

A Buyer's Guide to Languages

April 1983
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80micro

A WAYNE GREEN PUBLICATION

the magazine for TRS-80® users

®

The Muscle Micros

Supercharged Mills
Hit the Open Road

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An 80 Micro
Sports Special

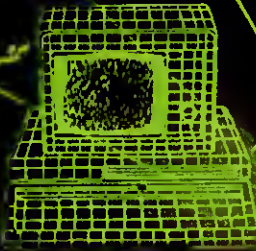


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Modifying VisiCalc
PowerSoft on Piracy
Reflections on FLEX
An EPROM Programmer
Tales from the Cryptologist

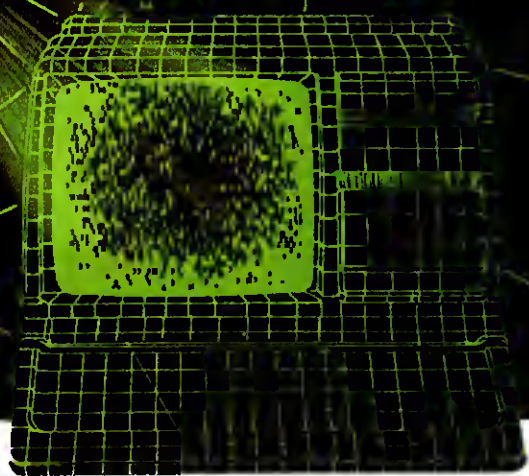


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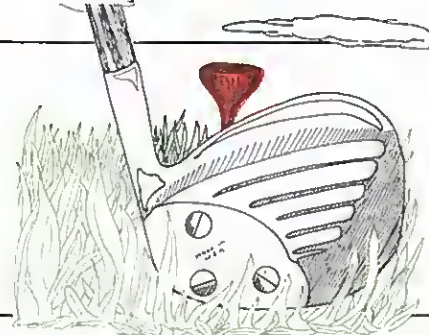
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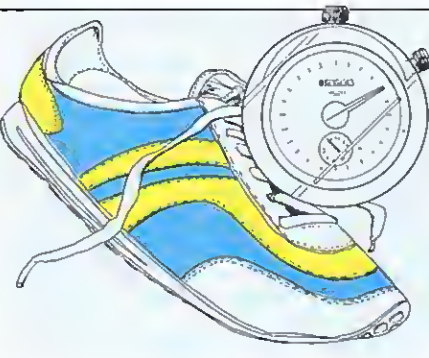
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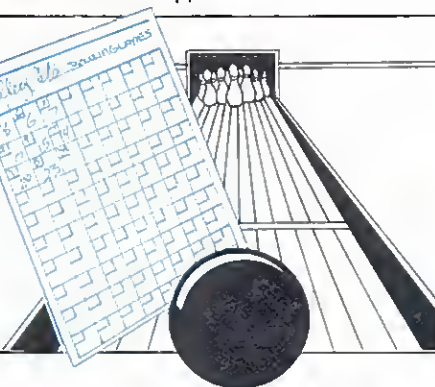


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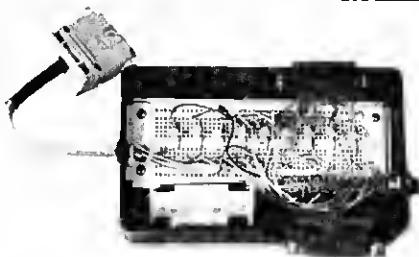
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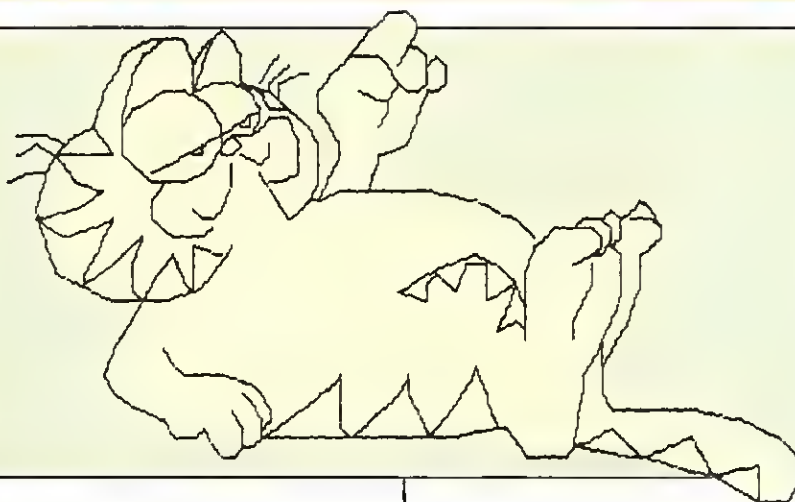
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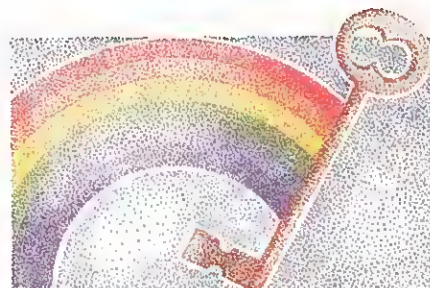
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The left bracket, [, replaces the up arrow used by Radio Shack to indicate exponentiation on our printouts. When entering programs published in *80 Micro*, you should make this change.

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.



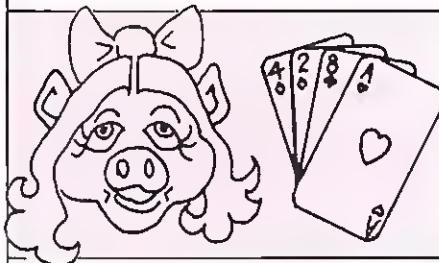
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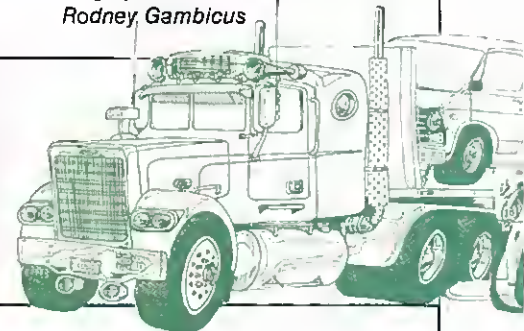
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*8" drive operation requires special cable, 8" double-density requires 3.55MHz CPU speed-up modification or LNW-80 4MHz computer. *TRS-80 is a trademark of Tandy Corporation.

No doubt thinking that they could pull one over Wayne's eyes while he was in Asia, the folks at Tandy sneakily bought out a pocket pager firm. But a little item on page 8 of *The Wall Street Journal* gave it all away.

Hams are used to making phone calls from anywhere and everywhere via Touch-Tone pads on their hand transceivers or mobile rigs. These signals are picked up by automatic relay stations with antennas on the tops of mountains, tall buildings, or television towers. Thus the range of a small handheld transceiver (HT) is extended from perhaps half a mile to 50 or more.

This technology, which hams have been using for well over 10 years, was brought into widespread use by our ham magazine, 73. I sensed the importance of this mode of communications back in 1969 and got started with promoting it. At that time these relay stations—repeaters, they are called—were the province of a tiny handful of ham two-way radio experts. By dint of publishing hundreds of articles on repeaters, several books, and a monthly newsletter and organizing symposiums from coast to coast, I eventually got this to be the number 1 ham activity, with over 150,000 hams active through repeaters and over 5,000 active repeaters around the country. The activity spread around the world, and I even found one down in Swaziland when I visited there.

We did quite a job popularizing that mode of communications for hams. Now it is getting to be time for the average person to be able to take advantage of this technology.

Hams have gotten used to being able to whip out an HT and make a telephone call through a repeater from anywhere. I've made 'em while skiing down the slopes of mountains in several states. I've made 'em while walking in New York. The FCC is finally getting around to setting up a system where anyone will be able to do this. And Tandy has their foot in the door via their new pocket pager acquisition.

This communications is a natural to marry with computers. Not only will it be practical to send and receive messages while we are just about anywhere; with a pocket computer type of unit, we'll be able to write the



The pocket computer pager?

message we want to send...and read the answer. Digital high speed computer communications can take place easily at 25,000 words per minute, which means that the average message of 100 words would take about zzzit to receive or send. I wonder how long it will be before the Radio Shack HHC has an antenna on one side that we can pull out? Or perhaps one of those little rubber stubs? At the frequencies involved, an antenna...a full-sized quarter wave...will only be a bit over 3 inches long. A 5/8ths wavelength gain antenna would be about 8¼ inches long.

I can see how it is going to be. I'll be putting on the skis at Aspen in a few years when there is a beebep from the pocket. A message has arrived and needs answering. As I go up the lift I read the message and type out an answer, read it back on the 10-line LCD screen, and push the send button.

The message goes out, after automatically getting a cue signal from the local repeater, and is confirmed as

error-free. The repeater forwards it to a satellite, where it is stored and then repeated to the addressed repeater...stored again and then sent to the addressee. By storing messages from a wide range of customers the transmission rate of the satellites can be very high, with messages queued up for sending.

It is going to take a lot of engineers to design, build and install the system, technicians to keep it running, and sales people to sell all of the equipment and services involved.

You want data? You will be able, with your hand computer, to access any data base in the world. It's coming...and the opportunities are there for you to benefit from all this if you see it far enough ahead. Obviously the Tandy folks see it and are laying their plans.

Oh, you probably won't be lofting the satellites the system will need, but you certainly can get into business designing some of the needed equipment...and start early with some of the services this network will make practical.

The Model 16

The 16 has some good prospects, if it gets supported. I'd like to hear from users who have gotten it to do anything except creep along running Model II programs. And I know a lot of us would like to see articles on conversions of peripherals and programs designed for other systems to run on the 16. Let's send in those old cards and letters, folks.

There's a II/16 magazine, which is thinner than my wallet after Christmas, indicating that there is a great need for more information to be written in this field. Of course, there is a problem in getting articles on the II or the 16 in that most of the owners bought the machines for business; they have less of a personal interest in the computer's development. I see that less than 10 percent of the 80 *Micro* readers have the systems, which reflects that viewpoint.

Hobbyists and enthusiasts generally are the ones to experiment with program conversions, new operating systems, hardware modifications to run with other equipment, networking, and so on. The average businessman buys his computer, gets the dealer to install the programs and then uses it as a



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REMARKS

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Speaking of using computers, much of the increase in productivity we have experienced at Wayne Green Inc. is attributable to computerization and automation of the editing, production, sales and accounting aspects of the business. The fact is that we have managed to double our sales in the last year with no increase in personnel. That's practicing what we preach. And we still have a lot more ways to speed things up and cut costs with more computer applications.

So let's see some stuff on the 16 that we can get into print to help the few people who have bought these monsters. We might even be able to put out a book or two for the Model 16 owners to use for reference if we get enough material. And, yes, we do pay... and pay well... for any material we use.

I'd like to hear more from II/16

owners and find out what you think about your systems. Are you happy? Has Radio Shack lived up to your expectations in all respects? Am I being too hard on those chaps in the Tandy Towers?

To egg you on, we've started a column on the system... and will be publishing Model I/III conversions for the II. If you have made some conversions of programs we have published, or if you have some programs for the II or 16 that readers might find of value, send 'em in for possible publication.

I might point out to firms selling software that, with the exception of a handful of fanatics, few readers will key in a very long program, so you might benefit more by having us publish a program in detail than in trying to keep it a secret. Readers will still want to get the machine-readable disk copy of the program from you. And most of those who will go to the trouble to key it in by hand won't buy anyway. You have a lot to gain and little to lose. ■

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Hot CoCo— the third generation

In the beginning, there was *Kilobaud Microcomputing*.

And *KB* begat *80 Micro*.

And now *80 Micro* begets *Hot CoCo*.

It was inevitable. As the percentage of our readers with Color Computers rose, and as their article submissions turned from a trickle into a deluge, we saw that we simply did not have enough pages to give the Color Computer the coverage it deserved.

A magazine devoted to the Color Computer was the only way out.

We know what a lot of people are going to ask. Why are we calling it *Hot CoCo*?

We have to admit that we decided upon *Hot CoCo* with some trepidation. Some among us felt that the name implied games and frivolity, that people wouldn't take the magazine seriously.

But we finally decided that *Hot CoCo* conveyed the enthusiasm that we, and most Color Computer owners, feel about the machine. It is, in a sense, our guarantee that the magazine will be vibrant and (of course) colorful.

Hot CoCo will contain the same

kinds of practical applications and utilities for which *80 Micro* is known. And we will give you that information in an exciting and entertaining manner. After all, who says that technical material has to be dull?

Like *80 Micro*, *Hot CoCo* will be geared toward the intermediate user. We will, however, also make it accessible to the beginner. So whether you're ready for Assembly language or have just written your first Basic program, *Hot CoCo* will have something for you.

That's it in a nutshell. By the time you read this, we'll be well on the way to producing the first issue, due out in June. If you're a Color Computer owner, be sure to check *Hot CoCo* out. If you're not, check it out anyway—you just might decide that it's time to add a Color Computer to your arsenal.

Certain questions have dogged mankind through the ages. Is there life after death? Is there a Supreme Being? And, of course, who invented the slashed zero?

The slashed zero (Ø) is utterly indispensable to computing. Without it, thousands upon thousands of computerists would long ago have cut their wrists while trying to write programs or type in listings. Data-entry people everywhere would be in a constant state of fear, each new zero or oh bringing on a new rush of frenzied panic.

But where did it all start? Who came up with the idea? And why?

It's conceivable that the slashed zero has been around much longer than computers. Perhaps it made its debut with the advent of the Industrial Revolution and stamped machine parts. Perhaps it goes back further, to the dawn of accounting and bookkeeping procedures.

Does anybody out there know? We'll give a subscription to someone who comes up with a documented answer. ■

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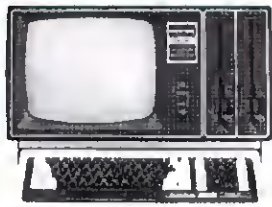
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"Inside AIDS-III" (*80 Micro*, March 1983, p. 136) included an incorrect phone number for SofTrends Inc. The correct number is 216-289-2002.

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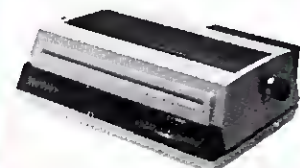
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Creator Commentary

I fully share Bruce Tonkin's feelings, as stated in "The Creator," about Applesoft and CBasic (*80 Micro*, January 1983, p. 74). Yet his own Creator program submits without protest to a defect as limiting as any he attributes to the "6502-based toys" and other languages: the Field statement.

Any language that is incapable of doing file I/O without all the nonsense of two sets of variables, that cannot read and write numeric values without first converting them to strings, and that is incapable of relative byte addressing, is as unsuitable for serious programming as one lacking the features that Tonkin lists in his article.

A TRS-80 has nearly 1/4 of its memory committed to a version of Microsoft Basic; this fact makes it a machine to be programmed in Basic. System software for the TRS-80 must take this into account if it is to be truly useful, and yet to date NEWDOS80 is the only DOS to even try.

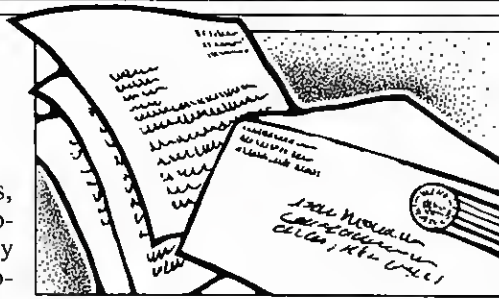
I find this inexplicable and disappointing, since it severely limits the utility of these remarkable machines. I suppose, as Tonkin explicitly states, that the problem comes from attempts to be compatible. However, compatibility with a low standard ensures low-performance products.

With all the competition occurring in the system software market, I am appalled that this situation continues to exist. Let's get this game off the TRSDOS standard. Programmers should be demanding better tools, and end users should be demanding the higher-performance products and lower development costs that are possible with improved tools.

*Bob Penny
Small System Design Inc.
4500 19th St. #311
Boulder, CO 80302*

Creative Sort

"The Creator," by Bruce Tonkin (*80 Micro*, January 1983, p. 74), creates data-base management programs in Basic by writing them line by line to the disk. The program lines are not written in order, which poses a problem when



using the program under some DOSes (such as NEWDOS80).

When added to the end of Tonkin's program, Program Listing 1 will read

the newly created program from the disk, sort the program lines (using the CMD"0" feature from NEWDOS80), and write the program back to the disk in the proper order.

In order to load the program into the W\$ array, the preceding lines of The Creator must be deleted. Line 2980 deletes lines 1-2960 of The Creator, and line 2990 clears sufficient string space for the sort. Lines 3010-3040 read in the

Quality Software Costs

I was astonished that the cover story of your January 1983 issue would suggest that good business software should cost no more than \$10 a copy. I'm certain most of your readers realize that the effort and expense required to produce a quality software product are far greater than that selling price could justify.

Those who have worked with mainframe computers know that IBM's mainframe version of our Newscript word processor, for example, rents for almost \$300 per month!

The selling price of a product is based on many factors, including development costs, ongoing business costs, profit objectives, and competition. In the case of a piece of software such as Newscript, these costs may be approximated as follows.

Time to develop the product. The programming plus documentation for Newscript has, to date, taken almost two man-years. This tremendous effort required very skilled, experienced programmers. The primary author had 18 years of data-processing experience with IBM before starting the project, and 10 years of that was with editors, word processors, and interactive time-sharing systems.

I know this because that author is my husband, Chuck, and he was a Consulting Systems Engineer at IBM before we formed Prosoft. Had he

stayed at IBM, he would have been paid two years' salary (and there would be no Newscript available for the TRS-80). Now, the delayed compensation has to come from sales revenues.

Most TRS-80 users expect after-the-sale support. If they don't understand how to use a piece of software, have problems with it, or need additional features, they write or call the manufacturer. We feel lucky to be in an industry where the value of this kind of customer service is appreciated, and many of our customers have given us very helpful feedback as to what they need in a product.

We've found an unanticipated pleasure in getting to know many of them through their phone calls and letters. However, it's very expensive for us to provide this necessary support.

It costs several thousand dollars a month to provide qualified people, office space, and training. To date, we have never interviewed a job applicant who was willing to work just for the fun of it; they all expected to be paid a good salary in return for their time and skills.

There are many expenses associated with running any business, including salaries, insurance, rent, equipment, and supplies. Again, these come to considerably more than \$10 for each copy sold of Newscript, and I suspect that most long-established businessmen would laugh at our naiveté in setting our product prices as low as we did. We


```

2960 CLOSE
2970 REM SORT ROUTINE BY W.J. WILSON - DECEMBER 1982 - TO BE APP
ENDED TO THE CREATOR BY BRUCE TONKIN
2980 CMD"F",DELETE 1-2960
2990 CHD"F=SASZ",20000:OIMW$(1000),W(1000):WI=0
3000 CLS:PRINT"THE CREATOR IS NOW SORTING THE LINE NUMBERS INTO
ASCENOING ORDER. THIS WILL TAKE JUST A MINUTE, THEN YOUR PROGRAM
WILL BE READY TO RUN."
3010 OPEN "I",1,PQ$
3020 IPEOF(1)THEN3050
3030 WI=WI+1:LINEINPUT#1,W$(WI):W(WI)=VAL(W$(WI))
3040 GOTO3020
3050 CMD"O",WI-1,W(1),W$(1)
3060 OPEN"O",2,PQ$
3070 FORJ=1TOWI:PRINT#2,W$(J):NEXTJ
3080 CLOSE
3090 PRINT:PRINT"FINISHEO!":ENO

```

Program Listing 1

program lines from the disk, line 3050 sorts them, and lines 3060-3080 save the sorted program lines to the disk.

Be sure to save the appended program before running it, as line 2980 will delete most of it!

W. Jeffrey Wilson
3102 Sawtelle Blvd. #3
Los Angeles, CA 90066

Demons Debugged

"Suppress Those Demon Transients" (80 Micro, Anniversary Issue 1983, p. 578) was informative in advising people of the hidden hazards in their power outlets. A couple of points need to be clarified, however.

RFI (radio frequency interference) is a subset of the broader spectrum of EMI (electromagnetic interference). They are not different forms of noise; RFI is EMI, but not all EMI is RFI. Computers and disk-drive motors both generate EMI.

Static electricity is not an EMP (electromagnetic pulse). EMPs typically occur due to lightning discharge, nuclear weapons detonations, or other sudden horrendous electrical phenomena.

Clamping voltage refers to the voltage that the varistor (surge suppressor) clamps the output voltage to under a surge condition. The lower this voltage, the better. Capacity of suppressors is correctly rated in "joules," which is energy-absorbing capacity, not over-voltage-handling capacity.

Charles F. Kerchner, Jr.
Kalglo Electronics Co. Inc.
6584 Ruch Road
Bethlehem, PA 18017

True to the II

You have finally printed what I've been waiting for: games and programs that run on the Model II. Because of PEEK and POKE commands in Model I and III programs, it's very frustrating to make most of those you print work on a II. Let's see more programs for our Model IIs.

Dave Dolata
321 Watson St.
Ripon, WI 54971

They're on the way.—Eds.

simply didn't know how much it costs to change from a family business run from the house to a "normal" business with office space, employees, and ongoing bills.

Most of your readers buy disks and paper, and can estimate what it costs us for each copy of our products: A high-quality disk (often a floppy, rated for two-sided use), a 280-page book, a reference card, and miscellaneous packaging materials and boxes, cost pretty close to \$10 all by themselves. In some cases, it's been over \$10, and in no case is it free.

And then there is the cost of advertising, another little detail that cannot be ignored. We could have the most marvelous product in the world, but no one would buy it unless he knew it existed and what it could do. But the magazines that run the ads have high expenses and profit objectives also, so they in turn charge for the ad space.

When you figure the number of copies of a software product sold per month, and the cost of ad space, you'll find it often costs more than \$10 per copy just for the ad! I must stress here that neither the sellers nor the buyers can avoid this: A business must advertise to survive, and people can only buy things they know exist.

Finally, there is the matter of dealers and dealer discounts. We LOVE dealers. They multiply our selling powers a hundredfold or more. They can reach customers who otherwise never would know that Newsprint exists, give them demos, overcome

the normal distrust of buying a mail-order item, and provide local, immediate, in-person support afterwards.

However, a dealer has a problem. Like ourselves, he has expenses, and has to show a profit to stay in business. So, he has to buy our products at a substantial discount from the retail price. This is true of any retailer in any business.

But it also means that Prosoft doesn't get \$125 for each copy of Newsprint sold. Most of our sales are through dealers, so most of our sales are at considerably less than \$125 a copy (or, if it's a utility, much less than \$25-\$40 a copy).

In the early 1970s, I was told that it cost IBM \$15 to mail an empty carton. That sounded ludicrous at the time, and I attributed it to bureaucratic inefficiency. Now I'm the one paying the bills, and it seems that Prosoft can ship the same empty box for about \$5 or \$6 (remember, UPS charges about two bucks just for the postage, and the box costs almost a buck).

Your readers and our customers deserve and demand good value for their money, and a manufacturer who will still be around to service his products after the sale. To accomplish this, the manufacturer must set his prices fairly for his customers and his own continued existence.

Debbie Tesler, President,
Prosoft
P.O. Box 560
No. Hollywood, CA 91603

```

10 CLEAR 500
20 CLS: PRINT"FROM THE CONFINES OF GOVERNMENT BUREAUCRACY, TO CO
RPORATE"
30 PRINT"COMMUNICATIONS, TO POLITICS, BUZZ WORDS AND PHRASES ARE
"
40 PRINT"INCREASINGLY USED TO MASK THE REAL FACTS, OR TO CREATE"

50 PRINT"AN IMAGE OF ERUDITION, OR TO SIMPLY INTENTIONALLY SAY"
60 PRINT"NOTHING. YOU TOO CAN ACCESS THESE BUZZ PHRASES FOR"
70 PRINT"WHATEVER USE YOU MAY HAVE BY ENTERING ANY THREE-DIGIT"
80 PRINT"NUMBER."
100 FOR I=0 TO 9: READ A$(I): NEXT I
110 FOR J=0 TO 9: READ B$(J): NEXT J
120 FOR K=0 TO 9: READ C$(K): NEXT K
130 PRINT @512,"ENTER ANY THREE-DIGIT NUMBER.>";:INPUT N$:IF LEN
(N$) <>3 THEN PRINT @512, STRING$(40,32):GOTO130
140 LN$=LEFT$(N$,1):MN$=MID$(N$,2,1):RN$=RIGHT$(N$,1)
150 FOR I=0 TO 9: IF VAL(LN$)=I THEN LN$=A$(I)
155 NEXT I
160 FOR J=0 TO 9: IF VAL(MN$)=J THEN MN$=B$(J)
165 NEXT J
170 FOR K=0 TO 9: IF VAL(RN$)=K THEN RN$=C$(K)
175 NEXT K
180 P$=LN$+" "+MN$+" "+RN$+"":PRINT:PRINT"YOUR BUZZ PHRASE IS '
";P$
190 PRINT: INPUT "NEED ANOTHER PHRASE? (Y OR N)";Z$:IF Z$="Y" TH
EN PRINT @512, STRING$(40,32):PRINT @640, STRING$(60,32):PRINT @
768, STRING$(60,32):GOTO130
195 END
200 DATA INTEGRATED, TOTAL, SYSTEMATIZED, PARALLEL, FUNCTIONAL,
RESPONSIVE, OPTIONAL, SYNCHRONIZED, COMPATIBLE, BALANCED
210 DATA MANAGEMENT, ORGANIZATIONAL, MONITORED, RECIPROCAL, DIGI
TAL, LOGISTICAL, TRANSITIONAL, INCREMENTAL, THIRD-GENERATION, PO
LICY
220 DATA OPTIONS, FLEXIBILITY, COMPATIBILITY, MOBILITY, PROGRAMM
ING, CONCEPT, TIME PHASE, PROJECTION, HARDWARE, CONTINGENCY

```

Program Listing 2

Questionable Conversion

I recently received a printout of a Model III game that was copyrighted 1980 (part of a friend's computer literacy course). At first I intended to convert it for my Color Computer, but after seeing the copyright, I'm not sure. Is it legal to convert a copyrighted program to a different computer?

*Dan Redding,
418 E. 10th St.
Gibson City, IL 60936*

You're probably OK, as long as your conversion is only for personal use.—Eds.

Verbal Violence

Too much of *80 Micro's* constructive criticism of Radio Shack or of Shack products is buried under barrages of sarcasm and negativism. Why not work harder at writing persuasive arguments instead of verbal assaults?

The IQ and literacy levels of your subscribers is undoubtedly more than a cut or two above the national average. If you believe you have to persist in this

form of journalistic bloodletting in order to hold your subscribers, please think again.

*S. Thomas Tompach
1800 E. Sixth St.
Merrill, WI 54452*

Instant Buzz

We have all heard the many buzz words and phrases used extensively in corporate communications, government publications and releases, and politics.

80 Micro readers may have occasion to use such phrases, and Program Listing 2 will supply them.

*Bill Crusinberry
Houston, TX*

Time Manager Patch

The Time Manager program sold by Radio Shack for the Model III is useful, but it has an irritating bug. One of the menu choices permits the selection of various flags to specify such things as upper- or lowercase, and line feeds.

It's intended that the user optionally write these flags to the data disk to

preserve them for subsequent accesses of the data, but this feature does not function. The programmer forgot that the SRL (HL) instruction does not shift the carry bit. He should have used RR (HL) instead. The fix is:

```

PATCH TIMEMGR/CMD (ADD=863C,
FIND=3E, CHG=1E)
PATCH TIMEMGR/CMD (ADD=8642,
FIND=3E, CHG=1E)
PATCH TIMEMGR/CMD (ADD=8648,
FIND=3E, CHG=1E)
PATCH TIMEMGR/CMD (ADD=864E,
FIND=3E, CHG=1E)

```

If you would like the default disk drive number to be 2 instead of 1, move the code from 7CE3 through 7CF2 up one byte so that it starts from 7CE2 (this uses a NOP that formerly resided there). Then add 3E and 02 at 7CF2 and 7CF3 respectively.

*Lynn Gallup
5932 Grove St.
Edina, MN 55436*

Basic Modifications

I would like to make a few comments and suggest a few simple modifications to my article, "A Basic Compiler in Basic" (*80 Micro*, October 1982, p. 122).

The program as published contains no typographical errors or known bugs, so if you type it correctly it should work as expected. It works equally well on a Model I or III.

The following modifications make the program compatible with cassette and disk systems with 16K, 32K, or 48K. They also make the compilation process faster by 20-30 percent. The user must still specify the memory available (MR = -2 or 1 or 0 for 16K or 32K or 48K respectively in line 1005).

- Change the statement D1 = D1 + 256 in line 836 to D1 = D1 + SGN(MR + 2)*256.

- Change the statement P1 = P1 + 256 in line 840 to P1 = P1 + SGN(MR + 2)*256.

- Delete lines 848-857.

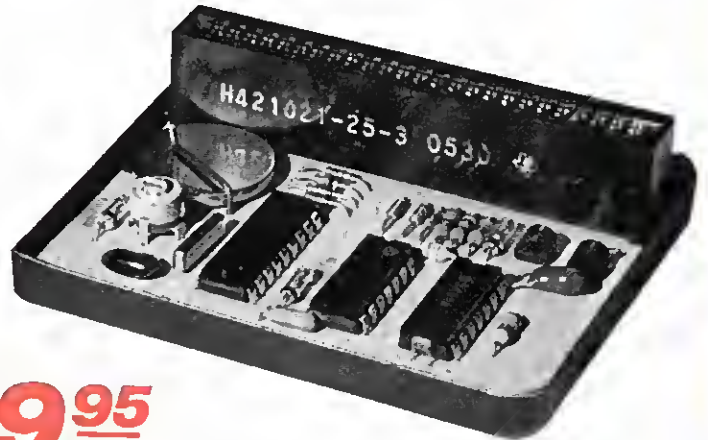
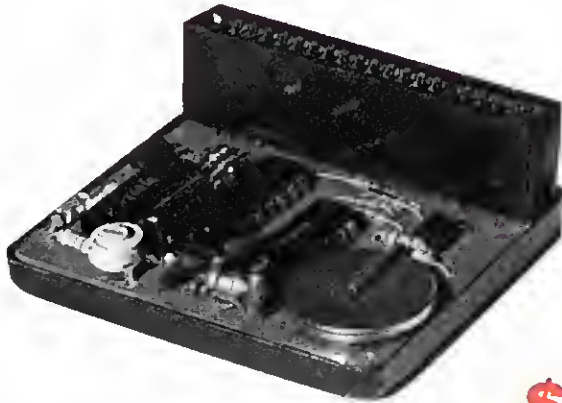
- Change lines 847, 1000, 1230, and 1300 as shown in Program Listing 3.

The changes in lines 836, 840, and 1300 make the program compatible with cassette and 16K systems. The change in line 847 and the deletion of lines 848-857 speed up the routine that converts a single precision constant into

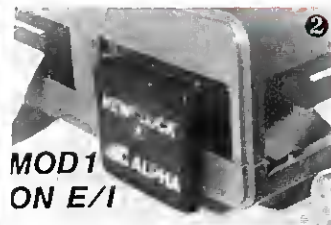
NEWCLOCK-80

MODEL I

MODEL III



\$59⁹⁵



MOD III
version

MOD I
ON E/I

TIME w/o Exp. Int. The complete package

Wouldn't it be nice if your computer could always boot up with the right time and date and then stay accurate. Newclock-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 "TIMES" function to read Newclock-80. It also adds "TIMES" 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.

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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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```

847 R=VAL(C$):Z=VARPTR(R):E1=33:D1=65:GOSUB902:C1=PEEK(Z):GOSUB9
10:P=35:GOSUB512:C1=PEEK(Z+1):GOSUB910:P=35:GOSUB512:C1=PEEK(Z+2
):GOSUB910:P=35:GOSUB512:C1=PEEK(Z+3):GOSUB910:Q=Q-1:RETURN
1000.CLEAR200:DEFINTA-Q,S-Z:DIML1(100),L2(100),A(50),D(25),E(25)
:Q=0:P=0:PC=0:PN=0:M=0:C=0:C1=0:V1=0:P1=0:C$="":E1=0:D1=0:V0=0:X
=0:Z=0:L=0:Z1=0:F$="BASIC COMPILER"+STRING$(50," "):T$=CHR$(32)+
CHR$(58)+CHR$(32):CLS
1230 FORJ=1TOL-2:IFDN=L1(J)THENDB=L2(J):PRINTL1(J):J=L-2
1300 PRINT:A$=INKEY$:IFPEEK(16396)<>201THENDEFUSR0=MCELSECL=MC:G
OSUB836:POKEL6526,E1:POKEL6527,D1
    
```

Program Listing 3

four-byte representation.

Changing line 1000 speeds up the program overall by defining the most-used variables early. Finally, changing line 1230 speeds up the routine that adjusts the jump addresses of the compiled code. None of these changes has any effect on the machine code produced by the compiler.

*Dimitri P. Bertsekas
M.I.T., Rm. 35-210
Cambridge, MA 02139*

Model Modem

If you are having problems transmitting or receiving with your modem, you can try three methods that finally worked for me.

First, I replaced the 25-foot telephone cord between the wall and the modem with a short seven-foot cord.

Then I plugged the cord from the modem directly into the wall jack. Before, it had gone into a Y-plug at the wall. This was a big improvement, but I still saw about 50 percent mistypes appearing on my screen when I transmitted.

Last, I grounded my computer. My house has older wiring and the sockets only accept a two-prong plug, so I had been plugging into an adapter and leaving the ground wire unconnected.

This had never affected my computer, disk, or printer operations, but as soon as I attached the ground wire to the screw holding the plate to the wall, the last of my modem problems was solved. It now works 100 percent of the time.

*Tom Purnell
Crow Enterprises
32533 Regents Blvd.
Union City, CA 94587*

CC Reception

I would like to commend Michael Chuck on his "CC CQ" article (*80 Micro*, December 1982, p. 200). For those

80 ALERT

Occasionally, 80 Micro receives letters from readers who have had difficulties with our advertisers. Most of the time, these problems are resolved to the satisfaction of all parties, but some problems appear to be insoluble.

As a service to readers and advertisers alike, 80 Alert will pinpoint distributors who cannot be reached, by readers or by our advertising department, for customer service. Anyone who has current information about a manufacturer or distributor mentioned in the column is welcome to write and update our data.

We've received five letters concerning Shannon Magnetics, or Data Resources (304 Elati St., Denver, CO 80223). In each case, the reader ordered supplies, mostly disks, and paid by credit card. Although the credit cards were charged immediately, the supplies never arrived.

Shannon Magnetics told customers that the disks were back-ordered. The company agreed to send refunds, but customers report that they never received them.

We have not been able to contact Shannon Magnetics. The company's telephone numbers have been disconnected, and they have not answered correspondence. So far, we have been unable to obtain any further information.

AFL Products Inc. has recently moved to a new location. Its correct address is 1315 F Nelson St., Denver, CO 80215.

hams who have done their own 32K upgrade, the following modification to the program will allow it to receive.

In the machine-loading program, change both 6's in line 90 to 4's, and the 7 in line 100 to a 5. In case your RAM upgrade was configured differently, you can PEEK(65314) and replace the 7 in line 100 with the PEEK value, and the 6's in line 90 with a value equal to the PEEK-1.

*Mark Wilson
Box 794
Potsdam, NY 13676*

NEWDOS80 Doesn't?

As I write this, I'm hoping that you will tell me I'm all wrong, but I believe that David Busch's article, "Nine Programming Tricks," is all wrong about the NEWDOS80 1.0 and 2.0 REF finding Print statements to change to LPRINT by entering REF"PRINT (80 Micro, Anniversary Issue 1983, p. 56).

NEWDOS will find variables and strings such as "Please print your name clearly." It will not find Basic statements such as PRINT, GOTO, and LPRINT.

Also, Busch's other eight programming tricks were rather elementary and not very tricky.

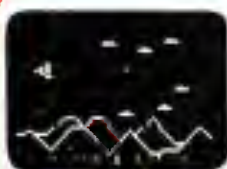
*Edward O. Noble
P.O. Box 759
Mesilla Park, NM 88047*

Yes, It Does

You got your wish; I am happy to tell you that you are all wrong. NEWDOS-80 will find keywords such as PRINT or GOTO using the REF command, exactly as described in my article and the NEWDOS80 2.0 documentation (p. 7-7).

I suggest you load a Basic program, type REF=PRINT, and watch the results carefully. If the string you are looking for is unpacked (not a keyword), you can still find it by using the format REF"string. There are three or four other REF formats in NEWDOS80 that I haven't even covered. It is a very powerful command.

As to the other eight programming tips, 80 Micro has always been aimed at TRS-80 users of all competency levels. If you find a given article too simple, I'm sure you'll find something among



REAR GUARD

Deadly waves of enemy Cyborg craft attack your fleet from the rear. You are the Mothership's sole defender! You have unlimited firepower but the Cyborgs are swift, nimble attackers. Your abilities are tested hard in this game of lightning fast action and lively sound from Adventure International. Price: B



STRIKE FORCE

As the primary defender of a world of cities under deadly alien attack, your weaponry is the latest rapid fire missiles, long range radar and incendiary star shells. Your force field can absorb only a limited number of impacts. A complex game of strategy, skill and reflexes from Melbourne House. Price: A



PANIK

Trapped at an enemy building site, you fall seems certain. Your laser is empty and evil Meers are closing in. You'll have to climb ladders and think one step ahead of the various monsters. A challenging game for agile minds. From Fantastic Software with voice. (Disk has larger vocabulary). Price: B



SEA DRAGON

Your submarine, the USS Sea Dragon, penetrates a mined enemy channel. Armed with missiles and torpedos, you engage the enemy while navigating unknown waters. Succeed or come to a salty end in this game. 29 screens of horizontally scrolling sea-scape and sound from Adventure International. Price: B

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80 Reviews, Jan '82

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5. CATERPILLAR - Good rendition
6. CRAZY PAINTER - Unique game concept
7. DEFENSE COMMAND - Tough struggle
8. STELLAR ESCORT - Fast and Challenging
9. ROBOT ATTACK - With voice
10. SEA DRAGON - Amazing "Seascape"

STELLAR ESCORT

The latest super action game from Big Five. As the Federation's top space fighter you've been chosen to escort what is possibly the most important shipment in Federation history. The enemy will send many squadrons of their best fighters to intercept. With sound. Disk version has voices. Price: A



ROBOT ATTACK

Talks without a voice synthesizer, through the cassette port. With just a hand laser in a remote space station you encounter armed robots. Some march towards you, more wait around corners. Careful! Zap the walls are electrified. Zap as many robots as you dare before escaping to a new section. More robots await you. Price: A



LUNAR LANDER

As a vast panoramic moonscape scrolls by, select one of many landing sights. The more perilous the spot, the more points scored -- if you land safely. You control LEM engines and side thrusters. One of the best uses of TRS-80 graphics we have ever seen. From Adventure International. With sound. Price: A



SUPER NOVA

Asteroids float ominously around the screen. You must destroy the asteroids before they destroy you! (Big asteroids break into little ones). Your ship will respond to thrust, rotate, hyperspace and fire. Watch out for that saucer with the laser! As reviewed in May 1981 Byte Magazine. Price: A



OUTHOUSE

You are the mighty protector of this small (but important) wooden structure. For reasons unknown, a bizarre gang of miscreants wish to vandalize your and otherwise destroy the little half moon house. Your patrol craft has lasers and smart bombs to deal with this terror. From SSM with sound. Price: A



GALAXY INVASION

The sound of the klaxon is calling you! Invaders have been spotted warping toward Earth. You shift right and left as you fire your lasers. A few break formation and fly straight at you! You place your finger on the fire button knowing that this shot must connect! With sound effects! Price: A



LASER DEFENSE

In this game of ICBM's, high-energy lasers and particle beams, you control the U.S. strategic defense satellite system. From your viewpoint high above the globe you intercept Soviet nuclear missiles in flight and attempt to destroy their scatterable missile silos. With sound from MED Systems. Price: B



CHICKEN

Will the chicken cross the road? That's up to you. Can you guide these helpless little chicks across the perilous 10 lane Super Highway to safety? Or will you fumble, littering the blacktop with a storm of chicken feathers? A humorous yet challenging game of nerves from SSM with sound. Price: A



PENETRATOR

Soar swifly over jagged landscape swooping high and low to avoid obstacles and enemy missile attacks. With miles of wild terrain and tunnels to penetrate you're well armed with bombs and multiple forward missile capability. From Melbourne House. Features sound, trainer mode and customizing program. Price: C



DEFENSE COMMAND

The invaders are back! Alone, you defend the all important nuclear fuel canisters from the repeated attacks of menacing aliens, repeatedly. An alien passes your guard, snatches a canister and flies straight off. Quick! You have one last chance to blast him from the sky! With sound and voice. Price: A



BOUNCEOIDS

Huge boulders careen all the walls. You're in the middle, in danger of being flattened. Keep your wits about you as you blast these "Bounceoids" from the screen. Large ones break into many small ones. Clear a screen, and enter a fast-paced challenge stage with a chance for big bonus points. From the Cornsoll Group. Price: A



SCARFMAN

This incredibly popular game craze now runs on your TRS-80! It's eat or be eaten. You run Scarfman around the maze, gobbling up everything in your path. Try to eat it all before nasty monsters devour you. Excellent high speed machine language action game from the Cornsoll Group. With sound. Price: A



ARMORED PATROL

A realistic tank battle simulation. Your view is a 3-D perspective of an alien landscape. Maneuver your T-36 tank to locate and destroy enemy tanks and robots that lay hidden, ready to assault you. Clever graphics create the illusion of movement and dimension. From Adventure International. With sound. Price: B



CATERPILLAR

An arcade favorite! Stop these multi-sectioned crawlers before they creep down through the mushrooms. Zap one and it splits into two smaller bugs, each with its own sense of direction. There are moths and tumble bugs too. It all adds up to lots of fun for kids and adults alike. From Soft Sector Marketing. With sound. Price code: A



CRAZY PAINTER

You have to paint the floor while We give you the paint and brush. Sounds easy? Hah! You'll be confounded by stray dogs, snakes, sloshing buckets of turpentine, even a ravenous paint eater. A crazy, imaginative new game with ten selectable levels of skill for new or seasoned game players. List of laughs. Price: A

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the dozens of articles presented each month that will challenge you.

David D. Busch
515 Highland Ave.
Ravenna, OH 44266

Lacking Lobster

I travelled all over Mississippi, Louisiana, and Tennessee clutching Kaczor's "Tracking Lobster" program (*80 Micro*, December 1982, p. 150). I didn't find any.

Please print an article about tracking crawdads, or at least a Tracking Doo-dlebug Hole program.

Leigh L. Klotz, Sr.
119 Harmony
McComb, MS 39648

Integrated Information

The concept of integrated software sounds exciting. Are you aware of any integrated software programs being

Printer Driver Problems

We have received many responses to an *Input* letter requesting information about printer drivers for SuperScript (January 1983, p. 16). For a sampling of solutions to the problem, see *Feedback Loop*, p. 376.—Eds.

developed for the TRS-80 Model III?

I would appreciate any advice or information you can give me regarding this subject.

David F. Smith
2047 Pine River Drive
Kingwood, TX 77339

Limited to 48K of RAM, the Model III is probably not suitable for complex, memory-intensive programs such as the new integrated packages. With the announcement of the 128K, 80-column Model IV and the continued development of the 16-bit Model 16, integrated

software will become available on Tandy computers over the next one to two years.—Eds.

NODOS News

My article titled "NODOS 80" (*80 Micro*, Anniversary Issue 1983, p. 96) makes utilities and commands normally only found on disk systems available to the cassette tape user. The index and guide for Load 80 inadvertently excluded the fact that the four NODOS 80 source code listings would be on the Anniversary Issue tape.

I have received numerous requests for the object code (SYSTEM program) from persons who either do not have an editor/assembler or would rather have a single program to load instead of the four parts compiled from the source code.

For those interested in receiving the System (machine language) program, I will provide a high-quality cassette with two copies for \$10. The charge stated is a copying, cassette, and postage charge, not a sales price for a program. I am not offering to supply the source code; you can get this from *80 Micro* on Load 80.

The program I am offering contains the compiled code given in Listings 1-4 of the NODOS article as corrected below. It is ready to run using the System command.

If you plan to key in NODOS 80 yourself, the correction below should be made to the code given in Program Listing 4:

16820 SABERR CALL 24A0H

This ends the problem of hanging up the computer if you enter the partial command CMD"O or CMD"O".

I don't plan to support the program in any other way since it is an adaptation of another's code; I trust the original authors have fully tested their code. Minor problems I have discovered that are not fatal are discussed in the article.

I will try to answer any questions by mail if you include a self-addressed and stamped envelope.

Thomas L. Quindry
6237 Windward Drive
Burke, VA 22015

Color ABCs

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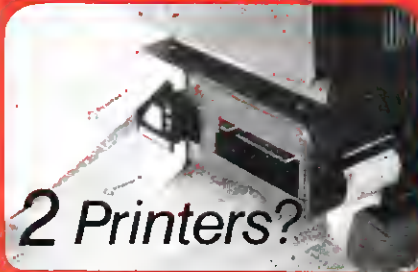
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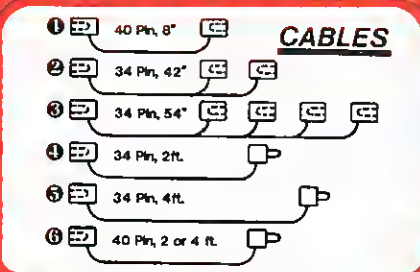
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2 Printers?

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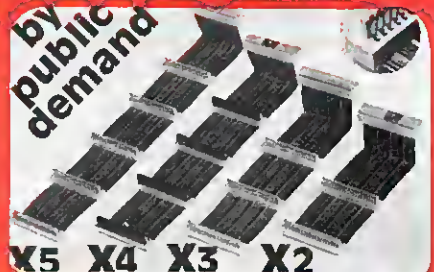
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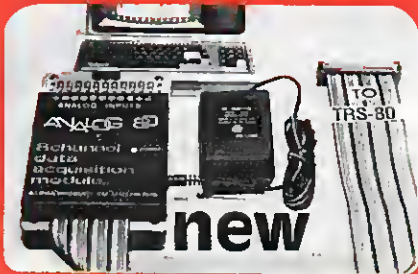
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GREEN SCREEN WARNING

IBM and all the "biggies" are using green screen monitors. Its advantages are now widely advertised. We feel that every TRS-80 user should enjoy the benefits 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 Lucite. The green tint was not made for this purpose and is judged by many to be too dark. Increasing the brightness control will result in a fuzzy display.
- Some are simply a piece of thin plastic film taped onto a cardboard frame. The color is satisfactory but the wobbly film gives it a poor appearance.
- One "optical filter" is in fact plain acrylic sheeting.
- False claim: A few pretend to "reduce glare". In fact, 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 gentlemen but it's just the opposite. One of the Green Screen's major benefits is to increase the contrast between the text and the background.
- Drawbacks: Most are using adhesive strips to fasten their screen to the monitor. This method makes it awkward to remove for necessary periodical cleaning. All (except ours) are flat. Light pens will not work reliably because of the big gap between the screen and the tube.

Many companies have been manufacturing video filters for years. We are not the first (some think they are), but we have done our homework and we think we manufacture the best Green Screen. Here is why:

- It 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 of 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.
- The filter material that we use is just right, not too dark nor too light. The result is a really eye pleasing display. We are so sure that you will never take your Green Screen off that we offer an unconditional money-back guarantee: try our Green Screen for 14 days. If for any reason you are not delighted with it, return it for a prompt refund.
- A last word: We think that companies, like ours, who are selling mainly by mail should list their street address, a phone number (for questions and orders), accept CODs, not every one likes to send checks to a PO box, offer the convenience of charging their purchase to major credit cards. How come we are the only green screen people doing it? Order your **ALPHA GREEN SCREEN** today. **\$12.50**



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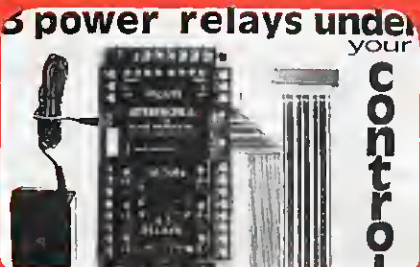
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ters on signs and in books, so I decided to see if he could identify them on our 16K Color Computer. I was overwhelmed by his response!

As soon as I showed him how to push the A key and he observed it on the screen, he took over the machine. I printed out the entire alphabet on a separate sheet of paper and he punched the keys. To check his understanding, we went to the screen and he pointed to the letters he knew and told me what each one was.

My husband sold me on the capabilities of a home computer; now I am persuading other mothers to invest in their children's educations. The Color Computer is a valuable asset to our home.

Patricia Ford
P.O. Box 952
Steubenville, OH 43952

Cure for TRSDOS 2.3B

I read with interest Jerry Reiser's let-

ter (*80 Micro*, January 1983, p. 16) concerning his problems with using the operating system on Radio Shack's Series I Editor/Assembler disk version, TRSDOS 2.3B.

The B must stand for bad! He's right—no documentation, no support, and incompatibility with TRSDOS 2.3. I once shared his frustration, but now I can offer some advice that should alleviate the pain. Just follow these steps:

- Take the Editor/Assembler disk with that "improved" operating system, and put it in very close proximity to a magnetic bulk eraser.
- Turn on the bulk eraser.
- Invest in a copy of NEWDOS80 Ver. 2.0. It has a nice editor/assembler, a modification of Radio Shack's cassette version, that seems to be compatible with TRSDOS 2.3.
- Save your Series I manual; it was well worth the \$34.95 you paid for the program. The instructions are pretty much the same for the Apparat version, except use B instead of Q to exit to DOS,

and use slashes (/) instead of commas (,) to separate the switch commands.

- Pretend you never heard of TRSDOS 2.3B.

Of these five instructions, the fifth is the easiest, but the first and second can be performed with diabolical joy. My third suggestion is the most difficult, but worth the effort.

Chuck Agne
1315 E. Mulberry #24
San Antonio, TX 78209

Government Group

Ninety-nine percent of all Model II owners appear to be nongovernmental users, and most business programs are aimed at nongovernmental users. Governmental users require programs designed for the exclusive use of governmental operations. General Ledger programs written for business applications will not work for small cities.

I am trying to organize a list of Model II users involved in governmental operations who can assist each other, and exchange information and programming techniques.

Joe R. Chance
P.O. Drawer W
Livingston, AL 35470

Cassette QuickCalc

Some readers have had problems with my "QuickCalc" article (*80 Micro*, October 1982, p. 114). I neglected to mention that the printing routine is only compatible with the Model III.

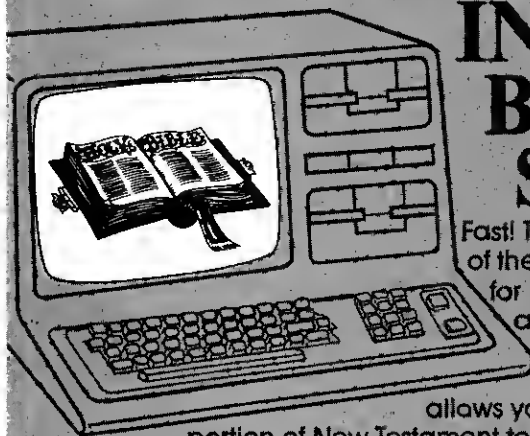
Location 16427 on the Model III provides the maximum printer line length minus two. Certain Model I operating systems do the same, but a cassette-based Model I does not. In this case, the print routine is slightly more complicated:

```
3010 Delete the "POKE 16427,62:"
3020 FORT=0TO15:SP=T+64:
FORT1=0TO63:ML=PEEK(15360+SP+T1):
IFML=191THENLPRINT"*";ELSELPRINT
CHR$(ML);
3030 NEXT:LPRINT"";NEXT:LPRINT
TAB(4)STRING$(62,"-"):PRINT@0,
STRING$(64,32)::GOTO30
```

Kurt Leafstrand
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* Bible Search currently requires a TRS-80 (TM of Tandy Corp.) Model I or III with 48K memory and two disk drives. Inquire about its availability on other computers.

In the February 1983 issue, we published a sampling of reader reactions to software piracy; we called the section To Copy or Not to Copy. The focus of the discussion was a letter appearing in the November 1982 issue that offered information on copying Super Utility Plus should PowerSoft Inc. be unable to provide back-ups. The following letter is PowerSoft's reaction to the controversy surrounding its product and to the opinions expressed in 80 Micro.

At PowerSoft, we are committed to supporting the registered owners of Super Utility Plus. We are demonstrating our concern with a special offer. Upon receipt of your self-addressed stamped envelope (use 37 cents postage), we will send you the technique for dumping a CMD file of SU+ version 2.2z that is tailored to the DOS for which you configure it. We will also include a description of how the SU+ disk is arranged and how the protection is achieved.

This only applies to registered owners. If we don't have your card, you don't get the sheets. We will also include a discussion by Kim Watt on the theory of mixing densities on a single disk.

In his February Feedback Loop (p. 410), Terry Kepner states that "Kim Watt... is the only one I know who has solved this problem, and he's not telling his secret." This information will now be available to registered owners free of charge. The people who register are the ones who will profit.

We had considered printing all of this information in the magazine, but decided that it should only be available to registered owners. This does not apply to the new version 3.0 of SU+.

The SU+ Controversy

To Copy or Not to Copy... that is the question. Why the hysteria over not being able to copy Super Utility Plus? First of all, let us give our side of why Super Utility is on a protected disk.

Supporting SU+ in the past has been a simple matter. The disk is protected. That means that theoretically only purchasers of the software will be using it. Therefore, when

PowerSoft on piracy

someone calls us on the phone and has a question or problem, we can simply answer his question. We don't have to put him on hold while we look him up in our data base.

Now, due to the fact that some magazines, companies, and individuals are making it possible for non-registered users (read that as pirates) to use our software, supporting registered owners has been hampered. From this point on, registered owners will be required to give us their name, address, and SU+ serial number when calling. We will then check PowerMail for verification. No registration, no help.

This is exactly the same way that LSI, Apparat, Micro Systems Software, Prosoft, and many other companies have always operated. Now it is going to have to be that way due to pirates. We get calls every day from people who have no idea what to do next (no manual). They also do not have any idea what their serial number is (no master disk), but they want our help.

Another idea behind a protected SU+ is that when someone would call with a problem, we'd know what code was in his computer. With a CMD file, there are always numerous consumer-applied patches and zaps. We cannot support SU+ if people start tampering with the code.

There is no reason to be concerned about SU+ being protected for a number of reasons. First, once the disk is booted and the program is loaded, the disk can be removed from the system and put away. It is only in the drive for around a minute! SU+ is totally memory-resident and contains its own internal operating system.

A back-up copy has been included in the package ever since Sept. 1,

1982. Those who purchased the program prior to that date may purchase a back-up disk for \$10 including postage. The price had been \$5 for the last two years, but due to increased costs in labor, postage, and packaging, we had to raise this.

If you have two copies of SU+, there is no reason to be concerned that you will be without it. You should keep one copy by your system, and another in a separate location for back-ups and master disks.

We can always repair a master disk at a nominal charge, and our turn-around time is fast. We have thousands of registered owners, and we believe that they are very happy with the product, and with our support and service.

SU+ is a 38K machine-language program when set up as a CMD file. That eats up most, if not all, of your disk. Even if you have 40-track double-density disks, and especially if you are using single density, you don't have much room left for anything else. This makes it impractical to have SU+ as a CMD file.

There seems to be two types of programmers. One type is the true innovator who treats his profession as a craft, not as a job. He is artistic and devoted to programming, working at it full time to support himself and his family. If he doesn't get royalties, he quits programming and does something else.

Then there are the leeches who want to make a quick buck on someone else's code and effort. You've seen their ads. They'll sell you a 1-byte patch (with directions) for \$30 to back up Scripsit or VisiCalc. They do not care about the author, or the support the author will have to give. They do not have integrity.

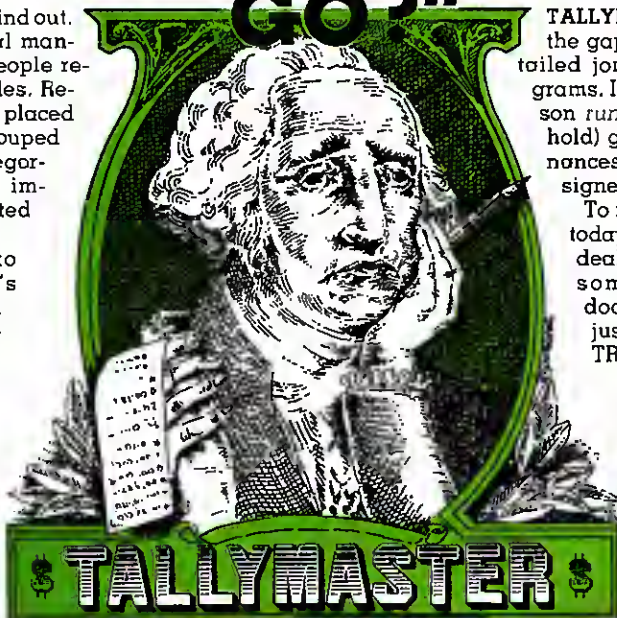
It is easy for them to justify the existence of their software by saying that they are providing a public service. Actually, they are looking to make a quick buck and deny good programmers the royalties they are due. This is a fact. The guy who wrote Scripsit deserves to be paid for every copy out there that is being used, right?

There is no valid reason for any registered owner of SU+ 2.2z to pay any money for copy programs. If you bought one, send it back. Only

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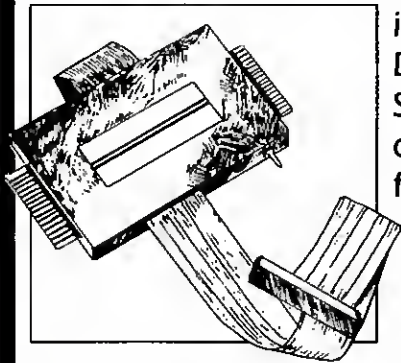
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64

these pirates have a need for it now.

The February 1983 *80 Micro*

Theodore C. Hossfeld states that "the utility itself is designed to break others' protection." Wrong! That is just one of 80 different functions that SU+ contains. It was intended to copy garbled disks, so that a repair attempt can be made without destroying the only copy of the bad disk.

It does not copy any disk by any imaginable means. We even state that fact in the manual. It was not designed to be a game-disk copier. You should know that it was not intended for that purpose although you perhaps bought it for that purpose.

Roxton Baker states, "Acorn, Med Systems, SubLogic, Adventure International, PowerSoft... silently sell protected programs." I cannot speak for the others, but SU+ is the *only* protected item in our entire product line.

All our other products come on a special disk that boots in either machine, which by nature makes it protected, but it will transfer as many copies of the software to your disk as you like. It is also readable as a data disk by LDOS, DOSPLUS, and MULTIDOS. No protection there.

Jason Matthews at Apparat talks about the hardware lock used for Copyart as a solution to software piracy. That's OK now, but what happens when many major programs, maybe even including an operating system, have their own hardware locks? Are you going to have a chain of them? Will they even work together? Will Alpha Products need to make us a hardware-lock extension cable with 3-IO sockets?

Jeffrey Sherman says that companies that sell protected software have "no regard for the customer after the sale." How untrue in our case. We have files full of letters from happy customers. You name a major corporation or government agency, and it has SU+.

Mr. Sherman says that "If companies sold software at reasonable prices, there would also be less pirating." He adds, "Why does the same package cost more for the Model II and III than it does for the Model I?" First of all, SU+ is a

bargain for the money. Every TRS-80 magazine has said that it is well worth the purchase price. If you ever crash a disk in the middle of the night, you can appreciate SU+.

Next, every single program that PowerSoft sells will work on the Model I or III, and you get both versions (if necessary) in the same package on a disk that will boot up on either machine! We do not want to be included in categories where we do not belong.

SU+ boots in Model I or III, and the new 3.0 version will not only boot in both of those, but in a 35-, 40-, or 80-track drive as well. MAX-80 support is coming too.

As regards support, PowerSoft sponsors its own Special Interest Group (SIG) on CompuServe. We were the second TRS-80 oriented SIG on MicroNET after Richard Taylor's MNET-80, and have been in operation for two years on MNET.

We actively support all of our software products right on the net. We have sections divided into PowerSoft, Snappware, DOSPLUS, DOSPLUS II, LDOS, Communications, MAX-80, Mod II/16, and IBM PC. These sections are manned by Kim Watt, Bob Snapp, Lance Micklus, Renato Reyes, Mark Lautenschlager, Dennis Brent, Bill Vermillion, Doug Hogarth, and all the people directly involved with the products being supported.

Other experts in the field frequent our board, and it is not too often that a question goes unanswered. This is free of charge to any purchaser of a PowerSoft product.

Spencer Trimble (as well as the unknown letter writer) seems to be concerned by the fact that PowerSoft or other companies that sell protected software may go under and he will be stuck. This is ridiculous. A product like SU+ is one of our greatest assets. In the very unlikely event that we were in a bind, do you think that we would just throw the product in the trash? We believe the product would continue.

Jean Witt says that our protection "seriously limits the usefulness of the program," and that "Every time the disk makes a revolution, magnetic coating wears off." Maybe insignificantly so, but it certainly does not af-

fect the use of SU+.

As noted previously, once the program is booted, it is totally memory-resident and the disk may be removed from the system. You have that disk plus your back-up copy, so it is doubtful that you will be without SU+.

Of course, that wasn't good enough for WittSoft, as shown in their recent ads. We appreciate WittSoft's kind words about SU+, but that doesn't make what they're doing right.

Perhaps they should be made aware that every back-up and/or CMD file of SU+ contains the serial number of the purchaser. There is a way to display that on the screen. The name can be traced from that point. We have already caught several people who have violated the agreement that they signed by letting the program out of their protective custody. Support is immediately suspended, for starters.

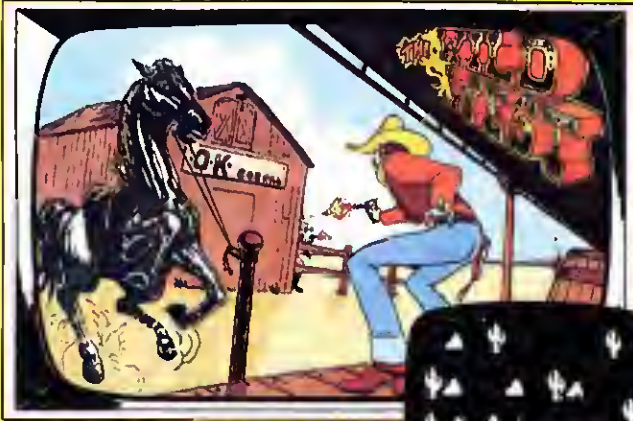
Finally, Jean Witt says that "the program brags about its ability to duplicate protected disks while the author has ensured his own work would remain uncopied." First of all, we don't brag about special copy. We challenge you to show us one ad that brags about backing up protected disks. Your ad brags! The only purpose of your program is to back up our program, and that is a leech. If we wanted to brag we would say, "Will back up any disk," but we don't because it won't.

Now, where does that leave the magazine publisher? Eric Maloney, Managing Editor of *80 Micro*, says that they don't want to "aggravate an already-volatile situation." *80 Micro* will continue to carry ads for copy programs. They walk a fine line. They exist on advertising, not magazine sales; it is a fact of life.

Mr. Maloney has been a gentleman in our discussions on this issue. The editorial opinion does seem ambivalent, however. Consider Mr. Green's \$10,000 reward for ISI pirated software. He has always been very anti-piracy. What is next? Where will it stop? Maybe when you see a full page claiming, "Nothing Is Sacred Anymore!"

We have never highlighted our special copy function in SU+. In the

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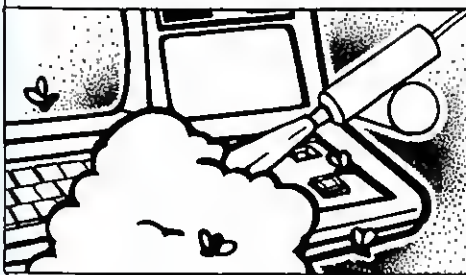
meantime, Roxton Baker's program does purport to back up much software. He is a one-man crusade, and he means to win by forcing away every good programmer we have left. He gives his own software away, so why shouldn't everyone else?

It is also curious that the publishers of Mr. Baker's software insist on publishing a way to back up SU+ several times a year in their magazine. They also once published ways to copy some of Med Systems' games. The president of Med Systems responded, to which they cried, "Sour grapes!" Magazines must take a stand somewhere and stick to it.

Utility of the Year

We would like to take this opportunity to thank our users for voting SU+ as 1982 Mod 1/III Utility of the Year. That means a lot to us, and it has to say something for the program. We feel that the first emotional response to this issue was by people who do not own the program and are angry because they cannot get a copy from their friends.

*Kim Watt
Dennis Brent
Owners
PowerSoft
11500 Stemmons Expwy.
Suite 125
Dallas, TX 75229*



1410 W = Z(K,J):Z(K,J) = Z(K,J + 1):
Z(K,J + 1) = W

*Bruce Douglass
1005 West Main
Vermillion, SD 57069*

Flaws and fixes

Line Correction

The "Regress" program listing in the December 1982 column of Copernica Mathematica (p. 458) requires a minor revision. Line 1410 should be:

Editing the Picture Editor

A reader has reported a bug in my "Easy Picture Editor" (December 1982, p. 388). The program offers an option to select and change the background color of a display. As implemented, this can't work. If you attempt to change the background color you will erase the entire display.

To correct this bug, it is necessary to select a background color before setting up the graphics mode and clearing the screen. Listing 1 shows the lines that need to be changed in the article program listing to correct this problem.

*Ron Ginger
17 Potter Road
Framingham, MA 01701*

Change the following lines to:

```
10 CLEAR 1000: DIM L$(50): GOSUB 2100
20 CSS(0) = "GREEN YELLOW BLUE RED ": CSS(1) = "BUFF CYAN
MAGENTA ORANGE " Inote use 7 spaces for each color
25 CLS: BL$ = STRING$(32, " "): CM = 1
305 CP = 33: GOSUB 45
325 PRINT @33, CS: CSS(CS);
345 CP = 65: GOSUB 45: GOSUB 55
355 FC = C: PRINT @64, BL$:
360 PRINT @62 + ((FC - 4 * INT(FC/5)) * 7), "DRAW";
365 PRINT @62 + ((BC - 4 * INT(BC/5)) * 7), "BACK";
960 XS = STR$(LN( + "PMODE 3,1: COLOR" + STR$(FC) + ", " + STR$(BC) + "": PCLS
: SCREEN 1, 1": PRINT # -, XS
2010 PRINT @33, CS: CSS(CS);
2015 PRINT @62 + ((FC - 4 * INT(FC/5)) * 7), "DRAW";
2020 PRINT @62 + ((BC - 4 * INT(BC/5)) * 7), "BACK";
```

Delete line 375

Add new lines:

```
2100 REM INIT BACKGROUND COLOR
2105 CLS: PRINT "WELCOME TO PIC-ED"
2110 PRINT "YOU MAY USE ONLY 4 COLORS"
2115 PRINT "1-GRN 2-YEL 3-BLU 4-RED"
2120 PRINT "5-BUF 6-CYN 7-MAG 8-ORA"
2125 INPUT "SELECT BACKGROUND COLOR (1-8)": CS
2130 BC = INSTR(1, "12345678", CS): IF BC = 0 THEN SOUND 10, 5: GOTO 2125
2135 IF BC > 4 THEN CS = 1 ELSE CS = 0
2145 PMODE 3, 1: COLOR FC, BC: PCLS
2150 RETURN
```

Program Listing 1. Picture Editor Listing

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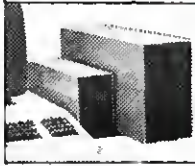
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For seven bucks you get a cassette with separate ASCII recordings of C.C. File set up for tape and disk files. There's also a single sheet of instructions; in this case, that's all you need.

It's easy to make a working copy of the program you need in compact tokenized form. This is one DBM that can work reasonably well with cassettes, since the entire data file is resident in memory while you're working with it.

There are no options for sorting records or for merging files, so there's no real need for a random-access storage medium. The program does feature dynamic storage allocation, so it knows whether you have a 16K or a 32K machine and makes the appropriate adjustments.

C.C. File allows you to search for and selectively print records. The search key can be any string of symbols that clearly identifies the record you want. You can designate keywords for a search by setting off the keys with special symbols—a leading asterisk, perhaps. The only symbols reserved for C.C. File's own use are the field separator @ and >, which is used to insert 10 blank spaces to format a video or printed listing.

There are also provisions for updating a file by deleting or adding records. The commands for editing a record are essentially the same as those used in Trans Tek's other programs for text processing and mailing-label preparation; it's nice to come upon a command set that's used in more than one place.

C.C. File is the perfect DBM for off-the-cuff personal inventory work; in fact, it was originally called QUAD Data Base, for quick and dirty.

Within the last couple of weeks, a de-

I'd like to discuss several data-base managers (DBMs) suitable for handling the personal information that families often accumulate: address books, recipe files, insurance policies, mailing lists, hobby material, whatever. There are now several CoCo DBMs geared to handle this kind of material. Some of them also serve as generalized electronic memo pads.

At the upper end of the range, these programs become suitable for handling data for small businesses. There is also a certain degree of overlap with spreadsheet calculators and calendar programs, but I'm going to discuss those at another time.

A DBM is a program that takes a file of related items and performs such functions as adding, changing, and deleting information, and searching, sorting, and listing all or part of the file. The totality of information about any entry in the file is generally called a record, and each distinct piece of information is called a field.

The degree of sophistication you require of a DBM depends on the nature of the material you want to record. As a rule, you can expect to trade simplicity of operation for number of features.

The Low End

The overall capability of DBMs is a much more rational basis for comparison than price. The low end of the scale is occupied by programs that work like electronic scratchpads, encouraging you to jot down personalized inventory data in a free-form manner.

These programs have some capability for searching through a file and for printing specific records, but are limited in other respects.

My favorite electronic notebook, Bill Dye's C.C. File (Trans Tek, 194 Lockwood Lane, Bloomingdale, IL 60108), accepts records up to 250 characters in length. That's about the only limitation it places on you as the user; you call the shots where record organization is concerned.

Text and numerical fields of any length can be entered in any order, and there are no privileged keywords reserved for the program's search routine. Records within a file aren't even required to have the same structure.

cent challenger has shown up in the guise of Radio Shack's new Personafile disk. At this writing, the Shack has not announced a disk version of Color File, and it's not clear to me whether Personafile is intended to fill that role; the programs do differ considerably.

Personafile is the creation of Robert Kilgus, who also wrote Spectaculator, Radio Shack's spreadsheet calculator for the Color Computer. Like C.C. File, Personafile allows you to record unstructured information about topics of interest. Records can be marginally longer—256 characters—and are identified by two keys: a subject, or general topic heading, and a tag that is specific to the record. Each can be up to 22 characters long.

The example used to demonstrate the concept in the manual is that of a specific recipe; the subject heading is Recipes, and the tag is Tacos (the Fort Worth influence, I guess). You can recall records by subject, tag, or both, and an asterisk can be used as a wild-card search character if you either can't recall or don't care about all of a search field.

The program produces alphabetized listings of both subjects and tags. These index listings are always updated, but the files themselves are not sorted. A listing of a complete file contains the records in the order in which they were entered.

The two-level identification structure makes it easy to keep multiple files on a single disk, and a disk can hold up to 540 records.

One of the best aspects of Personafile is its intelligent use of on-screen prompts. Since a 256-character record only occupies half of the CoCo's screen, there's plenty of room for command-prompting lines. The usual record-editing, printing, and deletion options are available, and the prompts make it possible to use the program without reference to the manual after a short familiarization period.

The only problem is the price—\$59.95. That's a lot of money for a program without sophisticated sorting and selection capabilities. I wonder how much of the cost is tied up in the new packaging format: nice three-ring binders with colored cover inserts, color printing inside the manuals, the works.

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Of course you may be able to "force fit" your application into some existing canned database you have, but to really get results, you need a separate application 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 the standard BASIC on your computer.

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More for Your Money

I rather like Color File. I think it gives cassette-based systems a fair degree of flexibility; since the program itself resides in a ROM pack, even a 16K machine has enough RAM for data files of reasonable size.

There are seven predefined file structures for common household applications (including addresses, warranties, and auto maintenance), plus the option of setting up your own.

A good way to go about the business of computerizing your household affairs is to use some of the stock formats for your everyday jobs, then strike out on your own as you dream up new applications.

Color File has commands for sorting a file in either ascending or descending order according to the data in any specified field, selecting records according to whether or not they satisfy some criterion, and printing the results of such a selection. A command line is always present at the bottom of the screen to inform you of your options, although it's cryptic compared with the prompts in Personafile.

For example, the main menu that appears when you set out to enter data into a file is:

```
ADD CHG DEL SEL ORD TAP PRT
```

These are the commands for adding a record to the file, changing a record, deleting one, selecting a group of entries for display, ordering (sorting) the file according to some criterion, recording the data on tape, and printing selected entries.

Selecting one of these options by entering its first letter will generally bring up a second-level menu that gives you the option of proceeding, canceling the command, or editing whatever you have just entered into the file. In the editing mode the four arrow keys can be used individually to position the cursor, or in conjunction with the shift key to insert or delete spaces or complete lines.

The program's principal strengths lie in its capabilities for sorting and selection. The second-level menu for the select option reads:

```
SEL NO! FLD ALL = # < >
```

SEL is used to actually carry out a search set up by some of the other options, while NO! is used in several Color File menus to cancel the whole operation in question.

FLD is used to specify which data field within a record will be used for selection, and its critical value; in Color File, data entry is always performed on a video "form" with numbered and titled fields. The final four options are used to set up the criterion to be enforced in the search.

You can specify a "hit" as having a selection field whose value either matches or fails to match the critical value (= and # options), or you can specify a one-sided mismatch with < and >. The selection process works with all alphanumeric characters and punctuation marks, according to their ASCII codes.

Color File is written in machine language, so the search routine moves quickly. It picks out records satisfying the selection criterion to form a separate data base that can be manipulated like any other: sorted, printed, or subjected to further selection processes. This gives you a limited ability to concatenate selection criteria.

Let's suppose you are working with a predefined medical history file. If you want to trace all the insurance payments to a certain doctor, you can select all the records carrying that doctor's name and then choose the ones for which a non-zero insurance payment was entered.

In terms of Boolean logic, you can AND selection criteria together. More powerful DBMs permit the logical OR operation as well, but this is beyond the capabilities of Color File. You could do it if it were possible to merge subsets of a given file selected by two independent searches, but you would have to take precautions to guard against doubly selecting records that satisfied both criteria.

You don't actually lose any information from your data base when selecting records. You can always cancel the effects of a search by returning to the second-level menu for SEL and choosing the ALL option.

Robert Kilgus has done a good job with Color File. The predefined formats can be helpful to the beginner, especially if you can accept the rather brief fields and records that they permit. At \$29.95, Color File sits squarely in the middle range of Color Computer DBMs in both price and features.

Approaching the Big Time

If you want significantly more power and flexibility in a DBM, you have to go

to a disk-based system. That's not any guarantee of satisfaction; there are a lot of programs and some of them don't have much to offer.

I've recently used one with real potential, though. It's called Homebase, and it was created by Ben Stokes, who does small-business system consulting (Homebase Computer Systems, P.O. Box 3448, Durham, NC 27702).

Homebase requires 32K of RAM, and its \$75 price tag takes it out of the impulse-purchase category, but it is worth a close look.

Homebase's strength arises from its ability to generate and manage text and data (i.e., numerical) files from one set of programs. In this way, it represents a first step toward the totally integrated software that is supposed to eventually rule the applications world.

It is an extremely flexible package; you can sort records according to their names or according to any text or numerical data they may contain, including dates and telephone numbers.

There are facilities for merging files, and a limited capability for performing calculations on data arrays. You could say that Homebase overlaps text-processing programs at one end of its abilities and spreadsheet calculators at the other. It's not optimized for either task, though, and should be judged on its strengths as a data-base manager.

Like many DBMs, Homebase presents the user with nested menus for opening, editing, and closing files, and for using utility programs. It isn't a trivial program to use, but the manual does go to unusual lengths to lead you along.

Homebase comes with the printed promise that purchasers completing the warranty registration card will be provided with telephone support and a form for documenting problems or recommending changes. This is a refreshing change from the negative attitude of too many software vendors.

Since it's set up for a single-drive system, Homebase requires a certain amount of swapping between program and data disks. Should the wrong one be in the drive at any point, things come to a halt and you receive a prompt to change disks; the system itself is relatively crash-proof.

Text files may be up to 480 characters long, with records entered in what seems to be free form; no specific meanings are attached to individual lines on the display. It is worthwhile to keep

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HOT CoCo

some semblance of order in text records, however, because during selection operations one can opt to limit target-string searches to specific lines and character positions.

You can also select records on the basis of their names, rather than the information they contain. I quickly got into the habit of including a dummy record named "Form" or "Template" in each text file to remind me of how things are organized.

Like Color File, Homebase can AND selection criteria together. The inverse of any selection criterion can be specified through the use of an Exclude command. You can elect to query an address book file for the dope on anyone whose last name does not begin with N, for example, and this lets you do the whole job with one selection.

The text management portion of Homebase includes commands for editing records, and for performing global search-and-replace operations. These do not make it a word processor; there are no commands for high-speed cursor

movement, the insertion and deletion operations are a little strange, and 480-character records are hardly appropriate for handling straight text. Still, it's nice to see even this level of sophistication in a CoCo application program.

The Text Utilities package includes additional goodies. Merge lets you add all or a selected portion of one file to another existing file. I've used this to manage an inventory of phonograph records, moving data from a "want" file to a "have" file as the collection grows. I suspect the list of such applications is endless.

Generate creates a new file with blank records, each having the name of a record in an existing file. This works even if the old file contains numerical data instead of text. The new one is always a text file, however.

Copy does what you might expect, and you must give the copy a new name. If you select a portion of the original before copying, the new file will contain only the ones you have selected.

Synchronize is useful if you have two

files with records of the same name in each (different data about the same items). If you select particular records from one file, Synchronize allows you to extract the matching records from the other one. The files need not be of the same type (text/data). This option is very handy.

Backup allows you to make back-up copies of files on either disk or cassette. The Utilities package also has a Load command for reading such cassette files.

If Homebase did nothing other than handle text files in this manner, Ben Stokes would have done a fine job. In fact, the system does much more. It handles data files with sufficient agility to deserve consideration as the core of a small project-management system, for starters.

I want to go into this in some detail, however, so I'm going to put it off until next month's column. At the same time, I'll tantalize you with Bill Dye's latest offering, which brings something approaching the capability of VisiCalc to the Color Computer. ■

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- **No hardware modifications required**

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.

Telewriter's chain printing feature means that the size of your text is never limited by the amount of memory you have, and Telewriter's advanced cassette handler gives you a powerful word processor without the major additional cost of a disk.

...one of the best programs for the Color Computer I have seen...

— Color Computer News, Jan. 1982

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.

64K COMPATIBLE

Telewriter-64 runs fully in any Color Computer — 16K, 32K, or 64K, 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 64K cassette based system, for example, you get about 40K of memory to store text. So you don't need disk or FLEX to put all your 64K to work immediately.

64 COLUMNS (AND 85!)

Besides the original 51 column screen, Telewriter-64 now gives you 2 additional high-density displays: 64 × 24 and 85 × 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 × 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.

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.

FEATURES & SPECIFICATIONS:

Printing and formatting: Drives any printer (LPV7/VIII, DMP-100/200, Epson, Okidata, Centronics, NEC, C. Itoh, Smith-Corona, Terminus, etc).

Embedded control codes give full dynamic access to intelligent printer features like: underlining, subscript, superscript, variable font and type size, dot-graphics, 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.

File and I/O Features: ASCII format files — create and edit BASIC, Assembly, Pascal, and C programs, Smart Terminal files (for uploading or downloading), even text files from other word processors. Compatible with spelling checkers (like Spell 'n Fix).

Cassette verify command for sure saves. Cassette auto-retry means you type a load command only once no matter where you are in the tape.

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.

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— The RAINBOW, Jan. 1982

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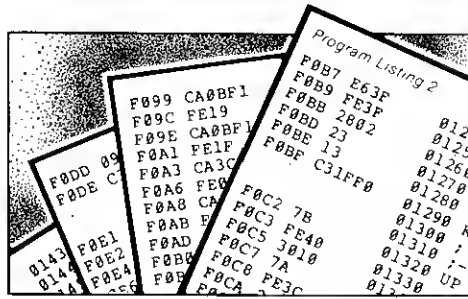
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In my two previous columns, I discussed fixed-location routines. This month's Assembly-language topic is relocatable code.

Programs written in relocatable code can be executed from any place in memory without any changes. All Basic programs are relocatable because they are entirely independent of their position in memory. Neither Basic nor the programmer cares if the line 10 CLS: CLEAR 500 is stored at 5200H or 0F000H. Both positions interpret and execute the line in the same manner.

Internal CALLs, JUMPs (JPs), and tables are not relocatable because they use absolute instead of relative addresses. The former two mnemonics assemble as 3-bytes. The first byte is the instruction itself; the second two are the address to branch to. If you relocated the object code, this address would be incorrect. Likewise, internal tables are assigned labels that are assembled to absolute addresses.

But if you can avoid internal CALLs, JPs, and tables, writing relocatable machine-language routines isn't difficult. Any program that avoids these three items is relocatable, including programs that CALL or JP to ROM routines and those that access fixed-position tables. In general, short routines are often relocatable; complex commercial programs rarely are.



Understanding relocatable code

Relocatable code is not magical or pure, but it does lend itself to at least three common interfacing techniques when combined with Basic programs. Relocatable routines, unlike fixed-position routines, can be stored in string variables, literal strings, and integer arrays.

The Demonstration Routines

Program Listings 1 and 3 show left

and right screen rotations; Program Listing 2 interfaces the rotation routine with Basic.

You can alter the routines in Listings 1 and 3 to clear the screen by scrolling everything off to the left or right. Simply change lines 280 and 600 in Listing 1 and lines 330 and 690 in Listing 3 to read: LD A,20H. Scrolling new information onto the screen requires a 1K buffer and some minor rewriting. If you modify the routines, be sure to adjust the data statements in the Basic programs.

Listings 1 and 3 each contain a time delay to help synchronize the screen rotation to the video refresh circuitry and the video scan rate. I used the delay value (0C8H or 200) that gave the best-looking screen on my Model I; you may have to adjust the delay for your computer. I found my delay value by trial-and-error, so if any reader can explain how to calculate the correct number of T states to synchronize the software with the computer, please write.

Packing String Variables

The simplest method for interfacing a relocatable routine to Basic is to use a string variable. First, translate the routine into 1-byte decimal values (use the Convert program from last month), and place those values in a data statement. After clearing sufficient string space, load the routine into a string using the instructions:

```
FOR I=1 TO (routine length)
READ D
A$=A$+CHR$(D)
NEXT I
```

(See lines 80, 90, 150, and 160 in Listing 3.)

Your second task is to access the routine from Basic, for which you'll need the VARPTR function. To find the USR

The Key Box

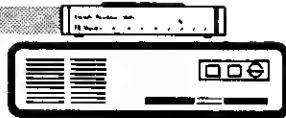
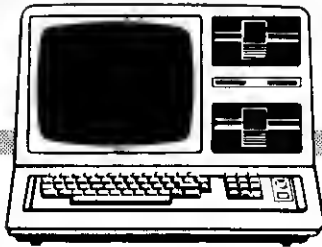
Model I and III
16K RAM, Cassette Basic
32K RAM, Disk Basic
Editor/Assembler Optional

Program Listing 1

```

00100 ;*****
00110 ;*
00120 ;* LEFT SCREEN SCROLL *
00130 ;* ROUTINE *
00140 ;* USE ONLY WITH *
00150 ;* STRING VARIABLES *
00160 ;*
00170 ;*****
00180 ;
00190 ;
7F00 00200 ORG 7F00H
7F00 0640 00210 LD B,40H ;64 TIMES THROUGH ROUTINE
7F02 C5 00220 LOOP1 PUSH BC ;SAVE COUNTER
7F03 11003C 00230 LD DE,3C00H ;DE=> TOP OF SCREEN
7F06 21013C 00240 LD HL,3C01H ;HL=> TOP OF SCREEN +1
7F09 0610 00250 LD B,10H ;16 LINES PER SCREEN
7F0B C5 00260 LOOP2 PUSH BC ;SAVE LINES COUNTER
7F0C 013F00 00270 LD BC,003FH ;63 CHAR.S IN LINE
7F0F 1A 00280 LD A,(DE) ;GET 1ST CHAR. IN LINE
7F10 EDB0 00290 LDIR ;MOVE THEM ALL LEFT
7F12 12 00300 LD (DE),A ;THE FIRST BECOMES LAST
7F13 13 00310 INC DE ;BUMP
7F14 23 00320 INC HL ; POINTERS
7F15 C1 00330 POP BC ;GET LINE COUNT
7F16 10F3 00340 DJNZ LOOP2 ;DO 16 LINES
7F18 01C800 00350 LD BC,00C8H ;VALUE FOR TIME DELAY
7F1B CD6000 00360 CALL 0060H ;ROM DELAY ROUTINE
7F1E C1 00370 POP BC ;GET CHARACTER COUNTER
7F1F 10E1 00380 DJNZ LOOP1 ;GO UNTIL FINISHED
```

Listing 1 continues



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- Write your product announcement letter with Scripsit or SuperScripsit:
...and we appreciated your purchase of @ITEMS@ on @SALEDATE@ in the amount of \$ @TOTSAL@...
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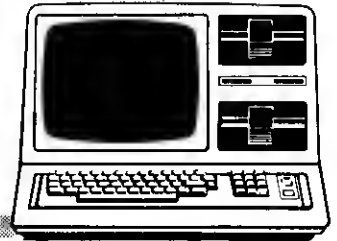
HARDWARE / SOFTWARE REQUIREMENTS

Requires TRS-80 Model I/III, 48K 2 Disk, LDOS (incl.)

Hard Disk	\$500.
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THE NEXT STEP

address, include in your Disk Basic program:

```
A = PEEK(VARPTR(A$)+2)*256
  + PEEK(VARPTR(A$)+1)
IF A>32767 THEN A = A-65536
DEFUSR0 = A
```

The command VARPTR(A\$) returns the address of the length of A\$. The 2 bytes in memory following the string length contain the address of the beginning of the string. VARPTR(A\$)+2 contains the most-significant byte; multiply its contents by 256 before adding them to the contents of VARPTR(A\$)+1. Put the resulting value in integer range before the DEFUSR statement.

Finding the string address is simpler in tape-based systems. Once again the VARPTR function is used, but no extra variables or conversions are needed. Simply transfer the string address to the USR address 1 byte at a time as follows:

```
POKE 16526,PEEK(VARPTR(A$)+1)
POKE 16527,PEEK(VARPTR(A$)+2)
```

You need to observe one important rule when packing string variables. Because any string command can invoke Basic's garbage collection routine and move all strings around in high memory, reset the USR address before every new access of the routine.

Variable string packing has three disadvantages. First, the Data statements must be included in the Basic program, which uses up memory. Second, the packed strings reside in cleared high memory and cause more frequent program pauses for garbage collection. And third, the data must be read and the strings packed each time the program is run; if the program contains more than one or two short routines, string packing can cause unnecessary delays.

Packing Literal Strings

Instead of storing machine-language routines in string variables that move around in high memory, store them in literal strings that are fixed within the Basic program itself. Once the Basic program is loaded into memory, literal strings don't move, because they are never transferred to the cleared string storage area. To keep the strings from being transferred to high memory, make sure your program never modifies them after they are defined.

Listing 1 continued

```
7F21 C9      00390      RET                ;RETURN TO BASIC
              00400 ;
              00410 ;
              00420 ;*****
              00430 ;*
              00440 ;* RIGHT SCREEN SCROLL *
              00450 ;* ROUTINE *
              00460 ;* USE ONLY WITH *
              00470 ;* STRING VARIABLES *
              00480 ;*
              00490 ;*****
              00500 ;
              00510 ;
7F80          00520      ORG      7F80H
7F80 0640    00530      LD      B,40H      ;64 TIMES THROUGH ROUTINE
7F82 C5      00540      LOOP3   PUSH   BC          ;SAVE COUNTER
7F83 11FF3F  00550      LD      DE,3FFFH   ;DE==> BOTTOM OF SCREEN
7F86 21FE3F  00560      LD      HL,3FFEH   ;HL==> BOT. OF SCREEN -1
7F89 0610    00570      LD      B,10H     ;16 LINES PER SCREEN
7F8B C5      00580      LOOP4   PUSH   BC          ;SAVE COUNTER
7F8C 013F00  00590      LD      BC,003FH   ;63 CHAR.S PER LINE
7F8F 1A      00600      LD      A,(DE)    ;GET LAST CHAR. OF LINE
7F90 EDB8    00610      LDDR   ;MOVE THEM ALL RIGHT
7F92 12      00620      LD      (DE),A    ;THE LAST BECOMES 1ST
7F93 1B      00630      DEC    DE         ;BUMP
7F94 2B      00640      DEC    HL        ;POINTERS
7F95 C1      00650      POP    BC        ;GET LINE COUNTER
              00660      DJNZ   LOOP4     ;FINISH SCREEN
7F98 01C800  00670      LD      BC,00C8H  ;VALUE FOR TIME DELAY
7F9B CD6000  00680      CALL  0060H     ;ROM DELAY ROUTINE
7F9E C1      00690      POP    BC        ;GET COUNT
7F9F 10E1    00700      DJNZ   LOOP3     ;GO UNTIL DONE
7FAl C9      00710      RET                ;RETURN TO BASIC
0000        00720      END
00000 TOTAL ERRORS
```

```
10 CLEAR 500
20 CLS
30 '*** CODE FOR ROTATE LEFT ***
40 DATA 6, 64, 197, 17, 0, 60, 33, 1, 60, 6
50 DATA 16, 197, 1, 63, 0, 26, 237, 176, 18
60 DATA 19, 35, 193, 16, 243, 1, 200, 0, 205
70 DATA 96, 0, 193, 16, 225, 201
80 FOR I=1 TO 34: READ C
90 A$=A$+CHR$(C): NEXT I
100 '*** CODE FOR ROTATE RIGHT ***
110 DATA 6, 64, 197, 17, 255, 63, 33, 254, 63
120 DATA 6, 16, 197, 1, 63, 0, 26, 237, 184, 18
130 DATA 27, 43, 193, 16, 243, 1, 200, 0, 205, 96
140 DATA 0, 193, 16, 225, 201
150 FOR I=1 TO 34: READ C
160 B$=B$+CHR$(C): NEXT I
170 M$=STRING$(23,133)+" Screen Rotation "+STRING$(23,138)
180 FOR I=1 TO 6: PRINT M$: NEXT
190 PRINT: PRINT STRING$(15,32)
    + "Press any key to change directions"
    + STRING$(15,32)
200 FOR I=1 TO 6: PRINT M$: NEXT
210 F=0
220 IF F=0 THEN C$=A$ ELSE C$=B$
230 A=VARPTR(C$): B=PEEK(A+2)*256 + PEEK(A+1)
240 IF B>32767 THEN B=B-65536
250 DEFUSR=B
260 '***** Lines 220 - 250 above are for DISK BASIC
    For Tape Systems use:
    230 A=VARPTR(C$)
    240 POKE 16526,PEEK(A+1)
    250 POKE 16527,PEEK(A+2)
270 K=0
280 A=USR(0)
290 FOR I= 1 TO 100: NEXT
300 K=K+1
310 IF K<5 AND INKEY$="" THEN 280
320 F=NOT F: GOTO 220
```

Program Listing 2

However, there is one important difference in the way you must write a routine that will be packed into a literal string. The Basic interpreter reads any byte of 0 in your routine as an end-of-line marker and any byte of 22H as an

end-of-string marker; your routine cannot contain either of these values. It will run fine the first time, but after you press break and rerun the program, it is likely to bomb, leaving you with a syntax error in a line that doesn't even ex-

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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 CP/M.

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Program Main Line:

```

CALL 000BH ;Shift address of next instruction
           ; to HL pair
JR     SUB1 ;Relative jump to subroutine
           ;Return here after subroutine
.
.
SUB1 INC  HL ;This is the CALLED subroutine
     INC  HL ;HL + 2 ==> return address
     PUSH HL ;Put return address on stack
           ; Now perform subroutine processing
.
     RET ; end subroutine with RETURN
    
```

Fig. 1. Using 000BH for Relocatable Calls. Uses HL register pair.

Program Main Line:

```

PUSH HL ;Save HL value on stack
CALL 000BH ;Shift address of next instruction
           ; to HL pair
JR     SUB1 ;Relative jump to subroutine
           ;Return here after subroutine
.
.
SUB1 INC  HL ;This is the CALLED subroutine
     INC  HL ;HL + 2 ==> return address
     EX   (SP),HL ;Put return address on stack
           ;and recover HL value
           ; Now perform subroutine processing
.
     RET ;end subroutine with RETURN
    
```

Fig. 2. Using 000BH for Relocatable Calls. Retains value in HL register pair.

Program Listing 3

```

00100 ;*****
00110 ;*
00120 ;* LEFT SCREEN SCROLL *
00130 ;* ROUTINE *
00140 ;* (NO 0 BYTES USED) *
00150 ;* USE WITH VARIABLE OR *
00160 ;* LITERAL STRINGS *
00170 ;*
00180 ;*****
00190 ;
00200 ;
7F00 00210 ORG 7F00H
7F00 0640 00220 LD B,40H ;64 TIMES THROUGH ROUTINE
7F02 C5 00230 LOOP1 PUSH BC ;SAVE COUNTER
7F03 AF 00240 XOR A ;A=0
7F04 163C 00250 LD D,3CH
7F06 5F 00260 LD E,A ;DE==> TOP OF SCREEN
7F07 21013C 00270 LD HL,3C01H ;HL==> TOP OF SCREEN +1
7F0A 0610 00280 LD B,10H ;16 LINES PER SCREEN
7F0C C5 00290 LOOP2 PUSH BC ;SAVE LINE COUNTER
7F0D AF 00300 XOR A ;A=0
7F0E 47 00310 LD B,A
7F0F 0E3F 00320 LD C,3FH ;BC=63 CHAR.S PER LINE
7F11 1A 00330 LD A,(DE) ;GET 1ST CHAR. OF LINE
7F12 EDB0 00340 LDIR ;MOVE THEM ALL LEFT
7F14 12 00350 LD (DE),A ;THE 1ST BECOMES LAST
7F15 13 00360 INC DE ;BUMP
7F16 23 00370 INC HL ; POINTERS
7F17 C1 00380 POP BC ;GET LINE COUNTER
    
```

Listing 3 continues

“Variable string packing has three disadvantages.”

ist. Therefore, Listing 3 shows the horizontal scroll routines rewritten without any zero bytes.

Program Listing 4 shows the literal string method in operation. The strings are defined in lines 110 and 120 with enough dummy characters to accommodate the entire routine. Next, the address of each string is found using VARPTR. Then the data list is read and each value is POKEd into the string. The string is now packed with the routine.

Be sure to save or CSAVE the program before trying to run it. If you stop the Basic program after line 160 and list it, you will see unintelligible garbage as the strings scroll by; this is perfectly normal. Don't edit lines containing packed strings, because by doing so you'll lose part of the machine-language routine.

After the literal strings are packed, you can conserve memory by deleting the data statements and the Read and POKE commands from your Basic program (lines 10-100, 140, and 160 in Listing 4). You can save and CSAVE a program with packed strings just like any other program. If your Basic program uses literal strings to store machine-language routines, it only has to find the routine addresses once because the strings never move.

Any Program Is Relocatable

String packing is the most commonly used technique for interfacing relocatable machine-language routines with Basic programs, but it doesn't work with routines that aren't relocatable. Sometimes it seems impossible to write a routine that does not involve calls to internal subroutines, absolute JPs, or internal tables. There is a way, though, to make all your machine-language programs relocatable. (Jesse Bob Overholt's column in issue 16 of *The Alternative Source Journal* suggested the following technique.)

The folks at Microsoft have provided, in ROM, a key to making any routine relocatable. At 000BH (11 decimal) there are two bytes that, according

Continues on p. 45

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Listing 3 continued

```

7F18 10F2      00390      DJNZ   LOOP2      ;DO 16 LINES
7F1A 0EC8      00400      LD     C,0C8H     ;B ALREADY = 0
7F1C 0B        00410      LOOP3 DEC     BC     ;DROP COUNT
7F1D 78        00420      LD     A,B        ;GET MSB
7F1E B1        00430      OR     C          ;MERGE LSB
7F1F 20FB      00440      JR     NZ,LOOP3   ;LOOP UNTIL DONE
7F21 C1        00450      POP    BC        ;GET SCREEN COUNTER
7F22 10DE      00460      DJNZ   LOOP1     ;SHIFT SOME MORE
7F24 C9        00470      RET     ;RETURN TO BASIC
              00480 ;
              00490 ;
              00500 ;*****
              00510 ;*
              00520 ;* RIGHT SCREEN SCROLL *
              00530 ;* ROUTINE *
              00540 ;* (NO 0 BYTES USED) *
              00550 ;*
              00560 ;*****
              00570 ;
              00580 ;
7F80          00590      ORG    7F80H
7F80 0640      00600      LD     B,40H     ;64 TIMES THROUGH ROUTINE
7F82 C5        00610      LOOP4 PUSH    BC     ;SAVE COUNTER
7F83 11FF3F    00620      LD     DE,3FFFH  ;DE=> BOTTOM OF SCREEN
7F86 21FE3F    00630      LD     HL,3Ffeh  ;HL=>BOT. OF SCREEN -1
7F89 0610      00640      LD     B,10H    ;16 LINES PER SCREEN
7F8B C5        00650      LOOP5 PUSH    BC     ;SAVE COUNTER
7F8C AF        00660      XOR    A        ;A=0
7F8D 47        00670      LD     B,A
7F8E 0E3F     00680      LD     C,3FH    ;63 CHAR.S PER LINE
7F90 1A        00690      LD     A,(DE)   ;GET LAST CHAR. IN LINE
7F91 EDB8     00700      LDDR   ;MOVE THEM ALL RIGHT
7F93 12        00710      LD     (DE),A   ;THE LAST BECOMES FIRST
7F94 1B        00720      DEC    DE       ;BUMP
7F95 2B        00730      DEC    HL       ; POINTERS
7F96 C1        00740      POP    BC       ;GET COUNT
7F97 10F2     00750      DJNZ   LOOP5   ;FINISH SCREEN
7F99 0EC8     00760      LD     C,0C8H  ;BC HAS VALUE FOR DELAY
7F9B 0B        00770      LOOP6 DEC     BC     ;DROP COUNT
7F9C 78        00780      LD     A,B      ;GET MSB
7F9D B1        00790      OR     C        ;MERGE WITH LSB
7F9E 20FB     00800      JR     NZ,LDP6  ;LOOP UNTIL DONE
7FA0 C1        00810      POP    BC       ;GET COUNT
7FA1 10DF     00820      DJNZ   LOOP4   ;GO UNTIL ALL LINES DONE
7FA3 C9        00830      RET     ;BACK TO BASIC
0000 00840      END
00000 TOTAL ERRORS

```

Continued from p. 42

to James Farvour's *Microsoft Basic Decoded and Other Mysteries*, are never used by Level II. These two bytes are E1H and E9H, or, in Assembly language:

```

POP HL
JP (HL)

```

These bytes do not appear together anywhere else in ROM, and their chance of appearing together randomly is miniscule. Obviously they have a purpose: to assist all machine-language programmers. They can save you hours of work trying to make a machine-language routine relocatable.

Here's what happens when your routine performs a Call 000BH. First, the address of the next instruction is placed on the stack by the Call instruction. Then control is passed to 000BH, where the return address is POPed off the stack into the HL register and control is passed back to your routine—to the instruction after the call. You could obtain the same result with a call and a RET, except the HL register holds the same value as the program counter.

Perform a relative jump (JR) to your subroutine. HL still points to the JR instruction, so increment HL twice to point to the instruction after JR. Then push HL on the stack. Your program can now perform the subroutine and RET to the instruction after JR. (See Fig. 1.) This uses five more bytes than a regular call to a subroutine, but it makes your program truly relocatable without losing the power of the Call instruction.

There is one drawback: the original value in HL is obliterated. To pass the HL value to your subroutine, push HL *before* the call to 000BH and, in the subroutine, perform an EX (SP),HL instead of pushing HL. (See Fig. 2.) This takes an extra byte and 20 more T states, but the negligible delay is worth the extra convenience.

You can use the same idea to find tables in relocatable programs and for more intricate control shifting. Usually, the 000BH call saves you more in time and RAM space than your program expends avoiding a subroutine call. With Call 000BH you can make all your machine-language routines relocatable. You never again have to face the problem of two routines, written at different times, conflicting because they use the same memory space. ■

```

5 CLS: CLEAR 500
10 ***** DATA FOR LEFT SCROLL ****
20 DATA 6, 64, 197, 175, 22, 60, 95, 33, 1, 60
30 DATA 6, 16, 197, 175, 71, 14, 63, 26, 237, 176
40 DATA 10, 19, 35, 193, 16, 242, 14, 200, 11, 120
50 DATA 177, 32, 251, 193, 16, 222, 201
60 ***** DATA FOR RIGHT SCROLL ****
70 DATA 6, 64, 197, 17, 255, 63, 33, 254, 63, 6
80 DATA 16, 197, 175, 71, 14, 63, 26, 237, 184, 18
90 DATA 27, 43, 193, 16, 242, 14, 200, 11, 120, 177
100 DATA 32, 251, 193, 16, 223, 201
110 A$="Save thirty-seven spaces here 1234567"
120 B$="Save thirty-six spaces here 00123456"
130 C=VARPTR(A$): A=PEEK(C+2)*256 + PEEK(C+1)
140 FOR I=A TO A+36: READ X: POKE I,X: NEXT I
150 D=VARPTR(B$): B=PEEK(D+2)*256 + PEEK(D+1)
160 FOR I=B TO B+35: READ X: POKE I,X: NEXT I
170 M$=STRING$(23,133)+" Screen Rotation "+STRING$(23,138)
180 FOR I=1 TO 6: PRINT M$: NEXT
190 PRINT: PRINT STRING$(15,32)
    + "Press any key to change directions"
    + STRING$(15,32)
200 FOR I=1 TO 6: PRINT M$: NEXT
210 DEFUSR0=A: DEFUSR1=B 'Use this line for Disk Basic ONLY!!
220 F=0
230 K=0
240 IF F=0 THEN X=USR0(0) ELSE X=USR1(0)
245 ***** Line 240 is only for Disk Basic
    For tape systems use
    235 IF F=0 THEN POKE 16526,PEEK(C+1):
    POKE 16527,PEEK(C+2) ELSE
    POKE 16526,PEEK(D+1): POKE 16527,PEEK(D+2)
    240 X=USR(0)
250 FOR I=1 TO 100: NEXT
260 K=K+1
270 IF K<5 AND INKEY$="" THEN 240
280 F=NOT F: GOTO 230

```

Program Listing 4

The Model 16 is selling well, although it is neither designed for the average home, nor always suitable for small businesses.

The Model 16 can store more information on a disk than any other Radio Shack computer, but that's not sufficient reason for buying it. The Shack sells hard disks for both the Model II and III that will store millions of bytes of information.

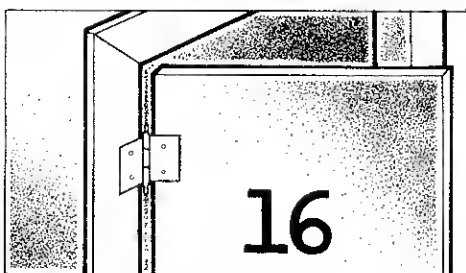
The real advantage of the Model 16 is its ability to connect to several terminals. Each terminal can access information on the floppy or hard disks. The file or program that an operator may be using on one terminal does not have to be the same one on which another person is simultaneously working.

Therefore, businesses or institutions requiring multi-user and multitasking capabilities are the best candidates for the Model 16.

Reader Forum

Have you wondered about the differences between the Model 16 and the Model 16 Enhancement Option for the Model II?

When a Model II receives the 16 Enhancement Option, two circuit boards are plugged into the Mod II chassis. One board contains the MC68000 chip and its associated circuitry. The second board houses the random-access memory. Memory configurations can be either 128K or 256K



The 16 enhancement option

of RAM. The upper limit for an upgraded Model II computer is 256K, while the Model 16 can be expanded up to 512K.

The power supply in the Model II must also be changed. The existing supply cannot deliver the extra current needed to properly run the additional electronics. If this supply is not changed, the video display raster will drastically pull in on the sides every time the micro accesses a disk drive.

The upgrade does not affect any disk-drive mechanisms. The Model 16 drives both sides of each disk and therefore can store more on disk than a Model II, even if it has had the 16 upgrade.

The only other difference is the

Model 16's green phosphorous screen. The II/16 even takes on the type-ahead feature, where the operator can enter commands while the computer is busy performing another task. (The type-ahead feature is determined by the disk operating system. When Radio Shack's new hard disk is connected to the Model III, it too takes on the capability of type-ahead.)

This feature is especially useful when using the editor/assembler. After creating the source code with the editor program, you must save it on disk. The command QU returns execution to the disk operating system Ready mode. Then the source code is assembled and the assembled code is stored as a disk file. Another program, called a linker, takes the assembled code and develops a stand-alone object code. That code is stored on the disk as a command file (/CMD). Finally, to execute the program, you must type the file name.

That whole procedure can take four or five minutes, with operator input required every minute or two. With the type-ahead feature, the user can enter all commands at once, then do something else while the machine carries out all instructions.

The major drawback is that you cannot see the characters you type when the machine is busy with another job. Your input appears on the screen only when the machine catches up and asks the next question. ■

Assembly-Language Corner

Advertising literature refers to the Model 16 microprocessor as a 16/32-bit chip. So which is it, 16 or 32?

Currently, the MC68000 microprocessor is used in the Model 16 as a 16-bit chip. However, the general-purpose registers in the processor are each 32 bits wide. Therefore, memory addresses can be stored directly in any register. It is not necessary to pair registers to store a memory location, as it is with 8-byte microprocessors. Even though the machine can have 512K of RAM, even the highest address can be stored in 4 bytes (32 bits).

The general-purpose registers appear in two categories, address and data. Both types are 4 bytes wide. The data registers are referred to as D0, D1, D2, D3, D4, D5, D6, and D7. Similarly, the address registers are A0, A1, A2, A3, A4, A5, A6, and A7.

The program counter register, which stores the address of the next instruction to be carried out, is also 4 bytes wide. (It takes 4 bytes to store any memory address in the Model 16.)

Similar to other microprocessors, a flag or status register is used to

check the conditions following an operation (such as comparing two values). This register does not need 32 bits, since there are never more than 8 flag bits we need to check. Therefore, the status register is 1 byte wide, just like those in 8-bit microprocessors.

Two bytes are referred to as a word. Four bytes, which total 32 bits, are termed a long word.

Instructions for the 16 are more complex than with the Z80 and other 8-bit microprocessors. But they are capable of doing much more work in a single instruction. Frequently one

or two MC68000 instructions will replace four or five lines of programming with other microprocessors.

Writing Assembly-language programs for the MC68000 is no harder than writing for any other microprocessor.

Since registers are 4 bytes long, instructions must tell the computer how many bytes of a register are going to be used. The suffix B represents a byte, W a word (two bytes), and L a long word (four bytes).

Let's look at an example. The opcode for loading a register is LD, exactly the same as the Z80 mnemonic.

To specify how much of the register an instruction is to act on, we tack a B, W, or L onto the opcode. The following instruction will instruct the computer to use one byte (B) of the 4-byte-wide register D1. Here it will load the decimal number 65 into register D1.

