＄：IFLEFT\＄（L\＄，1）＝

Listing 4 continued
＂ Y ＂ORLEFTS $(\mathrm{LS}, 1)=" \mathrm{Y}$＂THENLP $=-1: \mathrm{PF}=-1$ ELSELP $=\varnothing$ ：PF $=0$
$398 \emptyset$ FORDN $=$ S1TOS2：REM SEARCH DISK NUMBERS
4øøø PRINT＠32の，CHR\＄（31）；
4020 GET2，DN
4040 TV $\$=$ FC $\$:$ NH $\$=$ LEFT $(F C \$, 8): T V \$=R I G H T \$(T V \$, 8): D H \$=M O \$(V A L(L E F T$
 S（TV\＄，2）））＋
AME \＆DATE
4060 Kl\＄＝＂Diskette has＂＋STRS（CVI（FD\＄））＋＂free grans or＂+ STR\＄（C VI（FES））＋＂K of free space＂
VI（FE））
408 IFFF $=$＂S＂THENSD $\$=$＂Diskette is formatted in single density＂E LSESD $\$=$＂Diskette is formatted in double density＂
41ØØ IFFG $=$＂8＂THEND8 $\$=$＂Diskette is an 8 inch floppy＂ELSED8 $\$=$＂Dis kette is a 5 inch mini－floppy＂
4120 IFFH $==" 2$＂THEN S2 $\$=$＂Diskette is double sided＂ELSE $\quad$ S $2 \$=$＂Diske tte is single sided＂
4140 NT\＄＝＂Diskette is formatted for＂＋FJ\＄＋＂Cylinders．＂
4160 PRINT＠32の，NH\＄＂＂DHS＂DISK \＃＂；DN；：PRINT＠384，K1\＄；：PRINT＠448，S D\＄；：PRINT＠512，D8\＄；：PRINT＠576，S2\＄；：PRINT＠640，NT\＄；
4180 IFPFANDLPTHENGOSUB4740： $\mathrm{PF}=\emptyset$
$42 \emptyset \emptyset$ FORNF $=1$ TO IN ：IFINKEY $\$=$＂［＂THEN98日：REM SEARCH ALL FILES
4220 GET1，NF
$4240 \mathrm{NH}=\mathrm{CVI}(\mathrm{F} 3 \$):$ IFNH $\langle>$ DNTHEN 4480
$426 \emptyset$ NA $\$=F 1 \$: A B \$=A B \$(C V I(F 2 \$)): A B \$=" A c c e s s$ level＂+AB \＄
4280 UP $\$=F 5 \$$ ITFUP $=$＝＂＂THENUPS＝＂No access password．＂ELSEIFUPS＝＂\＃＂ THENUP $\$=$＂Access password $=$ Password．＂ELSEUP $\$=$＂Access password re quired．＂
$43 \emptyset \emptyset$ AP $\$=F 4 \$$ ：IFAP $\$=$＂＂THENAP $\$=$＂No update password．＂ELSEIFAP $=$＝＂\＃＂ THENAP $\$=$＂Update password＝Password．＂ELSEAPS＝＂Update password re quired．＂
$432 \emptyset$ MF $\$=\mathrm{F} 6 \$$ ：IFMF $\$=$＂＋＂THENMF $\$=$＂File NOT backed up！＂ELSEMF $\$=$＂File backed up．＂
4340 EL＝ASC（FB\＄）＋1：ELS＝＂Logical record length＝＂+ STR $\$(E L)$
4360 SZ $=$ STR $\$(\operatorname{CVI}(\mathrm{FAS}))+" \mathrm{grans}$＂＋STRS（CVS（Fø\＄））＋＂K．＂
 \＄（MO）＋＂－＂＋STR\＄（DA）＋＂－＂+ STRS（YR）：IFMO＜＝øORDA＜＝øORDA＞31THENDT\＄＝ $440 \emptyset$ PRINT＠7Ø4，CHR\＄（31）；：PRINT＠704，STRING\＄（64，140）；：PRINT＠768，NA \＄；＂＂AB\＄；＂＂SZ\＄；：PRINT＠832，UP\＄；＂＂；AP\＄；＂Rec．\＃＂；NF；：PRINT＠89 6，DT\＄；＂＂MFS；：PRINT＠960，EL\＄；
4420 IFNOTLPTHENGOSUB320
4440 IFLPTHENGOSUB46ØØ
446 IFINKEY\＄＝＂［＂THENCLOSE1：CLOSE2：LPRINTCHR\＄（12）：GOTO98
$448 \emptyset$ IFNF $<=I N$ THEN NEXT NF
450ø IFLPTHENLPRINTCHR\＄（12）：GOSUB4740
$452 \emptyset$ NEXTDN
4540 CLOSE1：CLOSE2
456 IFLPTHENLPRINTCHR\＄（12）
4580 GOTO980
460 Ø $\operatorname{IFPEEK}(16425)>53$ THENLPRINTCHR\＄（12）：GOSUB4740
4620 LPRINTNAS＂＂ABS＂＂SZS＂Rec \＃＂；NE
4640 LPRINTTAB（9）；UP\＄；＂＂AP\＄
4660 LPRINTTAB（9）；DTS＂＂MFS
4680 LPRINTTAB（9）；EL $\$$
47øØ LPRINTSTRING\＄（63，＂－＂）
$472 \emptyset$ RETURN
$4740 \mathrm{PN}=\mathrm{PN}+1$ ：REM PRINT DISK HEADER INFORMATION AT TOF
4760 LPRINTSTRING $(63, "="):$ LPRINT＂Disk library of＂KT\＄；＂${ }^{\prime \prime}$ ；LEFT S（TIMES，8）；TAB（50）＂Page＂；PN
\＄78 LPRINTSTRINGS（ $63, "="$ ）
$48 \emptyset 0$ LPRINTNH\＄；＂$" ; D H \$ ; "$－Disk No．＂DN
$482 \emptyset$ LPRINTKIS

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[^12]Listing 4 continued
4840 LPRINTSD
4860 LPRINTD8
4880 LPRINTS2
4900 LPRINTNTS
$492 \emptyset$ LPRINTSTRING\$(63," = "
4940 RETURN
500ø CLS:PRINT@512,"An error has occurred!":PRINT"Error \# "ERR" in line "ERL:PRINT"DOS ERROR : "; CMD"E"
5010 INPUT"Press <ENTER> to return to menu"; zCS
5030 CLOSE: RESUME42ø

## Program Listing 5

20 REM ****************************************************************)
40 REM *** DREADER/BAS - Diskette directory reading
60 REM *** program for LDOS operating system. Reads disk
80 REM *** and creates data files containing directory 100 REM $12 *$ information. COPYRIGHT (c) 1982 by
140 REM*** at least two Kisk drives rict
160 REM*** at least two disk drives required 3 preferred **

200 REM
$22 \emptyset$ CLEAR2 $2 \emptyset \emptyset:$ DIMAB $\$(7)$, MOS (12)
$24 \emptyset \mathrm{AB}(\emptyset)=" \mathrm{Full"}: \mathrm{ABS}(1)=" \mathrm{Kill"}: \mathrm{ABS}(2)="$ Rename": AB\$(3)="*****":A B\$(4)="Write": AB\$(5)="Read":AB\$(6)="Exec":AB\$(7)="None"


5) = "May ": MOS(6) = "Jun ": MOS(7) ="Jul ": MOS(8)="Aug ": MOS(9) ="Sep

280 DEFFNS $(X \$)=10$ (
300 DEFFND $(X)=":+$ RIGHTS(STR $\$(X), 1)$
320 REM
Initialize
340 GOSUB262ø
360 PRINT@135,"DREADER/BAS. COPYRIGHT (C) 1981 BY C. P. KNIGHT" ; 380 GOSUB2920
$40 \emptyset$ PRINT@771,"Enter your name, please : "; $\mathrm{S}=798: \mathrm{E}=\mathrm{S}+20:$ GOSUB $27 \emptyset$

Ø: KT\$=A\$: IFKTS=""THEN4Ø0ELSEPRINT@771, STRING $(59,32) ;$ 420 PRINT@771, "Do you wish to include invisible files";:S=810:E S+3: GOSUB270日: : IFA $\$=$ "Y"ORA $\$=" Y$ "THENVI $=-1 E L S E V I=\emptyset$
440 IFDN $<1$ THENDN $=1$
$46 \emptyset$ PRINT@835, "What drive will the directory file be written on"
 480 D 2 \$=FND $\$(\mathrm{D} 2)$
$50 \emptyset$ PRINT@899,"Do you want to print disk labels as the disks are read";:S=954:E=S+3:GOSUB27Øø:IFLEFTS(A\$,1)="Y"ORLEFT\$(AS,1)="Y" THENLP $=-1$ ELSELP $=\emptyset$
$52 \emptyset$ FORTV=771TO899STEP64:PRINT@TV,CHR\$(251) ; : NEXTTV
540 PRINT@835, "Enter drive containing disk no "DN;:PRINT@899,"En ter "CHRS(34)"@"CHRS(34)" when finished entering"; :S=873:E=S+1:G
 560 FORTV=322TO7ø4STEP64:PRINT@TV,CHRS(251);:NEXTTV
58 DI \$=FND\$(D1)
6øø FORTV=66TO256STEP64:PRINT@TV,CHR\$(250) ; : NEXTTV:GOSUB22øø
620 REM Loop through directory ***********************)
640 GOSUB1680:GOSUB1860:PRINTEE"Free granules"EK"K";
660 OPEN"RO",1,"DIR/SYS.RSØLTØFF"+DI\$,32

## Listing 5 continued

$680 \mathrm{SD}=\operatorname{PEEK}(18179+(10 * \mathrm{D} 1))$ :IFSDAND64THENSD\$="Double Density"ELSE SD $\$=$ "Single Density"
700 IFSDAND32THEND8 $\$=" 8 "+$ CHRS(34) + " Floppy"ELSED8 $\$=" 5 "+$ CHR $(34)+$ Floppy"
$20 \operatorname{SS}=\operatorname{PEEK}(18180+(10 * D 1)):$ IFSSAND 32 THENS $2 \$=$ "Double sided"ELSES $\$=" S i n g l e ~ S i d e d "$
740 NT\$=STR $(\operatorname{PEEK}(18182+(10 * D 1))+1)+"$ Cyls": NT\$=RIGHT\$(NT\$,LEN(N T\$) -1 )
60 PRINT@197,SD\$" "S2\$" "D8\$" "NT\$
780 GOSUB2360
800 TFLPTHENGOSUB2520
820 FIELD1,1ASXF $\$, 1 \mathrm{ASZ} 1 \$, 1 \mathrm{ASZ} 2 \$, 1 \mathrm{ASZ} 3 \$, 1 \mathrm{ASZ} 4 \$, 8 \mathrm{ASXN} \$, 3 \mathrm{ASXE} \$, 2 \mathrm{ASX}$ 1 \$, 2ASX2\$,2ASX3\$,10ASXX
840 Q = 387
860 FORI $=17$ TOLOF ( 1 )
80 GET 1,I
Øø IF (ASC (XFS) AND144) <>16THEN1300:REM EXIT IF KILLED OR IF FXDE
$92 \emptyset$ IF (ASC (XF\$) AND8) ANDNOTVITHEN130Ø: REM CHECK VISIBILITY
940 IFASC (XF\$) AND64THEN1300:REM EXIT IF SYSTEM FILE
960 N\$=FNS
980 GOSUB1380:GOSUB1440
$1000 \mathrm{Xl}=\mathrm{CVI}(\mathrm{X} 1 \$): \mathrm{X} 2=\mathrm{CVI}(\mathrm{X} 2 \$): \mathrm{X} 3=\mathrm{CVI}(\mathrm{X} 3 \$)$
$102 \emptyset \mathrm{Z} \emptyset=\mathrm{ASC}(\mathrm{XFS}): \mathrm{Zl}=\mathrm{ASC}(\mathrm{Z1} \$): \mathrm{Z} 2=\mathrm{ASC}(\mathrm{Z} 2 \$): \mathrm{Z} 3=\mathrm{ASC}(\mathrm{Z} 3 \$): \mathrm{Z4}=\mathrm{ASC}(\mathrm{Z} 4$ \$) 104 IFZ4 $=\emptyset$ THENZ $4=256$
 \$="\#"ELSETT $\$=" P . ": A P \$=" P "$
$1086 \mathrm{~N} \$=\mathrm{N} \$+\operatorname{STRING} \$(14-\operatorname{LEN}(\mathrm{N} \$), 32)+\mathrm{TT} \$: \operatorname{IFMTHENMID} \$(\mathrm{~N} \$, 13,1)="+": M$ F\$="+": ELSEMF $\$={ }^{\prime \prime}$ "
110ø IFX2=17ø46THENTT $\$="$.": UPS=" "ELSEIFX2=1712ØTHENTT\$="\#.": UP \$="\#"ELSETTS="P.": UP $\$=" P "$
$1120 \mathrm{~N} \$=\mathrm{N} \$+\mathrm{TT} \$+{ }^{\circ}{ }^{\circ}+\mathrm{AB}$ \$
1140 $\operatorname{IFMID} \$(N \$, \operatorname{INSTR}(N \$, " / ")+1,1)="$ "THENMIDS(N\$, $\operatorname{INSTR}(N \$, " / "), 1$
1160 PRINT@Q, CHR\$(251);:PRINT@Q+64, $\operatorname{CHR} \$(251)$;
1180 PRINT@Q,"Reading file : ";N\$" "DA\$;
1200 IN=IN+1:PRINT@880,"Files:";IN;
1220 GOSUB1560
1240 PRINT@Q+64,"File length ="FS " <"NG"> Granules"NK"K L
RL="Z4;
1260 GOSUB2260
$1280 \mathrm{Q}=\mathrm{Q}+192$ : $\mathrm{IFQ}>640$ THENQ $=387$
1300 NEXT I
1320 CLOSE1:CLOSE2
$1340 \mathrm{DN}=\mathrm{DN}+1$ : GOTO540
1360 REM DETERMINE ATTRIBUTES OF FILE
$1380 \mathrm{AB} \$=\mathrm{AB}$ ( ASC (XF\$) AND7) : AB=ASC (XFS) AND7
$140 \emptyset$ RETURN
142 REM DATE CALCULATIONS
1440 DAS="": IFASC (Z1\$) ANDI6THENDAS="Invalid date" $:$ RETURN
1460 YR=ASC(Z2\$) AND7:TV=YR:YR=1980+YR
$1480 \mathrm{DA}=(\mathrm{ASC}(\mathrm{Z} 2 \$)$ AND248) $/ 8: \mathrm{MO}=\mathrm{ASC}(\mathrm{Z} 1 \$)$ AND15: $\mathrm{DA} \$=\mathrm{MO} \$(\mathrm{MO})+\mathrm{STR} \$(\mathrm{DA})$ +STR\$(YR)
150 IFDA $<=\emptyset 0$ RMO $<=\emptyset$ THENDAS="Invalid date"
$152 \emptyset$ IFASC ( $21 \$$ ) AND64THENM=-1ELSEM= $\varnothing$ : REM NOTE MOD STATUS
1540 RETURN
1560 REM
CALCULATE FILE SIZE
1600 IFNS $<=5$ THENNS $=1:$ NG $=$ NS $-E L$ SENS $=100$ (NS $/ 5+.9$ ) : NG=NS
$162 \emptyset \mathrm{NK}=\mathrm{NG} * 1.25: \mathrm{NK}=\mathrm{INT}(\mathrm{NK} * 1 \emptyset+.49) / 1 \emptyset$
1640 FS $=((\mathrm{X} 3-1) * 256)+(\mathrm{Z3}-1):$ IFFS $<\emptyset$ THENFS $=\varnothing$