```
LDB    .D1,#65
```

Instructions must begin on an even address in memory. Most opcodes for 8-bit microprocessors only require 1 or 2 bytes. But many MC68000 instructions take up 2 or 4

bytes. For this reason it is necessary to ensure proper placement of instructions to prevent an Odd Address Trap error during execution.

Under normal writing conditions, we do not have to be too concerned about this problem. But if we define a single byte of memory within a program and further on we place an instruction, the instruction will fall on an odd address. This can be corrected by defining two bytes instead of one or by placing any defined memory at the end of the program, beyond the point where instructions are to be executed. ■

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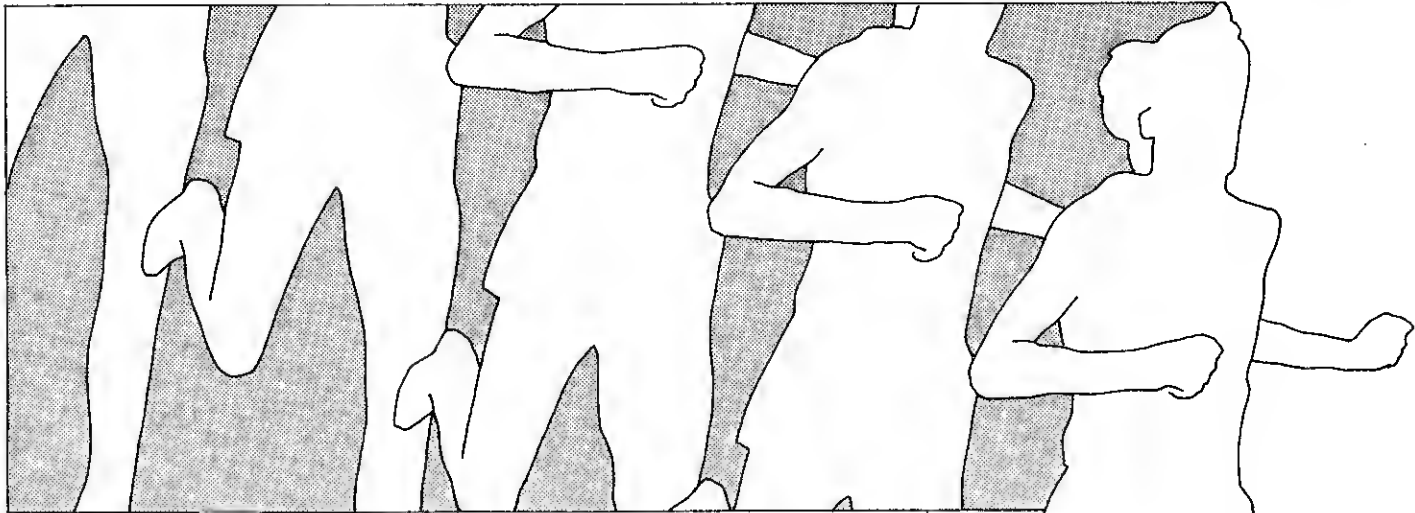
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Runcalc
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 Dale, IN 47523
 Color Computer
 \$12.95 cassette, 16K required

by **Stephen F. Tomajczyk**
 80 Micro staff

Runners! Confused about how to design your own training program? Want to determine what your running pace is, or should be? Did you really run off enough calories to warrant that third helping of spaghetti and garlic bread?

These questions and others are answered with Runcalc, an athletic calculator program from Home Run Computer Products. Written by Bill Brown, a former coach and 2:47 marathoner, Runcalc is a menu-driven program designed for the Color Computer.

Once you've loaded the program, a marathon-thin figure jogs across your screen a few times and you are presented with the main menu. The menu consists of four programs: Pace Computer, Metric Conversions, General Training Goals, and Calorie Calculator. You simply select the program you wish to use, enter the corresponding number, and answer the program prompts.

Pace Computer

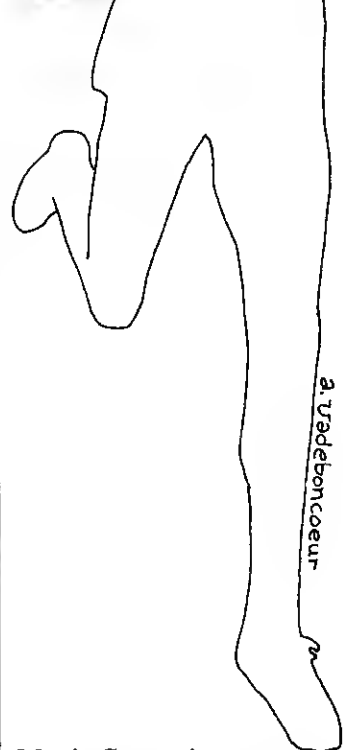
Suppose you have just finished running 10.5 miles in 1 hour, 30 minutes, and 30 seconds and you now want to know your pace. The Pace Computer

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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.

program will determine your average pace per mile and quarter-mile, and your speed in miles per hour, in feet per second, and in meters per second. It is important to remember that the Pace Computer calculates the average pace—not the specific pace per mile. So if you want your actual splits, you'll have to get someone to time and record them for you.



Metric Conversions

Now for the question that has plagued runners for years: *Does 400 meters equal 400 yards?* The answer can be found with Runcalc's Metric Conversions program, which converts meters to yards, yards to meters, miles to kilometers, and kilometers to miles. However, I was annoyed that you can't determine the decimal fractions of either the standard system or the metric system. You'll need information like this if you run distances shorter than a kilometer, since all program entries must be in decimal form. In this fashion, 125 meters is entered as .125 km.

Goal Calculator

The Boston Marathon is six weeks

away, and you need a concrete idea of what pace you need to break 2 hours and 30 minutes. No need to fret: The Goal Calculator will tell you your goal pace per mile. It will even provide you with your split at any given distance. If you like, it will also show you your cumulative goal time at each split point along the course. For example, if you select one-mile splits in a four-mile race that you want to run in 24 minutes, you'll see:

Split Number	Distance Completed	Elapsed Time
1	1	00.06.00
2	2	00.12.00
3	3	00.18.00
4	4	00.24.00

The major drawback to this charting is that the program tells you the *ideal* pace for a race. . . a classic case of equal division, as illustrated above. In the real world, however, a runner doesn't run a constant pace throughout a race. This fluctuation in pace is not accounted for with the Goal Calculator. Remember, a four-minute mile can still be obtained by running quarter-mile splits of 55, 68, 60, and 57 seconds.

The program also ignores the numerous factors that have a marked effect on a runner's performance: the weather, athletic conditioning, fatigue, racing strategy, the terrain, and the runner's mental attitude.

Regardless, if you keep all this in mind when you use the program to develop a training program, you'll have no problem when you hit the road.

Calorie Calculator

Stop! Don't touch that cream pie! How many calories did you burn off during your run? You can find out with help from the Calorie Calculator program. Just enter your weight (don't lie), how far you ran (again, don't lie), and how long it took you to run your course. The computer will calculate how many calories your body burned.

I found this program interesting, since I've always wondered what all that sweat added up to. With a bit of conscientiousness, you can monitor your exercise to meet a desired caloric intake for weight gain or weight loss. This program provides a good incentive if you are dieting and want to actually see the results of your efforts.

Summary

Try as you may, you won't be able

to fool Runcalc with bum information. The program knows when you're lying. For instance, I entered that I had run a quarter-mile in one hour. The computer replied with "Too slow to be running. Please check entry and try again." Obviously the computer knows me well—I cheated. I didn't run the quarter-mile; I crawled it.

The documentation and program prompts are clear, precise, and self-explanatory. Sample calculations are provided, and if you refer to them you should have no difficulty running the individual programs.

"Runcalc can be helpful to any serious runner. . ."

As a bonus, the cassette can be registered with Home Run Computer Products so that you can receive any updates or corrections that are necessary. There is no registration fee attached.

Now, before you put on your running shoes and dash to the mailbox with your order, let me tell you a few things Runcalc will not do. Runcalc will not

generate an ideal training regimen for you. The program can't take into account your mental attitude, physical ability, or conditioning. A computerized coach is still years away.

Also, Runcalc does not feature a daily logbook. If you want to keep a daily running diary you'll have to find another program or keep a hand-written journal.

Runcalc will help you evaluate your training quality, compare performance at different distances, determine speed, generate split times, calculate caloric intake, do metric conversions, and establish meaningful goal times for interval training. In other words, it simply aids you in designing a good training program by providing necessary and precise information about yourself.

If you have questions about designing a routine, refer to the manual. Bill Brown shares information about how he integrated the programs to help him train for a sub-2:50 Boston Marathon.

Overall, Runcalc can be helpful to any serious runner who wants to improve his or her performance. My only suggestion is that you keep all the data in perspective.

Now you can lace up your shoes and run to the mailbox. ■

★ ★ ★ ½

Machine Language Disk I/O & Other Mysteries
Michael J. Wagner
IJG Inc.

1953 West 11th St.
Upland, CA 91786
Softcover, 271 pp.
\$29.95

by John B. Harrell, III

Michael Wagner's *Machine Language Disk I/O & Other Mysteries* is the perfect reference source for any programmer who would like to try his hand at disk I/O programming without being tied to the support routines of any specific operating system. This expertly assembled, compact, and fact-filled book attempts to demonstrate all the aspects of disk I/O for the Model I and Model III—successfully.

The book is logically arranged into nine chapters and two appendices. It begins with a thorough introduction into the physical structure of the floppy

disk and then launches into the important aspects of the floppy-disk controller (FDC). It explains all the basic interfacing information (i.e., memory-mapping addresses or port addresses) in detail.

Wagner first demonstrates how to select a particular disk drive and read the disk-status register. He leaves no room for error and clearly shows the methods used in well-documented Z80 source code usable with any assembler.

The following two chapters are devoted to a detailed explanation of the FDC's commands. Each command is explained and supplemented with an example in Assembly code. Wagner maintains separation between the two computers by writing each chapter for the Model I and providing a supplement to the chapter for the Model III. He demonstrates the differences between single- and double-density operation and the differences between the implementation of disk I/O routines on both computers.

Next he launches into an explanation of disk I/O techniques. The major tool



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he uses is the DISKIO routine for performing full sector I/O. You can take this routine directly from the book's source code and use it as a subroutine in any program. Error codes are returned to the calling program as TRSDOS-compatible numbers that can be used with the TRSDOS error-message display routine. Studying the source code in this routine provides additional insight into the concepts presented.

Mr. Wagner next moves to interfacing with the disk operating system's routines for input and output. Many of these routines are defined and explained in the TRSDOS reference manual, but Wagner takes the time to explain their usage completely and clearly. Other entries into the disk operating system are discussed, although the Assembly-language linkages to these routines are not demonstrated as were the file-manipulation routines. Nor does he cover all the entries into the sophisticated operating systems (NEWDOS80 V2.0, for example). You must consult the particular disk operating system's documentation for these as their entry points are generally not compatible with the other systems, or else do not exist.

In Chapter 8, Wagner presents some useful programs and routines that he has written, some of which are superior utilities. For example, you are presented with the source code for a complete stand-alone error-message processor for TRSDOS error messages. You no longer need a system disk in drive 0 to display comprehensible error messages in the format that you are used to.

Next, Wagner presents the source code for a program that formats a disk in the standard TRSDOS 35-track, single-density format. You can easily change the number of tracks and the sector names (numbers) by making simple changes to the source code. System files are not initialized by this routine so there is no boot sector and no directory on the disk.

Three additional programs—PASS-FIND, LOADER/BAS, and ASCII-ZAP—are also included.

PASSFIND attempts to find character equivalents of the encoded password value. The 16-bit hash-code value for the password is provided as input; the program displays character equivalents of this encoded value until stopped.

LOADER/BAS, written in Disk Basic, reads any /CMD module and

displays the load points and block lengths of the file. The transfer address and number of bytes in the file are also displayed.

ASCIIZAP is a machine-language file manipulator similar in operation to Superzap. Files are accessed by file name and relative sector (same as the Superzap DFS mode). Each sector is displayed in hexadecimal and ASCII character equivalents. Unlike Superzap, when you are going to change a sector, the cursor is displayed in the character section of the video and the file is modified in the ASCII mode.

Each routine exemplifies how to manipulate the TRS-80 file structure on disk and provides you with specific programming techniques. For the novice machine-language programmer, these examples are a superior way to study and learn Assembly language as each routine is clearly documented.

As the final example, Wagner provides the source code for a small disk operating system (S/OS). S/OS is included in two modules and was written to use most of the functions that are described in the book. Unfortunately, the operating system requires specific locations to be occupied on the system disk and Wagner doesn't provide the instructions on how to write S/OS to the disk in the required positions after assembly so that it functions. The reader is left alone to develop the method of setting up the system disk.

Also included is the source code for a smart terminal driver for the Model I user with an RS-232 interface. Term is menu-driven and provides you with a comprehensive selection of options. One of the strongest features of Term is the presentation of well-documented source code providing introduction into the world of Assembly language and more manipulation of the disk operating system's file-handling routines.

The last section of the book is worth its weight in gold to the serious applications programmer and the hardware enthusiast. In the final appendix of the book are the data sheets and applications notes for the FD1771-01 and FD179X-02 floppy-disk formatter/controllers. What is missing from the book text is available in this one concise appendix.

There is one significant omission in *Machine Language Disk I/O & Other Mysteries*. Although Wagner provides

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detailed instructions on switching density modes on the Model III by manipulating the select port, he fails to address the method used to shift density modes on the Model I using a double-density modification, such as The Doubler from Percom. The technique these mods use is extremely simple and could have been easily included in the chapter on disk commands.

One additional small problem is the

typesetting errors in some of the programs. These typos cause assembly or syntax errors and can be confusing to the beginner.

I feel that *Machine Language Disk I/O & Other Mysteries* is a superlative effort. It has earned its place on my desk and has already become worn and coffee-stained from use. I highly recommend this work for anyone who has an interest in disk I/O programming. ■

★ ★ ★ 1/2

To Catch a Mouse Make a Noise Like a Cheese

Lewis Kornfeld
Prentice-Hall Inc.
Englewood Cliffs, NJ 07632
Softcover, 364 pp.
\$15

by Timothy Daniel

To Catch a Mouse Make a Noise Like a Cheese comes from the same folks who brought the world solar-powered cigarette lighters and the TRS-80. The author, Lewis Kornfeld, started working for Radio Shack in 1948, survived the merger with Tandy Corporation in 1963, became Radio Shack's president in 1970 and the vice chairman of Tandy in 1980. Kornfeld has sold many transistor radios and CBs, and this book tells how he did it.

It's not often that Radio Shack sells a marketing textbook alongside the Donkey Kong games and imitation Walkmans. Luckily, *To Catch a Mouse* is more than just an underground guide to Madison Avenue; it also serves as an autobiography, a history of Radio Shack, and the home of countless one-liners and puns. Also, *To Catch a Mouse* offers "The TRS-80 Story," complete with G-rating.

First of all, the book is an exposé of the advertising business, both the agency way and the Radio Shack way. You'll find the answers to such titillating questions as why you must give the Radio Shack clerk your name and address every time you buy something, or the secret behind those famous five-cell flashlights.

In what must be a devastating blow to admen everywhere, Kornfeld divulges "the pheromone factor." This secret deals with the way in which a

flashy turntable or the most homely power transformer becomes a coveted sex object; it's not done with mirrors, just slick ad copy.

Along the way, Kornfeld shares 65 rules of marketing. They range from "One of the quickest ways of learning what to do in any business situation is first to be able to observe it done correctly" (number 4) to "When opportunity knocks in an unusually loud manner, tear a hole in the wall and make it a second door" (number 63).

Practical? Yes. Earth-shaking? Hardly. But even if your firewood and software emporium doesn't routinely mail out 10 million catalogs, it can be fun to see how the big boys play.

Then there is the TRS-80. No, Kornfeld doesn't share such secrets as the way to make extra backups of Scripsit, nor does he tell how many TRS-80s have been sold. He does recount the computer's origins, with particular attention paid to the marketing effort.

Did you know that the first production run for Model I's was only 1000 units? Or that the first Tandy computer store sold non-Radio Shack computers? *To Catch a Mouse* devotes 27 pages to the TRS-80; Kornfeld is obviously very proud of Radio Shack's computer business.

In outlining his eight reasons for writing *To Catch a Mouse Make a Noise Like a Cheese*, Kornfeld admits to the ego factor and it is reinforced on almost every page. Like most company stories written by a company man, the hero, in this case Radio Shack, can do no wrong. But for a company story, this is humorous and somewhat educational.

Aside from the serious students of marketing and TRS-80 trivia, the people who would benefit most from *To Catch a Mouse* are those who deal with Radio Shack as trading partners or adversaries. ■

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- Simple to use...even for the novice.
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- Super fast sort by alp. 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 retrieval from disk is slow...ours pulls in over 11 per sec!
- Optionally supports a second address line.
- Transfers old files over to our system. **LOOK!**
- Zip order is "sub-alphabetized"
- Less than 5 digit zips have leading 0's appended.
- Supports 9 digit zips, **Canadian zips**, and foreign abbrev.
- Backup data disks are easily updated as entries are created, edited, or sorted...extremely useful!!
- Optional reversal of names about commas. This permits disk storage in last-name-first order to facilitate meaningful alp order while the printout will be in "natural" order.
- Permits telephone, account, and/or serial numbers, etc.
- Prints on envelopes or on labels, 1, 2, 3, or 4 across.
- Test label/envelope printing lets you make horizontal and vertical adjustments with ease.
- Master printout of your list in several formats (not just a rehash of the labels)...extremely useful.
- Selective printing by specific zips or by zip range.
- Editing is simple and fast...automatic search. Batch transfer of edited entries to backup disks.
- Optionally provides for duplicate labels.
- Deleted entries have "holes" on disk filled automatically and alp. order is still maintained!
- System adjusts to any DOS.
- Automatic "repeat" feature for ease of entry.
- Load and "scroll"/edit through entries on disk.
- All labels optionally support an "ATTN:" line with provisions for multiple entries.
- Plenty of user defined fields with various options for **simultaneously** purging and selecting the printout...even allows for inequalities...powerful and easy to use.
- All 0's in address labels are replaced by easier to read O's.
- Continuous display of numbers of labels/envelopes printed.
- Each disk entry automatically "remembers" how many mailings have been made for that particular entry...Can be tied in with purge/select.
- Extensive use of error traps (both operator and machine induced)...even recovers from a power failure during a printout!...recycling on disk errors.
- Extensive documentation manual.
- Hardware requirements: 32K, printer, and 1 or 2 drives.

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

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SIGN (Supplied on tape, can be transferred to disk) \$19.95

Produce large (reduced 50% here) attention getting signs.

```

SSSSSSSSS  FFFFFFFT  00000000  PFFFFFFP  LL  00000000  00000000  KK  KK
SS  SS  FFFFFFFT  00  00  PP  PP  LL  00  00  00  00  KK  KK
SS  SS  TT  00  00  PP  PP  LL  00  00  00  00  KK  KK
SSSSSSSSS  TT  00  00  PFFFFFFP  LL  00  00  00  00  KK  KK
SSSSSSSSS  TT  00  00  PFFFFFFP  LL  00  00  00  00  KK  KK
SS  SS  TT  00  00  PP  PP  LL  00  00  00  00  KK  KK
SS  SS  TT  00  00  PP  PP  LL  00  00  00  00  KK  KK
SSSSSSSSS  TT  00000000  PP  LLLLLLLL  00000000  00000000  KK  KK
    
```

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 16K and a printer.

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Charge local high schools and colleges up to \$1000 per season for these sophisticated reports. Documentation manual available alone for \$3.95 + \$2.00 shipping and handling.

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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. Hardware requirements: Model I or III, 16K, and a printer.

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Sample Sort Times

8 sec. for 1000 dbl. prec. numbers...50 sec. for 5000 integers.

Mailing List System	<input type="checkbox"/>	Loan Amortization	<input type="checkbox"/>	Supercalendar	<input type="checkbox"/>
Form Letter	<input type="checkbox"/>	Fast Sort & Alph	<input type="checkbox"/>	Football Scouting	<input type="checkbox"/>
Model I	<input type="checkbox"/>	Model III	<input type="checkbox"/>		

Total (Add \$2.00 for Shipping & Handling) \$ _____

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★★★½

STAR-DOS

Star-Kits

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Color Computer, 16K or 32K

\$49.95 disk

by Scott L. Norman

Peter Stark's STAR-DOS is a moderately priced product that gives owners of unmodified Color Computers some of the same power over disk operations that is enjoyed by FLEX users. It does not allow one to access the all-RAM memory map and use alternative high-level languages; however, STAR-DOS does contain many of the I/O (input/output) routines featured by true disk operating systems.

The Assembly-language programmer communicates with the disk through file control blocks to open, read, write, and close named files. Files can be renamed

and deleted, single sectors can be read or written, and the directory can be searched and modified.

The product's disk format is compatible with Radio Shack's, so STAR-DOS and Disk Color Basic can read each other's files. Basic programmers may

"... STAR-DOS contains many of the I/O routines featured by true disk operating systems."

not need many of the additional features. On the other hand, there is normally no straightforward way to interface the Radio Shack ROM routines for disk management with Assembly-language programs. Here is where STAR-DOS comes into its own.

System Components

The nonprotected disk contains

STAR-DOS itself plus some disk-resident commands. STAR-DOS is a 4K machine-language program that loads into the Basic graphics area at \$1000-\$1FFF.

Only the stretch between \$122E and \$1EFF is used exclusively for STAR-DOS code and data; most of the rest of the space is shared with user programs. A portion of this shared space makes up the system stack, while the rest is used for communications with the disk.

Star-Kits' contention is that Basic will be used when graphics are required, and STAR-DOS will not normally be in memory while Basic is running, so there should be no conflict. This is probably a good assumption, although one wonders where it leaves the Assembly-language game writer. There are few other options if the system is to run in a 16K machine.

The principal parts of the STAR-DOS program are the Command Processor System (CPS) and the File Control System (FCS). The CPS, which is analogous to the disk operating system portion of FLEX, accepts and parses

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user commands before passing them on to the FCS, the real heart of STAR-DOS. The FCS is responsible for locating, reading, and writing disk files, and is therefore similar to FLEX's file-management system.

FLEX has a third component, the Utility Command Set; the STAR-DOS analog is a set of three disk-resident command files and a half-dozen stock memory-resident commands. Users can augment the latter with properly written machine-language files having .BIN extensions, since STAR-DOS can use the file specification formats of either FLEX or Disk Color Basic.

The STAR-DOS manual is unusually complete. It presents commented listings of two of the stock utilities, as well as complete descriptions of many variables, functions, and subroutines available to the user.

The Command Processor System

There are six memory-resident commands available to the CPS, including GET, which loads a binary program file into memory, and XEQ, which is used

to execute a machine-language program loaded under STAR-DOS. BAS exits STAR-DOS and reinitializes Basic. PNS (printer nonstandard) deletes STAR-DOS's normal requirement for a

"There are six memory-resident commands available to the CPS, including GET..."

handshaking signal from a serial printer and provides line feeds after each carriage-return signal. VON and VOF are the equivalents of Basic's VERIFY ON and VERIFY OFF. One operational difference is that STAR-DOS defaults to VON for safety.

Any word entered in response to STAR-DOS's > prompt that is not the name of one of these commands is assumed to be a call to load and execute a

disk-resident command. Thus, if a command procedure named DOTHIS.BIN is present on the disk, entering

>DOTHIS

is equivalent to

>GET DOTHIS.BIN

>XEQ

Any arguments needed by the command can be entered on the same line as the command name itself.

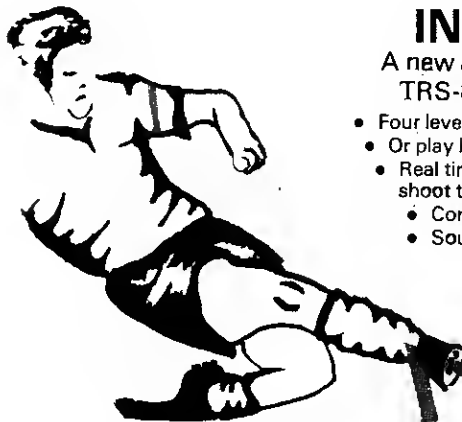
The stock disk-resident commands include BUILD, which generates a text file (default extension .TXT) on the disk. Editing facilities are extremely limited and lines are restricted to 127 characters.

DIR gets a directory printout for any specified drive, directed either to a printer or to the CRT. This is an extremely useful command; it furnishes complete information including file name, extension, type (Basic program, Basic data, machine language, or plain text), format (binary or ASCII), number of the first granule, and for ma-

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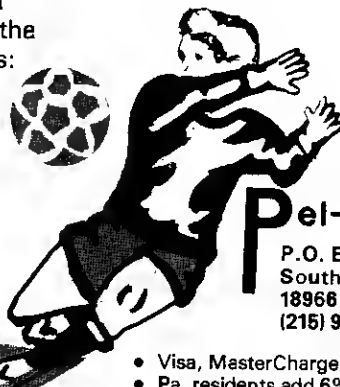
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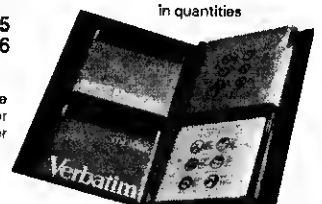
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chine-language programs, the starting, ending, and transfer addresses.

If a binary file loads into several non-consecutive segments, DIR furnishes the addresses for each. DIR reveals that Telewriter text files (compressed binary format) all begin at \$395E, and have their endpoints as transfer addresses.

List lists the contents of text files to the screen or the printer. A default extension of TXT is assumed, although others may be specified. Thus, I have been able to use List to examine the files produced by C. C. Writer, which default to a /CCW extension.

The File Control System

As the part of STAR-DOS responsible for disk I/O operations, the FCS will be of the greatest interest to the Assembly-language programmer. As in FLEX, all communications with the FCS are handled through 320-byte regions of RAM called file control blocks, or FCBs—one for each file open at any given time.

An FCB contains the file specification, the flags and assorted variables used to keep track of the file, and the 256 data bytes most recently read from, or about to be written to, a single disk sector.

The FCB format is not the same as that used by FLEX, but there are analogies; again, the manual gives very com-

plete information on those bytes actually used by STAR-DOS out of the 64 available in each FCB.

There are also examples for reading from and writing to the disk in an Assembly-language program. These typically involve setting up an FCB, pointing the X register to it, jumping in and out of STAR-DOS to assign file names code into the first byte of the FCB, and then using STAR-DOS routines to read bytes from, or write bytes to, the file. The FCB serves as a buffer during the actual read/write operations.

In addition to the subroutines and functions essential to the operation of the FCS, STAR-DOS has others that can be called from user programs. The routines for outputting characters or strings to the video screen or printer are typical examples.

Several variables used by STAR-DOS are also available to the programmer; one example of great practical interest is the serial-port baud rate at \$105B-105C. If the user's printer runs at anything other than the default 600 baud, this should be changed and a customized version of STAR-DOS stored for subsequent use.

The procedure is to load STAR-DOS, POKE the value required for the actual baud rate into the two locations (a table is given in the manual), and save

the new STAR-DOS on the working disk. STAR-DOS's DIR utility gives the addresses that must be specified in the SAVEM command.

Other variable locations documented in the STAR-DOS manual include the Backspace, Delete, and End-of-Line characters. These are of interest for the conversion of FLEX programs. Although STAR-DOS uses the Radio Shack disk format, and not the linked-list format of FLEX, many programs can be converted by changing a few addresses and reassembling.

Programs that use random files are the most complicated to convert from one operating system to the other, but this can be done if the programmer is sufficiently skilled and patient. The basic information, including a rather complete table of names and addresses of FLEX and STAR-DOS entry points and variables, is present in the documentation.

Although STAR-DOS does not claim the degree of control over the user's environment provided by FLEX, it should find a place in the toolkit of the experienced programmer. Peter Stark has performed a real service by providing so many hooks into disk I/O operations. Writers of Assembly-language data-management programs for the Color Computer should now find their tasks greatly eased, and at a modest price. ■

★ ★ ★ ★

Demon Seed
Trend Software
Computer Shack
1691 Eason
Pontiac, MI 48054
Model I or III
\$19.95 cassette
\$24.95 disk

by Michael E. Nadeau
80 Micro staff

Just when I thought every possible permutation of Space Invaders had come down the pike, Trend Software releases Demon Seed. Like Space Invaders, Demon Seed features wave after wave of attacking creatures. Your ship fires one shot at a time and can use a temporary shield.

Demon Seed is different in that these waves cycle in groups of five. In the first

two waves, 18 bat-like beasts flap their wings and swoop down toward your ship. These first waves are relatively easy to master and most like the original Space Invaders.

The second two waves pit you against four large demon-like creatures. These attackers fly back and forth on the screen and swoop with greater accuracy. They begin as small dots moving about on the screen, but they soon "hatch" (hence the name Demon Seed). You must hit these creatures in the head to kill them; shooting their wings off gives you only 20 points, and they are soon regenerated. Once you kill a demon creature, another replaces it until you have eliminated the quota for that wave.

A large mother ship appears in the fifth wave. You must shoot through its defenses before it descends on you while avoiding swooping bat creatures. This is by far the toughest wave, especially in

the later rounds when the mother ship descends faster and your shields disappear sooner.

Every time you get through two mother ships, the game goes into a challenge round. The documentation only tells you to expect them and not what they consist of. There are three challenge rounds, and I was pleased with the feature. They add another dimension to the game, though once you figure them out they are no longer a challenge.

The game is not terribly complex, but it remains entertaining after many hours of play. It requires great concentration and fast reflexes. The higher you score, the more difficult Demon Seed becomes. The creatures seem smarter and your shields don't stay on as long.

Demon Seed has some features that should be standard on all arcade games: a pause command, save-high-score option, and on-screen instructions. It also will boot up on a Model I or III.

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REVIEWS

I have a few complaints: The game has a screen flicker that is very annoying and strains your eyes. This might have been done on purpose to enhance the effect of the creatures' movements. The game would be much better off without it.

The sound is downright obnoxious.

"Demon Seed is one of the better recently released TRS-80 games."

Though I'm not a great fan of arcade muzak, Demon Seed's "noise" has to

be one of the worst among the arcade games currently available. I long for the day when someone puts a sound-disable option on an arcade game.

Demon Seed is one of the better recently released TRS-80 games. If you like arcadia, you won't be disappointed by it. ■

★★★★

ISSI General Ledger Program International Software Sales Inc.

**P.O. Box 223
Newtonville, NY 12128**

Model II or II/16

\$600

by Charles R. Perelman

The ISSI general-ledger module is a professional and complete implementation for the Model II or Model II/16. It offers as many features as any general-ledger package on the market and is unique in a number of ways.

The general ledger is sufficient for all the accounting needs of many businesses. However, you can obtain accounts receivable, accounts payable, inventory, and payroll programs from ISSI to construct an integrated accounting system.

Module Overview

The module is a mixture of Basic and Assembly language with some protective devices built in to discourage tampering. It requires two disk drives.

No source code is furnished, but the interactions among the large number of files used would make alteration a formidable task in any event. You are expected to use the flexibility of the system to meet your needs, rather than try to customize the software.

To use the system, prepare a disk with a bare-bones TRSDOS system and Basic (version 2.0a or later). With this disk in your built-in drive and the ISSI disk in your second drive, enter "ISSI" and go have a cup of coffee. The program is automatically transferred to your disk by a loader.

You'll probably notice that your disk drive sounds quieter than usual. This is a clever touch. Disk-access time has been cut to about 12 milliseconds for the entire package. Even at this rate, the extensive number of files takes several minutes to load.

The accounting system is an enhanced version of the well-known Os-

borne general-ledger package that was originally published in CBasic. You can use the general ledger for any type of business. However, there is no provision for automatic accrual reversal, although reversals can be done manually by direct posting. Cash-basis accounting is therefore easier to implement than accrual-basis.

As in any typical balance-forward ledger, all current-month transactions are cleared when the month is closed. You make a written transaction listing to print out an audit trail. Each account is then updated with the new balance.

ISSI has a big plus that many systems lack: a summary file that holds a complete chronological record of all transactions from the beginning of the year. This summary sorts postings by account and can be used as an audit trail for reconstruction of records.

The file-organization specifications are provided in the event that you want to use this data in other Basic programs. You can create programs to extract data for all types of special studies.

You can choose any of 11 operational programs or a Help program from the general-ledger menu. Help gives some guidance in the setup sequence and brief descriptions for each program. It is not really a general operational aid.

Formatting and back-up use TRSDOS utilities built into an End program with some additional prompts that guide and remind you to back up your data.

Posting Data

You post transactions into a cash journal, either receipts or disbursements, or directly into a general journal. Error-trapping is explicit and extensive throughout the module, and there are numerous prompts and descriptions of program action, often in reverse video.

You review all data entered and can change any item before posting to the file. Your debits and credits must be equal to complete normal direct post-

ing, but controlled out-of-balance entry is permitted with an executive password for corrective action.

Other nice embellishments include a display at the bottom of the screen of all details of the last item posted (this helps you keep your place when posting a group of items), totalling of several items with the same reference number (such as a single check or deposit), optional check printing with standard voucher checks from the disbursements journal, and automatic inclusion of check number in the journal for an audit trail.

I found a bug in the check printing that resulted in a check being printed for the last item entered, rather than the total of all items to be included on the check. This might be corrected by the time this review is published.

An entry is assumed to be of the same character as the normal balance in the account. This controls the debit or credit nature of the offsetting cash entry in the cash journals. For example, to make payment on an account payable, the entry must be prefixed with a minus sign since you are debiting payables, which has a normal credit balance.

You can enter discounts on accounts payable payments, invoices in gross, and payroll withholding taxes to offset total salary amounts if you are using this module as a complete accounting system. To avoid inadvertent errors, you are warned that these entries reverse the normal cash entry.

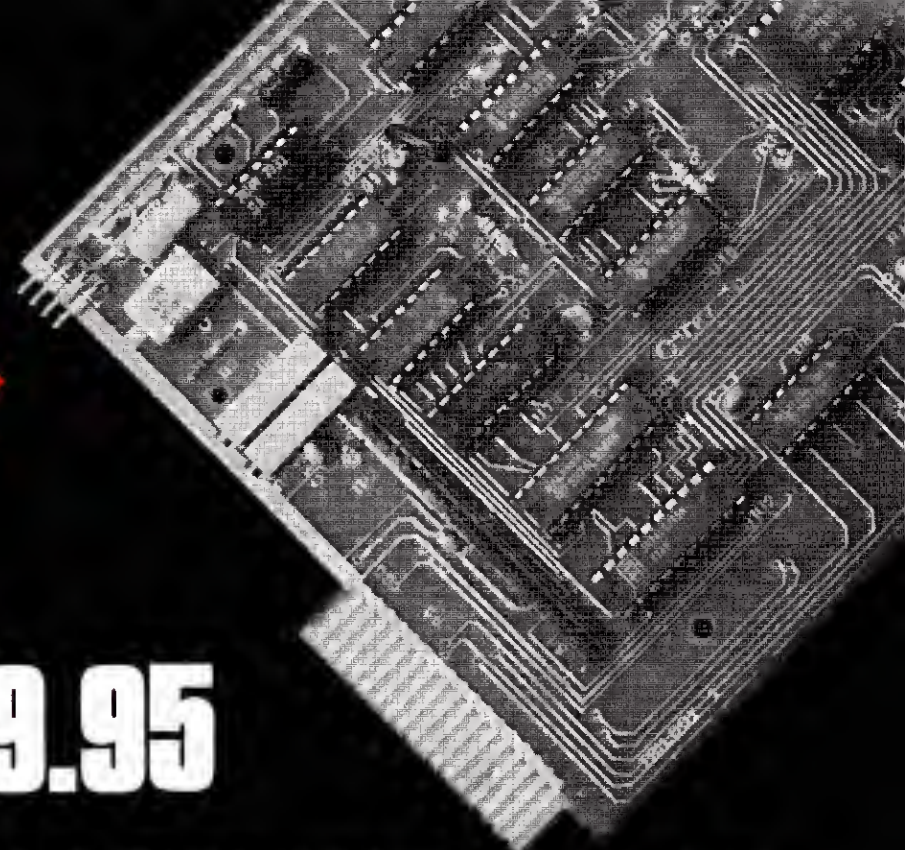
Handling Accounts

The chart of accounts processing gives you almost complete flexibility. The system will accommodate up to 700 accounts with identification numbers from 1 to 99999. ISSI recommends use of a hard disk for more than 400. I'm sure a hard disk would speed all aspects of program operation. One digit of an account number to the right of the decimal point can be used for departmental coding.

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REVIEWS

tern, you designate accounts as regular (used for processing your data), title (for financial-statement, major-category descriptions), heading (sub-category descriptions), and total (totals groups of figures on financials).

The list of accounts can be scrolled for review and you can easily alter account and statement format parameters. For each account, 16 monthly balances can be retained for comparison purposes.

ISSI has added a whole new dimension to the package with a budget program. A simplified procedure enables you to set up a budget account automatically for each regular income-statement account you create. Budget data can be printed out by itself or added to your regular financial statements with automatic calculation of absolute and percentage variation from budget.

The usual trial, monthly, quarterly, and year-end balance sheet, and income statements are provided. You can make special reports containing only earmarked accounts. Also, you can calculate percentage of sales figures automatically and designate those accounts to be included in the sales total.

The break key is disabled in all programs. When entering data, the left arrow erases an entire newly entered line. You can print the screen at any time with control V. The F2 key usually aborts printing, enabling you to print only part of a schedule or report.

Another of the bells and whistles in the module is a depreciation program. This is a memo account that does not affect your regular account balances. You list fixed assets with purchase date, cost, life, and depreciation method.

Depreciation is figured for the life of the asset, with the year of purchase prorated based on purchase date and your fiscal year. To use the half-year convention, you must enter the seventh month of your fiscal year for purchase date regardless of when the asset was actually acquired.

Straight-line, declining-balance, sum-of-the-years digits, and ACRS (accelerated cost recovery system) computations are made automatically. If salvage value is not appropriate to the chosen depreciation method, an error trap prevents its entry.

The declining-balance routine switches to straight line at the proper crossover point in the life of an asset purchased at the beginning of a year. It

does not make this computation properly when initial depreciation is for a partial year. ISSI states that this is being corrected.

ACRS computations are for 3-, 5-, and 10-year property. Although this covers the usual personal-property lives for most users, there is no real-estate ACRS facility. Assets are categorized and summarized by category (for example, machinery). A total depreciation figure is provided for the year.

An alternative calculate mode lets you produce a depreciation schedule for an asset without data being retained in the file. This is a handy tool for accountants or for projections. A printout can be run for future use.

The module also can produce amortization tables, determine principal and interest payments under the rule of 78s, compute sinking-fund requirements, or determine amounts accumulated through annuity payments. You enter three of the four required items: interest rate, periods, total sum, or periodic payment. The program computes the missing item. Complete schedule printout is optional.

System Access

Three passwords are used throughout the programs. To gain entry into the module, you need the system password. Each posting clerk has a personal password that causes his initials to be recorded automatically with each entry he makes. An executive password is required to unmask all clerk passwords or to change the system password.

If you want to bypass the posting password, the first four characters of the executive password can be used for posting. Only X's appear on the screen as you type in your password, shielding it from prying eyes.

The posting initials are a good audit-trail tool, but are not secure for fraud detection. The computer assigns the numbers on a pseudo-random basis. The sequence repeats from power up, skipping any numbers already assigned. Clerks can change their passwords at any time.

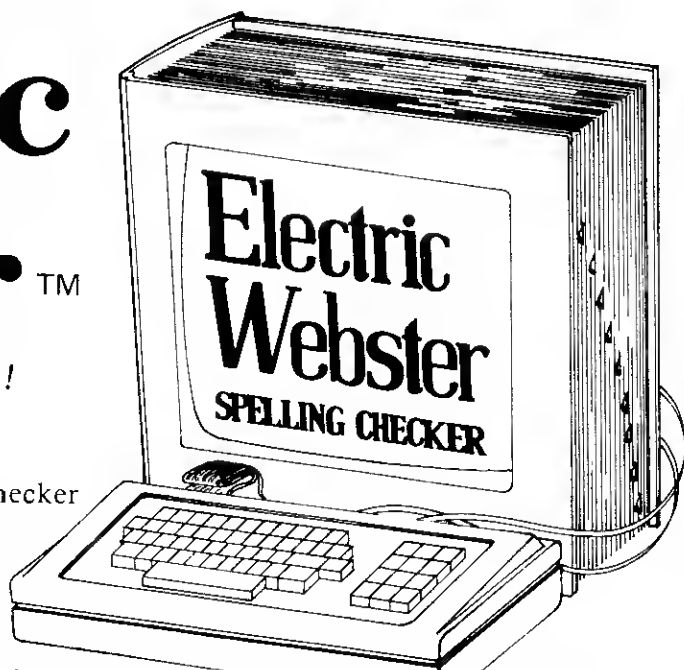
A little playing with this part of the program can yield the sequence of numbers for later assignments. More importantly, you can circumvent the system by entering the name of another person, making entries with his initials recorded, then deleting his name and password from the file. There will be no rec-

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80 Microcomputing, 9/82



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ord of the unauthorized entry of the phony name, or perhaps your name, with the phony password.

Although flashing messages and reverse video help track the program action, there are times when messages are not sufficient to assure you that activity is continuing properly. This kind of cosmetic element is important to inexperienced users, and I hope these few omissions will be corrected by ISSI since most of the module handles this aspect well.

Program Speed

Routine posting, the most common repetitive task for any accounting package, is rapid. However, the program operates with agonizing slowness when switching to other routines requiring it to update or load files.

To produce the many interrelated entities and program features requires a great many files. Updating them necessitates considerable disk thrashing. Other general-ledger programs suffer from this same problem, and ISSI's increased head-access speed gives it an edge over many of them.

Stripped-down programs in CBasic (a pseudo-compiler) do operate consid-

erably faster. There is a trade-off between program versatility, particularly when much of the programming is in Basic, and processing time.

If you have had experience with other Osborne-based general-ledger pack-

"If you have had experience with other Osborne-based general ledger packages, you will appreciate the talent and effort used to write this sophisticated enhancement."

ages, you will appreciate the talent and effort used to write this sophisticated enhancement. You will feel at home with the programs, since many of the operational sequences are the same as the original.

Unfortunately, as with so much other accounting software, the quality of the documentation is not up to par for a system with these capabilities. An exec-

utive summary contains a general overview of the programs. The spiral-bound 52-page manual lies flat for easy use and has sufficient margins. It is word-processor produced rather than typeset.

The contents are not well organized. The index should be expanded, and cross-references should be replaced by appropriate page numbers. Nowhere in the manual is the subject of entry correlation mentioned.

The glossary immediately preceding the index contains extraneous information for accounts payable, accounts receivable, payroll, and inventory programs. ISSI has been struggling with improving their manual, but it needs more work. This quality of programming deserves better documentation.

Program updates from ISSI for one year are included free with the module.

The ISSI general ledger has great versatility, extensive features beyond the basic general-ledger accounting functions, and is error-trapped well. You may be able to do all your accounting with it. If capabilities such as voucher-check printing, budgeting, depreciation computations, and amortization tables are important to you, this program is ideal. ■

★★★½

Grammatical Man
Jeremy Campbell
 Simon and Schuster
 1230 Avenue of the Americas
 New York, NY 10020
 Hardcover, 273 pp.
 \$15.95

by John P. Mello Jr.
 80 Micro staff

Information is more than something to keep your microcomputer busy. It's a science. And in this book, Jeremy Campbell suggests that it may be a discipline embracing and unifying all disciplines.

Campbell, a Washington, D.C.-based correspondent for the *London Standard*, brings an entertaining and alluring eye to information theory. He explains how information carries the effects of entropy on all systems. While entropy sows randomness, he says, information acts as an agent of anti-chance, enriching life and undermining the mundane.

Campbell's explanations of complex ideas are easy to understand. His use of anecdotes and biographical material takes the dryness out of his material and makes it enjoyable to read.

The author also has a knack for putting ideas in a human context, rather than a theoretical one. He's sensitive to the contrast in styles between two of the leading players in information theory, Claude Shannon ("quiet and self-deprecating") and Norbert Wiener ("a florid and eccentric character, a blower of fanfares for his own accomplishments").

Injections of humor by Campbell add to *Grammatical Man's* appeal. Take the advice one of Shannon's colleagues gave him when he struggled to find a name for his measure of information. "Call it entropy," the colleague said. "No one knows what entropy is, so in debate you will always have the advantage."

Or Campbell's account of an attempt by Yale engineering professor William R. Bennet, Jr. to simulate the monkey-typewriter-Shakespeare metaphor. After determining that a trillion monkeys typing 10 keys a second at random

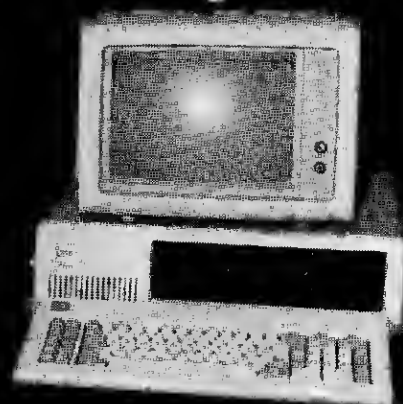
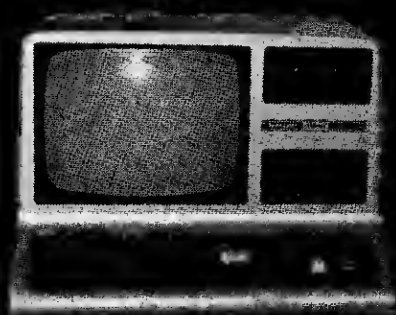
would take a trillion times the age of the universe to get "To be or not to be: that is the question," Bennet programmed some rules into his computer simulation.

He limited the keys to the 26 letters of the English alphabet. He included spaces and apostrophes. The third act of *Hamlet* was analyzed for the frequency of letters and pairs of letters appearing in it. That frequency was included in the program.

At that stage, Campbell noted, "a large number of indelicate words and expletives appeared, leading Bennet to suspect that one-syllable obscenities are among the most probable sequences of letters used in normal language. Swearing has a low information content!"

Campbell's attempt to integrate all knowledge through information theory rings of 16th-century metaphysics. Even the title of the book, *Grammatical Man*, is based on a metaphysical device, the conceit, this one being that the exchange of information in the universe—whether it be between atomic particles, proteins, or humans—is governed by a structure similar to grammars in languages.

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And like those grammars, the rules of information allow the creation of an enormous amount of outgoing information with very little incoming information.

Information theory and the integra-

beings, can it be a coincidence that he was also, alone among classical thinkers, a man who arrived at the first glimmerings of a theory of information?"

Grammatical Man also takes time to fence with information counterrevolutionaries:

This evolution into complexity, Campbell argues, unifies knowledge. "[S]cience and art, philosophy and politics, history and psychology," he writes, "meet on common ground... the barriers between the cultures break down under the recognition that all are incomplete and always will be; that no single discipline or school of thought has a monopoly on the truth. The truth itself has become more difficult to define as a result of the last half-century of discoveries in what used to be known as the exact sciences, making them richer, but not necessarily more exact, and disturbing them to their foundations."

"The lesson of information theory is," he adds, "that choice and constraint can coexist as partners, enabling a system, be it a living organism, a language, or a society, to follow the arrow not of entropy but of history. This is the arrow which distinguishes past from future by moving away from the simple, the uniform and the random, and toward the genuinely new, the endlessly complex products of nature and mind." ■

"Campbell's explanation of complex ideas are easy to understand. His use of anecdotes and biographical material takes the dryness out of his material and makes it enjoyable to read."

tion of knowledge are so entwined, Campbell contends, that recognition of one led to notice of the other—even in ancient times. He writes, "If Aristotle was a philosopher preeminently able to look at all nature and human affairs as an undivided process full of beauty, which is above all intelligible to human

"If the ideas of information theory are thought of as trivializing nature and the mental activities of human beings, then they have been seriously misinterpreted. Rather, they suggest that systems of all kinds evolve toward more complex states, and that this is the natural order of things."

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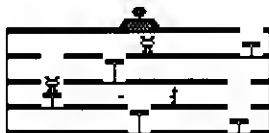
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★ ★ ★ ½

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by Eric Maloney
 80 Micro staff

Funsoft's games have all the classic features of a B movie—they look cheap, they're all the same, and yet they're a whole lot of fun.

Time Runner is the best of the lot (their other releases include Bable Terror, Mad Mines, and Apple Panic). You're given a grid, and must trace all of the lines with a little ghost-like figure (you start the game with three). When you've traced the entire grid, you move to the next grid, or phase.

You're faced with two types of grids, which alternate. In the first, you start

off with a certain number of bonus points, which decrease rapidly as you trace the grid. Your bonus is whatever you have left when you've covered all of the lines.

In the second, each box in the grid is

man at every 10,000 points. Second, you have three chances to temporarily paralyze your pursuers by touching the space bar. And finally, at certain points in the game, the creatures you're dodging go blind, and you can get extra

"Time Runner is video gaming stripped down to its essentials."

assigned a point value. If you cover two sides of the box, the points start ticking away, until you complete the square.

To make your task more difficult, a group of little men chase you as you try to complete the grid. Their numbers increase as the game progresses, until the board looks like a rugby scrum. Naturally, if one of them touches you, you lose a man. Dodging these creatures while trying to complete the grid takes a great deal of concentration, particularly after you get past phase 10 or so.

The authors provide several tools to help you along. First, you get an extra

points by running into them.

Time Runner's appeal lies in its simplicity. The object of the game couldn't be more basic, and yet reaching that object can be challenging. Time Runner is video gaming stripped down to the essentials.

On the other hand, Time Runner offers little variety. You learn its tricks through repetition, and the game can get tedious after a while.

One more positive note: Time Runner is a nonviolent game well-suited for children. It's one that parents will enjoy playing with their youngsters. ■

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★★★

Centronics 122 Graphics Printer

Centronics Inc.

Hudson, NH 03051

\$1,195

by Jake Commander

80 Micro staff

One of the latest creations from the people who gave us the standard Centronics parallel interface, the Model 122 Graphics Printer, has so many features that it has to be microprocessor-controlled. It's an intelligent printer, so to speak.

First, what do you get for your money? Physically, the printer is a significant departure from Centronics' earlier style of microcomputer hardware. It is a sleek, stylish machine that wouldn't look out of place in a modern office. Centronics opted for a neutral buff color with a black base and a lightly smoked paper-cover/front panel. It arrives with a ribbon cassette and a six-foot power cord. You'll need to buy a printer cable to hook it to your micro.

The unit is 21 inches wide, 15 inches from front to back, and 7 inches high. It weighs just under 30 pounds—transportable, not portable.

It can work from either 115 or 230 volts for those Europeans who use those nasty, dangerous high-mains voltages. Another important plus for Europe is that the printer contains character sets and form lengths applicable to France, the United Kingdom, Germany, Italy, Sweden, and Denmark, as well as its default U.S. ASCII codes. This should

strengthen its worldwide appeal.

I'd like to make an appeal to all printer manufacturers on behalf of the non-dollar-spending nations (and there are quite a few): If you're aiming for the world market by allowing multiple-character sets, as on the Centronics Model 122, replace the ASCII code for the dollar sign by that particular country's currency sign. If the correct currency sign were available, then the same formatting commands could be put to use in the rest of the world.

Documentation for the printer consists of 36 detailed pages, executed with the professionalism one expects from a large company. There's even a reader's comment form, postage paid. Wow!

The manual covers the usual information: the printer description, installation, operation, and the basics of operator maintenance. However, the manual does not cover advanced maintenance.

The Model 122 is designed for business and personal use. The printer body feels good and solid, and is sound-proofed. I noticed, however, it was a slight bit noisier than my Epson MX-80, although not excessively so.

The literature seems aimed at the business audience; it describes the Centronics 122 as an industrial-grade, 132-column, data-processing printer. Well, it doesn't do data processing that I noticed, and industrial grade makes it sound like farm machinery. Sturdy is what it is and I'm confident that it would stand fairly heavy use in a professional environment.

The printer's speed is a respectable 120 characters per second. Interestingly, the manual states that the maximum printing duty is 4,000 characters per minute, but 120 cps equals 7,200 characters per minute. Presumably, under normal printing conditions the differing line lengths give the print head time for a breather, while the bidirectional logic-seeking function travels to the nearest next-line extreme.

The line itself can be up to 132 characters in the 10-characters-per-inch mode, and half that in elongated mode. The printer can accept up to 15-inch-wide paper on adjustable tractors and is capable of friction feed, which is useful for preprinted letterhead stationery.

An important part of this package is the graphics capability. I must point out a couple of its nifty features. For a start, you can use dot-addressable graphics in either six- or eight-pin mode, and you can mix text and graphics on the same line. The sturdy build of the Centronics helps here; the print head is steady as a rock, giving excellent registration for high-quality, repeatable graphics.

Also useful in either graphics or text mode are the many paper-motion commands available that allow changing the line-feed spacing, changing the form-feed spacing, and half-line feeding in forward or reverse to allow sub- or superscripting.

All this adds up to quite a package. The Model 122 Graphics Printer is a sturdy, reliable beast of burden that would make an excellent choice as a printer for either personal or office use. ■

122 PRINT PATTERN

Multiple lines of printer output showing various character sets and patterns, including alphanumeric strings and symbols.

Printer output showing a series of lines with varying lengths and patterns, demonstrating the printer's ability to handle different line lengths.



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★★★½

Alien Defense Commented
Soft Sector Marketing
6250 Middlebelt Road
Garden City, MI 48155
Softcover, 140 pp.
\$24.95

by John Ratzlaff

Alien Defense Commented lets you enter the complex world of the real-time arcade game. The book contains the commented source code for Soft Sector Marketing's popular TRS-80 game, Alien Defense. With the source code, you can change Alien Defense to suit your specifications, as well as explore methods for writing your own games.

For 24 pages, the program's author, Larry Ashmun, discusses the techniques he uses to write machine-language games and some of the specific ideas in this program. He goes into detail on certain aspects of the game.

The source-code listing takes about 115 pages, followed by a complete cross-referenced symbol table. It took me 15-20 hours to type in the source code (minus all the comments), and another three to go through a complete listing I printed to find all the errors.

Happily, I observed that the book has been printed directly from an assembly of Mr. Ashmun's program, so it is not subject to typographical errors. When my errors were corrected, the source code worked perfectly.

Of course, I could have that much by simply buying the game in the first place. Several times while typing it in, I asked myself why I hadn't done exactly that. However, I set out to type it precisely because I have found through past experience that I can learn quite a bit about a program while typing. Also, now that I have the source code, I can easily make modifications to suit me, such as skipping the annoying "moose" call before every round.

The advertisement for the book didn't mention that a good disk editor/assembler is needed to type in the source code—specifically, one that can handle source files larger than memory. The book's author recommends MisoSys's EDAS, and fortunately that is what I have. It took my 5 MHz Model III over five minutes to assemble the entire program, and that was with no listing to video!

The game itself, Alien Defense, has

been reviewed elsewhere. I will not review it here except to say that it takes a long time to learn the controls, but is fun to play after that.

The most valuable experience, however, is the opportunity to learn some of the techniques used in programming complex real-time arcade games. The author is quick to point out that the techniques he uses are not necessarily the best, but simply ones that he learned and that work for him.

The only negative comments I have about the book are the length of time it takes to type the listing, the fact that the pages of the book are not numbered,

and the poor grammar used in the discussion section of the book. I had the impression that nobody had edited or proofread the text at all.

Also, it is somewhat ironic that although a disk system is required to assemble this program, the version provided is the nondisk version and will not work on a disk-based system without modification. Fortunately, all you need to do is change the ORG statement, a fact not mentioned in the book.

All in all, *Alien Defense Commented* is well worth the time if you are interested in learning techniques of real-time machine-language programming. ■

★★★½

Okidata Microline 84 Printer
Okidata Corporation
111 Gaither Drive
Mt. Laurel, NJ 08054
\$1,395 (parallel port)
\$1,495 (serial port)

by Terry Kepner

Have you been looking for a printer capable of almost-daisy-wheel-quality print at 50 characters per second, and yet able to deliver line listings or draft manuscripts at 200 cps? Well the Okidata Microline 84, with its bidirectional print head, is the printer you want.

The Microline 84 supports superscripts, subscripts, underlining, and emphasized printing. You also get 10 characters per inch, 12 cpi, and 17 cpi printing with both single- and double-width printing in each of those fonts.

You can also choose 6 or 8 printed lines per vertical inch, software forms length controls, the ability to design your own set of 64 characters, and dot-addressable graphics.

Besides a friction-feed platen, you also get a free tractor-feed mechanism for continuous-feed computer forms paper. And finally, you get all this in one easy-to-use compact printer with front panel switches that set the form length of the paper (to any one of 10 possibilities), single-line-feed the paper, and complete form-feed.

The Microline 84 printer delivers 132 characters on 15-inch wide paper (or 231 characters in 17 cpi mode), and yet takes only 260 square inches of table

space (20-by-13 inches).

The Microline 84 is packed with features that were considered unobtainable in one printer just two years ago. The most important features, in my opinion, are the draft- and correspondence-quality print styles, each available in three different fonts (10 cpi, 12 cpi, and 17 cpi).

Each font can be switched between single- and double-width, even in the same line (but you can't mix fonts on the same line). The high-speed font lets me get my draft manuscripts printed quickly with a minimum of wasted time, using a 9-by-9 dot matrix that forms characters cleanly and clearly—no eyestrain problems with this printer. And there are actually descenders on the g, j, p, q, and y lowercase letters.

The correspondence-quality print (not quite as good as a daisy-wheel printer) produces solid, well-formed characters (using a 13-by-17 matrix) that put standard dot-matrix print styles to shame.

The documentation informed me, correctly, that the printer was easy to set up. The printer is shipped in a well-padded carton that contains all the materials (except printer cable and paper) you need to set up.

The ribbon and tractor-feed mechanism, as well as two spare fuses and the platen knob, were simple to install. It took less than 15 minutes to assemble the unit and plug it into the computer. The ribbon, sold by Okidata, contains a lubricant to keep the print head in maximum operating condition. The print head should be able to print 200 million characters before needing replacement, about 277 hours of nonstop printing at 200 cps.

As I mentioned earlier, the front panel switches let you perform a single line feed, a form feed, select or deselect the printer from the computer, set top of form to current line under the print head, and a forms length dial (3, 3.5, 4, 5.5, 6, 7, 8.5, 11, 12, and 14 inches). In addition to the front panel switches, there are three lights on the front panel: an on/off indicator, a paper-out indicator, and a printer selected/deselected light. These are grouped in a simple layout on the left front of the printer.

Tractor-feed paper is loaded into the printer straight up from below, while cut-sheet paper is fed in from the back (just like a standard typewriter). The tractor-feed mechanism is easy to attach and remove, taking only a few seconds.

The only complaint I have with the tractor feed is that it clamps onto the paper only after the paper has passed the printhead, which makes sense if you're feeding the paper in from below. But if you put the printer on a table and feed the paper in from behind, difficulties ensue if the paper is not directly behind the tractor feed. I wasted more than a few pages of paper because the paper skewed sideways out from tractor-feed mechanism pins and jammed.

I finally rigged a box over the paper to catch the printed paper and to keep the unprinted paper from moving out of alignment behind the printer. Feeding over the edge of the desk worked, but I still had to line the paper directly behind the printer. This problem disappeared when the paper was properly fed in from below the printer.

Other Features

Using the printer's special features is easy—just send the escape character (CHR\$(27)) followed by the proper ASCII code required to initiate or halt the desired feature. The printer includes both six and eight lines per vertical inch spacing, but you can also specify any line height you need in increments of 1/144 inch to a maximum 127/144 inch (about 8/10 of an inch). This spacing does not affect the size of the print, only the spacing between the lines.

Unfortunately, superscripting, subscripting, and underlining are automatically terminated when the printer receives a carriage-return command from the computer. But the character fonts and emphasized printing (both styles) remain enabled until turned off. The printer has two styles of emphasized

printing: vertical and horizontal. Both styles operate by repeating the letter just printed one-half dot away, either vertically or horizontally.

The Microline 84 also supports incremental printing. Each letter sent to the printer is printed immediately, instead of waiting for a carriage return to initiate the printing of an entire line. Emphasized printing, correspondence printing, superscripting, subscripting, and dot-addressable graphics cannot be used when the printer is in the incremental mode.

You can order the printer to skip as many as 99 lines with a simple escape command, followed by 11 and the number of lines you want skipped. Horizontal and vertical tabs are also software-controlled, with up to 16 for horizontal operation and 54 for vertical.

The printer includes a 64-character graphics set. Unfortunately, it is not the TRS-80 standard set. These graphics are blocks of various shapes, and a few special characters such as a spade, heart, diamond, circle, and so forth.

The user-definable characters are easy to use. Draw a 7-by-11 set of boxes, fill in the dots you want displayed, use the algorithm to determine numbers that describe the each column of the digit, and then send them to the printer with the key character you want assigned to that figure. These defined graphics are accessed by sending the user character code, followed by the

ASCII character being used to designate the character you defined.

As for dot-addressable graphics, you have a choice of two resolutions: 72 or 144 dots per inch (both are horizontal measurements, vertical remains at 72 dots per inch in both resolutions). The hi-res mode makes the dots overlap by about 50 percent.

Each column of the graphics mode is divided into eight dots (or seven in the 7-bit format), each dot corresponding to one bit of an 8-bit byte. To use them, just send the escape code, the graphics code (8-bit or 7-bit format), give the number of columns, and then each column's layout. LPRINTCHR\$(27)“%2%” ; CHR\$(N); CHR\$(n); CHR\$(C); CHR\$(D); CHR\$(E) tells the printer to use the normal resolution, the two N's tell the number of columns, C is the first 8-bit column, D is the second 8-bit column and so forth.

The manual is fairly well written, but is best fit for a technical audience—experimentation is definitely the way to learn how to use this printer. It lacks an index, but a summary of commands at the back of the book is almost as good.

I like the Okidata Microline 84. My wife hates it; she says the high-pitched whine the print head makes as it zips back and forth across the paper drives her crazy. I try to cut down on this by closing the door to the computer room whenever I use the printer. A small price to pay for 200 cps. ■

Autogrammer
Roklan Software
10600 West Higgins
Rosemont, IL
Model II
\$299.95

by Charles R. Perelman

Autogrammer is one of the new breed of business software that promises to enable nonprogrammers to program. It is most useful for business applications that require rapid and repetitive entry of certain items; an invoicing system would benefit greatly from Autogrammer. Within this generator's capabilities, you can create programs suited to your needs even without

knowing a computer language.

The Model II version of Autogrammer requires you to boot TRSDOS 2.0 and put Autogrammer into memory. After this is done, the Autogrammer disk can be removed. A single-drive system means the nuisance of disk switching. Generated programs can stand alone or Autogrammer sorted data can be incorporated into Basic programs.

Roklan's triple-barreled approach to the piracy problem is interesting. Autogrammer is furnished in a noncopyable form. When you register your serial number, Roklan sends you a special hotline service number for software support, a disk of utilities and demonstration programs, and free program updates for one year. Additionally, each Autogrammer-created program signs on with a notice that it was generated with the Roklan software, a copyright notice, and your Autogrammer

disk serial number.

Program Creation

Autogrammer has three distinct phases: screen editing to set up an input format, graphics to enhance displays, and validations to limit acceptable entries.

With screen editing, you create input formats for data-base entry. Cursor movement is with the arrow keys and repeat key. Formats are limited to 80-character width. Insert, delete, and reverse-video functions use combinations of CTRL and alphabetic keys.

You revise by typing over. I had difficulty adjusting to Enter centering a line and Tab putting me in the insert function. Back Space homes the cursor. I found this annoying since I automatically try to back space with it.

The F1 key replaces your screen template with a help menu listing all editing commands. Another press of F1 returns your screen.

You use three kinds of brackets for flexible delineation of entry fields. Visible brackets remain as part of the data form. Delimiting brackets limit field size, but are not part of your form. Nonstore brackets permit entry of data or computations that will not be part of the data base. This conserves space and permits more data to be entered in the limited record size.

Control-G switches screen editing to graphics. The F1 help screen displays the full range of Model II graphics. You can quickly enhance your input screen with boxes, borders, and similar separators for a professional appearance. During edit or run, the F2 key prints the graphics characters as periods.

When you finish your screen format, Autogrammer checks for proper matching of brackets, field size (maximum 80 characters, cannot continue on next line), and record size (limited to 255 characters, although the manual says 256).

Validation procedures let you restrict entry in any field with one or more of 10 mnemonic abbreviations. For example, AL = uppercase alphabetic, BL = blank spaces okay, DC = dollars and cents format, and NU = numbers. Using validation combinations, you can rapidly set program parameters. Numerical limits can only be set as number of decimal places. There is no lowercase alphabetical validation.

Validations must be planned and

typed carefully. Once typed, changes require a return to screen entry for modification and the repetition of all validations.

The abbreviation DV = default value inserts a user-selected value in a field unless manually overridden. This function speeds repetitive entries such as current date, state, or area code.

The CF = computed field validation uses the four basic arithmetic functions with any two fields of your format, or with a constant and one field. Since the manual tutorial leaves much to be desired, it is fortunate that the software for CF is friendly.

You determine whether each CF field uses a field entry or a user-entered con-

“Validations must be planned and typed carefully. Once typed, changes require a return to screen entry. . . ”

stant for the first operand. A field is selected by moving to it and pressing enter. The operator (+, -, *, /) is specified, and the second operand is selected as a constant or field.

The manual states that chaining is not supported. However, you can chain by using a prior result as the first operand for your next computation.

CF is not well-suited to adding columns of figures, but works admirably for computing sales taxes or handling charges that are fixed percentages or absolute values. Using computed fields, I generated all figures on a test invoice with a single entry of sales price. F2 then prints the invoice.

When all validations are entered, Autogrammer creates the machine language program.

Running an Autogrammer Program

When you call the program from TRSDOS Ready, a five-choice menu permits you to add, delete, modify or display a record, or end the program.

You create a data base with Add. Your entry format appears with blank fields. You can enter rapidly with a well-formatted input screen, particularly if you use default values and comput-

ed fields. If a field is completely filled, the cursor automatically moves to the next field.

When the last field is filled, the screen clears for the next entry. This feature may speed entry, but if you make a mistake, you must return to the menu, find the record, and modify it. I used a dummy final field to review and make any required changes prior to saving data. Careful planning is needed to optimize the formatting and validations.

When entered, data is automatically sorted in ascending order on the first, or key, field. To modify, delete, or display data, you enter part or all of one or more fields. A file with your selection criteria is displayed almost immediately.

Upper- and lowercase letters entered must match the target record exactly. When searching for multiple items, the match returned may not be the first item. You must check for other applicable records with control-P (prior) and -N (next).

Utility Routines

The Autogrammer utility disk contains Access, a machine-language routine to access the data-base records in key-file sorted order from Basic, DELPAC to delete inactive records and pack the file, GENKEY to create a key file for any ASCII random-access file for use of other data-base files with Autogrammer, DBSDUMP to list all data-base records, and REP to generate reports.

The manual demonstration programs are also included. The placement of Access is technically interesting: at hex FFDF above the Model II video memory, so that memory space does not have to be reserved.

The GENKEY program is slow. It took several minutes to create a key file for 200 items.

REP adds a new dimension of flexibility to Autogrammer. Using some or all fields of an existing data base, you can print a report or create a new data base. Order of fields can be changed, and records saved or printed in either ascending or descending order based on the original key field.

You then prepare an Autogrammer format for the new data base and new key file with GENKEY. This is a little cumbersome, but you can sort a data base by different keys for the overhead of another data base file. REP has no

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REVIEWS

total or other math functions.

Note that with a one-drive system, you must use TRSDOS XFERSYS to put a minimum system on the utility disk before using it. This is not in the manual.

GENKEY contains an error in reading visible brackets that creates key fields of the wrong length. I notified Roklan of this problem.

Documentation

The Autogrammer manual is attractively packaged in a three-ring binder,

"Autogrammer is relatively easy to use and particularly valuable for rapidly entering a data base. As an electronic filing cabinet, it functions well. . ."

beautifully printed in large, easy-to-read type with generous margins, and includes some actual screen layouts. After an overview of the program, there is a series of tutorials, a summary of commands and functions, brief explanations of utility programs, an article on developing an information system, listings for two basic demonstration programs, a glossary, and screen-layout forms.

The manual is supposedly written for use by a novice with no programming experience. A supplementary manual

★★★★

MF-1 Expansion Mainframe
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another Holmes Board
DX-2D Double Density Disk Controller
\$149.50
Holmes Engineering Inc.
3555 South 3200 West
Salt Lake City, UT 84119
Model I

by Jack Decker

Many Model I owners face a dilemma when they wish to expand their systems beyond the basic 16K cassette

for REP assumes that you are familiar with Autogrammer.

Although the manual contains a reasonable amount of information, it fails miserably in organization, style, and content for either a beginner or an advanced programmer. This detracts from the interesting and useful software.

There is no index, and information on a given topic is scattered. There are a number of errors, such as improper matching of the graphics shapes with letters used to produce them (the help screen is correct).

It poorly covers the effects of various entry errors and what to do about them. Information on using the nonstore brackets is sketchy, and the use of Access in the demonstration Basic program needs more detailed explanation. A one-sheet summary of all edit, graphics, and runtime controls, particularly on cardboard, would be of substantial help in working with the program.

Conclusion

Autogrammer is relatively easy to use and particularly valuable for rapidly entering a data base. As an electronic filing cabinet, it functions well, if you only need one primary sort field, and if the maximum record and field lengths are sufficient. The computed-field feature is very efficient for invoicing and similar applications.

GENKEY and REP utilities give you the ability to manipulate data in created data bases and to use other data-base files with Autogrammer. I hope that a revised manual will be produced in the near future to strengthen the weakest part of the package. ■

configuration. Several interfaces will substitute for the standard Tandy interface, but many are revised or improved versions and share some of the problems associated with the Radio Shack unit. Holmes Engineering has designed a system from the ground up that offers several advantages over these other units.

To understand how the Holmes unit differs from others you should know a bit about the TRS-80 Expansion Interface. The unit contains a real-time clock, parallel-printer port, circuitry to allow the use of two cassette tape recorders, and a single-density floppy-disk controller.

A second TRS-80 power supply, sim-

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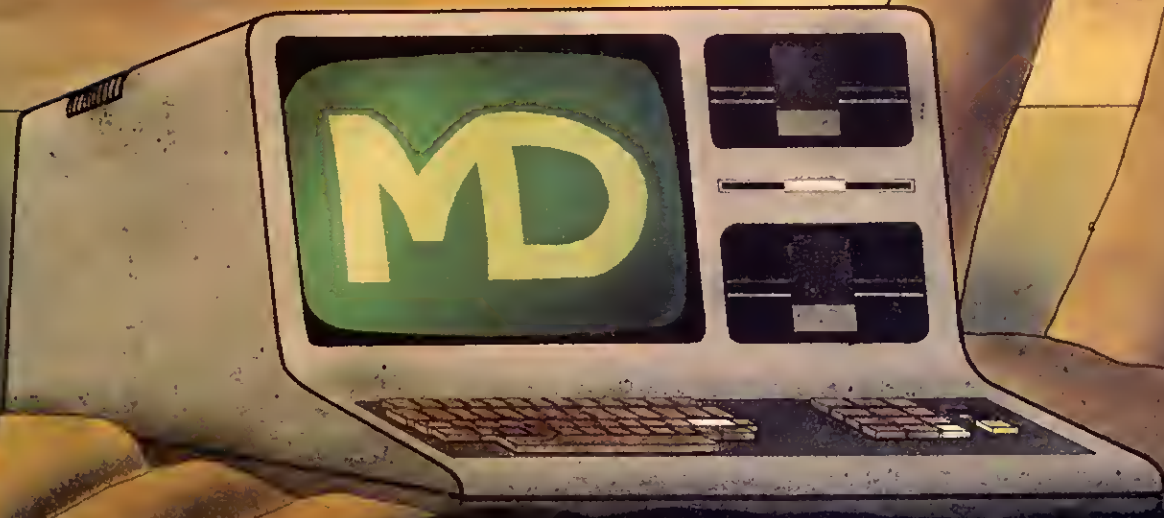
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REVIEWS

ilar to the one used for the keyboard unit, provides power. Sixteen integrated-circuit sockets provide memory-expansion capability. Eight or 16 4116 dynamic RAM chips can be inserted into the sockets to provide 16K or 32K of additional memory (a total of 32K or 48K counting the 16K that was previously installed in the keyboard unit). You can purchase an RS-232C interface and install it inside the Radio Shack Expansion Interface, but beyond that, expandability is severely limited.

In contrast, Holmes has designed its units to provide better reliability and more flexibility. About the only feature listed above not available with Holmes Engineering's products is the dual cassette ports; however, other features are available that probably never occurred to Radio Shack.

The first Holmes products were a pair of internal memory boards that install inside the TRS-80 keyboard unit and provide either 32K or 48K total memory (using the 16K already inside the keyboard unit). Holmes internal memory board, The Sprinter II, was reviewed in the November 1982 issue of *80 Micro*, and is mentioned here because it contributes to the overall reliability of the system.

One cause of crashes in stock TRS-80 Model I systems is the physical distance of the expansion memory from the CPU, and the length of the cable used to connect the two. That setup allows electrical noise into the system. The Holmes internal memory units place the expansion memory within the keyboard itself, thereby avoiding those problems. However, for the user who doesn't want to open up his keyboard to install the internal memory unit, there is an alternative that will be explained later.

Holmes Engineering has three new hardware products: the MF-1 Expansion Mainframe unit, the DX-1S Single Density Disk Controller, and the DX-1D Double Density Adapter. The latter two units are sold in combination as the DX-2D Double Density Disk Controller. The MF-1 Expansion Mainframe alone provides no additional capabilities for the TRS-80, but allows for up to four plug-in boards.

The DX-1S Single Density Disk Controller is a card that plugs into the Expansion Mainframe, and provides three of the functions normally found in a Shack Expansion Interface: the real-time clock, the parallel-printer port,

and the floppy-disk controller itself. The DX-ID Double Density Adapter plugs into the DX-1S to allow double-density operation and the use of 8-inch disk drives.

The MF-1 Expansion Mainframe

The MF-1 is in a metal enclosure that is 16½ inches wide by 9 1/8 inches deep by 2 7/8 inches high. It has an off-white finish (a welcome change from Tandy silver-grey). The TRS-80 video monitor sits atop the unit nicely; the width and depth of the Mainframe match those of the monitor. On the left side, you'll find the power switch, fuse holder, and power-cord entrance.

In my unit, the cables connecting the disk drives and printer to the cards inside are routed through a slot in the bottom of the mainframe. This is quite inconvenient, as I must remove the cover to attach or detach cables. Holmes has responded by manufacturing the newer units with an opening at the back through which the cables can be routed.

The cable that connects the Mainframe to the TRS-80 keyboard unit comes out of the front left side, and it is about 4 inches long. I find this more than adequate; I actually have about an inch to spare. Holmes states that the length of this cable is short because the Model I keyboard cannot provide strong enough signals to drive a longer cable reliably. They do not advise lengthening the cable, as poor performance will result.

Inside the mainframe is a regulated power supply, buffering circuitry for the address, data, and certain other lines coming out of the TRS-80 keyboard unit, and four 44-pin gold edge connectors. The edge connectors are in a U shape to provide support for the plug-in circuit boards on three sides. Each of the four connectors will accept one Holmes plug-in module, or you can build your own circuit on a Radio Shack plug-in board (catalog number 276-152, 276-153, or 276-154) and plug it into the Holmes unit. Each board may draw up to one ampere from the +5-volt power supply, up to 500 ma (milliamperes) from the +12-volt supply, and up to 50 ma from the -5-volt supply.

This opens up exciting possibilities for the hardware hacker, as projects can be designed to plug into the Expansion Mainframe without worrying about buffering for the address or data lines,

Continues on p. 77

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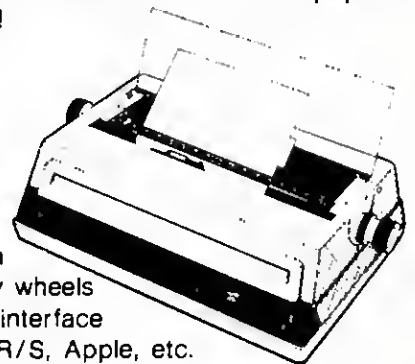
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Continued from p. 74

or a separate power supply (unless there are unusual power requirements). Other hardware manufacturers might eventually design TRS-80 add-ons that will plug into the Holmes Expansion Mainframe.

More needs to be said about the buffering of signals in the Mainframe. Buffering makes the signals stronger and minimizes electrical noise or interference. The Holmes unit buffers all address, data, and critical control signals (RAS, CAS, MUX, RD, WR, OUT, IN, and INTAK) from the keyboard expansion connector. Other such signals (such as RESET, INT, TEST, WAIT, GND) are not buffered, but are still available at the 44-pin connectors inside the Mainframe.

The edge connectors used in the MF-1, the connector that plugs into the rear of the TRS-80 keyboard unit, and the connectors on Holmes' plug-in modules are all gold plated. The user does not have to clean the contacts periodically, as with the Radio Shack Expansion Interface. You must still clean the connector on the back of your keyboard unit occasionally, unless you take Holmes' advice and install a gold edge connector (such as an EAP Company "Goldplug-80").

Installing a plug-in board in the Expansion Mainframe is relatively easy. Remember that the two connectors to the left of the Mainframe are upside down in relation to the two connectors on the right. If you move a board from left of the Mainframe to the right, you'll also have to turn it over. The connectors have a small plastic insert between pins 18 and 19 (and pins V and W) that prevents you from inserting a Holmes plug-in unit upside down. Also, in the unit I received, one connector was marked to indicate where the disk controller board should be placed.

You must be sure to push the board all the way in. When I first installed my disk-controller board, it just wouldn't work properly. I discovered that with a bit more force the board would go into the connector another half inch or so. When it's fully inserted, you will not be able to see any of the gold "fingers" on the card edge. You want to use a moderate amount of force when inserting the board, not enough to break the plastic insert if you are trying to insert the board upside down, but enough to get the fingers all the way into the connector.

The instruction manual is reasonably

clear and concise. Unfortunately, the schematic diagram for the bus connectors is a bit faded (but still readable) in the copy I received, and no pinout diagram is provided for the 44-pin connectors. These conditions might be rectified in future printings of the manual (my copy is one of the first).

Actually, the omission of the pinout diagram is not that serious, since the letter/number designations for the pins are printed on the connectors themselves, and the schematic diagram shows which line is connected to each pin. The only problem is that you'll probably need a magnifying glass to read the letters and numbers on the con-

tion, and complete functional test.

This indicates that Holmes Engineering is committed to quality control. Should you have any problems, you can take comfort in the fact that Holmes covers its products with a one-year warranty against defects in material and workmanship (full details of the warranty are in the instruction manual).

I rate the Holmes Engineering Expansion Mainframe as an excellent unit for any TRS-80 user, but especially for those who want to build hardware projects that would normally operate off the TRS-80 bus connector. However, even users that don't have an electronics background will appreciate the expand-

"Should you have any problems, you can take comfort in the fact that Holmes covers its products with a one year warranty. . . ."

nectors. To aid you in deciphering these, I'll mention that the top row pins are designated with the letters A-Z, except that the letters G, I, O, and Q are not used. The bottom row is numbered 1-22.

Holmes Engineering offers the following plug-in modules for use with the Expansion Mainframe:

- The DX-1S Single Density Disk Controller (with optional DX-1D Double Density Adapter), including the real-time clock and Centronics-compatible parallel-printer port (reviewed below).

- The RX-232 external memory/RS-232C module. This functions as an RS-232C serial port and also provides 32K of external memory for those who don't want to install an internal memory unit within their keyboard.

- The VID 80 80-character video adapter (model VX-1). This unit adds the extra RAM and logic necessary to convert to an 80-character, 64K or 112K CP/M system. It also features improved graphic resolution, full-screen reverse video, and functions in either the 80-by-24 or standard 64-by-16 character mode.

When I received my Expansion Mainframe, a checklist was included that indicated that it had passed five tests before being shipped: 24-hour burn in, check power voltages, check power distribution, check buffer opera-

ability of the Holmes system. If you have envied the Apple owners with their plug-in card slots, buy a Holmes Mainframe and you can have the same capability!

For users who can't figure out what they'd do with four card slots, a unit that only holds two plug-in boards is also available. At this writing, there is only a \$20 cost difference between the two units, so unless you're sure you'll never need those extra slots, I'd suggest spending the \$20 and getting the extra capacity.

DX-1D Double Density Disk Controller

Holmes Engineering sells two plug-in disk-controller modules that can be used in the Expansion Mainframe: The DX-1S Single Density Disk Controller, and DX-1D Double Density Disk Controller. The DX-1D is a DX-1S with an added DX-1D Double Density Adapter board that plugs into the socket normally occupied by the Floppy Disk Controller chip on the DX-1S.

In this respect, adding double density to a DX-1S is similar to adding a double-density adapter board to a Radio Shack Expansion Interface. The difference is that the double-density adapter board is already attached to the DX-1D and the entire unit has been tested for both single- and double-density operation.

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REVIEWS

Like the Expansion Mainframe, the disk controllers undergo a series of quality-control checks before being shipped, including a 24-hour burn in, read/write/format checks in both single- and double-density modes, and a test wherein they boot and run a word-processor DOS. These tests are performed on a system running at 5.3 MHz (three times the normal speed of an unmodified TRS-80 Model I).

Only a one-page preliminary instruction sheet is available for installing the disk controller inside the Expansion Mainframe. However, the installation is simple. You remove the cover from the Mainframe, slide the disk-controller card into the designated slot, plug the

Floppy Disk Controller IC from its socket, plug it into the Double Density Adapter board, and then plug the Double Density Adapter into the now vacant Floppy Disk Controller socket.

The DX-1D manual provides complete, step-by-step instructions to aid you in this process, but installation is fairly easy, as long as you do not bend any pins, install anything upside down, or zap the 1771 FDC chip with static electricity.

You don't need to be using Holmes products to use the DX-1D Double Density Adapter; it can also be used in a standard Radio Shack Expansion Interface. It is even possible to use the DX-1D with an Omikron Mapper I as a replacement for the Mapper II, although you'll need additional software for double-density operation and special installation instructions from Holmes Engineering.

After installing a DX-1D Double Density Adapter (or purchasing a complete DX-1D Double Density Disk Controller), you'll be able to use both 5-inch and 8-inch drives, and operate in single- or double-density mode.

However, if you wish to use 8-inch double density, you'll also need a CPU speed-up modification. Holmes recommends their Sprinter speed-up mod, which installs inside the keyboard unit and allows operation at up to three times normal clock speed. In addition, you'll need special 8-inch drive cables (also available from Holmes). It is assumed that your drive 0 will be a 5-inch drive, but if you wish to use an 8-inch drive as drive 0, the instruction manual details how to change the position of two jumper wires on the DX-1D board to accomplish this. You may want to do this if you desire compatibility with Omikron's version of CP/M.

You'll want a disk operating system that supports double-density operation, and Holmes suggests that you buy one that has automatic density recognition. I have found that if an operating system will support the Percom Data Company or the LNW Research Corporation double-density adapters, it will also support the Holmes double-density unit. If you intend to use 8-inch drives, you should configure your operating system as you would for the LNW Research unit; otherwise, you can configure it as you would for either the LNW or Percom units.

The instruction manual for the DX-

"You don't need to be using Holmes products to use the DX-1D Double Density Adapter; it can also be used in the standard Radio Shack Expansion Interface."

disk drive and printer cables onto their respective card edge connectors, and replace the cover.

As I mentioned previously, you have to make sure that the controller card is pushed all the way in. After I attended to that detail, the disk controller worked perfectly and has been working well ever since, keeping both my disk drives and my printer up and running. I have used it in both the single- and double-density modes and have had no problems with it. I even tried it on another TRS-80 keyboard with a different set of disk drives and it still worked perfectly.

From a phone conversation with Larry Holmes, I learned that the DX-1S Single Density Disk Controller uses about the same circuitry as the Radio Shack disk controller (in the Expansion Interface). To attach the DX-1D Double Density Adapter, you pull the 1771

of 40-track drives shouldn't worry about this, since the tracks on a 40-track disk are twice as wide as those on an 80-track disk; therefore, the fidelity of a 40-track disk is better.

Conclusions

If I had to use one word to describe the Holmes Engineering Expansion Mainframe and Double Density Disk Controller combination, it would be *reliable*. On several occasions, I have used stock TRS-80 disk systems, all of which worked fairly well except for one major shortcoming: Any mucking around with the power lines would immediately destroy any disks in the drives.

In the two months that I have been using the Holmes products, I have not had any such problems. Even when my wife shut off the computer with a disk in the drive, the disk appeared to be undamaged. The cold, dry winter weather has not caused any problems with static electricity, or any of the other instabilities that seem to abound on the

Shack systems. I suspect that the extra buffering and greater attention to keeping out electrical noise is what makes the Holmes system behave so reliably.

Keep in mind that to get a full working system that is the rough equivalent of a Radio Shack TRS-80 with the Expansion Interface, you will have to buy

"I expect that the extra buffering and greater attention to keeping out electrical noises is what makes the Holmes system so reliable."

the Expansion Mainframe, the disk-controller card, and either a Holmes Internal Memory unit or the RX-232M card to upgrade your memory to 48K. At this writing, Holmes Engineering is offering a special price (\$399) on a Holmes Expansion Interface System. It includes a Double Density Disk Con-

troller (DX-1D), RS-232 with 32K RAM (RX-232M), and the four-board capacity Expansion Mainframe (MF-1). This combination will give you everything you'd get with a Radio Shack Expansion Interface, except the dual cassette drives.

Almost any Model I TRS-80 user would be very pleased with the reliability and expandability of the Holmes Engineering Expansion Mainframe and Single Density Disk Controller with Double Density Adapter. In fact, I can think of only three general classes of Mod I owners that might not appreciate the Holmes unit: those who already have an expansion unit that they like, those who need capabilities beyond the ones presently offered by Holmes products, and those who insist on having dual cassette ports. ■

(As of February 1983, Holmes Engineering began offering a complete expansion interface consisting of: The MF-1 Mainframe, the DX-2D with parallel printer port, the RX-232M serial interface with 32K RAM, for \$399.)

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The gleaming Trans Am in the parking lot didn't seem to take notice as the *80 Micro* tech staff piled out of the rust-ridden Honda Civic they had parked nearby. The sleek road machine roared away with a thunderous blast from the mighty horses under its hood. Spitting dust, the computer geeks headed for a rendezvous with three mysterious new computers—computers they called the Muscle Micros.

In the technical department, sur-

rounding the trusty Model III that had ground out programs, benchmarks, and Scripsit files for 10 hours a day over the last 20 months, the monster machines whirred steadily. Their red LEDs glaring out at the world, these glittering wonders seemed to beg for a mountain of numbers to crunch and megabytes of data to chew up and store away. And like the menacing Trans Am that had

greeted their arrival, the boy technocrats knew that they'd soon be left in the dust by this new generation of microcomputer power.

Here is the account of their skirmish with the strong arm of TRS-80dom.

The Muscle Micros

Are they worth the extra money? What do you get for your money, anyway? What can you do with a Muscle Micro that you can't do with a regular TRS-80 Model III?

Answering these questions was the most fun the technical staff had had since they blew up an old CompuColor computer with a model-rocket-launcher igniter—but that's another story.



BT Enterprises 4 × 5

What is a "muscle micro?" It's a Model III with hard-disk storage built into the standard cabinet. They contain very little standard Radio Shack hardware. Essentially, the people making the MMs buy stock 16K Model IIIs and add memory ICs, floppy- and hard-disk controller circuitry, new monitors, keyboards, disk drives, power supplies, fans, speedup kits, and, in MTI's case, a new paint job for the cabinet.

The machines are intended for a professional setting. Although these machines are more costly than a standard Model III, they have a smaller "footprint"—they occupy less space than a Model III with an outboard hard disk drive. Their compact design also lets you move them easily within or between offices.

Before delving into the Muscle Micros, let's look at three important related issues—software availability, reliability, and service.

Software Availability

Hard-disk storage has been available for Model IIIs for around 10 months now. Slowly, software designed to run in hard-disk environment is appearing. Exador's Maxi Manager II has reached the end of its beta-test cycle and will soon be announced by its distributor, Adventure International. Radio Shack is reportedly developing hard-disk versions of Profile and Versaflex.

In addition, much of the existing Model I/III software will run on hard disks. The only programs you need to alter are those that use a specific drive for data files, in which case you need only change the drive specification.

Reliability Service

Are the Muscle Micros reliable? Our tests were admittedly not exhaustive—we used the MMs for seven weeks—but had no problems. Theoretically, hard disks are more trustworthy than floppy disks because they are encased in contaminant-free housing. In the long run, then, a Muscle Micro hard disk should prove to be more stable than a standard Model III.



The Computer Model 326

The biggest potential problem a Muscle Micro owner faces is service. All of the machines come from mail-order houses and all are nonstandard as far as Radio Shack is concerned. Radio Shack will not be anxious to provide service for a Muscle Micro—you may have to ship it back to the manufacturer. Alternatively, the MM owner may want to use a local independent service organization like TRW (see *80 Micro*, "Nightmares into Sweet Dreams," February 1983, p. 348).

All three of the manufacturers have customer service departments to handle any problems that develop. The telephone numbers that connect you to these folks require your nickel.

With these caveats, let's take a closer look at these brawny and brainy new machines.

The Hardware

All three review machines contained high-quality NEC memory ICs, bringing RAM up to 48K. These chips can easily accommodate the 4 MHz speedup feature that is standard with the BT 4 × 10 and optional with the MTI and Computex machines.

The Computex and BT units use Tandon TM100-2 40-track floppy disk

drives. The BT 4 × 10 features a Mini-Scribe II Winchester disk drive, while the Computex Model 326 uses an Ampex Pyxis Model 13. The MTI Model 326 uses a Tandon TM603-SE hard drive plus a Tandon TM100-4 80-track floppy drive.

Because of the increased power demands of the Winchester hard disks and the cooling fans they require, the MMs have beefed-up power supplies. The Computex 326 and the BT 4 × 10 use and Aztec HD 1224 switching power supply, while the MTI uses a Power General series 4300.

Of the MMs we tested, the BT and Computex machines each provided 10 megabytes of formatted hard-disk stor-



The MTI Model III Plus Winchester

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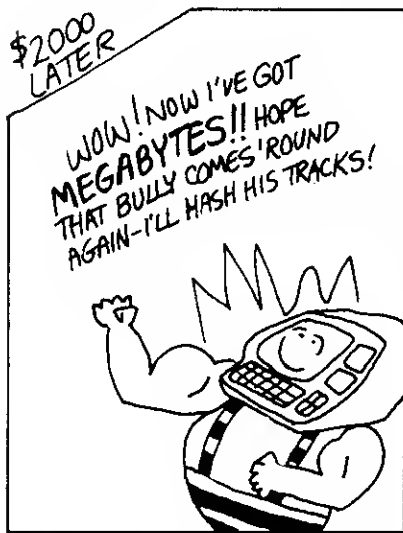
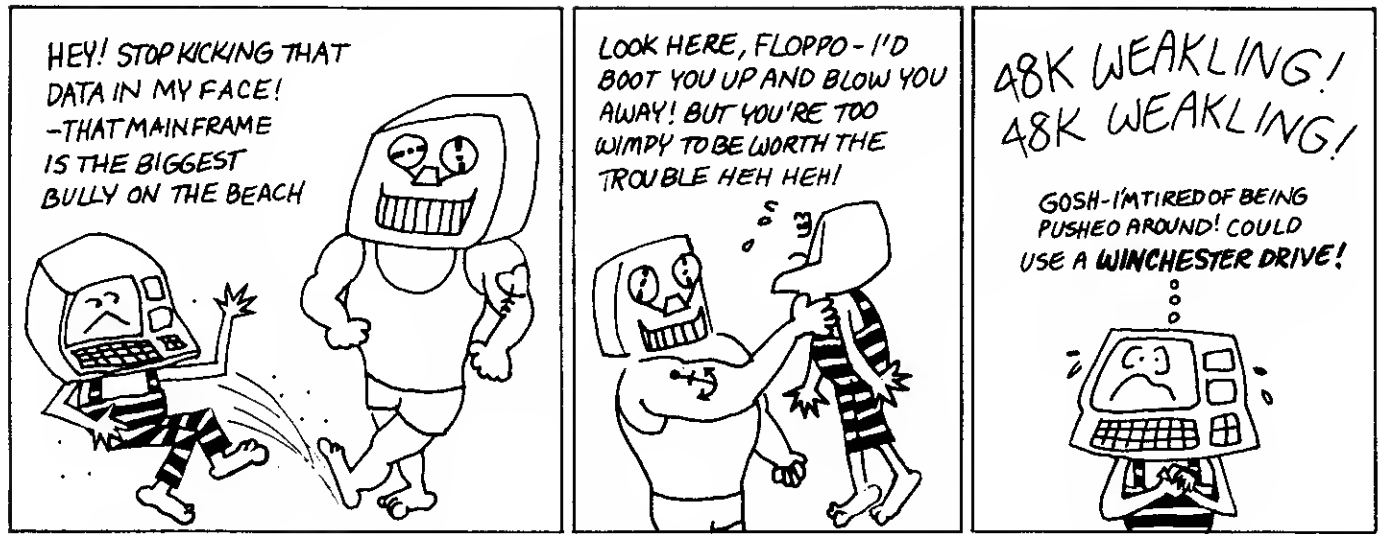
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plastic at the bottom of the computer's cabinet.

All three machines are decorated with decals proclaiming their immediate progenitor—only Computex left the Radio Shack plastic nameplate on the cabinet.

When you add a hard disk inside a fairly compact cabinet such as the Model III's, you must dissipate the heat that builds up when the system is running. The MM manufacturers have thus added cooling fans. BT uses a Cyclohm fan from Howard Industries while MTI has installed a fan made by EBM Industries. Computex has mounted a standard boxer fan in its Model 326.

The noisiest of the three fans is the BT 4 × 10's; the quietest was the Computex 326's; the MTI fell in-between. The noise of the fans is probably more a function of how they are mounted rather than the brand used. The additional fan noise is not serious, and the hard disks make virtually no noticeable noise of their own.

The Monitors

Each of the Muscle Micros contains a nonstandard video monitor. Since these machines are targeted for the business market, users who will be at the keyboard for several hours a day need relief from the eyestrain and fatigue that can develop. Therefore, all three of our review machines are equipped with slow-decay phosphor monitors.

The BT and Computex machines use a medium-decay phosphor amber monitor made by Langley-St. Clair Industries, while the MTI unit features an RCA equivalent slow-decay green-screen monitor. In addition, the BT Enterprises and Computex machines feature an antiglare device—the BT moni-

age; the MTI unit offered 11 megabytes. All of the manufacturers offer a variety of configurations.

The three MM manufacturers understand the value of additional disk space, so, in addition to the hard disk drives, they've added higher-density floppy disk drives. The BT and Computex machines use double-sided, double-density 40-track drives allowing 320K of storage. The MTI folks use an 80-track, double-sided, double-density drive permitting 640K of data storage. All of the machines let you add outboard drives, and DOSPLUS lets you mix 40- and 80-track drives, single- or double-sided.

The units shipped to 80 Micro were set up and ready to go—the operating systems had been configured to the hardware installed. Instructions for changing the configuration are in the DOSPLUS manuals. Don't bother trying to reconfigure drive 0 from 80 to 40-track operation—DOSPLUS 4.0 doesn't let you reconfigure drive 0. Mi-

cro-Systems Software says that later versions of the operating system will include this capability.

Aesthetics/Ergonomics

The Muscle Micros make a handsome group. The MTI is especially attractive with its off-white cabinet. What really makes these machines look special, though, is that Winchester drive.

The MTI and BT machines have placed the hard-disk unit in the slot normally occupied by floppy drive 1. The BT MiniScribe II has ventilation holes on the front portion of the case. Both MM's Winchester have a red LED to indicate that the unit is on and running.

The Computex 326 Winchester is located in the slot normally occupied by drive 0—drive 0 has been relocated to the normal drive 1 slot. This arrangement poses no major problems—the only flaw in the design seems to be that the two LEDs used by the Ampex hard disk drive are almost lost behind the

tor is coated with antiglare material while the cabinet in front of the Compu-
tux monitor is covered with Radio
Shack's antiglare filter.

All three machines are easier on the
eyes than the standard Model III with
its fast decay, P4 phosphor monitor.
However, the Muscle Micros are sus-
ceptible to having ghosts burned onto
the screen—you should clear the screen
or turn down the brightness if you leave
the machine unattended for any length
of time.

The Processor

The Muscle Micros use the standard
Model III Z80 microprocessor. As you
would expect with a souped-up ma-
chine, however, all of the manufactur-
ers provide a 4 MHz speedup kit—the
BT Enterprises machine offers the
Holmes-Brenner speedup kit as stan-
dard equipment, the MTI folks offer
their own 4 MHz enhancement as an
option, and CompuTex offers the
Holmes-Brenner kit as an option.

The 4 MHz speed-up kit essentially
doubles the speed at which the Z80 per-
forms its operations. Standard Model
IIIs run at 2 MHz but the speedup kits
do significantly enhance the operation
of the processor.

We ran this benchmark to get an idea
as to how much difference there was be-
tween 2 MHz and 4 MHz operation:

```
10 FOR I=1 TO 3000
20 PRINT I,
30 NEXT I
```

At 2 MHz, this operation took 72.05
seconds, and at 4 MHz it required 39.45
seconds—a 45.3 percent difference!

We tested only the BT 4 × 10 up-
grade. Its high-speed processor opera-
tion is toggled on from the BT Quick
Menu program shipped with the system
—it was a simple matter to press the H
key for high-speed operation and the N
key to return to normal (2 MHz) speed.

Since one of the primary concerns in
using hard-disk storage is the decrease
in disk-access time, a processor speedup
kit is a logical step in the process

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9—ICL48 LSO	0—Exit to DOS PLUS

H—High Speed On N—Normal Speed On

* .Press Number Next to Desired Item. *

Fig. 1. Sample Quick Menu Display

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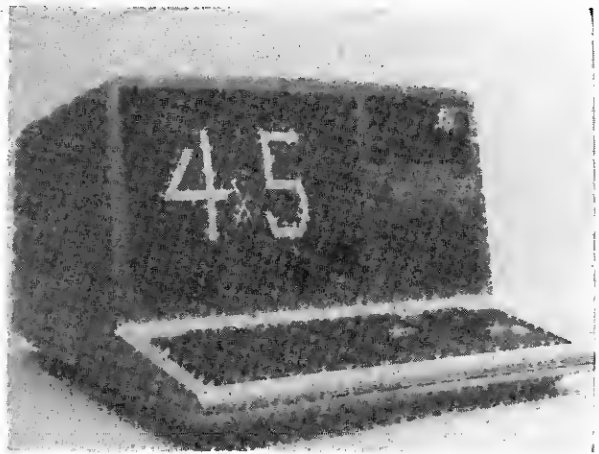
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Program Listing

```

10 ' Bench mark for Muscle Micros
20 ' Author : Art Huston
30 ' Created : 01/06/82
40 ' Updated : / /
50 '
60 ' Grancal Subroutine from Mark Lautenschlaeger
70 '
80 '
90 CLEAR1000:CLS:DEFINT A-Z:DEFSTR A:ONERRORGOTO65000
100 CMD"VERIFY (OFF)" 'Read after write OFF
110 CMD"LS" 'Clock speed LOW
120 DR$="4" 'Drive 4
130 GS=22 '22 Sectors/Gran
135 PA=-1 'Pre-Allocate is YES
140 GOTO50000 'Goto Menu
150 'SUBROUTINES START HERE
160 '**Save Protect Top Value** (Destroyed by LIB commands)
170 PT=PEEK(16916)
180 RETURN
190 '**Restore Protect Top Value**
200 POKEL6916,PT
210 RETURN
220 '**Set Clock Speed Low**
225 GOSUB160
230 IFNOTHSTHEN250
240 CMD"LS":HS=0
245 GOSUB190
250 RETURN
260 '**Set Clock Speed High**
265 GOSUB160
270 IFHSTHEN290
280 CMD"HS":HS=-1
285 GOSUB190
290 RETURN
300 '**Change GRAN Size**
310 PRINT"Standard GRAN SIZE for the BT is 22 Sectors/Gran"
330 GOSUB160 'Save scroll protect
340 CMD"CONFIG"
350 GOSUB190 'Restore scroll protect
360 PRINT
370 INPUT0970,"What is the new GRAN SIZE (GS) ? ",3,"#";A
380 IFA=CHR$(13)ORA=CHR$(31)THENA=STR$(GS):A=RIGHT$(A,LEN(A)-1):
PRINTSTRINGS(3,8);A;
390 GS=VAL(A)
400 FORX=1TO500:RETURN
410 '**Get free GRANS and BYTES on Drive DR$**
420 '**Used when Pre-Allocating Space**
430 PRINT"Reading Directory on Drive "DR$
440 G=0 'Grans = 0
450 ' Create variables to check each bit in each byte
460 '
470 X1=1:X2=2:X3=4:X4=8:X5=16:X6=32:X7=64:X8=128
480 '
490 ' Open directory on correct drive
500 '
510 OPEN"R",1,"Dir/Sys" +": "+DR$, 1
520 FIELD 1, 1 AS D$
530 '
540 ' Get byte "CC" in the GAT
550 ' Add 35 for the number of cylinders
560 '
570 GET 1,205
580 C=ASC(D$)+35
590 '
600 PRINT C;"cylinders. Calculating granule(s). "
610 '
620 ' Read byte at a time for the number of cylinders
630 '
640 FOR J=1 TO C
650 GET 1,J
660 X=ASC(D$) ' Get integer value for individual byte
670 '
680 ' Do a logical check to see if bit set or reset
690 ' Bit set - granule allocated
700 ' Bit reset - granule free
710 ' Checking all bits because hard disk can have 8 gpc
720 '
730 IF NOT X AND X1 THEN G=G+X1
740 IF NOT X AND X2 THEN G=G+X1
750 IF NOT X AND X3 THEN G=G+X1
760 IF NOT X AND X4 THEN G=G+X1
770 IF NOT X AND X5 THEN G=G+X1
780 IF NOT X AND X6 THEN G=G+X1
790 IF NOT X AND X7 THEN G=G+X1
800 IF NOT X AND X8 THEN G=G+X1
810 '

```

Continues on p. 93

of beefing up a Model III; if the hard disk speeds up the machine, imagine what a hard disk *and* a 4 MHz processor will do.

Here's an example. We ran this benchmark program to test the disk read/write capability at both 2 MHz and 4 MHz:

```

5 CLEAR5000:DIM A$(100)
10 CLS:OPEN"R",1,"TEST/DAT"
20 FIELD 10 AS D$
30 FOR I=1TO100
40 A$="MICHAEL"
50 LSET D$=A$
60 PUT1,1
70 NEXT I
80 CLOSE
90 OPEN"R",1"TEST/DAT"
100 FOR X=1TO100
110 GET1,X
120 A$(X)=D$
130 NEXT X
140 CLOSE
150 PRINT@400,"FINISHED!"

```

At 2 MHz, the program took 10.08 seconds to run. At 4 MHz, the same operation required only 7.89 seconds, a 21.8 percent increase in speed.

“... imagine what a hard disk and a 4 MHz processor will do.”

Operating System

The Muscle Micros were shipped with the DOSPLUS 4.0x operating system, created by Micro-Systems Software Inc. of Hollywood, FL. (MTI charges an extra \$199 for the hard-disk version of DOSPLUS.) The LDOS operating system also supports hard-disk operation.

DOSPLUS is easy to use—its documentation is first rate. It is also flexible and can accommodate many different configurations of disk drives—40 and 80 track, single- or doubled-sided, hard disks and floppies, and any and all combinations of these devices.

In February, Micro-Systems Software released DOSPLUS version 4.1. This version lets you use multiple Winchester hard disks when used in conjunction with a hardware multiplexer. This equipment was not yet available when this review was penned but should be as you read these words.

In addition to DOSPLUS, BT Enterprises equips their 4 × 5 and 4 × 10 Model IIIs with a Quick Menu program

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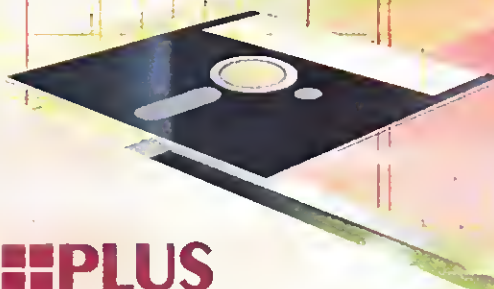
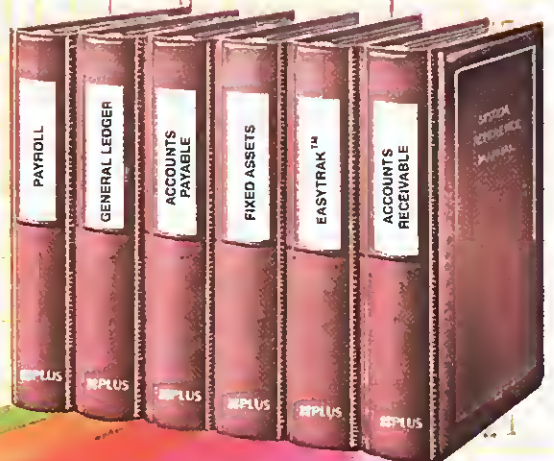
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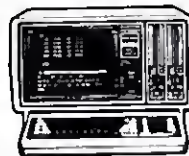
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```

820 PRINT ". "; ' Useless display, nice to look at for user
830 NEXT J ' Get next byte
840 CLOSE ' When done, close Dir/Sys
850 '
860 '   Set up variables for display
870 '   I am justifying "B" by the print using
880 '   I do not seriously expect more than 1,200 grans
890 '
900 PRINT:PRINT TAB(10) USING"###,###,###";G;
910 PRINT " free granule(s)."
```

```

920 B#=INT((256*GS)*G)
930 PRINT TAB(10) USING"###,###,###";B#;
940 PRINT " free byte(s)."
```

```

950 RETURN
960 ' End of GRANCAL routine
970 '**Preallocate BNCHMARK/DAT on Drive DR$**
980 'Calls GRANCAL
990 'Use up Maximum Amt. of Space
1000 'If BNCHMARK/DAT is already created, don't do it again.
1005 PA=-1 'Pre-allocate = YES
1010 OPEN "R",1,"BNCHMARK/DAT:"+DR$:LF=LOF(1)
1020 CLOSE
1030 IFLF=32767 THEN 1200 'File is Max. Length
1040 'Get # Grans on Drive DR$
1050 'If # Grans = 0 then File is Max. Length
1060 GOSUB410:IFG=0 THEN 1200
1070 'File is not Max. Length
1080 KILL"BNCHMARK/DAT:"+DR$ 'Kill it
1090 GOSUB410 'Get # Grans after file killed
1090 LF#=#/256 'Get Max. LOF
1100 IFLF#>32767 THEN LF#=#/256 'Avoid error
1110 LF=LF#
1120 A=STR$(LF):A=RIGHT$(A,LEN(A)-1) 'Get LF in A$
1130 A1="CREATE BNCHMARK/DAT"+": "+DR$
1140 A2=" (NRECS=" + A + ")"
1150 A=A1+A2 'Library Command
1160 GOSUB160 'Save Scroll protect
1170 CMD A 'Execute Library Command
1180 GOSUB190 'Restore Scroll protect
1190 PRINT"BNCHMARK/DAT created to "LF" records.":GOTO1210
1200 PRINT"BNCHMARK/DAT already created to "LF" records."
1210 RETURN
1211 '** Un-Allocate BNCHMARK/DAT
1212 PA=0:OPEN "R",1,"BNCHMARK/DAT:"+DR$:CLOSE
1213 KILL"BNCHMARK/DAT:"+DR$
1214 RETURN
1300 '**Get Time**
1310 INPUT@920,"How much time ? (hh:mm:ss) ",8,"$";A
1320 IFLen(A)<>0 THEN 1310
1330 IFMID$(A,3,1)<>"":THEN 1310
1340 IFMID$(A,6,1)<>"":THEN 1310
1350 HR=VAL(LEFT$(A,2)):MN=VAL(MID$(A,4,2)):SC=VAL(RIGHT$(A,2))
1360 SC=HR*60+MN*60+SC
1370 RETURN
10000 '**** Select DR$ and Configurations ****
10010 CLS
10020 'Clock Speed
10030 INPUT@320,"Clock Speed : <L>ow OR <H>igh ? ",1,"$";A
10040 IFA<>CHR$(13) AND A<>CHR$(31) THEN 10050
10045 IFH$THENA="H" ELSE A="L"
10046 PRINTCHR$(8)A;
10050 X=INSTR("LH",A):IFX=0 THEN 10030
10060 ONXGOSUB220,260 'Low-High
10070 'Get Drive Number
10080 CLS:INPUT@320,"Drive Number ? (0-8) ",1,"$";A
10085 IFA=CHR$(13) OR A=CHR$(31) THEN A=DR$:PRINTCHR$(8)A
10090 IFINSTR("012345678",A)=0 THEN 10080
10100 DR$=A
10110 'Get GRAN SIZE (GS)
10120 CLS:GOSUB300 'Get GRAN Size
10125 GOTO10180 'SKIP PRE-ALLOCATE QUESTION
10130 'Pre-Allocate it ?
10140 CLS:INPUT@320,"Pre-Allocate the File ? (Y/N) ",1,"$";A
10145 IFA=CHR$(13) OR A=CHR$(31) THEN A="Y":PRINTCHR$(8)A;
10150 ONINSTR("YN",A)+1GOTO10140,10160,10170
10160 CLS:GOSUB 970:GOTO10180 'Pre-Allocate
10170 GOSUB1211 'Un -Allocate
10180 FORX=1TO2000:NEXT:RETURN
15000 '***Write File (Pre-Allocated)***
15010 CLS:PA=-1
15020 IFPATHENGOSUB970:OPEN "R",1,"BNCHMARK/DAT:"+DR$:LF=LOF(1):GOTO15080
15030 GOSUB410 'Get # bytes on Drive DR$
15040 LF#=#/256
15050 IFLF#>32767 THEN LF#=#/256
15060 LF=LF#
15070 OPEN "R",1,"BNCHMARK/DAT:"+DR$
15080 'Write LF records
15090 E=0
```

Listing continues

OMNITERM

The ULTIMATE TRS-80 Terminal Package

What is OMNITERM?

OMNITERM is a professional communications package for the TRS-80 that allows you to easily communicate and transfer files or programs with almost any other computer. We've never found a computer that OMNITERM can't work with. It's a complete package because it includes not only the terminal program itself, but also conversion utilities, a text editor, special configuration files, serious documentation and serious support.

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 32K of memory, one disk, and the RS-232 interface, or Microconnection modem. OMNITERM works with all ROMs and ODSes, 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 OMNITERM 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.

"OMNITERM has my vote as the top TRS-80 terminal program available today" Kilobaud Microcomputing, June 1981, pages 16-19.

OMNITERM is \$95 (plus shipping if COD) Call for 24 hour shipment. Manual alone \$15, applied toward complete package. Visa, M/C, and COD accepted, MA residents add 5% tax. Dealer inquiries invited.

Also available OMNITERM for the TRS-80 Model II and IBM personal computer. Contact Lindbergh Systems for details.

Lindbergh Systems

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135 (617) 852-0233

Source: TC&B 18 CompuServe: 70810.267

TRS-80 is a™ of Tandy Corp.

that functions as a shell between the user and the operating system, making the system even easier to use. Once the BT micro is turned on and the operating system loaded in from a floppy disk, the Quick Menu program loads automatically and offers you a menu (see Fig. 1) from which you can then select the program you want to run.

BT also bundles an applications package—the Postman mailing list program from Soft Sector Marketing, Garden City, MI—and a Library Management utility from XYZT Computer Dimensions, Inc., New York, NY, with its 4 × 5 (5 megabyte) and 4 × 10 machines.

The Bottom Line

Since all the machines we tested used the same operating system, the only variable was the different hard disk drives. To find out which was the best, we ran the benchmark program in the Program Listing. The results are shown in the Table.

Our benchmarks revealed some startling information about the relative speeds of floppy and hard disks. Hard disks read or write consecutive records from a pre-allocated file roughly 2.2

Listing continued

```

15100 CLS:PRINT@960,"Press ANY key, Start Timing";
15110 IFINKEY$=""THEN15110
15120 CLS:GOSUB160:CMD"TIME 00:00:00":CMD"CLOCK" 'Start timing
15130 PRINT"Writing"LF" records."
15140 FORRN=1TOLF
15150 PUT 1,RN
15160 NEXT
15200 CLOSE
15210 CMD"CLOCK (OFF)":GOSUB190
15220 PRINT@896,"DONE - "E" IO Errors";:GOSUB1300:PRINT@896,CHR$
(30);
15230 K1=(LF)/4:K1=K1/SC:PRINTUSING"###.## Kbytes/sec";K1;
15240 IFINKEY$=""THEN15240
15250 RETURN
20000 '***Write File (Un-Allocated)***
20010 CLS:PA=0
20020 IFPATHENGOSUB970:OPEN"R",1,"BNCHMARK/DAT:"+DR$:LF=LOF(1):G
OTO20080
20030 GOSUB1211:GOSUB410 'Get # bytes on Drive DR$
20040 LF#=B#/256
20050 IFLF#>32767THENLF#=32767
20060 LF=LF#
20070 OPEN"R",1,"BNCHMARK/DAT:"+DR$
20080 'Write LF records
20090 E=0
20100 CLS:PRINT@960,"Press ANY key, Start Timing";
20110 IFINKEY$=""THEN20110
20120 CLS:GOSUB160:CMD"TIME 00:00:00":CMD"CLOCK" 'Start timing
20130 PRINT"Writing"LF" records."
20140 FORRN=1TOLF
20150 PUT 1,RN
20160 NEXT
20200 CLOSE
20210 CMD"CLOCK (OFF)":GOSUB190
20220 PRINT@896,"DONE - "E" IO Errors";:GOSUB1300:PRINT@896,CHR$
(30);
20230 K1=(LF)/4:K1=K1/SC:PRINTUSING"###.## Kbytes/sec";K1;
20240 IFINKEY$=""THEN20240
20250 RETURN
25000 '***Write File***
***[Pre-Allocated - Read only records 1 & 100]***
25010 CLS:PA=-1
25020 IFPATHENGOSUB970:OPEN"R",1,"BNCHMARK/DAT:"+DR$:LF=LOF(1):G
OTO25080
25030 GOSUB410 'Get # bytes on Drive DR$
25040 LF#=B#/256
25050 IFLF#>32767THENLF#=32767
25060 LF=LF#
25070 OPEN"R",1,"BNCHMARK/DAT:"+DR$
25080 'Write LF records
25090 E=0
25100 CLS:PRINT@960,"Press ANY key, Start Timing";
25110 IFINKEY$=""THEN25110
25120 CLS:GOSUB160:CMD"TIME 00:00:00":CMD"CLOCK" 'Start timing
25130 PRINT"Writing"LF" records."
25140 FORRN=1TOLF/2
25150 PUT 1,1:PUT 1,100
25160 NEXT
25200 CLOSE
25210 CMD"CLOCK (OFF)":GOSUB190
25220 PRINT@896,"DONE - "E" IO Errors";:GOSUB1300:PRINT@896,CHR$
(30);
25230 K1=(LF)/4:K1=K1/SC:PRINTUSING"###.## Kbytes/sec";K1;
25240 IFINKEY$=""THEN25240
25250 RETURN
30000 '***Read File (1-LOF)***
30010 CLS:PA=-1
30020 IFPATHENGOSUB970:OPEN"R",1,"BNCHMARK/DAT:"+DR$:LF=LOF(1):G
OTO30080
30030 GOSUB410 'Get # bytes on Drive DR$
30040 LF#=B#/256
30050 IFLF#>32767THENLF#=32767
30060 LF=LF#
30070 OPEN"R",1,"BNCHMARK/DAT:"+DR$
30080 'Write LF records
30090 E=0
30100 CLS:PRINT@960,"Press ANY key, Start Timing";
30110 IFINKEY$=""THEN30110
30120 CLS:GOSUB160:CMD"TIME 00:00:00":CMD"CLOCK" 'Start timing
30130 PRINT"Reading"LF" records."
30140 FORRN=1TOLF
30150 GET 1,RN
30160 NEXT
30200 CLOSE
30210 CMD"CLOCK (OFF)":GOSUB190
30220 PRINT@896,"DONE - "E" IO Errors";:GOSUB1300:PRINT@896,CHR$
(30);
30230 K1=(LF)/4:K1=K1/SC:PRINTUSING"###.## Kbytes/sec";K1;
30240 IFINKEY$=""THEN30240
30250 RETURN

```

Listing continues

ARRANGER

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- Requires 32k - 1 disk minimum

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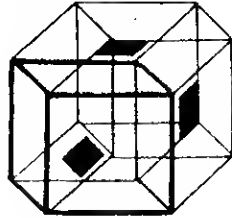
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\$10 ma**

Organize your diskettes — put your files in libraries! No more mess in the directory — your files are logically grouped together and can be easily manipulated. Your existing software will access files directly in libraries. Regular DOS commands can be used to DO, LIST, PRINT, KILL, LOAD, COPY library files. Execute/CMD modules and run BASIC programs directly from libraries.

Plus LSO saves space-in most cases diskette capacity effectively doubles. Not to mention increased speed of operation! Each library can contain up to 240 files. You may have as many libraries as many files your system allows you to have. Fully documented, includes complete set of utilities and self-relocatable of course.

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```

35000 '***Read File (Max head travel)***
35010 CLS:PA=-1
35020 IFPATHENGOSUB970:OPEN"R",1,"BENCHMARK/DAT:"+DR$:LF=LOF(1):G
OTO35080
35030 GOSUB410 'Get # bytes on Drive DR$
35040 LF#=B#/256
35050 IFLP#>32767THENLF#=32767
35060 LF=LF#
35070 OPEN"R",1,"BENCHMARK/DAT:"+DR$
35080 'Write LF records
35090 E=0
35100 CLS:PRINT@960,"Press ANY key, Start Timing";
35110 IFINKEY$=""THEN35110
35120 CLS:GOSUB160:CMD"TIME 00:00:00":CMD"CLOCK" 'Start timing
35130 PRINT"Reading"LF" records."
35140 FORRN=1TOLF/2
35150 GET 1,1:GET 1,100
35160 NEXT
35200 CLOSE
35210 CMD"CLOCK (OFF)":GOSUB190
35220 PRINT@896,"DONE - "E" IO Errors";:GOSUB1300:PRINT@896,CHR$
(30);
35230 KI=(LF)/4;KI=KI/SC:PRINTUSING"###.## Kbytes/sec";KI;
35240 IFINKEY$=""THEN35240
35250 RETURN
50000 '** PROGRAM STARTS HERE **
50010 PT=5:GOSUB190
50020 PRINTTAB(15)"~ HARD DISK BENCHMARK -"
50030 PRINT"Drive Selected : "TAB(32)"Pre-Allocate Space : "
50040 PRINT"Speed set to : "TAB(32)"GRAN Size : "
50050 PRINTSTRING$(64,95)
50055 GOSUB10000 'Initial CONFIG
50060 'Start Menu Here
50070 PRINT@81,DR$ - ";:IFDR$>"3"PRINT"HARD ";ELSEPRINT"FLOPPY
";
50080 PRINT@117,;:IFPATHENPRINT"YES";ELSEPRINT"NO ";
50090 CLS:PRINT@145,;:IFHSTHENPRINT"HIGH";ELSEPRINT"LOW ";
50100 PRINT@171,USING"###";GS;
50110 PRINT@335,"<1> Change Configurations"
50120 PRINT@399,"<2> Do MIN travel Write Test"
50130 PRINT@463,"<3> Do NOMINAL travel Write Test"
50140 PRINT@527,"<4> Do MAX travel Write Test"
50150 PRINT@591,"<5> Do MIN travel Read Test"
50160 PRINT@655,"<6> Do MAX travel Read Test"
50170 '
50180 '
50190 '
50200 INPUT@910,"# of your option, <CLEAR> to quit ",1,"##";A
50210 IFA=CHR$(13)THENA="1":PRINTCHR$(24);A;
50220 IFA=CHR$(13)THENA="Q":PRINTCHR$(24);A;:GOTO50240
50230 ONINSTR("123456",A)GOSUB10000,15000,20000,25000,30000,3500
0:GOTO50060
50240 'Quit
65000 '**HANDLE IO ERRORS**
65010 ER=ERR/2+1
65020 IPER<>50THEN65050
65030 E=E+1 'Increment IO Errors
65040 RESUME NEXT
65050 PRINT@896,CHR$(30)"Error"ER" in line"ERL:STOP
65060 END

```

times as fast as floppies. This figure soars all the way to 9.0 and 13.2 when the file is dynamically allocated (requiring trips to the directory to find free space), or when the records being read/written are 100 sectors apart.

These figures suggest that it is the seek time (speed at which a sector is found) that gives the hard disk its advantage. The speeds will be increased more for programs that require reads up and down a file than for those that simply print out a list from a disk file. You can give your floppy system a shot of high octane by keeping this in mind.

The average hard-disk read/write is roughly four times faster than the average floppy read/write. This is a substantial increase, but it's hardly up to BT's advertising claim of a 40-fold increase.

The overriding conclusion from these tests is that hard disks have a much lower seek time—they take less time to find the data on the disk. Once they find it, they read it only around 20 percent faster than floppies.

The second major conclusion is that everyone—whether they're using floppies or Winchester—should preallocate disk file space! Reads and writes are much faster when the file space on the disk has already been established.

The Party's Over

The Muscle Micros are an alternative to buying a standard Model III and adding an outboard hard disk drive. There is a risk involved in that you can't turn to your uncle Radio Shack if trouble arises. But if you're looking for a clean, powerful machine for a serious application, one of these machines may be for you. ■

Hard Disk Benchmarks in Kbytes/scc (HT = Head Travel)

	Write w/ min HT	Write w/ nom HT	Write w/ max HT	Read w/ min HT	Read w/ max HT	Avg Write	Avg Read
BT	10.66	4.80	7.47	10.74	7.47	7.64	9.11
MTI	9.82	4.00	15.11	9.75	14.95	9.64	12.35
Computex	11.65	4.74	9.96	11.55	9.96	8.78	10.76
Averages:							
Hard Disk	10.71	4.51	10.85	10.68	10.79	8.69	10.74
Floppy	4.97	0.50	0.82	4.70	0.82	2.10	2.26

Table. Read/Write times with varying amounts of head travel.

Minimum head travel is a read/write of a preallocated file. Nominal head travel is a write past the end of a file, resulting in frequent trips to the directory to check for free space. Maximum head travel is consecutive read/writes of records 100 sectors apart.

Nominal and maximum head travel figures may have been affected by the location of the directory relative to the file being read or written.

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Language Development Tools

All right, you've gotten pretty good at Basic. Maybe you've tried a little Pascal or Forth. But can you speak C? Fortran? Cobol? PL/1? Runic-80? And which Basic are you familiar with, anyway? CBasic? TBasic? GRBasic?

Enough languages are available for the TRS-80 to run the United Nations. For our first 1983 Software Buyer's Guide, we've compiled a list of where to find them. You can interpret the list using the table below.

The table names companies that supply particular languages for your micro—1/III, II/16, or Color Computer—and the company's entry in the alphabetical list shows system and price information. (Helpful companies answered *80 Micro's* questionnaires and phone calls; other information came from advertisements, Online Inc.'s *1983-84 Micro-Software Directory*, and gossip picked up on street corners.)

A note about operating systems: We've included a sampling apiece of languages for the Color Computer under Flex or OS-9 and Z80 machines using CP/M. More are appearing every day for the former, and the amount of software available for the latter is staggering. A number of companies manufacture CP/M conversion boards for the TRS-80; do-it-yourselfers are referred to Bill Brewer's \$5 project in the March 1983 issue (p. 112).

The list is incomplete. Even limiting ourselves to a general survey, and leaving out Assembly language and editor/assemblers—they'll appear in a future Buyer's Guide—we've only been able to scratch the surface.

Still, we hope our list gets you started. Whether it's the teaching ease of Pilot or the businesslike structure of Cobol, the programmer's lexicon offers something for everyone. Some people even devote their lives to learning Level II Basic.

I/III

APL

STSC Inc.

Basic

Algorix Inc., Med Systems Software, Simutek, Tandy/Radio Shack

C

Misosys, Tiny c associates

Cobol

Ryan-McFarland, Tandy/Radio Shack

Forth

Miller Microcomputer Services

Fortran

Aspen Software, Tandy/Radio Shack

Lisp

Far West Systems, SuperSoft

muMath/muSimp

Microsoft

Aardvark-80, 2352 S. Commerce, Walled Lake, MI 48088, 313-669-3110.

The Tiny Compiler, \$24.95 on disk or cassette for the 16K Color Computer, is available in either regular or Extended Color Basic versions. It doesn't use a full set of Basic or produce relocatable code, but can compile one location of memory to be relocated elsewhere. The software is not protected, and Aardvark offers lifetime replacement if it ever fails to load.

Alcor Systems, 13534 Preston Road, Suite 365, Dallas, TX 75240, 214-226-4476.

Alcor Pascal, \$199 on unprotected disk for the 48K Models I and III with TRSDOS, LDOS, NEWDOS80, or DOSPLUS.

Algorix Inc., Box 11721, San Francisco, CA 94101, 415-681-9371.

The Accel 3/4 Basic compiler (\$99.95 on copyable disk or cassette) works under most DOSes on the 16K Model 1/III. Edit (\$40) is a full-screen Basic editor on disk.



Now the Universal Operating System*, available for the

TRS-80 Model 16[§],

unleashes the 16 bit power of the 68000 microprocessor

[The UOS* also available for the TRS-80 Models II & III[§]]

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FORTRAN

BASIC

or

LISP

on your Model 16 and run them on Altos, Apple, Commodore, DEC, the IBM PC, IBM Displaywriter, TRS-80, Texas Instruments, Vector Graphics, Xerox, Zenith, Osborne, Hewlett Packard, Sage and more . . . without change†.

Hard to believe? Listen to Mr. John Tibbits, Vice President of The Datalex Company in San Francisco discuss their software developed on the UCSD p-System. "I was at a conference recently where one of the speakers was talking about converting a reasonably sized product from CP/M-80 to CP/M-86, and he said it would take six months. We bought our [IBM] PC on a Thursday afternoon and by Friday noon we had our entire system running. [With the UCSD p-System] software conversion only means a media conversion." Not only is program conversion a dead issue, but preservation of your software investment is economically feasible as you upgrade from machine to machine.

Before you write another program or spend agonizing hours converting a Model II or Model III program to run on the Model 16's 68000, take the time to find out why so many Radio Shack users are turning to PCD Systems and the UCSD p-System. Over 100,000 users of the Universal Operating System have discovered true portability. World wide they've made the p-System their choice as THE operating system for software development and marketing.

Well informed software developers who write programs on a Model II or Model 16 to sell them on current or future 8- and 16-bit machines have turned to PCD Systems and the p-System for the solution to their portability needs. Contact PCD Systems about low cost turnkey packages for mass distribution of your programs on the Model 16 and other machines.

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- Marketing your program on other machines
- Planning for the future machines
- Preservation of software investment

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† PCO Supports Systems Software on DEC LSI-II, Radio Shack Models II, III, & 16, Altos, Terak, IBM PC, Apple II + , & Sage.

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PCD Systems, Inc.
P. O. Box 143
Penn Yan, N.Y. 14527
(315) 536-7428



Pascal

Alcor Systems, New Classics Software, Tandy/Radio Shack

Pilot

Barker Software, Tandy/Radio Shack

Armadillo International Software, P.O. Box 7661, Austin, TX 78712, 512-459-7325.

ColorForth (\$49.95) comes on cassette for the 16K Color Computer; one side contains the cassette and the other the disk version. It's an implementation of the Forth Interest Group's fig-Forth standard, with some extra commands developed for the CoCo.

Aspen Software Co., P.O. Box 339, Tijeras, NM 87059, 505-281-3371.

Ratfor (Rational Fortran) is available on either 5 1/4- or 8-inch disk for the 48K Models I, II, or III; it runs under most DOSes, and the disk is warranted to be readable. Price is \$75, upgrades at low cost.

Barker Software, P.O. Box 5313, Athens, GA 30604.

An inexpensive Pilot for the Models I and III—\$29.95 on disk.

Computerware, P.O. Box 668, Encinitas, CA 92024, 619-436-3512.

Color Pascal, \$49.95 cassette and \$59.95 disk for the 32K Color Computer. An ASCII text editor is needed for the disk version.

Digital Research, 160 Central Ave., Pacific Grove, CA 93950, 408-649-3896, customer service 408-649-5500.

The creators of CP/M, and suppliers of half a dozen languages for Z80 micros using that operating system: CIS Cobol (48K, \$800), Level II Cobol (64K, \$1,600), the business-oriented CBasic (48K, \$150) and its enhancement CB-80 (\$500), Pascal/MT+ (56K, \$350), a compiled version of Pascal, and PL/1-80 (56K, \$500). Starside Engineering (see below) offers a library of Pascal/MT+ utilities for \$75.

Dugger's Growing Systems, P.O. Box 305, Solana Beach, CA 92075, 714-755-4373.

The Small C compiler for the 16K disk Color Computer (\$49.95) generates Assembly-language output that must be run through an assembler and editor that supports brackets and special characters. An OS-9 version is \$95; a Flex version (\$120) features extended commands and floating point. Flawed software is replaced free; upgrades are \$25 to \$30.

Ellis Computing, 3917 Noriega St., San Francisco, CA 94122, 415-753-0186.

Three for CP/M users: 32K Nevada Pilot and Nevada Cobol (an ANSI-74

II/16

APL

Telecompute Integrated Systems

Basic

Good-Lyddon, PCD Systems, Tandy/Radio Shack

C

Softworks Limited

Cobol

Ryan-McFarland, Tandy/Radio Shack

Fortran

Aspen Software, PCD Systems, Tandy/Radio Shack

Pascal

PCD Systems

Color Computer

(including Flex and OS-9 systems)

Basic

Aardvark-80, Frank Hogg Laboratory, Microware

C

Dugger's Growing Systems, Microware

Cobol

Microware

Forth

Armadillo, Frank Hogg Laboratory, The Micro Works, Talbot Microsystems

Logo

SDS Computers, Tandy/Radio Shack

Pascal

Computerware, Frank Hogg Laboratory, Microware

Pilot

Tandy/Radio Shack

AARDVARK

TRS-80 COLOR

OSI

VIC-64

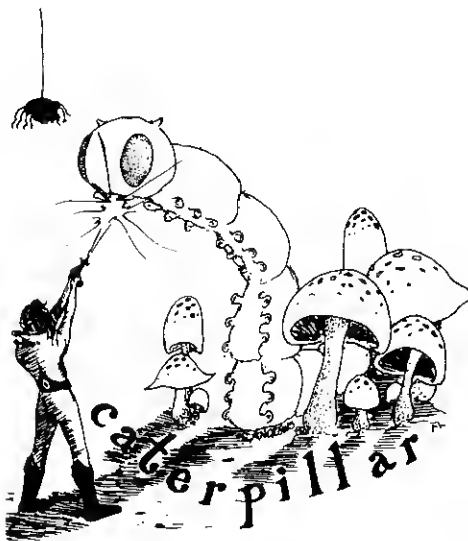
VIC-20

SINCLAIR

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CATERPILLAR
O.K., the Caterpillar does look a lot like a Centipede. We have spiders, falling fleas, monsters traipsing across the screen, poison mushrooms, and a lot of other familiar stuff. COLOR 80 requires 16k and Joysticks. This is Edson's best game to date. \$19.95 for TRS 80 COLOR.

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PYRAMID (by Rodger Olsen)
This is our most challenging ADVENTURE. It is a treasure hunt in a pyramid full of problems. Exciting and tough!

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It's a real adventure—with ghosts and ghouls and goblins and treasures and problems—but it is for kids. Designed for the 8 to 12 year old population and those who haven't tried Adventure before and want to start out real easy.

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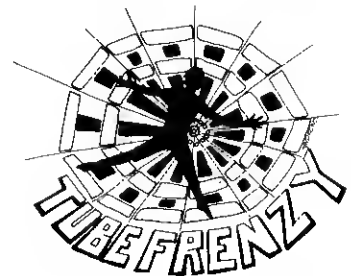
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(by Dave Edson)
This is an almost indescribably fast action arcade game. It has fast action, an all new concept in play, simple rules, and 63 levels of difficulty. All machine code, requires Joysticks. Another great game by Dave Edson. TRS 80 COLOR ONLY. 16k and Joysticks required. \$19.95.



CATCH'EM
(by Dave Edson)
One of our simplest, fastest, funnest, all machine code arcade games. Raindrops and an incredible variety of other things come falling down on your head. Use the Joysticks to Catch'em. It's a BALL!—and a flying saucer!—and a Flying Y!—and so on. TRS 80 COLOR. \$19.95.

BASIC THAT ZOOMS!!
AT LAST AN AFFORDABLE COMPILER!
The compiler allows you to write your programs in easy BASIC and then automatically generates a machine code equivalent that runs 50 to 150 times faster.

It does have some limitations. It takes at least 8k of RAM to run the compiler and it does only support a subset of BASIC—about 20 commands including FOR, NEXT, END, GOSUB, GOTO, IF, THEN, RETURN, END, PRINT, STOP, USR (X), PEEK, POKE, *, /, +, -, >, <, =, VARIABLE NAMES A-Z, SUBSCRIPTED VARIABLES, and INTEGER NUMBERS FORM 0-64K.

TINY COMPILER is written in BASIC. It generates native, relocatable 6502 or 6809 code. It comes with a 20-page manual and can be modified or augmented by the user. \$24.95 on tape or disk for OSI, TRS-80 Color, or VIC.



Z80 CP/M

Ada

RR Software, SuperSoft

APL

Softronics

Basic

Digital Research, Micro-soft, Tarbell Electronics

C

InfoSoft, SuperSoft, Tiny c associates

CB-80

Digital Research

Cobol

Digital Research, Ellis Computing, Micro Focus, Microsoft

Forth

Laboratory Microsystems, Martian Technologies, MicroMotion

Fortran

Ellis Computing, Micro-soft, SuperSoft

subset), and 48K Nevada Fortran (ANSI-66 subset). Each is available on unprotected 5 1/4- or 8-inch disk for the Model I or II, and costs \$29.95 plus shipping and handling.

Far West Systems and Software, P.O. Box 3301, Eugene, OR 97403, 503-485-5155.

UOLISP (\$150) is a Lisp for the 48K, two-disk Models I and III. It operates under TRSDOS or LDOS; Far West includes a compiler and assembler, and will replace software if defective.

Good-Lyddon Data Systems, 5486 Riverside Drive, Chino, CA 91710, 714-980-4563.

This company advertises a Microsoft Basic compiler for the Models II and I6; it runs under TRSDOS 2.0 and is priced at \$339.

Frank Hogg Laboratory, 770 James St., Suite 215, Syracuse, NY 13203, 315-474-7856.

CC-Forth for the 16K disk Color Computer (\$99.95); X-Forth (\$149.95 with 400-page manual) for 64K Flex users; and the A-Basic compiler (\$150) for 64K Flex or OS-9. Software is not protected; updates are free for 90 days (\$2.50 shipping and handling), \$10 thereafter. Their catalog lists Basic, Extended Basic, and Pascal (both Dyna-soft's \$59.95 subset and a \$200 compiler) for Flex, too.

InfoSoft Systems Inc., P.O. Box 640, 80 Washington St., Norwalk, CT 06856, 203-866-8833.

InfoSoft's three-pass C compiler (\$275) is available on either 5 1/4- or 8-inch disk for 48K or larger CP/M machines.

Ithaca InterSystems Inc., P.O. Box 91, Ithaca, NY 14850, 607-257-0190.

Pascal/Z and the business-oriented Pascal/BZ (\$50 each), for Z80-based micros with 48K or more memory using CP/M. The software (either 5 1/4- or 8-inch disk) is not protected; after a 90-day free period, upgrades at nominal cost.

Laboratory Microsystems Inc., 4147 Beethoven St., Los Angeles, CA 90066, 213-306-7412.


Z80 Forth (\$50) for CP/M users, supplied on 8-inch disk. It requires 48K and is warranted for one year, updates at nominal cost. Floating-point and other options available.

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Martian Technologies, 8348 Center Drive, Suite F, La Mesa, CA 92041, 619-464-2924.

This firm has taken over the marketing of Timin Engineering's Forth products for CP/M: Timin Forth 3.1 (requires 24K, \$99.95), Dual-Tasking Forth (32K, \$239.95), and ROMable Forth (48K, \$199.95). All are supplied on unprotected 8-inch disk, as is a package of Forth application modules (\$59.95).

Med Systems Software, P.O. Box 3558, Chapel Hill, NC 27514, 919-933-1990.

GRBasic (\$19.95 cassette, \$24.95 disk) is a graphics enhancement for Model I/III Basic. It requires 16K of memory, runs under TRSDOS, and can be backed up. There's a 14-day money-back guarantee; Med Systems will replace defective software free, and user-damaged goods for \$5.

Micro Focus Inc., 1860 Embarcadero Road, Suite 235, Palo Alto, CA 94303, 415-856-4161.

CIS Cobol (\$850) on 8-inch disk for Z80 CP/M micros. 64K is required; upgrades are \$120 to licensed owners.

Lisp
muMath/muSimp
Pascal
Pilot
PL/1
Runic-80

Microsoft, SuperSoft
Microsoft
Digital Research, Ithaca InterSystems
Ellis Computing
Digital Research
Starside Engineering

MicroMotion, 12077 Wilshire Blvd. #506, Los Angeles, CA 90025, 213-821-4340.

Forth-79 (32K, 8-inch disk, CP/M) costs \$99.95, \$139.95 with floating point. Software is unprotected, and MicroMotion promises "unlimited customer service" and free replacement if they make an error.

Microsoft Corp., 10700 Northup, Bellevue, WA 98004, 206-828-8080.

The muMath/muSimp symbolic math package and interpreter is avail-

able for the 48K Models I and III (\$250), but other Microsoft products are on 8-inch disks for CP/M-80: a 32K Basic interpreter (\$350) and 48K compiler (\$395), 32K Fortran (\$500) and 48K Cobol (\$750) compilers, 48K muMath/muSimp (\$250), and the muLisp/muStar interpreter (32K, \$200).

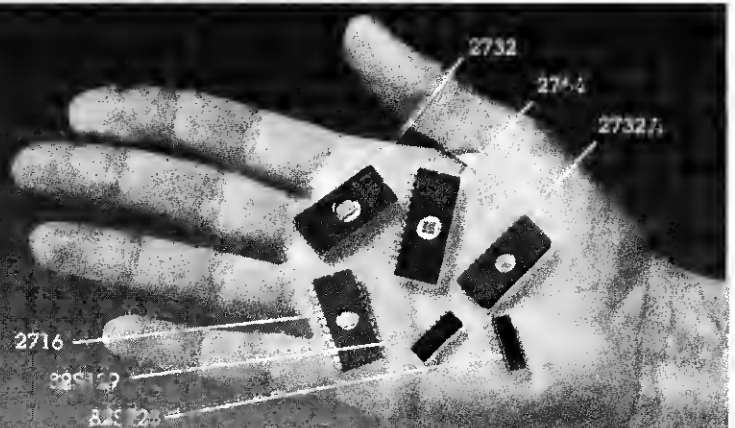
Microware Systems Corp., 5835 Grand Ave., Des Moines, IA 50312, 515-279-8844.

Basic, Pascal, C, and CIS Cobol for

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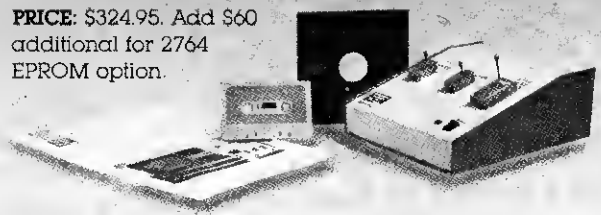
Until now, PROM and EPROM programming equipment would cost thousands of dollars. The manufacturers of such equipment have focused on a vast array of PROM/EPROM types; thus making the "programming capability" affordable to very few users. Riverlake Systems has bridged this dollar gap with the EP-10.

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program are Signetics 82S123 and 82S129 bipolar PROMS; EPROM types are 2716 (5volt), 2732, 2732(A), and now available as an option (additional charge) the 2764 EPROM.

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■ Extend a line or insert new lines:

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.

■ Delete, copy or move statements:

All you have to do is mark the line or block of lines and then tell the editor where to move or copy them.

■ Global Search and/or change any specified string:

Have you ever needed to change a lot of PRINT statements to LPRINTs?

■ Macro key facility:

Macro keys can cut your programming time in half. You can define each of the 26 letter keys (A-Z) to represent BASIC keywords, or any letter or number combination up to 6 characters per key.

■ Renumber commands:

Whats so special about this renumber facility? Not only can it renumber selected portions of your program, it also checks all GOTO, GOSUB, THEN and ELSE statements and updates them as needed!

You may have seen other Editor programs advertized that give you one, maybe two of these features. You may have also seen some of these features sold as separate utility programs.

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the Color Computer using the OS-9 operating system. Answer their ads and you're told the products are available through Radio Shack, which at this writing denies it will support OS-9.

The Micro Works, P.O. Box 1110, Del Mar, CA 92014, 714-942-2400.

Color Forth (\$109.95) is supplied on a ROM cartridge. It will work on any Color Computer, from 4K on up; the 112-page manual includes the source listing.

Miller Microcomputer Services, 61 Lake Shore Road, Natick, MA 01760, 617-653-6136.

MMS-Forth (\$129.95) is a complete programming environment for the Model I/III; besides the Forth language, it includes its own operating system and full assembler. Most of its source code is supplied, as are utilities such as a full-screen editor. It requires 32K (a 16K version is available on request); the software is not protected, and upgrades are free for 14 days and \$10 plus \$2 shipping and handling thereafter.

Misosys, P.O. Box 4848, Alexandria, VA 22303, 703-960-2998.

LC (\$150 plus \$4 shipping and handling) is a C compiler and macro-assembler on two disks for the 48K Model I/III under LDOS. A 300-page manual is provided, and the software is unprotected.

New Classics Software, 239 Fox Hill Road, Denville, NJ 07834, 201-625-8838.

Pascal 80 (\$99 plus \$2 shipping) for the 48K Model I/III under TRSDOS, LDOS, NEWDOS, MULTIDOS, and DOSPLUS. Not the ANSI version of Pascal, but "very easy to use—ideal for learning." Refund if not satisfied; the software's not protected, and upgrades are \$6.

PCD Systems, P.O. Box 143, Penn Yan, NY 14527, 315-536-7428, technical assistance 315-536-7436.

The Universal Operating System (a version of the UCSD p-System), supplied with run-time package and Pascal compiler, lets programs written on a TRS-80 run without change on many other micros. A 64K Model II version is \$650, Model I6 version \$850; over 1,000 pages of documentation are supplied, and defective disks are replaced free. p-System compilers are available for Basic (\$225) and Fortran (\$350).

RR Software, P.O. Box 1512, Madison, WI 53701, 608-244-6436.

Janus/Ada (\$300-\$400) is a compiler package for a subset of the Department of Defense's Ada language. It comes on 8-inch disk for the Model II running under CP/M.

Ryan-McFarland Corp., 9057 Soquel Drive, Aptos, CA 95003, 408-662-2522.

The makers of RS/Cobol and RM/Cobol, the ANSI 3.23-standard versions for the Models I, II, III, and I6. "Contact Tandy," they say when asked about price or service.

SDS Computers, P.O. Box 450, Bogota, NJ 07603.

This firm advertises Tiny Turtle, a logo for the 32K Color Computer with Extended Basic, at \$39.95 for cassette.

Simutek Computer Products Inc., 4897 E. Speedway, Tucson, AZ 85712, 602-323-9391.

ZBasic 2.2 (\$89.95) is an interactive Basic compiler on disk (most DOSes) or cassette for the Model I/III. The software's not protected, and updates are available at cost difference.

Softronic, 36 Homestead Lane, Roosevelt, NJ 08555, 609-448-2605.

The Softronic APL interpreter (\$350) is supplied on 8-inch disk for CP/M machines with 48K or more memory.

Softworks Limited, 607 W. Wellington, Chicago, IL 60657, 312-327-7666.

A full version of Bell Labs C (\$950) for the I28K Model 16. The disk is unprotected; there are several user's manuals, and immediate replacement of flawed media.

Starside Engineering, P.O. Box 18306, Rochester, NY 14618, 716-461-1027.

Runic-80 is a language for CP/M users interested in structured programming but wanting an interactive introduction; it's described as being "similar to a user-friendly Forth." It comes on 8-inch disk for 48K machines, but Starside will transfer software by modem if paid in advance. Warranted to be readable on your machine, Runic-80 costs \$49.95, with upgrades \$15.

STSC Inc., 2115 East Jefferson St., Rockville, MD 20852, 301-984-5000.

APL*Plus/80 operates under TRSDOS and LDOS on the 48K Model III. \$295 including six manuals and two

reference cards; updates available at nominal cost, replacement free if disk or chip is defective. The software is unprotected.

SuperSoft, P.O. Box 1628, Champaign, IL 61820, 217-359-2691.

Four languages on 5 1/4- or 8-inch disk for Z80 CP/M: Ada (\$300), C (\$275), Fortran (\$375), and Lisp (\$150). The software is protected; SuperSoft will replace faulty copies. Lisp is also available under TRSDOS for the I6K Level II Models I and III (\$100 disk, \$75 Model I tape).

Talbot Microsystems, 1927 Curtis Ave., Redondo Beach, CA 90278.

A Forth ROM cartridge for 4K Color Computer owners (\$110); two versions of T-Forth for Flex (\$100 and \$250).

Tandy/Radio Shack, Fort Worth, TX 76102.

Your RS dealer offers a pack of languages for the Models I and III: Compiler Basic (\$149), Cobol (\$199), Fortran (\$99.95), Tiny Pascal (\$19.95), and MicroPilot (\$99.95 Model I, \$119.95 Model III).

Model II owners can also try Compiler Basic (\$199) and Fortran (\$299). The Color Computer can be used for CAI with Color Pilot, \$59.95 cassette (16K) or \$79.95 disk (32K Extended Color Basic), or go turtling with Color Logo (\$99 disk).

Tarbell Electronics, 950 Dovlen Place, Suite B, Carson, CA 90746, 213-538-4251.

TBasic (\$100, source code \$50) is supplied on 8-inch disk for CP/M users. It requires 32K; defective disks are replaced free, user-crashed ones for \$10, and upgrades are \$25.

Telecompute Integrated Systems Inc., 251 Spadina Ave., Toronto, Ontario, Canada M5T 2E2, 416-596-6956.

TIS-APL (\$495) is an APL programming environment with operating system for the 64K Model II. The software is protected; replacements are free for 90 days, \$5 thereafter.

Tiny c associates, P.O. Box 269, Holmdel, NJ 07733, 201-671-2296.

Tiny-c one is a C-subset interpreter (\$100) for the Model I; the cassette version requires 16K, disk 24K. Tiny-c two, a compiler on two 8-inch disks for CP/M machines, requires 32K and costs \$250. ■

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Tee-Off!

by Michael Parks

In this golf game, you will have to contend with hazards as well as varying wind conditions.

If you like golf games but think they aren't realistic enough, try this one. It runs on a Model I or Model III with 16K. One or two people can play, and you can use either the stroke-play or match-play scoring system.

Each player is asked which of the following give him the most problems: hook, slice, poor distance, bunker shots, or putting. The answer to this question affects the rest of the game.

The answers hook and slice cause the ball to be deflected left and right, respectively, by up to 20 degrees (except when putting). Poor distance reduces the length of each shot up to 20 percent. Problems with bunker shots mean that a sand iron is the only effective club from a bunker. Putting problems subject putts to a variation in distance of up to 20 percent.

After the question is answered, the first hole's layout is displayed, and the first player must select the club and angle for the shot. (You can abort the club selection by using an asterisk for



Program Listing

```

5 REM ***** GOLF ***** MIKE PARKS, FEB '82
10 CLEAR100:DEFINT A-Z:K0=0:K1=1:K2=2:K3=3:K4=4:K5=5:X=0:Y=0:XU=0:YU=0:F=0:N=0:P=0:T=0:BX=0:BY=0:TX=0:TY=0:NX=0:NY=0:SX=0:SY=0:TS=0:WS=0:BP=0:H=0:SO=15360:DR1=0.01745329:BKS="...":W$=" WON BY":X$="LEADS BY":Y$=" HOLES":Z$=" STROKES"
15 P1=960:P2=974:P3=696:P4=760:DIMTA(19,1),WA(13,1),CA(9,3),BX(1),BY(1),OC(1),ST(1),PT(1),BT(1),TP(1),GOTO80
20 POKEBP,OC(P):TP(P)=INT(TY/K3)*64+TX/K2+SO:OC(P)=PEEK(TP(P)):SET(TX,TY):SET(TX+K1,TY):BP=TP(P):IFSB=K0THENRETURNELSESB=K0:IFP=K0THENSET(BX(K1),BY(K1)):SET(BX(K1)+K1,BY(K1)):RETURNELSESET(BX(K0),BY(K0)):SET(BX(K0)+K1,BY(K0)):RETURN
25 WA(WS,K0)=F:WA(WS,K1)=T:WS=WS+K1:N=(T-F)/K3:F=F+SO:POKEF,136:FORX=K0TON-K1:Y=3*X:POKEF+K1+Y,176:POKEF+K2+Y,134:POKEF+K3+Y,137:NEXT:RETURN
30 TA(TS,K0)=F-K1:TA(TS,K1)=T+K1:TA(TS+K1,K0)=F-65:TA(TS+K1,K1)=T-62:TS=TS+K2:IFP=TTHENN=K0ELSEN=(T-F)/K5
35 F=F+SO:FORX=K0TON:Y=K5*X:POKEF+Y,151:POKEF+Y-K1,131:POKEF+Y-K2,130:POKEF+Y+K1,131:POKEF+Y-64,189:POKEF+Y-65,184:POKEF+Y-63,144:NEXT:RETURN
    
```

Listing continues

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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 **DEPB** 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 16K 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 16K machines. The instruction manual may be purchased separately for \$5, which will apply towards the purchase of the **INSTANT ASSEMBLER**. In addition to disk I/O, the disk version includes a stand-alone version of the debugger program **MICROMIND**.

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The Programmers Guide to the TRS-80 ROMS

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Includes updates for Model III. **INSIDE LEVEL II** \$15.95

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.

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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.

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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, 3 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 ASCII.

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This program is a full feature print formatting package featuring user definable 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 4K 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"

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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.

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ball at right angles up or down, and an angle greater than 90 moves the ball backward (i.e., left to right).

The game proceeds under normal golf rules with the player farthest from the hole playing first and the winner of each hole teeing off first on the next hole. At the end of the game, a scorecard shows the par and strokes taken for each hole. When match play is used, the scorecard also shows the number of holes won by each player as well as the number of holes halved.

Restrictions

To make the game as realistic as possible, I added some restrictions for certain situations. These prevent the game from becoming predictable and boring.

If the ball is in a bunker, you must use the proper club or you will botch the shot. If you have specified bunker shots as giving you the most problems, you must use a sand iron to extract yourself from a bunker. Otherwise, you can use any club up to a 5 iron. This is unlike some games in which you can successfully use any club.

When the ball lands in trees, you have the choice of playing the shot or dropping out. If you play the ball, you have the percentage or angle.) Club details are continuously displayed on the screen.

If you select an iron, you must also specify the percentage of full swing required. The angle for the shot can be between 0 and 180 degrees positive or negative. A positive angle moves the ball toward the top of the screen, and a negative angle moves it toward the bottom. An angle of 90 degrees moves the

a 50-percent chance of success; dropping out results in a one-stroke penalty and the ball is moved clear of the trees.

When the ball lands in water or goes out of bounds (off the screen), a penalty stroke is added and you must replay the ball from the previous position. Attempting to use a wood out of the rough results in a shot that goes only 20 yards.

The wind's force and direction are

randomly generated for each hole, making the game reasonably difficult. This also provides variation for when you play the game again.

Data Statements and Hole Layouts

The program has nine holes, but you can easily add extra holes or change the layout of existing holes. The basic format for the data statement for each hole

Lines	Description
5-15	contain the usual definition and dimension statements ending with a GOTO 80, which is the start of the program.
20	is a subroutine that moves the ball one position on the screen. OC is used to save and restore the old contents of the screen location.
25-50	contain various subroutines for drawing the hazards. In the case of trees and water hazards, arrays are constructed giving the from and to bounds of the hazard.
55-75	is a subroutine that draws the layout of one hole. The data statements are read and the appropriate hazard-drawing subroutine called.
80-105	contain the program initialization. The number of players, player's initials, stroke or match play and difficulty for each player are requested.
110-135	draw the layout of the hole, print the fixed text at the bottom of the screen, and generate and display the wind direction and force.
140-150	request and input the club and, in the case of an iron, the percentage of full swing.
155	requests the angle of the shot (GOSUB 500), increments and displays the strokes taken (GOSUB 495), checks if the ball is currently in a bunker and, if so, whether the club is suitable.
160	checks if the ball is currently in trees and randomly determines the success or otherwise of the shot.
165-180	calculate the distance hit and the angle offline, adds the angle offline to the angle specified for the shot. Calculates the X and Y axis values for the wind.
185-195	calculate the X and Y values for the shot, check whether the resulting position is off the screen (out of bounds).
200-215	move the ball across the screen by calculating the ratio of horizontal to vertical distance and calling the subroutine at line 20.
220-235	check whether the ball went out of bounds or into water, in which case the ball is reset to the previous position and the strokes taken incremented.
240	checks whether the ball is in the hole, in which case the scorecard is updated and a suitable message displayed depending on the number of strokes taken under or over par.
245-260	check whether either or both balls are in the hole, otherwise they determine which ball is farthest from the hole and set the player code accordingly.
265-280	check whether the ball is on the green and, if so, request the putting strength and calculate the distance hit.
285-315	check and display the status of the ball. If the ball is in trees, then the option of dropping out or playing the ball is given; if dropping out is selected, then the ball is moved up or down the screen until it is clear of the trees.
320-345	are executed at the end of each hole and show the status of the match so far and determine who leads off on the next hole.
350-385	are executed at the end of the game and display the scorecard showing the par, strokes taken, and, in the case of match play, the winner of each hole. The total strokes taken and overall winner are then displayed.
390-410	contain the text strings referred to in line 215.
415-445	contain a subroutine which flashes a ball at the current ball location and a question mark at the location given by QP and waits for input from the keyboard.
450-475	contain a subroutine to check if the ball position is in a hazard. The old contents (OC) value is used to check for a bunker or rough and the boundary arrays for trees or water.
480-490	contain a subroutine to calculate the distance of the ball from the hole.
495	is a subroutine to increment and display the strokes taken.
500	is a subroutine to request and input the angle for the shot.
505	is a subroutine to clear the previous club selection details from the screen and display which player is to play.
510	is a delay subroutine.
515-565	contain the data statements specifying the layout of each hole.
570-585	contain the instructions.

Table 1. Description of Program

DISKETTES

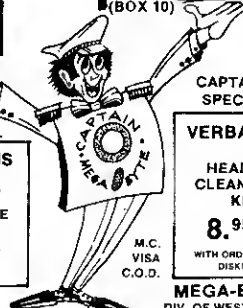
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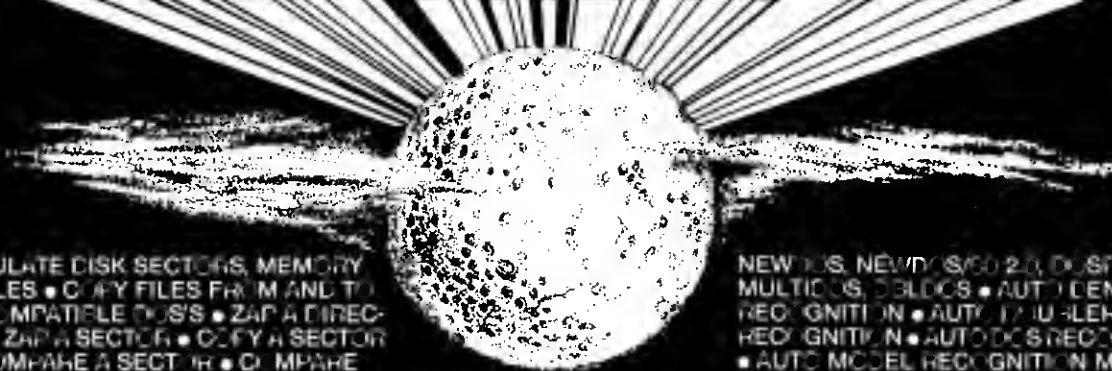
199

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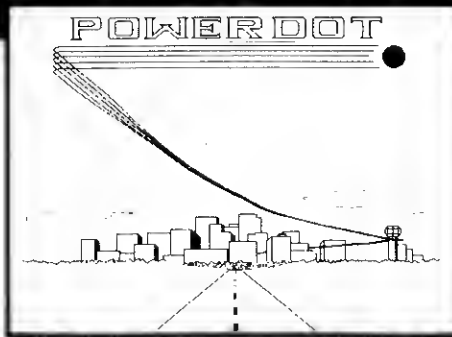
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A full screen graphics editor. PowerDRAW allows the user to draw directly to the screen utilizing cursor controlled movement. Graphics and text may be combined and saved directly to disk or tape, and recalled at a later time. The "SAVE" formats are: CONDENSED TOKENS, EDAS SOURCE, EDTASM SOURCE, BASIC, DATA, STATEMENTS, BASIC+STRINGS, BASIC, ARRAYS, and LOAD FILE FORMAT. The files may be run alone or merged into any type of program or application. Animation is also possible when screens are sequenced. Design custom fonts, titles, pictures, and graphics for your applications. Received EXCELLENT reviews in INFOWORLD 6/82, 80-US 10/82, and 80-MICRO 10/82. Three printer drivers are included, and the program is JOYSTICK compatible. A GREAT value at only \$39.95.

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The most powerful mailing system for the TRS80. Powermail is a highly sophisticated mass mailing system designed to run under all of the popular DOS's currently available for the Mod I or III. The program is written entirely in machine language for maximum operation speed, and occupies only 4K of the available RAM in your computer. There are no slow periods when Powermail is running. New features have been added to the program that others have always lacked. You now have the ability to keep track of mailings using the 24 flags that are incorporated into the Powermail program. The Powermail system will handle a file up to 8 megabytes, or 65,535 names, whichever is smaller. The program will run in as little as 32K and one disk drive, although 48K and 2 drives are desirable. The program will also sort the entire maximum file size and open up to 168 files simultaneously during the process. Only \$99.95.



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Listing continued

```

40 PRINT@F,BK$;:PRINT@F+65,BK$;:PRINT@F+129,BK$;:PRINT@F+192,BK$;:
RETURN
45 IFF=TTHENN=K0:ELSEN=(T-F)/K4
50 FORX=K0TON:PRINT@F+X*K4,CHR$(34);CHR$(34);:NEXT:RETURN
55 REM-DRAW HOLE
60 TS=K0:WS=K0:READBX,BY,FX,FY:SET(BX,BY):SET(BX+K1,BY):X=BX-K2:Y=
BY-K2:FORN=K0TO7:SET(X+N,Y):NEXT:Y=BY+K2:FORN=K0TO7:SET(X+N,Y):NEX
T:X=BX+K4:Y=BY-K1:FORN=K0TOK2:SET(X,Y+N):SET(X+K1,Y+N):NEXT
65 SET(FX,FY):SET(FX,FY-K1):SET(FX,FY-K2):SET(FX+K1,FY-K2):BX(K0)=
BX:BY(K0)=BY:IFNP=K1THENBX(K1)=FX:BY(K1)=FYELSEBX(K1)=BX:BY(K1)=BY
70 READX:IFX=777THENREADF,T:PRINT@55,"HOLE"H;:PRINT@118,F;" YDS";:
PRINT@183,"PAR ";T;:CA(H,K2)=T:RETURNELSEIFX>767THENHT=X-767:READF
,TELSEF=X:READT
75 ONHTGOSUB25,30,40,45:GOTO70
80 RANDOM:CLS:PRINT"WELCOME TO BYTE COUNTRY CLUB":PRINT"A CHALLENG
ING COURSE IN RURAL RAMSHIRE":PRINT:PRINT"ONE OR TWO PLAYERS (TYPE
1 OR 2)"
85 INPUTN:IFNP=1THEN95ELSEIFNP<>2THEN85ELSEFORP=K0TOK1:PRINT"PLAY
ER";P+K1;" INITIALS ";:INPUTP$(P):NEXT:PRINT"STROKE PLAY(S) OR MATCH
PLAY(M)
90 INPUTS:IFSS<>"S"ANDSS<>"M"THEN90
95 FORP=K0TONP-1:PRINTP$(P);" WHICH ONE OF THE FOLLOWING GIVES YOU
MOST PROBLEMS"
100 INPUT"HCOCK(0),SLICE(1),POOR DISTANCE(2),BUNKER SHOTS(3),PUTTIN
G(4)";:PT(P)=IFPT(P)>4THEN100ELSENEXT:P=K0:H=K0:PRINT"DO YOU NEED I
NSTRUCTIONS"
105 INPUT"Y OR N";:IS:IFIS="Y"THEN570ELSEIFIS<>"N"THEN105
110 H=H+K1:IFH=10THEN350ELSECLS:WS=K0:TS=K0:GOSUB55:FORX=K0TOK1:ST
(X)=K0:HT(X)=K0:OC(X)=32:NEXT:PRINT@760,"STROKES TAKEN ";:PRINT@81
3,"0-----100 YDS";:PRINT@832,"CLUBS: 1W-4W:300-200 YDS 1-9:2
00-100 YDS 5:SAND IRON(65 YDS)";
115 PRINT@632,"WIND -";:WD=RND(100):IFWD/K2=INT(WD/K2)THENWD=-WD
120 IFWD<-157THENPRINT@P3,"WEST";:WD=-180ELSEIFWD<-112THENPRINT@P3
,"NTH/WEST";:WD=-135ELSEIFWD<-67THENPRINT@P3,"NORTH";:WD=-90ELSEIF
WD<-22THENPRINT@P3,"NTH/EAST";:WD=-45ELSEIFWD<22THENPRINT@P3,"EAST
";:WD=0
125 IFWD>157THENPRINT@P3,"WEST";:WD=180ELSEIFWD>112THENPRINT@P3,"S
TH/WEST";:WD=135ELSEIFWD>67THENPRINT@P3,"SOUTH";:WD=90ELSEIFWD>22T
HENPRINT@P3,"STH/EAST";:WD=45
130 WF=RND(4):IFWF=K1THENPRINT@P4,"LIGHT";ELSEIFWF=K2THENPRINT@P4,
"FRESH";ELSEIFWF=K3THENPRINT@P4,"STRONG";ELSEPRINT@P4,"V/STRONG";
135 GOSUB505

```

Continues on p. 116

is: tee position (X,Y), flag position (X, Y), hazard type, from, to, from, to,, hazard type, from, to, from, to,, end indica- tor(777), distance, par. You should be able to clarify the way the data statements work by plotting one of the holes onto a video display worksheet.

The hazard-type codes are: 768— water, 769—trees, 770—bunker, 771— rough. Observe the following restric- tions when specifying the layout data. The tee position cannot have an X value greater than 122, and the Y value must correspond to the center of a graphics block. The flag position must be at least 6 cells down from the top of the screen (or 18 cells up from the bottom) and at least 12 cells in from the side.

The from and to points for water must be divisible by 3, for trees they must be divisible by 5, and for rough they must be divisible by 4. If a single tree or clump of rough is required, the from and to are made the same. In the case of a bunker, the from and to are always the same. ■

Michael Parks can be reached at 118 Byron Ave., New Malden, Surrey KT3 6EZ, England.



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This is the great new mail program by Mark Feldman, author of the stupendous Super Directory. This program is designed for hands on use, by non-computer operators. Utilizing the latest program techniques, Supermail, with the aid of two 40 track drives can keep more than 6000 files. It is supertast, supereasy, and superpriced. This all adds up to one super program for only \$89.00

SUPER DIRECTORY

STOP! Before you read this article, think about the condition of your disk library. Is it neat? Can you index any program within seconds? Are all your disks labeled and named? If you're in the majority, your answer to all three of these important questions will be, no. The big question is, why not? You've invested a lot of money on a time efficient machine like the TRS-80, but then you waste so much more time trying to find a program. The best solution is SUPER DIRECTORY by COMPUTER SHACK, the best indexing package on the market.

When we first came out with Super Directory, it was recognized as one of the fastest and most adaptable directory programs on the market, with its ability to read both model I and III disks. But now, with version 3.0 you can search the catalog by program name, disc number extension (/cmd), or even do a string search (find all occurrences of any combination of letters). It will sort in seconds, on disk number, program name, remarks, extensions, or categories. You can even add a 25 character description of each program and read any DOS on a 5 1/4 inch disk.

(SUPER DIRECTORY also keeps track of all free space on your disks, has a custom print driver, and is the only directory with all these features.) I could go on forever, but as you've probably already seen, SUPER DIRECTORY is the answer! And right now you can get the complete disk package for only \$49.95

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If BASIC somehow doesn't seem so basic, and your software has been getting you nowhere, then let me introduce myself. THE PRODUCER is my name. Writing programs is my game. If you're interested in an inexpensive way to quickly and easily write professional quality custom software programs, then read on.

Have you ever wasted money on software that didn't do what you thought it would? Are you burned out on high priced, canned programs that make big claims, but don't meet your needs. Has a lack of good software made your computer an expensive gadget that doesn't do what you hoped it would? If so, I'm here with good news. With my help you can put those problems behind you.

What is THE PRODUCER?

In short, I'm a Program Generator designed to write customized software programs. If you have a need to store and retrieve information, perform calculations on your data and get displayed or printed reports, I can help you develop a program to do just that, in just about any format you can imagine. That's why I'm called a program development system. I'm a powerful and sophisticated software package, born of vast technical knowledge and professional design experience. Yet, I'm the most simple, practical, easy to use and functionally versatile program generator ever put on the market.

What can THE PRODUCER do for you?

How can I help you? Just let me count the ways.

1. I make programming easy. I'm 'user friendly.' If you can answer simple English questions and push buttons, I'll do all the hard work. Let me worry about the BASIC language required to complete your program. Describe the program you want and I'll write it for you. The process is simple. First, I produce a printed planning sheet to help you get your ideas on paper. When you've finished planning, you're ready to draw your screen right on the monitor. The Screen design and appearance is completely at your command, including graphics. You have full editorial control. Make all the changes you like, until you're satisfied. After you're thru, I'll guide you thru some simple English questions about your Screen. Based on your answers, I'll write a complete BASIC program for you.

2. I can save you 100's of hours of time. I provide real short cuts to meet your needs by going direct from your idea to a 'ready to use' customized program. I write all the BASIC code for you. I'm simple, but I'm not shallow. The only limit to my capacity is your imagination.

3. I can save you big bucks. You may never need to buy another program to store and retrieve your data. With my help, you can design your own custom programs to get your job done.

4. I can help make you more productive. Having me as your partner will be like taking a smart pill. I'll pay for myself many times over by increasing your productivity and creativity. With my custom programs serving you, your computer will be the valuable friend you hoped it would be.

5. I can help make you a real pro. Based on your ideas, I write complete stand alone programs. I write in BASIC code, but you talk in English to me. And if you're an entrepreneur, you can sell the programs you and I create. As a licensed owner of THE PRODUCER, you may do so without paying royalties.

6. I can make good programmers much better. I produce fully commented BASIC code so you can use me as a building block to write your own specialized software. I have the best screen and input module available anywhere at any price.

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We understand your reluctance to invest in THE PRODUCER until you know for sure it provides what we say it does. The programs below are unmodified, finished programs generated by THE PRODUCER. Our customers tell us that PRODUCER generated programs are better than many high priced programs written by human professionals. Compare these programs to any you have seen selling at a similar price. Their quality will surprise you. Buy any of these PRODUCER generated programs now and we will gladly apply the cost of that program toward the future purchase of THE PRODUCER. Or buy THE PRODUCER now and select one of the PRODUCER generated programs to be included in your order, absolutely FREE.

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- A toll free technical assistance number for PRODUCER owners.
- A free one year subscription to THE PRODUCER's quarterly newsletter containing ideas, sample programs and update information related to THE PRODUCER.

TECHNICAL COMPARISON CHART

	PRODUCER	QUICKPRO	CREATOR
FEATURES OF THE FINISHED BASIC PROGRAM			
Full Screen Oriented Input of All Fields	YES	NO	NO
Edit without Retyping with insert & delete	YES	NO	NO
Restrict field Length automatically	YES	NO	NO
Unlimited Restriction choice for each field	YES	NO	NO
User defined Custom Prompts for each Field	YES	NO	NO
Full Speed Typing in ALL Fields	YES	NO	YES
Immediate Exit from ANY Field to Menu	YES	NO	YES
Enter Fields from last Record automatically	YES	NO	NO
Fast BTREE File Structure (No Sort Needed)	YES	NO	NO
Find Record with Part of a Key	YES	NO	NO
Hi-Speed Global Search for ANY Field in a Record	YES	NO	NO
Duplicate Keys and Multiple Keys Supported	YES	limited	NO
Global Field Replacement Function	YES	NO	NO
Run Predefined Reports from Finished Program	YES	NO	NO
Select Reports from Menu in Finished Program	YES	NO	NO
Sort (machine language) ANY Field-Free	YES	NO	NO
Custom Mailing Labels Option (any Size)	YES	NO	NO
Do Calculations on fields in Program	YES	YES	NO
Sell Finished Program with No Royalty	YES	NO	NO
PRODUCER CAPABILITIES & FEATURES			
Toll Free Question Line	YES	NO	NO
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Modify Program without Starting Over	YES	NO	NO
Ease of Use, including Complete TUTORIAL	YES	NO	NO
Number of Calculations allowed per field	8	1	0
Use Field Names for Calculations	YES	NO	NO
Use ALL Math Functions in Calculations	YES	NO	NO
Generates a BASIC Program	YES	YES	YES
Custom Design exact Screen YOU desire	YES	NO	NO
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Easy Report Generation with ANY Restrictions	YES	NO	NO
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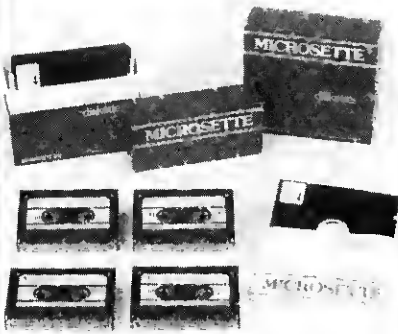
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Continued from p. 112

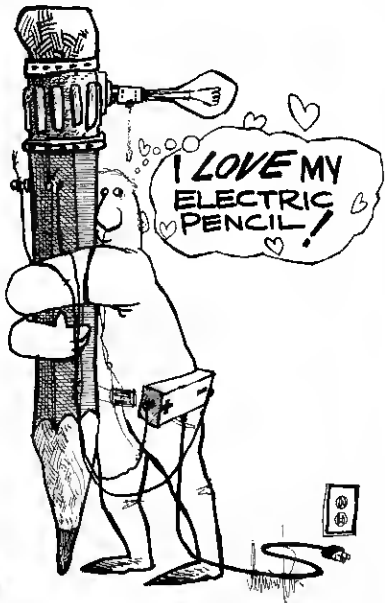
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140 PRINT@909,CHR$(240);:PRINT@909,"CLUB ";:QP=914:GOSUB415:PR
INT@P1,CHR$(255);:AS=LEP$(I$,K1):IFAS$>"0"ANDA$<="9"THEN145ELSEIFA
$<>"S"THEN140ELSECL=15:GOTO150
145 IFLEN(I$)=K1THENCL=VAL(I$)+K4:GOTO150ELSEB$=MID$(I$,K2,K1):IFB
$="W"THENIFAS$<"5"THENCL=VAL(AS);W=K1:GOTO155ELSE140ELSE140
150 PRINT@920,"PERCENT FULL SWING ";:QP=939:GOSUB415:IFI$="*T
HEN140ELSEIFI$="*THENPRINT@940,"100";:W=K1:GOTO155ELSEW=VAL(I$):IF
W<K1ORW>100THEN150ELSEW=W/100
155 GOSUB500:IFI$="*"THEN140ELSEOB=K0:GOSUB495:IFHT(P)=K3ANDPT(P)=
K3ANDCL<>15ORHT(P)=K3ANDCL<9THENPRINT@P1,"SHOT FLUFFED - STILL IN
BUNKER";:GOTO140ELSEIFHT(P)=K4ANDCL<K5THENPRINT@P1,"SHOT FLUFFED -
ONLY WENT 20 YARDS";:DB=20:GOSUB510:GOTO175
160 IFHT(P)=K2ANDRND(2)=K1THENPRINT@P1,"BAD LUCK - STILL IN TREES"
;:GOSUB510:GOTO295
165 IFCL<K5THENDH=INT(313-(25*CL)+(25*RND(0)))ELSEDH=INT(256-(12.5
*CL)+(12.5*RND(0)))
170 DH=INT(DH*W):IFPT(P)=K2THENDH=INT(DH*.8)
175 IFPT(P)<K2THENA0=RND(20):IFPT(P)=K0THENA0=-AOELSESEAO=RND(10
):IFAO/K2=INT(AO/K2)THENA0=-AO
180 AN=AN+AO:WE=INT((DH*W)/15):TX=WE*COS(WD*DR1):TY=WE*SIN(WD*DR1
)
185 NX=INT(DH*COS(AN*DR1)+TX):X=INT(NX/K5+(NX/K5-INT(NX/K5))):IFX/
K2<>INT(X/K2)THENX=X+K1
190 NY=INT(DH*SIN(AN*DR1)+TY):Y=INT(NY/10+(NY/10-INT(NY/10))):IFBX
-X<K0THENN=X-K0:XU=BX/K2:OB=K1ELSEIFBX-X>126THENN=126:XU=(NX-BX)/K
2:OB=K1ELSEN=X-BX-X:XU=ABS(X)/K2
195 IFBY-Y<K0THENNY=K0:YU=BY:OB=K1ELSEIFBY-Y>35THENNY=35:YU=NY-BY:
OB=K1ELSEN=BY-Y:YU=ABS(Y)
200 REM-MOVE BALL
205 TX=BX:TY=BY:IFXU=K0THENN=YUELSEIFYU=K0THENN=XUELSEIFXU>YTHEN
N=INT(XU/YU)ELSEN=INT(YU/XU)
210 IFXU>YTHENFORP=K1TOYU:FORP=K1TON:TX=TX-2*SGN(X):GOSUB20:NEXT
TY=TY-SGN(Y):GOSUB20:NEXTELSEFORP=K1TOXU:FORP=K1TON:TY=TY-SGN(Y):
GOSUB20:NEXT:TX=TX-2*SGN(X):GOSUB20:NEXT
215 TX=NX:TY=NY:GOSUB20:GOSUB450:IFP=K0THENIFTP(K0)=TP(K1)THENOC(K
0)=OC(K1):SB=K1ELSEELSEIFTP(K1)=TP(K0)THENOC(K1)=OC(K0):SB=K1
220 REM-CHECK FOR OUT OF BOUNDS OR IN WATER
225 IPOB=K1THENPRINT@P1,"BALL WENT OUT OF BOUNDS - ";:GOTO235ELSEI
FHT(P)<K1THENBX=NX:BY=NY:BX(P)=NX:BY(P)=NY:GOTO240
230 PRINT@P1," BALL WENT INTO WATER - ";
235 PRINT@986,"PLAY FROM PREVIOUS POSITION";:BX=BX(P):BY=BY(P):TX=
BX(P):TY=BY(P):GOSUB20:GOSUB495:GOSUB510:GOTO290
240 IFBX<FXORBY<FYTHEN250ELSECA(H,P)=ST(P):IFST(P)=K1THENPRINT@P
1,"A HOLE IN ONE - THE DRINKS ARE ON YOU !!!";ELSEPRINT@960,"DOWN
IN ";:ST(P);:X=ST(P)-CA(H,K2):ONX+K4GOSUB390,395,400,405,410:GOSUB5
10
245 REM-CHECK BALL POSITIONS
250 IFBX(K0)=FXANDBY(K0)=FYTHENF=K0ELSEBX=BX(K0):BY=BY(K0):N=K0:GO
SUB480
255 IFBX(K1)=FXANDBY(K1)=FYTHENIFF=K0THEN325ELSEF=K0ELSEBX=BX(K1):
BY=BY(K1):N=K1:GOSUB480
260 IFF>TTHENP=K0ELSEP=K1:F=T
265 BX=BX(P):BY=BY(P):IFF>6THEN290ELSEPRINT@832,CHR$(255);:GOSUB50
5
270 PRINT@909,"PUTTING STRENGTH 1-8 ";:QP=931:GOSUB415:CL=VAL
(I$):IFCL<K1ORCL>10THEN270ELSEGOSUB500:IFI$="*"THEN270ELSEGOSUB495
275 IFPT(P)=K4THENDH=CL*8+(CL*RND(4)):ELSEDH=CL*10
280 TX=K0:TY=K0:GOTO185
285 REM-CHECK & DISPLAY BALL STATUS
290 GOSUB505:IFST(P)=K0THEN140ELSETX=BX:TY=BY:GOSUB450:IFHT(P)<>K2
THEN310
295 PRINT@P1," BALL LANDED IN TREES - PLAY(P) OR DROP(D) ";:
QP=1005:GOSUB415:IFI$="P"THEN140ELSEIFI$<>"D"THEN295ELSEGOSUB495:IF
BY<18THENF=K1ELSEF=-K1
300 REM-MOVE BALL CLEAR OF TREES
305 BY=BY+P:TY=BY:GOSUB20:GOSUB450:IFHT(P)=K2THEN305ELSE140
310 IPOB=K1ORHT(P)=K1THEN140ELSEPRINT@P1,"BALL IS ";:IFHT(P)=K0THE
NPRINT@968,"ON FAIRWAY";ELSEIFHT(P)=K3THENPRINT@968,"IN BUNKER";EL
SEPRINT@968,"IN ROUGH";
315 GOTO140
320 REM-CHECK & DISPLAY STATUS OF MATCH
325 IFNP=K1THEN110ELSEIFCA(H,K0)=CA(H,K1)THENP=PF:CA(H,K3)=K2ELSEI
FCA(H,K0)<CA(H,K1)THENP=K0:PF=K0:CA(H,K3)=K0ELSEP=K1:PF=K1:CA(H,K3
)=K1
330 X=K0:Y=K0:IFSS="M"THENFORP=K1TOH:IFCA(F,K3)=K0THENX=X+K1:NEXTE
LSEIFCA(F,K3)=K1THENY=Y+K1:NEXTELSENEXTELSEFORP=K1TOH:X=X+CA(F,K0):
Y=Y+CA(F,K1):NEXT
335 IFX=YTHENPRINT@P1,"THE MATCH IS EVEN";:GOTO345ELSEIFX>YTHENPRI
NT@P1,P$(K0);X$;X-Y;ELSEPRINT@P1,P$(K1);X$;Y-X;
340 IFSS="M"THENPRINT@976,Y$;ELSEPRINT@976,2$;
345 GOSUB510:GOTO110
350 CLS:X=K0:Y=K0:F=K0:NX=K0:NY=K0:PRINTTAB(24)"SCORE CARD":PRINTT
AB(19)"HOLE PAR ";:IFNP=K1THENPRINT"SCORE"ELSEPRINTP$(K0);" ";
P$(K1);:IFSS="M"THENPRINTW$ELSEPRINT
355 FORH=K1TO9:PRINTTAB(20)H;:PRINTTAB(25)CA(H,K2);:F=F+CA(H,K2):P
RINTTAB(30)USING"##";CA(H,K0);:X=X+CA(H,K0):Y=Y+CA(H,K1)
360 IFSS="S"THENPRINT:GOTO365ELSEIFCA(H,K3)=K2THENPRINTTAB(39)"HAL
VED"ELSEPRINTTAB(41)P$(CA(H,K3)):IFCA(H,K3)=K0THENN=X+K1ELSEN=N
Y+K1
365 NEXT
370 PRINTTAB(24)F;:PRINTTAB(29)X;:IFNP=K1THENPRINT:GOTO385ELSEPRIN

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Continues on p. 119

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*TRSDOS TM Tandy Corp. **LDOS TM Logical Systems, Inc.

```

TTAB(34)Y:PRINT:IFS$="M"THENIFNX=NYTHEN380ELSEIFNX>NYTHENPRINTTAB(
20)PS(K0);WS;NX-NY;YS:GOTO385ELSEPRINTTAB(20)PS(K1);WS;NY-NX;YS:GO
TO385
375 IFX=YTHEN380ELSEIFX<YTHENPRINTTAB(20)PS(K0);WS;Y-X;ZS:GOTO385E
LSEPRINTTAB(20)PS(K1);WS;X-Y;ZS:GOTO385
380 PRINTTAB(20)"THE MATCH WAS HALVED"
385 PRINT:INPUT"HIT NEWLINE FOR A NEW GAME";A$:RESTORE:GOTO80
390 PRINT@P2,"AN ALBATROSS";:RETURN
395 PRINT@P2,"AN EAGLE";:RETURN
400 PRINT@P2,"A BIRDIE";:RETURN
405 PRINT@P2,"A PAR";:RETURN
410 PRINT@P2,"A BOGEY";:RETURN
415 REM-SUBR TO FLASH BALL @ LOCN "BX,BY",A ? @ LOCN QP AND WAIT F
OR I/P
420 BP=INT(BY/K3)*64+BX/K2+SO:IS=INKEY$:IS$=""
425 P=K1:T=32:GOSUB440:IFX<>L0THEN430ELSEF=K0:T=63:GOSUB440:IFX=10
THEN425
430 POKEQP+SO,32:IFASC(AS)=13THENRETURNELSEIFASC(AS)=8THENIFLEN(IS
)>K0THENIS=LEFT$(IS,LEN(IS)-1):PRINT@QP+K1," ";ELSEBELBI$=IS+AS
435 PRINT@QP+K1,IS$:GOTO425
440 POKEQP+SO,T:X=K0:IFP=K1THENSET(BX,BY):SET(BX+K1,BY)ELSERESET(B
X,BY):RESET(BX+K1,BY)
445 AS=INKEY$:IFAS<>" "THENRETURNELSEX=X+K1:IFX=10THENRETURNELSE445
450 REM-SEE IF BALL POSITION IS IN A HAZARD
455 HT(P)=K0:IFOC(P)=46THENHT(P)=K3:RETURNELSEIFOC(P)=34THENHT(P)=
K4:RETURNELSESETP=INT(TX/K3)*64+TX/K2
460 IFTS=K0THEN470ELSEFORX=K0TOTS-K1:IFTP>=TA(X,K0)ANDTP<=TA(X,K1)
THENHT(P)=K2:NEXTELSENEXT
465 IFHT(P)=K2THENRETURN
470 IFWS=K0THENRETURNELSEFORX=K0TOWS-K1:IFTP>=WA(X,K0)ANDTP<=WA(X,
K1)THENHT(P)=K1:NEXTELSENEXT
475 RETURN
480 IFBK<FXTHENX=(FX-BX)/K2ELSEX=(BX-FX)/K2
485 IFBY<FYTHENY=(FY-BY)ELSEY=(BY-FY)
490 T=INT(SQR(X(2+Y[2])):IFN=K1THENRETURNELSEF=T:RETURN
495 ST(P)=ST(P)+K1:PRINT@83,PS(K0);ST(K0);:IFNP=K1THENRETURNELSEP
RINTPS(K1);ST(K1);:RETURN
500 PRINT@947,"ANGLE ";:QP=953:GOSUB415:IFI$="*"THENRETURN
ELIFIS="ORI$="0"THENAN=K0:PRINT@954,"0";:RETURNELSEAS=LEFT$(IS,K1
);B$=MID$(IS,K2):AN=VAL(B$):IFAN>180THEN500ELSEIFAS$="-"THENAN=-AN:
RETURNELSEIFAS$<>"+"THEN500ELSERETURN
505 PRINT@896,CHR$(255);:IFNP=K2THENPRINT@896,PS(P);" TO PLAY";:RE
TURNELSERETURN
510 FORX=K0TOL000:NEXT:PRINT@P1,CHR$(255);:RETURN
515 DATA22,16,18,11,769,84,114,219,239,768,541,550,602,617,663,68
4,727,748,771,0,16,66,78,128,132,194,194,256,256,322,322,384,396,4
50,510,512,536,552,572,578,598,622,626,640,660,688,692,706,722,750
,754,777,520,5
520 DATA 122,13,36,23,769,132,177,258,278,452,457,492,507,578,588,
612,628,708,753,770,345,345,777,430,4
525 DATA 122,16,32,23,768,31,37,98,104,162,168,223,229,284,290,351
,357,418,424,479,485,546,552,613,619,680,686,741,747,771,3,27,42,5
0,65,93,108,116,131,155,170,178,193,217,232,252,259,275,321,329,38
7,391,448,454,503,509,515,519,562
530 DATA 574,577,585,601,609,624,628,643,675,690,694,705,737,752,7
56,777,425,4
535 DATA 122,19,22,26,771,32,48,94,114,148,176,210,214,242,254,268
,272,308,316,332,334,384,388,450,450,512,512,564,572,578,578,626,6
30,640,644,684,692,706,758,769,66,91,196,206,322,327,770,160,160,4
80,480,777,505,5
540 DATA 122,22,42,14,769,85,115,220,240,356,381,607,627,727,757,7
71,3,15,65,81,131,143,193,205,259,267,321,333,387,399,449,469,515,
539,577,602,643,659,705,721,770,283,283,777,486,4
545 DATA 122,19,20,11,768,3,15,64,69,79,88,112,118,149,158,170,179
,219,225,231,237,286,298,353,359,771,19,51,93,109,130,130,163,167,
192,192,240,252,258,302,314,320,324,386,398,448,468,514,574,57
6,628,642,690,704,756,770,144,144,777,516,5
550 DATA 122,22,12,8,769,144,179,280,315,415,440,771,0,0,9,9,256,2
56,322,326,384,392,450,458,512,528,578,630,640,692,706,758,770,206
,206,777,575,5
555 DATA 120,19,68,23,771,2,50,64,116,130,178,192,252,258,314,320,
376,386,406,430,438,448,464,492,504,514,530,554,574,576,596,616,62
8,642,694,704,756,770,359,359,768,29,35,88,96,149,155,216,223,283,
289,347,353,408,414,469,475,533,539,600,606,658,667,719,725
560 DATA 777,261,3
565 DATA 122,13,12,29,771,0,24,32,32,40,52,66,86,94,94,106,114,128
,152,160,160,168,180,194,214,222,222,256,264,322,322,384,384,412,4
12,420,444,462,510,528,572,594,630,656,692,704,704,714,758,770,26,
26,34,34,344,344,352,352,459,459,777,580,5
570 CLS:PRINT"THE FOLLOWING QUESTIONS ARE ASKED FOR EACH SHOT-":PR
INT:PRINT"CLUB - THIS IS SELECTED ACCORDING TO THE DISTANCE REQUIR
ED,":PRINT" THE DISTANCES FOR VARIOUS CLUBS IS CONTINUOUSLY DISPLA
YED"
575 PRINT"PERCENT FULL SWING - ONLY APPLIES TO IRONS,MAY BE USED":
PRINT" WHEN THE FULL DISTANCE FOR THE CLUB IS TOO FAR.":PRINT" (
NEWLINE GIVES 100 PERCENT).":PRINT"ANGLE - THIS SPECIFIES THE ANGL
E IN DEGREES ABOVE(+
)
580 PRINT" OR BELOW(-) THE HORIZONTAL. THE RANGE IS +/- 0 TO 180,
":PRINT" ANGLES > 90 WILL MOVE THE BALL FROM LEFT TO RIGHT.":PRIN
T" (NEWLINE GIVES 0 DEGREES).
"
585 PRINT"PUTTING STRENGTH IS SELECTED BETWEEN 1 AND 8,":PRINT"1 U
NIT WILL MOVE THE BALL 1 BALL WIDTH.":PRINT"WIND DIRECTION IS GIVE
N AS COMING FROM WEST,STH/WEST ETC.":INPUT"HIT NEWLINE WHEN READY
TO PLAY":IS:GOTO110
    
```

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TAX/BUDGET PLANNER—a valuable tool for personal budgeting and tax planning. Spreadsheets make this program easier to use than IRS forms methods. The program calculates personal cash flow including federal income taxes. It can be used for such things as determining the timing for capital gains/losses, amount of income tax withholdings and more. Using the keyboard, the user fills in six spreadsheets displayed by the computer. The user can go back and change any amounts on the spreadsheets. The program includes the relevant parts of the 1981 Economic Recovery and 1982 Fiscal Responsibility Acts, plus automatic calculation of:

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Interpro Flexible Mailing List

by Jim Heid

Has your correspondence gotten out of hand? This mailing list system will help organize names and addresses on your Model I or III.

★ ★ ★

The Interpro Flexible Mailing List
Interpro Corporation
P.O. Box 4211
Manchester, NH 03108
Models I and III, two disk drives
\$127

Scenario 1: You've just received your mail. A large envelope screams, "DATED MATERIAL! OPEN IMMEDIATELY!" Inside, an official-looking document proclaims that you, Mr. Joe Smith, may have won a million dollars. Or perhaps it says that you, Ms. Mary Kelly of 123 West St., have been such a wonderful customer of Sellalot Industries that you're being introduced to a special offer for wonderful customers only.

Scenario 2: Because of your unique qualifications, you have been chosen to lead your club's annual membership drive. (Everyone else ducked out of the meeting early.) You are given a hand written list containing the names and addresses of 500 people, each a prospective member. Happy recruiting!

Scenario 3: Your company has just introduced a product that it will sell to people over 30 years of age, who earn \$15,000 a year, and who have bought similar products in the past. Your job is to reach these people—all 120,000 of them.

These scenes all have a common denominator: a mailing list.

A mailing list is a collection of names

and addresses organized according to predetermined standards. The list can be as small as a home-address book, or it may be as large as the records of the United States Census Bureau.

Mailing List Programs

Most microcomputer mailing list systems let you enter names and addresses, recall them, change or delete them, sort them alphabetically or by zip code, and print mailing labels. Most mailing lists are updated at regular intervals or when needed.

Most systems also allow you to enter one or more comment lines for each address. A salesperson might use a comment line to denote a customer's past buying habits; a club secretary might use one to record a member's dues payments. Some systems can also insert names, addresses, and comments into a form letter, giving each letter a personal look. This feature is called mailmerge.

The differences between mailing list programs are the ways in which your information is entered, saved, recalled, sorted, and printed. A good mailing list system sorts your lists quickly and comes with good instructions. A good mailing list system is also error free and foolproof; it can be used by inexperienced computer users without fear of crashing the system.

The Interpro Flexible Mailing List

This system is designed for a Model I

or III with 48K and two disk drives. Its Disk Basic programs, a machine-language sort program, and several sample and demonstration files are contained on a 5¼-inch disk, packaged with a 66-page manual in a three-ring binder.

The Model I version comes with a disk operating system, a version of Vernon Hester's MULTIDOS. The Model III version is supplied on a data disk and must be copied to a TRSDOS system disk. The Model I version may also be used on the Model III after using the TRSDOS Convert utility.

The documentation states that the system is compatible with any DOS and Basic that support variable-record length files. The MULTIDOS, DOS-PLUS, VTOS, Model I LDOS, Model III TRSDOS 1.3, and Model III DOS-PLUS systems are all said to be compatible. (Model III LDOS is not listed, although it does support variable-record length files. This may be an oversight in the documentation.)

The documentation is well written. It assumes no technical knowledge and no familiarity with mailing-list programs. Every step is described in detail with clear examples and sample screens. The back of the manual contains helpful worksheets (Fig. 1) that you may use when designing your mailing list. In addition to providing space to write field names and lengths, the sheets contain reminders about the system.

Although the documentation is adequate for using the system, customizers will be disappointed. A small "For Advanced Users" section contains instructions for using the Flexible Mailing List with other DOSes, but no technical information on the programs in the system is provided. The programs may be listed and they include some remarks, but not enough to make the system easy

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to modify.

Using the Programs

System start-up is easy. You simply insert the system disk in drive 0 and press the reset switch. A message appears on the screen telling you that a demonstration program can be seen by typing DEMO. The message also says that you can prevent its display in the future by typing Auto. The system disk, however, is write-protected, and typing Auto simply returns an error message. Inexperienced computer users may not know that a disk's write-protect tab must be removed before an Auto command can be disabled.

The demonstration program illustrates the system's flexibility by display-

ing several sample records and fields. (See the glossary of mailing list terms if you do not know what a record or a field is.)

The main program, Mailmenu, is run by typing Start. A Do file then takes over, loading first the machine-language sort program, then Basic. You are then presented with a message reminding you that a write-protect tab must be on the disk in drive 0 at all times. After you read the message and press the enter key, a menu allows you to build a custom mail list, work with an existing mail list, exit to Basic, exit to the DOS, or view a directory of any drive.

The "Build a custom mail list" op-

Continues on p. 125

The INTERPRO Flexible Mailing List worksheet

NAME OF FILE	:	(MAXIMUM OF 8 LETTERS)	
NUMBER OF FIELDS	:	(MIN = 7, MAX = 26)	
FIELD #	!	(Standard)	DESCRIPTION	!LENGTH!
1	!	(ZIP CODE)	!
2	!	(Last Name)	!
3	!	(First Name)	!
4	!	(Company Name)	!
5	!	(Street)	!
6	!	(City)	!
7	!	(State)	!
8	!	!
9	!	!
10	!	!
11	!	!
12	!	!
13	!	!
14	!	!
15	!	!
16	!	!
17	!	!
18	!	!
19	!	!
20	!	!
21	!	!
22	!	!
23	!	!
24	!	!
25	!	!
26	!	!
			TOTAL NUMBER OF CHARACTERS USED (256 MAX)	!.....!

NOTE:

1. Descriptions are limited to 19 characters in length.
2. You cannot have less than 7 fields in a record.
3. You cannot have more than 26 fields in a record.
4. The total number of characters (total of the lengths of the fields) cannot exceed 256 characters.
5. The first seven fields will print on a mailing label in this format:
COMPANY NAME (field 4)
FIRST NAME (field 3) LAST NAME (field 2)
STREET ADDRESS (field 5)
CITY (field 6) STATE (field 7) ZIP (field 1)
6. Make sure that your fields are not too long to fit on a label. Most mailing labels have a width of only 33 characters.

Fig. 1. Mailing List Worksheet

Glossary of Mailing List Terms

Default—A value or response assumed by a program if none is specified by the operator.

Field—A string of characters always referred to as a group. A field is usually one line of data. Examples of fields include name, address, telephone.

Record—A group of related fields treated as a unit (for example, all the name and address information for one person).

Sort—To organize a file in alphabetical or numerical order.

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tion is your first choice when starting. You may specify the number and length of the fields you will need, and the layout of the mailing labels. After you specify this information, the program creates a series of data files that are used when you enter your name and address data.

The file-building sequence first asks what you intend to call your file. You may use any name up to eight characters long. The program checks that your file name is not over eight characters long, and that it does not begin with a number or special character. It does not warn you, however, if your file name contains any illegal characters in any other position (for example, a file called MAIL#2).

The next prompt asks on which disk drive you wish to place your list. The program will not accept a number higher than 3, but it does not check to see if the number you type is actually a valid drive number in your system. For example, it is possible to answer this prompt with a 2 when your system has only two drives (remember that drive numbering begins with zero).

An illegal drive number causes the program to crash when it attempts to store your file—after you have spent time entering data. The program also accepts a reply of zero, which, since drive 0 is write-protected, will also cause the program to crash. The program should either check for legal drive numbers immediately, or it should contain an error trap that allows you to reenter previously incorrect file name data.

After you input the drive number, the program asks how many fields you need—a minimum of seven and a maximum of 26. The program will not accept numbers outside this range. Next, three screens of information are displayed. The first screen is a reminder of how the system stores and sorts your data. Here you learn that the first three fields are used to keep the list in both zip code and alphabetic order.

Field 1 is considered the zip code field, and although you may call it whatever you wish, it will always be used to keep the list in numeric order. Fields 2 and 3 are used for the alphabetic sort. If you wish, you may specify that only field 2 be used for alphabetic sorting.

The second screen of information displays the default settings for printing mailing labels. In the third screen, you are also told that you may change the default settings if you wish.

After displaying the third instruction

screen, the screen clears and the prompt "What is the description for Field 1?" appears. You are to type the description, which may be up to 19 characters long. After entering its description, you are told to enter its length. This continues until you have supplied field descriptions and lengths for all fields.

The first and most serious flaw in this section was an intermittent bug that appeared when entering field descriptions and lengths. If, in response to the prompts, I accidentally pressed the period, up-arrow, or down-arrow keys, the system would exit the program and enter Basic's command mode, with an arbitrary program line displayed. If I pressed the comma key, I found myself in the Basic's edit mode, editing an arbitrary line. The problem vanished when I ran the programs under a DOS other than Interpro's.

The second flaw is not a bug, but an example of error-prone programming. After entering the description and length of field 3, the program asks "Is the third field going to be used to maintain the mailing list in alphabetic order (Y/N)?" If you type anything other than Y or N, the program assumes you mean N (No). This could be disastrous if you think you answered Y, but instead pressed T or U (keys directly adjacent to Y). Any program with Y/N prompts should allow only Y or N as answers.

After you type the field descriptions and their lengths, the screen displays a summary of your file's design. This summary tells you how long each of your records will be, which fields will be used for sorting, and what each field's name and length is. You can also change any incorrect data.

The next portion of the file-building sequence determines how your mailing labels will be printed. You are asked for the width, in characters, of your labels. You may choose from one of two default label layouts, or you may design your own. If your field lengths are too long for the default settings or for the width of your labels, you must tell the system which fields you want printed on each line of the label. You may assign up to five fields to each line, as long as their total length is not greater than your label's maximum width.

When you design a custom label layout, the program begins at the top of the label and asks, "What do you want in position 1, on line 1?" You are to enter the number of the field. It then asks "What do you want in position 2, on line 1?" You are to type the number of the field that you want to be printed to

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Dave Smith

Review in 80 Microcomputing

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the right of the field number you just entered. This continues until you type Stop instead of a field number. The program then repeats the dialogue for the next label line. You may also type a message, which will be printed on line 5 of each label. The documentation contains enough complete examples and sample screens to make the process understandable.

Two more examples of error-prone programming appear here. First, the program increments the position number as long as you do not type Stop in response to the "What do you want in position X, on line Y" question. This continues until the position equals 11, at which point the program crashes with a "Subscript out of range" error. Second, the program allows you to answer the prompt with 0 even though no field 0 exists. This causes the label printing

portion of the program to malfunction when you attempt to print labels.

After you have entered the label layout information, the program determines whether your layout will fit on your labels. If it will not, you must redefine the layout for all lines. It would have been easier if you just had to redefine the layout for the particular lines that were too long.

When you have corrected any typing errors, the program displays the new label formats and once more asks if they are correct. Once again, a Yes/No question is asked, but answers other than a Y or an N are permitted. If you enter anything other than a Y, the program assumes you meant N (No). If your new label formats are not correct, you must reenter all the label layout information. If they are correct, the program asks if you wish to define another mailing list.

If you do not, the system saves the information that you entered and returns to the main menu.

In summary, the file-building option serves its intended purpose, but only if you are careful when using it. The option is not foolproof; it is easy to answer a prompt incorrectly and not be aware of it until later, when the system crashes.

The worksheets in the back of the manual are an excellent idea and should be used when designing a mailing list.

Working with a Mail List

Most functions and features of the Interpro Flexible Mailing List are accessed through the "Work with an existing mailing list" option. You use this option to update, search through, and display or print your mailing list.

Upon selecting this option, you receive the prompt, "What is the Mailing List file name?" You are to enter the file name that you chose when designing your mail list. If the file you specify is not on the disk, the program gives you the option of viewing the directory of any drive.

If your file is on the disk, the program displays a short summary of its design. After you read it, you press the enter key and a main menu appears.