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## Listing 5 continued

## 1660 RETURN

1680 REM GET DISK NAME, PASSWORD, AND DATE
1700 ONERRORGOTO3160:OPEN"RO",1,"DIR/SYS.RS0LTØFF"+D1\$,32
1720 ONERRORGOTO3346
1740 FIELD1,16ASNO\$,16ASXNS
1780 DNS=XNS:DNS=LEFT $($ DN $\$, 8):$ DN $=$ DN $\$+"-\quad$ +RIGHT\$(XN\$, 8$)$
$18 \emptyset \emptyset$ PRINT@133,DN\$" ";
1820 CLOSE1
1820 CLOSE1
1860 OPEN"RO",3,"DIR/SYS.RSØLTØFF"+D1\$,1
1880 FIELD3,1ASRRS
1900 EE=
1920 FORX $=1$ TO9
1940 GET3,X
$1960 \mathrm{TV}=\mathrm{ASC}(\mathrm{RR} \$)$
1980 IFNOTTVAND1THENEE=EE +1
$20 \emptyset \emptyset$ IFNOTTVAND2THENE $E=E E+1$
2020 IFNOTTVAND 4 THENEE $=$ EE +1
2040 IFNOTTVAND8THENEE=EE+1
2060 IFNOTTVAND16THENEE=EE+1
2080 NEXTX
$212 \emptyset \operatorname{IFPEEK}(18179+(1 \emptyset * D 1))$ AND64THENEK=EE*1.5ELSEEK=EE*1. 26
2120 CK
160 RETURN
2180 REM Write directory file to disk
220 OPEN"R", 2,"DIRECTRY/DAT"+D2\$,32
2220 FIELD 2,12 AS K1 $\$ 2$ AS K $2 \$, 2$ AS K3 $\$, 1$ AS K8\$,1 AS K9\$,1 AS K $\emptyset \$, 2$ AS L1 $\$, 2$ AS L2 $\$, 2$ AS L3\$,4 AS L4\$,2 AS L5\$, 1 AS EW\$ 2440 RETURN
 ETK9 \$=UP\$: LSETK $\$=$ MF \$
2280 LSETL1 $\$=$ MKI $\$($ MO $):$ LSETL 2 =MKI $\$(D A): \operatorname{LSETL} 3 \$=M K I \$(Y R): L S E T L 4 \$=$ MKS $\$($ NK ) : LSETL 5 \$=MKI $\$(N G):$ LSETEW $\$=$ CHR $\$(Z 4-1)$
2300 PUT2,IN
2320 RETURN
2340 REM WRITE HEADER FILE DATA
2360 OPEN"R", 3, "HEADER/DAT" +D2\$, 25
2380 FIELD3,16 AS J1\$,2 AS J2\$,2 AS J3\$,1 AS J4\$,1 AS J5\$,1 AS J $6 \$, 2$ AS J7 \$
240Ø LSETJI $\$=$ LEFTS(DN\$, 8) + RIGHT $\$($ DN $\$, 8$
242 LSETJ 2 \$=MKI \$(EE) : LSETJ3 $\$=$ MKI $\$(E K)$
2440 LSETJ4 $\$=$ SD $\$:$ LSETJ5 $\$=$ D8 $\$: L S E T J 6=S 2 \$: L S E T J 7 \$=N T \$$
2460 PUT3,DN
2480 CLOSE3
$250 \emptyset$ RETURN
2520 LPRINT"Disk \#"DN" "DNS
2540 LPRINTSD\$" "S2\$:LPRINTD8\$" "NT\$
2560 LPRINT"Free Grans :"EE" Free Space:"EK"K.
2580 LPRINT:LPRINT
2600 RETURN
2620 CLS
2640 G1 \$=STRING\$(64,191):G2\$=STRING\$ 2,191$)+\operatorname{STRING}(60,32)+\operatorname{STRIN}$ G\$(2,191) : G3 \$=STRINGS $(2,191)$ +STRING $(60,140)+\operatorname{STRING}(2,191)$ $266 \emptyset$ PRINTG1 \$G2 \$G2 \$G2 \$G3 \$G2 \$G2 \$G2 \$G2 \$G2 \$G2 \$G3 \$G2\$G2 \$G2 \$LEFT\$(G1\$ ,63) : : POKE16383,191
2680 RETURN
$27 \emptyset 6 \mathrm{C}=\mathrm{E}+1-\mathrm{S}: \mathrm{A}=\mathrm{=}=\mathrm{n}:$ PRINT@S,STRING$(\mathrm{C}, 95) ;: \mathrm{Ml}=\mathrm{S}$
2720 PRINT@M1, CHR $(63):$ X $\$=$ INKEY $:$ PRINT@M1, CHRS $(95)::$ IFX $\$="$ "THEN
2720

Listing 5 continued
2740 IFX $\$=$ CHR $\$(13)$ THEN 278 ELSEIFX $\$=$ CHR $\$$ ( 8) THENGOSUB 286 ØELSEGOSUB 2800
2760 GOTO272
2780 AS=LEFTS(AS,C):PRINT@M1,STRING\$(C-LEN(A\$), 32) ; :RETURN
$2800 \operatorname{IFASC}(\mathrm{X} \$)<320$ RASC $(\mathrm{X} \$)>122$ THENRETURN
2820 PRINT@M1, X $\$$; : A $\$=A \$+X \$: M 1=M 1+1:$ IFMI $>$ ETHENM1 $=E$
2840 RETURN
$2860 \mathrm{MI}=\mathrm{Ml}-\mathrm{I}:$ IFMI $<\mathrm{STHENM}=\mathrm{S}$
2880 PRINT@M1, CHRS (95);
2900 A
2920 ONERRORGOTO31øø
2940 OPEN"I", 1 , "TRANSFER/DAT"
2960 INPUT\#1,VI,D2,D2\$,DN,IN,KT\$
2980 CLOSE
3000 GOTO500
3020 OPEN"O",1,"TRANSFER/DAT" + D $2 \$$
3040 PRINT\#1,VI", "D2", "D2\$", "DN","IN","KTS
3060 CLOSE
3080 RUlV"MAGIDEX"
3100 RESUME314ø
3120 PRINT"UNRECOVERABLE ERROR":CMD"E": GOTO3ø60
3140 ONERRORGOTO3340:GOTO40
3160 RESUME3180
3180 ONERRORGOTO3340:RP\$="REPAIR "+D1\$+"(ALIEN)
3200 ONERRORGOTO3340:PRINT@835,"Directory not readable by LDOS Do you wish to attempt";:PRINT@899,"to repair it? (REPAIR/CMD mu st be in system!)";
$3220 \mathrm{~S}=945: \mathrm{E}=948$ : GOSUB2700
3240 IFLEFT $(A \$, 1)=" Y$ "ORLEFT $(A \$, 1)=" Y " T H E N O N E R R O R G O T O 3320:$ CMDRP \$:GOTO3280
3260 CLOSE2:FORTV=771TO899STEP64:PRINT@TV,CHR\$(250) ; :NEXTTV:GOTO
3280 PRINT@512,"Repair complete. Press <ENTER> to resume executi on. " ; : INPUTXS
3300 CLS:CLOSE2:GOSUB2660.GOTO540
$332 \emptyset$ PRINT"Disk not repairable to LDOS specifications. Press <EN TER>!":PRINT"Check to see that it is not write protected";:INPUT X\$:CLS:CLOSE2: GOSUB2660:GOTO540
$334 \emptyset$ CLS:PRINT@512, "Error \#"ERR"Line \#"ERL:CMD"E":PRINT"RETURNIN G TO MENU \& CLOSING FILES.":RESUME3ø2ø

## Program Listing 6


40 REM *** Utility/bas Utility for repairing or **** 60 REM *** updating the file TRANSFER/DAT in the $* * *$
$* * *$ 80 REM *** MAGIDEX disk directory management system ***
190 REM*** (C) copyright 1982 by Charles P. Knight ***
120 REM*** All rights reserved ***
120 REM *** All rights reserved
***
160 CLEAR500. CLS
180 OPEN"I", 1 "TRANSFER/DAT"
200 INPUT\#1, VI, D2,D2\$,DN,IN, KTS
$22 \emptyset$ CLS:PRINT:PRINT"The status of your system is :"

260 PRINT"\{1.\} Directory of : "; KTS
280 PRINT" $\{2$ ) Data on drive \# " $\rightarrow$ D
$30 \emptyset$ PRINT" $\{3$,$\} Number of entries in file : ".$