```

REC #27      I. ADD Names to the JIM File
1  ZIP      : (....)
2  FIRST NAME : (.....)
3  LAST NAME  : (.....)
4  ADDRESS   : (.....)
5  CITY      : (.....)
6  STATE     : (..)
7  COMMENT   : (.....)
8  COMMENT   : (.....)
  
```

Fig. 2. Data Entry Form



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There is a small discrepancy in the documentation for this section, which, instead of telling you to press enter to continue, tells you to press any key to continue.

The main menu lists the program's options. You can add names to the file, change the information in a record, list the information in a record, delete a record, print the mailing list, re-sort the list, exit to Basic, or exit to the disk operating system. Another option is called "Convert/re-arrange a mailing list file." It is reserved for a future version of the system, and is discussed below.

Except for the first option and the last two, all options assume that you have at least three names in the list. If your list has less, the program can crash if you choose the wrong option. Although the documentation warns you against doing this, it would have been easy to include a test that would display an error message if you chose an option that could not be used.

The first option in the program is used when adding new names to a list. Upon selecting it, the program opens some data files, and, after about eight seconds (as tested on an unmodified Model I), the screen displays a data-entry form for one record (Fig. 2). The name of each field is followed by a row of periods, each of which represents a possible character. The parenthesis at the end of each line denotes the end of that field; you cannot type past it. The number of periods printed is determined by the length of that field, which you specified when designing your mail list. This convenient method of keyboard input is used in many mailing list programs.

The system's author chose to use the Basic INKEY\$ function in this part of the program, which forces you to type no faster than approximately 40 words per minute when entering name and address data. If you type faster than this, some of your keystrokes will be lost.

If you are typing a lot of entries, Basic may also enter its string garbage collection routine, which further slows the entry process. These restrictions force you to refer to the screen often to ensure that none of your keystrokes were lost, making touch-typing difficult. I would not want to type 500 names and addresses at 40 words per minute.

After you complete the form for one record, the program displays it again and asks if the information is correct. If it is not, the program asks which field is to be corrected. According to the manual, you are to enter the number of the field that you wish to retype, and a new

prompt for that field will be displayed directly below the old, incorrect version. The program, however, does not operate that way—the new prompt is displayed two lines below the old version. For example: Assume you want to correct field number two. You would enter 2 when asked for the number of the incorrect entry. A new prompt, with periods and parentheses, should appear directly below the old field 2. However, the new prompt actually appears directly below the old field 3.

This bug becomes especially prominent when your mail list contains 13 fields or more. This time, the new prompt appears at the bottom of the screen, but the cursor appears one line below the row of periods, completely disrupting the screen format and making it nearly impossible to retype your entry. Interpro is aware of this bug, and I am told that future versions will not contain it.

After your record is correct, the program stores it on disk and asks if you want to add more names. If you respond with Y (Yes), the program clears the screen and again displays the data-entry form. Now, however, only the second, third, fourth, and fifth fields contain blank lines of periods. The other fields retain whatever you typed in the previous record. This time-saving feature eliminates the need to retype such repetitive data as zip codes and states. You can, of course, type over the previous information if you wish.

The record-adding process continues until you answer N (No) when the computer asks if you want to add any more new names, at which point the program loads and executes Resorter, a sorting program.

The sorting program first sorts your file alphabetically, using the contents of field 2. Field 3 is used as a secondary sort key if you designated it as such when configuring your list. After the alphabetic sort, your file is sorted numerically using the contents of field 1, the zip-code field.

The program sorts a 25-record file (8 fields per record) in about 90 seconds, almost all of which is consumed loading and saving the files. The actual sort takes place in a second or two. When your file has been sorted, the Mailmenu program loads and displays its menu.

Updating Your List

Option 2 is used to change the contents of a record. When you select it, the computer asks you to enter the field 2 contents of the item that you want displayed. For example, if you called field

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"Over the past few months, I have been noticing your ads appearing in 80 Micro, 80 US, and just recently, a plug for your monitor was mentioned in your favor in the LDOS Quarterly Newsletter. ... (then) after speaking to a friend of mine, who just installed a tube in his Model 1 a few days earlier, and who raved about it the whole time we were on the phone, I decided to order one... Total installation time was 27 minutes, which included a 15-minute, disruptive phone call in between, so total net installation time was about 12 minutes.

"After everything was back together, I then powered up the computer and monitor; it was beautiful to see a soft-green, anti-glare display after using a piece of glare-type plastic all these years.

"I think the slow decay rate adds class to most of the games; it seems to give them a 3D effect... After a few minutes of getting used to the tube, you do not want to go back to the old one...

"I only praise items I consider to be exceptional, and this was one of them."

Mort Schuchman
Baltimore, Maryland

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2 "Last Name" when designing your mail list, you would enter the last name of the person whose record you wished to view. Similarly, if you called field 2 "Company Name," you would enter the name of the company whose information you wished to see. If, when you designed your mail list, you told the program that you also wanted field 3 to be used in alphabetizing, the program would also ask you to enter the field 3 contents. You can also type Start, which displays the first record in your file, or End, which displays the last record.

After you enter this information, the program searches your file for the record that contains a match. When it finds it, it displays it in the same manner as the "Add names" option. If the record is not found, you are returned to the main menu.

You also have the option to scroll forward and backward in the file, using

the up- or down-arrow keys. If you want to change the contents of the record, the program asks which field you wish to change. The record-updating process is very similar to correcting an incorrect entry, as described above. Therefore, this option shares the same faults as the name-adding option—the slow typing requirement and the disrupted screen formatting if your file contains more than 12 fields.

Option 3, list a record, operates identically to option 2, except that you cannot change the contents of a record. When you are done viewing the chosen record and any others that you may scroll through, the program returns to the main menu.

Print a Record

Option 4 prints the contents of a chosen record. As in option 2, you first enter the field 2 (and optionally, field 3) information that the program uses

when searching records. If the record is found, the computer asks the width of the printer you are using (80 or 132 columns, or other). It then asks if your printer is ready. If you answer Y (Yes) when your printer is not ready, the computer freezes.

Assuming your printer is ready, the program prints the chosen record as shown in Fig. 3. I cannot imagine why anyone would want to print a record in this format. The program could at least also print each field name next to its contents so that you would know to which field each entry was assigned.

Option 5 is used to delete a particular record from a file. You are instructed to type the name to be deleted. You can also type Start to display the first record, or End to display the last. After the desired record is displayed, you are asked again if you wish to delete it. Upon responding Y (Yes), the program deletes the record and returns to its menu.

Printing Your Labels

Option 6 is "Print the mailing list." Your list can be displayed on the video screen only, or it can be printed in either label form or in the haphazard format shown in Fig. 3. The list can be printed

```

03458 DUNCAN      CUR      52 GROVEST.  PETERBOROUGH  NH
      DUES DUE 5/83    NEXT WORK DAY 4/15
  
```

Fig. 3. A Printout in Directory Format



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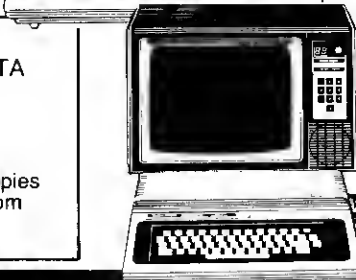
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in one of three ways: alphabetical order, zip code order (lowest zip first), or disk file order (the order in which each record is stored on the disk). You can also specify a range to be printed (for example, only the names that start with A through G and/or only the zip codes within the range 10000-30000).

You can also instruct the program to print only those records that contain certain items; this is called "specifying search criteria." For example, you can tell the program to print only the records that begin with the word "COMPUTER" in field 9.

In the Interpro Flexible Mailing List, you can specify as many search items as there are fields. The program asks how many criteria there are, then asks for the field number and the code to be matched for each of them. After you specify the search criteria, the program displays a summary of what you have entered, and lets you change any incorrect criteria. None of your search specifications are saved; if you want to use the same criteria in later program runs, you must retype them.

After you specify any search criteria, the program asks if you want your list displayed on the video screen or sent to the printer. If you choose to have the list displayed on the screen only, the file is displayed one record at a time, with each entry next to its field name. Pressing the enter key advances to the next record; pressing the Q key returns you to the main menu.

If you choose to have your file printed, the program asks if you want it printed in mailing label format. If you answer N (No), the program asks if you want it printed in what is called directory format, which is the difficult-to-read style shown in Fig. 3. If you choose this format, the program asks what column-width printer you are using, and if you want to send any control codes to your printer. This lets you select the special fonts or character widths that printers like the Epson MX-80 and Centronics 739 offer. If your printer is not on-line when you enter the control codes, the computer will freeze.

If you choose to print your list in mail label format, the program asks how many labels you want printed for each selected record. It then asks how many columns of labels your paper has, and how many characters can fit across one label. You are then asked if you want to use either of the two standard label settings. If you do not, you can design your own custom label layout, as described above. You can also enter a message, which can be combined with

the contents of a field, to be printed on the last line of each label. This portion of the program also lets you send control codes to your printer.

Option 8 of the main menu is called "Re-sort the mailing list." The documentation claims that this option can sometimes repair a file that was damaged when something caused the program or the computer to crash. This may be true in some cases, but if the file cannot be repaired, the Resorter program can itself crash. If it does, it does not close your data files, leaving the disk's directory wide open for destruction.

The final option in the program is called "Re-arrange/convert a mail list." When you select this option, the program displays the message, "Please check your mailing list documentation for instructions," then returns you to the main menu. Upon consulting the documentation, you learn that Interpro will, for a penny per name (minimum charge of \$10), convert data files created under a different mailing list program to a format readable by the Interpro Flexible Mailing List.

Interpro is currently writing an enhancement that will be free to registered owners of the Flexible Mailing List. This enhancement will allow the system to read mailing lists created under a different mailing list system. It will also allow you to change the design of your mailing list without retyping all your information. You will be able to add fields or change the length of an existing field.

Conclusion

The Interpro Flexible Mailing List is a very powerful and flexible system. No other TRS-80 mailing list system provides the freedom of configuration that this system does. The documentation is clearly written and easy to understand, the sort process is lightning fast, and the label printing routine is suitable for almost any application. Interpro is also planning several enhancements that will increase the system's flexibility.

The programs in the system, however, are not foolproof. You must be careful when responding to prompts—it is possible to type an illegal response and not be aware of it until later, when the system crashes. It is also possible to send something to a printer that is not on-line, which causes the computer to freeze. And the data-entry section must be able to respond to keystrokes faster. This system has great capabilities, but unless you are careful, you may have problems when using it. ■

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"I just purchased one of your Soft-View CRT's and I wanted to tell you how much I like it..."

"Owning one of your CRT's blows all the other green-screen products away. With the non-glare surface on the tube, I could even throw away my old Radio Shack glare mask.

"I'm using my TRS-80 now to write this letter and with this CRT installed it's almost like owning a different computer! No more eyestrain and distorted pictures from my old glare mask! Thanks, Langley-St.Clair!"

Walter Coe
Tampa, Florida

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Batter Up!

by Harold A. Kime

This game is perfect for those who want to play baseball but can't get out to the ballpark.

If April showers are keeping you out of the sandlots, turn on your cassette-based Model I/III and challenge an opponent to a game of baseball. This game focuses upon the classic baseball confrontation—pitcher versus batter.

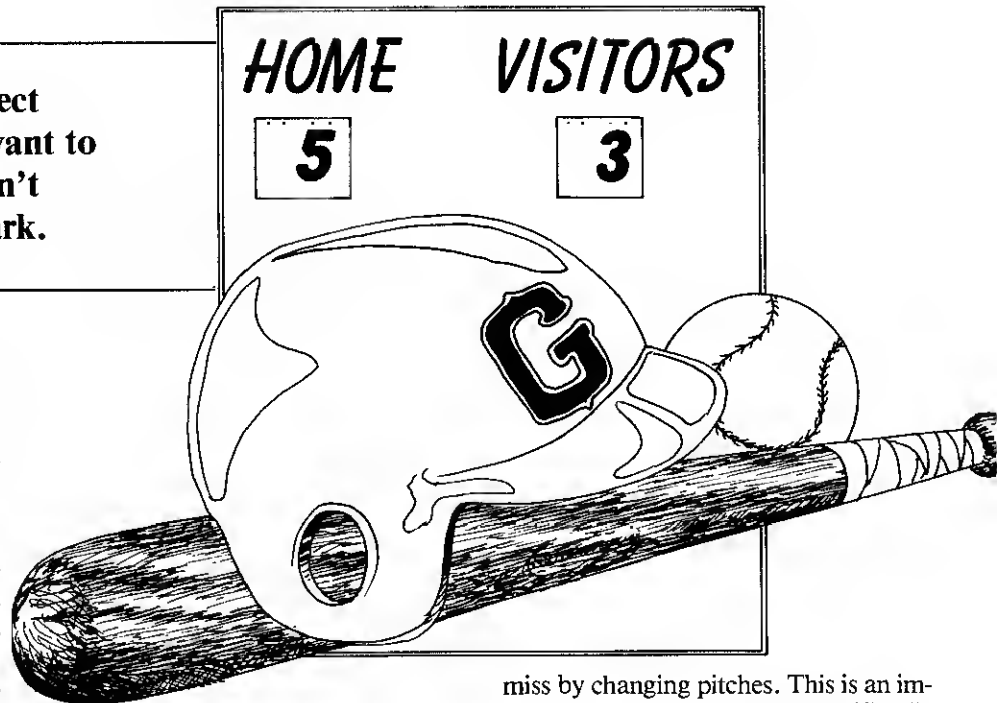
After playing a musical introduction, the program lets you name the teams. Then the field is displayed. The upper section of the screen contains a scoreboard that lists the score, the inning, balls, strikes, outs, and which team is batting. The lower left section identifies the batter and gives his statistics. The lower right section contains selection prompts for pitching and batting. A small diamond appears in the center of the screen.

The program also emits sounds while the game is in progress. After a while, you will know what is happening just by listening to the sounds.

Playing the Game

To begin the game, the player whose team is in the field selects which type of pitch he wants to throw. His opponent then selects one of five batting options (hit, power hit, sacrifice fly, bunt, or steal). The batter can also take a pitch by not swinging.

The ball is then pitched. To swing, the batter presses the space bar when the ball is over home plate. If he makes contact with the ball, the computer states whether he is out or safe. The computer also calls balls and strikes. The game continues for nine innings and goes into extra innings to break a tie. To exit the



game before it's over, press shift and the up arrow as a pitch selection.

Pitching Strategy

The pitcher can select one of five pitches. Fastballs are always in the strike zone and are helpful in preventing steals and bunts. Since a batter has a good chance of hitting a fastball, use this pitch sparingly.

The change-up is never in the strike zone, so the batter's chances of hitting it are poor. Yet, stealing and bunting are easier against the change-up.

The computer usually calls curveballs strikes and sliders balls, and the batter has a better chance of hitting the curve ball. Pitchouts are useful if you want to intentionally walk a batter or if you suspect that a baserunner is stealing. A pitchout is always a ball and cannot be hit. Any runner trying to steal when a pitchout is thrown is called out.

Each pitch's speed differs, so it is possible to get the batter to swing and

miss by changing pitches. This is an important strategy if a bunt or sacrifice fly could score a run. To keep the batter from knowing what pitch is made, you'll have to use a piece of paper (or a similar item) to cover up the data pad.

Batting Strategy

When your team is at bat, you must be aware of each batter's statistics as well as the game situation. This helps you select a batting option. Three statistics are kept for each batter—batting average, number of home runs per season, and number of steals per season. These stats affect the outcome of the player's performance at bunting, steal-

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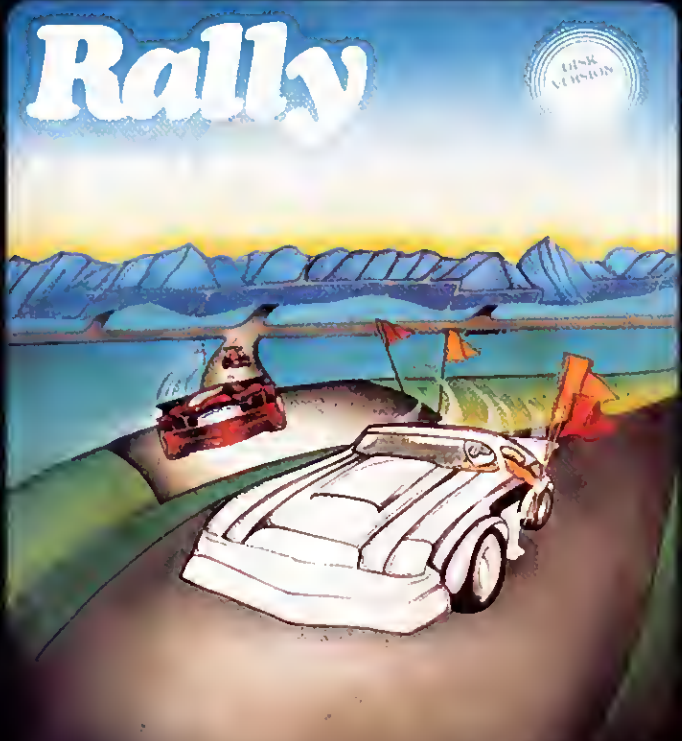
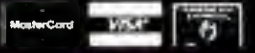
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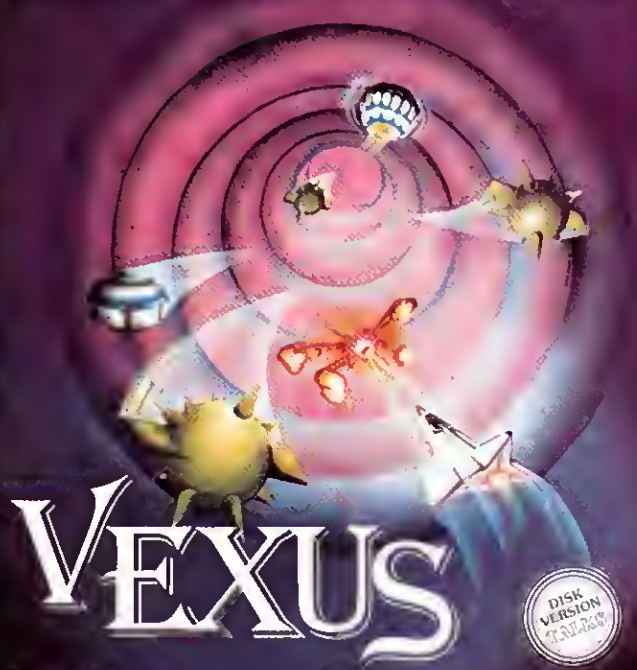
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ing, hitting, and power hitting.

You can use the steal option in two ways. With the straight steal option, the batter takes the pitch as the runner tries to steal. With the hit-and-run option, the batter swings as the runner steals. If the batter grounds out, a double play is avoided. If he gets a hit, the runner advances an extra base.

Bunting is an effective strategy for getting singles. Your chance of legging one out is much better if you hit a slow pitch. A bunt can also keep you out of a double play and at the same time advance the runners. A sacrifice fly can advance a runner from third to home.

The hitting and power-hitting options are similar. The hit option often produces hits of the single and double variety. The power-hit option results in fewer hits, but the hits it does produce will be bouncing off the walls or over the fences.

The Program

Line 30 in the Program Listing disables the break key. I included this line for two reasons. First, the program sets the memory size at 30999 to protect the screen and music data stored in high RAM. Exiting the program with the

break key does not restore the memory size. Second, you could easily hit the break key while playing, and this would be disastrous. However, don't type in line 30 until the program is running properly.

During initialization and introduction, the program reads data from the data statements found in lines 49000-50008 and calls subroutines found in lines 30000-40500. Type in

these lines before typing in the main program. If you don't type in the data properly, a call to a machine-language subroutine, such as those in lines 33100-40200, could destroy your work.

Lines 40070-40201 contain a special INKEY\$ subroutine that I adapted from the book *Basic Faster and Better & Other Mysteries* by Lewis Rosenfelder (IJG Inc., Upland, CA, 1981, p. 183). I had to convert lines 40130-40139

Lines	Description	Lines	Description
0-390	Initialization and introduction	5000-5400	Hit but out routine
1000-1893	Main program loop	30001-30002	Delay subroutine
1200-1260	Select Pitch	31000-31020	Base check subroutine
1400-1470	Select swing	32000-32180	Base running subroutine
1500-1560	Pitch ball—check for swing	33100	USR sound routine
1600-1630	Strike routine	40070	Video display string pointer subroutine
1700-1720	Ball routine	40130-40139	Special INKEY\$ subroutine
1800-1893	Out routine and end of game	40200-40201	USR screen save subroutine
1900-1960	Pitch out routine	40500	Single key INKEY\$ subroutine
2000-2660	Hit routine	49000-49004	Data—music file
2800-2890	Sacrifice fly routine	50000-50008	Data—field video and music code
2900-2990	Bunt routine		
3000-3520	Steal routine		
4000-4070	Walk routine		

Table 1. Program Line Summary

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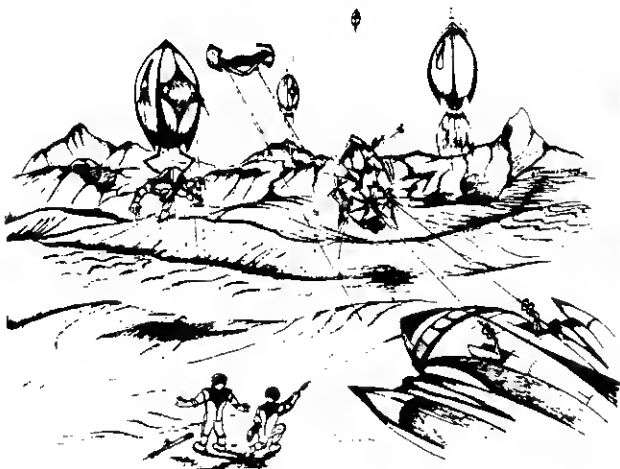


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of the subroutine to work on a cassette-based system. My adaptation, along with the screen save found in lines 40200-40201, can be used in any program. Consult the book for further doc-

umentation and for suggestions on use. Lines 49000-49004 contain the code for the sound portions of the program. I adapted this from *TRS-80 Assembly Language Programming* by William

Barden Jr. (Radio Shack, Fort Worth, TX, 1979). See Table I for a summary of all the program lines.

The baserunning routine is the only routine that does not run as listed on the Model I. The program uses the special character code 253 to produce a little figure as a base runner. To modify lines containing this code, see Table 2.

Program Listing

```

1 CLS:MS1=30999:POKE 16562,MS1/256:POKE 16561,MS1-INT(MS1/256)*256
2 CLEAR 100:DEFIN A=2:DIM US(7),TMS(2),CHR$(2),SC(2),PL(2,3,3),BA
(3):J=0:US(0)=8448:US(2)=4352:US(4)=256:US(7)=201:L=64
10 PL(1,1,1)=350:PL(1,1,2)=10:PL(1,1,3)=65:PL(1,2,1)=340:PL(1,2,2)
=10:PL(1,2,3)=50:PL(1,3,1)=300:PL(1,3,2)=25:PL(1,3,3)=20:PL(1,4,1)
=300:PL(1,4,2)=60:PL(1,4,3)=15:PL(1,5,1)=280:PL(1,5,2)=35
11 PL(1,5,3)=20:PL(1,6,1)=250:PL(1,6,2)=15:PL(1,6,3)=25:PL(1,7,1)
=250:PL(1,7,2)=10:PL(1,7,3)=30:PL(1,8,1)=270:PL(1,8,2)=10:PL(1,8,3)
=10:PL(1,9,1)=220:PL(1,9,2)=5:PL(1,9,3)=5
12 PL(2,1,1)=380:PL(2,1,2)=5:PL(2,1,3)=60:PL(2,2,1)=320:PL(2,2,2)
=10:PL(2,2,3)=55:PL(2,3,1)=330:PL(2,3,2)=30:PL(2,3,3)=25:PL(2,4,1)
=290:PL(2,4,2)=55:PL(2,4,3)=10:PL(2,5,1)=290:PL(2,5,2)=35
13 PL(2,5,3)=20:PL(2,6,1)=250:PL(2,6,2)=20:PL(2,6,3)=30:PL(2,7,1)
=240:PL(2,7,2)=10:PL(2,7,3)=30:PL(2,8,1)=270:PL(2,8,2)=10:PL(2,8,3)
=5:PL(2,9,1)=200:PL(2,9,2)=5:PL(2,9,3)=5
20 RANDOM:SC(1)=0:SC(2)=0:GO=0
30 POKE 16396,175:POKE 16397,201
50 FOR I=0 TO 173:READ X:POKE 31000+I,X:NEXT I
110 FOR I=1 TO 24:PRINT @ 19+I,"*"
120 FOR T=1 TO 10:NEXT T:NEXT I
130 PRINT @ L+21, "MAJOR LEAGUE BASEBALL"
140 PRINT @ 2*L+30, "BY"
150 PRINT @ 3*L+25, "HAROLD A. KIBE"
160 FOR I=1 TO 24:PRINT @ 4*L+19+I,"*"
170 FOR T=1 TO 10:NEXT T:NEXT I
180 PRINT @ 517, "HAVE A GOOD TIME PLAYING AND MAY THE BEST PLAYER
WIN!"
190 GOSUB 33100
190 PRINT @ 650, "ONE SECOND WHILE THE UMPIRES TAKE THE FIELD. ";
220 FOR I=0 TO 1023:POKE 31730+I,32:NEXT I
230 READ X,Y:IF X=0 THEN 240 ELSE POKE 31370+X,Y:GOTO 230
240 PRINT @ 844, "WHEN YOU ARE READY TO BEGIN PRESS <ENTER>"
250 GOSUB 40500
260 IF ASC(A$) <> 13 THEN 250
300 REM SELECTION OF TEAMS
310 CLS:PRINT "PLAYER NUMBER ONE, YOU ARE THE AWAY TEAM. PLEASE T
YPE IN YOUR TEAM NAME AND PRESS <ENTER>."
320 PO=94:A1=10:GOSUB 40130:TMS(1)=ANS
330 PRINT @ 3*L, "PLAYER NUMBER TWO, YOU ARE THE HOME TEAM. PLEASE
TYPE IN YOUR TEAM NAME AND PRESS <ENTER>."
340 PO=206:A1=10:GOSUB 40130:TMS(2)=ANS
350 IF TMS(1)=TMS(2) THEN PRINT @ 760, "SORRY, THAT NAME IS ALREA
DY TAKEN. PLEASE SELECT ANOTHER.":GOSUB 30005:PRINT @ 760, STRING
$(60,32):GOTO 340
360 CLS:PRINT "THE ";TMS(1); " ARE THE AWAY TEAM.":PRINT "THE ";TMS
(2); " ARE THE HOME TEAM."
370 PRINT @ 128, "AM I CORRECT (Y/N) ?":GOSUB 40500
380 IF AS<>"Y" AND AS<>"N" THEN GOTO 370
390 IF AS="N" THEN 310
1000 REM MAIN PROGRAM
1010 IN=1:B=1:TM=1:BU=0:B2=0
1020 AS="D":GOSUB 40200
1030 PRINT @ 105,TMS(1);:POKE 15403,48:PRINT @ 169,TMS(2);:POKE 15
547,48
1040 PRINT @ 0,IN;:OT=0:GO=0:POKE 15902,179:POKE 15711,179:POKE 15
952,179
1041 POKE 31052,100:POKE 31053,170:POKE 31054,100:POKE 31055,200:P
OKE 31056,0:GOSUB 33100:POKE 31052,150:POKE 31053,254:POKE 31054,1
08:POKE 31055,126:POKE 31056,102
1050 PRINT @ 15,TMS(B);
1060 IF GO=1 THEN 1090 ELSE BL=0:ST=0:POKE 15433,48:POKE 15497,48:
PRINT @ 200,OT;
1065 BU=BU+1:IF BU=10 THEN BU=1
1066 POKE 31052,50:POKE 31053,100:POKE 31054,50:POKE 31055,200:POK
E 31056,0:GOSUB 33100
1070 POKE 31052,150:POKE 31053,254:POKE 31054,103:POKE 31055,126:P
OKE 31056,102
1100 PRINT @ 640, BU;
1110 PRINT @ 712,PL(B,BU,1);:PRINT @ 776,PL(B,BU,2);:PRINT @ 840,
PL(B,BU,3);
1200 PRINT @ 626, "SELECT A PITCH";
1210 PRINT @ 690, "<1> FAST BALL";
1220 PRINT @ 754, "<2> CURVE";
1230 PRINT @ 818, "<3> SLIDER";
1240 PRINT @ 882, "<4> CHANGE UP";
1250 PRINT @ 946, "<5> PITCH OUT";
1260 GOSUB 40500:IF AS=CHR$(27) THEN 1092 ELSE P=VAL(A$):IF P<1 OR
P>5 THEN 1260 ELSE GOSUB 30600
1400 PRINT @ 626, "SELECT SWING";
1410 PRINT @ 690, "<S> STEAL";
1420 PRINT @ 754, "<F> SACR. FLY";

```

Listing continues

Suggested Expansions

Owners of 32K or 48K systems might like to add some extras to the game. If your computer is larger than 16K, change the value of MS in line 1893 to match your memory size.

I left room for you to add lines 400-499—a good place to include a routine to name the individual players. To do this, expand PL(n,n,n) to a four-dimensional array, with the fourth category containing the player's name.

Use the screen-save feature in lines 40200-40201 to flash commercials or other messages of interest between innings or to create a screen display after home runs.

As this is my first attempt at writing a major program, I'm sure many of you will find ways to improve it. For example, you might want to add a routine that shows the movement of the ball after it is hit. Please contact me if you have suggestions. ■

Harold A. Kime is the Dean of Continuing Education at Lancaster Bible College. His address is 252 East Clay St., Lancaster, PA 17602.

Lines	Modification
1940	191
2620-2630	191
2830	191
2920	191
2940	191
3010-3020	191
3100	191
3200	191
3300	191
3500	191
4020-4040	191
5150-5170	191
5210-5230	191
5330-5350	191
5370	191
32010-32040	140
32060-32090	140
32110-32140	191
32160	191

Table 2. Model I owners should substitute character code 253 in the above line numbers with the modification listed.



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Info World, by Tim Daneliuk, Vol. IV, No. 37, #1982



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Ease of Use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Error Handling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

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POSTMAN MASS MAILING SYSTEM has the capability of managing 22,000** names on floppy disk drives and up to 292,000** names on a hard disk system. No longer do you have to search from diskette to diskette to find the file you need. POSTMAN MASS MAILING SYSTEM utilizes all of the disk drives you have on line, and presents all at once, one large file totally accessible; as if you only had one large disk drive. In his review, Tim Daneliuk describes this unlimited storage capability aptly by saying: "POSTMAN 'spans' multiple disk drives" despite the unpretentious 5 1/4-inch mini-floppy disk. This exceptional feature gives you the ability to start with a two-disk-drive system and add more disk drives as your business grows, without any difficulty.

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PURGE - Consider for instance, how it can purge duplicate labels, preventing you from mailing multiple information to the same person.

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ERROR HANDLING - All erroneous data is trapped. It never fails because of incorrect operator entry.

Commonly Asked Questions About POSTMAN MASS MAILING SYSTEM

Q. How many names can I get on my standard 2 drive TRS-80 Mod III?

A. On the average 1900, depending on your operating system. LDOS is the least - Multi-DOS has over 2,000.

Q. How many disk drives can I run at the same time with your program?

A. At this time only 8 disk drives - 4 floppy disks and 4 hard disks.

Q. What is the capacity of a disk drive?

A. There are many different sizes of disk drives. See the chart below.

MOD I SINGLE DENSITY	
†35 Track Data Disk	642 ea.
40 Track Data Disk	742 ea.
80 Track Data Disk	1542 ea.
MOD I OR III DOUBLE DENSITY	
140 Track Data Disk	1346 ea.
80 Track Data Disk	2700 ea.
80 Track Dual, Head	5500+ ea.
†† 5 Meg Hard Drive	38,000+ ea.
†† 7.5 Meg Hard Drive	68,000+ ea.

†Denotes the size on a standard system from Radio Shack. ††Requires LDOS or DOSPLUS Operating Systems and hard disk version of Postman.

Q. Am I limited to only one disk drive or can I add more drives?

A. You can combine any of the above disk drives, up to a maximum of 4 dual headed 80 track drives, plus 4-7.5 meg

hard drives, for a total capacity of 292,000* names. The system to date has been field tested, and is in everyday use at over 100,000 name capacity.

Q. Outstanding having all those names, but how does it effect the speed of the system?

A. As anyone could expect, as a system gets larger it reacts slower. Below is a sample of the different systems.

SYSTEM CAPACITY	SORT TIME - ONE FIELD	SORT TIME - ALL 10 FILES	INSERT TIME
1,342	12 Seconds	16 Seconds	1 Second
5,500	18 Seconds	28 Seconds	1 Second
11,000	24 Seconds	40 Seconds	2 Seconds
38,000	5 Minutes	7 Minutes	2 Seconds
78,000	8 Minutes	12 Minutes	2 Seconds
200,000	30 Minutes	51 Minutes	4 Seconds

(estimated)

The above tests were done with a Mod III and DOSPLUS 4.0 Operating System. The speed you receive will depend on many factors. It should be noted that as you insert a name, it is put in sorted order on the disk. You never need to re-sort, unless you wish to change the order.

Q. Do you plan on adding anything new to your program soon?

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Listing continued

```

1430 PRINT @ 018, "<B> BUNT";
1440 PRINT @ 082, "<H> HIT";
1450 PRINT @ 946, "<P> POWER HIT";
1460 GOSUB 40500:IF A$<>"S" AND A$<>"P" AND A$<>"B" AND A$<>"H" AN
D A$<>"P" THEN 1460 ELSE IF A$="S" THEN S=1 ELSE IF A$="P" THEN S=
2 ELSE IF A$="B" THEN S=3 ELSE IF A$="H" THEN S=4 ELSE S=5
1465 GOSUB 30600
1470 IF S<3 THEN GOSUB 31000:IF BA(1)=179 AND BA(2)=179 AND BA(3)=
179 THEN 1400
1500 C=0:PO=0:POKE 15967,140:FOR T=1 TO 2:P:NEXT T
1510 A$=INKEY$:IF A$=CHR$(32) THEN EL=1:GOTO 1600 ELSE POKE 15967+
PO,32:POKE 16031+PO+C,140:FOR T=1 TO 2:P:NEXT T
1520 PO=PO+64:IF PO=192 AND P=2 THEN C=2 ELSE IF PO=192 AND P=3 TH
EN C=-2 ELSE C=0
1540 IF PO<256 THEN 1510
1550 A$=INKEY$:PRINT @ 861,CHR$(32);CHR$(191);CHR$(179);CHR$(191);
CHR$(32):IF A$=CHR$(32) THEN 2000 ELSE POKE 16287,140:FOR T=1 TO 3
0:NEXT T
1555 A$=INKEY$:IF A$=CHR$(32) THEN EL=0: GOTO 1600
1560 IF P=4 THEN 1700
1560 X=RND(P):IF P=X THEN EL=0:GOTO 1600 ELSE 1700
1600 IF EL=1 THEN POKE 15967+PO,32 ELSE POKE 16287,32
1605 IF P=5 THEN 1900
1600 POKE 31052,40:POKE 31053,100:POKE 31054,0:GOSUB 33100
1609 POKE 31052,150:POKE 31053,254:POKE 31054,100
1610 PRINT @ 909, "STRIKE";:ST=ST+1:PRINT @ 136,ST;:FOR T=1 TO 330:
NEXT T:PRINT @ 989, "STRINGS(6,32)";
1615 IF S=1 THEN GOSUB 3000:IF OT=3 THEN BU=BU-1:GOTO 1620
1620 IF ST<3 AND GO=0 THEN 1200 ELSE IF GO=1 THEN 1890
1630 PRINT @ 986, "STRIKE OUT";:FOR T=1 TO 330: NEXT T:PRINT @ 986,
STRINGS(10,32);:GOTO 1800
1700 POKE 16287,32
1701 POKE 31052,25:POKE 31053,200:POKE 31054,0:GOSUB 33100:
POKE 31052,150:POKE 31053,254:POKE 31054,100
1702 IF P=5 THEN 1900
1705 PRINT @ 909, "BALL";:BL=BL+1:PRINT @ 72,BL;
1710 FOR T=1 TO 330:NEXT T:PRINT @ 989,STRINGS(4,32);
1715 IF S=1 THEN GOSUB 3000:IF OT=3 THEN 1820
1720 IF BL<4 AND GO=0 THEN 1200 ELSE IF GO=1 THEN 1890 ELSE 4000
1800 OT=OT+1:PRINT @ 200,OT;
1820 IF OT<3 THEN 1060
1830 IF B=1 THEN BL=BU ELSE B2=BU
1840 IF B=1 THEN B=2 ELSE B=1
1850 IF B=1 THEN IN=IN+1
1860 IF B=1 THEN BU=BL ELSE BU=B2
1865 IF IN <9 THEN 1040
1870 IF SC(2)>SC(1) AND B=2 THEN 1890
1875 IF B=1 AND IN>9 AND SC(1)<>SC(2) THEN 1890
1880 GOTO 1040
1890 PRINT @ 960, "THAT'S IT. THE GAME IS OVER. DO YOU WANT TO P
LAY AGAIN? (Y/N)";
1891 GOSUB 40500:IF A$="Y" THEN SC(1)=0:SC(2)=0:GO=0: GOTO 300 ELS
E IF A$<>"N" THEN 1891
1892 CLS:PRINT "I HOPE YOU ENJOYED THE GAME. SEE YOU LATER."
1893 MS1=32767:POKE 16562,MS1/256:POKE 16561,MS1-IN T(MS1/256)*256:
POKE 16396,201:CLEAR 50:END
1900 REM PITCH OUT
1910 PRINT @ 905, "PITCH OUT";:GOSUB 30001:GOSUB 30700
1920 IF S<>1 OR BL=3 THEN 1705
1930 GOSUB 31000
1940 IF BA(3)=253 THEN POKE 15952,179 ELSE IF BA(2)=253 THEN POKE
15711,179 ELSE IF BA(1)=253 THEN POKE 15982,179
1950 PRINT @ 985, "CAUGHT STEALING";:GOSUB 30001:GOSUB 30700
1960 OT=OT+1:PRINT @ 200,OT;:BL=BL+1:PRINT @ 72,BL;:IF OT=3 THEN B
U=BU-1:GOTO 1830 ELSE 1200
2000 REM HIT ROUTINE
2010 IF P=5 THEN 1900
2020 POKE 31052,25:POKE 31053,150:POKE 31054,0:GOSUB 33100
2030 POKE 31052,150:POKE 31053,254:POKE 31054,108
2070 ON S GOTO 2100,2000,2900,2100,2100
2100 IF S=1 OR S=4 THEN X=1 ELSE X=2
2110 IF 3*PL(B,BU,1)/(P/2+X)<RND(1000) THEN 5000
2115 IF S=1 THEN GOSUB 3600
2120 H=RND(50)*3[X*PL(B,BU,2)/(P*10)]
2130 IF H>500 THEN 2200 ELSE IF H>300 THEN 2300 ELSE IF H>100 THEN
2400 ELSE 2500
2200 PRINT @ 960, "LONG DRIVE";:GOSUB 30002:PRINT @ 990, " HOME RUN
1";:POKE 31070,0:GOSUB 33100:POKE 31070,102:GOSUB 30700:I=4
2210 GOSUB 31000:IF BA(1)=253 AND BA(2)=253 AND BA(3)=253 THEN PRI
NT @ 1010, "GRAND SLAM!";
2220 GOTO 2600
2300 PRINT @ 960, "LONG DRIVE";:GOSUB 30002:PRINT @ 990, " OFF THE
WALL IN CENTER FIELD";:I=3:GOTO 2600
2400 PRINT @ 960, "LINE DRIVE";:GOSUB 30002:PRINT @ 990, " INTO THE
CORNER";:I=2:GOTO 2600
2500 PRINT @ 960, "GROUND BALL";:GOSUB 30002:PRINT " THROUGH FOR A
SINGLE";:I=1
2600 GOSUB 31000:F4=1
2605 FOR H=1 TO I
2620 IF BA(1)=253 THEN F1=1
2630 IF BA(2)=253 THEN F2=1
2640 IF BA(3)=253 THEN F3=1
2650 GOSUB 32000:GOSUB 31000:NEXT
2660 GOSUB 30700:GOTO 1060

```

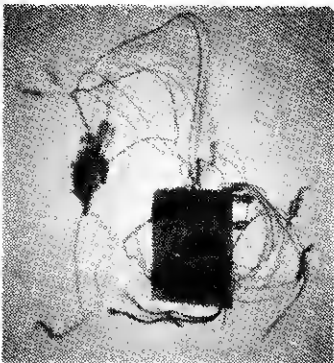
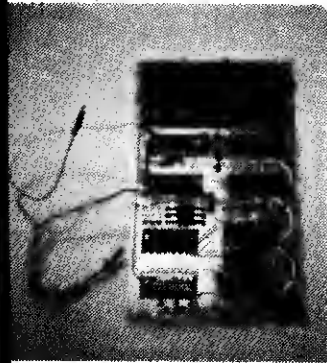
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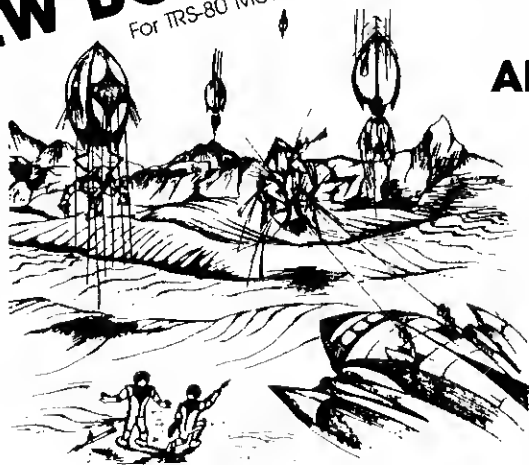
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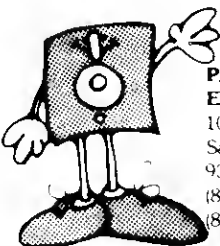
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Listing continued

```

2800 REM SACRIFICE FLY
2805 IF OT=2 THEN PRINT @ 985, "FLY BALL";:GOSUB 30001:PRINT " H
E'S OUT";:GOSUB 30001:GOSUB 30700:GOTO 1800
2810 PRINT @ 960, "DEEP FLY";:GOSUB 30001:PRINT " THE RUNNER IS TA
GGING UP.";:GOSUB 30001:GOSUB 30700
2820 GOSUB 31000
2830 IF BA(3)=253 THEN F3=1:RN=1 ELSE IF BA(2)=253 THEN F2=1:RN=2
ELSE IF BA(1)=253 THEN F1=1:RN=3 ELSE 2890
2840 GOSUB 32000
2850 IF RND(RN)=1 THEN 1800
2860 IF RN=2 THEN POKE 15952,179 ELSE IF RN=3 THEN POKE 15711,179
2870 PRINT @ 985, "HE'S OUT!";:GOSUB 30001:PRINT " DOUBLE PLAY!";
:GOSUB 30001:GOSUB 30700
2880 OT=OT+1:GOTO 1800
2890 PRINT @ 985, "HE'S OUT!";:GOSUB 30002:GOSUB 30700:GOTO 1800
2900 REM BUNT ROUTINE
2910 PRINT @ 960, "A BUNT!";:GOSUB 30001:GOSUB 31000
2920 IF BA(3)=253 THEN F3=1
2930 IF BA(2)=253 THEN F2=1
2940 IF BA(1)=253 THEN F1=1
2950 F4=1:GOSUB 32000
2960 IF PL(B,BU,3)>25 THEN PRINT @ 969, "IT'S CLOSE AT FIRST!";:GO
SUB 30001
2970 IF PL(B,BU,3)+4*P>RND(95) THEN PRINT @ 990, "HE'S SAFE";:GOSUB
30001:GOSUB 30700:GOTO 1060
2980 PRINT @ 990, "HE'S OUT";:GOSUB 30001:POKE 15982,179:GOSUB 3070
0:IF OT+1=3 AND F3=1 THEN SC(B)=SC(B)-1:PRINT @ 64*B+58,SC(B);
2990 GOTO 1800
3000 REM *** STEAL ROUTINE ***
3010 GOSUB 31000:IF BA(3)<>253 AND BA(2)<>253 AND BA(1)<>253 THEN
RETURN
3020 IF BA(3)=253 OR BA(2)=253 THEN RN=150 ELSE RN=125
3030 IF PL(B,BU,3)+5*P<RND(RN) THEN 3500
3100 IF BA(3)=253 THEN F3=1:GOSUB 32000 ELSE 3200
3110 PRINT @ 985, "STOLE HOME!";:GOSUB 30002:GOSUB 30700
3120 RETURN
3200 IF BA(2)=253 THEN F2=1:GOSUB 32000 ELSE 3300
3210 PRINT @ 985, "STOLE THIRD";:GOSUB 30002:GOSUB 30700
3220 RETURN
3300 IF BA(1)=253 THEN F1=1 ELSE RETURN
3310 GOSUB 32000
3320 PRINT @ 985, "STOLE SECOND";:GOSUB 30002:GOSUB 30700:RETURN
3500 IF BA(3)=253 THEN POKE 15952,179 ELSE IF BA(2)=253 THEN POKE
15711,179 ELSE POKE 15982,179
3510 PRINT @ 985, "OUT STEALING";:OT=OT+1
3520 PRINT @ 200,OT,:GOSUB 30002:GOSUB 30700:RETURN
3600 GOSUB 31000:IF BA(3)=253 THEN F3=1:GOSUB 32000 ELSE IF BA(2)=
253 THEN F2=1:GOSUB 32000 ELSE F1=1:GOSUB 32000
3610 RETURN
4000 REM WALK ROUTINE
4010 GOSUB 31000:F4=1
4020 IF BA(1)=253 THEN F1=1
4030 IF BA(1)=253 AND BA(2)=253 THEN F2=1
4040 IF BA(1)=253 AND BA(2)=253 AND BA(3)=253 THEN F3=1
4050 GOSUB 32000
4070 GOTO 1060
5000 R=RND(6):ON R GOTO 5010,5020,5010,5030,5040,5050
5010 PRINT @ 960, "GROUND BALL";:GOSUB 30002:PRINT " HE'S GOT
IT!";:F=1:GOTO 5100
5020 PRINT @ 960, "LINE DRIVE";:GOSUB 30002:PRINT " CAUGHT!"
;:F=2:GOTO 5100
5030 PRINT @ 960, "FLY BALL";:GOSUB 30002:PRINT " EASY CATC
H!";:F=3:GOTO 5100
5040 PRINT @ 960, "LONG DRIVE";:GOSUB 30002:PRINT " WHAT A C
ATCH!";:F=3:GOTO 5100
5050 PRINT @ 960, "POP-UP";:GOSUB 30002:PRINT " HE'S . . .
";:F=3
5100 GOSUB 30002:GOSUB 30700
5110 IF OT=2 THEN GOTO 5400
5130 IF F=1 THEN 5140 ELSE 5300
5140 GOSUB 31000
5150 IF BA(3)=253 THEN F3=1
5160 IF BA(2)=253 THEN F2=1
5170 IF BA(1)=253 THEN F1=1
5180 IF F1=1 OR F2=1 OR F3=1 THEN GOSUB 32000
5200 IF S=1 THEN POKE 15982,179:PRINT @ 960, "OUT AT FIRST";:GOSUB
30002:GOSUB 30700:GOTO 1800
5210 IF BA(2)=253 AND BA(1)=253 THEN POKE 15952,179:GOTO 5250
5220 IF BA(3)=253 AND BA(2)=253 AND BA(1)=253 THEN SC(B)=SC(B)-1:P
RINT @ 64*B+58,SC(B);:GOTO 5250
5230 IF BA(1)=253 THEN POKE 15711,179:GOTO 5250
5240 GOTO 5270
5250 POKE 15982,179:PRINT @ 985, "DOUBLE PLAY!";:GOSUB 30002:GOSUB
30700
5260 OT=OT+1:IF OT=2 AND F3=1 THEN SC(B)=SC(B)-1:PRINT @ 64*B+58,S
C(B);
5265 GOTO 1800
5270 POKE 15982,179:PRINT @ 960, "OUT AT FIRST";:GOSUB 30002:GOSUB
30700:GOTO 1800
5300 IF F=2 THEN 5310 ELSE 5400
5310 IF S=1 THEN 5320 ELSE 5400
5320 GOSUB 31000
5330 IF BA(3)=253 THEN F3=1:GOTO 5360

```

Listing continues

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5340 IF BA(2)=253 THEN F2=1:GOTO 5360
5350 IF BA(1)=253 THEN F1=1:GOTO 5360
5360 GOSUB 32000
5370 IF BA(3)=253 THEN POKE 16223,179:GOTO 5380 ELSE IF BA(2)=253
THEN POKE 15952,179:GOTO 5380 ELSE IF BA(1)=253 THEN POKE 15711,17
9
5380 PRINT @ 985,"DOUBLE PLAY!";:GOSUB 30002:GOSUB 30700
5390 OT=OT+1:GOTO 1800
5400 PRINT @ 990,"OUT!";:GOSUB 30002:GOSUB 30700:GOTO 1800
30001 FOR T=1 TO 280:NEXT T:RETURN
30002 FOR T=1 TO 660:NEXT T:RETURN
30005 FOR T=1 TO 1000:NEXT T:RETURN
30600 FOR I=0 TO 5:PRINT @ 626+I*L,STRINGS(14,128);:NEXT I:RETURN
30700 PRINT @ 960,STRINGS(62,32);:RETURN
31000 BA(1)=PEEK(15982):BA(2)=PEEK(15711):BA(3)=PEEK(15952)
31010 F1=0:F2=0:F3=0:F4=0
31020 RETURN
32000 REM BASE RUNNING ROUTINE
32010 IF F4=1 THEN POKE 16164,253
32020 IF F1=1 THEN POKE 15913,253:POKE 15982,179
32030 IF F2=1 THEN POKE 15770,253:POKE 15711,179
32040 IF F3=1 THEN POKE 16021,253:POKE 15952,179
32050 GOSUB 30001
32060 IF F4=1 THEN POKE 16041,253:POKE 16164,144
32070 IF F1=1 THEN POKE 15780,253:POKE 15913,32
32080 IF F2=1 THEN POKE 15893,253:POKE 15770,130
32090 IF F3=1 THEN POKE 16154,253:POKE 16021,32
32100 GOSUB 30001
32110 IF F4=1 THEN POKE 15982,253:POKE 16041,32
32120 IF F1=1 THEN POKE 15711,253:POKE 15780,129
32130 IF F2=1 THEN POKE 15952,253:POKE 15893,32
32140 IF F3=1 THEN POKE 16223,253:POKE 16154,160:POKE 31052,25:POK
E 31054,0:GOSUB 33100:POKE 31052,150:POKE 31054,108
32150 IF S <>1 THEN GOSUB 30001
32160 Y=PEEK(16223):IF Y=253 THEN POKE 16223,179:SC(B)=SC(B)+1
32170 PRINT @ 64*B+58,SC(B);:IF IN>=9 AND B=2 AND SC(2)>SC(1) THEN
GO=1
32180 RETURN
33100 POKE 16526,31000-INT(31000/256)*256:POKE 16527,31000/256:
J=USR(0):RETURN
40070 PO=PO+15360:AN$="":POKE VARPTR(AN$),AL:POKE VARPTR(AN$)+2,IN
T(PO/256):POKE VARPTR(AN$)+1,PO-INT(PO/256)*256:RETURN
40130 A=0:PRINT @ PO,STRINGS(AL,95);
40131 IF A=AL THEN 40134 ELSE PRINT @ PO+A,CHR$(95);
40132 A$=INKEY$:IF A$="" THEN 40132 ELSE M=ASC(A$):IF M>31 AND M<9
1 THEN PRINT @ PO+A,A$;A=A+1:GOTO 40131
40133 IF M=8 THEN 40135 ELSE IF M=13 THEN 40138 ELSE IF M=31 THEN
40130 ELSE GOTO 40131
40134 A$=INKEY$:IF A$="" THEN 40134 ELSE M=ASC(A$):GOTO 40133
40135 IF A<AL THEN PRINT @ PO+A,CHR$(95)
40136 A=A-1:IF A<0 THEN A=0:GOTO 40131 ELSE 40131
40138 PRINT @ PO+A,STRINGS(AL-A,32);
40139 GOSUB 40070:RETURN
40200 US(5)=1023:US(6)=-20243:IF A$="S" THEN US(1)=15360:US(3)=317
30 ELSE US(1)=31730:US(3)=15360:M=VARPTR(US(0)):POKE 16526,M-INT(M
/256)*256:POKE 16527,M/256
40201 J=USR(0):RETURN
40500 A$=INKEY$:IF A$="" THEN 40500 ELSE RETURN
49000 REM MUSIC FILE
49001 DATA 221,33,76,121,221,78,0,121,183,194,37,121,201,221,70,1,
62,1,211,255,16,254,221,70,1,62,2,211,255,16,254,13,194,37,121,221
,35,221,35,1,255,255,33,48,0,9,218,69,121,195,28,121
49002 DATA 150,254,108,126,102,153,100,171,98,204,200,171,170,230,
150,254,108,126,102,153,100,171,98,204,200,171,102,153,101,161,102
,153,96,204,99,190,100,171,210,153,99,190,230,210,153
49003 DATA 102,153,102,153,106,137,108,126,112,114,106,137,102,153
,100,171,96,204,92,230,150,254,108,126,102,153,100,171,98,204,200,
171,170,230,92,230,150,254,92,230,98,204,99,190,100,171
49004 DATA 240,153,102,153,106,137,255,126,255,126,108,126,106,137
,102,153,100,171,99,181,100,171,240,153,250,137,255,126,0,0
50000 REM FIELD VIDEO FILE
50001 DATA 360,73,361,78,362,78,363,73,364,78,365,71,387,85,388,80
,397,42,398,42,399,42,401,83,402,67,403,79,404,82,405,69,407,66,40
8,79,409,65,410,82,411,68,413,42,414,42,415,42,424,66
50002 DATA 425,65,426,76,427,76,428,83,488,83,489,84,490,82,491,73
,492,75,493,69,494,83,552,79,553,85,554,84,616,130,617,136,618,160
,676,144,677,132,678,129,683,130,684,136,685,160
50003 DATA 707,160,708,136,710,191,711,179,712,191,714,132,715,144
,737,144,738,132,739,129,750,130,751,136,752,160,768,160,769,136,7
70,130,780,129,781,132,782,144,798,144,799,132,800,129
50004 DATA 817,130,818,136,819,160,829,160,830,136,831,130,847,129
,848,132,849,144,859,144,860,132,861,129,884,130,885,136,886,160,8
90,160,891,136,892,130,902,95,903,95,904,95,914,129
50005 DATA 915,132,916,144,920,144,921,132,922,129,936,65,937,84,9
39,66,940,65,941,84,951,191,952,179,953,191,981,191,982,179,983,19
1,1000,78,1001,85,1002,77,1003,66,1004,69,1005,82
50006 DATA 1018,130,1019,136,1020,160,1042,144,1043,132,1044,129,1
064,65,1065,86,1066,69,1067,82,1068,65,1069,71,1070,69,1085,130,10
86,136,1087,160,1103,144,1104,132,1105,129,1128,122,1129,79
50007 DATA 1130,77,1131,69,1132,82,1133,83,1152,130,1153,136,1154,
160,1164,144,1165,132,1166,129,1192,83,1193,84,1194,69,1195,65,119
6,76,1197,83,1219,130,1220,136,1222,191,1223,179,1224,191
50008 DATA 1226,132,1227,129,0,0
    
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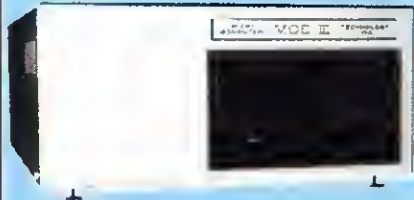
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Punklist

by Eric Maloney

Rock groups—don't despair! This program will soon end your search for that perfect name.

It's the dream of American youth. You buy a beat-up old electric guitar and learn a few chords. Then you hook up with Jimmy down the street, who's

been playing the drums since he was three and can do "Toad" on a coffee can. Along comes Goober, the crazy bass player, who can't tie his shoelaces but has a friend who has a friend whose cousin knows somebody in the record business. You're on your way. You're going to be a rock 'n' roll star.

But wait—you can't be a rock 'n' roll star if your band doesn't have a name. How far would the Rolling Stones have gotten if they'd been billed as "A Bunch of Guys with Loud Instruments?"

So you sit down with a bottle of Wild

Turkey and put some inspirational music on the turntable (Iron Butterfly's "In-A-Gadda-Da-Vida," perhaps or

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 THE BIZARRE TERROR
 ITCHY BROTHER & THE WRETCHED BUDDHISTS
 YOUR UNCLE RALPH'S FASCIST WINNEBAGO
 THE ULTIMATE CELLOPHANE UNDERWEAR
 GEORGE'S OWN WRETCHED PAJAMAS
 AUNT BEE'S SMILING SLAVES
 SERVANTS TO THE LIPS
 THE THROBBING HIPPIES
 YOUR TOWN'S TRASH
 THE SANITARY SALIVATING BABIES
 FRED SMITH & THE PARANOID TRASH
 ITCHY BROTHER & THE SATIN DRUG FRENZY
 THE 80 MICRO EDITORIAL STAFF
 & THEIR POLYESTER RASH
 TEN DIGITS AND THE POETIC MILKMAN
 THE SENSATIONAL SAVAGE KITTENS
 BEAVER CLEAVER'S CELLOPHANE SCUM

THE SENSATIONAL GENERIC CLEFT CHIN
 SATAN'S RUBBER TOASTER
 YOUR UNCLE RALPH'S SEDUCTIVE ANDROIDS
 THE AWESOME FREEZING STRING QUARTET
 HOWARD JOHNSON'S SMILING REFUSE
 REVENGE OF THE RESTLESS NIGHTMARE
 YOUR UNCLE RALPH'S DISGUSTING FUNGUS
 GEORGE'S OWN SEDUCTIVE LIPS
 THE AWESOME NEON BUBBLE
 GOD THE CREATOR AND HIS RESTLESS KITTENS
 ITCHY BROTHER & THE BARBEQUED PAJAMAS
 THE PUPPY-KILLING FOAMING FLEA MARKET
 THE GOLDEN SOUNDS OF THE GROANING AMPERSAND
 THE ROCKING MICROWAVE SLAVES
 THE FOUR-DOOR DISCO SLAVES
 THE VIDEO BUBBLE
 THE 80 MICRO EDITORIAL STAFF
 & THEIR GENERIC ANDROIDS
 TEN DIGITS AND THE NEON CONSPIRACY
 THE SANITARY RESTLESS FUNGUS

continues

some vintage Fugs), and get to work.

If the Muse is on your side, you might come up with something right away. But let's face it—most of the obvious names have already been taken. Bubble Puppy went by the boards years ago, as did The Chocolate Watch Band and The Electric Prunes. And if you're considering Lothar and the Hand People, forget it.

What do you do, then, when the bottle runs dry? Why, use Punklist, of course.

Punklist randomly generates names for rock 'n' roll bands. If you run it forever, you'll eventually get about 211,140 permutations. That's enough for almost every band in L.A.

The program is simple; it reads three sets of data statements into three arrays, from which it then randomly selects three sets of words. Just for kicks, Punklist also asks for your name and town, which it then adds to the arrays. You can read the results on your monitor, or print them out.

If you're not satisfied with the results, you can change or add to the data statements. If you're still not satisfied, forget the whole thing and take up macramé. ■

continued

TEN DIGITS AND THE BERSERK SLAVES
THE SMILING PUNKS
WORKING CLASS BURNING STUDEBAKERS
THE 80 MICRO EDITORIAL STAFF
& THEIR GIGGLING CLEFT CHIN
THE AWESOME WANDERING CLEFT CHIN
SUICIDE SQUEEZE & THE POLYESTER BRIEFCASE
REVENGE OF THE CRAWLING SHORTSTOPS
THE PUPPY-KILLING SECRET TUMOR
AUNT BEE'S GREEN BONGO-BEATERS
THE PRESIDENT'S GROANING BURGERS
HOWARD JOHNSON'S SMILING SLAVES
BIG MAMA'S WRETCHED TWITCH

Program Listing

```

5 CLEAR 500
10 AA=45:BB=72:CC=69
20 CLS:DIMA$(AA),BS(BB),C$(CC)
30 PRINT:PRINT:PRINT:PRINT
40 PRINT" *****
***"
41 PRINT" *
*"
42 PRINT" *
*"
43 PRINT" * PUNKLIST 5.0
*"
44 PRINT" *
*"
45 PRINT" * BY R. ERIC MALONEY
*"
46 PRINT" * (AUGUST 8, 1982)
*"
47 PRINT" *
*"
48 PRINT" *
*"
49 PRINT" *****
***"
100 DATA CORDLESS ELECTRIC,THE SANITARY,THE SENSATIONAL,THE GOLD
EN SOUNDS OF THE,WORKING CLASS,GOD THE CREATOR AND HIS,FRED SMIT
H & THE,REVENGE OF THE,LAWRENCE WELK & THE,THE PUPPY-KILLING,PED
RO'S PLASTIC,THE SEMI-ANNUAL
110 DATA BIG MAMA'S,THE FOUR-DOOR,CLEVELAND'S,THE ULTIMATE,THE M
UTANT,THE AWESOME,THE ROCKING,MY SENSITIVE MOTHER'S,HOSS CARTWRI
GHT'S,THE,THE,AMIDST THE,THE SURFING,AUNT BEE'S,BEYOND THE,SOMEB
ODY'S
120 DATA YOUR UNCLE RALPH'S,YESTERDAY'S,TEN DIGITS AND THE,I AM
JOE'S,CHAIRMAN OF THE,SERVANTS TO THE,SATAN'S,BEAVER CLEAVER'S,G
EORGE'S OWN,THE PRESIDENT'S,HOWARD JOHNSON'S,ITCHY BROTHER & THE
,THE NEXT-DOOR NEIGHBOR'S
130 DATA TOWN,SUICIDE SQUEEZE & THE,THE 80 MICRO EDITORIAL STAFF
& THEIR,NAME
160 FOR A=1TOAA:READ A$(A):NEXT A
170 FOR P=1TO100:NEXT P
200 DATA WRETCHED,DROOLING,USELESS,CRAWLING,GREEN,NEANDERTHAL,HE
AVY METAL,KODACHROME,VIDEO,REPULSIVE,POETIC,POLYESTER,MANIC,PARA
NOID,BATTERED,NUCLEAR,NEON,EXPLODING,NUMBLING,SHRINK-WRAPPED,STR
UTTING,FOAMING,THROBBING,SAVAGE,DEAD,RUBBER
210 DATA FASCIST,INTERSTELLAR,MICROWAVE,SILICON,DEFECTIVE,PINK,C
ELLOPHANE,GENERIC,FLOPPY,BURNING,PICKLED,SATIN,GROANING,SMILING,
RANCID,ILLUSTRATED,SECRET,CLEVER
220 DATA DISGUSTING,BERSERK,FLUORESCENT,FREEZING,NERVOUS,HAPPY,T
ORMENTED,DEAF,TREMBLING,BALD,BARBQUEUED,SEDUCTIVE,BIZARRE,ROTTING
,LOATHSOME,DISCO,GIGGLING,WANDERING,SALIVATING
230 DATA RESTLESS,ODORLESS,GODLESS,TIE-DYED,"","","",""
260 FORB=1TOBB:READB$(B):NEXTB
270 FOR Q=1TO100:NEXTQ
300 DATA PASTRY,BRIEFCASE,WINGTIPS,BUBBLE,SCUM,FUNGUS,OVERDOSE,R
EVOLUTION,LIPS,HIPPIES,FLEA MARKET,RAINCOAT,SLUDGE,VOID,DISCIPLE
S,BUDDHISTS,INSURANCE SALESMEN,HAIRBALL,SLACKS,DRUG FRENZY,BABIE
S,TRASH,CHEESE
310 DATA REFUSE,TUBA,KITTENS,EGYPTIAN FROGMEN,FLAMINGOES,HOUSING
PROJECT,COMMUTERS,STUDEBAKERS,BONGO-BEATERS,JELLO,CALIFORNIANS,
DENTIST,INSECTS,ASPARAGUS
320 DATA RASH,TWITCH,AMPERSAND,PUNKS,MOOSE,VERMIN,STRING QUARTET
,TOOL,BRIDES,HUDDLED MASSES,ANDROIDS,PAJAMAS,UNDERWEAR,CHEERLEAD
ERS,WINNEBAGO,MILKMAN,TOASTER,TERROR,SLAVES,NIGHTMARE,CLEFT CHIN
,SANDWICH,GYPSIES,BOYS

```

Listing continues

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Listing continued

```

330 DATA HOBIERY,UPHOLSTERERS,SHORTSTOPS,CONSPIRACY,TUMOR,MUCK,D
IPHONGS,BURGERS
360 FOR C=1TOCC:READ C$(C):NEXT C
370 FORR=1TOL00:NEXT R
400 CLS:PRINTTAB(12),"<<< PUNKLIST V. 5.0 >>>"
410 PRINT:INPUT"WHAT IS YOUR NAME";N$:PRINT
420 INPUT"WHAT TOWN DO YOU LIVE IN";T$:GOTO510
500 CLS
510 PRINT:INPUT"HOW MANY NAMES DO YOU WANT";N
520 PRINT:PRINT"WOULD YOU LIKE A PRINTOUT (Y/N)?"
525 P$=INKEY$
530 IF P$="Y" OR P$="N" THEN 550
540 IF P$("<"Y" OR P$("<"N" THEN 525
550 CLS:PRINT"HERE ARE YOUR"N" NAMES":PRINT
555 IF P$="N" THEN 570
560 LPRINTCHR$(32):LPRINT"HERE ARE YOUR";N;"NAMES":LPRINT
570 FOR I=1TON
580 GOSUB 1000
590 X$(1)=A$(A)
600 GOSUB 1000
610 X$(2)=B$(B)
620 GOSUB 1000
630 X$(3)=C$(C)
640 IF X$(1)="NAME" THEN X$(1)=N$+"S"
650 IF X$(1)="TOWN" THEN X$(1)=T$+"S"
680 IF X$(2)=" THENPRINTX$(1)+" "+X$(3)ELSE GOTO 700
685 IF P$="N" THEN 720
690 IF X$(2)=" THENLPRINTX$(1)+" "+X$(3):GOTO720
700 PRINTX$(1)+" "+X$(2)+" "+X$(3)
705 IF P$="N" THEN 720
710 LPRINTX$(1)+" "+X$(2)+" "+X$(3)
720 FOR T=1TOL00:NEXT
730 NEXT I
800 PRINT:PRINT"TYPE 1 FOR NEW LIST; 2 TO EXIT"
810 Z$=INKEY$:Z=VAL(Z$)
820 ONZGOTO500,840,850
830 GOTO 810
840 CLS:PRINT@464,"NOT SO FAST, BUB!":FORU=1TO500:NEXT U:CLS:GOT
O 800
850 CLS:PRINT@464,"TAKE IT EASY, MAN.":END
1000 A=RND(AA):B=RND(BB):C=RND(CC):RETURN

```

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FLEX for the Color Computer

by Steve Odneal

Read how this Color Computer owner fused his Radio Shack Disk System with the versatile and inexpensive FLEX disk operating system.

FLEX has long been a primary operating system for 6809-based machines. I had been experimenting with it for several months before Tandy came out with their disk system for the Color Computer.

It wasn't long before I realized that the Radio Shack disk system has only a few extensions to the standard commands that let you use disks with Basic. Unlike FLEX, there is also no assembler or text editor. So, I thought, why not use FLEX on this system?

Fortunately, the Radio Shack manual included some technical information about the disk system. Once I disassembled their DOS ROM, this information helped me access the disk controller circuits in the software.

The Radio Shack system is double-density, so I modified my disk routines to work with either single- or double-density disks. And so, with the addition of a memory circuit to provide FLEX with a place to execute, the system was running.

About FLEX

Developed in 1977, FLEX consists of approximately 6K of actual program code that performs all disk accessing and terminal control necessary to create

and execute programs using disks.

A powerful file-management system handles the allocation and usage of available disk space. There are 22 functions that the programmer can access, providing both sequential and random file support. Terminal management facilities provide control of keyboard input and video display output. Several routines are provided for the preparation and output of formatted data, validation of input, and so on.

Many entry points and user-accessible data areas have been standardized, so that a program written for one version of FLEX will run on another computer system that uses FLEX.

There are several adaptations of FLEX available for the Color Computer. Mine is being marketed through Computer Publishing, Inc.

Text Editor

The text editor is a line-based editor that handles data files larger than those that will fit into memory at one time. The normal find, change, insert and delete functions are provided, and blocks of lines can be deleted, moved and copied. Also, data files can be merged together by the editor, and subfiles can be created from an original text file.

6809 Assembler

The 6809 assembler is a full macro and conditional assembler, supporting both 6800 and 6809 mnemonic operation codes. The macro capability lets you define and name a sequence of instructions once, and then include them in your program by specifying that name whenever you need them.

The conditional-assembly option lets you change the assembled instructions, based on parameters of a macro-call or via assembler execution-time options. Full syntax checking and error reporting is performed, and a sorted symbolic cross-referenced table is printed at the end of the run.

Many options can be specified to control the output listing and the assembler's functions.

FLEX System Utilities

Several of the supplied FLEX system utility commands are not used in the Color Computer implementation; they support software print-spooling, which is not currently available. I won't try to describe all the remaining commands here, but will give a brief summary of the most useful ones.

The ASN command lets you select which disk drives FLEX will access when attempting to find a specified file. The system drive can be a specific drive number, or can be specified to cause an automatic search of all drives. Upon initialization, FLEX defaults to drive 0 for both the system and working drives.

The Build command can be used to

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create small text files for testing, or for EXEC commands. It is used instead of the full editor because of its quick execution, but it does not have any editing capabilities.

The CAT command provides a formatted display of the most important data about the files on a disk. Files from multiple disk-drives can be displayed, and a selection of file names to display is provided.

The Copy command copies one or more files either from disk to disk, or on the same disk. This command is especially useful in reorganizing the sectors of files on a disk for quicker access. Single files, groups of files with similar names, or all files on a disk can be copied.

*"Most commands
let you
specify
optional parameters."*

The Delete command asks if you are sure you want the named file deleted before actually removing it from the disk directory. The sectors that were assigned to the file will be returned to the free-chain of available sectors.

The EXEC command is used to process a text file as a list of FLEX commands, just as if they had been entered from the keyboard individually. The text file of commands can be built using either Build, or the text editor. The series of commands is then executed by entering the command EXEC with the name of the command file.

The List command provides a listing of a text file. Page numbers, partial printing, and title options are provided. This can also be used to cause FLEX to read through a data file to ensure that no read errors will occur. Any file on disk can be listed, although program binary files will be displayed as random characters.

The Newdisk command initializes a disk in FLEX format. Disks must be initialized before being used with FLEX. Various options are provided to specify single or double density and the number of sides.

A disk name, number, and number of tracks to format are required.

The P command works in conjunction with a PRINT.SYS program to divert displayed output to a printer. It checks to see if the PRINT.SYS program is in memory, loads it from disk (if necessary), and executes the printer initialization routine in the PRINT.SYS program. This P command must be entered on the same line as the command for which output is to be diverted.

The Rename command changes either the file name or the extension of the file.

The Save command saves a portion of memory on disk as a binary file. The start- and end-memory addresses must be entered with the command. Optionally, an execution address can be specified. The file created has the same format as an executable binary program and gives two versions that execute at different memory locations.

The TTYSET command specifies various video display parameters. It is used to set the number of lines displayed before pausing or backspacing and is normally used at startup time to set standard configuration values.

The Verify command indicates if FLEX is to verify disk writes. It can also be used to tell FLEX not to verify writes, if required.

Using FLEX

The actual operation of FLEX is quite simple. When FLEX is ready for command input, you are greeted with a prompt of three plus signs and a blinking cursor. To execute a command, enter the name of the command.

To display a list of the files on a disk, enter the command CAT at the + + + prompt. FLEX will search the system-disk directory looking for the CAT utility program. If found, it will be loaded into memory and executed. This whole operation takes only one or two seconds.

The CAT command will search through the disk directory, format the entries, and display the information on the video screen. When the command is finished, control returns to FLEX, and you will receive the + + + prompt again.

Most commands let you specify optional parameters. These values can be used by the program to modify default processing functions or to name a file to be processed. The program must be written so that it can process the input values by using some of the standard functions of FLEX.

For example, if you want a catalog listing of all the files on drive 3, enter

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the command CAT followed by a comma or space and the number 3. The command will read the directory entries from the disk in drive 3 and display them. If you entered CAT 1,S, the command would display all entries on the disk in drive 1 that begin with the letter S. Each command usually has a defined set of optional or required values which may be input.

File Names

Files on disk, whether text data, program data, or Basic programs, must have an assigned name. This name has the format of "file name. extension." The file name can be from one to eight alphabetic or numeric characters, of which the first must be alphabetic. The extension can be one to three characters, with the same combination restrictions. The period is shown for notational clarity only and is not actually part of the file's name on disk.

This 11-character sequence defines a data file on the disk. You can have files on different disks with the same name, but duplicate names are not allowed on the same disk. Whenever you have files with the same name on two different disks, you can specify which disk to access by adding the disk-drive number to the file name.

For example, if you wanted to specify the file MYPROG.TXT on drive 1, enter the file name as 1.MYPROG.TXT. By using standard FLEX file-management routines to process the file, FLEX will access the data file MYPROG.TXT only on drive 1.

FLEX has a suggested standard for file name extensions which most users follow. There are 12 extensions defined, some of which are: TXT for text files; BAS for Basic program files; BIN for binary program files; and CMD for utility command files.

The CMD extension is particularly significant. In the examples of the CAT command above, the actual name of the program on disk is CAT.CMD. If no extension is specified with a command input to FLEX, a CMD extension is assumed. If, however, the program you wanted to execute is named MYPROG.BIN on the disk in drive 1, enter the FLEX command as 1.MYPROG.BIN. FLEX will go to drive 1 looking for that program to be executed.

Disk Formats

There are three basic parts to each disk. The system information record is at a specific place on the disk and contains the name of the disk, and the disk number. You specify these

two items when you format the disk with NEWDISK.

The CAT and SIR commands can be accessed by a user program for any purpose. SIR also contains the date the disk was created as well as information that tells FLEX the location of free space on the disk.

Each disk has a directory that contains the name of each active file on the disk, the file type (sequential or random), where the file starts on the disk, the number of sectors in the file, and the date the file was created. The directory area is allocated when the disk is initialized, but is extended automatically by FLEX if you want more than 72 files on a disk.

The last and largest portion of the disk is the data area. Each sector contains a 2-byte pointer to the next sector of the file, if any. The last (or only) sector in a file contains zeros in this pointer. Each data sector contains 256 bytes of information.

Because of the 2-byte link pointer field in a 2-byte record sequence number, there can only be 252 bytes of data in each sector. While this may seem like a waste of disk space, it simplifies reading and writing disk data, and speeds up program execution under FLEX. This simple disk structure makes it relatively easy to fix a disk, or at least recover much of a file after a crash.

Error Recovery

By using quality disks and following normal handling procedures, failures rarely happen. The Newdisk program verifies each data sector as a disk is formatted. If a bad sector is found, it is removed from the chain of sectors on the disk and formatting continues.

A good disk with 35 tracks will contain 340 sectors in single density and 612 sectors in double density. My experience shows that if a bad sector is found during the formatting process, I can usually reformat the disk, and regain that sector.

FLEX automatically verifies all disk write operations. This function is automatically enabled by FLEX, and for that reason should not normally be turned off. As each sector is written to disk, it is read back by the file-management system to ensure that all is well. If not, the write operation is retried many times.

Flex also has a built-in multiple retry function. When reading sectors from a disk, the file-management system will detect any errors, and retry the read operation seven times. If the error persists, the disk-drive read head is re-stored, and this operation is tried again.

This process will occur four times, giving a total retry of the read 28 times.

Most retries are not visible to the user. Only when the read head is restored and the head again moves to the track where the sector is located is there any indication of trouble. Generally, a single restore operation will help recover from most soft read failures.

Implementation

The FLEX disk operating system occupies memory from \$C000 through the end of 64K of RAM on the Color Computer. The first 6K of this area is the core of FLEX; it contains the basic DOS, the file-management system, and a 2K area known as the utility command area. Many of the system utility commands execute in this area, and it is also available for your own programs.

The next 3K of memory contains the disk, keyboard, video and printer routines needed to run a full 64K RAM Color Computer. The Basic ROMs are not used in this version of FLEX for the Color Computer, and effectively disappear during execution of FLEX. For this reason, special video, keyboard and printer routines are loaded with FLEX.

The next 6K of memory provides the graphics pages necessary for high-resolution display formats.

The bottom of memory is left open for user programs, such as the editor/assembler. This memory runs from \$0000 through \$BFFF with no interference from the Basic ROMs. The high-resolution video-display routines use about 1,000 bytes of the top portion of this memory area for character definitions. This causes no problems, since this area is protected by the video routines from usage by other programs.

What can you do with 48K of RAM? Most FLEX programs use only a small portion of the available 48K of memory. However, some programs use all the available memory space to buffer data, such as the editor, assembler and the Copy command. Some programs for FLEX require 48K of memory, such as many Pascal programs.

You may see advertisements for a program that requires 56K of memory. They are adding the 8K that FLEX normally requires to their own requirement of 48K, so these programs should run with no problem.

Of the FLEX-based software currently available, 99 percent will run on the Color Computer system. The remaining one percent will require some special video-display formats, such as true X-Y cursor addressing and downward scrolling. You will often find a

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- 4.) APPLE PANIK
- 5.) JOVIAN
- 6.) WEIN
- 7.) CYBORG
- 8.) DEMON SEED
- 9.) THRESHOLD
- 10.) PENETRATOR

FOR THE COCO

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- 9.) HAYWIRE
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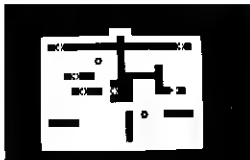
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version of the program that works with normal displays; these will also work with the Color Computer.

Running Basic

As mentioned earlier, the Basic ROMs disappear. While this would seem to imply that you cannot run Basic with FLEX, a Standard and Extended FLEX Basic are available from Technical Systems Consultants.

Of the FLEX programs written in Basic, 95 percent use the Extended version. It is a fast, high-precision Basic, providing nearly unlimited disk file-processing capability. It has several unique features, including virtual arrays. This feature allows data arrays to be dimensioned larger than would fit into memory, since they are maintained on disk. Also, since the data in the array remains on disk, it can be read and updated any number of times by multiple programs, both Basic and machine-language.

In addition, a program is supplied with the FLEX implementation package that allows the Radio Shack Basic ROM code to be put onto a FLEX disk as normal binary program files. Patches are also supplied that will let Color

Basic and Extended Basic run like any other FLEX program. These patches do not yet allow disk access from Basic, but these extensions are being developed based on the standard Disk Color Basic formats.

Video Display

FLEX works well on the Color Computer with no modification, except for its video display. The Color Computer's 32-character-by-16-line display format can make data appear confusing since most FLEX programs use a standard video-display format of 64 by 16.

To solve that, I developed a 64-by-24 display format using the high-resolution graphics capabilities of the Color Computer. One problem resulted: Since most television sets are connected to the Color Computer via the RF switchbox, the characters in the 64-by-24 mode tend to smear together. This was less likely with a good quality black-and-white set, but to use FLEX with a color TV would require a modification.

I altered the number of characters displayed on one line to have the following display formats: 32 by 16, 32 by 24, 42 by 24, 51 by 24, and 64 by 24. Each format has a use in the system, but for

most television sets, either the 42- or 51-character displays are most suitable.

Software Available

There are many programs available for FLEX-based systems. Some of the programming languages available include Pascal, C, Lisp, Basic, Forth, Pilot, Mumps, Fortran, Assemblers, and cross-assemblers. Usually, several versions of each are available, and I have heard that Cobol is being developed.

Many business programs are available, as are the usual number of games and utility programs. Most of this software is reasonably priced and of excellent quality.

Technical Systems Consultants has an extensive catalog of their software. These programs include an extended set of system utilities, various diagnostic programs, and a powerful debugging aid. A fast sort/merge program and a Basic precompiler are offered, as well. Just recently added is a Motorola 68000 cross-assembler.

System Requirements

To run FLEX, you must have the Radio Shack Basic Version 1.1 ROM, 64K of RAM, and you must make a simple, reversible circuit change. The Basic 1.1 ROM required lets the proper configuration of the computer be set for the 64K of RAM when the computer is turned on. The circuit change then lets programs access the upper 32K of RAM from \$8000 through \$FEFF. The implementation manual describes the circuit changes necessary for the C, D, and E versions of the computer circuit board.

The Basic 1.1 ROM can be obtained from any Radio Shack Computer center for about \$36. These changes don't affect any of the Color Computer's standard functions.


A boot disk supplied with the implementation package lets you load FLEX. FLEX is executed by entering a RUN "FLEX" command. After you enter the date, some initialization routines are performed, and the DOS is ready for commands at the +++ prompt.

A procedure outlined in the manual lets you create a disk in both Radio Shack and FLEX formats, providing a convenient method to have a single disk to boot FLEX. You should then have a separate disk with the FLEX utility commands and your own programs.


Several appendices of the implementation manual give information concerning use of the multiple video-display formats and the keyboard control, escape, and user-definable keys. A memory map of the FLEX system is also provided.

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Special Programs

Version 1.0 of the installation package provides many utility and special-purpose programs with full documentation.

DISKEX provides a hexadecimal and ASCII display of data sectors on disk. Any drive, track, and sector can be displayed. Changes are made to disk sector data in a memory buffer, and then the sector can be rewritten to the disk. Changes can be entered in either hexadecimal or ASCII format.

MEMEX provides a hexadecimal and ASCII display of the contents of specified memory locations. You can scroll up and down through memory and change any byte of data. Changes can be entered in either hexadecimal or ASCII format.

Newdisk initializes disks in the FLEX format. It is used in place of any similar program supplied with the FLEX DOS system.

RSDIR displays a Radio Shack Color Disk Basic directory. This program reads the directory entries from a Color Disk Basic disk and formats them for display.

The SAVEROM program creates FLEX binary files of the Radio Shack ROMs. This program copies either of the Basic ROMs to a FLEX-format disk file. Patches are included that allow Basic to be executed as a normal FLEX program.

SDC is provided for those who have only one disk drive. You can copy up to five files at the same time from one disk to another on the same drive. All available memory is used to buffer the data in the files, and multiple insertions of the source and destination disks may be required. The source-text of the program is supplied.

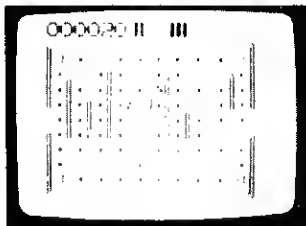
The USERKEYS program sets and displays the user-defined keyboard values. It lets you set any of the 12 user-definable keyboard key values. A display is given of the 12 keys, with the hexadecimal and ASCII value to be generated by each of them.

The multiple video-display formats are the individual formats that I mentioned previously.

If you want to use the Color Computer for serious work, you need the full power and convenience of a real disk operating system. FLEX is just such a DOS, transforming the Color Computer into a powerful, full-function computer system. ■

Steve Odneal lives at 8609 East 73rd St., Kansas City, MO 64133.

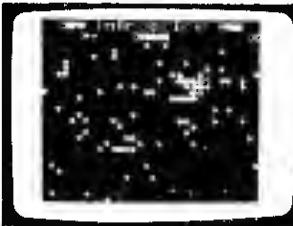
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PACORDIOS

With its space theme, the Super Saucer lays destructomines and the Super Bomb that disintegrates everything in your path, right up to the wall. The maze changes every 10,000 points as the difficulty escalates. 1-4 players.

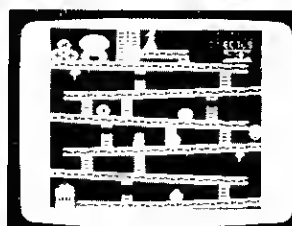
Tape \$19.95



COLORPEDE

Colorpede has a variety of bugs ranging from a tiny beetle to the gigantic colorpede. Colorpede has better graphics than Katerpillar but the sound is not as good. Colorpede also has a more varied and complicated play routine.

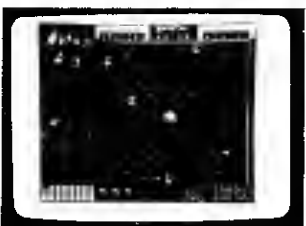
Tape \$29.95



DONKEY KING

Using the four stages from the original arcade game, with your joystick in hand try to jump the barrels, collect the pins, maneuver your way past the falling jacks, and figure out the crazy conveyor belts. Written by Tom Mix, this one's sure to become a classic!

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DOODLE BUG

DOODLE BUG is a machine language high resolution graphics game for one or two players who move their Ladybugs through an ever-changing maze gobbling Dots and other items while avoiding deadly Enemy bugs and Skulls Excellent Graphics - Similar to Lock N' Chase™.

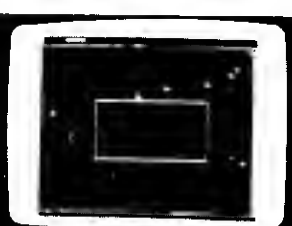
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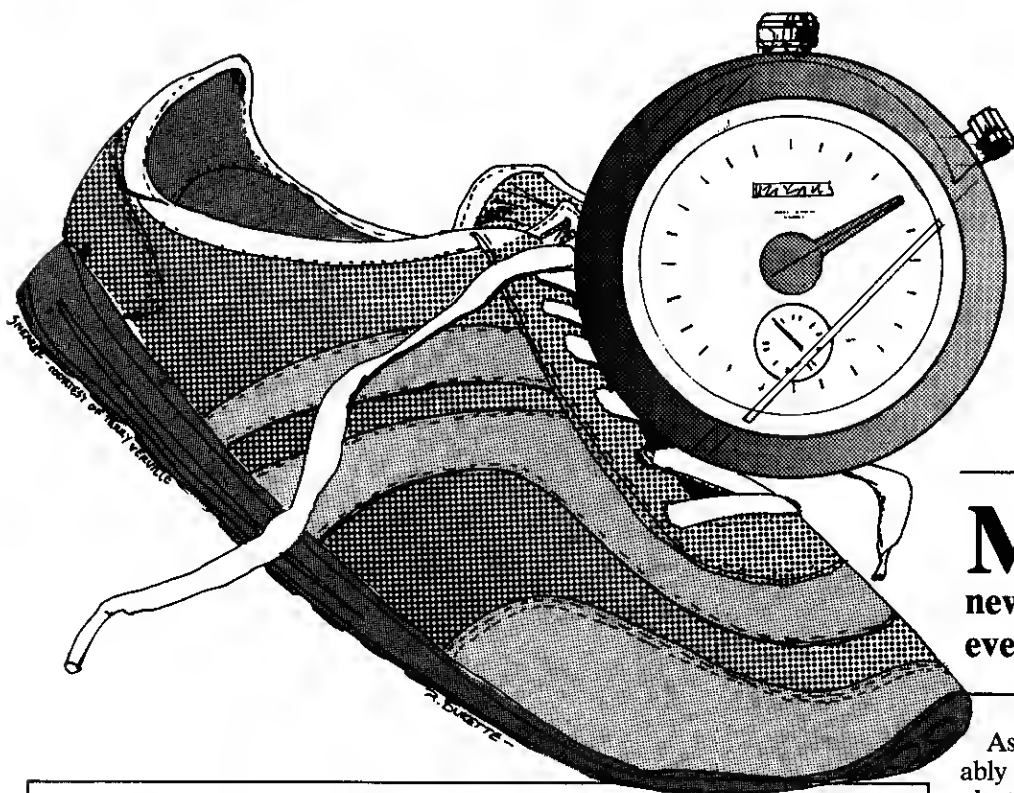
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Split Calculator

by G. Michael Vose



Marathon runners—use this program to set a new personal record, or even win your next race!

As a long distance runner, you probably get lonely at times, but you'll have plenty to think about during your next race if you plot your pacing strategy with this Split Calculator. All you'll need are a well marked racecourse, a wrist-borne stopwatch, and the split times provided by your Model I/III.

Program Listing

```

10 REM ** Split Calculator **
20 REM ** written by Mike Vose **
30 DS$=""
40 CLS:PRINT@400,"Race Split Calculator":GOSUB490
50 CLS:T4=0:C=0:PRINT@130,"Do you want the results sent to the Pri
nter";:INPUTYS
60 CLS:PRINT@130,"How many miles will you be racing";:INPUTDS$
70 PRINT@194,"What Finishing Time is your goal (HH:MM:SS) ";
80 FS=""
90 AS=INKEY$:IF AS="" THEN 90
100 PRINTAS;:FS=FS+AS
110 IF LEN(FS)<0 THEN 90
120 DS=VAL(DS$)
130 GOSUB330
140 PRINT@320,"This will mean a pace of "P2" minutes and "INT(P+.5
)" seconds per mile."
150 GOSUB490
  
```

Listing continues

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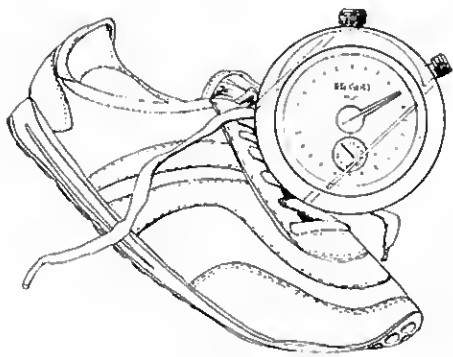
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Pace is the Key

The key to fast times in long-distance races is maintenance of a steady pace. Jackrabbit starts lead to tortoise-like finishes; conversely, slow starts make it difficult to develop speed in the latter stages of a race. This is because the human body, in an effort to preserve its energy, functions best within a narrow range of exertion—wild fluctuations in

the expenditure of energy quickly deplete that energy.

Tests on runners have shown that good times are the result of steady pacing. Choose any mile clocked in Alberto Salazaar's world record run in the 1981 New York Marathon and the time will be between 4 minutes 35 seconds and 5 minutes 3 seconds. Obviously, Salazaar trained extensively to prepare for that world record effort. Equally important, however, was his attention to his pace during the race.

Here is your Split-Times Chart for 13.1 miles at 6:55 pace.

Mile -	1	Split	0: 6:55
Mile -	2	Split	0:13:50
Mile -	3	Split	0:20:45
Mile -	4	Split	0:27:40
Mile -	5	Split	0:34:35
Mile -	6	Split	0:41:30
Mile -	7	Split	0:48:25
Mile -	8	Split	0:55:20
Mile -	9	Split	1: 2:15
Mile -	10	Split	1: 9:10
Mile -	11	Split	1:16:5
Mile -	12	Split	1:23:0
Mile -	13	Split	1:29:55
Mile -	13.1	Split	1:30:30

Fig.1. Split-Times Chart for a 90-minute half marathon.

The Split Calculator

Once you've established your goal for a race, this Program Listing charts what your time should be at the completion of each mile so you can achieve that goal. Figure 1 is a split-times chart for a half-marathon run in 90 minutes. By checking your watch or having a friend calling out the times as you pass each mile marker, you'll be able to judge whether you need to increase or decrease your pace.

To use the Split Calculator, enter the distance of the race (in miles) and your projected finishing time. The chart can be written to either the TRS-80 screen or to your printer.

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PROJECT COST ANALYSIS PG - 1

ITEM	UNIT TYPE	EST COST	% COST	EQ. COST	B/E
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Soils & Geology	project	1,000.00	0.50	0.29	B
Architect Fees	project	2,000.00	1.01	0.57	B
Blueprints	set	420.00	0.21	0.12	E
Structural Engineering Fees	project	500.00	0.25	0.14	B
Heat Factor Engineering	project	150.00	0.08	0.04	B
Plan Check Fees	project	350.00	0.18	0.10	B
Building Permit	project	385.00	0.19	0.11	B
Water Meter	project	450.00	0.23	0.13	B
Telephone Expenses	month	340.00	0.18	0.10	E
Leap Power Pole Fees	project	35.00	0.02	0.01	E
Leap Meter & Power	month	360.00	0.18	0.10	E
Leap Power Pole	month	210.00	0.11	0.06	E
Leap Toilet	month	660.00	0.33	0.19	E
Excavation	cu.yd.	2,900.00	1.46	0.85	E
Sewer Hookup	in.ft.	875.00	0.44	0.25	E
Form Lumber	sq.ft.	1,750.00	0.88	0.50	E
Concrete Foundation	in.ft.	5,000.00	2.52	1.43	E
Concrete Slab/Interior	sq.ft.	7,000.00	3.53	2.00	E
Masonry Retaining Wall	sq.ft.	1,800.00	0.93	0.51	E
Rough Hardware	sq.ft.	875.00	0.44	0.25	E
Frasing Lumber	sq.ft.	14,350.00	7.23	4.10	E
Rough Carpentry	sq.ft.	12,425.00	6.26	3.55	E
Metal Fireplace	each	1,700.00	0.86	0.49	E
Plumbing	unit	10,500.00	5.29	3.00	E
Electrical Outlets	unit	3,275.00	1.60	1.02	E
Electrical Main	unit	1,200.00	0.60	0.34	E
Electrical Underground	in.ft.	330.00	0.17	0.09	E
H.V.A.C.	ton	5,000.00	2.52	1.43	E
Sheet Metal/Butler & D.B.	in.ft.	2,200.00	1.11	0.65	B
Roofing/Tile	square	8,550.00	4.31	2.44	B

PROJECT COST ANALYSIS

PG - 2

ITEM	UNIT TYPE	EST COST	% COST	EQ. COST	B/E
Aluminum Windows	each	1,050.00	0.53	0.30	E
Aluminum Doors	each	1,000.00	0.50	0.29	E
Wood Frames & Jamb	unit	240.00	0.12	0.07	E
Wood Doors/Hollow Core	unit	460.00	0.24	0.14	E
Wood Doors/Solid Core	unit	500.00	0.25	0.09	E
Wood Doors/Panel	unit	250.00	0.13	0.07	E
Wardrobe Door Sets	unit	900.00	0.45	0.26	E
Finish Lumber/Base	in.ft.	275.00	0.14	0.08	E
Finish Lumber/Tris	in.ft.	400.00	0.20	0.11	E
Finish Lumber/Special	in.ft.	285.00	0.14	0.08	E
Vacuum System	outlet	425.00	0.21	0.12	E
Intercol System	outlet	425.00	0.21	0.12	E
Security System	outlet	1,210.00	0.61	0.35	E
Cable/TV System	outlet	1,750.00	0.88	0.50	E
Insulation	sq.ft.	6,960.00	3.51	1.99	E
Blucco	sq.ft.	11,325.00	5.73	3.25	E
Drywall 5/8	sq.ft.	7,350.00	3.71	2.10	E
Finish Carpentry Labor	in.ft.	1,680.00	0.85	0.49	E
Cabinets/Upper	in.ft.	2,800.00	1.41	0.80	E
Cabinets/Lower	in.ft.	2,800.00	1.41	0.80	E
Cabinets/Special	in.ft.	2,500.00	1.26	0.63	E
Painting	sq.ft.	6,475.00	3.26	1.80	E
Ceramic Tile Tops	sq.ft.	1,705.00	0.86	0.49	E
Cultured Marble	sq.ft.	750.00	0.38	0.21	B
Formice Tops	sq.ft.	420.00	0.21	0.12	B
Ceramic Tile Surrounds	sq.ft.	1,258.75	0.63	0.30	E
Mirrors	sq.ft.	300.00	0.15	0.09	E
Shower Doors	unit	405.00	0.20	0.12	E
Finish Hardware	project	500.00	0.25	0.14	E
Weatherstrip	unit	680.00	0.34	0.19	E
Flooring/Vinyl	sq.yd.	1,320.00	0.67	0.38	E
Flooring/Ceramic	sq.yd.	930.00	0.47	0.27	E
Flooring/Carpet	sq.yd.	4,000.00	2.02	1.14	E
Appliances	unit	2,500.00	1.26	0.71	E
Garage Door	unit	850.00	0.43	0.24	E
Iron Railing	sq.ft.	270.00	0.14	0.08	E
Fine Grading	cu.yd.	350.00	0.20	0.16	B
Fencing/Wood	in.ft.	2,500.00	1.26	0.71	B
Stairs	unit	6,500.00	3.28	1.86	B
Decking	sq.ft.	2,050.00	1.03	0.59	E
Concrete Flat Work	sq.ft.	1,500.00	0.76	0.43	E
Landscaping	sq.ft.	1,200.00	0.60	0.34	E
Driveway Approach	sq.ft.	2,400.00	1.21	0.69	E
Supervisor Fee	unit	5,000.00	2.52	1.43	E
TOTAL ITEM COSTS		\$ 173,596.75	87.51	49.60	
Contingency Fee		6,743.87	3.40	1.93	
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What You Will Need to Get Started

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APL Primer—Part V

by Margaret M. Grothman

It's all here—pi and trig functions, the quadratic formula, base conversions, statistics, determinants, and matrix inversions.

In this, the final part of a series on APL, I will introduce some new functions. Several short programs will combine functions discussed in previous months.

Quadratic Formula

The quadratic formula for solving linear equations can easily be set up as a defined function in APL (see Program Listing 1). The mathematical formula is:

$$\frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

The monadic Quadratic function re-

quires you to enter a three-element vector, corresponding to the three coefficients of the linear equation to be solved. In lines 1-3, that vector is separated into three separate variables, A, B, and C.

Line 4 computes the discriminant ($b^2 - 4ac$) of the equation. The status of the discriminant as positive, negative, or zero determines whether the roots are real or nonreal. If the discriminant is positive, the equation has two roots that are real numbers. If the discriminant is zero, there is only one real root. A negative discriminant indicates that there are no real roots. Line 5 tests for the negative condition and diverts execution to

the error message in line 11.

The equation $2x^2 - x - 3 = 0$ has two solutions for x, 1.5 and -1.

```
Enter: QUADRATIC2-1-3
Result: 1.5
        -1
```

The equation $x^2 + 2x + 1 = 0$ has a discriminant of 0, so there is only one root. The second example, $2x^2 + 2x + 3$, has no real solution.

```
Enter: QUADRATIC 1 2 1
Result: -1
        -1
```

```
Enter: QUADRATIC 2 2 3
Result: THERE ARE NO REAL ROOTS.
```

Pi and Trig Functions

The monadic use of shift O produces multiples of pi.

```
Enter: O 2
Result: 6.28319
```

```
Enter: O 1 2 3
Result: 3.14159 6.28319 9.42478
```

Dyadic shift O is used for trigonometric functions. The first argument designates the function. In APL80, the following functions are available:

- 1 Sine
- 2 Cosine
- 3 Tangent
- 1 Arcsine
- 2 Arccosine
- 3 Arctangent

The second argument is the angle ex-

```
)DEF QUADRATIC COEF
1: A←COEF(1)
2: B←COEF(2)
3: C←COEF(3)
4: DISC←(B*2)-4 *X A *X C
5: →(DISC<0)/NONREAL
6: ROOT1←((-B) + (DISC*.5))%2 *X A
7: ROOT2←((-B)-(DISC*.5))%2 *X A
8: ROOT1
9: ROOT2
10: →
11: NONREAL: 'THERE ARE NO REAL ROOTS.'
```

Program Listing 1

pressed in radians. Since 180 degrees equals pi radians, one degree equals pi divided by 180, or approximately .0174533. To convert from degrees to radians, multiply the number of degrees by .0174533.

For example, to find the sine of 30 degrees, use either of the following two

entries to produce the right answer, .5.

Enter: 1 \square O 30 \square X \square O 1 $\%$ 180

or

Enter: 1 \square O 30 \square X .0174533

The first example incorporates the computation of pi divided by 180 de-

grees. This is done through the monadic use of shift O. The second example uses the factor .0174533 directly.

Enter: 2 \square O 60 \square X \square O 1 $\%$ 180

Result: .5 (cosine 60 degrees)

Enter: 3 \square O 30 \square X \square O 1 $\%$ 180

Result: .57735 (tangent 30 degrees)

Statistics

The Stats program (see Listing 2) computes a set of statistics for a sample population. Statistics produced by the program are the mean, median, range, variance, and standard deviation.

Line 1 finds the number of elements (N) in the vector, SAMPLE. The mean is determined in line 2 by adding the numbers in SAMPLE and dividing by N. Lines 3 and 4 apply the formulas for the variance and the standard deviation. In lines 5 and 6, the maximum and minimum functions are used to find the low and high values in SAMPLE.

The median is computed in lines 7-13. First, the grade-up function is used to sort SAMPLE from low to high. If N is odd, the median is the middle value; if N is even, the median is the average of the two middle values.

Lines 14-19 display the results. Note that the fields are separated from each

```

)DEF STATS SAMPLE
1: N←P SAMPLE
2: MEAN←(+ /SAMPLE) % N
3: VARIANCE←(+ /SAMPLE__MEAN)*2) % N__1
4: STNDEV←VARIANCE * .5
5: LOW←L/SAMPLE
6: HIGH←H/SAMPLE
7: SAMPLE←SAMPLE(↑SAMPLE)
8: →(0 = 2 J N)/EVEN
9: MID←(N + 1) % 2
10: MEDIAN←SAMPLE(MID)
11: →DISPLAY
12: EVEN: MID←N % 2
13: MEDIAN←(SAMPLE(MID) + SAMPLE(MID + 1)) % 2
14: DISPLAY: 'SAMPLE SIZE =';N
15: 'RANGE IS FROM';LOW;'TO';HIGH
16: 'MEAN =';MEAN
17: 'MEDIAN =';MEDIAN
18: 'VARIANCE =';VARIANCE
19: 'STANDARD DEVIATION =';STNDEV

```

Program Listing 2

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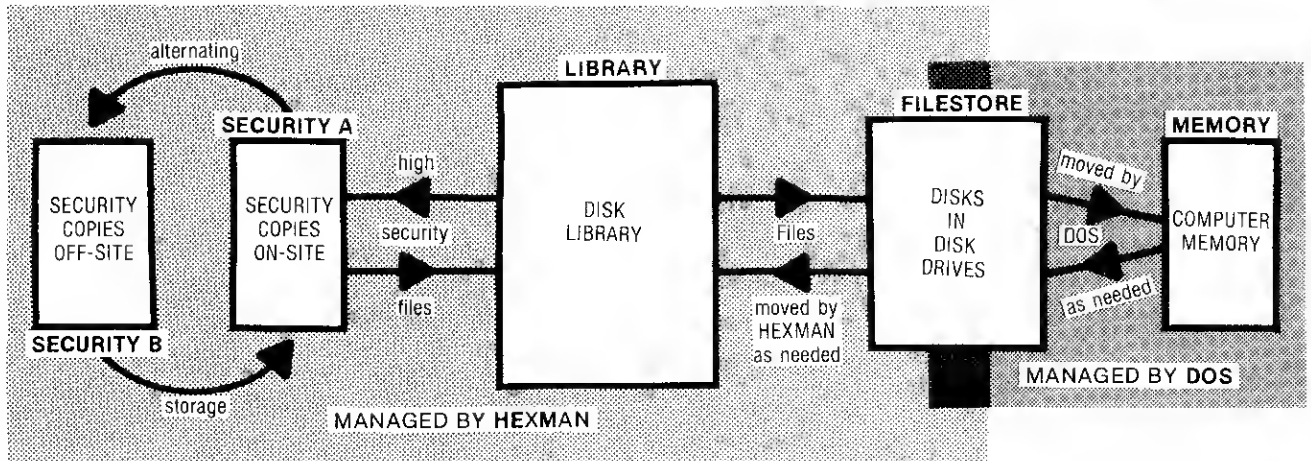
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other by semicolons.

Following is an example that computes the statistics for a sample consisting of the six integers: 1, 3, 4, 5, 7, and 9.

Enter: STATS 1 3 4 5 7 9
Result: SAMPLE SIZE=6
RANGE IS FROM 1 TO 9
MEAN=4.83333
MEDIAN=4.5
VARIANCE=8.16667
STANDARD DEVIATION=2.85774

Encode

Encode is a dyadic function used to convert numbers from base 10 to another base. The argument on the left is a vector whose shape indicates the number of digits, and whose values indicate the desired base. VEC8 in the example below has 10 elements, so there will be 10 digits in the result. All elements of VEC8 are 8's, so the answer will be an octal number.

Enter: Q←VEC8←10 P 8
Enter: VEC8 T 21970
Result: 0000052722

The digits in the left argument need not all be the same. With Encode, you can convert the number of seconds to

hours, minutes, and seconds. Or you can convert the number of ounces to pounds and ounces as in the following example:

```
)DEF OZTOLB
1: 'ENTER THE NUMBER OF OUNCES'
2: OZ←Q
3: LB←0 16 T OZ
4: ↑LB; 'POUNDS AND'; ↓LB;'OUNCES'
```

Line 3 converts the number of ounces to base 16. The zero is necessary so that pounds and ounces will be printed.

Decode

Decode uses the symbol shift B and is the reverse of Encode. With Decode, you can convert a number from another base to base 10. For example, let's convert hexadecimal 7777 to base 10. The left argument is the old base and the right argument is a vector containing the number to be converted.

Enter: 16 B 7777
Result: 30583

Decode does not accept letters as input, so if you want to convert hex numbers using A, B, C, D, E, or F, you must enter 10, 11, 12, 13, 14, or 15 instead. The following example converts

hexadecimal 7FFF to its decimal equivalent.

Enter: 16 B 7 15 15 15
Result: 32767

Matrix Inverse

The inverse of a matrix has important mathematical applications. To understand what the inverse is, you first need to know what an identity matrix is. An identity matrix consists of only 1's and 0's. The 1's form a diagonal from upper left to lower right; all other positions contain 0's. For example, a 3-by-3 identity matrix appears as

```
1 0 0
0 1 0
0 0 1
```

When a matrix is multiplied by its inverse, the resulting matrix is an identity matrix. APL80 does not have a built-in function to perform the inverse operation. A user-defined function for matrix inverse would be lengthy and complex. However, there is an easy formula for computing the inverse of a 2-by-2 matrix and it is used in the program Inverse (see Listing 3).

The relationship between a 2-by-2

Continues on p. 164

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4-83

matrix and its inverse is shown in the following formula:

Matrix	Inverse
$\begin{vmatrix} a & b \\ c & d \end{vmatrix}$	$\begin{vmatrix} d & -b \\ ad-bc & ad-bc \end{vmatrix}$
	$\begin{vmatrix} -c & a \\ ad-bc & ad-bc \end{vmatrix}$

The denominator, $ad-bc$, is called the determinant. If the determinant equals zero, the matrix has no inverse. The program tests for this condition in line 8, and diverts to the error message, NO-INV, if the determinant equals zero.

```
Enter: █Q←MAT←2 2 █P 3 6 2 4
Enter: INVERSE MAT
Result: THIS MATRIX HAS NO INVERSE.

Enter: █Q←MAT←2 2 █P █1 4
Enter: INVERSE MAT
Result: -2 1
        1.5 -5
```

You can confirm this result by using the MULT program in Part IV of this series to see if an identity matrix is produced when MAT and its inverse are multiplied. If MULT is not already in your workspace, you must reenter it to perform this check.

```
Enter: MAT MULT INVERSE MAT
Result: 1 0
        0 1
```

The Inverse function is used to solve simultaneous linear equations. Since the Inverse program above only works for 2-by-2 matrices, you can only use it to solve systems of two equations in two unknowns, such as

$$\begin{aligned} 3x + 4y &= 17 \\ 2x - 3y &= -4 \end{aligned}$$

Program Listing 4, LNEQ2, calls the user-defined functions Inverse (above) and MULT (from Part IV) as subprograms.

Most LNEQ2 program lines are devoted to setting up the format of the input. The solution process is quite simple and takes place in lines 17-22. The coefficients of x and y are formed into a 2-by-2 matrix called MATRIX, and the values to the right of the equals sign are formed into a 2-by-1 matrix called EQMAT. When EQMAT and the inverse of MATRIX are multiplied together, a third matrix, SOLUTION, is formed. Its dimensions are 2 by 1, and its elements are the two solutions for x .

Like the program Inverse, LNEQ2 calculates the determinant of MATRIX, and passes execution to an error message if the determinant equals zero. If this is the case, there is no solution to the set of equations.

```
)DEF XR←INVERSE MATRIX
1: DIM←█P MATRIX
2: →(DIM $ 2 2)/WRONGSIZE
3: A←MATRIX (1;1)
4: B←MATRIX (1;2)
5: C←MATRIX (2;1)
6: D←MATRIX (2;2)
7: DET←(A █X D)█B █X C
8: ←(DET=0)/NO-INV
9: MATRIX(1;1)←D % DET
10: MATRIX(1;2)←B % DET
11: MATRIX(2;1)←C % DET
12: MATRIX(2;2)←A % DET
13: XR←MATRIX
14: →
15: WRONGSIZE: 'THIS FUNCTION ONLY WORKS ON 2-×-2
    MATRICES.'
16: →
17: NO-INV: 'THIS MATRIX HAS NO INVERSE.'
```

Program Listing 3

```
)DEF LNEQ2
1: #28; #31
2: 'ENTER THE COEFFICIENTS OF THE EQUATIONS.'
3: '...X...Y = ...'
4: #-128
5: A←█Q
6: #-133
7: B←█Q
8: #-140
9: EQ1←█Q
10: '...X...Y = ...'
11: #-192
12: C←█Q
13: #-197
14: D←█Q
15: #-204
16: EQ2←█Q
17: DET←(A █X D)█B █X C
18: →(DET=0)/NO-SOL
19: MATRIX←2 2 █P A, B, C, D
20: EQMAT←2 1 █P EQ1, EQ2
21: SOLUTION←(INVERSE MATRIX) MULT EQMAT
22: SOLUTION
23: →
24: NO-SOL: 'THERE IS NO SOLUTION TO THIS SET OF
    EQUATIONS.'
```

Program Listing 4

```
Enter: LNEQ2
Enter: 3 4 17 as coefficients of first equation
Enter: 2 -3 -4 as coefficients of second
    equation
Result: 2.05882
        2.70588
```

To check the accuracy of the solution,

```
Enter: ((3 █X SOLUTION (1;1) + 4 █X
    SOLUTION (2;1)) = 17
Result: 1
Enter: ((2 █X SOLUTION (1;1))█3 █X
    SOLUTION (2;1)) = -4
Result: 1
```

```
)DEF X OUTPROD Y
1: DIM←(█P X), █P Y
2: TABLE←DIM █P 0
3: I←1
4: LOOP: TABLE(I)←X(I) █X Y
5: →(I = █P X)/RESULT
6: I←I + 1
7: →LOOP
8: RESULT:TABLE
9: break
```

Program Listing 5

Here is another example.

```
Enter: LNEQ2
Enter: 3 3 13 as the coefficients
      of the first equation
Enter: 3 3 12 as the coefficients
      of the second equation
Result: THERE IS NO SOLUTION.
```

Outer Product

Outer Product is a useful APL function that the APL80 tape version lacks. Outer Product performs an operation between each element of one array and each element of another. For example, if Outer Product multiplication is performed on two five-element vectors, the result will be a 5-by-5 matrix.

The program OUTPROD (see Listing 5) is not a substitute for a built-in Outer Product function. Its use is limited to vectors and it performs multiplication outer product only. You can change line 4 to perform another function just by changing the shift X symbol to an-

other dyadic function symbol: another arithmetic operator, a relational operator, and so on.

The most obvious application of OUTPROD is a multiplication table.

```
Enter: █Q←N←█19
Enter: N OUTPROD N
Result: multiplication table for numbers 1-9
```

OUTPROD is fun to experiment with. For example, try changing the symbol in line 4 to shift H or shift J. Then type N OUTPROD N again.

The last program (see Listing 6) is Weightloss, useful for planning a diet. It computes the length of time it will take to reach a chosen weight while consuming a certain number of calories per day. 3,500 calories make up a pound, and 15 calories per day maintain each pound of body weight.

The program contains two error traps. If you enter a desired weight that is more than you weigh now, execution

will be diverted to the error message GAIN. If the number of calories you select is more than that required to maintain your desired weight, you will never reach your goal. The error message at TOOMUCH lets you select a different number of calories and return to START.

The loop in lines 12-18 computes the difference between the number of calories consumed on each day and the number required to maintain your weight on that day. The difference di-

*“The last program
is Weightloss,
useful for planning
a diet.”*

```
)DEF WEIGHT
1: #28; #31
2: 'WHAT IS YOUR PRESENT WEIGHT?'
3: PRES←█Q
4: 'WHAT WOULD YOU LIKE TO WEIGH?'
5: GOAL←█Q
6: →(GOAL>PRES)/GAIN
7: 'HOW MANY CALORIES A DAY DO YOU PLAN TO EAT?'
8: CAL←█Q
9: START:→(CAL > GOAL █X 15)/TOOMUCH
10: ACCLOSS←0
11: DAYS←0
12: LOOP: LOSS←((PRES █X 15) CAL) % 3500
13: PRES←PRES-LOSS
14: DAYS←DAYS + 1
15: ACCLOSS←ACCLOSS + LOSS
16: →(PRES < GOAL + .5)/RESULT
17: 'DAY';DAYS;'YOU WEIGH'; █L PRES
18: →LOOP
19: TOOMUCH: 'YOU MAY NOT HAVE THAT MANY
CALORIES'
20: 'OR YOU WILL NEVER REACH YOUR DESIRED
WEIGHT.'
21: 'ENTER A LOWER NUMBER OF CALORIES.'
22: CAL←█Q
23: →START
24: GAIN: 'THIS IS A WEIGHT LOSS PROGRAM'
25: 'IF YOU WANT TO GAIN WEIGHT, FIND ANOTHER
PROGRAM.'
26: →0
27: RESULT: 'HERE IS THE RESULT'
28: WEEKS←0 7 █T DAYS
29: 'IN'; 1+WEEKS;'WEEKS AND'; 1+WEEKS; 'DAYS YOU
WILL'
30: 'REACH YOUR DESIRED WEIGHT OF'; GOAL;
'POUNDS.'
31: 'TO MAINTAIN THAT WEIGHT YOU WILL HAVE TO'
32: 'LIMIT YOURSELF TO'; GOAL █X 15; 'CALORIES PER
DAY.'
```

Program Listing 6

vided by 3,500 is the amount of weight loss for that day expressed in pounds. ACCLOSS is the accumulated loss, which is subtracted from your present weight to determine the weight for the next loop. Each pass through the loop represents one day. Line 17 prints the day number and the corresponding weight to the nearest pound.

When your weight is within one-half pound of your goal, execution passes out of the loop to RESULT. The Encode function in line 28 converts the number of days to the number of weeks. WEEKS is a two-element vector consisting of the number of weeks and the number of days. In line 29, the take function is used to report the number of weeks, and the drop function is used to report the remaining days. █

Contact Margaret Grothman at 5117 Denton Place, Madison, WI 53711.

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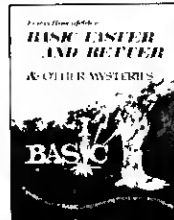
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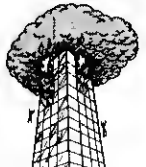
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Inside AIDS-III— Part II

by Robert A. Fiorelli

Last month, we presented AIDS-III. Now you can round off your data-management system with MAPS—III, CALCS-III, and MERGE-III.

This is the second of a two-part series. Part I, which discussed AIDS-III, appeared last month (p. 136).

AIDS-III was never meant to be all things to all people. It was designed to provide capabilities that are central to any data management task—data entry, sorting, and updating.

Being a memory-based system, it was necessary to support additional features outside of the main program. These small, specialized modules, called sub-

systems, read data files created by AIDS-III.

The two most widely-used subsystems, MAPS-III and CALCS-III, are in Program Listings 1 and 2. MAPS is used for producing simple reports, mailing labels and lists. CALCS, used for more complex reports, supports automatic page numbering, optional indentation, columnar subtotals and totals, balance-forward calculations, computed columnar values, and more.

To use MAPS, CALCS or any other

subsystem, you will have to create a descriptor file. A descriptor file describes the names, lengths and types of fields within a data file. To write a descriptor file, simply choose option 8 on the AIDS-III main menu.

CALCS and MAPS have no sorting capabilities. If you must sort data files, use AIDS.

Table I lists all control keys and their functions. MAPS and CALCS both use the standard Basic printer driver. If a printer is attached and ready, the programs will automatically direct their output to it.

If you use a nonstandard printer, change line 60070 of both programs to DATA N. The default page size is 66 lines. If you want to use a different line count, change line 60090 in both programs appropriately.

To terminate either program, skip back to the first screen (Name of Descriptor File:___) and press shift/down

Control Keys

Enter
Up arrow
Down arrow
Left arrow
Right arrow
Shift/Up arrow
Shift/Down arrow
Shift/Left arrow
Shift/Right arrow
Clear

Functions

Entry complete, accept data
Skip back to previous entry line
Skip forward to next entry line
Backspace, erase last character typed
Right-justify entry data
Skip back to previous entry screen
Skip forward to next entry screen
Erase entire contents of entry line
Restore line to original contents
Cancel action, exit to previous action

Table I. Control Keys and Their Functions

The Key Box

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arrow. When the word "ready" appears, the program is done.

MAPS-III

Maps is easy to operate. First, you must enter the name of the descriptor file associated with the data file to be printed.

MAPS has three printing options. The first, "Print Down the Page," lists your data in a vertical format. Simply turn on your printer before completing the MAPS record selection sequence. (This sequence is identical to that of AIDS-III.)

The second option, "Print Across the Page," lists your data in a horizontal format. Page numbers and columnar headings are automatically generated. Tear lines are printed on page boundaries.

The third option, "Print User-Defined Format," allows you to define your own output form. Table 2 contains the specifiers you may use.

For example, the user-defined format "A/B/C.D;E////" describes a mailing label. A, the name field, will print on the first line. The street field, B, will print on the second line. The third line will consist of field C, the city, followed by two blank spaces, followed by the state, field D, followed by five blank spaces, followed by field E, the zip. The

A-T	Print contents of specified field
.	Print 1 blank space
;	Print 5 blank spaces
:	Print 10 blank spaces
!	Print 20 blank spaces
/	Skip down 1 line
%	Skip down 5 lines
#	Skip down 10 lines

Table 2. MAPS-III User-Defined Format Specifiers

Line	Subroutine Function
8	Get key and blink cursor
26	Trim trailing blanks from string S\$
500	Get key pressed (K\$) and validate against VCS -->VK
800	Enter line @ Q,LEN. = FL,MIN.LEN. = ML,CTRL.CHRS. = CCS
1000	Convert FV# to string (under format), store in FS
2100	Display field names and respective specifiers
3500	Clear screen and display system name
11030	Subtotal break check
11500	Skip to top of page, print new page header
11700	Generate subtotal lines
11742	Arithmetic expression evaluation
11759	Read data from disk
11800	Generate total lines
12700	Check for printer "ready"
23500	Extract unique characters from Z\$ into Z0\$
30020	Compile/translate arithmetic expression
50010	Convert arithmetic expression into array form
56000	Select records for printing
56250	Close file (FT) and reset file error handler
56270	Input file name, open file if required
56370	Test for file error
56380	Display bad file message, close file, and get entry

Table 4. MAPS Subroutine Index

Table 5. CALCS Variable Index

Variable	Function
BSS	Home cursor and blank screen
CC\$	Control character string for input
CE	Entry character value
CE\$	Entry character display block
CH	Valid character's high limit for input
CH\$	Field specifier character for display
CL	Valid character's low limit for input
CL\$	Clear to end of line
CS\$	Clear to end of screen
Di,DC\$	Don't care character value
DC	Don't care switch (-1 = Enabled, 0 = Disabled)
DQ\$	Double quote character ('')
DR\$	Current data record
DS	Maximum depth of selection
F	Field index
F\$	Field value
F\$(*)	Array of field values
FC	Maximum number of fields
FCS	Valid field specifiers
FD	Right digit count
FD(*)	Array of right digit counts for fields
FI	Print "indexing" control variable
FL	Field length in characters
FL\$(*)	Array of file names
FL(*)	Array of field length/type specifiers
FNF(*)	Function returning alpha selection (-1 = Selected)
FNLF(*)	Function returning length of field in characters
FNMD(V,B)	Function returning remainder of V divided by B
FNNM(*)	Function indicating numeric field (0 = No, -1 = Yes)
FNST\$(*)	Function to convert positive value to string
FNVN(*)	Function returning numeric selection (-1 = Selected)
FNVSS(*)	Function to convert numeric to string
FP	Field position
FP(*)	Array of field positions in data record
FT	File type, file number (1 = Load, 2 = Save, 3 = Descriptor)
FT\$	File type string
FV#	Field value (numeric)
FVS	Field value (string)

Table 5 continues

Line	Subroutine Function
500	Get key pressed (K\$) and validate against VCS -->VK
800	Enter line @ Q,LEN. = FL,MIN.LEN. = ML,CTRL.CHRS. = CCS
1400	Trim trailing blanks from string S\$
2200	Display field names and respective specifiers
3500	Clear screen and display system name
3700	Select records for printing
5400	Close file (FT) and reset file error handler
5600	Input file name, open file if required
6400	Test for file error
6500	Display bad file message, close file, and get entry
7900	Generate a print sample defined by the user
8600	Choose print option (across, down or user-defined)
11000	Generate printed output from selected record
12700	Check for printer "ready"

Table 3. MAPS Variable Index

RUN BASIC PROGRAMS AT SUPER SPEED

WITH ZBASIC 2.2.

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- BUILT-IN and much improved MUSIC and SOUND EFFECTS commands.
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- ZBASIC 2.2 now has an INPUT @ command (similar to PRINT @).
- The TAB function will now tab 255 columns on a printer. (BASIC cannot tab past column 64.)
- NEWDOS 80 2.0 USERS can use the CMD "dos command" function! (DOSPLUS may use name "dos command")
- NEW and EASIER to use USR COMMANDS.
- New math functions to calculate XOR and INTEGER REMAINDERS of a DIVISION.
- Logical STRING COMPARISONS are now supported.
- The disk commands INSTR, MID\$, ASSIGNMENT are now supported on both DISK AND TAPE ZBASIC.
- DEFSTR is now supported.
- Eight disk files may be opened simultaneously; random, sequential or mixed.
- LINE INPUT#, is now supported.
- Invoke the compiler by simply hitting these two keys: ":-"
- NEW 60+ PAGE MANUAL WITH DESCRIPTIONS AND EXAMPLE.
- ZBASIC 2.2 Comes with CMDFILE/CMD program from MISOSYS, to allow ap-pending or merging compiled programs and machine language programs from tape or disk.

ZBASIC 2.2 DOES NOT SUPPORT THESE BASIC COMMANDS:

- ATN, EXP, COS, SIN, LOG, TAN, and exponentiation. (However, subroutines are included in the manual for these functions.)
- ERROR, ON ERROR GOTO, ERL, ERR RESUME.
- No direct commands like AUTO, EDIT, LIST, LLIST ETC., although these commands may be used when writing programs.
- Others NOT supported: CDBL, CINT, CSNG, DEFFN, FIX, FRE.
- Normal CASSETTE I/O. (ZBASIC supports it's own SPECIAL CASSETTE I/O statements.)
- SOME BASIC COMMANDS MAY DIFFER IN ZBASIC. For instance, END jumps to DOS READY, STOP jumps to BASIC READY etc.
- 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.

ZBASIC 2.2 SPEED COMPARISON DEMO

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

ZBASIC 2.2 DEMO PROGRAM

Time to compile and run complete program	: 0 MIN. 2 SEC.
BASIC Execution speed MOD 1, LEVEL II	: 7 MIN. 34 SEC.
ZBASIC Execution speed MOD 1, LEVEL II	: 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 sub-routine package.) Program shown exactly as compiled and run in BASIC and ZBASIC.

```

10 ***** ZBASIC 2.2 EXAMPLE PROGRAM AND TIME TEST*****
20 CLS: CLEAR 100: DEFINT A-X: DEFSTR Z: DIM AA(64, 24), Z(50): RANDOM
30 AA=100: BB=-1000: CC=3: DD=-3: EE=-9999: ST$="START TIME "+TIME#
40 FOR I=1 TO 127 STEP 2 : FOR J=47 TO 1 STEP -3: XX=POINT(I, J): SET(I, J)
50 XX=(I-J)/CC*(7+I+J) : XX=ABS(INT(RND(I*J)-AA)+7) : RESET(I, J)
60 XX=PEEK(I+J) : POKE 15360+I+J, J : DUT 255, J AND (3*J): XX=INP(I)
70 AB$=STR$(I+J) : BA$=LEFT$(AB$, 2) : AA(I/2, J/2)=VAL(BA$)+AA*3
80 BA$=BA$+RIGHT$(BA$, RND(3)) : XX=INSTR(1, BA$, "9") : XX=SQR(I*J)
90 BA$=MID$(BA$, 2, 2) : MID$(BA$, 1, 1)=Z : IF XX THEN 100 ELSE CLS
100 IF LEN(BA$) 3 OR SGN(XX)=1 AND ASC(BA$)=32 THEN PRINT "+++"
110 IF POS(0) 62 THEN TRON: TROFF: PRINT ELSE XX=NOT(RND(99))+100
120 A$=INKEY$: IF A$="Y" OR A$="y" AND I 120 THEN PRINT "TRUE."
130 RESTORE : READ A, C, Z, J, D: GOSUB 170: GOSUB 170: GOSUB 170: GOTO 210
140 NEXT : PRINT "*" : NEXT I: CLS: PRINT 0512, ST$, "STOP TIME " ; TIME#
150 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
190 RETURN
200 RETURN
210 ON RND(9) GOSUB 180, 190, 200, 180, 190, 200, 180, 190, 200
220 GOTO 140
    
```

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Table 5 continued

Variable	Function	Variable	Function
HN	Number of fields horizontally displayed	PG	Page number
HS	Horizontal screen size in columns	PI	"Indexing" control variable
I	Work variable	PL\$	Print line buffer string
IC	Control key index (from input)	PM\$(*)	Array of print menu option strings
II	Work variable, user-independent	PO	Main option select variable
J	Work variable	PR	Printer available switch (-1 = Available, 0 = Not)
K\$	Key character	PS	Page size
K0	Enter key	PT\$	Title string
K1	Up-arrow key	PU\$	Printer used (S = Standard, N = Nonstandard)
K2	Down-arrow key	PV\$	String of fields to print
K3	Left-arrow key	Q	Absolute screen position
K4	Right-arrow key	RJ.	Right-justify flag (0 = No, -1 = Yes)
K5	Shift up-arrow key	RS	Record size in characters
K6	Shift down-arrow key	S\$	Input string, Basic input routine
K7	Shift left-arrow key	SB	Count of trailing string blanks
K8	Shift right-arrow key	SC	Selection condition mask
K9	Clear key	SC\$	Selection relations characters
KD	"Don't-care" entry	SC(*)	Array of selection masks for compound selection
L	Work variable, display field names	SF	Selected field
LC	Line counter	SF(*)	Array of selection field numbers
LR\$	Copy of previous data record for "indexing"	SK	Number of relations in compound selection
LS	Length of string in characters	SN\$	System name
M	"Clear" size, used in memory initialization	SV\$	Selection value
ML	Minimum allowed input length in characters	SV\$(*)	Array of selection values
NE	Numeric entry switch (-1 = Numeric, 0 = Alpha)	TB	Temporary tab, print option menu
NF	Number of fields	TL	Total print line length
NF\$(*)	Array of field names	TL\$	Column heading string, print across option
NS	Size of field names displayed in characters	TL(*)	Array of field print lengths
OP\$	Character string representing option	U\$	Up-arrow key
PC	Number of fields to print	UL\$	Separator string, print across option
PF	Print field number	VCS	String of valid characters for input
PF\$	Unique print field list	VK	Valid character index from single key input
PF(X)	Array of fields to print	VS	Vertical screen size
		X	Index variable, compound selection

Table 6. CALCS Subroutine Index

Variable	Function	Variable	Function
BE	Record number, record buffer end	CY	Calculation switch—Field Y
BF	Subtotal break switch	CZ	Calculation switch—Field Z
BF\$	Subtotal break value	D1,DC\$	Don't care character value
BL	Blank string	DB\$(*)	Buffer array of disk records
BR	Current record number in record buffer	DC	Don't care switch (-1 = Enabled, 0 = Disabled)
BSS	Home cursor and blank screen	DF	Work variable—display field names
C\$	Input expression string for expression translator	DF\$	Field name display list
C1	Work variable, expression input	DG\$	Valid digit input string
CA	Expression translation, operator index	DH	Delay count
CB	Expression translation, scan pointer	DL	Field name display string length
CC\$	Control character string for input	DP	Dump flag
CE	Entry character value	DQ\$	Double quote character (")
CE\$	Entry character display block	DR\$	Current data record
CF	Expression translation, error flag	DS	Maximum depth of selection
CH	Valid character's high limit for input	DX	Calculated field name display string
CH\$	Field specifier character for display	F	Field index
C1	Expression translation, work variable	F\$	Field value
CL	Valid character's low limit for input	F\$(*)	Array of field values
CL\$	Clear to end of line	FC	Maximum number of fields
CM	Expression translation, minus flag/index	FCS	Valid field specifiers
CN\$	Field specifier string—all numerics	FD	Right-digit count
CO	Expression translation, operand string	FD(*)	Array of right-digit counts for fields
CP	Expression translation, operand index	FI	Print "indexing" control variable
CP\$	Field spec string—all print numerics	FL	Field length in characters
CQ	Expression translation, work variable	FL\$(*)	Array of file names
CR	Expression translation, next operator index	FL(*)	Array of field length/type specifiers
CSS	Clear to end of screen	FNFM(*)	Function returning alpha selection (-1 = Selected)
CX	Calculation switch—Field X		

Table 6 continues



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Table 6 continued

FNLF(*)	Function returning length of field in characters
FNMD(V,B)	Function returning remainder of V divided by B
FNNM(*)	Function indicating numeric field (0 = No, - 1 = Yes)
FNQF!(*,*)	Function returning format specifier
FNQR(VI)	Function returning right digit count, numeric field
FNQS(VI)	Function returning field size of numeric field
FNST\$(*)	Function to convert positive value to string
FNSZ(I)	Function returning size of field I
FNVM(*)	Function returning numeric selection (- 1 = Selected)
FNV\$(*)	Function to convert numeric to string
FNXY\$	Function returning calculated field string
FNXZ\$	Function returning calculated display string
FP	Field position
FP(*)	Array of field positions in data record
FS(*)	Alternate array of field lengths
FT	File type, File number (1 = Load, 2 = Save, 3 = Descriptor)
FT\$	File type string
FV#	Field value (numeric)
FV\$	Field value (string)
FX	Extract field count
FX(*)	Extract field list
HN	Number of fields horizontally displayed
HS	Horizontal screen size in columns
I	Work variable
IC	Control key index (from input)
J	Work variable
K\$	Key character
K0	Enter key
K1	Up-arrow key
K2	Down-arrow key
K3	Left-arrow key
K4	Right-arrow key
K5	Shift up-arrow key
K6	Shift down-arrow key
K7	Shift left-arrow key
K8	Shift right-arrow key
K9	Clear key
KD	"Don't care" entry
LBS	Last subtotal break value
LC	Line counter
LL	Used in display of field names
LR\$	Copy of previous data record for "indexing"
LS	Length of string in characters
M	"Clear" size, used in memory initialization
ML	Minimum allowed input length in characters
NB	Record buffer size in records
NE	Numeric entry switch (- 1 = Numeric, 0 = Alpha)
NF	Number of fields
NFS(*)	Array of field names
NS	Size of field names displayed in characters
OP\$	Character string representing option
PC	Number of fields to print
PF	Print field number
PFS	Unique print field list
PF(X)	Array of fields to print
PG	Page number
PI	"Indexing" flag and field number
PI(*)	Array of "indexed" fields
PL\$	Print line buffer string
PP	Page number spacing string
PR	Printer available switch (- 1 = Available, 0 = Not)
PS	Page size in lines
PTS	Page title string
PUS	Printer used (S = Standard, N = Nonstandard)
PV\$	Temporary copy of print field string
Q	Absolute screen position
QL\$	Header string
RJ	Right-justify flag (0 = No, - 1 = Yes)
RS	Record size in characters

Table 6 continues

Table 6 continued

S	Work string, input routine
SB	Count of trailing string blanks
SC	Selection condition mask
SC\$	Selection relations characters
SC(*)	Array of selection masks for compound selection
SF	Selected field
SF(*)	Array of selection field numbers
SK	Number of relations in compound selection
SN\$	System name
SP	Subtotal pending flag
SU	Maximum subtotal field number
SU\$	Subtotal underline string
SU(*):	Array of subtotal flags by field
SV\$	Selection value
SV\$(*)	Array of selection values
TL	Length of total print line
TL\$	Total separator string 1
TL(*)	Array of total field sizes
TP	Total pending flag
TU	Maximum total field number
TU\$	Total underscore string
TU(*)	Array of total flags by field
TZ	Totals dumped switch
U\$	Up-arrow key
UL\$	Total separator string 2
VCS	String of valid characters for input
VK	Valid character index from single key input
VS	Validated by VCS string control switch
VZ	Vertical screen size
X	Work variable, selection
X\$	Display string for X expression
XC	Control index for interpretive expression array
XCS	Work string, expression translator
XE	Expression translation error flag
XF(*)	Array of interpretive commands
XI	Control index for interpretive expression array
XR	Interpretive operator
XT	Expression evaluation switch
XT\$	Expression token string
XV	Expression value pointer
Y\$	Display string for Y expression
Z#	Calculated result value
Z\$	Input string, subroutine 23500
ZO\$	Result string, subroutine 23500
Z1	Maximum index of Z1 array
Z1\$	String of conversion fields
Z1(*)	Array of numeric fields for conversion
ZB	Subtotal break field number
ZB\$	Subtotal break field letter
ZCS	Work string
ZF#	Current balance forward value
ZF#(*)	Array of field balance forward values
ZI\$	Balance forward initial value string
ZM	Number of subtracted balance forward fields
ZM\$	Balance forward subtracted fields string
ZM(*)	Array of subtracted balance forward fields
ZP	Number of added balance forward fields
ZP\$	Added balance forward field string
ZP(*)	Array of added balance forward fields
ZS	Number of subtotal fields
ZS#(*)	Array of field subtotal values
ZS\$	Subtotal field string
ZS(*)	Array of subtotal field numbers
ZT	Number of total fields
ZT#(*)	Array of field total values
ZT\$	Total field string
ZT(*)	Array of total field numbers
ZX\$	X Expression string
ZY\$	Y Expression string

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first slash following the E makes the printer skip to the next line. The next three slashes produce three blank lines, completing the six-line label.

CALCS-III

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CALCS-III includes an "Index-type" report capability. The specifiers of those fields that you want indexed are enclosed in parentheses. If you want to print calculated fields, you must supply field names and formats, as this information is not available from the descriptor file. Default values will appear initially; you can change these to the values you desire.

CALCS-III provides two calculated fields, X and Y. Either or both may be printed on a CALCS-III report. You can define a calculated field by entering a formula including AIDS numeric field specifiers, constants and arithmetic operators.

Operations are done from left to right, and you cannot use parentheses.

The formula for X may include X, but not Y. The formula for Y may include both X and Y.

If an error is detected in a formula, a pair of question marks will appear at the point of error and the phrase "Error??" will be displayed to the right of the formula.

The initial values for X and Y (before any calculations are performed) are both 0. When you select an AIDS data record for printing, the X and Y formulas are computed using the record's field values.

A balance-forward field (Y) produces a running total column. You can specify an initial value, and any number of fields (including X and Y) can be added or subtracted as each record is processed.

If you request, CALCS will generate subtotals when there is a change in a user-specified column. Totals can also be generated for the specified fields at the end of the report. The default fields for totaling will be the same as the subtotal fields, if any.

CALCS-III examines the format of the report you have specified. After 10 to 20 seconds, the analysis will be complete.

When selecting records for processing, you may specify up to four selec-

tion criteria, each using one of six relational comparisons. It is possible to select a field which contains all blanks. For example, NAME=Down Arrow will select all records containing a blank name field.

After specifying the selection criteria by which records will be printed, you must enter the name of the disk data file. When you hit the enter key, records will be processed from the beginning of this file.

Printing from the file will halt if you press the up-arrow key, or when all data records in the file have been processed. If the up-arrow key is used to halt before all records in the file have been processed, the file is considered to be ac-

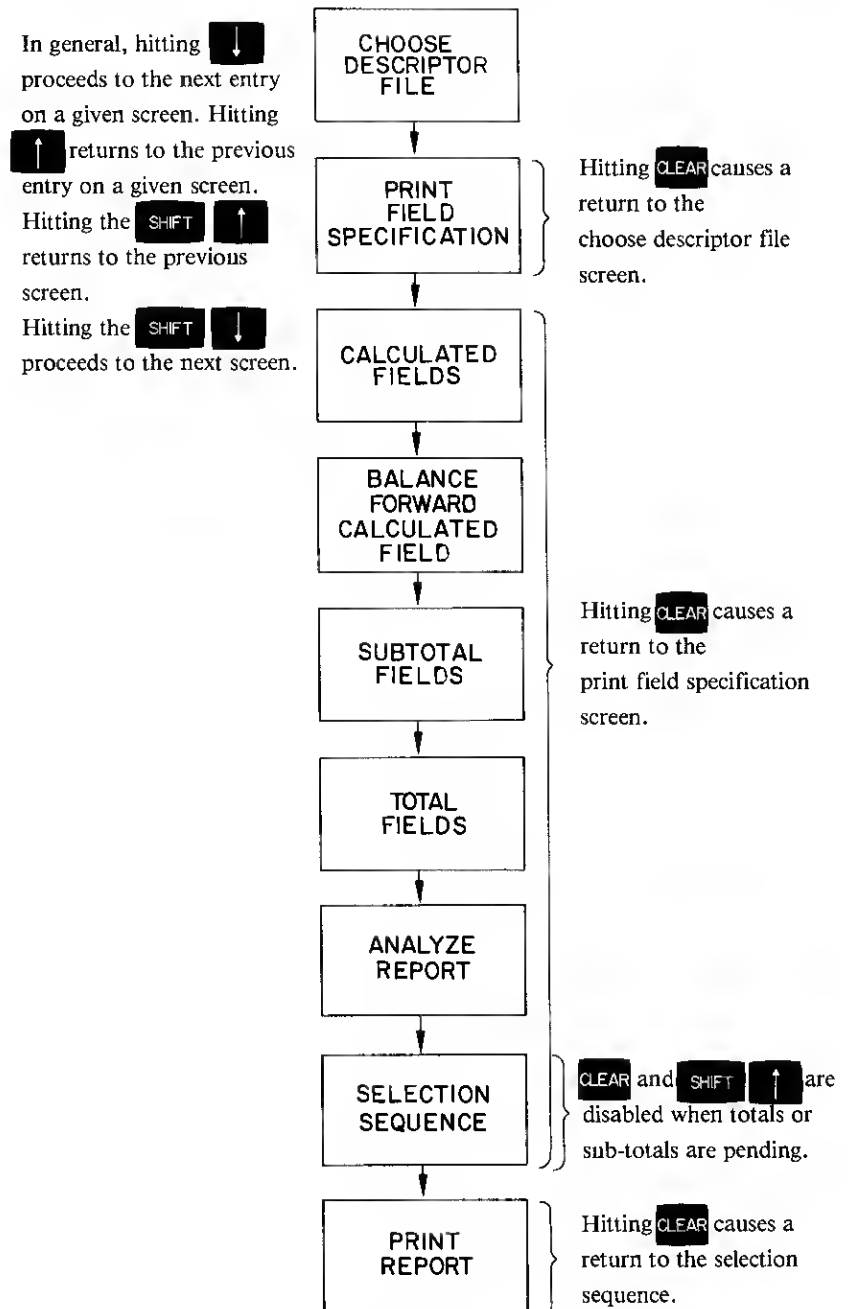


Fig. 1. System Flow

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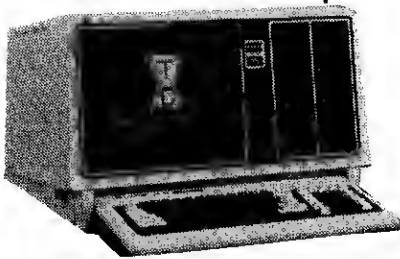
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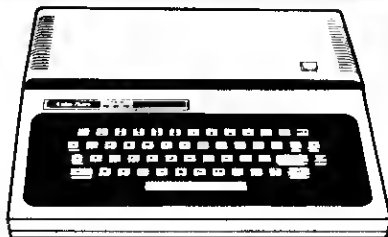
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3800 ON IC GOTO 3720,3790,3930,3790,3790,3930
3810 SC=VK
3820 PRINT@533+LEN(OP$),CS$
3830 PRINT@576,NF$(SF);MID$(SC$,1);
3840 Q=578+LEN(NF$(SF));FL=FNLF(SF);ML=1:FV$="":RJ=(FL(SF)>0):NE
=NOT RJ:FD=FD(SF):CL=32:CH=90:GOSUB800:SV$=FV$
3850 IF IC=2 THEN SV$=STRING$(FL,32) ELSE ON IC GOTO 3750,1,3930
3840,3930
3860 IF SK>1 THEN FOR J=SK-1 TO 1 STEP -1:PRINT@576+(64*(SK-J)),
NF$(SF(J));MID$(SC$,1);" " ;SV$(J);NEXT J
3870 PRINT@SK*64+640,"<N>EXT OR <I>LEFT$(OP$,1),">";MID$(OP$,2);
" ";
3880 Q=SK*64+654+LEN(OP$):VC$="CN"+LEFT$(OP$,1):GOSUB500
3890 ON IC GOTO 3820,3860,3930,3860,3930
3900 SE(SK)=SF:SC(SK)=SC:SV$(SK)=SV$
3910 IF VK=3 THEN RETURN ELSE IF VK=1 THEN 3880 ELSE IF VK=2 AND
SK<DS THEN SK=SK+1:GOTO3710
3920 GOTO 3880
3930 SC=0:RETURN
5300 REM * CLOSE FILE(FT), SET FL$(FT)=" & RESET 'ON ERROR'
5400 CLOSE FT:FL$(FT)="":ON ERROR GOTO 0:RETURN
5500 REM * GET FILENAME( FL$(FT) ) OF TYPE(FT$) & OPEN (IF REQ'D.
)
5600 GOSUB3500:PRINT@192,"NAME OF " ;FT$;" FILE:";
5700 IF FL$(FT)<>" THEN PRINT@320,"ACTIVE " ;FT$;" FILE=" ;FL$(FT
),1
5800 Q=207+LEN(FT$):FL=14:ML=1:FV$="":CL=42:CH=90:GOSUB800:PRINT
@320,CS$
5900 IF IC=2 OR (IC=4 AND FL$(FT)="") AND FT<>3) THEN 5700 ELSE I
F IC THEN RETURN
6000 IF FV$="*" THEN 6600
6100 IF IC=4 AND FT<3 THEN PRINT@0,FL$(FT)::RETURN ELSE FL$(FT)=
FV$
6200 IF (FT<3 AND FL$(1)=FL$(2)) OR (FT=3 AND (FL$(3)=FL$(1) OR
FL$(3)=FL$(2))) THEN PRINT@364,">>> FILE=" ;FL$(FT);" IN USE";:FL
$(FT)="":GOTO5700
6300 ON ERROR GOTO 6400:CLOSE FT:OPEN MID$( "IOI",FT,1),FT,FL$(FT
):RETURN
6400 IF ERR/2+1<21 THEN ON ERROR GOTO 0 ELSE RESUME 6500
6500 PRINT@384,CS$;">>> BAD FILE=" ;FL$(FT);
6600 GOSUB400:GOTO5700
6700 REM * PRINT RECORD FROM USER-DEFINED FORMAT(PF$)
6800 FOR I=1:TOLEN(PF$):F=INSRT(" :!/%#" +FC$,MID$(PF$,I,1)):IF F
=0 THEN 7600
6900 IF F>4 THEN 7200
7000 PRINT STRING$(HV(F)," ");:IF PR THEN LPRINT STRING$(HV(F),"
");
7100 GOTO7600
7200 IF F>7 THEN 7500
7300 FOR I=1 TO HV(F-4):PRINT:IF PR THEN LPRINT " "
7400 NEXT I:GOTO7600
7500 PRINT$(F-7);:IF PR THEN LPRINT F$(F-7);
7600 NEXT I:PRINT:IF PR THEN LPRINT " "
7700 RETURN
7800 REM * GENERATE USER-DEFINED PRINT SAMPLE
7900 FOR I=1 TO NF:F$(I)=STRING$(FNLF(I),64+I):NEXT I
8000 PRINT$(F);:GOSUB12700:PRINTBS$;:GOSUB6800
8100 PRINT$(F);(63,"=");
8200 IF PR THEN LPRINT STRING$(LEN(PF$),"=");:LPRINT PF$:LPRINT S
TRING$(LEN(PF$),"=")
8300 PRINT@968,"I " ;:PF$:Q=961
8400 GOSUB500:IF IC=1 THEN RETURN ELSE 8400

```

```

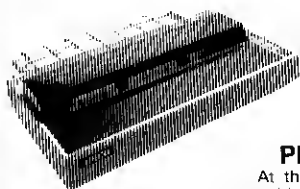
8500 REM * INSERT CODE FOR FIRST SCREEN HERE
8600 GOSUB3500:PRINT@196;;TB=INT((RS-24)/2)
8700 FOR I=1:TO3:PRINTTAB(TB-1);I;" " ;PM$(I):NEXT I
8800 PRINT@433+TB,"CHOOSE OPTION:";
8900 Q=448+TB:VC$="123":GOSUB500
9000 IF IC=1 OR IC=3 OR IC=5 THEN IC=3:RETURN ELSE IF IC THEN 8
900 ELSE PO=VK:FV$=" "
9100 GOSUB3500:GOSUB2200:PRINT@512,PM$(PO)::PRINT@576,"SPECIFY F
IELDS (A-" ;CH$;" ) TO BE PRINTED:";
9200 IF PO=3 THEN 10200
9300 Q=612:FL=NF:ML=1:FV$="":CH=64+NF:IF PO=1 THEN CL=65 ELSE FL
=NF+2*INT(NF/2):CL=40
9350 GOSUB800
9400 IF IC=1 THEN 8600 ELSE IF IC=2 THEN 9300 ELSE IF IC=3 OR IC
=5 THEN IC=1:RETURN ELSE IF IC=4 THEN FV$=FV$:PRINT@612,FV$;
9500 Q=LEN(FV$):IF PO=1 THEN FOR I=1 TO PC:PF(I)=ASC(MID$(FV$,I,
1))-64:NEXT I:RETURN
9505 REM * OPTION 2 ( ACROSS THE PAGE )
9510 FV$=FV$:PRINT@704,"PAGE TITLE:";
9515 Q=768:FL=HS-1:ML=0:FV$="":CL=32:CH=90:GOSUB800
9520 IF IC=4 THEN PTS=SN$ ELSE ON IC GOTO 9100,9515,8600,0:PTS=F
V$
9540 PI=0;' SET INDEXING INDICATOR TO 'OFF'
9545 PC=0;' SET CODE OF FIELD SPECIFIERS
9550 FOR I=1 TO LEN(PV$):PF=ASC(MID$(PV$,I,1)): IF PF>=65 AND P
F<CH THEN PC=PC+1:PF(PC)=PF-64:PI(PC)=PI:GOTO 9660
9560 IF PF=40 THEN PI=-1 ELSE IF PF=41 THEN PI=0
9600 NEXT I: IF PC=0 THEN 9300
9700 FL=-1:FOR I=1 TO PC: F=PF(I)
9800 IF LEN(NF$(F)) > FNLF(F) THEN TL(I)=LEN(NF$(F)) ELSE TL(I)=
FNLF(F)
9900 TL=TL+TL(I)+1:NEXT I: IF TL<(LEN(PT$)+1) THEN TL=LEN(PT$)+
11
10000 PG=1:LC=PS:RETURN
10100 REM * USER FORMAT DEFINITION
10200 Q=640:FL=60:ML=1:CL=32:CH=64+NF:GOSUB800
10300 IF IC=1 THEN 8600 ELSE IF IC=2 THEN 10200 ELSE IF IC=3 OR
IC=5 THEN IC=1:RETURN ELSE IF IC=4 THEN 10200
10400 PF$=FV$
10500 PRINT@768,"(G)ENERATE SAMPLE OR (S)ELECT & PRINT:"
10600 Q=807:VC$="GS":GOSUB500
10700 IF IC=1 THEN 9100 ELSE IF IC=2 THEN 10600 ELSE IF IC=3 OR
IC=5 THEN IC=1:RETURN ELSE IF IC=4 THEN 10600
10800 IF VK=1 THEN GOSUB7900:GOTO9100 ELSE RETURN
10900 REM * INSERT CODE FOR HANDLING 'SELECTED' RECORD HERE
11000 ON PO GOTO 11200,11700,6800
11100 REM * PRINT DOWN THE PAGE
11200 FOR I=1:TOPC:F$=F$(PF(I))
11300 PRINT$(F-7);:IF PR THEN LPRINT F$
11400 NEXT I:PRINT:IF PR LPRINT " "
11500 RETURN
11600 REM * PRINT ACROSS THE PAGE
11700 IF LC>PS THEN 12250
11800 PRINT$(F);:GOSUB12700:PRINTBS$;:GOSUB6800
11900 TL$="":UL$="":FOR I=1:TOPC:F=PF(I):F$=NF$(F):TL$=TL$+F$+STR
ING$(TL(I)-LEN(F$)+1,32):UL$=UL$+STRING$(TL(I),"=")+ " ;NEXT I
12000 TL$=LEFT$(TL$,TL):UL$=LEFT$(UL$,UL)
12100 PRINT$(F);:PRINTUL$:IF PR THEN LPRINT TL$:LPRINT UL$
12200 IC=5:PG=PG+1:LR$=STRING$(RS,32)
12249 ' LINE PRINT STARTS HERE

```

PRINTERS

*For All Your
Printing Needs*

EPSON PRINTERS



MX-80	\$419
MX-80 F/T	\$499
MX-100	\$645

PLEASE!

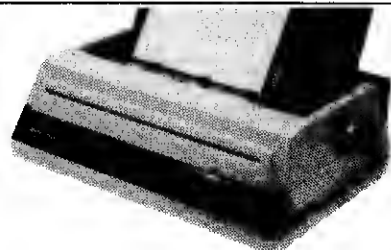
At the time of this writing, we are expecting a **BIG** decrease in the price of EPSON printers. As always, we will probably have the **lowest** prices in the U.S. So...PLEASE CALL!

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The Gemini 10 Star Printer has a wide spectrum of impressive features at a **ROCK BOTTOM** price. The printer comes standard with a 9 wire printhead, 2.3 K buffer, friction and tractor feed and prints 100 cps. It has true descenders, emphasized, double strike, block graphics and hi-resolution; italic characters & user programmable ROM for special characters. Also comes standard. *180 Day Warranty. \$389 10" / \$499 15"



*Smith Corona is a registered TRADEMARK of SCM Corporation

\$599

SMITH-CORONA TP-1

DAISY WHEEL PRINTER

The Smith Corona TP-1 text printer is a microprocessor controlled daisy wheel printer which delivers fully formed executive quality printout at a speed of 144 words per minute. The printer is a simple, low cost, and reliable unit which can be utilized with word processing systems, microcomputers, personal computers, small business systems, or in any environment which requires high quality printing. Its compact size and attractive packaging will allow it to blend into any environment.

COMPATIBLE WITH ALMOST ALL COMPUTER SYSTEMS

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DMP 100	\$339.95
DMP 200	\$679.95
DMP 400	\$1015
DMP 500	\$1525

Daisywheel II	\$1649.00
DWP 410	\$1287.95

NEW from BROTHER

ComRiter CR-1

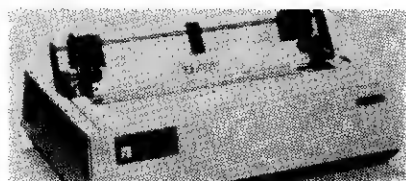
Especially designed for word processing; 200 words per minute, bidirectional, daisy-wheel.

\$975.00

90 Day Warranty

✓217

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Quality Japanese Printers at an AFFORDABLE PRICE!!

Microline-B2A	425.00
120 CPS, 9 wire print head, paper up to 9.5" wide	
Microline-B3A	699.00
Same as above, but handles paper up to 16" wide	
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```

12250 PL$="":FI=-1:FOR I=1 TO PC:F=PF(I)
12300 F$=F$(F):IF PL(I) AND FI AND F$=MID$(LRS,FP(F),FNL(F)) TH
EN F$=STRING$(FNL(F),32) ELSE FI=0
12400 PL$=PL$+F$+STRING$(TL(I)-LEN(F$)+1,32):NEXT I:PL$=LEFT$(PL
$,71)
12500 IF PL$<>STRING$(LEN(PL$),32) THEN LC=LC+1:PRINT PL$:IF PR
THEN LPRINT PL$
12600 RETURN
12680 REM* PRINTER TEST...RETURNS (PR) "TRUE" IF ON...IF PRINTER
UNIT (PUS) IS 'STANDARD', NO QUERY IS USED.
12700 IF PU$="S" THEN PR=PEEK(14312)<128:RETURN ELSE PRINT"IS TH
E PRINTER ON? (<Y>ES OR <N>O)"
12720 KS=INKEY$:IF KS="Y" THEN PR=-1:RETURN ELSE IF KS="N" THEN
PR=0:RETURN ELSE 12720
12780 REM* START/INITIALIZATION
12800 CLOSE:CLEAR0=N=MEM-2000:IF M>32767 THEN CLEAR32767 ELSE CL
EAR M
12810 DEFINT A-Z:RESTORE
12815 REM* READ <KEY> DEFINITIONS
12820 READ K0,K1,K2,K3,K4,K5,K6,K7,K8,K9,RD
12825 REM* READ 'ENTRY' & 'DONT CARE' DISPLAY CHARACTERS
12830 READ CE,DI
12835 REM* READ SYS. CONFIG. DATA( FIELD CNT., HORIZ.SCREEN SIZE,
VERT.SCREEN SIZE,DEPTH OF SELECTION, PRINTER USED, PAGE SIZE)
12840 READ FC,HS,VS,DS,PU$,PS
12880 REM* COMPUTE NUMBER OF FIELDS DISPLAYED ON A LINE & SIZE O
F FIELD NAMES
12900 HN=INT((FC+3)/4):NS=INT((HS+1)/HN)-3
12920 DIM NF$(FC),FL(FC),FD(FC),FP(FC),TL(FC),F$(FC),PF(FC*2),PI
(PC*2)
12940 DEF FNLF(V)=ABS(FL(V))
12960 DEF FNST$(V#)=MID$(STR$(V#),2-(V#<0)): ' CONVERT NON-NEGATI
VE V# INTO A CHAR. STRING
12980 DEF FNVSS(V#,RD)=FNST$(INT(V#+.5*10[-RD])+LEFT$(,"",SGN(RD
))+RIGHT$( "000000000",+FNST$(INT((V#-INT(V#))*10[RD+.5]),RD)): ' CO
NVERT NON-NEGATIVE V# INTO CHAR.STRING WITH RD DIGITS TO RIGHT O
F DECIMAL PT.
13000 DEF FNMM(V)=FL(V)<0
13020 DEF FNFM(SS)=(SC AND (1-3*(MID$(SS,FP,FL)=SV$)-(MID$(SS,FP
,FL)>SV$)))<>0
13040 DEF FNVM(SS)=(SC AND (1-3*(VAL(MID$(SS,FP,FL))=VAL(SV$))- (
VAL(MID$(SS,FP,FL))>VAL(SV$))))<>0
13060 DIM SF(DS),SC(DS),SV$(DS)
13080 DEF FNMD(V,B)=V-INT(V/B)*B
13100 SN$="MTC AIDS-III PRINT SUBSYSTEM (MAPS-III)"
13120 CL$=CHR$(30):CS$=CHR$(31):DQ$=CHR$(34):BS$=CHR$(28)+CHR$(3
1)
13130 US=CHR$(K1):CC$=US+CHR$(K2)+CHR$(K5)+CHR$(K6)+CHR$(K9)
13140 CE$=CHR$(CE):DC$=CHR$(DI)
13220 SC$="<>#=-+"
13240 DIM VP(5)
13260 DIM FL$(3)
13280 DIM PM$(3):PM$(1)="PRINT DOWN THE PAGE":PM$(2)="PRINT AC
ROSS THE PAGE":PM$(3)="PRINT USER-DEFINED FORMAT"
13300 DIM HV(4):HV(1)=1:HV(2)=5:HV(3)=10:HV(4)=20
14400 REM* PROGRAM STARTS HERE
14500 GOSUB3500:FT=3:FTS="DESCRIPTOR"
14600 GOSUB5600
14700 IF IC=4 THEN CLOSE:CLEAR500:END ELSE IF IC THEN 14600
14800 LINE INPUT#3,FV$:IF FV$<>"MTC AIDS2" THEN GOSUB6500:GOTO147
00
14900 LINE INPUT#3,RS,NE

```

```

15000 FORJ=LTONF:LINE INPUT#3,NF$(I):INPUT#3,FL(I):IF FL(I)<0 TH
EN INPUT#3,FD(I) ELSE FD(I)=0
15050 INPUT#3,FP(I):NEXTI:GOSUB5400
15100 FC$=LEFT$( "ABCDEFGHIJKLMNORST",NF):CH$=CHR$(64+NF)
15150 L=INT((NF-1)/HN)+1
15200 GOSUB8600:IF IC=1 THEN 15200 ELSE IF IC=3 OR IC=5 THEN 145
00
15300 REM* GET & PRINT RECORD(S)
15400 OP$="PRINT":GOSUB3700:IF SC=0 THEN 15200
15500 FT=1:FTS=OP$:GOSUB3500:GOSUB5600
15600 ON ERROR GOTO 0:IF IC=3 OR IC=5 THEN 15200 ELSE IF IC=1 T
HEN 15400 ELSE ON ERROR GOTO 16300
15700 PRINTBS$:GOSUB12700:PRINTBS$:
15800 REM* SELECT & GET RECORD(S)
15900 IF EOP(I) THEN GOSUB5400:GOTO16325 ELSE IF INKEY$=U$ THEN
16325 ELSE LINE INPUT#1,DR$
16000 IF LEN(DR$)<>RS THEN GOSUB6500:GOTO15600 ELSE ON ERROR GOT
O 0
16010 IF SC(1)="/ THEN 16100
16020 FOR X=1 TO SK:SC=SC(X):SF=SF(X):SV$=SV$(X):FP=FP(SF):FL=L
EN(SV$)
16030 IF FNMM(SF) THEN 16050
16040 IF FNFM(DR$) THEN 16060 ELSE 15900
16050 IF NOT(FNVM(DR$)) THEN 15900
16060 NEXT X
16100 FOR F=LTONF:F$(F)=MID$(DR$,FP(F),FNL(F)):NEXTF:(F):NEXTF:GOSUB11000
:LRS=DR$
16200 ON ERROR GOTO16300:GOTO15900
16300 GOSUB6400:GOTO15600
16325 FOR I=1 TO 1500:NEXTI:GOTO15500
60000 REM* <KEY> DEFINITIONS
60010 DATA 13,91,10,8,9,27,26,24,25,31,31
60020 REM* DISPLAY CHARACTERS
60030 DATA 136,130
60040 REM* FIELD CNT., HORIZ.SCREEN SIZE, VERT.SCREEN SIZE, SELECTI
ON DEPTH
60050 DATA 20,64,16,4
60060 REM* PRINTER (<S>STANDARD / <N>ON-STANDARD) USED
60070 DATA S
60080 REM* NUMBER OF VERTICAL PRINT LINES ON PAGE
60090 DATA 66

```

Program Listing 2. CALCS-III

```

1 '(C)1980 BY META TECHNOLOGIES CORP.,(C)1982 BY SOFTRENDS,INC.
2 CLS:PRINT@284,"CALCS-III":PRINT@410,"VERSION 1.5":PRINT@599,"C
OPYRIGHT(C)1982":PRINT@670,"BY":PRINT@728,"SOFTRENDS, INC.":PRIN
T:PRINT
3 GOTO 12800
5 ' GET KEY & BLINK CURSOR
8 PRINT CHR$(14):K$=INKEY$:PRINT CHR$(15):IF K$=" " THEN 8 ELS
E RETURN
10 PRINT@0,:GOSUB8:IC=INSTR(CCS,K$)
11 IF IC THEN VK=0:RETURN ELSE VK=INSTR(VCS,K$):IF VK THEN PRINT
@Q,K$:RETURN ELSE 10
12 SS=FV$:GOSUB26:LS=LEN(SS)
13 PRINT@Q,STRING$(FL,CE):PRINT@Q,SS:
14 GOSUB8
15 IF VS THEN IC=INSTR(VCS,K$):IF IC=0 THEN IC=ASC(K$):GOTO 18
16 IF NOT VS THEN IC=ASC(K$):IF IC<CL OR IC>CH THEN 18
17 IFUS<FLTHENS$=SS+K$:PRINTK$:LS=LS+1:GOTO14ELSE14

```


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TRS-80 MOD 1 DRIVES

TANDON

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With Power Supply & Cabinet

40 Track, Single.... **\$189**
 40 Track, Double.... **\$269**
 80 Track, Single.... **\$269**
 80 Track, Double.... **\$319**

40 Track, Single.... **\$229**
 40 Track, Double.... **\$319**
 80 Track, Single.... **\$319**
 80 Track, Double.... **\$369**

40 Track, Single.... **\$199**
 40 Track, Double.... **\$289**
 80 Track, Single.... **\$289**
 80 Track, Double.... **\$349**

40 Track, Single.... **\$239**
 40 Track, Double.... **\$340**
 80 Track, Single.... **\$340**
 80 Track, Double.... **\$399**

We sell two brands of disk drives for the TRS-80: the TEAC and the Tandon. The TEAC disk drive has a 1 year warranty, the Tandon has a 90 day warranty. The TEAC uses a lead screw actuator, the Tandon uses a split band type actuator. The track to track access rate for the Tandon is 5 milliseconds, as opposed to 25 milliseconds for the TEAC. The TRS-80 Model III requires a faster drive speed than the Model I; therefore the Tandon works better with the Model III. With the slower drive speed requirements of the Model I, the TEAC is a more reliable drive. We have both 40 track and 80 track drives with either single or dual head. All drives are capable of double density. These drives are available either bare or complete with power supply and cabinet. A cable is required to hook up the drives. We have both two-drive and four-drive cables. All drives come with complete instructions for hooking up a system. TEACs and Tandon can be intermixed with other drives on the same system.

HARD DISK SYSTEM FOR THE MODEL III

6* MEG **\$1795.00**
Storage amounts approximately equal to 28 Model III Disk Drives

12* MEG **\$1995.00**
Storage amounts approximately equal to 61 Model III Disk Drives

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 Kit comes complete with power supply, double density disk drive, mounting hardware and instructions. **HURRY! This is a limited offer**

DISK DRIVES

for the TRS-80 MODEL III

DRIVE 0		DRIVE 1	
Single Side, 40 Track	\$350	Single Side, 40 Track	\$199
Double Side, 40 Track	\$425	Double Side, 40 Track	\$269
Single Side, 80 Track	\$425	Single Side, 80 Track	\$269
Double Side, 80 Track	\$499	Double Side, 80 Track	\$319

The disk drives we sell for the Model III are the Tandon drives. Drive 0 includes the controller board, power supply, cables and all mounting hardware. Complete instructions are included for installation. It takes 30 minutes to an hour to install disk drives in a Model III. No soldering is required. TRSDOS operating system is not included in this low price.

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5 Meg. Primary for Model III
Includes Hard Disk Operating Systems with Basic **\$2395.00**

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```

10 IF IC=8 AND LS>0 THEN LS=LS-1:SS=LEFT$(SS,LS):GOTO13
19 IF IC=13 AND (LS>=ML OR ML=0) THEN FV#=$S:IC=0:GOTO23
20 IF IC=24 THEN LS=0:$S=$$:GOTO13
21 IF IC=25 THEN I2 ELSE IF IC=9 AND RJ THEN SS=STRING$(FL-LEN(SS),
32)+$S:LS=FL:GOTO13 ELSE IF IC=31 AND OC THEN SS=$S+DC$:PRINTDC$
:LS=LS+1:GOTO14
22 IC=INSTR(CO$,KS):IF IC=0 THEN I4 ELSE 24
23 IF NE AND LEFT$(FV$,1)<"E" THEN FV#=$S:VAL(FV$):FV$=FV#+$S:ABS(
FV#),FD):FV$=LEFT$(LEFT$(FV$,"E"),(LEN(FV$)<FL)+1)+LEFT$(FV$,"E"),(FV#>=0)
+1)+STRING$(LEN(FV$)<FL)*FL*(LEN(FV$)-FL-(FV#<0)),32)+FV$,FL)
24 PRINT@Q,FV$:STRING$(FL-LEN(FV$),32):RJ=0:DC=0:NE=0:VS=0:RETI
RN
25 REM* TRIM TRAILING BLANKS FROM $S
26 LS=LEN($S):IF $S=STRING$(LS,32) THEN $S=$$:RETURN ELSE $B=0
27 IF MID$(SS,$S,1)=$$ THEN $B=1:GOTO27 ELSE $S=LEFT$(SS,$S,LS-$
B):RETURN
28 REM* SINGLE KEY ENTRY=10 ***** FIELD ENTRY=12 *****
400 REM* KEY IN K$(1 CHAR.) @ Q, IC IS ACTIVE, VC$=VALID CHARS.
, RETURN VK CHAR. IN VC$
500 GOTO10
700 REM* Q=CSR,PST:FI=FLD,LEN=ML-MIN,LEN(0):FV$=FLD,VAL:CL=CHR,I
OW:CH=CHR,HI:CC$=CTRL,CHR:CE=ASC(ENTRY,CHR):RJ=RIGHT JUST.(RESET
ON RETURN):VS=USE VALIDATION STRING?:VC$=VALIDATION CHAR.-STRING
800 GOTO12
990 REM* CONVERT FV# TO STRING & STORE INTO FS
1000 FO=FO+(1):FI=LEN(FI):FV$=FV#$(ABS(FV#),FO):FV$=LEFT$(LEFT$(FV$
",(LEN(FV$)<FL)+1)+LEFT$(FV$,"-"),(FV#>=0)+1)+STRING$(LEN(FV$)<FL)*(LE
N(FV$)-FL-(FV#<0))+32)+FV$,FL):RETURN
2090 REM* DISPLAY FIELD NAMES( OF$=DISPLAY FIELDS )
2100 DL=LEN(DF$):IF DL>0 THEN LL=INT((DL-1)/HN)+1:FOR I=DL TO 1STE
P-1:DF=ASC(MID$(OF$,I,1))-64:PRINT@((2+FNND(I-1,LL))*HS+INT((I-1)
/LL)*NS+3),CHR$(64+OF):MID$(FV$,"-",2+FNND(OF),1),NF$(DF):NEXTI
2110 PRINT@((2+INT((OL+HN-1)/HN))*HS,DX$):RETURN
3400 REM* CLEAR SCREEN & DISPLAY SYSTEM NAME
3500 PRINT BS$:TAB(INT((HS-LEN(SNS))/2)):SNS$=RETURN
10900 REM* INSERT CODE FOR HANDLING 'SELECTED' RECORD HERE
11000 REM
11010 REM* CHECK FOR SUBTOTAL BREAK FIELD SITUATION
11020 REM* LBS: LAST BREAK FIELD, BFC$: CURRENT BREAK FIELD, BF:
TEST FOR BREAK? (NOT FIRST LINE)
11030 IF ZS=0 THEN GOTO 11044 ELSE IF NOT BF THEN BF=-1: LBS=BFC$
ELSE IF LBS>BFC$ THEN GOSUB 11700
11040 REM* PRINT ACROSS THE PAGE
11042 REM* PERFORM EXPRESSION CALCULATION(S), IF REQUIRED
11044 IF XT THEN XI=1:GOSUB 11742:ON ERROR GOTO 11739
11050 REM* COMPUTE FIELD Z ( BAL. FWD. )
11060 IF NOT CZ THEN 11100:SKIP AROUND IF NO BAL. FWD. COMP.
11070 IF ZP>0 THEN FOR I=1 TO ZP: Z#=$Z#+ZF$(ZP(I)):NEXT I:ADD
BAL+ FIELDS
11080 IF ZM>0 THEN FOR I=1 TO ZM: Z#=$Z#+ZF$(ZM(I)):NEXT I: SUB
TRACT BAL- FIELDS
11090 REM* COMPUTE SUBTOTAL(S)
11100 IF ZS>0 THEN FOR I=1 TO ZS: J=$ZS(I): ZS$(J)=ZS$(J)+ZF$(J):
NEXT I: SP=-1
11110 REM* COMPUTE TOTAL(S)
11120 IF ZT>0 THEN FOR I=1 TO ZT: J=$ZT(I): ZT$(J)=ZT$(J)+ZF$(J):
NEXT I: TP=-1
11120 REM* PRINT PAGE HEADER, IF REQ'D
11130 IF LC>=PS THEN GOSUB 11500:PRINT PAGE HEADER
11140 REM* LINE PRINT STARTS HERE
11143 IF CX THEN I=24:FV#=$F(I):FV$='X'-FIELD

```

```

11146 IF CY THEN I=25:FV#=$ZF(I):GOSUB 1000:F$(I)=F$: 'Y'-FIELD
11150 IF CZ THEN I=26:FV#=$Z#:GOSUB1000:F$(I)=F$: 'GEN BAL FWD
VALUE
11160 PL$=$$:FI=-1:FOR I=1 TO PC:F=PF(I)
11170 F$=F$(F):IF F>N THEN FI=0 ELSE IF PI(I) AND FI AND F$=MI
D$(LRS,FP(F),FNSZ(F)) THEN F$=STRING$(FNSZ(F),32) ELSE FI=0
11180 IF FNNM(F) THEN PL$=PL$+STRING$(TL(I)-LEN(F$),32)+F$+' ' E
LSE PL$=PL$+F$+STRING$(TL(I)-LEN(F$)+1,32)
11190 NEXT I:FL$=LEFT$(PL$,TL)
11200 IF PL$<>BL$ THEN LC=LC+1:PRINT PL$:IF PR THEN LPRINT PL$
11210 RETURN
11495 REM* SUBROUTINE - PRINT TOP OF PAGE
11500 IF LC>=PS THEN GOTO 11530
11510 FOR I=1 TO PS-LC:PRINT:IF PR THEN LPRINT " "
11520 NEXT I
11530 PRINT QLS:PRINT PT$:PP$:PG:PRINT:IF PR THEN LPRINT QLS:LPR
INT PT$:PP$:PG:LPRINT " "
11540 PRINTTL$:PRINTUL$:IF PR THEN LPRINT TL$:LPRINT UL$
11550 LC=$F:PG=$G+1:LR$=STRING$(RS,32)
11560 REM* PRINT BALANCE FORWARD VALUE(S), IF REQUIRED
11570 IF NOT CZ THEN RETURN:NOT REQ'D THEN SKIP AROUND
11580 PL$=$$:FOR I=1 TO PC
11590 IF PF(I)=26 THEN PL$=PL$+STRING$(TL(I)-LEN(F$(26)),32)+F$(
26)+' ' ELSE PL$=PL$+STRING$(TL(I)+1,32)
11600 NEXT I:LC=LC+1:PL$=LEFT$(PL$,TL):PRINT PL$:IF PR THEN
LPRINT PL$
11610 RETURN
11690 REM* SUBROUTINE - SUBTOTAL BREAK HAS BEEN DETECTED...CHECK
FOR PAGE POSITION, GENERATE SUBTOTAL LINES
11700 IF NOT SP THEN RETURN ELSE IF LC+3 >= PS THEN GOSUB 11500:
PRINT PAGE HEADER
11710 REM* GENERATE SUBTOTAL VALUE(S)
11711 PL$=$$:J=0:FOR F=1 TO FC
11712 IF SU(F) THEN J=J+1:I=PF(F):FV#=$ZS(I):GOSUB1000:PL$=PL$+
STRING$(TL(F)-LEN(F$),32)+F$+' ' ELSE PL$=PL$+STRING$(TL(F)+1,32)
)
11713 IF J<SU THEN NEXT F ELSE FOR J=1 TO ZS: ZS$(J)=0: NEXT
J
11714 LC=LC+3:PL$=LEFT$(PL$,LEN(PL$)-1):PRINT PL$:PRINT PL$:
PRINT
11715 IF PR THEN LPRINT SU$:LPRINT PL$:LPRINT " "
11716 LBS=BFC$:SP=0:RETURN
11720 REM* SELECT & GET RECORD(S)
11721 IF BR=BE THEN GOSUB56250:IF DP AND (SP OR TP) THEN GOSUB 1
1700: TZ=-1:GOSUB 11000:DP=0:GOTO 11740 ELSE GOTO 11740
11722 IF INKEY$=0$ THEN 11740:LINE INPUT#1,DR$
11723 REM* GET BUFFERED DISK RECORD
11724 DR$=DB$(BR):IF BR<NB-1 THEN BR=BR+1 ELSE GOSUB 11759
11725 IF LEN(DR$)<>RS THEN GOSUB56300:GOTO24300 ELSE ON ERROR GO
T000
11726 IF SC(1)=7 THEN 11733
11727 FOR X=1 TO SK: SC=$C(X):SF=$F(X):SV$=$SV$(X):PP=$P(X):FL=L
EN(SV$)
11728 IF FNNM(SF) THEN 11731
11729 IF FNNM(DR$) THEN 11731 ELSE 11721
11730 IF NOT(FNNM(DR$)) THEN 11721
11731 NEXT X
11732 REM* BREAK RECORD INTO INDIVIDUAL FIELDS
11733 IF FX THEN FOR J=1 TO FX:F$(J)=MID$(DR$,FP(F),FNSZ
(F)):NEXT J
11734 REM* CONVERT COMPUTATIONAL NUMERIC FIELDS
11735 IF Z1>0 THEN FOR I=1 TO Z1: J=$Z1(I):ZF$(J)=VAL(F$(J)):NE
XT I

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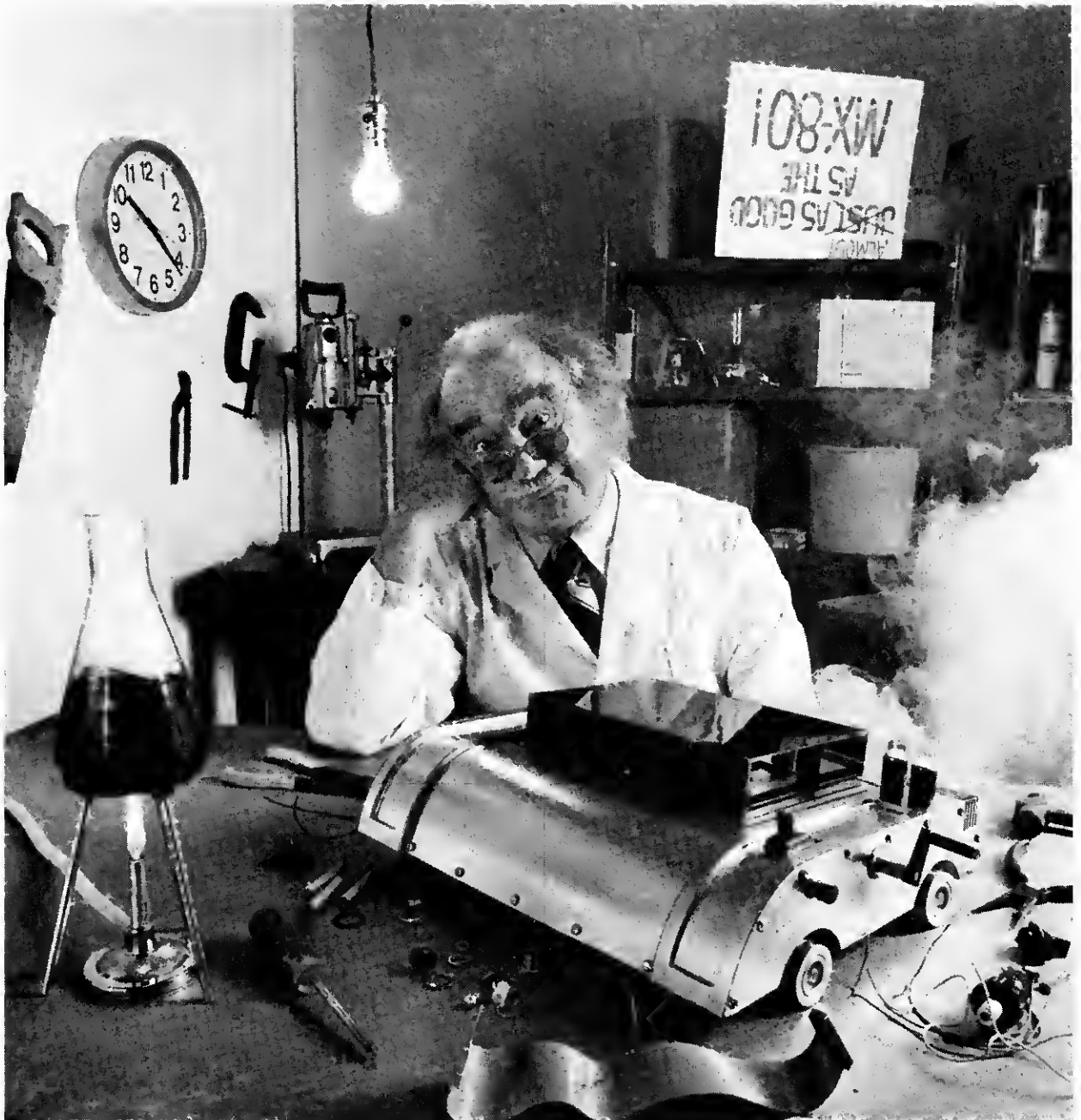


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The Epson MX-80 is the best-selling dot matrix impact printer in the world. It has been since its introduction. And despite the host of imitators it spawned, no one has been able to top it. Until now.

FX-80: Son of a Legend.

The new Epson FX-80 is far more than just doo-dads added on to last year's model. It's the most astonishing collection of features ever assembled in a personal printer.

For starters, it's fast: 160 CPS. And clean. All the print quality Epson is famous for in a tack-sharp 9x9 matrix.

But that hardly scratches the surface.

Create your own alphabet.

With the new FX-80, you aren't limited to ASCII characters. You can create your own. Any character or symbol that can be defined in a 9x11 matrix can be added to the FX-80's already impressive library of type styles and stored in its integral 2K RAM.

So you can create "Sally's Gothic" or "Tom's Roman" just by downloading and modifying standard characters. Or you can create a custom set from scratch. Either way, you can store up to 256 new characters. And if you don't need a new alphabet, the RAM functions as a 2K data input buffer.

Who knows graphics better than Epson?

Nobody, that's who. And if you don't believe it, witness the FX-80.

With a 12K ROM capacity, the FX-80 gives you a few things the others don't. For example, not one, not two, but *seven* different dot addressable graphic modes are program

selectable. And can be mixed in the same print line. Everything from 72 DPI (dots-per-inch) Plotter Graphics to the 640 dots per line resolution designed to match the remarkable monitor clarity of the Epson QX-10 personal computer.

And *that* is in addition to an astonishing array of 136 different user-selectable type styles including Proportional, Elite and Italic as well as the more conventional faces you get on other printers.

Hard-to-beat hardware.

The FX-80 has all the hardware features you've come to know and love on the MX Series: logic seeking, bidirectional printing, the by-now-famous disposable printhead, and more.

The FX-80 features an adjustable pin platen or optional friction/tractor feed, so you can use fanfold, roll or sheet paper ... backwards or forwards. The FX-80 even gives you reverse paper feed.

And if you're printing forms, the FX-80 has a feature you're gonna love: a function that allows you to tear off the paper within one inch of the last print position.

Be the first on your block.

We'd be willing to bet that the FX-80 — like the MX-80 — will have its share of imitators. Don't be fooled. To make sure you get the genuine article, rush down to your local computer store right now and let them show you everything the FX-80 can do.

And while you're there ... ask them to show you how it works with our computers.



✓97

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11736 IF ZS>0 THEN BF=F$(ZB): ' EXTRACT SUBTOTAL BREAK FIELD
11737 GOSUB 11030: LR$=DR$: ' PERFORM PRINT WITH SELECTED RECORD
11738 ON ERROR GOTO11739:GOTO11721
11739 GOSUB56370:GOTD24300
11740 FOR I=1 TO DH:NEXTI:GOTO24200
11741 REM* SUBROUTINE - EXPRESSION INTERPRETER
11742 ON ERROR GOTO 11755: XE=0
11743 XR=XI(XI): 'GET OPERATOR CODE
11744 XV=XI(XI+1): XI=XI+2: 'GET VALUE POINTER
11745 REM* OPER. CODES: <0 - STORE, 0 - LOAD INIT. VALUE, 1 -
ADD, 2 - SUBTRACT, 3 - MULTIPLY, 4 - DIVIDE, 5 - DIVIDE & TR
UNCATE
11746 IF XR<0 THEN 11750 ELSE ZF#=SGN(XV)*ZF*(ABS(XV)): 'GET VAL
UE ( CONSTANT OR FIELD )
11747 IF XR=0 THEN FV#=-ZF# ELSE IF XR=1 THEN FV#=FV#+ZF# ELSE IF
XR=2 THEN FV#=FV#-ZF# ELSE IF XR=3 THEN FV#=FV#*ZF# ELSE IF XR=
4 THEN FV#=FV#/ZF# ELSE IF XR=5 THEN FV#=INT(FV#/ZF#)
11748 GOTO 11743
11749 REM* STORAGE CONTROL SECTION
11750 IF XE AND 1 THEN F$=" *** CALCULATION ERROR ( DIVISION BY
ZERO ) IN FIELD-" +CHR$(64-XR)+ " ( "+NF$(-XR)+ " ) BELOW ***:PRIN
T:PRINT F$:PRINT: IF PR THEN LPRINT " ":LPRINT F$:LPRINT " "
11751 IF XE AND 2 THEN F$=" *** CALCULATION ERROR ( OVERFLOW ) I
N FIELD-" +CHR$(64-XR)+ " ( "+NF$(-XR)+ " ) BELOW ***:PRINT:PRINT
F$:PRINT: IF PR THEN LPRINT " ":LPRINT F$:LPRINT " "
11752 IF XE<0 THEN FV#=0: XE=0
11753 ZF#(-XR)=FV#: IF XV<0 THEN RETURN ELSE XI=XI-1: GOTO 11743
11754 REM* ERROR-TRAPPING FOR CALCULATIONS
11755 IF ERR=Z0 THEN XE=XE OR 1:FV#=1:ZF#=1:RESUME: 'DIVISION BY
ZERO ERROR
11756 IF ERR=10 THEN XE=XE OR 2:FV#=1:ZF#=1:RESUME: 'OVERFLOW ER
ROR
11757 REM: ' UNKNOWN ERROR ???
11758 REM* (RE-)FILL DATA FILE INPUT BUFFER
11759 BR=0
11760 IF NOT EOF(1) THEN LINE INPUT#1,DB$(BR): BR=BR+1: IF BR<NB
THEN 11760
11761 BE=BR: BR=0: RETURN
11790 REM* SUBROUTINE - GENERATE TOTAL(S) ON REPORT
11800 IF NOT TP THEN RETURN ELSE IF LC+3 >= PS THEN GOSUB 11500:
PRINT PAGE HEADER
11810 REM* GENERATE TOTAL VALUE(S)
11820 PL$="":J=0: FOR F=1 TO PC
11830 IF TU(F) THEN J=J+1:TP=F(F):FV#ZT#(I):GOSUB1000: PL$=PL$+
STRING$(TU(F)-LEN(F$),32)+F$+" " ELSE PL$=PL$+STRING$(TL(F)+1,32
)
11840 IF J<TU THEN NEXT F ELSE IF TZ THEN FOR J=1 TO ZT: ZT#(ZT(
J))=0: NEXT J
11850 LC=LC+3: PL$=LEFT$(PL$,LEN(PL$)-1): PRINT TU$: PRINT PL$:
PRINT TU$
11860 IF PR THEN LPRINT TU$: LPRINT PL$: LPRINT TU$
11870 TP=0: RETURN
11880 REM* PRINTER TEST., RETURNS (PR) "TRUE" IF ON...IF PRINTER
UNIT (PUS) IS 'STANDARD', NO QUERY IS USED.
12700 IF PUS="S" THEN PR=PREK(14312)<128:RETURN ELSE PRINT"IS TH
E PRINTER ON? ( <Y>ES OR <N>O )"
12720 K$=INKEY$: IF K$="Y" THEN PR=-1:RETURN ELSE IF K$="N" THEN
PR=0:RETURN ELSE 12720
12780 REM* START/INITIALIZATION
12800 CLOSE: CLEAR0: N=MEM-4000: IF M>32767 THEN CLEAR32767 ELSE CL

```

```

BAR M
12010 DEFINT A-Z: RESTORE
12815 READ K0,K1,K2,K3,K4,K5,K6,K7,K8,K9,KD
12820 READ K0,K1,K2,K3,K4,K5,K6,K7,K8,K9,KD
12825 REM* READ 'ENTRY' & 'DONT CARE' DISPLAY CHARACTERS
12830 READ CE,DI
12835 REM* READ SYS. CONFIG. DATA( FIELD CNT., HORIZ.SCREEN SIZE,
VERT.SCREEN SIZE,DEPTH OF SELECTION, DISPLAY HOLD DELAY FACTOR,
NUMBER OF DISK BUFFERS, PRINTER USED, PAGE SIZE)
12840 READ FC,BS,VZ,DS,DH,NE,PUS,PS
12880 REM* COMPUTE NUMBER OF FIELDS DISPLAYED ON A LINE & SIZE O
F FIELD NAMES
12900 HN=INT((FC+3)/4): NS=INT((HS+1)/HN)-3
12903 REM* COMPUTE DISPLAY HOLD DELAY FACTOR ( 1 SEC. = 100: MDL
-1, 50: MDL-II )
12905 DH=DH*100
12908 REM* CREATE DISK DATA BUFFERS
12910 DIM DB$(NB-1)
12920 DIM NF$(26),FL(26),FS(26),FD(26),FP(26),TL(26),SU(26),TU(2
6),F$(26),PF(52),PI(52)
12940 DEF FNLF(V)=ABS(FL(V))
12950 DEF FNSZ(V)=ABS(FS(V))
12960 DEF FNST(V#)=MIDS(STR$(V#),2-(V#<0)): ' CONVERT NON-NEGATI
VE V# INTO A CHAR. STRING
12980 DEF FNV$(V#,RD)=FNST$(INT(V#+.5*101-RD))+LEFT$( " ",SGN(RD
))+RIGHT$( "000000000" +FNST$(INT((V#-INT(V#))*10(RD+.5)),RD): ' CO
NVERT NON-NEGATIVE V# INTO CHAR.STRING WITH RD DIGITS TO RIGHT O
F DECIMAL PT.
12985 DEF FNOR(VI)=INT((VI-INT(VI))*10+.5): ' RETURNS NUMBER OF D
IGITS DEFINED TO BE RIGHT OF DECIMAL ( LL.R )
12987 'DEF FNQL(VI)=INT(VI): ' RETURNS NUMBER OF DIGITS DEFINED T
O BE LEFT OF DECIMAL ( LL.R )
12990 DEF FNOS(VI)=INT(VI)+1+FNOR(VI)-(FNOR(VI)<0): ' RETURNS SI
ZE OF DEFINED NUMERIC FIELD ( LL.R )
12995 DEF FNQFI(A,B)=ABS(A)-1-B+(B<0)+.1*B: ' RETURNS FORMAT SPE
C ( LL.R ) GIVEN FIELD SIZE ( A ) AND RIGHT DIGITS ( B )
13000 DEF FNMM(V)=FL(V)<0: ' RETURNS 'TRUE' IF NUMERIC FIELD
13010 DEF FNXS(A,B,C)=LEFT$( "X",ABS(A AND (CX OR CY)))+LEFT$( "Y
",ABS(B AND CX))+LEFT$( "Z",ABS(C AND CZ))
13015 DEF FNXS(A,B,C)=LEFT$( " X="+NF$(24),-255*(A AND CX))+L
EFT$( " Y="+NF$(25),-255*(B AND CY))+LEFT$( " Z="+NF$(26),-2
55*(C AND CZ))
13020 DEF FNFM(S$)=(SC AND (1-3*(MIDS$(S$,FP,FL)=SV$)-(MIDS$(S$,FP
,FL)>SV$))>0)
13040 DEF FNVM(SS)=(SC AND (1-3*(VAL(MIDS$(S$,FP,FL))=VAL(SV$))- (
VAL(MIDS$(S$,FP,FL))>VAL(SV$))))<>0
13060 DIM SF(DS),SC(DS),SV$(DS)
13080 DEF FNMD(V,B)=V-INT(V/B)*B
13100 SN$="MTC AIDS CALCULATION SUBSYSTEM - III (CALCS-III)": DGS
="0123456789."
13120 CL$=CHR$(30): CS$=CHR$(31): DQ$=CHR$(34): BS$=CHR$(28)+CHR$(3
1)
13130 U$=CHR$(K1): CC$=U$+CHR$(K2)+CHR$(K5)+CHR$(K6)+CHR$(K9)
13140 CE$=CHR$(CE): DC$=CHR$(D1)
13220 SC$="<>#=#+"
13260 DIM FL$(3)
13280 DIM ZF#(66),ZS#(26),ZT#(26),ZT(26),ZM(26),Z
1(26),FX(26),X1(100)
14400 REM* PROGRAM STARTS HERE
14500 GOSUB3500:FT=3:FT$="DESCRIPTOR"
14600 GOSUB56270

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US FIELDS, ZM: BALANCE MINUS FIELDS )
18700 ZP=LEN(ZM$): IF ZP>0 THEN FOR I=1 TO ZP: ZP(I)=ASC(MID$(ZP
$,I,1))-64: NEXT I
18720 ZM=LEN(ZM$): IF ZM>0 THEN FOR I=1 TO ZM: ZM(I)=ASC(MID$(ZM
$,I,1))-64: NEXT I
19990 REM* OBTAIN FIELDS TO SUBTOTAL
20000 REM
20100 GOSUB3500: DF$=PF$:DX$=FNXZ$(-1,-1,0):GOSUB2100
20120 PRINT@512+INT((HS-26)/2),*** COLUMNAR SUBTOTALS ***;: PR
INT@704,"SPECIFY FIELDS TO SUBTOTAL: ";ZS$: PRINT@832,"SPECIF
Y SUBTOTAL ";DQ$:"TRIGGER";DQ$:" FIELD: ";ZB$:
20200 Q=734:FL=LEN(CP$)-CX-CY:ML=1:VS=-1:VC$=CP$+FNXY$(CX,-1,0):
FV$=ZS$:GOSUB800
20230 ON IC GOTO 20200,20400,18000,20700,15200:ZS$=FV$
20400 Q=866:FL=1:ML=1:VS=-1:VC$=FP$+FNXY$(CX,-1,0):FV$=ZB$:GOSUB
800
20430 ON IC GOTO 20200,20400,18000,20700,15200:ZB$=FV$
20690 REM* CREATE SUBTOTALING DRIVER ARRAY ( ZS: FIELDS TO SUBTO
TAL )
20700 ZS=LEN(ZS$): IF ZS>0 THEN FOR I=1 TO ZS: ZS(I)=ASC(MID$(ZS
$,I,1))-64: NEXT I
20800 IF ZS>0 THEN ZB=ASC(ZB$)-64: ' DETERMINE BREAK FIELD NUMBER
21990 REM* OBTAIN FIELDS TO TOTAL
22000 REM
22050 ZT$=ZS$
22100 GOSUB3500: DF$=CP$:DX$=FNXZ$(-1,-1,0):GOSUB2100
22120 PRINT@512+INT((HS-23)/2),*** COLUMNAR TOTALS ***;: PRINT
@704,"SPECIFY FIELDS TO TOTAL: ";ZT$:
22200 Q=731:FL=LEN(CP$)-CX-CY:ML=0:VS=0:VC$=CP$:FNXY$(CX,-1,0):
FV$=ZT$:GOSUB800
22230 ON IC GOTO 22200,22200,20100,22700,15200:ZT$=FV$
22690 REM* CREATE TOTALING DRIVER ARRAY ( ZT: FIELDS TO TOTAL )
22700 ZT=LEN(ZT$): IF ZT>0 THEN FOR I=1 TO ZT: ZT(I)=ASC(MID$(ZT
$,I,1))-64: NEXT I
22990 REM* PERFORM "SETUP" WORK BEFORE PRINTING REPORT
22995 REM* DISPLAY MESSAGE INDICATING SET-UP PROCESSING
23000 PRINT BS$: PRINT@463,"REPORT FORMAT IS BEING ANALYZED . .
."
23055 REM* ZERO-OUT SUBTOTAL AND TOTAL ARRAYS
23060 IF ZS>0 THEN BP=0: FOR I=1 TO ZS:ZS(I)=0:NEXT I
23065 IF ZT>0 THEN FOR I=1 TO ZT:ZT(I)=0:NEXT I
23090 REM* CREATE INPUT CONVERSIONS DRIVER ARRAY
23100 Z0$="": Z$=ZS$: GOSUB 23500
23105 Z$=ZT$: GOSUB 23500
23110 REM* EXPAND SUBTOTAL/TOTAL FIELD WIDTHS
23115 Z0=LEN(Z0$): IF Z0>0 THEN FOR I=1 TO Z0: J=ASC(MID$(Z0$,I,
1))-64: FL(J)=FL(J)-3: NEXT I
23120 FOR I=24 TO 26: IF INSTR(ZS$,CHR$(I+64))<>0 OR INSTR(ZT$,C
HR$(I+64))<>0 THEN FL(I)=FL(I)-3
23125 NEXT I
23130 Z$=Z$: GOSUB 23500
23135 Z$=Z$: GOSUB 23500
23140 Z$=ZM$: GOSUB 23500
23145 Z$=ZM$: GOSUB 23500
23150 Z$=Z$: GOSUB 23500: Z1$=Z0$
23200 Z1=LEN(Z1$): IF Z1>0 THEN FOR I=1 TO Z1: Z1(I)=ASC(MID$(Z1
$,I,1))-64: NEXT I
23210 REM* CREATE FIELD EXTRACTION DRIVER ARRAY
23215 Z$=PF$: GOSUB23500: FX=LEN(Z0$): IF FX>0 THEN FOR I=1 TO F
X: FX(I)=ASC(MID$(Z0$,I,1))-64: NEXT I

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23220 REM* SET-UP "X" AND "Y" EXPRESSION-TOKENS
23240 XT$=X$+Y$: IF LEN(XT$)>0 THEN XI=1: XC=27: GOSUB 50010: XT
=-1 ELSE XT=0
23300 IF CZ THEN ZH=VAL(ZIS): ' SET INITIAL VAL FOR BAL FWD
23450 GOTO 23530: ' SKIP AROUND SUBROUTINE(S) ( FOLLOWING )
23490 REM* SUBROUTINE - BUILDS Z0$ TO CONTAIN ALL UNIQUE CHARACT
ERS OF Z$
23500 IF LEN(Z$)=0 THEN RETURN
23510 FOR I=1 TO LEN(Z$): ZC$=MID$(Z$,I,1): IF ZC$>="A" AND ZC$<
=CHR$ AND INSTR(Z0$,ZC$)=0 THEN Z0$=Z0$+ZC$
23520 NEXT I: RETURN
23529 REM* SET UP TITLE LINES FOR PRINT PAGES
23530 TL=1: FOR I=1 TO PC: F=PF(I)
23540 IF LEN(NF$(F)) > FNLF(F) THEN TL(I)=LEN(NF$(F)) ELSE TL(I)
=FNLF(F)
23550 TL=TL+TL(I)+1: NEXT I: IF TL< (LEN(PT$)+1) THEN TL=LEN(PT
$)+1
23560 PG=1: LC=PS: BL$=STRING$(TL,32): PP$=LEFT$(BL$,TL-8)-LEN(PT
$)+"PAGE": QL$=STRING$(TL," ")
23570 IF CZ THEN I=26:FV#=$Z$: GOSUB1000: FS(I)=F$: 'GEN BAL FWD
VALUE
23595 REM* COLUMN HEADING LINE GENERATION
23600 TL$="":UL$="":FOR I=1TOPC:F=PF(I):FS=NF$(F):TL$=TL$+F$+STR
ING$(TL(I)-LEN(FS)+1,32):UL$=UL$+STRING$(TL(I),"")+":NEXT I
23605 TL$=LEFT$(TL$,TL):UL$=LEFT$(UL$,TL)
23610 REM* SUBTOTAL UNDERSCORE LINE GENERATION
23615 IF ZS=0 THEN 23640 ELSE SU$="": SU=0: J=0
23620 FOR I=1 TO PC: F=PF(I)
23625 IF INSTR(ZS$,CHR$(64+F))<>0 THEN SU=SU+1:SU(I)=1: SU$=SU$
+STRING$(TL(I),"")+":J=LEN(SU$) ELSE SU(I)=0: SU$=SU$+STRING$
(TL(I)+1,32)
23630 NEXT I: SU$=LEFT$(SU$,J-1)
23635 REM* TOTAL UNDERSCORE LINE GENERATION
23640 IF ZT=0 THEN 23665 ELSE TU$="": TU=0: J=0
23645 FOR I=1 TO PC: F=PF(I)
23650 IF INSTR(ZT$,CHR$(64+F))<>0 THEN TU=1: TU(I)=1: TU$=TU$
+STRING$(TL(I),"")+":J=LEN(TU$) ELSE TU(I)=0: TU$=TU$+STRING$
(TL(I)+1,32)
23655 NEXT I: TU$=LEFT$(TU$,J-1)
23660 REM* RESET DUMP/SUBTOTAL/TOTAL PENDING FLAGS
23665 DP=0: SP=0: TP=0
23990 REM* OBTAIN PRINT FILE INFORMATION
24000 REM* GET & PRINT RECORD(S)
24100 OP$="PRINT":GOSUB56000:IF SC=0 THEN IF NOT(TP OR SP) THEN
15200 ELSE24100
24200 FT=1:FT$=OP$:GOSUB3500:GOSUB56270
24300 ON ERROR GOTO 0: IF IC=3 OR IC=5 THEN 24100
24350 IF IC=1 THEN 24100 ELSE ON ERROR GOTO 11739
24400 PRINTBS$:GOSUB12700:PRINTBS$:GOTO11721
30000 REM* SUBROUTINE - EXPRESSION TOKENIZATION/COMPILATION
30010 REM* XTS: EXPRESSION-TOKEN STRING, XE: ERROR FLAG, C$: I
NPUT EXPRESSION
30020 C$=FV$+" ": FV$=" ": XTS=" ": XE=0: CP=1
30030 CB=CB: ' POINT TO BEGINNING OF SCAN . . . CP: OPERAND DELI
MIATION
30040 ' FIND POSITION OF NEXT ARITHMETIC OPERATOR
30050 CR=99:FOR CI=LTO6:CI=INSTR(CB,C$,MID$(CI,"+*/%&"),1):IF
CQ<CR AND CQ<>0 THEN CR=CQ:CA=CI: 'CR: POSITION IN C$ OF NEXT OP
ERATOR, CA: OPERATOR (" +*/%& ") FOUND
30060 REM* C$: OPERAND, CM: LEADING MINUS?, CF: CALCS FIELD S
PECIFIER?

```



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```

30070 NEXT CI: CM= MIDS(C$,CP,1)="-": CO$=MIDS(C$,CP,CR-CP): CF=
MIDS(CO$,1-CM,1)>="A" AND MIDS(CO$,1-CM,1)<="Z"
00080 IF NOT CM THEN 30090 ELSE IF CR=1 THEN CB=CB+1:GOTO 30050
ELSE IF INSTR("*/&",MIDS(C$,CR-1,1))>0 THEN CB=CB+1:GOTO 30050:
UNARY MINUS
30090 IF CO$="" OR CO$=" " OR LEFT$(CO$,1)="" OR (CF AND LEN(CO
$)+CM>1) THEN FV$=FV$+"?": XE=-1 ELSE FV$=FV$+CO$: IF NOT XE T
HEN XE$=XE$+CO$+" "
30100 PRINT@H$-19,"WORKING ";
30110 IF CA=1 THEN PRINT@H$-19,": IF XE THEN PRINT "ERROR ??";
: RETURN ELSE PRINT " ";
30120 FV$=FV$+MIDS("+-*/&","CA-1,1):CF=CR-1: IF NOT XE THEN XE$=X
E$+RIGHT$(FV$,1)+" "
30130 PRINT@H$-19,"WORKING";: GOTO 30030
50000 REM* SUBROUTINE - CONVERTS EXPRESSION-TOKENS INTO ARRAY
50010 I=1: XI=XI-1
50020 XI=XI+1: INCREMENT ARRAY POINTER
50030 J=INSTR(I,XE$, " "); IF J=1 THEN XI(XI)=-99:RETURN ELSE X
E$=MIDS(XE$,I,J-I): I=J+1: EXTRACT TOKEN
50040 IF LEFT$(XE$,1)="-": THEN XI(XI)=64-ASC(RIGHT$(XE$,1)): GOT
O 50020
50050 IF RIGHT$(XE$,1)>="A" AND RIGHT$(XE$,1)<="Z" THEN XI(XI)=A
SC(RIGHT$(XE$,1))-64: IF LEFT$(XE$,1)="-" THEN XI(XI)=-XI(XI): G
OTO 50020 ELSE GOTO 50020
50060 J=INSTR("+-*/&","XC$): IF J>0 THEN XI(XI)=J-1: GOTO 50020
50070 XI(XI)=XC: IF#(XC)=VAL(XC$): XC=XC+1: GOTO 50020
50080 REM* SELECT & XXX SCREEN
50090 SK=1
50100 GOSUB3500:DF$=FC$:GOSUB2100
50200 PRINT@512,CSS;"SELECT & "OP$:" RECORDS BY (A-";CB$;");";
50300 OP$=340+LEN(OP$):VC$=FC$:GOSUB500
50400 SF=0: IF IC=4 THEN SC=7:SC(1)=7:SK=1:RETURN ELSE IF IC=2 TH
EN 50030 ELSE IF IC THEN 50230 ELSE SF=VK
50500 PRINT@512,CSS;"SELECT & "OP$:" RECORDS BY ";DQ$;NF$(SF);D
Q$;
50600 PRINT@640,CSS;"= EQUAL";TAB(15);"< LESS THAN";TAB(30);"- L
ESS OR EQUAL"
50700 PRINT@704,"# NOT EQUAL";TAB(15);"> GTR THAN";TAB(30);"+ GT
R OR EQUAL"
50800 PRINT@832,"CHOOSE RELATION: ";
50900 Q=849:VC$=SC$:GOSUB500
51000 ON IC GOTO 50020,50090,56230,56090,56230
51100 SC=VK
51200 PRINT@533+LEN(OP$),CSS
51300 PRINT@576,NF$(SF);MIDS(SC$,SC,1);
51400 Q=578+LEN(NF$(SF)):FL=FNSZ(SF):ML=1:FV$="":RJ=(FL(SF)>0):N
E=NOT RJ:PD=PD(SF):CL=32:CH=90:GOSUB800:SV$=FV$
51500 IF IC=2 THEN SV$=STRING$(FL,32) ELSE ON IC GOTO 56050,1,56
230,56140,56230
51600 IF SK>1 THEN FOR J=SK-1 TO 1 STEP -1:PRINT@576+(64*(SK-J))
,NF$(SF(J));MIDS(SC$,SC(J),1);": " ;SV$(J);NEXT J
51700 PRINT@SR*64+640,"<N>EXT OR <";LEFT$(OP$,1);":>";MIDS(OP$,2)
;":
51800 Q=SK*64+654+LEN(OP$):VC$="CN"+LEFT$(OP$,1):GOSUB500
51900 ON IC GOTO 56120,56180,56230,56180,56230
52000 SF(SK)=FC:SC(SK)=SC:SV$(SK)=SV$
52100 IF VK=3 THEN RETURN ELSE IF VK=1 THEN 56180 ELSE IF VK=2 A
ND SK>3 THEN SK=SK+1:GOTO56010
52200 GOTO 56180
52300 SC=0:RETURN
52400 REM* CLOSE FILE(FT), SET FL$(FT), SET FL$(FT)="" & RESET 'ON ERROR'

```

```

56250 CLOSE FT:FL$(FT)="" :ON ERROR GOTO 0:RETURN
56260 REM* GET FILENAME( FL$(FT)) OF TYPE(FT$) & OPEN (IF REQ'D
)
56270 GOSUB3500:PRINT@192,"NAME OF ";FT$:" FILE:";
56280 IF FL$(FT)<>" THEN PRINT@320,"ACTIVE ";FT$:" FILE=";FL$(F
T);
56290 Q=207+LEN(FT$):FL=15:ML=1:FV$="":CL=35:CH=90:GOSUB800:PRIN
T@320,CSS
56300 IF IC=2 OR (IC=4 AND FL$(FT)="" AND FT<>3) THEN 56280 ELSE
IF IC THEN RETURN
56310 IF FV$="" AND FT=1 AND (SF OR TP) THEN GOSUB 11700: BF=0:
TZ=0:GOSUB 11800: FOR I=1 TO DH: NEXT I: GOTO 56270
56320 IF RIGHT$(FV$,1)="#" AND FT=1 THEN DP=-1: FV$=LEFT$(FV$,LE
N(FV$)-1)
56330 IF FV$="" THEN 56390
56340 IF IC=4 AND FT<3 THEN PRINT@Q,FL$(FT);:RETURN ELSE FL$(FT)
=FV$
56350 IF (FT<3 AND FL$(1)=FL$(2)) OR (FT=3 AND (FL$(3)=FL$(1) OR
FL$(3)=FL$(2))) THEN PRINT@384,">>> FILE=";FL$(FT);" IN USE";:F
L$(FT)="" :GOTO56280
56360 ON ERROR GOTO 56370:CLOSE FT:OPEN MIDS("IOI",FT,1),FT,FL$(
FT):IF FT=1 THEN GOSUB 11750: RETURN ELSE :RETURN
56370 IF ERR/2+1<21 THEN ON ERROR GOTO 0 ELSE RESUME 56380
56380 PRINT@384,CSS;">>> BAD FILE=";FL$(FT);
56390 GOSUB56250:GOTO56280
60000 REM* <KEY> DEFINITIONS
60010 DATA 13,91,10,8,9,27,26,24,25,31,31
60020 REM* DISPLAY CHARACTERS
60030 DATA 136,130
60040 REM* FIELD CNT, HORIZ. SCREEN SIZE, VERT. SCREEN SIZE, SELECTI
ON OEPH, DISPLAY HOLD FACTOR
60050 DATA 20,64,16,4,10
60053 REM* NUMBER OF DISK RECORD BUFFERS
60056 DATA 5
60060 REM* PRINTER (<S>=STANDARD / <N>=NON-STANDARD) USED
60070 DATA S
60080 REM* NUMBER OF VERTICAL PRINT LINES ON PAGE
60090 DATA 66
61000 REM*DATA AIDS3/DSC?1" "(ABCZ)?1" " FIELD?1" "4.2?1" " [4" ,
"10?1" "C?1" " [4" "C?1" "A?1" " ?1" " [4" "AIDS3/DAT?1"
62000 REM*DATA AIDS3/DSC?1" "CXY?1" " ?1" "5.2?1" " ?1" "5.2?1" "
[4" "C-30?1" "C/X?1" " [4" " [4" " [4" "AIDS3/DAT?1"

```

Program Listing 3. MERGE-III

```

1 '(C)1980 BY META TECHNOLOGIES CORP, (C)1982 BY SOFTRENDS, INC.
2 CJS:PRINT@264,"MERGE-III";PRINT@410,"VERSION 1.5:PRINT@599,"C
OPYRIGHT(C)1982:PRINT@670,"BY":PRINT@728,"SOFTRENDS, INC.":PRIN
T:PRINT
20 GOTO10005
999 REM* WORKING SECTION
1000 IM(0)=FI+1:IM(1)=VARPTR(R(0))
1005 IM(2)=0:IM(3)=0:IM(4)=0:IM(5)=0
1010 DEFUSR0=VARPTR(US(0)):D=USR0(VARPTR(IM(0)))
1020 IFD=-1 THENCLOSE:RO="":H3="":SO$="":FORI=@T014:RI(I)="" :NEXT
I:FR=0:GOTO10129
1031 IFFR=@THENFR=-1:FC=0:IFMO=2 THENRC(1)=R(D):GOTO1040 ELSE1040

```

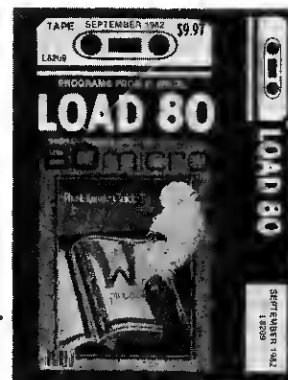
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1032 IM(0)=4:RC(1)=R(D):IM(1)=VARPTR(RC(0)):DEFUSR0=VARPTR(US(0))
) :FC=USR0(VARPTR(IM(0)))=1:IM(0)=FI+1
1040 IFC THEN PRINT:PRINT"FILE "R(D)" IS NOT IN SORTED ORDER":
GOTO35000
1041 IFM0=1 THEN I050
1042 IFM0=2 THEN I060
1043 RC(2)=RC(0):IM(0)=2:IM(1)=VARPTR(RC(1)):DEFUSR0=VARPTR(US(0))
):IFUSR0(VARPTR(IM(0)))=0 THEN I065
1050 OE=1:PRINT#1,R(D)
1060 PRINTUSING$D+1,R(D)
1065 IM(0)=FI+1:RC(2)="":IFINKEYS=CHR$(91) THEN PRINT"MERGE STOPPE
D":CLOSE:FR=0:GOTO10129
1070 RC(0)=R(D)
1080 IFEOF(D+2) THEN R(D)="":CLOSED+2:GOTO1000
1090 OE=0:LINEIN#D+2,R(D)
1100 GOTO1000
8999 REM* INPUT ROUTINE
9000 S$=FV$:LS=LEN(S$)
9010 FIC=0:PRINT@Q,STRINGS(PL,CE):PRINT@Q,S$
9020 IFL>LTHENC4$=CHR$(14):C5$=CHR$(15):GOTO9040
9030 PRINT@Q,"":C4$=CHR$(8):IFV$="":THENC5$=CHR$(CE) ELSE C5$=FV
$
9040 PRINTC4$:K$=INKEY$:PRINTC5$:IFK$="":THEN9040 ELSE I0=C=ASC(K$)
9050 IFINSTR(CC$,K$) THEN I0=C:INSTR(CC$,K$):GOTO9120
9060 IFL=1 THEN9130
9070 IFI>CHORIC<L THEN9080 ELSE I0=FLTHENS$=S$+K$:PRINTK$:LS=L
S+1:GOTO9040 ELSE9040
9080 I0=C:ANDLS>0 THEN I0=LS-1:S$=LEFT$(S$,LS):GOTO9010
9090 IFI=13 AND(LS=>MFORML=0) THEN I0=C:GOTO9120
9100 IFI=24 THEN I0=S$:S$="":GOTO9010
9110 IFI=29 THEN9080 ELSE9040
9120 FV$=S$:PRINTSTRINGS(FI-LEN(FV$),32):RETURN
9130 IFI=13 AND FV$<>"":THENK$=FV$
9140 IC=0:VK=INSTR(VC$,K$):IFVK THEN PRINT@Q,K$:FV$=K$:RETURNELSE
9040
10000 REM* INITIALIZATION
10005 CLEAR0:IFM0<300 THEN CLEAR90 ELSE M=MEM-2500:IFM>32767 THENC
LEAR32767 ELSE CLEARM
10010 DEFINTA-Z:DEFSTRR,H
10020 DIMIM(86):READX:DINUS(X1-1):D=0
10025 FORI=0 TO X1-1:READUS(I):NEXTI
10030 SW=64:CE=136:AS="###%"+STRINGS(SW-6,32)+"%"
10035 BS=CHR$(28)+CHR$(31)
10040 TD=150
10043 CC$=CHR$(91)+CHR$(27)+CHR$(0)+CHR$(26)
10045 DEFENP(V)=413+(V<7)*29+(V+1+(V>6)*7)*64
10046 DEFEND(V,B)=V-INT(V/B)*B
10047 NS=10
10050 DIMR(14),FL(20),FP(20),NFS(20),FD(20)
10070 SN$="MTC AIDS-III File Merge Subsystem (MERGE-III)"
10080 GOSUB15010:FT=3:FT$="Descriptor"
10085 GOSUB15050
10090 IF IC=4 THEN CLOSE:CLEAR500:END ELSE IF IC THEN 10095
10095 LINE INPUT#3,FV$:IF FV$<>"MTC AIDS2" THEN GOSUB15140:GOTO10
090
10100 LINE INPUT#3,SN$:INPUT#3,RS,NF
10105 FORI=1 TO NF:LINE INPUT#3,NF$(I):INPUT#3,FL(I):IF FL(I)<0 TH
EN INPUT#3,FD(I) ELSE FD(I)=0
10110 INPUT#3,FP(I):NEXTI:GOSUB15030
10115 FC$=LEFT$( "ABCDEFHIJKLMNORPST",NF):CH$=CHR$(64+NF)

```

```

10116 L=INT(NF/5+9)
10129 GOSUB60000:PR=0:GOSUB15010:GOSUB14010
10130 FV$=S03:PRINT@512,"Files are Sorted by: ":FL=2*NF:CL=43:C
H=64+NF:Q=533:GOSUB9000:SO$=FV$:ONICGOTO10080,10080.1,10130
10132 ONERRORGOTO0
10135 FORI=0 TO85:IM(I)=0:NEXTI
10140 FFS="":K=-1:FORI=1 TO LEN(FV$):K$=MID$(FV$,I,1):A=ASC(K$)
10150 IFA<65 THEN I0160 ELSE FFS=FV$+K$+K+1:IM(4*K+6)=ABS(FI(A-64))
):IM(4*K+7)=FP(A-64)-1:IFL(A-64)<0 THEN IM(4*K+9)=1
10155 N=INSTR(I,FV$,","):P=INSTR(I,FV$,"+"):IF(N<P AND N>0) OR(N>#A
NDP=0) THEN IM(4*K+8)=1
10160 NEXTI
10161 PRINT@640,"1) Include ALL records":PRINT#2) Eliminate iden
tical duplicate records":PRINT#3) Eliminate duplicate records, c
omparing only":PRINT#4) the "CHR$(34)ESCHR$(34)" field",
10162 IFK>0 THEN PRINT#5) ELSE PRINT#6)
10163 FV$="":PRINT@960,"Option?":Q=968:VC$="123":FU=1:GOSUB90000
:MO=VK:ED=MO>1:ONICGOTO10130,10080.1,10163
10170 GOSUB15010
10220 FV$=RO:PRINT@192,"Output File Name:":Q=210:FL=14:ML=1:CL=
47:CH=90:GOSUB90000:RO=FV$:ONICGOTO10129,10129.1,10220
10240 MN$=MID$(STR$(2+ED),2):FV$=H3:PRINT@320,"Number of Input F
iles ("MN$"-14) ?":Q=350:FL=2:CL=48:CH=57:GOSUB90000:H3=FV$
10250 FI=VAL(H3):ONICGOTO10220,10129.1,10240
10260 IFFI<2+ED OR FI>14 THEN H3="":GOTO10240
10263 FORI=0 TO13:IFI=FITHENPRINT@FNSP(I),STRINGS(19,32):ELSEPRI
NT@FNSP(I),USING"File ##: %
";I+1:RI(I);
10264 NEXTI
10269 REM* INPUT FILE NAMES
10270 IM(0)=FI:FI=FI-1
10280 FORI=0 TOFI
10285 FL=14:ML=1:CL=47:CH=90
10290 FV$=RI(I):CM=FNSP(I)
10300 Q=C+M+9:GOSUB90000:RI(I)=FV$
10310 IFIC=1 THEN IFI>0 THEN I=I-1:GOTO10285 ELSE I0240
10311 IFIC=2 THEN I0=0:GOTO10240 ELSE I0=0:GOTO10320
10313 NEXTJ:FORI=IX TOFI:GOTO10285
10320 IFI=0 THEN I0340 ELSE FORJ=0 TO I-1:IFRI(J)=FV$ THEN NNW=-1
10330 NEXTJ:FNW THEN NNW=0:RI(I)="":GOTO10290
10340 IFRI(I)=RO THEN RI(I)="":ORRI(J)<>"":ANDRI(J-1)<>"":THEN IX=J
10342 FV$=CHR$(CE):PRINT@960,"Press <ENTER> when ready":Q=985:F
L=1:VC$=FV$:GOSUB90000
10344 PRINT@896,STRINGS(120,32);
10345 IFIC=1 THEN I=I-1:FORI=IX TOFI:GOTO10285
10346 IFIC=2 THEN I0340 ELSE IFIC THEN I0342
10355 REM* OPEN FILES
10360 ONERRORGOTO30000:OE=-1:OPEN"O",1,RO:OE=0
10370 FORI=0 TOFI:OPEN"i",I+2,RI(I)
10380 IFEOF(I+2) THEN CLOSE I+2:GOTO10410
10390 LINEIN#I+2,R(I)
10410 NEXTI:ONERRORGOTO30000
10440 PRINT@1023;FI:PRINT:GOTO1000
14000 REM* DISPLAY FIELD NAMES
14010 FORI=1 TO1STEP-1:PRINT@2*SW+FNMD(I-1,L)*SW+INT((I-1)/L)*(N
S+3),CHR$(64+I);"-":NF$(I):NEXTI:RETURN
15000 REM* CLEAR SCREEN & DISPLAY SYSTEM NAME
15010 PRINT BSS;TAB(INT((SW-LEN(SNS))/2)):SNS=RETURN
15020 REM* CLOSE FILE(FT), SET FL$(FT)=" & RESET 'ON ERROR'
15030 CLOSE FT:FL$(FT)="":ON ERROR GOTO 0:RETURN

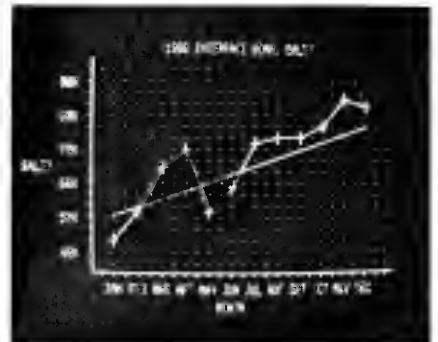
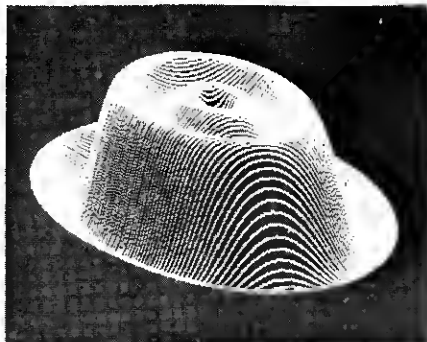
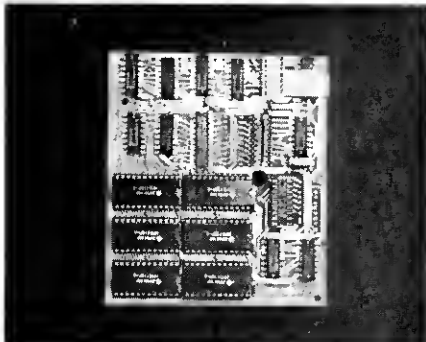
```



```

15040 REM* GET FILENAME( FL$(FT) ) OF TYPE(FTS) & OPEN (IF REQ'D
)
15050 GOSUB15010:PRINT@192,"Name of ",FTS;" File:";
15060 IF FL$(FT)<>" THEN PRINT@320,"ACTIVE ",FTS;" FILE=";FL$(F
T);
15070 Q=207+LEN(FTS):FL=14:ML=1:FVS="":CL=42:CH=90:GOSUB9000:PRI
NT@320,CSS
15080 IF IC=2 OR (IC=4 AND FL$(FT)=" AND FT<>3) THEN 15060 ELSE
IF IC THEN RETURN
15090 IF FVS="*" THEN 15150
15100 IF IC=4 AND FT<3 THEN PRINT@Q,FL$(FT);:RETURN ELSE FL$(FT)
=FVS
15110 IF (FT<3 AND FL$(1)=FL$(2)) OR (FT=3 AND (FL$(3)=FL$(1) OR
FL$(3)=FL$(2))) THEN PRINT@384,">>> FILE";FL$(FT);" IN USE";F
L$(FT)="":GOTO15060
15120 ON ERROR GOTO 15130:CLOSE FT:OPEN MID$( "IOI",FT,1),FT,FL$(
FT):RETURN
15130 IF ERR/2+1<21 THEN ON ERROR GOTO 0 ELSE RESUME 15140
15140 PRINT@384,CSS;">>> BAD FILE=";FL$(FT);
15150 GOSUB15030:GOTO15060
29999 REM* ERROR TRAPPING
30000 IFERR/2+1=54ORERR/2+1=65THENRESUME30040
30010 IFERR/2+1=53THENPRINT@1023,"":PRINT">>>FI+2"FILE BUFFERS
MUST BE OPEN":RESUME30030
30020 IFERR/2+1=58ORERR/2+1=68THEN30080ELSEONERRORGOTO0
30030 CLOSE:PRINT"PROGRAM TERMINATED":END
30039 REM* FILE NOT FOUND
30040 CLOSE:FORJ=1TO2:IFOETHENPRINT@291,">>>BAD OUTPUT FILE";ELS
ERPRINT@291,">>>FILE"+1"NOT FOUND";
30050 FORK=1TO2:NTD:NEXTK:PRINT@291,CHR$(30);
30060 FORK=1TO2:NEXTK;J
30065 IFOETHEN10220
30070 FORI=1TOFI:GOTO10285
30080 IFOETHEN30085ELSE30090
30085 IFERR/2+1=61ORERR/2+1=62THENPRINT:PRINT"DISK FULL - MERGE
HALTED":LINEINPUT"PRESS <ENTER> TO CONTINUE";XX$:CLOSE:RESUME101
29
30087 PRINT:PRINT"OUTPUT FILE NOT USEABLE":ONERRORGOTO0:CLOSE:EN
D
30090 PRINT:PRINT"ERROR IN READING FILE "RI(D)" FROM DISK";RES
UME30000
30100 ONERRORGOTO0:END
35000 PRINT:PRESS <R> TO RESUME MERGE, <S> TO STOP IT"
35010 K$=INKEY$:IFK$="THEN35010
35020 IFK$="R"THENPRINT"MERGE RESUMED WITHOUT FILE "RI(D)"":R(
D)=".:PRINT:CLOSE+2:GOTO1000
35030 IFK$="S"THENPRINT"MERGE STOPPED":CLOSE:GOTO10129
49999 REM* MACHINE CODE
50000 DATA 114,32717,-6902,-7715,26333,-8957,622,1,4352,-1,29661
,-8956,1394,-18562,30248,-23686,10300,-8845,-539,-6687,-14891
50010 DATA 32509,-18676,-11839,10465,-6815,-14891,17955,26147,-5
272,17955,26147,-664,3662,6,-5367,18185,32509,-18670,20776
50020 DATA 14,11582,-16667,4056,-13877,792,4131,-7690,18173,-109
96,-16661,1056,-15925,792,4131,-5130,31185,18173,-500,14339
50030 DATA -5343,-386,8237,15874,20256,-486,8237,15874,-18144,92
48,4899,-5616,5912,-27112,13592,8728,-32744,254,808,6175
50040 DATA 6671,8382,8971,4115,4600,8,-6653,-745,4270,-1609
7,-7727,4408,29149,-8956,1392,22237,-8957,606,2539,2313,1003
50050 DATA 8995,-8925,126,-8815,382,12440,-8769,1134,26333,-1561
1,-2714,18511,20297
60000 FORI=1TO14:R(I)="":NEXTI:RC(0)="":RC(1)="":RC(2)="":RETURN

```



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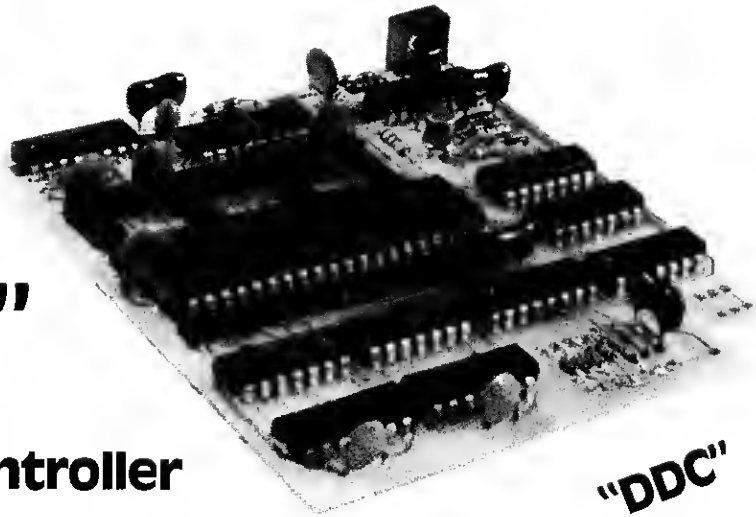
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The units presently on the market use a write precompensation circuit that is very "sloppy". Board to board tolerance is extremely wide - in the order of ± 100 ns. The "DDC" is accurate to within ± 20 ns. The bottomline is state of the art reliability!