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```
Listing 6 continued
320 PRINT"{4.} Invisible files recorded : ";VIS
340 PRINT"{5.} Number of disks in system";DN
360 PRINT"{6.} Save status as it is and return to MAGIDEX
380 PRINT"{7.} Abort to MAGIDEX without saving changes
400 PRINT:PRINT"KNOW what you are doing before changing anything
4"0 INPUT"Which item do you want to change";IPS
40 X=VAL (IP$) : IFX<IORX >7THENCLS:GOTO220
46\emptyset ONXGOTO48\emptyset,54\emptyset,640,740,760,82\emptyset,90\emptyset
489 PRINT"Name = "KTS" 'input new name"
500 INPUTNAS:IFNAS=""mHENCLS:COTO220
520 KTS=NAS:GOTO22\emptyset
54\emptyset PRINT"Data is currently on drive "D2$". Input new drive no."
560 INPUTIPS:IP$=RIGHT$(IPS,1)
50 X=VAL (IPS) IFX<\emptysetORX>7THENCLS:GOTO220
600 D2$=":"+RIGHTS(STR$(X),1)
620 GOTO220
60 PRINT"BE CAREFUL HERE!!!!"
6 6 0 ~ P R I N T " T h e r e ~ a r e " I N " ~ r e c o r d s ~ i n ~ t h e ~ s y s t e m . " ~
60 INPUT"enter the new number of records";X$
700 X=VAL(X$):IFX<\emptysetORX>32767THENCLS:GOTO22\emptyset
720 IN=X:CLS:GOTO22\emptyset
70 VI=(NOT VI):GOTO220
70 PRINT"Numbner of disks is"DN". Enter new number, but BE CARE
FUL!"
780 INPUTXS:X=VAL (X $) :IFX<\emptysetORX>32767THEN22\emptyset
800 DN=X:GOTO220
82\emptyset CLOSE:OPEN"O",1,"TRRANSFER/DAT"
840 PRINT#1,VI","D2","D2S", "DN","IN","KT$
80 CLOSE
880 RUN"MAGIDEX"
900 RUN"MAGIDEX"
```

Program Listing 7


Listing 7 continued
$\begin{array}{lllllll}8 \mathrm{~F} & 8 \mathrm{~F} & 8 \mathrm{~F} & 8 \mathrm{~F} & 8 \mathrm{~F} & 8 \mathrm{~F} & 8 \mathrm{~F} \\ 8 \mathrm{~F} \\ 8 \mathrm{~F} & 8 \mathrm{~F} & 8 \mathrm{~F} & 8 \mathrm{~F} & 8 \mathrm{~F} & 8 \mathrm{~F} & 8 \mathrm{~F} \\ 8 \mathrm{~F}\end{array}$
$\begin{array}{ll}8 \mathrm{~F} \\ 8 \mathrm{~F} & 8 \mathrm{~F} \\ 8 \mathrm{~F} & 8 \mathrm{~F} \\ 8 \mathrm{~F} & 8 \mathrm{~F} \\ 8 \mathrm{~F} & 8 \mathrm{~F}\end{array}$
B 05 C BF 00240
GIDEX automatically ! ',191
$\begin{array}{lllllll}20 & 20 & 4 \mathrm{E} & 6 \mathrm{~F} & 77 & 20 & 6 \mathrm{C} \\ 61 & 6 \mathrm{~F}\end{array}$
$\begin{array}{llllllll}61 & 64 & 69 & 6 \mathrm{E} & 67 & 20 & 4 \mathrm{C} & 42 \\ 41 & 53 & 49 & 43 & 2 \mathrm{~F} & 43 & 4 \mathrm{D} & 44\end{array}$
$\begin{array}{llllllll}41 & 53 & 49 & 43 & 2 F & 43 & 4 \mathrm{D} & 44 \\ 20 & 61 & 6 \mathrm{E} & 64 & 20 & 72 & 75 & 6 \mathrm{E}\end{array}$
$\begin{array}{llllllll}20 & 61 & 6 E & 64 & 20 & 72 & 75 & 6 E \\ 6 E & 69 & 6 E & 67 & 20 & 4 D & 41 & 47\end{array}$
$\begin{array}{llllllll}49 & 44 & 45 & 58 & 20 & 61 & 75 & 74\end{array}$
$\begin{array}{llllllll}6 \mathrm{~F} & 6 \mathrm{D} & 61 & 74 & 69 & 63 & 61 & 6 \mathrm{C}\end{array}$
$99 C^{6 F}$ 0025ø DB

191
191,
You are about to experience the
B09C BF 00256 20191 $\begin{array}{llllllll}20 & 20 & 20 & 20 & 20 & 20 & 20 & 20 \\ 59 & 6 \mathrm{~F} & 75 & 2 \emptyset & 61 & 72 & 65 & 20\end{array}$ $\begin{array}{lllllll}61 & 62 & 6 \mathrm{~F} & 75 & 74 & 20 & 74 \\ 60\end{array}$ $\begin{array}{lllllll}60 & 65 & 78 & 70 & 65 & 72 & 69 \\ 20 & 65\end{array}$ $\begin{array}{llllllll}6 \mathrm{E} & 63 & 65 & 20 & 74 & 68 & 65 & 20 \\ 75 & 6 \mathrm{C} & 74 & 69 & 6 \mathrm{D} & 61 & 74 & 65\end{array}$ $\begin{array}{lllllll}75 & 6 \mathrm{C} & 74 & 69 & 6 \mathrm{D} & 61 & 74 \\ 20 & 65\end{array}$ $\begin{array}{llllllll}20 & 69 & 6 \mathrm{E} & 20 & 20 & 20 & 20 & 20 \\ 20 & 20 & 20 & 20 & 20 & 20 & \mathrm{BF} & \end{array}$
B 0 DC BF 00260 $\qquad$
torage - retreival ',191 $\begin{array}{lllllll}20 & 20 & 20 & 20 & 54 & 52 & 53 \\ 38 & 30 & 20 & 64 & 69 & 73 & 6 B\end{array}$ $\begin{array}{llllllll}38 & 30 & 20 & 64 & 69 & 73 & 6 B & 20\end{array}$ $\begin{array}{lllllll}65 & 61 & 74 & 61 & 6 C & 6 F & 67 \\ 75\end{array}$ $\begin{array}{lllllll}65 & 20 & 69 & 6 \mathrm{E} & 66 & 6 \mathrm{~F} & 72 \\ 6 \mathrm{D}\end{array}$ $\begin{array}{llllllll}61 & 74 & 69 & 6 \mathrm{~F} & 6 \mathrm{E} & 20 & 73 & 74 \\ 6 \mathrm{~F} & 72 & 61 & 67 & 65 & 20 & 2 \mathrm{D} & 2 \emptyset\end{array}$ $\begin{array}{llllllll}6 \mathrm{~F} & 72 & 61 & 67 & 65 & 20 & 2 \mathrm{D} & 20 \\ 72 & 65 & 74 & 72 & 65 & 69 & 76 & 61\end{array}$ $\begin{array}{lllllll}72 & 65 & 74 & 72 & 65 & 69 & 76 \\ 6 \mathrm{C} & 20 & 20 & 20 & 20 & 20 & \mathrm{BF}\end{array}$ DB

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$\begin{array}{lllllll}20 & 20 & 20 & 20 & 20 & 20 & 20 \\ 20 & 20\end{array}$
$\begin{array}{llllllll}20 & 50 & 72 & 6 F & 67 & 72 & 61 & 6 D \\ 20 & 43 & 6 \mathrm{~F} & 70 & 79 & 72 & 69 & 67\end{array}$
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## THE SELECTRIC INTERFACE by George Young


#### Abstract

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 your wallet wilt. The SELECTRIC ${ }^{\text {TM }}$ INTERFACF, a step-by-step guide to interfacing an IBM Selectric I/O Writer to your microcomputer, will give you that quality at a fraction of the price. George Young, co-author of Kilobaud Microcomputing magazine's popular "Kilobaud Klassroom" series, offers a low-cost alternative to buying a daisy wheel printer. The SELECTRIC INTERFACE includes: step-by-step instructions, tips on purchasing a used Selectric, information on various Selectric models, including the 2740, 2980, and Dura 1041, driver software for $Z 80,8080$, and 6502 chips, tips on interfacing techniques. With The SELECTRIC INTERFACE and some background in electronics, you can have a high-quality, low-cost, letter-quality printer. Petals not included.BK7388 (125 pages).
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#### Abstract

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Send any questions or problems dealing with any area of TRS-80 microcomputing to Feedback Loop, 80 Micro, 80 Pine Street, Peterborough, NH 03458.

Concerning the problem of expanding RAM in the TRS-80 computer, three vendors in your magazine advertise RAM expansion to 64 K RAM, Omikron, Memory Merchant, and Freedom Technology International. Are you saying that these products don't work? Or that they don't provide 64 K of usable RAM?
I am now using the Omikron Mapper I and am tempted to update it to the extra 16 K RAM, except that you and everyone else states that it can't be done.

> C.H.
> Wheaton, $I L$
> $J . R$.
> Sherman Oaks, $C A$

That's not exactly what I meant. The Z 80 CPU (or any other processor with a 16 -bit address line) can access only 64 K bytes of memory, either RAM, ROM, or a mixture of the two. The TRS-80 is designed with a 12 K ROM that contains Basic, the TRS-80 operating system, and 48K RAM of user memory (there's an additional 1 K of RAM for video memory, and a bank of 2 K addresses that aren't used, plus a few miscellaneous bytes used for system overhead). This means that whenever a machinelanguage program, such as VisiCalc, is used, the memory positions occupied by the Basic ROM aren't used.
The Omikron Mappers I and II and other 64 K modifications reconfigure the TRS-80 to turn off the ROMs and use their own operating system software and hardware. When you use the Mapper $I$, the 48 K of memory used is the standard memory in your computer and your ROMs are ignored. Putting in the extra 16 K of RAM replaces the ROM, as far as the Mappers are concerned, giving you a total of 64 K of RAM. The Z80 isn't addressing more than 64 K of memory, it's just accessing the lower 16 K bank of RAM in the Mapper I instead of ignoring the 12 K of ROM on the TRS-80 main circuit board. This translates into more user space for you since your computer is no longer wast-


## Problems and solutions

ing the lower 16 K bank of addresses as unusable ROM.

How does one become an independent repair technician for modified Radio Shack computers?
J.C.

Los Angeles, CA
First, learn enough electronics to work on sophisticated equipment without destroying it; second, get the schematics and technical manuals for the TRS-80 computers so you'll know where things are and what they're supposed to be doing; and third, advertise your availability as a service technician.
If you want to get a job with Radio Shack, either at a Computer Center or at an independent dealer store, you have to provide Tandy with a resume stating what electronics school you graduated from, or what your qualifications are as an electronics technician (what companies you've worked for, how long you've been doing it, etc.), as well as a letter declaring that you'll abide by their rules and regulations regarding the proprietary secrets of their products, and that you will not sell repair parts without installing them yourself.

If you succeed in convincing Tandy that you're an honest person and know what you're doing, they'll send you to a training seminar in Fort Worth to certify you for repairing their equipment.

Other than that you're on your own. If you don't know anything about electronics, enroll in a local technical school
course that provides you with hands-on experience.

I have a 48 K Model I (with buffered cable and twisted-pair Expansion Interface "fixes," and the new two-chip ROMs with two MPI disk drives. The system refuses to CLOAD in Disk Basic. I have tried to CLOAD Basic programs using four different DOSes without success. System tapes load trouble-free. Basic programs CLOAD perfectly in Level II Basic. I understand the CMD ' $T$ "' and CMD " $R$ " commands, but they seem to have no effect. After a CMD ' $T$ "' and CLOAD, the recorder turns on and the system locks up.

> D.S.

Austin, TX
That's a toughy! Your problem is probably a bad RAM bit (or series of bits). If there was a problem with the ROM chips, then you wouldn't be able to CLOAD under either Level II or Disk Basic. It can't be the cassette port of the CPU for the same reason. Since the Expansion Interface isn't used for cassette $1 / \mathrm{O}$, either for circuitry or for machine-language code, the buffered cable and fixes are likewise removed from the list of suspects. Similarly, when loading a tape program, DOS lets the ROMs do all the work. This leaves only the RAM in the keyboard unit. I suggest that you run a RAM-check program to see if you can trap the problem chip. If the unit fails the test, you've found your problem. If it doesn't fail, take the unit (CPU and Expansion Interface) to your local computer center and have a technician examine it.

The only other choice you have is to use MULTIDOS (Cosmopolitan Electronics Corp., P.O. Box 89, Plymouth, MI 48170, \$99.95), which has a special DOS command that drops into Level II completely. After loading your program in a normal Level II environment, you reset the computer and go back into Disk Basic, where you'll find your program waiting.

I have a Model I, Line Printer VII, and the Printer Interface Cable (26-1411). I recently purchased the busdecoding version of the Microconnection (Microperipheral Corp.)

## If you're tired of playing games with your TRS-80...

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BASIC environment. It also allows you to interchange with IBM PC, Xerox, Cromemco, NEC, Zenith, and Osborne-I. It's fast, it's easy to install and needs no extra hardware. The Compactor IV enhances the video display to $80 \times 24$. And don't forget the 48 K Memory Compactor I, which allows even the novice to run single purpose dedicated CP/M programs. In short, Compactors make your Model III an intelligent and powerful computer. So why not quit playing
games and put that TRS-80 to work! It's as simple as saying, "...Compactors by Hurricane Labs."


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Write to us or ask your TRS-80 dealer for all the facts about the new Compactor Family from Hurricane Labs.

## FEEDBACK LOOP


#### Abstract

My problem is that I can't operate the modem and the printer simultaneously. I could plug the printer to the modem's port on the rear except that the LP VII is set to 600 -baud operation. How can I add other peripherals that plug into the expansion (Exatron's Stringy Floppy, joysticks and so forth) and have them all on-line? D. $A$.

Smithfield, VA


That's an easy one. Alpha Products (79-04 Jamaica Ave., Woodhaven, NY 11421, (212) 296-5916) makes a series of cables called Expandabus that lets you plug several devices to the expansion port simultaneously. The two-device cable is $\$ 29$, the three-device cable is $\$ 44$; the four-device cable is $\$ 59$; and the five-device cable is $\$ 74$.
Since different devices use different ports for their I/O, you should have no problem connecting your peripherals to the expansion bus and eliminating the need to plug and unplug cables each time you want to use a different peripheral.

I have a Model I and I want to connect a large video monitor to use in my high-school class. The TRS-80 uses two wires and a ground to go to the video display, and the monitor I have needs only one wire and a ground. What do I do?
B.H.

New Rochelle, NY
First, a little background; The monitor used on the Model I is a modified TV set. To make the video as inexpensive as possible, Radio Shack used what is known as a hot-chassis TV. The ground on the TV is isolated from the wall-current ground, and can range as much as 30 volts over the normal zerovolt ground. The computer uses a "true" ground. Obviously, to just connect these two together would be disastrous. To get around this problem Radio Shack uses an optical-isolator inside the monitor to separate the computer signals from the video signals. To ensure the separation, the opticalisolator is powered by the computer, not the TV. If you examine the technical manual on the Model I, you'll discover that the three lines to your video are labeled video, 5 -Volt, and ground. Since a normal monitor only needs the
video and ground lines, connecting the TRS-80 to it is easy, just ignore the 5 -Volt and connect the other two lines to your monitor.

One word of caution, before beginning to operate on your Model I, make sure that the monitor you have is not a hot-chassis. If you don't know, take the unit to a TV technician and have it checked out. For more detailed instructions on how to modify your computer, see pages 96-98 of The Custom TRS-80 by Dennis Kitsz (IJG Inc., 1260 West Foothill Blvd., Upland, CA 91786, (714) 946-5805).

This letter is to acknowledge the receipt of a \#GN42G green phosphor CRT for my Model I, as advertised by Langley-St. Clair Instrumentation Systems (132 West 24th St., NY, NY 10001) in the September issue of 80 Micro. Since I ordered the CRT by phone only four days ago, the service is remarkably prompt considering that the majority of suppliers are known for their slow service. Although the instructions contained no diagrams, they are in plain English and I was able to install the new CRT in about 20 minutes.

The difference in the quality of the display is most gratifying; it has a much more 'professional" appearance to it. The contrast is much better and it's easier to use for sustained periods of time.

The question $I$ have regards the Model III. I'm thinking of getting one and I want to know if the \#GN42G green CRT can be transferred from my Model I to the Model III.
J.K.R.

Columbus, OH
Yes it can. Langley-St. Clair is sending you the instructions on how to do it.

Is there a company that makes a light pen for the standard Color Computer? If not, what would it take to modify the light pen for the Model I or III for use with a Color Computer?