★ Test Proven

Tests were conducted on AEROCOMP'S "DDC", Percom's "Doublers A" and "Doublers 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 B2). 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 retries. Operating system was Newdos/80, Version 1.0, with Double Zap, Version 2.0. Unreadable sectors were tallied and recorded. The test was run ten times with each double density controller and the data averaged. Test results are shown in the table.

★ Features

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\$229.95 for "DDC" complete with LDDS

★ TEST RESULTS ★

MFR & PRODUCT	SECTORS LOCKED OUT (AVG)
AEROCOMP "DDC"	0
PERCOM "DOUBLER II"	18
PERCOM "DOUBLER A"	250
LNW "LNDOUBLER"	202

Note: test results available upon written request. All tests conducted prior to 8-25-81

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The advances that make the "DDC" great are incorporated in the new AEROCOMP Single Density Data Separator ("SDS") and Double Density Data Separator ("DDS").

★ Has your original manufacturer left you holding the bag?

If you already own a Percom "Doublers A", "Doublers II" or LNW "LNDOUBLER", the AEROCOMP "DDS" will make it right. Look at the test results:

MFR. & PRODUCT	SECTORS LOCKED OUT	
	WITHOUT "DDS"	WITH "DDS"
PERCOM "DOUBLER II"	18	1
PERCOM "DOUBLER A"	250	0
LNW "LNDOUBLER"	202	0

Note: Same test procedures as "DDC".

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See opposite page



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by Scott Norman

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Random Basic

Computerware has been supporting the Motorola 6800 family since the mid-70s, and Random Basic itself ran under the Smoke Signal Broadcasting DOS for several years before the CC FLEX version was written.

It is a full-featured Basic, with comprehensive file-handling capabilities and an extended numerical range that make it suitable for both business and scientific applications. The syntax is pretty close to the American National Standards Institute model, so experienced Color Basic users should have few conversion problems.

Random Basic is furnished as a 50-sector file, RBASIC.COMD, which can be invoked like any other CC FLEX command file—just call it by name. My review copy of RBasic carried a v.2.0 logo, and proved to be compatible with versions 5.0, 5.0:1, and 5.0:2 of the operating system. With the latter two, all RBasic programs and data appear in 51-column, 24-line format, unlike material prepared with Hogg Laboratory's own DBasic.

RBasic saves and loads data through the standard CC FLEX utilities. Users

of single-drive systems can copy RBasic onto a working disk together with FLEX.SYS and any other files they need.

RBasic documentation is very fine indeed. Forty pages of information detail the commands, functions, and statements of the language, and include 11 appendices. These cover memory maps, error codes, the use of machine-language subroutines, and details on customizing the language for your own use. A five-page summary at the front of the manual gives one-line definitions of all the available statements.

I can't give a detailed description of every command and function in a review of reasonable size, so I'll report those aspects in which RBasic differs from Color Basic in significant (or at least interesting) ways.

Background

One piece of good news is that RBasic leaves you with lots of program memory: 33778 bytes with either of the two newest versions of CC FLEX, 35826 bytes with the old v.5.0. The corresponding bad news is that it lacks the graphics capabilities of the Microsoft dialects, so you must manage any graphical outputs with POKEs or Print Using statements.

RBasic program lines can contain up to 128 characters, and must have numbers lying between 1 and 9999. Instructions can be abbreviated down to the minimum number of characters required for a unique identification, followed by a period. Thus, Input can be reduced to I., Print to P., and so on.

“Suppose I upgrade to FLEX—what kind of software is available?”

I've been asked this question any number of times since I began working with Frank Hogg Laboratory's Color Computer FLEX operating system.

One of my own interests is high-level languages, and in this review I'll describe a dandy: Computerware's Random Basic. I'll also cover the Scribe Editor, because it is a useful adjunct for preparing and editing Random Basic source code. Keep in mind, though, that

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The interpreter handles such abbreviations more quickly than full spellings, which is helpful; RBasic is not a fast language. You can overdo a good thing, though. Excessive use of command abbreviations does nothing for the readability of your code.

One feature that does help readability is RBasic's tolerance of long variable names: up to 126 characters, with the first six used by the interpreter for distinguishing variables. Thus, NUMBER and NUMERAL would be recognized as distinct entities. In fact, NUMBER and Number are also distinguished; uppercase and lowercase letters are both allowed, and are considered to be different symbols.

String variables may contain up to 126 characters. The STRING= command sets the maximum length for any given program, with a default of 32. You must know this value when reserving space for random disk files.

RBasic can handle numbers ranging between 1.0E-99 and 9.99...E+99, contrasted with Color Basic's 1.0E+/-38. This can be vital for scientific computation. Depending on the problem and the system of units employed, scientific calculations can chew up exponents pretty fast! I think this feature alone qualifies RBasic for serious consideration by programmers in the physical sciences.

There is an Edit command, but it is fairly limited in scope. You can overwrite part of a program line to change it, and extend an existing line, but that's about all. There is no search/replace capability; that and other niceties are the province of Scribe.

RBasic does have an automatic line-numbering feature, though. You can invoke it at any time by the Auto command, with optional parameters to specify the starting line number and the interval. The break key, which functions as control-C, is used to exit the automatic-numbering mode. The lack of a command for renumbering an entire program does take away a little of Auto's luster.

Let is optional in RBasic, just as it is in Extended Color Basic. Optional for the programmer, that is; the interpreter inserts Let wherever it is required by the rules of syntax. This can be a little surprising the first time you list one of your own programs, if you aren't in the habit of inserting Let yourself!

Commands

Several RBasic commands are not available in the CoCo's stock dialects. Many of these take advantage of the

power afforded by the operating system; in fact, the Do command allows the user to execute CC FLEX commands directly from RBasic's immediate mode. For example, DO CAT lists the standard FLEX disk catalog on the screen.

Some CC FLEX commands have memory requirements in conflict with those of RBasic itself, however, and should not be used in this way. The manual provides some guidance. Of course, there is also a command (DOS) for exiting to the operating system, and another (MON) for returning to Color Disk Basic.

As befits a language originally devised for modular computers, RBasic has a Port command for defining the control port. This is of little consequence to people intending to use standard I/O, but should be useful to anyone who wants to hook an outboard terminal to a Color Computer.

The printer is defined as port #4. Thus, to obtain a printed listing of an RBasic program, enter LIST #4. Similarly, PRINT #4 statements should be used within programs, replacing the PRINT #-2 of Color Basic.

RBasic has several housekeeping commands to control output format. SKIP N produces N blank lines. LINE= and DIGITS= set the number of print positions in a line, and the number of digits to be printed to the right of the decimal point (unless overridden by Print Using). PAGE= sets the length of a page in print lines.

Associated with each of these commands is a function that lets you learn the current status of the parameter. It is fairly simple to specify print operations that will result in right-justified text, or columns of figures aligned on their decimal points, and so on. All in all, it is much easier to set up a good-looking format for printed output in RBasic than in Color Basic.

The BASE= command is used to specify whether array subscripts are to begin with 0 or 1—very handy for economizing on storage in large programs, and for guaranteeing that subscript arithmetic is kept straight. By the way, RBasic arrays can be one- or two-dimensional, and the maximum value of a subscript is 255.

Speaking of large programs, the Size command generates the number of bytes currently used for program storage, the number currently used for variable storage, and the remaining free memory. Dump returns a list of all variables and open files.

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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.

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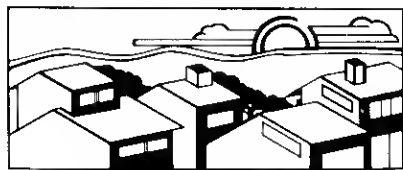
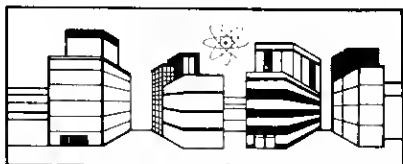
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mands, I should mention the quartet that enable and disable the IRQ and FIRQ interrupts, not normally accessible to the Basic programmer. Clever use of these commands may allow the Color Computer to come close to doing two things at once!

Functions and Statements

RBasic has a full complement of arithmetic and relational operators and Basic functions, including those necessary to handle strings. Novelties include NVAL, which tests the first character in a string to see if it is numeric, and IMOD(X,Y), which returns the integer remainder of dividing X by Y.

SYDR and WKDR are used to obtain the value of the system and working drives currently defined by CC FLEX. These can be concatenated with other strings to make up complete file specs that will ensure that files are routed to the correct drive in a multiple-drive system.

A particular joy to me as an old Fortran programmer is the DEF function, which allows the user to define specialized functions for repeated use within a program. The syntax is simple:

DEF FNA(X) = (Defining expression)

The letter A can be replaced by any letter in the alphabet, so that you can define up to 26 such functions per program. The defining expression must fit in one program statement, and X is a dummy variable. Thus, if you are using Z as the variable when you have to evaluate the function, you simply write RESULT(Z) = FNA(Z).

There are two additional restrictions: the argument X must be a nonsubscripted variable, and a function must be defined before it is referred to in a program; it isn't like a data statement.

For example, suppose there were no RBasic sine function. You could define your own, using the first few terms of the power series expansion:

$$\text{FNS}(X) = 1 - X * X * X / 6 + \\ X * X * X * X * X / 120 - \dots$$

This could subsequently be used to evaluate the sine of any argument.

Such functions can be of great value to the scientific programmer. Having them around isn't quite as nice as having the named procedures of Pascal and other modern languages, but it sure beats relying on GOSUBs for every repeated operation!

RBasic also has a User function, analogous to Color Basic's USR, which

is used to jump to a machine-language subroutine. Another statement, Call, does the same thing but also allows the program to pass a parameter to the subroutine. To pass data back to RBasic, however, another User or an Input command must be involved.

The DEF function was a pleasant surprise. RBasic has another command whose absence from Color Basic has long been a sore point with me: On Error. This can be followed by any Basic statement, and is most often used in error-proofing some portion of a program.

For example, suppose a calculation could yield a numerical result out of RBasic's range, and you wanted the option of continuing the program in that event. The simplest way to guard against a program crash would be to insert, after the last step on the calculation, a statement like On Error GOTO (line number of routine for continuation).

It is even possible to take corrective action that depends on the nature of an error. Two additional functions, ERLINE and ERCODE, return the line number in which an error occurred and a numerical code for the error; you could use this as the basis for a decision of how to proceed. The codes are the same as those reported by the system in the event of a crash.

Disk File Handling

One of the RBasic's biggest selling points is its disk-handling ability. It does a fine job with both sequential and random-access (or, as Radio Shack calls them, direct-access) files.

To see how important this is to CC FLEX users, let's review the file-handling abilities of several Basics, in order of increasing sophistication:

- Basic (Standard CC FLEX v.5.0:1 command): Copies regular (not Extended) Color Basic to RAM. More than 39,000 bytes of RAM are available to user.

- CBasic (Standard CC FLEX command): Copies Extended (not Disk) Color Basic to RAM.

- DBasic (Additional package from Hogg Laboratory): Copies Disk Extended Color Basic to RAM. Supports sequential files only, at this time. I/O is through standard FLEX utilities.

- RBasic: Supports both sequential and random-access files. I/O is through standard FLEX utilities. Does not support Color Computer graphics.

Something for everybody; RBasic performs with all sorts of disk files, as advertised. Most of its functions will be familiar to experienced users of Disk Extended Color Basic, but the Com-

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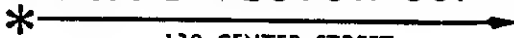
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puterware product has a few unique features.

First, some commands and functions concern generalized disk file handling, rather than being specific to data files. These include the usual facilities for listing, renaming, and deleting files, and a very useful function called FCHK which allows the user to see whether a specified file is on a disk. FCHK allows you to take corrective action within a program if the designated file is not present, just as On Error gives you a chance to avoid other types of program crashes.

There are also some special commands used when saving and loading program files. Replace, followed by a file name, will delete that file from the disk and replace it with the current contents of memory, using the same file name. This is handy when you're working with an evolving program; it guarantees that the latest version is the one saved.

The Chain command allows one RBasic program to call and automatically execute another. The called program replaces the caller in memory.

You can imagine how this might be used in, say, a data-base management

“There are minor discrepancies between Scribe’s performance in a CCFLEX environment and the description in the manual.”

system. The main program might consist of little but a menu and a set of Chains to call the subsidiary programs for file creation, searching, and updating. Each subsidiary could finish with a Chain back to the main program. This is very close to the precepts of modular, structured programming.

RBasic has a few additional commands and functions for dealing with random access files. Expand, for example, allows you to increase the number of records in a previously created file.

RBasic and Disk Color Basic perform many similar operations, but there are enough differences in syntax to make careful study of the manuals worthwhile. For example, a useful

RBasic “fummand” (function/command) named RECNO tells you the current position of the record pointer, and (in conjunction with the Set statement) allows you to move the pointer to any location within a file.

The Radio Shack equivalent is LOC, a function that merely returns the current record number of the specified buffer. To move the pointer requires the Get or Put statement, whichever is appropriate. RBasic also has a Get and a Put, but they manipulate data without changing the value of RECNO! When in doubt, read the manual.

RBasic Summary

I am generally enthusiastic about Random Basic. Its extended numerical range, ability to define Basic functions, and file-handling options make it suitable for fairly serious scientific and business programming. The error-handling ability comes in handy, too!

I have only two reservations: the present lack of a graphics package, and operating speed. RBasic is slow—it takes 2½ to 3 times longer than Extended Color Basic to perform my admittedly elementary benchmark program (the Sieve of Eratosthenes method for find-

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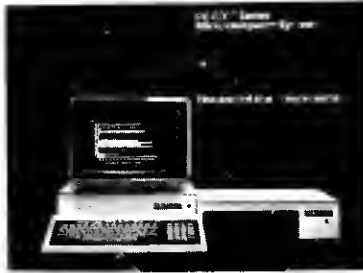


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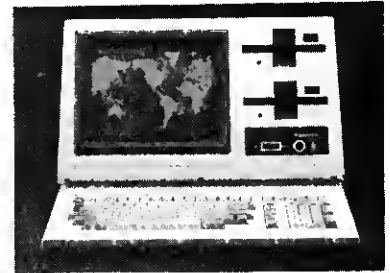


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What you gain is precision: The Color Computer version of RBasic carries nine-digit accuracy through all calculations. Other comparisons have shown that RBasic is second in operating speed only to TSC's Extended Basic among FLEX-compatible Basics.

Scribe Editor

It's always nice to see old friends; that's how I felt when I first fired up Scribe. Many commands in this line-oriented editor's repertoire were used by the Color Editor portion of Computerware's Programmer's Toolkit, which I reviewed in the July/July 1982 issue of *80 Micro* ("Color Computer Utilities," p. 116). In fact, I understand that the same commands are also used in that company's Color Scribe word processor, a healthy sign for those who value consistency in their software.

Scribe is not a full-fledged text processor, since it lacks print-formatting capabilities. Rather, it is a FLEX utility for managing all sorts of text information. It can be used on data files, Assembly-language programs, and high-level language source code. That's why it's included in this review; it provides

many line-editing functions that Random Basic lacks.

Like RBasic, Scribe is available for either CC FLEX or the Smoke Signal Broadcasting DOS. The CC FLEX version is a 26-sector .CMD file (my review copy was version 4.5), compatible with all three editions of the operating system available to me.

Scribe's operation can be divided into Input, Command, and Edit modes, and there are five major categories of commands:

- Commands for displaying and moving lines within a file;
- Commands for changing or replacing entire lines;
- Commands for editing within a given line;
- Commands for managing disk files; and
- Commands for defining system parameters and special keyboard characters.

The first two categories are identical with the commands in the Color Editor, and so I will refer readers starved for information about syntax to my earlier review. Suffice it to say that Scribe has extensive facilities for shuffling lines within a file, duplicating lines, and per-

forming global or selective find-and-replace operations on character strings.

Editing a Line

Most of the commands for editing within a line require a control key followed by an alphabetic character; for example, control-E is used to break an existing line for the insertion of new characters. ("Control" is the shift-up arrow combination on the Color Computer, so you must often use both hands, pressing three keys, to generate a single command. This is an unfortunate consequence of the CoCo's limited keyboard, rather than any particular fault of the program's.)

When working with Scribe, I sometimes felt overwhelmed by the sheer number of editing options. The manual (a very good one, by the way) agrees; most people settle on eight or 10 favorite commands and learn to use them proficiently, leaving the rest for special situations.

As an example of the richness of the syntax, there are separate commands for moving forward or backward by a single character or by a word, and the character or word in question may be either copied from the original line to the

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edited version, or deleted. You can appreciate how difficult it is to keep all of the options in mind when editing a file.

I was primarily interested in applying Scribe to RBasic programs, and so was probably less appreciative of word-oriented editing than I otherwise might have been. The commands most useful to me were those that allowed me to jump into the middle of a long statement to correct a syntax error.

In Extended Color Basic's Edit mode, nSx is used to go to the nth occurrence of character x; with Scribe, control-O-x causes a jump to the first place where x appears, and the command must be repeated to advance to each successive occurrence. This is a little awkward, but it is still a great improvement over the editing capability built into RBasic. In fact, by careful use of the Change command in Scribe's Line Modification set, the user can perform this same function with one command; that's what I mean by a rich command suite!

There are minor discrepancies between Scribe's performance in a CC FLEX environment and the descriptions in the manual. The editor was written for another operating system and for a specific terminal (Soroc IQ-120).

Most of the differences I found had to do with how much of the line undergoing editing (the "current line") would be displayed in response to specific commands. In some cases, the manual indicated that only part of the current line should appear on the screen, when in fact the entire line showed up, with a cursor in the form of an underline character marking my place in the middle of

the text.

Incidentally, the manual contains information on configuring Scribe to other terminals. This may be of less interest to CoCo owners than to operators of some other machines, but if you happen to have an outboard terminal, you may be able to take advantage of such features as dual-intensity displays.

Disk File Management

Scribe handles disk ASCII files in a flexible manner. Facilities are provided

"I have only two reservations: the present lack of a graphics package, and operating speed."

for editing an existing file and saving all or part of the modified version under a new name. You can also save the new file under the former name, simultaneously renaming the original file to indicate its back-up status. There is also the option of continuing an editing session or exiting to the operating system after saving a file. Finally, Scribe will work with files larger than available memory, loading and saving them in piecemeal fashion.

Here are a few examples. To begin work on a new file, you answer the opening EDT: prompt with EDIT,,

FILENAME.TXT where FILENAME may be preceded by a drive number. Notice the two commas; they are quite necessary! This command causes the disk drive to whirr along for a few seconds, creating the new file's catalog listing. When it has finished, the EDT: prompt returns and you are ready to begin.

If you would like to work on a file already on the disk, and want to save the results of your work under a new name, the initial command is EDIT,INPUT.TXT,OUTPUT.TXT. Now there is only one comma following EDIT. The original file will remain on the disk, intact.

If you want the latest edited version of a file to have the original name, use EDIT,FILENAME.TXT. The original file will be renamed FILENAME.BAK when the new version is saved.

There are two commands for putting edited material on disk: Save and Log. The first ends the editing session and returns you to the operating system, while the second allows the editing to continue.

Want to work with an existing file and simply save the edited version under the same name without keeping the original at all? Simple: just respond to the initial EDT: prompt with LOAD. You will be prompted for the file name, and a Save or Log at the end of the session will overwrite the old file. You can begin the session with the single command LOAD "FILENAME" if you wish, but note that the quotation marks must be used in this instance to avoid a disk error.

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through the text until the current line is the first line you would like saved. Then enter **W #n**, where **n** is the line number of the last line to be saved. An inverse command, **Read**, can be used to merge files. The disk file whose name is specified after this command will be appended to the in-memory file starting at the current line, so be sure of your position in the active file before **Reading**, otherwise you could overwrite desired material.

The last file management command, **More**, is used when working with a file larger than available memory. If you try to load such a file, **Scribe** will accept as much as possible and then generate the message **Text Buffer Full—Complete File Not Read**. The system doesn't crash; you can go ahead and edit as much of the file as made it into memory.

When you have finished, the **More** command saves the text preceding the current line to disk, and then loads as much more of the old file as will fit. The procedure is repeated until the entire file has been processed.

Special Commands

Scribe has a few special commands to make your life easier. For example,

MAC followed by a list of editor commands defines a macro: you can then perform the whole set of instructions by hitting **Control **. On the **Color Computer**, the backslash is shift-clear, so you must press a total of four keys to send out a macro. This may still save some work, depending on the complexity of the instruction string.

The **REN** command will automatically renumber all text lines in memory. The new line numbers will begin at 1 and increase by increments of 1. Remember that these numbers are of significance only to **Scribe**; if your file happens to be a **Basic** program you must enter the **Basic** line numbers by hand as part of the text.

Another command, **NU**, toggles the **Scribe** numbers on and off. This may be useful for producing nicely-formatted printed listings.

For the **Color Computer**, **Break** is the default **ESC** (escape) character. Hitting **break** as the first character of an input line terminates the **Insert** mode and returns you to **Command** (line movements) mode. You can redefine **ESC**, as well as **EOL** (the end-of-line character). **EOL** may be used to separate individual commands when typing multiple commands on a given input line. The back-

slash is the **CoCo** default.

In Summary

Frankly, I have been too spoiled by my screen-oriented word processor to enjoy using **Scribe** for straight text files; the commands keep getting in the way! It is a very competent editor, however, and I found it quite suitable for working with **RBasic** source code, which is by nature line-oriented.

It also proved to be very useful when dealing with tabular material, thanks to the user-definable tab stops. I imagine **Scribe** would be equally at home working with **Assembly-language** programs, although I did not use it for this purpose.

Taken together, **RBasic** and **Scribe** provide a very respectable programming capability. **RBasic** has features that should prove very attractive to the business or scientific programmer, and **Scribe** can carry out any reasonable set of operations on disk files. Both are reasonably priced, and should be seriously considered by all users of the **CC FLEX** operating system. ■

Scott Norman can be reached at 8 Doris Road, Framingham, MA 01701.



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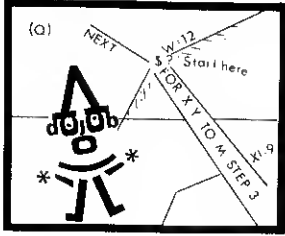
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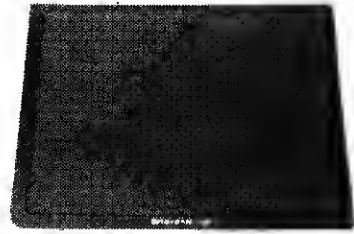
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VCMOD

by Arne Rohde

Are you tired of retyping entire VisiCalc entries when you just want to make a simple modification? Add on this editing function.

It is reasonably simple to provide an editing feature for VisiCalc. The modification consists of a small program loaded in high memory and protected from VisiCalc.

VisiCalc is an electronic spreadsheet program, where an entry can be made for each element of a large two-dimensional array. These entries may either be text (called labels), a numerical value, or a formula to be calculated and thus converted to a numerical value.

In the TRS-80 Model I version, and the converted Model III version, an entry must be retyped in its entirety if it is to be modified. This is no problem for short entries or numeric entries, but can be annoying for long labels and complex numeric expressions.

A common entry error, such as forgetting to put a sign in front of the first coordinate in a value entry, requires a retyping of the entire line to change the entry from a label type to a value type.

Another feature of VisiCalc could be more user friendly. There is a printer setup command available for sending almost any character sequence to the printer. However, it is not possible to generate all the control codes on the TRS-80 Model I keyboard, so it is not possible to send all the sequences. I've been unable to set up my Epson MX-80 to print in condensed mode. Also, the

characters being sent to the printer are not visible on the screen. These drawbacks have been corrected in the Program Listing.

Using the Modifications

Start by loading the VisiCalc program VC/CMD, which must be present on disk when the modification program is called. After VC has been loaded, a few locations within the program are modified and control is passed to the normal VisiCalc entry point.

The modified VisiCalc will function normally, except that there are about 230 fewer bytes than usually available for data storage. This should not be a problem for most applications; however, if necessary, VisiCalc can still be loaded without the modifications since it is left unchanged on the disk.

To edit, the cursor must first be positioned over the entry. The entry must be of label or value type. When the comma key is pressed, edit mode is entered on the top line of the display. The comma was chosen because it is the edit command for current line in NEWDOS80 Basic. The original entry is shown, with a leading quotation mark if it is a label entry, and a blinking cursor is positioned over the first character.

Edit has two submodes: replace and insert. On entry, editing is in the replace

mode, with a blinking cursor covering the character. The down-arrow key is used to toggle between replace mode and insert mode. The cursor in insert mode is a graphics block underneath the character.

The left- and right-arrow keys move the cursor backwards and forwards along the edit line. The break key is used to exit from edit mode, leaving the original entry unchanged. The clear key deletes the character at the current cursor position.

The enter key terminates the edit, returning to normal entry mode for the current entry. The enter key or one of the arrow keys must then be pressed to accept the edited entry; the clear or break keys can be pressed to cancel part or all of the entry.

Any other key will either replace the character at the cursor position, or be inserted in front of the cursor position, depending on the submode. The quotation mark is inserted in front of label entries to retain them as labels, even if they do not have an alphabetic first character. By removing the quotation mark with the clear key, label entries can be converted to value entries. Conversely, value entries can be converted to label entries by inserting a quotation mark as the first character.

The printer setup sequence has been changed to allow entering control char-

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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. NEWDOS/80 was one of the six.

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acters as a two-key sequence. Only the last two characters entered will be shown on the screen. The first key in a two-key control sequence must be the left arrow. This causes the next key entered to be converted to a control character by stripping the most-significant 3 bits. To enter an escape character (IBH), the left-arrow key is followed by a semicolon (3BH). An SI control code for condensed print (0FH) is a left arrow followed by a slash (2FH) or an upper- or lowercase O (4FH or 6FH).

Graphics characters can be sent to the printer by typing a right arrow followed by another character. The second character will have 80H added to its ASCII value. Thus, right arrow and 5 (35H) will be converted to a vertical graphics line (0B5H) on the printer.

The left and right arrows will be displayed as other characters, the actual

character depending on lowercase modifications or model. On unmodified Model Is, they will be displayed as H and I respectively.

Program Description

The program is located in the upper 512 bytes of a 48K memory, but can be relocated to any other location by changing the ORG statement in line 140 and reassembling the program. For a 32K model, the highest possible address would be 0BE00H instead of 0FE00H.

The program has been written for version 1.20Z of VisiCalc, and will have to be modified for other versions. For the Model III, the modification addresses are given for version 1.31Z. These will have to be changed in the program, which has been tested with both a protected and an unprotected Model III version.

The addresses to be changed are all found at the beginning of the modification program, in lines 210 to 250. To find the corresponding addresses for other versions of VisiCalc, some means of locating the addresses will be needed, such as the debug module from TRSDOS.

The addresses are each given a name, depending on their function. The first one, INVALIDC, is the address in the jump instruction that is executed when an invalid character is typed as the first in a line. The address from this instruction is moved to the instruction RETRNJ in VCMOD. It is also used in modified form (3 is added to bypass a call instruction) in the instruction RETRNK. The instruction can be found at or near address 648DH in the sequence:

```
648B FEFE CP 0FEH
648D CA2C8F JP Z,8F2CH ;required instr
6490 FEFD CP 0FDH
6492 2006 JR NZ,649AH
```

The destination address in the JP instruction need not be 8F2CH, but should be within about 20 or 30 bytes of this address. INVALIDC is set to the address of the second byte of the JP instruction, in this case 648EH. For version 1.31Z of VisiCalc, the address should be changed to 649EH.

The next value is VCKCAL, an address in a call instruction to get a character from the keyboard. The address is stored in a new call instruction, and is used to restore the old value after the edited string has been passed to VisiCalc. It should be found at or near the address 5357H as part of the following sequence:

```
5354 FDE5 PUSH IY
5356 CDB454 CALL 54B4H ;required
                                instruction
5359 FDE1 POP IY
535B DDE1 POP IX
535D B7 OR A
```

The value of VCKCAL in this case would be set to 5357H, the address of the second byte of the call instruction. The address in the call should be near the value 54B4H. For version 1.31Z, the value should be set to 535BH.

The next two values are required to set the new high-memory address without modifying it permanently. The replaced instructions are LD HL,(4049H) (or 2A4940) for Model I, and LD HL,(4411H) (or 2A1144) for the Model III. They are replaced by instructions to load the new high memory directly. The instructions should be located near 5214H and 52D8H, and the addresses

Program Listing

```

00100 ;
00110 ;MODIFICATION TO ALLOW EDITING OF VISICALC LINES
00120 ;ARNE ROHDE, PILEVEJ 31, 7600 STRUER, DENMARK
00130 ;JANUARY 1982
FE00 00140 ORG 0FE00H
FE00 00150 VCMOD EQU S
FE00 1144FE 00160 LD DE,DCBADR ;COMMAND TO LOAD VC
FE03 CD3044 00170 CALL LOAD ;LOAD VC
FE06 CD2844 00180 CALL CLOSE ;CLOSE VC FILE
4430 00190 LOAD EQU 4430H ;LOAD FILE
4428 00200 CLOSE EQU 4428H ;DOS CLOSE
648E 00210 INVALIDC EQU 648EH ;INVALID CHAR ADDR
5357 00220 VCKCAL EQU 5357H ;KEYBOARD CALL
5214 00230 VCMEL1 EQU 5214H ;LOAD MEM END
52D8 00240 VCMEL2 EQU 52D8H ;LOAD MEM END
8CC0 00250 VCPICAL EQU 8CC0H ;VC PRINTER CALL ADDR
FE09 213CFE 00260 LD HL,BUFFER ;MEM END, ROOM FOR BUFF
FE0C 221552 00270 LD LD (VCMEL1+1),HL ;IN LOAD INSTR
FE0F 22D952 00280 LD LD (VCMEL2+1),HL ;IN OTHER INSTR
FE12 3E21 00290 LD A,21H ;LD HL,DATAL6
FE14 321452 00300 LD (VCMEL1),A ;SET INSTR
FE17 32D852 00310 LD (VCMEL2),A ;ALSO OTHER
FE1A 2A8E64 00320 LD HL,(INVALIDC) ;OLD CALL ADDR
FE1D 2297FE 00330 LD (RETRNJ+1),HL ;STORE IN RETURN
FE20 23 00340 INC HL ;BYPASS 1ST INST
FE21 23 00350 INC HL ;IF BUFFER TO SEND
FE22 23 00360 INC HL ;TO AVOID KEY OVFLW
FE23 2256FF 00370 LD (RETRNK+1),HL ;STORE IT
FE26 217DFE 00380 LD HL,ENTRY ;ENTRY POINT
FE29 228E64 00390 LD (INVALIDC),HL ;JP Z,8F2CH OLD INST
FE2C 2A5753 00400 LD HL,(VCKCAL) ;KEYBD CALL
FE2F 22B9FE 00410 LD (CVCKEY+1),HL ;SAVE IT
FE32 226AFF 00420 LD (VCKOLD+1),HL ;AND AGAIN
FE35 2AC08C 00430 LD HL,(VCPICAL) ;OLD CALL ADDR
FE38 22EAFD 00440 LD (MPCAL+1),HL ;STORE IN NEW INST
FE3B 21B5FE 00450 LD HL,SETUPR ;NEW CALL ADDR
FE3E 22C08C 00460 LD (VCPICAL),HL ;STORE IN CALL
FE41 C30052 00470 JP 5200H ;START VC
FE44 56 00480 DCBADR DEFB 'VC/CMD'
43 2F 43 4D 44
FE4A 03 00490 DEFB 03H ;END OF FILESPEC
0029 00500 DEFS 41 ;RESERVE 48 BYTES
FE74 00510 EST EQU S ;START FIXED MEM
FE3C 00520 BUFFER EQU EST-56 ;LINE BUFFER
FE74 00 00530 INSH DEFB 0 ;INSERT OR CHANGE
FE75 0000 00540 CURPOS DEFW 0 ;CURSOR POS
FE77 0000 00550 FRSTPS DEFW 0 ;FIRST DATA POS
FE79 0000 00560 BLINCT DEFW 0 ;BLINK COUNTER
FE7B 00 00570 CURVAL DEFB 0 ;CURRENT POS VALUE
FE7C 00 00580 SW DEFB 0 ;SW FOR CTRL OR GRAPH
3C00 00590 SCREEN EQU 3C00H ;SCREEN START
3C3D 00600 FSTLINE EQU 3C3DH ;FIRST LINE END
FE7D 00610 ENTRY EQU S
FE7D FD7EB2 00620 LD A,(IY-4EH) ;CURRENT CHAR
FE80 FE2C 00630 CP 2CH ;COMMA SIGN
FE82 2012 00640 JR NZ,RETRN ;NO, RETURN
FE84 3EBF 00650 LD A,0BFH ;REPLACEMENT CURSOR
FE86 3274FE 00660 LD (INSH),A ;SET TO REPLACE
FE89 21003C 00670 LD HL,SCREEN ;SCREEN START
FE8C 00680 LD B,11 ;LOOK FOR (
FE8E 3E28 00690 LD A,28H ;LEFT (
FE90 00700 FINDLP EQU S
FE90 BE 00710 CP (HL) ;LEFT (
FE91 23 00720 INC HL ;TO NEXT
FE92 2805 00730 JR Z,FOUNLP ;FOUND LEFT (
FE94 10FA 00740 DJNZ FINDLP ;MAX 11 POS
FE96 00750 RETRN EQU S
FE96 C30000 00760 RETRNJ JP 0H ;REPLACED ADDR
FE99 00770 FOUNLP EQU S
FE99 7E 00780 LD A,(HL) ;GET TYPE
FE9A E61F 00790 AND IPH ;REMOVE SIGN BITS
FE9C 23 00800 INC HL ;BYPASS 3 POS
FE9D 23 00810 INC HL

```

Listing continues



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Listing continued

```

FE9E 23          00820      INC      BL
FE9F 2275FE     00830      LD      (CURPOS),HL ;CURSOR POS
FEA2 2277FE     00840      LD      (FRSTPS),HL ;FIRST DATA POS
FEA5 FE16       00850      CP      16H          ;V FOR VALUE
FEA7 2809       00860      JR      Z,REPLAT     ;YES, CONTINUE
FEA9 FE0C       00870      CP      0CH          ;L FOR LABEL
FEAB 28E9       00880      JR      NZ,RETRN     ;NO, EXIT
FEAD 3E22       00890      LD      A,22H        ;QUOTE FOR LABEL
FEAF F5         00900      PUSH   AF           ;STORE IT
FB00 1847       00910      JR      INSCR        ;INSERT CHARACTER
FB02          00920      REPEAT EQU $
FB02 CD89FF     00930      CALL   S           ;STORE CHAR AT CURSOR
FB05          00940      REPNST EQU $
FB05 CD97FF     00950      CALL   S           ;STORE CHAR AT CURSOR
FB08 CD0000     00960      CVCKEY CALL 0          ;BLINK
FB0B B7         00970      OR      A           ;GET KEYBD CHAR
FB0C 28F7       00980      JR      Z,REPST      ;CHECK FOUND
FB0E CDABFF     00990      CALL   RESTOR      ;NO, REPEAT
FEC1 FE01       01000      CP      1           ;RESTORE CHAR, HL=(CURPOS)
FEC3 28D1       01010      JR      Z,RETRN     ;BREAK
FEC5 FE1F       01020      CP      1FH         ;YES, EXIT
FEC7 284E       01030      JR      Z,DELCHR    ;CLEAR CHAR
FEC9 FE09       01040      CP      9           ;YES, DELETE CHAR
FECB 2005       01050      JR      NZ,NOTFFW   ;CURSOR FORW
FECD CD70FF     01060      CALL   INCCUR      ;ELSE INCR CURSOR POS
FED0 18C0       01070      JR      REPEAT      ;REPEAT INPUT
FED2          01080      NOTFFW EQU $
FED2 FE08       01090      CP      08H         ;CURSOR BACK
FED4 2005       01100      JR      NZ,NOTREW   ;NOT REVERSE
FED6 CD7EFF     01110      CALL   DECCUR      ;DECR CURSOR POS
FED9 18D7       01120      JR      REPEAT
FEDB          01130      NOTREW EQU $
FEDB FE9A       01140      CP      0AH         ;DOWN ARROW
FEDD 200A       01150      JR      NZ,NOTDWA   ;NO
FEDF 3A74FE     01160      LD      A,(INSSW)   ;INSERT SWITCH
FE02 E03F       01170      XOR    3FH         ;NEW GRAPHIC CHAR
FE04 3274FE     01180      LD      (INSSW),A  ;RESTORE
FE07 18C9       01190      JREPT  EQU $
FE07 FE0D       01200      REPEAT EQU $
FE09          01210      NOTDWA EQU $
FE09 FE0D       01220      CP      0DH         ;ENTER
FE0B 2841       01230      JR      Z,EXITED    ;YES, EXIT EDIT
FE0D FE20       01240      CP      20H         ;< SPACE
FE0F 38C1       01250      JR      C,REPEAT    ;YES, IGNORE
FE11 F5         01260      PUSH   AF           ;STORE CHAR
FE12 3A74FE     01270      LD      A,(INSSW)  ;CHECK INSERT
FE15 E001       01280      AND    01H         ;REMOVE REST
FE17 2014       01290      JR      NZ,REPLC    ;REPLACE CHAR
FE19          01300      INSCR  EQU $
FE19 44         01302      LD      B,H         ;(CURPOS) TO BC
FE1A 4D         01304      LD      C,L
FE1B 113D3C     01310      LD      DE,FSTLNE  ;FIRST LINE END
FE1E 213D3C     01320      LD      HL,FSTLNE  ;SAME
FE01 B7         01340      OR      A           ;CLEAR C
FE02 ED42       01350      SBC    HL,BC       ;LEN TO MOVE
FE04 2807       01360      JR      Z,REPLC    ;ZERO, NO MOVE
FE06 44         01370      LD      B,H         ;LEN TO BC
FE07 4D         01380      LD      C,L
FE08 213C3C     01390      LD      HL,FSTLNE-1 ;END AGAIN
FE0B EDB8       01400      LDDR   EQU $
FE0D          01410      REPLC EQU $
FE0D 2A75FE     01420      LD      HL,(CURPOS) ;CURSOR POS
FE10 F1         01430      POP    AF          ;NEW CHAR
FE11 77         01440      LD      (HL),A     ;STORE IT
FE12 CD70FF     01450      CALL   INCCUR      ;INCR CURSOR
FE15 189B       01460      JR      REPEAT      ;GET NEXT
FE17 EB         01470      DELCHR EQU $
FE17 EB         01480      EK      DE,HL      ;(CURPOS) TO DE
FE18 213D3C     01490      LD      HL,FSTLNE  ;END OF LINE
FE1B B7         01500      OR      A           ;CLR C
FE1C ED52       01510      SBC    HL,DE       ;LEN OF MOVE
FE1E 2807       01520      JR      Z,CLRCHR   ;NO MOVE
FE20 44         01530      LD      B,H         ;ELSE STORE LEN
FE21 4D         01540      LD      C,L
FE22 62         01550      LD      H,D        ;GET (CURPOS)
FE23 6B         01555      LD      L,E
FE24 23         01560      INC    HL          ;MOVE FROM
FE25 EDB0       01570      LDIR   EQU $
FE27          01580      CLRCHR EQU $
FE27 3E20       01590      LD      A,20H      ;SPACE
FE29 323D3C     01600      LD      (FSTLNE),A ;CLEAR END LINE
FE2C 18B9       01610      JR      JREPT      ;TO REPEAT
FE2E          01620      EXITED EQU $
FE2E 2158FF     01630      LD      HL,GETCHH  ;GET CHAR
FE31 225753     01640      LD      (VCKCAL),HL ;STORE IN CALL
FE34 2A77FE     01650      LD      HL,(FRSTPS);FIRST POS IN LINE
FE37 E5         01655      PUSH   HL          ;STORE (FRSTPS)
FE38 113CFE     01660      LD      DE,BUFFER  ;MOVE TO BUFFER
FE3B ED5375FE   01670      LD      (CURPOS),DE ;STORE AS START
FE3F 013800     01680      LD      BC,56      ;LEN
FE42 EDB0       01690      LDIR   EQU $
FE44 213D3C     01700      LD      HL,FSTLNE  ;MOVE IT
FE47 3E20       01705      LD      A,20H      ;LINE END
FE49          01710      CHFCHR EQU $
FE49 BE         01720      CP      (HL)       ;CHECK FOR NON-BLANK
FE4A 2B         01750      DEC    HL          ;CONTINUE TILL FOUND
FE4B 28FC       01760      JR      Z,CHFCHR
FE4D 23         01770      INC    HL          ;BACK TO NON-BLANK
FE4E D1         01780      POP    DE          ;(FRSTPS) TO DE
FE4F AF         01790      XOR    A           ;CLEAR CARRY AND ZERO
FE50 ED52       01800      SBC    HL,DE       ;GET NO OF CHARS
FE52 2277FE     01810      LD      (FRSTPS),HL ;LEN TO MOVE
FE55 C30000     01820      RETRKN JP 0         ;RETURN TO VC ADDR MOD
FE58          01830      GETCHH EQU $
FE58 2A75FE     01840      LD      HL,(CURPOS) ;NEXT POS
FE5B 7E         01850      LD      A,(HL)     ;GET CHAR
FE5C 23         01860      INC    HL          ;TO NEXT
FE5D 2275FE     01870      LD      (CURPOS),HL ;RESTORE
FE60 2A77FE     01880      LD      HL,(FRSTPS);LAST POS
FE63 2B         01890      DEC    HL          ;DECR COUNT
FE64 2277FE     01900      LD      (FRSTPS),HL ;RESTORE
FE67 24         01910      INC    HZ         ;CHECK NEG
FE68 C0         01920      RET      NZ        ;NO
FE69 210000     01930      VCKOLD LD HL,0        ;OLD ADDR
FE6C 225753     01940      LD      (VCKCAL),HL ;INSERT IT
FE6F C9         01950      RET      EQU $
FE70          01960      INCCUR EQU $
FE70 EB         01970      EK      DE,HL      ;(CURPOS) TO DE
FE71 213D3C     01980      LD      HL,FSTLNE  ;LINE END
FE74 B7         01990      OR      A           ;CLR C

```

Listing continues

of these instructions are given the names VCME1 and VCME2. For version 1.31Z, the instructions are at locations 521FH and 52DDH respectively.

The last address to be found is for the setup printer command. It is part of a sequence used to send the typed characters to the printer, at or near the address 8CBFH. Again the required value of VPCAL is the second byte of the instruction from the sequence:

```

8CBC FD7EB1 LD A,(IY-4EH)
8CBF CDFC61 CALL 61FCH ;required instruction
8CC2 CDA353 CALL 53A3H
8CC5 18DF JR 8CA6H

```

Again the addresses in the call statements need not be exactly as shown, but should be similar. In this case the value of VPCAL would be set to 8CC0H. For version 1.31Z the value is set to 8CE2H.

After VisiCalc has been loaded and modified, control is passed to its entry point 5200H. If the name of the VisiCalc module is other than VC/CMD, it should be set in the define statement with the name DCBADR in line 480 as a character string.

In modified VisiCalc, whenever an invalid character is typed as the first in a line, control is passed to the entry routine. This examines the character, and if it is not a comma, control is returned to VisiCalc. Otherwise, the top line of the screen is examined for a label or value type.

The edit routine is contained in the lines from REPEAT to RETRKN with calls to some of the subroutines. If the edit routine is exited with the return key, the keyboard call routine will be modified to call the GETCHH routine. The top line is stored in a buffer in high memory, since it will be restored to its original form on reentry to VisiCalc. The routine GETCHH passes the characters one at a time to VisiCalc, until the buffer is empty or a trailing space has been found.

When the final character is passed to VisiCalc, the address in the keyboard call instruction is restored to its original value.

The subroutine INCCUR increments the current cursor position during editing; DECCUR decrements the position. STORE is used to store the character at the cursor position, and to start a new blink sequence. BLINK controls the cursor blink frequency and moves the current cursor or the current character to the actual position. RESTOR is called as a separate routine to restore the character when a keyboard charac-

Listing continued

```

FF75 ED52      02000   SBC   HL,DE      ;CHECK IF END
FF77 C8       02010   RET   Z        ;YES, EXIT
FF78 13       02030   INC   DE       ;INCR CURPOS
FF79          02035   STORCR EQU $
FF79 ED5375FE 02040   LD    LD       (CURPOS),DE
FF7D C9       02050   RET
FF7E          02060   DECCUR EQU $
FF7E EB       02070   EX    DE,HL   ;(CURPOS) TO DE
FF7F 2A77FE   02080   LD    HL, (FRSTFS) ;FIRST POS
FF82 B7       02090   OR    A
FF83 ED052    02100   SBC   HL,DE   ;CHECK IF START
FF85 C8       02110   RET   Z        ;YES
FF86 1B       02130   DEC   DE       ;CURPOS -1
FF87 18F0     02140   JR    STORCR  ;STORE CURPOS
FF89          02160   STORE EQU $
FF89 2A75FE   02170   LD    HL, (CURPOS) ;CURSOR POS
FF8C 7E       02180   LD    A, (HL)   ;CHARACTER AT POS
FF8D 327BFE   02190   LD    LD       (CURVAL),A ;STORE VALUE
FF90 210100   02200   LD    HL,1     ;START BLINK
FF93 2279FE   02210   LD    LD       (BLINCT),HL
FF96 C9       02220   RET
FF97          02230   BLINK EQU $
FF97 2A79FE   02240   LD    HL, (BLINCT) ;BLINK COUNT
FF9A 2B       02250   DEC   HL       ;DECR COUNT
FF9B 2279FE   02260   LD    LD       (BLINCT),HL
FF9E 7D       02270   LD    A,L     ;CHECK L=0
FF9F B7       02280   OR    Z
FFA0 C0       02290   RET   NZ      ;NO, IGNORE
FFA1 7C       02300   LD    A,H     ;CHECK MSB
FFA2 E601     02310   AND   01H    ;ALL EXCEPT LSB
FFA4 3A74FE   02320   LD    A, (INSSW) ;CURSOR VAL
FFA7 F5       02330   PUSH AF      ;STORE
FFA8 2805     02340   JR    Z, SECURS ;SET CURSOR
FFAA F1       02350   POP AF
FFAB          02360   RESTOR EQU $
FFAB P5       02370   PUSH AF
FFAC 3A7BFE   02380   LD    A, (CURVAL) ;CURRENT VALUE
FFAF          02390   SECURS EQU $
FFAF 2A75FE   02400   LD    HL, (CURPOS) ;CURRENT POS
FFB2 77       02410   LD    LD       (HL),A   ;STORE CHAR
FFB3 F1       02420   POP AF      ;RESTORE INP
FFB4 C9       02430   RET
          02440 ;
          02450 ;PRINTER SETUP, LEFT ARROW NEXT CHAR TO CONTROL
          02460 ;RIGHT ARROW, NEXT CHAR TO GRAPHIC (ADD 80H FOR A0 TO DP)
FFB5          02470   SETUPR EQU $
FFB5 F5       02480   PUSH AF      ;STORE CHAR
FFB6 3A813C   02490   LD    A, (SCREEN+129) ;PREV CHAR
FFB9 32803C   02500   LD    LD       (SCREEN+128),A ;TO LINE BEGIN
FFBC F1       02510   POP AF      ;NEW CHAR
FFBD F5       02520   PUSH AF      ;STORE AGAIN
FFBE 32813C   02530   LD    LD       (SCREEN+129),A ;TO SCREEN
FFC1 FE08     02540   CF    8      ;LEFT ARROW
FFC3 2804     02550   JR    Z, SECTRL ;YES, SET CONTROL
FFC5 FE09     02560   CF    9      ;RIGHT ARROW
FFC7 2005     02570   JR    NZ, SENTOP ;NO, SEND TO PRINT
FFC9          02580   SECTRL EQU $
FFC9 327CFE   02590   LD    LD       (SW),A   ;SET SWITCH
FFCC F1       02600   POP AF      ;REMOVE FROM STACK
FFCD C9       02610   RET        ;AND DON'T PRINT
FFCE          02620   SENTOP EQU $
FFCE 3A7CFE   02630   LD    A, (SW)  ;CHECK SWITCH
FFD1 D608     02640   SUB   08      ;LEFT ARROW
FFD3 2808     02650   JR    Z, CNVCTL ;YES, TO CONTROL
FFD5 3D       02660   DEC   A      ;RIGHT ARROW
FFD6 280A     02670   JR    NZ, NOCONV ;NO, NO CONVERT
FFD8 F1       02680   POP AF      ;GET CHAR
FFD9 C680     02690   ADD   A, 80H  ;TO GRAPHIC CHAR
FFDB 1806     02700   JR    SENPRT  ;SEND TO PRINT
FFDD          02710   CNVCTL EQU $
FFDD F1       02720   POP AF      ;GET CHAR
FFDE E61F     02730   AND   1FH    ;TO CTRL
FFE0 1801     02740   JR    SENPRT  ;SEND TO PRINT
FFE2          02750   NOCONV EQU $
FFE2 F1       02760   POP AF      ;GET CHAR
FFE3          02770   SENPRT EQU $
FFE3 F5       02780   POP AF      ;STORE NEW
FFE4 AF       02790   PUSH AF     ;TO CLEAR SW
FFE5 327CFE   02800   LD    LD       (SW),A
FFE8 F1       02810   POP AF      ;CHAR AGAIN
FFB9 C30000   02820   MPCAL JP    0   ;TO PRINT, MOD ADDR
FFB0          02830   END
00000 TOTAL ERRORS

```

20H before it is passed back to VisiCalc. This can be done by adding three lines between line 1850 and line 1860 (just after LD A,(HL)).

```

1852 CP 20H ;value 0-1F
1854 JR NC,$+4 ;no, bypass add
1856 ADD A,40H ;yes, convert to uppercase

```

A change may also have to be made in the NOTDWA routine, between lines 1250 and 1260 (just before PUSH AF). These changes will convert an alphabetic character to a value between 0 and 1FH.

```

1252 CP 40H ;value 40H to 7FH
1254 JR C,$+4 ;no, bypass mod
1256 AND 1FH ;convert to display

```

Since this destroys the distinction between the @ and the shifted @ used for exponentiation, lines containing exponentiation cannot be edited correctly on uppercase-only models. Also, all alphabetic characters will be converted to uppercase, so labels containing lowercase letters should not be edited. The only solution to this dilemma would be to fetch and edit the text directly from memory instead of the video RAM, but this would complicate the program considerably.

The same problems, although not of any importance, exist in the printer setup mode, where the characters are POKed directly into screen memory. The correct character will, however, be sent to the printer.

Another limitation is that the editing is done on the top line of the screen, limiting the text length to about 56 or fewer characters depending on the current coordinate and format specification. For most purposes, this should be sufficient, even though VisiCalc allows labels up to 80 bytes in length. If long labels are to be edited, the extra characters can be inserted after editing, or the program can be modified to perform the editing in a memory buffer.

The editing functions could also be extended if desired, but they have intentionally been kept simple to ease learning and to minimize space requirements.

The program could terminate the sending of characters with a return code (0DH) to force acceptance of the edited code. This would remove the possibility of extending the text after editing, but would eliminate the need for an extra key depression in many cases. ■

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ter has been found.

The printer setup routine has been intercepted, and control passes to SETUPR for each character to be printed. If the character is a left arrow (08H) or right arrow (09H), it is not printed, but stored in SW. The next character is converted to a control character by ANDing with 1FH if SW contains the value 8, and to a graphics character by ADDing 80H if it contains the value 9.

These conversions can be changed to any other desired conversion. For example, if the printer driver intercepts control characters, these could have bit 7 set to avoid being intercepted by ORing with 80H after ANDing with 1FH.

For each character printed, the value

of SW is reset to zero. Note that a left or right arrow followed by the enter key will set up SW if setup is called again before the program is reloaded. This is because VisiCalc has already responded to enter before calling the modified routine.

Possible Extensions

There is a potential problem in the editing routine for users of the Model I who do not have a lowercase modification. Alphabetic characters are converted to a value between 0 and 1FH, and appear on the screen as uppercase only.

To compensate for this situation, a few changes have to be made. In the GETCHH routine, 40H must be added to each character with a value less than



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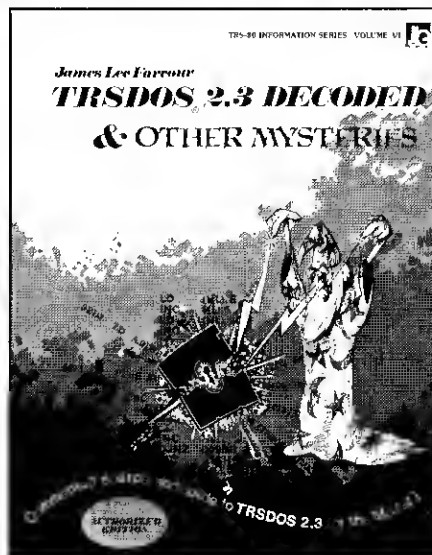
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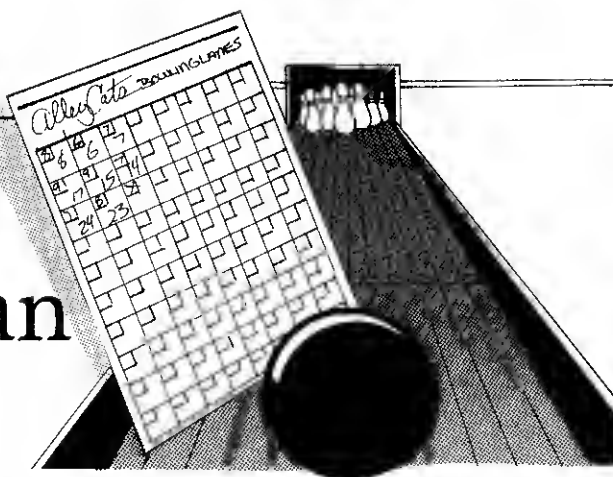
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Let a TRS-80 keep track of your pins.

Bowling Statistician



Charles W. Hoppesch
270 Surf Spray Drive
Merritt Island, FL 32952

Tired of doing those bowling league record books with a pencil, paper, and adding machine? Tired of complaints about math errors? Tired of those drab ABC Standing Sheets? Here is a program to turn you into a perfect math machine—TRS-80 naturally.

The program will handle leagues of up to 24 teams with any number of bowlers per team, calculate member averages, handicaps, and games as well as add up team wins, losses, and total pins. The program prompts for data to initiate

the data file, such as names of the league officers, percentage handicap, number of bowlers per team, and other pertinent information. Plenty of prompts will keep you on track when entering weekly results.

This program prints array data horizontally rather than vertically; even if bowling does not interest you, these techniques for array data input, matrix addition, and horizontal data print formatting might.

This program was started in September when, quite by accident and with no encouragement from me, I was elected to the position of secretary for the

a scratch league I did not have to calculate handicaps. It did not take me long to realize a pencil, pad of paper and a four function calculator was not the way to do the mathematics and standing sheet preparation. I upgraded to a programmable calculator to automatically perform the math work after entering the weekly data. My wife, however, who types the standing sheets, wanted me to arrange the teams in order of their wins each week; this involved writing down 10 team names and their results. Seeing my TRS-80 unused, I decided a sort program was in order. As you

The Bowling Statistician runs on a 48K system with one disk drive and an 8½-inch printer; I have also run it on a 16K machine using tape storage. This was done by splitting the program into two parts; one using the program functions for data manipulation and the other using the print functions.

This program works with the MX-80. I wrote the Bowling Statistician with DOSPLUS, but it runs fine with NEWDOS or TRSDOS. If you have only one disk drive, load the program and insert a data disk. If you have a two-disk system simply put a data disk in drive one.

The program is split into two parts, team and individual, but has a single disk save/load and printing section.

Commands for Team Standing

The following commands are shown in the Menu in Fig. 1.

● Input Disk Data

This command loads the previous week's individual/team results and running totals. When the program prompts for the week number, enter last week's number, (i.e., W12). The W is necessary as the file spec must start with a letter.

● Update Weekly File

This command is used to update the weekly file and add the current results to the previous run-

*"Plenty of prompts
will keep you on track
when entering weekly results."*

men's Wednesday night bowling league. This league consisted of 10 teams with five members on each team. A league secretary keeps track of all scores bowled, sums scores from week to week and calculates individual averages and weekly standings. Because it is

probably have already guessed, one sort led to another and 36 hours later the sort was just one item on the menu of a program which figured handicaps, high team series/games and high individual series/games, did filing, and printed a standing sheet as well.

The Key Box

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ning totals after data input. The program automatically sorts to rank the teams by total wins. If a tie occurs the team with the highest total pin count will be listed first. (The sort program was written by Doug Walker and appeared in the September 1980 issue of *80 Micro*.) After entering scores, the program prints the input and the new running totals (games, handicap, average, and total pins). (Fig. 2.) If a mistake is made in the entry of games/wins/losses, enter a 9 for the last entry to the total entry.

● Save Data to Disk

The current week's results and the new running totals will be saved with this command. The program prompts you for the current week's number (i.e., W13). *Be sure to make at least one backup copy!*

● List Records

This will print on video screen the team standings and a total of team wins and losses. Note: If wins do not equal losses, an incorrect data entry was made.

● Sort

Sort allows you to perform another sort of team standings after a file correction has been

made.

● Print Standing Sheet

This command prints the total standing sheet: header, team, and individual standings. A sample standing sheet is shown in Fig. 3.

● File Correction

If you make an error during input, this command allows correction of the error and the input of new grand totals.

● Initiate File

This command will establish data arrays and basic league parameters during the first "fire up" of the program. Alter line 70 to fit your league. G\$(20,4) is the team data array (20 being the number of teams in the league). Change this to reflect the number of teams in your league.

● Individual Standings

Individual Standings will direct the micro to the Individual program section.

Commands for Individual Standings

The following commands for individual standings are shown on the Menu displayed in Fig. 4.

● Update Weekly File

Use this command to enter the new week's data. The program

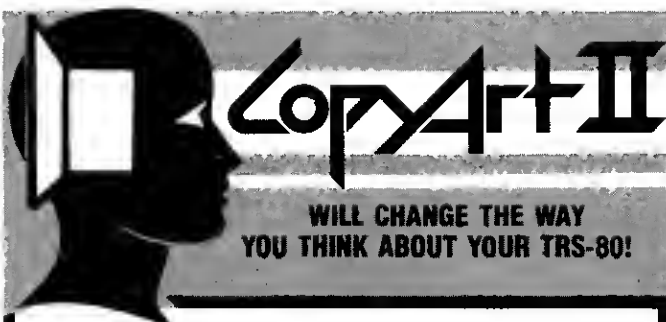
```

      BOWLING STATISTICIAN
      .....MENU*.....
Team
1—Input Disk Data
2—Update Weekly File
3—Save Data To Disk
4—List Records
5—Sort
6—Print Standing Sheet
7—File Correction
8—Initiate File
9—Individual Standings
  
```

Fig. 1. Menu for Team Standing

DATE = 1 DECEMBER 1982						
Big Benders	2	2	856	18	22	8605
Alley Gators	3	1	891	21	19	8991
Gutter Gunners	1	3	928	14	26	8707
Goto's	4	0	1191	29	11	11100
Apple Knockers	2	2	933	26	14	9573
Hookers	0	4	739	12	28	7300
Goto's		29			11	11100
Apple Knockers		26			14	9573
Alley Gators		21			19	8991
Big Benders		18			22	8605
Gutter Gunners		14			26	8707
Hookers		12			28	7300
Total wins = 120					Total Losses = 120	
More?						

Fig. 2. Printout of Team Inputs



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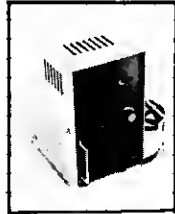
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will prompt you with the name of the bowler to be updated. If the bowler was absent answer the queries with the enter key. Leave the printer on as a record of each entry; the new totals will be printed for each bowler. If you make an error during input, type in '9' for the third game and the total entry will be cancelled.

• List Records

This command establishes the individual record file. The handicap percentage, number of players per team, and more will be requested by prompts. Line 70 establishes the dimensions for the individual data arrays: C\$(100,9),J(100),K(100),L(100). 100 is the expected number of bowlers in the league. This value should be changed to fit your

*"The program sorts
to rank the teams
by total wins."*

List Records will permit you to review the individual data results on video.

• Add Substitutes

To add new substitutes to the roster use this command. (Changes in a team's roster should be made using the 'file correction' command.)

• File Correction

This command permits the user to correct a file entry. Pressing enter without additional keystrokes leaves entry as is. Remember to only enter items which need to be corrected and the correct grand totals, not individual game scores.

• Initiate File

league. The computer will ask for the names of the individual bowlers. Enter these by teams; for example, enter the five bowlers from team one first, then the five bowlers from team two, continuing until all regular team members have been input. If a team has an incomplete lineup, enter any unique characters for missing bowler's names. Use a different character for each missing bowler so you can correct the file later. Substitutes may be added in any order.

• Print Weeks High Games and Series

This command will print all games over 200 and all series greater

```

-----
MICRO-MIXERS
-STANDINGS AS OF 1 DEC 82-
PRESIDENT-DANNY DOSS                889-0934
SECRETARY-JILL ROM                   889-3922
-----
NAME                WON    LGST    PINS
-----
1  GOTO'S                29     11    11100
2  APPLE KNOCKERS       26     14    9573
3  ALLEY GATORS         21     19    8991
4  SIG SENDERS          19     22    8605
5  GUTTER GUNNERS       14     26    8707
6  HOOKERS               12     28    7300
-----
-NAME-                HCP PINS # AVE    -NAME-                HCP PINS # AVE
* TEAM-1 *
JOHN BITE              33  4892  30 163    BEN BAUD              14  5549  30 184
MISSIE BIT             69  3713  30 123    TINA BAUD             77  3442  30 114
* TEAM- 3
TOM CHIP              43  4129  27 152    CHUCK BREAK           4   5873  30 195
JOAN CHIP             53  3807  27 141    GINNY BREAK           23  5227  30 174
* TEAM- 5
DANNY DOS              36  4775  30 159    PAUL RAM              52  4266  30 142
DARLENE DOS           36  4798  30 159    JILL RAM              89  3034  30 101
-----
SUBSTITUTES
NAME-                HCP PINS # AVE    NAME                HCP PINS # AVE
FRANK DIM              67  375  3 125    HELEN DIM             61  396  3 122
-----

```

Fig. 3. Sample Standing Sheet

than 600. Change these parameters to fit your league's needs.

● **Team Standings**

This will return the program to the Team menu. However, remember to save the data after inputting, and make a backup.

● **Correct High Individual Game/Series**

This command allows you to correct errors in individual high standings. Bowlers are indexed by their entry number.

The variables in this program are shown in Fig. 5. The important variable functions are shown in Fig. 6.

The program will run on a Model I if you change the tab values in the Print section. (As you know, the Model I does not tab past 63.)

Say goodbye to pencils, scratch pads, calculators and complaints about math errors. ■

```

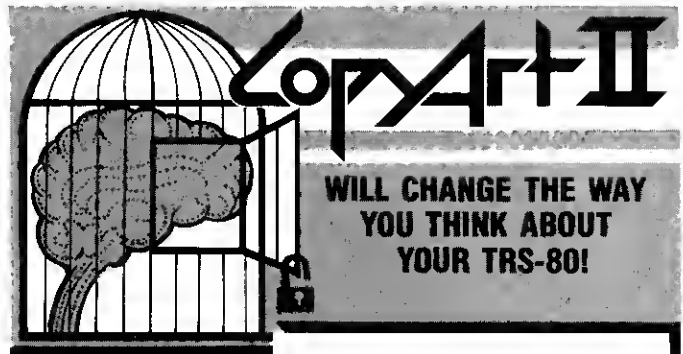
***** MENU *****
Individual
1—Update Weekly File
2—List Records
3—Add Substitutes
4—File Correction
5—Initiate File
6—Print Weeks High Games And Series
7—Team Standings
8—Correct High Ind. Game/Series
    
```

Fig. 4. Menu for individual Standings

Fig. 5. Variables and Locations

A	00360	00960	01280	01430	01870	02365	02420	02440	02565
	02620	02640							
AT	00290	00300	00360	00470	00550	00690	02350	02370	02550
	02570	02820	02760	03070					
AV	01996	01997	02120						
B	00940	00990	01080	01480	01760	01905	01920	01996	02220
	02430	02450	02630	02650	02920	03070	03150	06010	06130
BB	02830	02840	20140	20150					
C	00070	00350	01010	01020	01030	01040	01050	01060	01490
	01650	01660	01670	01680	01690	01700	01770	01800	01810
	01820	01850	01930	01996	01997	01998	02070	02090	02100
	02110	02120	02150	02160	02170	02230	02240	02250	02260
	02270	02470	02670	02870	02930	02950	03000	03080	03100
	03110	03160	04020	04050	04060	04070	04080	04230	06040
	06050	06060	06070	06080	06220	06230	06240	06250	06260
	06270	06280	06290	06300	11500	11510	11520	11530	
C1	00350	00380	01310	01360	01380	01570	01580	01600	01610
C2	00350	00380	01350	01360	01390				
CC	00080	02930	02950	03080	03110				
D	00350	00390	01350						
E	00990	01000							
EE	00680	01900	02330	02340	02540	02760			
FL	01200	01620	01630						
FL	10020								
G	00070	00310	00320	00480	00490	00500	00560	00590	00620
	00630	00640	00650	00700	01360	01380	01570	01580	01600
	01610	01660	01670	01680	01690	02390	02590	02840	
	01005	01020	01030	02010	02020	02040	02070		
G1	01005	01020	01030	02010	02020	02050	02070		
G2	01005	01020	01030	02010	02020	02050	02070		
G3	01005	01020	01030	02010	02020	02060	02070		
GS	02070	02090							
GT	02090	02120							
H	04205	06000	06500	09000	10060	11000	11010	11020	11030
	11500	11510	11520	11530	11760	11770	11780	11790	
HC	01050	01060	01996	01997	01998	02010			
HH	00920	01050	01997	02350	02350				
I	00300	00310	00320	00330	00470	00480	00490	00500	00510
	00550	00560	00590	00620	00630	00640	00650	00690	00700
	00730	00740	00760	01000	01010	01020	01030	01040	01050
	01060	01090	01480	01490	01500	01760	01770	01800	01810
	01820	01850	01905	01920	01930	01960	01970	01990	01996
	01997	01998	01999	02020	02070	02090	02100	02110	02120
	02150	02160	02170	02220	02230	02240	02250	02260	02270
	02290	02370	02390	02450	02470	02570	02590	02650	02670
	02820	02840	02850	02920	02930	02940	02950	02960	02970
	02980	02990	03070	03080	03090	03100	03110	03150	03160
	04010	04020	04050	04060	04070	04080	04220	04230	06010
	06040	06050	06060	06070	06080	06090	06130	06140	06210
	06220	06230	06240	06250	06260	06270	06280	06290	06300
	09002	09003	10010	10020	10030	11000	11010	11020	11030
	20130								
I1	00460	00490	01660	01690					
I2	00460	00490	00520	01660	01690				
I3	00460	00500	01660	01690					
I4	00460	00500	00520						
J	00070	00360	01120	01150	01180	01340	01360	01380	01400
	01440	02930	02950	03080	03110	03160	20130		
J1	01670	01680							
J2	01670	01680							
J3	01670	01680							
*K	00070	00210	00360	00880	01150	01180	01400	01440	02930
	02950	03080	03110	03160					
KE	09007	10030	10040	10045	11000	11010	11020	11030	

Figure 5 continues



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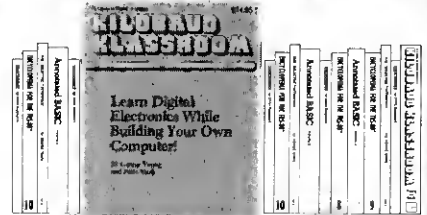
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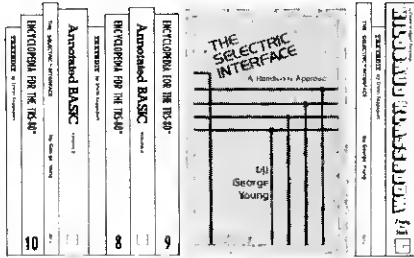
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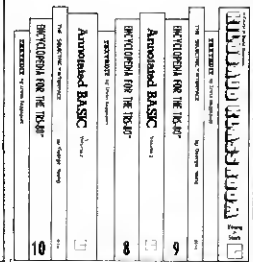
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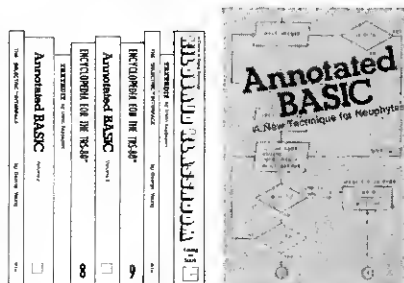
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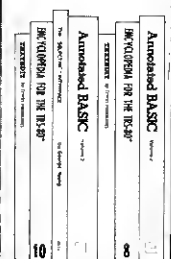
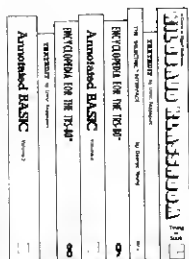


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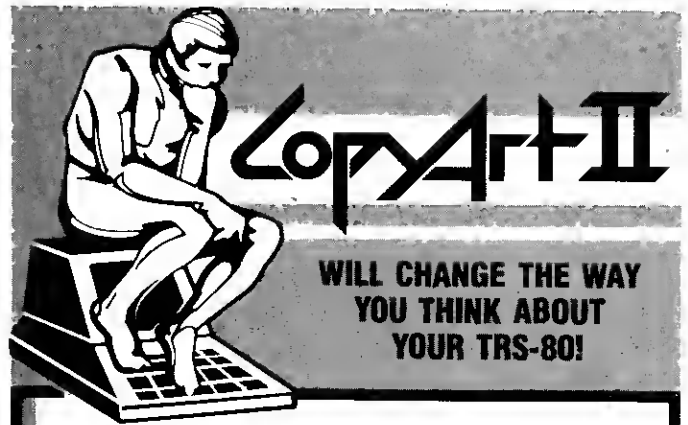
Figure 5 continued

L	00070	01340	01360	01380	01390	01400	01410	01440	02930
LN	02950	03080	03110	03160					
LS	00630								
LS	00270	02330	02540	02760					
M	09005	09007							
MM	01280	01330	01340	01400	01410	01440			
MS	01750	01770							
N	09004	09005	09007						
N	00280	02360	02560	02800					
P	00540	00560	00950	00970	01000				
PC	00930	01050	01997	02350	02550				
PD	00930								
PR	00250	02330	02540	02770					
Q1	02030	02040	02080						
Q2	02030	02050	02080						
Q3	02030	02060	02080						
Q6	02110	02120							
QP	02100	02110							
QD	02080	02110							
R	00360	00380	00390	00400	00410				
RN	09003	09004	09005	10040	10045	11500	11510	11520	11530
S	00070	06090	06110	06120	06140				
SC	00260	02330	02540	02760					
T	00070	20130							
TG	00070	10000	10020	10030	11000	11010	11020	11030	
TM	20130	20110	20130	20150					
TP	00640								
TR	00265	02330	02540	02765					
TS	20150								
U	00910	02350	02550	02940	02960	02970	02980	03070	
V	00880	00890	02190						
W	00070	00620	00630	00640	00650	00730	00740	01030	01040
	01905	01960	01970	02020	02150	02160	02170	02310	02320
	02520	02530							
W1	00620								
X	00530	01530	01730	04030	04040	06040	06050	06060	06070
	06080	06090	06260	06270	06280	06290	06300	10000	
X1	00070	02440	02640	04050	04230	06050	06090	06220	06230
	06240	11000	11500						
X2	00070	02440	02640	04070	04230	06060	06090	06250	11020
	11520								
X3	00070	02440	02640	04060	04230	06070	06090	06270	06280
	06290	11010	11510						
X4	00070	02440	02640	04080	04230	06080	06090	06300	11030
	11530								
X6	02365	02565	07020	07110	07120	07130	08000	08010	08020
X7	02365	02565	07030	07110	07120	07130	08030	08040	08050
X8	02365	02565	07040	07110	07120	07130	08060	08070	08080
X9	02365	02565	07050	07110	07120	07130	08090	08100	08110
XX	00080	02930	02950	03080	03110				
Y	00210	00220	00990	03140	06040	06270	06280	06290	06300
Y1	06050								
Y2	06060								
Y3	06070								
Y4	06080								
Z	00710	00720	00730	00740	00750	00910	01905	01940	01950
	01960	01970	02310	02380	02390	02400	02460	02470	02480
	02520	02580	02590	02600	02660	02670	02680	06110	07070
	07080								
Z3	01120	01130	01140	01150	01170	01210			
Z4	01150	01160	01240	01250					
Z5	01150	01250							
Z6	00420	01180	01270	01280	01300	01310	01350	01360	01380
	01550	01560	01570	01580	01590	01600	01610		
Z7	01160	01170	01180	01210	01220	01340	01360	01380	01400
	01420	01430	01440	01570	01580	01600	01610	01660	01680
Z8	01170	01180	01340	01360	01380	01400	01410	01420	01570
	01580	01600	01610	01670	01690				
Zz	20120								

Fig. 6. List of Functions and Keywords

FOR	00300	00350	00470	00550	00690	00710	01000	01480	01650
	01760	01905	01920	01940	01976	02220	02365	02370	02380
	02440	02450	02460	02565	02570	02580	02640	02650	02660
	02820	02920	03070	03150	04220	06010	06130	06210	08500
	09002	10010	20130						
CLS	00080	00090	00220	00240	00290	00370	00540	00670	00780
	00790	00910	00980	01750	01870	01890	02340	02720	03140
	04020	07010							
NEXT	00330	00350	00510	00570	00750	00780	01090	01500	01700
	01780	01905	01980	01990	01999	02290	02365	02400	02410
	02440	02480	02490	02565	02600	02610	02640	02680	02690
	02850	02990	03120	03170	04240	06100	06150	06312	09020
	10055	20130							
DATA	20000	20010	20020	20030	20040	20050	20060	20070	20080
	20090								
INPUT	00250	00260	00265	00270	00290	00310	00320	00530	00540
	00590	00680	00730	00910	00920	00930	01010	01020	01530
	01730	01750	01800	01960	02310	02330	02350	02360	02365
	02390	02420	02430	02440	02470	02520	03140	04010	04030
	04050	04060	04070	04080	06110	07070	08000	08010	08020
	08030	08040	08050	08060	08070	08080	08090	08100	08110
	00070								
DIM	20130								
READ	00210	00220	00230	00310	00340	00400	00410	00440	00530
GOTO	00580	00600	00660	00720	00740	00770	00880	00890	00900
	00910	00915	01010	01020	01035	01100	01200	01230	01260
	01370	01400	01440	01450	01460	01530	01550	01560	01740
	01790	01840	01950	01970	02000	02115	02200	02300	02510
	02710	03010	03100	03140	03145	04030	04040	04050	04060
	04070	04080	04205	04240	06000	06100	06170	07080	08000
	08010	08020	08030	08040	08050	08060	08070	08080	08090
	08100	08110	08120	10060					
IF	00210	00310	00400	00560	00720	00740	00880	00910	00990
	01010	01020	01050	01140	01180	01200	01220	01250	01270
	01280	01310	01350	01560	01380	01390	01400	01430	01440
	01550	01560	01570	01580	01590	01600	01610	01770	01950

Figure 6 continues



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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29. **COMPLETE MARGINS CONTROL.** You tell CopyArt II what margins you desire. You can even change margins within the same text. You may also have parts of your text with 2 columns, some with one etc. It's super easy to use.

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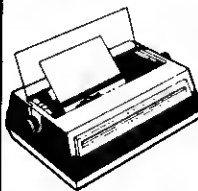
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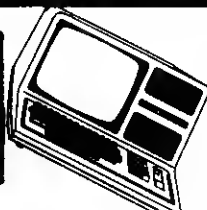
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Figure 6 continued

01970	01977	01998	02040	02050	02060	02190	02230	02250
02260	02270	02960	02970	03100	03140	04030	04040	06220
06230	06240	06250	06270	06280	06290	06300	10060	11000
11010	11020	11030	11500	11510	11520	11530	11760	11770
11780	11790	20100	20150					
GOSUB	00055	00430	01010	01070	01190	01200	01460	01520
	01910	01995	02180	02880	03140	09000	09010	10050
RETURN	01620	01630	01710	01860	01880	03180	04500	06315
	11040	11540	11800	20160				
REM	00030	00040	00240	00350	00450	00540	00610	00670
	00970	01110	01290	01320	01470	01510	01540	01640
	01750	01890	02130	02140	02210	02320	02720	02750
	04000	06000	06200	07000				
ELSE	00210	00880	00990	01200	01280	01360	01380	01570
	01600	01610	01998	02040	02050	02060	02230	03140
	01010	01035	02115					
ERROR	06320	06340						
RESUME	00220	00870	01010	01035	02115	04040	07080	
ON	02320	02530	06120					
OPEN	02500	02700	06160					
CLOSE	00650	00680	01850	01870	01900	02240	02250	02260
LPRINT	03280	02723	02740	02760	02770	02780	02785	02800
	02840	02860	02890	02900	02910	02930	02950	03000
	03030	03050	03060	03080	03100	03110	03130	04200
	04215	04230	07100	07110	07120	07130	11500	11510
	11530	11750	11760	11770	11780	11790		
DEF	20150							
POKE	01680	01690	20130					
PRINT	00090	00100	00110	00120	00130	00140	00150	00160
	00180	00190	00200	00310	00370	00480	00520	00700
	00800	00810	00820	00830	00840	00850	00860	00870
	01020	01490	01930	02340	02540	02550	02560	02590
	02620	02630	02640	02670	04020	04050	04060	04070
	06140	06320	06340	07015	07020	07030	07040	07050
	20150							
CLEAR	00050							
TAB	00650	01850	01870	01930	02240	02760	02800	02840
	02910	02930	02950	03000	03050	03080	03110	04210
	07015	07020	07030	07040	07050	07100	07110	07120
	11500	11510	11520	11530				
TO	00300	00350	00470	00550	00690	00710	01000	01480
	01760	01905	01920	01940	01994	02220	02365	02370
	02440	02450	02460	02565	02570	02580	02640	02650
	02820	02920	03070	03150	04220	06010	06130	06210
	09002	10010	20130					08500
USING	02840	02930	02950	03080	03110			
VARPTR	01640	01670	01680	01690	10000			
USR	10000	20150						
ERR	06320	06340						
STRING*	02810	02860	03020	03060	03130	04215	06040	06050
	06070	06080	07100	20120				
INKEY*	00210	00880						
THEN	00210	00560	00740	00880	00910	00970	01010	01050
	01180	01220	01250	01270	01280	01310	01350	01360
	01390	01400	01430	01440	01570	01580	01590	01600
	01770	01970	01997	01998	02040	02050	02060	02190
	02250	02260	02270	02960	02970	03100	03140	04040
	06230	06240	06250	06270	06280	06290	06300	10060
	11010	11020	11030	11500	11510	11520	11530	20100
	20150							
STEP	00410	00490	00500	00620	00630	00640	00950	01030
+	01170	01240	01300	01340	01360	01380	01420	01660
	01680	01690	01810	02070	02080	02090	02110	02310
	02940	03000	03070	03090	06040	06050	06060	06070
	06090	06110	06270	06280	06290	06300	06320	06340
	09007	10045	11000	11010	11020	11030	20100	20130
-	00350	01050	01150	01210	01310	01350	01360	01380
	02980	06040	06050	06060	06070	06080	09005	10010
	20100	20110						20100
*	01050	01997	02960	02970	03070	06300	09005	10045
/	00930	01040	01130	01820	02120	06320	06340	09004
AND	01180	01280	01400					
OR	00880	01180	02230	02970	04040			
>	00210	00880	01180	01250	01280	01400	01600	01610
	02050	02060	02230	02250	02260	02270	04040	06220
	06240	06250	06270	06280	06290	06300	20100	20150
=	00080	00210	00280	00300	00310	00350	00360	00380
	00400	00410	00420	00460	00470	00490	00500	00550
	00590	00620	00630	00640	00690	00710	00720	00740
	00910	00930	00940	00950	00960	00970	00990	01000
	01010	01020	01030	01040	01050	01060	01080	01120
	01140	01150	01160	01170	01200	01210	01240	01270

Program Listing

```

10 ' FOR INFO SEND SASE TO:
20 ' CHARLES W. HOPPESCH
30 ' 278 SURFSPRAY DR.
40 ' MERRITT ISLAND, FL. 32952
50 CLEAR 12000
55 GOSUB20000
60 CLS
70 DIMG$(20,4),W(100,3),CS(100,9),J(100),K(100),L(100),X1$(48),X
2$(48),X3$(48),X4$(48),TGS(50),SS(50),TS(12,4)
80 CCS="*****:XS="*****"
90 CLS:PRINT"          BOWLING STATISTICIAN"
100 PRINT"***** MENU *****"
110 PRINT:PRINT"TEAM-":PRINT
120 PRINT"1 - INPUT DISK DATA
130 PRINT"2 - UPDATE WEEKLY FILE
140 PRINT"3 - SAVE DATA TO DISK
150 PRINT"4 - LIST RECORDS"
160 PRINT"5 - SORT
170 PRINT"6 - PRINT STANDING SHEET"
180 PRINT"7 - FILE CORRECTION
190 PRINT"8 - INITIATE FILE
200 PRINT"9 - INDIVIDUAL STANDINGS
210 K$=INKEY$:IFK$=" "THEN210ELSEY$=VAL(K$):IFY>9GOTO210

```

Listing continues

YORK 10™ BASF-DPS

WORLD STANDARD TAPE



**MONEY BACK
GUARANTEE**

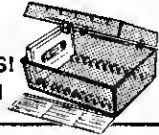
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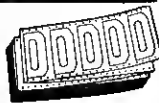
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Listing continued

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220 CLS:ONYGOTO2310,670,2520,450,350,2720,540,240,780
225 GOTO90
240 CLS:REM'INITIATE FILE
250 INPUT'LEAGUE PRESIDENTS NAME';PR$
260 INPUT'LEAGUE SECRETARYS NAME';SC$
265 INPUT 'LEAGUE TREASURERS NAME';TR$
270 INPUT'LEAGUE NAME';LN$
280 N$(1)="NAME":N$(2)="WON":N$(3)="LOST":N$(4)="PINS"
290 CLS:INPUT'NUMBER OF TEAMS';AT
300 FOR I=1 TO AT
310 PRINT"TEAM #";I;INPUT"NAME";G$(I,1);IFG$(I,1)="END"GOTO90
320 INPUT"WON";G$(I,2);INPUT"LOSS";G$(I,3);INPUT"PINS";G$(I,4)
330 NEXT I
340 GOTO90
350 FOR C=1 TO 4:CL(C)=-1:C2(C)=0:D(C)=0:NEXT C ' SORT PARAMETERS

360 R=1:J=AT:K=1:A=AT
370 CLS:PRINT"SORTING"
380 C1(1)=2:C1(2)=4:C2(R)=1
390 D(R)=2
400 IFR=2GOTO420
410 R=R+1:GOTO370
420 Z6=1
430 GOSUB1110
440 GOTO90
450 REM * DISPLAY SORTED RECORDS *
460 I1=0:I2=0:I3=0:I4=0
470 FOR I=1 TO AT
480 PRINTG$(I,1),G$(I,2),G$(I,3),G$(I,4)
490 I1=VAL(G$(I,2)):I2=I2+I1
500 I3=VAL(G$(I,3)):I4=I4+I3
510 NEXT I
520 PRINT"TOTAL WINS=";I2;" TOTAL LOSSES=";I4
530 INPUT"MORE";X:GOTO90
540 CLS:INPUT"FIRST FOUR CHARACTERS OF NAME";P$ 'CORRECTION
550 FOR I=1 TO AT
560 IFMID$(G$(I,1),1,4)=P$THEN590
570 NEXT I
580 GOTO90
590 I=I:INPUT"NEW NAME";G$(I,1);INPUT"CORRECT TOTAL WINS";G$(I,2)
:I:INPUT"CORRECT TOTAL LOSSES";G$(I,3);INPUT"CORRECT TOTAL PINS";
G$(I,4)
600 GOTO90
610 REM ' DATA ADDITION
620 W1=0:W1=VAL(G$(I,2))+W(I,1):G$(I,2)=STR$(W1)
630 L1=0:L1=VAL(G$(I,3))+W(I,2):G$(I,3)=STR$(L1)
640 TP=0:TP=VAL(G$(I,4))+W(I,3):G$(I,4)=STR$(TP)
650 LPRINTG$(I,1),TAB(18)W(I,1);TAB(22)W(I,2);TAB(26)W(I,3);TAB(
31)G$(I,2);TAB(38)G$(I,3);TAB(45)G$(I,4)
660 GOTO760
670 CLS:REM' UPDATE FILE
680 INPUT"DATE GAMES BOWLED";E$:LPRINT"DATE=";E$
690 FOR I=1 TO AT
700 PRINTG$(I,1);" ENTER WON: LOSS: PINS";" (TYPE '9' FOR PIN
S TO CANCEL ENTRY)
710 FORZ=1 TO 4
720 IFZ=4 GOTO610
730 INPUTW(I,Z)
740 IF W(I,3)=9THENZ=1:W(I,3)=0:GOTO700
750 NEXTZ
760 NEXTI
770 GOTO350
780 CLS
790 CLS:PRINT"* * * * * MENU * * * * *
800 PRINT:PRINT"INDIVIDUAL-";PRINT
810 PRINT"1 - UPDATE WEEKLY FILE
820 PRINT"2 - LIST RECORDS"
830 PRINT"3 - ADD SUBSTITUTES
840 PRINT"4 - FILE CORRECTION
850 PRINT"5 - INITIATE FILE
860 PRINT"6 - TEAM STANDINGS
870 PRINT"7 - CORRECT HIGH IND. GAME/SERIES"
880 K$=INKEY$:IFK$=""THEN800ELSEV=VAL(K$):IFV<0ORV>6GOTO880
890 ONV GOTO1890,1470,970,1750,910,90,4000
900 GOTO880
910 CLS:INPUT"DO YOU REALLY WANT TO (Y/N)";Z$:IF Z$="Y"THEN INPU
T"HOW MANY PERSONS ON A TEAM";U:GOTO920 ' REM * FILE INITIATIO
N *
915 GOTO790
920 INPUT"WHAT IS THE NUMBER FROM WHICH HANDICAP IS CALCULATED";
JH
930 INPUT"WHAT IS THE PERCENTAGE HANDICAP";PD:PC=PD/100
940 B=0
950 P=100
960 A$(1)="NAME":A$(2)="G#1":A$(3)="G#2":A$(4)="G#3":A$(5)="SER"
:A$(6)="PINS":A$(7)="AVE":A$(8)="GAMES":A$(9)="HCP"
970 P=100 ' REM ADD SUBSTITUTES
980 CLS:PRINT"TYPE 'END' FOR NAME TO STOP ENTRY"
990 IFY=5THENE=1ELSEE=B+1
1000 FOR I=ETOP
1005 G1=0:G2=0:G3=0
1010 INPUT"NAME";C$(I,1);IFC$(I,1)="END"THEN GOSUB6200:ONERRORG0
TO9:GOTO790
1020 INPUT"GAME 1";G1:INPUT"GAME 2";G2:INPUT"GAME 3";G3:INPUT"#
OF GAMES";C$(I,8):C$(I,2)=STR$(G1):C$(I,3)=STR$(G2):C$(I,4)=STR$(
G3):IF G3=9 PRINT"REENTER ALL GAMES";GOTO1010
1030 W=G1+G2+G3:C$(I,6)=STR$(W):C$(I,5)=C$(I,6)
1035 ON ERROR GOTO 6320
1040 C$(I,7)=STR$(INT(W/VAL(C$(I,8))))
1050 HC=INT((HU-VAL(C$(I,7)))*PC):IFHC<0THENHC=0
1060 C$(I,9)=STR$(HC)
1070 GOSUB 1850
1080 B=B+1
1090 NEXTI
1100 GOTO790
1110 REM *SORTS USING SHELL METZNER ALGORITHM*
1120 Z3=J
1130 Z3=INT(Z3/2)
1140 IFZ3=0THEN1270
1150 Z4=K:Z5=J-Z3
1160 Z7=Z4
1170 Z8=Z7+Z3
1180 IFZ6>1AND(Z7<K OR Z7>J OR Z8<K OR Z8>J) THEN 1240
1190 GOSUB1540
1200 IF F1=2 GOTO1240 ELSE GOSUB1640

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Listing continues

Listing continued

```

1210 Z7=Z7-23
1220 IF Z7<1 THEN 1240
1230 GOTO 1170
1240 Z4=Z4+1
1250 IF Z4>Z5 THEN 1130
1260 GOTO 1160
1270 IF Z6=1 THEN 1300
1280 IF Z6>LANDM=ATHEN1300 ELSE 1340
1290 REM * SEE IF THERE IS ANOTHER FIELD TO SORT *
1300 Z6=Z6+1
1310 IF C1(Z6)=-1 THEN 1460
1320 REM * SORT SEGMENT COMPUTATION ON INTERMEDIATE THRU MINOR F
IELD SORTS *
1330 M=1
1340 Z7=M;Z8=M+1;J=1;L=0
1350 IF C2(Z6-1)=I THEN 1380
1360 IF G$(Z7,C1(Z6-1))=G$(Z8,C1(Z6-1)) THEN J=J+1 ELSE L=1
1370 GOTO 1390
1380 IF VAL(G$(Z7,C1(Z6-1)))=VAL(G$(Z8,C1(Z6-1))) THEN J=J+1 ELS
E L=1
1390 IF L=0 THEN 1420
1400 IF L=1 AND J>1 THEN K=M;J=Z7;M=Z8;GOTO 1120
1410 L=0;M=Z8
1420 Z7=Z7+1;Z8=Z8+1
1430 IF Z7<A THEN 1350
1440 IF L=0 THEN K=M;M=Z7;J=Z7;GOTO 1120
1450 GOTO 1300
1460 GOSUB 7000;GOTO 900
1470 REM * DISPLAY SORTED RECORDS *
1480 FOR I=1 TO B
1490 PRINT C$(I,1),C$(I,2),C$(I,3),C$(I,4),C$(I,5),C$(I,6),C$(I,7
),C$(I,8)
1500 NEXT I
1510 REM * CONTINUATION CHECK *
1520 GOSUB 1720
1530 INPUT "HIT ENTER TO CONTINUE";X;GOTO 780
1540 REM * RECORD ADDRESS POINTER SWITCH *
1550 IF D(Z6)=2 GOTO 1590
1560 IF C2(Z6)=1 GOTO 1580
1570 IF G$(Z7,C1(Z6))<G$(Z8,C1(Z6)) THEN 1620 ELSE 1630
1580 IF VAL(G$(Z7,C1(Z6)))>VAL(G$(Z8,C1(Z6))) THEN 1620 ELSE 163
0
1590 IF C2(Z6)=1 THEN 1610
1600 IF G$(Z7,C1(Z6))>G$(Z8,C1(Z6)) THEN 1620 ELSE 1630
1610 IF VAL(G$(Z7,C1(Z6)))>VAL(G$(Z8,C1(Z6))) THEN 1620 ELSE 163
0
1620 F1=2;RETURN
1630 F1=1;RETURN
1640 REM * RECORD ADDRESS POINTER SWITCH *
1650 FOR C=1 TO 4
1660 I1=PEEK(VarPTR(G$(Z7,C))):I2=PEEK(VarPTR(G$(Z7,C))+1):I3=PE
EK(VarPTR(G$(Z7,C))+2)
1670 J1=PEEK(VarPTR(G$(Z8,C))):J2=PEEK(VarPTR(G$(Z8,C))+1):J3=PE
EK(VarPTR(G$(Z8,C))+2)
1680 POKE(VarPTR(G$(Z7,C))),J1:POKE(VarPTR(G$(Z7,C))+1),J2:POKE(
VarPTR(G$(Z7,C))+2),J3
1690 POKE(VarPTR(G$(Z8,C))),I1:POKE(VarPTR(G$(Z8,C))+1),I2:POKE(
VarPTR(G$(Z8,C))+2),I3
1700 NEXT C
1710 RETURN
1720 REM * Y/N INPUT CHECK *
1730 INPUT "HIT ENTER TO CONTINUE";X
1740 GOTO 780
1750 CLS:INPUT "NAME OF BOWLER";MM$ ' REM FILE CORRECTION
1760 FOR I=1 TO B
1770 IF C$(I,1)=MM$ THEN 1800
1780 NEXT I
1790 GOTO 790
1800 I=1:INPUT "NAME";C$(I,1):INPUT "GAME1";C$(I,2):INPUT "GAME2";C
$(I,3):INPUT "GAME3";C$(I,4):INPUT "CORRECT GRAND PIN TOTAL";C$(I,
5):INPUT "CORRECT GRAND TOTAL OF GAMES";C$(I,6):INPUT "CORRECT HAN
DICAP";C$(I,7)
1810 C$(I,5)=STR$(VAL(C$(I,2))+VAL(C$(I,3))+VAL(C$(I,4)))
1820 C$(I,7)=STR$(INT(VAL(C$(I,6))/VAL(C$(I,8))))
1830 GOSUB 1850
1840 GOTO 790
1850 LPRINT C$(I,1);TAB(25)C$(I,2);TAB(30)C$(I,3);TAB(35)C$(I,4);
TAB(40)C$(I,5);TAB(45)C$(I,6);TAB(52)C$(I,7);TAB(59)C$(I,8)
1860 RETURN
1870 CLS:LPRINT A$(1);TAB(20)A$(9);TAB(25)A$(2);TAB(30)A$(3);TAB(
35)A$(4);TAB(40)A$(5);TAB(45)A$(6);TAB(52)A$(7);TAB(59)A$(8)
1880 RETURN
1890 CLS:REM! UPDATE FILE
1900 LPRINT "DATE-----";EES
1905 FOR I=1 TO B:FOR Z=1 TO 3:W(I,Z)=0:NEXT Z:NEXT I
1910 GOSUB 1870
1920 FOR I=1 TO B
1930 PRINT C$(I,1);" ENTER GAME1: GAME2: GAME3 ":PRINT TAB(25)"(
TYPE '9' FOR GAME3 TO CANCEL ENTRY)"
1940 FOR Z=1 TO 4
1950 IF Z=4 GOTO 2010
1960 INPUT W(I,Z)
1970 IF W(I,Z)=9 THEN Z=0;W(I,3)=0;GOTO 1930
1980 NEXT I
1990 NEXT I
1995 GOSUB 6200
1996 FOR I=1 TO B:AV=VAL(C$(I,7)):HC=0
1997 HC=INT((HH-AV)*PC):IF VAL(C$(I,8))=0 THEN HC=0
1998 IF HC<0 THEN HC=0 ELSE SECS(I,9)=STR$(HC)
1999 NEXT I
2000 GOTO 790
2010 G1=0;G2=0;G3=0;HC=0
2020 G1=W(I,1);G2=W(I,2);G3=W(I,3)
2030 Q1=0;Q2=0;Q3=0
2040 IF G1>0 THEN Q1=1 ELSE Q1=0
2050 IF G2>0 THEN Q2=1 ELSE Q2=0
2060 IF G3>0 THEN Q3=1 ELSE Q3=0
2070 GS=G1+G2+G3:C$(I,5)=STR$(GS)
2080 QQ=Q1+Q2+Q3
2090 GT=VAL(C$(I,6))+GS:C$(I,6)=STR$(GT)
2100 QP=VAL(C$(I,8))
2110 QG=QP+QQ:C$(I,8)=STR$(QG)
2115 ON ERROR GOTO 6340
2120 AV=INT(GT/QG):C$(I,7)=STR$(AV)

```

Listing continues

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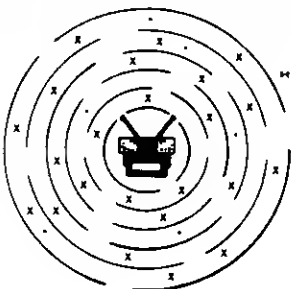
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```

2130 REM HC=INT((HH-AV)*PC):IPHC<0THENHC=0
2140 REM C$(1,9)=STR$(HC)
2150 C$(1,2)=STR$(W(I,1))
2160 C$(1,3)=STR$(W(I,2))
2170 C$(1,4)=STR$(W(I,3))
2180 GOSUB1850
2190 IFV=4THEN780
2200 GOTO1980
2210 REM PRINT HIGH SERIES AND GAMES
2220 FOR I=1TOB
2230 IF VAL(C$(I,2))>225 OR VAL(C$(I,3))>225 OR VAL(C$(I,4))>
225 THEN2240ELSE2250
2240 LPRINTC$(I,1);TAB(30);
2250 IF VAL(C$(I,2))>225 THEN LPRINTC$(I,2);"-";
2260 IF VAL(C$(I,3))>225 THEN LPRINTC$(I,3);"-";
2270 IF VAL(C$(I,4))>225 THEN LPRINTC$(I,4)
2280 LPRINT""
2290 NEXTI
2300 GOTO790
2310 INPUT"WEEK#- ";Z$:W$="WEEK"+Z$+"1"
2320 OPEN"X",1,W$ DISK LOAD OPERATIONS
2330 INPUT#1,PR$:INPUT#1,SC$:INPUT#1,TR$:INPUT#1,LN$:INPUT#1,EE$
2340 CLS:PRINT#200,"INPUT ";EE$;" DATA"
2350 INPUT#1,U,HH,PC,AT
2360 INPUT#1,NS(1):INPUT#1,NS(2):INPUT#1,NS(3):INPUT#1,NS(4)
2365 FOR A=1TO3:INPUT#1,X6$(A):INPUT#1,X7$(A):INPUT#1,X8$(A):INP
UT#1,X9$(A):NEXT
2370 FOR I=1TOAT
2380 FORZ=1TO4
2390 INPUT#1,GS(I,Z)
2400 NEXTZ
2410 NEXT
2420 INPUT#1,AS(1):INPUT#1,AS(2):INPUT#1,AS(3):INPUT#1,AS(4):INP
UT#1,AS(5):INPUT#1,AS(6):INPUT#1,AS(7):INPUT#1,AS(8):INPUT#1,AS(
9)
2430 INPUT#1,B
2440 FOR A=1TOAT*U:INPUT#1,X1$(A):INPUT#1,X2$(A):INPUT#1,X3$(A):
INPUT#1,X4$(A):NEXT
2450 FOR I=1TOB
2460 FORZ=1TO9
2470 INPUT#1,C$(I,Z)
2480 NEXTZ
2490 NEXT
2500 CLOSE
2510 GOTO90
2520 INPUT"WEEK #- ";Z$:W$="WEEK"+Z$+"1"
2530 OPEN"O",1,W$
2540 PRINT#1,PR$:PRINT#1,SC$:PRINT#1,TR$:PRINT#1,LN$:PRINT#1,EE$

2550 PRINT#1,U,HH,PC,AT
2560 PRINT#1,NS(1):PRINT#1,NS(2):PRINT#1,NS(3):PRINT#1,NS(4)
2565 FOR A=1TO3:PRINT#1,X6$(A):PRINT#1,X7$(A):PRINT#1,X8$(A):PRI
NT#1,X9$(A):NEXT
2570 FOR I=1TOAT
2580 FORZ=1TO4
2590 PRINT#1,GS(I,Z)
2600 NEXTZ
2610 NEXT
2620 PRINT#1,AS(1):PRINT#1,AS(2):PRINT#1,AS(3):PRINT#1,AS(4):PRI
NT#1,AS(5):PRINT#1,AS(6):PRINT#1,AS(7):PRINT#1,AS(8):PRINT#1,AS(
9)
2630 PRINT#1,B
2640 FOR A=1TOAT*U:PRINT#1,X1$(A):PRINT#1,X2$(A):PRINT#1,X3$(A):
PRINT#1,X4$(A):NEXT
2650 FOR I=1TOB
2660 FORZ=1TO9
2670 PRINT#1,C$(I,Z)
2680 NEXTZ
2690 NEXT
2700 CLOSE
2710 GOTO90
2720 CLS:REM *PRINT THE STANDING SHEET
2723 LPRINTCHR$(27)"0";
2740 LPRINT" ";LPRINT
2750 REM
2760 LPRINTCHR$(27)"G";LPRINTCHR$(14)TAB(5)"*****";TAB(18)
LN$: " *****";LPRINTCHR$(27)"H";LPRINTTAB(26)"-STANDINGS
AS OF ";EE$;"-";LPRINT
2770 LPRINT"PRESIDENT-";PR$
2780 LPRINT"SECRETARY-";SC$
2785 LPRINT"STATISTICIAN-";TR$
2800 LPRINTCHR$(27)"2";LPRINTTAB(7)"PLACE";TAB(18)NS(1)TAB(40)NS
(2)TAB(50)NS(3)TAB(60)NS(4)
2810 LPRINTSTRINGS(80,"-")
2820 FOR I=1 TO AT
2830 BB$="###"
2840 LPRINTTAB(8)USINGBB$:I;LPRINT"-";LPRINTTAB(14)GS(I,1)TAB(
40)GS(I,2)TAB(50)GS(I,3)TAB(60)GS(I,4)
2850 NEXTI
2860 LPRINTSTRINGS(80,"-");LPRINTCHR$(27)"F";
2870 C=2 'STANDING SHEET PRINTING
2880 GOSUB3150
2890 LPRINTCHR$(27)"0"
2900 LPRINT"-NAME-";TAB(20)"HCP";TAB(24)"PINS";TAB(31)"#";TAB(34)
"AVE";TAB(42)"-NAME-";TAB(50)"HCP PINS # AVE"
2910 LPRINTTAB(5)** TEAM-1 **;TAB(45)** TEAM-2 **
2920 FOR I=1TOB
2930 LPRINTC$(I,1);TAB(19)C$(I,9);LPRINTTAB(23)USINGCC$:J(I);L
PRINTTAB(26)USINGXX$:L(I);LPRINTTAB(31)USINGXX$:K(I);
2940 I=I+U
2950 LPRINTTAB(40)C$(I,1);TAB(58)C$(I,9);LPRINTTAB(62)USINGCC$:
J(I);LPRINTTAB(67)USINGXX$:L(I);LPRINTTAB(72)USINGXX$:K(I)
2960 IF I=AT*U THEN 3020
2970 IFI=2*UORI=4*UORI=6*UORI=8*UORI=10*UORI=12*UORI=14*UORI=16*
UORI=18*UORI=20*UHEN3000
2980 I=I-U
2990 NEXTI
3000 LPRINT" ";C=C+1:LPRINTTAB(5)** TEAM-";C;C=C+1:LPRINTTAB(45)
** TEAM-";C;" **
3010 GOTO2990
3020 LPRINT" ";LPRINTSTRINGS(80,"-")
3030 LPRINTCHR$(30)"SUBSTITUTES"
3050 LPRINTTAB(5)"NAME-";TAB(20)"HCP";TAB(24)"PINS";TAB(31)"#";T
AB(34)"AVE";TAB(42)"NAME-";TAB(50)"HCP PINS # AVE"
3060 LPRINTSTRINGS(80,"-")

```

Listing continues

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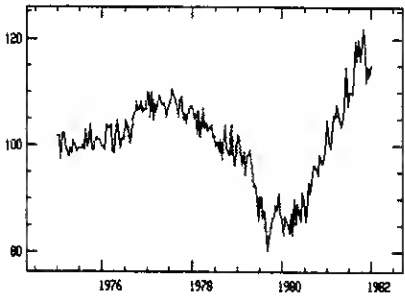
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Ease of Use	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Error Handling	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

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Listing continued

```
3070 FOR I=AT*U+1TOB
3080 LPRINTC$(I,1);TAB(19)C$(I,9);:LPRINTTAB(22)USINGCC$;J(I);:L
PRINTTAB(27)USINGXX$L(I);:LPRINTTAB(32)USINGXX$;K(I);
3090 I=I+1
3100 IFC$(I,1)="END"THENLPRINT":GOTO3130
3110 LPRINTTAB(40)C$(I,1);TAB(50)C$(I,9);:LPRINTTAB(62)USINGCC$;
J(I);:LPRINTTAB(67)USINGXX$L(I);:LPRINTTAB(72)USINGXX$;K(I)
3120 NEXT
3130 LPRINT" ";LPRINTSTRINGS(80,"**")
3140 GOSUB1700:CLS:INPUT"DO YOU WANT INDIVIDUAL HIGHS Y/N";Y$:IF
Y$="Y"THENGOSUB4200ELSEGOTO90
3145 GOTO90
3150 FOR I=1TOB
3160 J(I)=VAL(C$(I,6));K(I)=VAL(C$(I,7));L(I)=VAL(C$(I,8))
3170 NEXT
3180 RETURN
4000 REM ***** CORRECT IND HIGH SERIES/GAMES *****
4010 INPUT"BOWLERS NUMBER";I
4020 CLS:PRINTC$(I,1);PRINT:PRINT:PRINT"I=HIGH SCRATCH GAME";PRI
NT"2=HIGH HCP GAME";PRINT"3=HIGH SCRATCH SERIES";PRINT"4=HIGH HC
P SERIES";PRINT"5=RETURN TO MENU WITHOUT CHANGE"
4030 INPUT"WHICH DO YOU WISH TO CHANGE";X:IF X=5GOTO700
4040 ONXGOTO4050,4060,4070,4080:IF X=6ORX>4THEN4030
4050 LPRINTX1$(I),C$(I,1);INPUT"CORRECT HIGH SCRATCH GAME";X1$(I)
:GOTO700
4060 PRINTX3$(I),C$(I,1);INPUT"CORRECT HIGH HCP GAME";X3$(I);GOT
O700
4070 PRINTX2$(I),C$(I,1);INPUT"CORRECT HIGH SERIES SCRATCH";X2$(
I);GOTO700
4080 PRINTX4$(I),C$(I,1);INPUT"CORRECT SERIES HCP";X4$(I);GOTO70
0
4200 LPRINT
4205 H=0:GOTO9000
4210 LPRINTTAB(29)----INDIVIDUAL HIGHS---:LPRINT:LPRINTTAB(5)*N
AME";TAB(20)*HIGH GAME";TAB(31)*HIGH GAME(HCP);TAB(47)*HIGH SER
IES";TAB(60)*HIGH SERIES(HCP)"
4215 LPRINTSTRINGS(80,"-")
4220 FOR I=1TOAT*U
4230 LPRINTTAB(1)C$(I,1);TAB(23)X1$(I);TAB(34)X3$(I);TAB(50)X2$(
I);TAB(63)X4$(I)
4240 NEXT:GOTO900
4500 RETURN
6000 H=0:GOTO0000 REM *STRING MAKER FOR AIDS*
6010 FOR I=1 TO B
6040 X=LEN(C$(I,1));Y=20-X;X$=C$(I,1)+STRINGS(Y," ")
6050 X=LEN(C$(I,2));Y1=4-X;X1$=C$(I,2)+STRINGS(Y1," ")
6060 X=LEN(C$(I,3));Y2=4-X;X2$=C$(I,3)+STRINGS(Y2," ")
6070 X=LEN(C$(I,4));Y3=4-X;X3$=C$(I,4)+STRINGS(Y3," ")
6080 X=LEN(C$(I,5));Y4=6-X;X4$=C$(I,5)+STRINGS(Y4," ")
6090 S$(I)=X$+X1$+X2$+X3$+X4$
6100 NEXT:GOTO0000
6110 INPUT"WEEK";Z:S$="S$"+STR$(Z)
6120 OPEN"O",1,S$
6130 FOR I=1 TO B
6140 PRINT#1,S$(I)
6150 NEXT
6160 CLOSE
6170 GOTO700
6200 REM * HIGH GAMES, SERIES, HANDICAP, SCRATCH *
6210 FOR I=1TOAT*U
6220 IFEVAL(C$(I,2))>VAL(RIGHT$(X1$(I),3)) THEN X1$(I)=C$(I,2)
6230 IFEVAL(C$(I,3))>VAL(RIGHT$(X1$(I),3))THENX1$(I)=C$(I,3)
6240 IFEVAL(C$(I,4))>VAL(RIGHT$(X1$(I),3)) THEN X1$(I)=C$(I,4)
6250 IFEVAL(C$(I,5))>VAL(RIGHT$(X2$(I),3)) THEN X2$(I)=C$(I,5)
6260 X=VAL(C$(I,9))
6270 Y=VAL(C$(I,2));IFX+Y > VAL(RIGHT$(X3$(I),3)) THEN X3$(I)=ST
R$(X+Y)
6280 Y=VAL(C$(I,3));IFX+Y > VAL(RIGHT$(X3$(I),3)) THEN X3$(I)=ST
R$(X+Y)
6290 Y=VAL(C$(I,4));IFX+Y > VAL(RIGHT$(X3$(I),3)) THEN X3$(I)=ST
R$(X+Y)
6300 Y=VAL(C$(I,5));IF3*X+Y > VAL(RIGHT$(X4$(I),3)) THEN X4$(I)=
STR$(3*X+Y)
6312 NEXT
6315 RETURN
6320 PRINT"ERROR #";ERR/2+1:RESUME 1050
6340 PRINT"ERROR #";ERR/2+1:RESUME 2140
7000 REM * HIGH TEAM STANDINGS *
7010 CLS
7015 PRINT"1st Place";TAB(20)"2nd Place";TAB(40)"3rd Place
7020 PRINT"1-";X6$(1);TAB(20)"2-";X6$(2);TAB(40)"3-";X6$(3)
7030 PRINT"4-";X7$(1);TAB(20)"5-";X7$(2);TAB(40)"6-";X7$(3)
7040 PRINT"7-";X8$(1);TAB(20)"8-";X8$(2);TAB(40)"9-";X8$(3)
7050 PRINT"10-";X9$(1);TAB(20)"11-";X9$(2);TAB(40)"12-";X9$(3)
7060 PRINT"13- NONE"
7070 INPUT"WHICH ONE STARTING WITH THE LOWEST, DO YOU WISH TO CH
ANGE";Z
7080 ONZGOTO8000,8010,8020,8030,8040,8050,8060,8070,8080,8090,81
00,8110,8120:GOTO7000
7100 LPRINTTAB(4)"TEAM GAME";TAB(17)"TEAM GAME HCP";TAB(39)"TEAM
SERIES";TAB(50)"TEAM SERIES HCP";LPRINTSTRINGS(80,"-")
7110 LPRINT"1st-";TAB(5)X6$(1);TAB(20)X7$(1);TAB(40)X8$(1);TAB(6
0)X9$(1)
7120 LPRINT"2nd-";TAB(5)X6$(2);TAB(20)X7$(2);TAB(40)X8$(2);TAB(6
0)X9$(2)
7130 LPRINT"3rd-";TAB(5)X6$(3);TAB(20)X7$(3);TAB(40)X8$(3);TAB(6
0)X9$(3)
7140 RETURN
8000 INPUT"NEW 1ST GAME SCRATCH";X6$(1);GOTO7010
8010 INPUT"NEW 2ND GAME SCRATCH";X6$(2);GOTO7010
8020 INPUT"NEW 3RD GAME SCRATCH";X6$(3);GOTO7010
8030 INPUT"NEW HIGH GAME HCP";X7$(1);GOTO7010
8040 INPUT"NEW 2ND GAME HCP";X7$(2);GOTO7010
8050 INPUT"NEW 3RD GAME HCP";X7$(3);GOTO7010
8060 INPUT"NEW HIGH SERIES";X8$(1);GOTO7010
8070 INPUT"NEW 2ND SERIES";X8$(2);GOTO7010
8080 INPUT"NEW 3RD SERIES";X8$(3);GOTO7010
8090 INPUT"NEW HIGH SERIES HCP";X9$(1);GOTO7010
8100 INPUT"NEW 2ND SERIES HCP";X9$(2);GOTO7010
8110 INPUT"NEW 3RD SERIES HCP";X9$(3);GOTO7010
8120 GOTO90
8500 FOR H=1TO4
9000 H=H+1:GOSUB11750
9002 FOR I=1TOAT*U
9003 RN=I
9004 MSB=INT(RN/256)
9005 LSB=RN-(256*MSB)
```

Listing continues

Listing continued

```

9007 KEYS=CHR$(LSB)+CHR$(MSB)
9010 GOSUB11000
9020 NEXT
10000 X=USR1(VARPTR(TG$(1)))
10010 FOR I=AT*U TO AT*U-4 STEP-1
10020 PLD$=LEP$(TG$(I),LEN(TG$(I))-2)
10030 KEYS=RIGHT$(TG$(I),2)
10040 RN=ASC(LEP$(KEYS,I))
10045 RN=RN+256*ASC(RIGHT$(KEYS,1))
10050 GOSUB11500
10055 NEXT
10060 IF H=4 THEN 4210 ELSE GOTO 9000
11000 IF H=1 THEN TG$(I)=X1$(I)+KEYS
11010 IF H=2 THEN TG$(I)=X3$(I)+KEYS
11020 IF H=3 THEN TG$(I)=X2$(I)+KEYS
11030 IF H=4 THEN TG$(I)=X4$(I)+KEYS
11040 RETURN
11500 IF H=1 THEN LPRINT$(RN,1);TAB(20);X1$(RN)
11510 IF H=2 THEN LPRINT$(RN,1);TAB(20);X3$(RN)
11520 IF H=3 THEN LPRINT$(RN,1);TAB(20);X2$(RN)
11530 IF H=4 THEN LPRINT$(RN,1);TAB(20);X4$(RN)
11540 RETURN
11750 LPRINT
11760 IF H=1 LPRINT"=== HIGH SCRATCH GAME ==="
11770 IF H=2 LPRINT"=== HIGH RCP GAME ==="
11780 IF H=3 LPRINT"=== HIGH SERIES SCRATCH ==="
11790 IF H=4 LPRINT"=== HIGH RCP SERIES ==="
11800 RETURN
20000 DATA 205,127,10,34,42,65,17,251,255,25,229,221,225,221,110
,0,221,102,1,43
20010 DATA 43,34,40,65,221,126,2,50,44,65,42,42,65,229,221,225,4
2,40,65,229
20020 DATA 253,225,62,0,50,39,65,221,110,4,221,102,5,221,94,1,22
1,86,2,221
20030 DATA 78,0,221,70,3,58,44,65,254,0,40,14,120,254,3,56,2,5,
,121
20040 DATA 254,3,56,2,13,13,26,190,0,40,4,56,18,48,39,19,35,5,13
,121
20050 DATA 254,0,40,7,128,254,0,40,25,32,231,253,43,253,229,193,
221,35,221,35
20060 DATA 221,35,120,177,32,177,58,39,65,254,0,32,153,201,229,2
13,221,229,225,17
20070 DATA 29,65,1,3,0,237,176,221,229,209,1,3,0,237,176,33,29,6
5,1,3
20080 DATA 0,237,176,62,1,50,39,65,209,225,24,195,70,73,78,73,83
,72,76,68
20090 DATA 9,65,44,40,68,69,41,228,2,8
20100 TM=PEEK(16598)+256*PEEK(16599):IF TM>32767 THEN TM=TM-65536
20110 TM=TM-190
20120 Z$=STRING$(255,0)
20130 FOR I=0 TO 189:READJ:POKE(TM+I),J:T=J:NEXT I
20140 BB=PEEK(16549)
20150 IF BB>66 THEN DEFSUR1=TM:PRINT"NOW SET UP FOR";TS$;"DISK
SYSTEM'S US R1"
20160 RETURN

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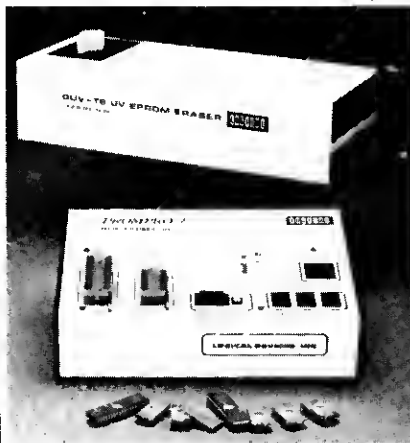
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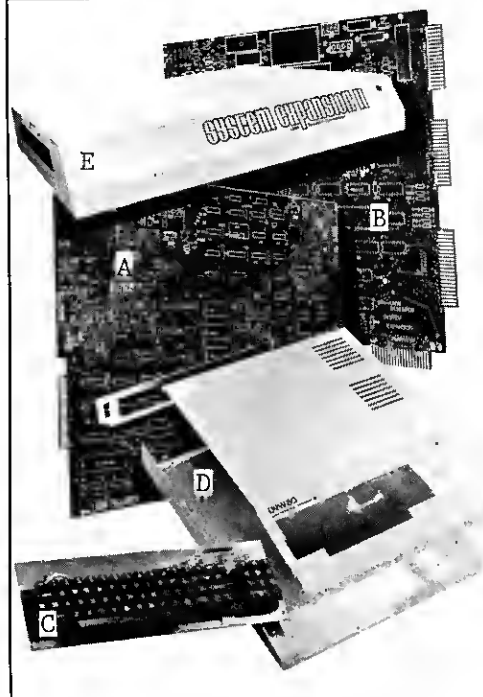
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Color Black Box

by David W. Gangwisch

Stop switching the RS-232 cords for your Color Computer's printer and modem. Build this black box and leave them both plugged in.

Every Color Computer user who has two RS-232 devices must be painfully aware of a limitation in the Color Computer's design. It has only one RS-232 port and no parallel printer port. This is a problem when you have a printer *and* a modem: You have to repeatedly change which cord is plugged into the one RS-232 port.

The little black box described in this

article is my solution to this problem. It allows two RS-232 devices to be plugged in and selected with a switch.

Construction

The box is simple to build. All the necessary parts are available from your

local Radio Shack store, and the only tools required are a drill, a hacksaw, and a soldering iron. Table 1 lists the parts you need, and they are shown in Photo 1.

The total price should be under \$20. If you have a printer or a modem, or both, you already have at least one of the necessary cables. The box I chose is a good match for the silver and black colors of the Color Computer, but you can use any suitable box.

Begin the construction by drilling five holes in the box (see Fig. 1). The three holes on the back are for the cables, while the two holes on the front are for

Quant.	RS Part #	Description
1	270-251	Deluxe Utility Cabinet
1	275-1384	4P/DT rotary switch
1 pkg.	274-407	knobs
2	26-3020	4-pin DIN cables
1 pkg.	64-3025	grommets

Table 1. Parts List

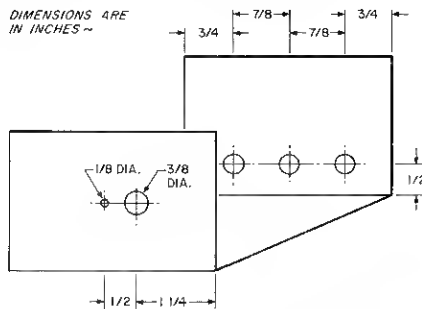


Figure 1

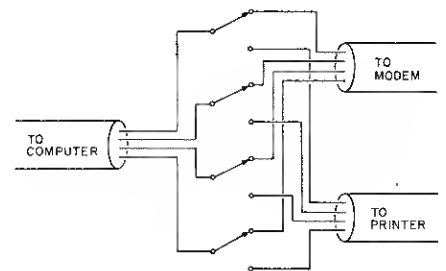


Figure 2

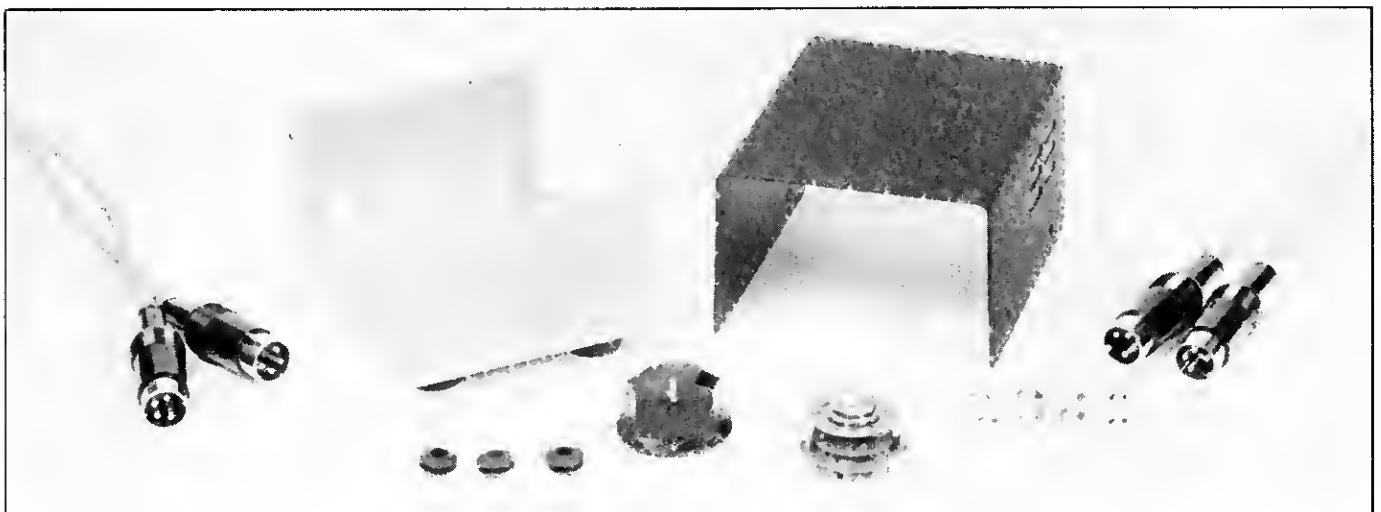
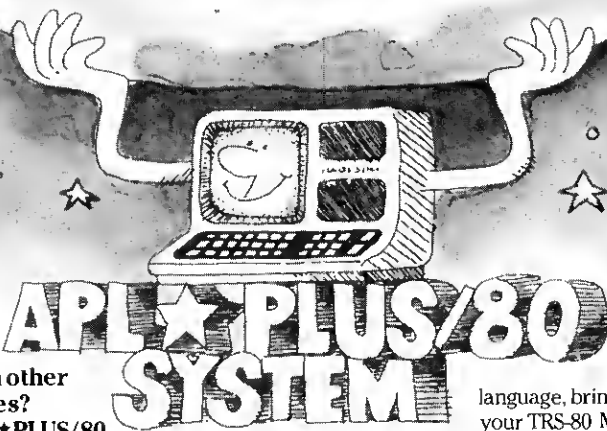


Photo 1

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Challenge to BASIC

Develop a subroutine to group and total unordered costs by job number. The result is a table showing the total cost for each active job, in ascending job order, formatted as a report. Use the following CHARGES:

8.20 5.55 1.59 995.00 2.44 14.32 .87 .79 1.01 149.03 3.42 .86
for JOBS numbered 213 33 4 4 4 9 33 213 4 33 33:

JOB	TOTAL
4	\$1,162.38
9	\$0.87
33	\$10.62
213	\$9.21

One APL solution is:

```

▽ COST FOR JOB;ONCE;SP
[1] ONCE*(JOB#LE38,1+JOB)/JOB#JOB[SP+JOB] ◊ ' JOB TOTAL'
[2] 'I4,CP/$/PL2.2' PENT ONCE,[1,5] COST[SP]+.*JOB#.=ONCE
▽
    
```

Even if this kind of task is not among the problems you deal with, APL's ability to represent concise solutions can save you programming time and effort.

There's more. Our APL allows you to read and write TRSDOS® files (such as VisiCalc® files) without leaving APL, even under program control. And you can direct arbitrary data from APL to the parallel port or RS232 port under APL program control.

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the switch. The larger hole on the front of the box is for the switch's shaft and the smaller one is for the locating tab that keeps the body of the switch from rotating.

Next, shorten the shaft of the switch with a hacksaw so the knob fits snugly to the surface of the box. After doing this, clean out any metal particles from the switch contacts. You might cover the body of the switch with a small plastic bag while sawing.

You must now cut the cords. Place your computer, modem, and printer where you want them and select the best location for the switch box. In my situation, it was best to place the printer the farthest from the computer (see Photo 2). As a result, I left the cord for the printer as long as possible, cutting just the plug off one end.

I cut the other cord near the middle, leaving two short cords, one slightly longer than the other. I used the shorter of these for the modem and the longer for the computer. After putting grommets into the three holes in the rear of the box, I threaded these three cords through them.

Next, wire the switch. The circuit diagram in Fig. 2 shows how simple this is. The cable connected to the computer is connected to the innermost tabs on the back of the switch (see Fig. 3). Be sure that all the wires connected to one pole of the switch are the same color. After wiring the switch, check to see that no uninsulated portions of the wires are touching one another (see Photo 3).

Finally, mount the switch and knob, and label the box. I used artist's dry

transfer letters to label the box and then sprayed a clear lacquer over the lettering to protect it.

Operation

To use the box, simply connect it between your computer and two RS-232 peripherals. You can select which peripheral your computer is communicating with by turning the knob.

I have had no problems switching from one device to another even while

running a program. In fact, moving the switch to the modem position is one way to take the printer off line when using programs that send garbage out the RS-232 port. ■

David Gangwisch can be reached at 10539 Lakemere, Dallas, TX 75238.

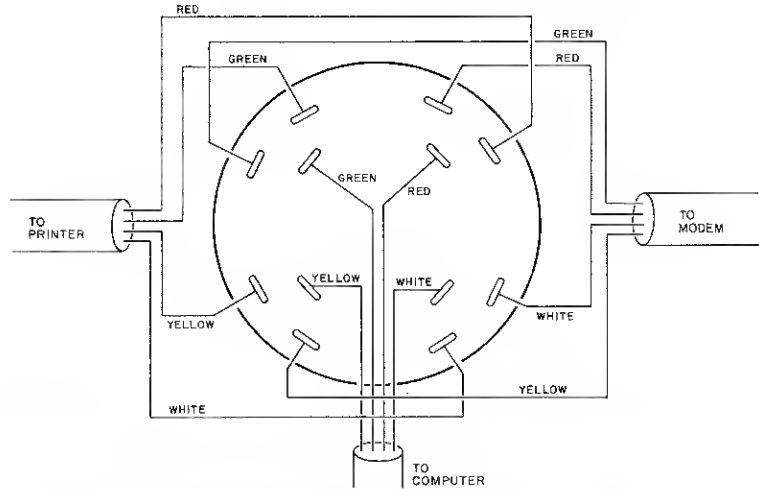


Figure 3

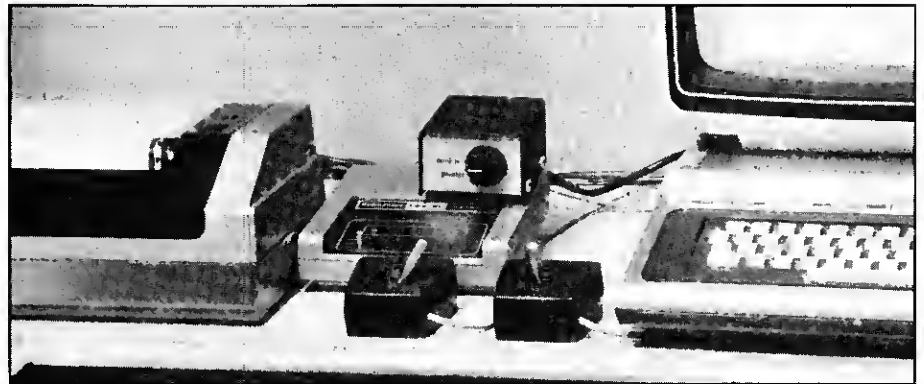


Photo 2

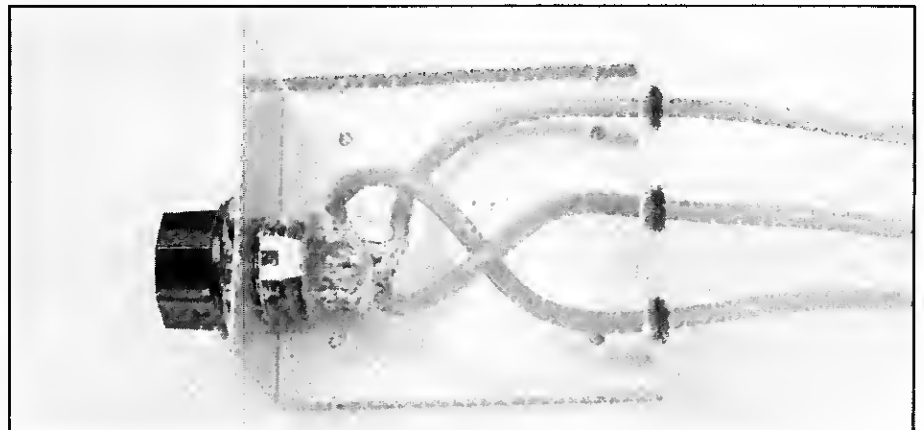


Photo 3



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David Tinis
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ers rarely play to beat the course, instead, they play together to beat each other. Any sport involving a number of individuals is beset with record-keeping problems.

Keeping golf league scores is an ideal task for my TRS-80. This program keeps track of a 25-player league for up to 24 weeks. The numbers were chosen arbitrarily because they allow a clean video display. The number of players and weeks can be tailored for your league by changing two variables defined at the beginning of INITGOLF and Scores. While an increase in the

number of players or the number of weeks will not affect the print-out, it will scroll some information off the screen. This program covers only nine holes per round instead of eighteen, but can be changed by changing one variable.

Scoring within the league is very important to the members. As a result, Scores keeps track of gross scores, net scores, putts per round, and points earned per round.

• Gross Score is the actual number of strokes for the round

Golf is more a social event than a sporting event. Golf-

The Key Box

Model I or III
32K RAM
Disk Basic
1 Disk Drive
Printer

```

100 CLS: CLEAR 500: DEFINT A-Z: NP=25: NW=24
110 PRINT@144, "GOLF LEAGUE INITIALIZATION": PRINT: PRINT "INITIALI
Z
ING": DIM PS(NP), WG(NP, NW), WN(NP, NW), RG(NP), RN(NP), HC(NP, NW), WP
(NP, NW), TP1(NP), P(NP, NW), PT(NP): FOR X=1 TO NP: PS=" ": RG(X)=0: RN(X)=
0: TP1(X)=0: PT(X)=0: FOR Y=1 TO NW: WG(X, Y)=0: WN(X, Y)=0: HC(X, Y)=0
115 WP1(X, Y)=0: P(X, Y)=0: NEXT Y
120 PRINT " ": NEXT X: PRINT
130 PRINT "ENTER PLAYER'S NAMES. '@' WILL END ENTRY"
140 FOR X=1 TO NP
150 PRINT "PLAYER ": PRINT USING "##"; X;: PRINT " =>": INPUT PS(X): IF P
S(X)="" THEN PS(X)=" ": X=NP: GOTO 160 ELSE PRINT PS(X); "S INITIAL HAN
DICAP =>": INPUT HC(X, 0)
160 NEXT X
170 PRINT: INPUT "ENTER FILENAME OF LEAGUE"; LS
180 OPEN "O" #1: LS
185 PRINT "WRITING PLAYER'S NAMES"
190 FOR X=1 TO NP: PRINT #1, PS(X): NEXT X
195 PRINT "WRITING WEEKLY GROSS SCORES"
200 FOR X=1 TO NP: FOR Y=1 TO NW: PRINT #1, WG(X, Y): NEXT Y: NEXT X
205 PRINT "WRITING WEEKLY NET SCORES"
210 FOR X=1 TO NP: FOR Y=1 TO NW: PRINT #1, WN(X, Y): NEXT Y: NEXT X
215 PRINT "WRITING HANDICAPS"
220 FOR X=1 TO NP: FOR Y=0 TO NW: PRINT #1, HC(X, Y): NEXT Y: NEXT X
225 PRINT "WRITING TOTAL GROSS SCORES"
230 FOR X=1 TO NP: PRINT #1, RG(X): NEXT X
245 PRINT "WRITING WEEKLY POINTS"
250 FOR X=1 TO NP: FOR Y=1 TO NW: PRINT #1, WP1(X, Y): NEXT Y: NEXT X
255 PRINT "WRITING WEEKLY PUTTS"
260 FOR X=1 TO NP: FOR Y=1 TO NW: PRINT #1, P(X, Y): NEXT Y: NEXT X
270 CLOSE #1
280 END
    
```

Program Listing 1

PLAYER	Scores for Week 12				PUTTS
	GROSS	NET	HANDICAP	POINTS	
GINNY BOSTICK	69	47	23	0.0	26
BUCK BURNS	0	0	0	0.0	0
JOHN CARLIN	47	33	14	15.5	16
TIM COOK	43	35	8	11.5	18
KEN FURNER	43	34	9	13.5	13

Table 1

PLAYER	Total Scores				
	GROSS	NET	WEEKS	POINTS	PUTTS
GINNY BOSTICK	738	460	12	76.0	274
BUCK BURNS	119	85	2	3.0	38
JOHN CARLIN	710	524	14	110.5	233
TIM COOK	619	503	14	144.0	234
KEN FURNER	735	597	16	119.0	243

Table 2

Lines 20-190:	Initialization, file loading and menu display
Lines 1000-1999:	Entry of scores
Lines 2000-2999:	Display of individual players' scores
Lines 3000-3999:	Display of cumulative scores
Lines 4000-4990:	File saving routine
Lines 5000-5999:	Various subroutines
Lines 6000-6999:	Addition of a new player

Table 3

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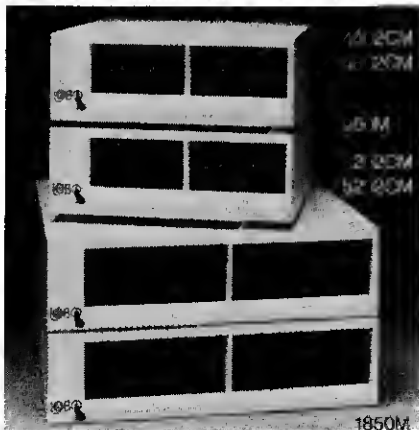
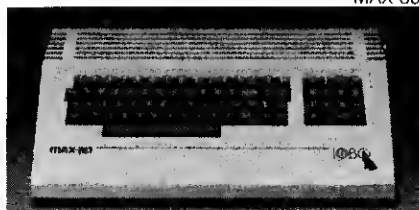
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MAX-80



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played.

● Handicap rates the proficiency of a golfer. This allows players with different levels of skill to compete on a more even basis with each other.

● Net Score is gross score minus handicap.

● Points are accumulated by comparing each golfer's net score with other golfer's net scores. For each net score bettered, the golfer receives one point. For each net score tied, the golfer receives one half point. No points are awarded if the golfer fails to better another golfer's net score.

To use the Scorecard program, a data file must be created. The INITGOLF program (see Listing 1) need be run only once at the beginning of league play. Of course, if you keep track of more than one league, run it once for each league, remembering to assign a name to each.

You are asked the names and handicaps of all golfers. If the handicap is unknown or the golfer has no handicap, press

enter. When running Scores later, if no handicap is found during the first week, one will be figured and stored. After all player names and handicaps are entered identify the league with a name. This allows the file to be retrieved for updating. It also allows Scores to work with more than one league.

The INITGOLF program supports a league of 25 players over a 24 week span, but can be changed by redefining variables NP (Number of Players) and NW (Number of Weeks) on line 100. Allocate a few extra positions in the league for golfers who may join the league late.

Once INITGOLF is run and a data file created, run the Scores program in Listing 2. You will first be asked for the name of the file previously created. This file will be loaded and the options Menu displayed. You now may perform one of five actions:

● Enter Scores—Enter scores for all players in sequence. If all players are not in the same week of play (due to illness, vacation,

and so on), the program automatically determines and displays the week being played by the golfer.

● Score for Individual Player—Displays a player's weekly scores on the video screen or lists them to the printer.

● Cumulative Scores for all Players—Prints scores on an individual weekly basis (Table 1) or for the league to date (Table 2). Each time the latter option is used, scores are recalculated for the entire league season to date.

● Add a Player—Allows you to add a latecomer who wants to catch up with the rest of the league. Of course, an open slot

must be available to accommodate the added player.

● End—Writes the updated league file to disk and terminates the program.

The program is written in modules to facilitate modification. A guide to Listing 2 is provided in Table 3.

To modify the program for 18-hole rounds instead of 9-hole rounds, make the following change to Scores: 25 PAR=72 (Or whatever Par is for your course). ■

David Tinis works as a design engineer for National Controls Inc.

Program Listing 2

```

10 REM VARIABLES LIST => NP=NUMBER OF PLAYERS  NW=NUMBER OF
   WEEKS  PS(NP)=PLAYER'S NAMES  WG(NP,NW)=WEEKLY GROSS SCORES
   WN(NP,NW)=WEEKLY NET SCORES  RG(NP)=TOTAL GROSS SCORES
   RN(NP)=TOTAL NET SCORE  HC(NP,NW)=WEEKLY HANDICAP
11 REM VARIABLES LIST => WF(NP,NW)=WEEKLY POINTS  TP(NP)=
   TOTAL POINTS  P(NP,NW)=WEEKLY PUTTS  PT(NP)=TOTAL PUTTS

20 CLS: CLEAR 1500: DEFINITA-2: NP=25: NW=24
25 PAR=36
100 PRINT@144,"GOLF LEAGUE SCORECARD": PRINT: PRINT"INITIALIZING";
: DIM PS(NP),WG(NP,NW),WN(NP,NW),RG(NP),TC(NP),TN(NP),WK(NW),HC(N
P,NW),WP1(NP,NW),TP1(NP),P(NP,NW),PT(NP),FORX=1TONP: PS=" " :RG(X)
=0:PT(X)=0:FORX=1TONW:WG(X,Y)=0:WN(X,Y)=0:HC(X,Y)=0:WP1(X,Y)=0
105 P(X,Y)=0:NEXTX:PRINT " " :NEXTX
110 PRINT: INPUT"ENTER FILENAME OF LEAGUE":L$
115 PRINT"LOADING FILE";
120 OPEN"1",#1,L$
130 PRINT " " :FOR X=1TONP: INPUT#1,PS(X):NEXTX
140 PRINT " " :FOR X=1TONP:FORX=1TONW: INPUT#1,WG(X,Y):NEXTX:NEXT
X
150 PRINT " " :FOR X=1TONP:FORX=1TONW: INPUT#1,WN(X,Y):NEXTX:NEXT
X
151 PRINT " " :FOR X=1TONP:FORX=0TONW: INPUT#1,HC(X,Y):NEXTX:NEXT
X
152 PRINT " " :FOR X=1TONP: INPUT#1,RG(X):NEXTX
154 PRINT " " :FOR X=1TONP:FORX=1TONW: INPUT#1,WP1(X,Y):NEXTX:NEX
TX
155 PRINT " " :FOR X=1TONP:FORX=1TONW: INPUT#1,P(X,Y):NEXTX:NEXTX

160 CLOSE 1
170 CLS:PRINT@15,"SELECT ACTION DESIRED":PRINT:PRINTTAB(15);"(1)
   ENTER SCORES":PRINTTAB(15);"(2) SCORES FOR INDIVIDUAL PLAYER":P
   RINTTAB(15);"(3) CUMULATIVE SCORES FOR ALL PLAYERS":PRINTTAB(15)
: "(4) ADD A PLAYER":PRINTTAB(15);"(5) END"
180 GOSUB5000:A=VAL(A$): IFA<LORA>5THEN180
190 ONAGOSUB 1000,2000,3000,6000,4000
200 GOTOL0
1000 CLS:PRINT"ENTER SCORES FOR (A) ALL PLAYERS OR (S) A SINGLE
   PLAYER"
1005 GOSUB5000: IFA$="A"THEN1040ELSEIFA$="S"THEN1010ELSE1005
1010 CLS:FORX=0TONW:PRINTEX*32,"(" :PRINTUSING"###":X+1;:PRINT")
 " :LEFT$(PS(X+1),29);:NEXTX
1020 PRINT:PRINT"ENTER SCORE FOR WHICH PLAYER ( 1 - :NP:)" :INP
   UTP: IFF<LORP>NPTHEN1020
1030 X=1
1032 CLS: IFWG(P,X)=0THENPRINT"ENTER " :PS(P); "'S SCORE FOR WEEK "
: X; " " : INPU:WG(P,X): INPUT"NUMBER OF PUTTS":P(P,X):GOSUB5010:GOT
   O1999:ELSEIFX=NPTHENPRINT"LEAGUE PLAY FOR " :PS(P); " COMPLETED.":
   GOTOL999:ELSEX=X+1:GOTOL032
1040 FORP=1TONP
1041 IFFP(P)=" "THENP=NP:GOTOL050
1042 FORX=1TONW
1044 CLS: IFWG(P,X)=0PRINT"ENTER " :PS(P); "'S SCORE FOR WEEK " :X; "
 " : INPUTWG(P,X):GOSUB5010: INPUT"ENTER NUMBER OF PUTTS " :P(P,X):
   X=NW:GOTOL048
1046 IFX=NWPRINT"LEAGUE PLAY FOR " :PS(P); " COMPLETED."
1048 NEXT X
1050 NEXT P
1999 RETURN
2000 CLS:FORX=0TONP-1:PRINTEX*32,"(" :PRINTUSING"###":X+1;:PRINT")
 " :LEFT$(PS(X+1),29);:NEXTX
2010 PRINT: INPUT"DISPLAY SCORES FOR WHICH PLAYER":A
2015 PRINT"OUTPUT TO (S) SCREEN OR (P) PRINTER":GOSUB5000: IFA$="
   P"THEN2050
2020 CLS:PRINT"WEEKLY SCORES FOR => " :PS(A):PRINT@41,"INITIAL HA
   NDICAP " :HC(A,0)
2027 PRINT"WEEK GR NET HC PUTTS WEEK GR NET HC
   PUTTS"
2030 FORX=0TONW/2-1:PRINT@129+X*64," " :PRINTUSING"###":X+1;:PRINT
 " " :PRINTUSING"###":WG(A,X+1);:PRINT " " :PRINTUSING"###":WN(A
,X+1);:PRINT " " :PRINTUSING"###":HC(A,X+1);:PRINT " " :PRINTU
   SING"###":P(A,X+1);:NEXTX
2035 FORX=0TONW/2-1:PRINT@161+X*64," " :PRINTUSING"###":X+13;:PRIN
   T " " :PRINTUSING"###":WG(A,X+13);:PRINT " " :PRINTUSING"###":WN
(A,X+13);:PRINT " " :PRINTUSING"###":HC(A,X+13);:PRINT " " :PR
   INTUSING"###":P(A,X+13);:NEXTX

```

Listing 2 continues



Color Computer News

Which was the first magazine to show its readers how to turn an inexpensive Color Computer into a high-quality 64K 6809 development system?

Which magazine showed its readers how to turn the Color Computer into a low cost business system using the Flex* operating system?

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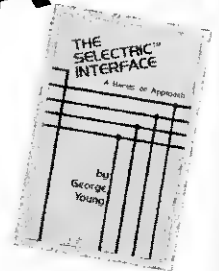
Listing 2 continued

```

2040 GOSUB5070:PRINT:PRINT"TOTAL GROSS ";:PRINTUSING"###";TG(A):
<PRINT" TOTAL NET ";:PRINTUSING"###";TN(A);INPUT"PRESS
<ENTER> TO CONTINUE";AS:GOTO2999
2050 X=PEEK(14312):IFX<128THEN2060ELSE2080
2060 PRINT"PRINTER NOT READY. ABORT? (Y/N)":GOSUB5000:IFAS<>"N"
HEN2070ELSEPRINT"READY PRINTER AND PRESS <ENTER>":GOSUB5000:GOTO
2050
2070 PRINT"OUTPUT TO VIDEO INSTEAD? (Y/N)":GOSUB5000:IFAS="Y"THE
N2080ELSE2999
2080 LPRINT"WEEKLY SCORES FOR => ";P$(A):LPRINT:LPRINT"INITIAL H
ANDICAP ";HC(A,0):LPRINT
2085 LPRINT"WEEK GROSS NET H'CAP PUTTS":LPRINT
2090 GOSUB5000:FORX=1TOWN(A):LPRINT" ";:LPRINTUSING"###";X";:LPRIN
T" ";:LPRINTUSING"###";WG(A,X);:LPRINT" ";:LPRINTUSING
"###";WN(A,X);:LPRINT" ";:LPRINTUSING"###";HC(A,X);:LPRINT"
";:LPRINTUSING"###";P(A,X):LPRINT:NEXTX
2100 GOSUB5070:LPRINT:LPRINT"TOTAL GROSS ";:LPRINTUSING"###";TG
(A):LPRINT:LPRINT"TOTAL NET ";:LPRINTUSING"###";TN(A):LPRINT
2999 RETURN
3000 CLS:PRINTTAB(15);"SELECT ACTION DESIRED":PRINTTAB(15);"(1)
PRINT WEEKLY SCORES":PRINTTAB(15);"(2) PRINT TOTAL SCORES"
3010 GOSUB5000:X=VAL(AS):IFX<LORX<2THEN3010ELSEIFX=1THEN3020ELSE
3100
3020 PRINT:INPUT"PRINT SCORES FOR WHICH WEEK";A:IFA<LORA>NWTEN3
020
3030 FOR X=1TONP:IFP$(X)=" "THENP=X-1:X=NP:NEXTXELSENEXTX
3040 GOSUB5000:IPAB=0THEN3055ELSE3999
3055 PRINT"CALCULATING SCORES":GOSUB3400
3060 LPRINTCHR$(14):LPRINTTAB(10);"SCORES FOR WEEK";A:LPRINT:LP
RINT" PLAYER GROSS NET HANDICAP POINT
S PUTTS":LPRINT
3070 FORX=1TOP:LPRINTP$(X);:LPRINTTAB(24);"";:LPRINTUSING"###";WG
(X,A);:LPRINTTAB(34);"";:LPRINTUSING"###";WN(X,A);:LPRINTTAB(44);
"";:LPRINTUSING"###";HC(X,A);:LPRINTTAB(55);"";:LPRINTUSING"###";
WPI(X,A);:LPRINT" ";:LPRINTUSING"###";P(X,A)
3075 LPRINT:NEXTX:GOTO3999
3100 FOR X=1TONP:IFP$(X)=" "THENP=X-1:X=NP:NEXTXELSENEXTX
3105 FOR X=1TOP:TG(X)=0:TN(X)=0:TP1(X)=0:NEXTX
3120 PRINT#320;"CALCULATING SCORES FOR WEEK =>";
3125 A=1
3127 PRINT#351,A;:FORX=1TONP:IFWG(X,A)<0THENX=NP:NEXTX:GOTO3130
ELSENEXTX:GOTO3135
3130 GOSUB3400:FORX=1TOP:TG(X)=TG(X)+WG(X,A):TN(X)=TN(X)+WN(X,A)
:TP1(X)=TP1(X)+WPI(X,A):NEXTX
3135 A=A+1:IFA<NW+1THEN3127ELSEPRINT
3140 GOSUB5000:IFAB=0THEN3150ELSE3999
3150 LPRINTCHR$(14):LPRINTTAB(10);"TOTAL SCORES":LPRINT
3160 LPRINT" PLAYER GROSS NET WEEKS
POINTS PUTTS":LPRINT
3170 GOSUB5000:FOR X=1TOP:LPRINTP$(X);:LPRINTTAB(22);"";:LPRINTU
SING"###";TG(X);:LPRINTTAB(32);"";:LPRINTUSING"###";TN(X);:LPRIN
T"TAB(44);"";:LPRINTUSING"###";WK(X);:LPRINTTAB(54);"";:LPRINTUS
ING"###";TP1(X);:LPRINT" ";:LPRINTUSING"###";PT(X)
3175 LPRINT:NEXTX
3180 GOTO3999
3400 FOR X=1TONP:WPI(X,A)=0:PT(X)=0:NEXTX
3410 FORX=1TOP:FORY=1TOP
3420 IPWN(X,A)=0 OR WN(Y,A)=0THEN3450
3425 IPX=YTHEN3450
3430 IPWN(X,A)<WN(Y,A)THENWPI(X,A)=WPI(X,A)+1:GOTO3450
3440 IPWN(X,A)=WN(Y,A)THENWPI(X,A)=WPI(X,A)+.5
3450 NEXTY:NEXTX
3455 FOR X=1TOP:FORY=1TONW:PT(X)=PT(X)+P(X,Y):NEXTY:NEXTX
3460 RETURN
3999 RETURN
4000 PRINT:PRINT"SAVING FILE ";LS;
4005 ONERRORGOTO5040
4010 OPEN"O",#1,LS
4020 PRINT" ";:FOR X=1TONP:PRINT#1,P$(X):NEXTX
4030 PRINT" ";:FOR X=1TONP:FORY=1TONW:PRINT#1,WG(X,Y):NEXTY:NEX
TX
4040 PRINT" ";:FOR X=1TONP:FORY=1TONW:PRINT#1,WN(X,Y):NEXTY:NEX
TX
4050 PRINT" ";:FOR X=1TONP:FORY=0TONW:PRINT#1,HC(X,Y):NEXTY:NEX
TX
4060 PRINT" ";:FOR X=1TONP:PRINT#1,RC(X):NEXTX
4075 PRINT" ";:FOR X=1TONP:FORY=1TONW:PRINT#1,WPI(X,Y):NEXTY:NE
XTX
4077 PRINT" ";:FOR X=1TONP:FORY=1TONW:PRINT#1,P(X,Y):NEXTY:NEXT
X
4080 CLOSE 1
4090 CLS:END
5000 AS=INKEY$:IFAS=" "THEN5000ELSERETURN
5010 IF WC(P,X)=0THEN5020
5012 RC(P)=RG(P)+WG(P,X)
5014 IF X=1THEN5016ELSE5022
5016 IF HC(P,0)=0THEN5018ELSE5020
5018 Z1=(WG(P,X)-PAR)*.9+.5:WN(P,X)=WG(P,X)-INT(Z1):GOTO5024
5020 Z1=(HC(P,0)*1.1)+WG(P,X)-PAR*.9/2+.5:WN(P,X)=WG(P,X)-HC(P,
0):GOTO5024
5022 Z1=(RC(P)-(X*36)*.9)/X+.5:WN(P,X)=WG(P,X)-HC(P,X-1)
5024 HC(P,X)=INT(Z1)
5026 RETURN
5030 GOSUB5045:RESUME110
5040 GOSUB5045:RESUME4000
5042 X=(ERR/2)+1:ERROR(X):RESUME20
5045 X=(ERR/2)+1
5050 PRINT"DISK ERROR => ";:IFX=54THENPRINT"FILE NOT FOUND":GOTO
5055ELSEIFX=62THENPRINT"DISK FULL":GOTO5055ELSEIFX=58THENPRINT"D
ISK I/O ERROR":GOTO5055ELSEIFX=69THENPRINT"DISK WRITE-PROTECTED"
:GOTO5055ELSEPRINTX;" <=> REPER TO DISK BASIC MANUAL."
5055 RETURN
5060 X=PEEK(14312):IFX<128THEN5065ELSEAB=0:RETURN
5065 PRINT"PRINTER NOT READY. ABORT? (Y/N)":GOSUB5000:IFAS="Y"TH
ENAB=1:RETURNELSEPRINT"READY PRINTER AND PRESS <ENTER>":GOSUB500
0:GOTO5060
5070 TG(A)=0:TN(A)=0:FORX=1TONW:TG(A)=TG(A)+WG(A,X):TN(A)=TN(A)+
WN(A,X):NEXTX:RETURN
5080 FORX=1TOP:FORY=1TONW:IFWG(X,Y)=0THENWK(X)=Y-1:Y=NWELSEWK(X)
=NW
5085 NEXTX:NEXTX:RETURN
6000 CLS:X=1
6010 IFP$(X)=" "THENINPUT"PLAYER'S NAME =>";P$(X):INPUT"INITIAL H
ANDICAP =>";HC(X,0):GOTO6999
6020 X=X+1:IFX>NPTHENPRINT"LEAGUE FULL. NO NEW PLAYERS CAN BE AD
DED.":GOTO6999ELSEG010
6999 RETURN

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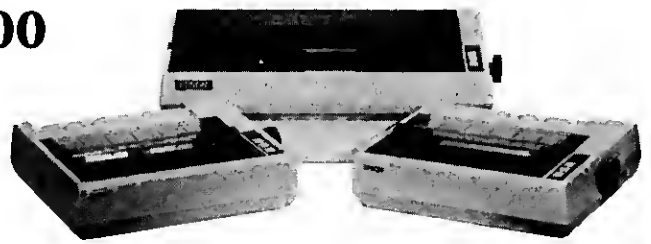
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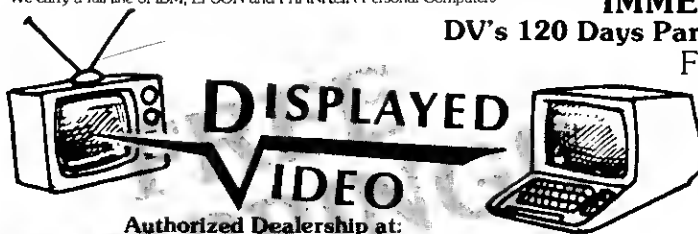
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Program Listing 1

```

10 *****
20 '*      ASSIGNMENT 45
30 '* BY:V.T.ALBINO      3/81
40 '* 80 MICROCOMPUTING-12/81
50 '*      VERSION FOR TRS-80C
60 '* BY:B.B.WITHAM JR.
70 '* VIRGINIA BEACH, VA. 5/82
80 *****
90 CLS:PMODE3,1:PCLS:POKE65495,0
100 LINE(0,110)-(200,110),PSET:LINE(216,110)-(254,110),PSET
110 DRAW"BM200,112;R16U3H1L15G1D3":DRAW"BM230,120;R16U3H1L15G1D3
":DRAW"BM175,124;R18U4H2L2G2L15D3"
120 PAINT(150,109),4,0:PAINT(150,111),2,0
130 DRAW"BM50,102;C2;R8U2R2BL2UL17U2L2D5F1"
140 DRAW"BM24,180;S8;C3;U4R2D2NL2D2BR2R2U2L2U2R2BR2NR2D2R2D2L2BR
4U4BR2NR2D4R2U2NL1D1BR2BD1H4F1U1R1D4BR8BU4D2R2NU2D3BR2R2U3L2U2R2
":SCREEN1,0
150 FORTM=1 TO1600:NEXTM
200 P=33:Q=200:R=220:W=150:W$="WHAT SHOULD HE DO?":H=481:H$="HIT
<ENTER>":G$="HIT <ENTER> TO CONTINUE":GOTO240
210 IFINKEY$="" THEN210 ELSECLS:RETURN
220 SOUNDP,10:RETURN
230 FORT=1 TO1800:NEXT:RETURN
240 CLS4:SOUNDW,1:PRINT@168," ASSIGNMENT 45 ";:GOSUB230
250 SOUNDW,1:PRINT@195," A HARRY FLYNN ADVENTURE ";:GOSUB230:CLS
3
260 SOUNDW,1:PRINT@257," YEAR: 2154 ";:GOSUB230
270 SOUNDW,1:PRINT@321," PLACE:ABODE OF HARRY FLYNN ";:PRINT@353
," SPECIAL AGENT ";:PRINT@385," UNITED EARTH COMMAN
D (HEC) ";
280 GOSUB230
290 SOUNDW,1:PRINT@449," TIME: 0531 ";:GOSUB230:GOSUB230:CLS8
300 FORB=1 TO4
310 POKE65494,0:SOUNDR,10:PRINT@36," ***PRIORITY MESSAGE*** ";
320 FORT=1 TO250:NEXT:CLS8:FORC=1 TO75:NEXT:SOUNDQ,1:NEXT:FORY=1
TO500:NEXT
330 PRINT@32," FOR: COMMANDER FLYNN":PRINT" SECURITY INFO.
FOR EYES ONLY.":FORT=1 TO32:PRINT"":NEXT:GOSUB230
340 PRINT@H,H$;" TO RECIEVE MESSAGE";
350 GOSUB210:GOTO360
360 CLS:SOUNDW,1:SOUNDW,1:PRINT@P,"GOOD MORNING HARRY":PRINT" TH
IS IS SECTOR CHIEF CHRONOS."
370 PRINT:PRINT" THERE'S BEEN SOME TROUBLE IN THE SIRAN SYSTEM
. ABAR CALLEASE,RULER OF SIRA, HAS KEPT PEACE WITH EARTH OVER
THE LAST SEVEN YEARS."
380 PRINT" NOW HIS FAVORITE, 19 YR OLD DAUGHTER, KURVY CALLEA
SE, HAS BEEN KIDNAPPED."
    
```

Listing 1 continues

Now Color Computer Owners can join daring Harry Flynn on his wild space adventures.

Regular readers of *80 Micro* are familiar with the exploits of Commander Harry A. Flynn, as detailed in his Assignments 45 and 46 (December 1981, p. 290, and August 1982, p. 66).

Harry, of course, is a 22nd-century adventurer and agent for the United Earth Command. He rescues princesses, saves doomed cities, and generally makes life miserable for the forces of evil.

(Harry, by the way, is a little nonplussed by all the notoriety he has been receiving, although he did ask me to thank all those who wrote letters.)

Unfortunately, until now only Model I or III owners could join Harry on his missions. However, thanks to Burt Witham, Jr., Harry's daring deeds have been translated for the Color Computer.

Program Listings 1 and 2 hold Assignment 45 and Assignment 46, both adapted for the Color Computer. Now you can join the rest of us in the continuing conflict against the crafty, cunning cads from K.R.U.E.L. ■

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(DV 1982) Blurry eyed users have turned to **DISPLAYED VIDEO** to answer their need for new and exciting arcade games. In response, **DISPLAYED VIDEO** has announced eight new programs for the TRS-80* Models I-III. These arcade type games feature sound, graphics, joystick compatibility and are written in machine language for maximum speed! Both disk and tape versions allow the user to save high scores, a feature not usually found on cassette based games. Maze enthusiasts seem to like Ghost Hunter and Killer

Beetles, while gun slingers look toward Insect Frenzy, Jungle Raiders, Space Shootout, Alien Cresta and Battle Stations for excitement. A Game that does not fall into these categories is Hoppy. It features wild drivers, sinking turtles, and hungry alligators. These programs are distributed exclusively by **DISPLAYED VIDEO** and written by Dubois and McNamara. Pricing for these programs is \$15.95 for tape and \$19.95 for disk. Reliable sources inside the company indicate Killer Gorilla will be available by the time you read this.

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Prices subject to change without notice.

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390 PRINT "HIS POLITICAL ENEMIES ARE BLAMING EARTH AND DENA
ND WAR.":PRINT@H,H\$;" TO CONTINUE.":
400 GOSUB210:GOTO410
410 CLS:PRINT@P,"CALLEASE HAS ASKED FOR HELP.":PRINT:PRINT" YOUR
MISSION:"
420 PRINT" TO FIND THE GIRL, AND TO RETURN HER.":
PRINT" BEFORE IT IS TOO LATE.":PRINT" MAJOR ORR WILL FILL YOU IN
ON THE DETAILS.":PRINT@H,H\$;" FOR MAJOR ORR.":
430 GOSUB210:GOTO440
440 CLS:SOUNDW,1:PRINT@P,"GOOD MORNING COMMANDER. THIS I
S MAJOR ORR.":GOSUB230:CLS
450 PRINT@P,"YOU WILL BE USING A MAKO JET SLED FOR SURFACE TRA
NSPORT. IT'SALREADY LOADED ON YOUR SHIP. IT IS VERY FAST AND HAS
TWIN LASER CANNONS, SHIELD GENERATOR, AND FORWARD SCANNERS."
460 PRINT"THE ENGINES HAVE BEEN CALIBRATEDTO BURN THE AIR ON ZAG
AR."
470 PRINT" THAT'S WHERE THE PRINCESS IS. OR MORE PRECISELY, WHE
RE SHE WASWHEN HER PERSONAL BEACON STOPPEDTRANSMITTING.":PRINT@H
H\$;" FOR MORE.":
480 GOSUB210
490 CLS:PRINT@P,"YOU'LL ALSO BE WEARING THE NEWMHEAD CELL ON YOU
R WRIST.
500 PRINT" IT BRINGS THINGS INTO THE RANGEOF VISIBILITY THAT NORM
ALLY COULDN'T BE SEEN -- A SORT OF SUPER MICROSCOPE. IT CAN ALS
O PICK UP YOUR THOUGHT WAVES AND MAY BE DIRECTIONED INTO A SMALL
FORCE BEAM"
510 PRINT@H,H\$;" FOR MORE.":
520 IFINKEY\$=" THEN520 ELSE530
530 CLS:PRINT@P,"THAT'S ALL COMMANDER. GODD LUCK!":PRI
NT@448,"PRIORITY TRANSMISSION ENDED. UEC -OUT. TIME:05
33":SOUNDW,1:GOSUB230:GOSUB230
540 CLS:SOUNDQ,1:PRINT@P,"THE TAKEOFF AND TRANSIT THROUGHTHE STA
R GATE WERE ROUTINE. BEFORE LONG ZAGAR APPEARED ON THE NAV
SCREEN."
550 PRINT" HARRY LANDED SOME DISTANCE FROMTHE LOCATION WHERE THE
BEACON WAS LAST DETECTED. AS HE LEFT THE SHIP HE BEHELD A Y
ELLOW DESERT LANDSCAPE WITH A RED SKY."
560 PRINT" THE CARGO DOOR OPENED AND THE MAKO WAS LOWERED TO TH
E SANDY GROUND. HARRY GOT IN.":PRINT@H,H\$;" FOR MORE.":
570 GOSUB210
580 CLS:PRINT@P," THE ENGINES ROARED TO LIFE, THEN SCREAMED AS
THE SLED LIFTEOA METER OFF THE GROUND AND SPED AWAY."
590 PRINT" AFTER 30SECS THE SCANNER PICKEDUP A CLUSTER OF HUTS A
ND A POWERFIELD. THE FIELD WAS CONFIRMED AS AN ELECTRONIC BARRI
ER WHICH SURROUNDED THE HUTS.":
600 PRINT@H,H\$;" FOR ACTION.":
610 IFINKEY\$=" THEN610 ELSE500:GOTO620
620 CLS:PRINT@P,W\$:PRINT@97,"1-TRY TO GET INTO THE HUTS. 2-H
IDE SLED AND HIKE TO THE BARRIER UNNOTICED. 3-W
ITH SLED SHOULDS BREAK THRU BARRIER.
IRE SLED'S LASERS INFO FIELD 5-USE MEAD CELL."
630 PRINT" 6-CALL UEC FOR ASSISTANCE. 7-SCOUT AROUND SOME M
ORE."
640 PRINT:INPUT" SELECT #:";N
650 CLS:SOUNDW,1
660 IFN<1 OR N>7 THEN640
670 ON N GOTO680,720,920,1180,950,1000,1100
680 SOUND244,10:PRINT@P,"IT SEEMS HARRY FORGOT ABOUT THEBARRIER.
WALKED RIGHT INTO IT AND WAS STUNNED!":PRINT@H,G\$;
690 GOSUB210
700 CLS:PRINT@P,"HE HAS SET OFF AN ALARM. ARMORED SENTRY R

OBOTS CARRY HIM AWAY. HE HAS FAILED HIS MISSION.":GOSUB220:PRIN
T@H,G\$;
710 CLS:GOTO2230
720 CLS:PRINT@P,"HARRY HIDES THE SLED BEHIND SOME ROCKS AND H
IKES TO THE BARRIER.":PRINT@H,G\$;
730 GOSUB210
740 SOUNDQ,1:PRINT@P,W\$:PRINT:PRINT" 1-ATTEMPT TO GET INTO HUTS.
2-USE MEAD CELL. 3-USE HAND LASER.
750 INPUT" SELECT #:";N
760 IFN<1 OR N>3 THEN740
770 CLS:SOUNDW,1
780 ON N GOTO680,820,790
790 PRINT@P,"HARRY DRAWS HIS HAND LASER AND BLASTS THE BARRIER."
:GOSUB230
800 PRINT" IT HAS NEGLIGIBLE EFFECT BUT ITSETS OFF AN ALARM THAT
BRINGS ARMORED SENTRY ROBOTS. THE HAND LASER CANNOT STOP THEM
, HARRY ISVAPORIZED!":PRINT@H,G\$;
810 GDSUB210:GOTO2230
820 CLS:PRINT@P,"AS HE APPROACHES THE BARRIER HEHOLDS UP THE MEA
D CELL. HE STUDIES THE COMPOSITION OF THE FORMERLY INV
ISIBLE FIELD. ITMAY BREAK DOWN UNDER LASER EIRE.":PRINT@H,G\$;GO
SUB210
830 SOUNDQ,1:PRINT@P,W\$:PRINT:PRINT" 1-RETURN TO SLED.
2-CONTINUE TO EXPLORE. 3-USE HAND LASER.":PRINT
840 INPUT" SELECT#:";N
850 CLS:SOUNDW,1
860 IFN<1 OR N>3 THEN830
870 ON N GOTO880,900,790
880 PRINT@P,"HARRY GETS BACK INTO THE SLED.":PRINT@H,G\$;GOSUB21
0
890 GOTO620
900 PRINT@P,"AS HE LOOKS AROUND, HARRY IS PICKED UP ON SECURIT
Y SENSORS.":PRINT@H,G\$;GOSUB210
910 GOTO700
920 PRINT@P," HARRY SETS THE SLED'S SHIELDS ON MAXIMUM INTENSITY
AND... CHARGES INTO THE BARRIER.":GOSUB230
930 PRINT" UNFORTUNATELY HE UNDERESTIMATEDTHE STRENGTH OF THE FO
RCE FIELD.HARRY IS KNOCKED OUT AS THE SLEDCRASHES INTO THE BARKI
ER.":PRINT@H,G\$;GOSUB210
940 GOTO700
950 PRINT@P,"HARRY DECIDES TO USE HIS MEAD CELL TO EXAMINE THE
BARRIER. BUT HE HAS TO GET CLOSER TO DO THAT.":PRINT@H,G\$;G
OSUB210
960 SOUNDQ,1:PRINT@P,W\$:PRINT:PRINT" 1-TRY TO GET INTO HUTS.
2-HIDE SLED AND HIKE TO BARRIERUNNOTICED.
3-USE SLED'S SHIELDS TO BREAK THROUGH.":
970 INPUT" SELECT#:";N
980 CLS:SOUNDW,1:IFN<1 OR N>3 THEN960
990 ON N GOTO680,720,920
1000 PRINT@P," HARRY DECIDES TO CALL UEC FOR ASSISTANCE. AFTER H
EARING HIS PROBLEM, UEC SAYS IT WILL REFER THE PROBLEM TO THE
COMPU-CEN. AND GET BACK TO HIM WITHIN THE HOUR."
1010 PRINT:PRINT" AFTER AN HOUR HARRY STILL HAS NOT RECEIVED A
REPLY.":PRINT@H,G\$;GOSUB210
1020 SOUNDQ,1:PRINT@P,W\$:PRINT" 1- CONTINUE WAITING.
2- ACT ON HIS OWN.":PRINT@H,G\$;
1030 INPUT:SOUNDW,1:CLS
1040 IFN<1 OR N>2 THEN1020
1050 ON N GOTO1060,1080
1060 PRINT@P,"WHILE WAITING HARRY DECIDES TO EXPLORE ON FOOT.":P
RINT@H,G\$;


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1070 GOSUB210:GOTO900
1080 PRINTP,"HARRY FIGURES THAT HE HAS BEEN WAITING LONG ENOUGH
FOR THE WHIZKIDS AT COMPU-CEN.":PRINT@H,G$;
1090 GOSUB210:GOTO620
1100 PRINTP,"HARRY DRIVES ON UNTIL DARK BUT FINDS NOTHING.":PRI
NT@H,G$;
1110 GOSUB210
1120 SOUNDQ,1,PRINT@P,W$:PRINT" 1- RETURN TO HUTS.
2- KEEP LOOKING."
1130 INPUTN:SOUND,1:CLS:IF N<1 OR N>2 THEN1120
1140 ON N GOTO1150,1160
1150 PRINTP,"HARRY ARRIVES BACK AT THE HUTS.":GOTO620
1160 PRINTP,"HARRY DRIVES ON IN THE DARK. SUDDENLY HIS SCANNE
R DETECTS A MONMOTH FORM DESCENDING FROM THE SKY. ATTRACTED BY T
HE LIGHTS A GIANT MANTA MOTH SWALLOWS UP THE SLED.":PRINT@H,G$;
1170 GOSUB210:GOTO1230
1180 PRINTP,"HARRY FIRMS THE POWERFUL TWIN LASER CANNONS POINT
BLANK AT THE BARRIER. THE BARRIER HAS BEEN WEAKENED SUBSTANTIA
LLY, BUT THE SENTRY ROBOTS OPEN FIRE ON HIM.":PRINT@H,G$;:GOSUB2
10
1190 SOUNDQ,1:PRINT@P,W$:PRINT" 1- TURN ON SHIELDS.
2- USE LASER CANNONS. 3- GET OUT OF THERE!":
1200 INPUTN:IF N<1 OR N>3 THEN1200 ELSE:SOUND,1:CLS
1210 ON N GOTO1250,1220,1220
1220 PRINTP,"THE SKY IS FILLED WITH RED LASER BOLTS. THE SL
ED IS HIT.":PRINT@H,G$;:GOSUB210
1230 SOUNDP,6:PRINTP:PRINT" G O O D B Y E U A R R Y":PRINT@H,G$
;
1240 GOSUB210:GOTO2230
1250 PRINTP,"LASER BOLTS FLASH AGAINST THE SLED'S SHIELDS.":PR
INT@H,G$;
1260 GOSUB210
1270 SOUNDQ,1:PRINT@P,W$:PRINT" 1- GET OUT OF THERE.
2- RAM THE BARRIER."
1280 INPUTN:IF N<1 OR N>2 THEN1270 ELSE:CLS:SOUND,1
1290 ON N GOTO1300,1310
1300 PRINTP,"HARRY ESCAPES WITH HIS LIFE, FOR NOW, BUT HE HAS
FAILED HIS MISSION.":GOSUB220:PRINT" HE IS LATER COURT MARTIAL
ED AND EXECUTED FOR COURARDICE.":PRINT@H,G$;:GOSUB210:GOTO2230
1310 PRINTP,"WITH FULL POWER TO THE FRONT SHIELDS, HARRY CHAR
GES THE NOW WEAKENED BARRIER.":GOSUB230:PRINT:PRINT" HE BREAKS
THROUGH AND ZOOMS ON PAST THE SLOW MOVING ROBOTS."
1320 PRINT" HARRY QUICKLY HIDES THE SLED AMONG THE CLUSTER OF
HUTS. WITH LASER GUN DRAWN, HE CHARGES INTO THE NEAREST STRUCTURE
.":PRINT@H,G$;
1330 GOSUB210
1340 PRINTP,"IT TURNS OUT TO BE AN ELEVATOR THAT PLUNGES DOWNWA
RD.":GOSUB230:PRINT" HE IS IN A HUGH COMPLEX OF SILVER GLASS
PANES. EACH PANE IS SCORED INTO 5 CM SQUARES, AND EACH SQUARE
IS PERFORATED BY A SMALL HOLE.":PRINT@H,G$;:GOSUB210
1350 SOUNDQ,1:PRINT@P,W$:PRINT" 1- EXPLORE MORE.
2- EXAMINE PANES."
1360 INPUTN:IF N<1 OR N>2 THEN1350 ELSE:CLS:SOUND,1
1370 ON N GOTO1360,1440
1380 PRINTP,"HARRY GOES BACK UP THE ELEVATOR AND ONCE OUTSIDE HE
EXPLORES ANOTHER HUT BUT FINDS NOTHING.":PRINT@H,G$;:GOSUB21
0
1390 SOUNDQ,1:PRINT@P,W$:PRINT" 1- CONTINUE EXPLORING.
2- GO BACK TO GLASS COMPLEX.
1400 INPUTN:IF N<1 OR N>2 THEN1390 ELSE:CLS:SOUND,1
1410 ON N GOTO1420,1340

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1420 PRINTP,"HE RUNS FOR ANOTHER HUT, BUT THIS TIME HE MEETS
THE ROBOTS INSTEAD.":PRINT@H,G$;
1430 GOSUB210:GOTO1230
1440 PRINTP,"AS HE TOUCHES THE PANE, HE IS STUNNED UNCONSCIOUS
. WHEN HE AWAKENS, HE IS SURROUNDED BY A SECURITY TEAM. A MA
N WITH GOLD TEETH IS SMILING. THE MAN SPEAKS":PRINT@H,G$;:GOSUB
210
1450 PRINTP,"THE GREAT HARRY FLYNN. I NEVER THOUGHT I'D MEET YO
U IN PERSON.":PRINT@H,G$;:GOSUB210
1460 PRINTP,"(STANDING UP, HARRY RETORTS) 'THE INFAMOUS DR NO
N FROM KRUEL.":PRINT@H,G$;:GOSUB210
1470 PRINTP,"YES, K R U E L. KIDNAPPING, REVOLT, USURPATION,
EXTORTION LEAGUE.
INVADED OUR HOSTAGE STORAGE CENTER.":PRINT@H,G$;:GOSUB210
1480 PRINTP,"(HARRY PROBES) 'TELL ME MORE.":PRINT@H,G$;
1490 IF INKEY$="" THEN1490 ELSE:CLS
1500 PRINTP,"BUT OF COURSE. EACH HOSTAGE IS KEPT FOR FUTURE POL
ITICAL USE. THEY ARE DATA PATTERNED THEN LASER STAMPED ON SL
IDES YOU SO CARELESSLY TOUCHED."
1510 PRINT" INSERT A PELLET LIKE THIS, AND THEY ARE RECONSTRUCTE
D UNHARMED. WITHOUT A PELLET, A NASTY SHOCK IS APPLIED. YOU MAY H
AVE THIS ONE AS A SOUVENIR. ' (DR. NON SLIPS THE PELLET INTO
HARRY'S SHIRT POCKET.)"
1520 PRINT" 'TOO BAD YOU MUST LEAVE US NOW .....PERMANENTLY
I'":PRINT@H,G$;:GOSUB210
1530 PRINTP,"HARRY IS TAKEN TO THE SOLAR MIRROR.
IS FORM OF EXECUTION FOR SPECIAL GUESTS!"
1540 PRINT" HARRY IS STRAPPED TO THE MIRROR AND THE GUARDS LEAVE.
AS SOON AS THE SUN RISES HARRY WILL BE INSTANTLY TOA
STED.":PRINT@H,G$;:GOSUB210
1550 SOUNDQ,1:PRINT@P,W$:PRINT" 1- BREAK BONDS.
2- ROTATE MIRROR FROM SUN. 3- USE MEAD CELL
4- PRAY."
1560 INPUTN:CLS:IF N<1 OR N>4 THEN1550:SOUND,1
1570 ON N GOTO1580,1620,1660,1650
1580 PRINTP,"THE BONDS LOOSEN BUT WILL NOT BREAK.
2) TRY
SOMETHING ELSE."
1590 INPUTN:SOUND,1:CLS:ON N GOTO1600,1610
1600 PRINTP,"HARRY CAN'T LOOSEN THEM ENOUGH BEFORE SUNRISE.":PR
INT@H,G$;:GOSUB210:GOTO1230
1610 GOTO1550
1620 PRINTP,"MIRROR BUDGES A LITTLE AS BONDS STRETCH.
2) TRY
SOMETHING ELSE.
1630 INPUTN:CLS:SOUND,1:ON N GOTO1640,1550
1640 PRINTP,"THE MIRROR DOESN'T TURN ENOUGH.":PRINT@H,G$;:GOSUB
210:GOTO1230
1650 PRINTP,"AS HE PRAYS, HE GETS THE IDEA OF USING THE MEAD C
ELL.":PRINT@H,G$;:GOSUB210:GOTO1550
1660 PRINTP,"HARRY REMEMBERS WHAT MAJOR ORR SAID ABOUT THE MEAD
CELL'S BEING ABLE TO AMPLIFY THOUGHT WAVES. HE CONCENTRATES ON
MOVING THE MIRROR CONTROL LEVER.":PRINT:GOSUB230
1670 PRINT" NOTHING HAPPENS! SHOULD HARRY: 1) KEEP TRYING.
2) TRY SOMETHING ELSE."
1680 INPUTN:CLS:SOUND,1:ON N GOTO1700,1690
1690 GOTO1550
1700 PRINTP,"FINALLY THE LEVER MOVES AND THE MIRROR ROTATES FAR
ENOUGH AWAY FROM THE SUN THAT HARRY NOW HAS THE TIME TO BREAK F

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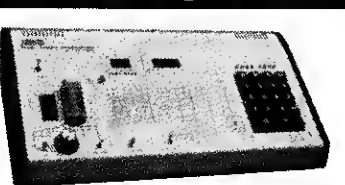
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- Programs, verifies, and checks for properly erased EPROMs • Emulates PROMs or EPROMs • RS232C Computer Interface for editing/program loading • Loads data into RAM by keyboard • Changes data in RAM by keyboard • Loads RAM from an EPROM • Compares EPROMs for content differences • Copies EPROMs • Power Input: 115VAC, 60Hz, ±10% power consumption • Enclosure: Clear-encased, light tan panels w/vented metal brown end caps • Size: 15.5/21" x 8 1/2" x 3 1/2" H - Wt. 5 1/2 lbs.

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Assembled & Tested (Includes JM16A Module)

JE665 — RS232C INTERFACE OPTION — The JE665 RS232C Interface Option implements computer access to the JE664 A RAM. Sample software written in BASIC provided for TRS-80 Model I, Level II Computer, Blob rate 3030, Word Length 8 Bits - odd parity Stop bits 2. Options may be adapted to other computers.

JE664-ARS EPROM Prog. w/665 Option \$1195.00
Assembled and Tested (incl. JM16A Module)

EPROM JUMPER MODULES

The JE664 JUMPER MODULE (Personal to Module) is a program in Module that pre-sets JE664 for proper programming pulses to the EPROMs & compares EPROMs w/ASCII contents for that particular EPROM Part No. EPROM MANUFACTURER PRICE

JM108A	2708	AMD, Motorola, National, Intel, TI	\$14.95
JM118A	2716, TM2516	Intel, Motorola, National, NEC, TI	\$14.95
JM128A	TM2516	Motorola, TI, S, C, +129	\$14.95
JM32A	TM2532	Motorola, TI	\$14.95
JM32B	2732	AMD, Fujitsu, NEC, Hitachi, Intel	\$14.95
JM44A	MCN8674	Motorola	\$14.95
JM48A	2764	Motorola	\$14.95
JM64C	TM2564	TI	\$14.95

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- 77 Tracks
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Part No. Price

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5 1/4" Mini-Floppy Disk Drive

FDR TRS-80 MODEL I (Industry Standard) Features single or double density. Recording modes: FM single, MFM double density. Power: 12VDC (±0.6V), 1.5A max. ±5VDC (±0.25V) 0.6A max. Unit as pic. at left does not incl. case, power supply, cables. 50pg. data sheet. Incl. Wt. 3 1/2 lbs. Size: 5 1/4" W x 8" D x 3 1/4" H. Part No. Limited Quantity! Price

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 - Model 1 = From 4K to 16K Requires (1) One Kit
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 - Color = From 4K to 16K Requires (1) One Kit
- Model 1 equipped with Expansion Board up to 48K Two Kits Required — One Kit Required for each 16K of Expansion
- TRS-16K3 *200ns for Color & Model III \$12.95
- TRS-16K4 *250ns for Model I \$10.95
- TRS-80 Color 32K or 64K Conversion Kit
Kit comes complete with 8 each 4164-2 (200ns) 64K dynamic RAMs and conversion documentation. Converts TRS-80 color computer to 32K. Minor modifications of 32K memory will allow the use of all 64K of the dynamic RAM
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Listing 1 continued

REE.":PRINT@H,G\$;GOSUB210
 1710 SOUNDQ,I:PRINT@P,W\$;PRINT" 1- SNEAK BACK TO HOSTAGE AREA A R
 ND USE PELLET.
 2- ESCAPE AND RETURN WITH
 ENFORCEMENTS.
 3- CAPTURE DR. NON, USE HIM TO B
 ARGAIN FOR THE GIRL AND FREEDOM."
 1720 PRINT" 4- FAKE HIS DEATH BY TURNING MIRROR BACK INTO SUN.
 5- USE MIRROR AS A WEAPON."
 1730 INPUTN:CLS:IF N<1 OR N>5 THEN1730:SOUNDR,1
 1740 ON N GOTO1750,1760,1770,1780,1820
 1750 PRINT@P,"HARRY SNEAKS BACK BUT RUNS INTOA SECURITY TEAM.":P
 RINT@H,G\$;GOSUB210:GOTO1230
 1760 PRINT@P,"HARRY MAKES IT OUT OF THE AREA OF THE HUTS BUT WIT
 HOUT THE SLEDHE PERISHES IN THE DESERT.":PRINT@H,G\$;GOSUB210:GO
 TOTO230
 1770 PRINT@P,"FOR THIS PLAN HARRY NEEDS SOME SORT OF WEAPON. HE
 SNEAKS BACK TO THE SLED AND REMOVES A LASER CANNON. HE CONFRONT
 S DR. NON ANDA SECURITY TEAM.":GOSUB230:PRINT:PRINT" UNFORTUNATE
 LY HARRY'S LASER FAILS TO OPERATE.":PRINT@H,G\$;GOSUB210:GO
 1780 PRINT@P,"NO ONE WILL BE LOOKING FOR HIM NOW.
 SHOULD HE: 1)ESCAPE 2)TRY TO
 CAPTURE DR. NON. 3)GET THE GIRL.
 1790 INPUTN:CLS:SOUNDR,I:ON N GOTO1800,1810,1800
 1800 PRINT@P,"HARRY DASHES THROUGH THE HUT AREA BUT STEPS ON A
 SONIC ANTI- PERSONNEL MINE.":PRINT@H,G\$;GOSUB210:GOTO1230
 1810 GOTO1770
 1820 PRINT@P,"HARRY TURNS THE MIRROR ON THE INSTALLATION AND DE
 STROYS IT. DR. NON, HOWEVER, ESCAPES IN HISPERSONAL SHUTTLE.
 SHOULD HARRY: 1)GO AFTER DR.NON, 2)CE
 T THE GIRL."
 1830 INPUTN:CLS:SOUNDR,I:ON N GOTO1840,1850
 1840 PRINT@P,"WITH HIS HEAD START DR. NON HASEASILY ESCAPED PURS
 UIT. HARRY HAS WASTED VALUABLE HOURS AND BY THE TIME HE RESC
 UES THE GIRL,WAR HAS BROKEN OUT WITH SIRA. HARRY HAS FAILED HI
 S MISSION!":GOSUB220:PRINT@H,G\$;GOSUB210:GOTO2230
 1850 PRINT@P,"HARRY MAKES HIS WAY BACK TO THEHOSTAGE STORAGE ARE
 A. BUT, BY NOW DR. NON HAS RADIOED FOR HELPFROM KRUEL REINFORC
 EMENTS.":PRINT@H,G\$;GOSUB210
 1860 SOUNDQ,I:PRINT@P,W\$;PRINT" 1- STUDY THE STORAGE SYSTEM.
 2- FREE EVERYONE BY DISABLING LOCK MECHANISM.
 3- EXAMINE THE FILES. 4- CALL UEC ON SLED RADIO.
 5- GET MECHANISM TO MAKE MORE PELLET KEYS."
 1870 INPUTN:IF N<1 OR N>5 THEN1870 ELSECLS:SOUNDR,1
 1880 ON N GOTO1890,1900,1950,1960,2000
 1890 PRINT@P,"THIS SYSTEM HAS THREE PARTS:- FILES
 PELLET PRODUCER
 LOCKING MECHANISM"
 1900 PRINT@P,"GOSUB210:GOTO1860
 1930 PRINT@P,"HARRY HAS 60 SECONDS TO DECIDE WHETHER TO: 1)ABAND
 SEQUENCER. HARRY HAS 60 SECONDS TO DECIDE WHETHER TO: 1)ABAND
 ON THE BASE. 2)TRY TO ABORT THE SEQUENCE."
 1910 INPUTN:CLS:IF N<1 OR N>2 THEN1910:ELSESOUNDR,1
 1920 ON N GOTO1930,1940
 1930 PRINT@P,"HARRY LIVES, BUT THE MISSION ISLOST.":GOSUB220:PRI
 NTEH,G\$;GOSUB210:GOTO2230
 1940 PRINT@P,"HE ALMOST HAD IT... THEN":GOSUB230:FORN=1 TO4:PL
 AY"T240;V30;02;DDDEFEFFDDDD";NEXTM:PRINT" B O O M":PRINT@H,
 G\$;GOSUB210:GOTO1230
 1950 PRINT@P,"THERE ARE MANY FILES. SINCE THEGIRL WAS JUST TAKEN
 , SHE SHOULD BE AMONG THE LAST ENTRIES. BUT HARRY HAS ONLY ONE
 PELLET..... WHICH ONE IS THE RIGHT ONE?":PRINT@H,G\$;GOSUB210:G
 OTO2010
 1960 PRINT@P,"HARRY FINDS THAT THE SLED'S RADIO IS BROKEN.

SHOULD HE: 1)TRY TO FIX IT. 2)GO BAC
 K TO STORAGE AREA."
 1970 INPUTN:IF N<1 OR N>2 THEN1970 ELSECLS:SOUNDR,I:ON N GOTO198
 0,1990
 1980 PRINT@P,"HARRY GETS IT TO RECEIVE, BUT HE CAN'T TRANSMIT."
 :PRINT@H,G\$;GOSUB210:GOTO1860
 1990 GOTO1860
 2000 PRINT@P,"BY ATTEMPTING TO BYPASS THE PELLET TIMER, HARRY
 SETS OFF A SIGNAL WHICH ERASES ALL OF THE FILES! THE MISSION
 IS A FAILURE.":GOSUB220:PRINT@H,G\$;GOSUB210:GOTO2230
 2010 SOUNDQ,I:PRINT@P,W\$;PRINT" 1- LOAD UP THE FILES AND TAKE T
 HEM TO UEC 2- DISABLE LOCK MECHANISM.
 3- TAKE A GUESS. 4- GET MECHANISM TO MAKE MORE P
 ELLETS."
 2020 PRINT" 5- CUT OFF POWER TO THE STORAGE COMPUTER.
 6- GO BACK TO SHIP AND USE THE RADIO."
 2030 INPUTN:CLS:SOUNDR,I:IF N<1 OR N>6 THEN2030
 2040 ON N GOTO2050,1900,2060,2000,2070,2110
 2050 PRINT@P,"WHEN HARRY ATTEMPTS TO REMOVE APANE FROM IT'S HOLD
 ER, THE FILE DISSOLVES. THE GIRL AND ALL OF THE OTHER HOSTAGES
 ON THE PANE ARE DESTROYED. THE MISSION HAS FAILED!":GOSUB220:P
 RINT@H,G\$;GOSUB210:GOTO2230
 2060 PRINT@P,"BAD ODDS! HARRY'S PELLET FREES A HUNGRY GORGON WOL
 F MAN.":PRINT@H,G\$;GOSUB210:GOTO1230
 2070 PRINT@P,"WITH THE POWER OFF THE SYSTEM BECOMES TOTALLY INO
 PERATIVE. SHOULD HARRY: 1)TURN POWER ON. 2)EXA
 MINE WITH THEPOWER ON.
 2080 INPUTN:CLS:SOUNDR,I:ON N GOTO2090,2100
 2090 GOTO2010
 2100 PRINT@P,"A SECONDARY POWER CIRCUIT SNAPSON WHILE HARRY IS S
 TUDYING THE CONNECTIONS. HE IS ELECTROCUTED.":PRINT@H,G\$;GOSUB
 210:GOTO1230
 2110 PRINT@P,"HARRY DRIVES BACK TO THE SHIP CALLS UEC. COMPU-CE
 N SUGGESTS TAKING MICRO-PHOTOS USING THE MEAD CELL AND ANALY
 ZING THEM ON THE SHIP'S COMPUTER."
 2120 PRINT" IN ADDITION, UEC IS SENDING A TASK FORCE TO SECURE
 THE BASE.":PRINT@H,G\$;GOSUB210
 2130 PRINT@P,"HARRY RETURNS TO THE STORAGE AREA, AND FOLLOWING
 COMPU-CEN'S ADVICE, IS ABLE TO IDENTIFY THE GIRL'S FILE."
 2140 PRINT" HE SLIPS THE PELLET IN AND A HOLOGRAPHIC IMAGE APP
 EARS. IT IS KURVY CALLEASE. THE IMAGEFILLS AND SHE IS MAGI
 CALLY BEAUTIFUL! SHE COMES TO LIFE BUTIMMEDIATELY FAINTS.":
 PRINT@H,G\$;GOSUB210
 2150 PRINT@P,"HARRY CATCHES HER AND TENDERLY CARRIES HER TO THE
 SLED. THEY SPED OVER THE YELLOW SANDS TO HIS SHIP. ABOVE, TH
 E SKY FLASHESWITH RED AND BLUE LASER STROBES AS UEC AND KRUEL FO
 RCES BATTLE IT OUT."
 2160 PRINT" THE GIRL AWAKENS. A TEAR IN HEREYE REFLECTS THE FLAS
 HES ABOVE.":PRINT@H,G\$;GOSUB210
 2170 PRINT@P,"WHO ARE YOU?":PRINT@H,G\$;GOSUB210
 2180 PRINT@P,"HARRY FLYNN FROM UEC AT YOUR SERVICES.":PRINT@H,
 G\$;GOSUB210
 2190 PRINT@P,"SHE PRESSED CLOSE TO HIM AND WITH HER HEAD ON HI
 S SHOULDER MURMURED: TAKE ME HOME HARRY.":PRINT@H,G\$;GOSUB2
 10
 2200 PRINT@P,"YOU'RE AS GOOD AS THERE.":PRINT@H,G\$;GOSUB210
 2210 CLS8:FORN=1 TO5:SOUNDQ,2:SOUNDR,2:NEXTM:CLS2:PRINT@160,"
 C O N G R A T U L A T I O N S !"
 2220 PRINT@229,"MISSION ACCOMPLISHED!":FORN=1 TO1600:NEXTM:PR
 INT@428," E N D ";FORN=1 TO900:NEXTM:CLS:END
 2230 CLS:PRINT@P,"TRY AGAIN (Y/N)";

Listing 1 continues

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2240 INPUT$=IFOS="Y" THEN540
2250 IFDS="N" THEN2270
2260 IFDS<>"Y" OR DS<>"N" THENCLS:PRINT@161,"PLEASE ANSWER WITH
'Y' OR 'N';:GOTO2240
2270 CLS@:PRINT@160,"YOU'D BETTER GO BACK TO THE";:PRINT" DECOF
FICER ACADEMY FOR A";:PRINT" REFRESHER ";:PRINT@235," COURSE.";:
FORTM=1 TO180@:NEXTM@:CLS:END

```

Program Listing 2

```

10 *****
20 ** ASSIGNMENT 46
30 ** V.T.ALBINO -80 MICRO 8/82
40 ** VERSION FOR TRS-80C,32K
50 ** BY:B.B.WITHAM JR.
60 ** VIRGINIA BEACH, VA. 7/82
70 *****
80 CLS:P=33:F=65:L=97:O=200:R=220:W=150:WS="WHAT SHOULD HE DO?":
H=484:H$="HIT <ENTER> TO CONTINUE":GOTO120
90 IFINKEYS<>CHR$(13) THEN90 ELSECLS:SOUNDQ,1:RETURN
100 SOUNDP,1@:RETURN
110 FORT=1 TO180@:NEXT:RETURN
120 CLS8:GOSUB1520:SOUNDW,1:PRINT@168," ASSIGNMENT 46 ";:GOSUB11
0
130 SOUNDW,1:PRINT@195," A HARRY FLYNN ADVENTURE ";:GOSUB110:CLS
3
140 SOUNDW,1:PRINT@257," YEAR: 2154 ";:GOSUB110
150 SOUNDW,1:PRINT@321," PLACE: A SANDY BEACH ON MON ";:PRINT@35
3," KARLO...THE PLEASURE PLANET ";
160 GOSUB110
170 SOUNDW,1:PRINT@449," TIME: 3:20 PM ";:GOSUB110:GOSUB110:CLS:
SOUNDW,1:SOUNDW,1
180 PRINT@35,"COMMANDER HARRY A. FLYNN, UNITED EARTH COMMA
ND (UEC), LIES ON THE SAND. PENSIVE AS HE WATCHES THE REFL
ECTION OF THE HOT SUN DANCE ON HIS RUBY LASER RING. . . .
";
190 GOSUB110:FORTM=1 TO6:SOUND230,5:NEXT:PRINT"SUDDENLY, A SI
GNAL BLARES OUT AS HIS COMMUNICATOR SWITCHES ON.":PRINT@H,H$
:GOSUB90
200 PRINT@P," HELLO HARRY. THIS IS SECTOR CHIEF CHRONOS SPEAK
ING. SORRY TO HAVE TO INTERRUPT YOUR WELL EARNED VACATION, BU
T WE JUST RECEIVED INFORMATION THAT THE RING CITY OF PILA I
S IN DANGER. "
210 PRINT" THE CITY ENCIRCLES THE PILA STARGATE WHICH IS THE
ONLY WAY TO THE SPACE STATIONS IN THE GALAXY OF ANDROMEDA
";:PRINT@H,H$;:GOSUB90
220 PRINT@P," WE ARE PARTICULARLY CONCERNED BECAUSE A PLUTONIUM
FREIGHTER HEADED FOR PILA DISAPPEARED YESTERDAY. THERE'S
MORE THAN ENOUGH MATERIAL ABOARD THAT SHIP TO VAPORIZE T
HE CITY AND DESTROY THE STARGATE.
230 PRINT:PRINT" SINCE YOU ARE ON VACATION, A VISIT TO TH
E FAMOUS PILA CASINO SHOULD NOT AROUSE ANY SUSPICION.":PRI
NT@H,H$;:GOSUB90
240 PRINT@P,"YOUR MISSION IS TO PROTECT THE RING CITY AND
THE PILA STARGATE. PASSAGE HAS ALREADY BEEN BOOKED FOR YOU
ABOARD THE LUXURY LINER 'QUEEN ZIRA'.":PRINT:PRINT" GOOD L
UCK, COMMANDER"
250 PRINT@449,"UEC TERMINATES AT 3:34PM -OUT. ":PRINT@H,H$;:GOSUB
90

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260 ES="(ENTER YOUR SELECTION)":E=193
270 PRINT@P,"IT WAS LATE WHEN HARRY BOARDED THE GIANT LINER.. HE
WENT DIRECT TO HIS CABIN AND FELL ASLEEP.":PRINT:PRINT" ONLY HA
LF AWAKE, HARRY FELT THE COOLNESS OF THE SLIME TRAIL AS THE
TRI-LIZARD, WHICH HAD BEEN PLACED IN HIS BED.;
280 PRINT" BEGAN CRAWLING UP HIS LEFT ARM.":PRINT@H,H$;:GOSUB90
290 PRINT@P," HARRY OPENED HIS EYES AND STARED AT THE TRIP
PLE HEADED POISONOUS REPTILE, WHICH HISSED SOFTLY, AS IT'S THR
EE TONGUES DARTED IN AND OUT, SUTHERING UP TOWARD HARRY'S TH
ROAT.":PRINT:PRINT" ONE BITE WOULD BE FATAL!"
300 PRINT@H,H$;:GOSUB90:PRINT@P,W$;L=0
310 PRINT@L," 1-BRUSH IT OFF WITH OTHER HAND 2-JUMP OUT OF BED
3-REMAIN PERFECTLY STILL 4-PUSH ATTENDANT C
ALL BUTTON 5-TURN ON THE READING LIGHT
Y!"
320 PRINT@H,E$;:INPUTN
330 CLS:SOUNDQ,1:IFN<1 OR N>6 THEN320
340 ON N GOTO350,350,360,350,450,440
350 PRINT@F,"THE LIZARD STRIKES WITH THE SPEED OF LIGHTNING!"
:GOSUB110:GOTO1450
360 PRINT@F,"HARRY FREEZES."
370 PRINT@L29,W$;PRINT" 1-USE PILLOW TO KNOCK LIZARD. 2-TURN O
VER ..QUICKLY. 3-REMAIN STILL"
380 PRINT@H,E$;:INPUTM
390 CLS:IF M<1 OR M>3 THEN380
400 ON M GOTO350,350,410
410 PRINT@F,"HARRY STILL DOESN'T MOVE.":GOSUB110:L=L+1
420 CLS:IF L=1 THEN370 ELSE430
430 PRINT@P,"THE LIZARD IS TIRED OF WAITING ....IT BITES.":GOSUB
110:GOTO1450
440 PRINT@F,"THE CREATURE IS FRIGHTENED AND ....BITES.":GOSUB110
:GOTO1450
450 PRINT@P,"THE TRI-LIZARD IS A NOCTURNAL CREATURE. IT IS BLIN
DED BY THE HIGH INTENSITY READING LIGHT. HARRY PULLS OUT HIS
LASER AND BLASTS IT.":PRINT@H,H$;:GOSUB90
460 PRINT@P,"THE 'ZIRA' ARRIVES AT PILA, ANDHARRY HEADS FOR THE
RING CITYCASINO. LEO DRACONE, THE CASINOOWNER, HIS ARMADILLA
BODYGUARDAT HIS SIDE. (THE ARMADILLAN ISA LARGE, HUMANOID HU
LK WITH GREYARMORLIKE SKIN.)"
470 PRINT" SINCE DRACONE HAS REPORTEDLYBEEN LINKED TO K.R.
U.E.L. (KIDNAPPING,REVOLT,USURPATION, EXTORTION LEAGUE), HA
RRY WONDERSWHETHER TO RISK SHOOTING A HOMERDART INTO THE HEEL OF
THE CASINOOWNER'S SHOE.":PRINT@H,H$;:GOSUB90
480 PRINT@P,"IF HE HITS IT, HE WILL BE ABLE TO MONITOR DRACONE'S
MOVEMENTS. IF HE MISSES AND DRACONE FEELS THE DART, THEY WILL
BE ALERTED TO HIS PRESENCE.":PRINT@E,W$
490 PRINT@289,"1-FIRE THE DART 2-DOON'T FIRE THE
DART 3-WAIT, TO FIRE THE DART IN A LESS PUBLIC PLACE.
";:PRINT@H,E$;:INPUTN
500 CLS:IF N<1 OR N>3 THEN490
510 ON N GOTO520,530,540
520 CLS:PRINT@P,"THE DART HITS PERFECTLY.":D$="D":GOSUB110:GOTO5
50
530 CLS:PRINT@P,"HARRY FORGETS ABOUT USING THE DART.":GOSUB110:
GOTO550
540 CLS:PRINT@33,"UNFORTUNATELY, HARRY DOESN'T GET ANOTHER OPP
ORTUNITY TO FIRE THE DART.":GOSUB110
550 PRINT:PRINT" JUST THEN, HARRY FEELS A TAP ONHIS SHOULDER AND
TURNS TO SEE ABEAUTIFUL BLONDE WOMAN IN A REDPLASTO-MOLD JUMP
SUIT.":PRINT@H,H$;:GOSUB90

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560 PRINT@P,"WELL, HELLO THERE, ' HARRYANSWERS,' AND WHAT'S YOUR NAME?";GOSUB110:PRINT:PRINT,"I'M HONI POTT,I WORK HERE . YOU'RE NEW ON PILA,AREN'T YOU.WOULD YOU LIKE ME TO SHOW YOU AROUND?";PRINT@H,H\$;GOSUB90
 570 PRINT@P,"MUCH TO HIS REGRET, HARRY FINDSHIMSELF SAYING,".PRI NT "SORRY HONI, MAYBE SOME OTHER TIME.";PRINT THEN HE LEAVES THE CASINO." :PRINT@H,H\$;GOSUB90:PRINT@P,W\$
 580 PRINT@L,"1-CHECK OUT OBSERVATION DOME. 2-TRY TO FIND THE PLUTONIUM 3-GAMBLE IN THE CASINO 4-GET A DRINK AT THE BAR 5-GO BACK TO HONI POTT".:PRINT@H,H\$;:INPUTN
 590 CLS:IF N<1 OR N>5 THEN580
 600 ON N GOTO610,650,660,660,670
 610 CLS:PRINT@P,"AT THE DOME HARRY WATCHES THE SHIPS GO THROUGH THE STAR GATE." :PRINT@97,W\$:PRINT"1-STAY AND LOOK FOR CLUES 2-EXPLORE MORE OF THE CITY":PRINT@E,E\$;:INPUTN
 620 IF N<1 OR N>2THEN610
 630 ON N GOTO640,650
 640 PRINT:PRINT" HARRY HAS WASTED TOO MUCH TIME." :GOSUB110:GOTO1460
 650 CLS:PRINT:PRINT" HARRY EXPLORES PILA." :GOSUB110:CLS:GOTO860
 660 CLS:PRINT:PRINT" IT SEEMS THAT HARRY HAS BEENCAUGHT UP IN THE SPIRIT OF THERING CITY AND LOST SIGHT OF HISGOAL." :PRINT@H,H\$;:GOSUB90:GOTO1460
 670 CLS:PRINT:PRINT" HARRY DECIDES THAT HONI MIGHT BE USEFUL, S HE IS HAPPY TO SEE HIM AND ASKS WHERE HE WOULD LIKE TO GO O N PILA." :PRINT@H,H\$;:GOSUB90:POS="PO":NU=0
 680 NU=NU+1:IFNU>2 THEN720 ELSEPRINT@P," WHERE SHOULD HE GO? 1-OBSERVATION DOME 2-ASTRO PARK 3-ENTERTAINMENT COMPLEX 4-LOADING DOCKS 5-ALIEN ENVIRO-CENTER 6-FUSION GENERATORS" :PRINT@H,H\$;:INPUTN
 690 PRINT"7-HONI'S APARTMENT":PRINT@H,H\$;:INPUTN
 700 CLS:IF N<1 OR N>7 THEN690
 710 ON N GOTO730,740,750,800,760,790,770
 720 CLS:PRINT@P,"HE FINDS NOTHING ON HIS TOUR." :GOSUB110:GOTO6640
 730 PRINT@P,"HARRY WATCHES AS SEVERAL SHIPS APPROACH AND WITH GREAT CARE PASS THROUGH THE STARGATE, BUT HE SEES NO TRACE OF THE MISSING FREIGHTER." :GOTO780
 740 PRINT@P,"THE PARK IS BEAUTIFUL UNDER THE ARTIFICIAL SUN , BUT HARRY FINDS NO CLUES." :GOTO780
 750 PRINT@P,"HARRY REALLY ENJOYS THIS PLACE BUT HE FINDS NOTHING , AND TIME IS QUICKLY RUNNING OUT." :GOTO780
 760 PRINT@P,"HARRY AND HONI PEER AT STRANGE ALIEN LIFE FORMS THRO UGH THICK GLASS WALLS, BUT THERE IS NO ABNORMAL RADIATION HERE OR.. ANY OTHER SIGNALS OR EVIDENCE THAT WOULD INDICATE E THAT THE MISSING PLUTONIUM WAS HERE." :GOTO780
 770 PRINT@P,"ALAS, HARRY HAS EVIDENTLY MADE THE DECISION THAT HIS PERSONAL OBJECTIVES ARE MORE IMPORTANT THAN HIS MISSION S A VERY UNWISE CHOICE UNDER THE PRESENT CIRCUMSTANCE S." :PRINT@H,H\$;:GOSUB90:GOTO1460
 780 PRINT@H,H\$;:GOSUB90:GOTO6680
 790 PRINT@P,"HARRY'S WRISTBAND TRI-CORDER DETECTS RADIATION BU T IT'S ONLY FROM THE FUSION GENERATORS." :PRINT@H,H\$;:GOSUB90:GOT O680
 800 PRINT@P,"HARRY'S WRISTBAND TRI-CORDER PICKS UP RADIATION , BUT THE DOCKS ARE HUGH AND CAVERNOUS." :PRINT@H,H\$;:GOSUB90
 810 PRINT@P,W\$:PRINT@97,"1-CHECK OUT EACH WAREHOUSE 2-ASK HONI 3-USE THE TRI-CORDER 4-CAL L U.E.C. FOR ASSISTANCE 5-SNOOP AROUND SOME MORE":PRINT@H,H\$; :INPUTN
 820 CLS:IF N<1 OR N>5 THEN810
 830 ON N GOTO840,850,640,840
 840 PRINT@P,"THERE ARE TOO MANY WAREHOUSE PODS TO EXPLORE." :PR

INT@H,H\$;:GOSUB90:GOTO640
 850 PRINT@P,"SINCE THE FREIGHTER WAS JUST REPORTED MISSING ONL Y YESTERDAY HARRY ASKS HONI WHERE THE CARGO IS FIRST RECEIVED. SHE POINTS TO THE MASTER INVENTORY CONTROL CENTER. HARRY EXC USES HIMSELF AND LEAVES HER." :PRINT@H,H\$;:GOSUB90
 860 PRINT@P,"USING HIS TRI-CORDER, HARRY LOCATES THE MISSING PLUTONIUM CONTAINERS, BUT THEY ARE EMPTY. ONLY RESIDUAL RADIAT ION REMAINS BEHIND." :PRINT@H,H\$;:GOSUB90:PRINT@P,W\$
 870 PRINT@H,H\$;:GOSUB90:PRINT@P,W\$ 2-KEEP LOOKING AROUND
 880 PRINT"1-CALL U.E.C. AND REPORT
 890 CLS:IF N<1 OR N>2 THEN880
 900 ON N GOTO930,910
 910 PRINT@P,"HARRY FINDS NOTHING.....HOURS HAVE PASSED":INPUT" SHOULD HE KEEP LOOKING (Y/N)";OS
 920 IFOS="Y" THEN940 ELSE CLS:GOTO910
 930 PRINT@P,"HARRY RUNS TO HIS HOTEL ROOM TO U.E.C. THAT THE P LUTONIUM IS ON PILA. BUT BEFORE HE CAN CALL HIS ROOM IS JETTI SONED INTO SPACE, AND A VOICE COMES OVER A SPEAKER. IT IS LEO DRACONE." :PRINT@H,H\$;:GOSUB90
 940 PRINT@P,"HELLO COMMANDER FLYNN. SORRY TO HAVE HAD TO EVI CT YOU SO FORCEFULLY FROM PILA, BUT YOU WERE BECOMING MEDDLE SOME." :PRINT@H,H\$;:GOSUB90
 950 PRINT@P,"JUST WHAT DO YOU PLAN TO DO ATPILA,' QUESTIONED HA RRY." :PRINT@H,H\$;:GOSUB90
 960 PRINT@P,"QUITE SIMPLE COMMANDER. WITH THE PILA STARGATE GONE, THE ONLY MEANS OF TRADE WITH THE GALAXY OF ANDROMED A WILL BE THROUGH A NEW GATE THAT WE HAVE DISCOVERED. ...K.R.U .E.L. WILL CONTROL ALL INTER-GALACTIC TRANSPORTATION."
 970 PRINT"IT WILL BE WORTH BILLIONS OF GALACTIC CREDITS ANNUA LLY. I MUST LEAVE YOU NOW AND MAKE FINAL PREPARATIONS FOR THE MOST UNFORTUNATE CATASTROPHY ABOUT TO TAKE PLACE." :PRINT @H,H\$;:GOSUB90
 980 PRINT@P,"I ESTIMATE THAT YOU HAVE ABOUT10 MINUTES OF AIR LEFT IN YOURROOM." :PRINT:PRINT" 'GOOD BYE COMMANDER!":PRINT @H,H\$;:GOSUB90
 990 PRINT@P,W\$:PRINT@97,"1-RADIO FOR HELP 2-LEAV E THE ROOM POD 3-TRY TO FLY THE POD 4-BREA K THE SLOWER 5-WAIT TO BE RESCUED":PRINT@H,H\$;:INPU T
 1000 CLS:IF N<1 OR N>5 THEN990
 1010 ON N GOTO1020,1030,1040,1050,1060
 1020 PRINT@P,"THE RADIO NO LONGER FUNCTIONS!":GOSUB110:GOTO1450
 1030 PRINT@P,"ARE YOU C R A Z Y!":GOSUB110:GOTO1450
 1040 PRINT@P,"HAVE YOU EVER TRIED TO FLY A HOTEL ROOM???":GO SUB110:GOTO1450
 1050 PRINT@P,"THIS GIVES HARRY ABOUT 5 MORE MINUTES... BEFORE H E DIES.1":GOSUB110:GOTO1450
 1060 IFPOS="PO" THEN1070 ELSEPRINT@129,"HARRY HAS NO FRIENDS O N PILA TO HELP HIM." :PRINT@H,H\$;:GOSUB90:GOTO1450
 1070 PRINT@129,"IT'S A GOOD THING HARRY MADE FRIENDS WITH HONI . SHE WAS ON HER WAY TO HIS ROOM WHEN IT WAS JETTISONED. SHE P ICKS HIM UP IN A SERVICE SHUTTLE. ONCE ABOARD THE SHIP HE SPEED S BACK TO PILA." :PRINT@H,H\$;:GOSUB90
 1080 PRINT@P,"HE MUST STOP DRACONE FROM SETTING THE BOMBS AND MAKING GOOD HIS ESCAPE." :PRINT@H,H\$;:GOSUB90
 1090 IFDS="D" THEN1100 ELSEPRINT@P,"BUT PILA IS A LARGE PLACE WI TH SHIPS ARRIVING AND DEPARTING CONTINUOUSLY, HARRY CAN'T FI ND DRACONE IN TIME." :PRINT@H,H\$;:GOSUB90:GOTO1460
 1100 PRINT@P,"LUCKILY, THE HOMER DART IN DRACONE'S SHOE IS T ILL WORKING, AS SOON AS HE DOCKS, HARRY SETS OUT AFTER HIM." :PRI NT@H,H\$;:GOSUB90

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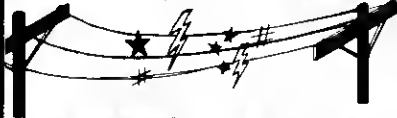
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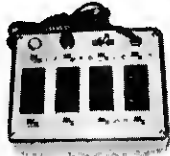
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Listing 2 continued

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1110 PRINT@P,"BUT OUT OF THE SHADOWS LEAPS THE ARMADILLAN. HE
GRABS HARRY IN A VISE-LIKE GRIP!!!":PRINT@H,H$;:GOSUB90:AR=0
1120 AR=AR+1:IFAR>2 THEN1170 ELSEPRINT@P,W$
1130 PRINT@L," 1-USE KARATE                                2-BITE HIM
                                           3-CRY FOR HELP          4-BREAK FREE
                                           5-SOCK HIM                6-STEP ON HIS FOO
                                           7-TRY TO BRIBE HIM"
T
1140 PRINT" 8-PRETEND TO FAINT":PRINT@H,E$;:INPUTN
1150 CLS:IF N<1 OR N>8 THEN1140
1160 ON N GOTOL180,1180,1180,1180,1180,1180,1180,1180
1170 CLS:PRINT@129,"HARRY HAS RUN OUT OF CHANCES. HE DOESN'T GE
T PAST THE POWERFULARMADILLAN.":PRINT@H,H$;:GOSUB90:GOTO1450
1180 PRINT@P,"SUCH ACTION IS USELESS WHEN IT COMES TO FIGHTING A
N ARMADILLAN.":PRINT@H,H$;:GOSUB90:GOTO1120
1190 PRINT@P,"HARRY JABS AT THE CREATURE'S JAW. HIS LASER RI
NG FLASHES A RUBY RED PULSE, .....AND THE ARMADILLAN FALLS TO
THE FLOOR.":PRINT@H,H$;:GOSUB90
1200 PRINT@P,"HARRY LOCATES DRACONE IN A LARGE AIRLOCK WITH
A DOZEN OR SO GUARDS. THEY ARE STUDYING A LARGE CHART SHOWIN
G THE PILA AIR CONTROL SYSTEM,.....WITHIN WHICH DRACONE HAS
HIDDEN THE BOMBS.":PRINT@H,H$;:GOSUB90
1210 PRINT@P,W$
1220 PRINT@L," 1-CALL FOR HELP                                2-BLAST THEM WITH
HIS LASER                                3-EXAMINE THE AIR LOCK    4-USE MINI-NUKE S
HIRT BUTTON                                GRENADE TO BLOW THEM OUT"
1230 PRINT@H,E$;:INPUTN
1240 CLS:IF N<1 OR N>4 THEN1230
1250 ON N GOTOL260,1270,1290,1280
1260 PRINT@P,"IT'S TOO LATE FOR THAT NOW!":GOSUB110:GOTO1210
1270 PRINT@P,"THERE'S TOO MANY OF THEM..... YOU LOOSE.":PRINT@H
,H$;:GOSUB90:GOTO1450
1280 PRINT@P,"THE GRENADE IS TOO POWERFUL. IT BLOWS OUT A SEC
TION OF THE CITY AND THIS SETS OFF ONE OF DRACONE'S BOMBS.":P
RINT@H,H$;:GOSUB90:GOTO1450
1290 PRINT@P,"HARRY LOCATES THE AIR LOCK CONTROLS, SHUTS THE
INNER DOORS AND PUMPS OUT THE AIR UNTIL EVERYONE IN THE CHA
MBER PASSES OUT. HE THEN STARTS TO CALL U.E.C. TO HAVE DRAC
ONE, AND HIS MEN, PICKED UP WHEN..."
1300 PRINT:PRINT" ***** B O O M *****":PRINT@H,H$;:GOSUB
90
1310 PRINT@P,"HARRY LOOKED THROUGH THE AIR LOCK WINDOW. DRACON
E HAD BEEN WEARING AN ENVIRONMENTAL SUIT, AND HE HAD BLASTE
D A HOLE IN THE OUTER WALL. HE HAD KILLED HIS GUARDS, BUT GAI
NED HIS OWN FREEDOM. HARRY WAS FURIOUS.":PRINT@H,H$;:GOSUB90
1320 PRINT@P,W$
1330 PRINT@P," 1-GET AN ENVIRONMENTAL SUIT                    AND GO APTER HI
M                                           2-GET A SHIP AND GO AFTER HIM    3-SEE IF THE HOME
R DART                                           IS STILL TRANSMITTING"
1340 PRINT@E,E$;:INPUTN
1350 CLS:IF N<1 OR N>3 THEN1340
1360 ON N GOTOL370,1380,1390
1370 PRINT@P,"TOO MUCH TIME IS LOST WHILE HARRY TRIES TO GET
A SUIT..... DRACONE GETS AWAY.":PRINT@H,H$;:GOSUB90:GOTO1460
1380 PRINT@P,"HARRY WASTES TOO MUCH TIME TRYING TO GET A SHI
P. DRACONE GETS AWAY.":PRINT@H,H$;:GOSUB10:GOTO1460
1390 PRINT@P,"HARRY PICKS UP THE SIGNAL. IT LEADS TO THE EXE
CUTIVE SUITE ABOVE THE CASINO. LASER GUN IN HAND, HARRY KICKS O
PEN THE DOOR AND FINDS IN THE MIDDLE OF THE ROOM.....":GOSUB11
0
1400 PRINT@230,"DRACONE'S SHOES":GOSUB110:PRINT:PRINT" SUDDENLY
THE LIGHTS GO OUT AS HARRY IS STRUCK FROM BEHIND.":PRINT@H,H$;:
GOSUB90
1410 PRINT@P,"DRACONE RUNS TO THE LAUNCH BAY AND CLIMBS INTO
HIS PRIVATE SHUTTLE. HARRY STAGGERS TO HIS FEET AND RUNS DOWN
THE CORRIDOR AFTER HIM. AS DRACONE'S SHIP LEAVES THE BAY,
HARRY FIRES SEVERAL QUICK BURSTS...":PRINT@H,H$;:GOSUB90
1420 PRINT@P,"ONE..TEARS INTO AND VAPORIZES THE SHUTTLE'S STAB
ILIZER UNIT. THE SHIP BUCKS ONCE, THEN AGAIN. PEOPLE IN THE OBSER
VATION DOME SCREAM AS THEY SEE THE SHIP ENTER THE STARGATE
AT THE WRONG ANGLE. IN AN INSTANT THE SHIP VANISHES..."
1430 PRINT" FOREVER LOST SOMEWHERE IN THE FABRIC OF SPACE AND T
IME.":PRINT@H,H$;:GOSUB90
1440 CLS:FOR TM=1 TO 4: SOUNDQ,1: SOUNDR,1: NEXT: PRINT@P," CONGR
ATULATIONS                                MISSION ACCOMPLISHED!!":GOSUB110:PRINT@
417,"NOW LET'S SEE .....WHERE IS HONI'S APARTMENT?":GOSUB
110:CLS2:GOSUB1520:PRINT@172,"THE END";:GOSUB110:END
1450 CLS0:GOSUB100:PRINT@168,"good";CHR$(128);"bye";CHR$(128);"h
arry";:PRINT@H,H$;:GOSUB90
1460 CLS:PRINT@132,"THE MISSION IS A FAILURE.":PRINT@194,"PILA H
AS BEEN BLOWN TO ATOMS,":PRINT@270,"AND":PRINT@322,"THE STARGATE
IS LOST FOREVER."
1470 PRINT@H,H$;:GOSUB90
1480 PRINT@161,"WANT TO TRY AGAIN? (Y/N) ";
1490 INPUTD$:CLS:IFD$="Y" THEN260
1500 IFD$="N" THEN1510
1510 PRINT@162,"NOW THE FORCES OF K.R.U.E.L. WILL TRIUMPH UN
OPPOSED!":PRINT@267,"THE END";:GOSUB110:END
1520 XX=63:FORX=1024 TO1055:POKEX,XX:POKEX+400,XX:NEXT:FORX=1024
TO1504 STEP32:POKEX,XX:POKEX-1,XX:NEXT:RETURN

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Lisp: Basically Speaking— Part II

by Randy Beer

Learn how you can use Lisp's **LAMBDA**, **NLAMBDA**, and **DEFINE** atoms in the second installment of this tutorial.

In Lisp, programs are written by defining functions. Once defined, a function has all the power of a predefined function, but is executed more slowly because it is interpreted. In standard Lisp systems, this difference in speed is almost unnoticeable for average-length functions; in Basic Lisp this difference is more obvious.

In defining a simple function that computes miles per gallon of gasoline when given the number of miles a car has driven and the number of gallons used, the following line is not particularly readable: (DEFUN MPG (MILES GALLONS)(DIV MILES GALLONS)). The same function can be written by using an indented form called pretty-printing. It is entered by typing the first line, hitting return, spacing over, and typing the second line. Thus, the same function would appear as:

```
(DEFUN MPG (MILES GALLONS)
  (DIV MILES GALLONS))
```

The interpreter would be happy with

either form, but entering functions with indentations makes them easier to read, and also helps you keep track of parentheses.

There are several important parts to a function definition. A definition begins with the atom DEFUN, which signals that a function is being defined. This is followed by a function name, a parameter list, and a function body, which may be composed of any number of s-expressions. The value of the last s-expression in the body will be returned as the value of the entire function call.

The parameter list is a list of local variables that are to be used in the function body. When a function is called, any old values of the atoms that appear in the parameter list are saved and the atoms are bound to the values of the arguments to the function call.

The atoms in the parameter list are called the "formal" parameters and the values that they are assigned are called the "actual" parameters. There must be one formal parameter for each actual parameter. Then the body of the func-

tion is evaluated one s-expression at a time with the new values, the formal parameters are returned to their original values, and the value of the last s-expression in the body is returned.

Let's go through a sample call on MPG. Assume that the value of MILES is 10 and the value of GALLONS is (ONE QUARTER TANK) before the function call. To compute the miles per gallon achieved by a car that traveled 100 miles on four gallons of gas, you would call your new function with the above values: (MPG 100 4).

When the interpreter runs across a call on MPG, the first thing it does is go to its parameter list and save the values of all the atoms that appear there. Then the arguments to the call are assigned to the formal parameters one by one: The first argument is assigned to the first formal parameter, and so on.

In this case, the values 10 and (ONE QUARTER TANK) are saved and MILES and GALLONS are bound to 100 and 4, respectively. Then the single s-expression in the body is evaluated. (DIV MILES GALLONS) means divide 100 by 4. Finally, MILES and GALLONS are reassigned their old values and 25 is returned and printed on the screen.

One problem with Basic Lisp is that if, in the midst of a user-defined func-

tion call, the interpreter comes across an error, it returns immediately with an error message, with the formal parameters still bound to the values assigned to them within the function.

Unfortunately, their old values are lost forever. This can be used to advantage since their values inside the function can be examined and possibly aid in determining the cause of the error. Standard Lisp systems usually allow the old values of the formal parameters to be recovered.

To see your function definition pretty-printed, the PRINTF function is provided: (PRINTF MPG). The LAMBDA that appears when a function is pretty-printed will be explained later. Note that PRINTF does not evaluate its single argument, so there is no need to quote it.

A predefined function that evaluates its arguments is called a SUBR and one that doesn't is called an NSUBR. Table 1 contains a complete list of all predefined functions in Basic Lisp, along with their types. Some of these functions have not yet been introduced and will be described shortly.

Predicates and Branching

A predicate is a function that per-

forms a test and returns either T or NIL depending on whether the test is true or false. The predicate ATOM, for instance, tests to see if its single argument is an atom. Another predicate, NUMBERP, tests whether or not its argument is a number.

EQ is a predicate that tests whether its first argument is exactly the same as its second. It returns T when both arguments are the same atom, for example. However, when comparing two lists, EQ will return T only if they are represented by the same memory cells—that is, only if they are identical, which is usually not the case.

Normally you would only use EQ to compare atoms. When you want to see if two lists are equivalent, use the function EQUAL. Though this predicate isn't predefined in Basic Lisp, you will see how to define it yourself, shortly.

The remaining predicates are GREATERP and LESSP. They both take a variable amount of numbers as arguments. GREATERP tests whether its arguments are in descending order (if the first is greater than the second, the second greater than the third, and so on). LESSP checks to see if its arguments are in ascending order (the first is less than the second, and so on). Figure

1 contains some examples of these predicates in use.

The functions AND and OR allow compound tests to be made. AND evaluates its arguments from left to right until a NIL is encountered, at which point it returns NIL, leaving the rest of its arguments unevaluated. If no NIL is encountered, AND returns the value of its last argument.

In contrast, OR evaluates its arguments from left to right until something other than NIL is encountered, then its value is returned, leaving the remaining arguments unevaluated. Otherwise, OR returns NIL.

The function NOT logically negates its argument. (NOT T) is NIL and (NOT NIL) is T. Examples of the use of AND, OR, and NOT can also be found in Fig. 1.

You now need some type of branching mechanism, so that various s-expressions can be evaluated depending on the results of a test. The Lisp function COND lets you do exactly that. A COND expression is made up of the atom COND followed by a number of lists, each of which contains a test to perform, and s-expressions to evaluate if the test returns a non-NIL result. Each of these lists is called a clause.

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If none of the tests succeed, NIL is returned. Often, the last test in a COND is simply the atom T, which is always non-NIL. This final clause can be thought of as an "if all else fails do," because it prevents the COND from failing to find any non-NIL tests and simply returning NIL.

To show how a COND might be useful, I'll define a function that returns the absolute value of a number. The function definition of ABS is given below.