D.C.

Mobile, $A L$

Spectrum Projects (93-15 86th Drive, Woodhaven, NY 11421, (212) 441-2807) sells a light pen for the Color Computer. It connects to your joystick port and works with both Color Basic and

Extended Basic. It retails for $\$ 14.95$.
As for converting a light pen from the Model I or III to the Color Computer, it depends on how the individual light pen is constructed.

I have a Model I, Level II with a 48 K RAM, Expansion Interface, three disk drives, and a Line Printer VI, all from Radio Shack.

When I use Radio Shack's Inventory Control System, the forms do not advance properly. When a page is printed, the printer advances to the next page, but instead of stopping at the same place on the new page it goes too far by one line. By the time I have printed several pages, the printer is printing on the page perforations. Can you suggest a fix?
S. G.

Miami, FL
What you want to do is check memory location 4028 (PRINT PEEK (16424)) and see what value is stored there. This should be the number of lines per page. Since you're experiencing problems with one line feed too many, use the POKE command to reduce this number by one (POKE 16424, PEEK (16424) - 1). It should now formfeed one line less than before and stop exactly where you want it to stop.

I have a standard 48 K , two-disk-drive Model III, and I want to add two external drives to it. Can I use double-headed drives with my system and DOSPLUS 3.4? I would like to add one 40-track and one 80-track double-headed drive, or would it be better to use two 40-track DH drives for compatibility?

Also, will I be able to run Radio Shack's Profile program after converting it to DOSPLUS on this system? And will it be able to take advantage of the increased available space?
H.C.A.

Seattle, WA

DOSPLUS will let you use any combination of single and double-headed drives on your computer, up to the limit of four drives. Rather than add one 40 -track and one 80 -track, why don't you just get two 80 -track double-headed drives? After all, you already have two 40 -track drives in your main computer case. Don't be worried about swapping the disks from drives 1 and 2 to drives 3

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and 4, you can use the Skip command to make the 80 -track drives read the 40 -track drives (but don't try to write on the 40 -track disks with the 80 -track drives). The October Feedback Loop column and a letter further on in this column provide more information on this subject.

How can I make a disk with track 0, sector 0 in single density and track 0 , sector 1 in double density?
R.K.

Fallston, MD
Kim Watt, author of Super Utility and programmer for Powersoft (11500 Stemmons Fwy., Suite 125, Dallas, TX 75229 , (214) 484-9428), is the only one I know who has solved this problem, and he's not telling his secret. Instead, he's selling a master disk to software producers that creates distribution disks with track 0 formatted in both single and double density.

My Micromatic printer system, which uses the IBM 1980 terminal with the Micromatic Interface, has started to print F instead of B. Local technicians found one of the two PROMs in the interface to be working improperly, but can't fix it because they don't have the correct PROM program.

Unfortunately, my telegrams to the Micromatic Corporation were returned and their telephone number has been disconnected. Please help!

> W.P.
> Agana, Guam

I can't find anything about them, can anyone else help?

I own a 16 K computer with Color Ba sic 1.0 that has been upgraded from $4 K$. When I replaced the keyboard after installing the RAM, the $H$ and $O$ letters didn't work. I checked the keyboard connection and it seemed OK. When I tried the keyboard again, it worked. What happened?

Also, my computer will occasionally turn itself off while I'm using it. What could cause this? And do you know where I can get schematics for my computer?

Finally, the numbers on the bottom of my PC board are 8709137-D and 1018543. What version does that make my computer?
R.R.

Kanona, NY

Your problem after installing the RAM was a loose keyboard connection, as you thought. By reopening the unit and pushing the keyboard around you pushed the keyboard into better alignment, curing the complaint.

Your computer turns itself off because you have a sudden-death power supply! Some power supplies are poorly soldered and as the computer gets warm, the parts sometimes break contact, killing the power to the computer for a millisecond or so. This is just long enough to pull in the protection circuitry, which turns off the computer to prevent damage. The solution is to take a soldering iron and gently reflow the solder of the parts of the power supply, especially around the resistors.

Schematics of the Color Computer are available from Radio Shack in the Color Computer Technical Manual (\#26-3193, \$14.95).
You have the version D board. The latest version is the E board.

I am 13 and in 8 th grade. I am also hooked on Basic programming and can't wait to get my own Model III. I have heard that a Japanese company is making a computer that uses English for programming (i.e., 10 PRINT THE SUM OF 2 \& 3). I'm worried that Basic will become obsolete in a few years. Is this true?
R.W.

New York, NY
Yes, computers using English are being developed, and by several companies. The difficulty with programming in English is that English requires so many words to construct commands (compare your example with 10 PRINT $2+$ 3) that a good portion of memory and time is used in decoding the command. As processors speed up, can address more memory, and the cost of memory drops, these problems will become trivial. The only problem left is inertia in the marketplace. There are approximately 2 million microcomputers in private hands now, and almost all use a dialect of Basic. Also, the ability to program is based more on experience than on the language used. Someone who has been programming Fortran for 10 years obviously has an advantage in logical thinking and problem-solving techniques than a beginner in Basic.

I don't think you need to worry about the English-programming com-
puters replacing Basic computers; besides, if they do, you'll find it much easier to write your programs since Basic is based on simple English commands.

My problem is with my RS Tandon TM-100 disk drive on my Model I. When trying to back up a disk using NEWDOS80, the screen says 'Motor Speed Too Slow." With NEWDOS Plus it says to try the Format command, which in turn responds with 'Can't Format. ' What's up?
T.R.

Weslaco, TX

It sounds like your disk drive needs to be checked out. You have two choices: Take the drive to RS and have them look at it, or buy a disk-drive test program such as the DiscoTech (Microcomputer Products, P.O. Box 11129, Santa Rosa, CA 95406, \$29.95) or the Floppy Doctor (The Micro Clinic, 17375 Brookhurst \#114, Fountain Valley, CA 92708, \$29.95).
Either of these programs will tell you if your disk drives are running at the correct speed. Floppy Doctor includes an extensive disk diagnostic that will also check your drive's head alignment, write sense switch activity, track-totrack read/write interference, track-totrack switching accuracy, and several other functions. Once the problem has been located as being either software or hardware, you can take the appropriate corrective action.

The letter from D. T. about blowing a fuse in the Expansion Interface power supply and the subsequent erratic operation are close to what happened to my Model I. Here's what I found:

- The fuse in the power supply can be replaced by cutting open the case, unsoldering the blown fuse, soldering two clipped-off leads from a resistor onto the endcaps of a new fuse of the same power rating, soldering the new fuse back into the power supply, and taping the case back together. This saves money and time over getting a replacement power supply when the problem is only a blown fuse.
- The intermittent and erratic operation of the disk drives was due to the Expansion Interface being turned on and off due to a broken lead of the power rectifier, MDA202. MDA202 is mounted flush on the board with the


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Single-sided, 40-track $2^{\prime \prime}$ drive, packaged for TRS-80 Model I, including case,
power supply, cable, TRSDOS \& manual . . . . $\$ 249.95$
leads soldered to the foil on the other side of the circuit board. One lead had crystallized and broken right where the lead goes into the plastic case of the rectifier, making it almost impossible to discover by visual inspection.

Subject to temperature changes and vibrations, the lead would either make the connection and allow power to the Expansion Interface, or break the connection and stop power. Every time the Expansion Interface was turned on, it sent a signal to the disk drives to start, as they do whenever the computer is turned on normally. However, in this case the main CPU remained on while the Expansion Interface turned on and off, causing all kinds of havoc with the programs and disks.

- In my case, the resultant shocks and constant on/off cycles killed my disk controller, the FD1771B chip.

Since I replaced the FD1771B chip and the bad rectifier, everything has worked fine, with one exception. I managed to break the ribbon cable connecting the CPU board to the keyboard, but repaired it by using leftover wire from my Archbold Speedup kit.

This problem would have been expensive for a shop to repair, especially with all the modifications my computer has and the near invisible broken lead. I found the culprit by hooking up my voltmeter to the various power-supply components and flexing them by hand while watching the voltmeter readings.
J.E.G.

Newark, DE

Before you go sawing into your power supply to replace a blown fuse, check the catalog number on the bottom of the unit. If the catalog number is 400007, remove the rubber feet and unscrew the four bolts holding the unit together, then replace the fuse and reassemble the power supply. If, on the other hand, the catalog number is 400004, you will have to saw the unit apart to get at the fuse.

About the broken lead, that's the hard way to find a problem. Unfortunately, there isn't an easy way either. I have a similar problem. One of the chips on my CPU board is pulling the 12 -volt line down to 8 volts. Everything works fine until I try to plug in my Holmes Engineering $5-\mathrm{MHz}$ speedup kit (the Sprinter II). Whenever I type $\mathrm{A}=1$ and press enter, I get a syntax error. All other math operations similarly
fail. One of these days I'll tear into the CPU and find that chip, but as long as it works without the speedup kit plugged in, I'm not in a real hurry.

I'm a part-time consultant, and I've leased a Model III and Daisy Wheel printer in my business name for home use. I can't get the insurance company that carries my homeowner's policy (or any other insurance company, for that matter) to cover the equipment. It seems the premiums on $\$ 5,000$ aren't worth the insurance company's time and effort.

Are there any insurance companies that specialize in writing these kinds of policies?
J.M.

Los Angeles, CA

Personal computers are usually included with the contents coverage of a homeowner's policy, as long as the monetary coverage you have is sufficient to include the computer in that coverage. For example, if you have contents coverage of $\$ 25,000$ and the contents of the house are valued at $\$ 24,000$ and you buy a $\$ 5,000$ computer, then your coverage will be short by $\$ 4,000$. You should always make sure that the insurance contents coverage of your homeowner's policy more than covers the actual cash value of the contents of your home.

This is the category most home computers fall into, myself included. Since I don't have an office and I don't have clients coming to my house (even though I have a room dedicated to my computer stuff) my policy's coverage includes the $\$ 10,000$ I have in computers, peripherals, and software.

Unfortunately for you, by putting your computer in your business's name, you've automatically made it ineligible for standard contents coverage (all homeowner's policies exclude equipment owned by a business from their coverage, figuring that the business has a separate policy to cover its equipment).

There are two ways for you to get coverage for your equipment. The first is Inland Marine Coverage, which is used to insure items kept at home that are owned by a business (for example, a carpenter's tools are owned by a business, but the carpenter keeps them at home). This type of coverage is usually available with a minimum premium of
about \$50-\$100.
The other choice you have is called an Office Endorsement policy. If you have an office in your home where you receive customers or appointments, you need the Office Endorsement policy added to your homeowner's policy. This policy requires that you increase your homeowner's contents policy coverage to specifically include the equipment you use.

For more information on these policies, you'll have to contact your insurance agent.

My thanks for your response (January 1983). Since then I have been experimenting and found that the software works well with only a few minor inconveniences if the Epson is initialized to standard-size characters instead of compressed. The following lines accomplish this, and return to TRSDOS:

10 LPRINT CHR\$(27) CHR\$(18)" A', CHR\$(140);
20 CMD " S "

I have a Model II and use mostly menu programs. Since 80 Micro prints many interesting programs for the Model I and III computers, I'm looking for some translation instructions that will enable me to convert these programs to run on my Model II. I'm certain that something like this must have been done long ago and perhaps has been printed in an earlier issue. I use TRSDOS 2.0A and CP/M 2.25-C.
S.R.

Palatine, IL
Well, there is a partial solution in the offering: 80 Micro will soon be publishing Model II conversions of selected Model I/III articles. Other than that you're on your own. Fortunately, most of the Model I/III Basic commands are duplicated on the Model II. The only commands that cause a problem for conversions are PEEK and POKE, neither of which is available in TRSDOS Model II Basic.

If you buy the TRS-80 Microcomputer Newsletter Reprints (catalog \#26-2115, \$4.95) you will find a comparison chart of the Basic commands of the Model I, II, and III computers, so you will be able to look up which commands aren't compatible between the three computers. You will also find a conversion chart for translating the

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## FEEDBACK LOOP

Print@ video positions between the Model I/III and the Model II.

I have a Model III 48 K with an 80-track Percom drive and controller. Is there a DOS that will format 35- to 80-tracks in single- or double-density on an 80-track drive so I can copy files to them for compatibility with other systems?
G.R.

Fairport, NY

Yes, but there's a problem you should watch out for: The 35 -track drive heads write a magnetic path twice as wide as an 80 -track drive head. If you have a 35 -track disk formatted by an 80 -track drive, it can be read by either an 80 - or 35 -track drive. It can be written to by either drive type.

The problem comes when you try to read the disk directory in the 35 -track drive after it has been written to by both the 35 - and 80 -track drives. When writing to the disk in the 35 -track drive, you lay down a double-width magnetic path (any write operation causes the DOS to update the directory, laying down the wider path there also). This is easily read by the 80 -track drive. But when the 80 -track drive writes to the directory, it writes on only half the path put there by the 35 -track drive. Now, when you put the disk in the 35 -track drive, it sees not only the new information put there by the 80 -track drive, but also the leftover information from the previous 35 -track write operation. Since the drive head can't tell the two signals apart, you get garbage. But the 80 -track drive will still be able to read the track properly.

This is only a problem when you're performing multiple read and write operations to a 35 - or 40 -track disk in an 80-track drive.

MULTIDOS is easily capable of formatting 35 - or 40 -track disks on an 80-track drive, in either single or double density. The data disks used for this can easily be read by any DOS on the market, except NEWDOS, TRSDOS, and ULTRADOS. In fact, if the other DOS is LDOS, you can easily swap the data disks between LDOS and MULTIDOS. DOSPLUS can also read and write 35 -track disks on 80 -track drives, but requires the use of a convert utility to transfer Model I data disks into Model III data disks.

I suggest you get MULTIDOS (Cosmopolitan Electronics Corp., P.O. Box

89, Plymouth, MI 48170). At \$99.95 it's the best DOS available.

You can also use Super Utility Plus (see Feedback Loop in December 1982 issue) to format and copy to 40-track disks in an 80-track drive.

I need the service manual for Model I disk drives. I think the repair charges are out of step since it's so easy to adjust the stepping relay and align the head, yet I hesitate to do anything without a service manual.

> F.H.
> Flint, $M I$

You can buy the service manual (catalog \#26-1160) for Model I disk drives from National Parts (817) $870-5662$ for $\$ 3.03$ and $\$ 1.50$ shipping and handling. Before digging into your drives, I suggest that you get a disk diagnostic program like Floppy Doctor or DDT.
> '"The 35-track drive heads write a magnetic path twice as wide as an 80-track drive head."

I have a Model I with 48 K and one disk drive. I use NEWDOS80 2.0, and TRSDOS 2.3. Under DOS the system works fine, but when I try to use Basic nothing works. Under NEWDOS80, Basic loads and the ready prompt appears, but when I try to load a program the trouble starts. When I press the letter O, I get an L followed by a question mark, a graphic symbol, and then the word error. This happens each time I type $L$ until the system locks up. Rebooting repeats the experience or the system goes into the 32 -character mode and locks up.

TRSDOS won't even go into Basic. Instead, it goes into a repeating process of going into Basic, rebooting, going into Basic, rebooting, and so on.

The TRSDOS TEST1A/CMD tells me the ROMs are fine, but all the interface RAMs are bad. Using the memory test program published in 80 Micro (March 1980), the interface RAM
checks out $O K$.
Your help is greatly appreciated.

$$
L . W .
$$

Brookfield, WI
The first thing I would do is disconnect the keyboard/Expansion Interface cable and use Q-Tips and isopropyl alcohol to clean the edge connectors of both the Expansion Interface and CPU boards (both sides, top and bottom). Then remove your disk-drive cable and clean its edge connectors on the interface board and inside the disk drive cabinet. Finally get the Floppy Doctor (see previous letter in this column) and use it to check out your disk drives and your system's RAM. Cleaning the edge connectors cures about 90 percent of the memory problems in the Model I. Since one memory test said all the Expansion Interface RAM was bad and another didn't, I suspect that the cable was fouling things up. Not all memory tests are equal. The M1-Worm Test is one of the better tests, taking hours to thoroughly test the RAM.

If, after cleaning the connectors, you still have the same problem, I suspect that the disk-drive interface circuitry is malfunctioning, especially since two different DOSes have the same problem on your system. This means you'll have to take the system in for repairs at your local Radio Shack Computer Center.

Terry Kepner is a free-lance writer and programmer, and the vice president of Interpro. He's been writing about microcomputers since 1979.

## Update

In the December issue of Feedback Loop, I said that 80 Micro had more ads and articles about the Color Computer than either The Rainbow or Color Computer News magazines. At the time that it was written (approximately August/September) it was a true statement.
However, the microcomputer industry changes so rapidly that by the time this statement appeared, it was outdated. The latest issue of The Rainbow (my October 1982 issue) contained about 90 advertisers, and was 130 pages thick. Color Computer News has had a similar growth.
If you're looking for products and information on the Color Computer, check out these two magazines.-Terry

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Less than 1 percent of the Load 80 tapes we send out come back as unloadable, but that's small consolation if you get one of those tapes. It's one of the most frustrating experiences-the bytes holding your favorite game are there on the tape, but might as well be locked in a bank vault. Here are a few keys to help you unlock those difficult tapes. This information is applicable to Load 80 for the Model I/III and Color Computer.

First let's consider the areas in which difficulty might occur:

- Something is wrong with the computer circuit that reads tapes.
- Something is wrong with the tape recorder.
- Something is wrong with your technique in loading the tapes.
- Something is wrong with the tape.

The problem can be a combination of things. For instance, your tape recorder can be in marginal condition, but still be able to load most tapes. When you attempt to load a flaky tape, however, it will fail. Your aim should be to optimize all four of the above conditions for easy tape loading.

The program NODOS80 from the Anniversary Issue did not appear in the Load 80 directory but is included on the cassette. Since this is a tape utility, it is not included on the disk. This special Load 80 tape is expanded to 40 minutes instead of the usual 30 .


## Fine points of tape loading

Table 1 is a partial list of manufacturers who supply products to ease loading difficulties.

## Hardware Modifications <br> To the Loading Circuit

Radio Shack improved the cassette port on newer Model Is, the Model III and the Color Computer, but the early Model I cassette port was dismal. In many cases good-quality tapes will not load, or will load only in a narrow volume range.

If your machine prints MEM SIZE? instead of MEMORY SIZE? it is one of the newer machines and has a modified cassette port for easy loading. This is the XRX III modification, and for years the Shack offered it as a free upgrade to older machines. Today there is

| Program | Title | Page | Comments |
| :---: | :--- | :---: | :--- |
| 1 | COPYRGHT/BAS | - | None |
| 2 | NIGHTSHD/BAS | 85 | None |
| 3 | DEEPDIVE/BAS | 96 | None |
| 4 | SUPRDRAW/BAS | 108 | None |
| 5 | TURTLE/BAS | 116 | None |
| 6 | BOXER/SRC | 134 | Needs EDTASM |
| 7 | FLAGS/BAS | 149 | None |
| 8 | CASS80/BAS | 152 | None |
| 9 | MATHCDWN/BAS | 160 | None |
| 10 | PRESKOOL/BAS * | 184 | None |
| 11 | PRESKOOL/SRC * | 184 | Needs EDTASM |
| 12 | PROGGEN/BAS | 296 | None |

* Disk versions for disk, cassette versions for cassette. Remark statements in source code listing are deleted to make room for this program on Load 80, and to enable Assembly in a 16 K cassettebased machine. Cassette versions are modified to run in 16 K .

February Load 80 Directory
a $\$ 15$ service charge, but the cost is easily worth it.
One note: The XRX III modification creates a window at 500 baud, so it will not read files created by high-speed tape loaders like KWICOS from Kwik Software or Rapid System Loader (April 1982, 80 Micro, page 188).

Another way to improve poor loads is to filter the signal coming from the tape recorder. Devices like the AcuData from Alphanetics or the LemonAid Loader from Lemons Tech Services improve the quality of the tape signal before it reaches the keyboard. These devices are indispensable for loading Model I/III tapes at 500 baud.

The LM339 chip on the earliest Color Computers has a distressing tendency to blow up when loading a tape at high volume. When the chip blows up the

## Tape Digitizers

Acu-Data
Alphanetics
Box 597
Forestville, CA 95436
$\$ 49.95$
Eazy Loader
Progressive Electronics
643 E. Chestnut St.
Lancaster, OH 43130
External: $\$ 24.95$
Internal: $\$ 12.50$
LemonAid Loader
Lemons Tech
325 N. Highway 65
P.O. Drawer 429

Buffalo, MO 65622
\$14.99-\$21.99

## Head Alignment (Azimuth) Tapes <br> Recordex Corporation <br> 1935 Delk Industrial Boulevard <br> Marietta, GA 30067 <br> $\$ 25$ (specify Azimuth tape) <br> Most major tape manufacturers <br> (TDK, Maxell, etc.). Check with your local hi-fi store.

## Tape Head Demagnetizer

Radio Shack part \#44631
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Table 1. Products to Improve Tape Loading

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## LOAD 80 LOADS EASY

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In the April, 1981 issue of 80 Micro we introduced LOAD 80 to save you the time and trouble of typing our programs yourself. LOAD 80 cassette tapes contain dumps of the major program listings in 80 Micro.

If you have not yet ordered any LOAD 80 tapes and wish you had, don't worry. We are now offering a "back issue" cassette program. You can order any LOAD 80 cassette from April, 1981 to date for $\$ 9.97$. Back issues of 80 Micro are also available with the LOAD 80 cassettes for $\$ 3.50$. With the complete documentation found in the companion magazine issue, you should have no difficulty loading any of 80 's major programs.

Please send me the following:
Tapes month
ITEM

[^14]machine will be totally deaf. The LM339N chip (Radio Shack part \#AMX4319, \$6) corrects this problem.

## Correcting Your

## Recorder's Head Alignment

The tape recorder has an extremely difficult job-it must store data on an audio tape with sufficient fidelity for the routines in ROM to convert it back to bits and bytes. In the recording and playback process a fair bit of electronic noise is added to the signal. It's clear then that we must keep the recorder in top operating condition to have a fighting chance.

If you press the play button on your tape recorder without a tape in the machine, you will see three components come out. From left to right, they are a tape guide, which guides the tape on its way, the playback head, which does the actual reading and writing of the tape, and the pinch roller, which pinches the tape against a small metal prong called the capstan.
The single most important factor in loading tapes is the alignment of the playback head. If the alignment (also called the azimuth) of the recorder is different from the alignment of the tape, the signal will lose the important higher frequencies and cause extremely poor loading.

Correct head alignment is relative only to the alignment of the recorder that recorded the tape. In other words, if your head alignment is off and you record a tape, you will be able to read it,
but will not be able to load a tape produced on your friend's brand-new CTR-80. In our experience, head alignment varies widely on recorders used both in the home and in the computing profession. The best we can do is align our equipment to factory specifications.
The CTR-80 permits access to the head alignment screw through a tiny hole in the faceplate, but some recorders require that you drill a small hole. You will need a drill with a small bit (about 3/16').

- Press play with no cassette in place. The playback head will come out to meet the cassette.
- If you look closely you will see a small Phillips screw about 1 millimeter behind the playback head, on the side of the head nearest the tape guide. This is the head alignment screw. On most recorders it is directly in line with the play button.
- Drill a small hole directly over this screw. Be careful not to damage the head mechanism.

You will need a small Phillips screwdriver to do the actual alignment. You can use a professional alignment cassette or you can align to individual cassettes. We recommend the latter.

- Insert the cassette and fast-forward to the middle of a program. Press play and turn the volume up about halfway. - Use the small Phillips screwdriver to adjust the head alignment screw. Turn the screw until the sound is brightest and the pitch seems highest.
- The tape and your recorder should now be in the same alignment.


## A Shack Mod and <br> Maintaining Your Recorder

The playback heads on early CTR-80 recorders have a distressing tendency to erase tapes. A field collapse occurs when you press stop during a load, erasing the bytes currently on the tape head. For years Radio Shack installed (for free!) a capacitor to clear up this problem. Today it will cost you the $\$ 15$ service charge but is well worth it.

To determine if your recorder needs this modification, remove the cover to the battery compartment. If the inspection sticker is marked earlier than 4A9 (April 1979) you need this modification.

Your recorder also requires periodic cleaning to stay in peak condition. Clean the playback head regularly with a cotton swab and isopropyl alcohol (not acetone) to prevent tarnishing. This alcohol can be purchased at a local drugstore. Simply ask for 97 percent rubbing alcohol with no dye or perfume additives.

The pinch roller and capstan pick up a varnish from the tape which prevents them from gripping the tape effectively. A cotton swab and isopropyl alcohol or acetone is in order here.

The playback head becomes magnetized after repeated use and will erase bits and bytes from the tape oxide. Monthly use of a tape demagnetizer (Radio Shack part \#44631) will prevent this.

Next month we will go over the two remaining areas of difficulty: user skill and tape problems.

## MOD III 48K

2 Drives RS232

## s1795



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## The Original GREEN-SCREEN



The eye-pleasing Green-Screen fits over the front of your TRS-80 Video Display and gives you improved contrast with reduced glare. You get bright luminous green characters and graphics like those featured by more expensive CRT units. Don't confuse the Original Green-Screen with a piece of thin film stuck to the face of your video tube, such as that advertised by others. The Original Green-Screen is mounted in a full frame perfectly matched to the color and texture of the TRS-80 Video Display. It is attached with adhesive strips which do not mar your unit in any way.
The full frame design of the Original Green-Screen "squares off" the face of your video display and greatly improves the overall appearance of your system.
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Terms: Check or money order, no CODs or credit cards, please. Add amount shown for postage and handling to price of the item. All items shipped within 48 hours by first class or priority mail. Virginia residents, add 4\% sales tax. 162

Micro-Mega P.0. Bax Ee55 - Arlington, Va Eeeas


## A More Powerful Vocabulary

The Votrax Personal Speech System is a voice synthesizer that uses a highly articulate text-to-speech translator, achieving a translation accuracy rate of at least 95 percent for conversational vocabulary. It also has a programmable master clock, 350 programmable frequencies for speech and sound effects, and a built-in speaker, and can simultaneously provide speech and sound effects or speech and music.
To compensate for some of the idiosyncracies of English or for specialized or technical vocabularies, users can define an exceptionword table. This allows you to store programs for words and proper names whose spelling violates the rules incorporated in the unit.

The PS System is equipped with both serial and parallel interfaces and an input buffer of more than 3,500 characters, subdivisible for a printer buffer. User-programmable speech rate and amplitude give more natural rhythm and greater control over word emphasis.

Other features include an audible alarm, a chimeprompted mode, oral error prompting, X -on/X-off, and RTS/CTS handshaking. Experimenters can use a ROM expansion socket and

Z80 software capabilities.
The synthesizer sells for $\$ 395$ from Votrax, 500 Stephenson Highway, Troy, MI 48084, (800) 521-1350.
Reader Service $\boldsymbol{\sim} 560$

## Zaxxon Comes Home

Sega Enterprises' Zaxxon, one of the most popular arcade games of 1982, has been adapted by Datasoft for the Color Computer.

The vivid graphics display simulates aircraft flight, with your ship invading the floating enemy fortress. Navigating between laser barriers and fortress walls, you score by destroying missiles, ships, gunnery, and radar towers, heading toward a final confrontation with the enemy robot.

The game costs $\$ 39.95$ on tape or disk from Datasoft, 9421 Winnetka Ave., Chatsworth, CA 91311, (213) 701-5161.

Reader Service $\boldsymbol{\sim} 555$

## Versatile Dot-Matrix Printer

The D-82 F/T printer supports the full 96 -character ASCII set at $40,48,66,89$, 96 , or 132 characters on 8.5 -inch paper. It features tractor or friction paper feed, 7 by 7 or expanded 14 by 7 matrix, $100-\mathrm{cps}$ bidirectional printing, an 800-character buffer, and high-resolution, dot-addressable


Votrax Synthesizer

graphics.
The user can specify six different character sizes and one- or two-pass printing under program control. All electronic components are mounted on a single printed circuit board and can be serviced without disassembling the printer. A Centronicscompatible parallel interface is standard; options include an RS-232C serial interface, 2 K buffer, high-speed serial up to 9,600 baud, and singlesheet paper tray.

The D-82 F/T measures 17 by 9.75 by 6.5 inches. It sells for $\$ 595$ from Data Impact Products Inc., 745 Atlantic Ave., Boston, MA 02111, (617) 482-4214.

Reader Service $\quad$ - 550

## Stock Market Spreadsheet

Stockvue is a spreadsheet program that lets stockbrokers and investors scan information, change variables, and calculate potential profit and risk on investments.

The display includes calculations of dividends, interest (margined trades), trade commissions (either full service or discount broker), and opening cost according to Securities and Exchange Commission rules on margin requirements. Users simply plug in information related
to the opening trade, plus hypothetical figures for a closing date and a likely price on that date. Stockvue posts all the results, including the bottom-line net return on investment.

The $\$ 129.95$ program is available on disk or cassette for the Model III from Star Value Software, 12218 Scribe Drive, Austin, TX 78759, (512) 837-5498.

Reader Service $\boldsymbol{\sim} 583$

## Monster Maze

Monster Maze is a challenging graphics action game from Epyx/Automated Simulations.
Trapped in a web of blind alleys and seemingly endless halls, you must find gold bars and vitamins while over 40 mutant monsters try to find you. The vitamins give you strength to kill the monsters and escape with the gold. Be careful-you only have nine lives!

Screen graphics show the labyrinth from the wanderer's point of view. A map gives an overhead view, though monsters sneak up on those who look at it too long. Nine levels of play increase the challenge, and a new maze is created for each game.

Monster Maze is available on disk $(32 \mathrm{~K})$ or cassette

## DOES STRING COMPRESSION HAVE YOU TIED UP IN KNOTS? LET TRASHMAN CLEAN UP THE MESS!

TRASHMAN is a machine language utility for the TRS-80 Models I and III. It was written by Gienn Tesler, the author of FASTER, and can reduce BASIC's string compression time by $95 \%$ (see table below).

## WHAT'S STRING COMPRESSION?

When a BASIC program changes a string (words, names, descriptions), it moves it to a new place in memory, and leaves a hole in the old place. Eventually, all available memory gets used up and BASIC has to push the strings together to free up some space. This takes time. Lots of time. The computer stops running for seconds or minutes, and you may even think it's "crashed". The keyboard won't work, and until all the strings have been collected, you just have to sit and wait. Then things run for a while, until string compression is needed again, And again.
If you're using your computer for business, that wastes your money. If you're using it personally, it wastes your time.

## WhAT'S THE SOLUTION?

As soon as you start using TRASHMAN, those delays almost disappear. It uses less than 600 bytes of memory, plus 2 bytes for each active string. It works with other machine language programs and with all major operating systems. It's easy to use, comes with complete instructions, and can be copied to your own disks.

## WHAT'S THE CATCH?

If a BASIC program uses only a few strings, very little time is wasted in string compression, and TRASHMAN won't be helpful. But, if hundreds of strings, including large string arrays, are used, TRASHMAN is just what you need.

TRASHMAN is available on disk for just $\$ 39.95$.
(All timings done on TRS-80 Model I. Model III $15 \%$ faster, but pct. improvements identical. Listing of timing program available on request.)

## SAVE TIME WITH CASTMB


'FRSTER'
speeds up most TRS-80 BASIC programs by $20-50 \%$. It's helped hundreds of satisfied people and it can help you. Detailed instructions make it easy to use. FASTER analyses your BASIC programs while they run, then displays a simple change, usually one line, that sequences program variables so the ROM will find them faster.
You can use FASTER to speed up programs you've bought, as well as programs of your own. Since it isn't a compiler, your BASIC programs can be read and changed afterwards. FASTER works on business programs, models. and games. The more complex your program, the better the results.
Does FASTER really work? Yes! Just check the reviews in Personal Computing, May, 1981, p. 116: "FRSTER is effective and easy to use"; 80 U.S. Journal. April, 1982, p. 106: "I recommend FRSTER to everyone"; and 80 MICRO (April, 1982, p. 40): "If you...would like a significant increase in the run-time speed, then buy FASTER."

FASTER runs on the TRS-80 Models I and III, $16-48 \mathrm{~K}$ tape or disk, and all major operating systems. \$29.95
"QTICK COMPRESS" takes only 276 bytes of memory, and removes the blanks and remarks from even the largest BASIC program in less than 3 seconds. It produces smaller, faster programs without altering their logic.
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## 

You can avoid unnecessary disk errors and repair bills by using RPM. This easy-to-use program measures the rotational speed and fluctuations of your disk drives, and warns you if they are running too fast, too slow, or unevenly.

Incorrect or erratic speed is $\alpha$ common cause of unexplained disk
 errors and loss of data. RPM's documentation explains how to detect and correct these problems quickly and easily. As 80 MICRO (April, 1982, page 41) said: "If your drives have problems I recommend RPM before paying to get it repaired."

RPM is supplied on diskette for the TRS-80 Models I and III. We suggest you order a copy before you need it.
$\$ 24.95$

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MACHINE LANGUAGE DISK I/O \& Other Mysteries.


The most complete book on TRS-80 Model I and III disk I/O available!

## Dateline: <br> California, November 1982.

A hushed stillness held captive the hearts of thousands here as the news continued to spread of the impending arrival of a fantastic new book from the publishers at IJG.

Then, out of the West a cloud of dust could be seen on the horizon, coming fast ...


270 pages of powerful information including the source code for a small disk operating system.

This book explains what the floppy disk system is all about, the Western Digital 1771 and 1793 Floppy Disk Controllers, what constitutes a disk file, how records are stored on disk, error processing, and

TRSD0S error codes. Plus a disk formatter program, a program to calculate the password for a given file, a full screen file editor, a complete smart terminal program and much, much more.

## Harness the Power!

MACHINE LANGUAGE DISK I/0 \& 0ther Mysteries is available for $\$ 29.95$ at computer stores, B. Dalton Booksellers and independent book dealers around the world. If your dealer does not carry IJG products, order direct.

Include $\$ 4.00$ for shipping and handling. Foreign residents add $\$ 11.00$ plus purchase price. U.S. funds only please.

IJGG, Inc. 1953 W. 1th Street Upland, California 91786 714/946-5805
Helping You
Help Yourself.
(16K Level II) for the Models I and III. Either version is $\$ 29.95$ from Epyx/Automated Simulations Inc., 1043 Kiel Court, Sunnyvale, CA 94086, (408) 745-0700.

Reader Service $\boldsymbol{\sim} 581$

## 96K for Model I

Bigmem upgrades the Model I with 64 K keyboard RAM, 48 K available on power-up, with or without an expansion interface connected. With one, port switching the external memory from Level II Basic yields 80K RAM; by port command, 96 K (minus 1.28 K for video, keyboard, and input/output) is available for machine-language programs.

A board jumper will enable 2 K RAM above ROM and $3 / 4 \mathrm{~K}$ RAM in keyboard address space. This protected memory is suitable for special machine-language routines such as printer driver, keyboard debounce, or line renumbering.

New 64 K RAMs replace the old 16 K chips in the keyboard unit; an internally mounted memory controller board provides the means for bank switching the expansion interface memory.

Switching to the 64 K mode either overlays the ROM with RAM or remaps the video, keyboard, and I/O to high memory for CP/Mcompatible operation. The choice is determined by a second board jumper.

Installation involves cutting power-supply traces not used by the new single-voltage RAMs and soldering an internal cable that plugs into the controller board. The $\$ 180$ kit includes eight 64 K RAM chips, controller board, internal cable/connector, wire, solder, and detailed instruction manual.

For more information, write Microhatch, P.O. Box 501, DeWitt, NY 13214, or call (315) 446-8031 after 6 p.m.

Reader Service $\boldsymbol{\sim} 569$

## Cassette Stock Planner

Stoktrak is a tracking/ planning program for the investor who spends money on stocks instead of disk drives.

Handling up to 30 stocks per data file, the program provides reports on current value and yield, unrealized capital gains for each stock, realized gains for any stock sold, and quarterly and annual dividend records. A


## IIIIIII

32-page user's guide is included.

It operates on a Model I/III with 16 K Level II RAM, cassette, and optional printer. Price is $\$ 24$ from David H. Barrett c/o Microserve, 1304 Kent St., Durham, NC 27707.

Reader Service $\boldsymbol{\vee} 575$

## Business Management Series

Century Software Systems has completed the first phase of its Business Management Series, seven professional decision-making tool packages for the Model II with CP/M or TRSDOS and at least 56 K of memory.

Based on financial, statistical, econometric, and accounting theories, the series helps managers set policy for business, professional, or industrial companies. The programs, supplied with extensive documentation and examples, cover financial decisions (\$345), lease-versus-purchase analysis (\$295), statistical analysis (\$320), real estate analysis (\$395), econometrics (\$310), financial-statement analysis (\$345), and linear programming (\$240).

A $\$ 50$ demo disk displays sample runs from each package, and the seven manuals and demo disk are available for $\$ 350$. The Business Man-
agement Series is produced by Century Software Systems, 1875 Century Park East, Suite 1730, Los Angeles, CA 90067, (213) 879-5911.

Reader Service $\boldsymbol{\sim} 570$

## Educational CRT Table

The EC5, a CRT table for school and training use, offers a 2-by-3-foot work surface, 4 -inch casters (two with locking brakes), and positive stops that eliminate shelf slippage.

A cord organizer/modesty panel keeps cords and connectors off the floor and out of the way. The table's electrical supply unit features three outlets and a 20 -foot cord with grounded plug.

The table weighs 58 pounds, ships via UPS, and is easily assembled with standard tools. For more information, contact Bretford Manufacturing, 9715 Soreng Ave., Schiller Park, IL 60176, (312) 678-2545.

Reader Service $\boldsymbol{\wedge} 571$

## CP/M Software Index

The third edition of Small Systems Group's CP/M Software Index lists 1,688 programs offered by 507 vendors, more than twice as many as the previous edition.


ORDERS AND INFORMATION $r^{536}$ (817) $\mathbf{4 2 9 \cdot 5 1 3 1}$

# MODEL III HARD DRIVE $\$ 1295$. 

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Model III Drive Kits


#### Abstract

We refuse to sell a low quality kit , because you don't need any problems. All of the Compukit drive kits contain Tandon disk drives, Astec switching power supply, factory brackets, a drive controller board that works with all Model III disk operating systems, 32 K of memory, a manual that is easy and simple to use, and all of the hardware required. All that you supply is 2 screw drivers, 2 hours average time, and software. Drive kit with one 40trk single sided drive $\$ 479$. Drive kit with two 40trk single sided drives $\$ 699$. Drive kit with two 40trk double sided drives $\$ 899$. Drive kit with one 40trk SS/\&a 5meg hard drive system \$1799.


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System options with free installation are a green phosphor CRT \$89. a RS232c \$89., DOSPLUS 3.4 \$100., DOSPLUS 4.0 \$200.

> TANDON DISK DRIVES ask for a FREE copy of DR. Roberts Disk Drive Manual with any drive purchase
> TM100-1 40trk Single Sided/Double Density $\$ 199$.
> TM100-2 40trk Double Sided/Double Density $\$ 299$.
> one drive case and power supply $\$ 49.952$ drive cable $\$ 24.95$

## Model II Disk Bays

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two double sided drive bay $\$ 1299$.

## Model III RS232c Kit \$89. <br> Green phosphor CRT Kit \$89. <br> for your Model I, II, or III

## COMPUKIT DOCTOR $\$ 29.95$ by Jim Penny

System diagnostic for disk besed Model III's.
If your not sure if your Model III is working correctly Compukit Doctor will check ROM, RAM, Keyboard, and Disk Drives. This fast machine program leads you through it with documentation built into the program. $\$ 10.00$ off on this program with any purchase on this page.

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Verbatim SS/DD Box of $10 \$ 25.95$

The index is organized into five major areas: systems programs, general applications, accounting, utility applications, and industry-specific software. These areas are broken down into 89 categories, ranging from data management and higher-level language processors to dairy and cattle programs and sports. Each entry gives a program description, price, vendor's address and phone, and operating-system versions.
Single copies are $\$ 10$ (California residents add 6 percent tax) from Small Systems Group, Box 5429, Santa Monica, CA 90405, (213) 392-1234.
Reader Service $\boldsymbol{\sim} 557$

## Head Cleaner Disk

Cleaning your drive heads can increase their life, prevent read/write errors and head crashes, and provide a clearer screen. The Verfin dry nonchemical head cleaner disk removes oxide, smoke, and oil particles, and is safer than liquids or wetprocess disks.
To clean the head, simply insert the Verfin disk as you would any other and engage the drive for 20 seconds. The disk's nonabrasive soft polyester material absorbs contaminants.
Two disks (\$24.95) can be used for 30 cleanings with single-sided or 15 cleanings with double-sided drives. They are available in $51 / 4$ - or 8 -inch sizes from Zolman International Inc., 600 Montgomery St., 45th Floor, San Francisco, CA 94111, (415) 421-5340.

Reader Service $\boldsymbol{\sim} 566$

## Watt-Watching Software

Energy Monitor is a software system that organizes data on energy units, expenditures, and energy use rela-

tive to climactic variables. It can handle from one to 90 independent buildings.

The program produces a set of six reporting formats. Each report illustrates energy use and documents conservation activity by fuel type at each building and for the system as a whole.

Managers can use reports to identify and set energy conservation goals and objectives, prepare energy budgets, verify invoices for billing and fuel delivery, and review the performance of energy-saving investments. Energy Monitor can also be used to compare the energy efficiency of various buildings within a system.

The program is available on disk for the 48 K Model III. Its price is $\$ 245$ from Addison-Wesley Publishing Co., Computer Software and Applications, Reading, MA 01867, (617) 944-3700.

Reader Service $\boldsymbol{\sim} 580$

## Match Game

The Match Game is a memory-testing program that can be adapted to an unlimited variety of education-
al materials. It is suitable for home or school use by children of all ages.

The computer presents a game board of numbered boxes. Players uncover two boxes on each turn, trying to find those with matching contents. The game can be played with exact word matches, paired word matches (such as synonyms), math problems and answers, or pairs assigned in your own games.

One to four people can play on any of five game board sizes. The computer can take the role of one player, adjusting its level to the other players' skills.

The game is available on Model I and III cassette (\$24.95) or disk (\$29.95) from Teaching Tools Microcomputer Services, P.O. Box 50065, Palo Alto, CA 94303, (415) 493-3477.

Reader Service $\boldsymbol{\sim} 576$

## Multiport

The Multiport expansion unit for the Color Computer allows simultaneous connection of up to four peripherals. The computer can switch
between peripherals under software control, allowing one program to access any or all of them at any time. A disk drive, modem, program cartridge, and printer, for example, can now be on-line at once.

The unit allows selection of any of the four sockets with a simple POKE command. It connects directly to the expansion port of all Color Computer models.

Price is $\$ 99.50$ with full instructions. For more information, write Maple Leaf Systems, P.O. Box 2190, Station C, Downsview, Ontario, Canada M2N 2S9.

Reader Service $\boldsymbol{\sim} 579$

## Data and Text Manager for Color Computer

Homebase for Color Computer disk owners is an integrated system that provides a data-base manager, spreadsheet, and text processor in one menu-driven package. The $\$ 75$ program also includes utilities for copying, merging, and synchronizing files and summarizing amount data fields.
The data manager lets you define up to 250 records in 49 data fields; add, change, and delete records and fields or move records within the file; and sort, sum, and reorder data. The text processor allocates up to 250 screens of text, letting you add, change, and delete files and edit with insert, delete, duplicate, move, and search and replace commands and four-direction cursor control.

Radio Shack or Epson printer owners can print all or selected records or data fields, with automatic formatting of dates, time of day, phone numbers, and dollar amounts. Users printing text can define left and right margins, line spacing,

# TRSDOS 2.3 DECODED筑 

## FARVOUR EXPEDITION EXPLORES TRSDOS, AND YOU ARE THERE!

## Dateline: California, December 1982.

James Farvour . . . Programmer, Author and Adventurer Extraordinare', who two years ago last spring came to popular public attention with his much heralded and nationally acclaimed publication Microsoft
Basic Decoded \& 0ther Mysteries, has done it again.

Leaving no stone unturned in his never ending quest to bring to the common man and programmer the information hidden for so long in the dark unchartered expanse of computer software, which was thought before to be unobtainable to mortal men, James Farvour brings to you ...

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The diary of our intrepid explorers' journey through the internal operations of the TRSD0S operating system (used on the TRS-80 Model I computer) and what he found while he was there.

With the assistance of his trusted friend and long time companion Tandy, our hero brings to you, in the comfort of your
own home, such wonders as ...
a fully commented source code listing at the end of each chapter along with (where appropriate) diagrams and descriptions of the data structures for the modules described, a discussion of the Model I system architecture as it pertains to

operating system implementation, a general description of the Z-80 CPU register sets and interrupt modes, a description of the command line interpreter and the subroutines used by the TRSDOS commands module, the modules used by the file management system, the error message processor, the debug module available with TRSDOS, and much, much more.

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TRSD0S 2.3 DECODED \& 0ther Mysteries is available for $\$ 29.95$ at computer stores, B. Dalton Booksellers and independent book dealers around the world. If your dealer is out of stock, order direct from IJG.

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and six horizontal tabs, with standard, compressed, double-width, or emphasized characters.

Homebase requires 32 K Extended Color Basic and one disk drive. For more information, contact Homebase Computer Systems, P.O. Box 3448, Durham, NC 27702, (919) 544-5408.

Reader Service $\boldsymbol{\sim} 573$

## Model III Disk Upgrade

The Micro-Design MDX Upgrade for the Model III includes an MDX-6 floppydisk controller board, an installation kit with all required hardware for mounting two internal disk drives, and one 40 -track TEC disk drive,

The MDX-6 controller board features a state-of-theart LSI device designed specifically for read/clock recovery separation. All data and control lines from the CPU are buffered to assure accurate data levels to the 1793 controller chip. The board will control up to two internal and two external sin-gle- or double-density disk drives, and is compatible with all Model III DOSes.

The accompanying hardware includes a linear power
supply, gold alodine aluminum mounting towers, and all required cables for installing both internal drives. The TEC drive has a track-totrack access time of 5 ms and is rated for both single- and double-density operation.

Installation requires a screwdriver and about one hour. The Upgrade is priced at $\$ 399$, with additional TEC disk drives available for \$219.95, from Micro-Design, 6301 Manchaca Road, Suite J, Austin, TX 78745, (800) 532-5001.

Reader Service $\boldsymbol{\sim} 565$

## Hard Disks, Printers From Radio Shack

Radio Shack's winter lineup of peripherals includes two new printers and hard disks for the Model I/III.

The DMP-400 $(\$ 1,195)$ is a 132-column dot-matrix printer that produces 140 cps at 10 characters per inch and supports proportional space, backspace, boldface, underline, and super- and subscripts. The DWP-410 daisywheel printer $(\$ 1,495)$ allows 10 or 12 cpi and proportional spacing, and prints over 300 words per minute.

For $\$ 2,495$, Model III users can add a five-mega-


Model III Disk Kit
byte Winchester drive with the LDOS operating system; up to three more drives ( $\$ 1,995$ each) can bring your TRS-80's total to 20 megabytes. Model I owners must buy a $\$ 39.95$ hard-disk adapter package.

Other new Tandy products are a Model III business graphics analysis package for pie, bar, line, and scatter charts (\$174.95), 48K SuperScripsit for the two-disk Model I and one-disk Model III (\$199), and a Color Computer game based on the recent movie Poltergeist (\$34.95).

All are available at Radio Shack Computer Centers nationwide.

Reader Service $\boldsymbol{\sim} 559$

## Smart Terminal Program

Colorcom/E is a smart terminal program on plug-in ROM cartridge for the Color Computer. It supports online and off-line scrolling, off-line printing of data, receiving and sending cassette files, and full and half duplex, and works with any serial printer. An optional word mode eliminates wordwrap. Data can be easily edited before printing or writing to cassette.

The program sells for $\$ 49.95$ from Spectrum Projects, 93-15 86 Drive, Woodhaven, NY 11421, (212) 441-2807.

Reader Service $\boldsymbol{\sim} 577$

## Color Quartet

The Composer, a menudriven music compiler for the Color Computer, allows you to write music using four separate voices over a seven-octave range. Key and tempo may be specified and changed as music is played.

The screen displays a colored kaleidoscope pattern and the number of the note being played. The latter
helps in debugging music. Compiled music is saved as an independent machinelanguage subroutine, so that music and sound effects can be integrated into other Ba sic programs.

The Composer requires Extended Basic for cassette (\$24.95) or disk (\$29.95). It can be ordered from Speech Systems, 38 W. 255 Deerpath Road, Batavia, IL 60510, (312) 879-6880.

Reader Service $\boldsymbol{\vee} 572$

## Duplicate Your Tapes

Copy-Tape is a menudriven utility that makes back-up copies of Basic or machine-language tapes on the 16 K Model I or III. It displays the ASCII code of the program during loading and recording, and also verifies and advances tapes. On the Model III, Copy-Tape also converts 500 baud to 1,500 baud and vice versa.

The guaranteed cassette sells for $\$ 9.95$ plus $\$ 2$ postage from Modtec, Software Division, 4144 N. Via Villas, Tucson, AZ 85719, (602) 293-5186.

Reader Service $\boldsymbol{\sim} 567$

## The Amazing Ben

The Amazing Ben is the first in a series of program sets designed to introduce programmers of all ages to the concepts of artificial intelligence. Using your knowledge of Basic, the set teaches you to write programs in Ben's language, allowing him to make decisions, evaluate different paths, and record data as he explores a sequence of increasingly difficult mazes.

The process involves examining your own thought processes while giving Ben rules for acquiring knowledge, and handling the computer as a symbol processor rather than a calculating device. The focus is not only on
what Ben learns, but how he learns it.

Priced at $\$ 79.95$, the program set is offered on 32 K disk for the Model I/III. A Color Computer version might appear in the future, as will additional sets such as Elementary, My Dear Ben and Ben On the Asteroid.

For more information, contact Krell Software Corp., 1320 Stony Brook Road, Stony Brook, NY 11790, (516) 751-5139.

Reader Service $\boldsymbol{\sim} 561$

## The Arranger

The Arranger is a fast ma-chine-code program that automates and catalogs your disk library. The doubledensity Arranger disk stores the directories of up to 250 disks, 45 programs per disk, and lets you alphabetize all or part of your library file in a few seconds.

If you have changed one of your disks, you can update the library with one keystroke. During this update, the Arranger records DOS type, density, free grans, number of tracks, system or data, date updated, and current visible file names. A back-up function is built in.

The program works with the Models I or III with all popular DOSes and one to four disk drives, whether 35 , 40 , or 80 tracks. Its price is $\$ 29.95$ from Triple-D Software, P.O. Box 642, Layton, UT 84041, (801) 456-2833.

Reader Service $\boldsymbol{\wedge} 582$

## Printer Optimizer

The Printer Optimizer is an independent $\mathrm{Z80}$-based spooler with its own power supply. It absorbs data from your computer at full speed and then sends it to a printer or modem, freeing the computer for other work.

A keypad and display let you program the unit to convert characters on a one-to-

one, many-to-one, or one-to-many basis, or ignore characters that confuse your printer. Users can record new printers' command sequences for different type fonts and sizes, page formatting, and so on, and then access a different mode by simply pushing a button.

The Printer Optimizer also handles bidirectional RS-232 data transmission, data compression, and temporary halts in printing. It sells for $\$ 495$. A plug-in serial RS-232 card or additional 64 K memory cards are $\$ 125$ each.

For more information, contact Applied Creative Technology Inc., 2723 Avenue E East, Suite 717, Arlington, TX 76011, (800) 433-5373.

Reader Service $\boldsymbol{\sim} 552$

## InfoScan

InfoScan is a menu-driven facility that lets the nontechnical user format, store, retrieve, and display information.

Data entry is totally free form, and does not require any complex specifying of fields. Up to 450 records are stored on disk, along with a user-specified key that describes the record. The keys can be sorted in any sequence, reviewed in sequence, changed, or deleted easily. Disk space allocation and management are automatic.

The machine-language program runs on the 48 K Model I or III with one disk

Bell 201B data sets, the MT201B modem provides 2,400-baud, full-duplex operation over four-wire leased lines, or half duplex over two-wire lines. The modem uses phase-shift modulation and synchronous data format, and communicates with other 201B- and 201 C -compatible modems.

A stand-alone unit sells for $\$ 685$ from Multi-Tech Systems Inc., 82 Second Ave. S.E., New Brighton, MN 55112, (612) 631-3550.

Reader Service $\boldsymbol{\nu} 562$

## Mac Inker

Mac Inker is a device that automatically reinks ribbons for any printer, nearly eliminating ribbon replacement costs.

Once you load the cartridge and press the start button, Mac Inker meters and distributes the correct amount of ink across the ribbon. Printing stays crisp and legible, and ribbon life is extended almost indefinitely.

Different ink colors and cartridge loading stations for any current printer are available. Price is $\$ 54.95$ from Computer Friends, 100 NW 86th Ave., Portland, OR 97229, (503) 297-2321.

Reader Service $\vee 574$

## Softrol for Recorders

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plugs between the computer and any standard-plug recorder, regardless of motor polarity.

The "soft" switch allows pushbutton positioning of tape to start of program without plug pulling, reduces switching noise that can cause "switch hits" on programs, and protects CPU relay contacts from possible early failure. A motor-off delay of about one second eliminates "pinch hits" on the ends of programs caused by capstan/pinch-roller pressure; the delay also automatically puts short silent gaps following Saves for easier location of program starts.

Softrol can also be used to computer-switch any other DC load of from five to 15 volts and up to 1.5 amps , with or without the delay-off feature. It is available for

$\$ 18.99$ from Lemons Tech Services, P.O. Box 0429, Buffalo, MO 65622, (417)
345-7643.
Reader Service $\boldsymbol{\sim} 554$

## Softshell introduces MAP

Information retrieval programs for professionals $\square$ use multiple keys, partial information or words to quickly search large TRS-DOS* data and text files $\square$ no need to code information or establish fixed fields $\square$ Softshell's Multiple Access Programs (MAP) use advanced hash coding techniques.

## SAMPLE APPLICATIONS:

Matching Client to Product or Service
Your client needs a house in the \$90,000 to \$100,000 range and requires 4 bedrooms and a den. In a matter of seconds you can search your listings for all houses that meet the requirements.

## Indexing Private Collections of Professional Literature

Your patient with SLE has a pericardial effusion. You remember filing away an article on the cardiac complications of autoimmune disease. But what was the title and where did you file it? Just type in the words autoimmune' and 'cardiac' and within seconds find all titles in your collection which have these words.

## MAP

$\$ 125.00$
Programs to create, index and search data or text files $\square$ interactive help file $\square$ documentation
MINIMAP
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Introductory MAP program $\square$ instruction manual $\square$ explanation of hash coding techniques used by MAP.

Programs require $32 \mathrm{~K}, 1$ disk; specify Model I, II or 111
Softshell, P.O. Box 18722, Baltimore, MD 21237
Master Card and Visa accepted
*TRS-DOS TM Tandy Corp.

## Eeeek! A Mouse!

Micro owners with a flair for tinkering can now put a new input device beside their joystick and light pen-a mouse.

The 3G Micromouse is a pointing device that moves the screen cursor as it is moved on the desk or table top, allowing the same eyehand coordination used in writing to direct cursor location. Buttons on the unit's top give commands, such as marking the beginning and

end of a line in graphics work or deleting a letter in word processing.

The mouse is still primarily an OEM product, but 3G says that the work of rigging a TRS-80 interface is fairly simple-with one integrated circuit and a few transistors, the mouse's tail is hooked up to the cassette port.

The device sells for $\$ 180$. More information is available from 3G Company Inc., Route 3 Box 28A, Gaston, OR 97119, (503) 662-4492.

Reader Service $r 568$

## Food Co-Op Software

FC/M (Food Co-Op Management System) is a software package for church, civic, educational, or other groups that simplifies the organization and management of co-operatives.

The documentation (\$35) gives complete instructions for the setup and operation of a co-op for any size group, and shows you how to write your own program to keep track of the co-op's activities. The complete system includes the $\mathrm{FC} / \mathrm{M}$ program in Cobol and the Radio Shack Cobol runtime package.

Price is $\$ 150$ (Model I/III, $51 / 4$-inch disk) or $\$ 200$ (Model II, 8 -inch). Purchase of documentation is credited to purchase of the system.

For more information, write Barstrann Corp., P.O. Box 265, Mid City Station, Dayton, OH 45402.

Reader Service $\boldsymbol{\sim} 558$

## Disk Controller Boards

Micro Mainframe (2227 McGregor Ave., Rancho Cordova, CA 95670, (916) 635-3997) offers two flop-py-disk controller boards with upgrade kits for the Model III.

The FDC-3B (\$79.95) will run $51 / 4$-inch drives in both single- and double-density

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Microcomputing, mi' kro kom put ing, n. (Gr. mikros, small, and L. computo, to calculate.) The multi-system monthly journal for computer enthusiasts, containing all the information needed to turn your microcomputer into a powerful machine. Includes dozens of new programs, articles on innovative computer applications, buyer's guides, new programming techniques, accurate reviews of hardware and software, complete coverage of new products, tips on your system's hidden capabilities, hardware modifications, tutorials, utilities, book reviews, industry news. Plus features on computers in business, science, education and games. Written in understandable language by experts in the field of computing. Special emphasis is placed on the Apple*, Atari, Commodore, Heath and IBM systems, but not to the exclusion of other systems.
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## NEW PRODUCTS

modes. The FDC-3C (\$99.95) will also run drives with both single- and doubleheaded configurations, and allows operation of 8 -inch single- and double-density disks using DOSPLUS 3.4/4.0 software.

An installation kit with all cables, brackets, and screws for either is $\$ 39.95$. A complete upgrade package containing the controller board, installation kit, power supply, and a TEC 40 -track drive is available for $\$ 349$ (FDC3B) or $\$ 369$ (FDC-3C).

Reader Service $\boldsymbol{\sim} 551$

## Model II Security

The Locker is a simple, effective, and reversible software extension that protects Model II programs against unauthorized modification or plagiarism, without hard-
ware modifications or complex encryption.
The extension modifies the standard TRSDOS 2.0 operating system and Basic. It requires no additional RAM, disk space, Assem-bly-language coding, or user calls, and is permanent even through back-up. Your Basic program is not modified in any way; the only visible result is that List and LLIST will not work.

Price is $\$ 24.95$ from The Management, P.O. Box T, Aledo, TX 76008.

Reader Service $\boldsymbol{\sim} 553$

New Products listings are based on information supplied in manufacturers' press releases. 80 Micro has not tested or reviewed these products and cannot guarantee any claims.

## DIFFERENT ${ }_{\text {TRACK }}$

A pair of two-dimensional products to introduce this occasional spotlight on unusual or novel items:

Bumperware 1.0 is an adhesive piece of white vinyl with the message ' $i$ 'd rather be programming"' (supports lowercase only) printed on it in red. "Written in the high-level language English," according to the manufacturer (Opcode Software, 1909 $1 / 2$ Vine St., Berkeley, CA 94709), Bumperware is hardware compatible with most automobiles, offices, and programming environments. It is priced at $\$ \mathrm{~N}+1$ for quantity N , including tax and postage.

The Portable Keyboard is a laminated, $81 / 2$ by 11 -inch reproduction of a computer keyboard (the TRS-80 is one of many models available), designed for the novice typist or the experienced one who wants to learn the position of special keys. Each key function is explained, so that the user can practice fingering without need of a computer or manual.

The keyboard costs $\$ 9.95$ or two for $\$ 18$ from Computer Practice Keyboard Co., 616 9th St., Union City, NJ 07087.

Reader Service $\boldsymbol{r} 563,564$
January's New Products section gave the wrong area code for Printer Graphist Ltd., makers of a dot-addressable graphics software package. The mailing address is P.O. Box 603, Newport, VT 05855, but the phone is Quebec number (819) 564-7704.


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     under $25 i b s$. ( $\$ 6$ for over) plus a $\$ 4$ surcharge: add $15 \%$ for foreign. FPO and APO orders. Calif. add $6 \%$ sales tax, in L.A. County add $61 / 2 \%$. Prices quoted are tor stock on hand and are subject to change without notice
    

[^1]:    NEWSCRIPT companion programs (sold separately): MAILING LABELS \$29.95, DAISY WHEEL PROPORTIONAL \$49.95 (not required for Daisy Wheel II), PENCIL \& SCRIPSIT FILE CONVERSION \$24.95, ELECTRIC WEBSTER (spelling checker and automatic correction) $\$ 149.50$, GEAP (TRS-80 graphics - requires Epson MX-80) \$49.95, DOTWRITER (Hi-res graphics requires Epson MX-80/100 with Graftrax) $\$ 69.95$, GEAP/DOTWRITER combination (requires Epson MX-80/100 with Graftrax) $\$ 99.95$

[^2]:    Dealers: NEWSCRIPT is distributed by IJG, Inc. (714) 946-5805
    *Some features work only if your printer has the mechanical capability.

[^3]:    1 REM Fahrenheit to Celsius conversion
    3 CLS
    5 gosub 12
    $6 \mathrm{FA} \mathrm{\%}=(\mathrm{CE} \mathrm{\%} * 9 /$ ) $)+32$
    7 PRINT@400,CE\%" degrees Celsius is "FA\%" degrees Fahrenheit"
    8 FOR CO\%=1TOIø00:NEXT CO\%
    9 GOTO 3
    12 PRINT@140,"Type in the Celsius temperature";
    13 INPUT CE\%
    14 RETURN

[^4]:    $\star$ ADD $\$ 3.00$ FOR SHIPPING IN UPS AREAS

    * ADD $\$ 4.00$ FOR C.O.D. OR NON-UPS AREAS
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[^5]:    Stringy Floppy is a trademark of EXATRON Corp NEWDOS is a t/adeinaik ol APPARAT inc TRS80 and TRSDOS are trademarks of TANDY Corp DICT A MATIC is a irademark of IJG

[^6]:    10 CLS: PCLEAR1: CLEAR20000:DIML $\$(1700)$
    $2 \emptyset$ PRINT"MERGE": PRINT"BY JOHN HEUSINKVELD": PRINT" $10 / 1 / 81^{*}$ 36 INPUT"HOW MANY FILES TO BE MERGED"; NF
    
    
    50 LINEINPUY"NEW FILE NAME : " ; NN
    60 FORD=1TONF:OPEN ${ }^{\prime \prime} I^{n},-1, F T S(D)$
    70 LINEINPUT 1 , L $\$(\mathrm{X})$ : PRINTL $\$(\mathrm{X}): \mathrm{X}=\mathrm{x}+1$
    80 IFNOTEOF $(-1)$ THEN7 $\emptyset$
    90 CLUSE: NEXTU
    10ø LINEINPUT"REWIND"; P\$: LINEINPUT"PRESS RECORD"; PS
    110 OPEN"On, -1, NNS:FORD= 1 TOX: PRINT\#-1, LS(D) :NEXTD:CLOSE
     130 END

[^7]:    - Use the order card in this magazine or itemize your order on a separate piece of paper and mail to Microcomputing Book Department e Peterborough NH 03458. Be sure to include check or detailed credit card information. No C.O.D. orders accepted. All orders add $\$ 1.50$ for the first book, $\$ 1.00$ each additional book for U.S. and foreign su face. $\$ 10.00$ per book foreign airmail. Please allow 4-6 weeks for delivery. Questions regarding your order? Please write to Customer Service at the above address.

[^8]:    BUSINESS SYSTEM BUYER'S GUIDE-By Adam Os borne with Steven Cook. When you enter the market place of small business computers, you face a bewil dering array of products, prices, features and fables dering array of products, prices, features and fables this guide cuts through the jargon and unravels the provides solid information on how to determine you provides sow to choose software and hardware for all needs, how to choose software and hardware for al business applications, what to expect from vendors what to avoid, and what questions you must ask. 1 also providacturers retailers and the whole microcomputer market. BK1229 $\$ 9.95$
    SO YOU ARE THINKING ABOUT A SMALL BUSINESS COMPUTER - by Richard G. Canning and Nancy C Leeper. For a well-organized manual on the process of selecting the right computer system for your smal business, this text can't be excelled. Designed to in troduce the novice in data and word processing to the real benefits of computerization, the book is filled with money- and time-saving tips, photos of equipment lists of suppliers, prices, explanations of computer ter minology, and helpful references to additional sources of information. Everyone contemplating a first computer installation should have this book. BK1222 $\$ 14.00^{\circ}$

    ## Business

    SOME COMMON BASIC PROGRAMS - Published by Adam Osborne \& Associates, Inc. Perfect for nonechnical computerists requiring ready-to-use protechnical computerists requiring ready-to-use programs. Invaluable for the user who is not an experigraed programmer. All will pperate in the stand-alone mode. BK 1053 \$14.99 paperback.

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[^9]:    "LAZY WRITER is GREAT! Our Customers and ourselves all agree that this is the best word processing system to be found for TRS80 Models I \& III. Not only is it powerful, but its straight-forward organization makes it simple to learn and use." - Winter Garden, Florida
    "Since getting LAZY WRITER, I have thrown away Electric Pencil, Scripsit, Data Merge, and all my other word processors. I find that LAZY WRITER alone will do all that I need." - Sacramento, California

[^10]:    10 REM
    ****** AEROBICS ******
    20 CLS:PRINT"AEROBICS PROGRAM BY"
    30 PRINT"BRUCE POWEL DOUGLASS"
    40 INPUT ${ }^{n}$ ENTER TIME OF RUN IN MINUTES, SECONDS"; ${ }^{\prime \prime}$,S
    50 INPUT"ENTER DISTANCE IN MILES";D
    60 TIME $=M+S / 60:$ ' TIME IN MINUTES (DECIMAL FORM)
    70 PTS $=10.6181 * \mathrm{D}-.554151 * T I M E-1.21753$
    80 PRINT"AEROBIC POINTS EARNED $=$ "; PTS
    90 PRINT"AVERAGE MILE TIME (MIN/MILE) ";TIME/D
    100 PRINT"AVERAGE VELOCITY (MPH) ";D/TIME*60
    110 INPUT"ENTER YOUR 5-MINUTE RECOVERY HEART RATE"; HR
    $12 \emptyset$ IF HR $>12 \emptyset$ THEN PRINT"YOUR RECOVERY IS NOT ADEQUATE - SLOW DO WN OR REDUCE SPEED 1" ELSE PRINT"GOOD RECOVERY 1 DISTANCE AND SPEE D NOT EXCESSIVE" 130 END

[^11]:    M3DK0 Drive Kit with 1 Single Sided 40 Track Drives $\$ 495.00$ M3DK1 Drive Kit with 2 Single Sided 40 Track Drives M3DK2 Drive Kit with 2 Double Sided 40 Track Drives M3DK4 Drive Kit with 2 Double Sided 80 Track Drives
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[^12]:    $\square$ Yes, I want The Selectric TMInterface. Enclosed is $\$ 12.97$ (BK7388) per copy plus $\$ 1.50$ for shipping and handling.
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[^13]:    ** Field Manager - Change, Delete, Add, or Modify Fields ANY time ** DATAWORD Text Writer - Merge Data Files with Form Letters, etc ** Label Maker - Any Size. Merge from Data base or stand alone.
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    * Auta Screen Format
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[^14]:    NAME
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