```
(DEFUN ABS (X)
  (COND
    ((LESSP X 0) (MINUS X))
    (T X)))
```

Note that ABS makes use of another function called MINUS, which negates its argument. This function isn't predefined in Basic Lisp, but you can easily define it yourself as:

```
(DEFUN MINUS (N)
  (SUB 0 N))
```

When a call is made on ABS, the previous value of X is saved and X is bound to the value of its single numerical argument. Then the clauses in the COND are evaluated one at a time. The first clause tests to see if the number is less than zero. If it is, its negation is returned and the function call is finished. If it isn't, the second clause is evaluated and, since T appears, the original number is simply returned. Try a few calls on ABS to assure yourself that it works.

Looping and Recursion

To write any useful functions, you must have some type of looping mechanism available that lets you repeat a set of s-expressions a given number of times. Basic Lisp provides two looping functions called DOWHILE and

DOUNTIL. These functions are similar to WHILE loops in Pascal in that they are a form of structured looping without a GOTO. Standard Lisp provides another kind of looping mechanism that allows GOTOS, but it will not be covered in this series.

The syntax of DOWHILE and DOUNTIL loops is simple. A DOWHILE loop consists of the atom DOWHILE, a test to be performed, and a series of s-expressions to evaluate. DOUNTIL is similar except that the s-expressions are evaluated only if the test fails. They can be read as "DOWHILE some condition is true" and "DOUNTIL some condition is true," respectively.

A DOWHILE loop returns NIL when it is finished and a DOUNTIL loop returns T, thus the s-expressions in them can only be evaluated for their side-effects. To return a value from a DOUNTIL loop, substitute a COND expression for the test. Then, when the loop is finished, the COND will return the value in the second half of its clause.

A COND cannot be used to return a value from a DOWHILE loop. This returned value must not be NIL in a DOUNTIL loop or the interpreter will think that the test hasn't succeeded and will continue to loop forever.

Figure 2 contains examples using these loops, as well as an example using a COND to return a value. DO loops aren't a standardized Lisp construct, so the operation of DOWHILE and DOUNTIL are peculiar to Basic Lisp.

Let's define a function that uses looping to find the factorial of a number. The factorial of any number is found by multiplying the given number times that number minus one, times that number minus two, and so on until one is reached. (The factorial of 5, written as 5!, is $5 \times 4 \times 3 \times 2 \times 1 = 120$.) The function FACT, defined below, loops around, decrementing the number N and multiplying it into the temporary variable X until N equals zero, then it returns X, whose value will be the factorial of N.

```
(DEFUN FACT (N)
  (SETQ X 1)
  (DOUNTIL (COND
            ((EQ N 0) X))
    (SETQ X (MUL X N))
    (SETQ N (SUB N 1))))
```

Since X does not appear as a formal parameter in the parameter list, its old value will not be saved when FACT is called. X is known as a global or free variable, while N is called a local or

Function	Type*	Number of Arguments
AND	FSUBR	variable
ADD	SUBR	variable
APPEND	LSUBR	variable
ATOM	SUBR	1
CAR	SUBR	1
CDR	SUBR	1
COND	FSUBR	variable
CONS	SUBR	2
DEFUN	FSUBR	variable
DELETE	SUBR	2
DIV	SUBR	2
DOUNTIL	LSUBR	variable
DOWHILE	LSUBR	variable
EQ	SUBR	2
EVAL	SUBR	1
GREATERP	LSUBR	variable
LESSP	LSUBR	variable
LIST	LSUBR	variable
LOAD	-	0
MUL	LSUBR	variable
NOT	SUBR	1
NUMBERP	SUBR	1
OR	FSUBR	variable
PATOM	SUBR	1
POWER	SUBR	2
PRINT	SUBR	1
PRINTF	NSUBR	1
QUOTE	NSUBR	1
READ	-	0
SAVE	-	0
SET	SUBR	2
SETQ	FSUBR	variable
SUB	SUBR	2
%	-	0

*A SUBR takes and evaluates a fixed number of arguments, a FSUBR takes a variable number of arguments (of which any number may be evaluated, from one to all), a LSUBR takes a variable number of arguments that are all evaluated, and an NSUBR takes a fixed number of unevaluated arguments. For simplicity, the text makes no distinction between a SUBR, FSUBR, or LSUBR because they all evaluate at least some of their arguments.

Table 1. Predefined Functions in Basic Lisp

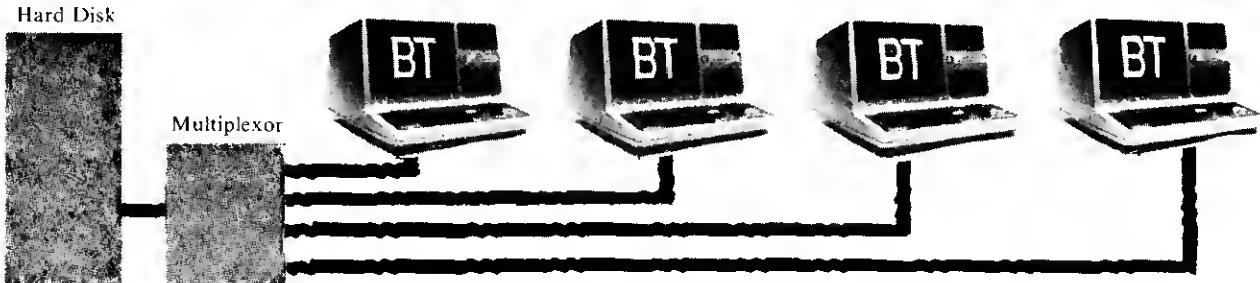
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bound variable. This is an important distinction because the value of the free

variable X is permanently altered within FACT, while the value of N is not.

if n=0: factorial(n)=1
if n≠0: factorial(n)=n*factorial(n-1)

Basically, any atom that does not appear in a function's parameter list is free, while any atom that does appear there is bound with respect to that function. A demonstration of the difference between free variables and bound variables appears in Fig. 3.

Lisp is especially suited to the task of writing recursive functions. A recursive function is one that solves a problem by repeatedly simplifying it and calling itself on the simplified problem until the problem has been reduced to a trivial case, whose solution is obvious. Consider the following definition of the factorial function:

Think about the above definition until it makes sense. The second line may appear to be circular at first, but notice that each time factorial is called, n is decremented by one. Eventually, n will equal zero and no more recursion will be necessary because the factorial of zero is defined to be one.

It is important to have at least one trivial case in any recursive definition so that the recursion will eventually stop when this case is reached. Otherwise, an infinite recursive loop will result in much the same way as a regular infinite loop can occur in Basic.

The above recursive definition of the factorial function can be translated almost directly into a recursive Lisp function. Each line of the definition becomes one clause in a COND in the function FACT shown below. Compare this definition with the iterative one previously given.

```
(DEFUN FACT (N)
  (COND
    ((EQ N 0) 1)
    (T (MUL N (FACT (SUB N 1))))))
```

It has been proven that any recursive function can be rewritten as a loop, and vice versa, but a recursive definition is often shorter and more elegant for certain types of problems.

I'll run through a sample call on FACT, namely (FACT 1). When the function is called, the old value of N is saved and N is bound to 1. Since (EQ N 0) is false, the second clause is evaluated: (MUL N (FACT (SUB N 1))).

```
$(EQ 1 2)
NIL

$(EQ NIL '())
T

$(ATOM 5)
T

$(ATOM '(A B C))
NIL

$(ATOM 'HELLO)
T

$(NUMBERP 5)
T

$(GREATERP 5 1 - 10)
T

$(LESSP 6 0)
NIL

$(LESSP 0 6)
T

$(AND (EQ 'A 'A) (ATOM 'A))
T

$(AND (NUMBERP 'A) T)
NIL

$(OR (NUMBERP 'A) T)
T

$(NOT (EQ 1 2))
T

$(AND 6 (EQ 1 1) (ADD 2 2))
4
```

Fig. 1. Predicates

```
$(SETQ N 0)
0

$(DOWHILE (LESSP N 5)
  (SETQ N (ADD N 1)))
NIL

$ N
5

$(DOUNTIL (EQ N 0)
  (SET Q N (SUB N 1)))
T

$ N
0

$(DOUNTIL (COND
  ((GREATERP N 10) N))
  (SETQ N (ADD N 2)))
11
```

Fig. 2. Looping with DOWHILE and DOUNTIL

Continues on p. 261



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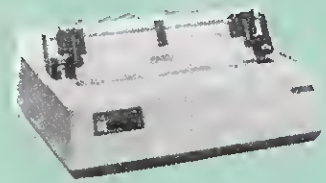


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FACT is called again, with the old value of N (which was 1) saved and N bound to the result of (SUB N 1) or 0.

This time, the first clause succeeds and the second call on FACT ends by restoring N to 1 and returning 1. Now the first call on FACT can finish by multiplying N by (FACT (SUB N 1)), both of which equal 1, in this case, and returning the result as the answer.

If you find recursion confusing, run through a deeper call on FACT such as (FACT 3) to see how the problem is simplified each time that FACT calls itself. Though difficult to grasp at first, recursion is an important concept in Lisp.

As further practice in the use of recursion, I'll define the function EQUAL mentioned earlier, as shown below.

```
(DEFUN EQUAL (X Y)
  (COND
    ((ATOM X) (COND
      ((ATOM Y) (EQ X Y))
      (T NIL)))
    ((ATOM Y) NIL)
    ((EQUAL (CAR X) (CAR Y))
     (EQUAL (CDR X) (CDR Y)))
    (T NIL)))
```

To understand how EQUAL works, examine the clauses in the COND one by one.

The first clause can be read as "if X is an atom then if Y is an atom then see if they are EQ, else return NIL." It is perfectly legitimate to nest CONDS. If the first clause fails, but the second one succeeds (that is, if Y is an atom, but X is not) then NIL is returned because an atom can never be equal to a nonatom. If this clause also fails, then neither X or Y are atoms and recursion must be used to dissect them until a trivial case is reached in which either X or Y or both are atoms.

If (EQUAL (CAR X) (CAR Y)) is true, then (EQUAL (CDR X) (CDR Y)) is evaluated. Otherwise, NIL is returned. By applying successive CARs and CDRs to the values of X and Y, they will eventually be reduced to the trivial case (where at least one of them is an atom) and the recursion will terminate.

LAMBDA and NLAMBDA

Whenever you pretty-print a function that you've defined, you'll probably notice that the atom LAMBDA has been stuck in by the interpreter, along with an extra level of parentheses. When a function is defined, the atom for which the function is named gets bound to a list containing the atom

LAMBDA, the parameter list, and the function body.

When the interpreter later evaluates a call on that function, the presence of LAMBDA tells it that the rest of the list is a user-defined function to be evaluated. In addition, LAMBDA tells the interpreter that the arguments to the function call are to be evaluated before they are bound to the formal parameters. This makes LAMBDA expressions, as they are called, the user-defined equivalent of SUBRs.

*"Lisp is suited
to the task of writing
recursive functions."*

As you would expect, there is also a way to define functions that do not evaluate their arguments. These are called NLAMBDA expressions. An NLAMBDA expression has only one formal parameter and, after having its old value saved, is bound to a list of all the unevaluated arguments to the function call.

Suppose that TEST is an NLAMBDA expression whose single formal parameter is N. Then a call like (TEST THREE) would result in N being bound to the list (THREE).

A similar function defined as a LAMBDA expression would result in N being bound to the value of THREE (presumably 3). Also, since the argu-

ments to an NLAMBDA expression are never evaluated, a call like (TEST THREE 1 (A B)) would be just as valid, with N now being bound to the list (THREE 1 (A B)). With a LAMBDA expression, the number of formal and actual parameters must always be equal, but an NLAMBDA expression can take any number of arguments.

To see one case in which an NLAMBDA expression might be useful and to demonstrate the power of the atoms LAMBDA and NLAMBDA, I'll define a function that defines LAMBDA expression in much the same way as DEFUN does. DEFINE is defined below.

```
(DEFUN DEFINE (NLAMBDA (L)
  (SET (CAR L) (CONS
    'LAMBDA
    (CDR L))))
  (CAR L)))
```

Note the difference in syntax in defining NLAMBDA expressions. This syntax is at least partially peculiar to Basic Lisp.

Presumably, the only thing that makes something a function is the presence of either the LAMBDA or the NLAMBDA atoms. This would lead you to believe that you could make any list into a function simply by adding LAMBDA as its first element. In fact, this is how DEFINE works.

This is how it is possible in Lisp for one function to write or modify another, or even itself. A function is simply an ordinary list with LAMBDA or NLAMBDA as its first element. It can be dissected, modified, and reassembled just as any other list. To see how this idea can be put to use, go through a sample call on DEFINE, as shown below.

```
(DEFINE ADD1 (X)
  (ADD X 1))
```

In this example, L will be bound to the list (ADD1 (X) (ADD X 1)). Notice also that any function defined with DEFINE is still pretty-printed with DEFUN, because the pretty-printer assumes that all functions are defined using DEFUN.

I've come a long way from a simple function like MPG to a function-defining function like DEFINE. There is no limit to how far this idea can be carried. Functions can be written that write long and complex programs, as well as perform more traditional tasks, using the concepts introduced here. ■

```
$ (SETQ BOUND 10)
10

$ (SETQ FREE 10)
10

$ (DEFUN TEST (BOUND)
  (SETQ BOUND 0)
  (SETQ FREE 0))
TEST

$ (TEST 1)
0

$ BOUND
10

$ FREE
0
```

Fig. 3. Free and Bound Variables

Contact Randy Beer at 911 Lexington Road, Mansfield, OH 44903.

A nearly universal EPROM programmer.

OMNIPROM

Bob Hart
2946 Merriman Road
Medford, OR 97501

Most early EPROM programmers were designed for one job and one type of EPROM.

Even when the programmer evolved into a plug-in accessory to a microcomputer, it was seldom possible to program more than a couple of types. Now, because of the similarity of the available devices, the program-

mer itself can easily be programmed to accommodate most varieties of EPROMs.

The System

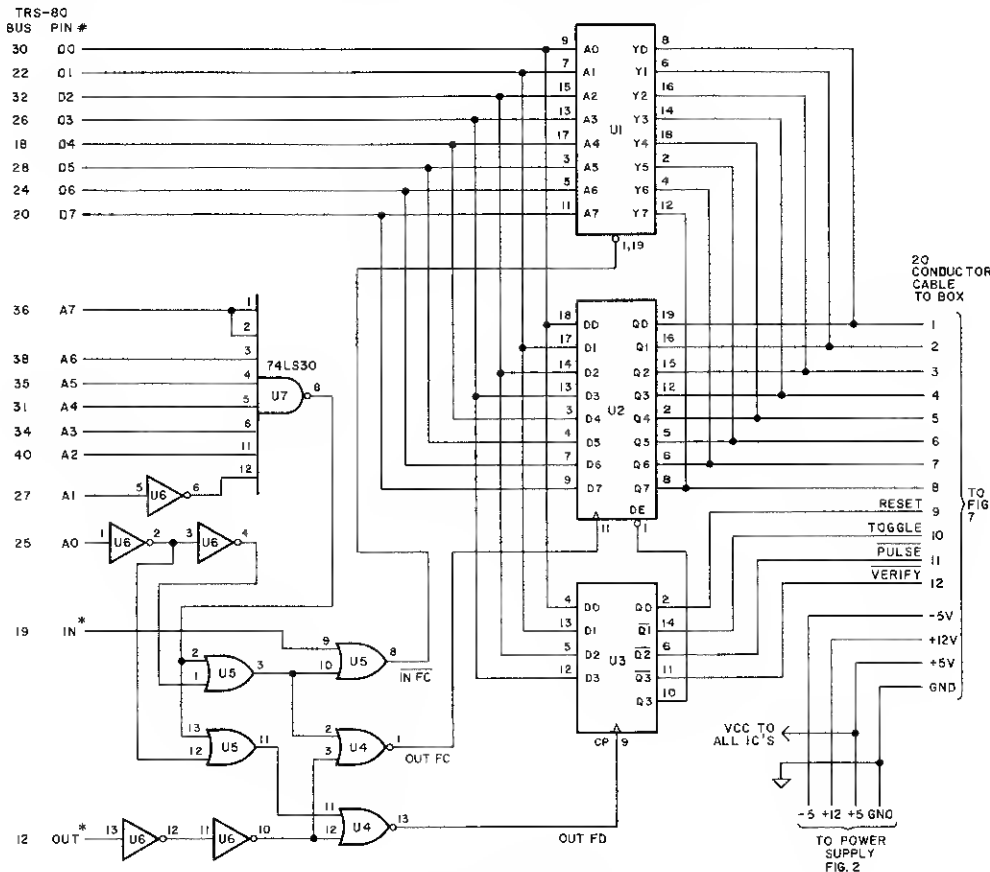
OMNIPROM consists of three parts: a Z80-based computer, a

control program, and a hardware interface for the EPROM. It can program 2704, 2708, 2716 and 2732 types, and should also work on 2764, TMS2716, 2532 and 2564 types. (I have not tried those.)

The system will verify that the EPROM is erased, copy data from another ROM or EPROM, program from any memory location, verify programming, and program the above chips. To connect the device to your computer you need one 8-bit input port, an 8-bit output port, and a 4-bit output port. These ports connect to a programming box that contains a 25-volt power converter (12 volts in, 25 volts out), an address counter, various control circuits, and a socket for the EPROM. The separate programming box allows you to work where it is convenient rather than trying to grope behind the computer to wherever the port interface is plugged in.

Input and Output

To write to the EPROM, eight bits of data have to be extracted from the computer's bus and presented to the EPROM's data pins. Alternately, to read the chip, the data on those same pins must be made available to the computer bus. For these



#	TYPE	5V. PIN	GROUND
U1	81LS97	20	10
U2	74LS374	20	10
U3	74LS175	16	8
U4	74LS02	14	7
U5	74LS32	14	7
U6	74LS14	14	7
U7	74LS30	14	7

*INPUT AND OUTPUT - BYPASS +5 VOLTS WITH 6 - 0.1µF DISK CAPACITORS.

Fig. 1. Input and Output

The Key Box

Model I
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functions we need an 8-bit output port (for writing) and an 8-bit input port (for reading).

The largest EPROMs use 13 address lines. Rather than run all 13 back to the computer bus (through two additional output ports), I use a 12-stage counter in the programming box to provide address information. Only two controls are needed for this counter: Reset (start at address zero) and Toggle (go to next address). The toggle line provides the thirteenth address. Two additional controls complete the system: Program/Verify and Pulse. A 4-bit output port handles all control functions.

Circuit details for the interface board are shown in Fig. 1. Rather than stealing power from the computer, I provided the interface with its own source of +12 volts, +5 volts and -5 volts. The 8-bit input port (for reading) is U1 and the 8-bit output port is U2 (for writing). The control port is implemented using U3. The rest of the circuit is used for decoding the port addresses. In this case, the 8-bit input/output port is at address 252 (FC hex) and the control port is at 253 (FD hex). All connections to the programming box are made through a 20-conductor ribbon cable. This cable carries power as well as data to the programming box.

Programming Box

The other end of that cable connects to a small plastic box (see the photo and Fig. 7) containing the rest of the circuitry for EPROM reading and programming. All components are attached to the cover, allowing easy disassembly and repair. (You might want a slightly larger box—the parts are crowded into this one.)

Programming EPROMs requires a 25 or 26-volt power supply. To avoid building one more ac supply, I decided to construct a dc-to-dc converter. It runs on +12 volts and puts out a regulated +25 volts. From experience with other low power dc-dc converters, I was prepared for marginal operation at best. I was surprised. This circuit, adapted from National Semiconductor Application Note

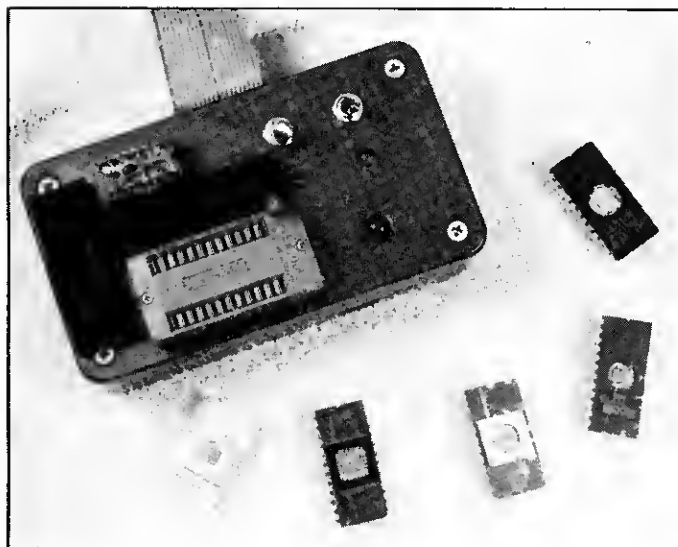
AN-183, is a winner. Using an inductor in a flyback circuit, as much as 60 volts at 100 ma can be produced. That's why a regulator circuit holds the output to the desired 25 volts. Although I am using 12 volts as the input to the converter, 5 volts would also work. This is especially handy if you use nothing but 5-volt supply EPROMs (anything but 2704, 2708 and TMS2716). In that case, only 5 volts need be supplied to the programming box.

The address data for the EPROM is supplied by a 12-stage CMOS counter (U10) and the Toggle input from the port board. Every time the Toggle signal returns to "one," the counter advances by one. This combination gives a total of 8,192 different addresses, sufficient for the largest EPROMs now available.

The rest of the contents of the box can be classified as control circuitry. A transistor switch controls the 25-volt programming signal to the EPROM (O2-4). Control signals from the port board are buffered by Schmitt input inverters (U8) to help prevent noise problems. The buffered control signals are sent to a 16-pin IC socket. This socket is not for the EPROM but for a module that programs the programmer for a particular EPROM type. The modules, diagrammed in Fig. 3, are built on 16-pin headers. You don't have to build all of them. Find out which EPROMs you will be programming and assemble only the ones you need. I'll go over the design of new modules in a later section.

There are two switches and two indicator lamps on the box. The first switch (S1) controls the low voltage power to the programming socket. The second (S2) enables the high voltage (25 volts). Both prevent damage to the EPROM as you insert and remove it from its socket. The indicator LEDs show which switches are on.

The last item on the box is a zero insertion-force socket. A 49-cent socket would probably work in its place, but would make it easier to bend a pin or break an expensive EPROM. The more expensive socket (about



The programming box with a programming module in place (2732). The dark areas are pieces of foam for extra modules.

\$10) is a pleasure to use. You just drop the chip in place and flip a lever to make a secure connection to all 24 pins. Moving the lever back up allows you to lift the device out—no strain on your nerves or on that EPROM.

Testing

Once you have the programmer assembled, check it for correct operation. Since this is a computer peripheral, the computer can do most of the checking. First, apply power to the unit (don't connect it to the computer yet) and make all the usual power supply and mis-wiring checks. When everything appears fine, connect the programmer to the expansion bus and run the program in Listing 1.

The program first checks the address counter. Turn on the programming box power switch. The power indicator should be on (see Fig. 4). A logic probe or scope should show all address lines toggling from logic high to logic low with each succeeding

line switching at a lower rate (A0 is fastest and A12 is slowest). If there is no change on any line, check the interface address decoder and the wiring to the address counter. If some appear out of sequence, the fault is in the wiring from the EPROM socket to the counter. Press X and the program resets all address lines to zero (check them) and proceeds with a test of the data lines.

The computer is merely reading port 252 and displaying the decimal equivalent on the screen. With all data lines floating, the screen fills with 255s. Connect one end of a jumper to ground (EPROM socket pin 12) and the other end to each data line in sequence. If everything is normal, the screen displays the numbers in Table 1.

If you see nothing but 255, check that the jumper wire is tied to ground. It could also mean the address decoding circuit or the input latch (U3) is not operating. If the displayed num-

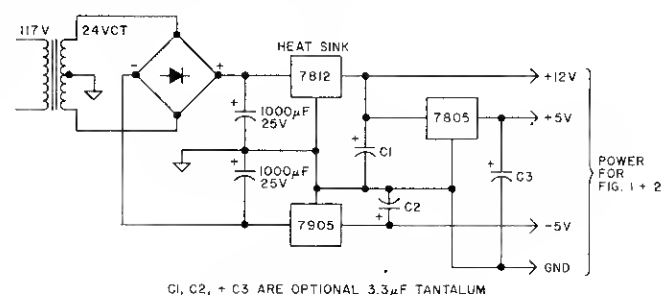


Fig. 2. Typical Power Supply

bers change but are incorrect, check the data line wiring at the input gate and to the programming box for shorts, opens or transpositions. Press X when you are satisfied everything is all right.

The next test checks data output. The computer is writing to port 252 (output) and reading port 252 (input). If it reads what it

wrote, it keeps on checking. This automatic test stops if it finds an error. If you put your logic probe on the EPROM socket data lines you will see all data lines switching (01 fastest and 08 slowest). Hold X to abort this test.

The last test sequence verifies the operation of the rest of the control signals (half were checked when we clocked and reset the address counter). Prepare a programming module for a 2708. Plug it into the programming box and turn on both switches. Both indicator LEDs should be on. Using a voltmeter with a 25-volt range, measure pin 7 on the module. It should be 12 volts. Press and hold 3 (verify) on the keyboard and the voltage should drop to zero. The same

signal should be present on pin 20 of the EPROM socket.

Now shift the voltmeter probe to pin 5 of the module. It should read zero. Press and hold 2. The voltage should rise to 25 volts. Adjust R1 if this terminal is not at 25 volts. The signal is also present at pin 18 of the EPROM socket. For the last test, press 2 and 3 at the same time. Both pin 5 and pin 7 on the module should be at zero volts. You might check the rest of the EPROM socket pins for the correct supply voltages for a 2708 type. Any discrepancy would indicate a wiring error from the module socket to the EPROM socket.

If you've made it this far, you have a potentially functional

EPROM programmer. For my peace of mind, I usually run the tests before each programming session. All tests are done to make sure the programming software can properly control the programmer. Without control, the hardware has the capability of turning an EPROM into slag. For this reason, do not plug a device into the programming socket unless the control software is running and the programmer box checks out.

Controlling the Box

I started writing the control program in machine language, but quickly came to the conclusion that most functions could be more easily and efficiently done in Basic. So the program has two parts: a Basic program that interacts with the user, and a machine-language program that interacts with the EPROM programmer hardware. The machine-language part, shown in Program Listing 2, is only there if you care to find out how it runs. The Basic program (Listings 3 and 4) actually contains the machine-language code and will load it in high memory and set memory size to protect it. Program Listing 3 starts with line 60000 and is the relocating machine-language loader. Type Listing 3 into the computer first. Use the same line numbers as listed and run it once. If all is normal, a message directs you to delete several lines. After you have done this, immediately save this program segment. Do not save it in ASCII form; a regular disk save will do just fine. This procedure is necessary to initialize the relocating machine-language loader and will only be done once. Now you are free to add Program Listing 4 to what is left of Listing 3. The only restriction is that line 20 has to remain as line 20. The rest of the line numbers can be anything less than 60000. (Lines greater than 60000 are deleted by the loader.)

Program Features

The data statements starting at line 210 define each type of EPROM to the software. The first statement tells the program how many types have been de-

Ground Pin	Display
9 (D0)	254
10 (D1)	253
11 (D2)	251
13 (D3)	247
14 (D4)	239
15 (D5)	223
16 (D6)	191
17 (D7)	127

Table 1

Line Numbers	Function	USR Calls
10	Jump to machine-language loader	
20-320	Initialize memory and variables	
330-440	Function menu	
450-510	Type selection	
520-650	Read EPROM	USR0: uses Basic variables S and L USR1: var. S, E, F USR2: var. L
660-760	Move memory	
770-830	Verify EPROM	
840-950	Error codes	
960-1020	Check for erased	USR3: var. L
1030-1090	Program EPROM	USR4: var. L
1100-1110	DOS exit	
1120-1210	Hex to decimal	
1220-1310	Decimal to hex	
1350-1460	Modify memory	
1470-1560	Disk read	USR5: var. S, E, F
60000-end	Machine-language loader and data	

Table 2. Basic Line Number Map

```

10 'EPROM PROGRAMMER EXERCISER PROGRAM
20 CLS:PRINT"EXERCISE EPROM PROGRAMMER"
30 PRINT"TEST COUNTER - 'X' TO STOP
40 OUT (253),2
50 OUT (253),0
60 X$=INKEY$:IFX$="X"THEN70ELSE40
70 PRINT"READ DATA BUSS -- APPLY GROUND TO SOCKET PINS"
80 PRINT"PRESS 'X' FOR NEXT TEST"
90 OUT253,9:'VERIFY ON AND RESET
100 PRINTINP(252);
110 X$=INKEY$:IFX$="X"THEN120ELSE90
120 PRINT"TEST DATA BUSS - HOLD 'X' TO STOP"
130 OUT253,0:'VERIFY OFF, RESET
140 FORI=255TO0STEP-1
150 OUT252,I
160 OUT253,(IAND2)OR1:'TOGGLES COUNTER TO CHECK INTERFERENCE WITH
DATA LINES
170 X=INP(252)
180 IFX<>ITHENPRINT"I/O ERROR":STOP
190 NEXT
200 X$=INKEY$:IFX$="X"THEN210ELSE140
210 PRINT"TEST CONTROL LINES ---
PRESS 3 FOR VERIFY AND 2 FOR PROGRAM PULSE"
220 OUT253,1:'RESET EVERYTHING
230 X=PEEK(14352):IFX=4THENPRINT"PULSE ";ELSEIFX=8THENPRINT"VERIFY ";ELSEIFX=12THENPRINT"BOTH ";ELSE230IFX=0THEN230
240 OUT253,X
250 X$=INKEY$:IFX$=""THEN250ELSE220

```

Program Listing 1



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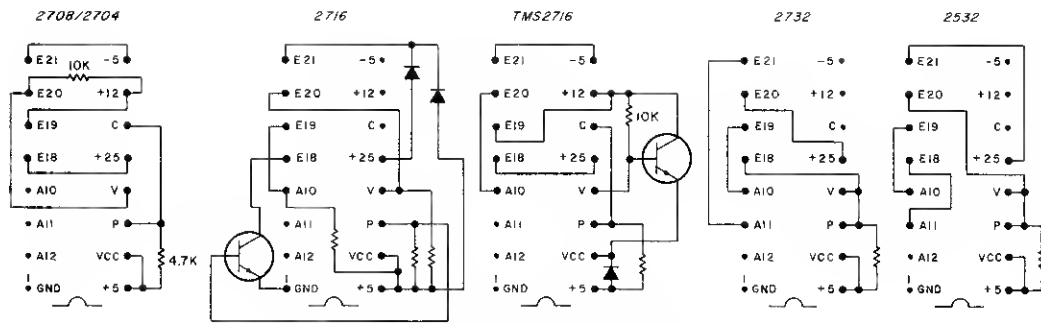
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Fig. 3. Programming Modules for OMNIPROM

Program Listing 2

```

00100 ;EPROM PROGRAMMER DRIVER
00110 ; 10/04/81 REVISED 3/3/82
00120 ;DRIVES OMNIPROM
00130 ;STANDARD BUFFER AT END--ROOM FOR 8K
00140 ;TO BE USED WITH EPROM/BAS --- THIS ROUTINE DOES
00150 ;ACTUAL MEMORY MASSAGING
00160      ORG      0DC9FH ;48K START-LEAVE ROOM FOR 8K AT BUFS
DC9F      00170  ERROR  EQU      0A9AH ;USR RETURN
T
0A9A      00180  ;
DC9F      1160EA  00190  LD      DE,60000;START LINE # OF LOADER
DCA2      CD2C1B  00200  CALL   1B2CH ;GET START LINE # ADDR
DCA5      AF      00210  XOR     A ;CLEAR ACCUM
DCA6      02      00220  LD      (BC),A ;MARK END OF BASIC PGM
DCA7      03      00230  INC     BC ;DOES DELETE OF LOADER
DCA8      02      00240  LD      (BC),A
DCA9      03      00250  INC     BC
DCAA      ED43F940 00260  LD      (40F9H),BC;SET END OF PST
DCAE      21BADC  00270  LD      HL,LINE20;TRANSFER BACK TO BASIC
DCB1      CDA91E  00280  CALL   1EA9H ;DO 'RUN20'
DCB4      32      00290  LNE20  DEFB   '20'
DCB6      00      00300  DEFB   0 ;STRING TERMINATOR
00310 ;JUMP TABLE FOR USR INPUTS
DCB7      C3E2DD  00320  USR0   JP     READ
DCBA      C3DCDD  00330  USR1   JP     MEM
DCBD      C315DE  00340  USR2   JP     VERIF
DCC0      C321DE  00350  USR3   JP     ERAS
DCC3      1810   00360  USR4   JR     PGM
DCC5      C398DE  00370  USR5   JP     DISK
00380 ;BASIC VARIABLE NAME TABLE
DCC8      4C00   00390  VARL   DEFW   'L'
DCCA      5000   00400  VARP   DEFW   'P'
DCCC      5200   00410  VARR   DEFW   'R'
DCCF      5300   00420  VARS   DEFW   'S'
DCD0      4600   00430  VARF   DEFW   'F'
DCD2      4500   00440  VARE   DEFW   'E'
DCD4      00     00450  CKSUM  DEFB   0 ;CHECKSUM STORAGE
00455 ;
DCD5      CD5BDE  00460  PGM    CALL   TGET ;GET 'T' PARAMETERS:BC=LENGTH,
00470 ;D=PULSE LENGTH, E=REPROGRAM COUNT
00480 ;HL=BUFS
DCD8      3E2D   00490  LD      A,2DH ; '-'
DCDA      323F3C  00500  LD      (3C3FH),A;PUT ON SCREEN
DCDD      7B     00510  LD      A,E ;REPROGRAM COUNT
DCDE      D9     00520  EXX    ;ALT REGS
DCDF      47     00530  LD      B,A ;PUT COUNT IN B'
DCE0      CB3F   00540  SRL   A ;DIVIDE
DCE2      CB3F   00550  SRL   A ; BY 4
DCE4      4F     00560  LD      C,A ; REPROGRAM COUNT
00570 ; AFTER GOOD VERIFY
DCE5      D9     00580  PGM3   EXX    ;NORM REGS
DCE6      CD1CDD  00590  CALL   PPGM ;DO PROGRAM LOOP
DCE9      CD48DD  00600  CALL   VERIF1 ;CHECK DATA
DCEC      B7     00610  OR     A ;SET FLAGS
DCED      280B   00620  JR     Z,NOERR ;JUMP IF DATA OK
DCEF      FE02   00630  CP     2 ;ERASE ERROR?
DCF1      2823   00640  JR     Z,ERR1 ;YES, EXIT
DCF3      D9     00650  EXX    ;ALT REGS
DCF4      10EF   00660  DJNZ   PGM3 ;REPEAT PROGRAMMING
DCF6      3E03   00670  LD      A,3 ;WON'T PROGRAM
DCF8      181C   00680  JR     ERR1 ;EXIT
DCFA      D9     00690  NOERR  EXX    ;ALT
DCFB      78     00700  LD      A,B ;REMAINING PROGRAM COUNT
DCFC      A1     00710  AND   C
DCFD      280C   00720  JR     Z,V1 ;IF EITHER COUNT 0, THEN QUIT
DCFF      78     00730  LD      A,B
DD00      B9     00740  CP     C ;IF B<C THEN USE B
DD01      3801   00750  JR     C,PGM1
DD03      41     00760  LD      B,C ;C IS SMALLER
DD04      D9     00770  PGM1   EXX    ;NORM
DD05      CD1CDD  00780  CALL   PPGM ;PROGRAM LOOP
DD08      D9     00790  EXX    ;ALT
DD09      10F9   00800  DJNZ   PGM1 ;DO LOOP FOR B COUNT
DD0B      CD48DD  00810  V1     CALL   VERIF1 ;COMPARE DATA
DD0E      B7     00820  OR     A ;SET FLAGS
DD0F      2805   00830  JR     NZ,ERR1 ;ERROR, EXIT
DD11      CD78DD  00840  CALL   VERIF2 ;CKSUM
DD14      1800   00850  JR     ERR1 ;EXIT, ERROR OR NOT
DD16      6F     00860  ERR1   LD      L,A ;ERROR CODE IN L
DD17      2600   00870  LD      H,0
DD19      C39A0A  00880  JP     ERROR ;RETURN TO BASIC

```

Listing 2 continues

fined. Set it accordingly.

The first data entry is the type name (2708 or TMS2716, for example). The next number is the size of the EPROM in bytes minus one. Following that is the length of the programming pulse in 500-microsecond increments. Last is the loop count, the number of times the system will program each EPROM byte (more on this later). By adding data statements (and also constructing a new programming module) new types can be easily introduced.

All EPROMs are programmed from a fixed-location buffer in RAM memory. Included in the controlling software are functions to move information to this buffer. The size of the buffer is great enough to allow the largest EPROM to be programmed in one pass.

There is some disagreement between EPROM manufacturers about the length of the programming pulse. For the 2732 in particular, Intel claims a 50-ms pulse is required for each address. Motorola says only 2 ms are necessary. I have compromised. My programming algorithm uses the shorter pulse width, but then does a data verify after all bytes have been programmed. If the verify fails, the EPROM is programmed again (and verified). This continues until the EPROM is correctly programmed or the total pulse time for each address is greater than the longer specified time. If the latter is the case, an error is returned (Won't Program). Using this technique, I have programmed various types much quicker than normal.

I have done some tests on data retention and found there is no difference in erase times whether the short or the long programming pulse is used. To set up the system for short-pulse interactive programming (of the 2732), set the pulse width to four and the loop count to 25. If you desire long-pulse programming, set pulse width to 100 and loop count to one. In any case, the product of the two numbers should equal twice the maximum pulse width in milliseconds. Caution: Some EPROM types (for example,

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00090 ;
00900 ;
DD1C CD5BDE 00910 PFGM CALL TGET ;RESTORE PARAMS IF NEEDED
DD1F 3E01 00920 LD A,1 ;RESET COUNTER, VERIFY OFF
DD21 CDA1DD 00930 CALL CNTRL ;
DD24 CD50DE 00932 CALL DLY ;HOLD ON A MOMENT
DD27 7E 00940 PFGM2 LD A,(HL) ;GET DATA
DD28 D3FC 00950 OUT (252),A ;SEND TO EPROM
DD2A E5 00960 PUSH HL ;10 US DELAY
DD2E E1 00970 POP HL ;
DD2C CD2C02 00980 CALL 022CH ;BLINK ROUTINE
DD2F 3E04 00990 LD A,4 ;PROGRAM
DD31 CDA1DD 01000 CALL CNTRL ;
DD34 CD50DE 01010 CALL DLY ;PROGRAM PULSE DELAY
DD37 AF 01020 XOR A ;
DD38 CDA1DD 01030 CALL CNTRL ;END PULSE
DD3B 23 01060 INC HL ;SOURCE ADDR
DD3C 0E 01070 DEC EC ;LENGTH COUNT
DD3D 78 01080 LD A,B ;CHECK FOR ZERO
DD3E B1 01090 OR C ;
DD3F C8 01100 RET Z ;QUIT IF END
DD40 3E02 01102 LD A,2 ;PULSE COUNTER
DD42 CDA1DD 01104 CALL CNTRL ;
DD45 1BE0 01106 JR PFGM2 ;AND LOOP
DD47 00 01110 NOP ;
01120 ;
01130 ;
DD48 3E00 01132 VERIF1 LD A,8 ;VERIFY (READ)
DD4A CDA1DD 01134 CALL CNTRL ;
DD4D CD50DE 01136 CALL DLY ;WAIT
DD50 3E09 01140 LD A,9 ;RESET COUNTER
DD52 CDA1DD 01150 CALL CNTRL ;
DD55 CD5BDE 01160 CALL TGET ;GET PARAMS
DD58 3E08 01170 VER1 LD A,8 ;VERIFY ON
DD5A CDA1DD 01180 CALL CNTRL ;
DD5D CD48DE 01190 CALL INPRO ;READ PROM
DD60 AE 01200 XOR (HL) ;COMPARE WITH SOURCE
DD61 200C 01210 JR NZ,ERR2 ;PROGRAMMING ERROR
DD63 3E0A 01220 LD A,10 ;
DD65 CDA1DD 01230 CALL CNTRL ;PULSE COUNTER
DD68 23 01240 INC HL ;SOURCE
DD69 0B 01250 DEC BC ;LENGTH
DD6A 78 01260 LD A,B ;
DD6B B1 01270 OR C ;CHECK FOR 0
DD6C 20BA 01280 JR NZ,VER1 ;CHECK ALL BYTES
DD6E C9 01290 RET ;
DD6F A6 01300 ERR2 AND (HL) ;CHECK FOR 0'S THAT SHOULD BE 1'S
DD70 2803 01310 JR Z,ERR3 ;
DD72 3E02 01320 LD A,2 ;ERASE ERROR
DD74 C9 01330 RET ;
DD75 3E04 01340 ERR3 LD A,4 ;NOT PROGRAMMED ERROR
DD77 C9 01350 RET ;
DD78 CD5BDE 01360 VERIF2 CALL TGET ;
DD7B 3E09 01370 LD A,9 ;RESET COUNT
DD7D CDA1DD 01380 CALL CNTRL ;
DD80 1E00 01390 LD E,0 ;CLEAR CKSUM REGISTER
DD82 3E08 01400 CKSM3 LD A,8 ;VERIFY
DD84 CDA1DD 01410 CALL CNTRL ;
DD87 CD48DE 01420 CALL INPRO ;READ PROM
DD8A 83 01430 ADD A,E ;COMPUTE CKSUM
DD8E 5F 01440 LD E,A ;SAVE
DD8C 3E0A 01450 LD A,10 ;PULSE COUNTER
DD8E CDA1DD 01460 CALL CNTRL ;
DD91 0B 01470 DEC BC ;
DD92 78 01480 LD A,B ;
DD93 B1 01490 OR C ;
DD94 20EC 01500 JR NZ,CKSM3 ;
DD96 3AD4DC 01510 LD A,(CKSUM) ;GET OLD SUM
DD99 BB 01520 CP E ;COMPARE WITH NEW
DD9A 2002 01530 JR NZ,ERR4 ;NOT SAME,JUMP
DD9C AF 01540 XOR A ;SUCCESS
DD9D C9 01550 RET ;
DD9E 3E01 01560 ERR4 LD A,1 ;CHECKSUM ERROR
DDA0 C9 01570 RET ;
01580 ;
01590 ;
DDA1 D9 01600 CNTRL EXX ;ALT REGS
DDA2 CB47 01610 BIT 0,A ;TEST FOR RESET
DDA4 2001 01620 JR NZ,CNTRL1 ;JUMP IF RESET
DDA6 AA 01630 XOR D ;GET OLD TOGGLE STATE
DDA7 D3FD 01640 CNTRL1 OUT (253),A ;SEND CONTROL NYBBLE
DDA9 E60E 01650 AND 0EH ;SAVE VERIFY STATE & TOGGLE STATE &PU
LSE STATE
DDAB D3FD 01660 OUT (253),A ;SEND AGAIN
DDAD E602 01670 AND 02 ;SAVE ONLY TOGGLE
DDAF 57 01680 LD D,A ;PUT IN D'
DBE0 D9 01690 EXX ;NORM REGS
DBE1 C9 01700 RET ;
01710 ;
01720 ;
DDE2 01730 READ EQU $ ;READ EPROM ROUTINE
DDE2 CD5BDE 01740 CALL TGET ;GET LENGTH(BC), BUFFER(HL)
DDE5 3E09 01750 LD A,9 ;RESET EPROM
DDE7 CDA1DD 01760 CALL CNTRL ;
DDEA 3E08 01770 RD1 LD A,8 ;VERIFY ON
DDEC CDA1DD 01780 CALL CNTRL ;
DDEF CD48DE 01790 CALL INPRO ;READ PROM
DDC2 77 01800 LD (HL),A ;PUT IN BUFFER
DDC3 23 01810 INC HL ;
DDC4 3E0A 01820 LD A,10 ;PULSE COUNTER (VERIFY)
DDC6 CDA1DD 01830 CALL CNTRL ;
DDC9 0B 01840 DEC BC ;
DDCA 78 01850 LD A,B ;
DDCB B1 01860 OR C ;
DDCC 20EC 01870 JR NZ,RD1 ;READ WHOLE PROM
DDCE CD48DD 01880 CALL VERIF1 ;
DDD1 B7 01890 OR A ;CHECK FOR ERROR
DDD2 C216DD 01900 JP NZ,ERR1 ;EXIT IF COMPARE ERROR
DDD5 CD02DE 01910 CALL CKSM1 ;DO CHECKSUM ON BUFFER
DDD8 AF 01920 XOR A ;NO ERROR
DDD9 C316DD 01930 JP ERR1 ;RETURN
01940 ;
01950 ;
DDDC 01960 MEM EQU $ ;
DDDC CD7FDE 01970 CALL MGET ;PARAMS: START (BC) END (HL) OFFSET

```

Listing 2 continues

2708) require multiple passes. Long-pulse, single-pass programming will destroy these types!

The verify function makes two different checks of data validity. First makes the usual comparison check of RAM data to EPROM data. If that works out, a checksum is done over the entire contents of the EPROM. The checksum is then compared to one originally made when data was last moved to the buffer. If there is a problem with the checksum, one or more of the bytes in the buffer changed and you must reload the buffer and reprogram the EPROM.

“Some EPROM types require multiple passes. Long-pulse, single-pass programming will destroy these types!”

A map of the Basic program (Table 2) gives the range of line numbers for various functions and also shows the USR links to the machine-language portion.

When the program starts, it displays a menu of functions. When any function is completed, you are prompted to return to the menu. The functions in order of their appearance are:

- Set Type—Until you specify the type of EPROM, none of the other functions will operate. It's just as well. Without knowing the type, the program doesn't know what to do.

- Erased—Reads EPROM and checks that each location is OFFH. You usually want to start with an erased chip before programming. They don't always come that way from the factory.

- Read PROM to Buffer—This function reads the data from the device plugged into the box and places it into memory. The program will ask for the memory location of the buffer. Answer with a hex address or just hit enter. If you do the latter,

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- Model 3: single or double density, 35, 40 or 80 track drives single or double sided drives

- One program adapts to any system configuration and hardware.
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- Continuous system tests run continually for hours, with diagnostic reports optionally written on line printer.
- Complete instructions and documentation.

SPECIFY TRS-80™ MODEL I OR MODEL III

SMART TERMINAL

Enables your TRS-80 to be used as a data communications terminal to a time-sharing system, computer bulletin board, or another computer, via the RS-232-C interface.

- MEMORY BUFFER holds data for transmission or data received from other computer.
 - CASSETTE or DISK may be used to load or save data from memory.
 - AUTOMATIC TRANSMISSION of data from memory.
 - AUTOMATIC STORAGE of incoming data at user's option.
 - TRANSMIT or RECEIVE WITH VERIFICATION options included for communication between two TRS-80s using Smart Terminal.
 - Full CONTROL KEYS, including control key mapping into any ASCII character. True BREAK key. Lower case supported on Model I.
 - Buffered LINE PRINTER ECHO for incoming data.
 - Disk and cassette files fully compatible with ELECTRIC PENCIL™ and SCRIPSIT™ programs.
 - BAUD RATE and RS-232-C CHARACTERISTICS can be reset from within the program.
 - 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 \$69.95**
Model II (CP/M) Version supplied on diskette \$74.95
Model I or III Version \$79.95

MON-3 and MON-5

Monitor Programs #3 and #5 are powerful utility programs which enable you to interact directly with the TRS-80 in machine language. They are useful both for beginners and for advanced programmers.

- BEGINNERS can learn to use machine language.
 - COMPLETE instruction manual.
 - SIMPLE commands, easy to use.
- Both MON-3 and MON-5 contain the following features:
- DISPLAY memory in ASCII and hexadecimal form.
 - DISASSEMBLE memory to see machine language commands.
 - MOVE and COMPARE blocks.
 - SEARCH through memory to find specific values.
 - MODIFY memory in different ways.
 - RELOCATE object programs.
 - READ and WRITE object tapes in SYSTEM format.
 - UNLOAD programs in low RAM on disk.
 - CREATE SYMBOLIC CASSETTES of disassembled output for use as input to EDTASM program (MON-3 only).
 - PRINT output optionally on video display or line printer.
- Monitor #5 adds the following features:
- SAVE and LOAD disk files.
 - INPUT and OUTPUT of disk sectors, bypassing disk operating system.
 - RS-232-C COMMANDS for terminal mode, send and receive data.
 - COMPLETE DEBUGGING PACKAGE including setting and displaying registers, single stepping, setting breakpoints and executing machine instructions.

Available for Model I and III Level II computers (16K, 32K and 48K).

Specify TRS-80™ Model I or III
MON-3 (for cassette systems) \$39.95
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MAILING LIST

Maintains mailing lists of up to 1326 names (48K version). Add, change, delete, or find names. Machine language sort according to information in ANY field (first or last name, address, city, state, zip code). Three or four line labels printed in 1, 2, 3, or 4 columns, in master list, or on video display.

TRS-80 Model 1/3 Disk Version \$69.95
IBM PC Disk Version \$79.95

HOME BUDGET

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
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SMALL BUSINESS ACCOUNTING

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.

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```

(DE)
DDDF C5      01980  PUSH  BC      ;START
DDE0 AF      01990  XOR    A
DDE1 ED42    02000  SBC   HL,BC  ;SUBTRACT START FROM END
DDE3 E5      02010  PUSH  HL      ;LENGTH
DDE4 C1      02020  POP   BC      ;LENGTH IN BC
DDE5 2100E0  02030  LD    HL,BUFST;BUFFER LOCATION
DDE8 19      02040  ADD   HL,DE  ;ADD OFFSET
DDE9 EB      02050  EX    DE,HL  ;DEST IN DE
DDEA E1      02060  POP   HL      ;SOURCE
DDEB 09      02070  ADD   HL,BC  ;ADD LENGTH TO SOURCE
DDEC DF      02080  RST   16H    ;COMPARE TO DEST
DDED 380C    02090  JR    NC,MEM1;IF >=DEST THEN DO LDDR
DEDF 3F      02100  CCF
DDF0 ED42    02110  SBC   HL,BC  ;RESTORE SOURCE
DDF2 EDB8    02120  LDIR
DDF4 CD02DE  02130  MEM2  CALL  CKSM1  ;CKSUM ON BUFFER
DDF7 AF      02140  XOR    A      ;ZERO A REG (NO ERROR)
DDF8 C316DD  02150  JP    ERR1    ;RETURN
DDFB EB      02160  MEM1  EX    DE,HL  ;DEST IN HL NOW
DDFC 09      02170  ADD   HL,BC  ;ADD LENGTH
DDFD EB      02180  EX    DE,HL  ;BACK TO NORMAL
DDFE EDB8    02190  LDDR
DE00 18F2    02200  JR    MEM2    ;RETURN
DE02 CD5BDE  02210  CKSM1 CALL  TGET   ;GET EPROM PARAMS
DE05 1600    02220  LD    D,0     ;RESET SUM
DE07 7E      02230  CK2   LD    A,(HL)  ;GET DATA
DE08 82      02240  ADD   A,D
DE09 57      02250  LD    D,A     ;SAVE SUM
DE0A 23      02260  INC   HL
DE0B 0B      02270  DEC   BC
DE0C 78      02280  LD    A,B
DE0D B1      02290  OR    C
DE0E 20F7    02300  JR    NZ,CK2
DE10 7A      02310  LD    A,D
DE11 32D4DC  02320  LD    (CKSUM),A;SAVE DATA CHECKSUM
DE14 C9      02330  RET
      02340 ;
      02350 ;
DE15          02360  VERIF  EQU    $
DE15 CD48DD  02370  CALL  VERIF1  ;DO DATA COMPARE
DE18 B7      02380  OR    A
DE19 2003    02390  JR    NZ,ERR6 ;RETURN IF ERROR
DE1B CD78DD  02400  CALL  VERIF2  ;CHECKSUM
DE1E C316DD  02410  ERR6  JP    ERR1  ;RETURN
      02420 ;
      02430 ;
      02440  ERAS  EQU    $
DE21 CD5BDE  02450  CALL  TGET   ;GET LENGTH(BC),BUFFER(HL)
DE24 3E09    02460  LD    A,9     ;RESET COUNTER
DE26 CD1DD   02470  CALL  CNTRL  ;VERIFY ON
DE29 3E08    02480  ERAS1  LD    A,8
DE2E CD1DD   02490  CALL  CNTRL
DE2E CD48DE  02500  CALL  INPRO  ;READ PROM
DE31 FFFH    02510  CF     0FFH  ;CHECK FOR ERASED
DE33 200E    02520  JR    NZ,ERR7;NOT ERASED,EXIT
DE35 3E0A    02530  LD    A,10    ;PULSE COUNTER
DE37 CD1DD   02540  CALL  CNTRL
DE3A 0B      02550  DEC   BC
DE3B 78      02560  LD    A,B
DE3C B1      02570  OR    C
DE3D 20EA    02580  JR    NZ,ERAS1;READ WHOLE PROM
DE3F 3E0A    02590  LD    A,10    ;ERASED MESSAGE
DE41 1802    02600  JR    ERAS2  ;EXIT
DE43 3E08    02610  ERR7  LD    A,8     ;NOT ERASED
DE45 C316DD  02620  ERAS2  JP    ERR1
      02630 ;
DE48 1601    02640  INPRO  LD    D,1
DE4A CD5BDE  02650  CALL  DLY
DE4D DBFC    02660  IN    A,(252)
DE4F C9      02670  RET
      02680 ;
DE50          02690  DLY   EQU    $
DE50 C5      02700  PUSH  BC      ;SAVE
DE51 42      02710  LD    B,D     ;# OF .5 MS
DE52 0E37    02720  DLY1  LD    C,55
DE54 0D      02730  DLY2  DEC   C
DE55 20FD    02740  JR    NZ,DLY2
DE57 10F9    02750  DJNZ  DLY1
DE59 C1      02760  POP   BC
DE5A C9      02770  RET
      02780 ;
      02790 ;
DE5B          02800  TGET  EQU    $
DE5B 21CBDC  02810  LD    HL,VARL;GET LENGTH
DE5E CD77DE  02820  CALL  VARGET ;FIND POINTER
DE61 D5      02830  PUSH  DE      ;SAVE LENGTH
DE62 21CADC  02840  LD    HL,VARP
DE65 CD77DE  02850  CALL  VARGET
DE68 D5      02860  PUSH  DE      ;SAVE PULSE WIDTH
DE69 21CCDC  02870  LD    HL,VARR ;GET REPROGRAM COUNT
DE6C CD77DE  02880  CALL  VARGET
DE6F E1      02890  POP   HL      ;GET PULSE WIDTH
DE70 55      02900  LD    D,L     ;PUT IN D
DE71 C1      02910  POP   BC      ;GET LENGTH
DE72 03      02920  INC   BC      ;ADJUST LENGTH
DE73 2100E0  02930  LD    HL,BUFST;LOAD BUFFER START
DE76 C9      02940  RET
DE77 CD0D26  02950  VARGET CALL  260DH  ;VARPTR
DE7A EB      02960  EX    DE,HL  ;POINTER IN HL NOW
DE7B 5E      02970  LD    E,(HL) ;GET LSB
DE7C 23      02980  INC   HL
DE7D 56      02990  LD    D,(HL) ;GET MSB
DE7E C9      03000  RET
      03010 ;
      03020 ;
DE7F          03030  MGET  EQU    $
DE7F 21D0DC  03040  LD    HL,VARF ;GET MEMORY TRANSFER PARAMS
DE82 CD77DE  03050  CALL  VARGET
DE85 D5      03060  PUSH  DE      ;SAVE OFFSET
DE86 21CEDC  03070  LD    HL,VARS ;MEM START (SOURCE)
DE89 CD77DE  03080  CALL  VARGET
DE8C D5      03090  PUSH  DE
DE8D 21D2DC  03100  LD    HL,VARE ;MEM END (SOURCE)

```

Listing 2 continues

programming and verifying will be done from the standard buffer. If you specify an address, it must be within the limits displayed on the screen.

● Move Memory to Buffer—specify the start and end locations in hex. The EPROM offset allows you to modify the buffer starting at any location. Zero offset loads to the beginning of the buffer. The offset can also be used to string data together from several memory locations. Move one batch at a time, setting the offset for the next group to one greater than the length of the previous group. Most of the time you'll be providing all of the data from one location, so the offset will usually be zero.

● Modify Memory—Usually used to manually enter data to the buffer. Specify a start location (in hex) and press enter. The memory location is displayed (in decimal) followed by the byte at that location (in hex). Enter the new byte value in hex and terminate the entry with enter or skip over the location by just pressing enter. Exit this mode by pressing X. If you want hex addresses and are not worried by how long it takes, hold the shift key while you press enter.

● Disk Read—This function reads an object file from disk and loads it to any place in memory. Be extremely careful about the destination in memory. The free areas are displayed but there is nothing to prevent you from loading to an otherwise occupied area (you could overwrite DOS or Basic). Both starting and ending addresses have to be entered in case the disk file is longer than you expected. If there is an error in accessing the disk, a number is displayed. That number is the DOS error code listed in the TRSDOS manual.

● Program—When all data in the buffer is correct, get your EPROM ready and follow the prompts. During the programming routine, a symbol in the upper right of the screen will change. This lets you know that something is going on. After the function is complete you can program another EPROM without reloading the buffer, since nothing in the buffer is changed by the program function.

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NAME	DESCRIPTION
1 RULE78	Interest Apportionment by Rule of the 78's
2 ANNU1	Annuity computation program
3 DATE	Time between dates
4 DAYYEAR	Day of year a particular date falls on
5 LEASEINT	Interest rate on lease
6 BREAKEVN	Breakeven analysis
7 DEPRSL	Straightline depreciation
8 DEPRSY	Sum of the digits depreciation
9 DEPRDB	Declining balance depreciation
10 DEPRDDB	Double declining balance depreciation
11 TAXDEP	Cash flow vs. depreciation tables
12 CHECK2	Prints NEBS checks along with daily register
13 CHECKBK1	Checkbook maintenance program
14 MORTGAGE/A	Mortgage amortization table
15 MULTMON	Computes time needed for money to double, triple, etc.
16 SALVAGE	Determines salvage value of an investment
17 RRVARIN	Rate of return on investment with variable inflows
18 RRCONST	Rate of return on investment with constant inflows
19 EFFECT	Effective interest rate of a loan
20 FVAL	Future value of an investment (compound interest)
21 PVAL	Present value of a future amount
22 LOANPAY	Amount of payment on a loan
23 REGWITH	Equal withdrawals from investment to leave 0 over
24 SIMPDISK	Simple discount analysis
25 DATEVAL	Equivalent & nonequivalent dated values for oblig.
26 ANNUDEF	Present value of deferred annuities
27 MARKUP	% Markup analysis for items
28 SINKFUND	Sinking fund amortization program
29 BONDDVAL	Value of a bond
30 DEplete	Depletion analysis
31 BLACKSH	Black Scholes options analysis
32 STOCVAL1	Expected return on stock via discounts dividends
33 WARVAL	Value of a warrant
34 BONDDVAL2	Value of a bond
35 EPSEST	Estimate of future earnings per share for company
36 BETAALPH	Computes alpha and beta variables for stock
37 SHARPE1	Portfolio selection model-i.e. what stocks to hold
38 OPTWRITE	Option writing computations
39 RTVAL	Value of a right
40 EXPVAL	Expected value analysis
41 BAYES	Bayesian decisions
42 VALPRINF	Value of perfect information
43 VALADINF	Value of additional information
44 UTILITY	Derives utility function
45 SIMPLEX	Linear programming solution by simplex method
46 TRANS	Transportation method for linear programming
47 EOQ	Economic order quantity inventory model
48 QUEUEJ1	Single server queueing (waiting line) model
49 CVP	Cost-volume-profit analysis
50 CONDPFROF	Conditional profit tables
51 OPTLOSS	Opportunity loss tables
52 FQJQOQ	Fixed quantity economic order quantity model
53 FQEOWSH	As above but with shortages permitted
54 FQEOWSPB	As above but with quantity price breaks
55 QJUEJCB	Cost-benefit waiting line analysis
56 NCFANAL	Net cash-flow analysis for simple investment
57 PROFIND	Profitability index of a project
58 CAPI	Cap. Asset Pr. Model analysis of project

59 WACC	Weighted average cost of capital
60 COMPBAL	True rate on loan with compensating bal. required
61 DISCBAL	True rate on discounted loan
62 MERGANAL	Merger analysis computations
63 FINRAT	Financial ratios for a firm
64 NPV	Net present value of project
65 PRINDLAS	Laspeyres price index
66 PRINDPA	Paasche price index
67 SEASIND	Constructs seasonal quantity indices for company
68 TIMETR	Time series analysis linear trend
69 TIMEMOV	Time series analysis moving average trend
70 FUPRINF	Future price estimation with inflation
71 MAILPAC	Mailing list system
72 LETWRT	Letter writing system-links with MAILPAC
73 SORT3	Sorts list of names
74 LABEL1	Shipping label maker
75 LABEL2	Name label maker
76 BUSBKID	HOME business bookkeeping system
77 TIMECLK	Computes weeks total hours from timeclock info.
78 ACCTPAY	In memory accounts payable system-storage permitted
79 INVOICE	Generate invoice on screen and print on printer
80 INVENT2	In memory inventory control system
81 TELDIR	Computerized telephone directory
82 TIMJAN	Time use analysis
83 ASSIGN	Use of assignment algorithm for optimal job assign.
84 ACCTREC	In memory accounts receivable system-storage ok
85 TERMSPAY	Compares 3 methods of repayment of loans
86 PAYNET	Computes gross pay required for given net
87 SELLPR	Computes selling price for given after tax amount
88 ARBCOMP	Arbitrage computations
89 DEPRSF	Sinking fund depreciation
90 UPSZONE	Finds UPS zones from zip code
91 ENVELOPE	Types envelope including return address
92 AUTOEXP	Automobile expense analysis
93 INSFILE	Insurance policy file
94 PAYROLL2	In memory payroll system
95 DILANAL	Dilution analysis
96 LOANAFD	Loan amount a borrower can afford
97 RENTPRCH	Purchase price for rental property
98 SALELEAS	Sale-leaseback analysis
99 RRCONVBD	Investor's rate of return on convertible bond
100 PORTVAL9	Stock market portfolio storage-valuation program

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● Verify EPROM—Compares data in buffer with EPROM data. If they don't match an error message is returned. If all data matches the routine returns with "Function Complete." This routine is performed automatically after (and during) programming.

● Exit to DOS—You might want to change this to exit to your favorite machine-language monitor. I wanted quick access to DOS to do dumps of EPROM data. To return to the EPROM programmer, load and run the software again.

"I wanted quick access to DOS..."

I have skipped cassette data sources. If you need one, first transfer it to a disk file. If you need that function, it could be added—four USR calls are left.

Transferring data from one type of EPROM or ROM to another can also be done. The easiest method is to set the type for the first ROM and then read it into the standard buffer. Reset the type to the other and program. Resetting the type will not affect the data in the buffer, but you will get a checksum error after programming if the EPROM lengths are different. To avoid the error, load the source EPROM to free memory and then change the type. Do a memory move to the standard buffer and program the destination EPROM.

Most of OMNIPROM's functions are self-prompting and allow you to bail out to the menu at the last moment. To reduce the effects of the sweaty palm syndrome, let your first EPROM be an inexpensive one (2708s are good).

Programming the Programmer

One problem associated with building a piece of equipment such as this is the certainty of obsolescence. The EPROM itself is now semi-obsolete since new Read Mostly Memories can be electrically written in circuit

Listing 2 continued

```

DE90 CD77DE #3110 CALL VARGET
DE93 13 #3120 INC DE ;ADJUST LENGTH
DE94 EB #3130 EX DE,HL ;END IN HL
DE95 C1 #3140 POP BC ;START ADDR
DE96 D1 #3150 POP DE ;OFFSET OR DCB ADDR
DE97 C9 #3160 RET
#3170 ;
#3180 ;
DE98 CD7FDE #3190 DISK CALL MGET ;GET DISK LOAD PARAMS
DE9B C5 #3200 PUSH BC ;MEM START
DE9C E5 #3210 PUSH HL ;MEM END
DE9D D9 #3220 EXX DE ;MEM END
DE9E D1 #3230 POP HL ;MEM START IN ALT REGS
DE9F E1 #3240 POP HL ;MEM END
DEA0 D9 #3250 EXX ;NORM REGS
DEA1 2100DF #3260 LD HL,DBUF ;DISK BUFFER LOCATION
DEA4 CD2444 #3270 CALL 4424H ;OPEN DISK FILE-DE POINTS TO DCB
DEA7 264A #3280 JR NZ,DERR ;JUMP ON ERROR
DEA9 CDE0DE #3290 DISK1 CALL BYTRD ;GET BYTE
DEAC B7 #3300 OR A
DEAD 208C #3310 JR Z,DISK2 ;SKIP CODE
DEAF FB01 #3320 CP #1
DEB1 2811 #3330 JR Z,DISK3 ;READ FOLLOWING BYTES
DEB3 FE02 #3340 CP #2
DEB5 203A #3350 JR Z,DERR1 ;END OF FILE
DEB7 FE20 #3360 CP #20H
DEB9 3032 #3370 JR NC,DERR2;IF>1FH IS WRONG TYPE OF FILE
DEBB CDE0DE #3380 DISK2 CALL BYTRD
DEBE 47 #3390 LD B,A ;# OF SKIP BYTES
DEBF CDE7DE #3400 CALL SKIP
DEC2 18E5 #3410 JR DISK1 ;GET NEXT BYTES
DEC4 CDE0DE #3420 DISK3 CALL BYTRD ;GET # OF BYTES TO READ
DEC7 47 #3430 LD B,A
DEC8 CDE0DE #3440 CALL BYTRD ;SKIP NEXT 2 BYTES
DECB 05 #3450 DEC B ; BUT COUNT EM
DECC CDE0DE #3460 CALL BYTRD
DEC F #3470 DEC B
DEDE CDE0DE #3480 DISK4 CALL BYTRD ;GET BYTE
DED3 D9 #3490 EXX ;ALT
DED4 77 #3500 LD (HL),A ;SAVE BYTE
DED5 23 #3505 INC HL ;BUMP MEM PTR
DED6 DF #3510 RST 18H ;CHECK FOR END OF MEM
DED7 D9 #3520 EXX ;NORM
DED8 3E41 #3530 LD A,65 ;END OF MEM ERROR
DEDA 2017 #3540 JR Z,DERR ;JUMP IF END
DEDC 16F2 #3550 DJNZ DISK4 ;ELSE GET NEXT BYTE
DEDE 18C9 #3560 JR DISK1 ;READ NEXT GROUP
DEE0 CD1300 #3570 BYTRD CALL #13H ;READ BYTE FROM DISK
DEE3 C8 #3580 RET ;IF NO ERROR
DEE4 C1 #3590 POP BC ;ELSE DISCARD RET ADDR
DEE5 180C #3600 JR DERR ;AND JUMP TO ERROR RETURN
DEE7 CDE0DE #3610 SKIP CALL BYTRD ;SKIP # OF BYTES IN B REG
DEEA 18FB #3620 DJNZ SKIP
DEEC C9 #3630 RET
DEED 3E42 #3640 DERR2 LD A,66 ;WRONG FILE TYPE
DEEF 1602 #3650 JR DERR
DEF1 3E40 #3660 DERR1 LD A,64 ;END OF FILE REACHED
DEF3 F5 #3670 DERR PUSH AF ;SAVE ERROR CODE
DEFA CD2844 #3680 CALL 4428H ;CLOSE FILE
DEF7 CD02DE #3685 CALL CKSM1 ;DO CHECKSUM ON BUFFER
DEFA F1 #3690 POP AF ;GET ERROR CODE
DEFB F680 #3700 OR 08H ;SET MSB (DISK ERROR)
DEFD C316DD #3710 JP ERR1 ;JUMP TO NORMAL ERROR RET
#100 #3720 DBUF DEFS 256 ;DISK SECTOR BUFFER
#200 #3730 BUFST EQU $ ;BUFFER START
#3000 #3740 END
#0000 TOTAL ERRORS

```

and retain data with the power off. CMOS RAMs can be kept alive for months with a 2-volt battery. Despite these newcomers, the EPROM is still the simplest (at least in the read mode) and least expensive way to retain semi-permanent data. Any programmer for EPROMs must be flexible enough to forestall the day when it too must be thrown in the junk bin. How useful do you think 1702 programmers are today? Programming the programmer is a way to gain this flexibility.

Programming is done by plugging a specially wired DIP (Dual Inline Package) header into the module socket. You can wire one of those in Fig. 3 or design your own. The design requires that you know the function of the module pins and the requirements of your EPROM. Let's

Pin Number	Name	Explanation
1	Gnd	Signal and power ground
2	A12	Address 12 from counter
3	A11	Address 11 from counter
4	A10	Address 10 from counter
5	E18	From pin 18 of EPROM socket
6	E19	From pin 19 of EPROM socket
7	E20	From pin 20 of EPROM socket
8	E21	From pin 21 of EPROM socket
9	-5	Negative 5 volt source
10	+12	Positive 12 volt source
11	C	Ground this pin to turn on 25 volts
12	+25	Programming voltage source
13	V	Goes low for Verify
14	P	Goes low to program
15	Vcc	To pin 24 of EPROM socket—usually Vcc
16	+5	Positive 5 volt source

Table 3. Programming Module Pins

cover the module pins first.

Most pins to all 25xx and 27xx series EPROMs have the same functions. The five pins that have different uses on different devices are brought out to five pins on the programming mod-

ule (E18, E19, E20, E21 and E24).

The rest of the module pins provide control signals and power supply voltages. All this is shown in detail in Table 3.

The V pin is a transistor switch that goes to ground

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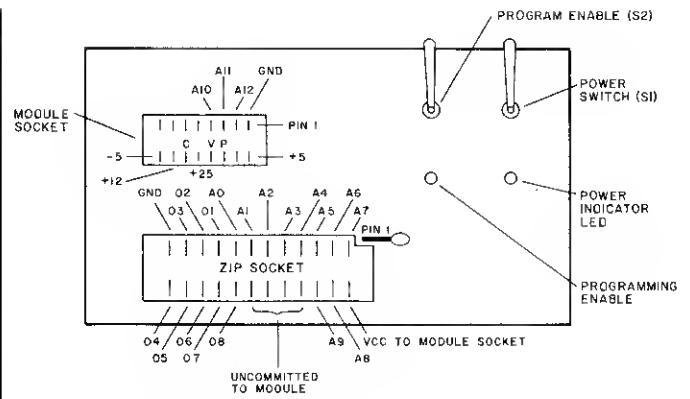


Fig. 4. Programming Layout and Permanent Pin Wiring

		PIN 18	PIN 19	PIN 20	PIN 21	POWER	NOTE
2704 (512 x 8)	READ	0	+12	0	-5	±5, +12	1
2708 (1K x 8)	WRITE	$\begin{matrix} \text{+26} \\ \text{500}\mu\text{S} \\ \text{-0} \end{matrix}$	+12	+12	-5		
	R	0- $\overline{\text{CE}}$	A10	0- $\overline{\text{OE}}$	+5	+5	1
2716 (2K x 8)	W	$\begin{matrix} \text{+5} \\ \text{2-50mS} \\ \text{-0} \end{matrix}$	A10	+5	+25		
	R	0- $\overline{\text{CE}}$	+12	A10	-5	±5, +12	2
TMS2716 (2K x 8)	W	$\begin{matrix} \text{+26} \\ \text{500}\mu\text{S} \\ \text{-0} \end{matrix}$	+12	A10	-5	+12 TO VCC PIN	
	R	A11	A10	0- $\overline{\text{CE}}$	0	+5	2
2532 (4K x 8)	W	A11	A10	$\begin{matrix} \text{+5} \\ \text{2-30mS} \\ \text{-0} \end{matrix}$	+25		
	R	0- $\overline{\text{CE}}$	A10	0- $\overline{\text{OE}}$	A11	+5	1
2732 (4K x 8)	W	$\begin{matrix} \text{+5} \\ \text{2-50mS} \\ \text{-0} \end{matrix}$	A10	+25	A11		
	R	A11	A10	0- $\overline{\text{CE}}$	A12	+5	2
2764 (8K x 8)	W	A11	A10	$\begin{matrix} \text{+25} \\ \text{2mS} \\ \text{+5} \end{matrix}$	A12		
	R	INFO NOT	AVAILABLE				
2564 (8K x 8)	W						
	R	0- $\overline{\text{CE}}$	0	0- $\overline{\text{OE}}$	+5		2
2758 (1K x 8)	W	$\begin{matrix} \text{+5} \\ \text{50mS} \\ \text{0} \end{matrix}$	0	+5	+25		

NOTES: 1- DEVICE HAS BEEN PROGRAMMED ON OMNIPROM USING THIS DATA
 2- INFO EXTRACTED FROM VARIOUS MANUFACTURERS SPEC SHEETS - HAS NOT BEEN VERIFIED IN USE.

Fig. 5. EPROM Parameters

whenever the control program sets verify true (we want to read the EPROM). The P pin is a similar switch that goes to ground whenever the computer requires a program pulse. If the C pin is pulled to ground (perhaps by the P pin) and at the same time verify is off (we want to write), 25 volts are switched to the 25V pin. The rest of the module pins include three additional address sources (A10, A11 and A12) and the three power supplies (+5 volts, +12 volts and -5 volts). The only problem remaining is how to interconnect all this stuff.

Pin E24 is the easy one. In most cases, it is the Vcc supply pin and will connect to +5 volts. In the TMS2716, +12 volts is connected there during programming. Connecting the other four E pins is somewhat more complicated. To start, prepare a chart similar to Fig. 5 listing the state of pins 18-21 in the read and program modes, the power requirements, and any other relevant information. It's a good idea to use the manufacturer's spec sheet for each

Continues on p. 278

Use IRS label. Otherwise, please print or type.	Your first name and initial (if joint return, also give spouse's name and initial)	Last name	Your social security number
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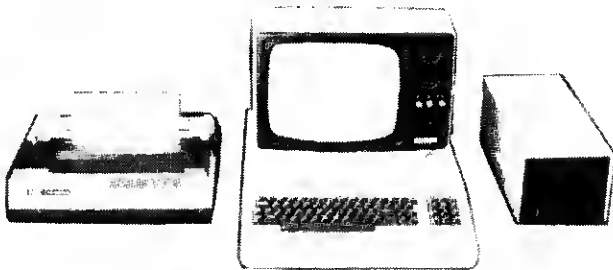
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ter line 250: DATA"2764",8191,4, 25. Increment the number in line 210. We have just told the program that type 2764 has been added and that it is 8,191 bytes long (this is one less than the actual number of bytes—the computer starts from zero). The last two numbers indicate that the system should try to program each location a maximum of 25 times using 2-millisecond pulses (four times 500 microseconds). Incrementing the number at line 210 tells the system that there is one more device added to its repertoire.

Other EPROMs are more difficult to adapt to than the 2764. By comparing the data in Fig. 5 with the module schematics in Fig. 3, you should be able to see methods for producing most kinds of control signals.

An especially tricky device was the 2732. The only difference between programming and reading is the 25 volts applied to pin 20 during a program cycle. To switch from program to read without destroying the 2732, the 25 volts had to be removed before the chip enable pin was brought low. Because of this, the programmer box was modified to always shut off the 25 volts just before the V pin goes low. If the control program requests a read (verify true and pin V at ground), the 25-volt programming supply is always shut off. While this is a requirement with the 2732, it makes for safer operation with other types.

Before using the system on a real live EPROM, test the signals at the EPROM socket pins with the programming module in place. Use an oscilloscope to verify that all signals are within specification and that the control program works properly. This tests the new programming module and verifies that the entire system works as well.

Now What Do I Do With It?

If you've made it this far you probably have some pretty good ideas about uses for EPROMs. One of the most popular notions is to connect an EPROM containing a machine-language monitor or printer driver at the unused address space just above the Level II ROMs. Another

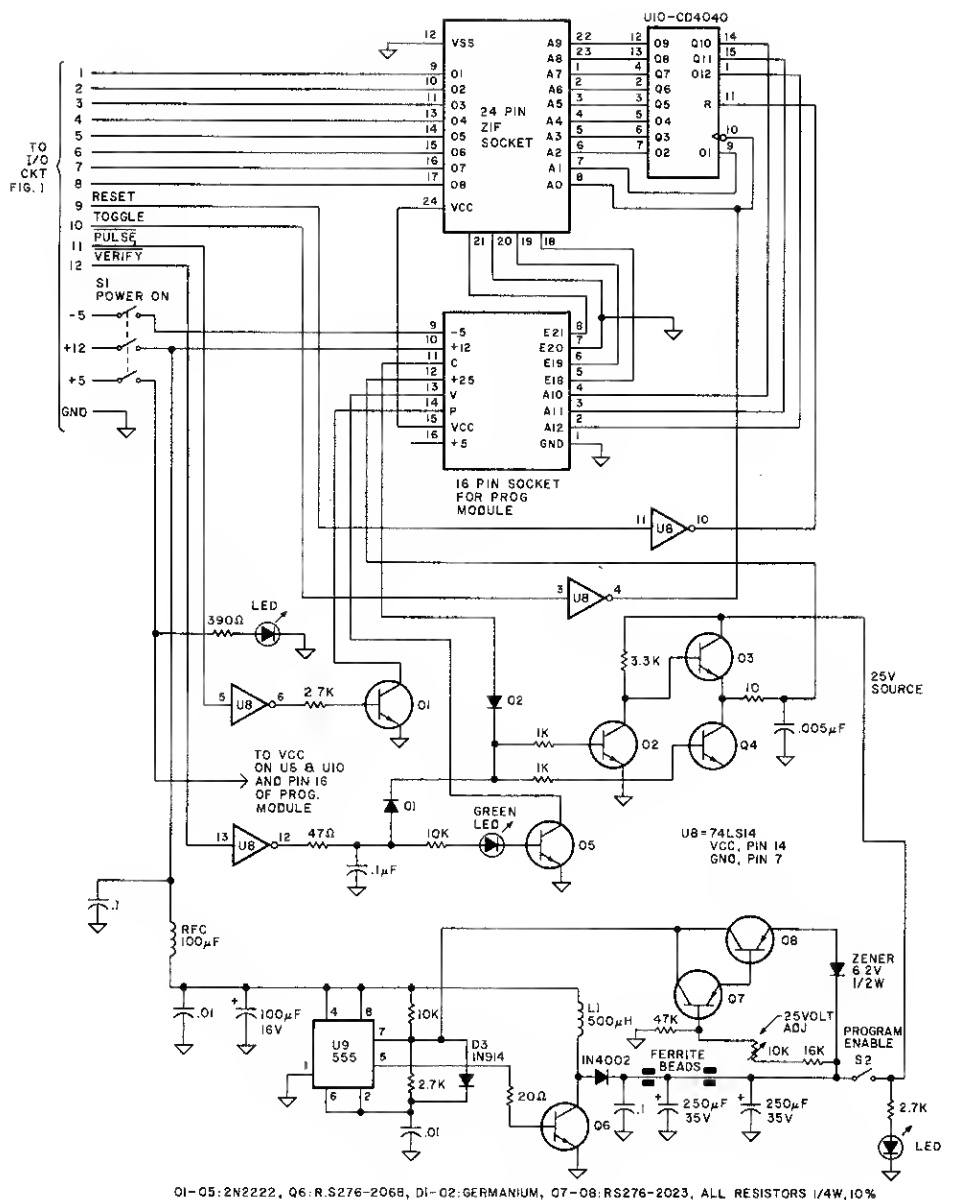


Fig. 7. Programming Box

Program Listing 4

```

2 'TEXT ENTRY AND CONTROL PROGRAM FOR EPROM/CHD
5 '10/10/81 REVISED 3/3/82
10 GOTO60000:'JUMP TO MACHINE CODE LOADER
20 Z1=PEEK(16561):Z2=PEEK(16562):'GET MACHINE CODE START
30 PRINT@385,STRING$(63,">")
40 PRINT@520,"O M N I P R O M E P R O M P R O G R A M M E R"
50 PRINT@595,"BY BOB HART MEDFORD, OREGON"
60 PRINT@641,STRING$(63,"<")
70 POKE16408,Z1:POKE16409,Z2:'SAVE START AT KBD DCB
80 Z1=Z2*256+Z1+500-MEM:'SET MEM TO MINIMUM FOR BASIC
90 POKE16562,INT(Z1/256):POKE16561,(Z1-INT(Z1/256)*256):CLEAR200
100 DEFINTA-Z
110 HS="0123456789ABCDEF"
120 Z11=PEEK(16409):Z56=PEEK(16408):'GET MACHINE CODE START
130 IFZ11>32767THENZ11=Z11-65536
140 Z21=PEEK(16561)+PEEK(16562)*256
150 IFZ21>32767THENZ21=Z21-65536:'MEM SIZE
160 D11=Z11-1:GOSUB1220:B1$=HS:'END OF FREE MEMORY
170 D11=Z21:GOSUB1220:B2$=HS:'BEGINNING OF FREE MEM
180 D11=Z11+865:GOSUB1220:B3$=HS:'STD BUFFER START
190 CMD="T
200 READN:FORI=1TON:READ T$(I),L(I),P(I),R(I):NEXT
210 DATA4
220 DATA"2704",511,1,180
230 DATA"2708",1023,1,180
240 DATA"INTEL 2716",2047,10,18
250 DATA"AM 2732",4095,10,18
260 DEFUSR0=Z11+24
270 DEFUSR1=Z11+27
280 DEFUSR2=Z11+30

```

Listing 4 continues

Listing 4 continued

```

290 DEFUSR3=211+33
300 DEFUSR4=211+36
310 DEFUSR5=211+38
320 OUT253,9:'RESET' EPROM COUNTER
330 CLS
340 PRINT"NO TYPE SELECTED"
350 PRINT:PRINT"EPROM PROGRAMMER";PRINT:PRINT"SELECT OPTION: 1 - SET TYPE"
360 PRINTTAB(16)"2 - CHECK EPROM FOR ERASED CONDITION"
370 PRINTTAB(16)"3 - READ PROM TO BUFFER"
380 PRINTTAB(16)"4 - MOVE MEMORY TO BUFFER"
390 PRINTTAB(16)"5 - MODIFY MEMORY"
400 PRINTTAB(16)"6 - READ DISK FILE"
410 PRINTTAB(16)"7 - PROGRAM EPROM"
420 PRINTTAB(16)"8 - VERIFY EPROM WITH BUFFER"
430 PRINTTAB(16)"9 - EXIT TO DOS"
440 X$=INKEY$:IFX$=""THEN440ELSEIFX$<"1"ORX$>"9"THEN440ELSEX=VAL(X$):ONXGOTO460,
970,530,670,1360,1480,1840,770,1110
450 **** TYPE SELECTION ***
460 TN=0:CLS:PRINT:PRINT"TYPES AVAILABLE:";
470 FORI=1TON:PRINTTAB(18)I;" ";TS(I):NEXT
480 PRINT:INPUT"ENTER TYPE NUMBER";TN
490 IPTN<LORTN>NTHENCLS:PRINT"TYPE NOT AVAILABLE":GOTO340
500 L=L(TN):P=P(TN):R=R(TN)
510 CLS:PRINT"TYPE ";TS(TN);" SELECTED":GOTO350
520 **** READ PROM ROUTINE ***
530 CLS:ONERRORGOTO0:IFTN=0THEN340
540 CLS:PRINT:PRINT"READ PROM";ST$=""
550 GOSUB1460
560 INPUT"BUFFER START (PRESS ENTER FOR STD BUFFER)";ST$:IFST$=""THENST$=B3$
570 I$=ST$:GOSUB1120:S=DO:'HEX TO DEC CONVERSION
580 PRINT:PRINT"DEVICE WILL LOAD TO ";ST$;"H - ";DI1=FIX(S+L):GOSUB1220:PRINTHO$;"H"
590 GOSUB1320
600 GOSUB640:IFX$="X"THEN510
610 X=USR0(0):PRINT"READ COMPLETED."
620 PRINT"PRESS ANY KEY TO RETURN TO MENU"
630 X$=INKEY$:IFX$=""THEN630ELSEGOTO510
640 PRINT:PRINT"PRESS 'G' TO CONTINUE, 'X' TO ABORT";
650 X$=INKEY$:IFX$=""THEN650ELSE IFX$="X"THENRETURNELSEIFX$="G"THENPRINTCHR$(29)
:CHR$(30):RETURNELSE650
660 **** MEMORY SOURCE ***
670 CLS:IFPTN=0THEN340ELSEPRINT:PRINT"MEMORY DATA SOURCE"
680 GOSUB1460
690 PRINT"TAKE CARE THAT THE END IS NOT SMALLER THAN THE START AND
700 PRINT"THE EPROM OFFSET IS NOT GREATER THAN ";DI1=L:GOSUB1230:PRINTHO$;"H"
710 PRINT:INPUT"START OF MEMORY BLOCK";ST$:I$=ST$:GOSUB1120:S=DO
720 PRINT:INPUT"END OF MEMORY BLOCK";EN$:I$=EN$:GOSUB1120:E=DO
730 PRINT:INPUT"EPROM OFFSET (0 =START OF EPROM)";OF$:I$=OF$:GOSUB1120:F=DO
740 GOSUB640:IFX$="X"THEN510
750 X=USR1(0):PRINT"FUNCTION COMPLETED."
760 GOTO620
770 **** VERIFY FUNCTION ***
780 CLS:IFPTN=0THEN330
790 PRINT:PRINT"VERIFY EPROM WITH BUFFER CONTENTS"
800 GOSUB1320

```

Listing 4 continues

er use is to provide the program for dedicated microprocessor controllers (burglar alarms, model railroad controllers, printers, solar heat control, electronic mail box, packet radio controllers). If you are tired of the character set on the screen of your computer, you could make a new character-generator ROM from a 2708 or 2716. And have you ever thought about modifying Basic in ROM? The old three-chip set for the Model I used 32K ROMs that are pin-compatible with 2532 EPROMs. Armed with enough information and stamina you might be able to convert your faithful Model I to a Model III (or better).

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Bob Hart enjoys amateur radio, camping, and computers.

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Listing 4 continued

```

810 GOSUB640:IFX$="X"THEN510
820 IFX>127THEN920
830 X=USR2(0)
840 IFX=1THENPRINT"CHECKSUM ERROR - CHECK RAM DATA"
850 IFX=2THENPRINT"BAD DATA - ERASE EPROM"
860 IFX=3THENPRINT"BAD DATA - WON'T PROGRAM"
870 IFX=4THENPRINT"BAD DATA - SOME BITS NOT PROGRAMMED"
880 IFX=6THENPRINT"READ ERROR - REPEAT FUNCTION"
890 IFX=0THENPRINT"FUNCTION COMPLETE - EPROM DATA OK"
900 IFX=8THENPRINT"NOT ERASED"
910 IFX=16THENPRINT"EPROM ERASED"
920 IFX=192THENPRINT"REACHED END OF DISK FILE"
930 IFX=193THENPRINT"REACHED END OF MEM BLOCK"
940 IFX=194THENPRINT"WRONG FILE TYPE"
950 IFX<198ANDX>127THENPRINT"DISK ERROR #";X-128:GOTO620ELSE620
960 *** CHECK EPROM FOR ERASED CONDITION ***
970 CLS:IFTN=0THEN330
980 PRINT:PRINT"CHECK EPROM FOR ERASED CONDITION"
990 GOSUB1320
1000 GOSUB640:IFX$="X"THEN510
1010 X=USR3(0)
1020 GOTO840
1030 *** PROGRAM EPROM ***
1040 IFTN=0THEN330
1050 CLS:PRINT:PRINT"PROGRAM MODE"
1060 PRINT:PRINT"PLACE ";T$(TN);" IN SOCKET. TURN PROGRAMMER POWER ON."
1070 PRINT"TURN ON PROGRAM ENABLE."
1080 PRINT:GOSUB640:IFX$="X"THEN510
1090 X=USR4(0):GOTO840
1100 ' *** EXIT TO DOS ***
1110 CMD$S
1120 'HEX TO DECIMAL
1130 DO1=0
1140 I$=RIGHT$( "0000"+I$,4)
1150 FORJ=1TO4
1160 X=INSTR(H$,MID$(I$,J,1))
1170 IFX=0THENPRINT"ERROR"
1180 DO1=DO1+(X-1)*FIX(16*((4-J)+.5))
1190 NEXT
1200 IFDO1>32767THENDO1=DO1-65536
1210 DO=FIX(DO1):RETURN
1220 'DECIMAL TO HEX
1230 IFSGN(DO1)=-1THENDI1=DI1+65536
1240 HO$="":IH=1
1250 FORJ=3TO8STEP-1
1260 IH=INT(DO1/16(J))
1270 HO$=HO$+MID$(H$,IH+1,1)
1280 IFIH=0THENI300
1290 DI1=FIX(DO1-IH*16(J))
1300 NEXT
1310 RETURN
1320 PRINT:PRINT"PLACE ";T$(TN);" IN SOCKET. TURN PROGRAMMER POWER ON."
1330 PRINT"LEAVE PROGRAM ENABLE TURNED OFF!"
1340 RETURN
1350 *** MEMORY MODIFY ***
1360 IFTN=0THEN330
1370 ONERRORGOTO1450
1380 CLS:PRINT:PRINT"MEMORY MODIFY ENTER 'X' TO ABORT":ST$=""
1390 GOSUB1460
1400 INPUT"ENTER ADDRESS (IN HEX)";ST$:IFST$=""THEN$=SBELSEIFST$="X"THEN510ELSEI
$=ST$:GOSUB1120:S=DO
1410 PRINTUSING"#####";S:PRINT" D:";
1420 D=PEEK(S):DI1=D:GOSUB1230:PRINTRIGHT$(HO$,2);" ";:IFD>31ANDD<127THENPRINT"
";CHR$(D);" ";
1430 I$="":INPUTI$:I$=RIGHT$(I$,2):IFI$=""THEN1440ELSEIFI$="X"THEN1380ELSEGOSUB1
120:POKES,DO
1440 S=S+1:IF PEEK(14464)=1THENDI1=S:GOSUB1230:PRINT" ";HO$;" H:";:GOTO1420ELSE
1410
1450 S=-32768:RESUMENEXT
1460 PRINT:PRINT"STD BUFFER STARTS AT 0";B3$;"H...MEMORY FREE FROM 0";B2$;"H TO
0";B1$;"H":PRINT:RETURN
1470 *** DISK READ ***
1480 CLS:IFTN=0THEN340ELSEPRINT"READ DISK FILE":PRINT:GOSUB1460
1490 ST$="":EN$="":INPUT"MEMORY START (HEX)--HIT ENTER FOR STD BUFFER":ST$:IFST$
=""THENST$=B3$:GOTO1510
1500 INPUT"MEMORY END (HEX)--HIT ENTER FOR EPROM LENGTH";EN$
1510 I$=ST$:GOSUB1120:S=DO1:IFEN$=""THENE=S+L:DI1=E:GOSUB1220:EN$=HO$ELSEI$=EN$:
GOSUB1120:S=DO1
1520 PRINT:PRINT"DISK FILE WILL LOAD AT 0";ST$;"H TO 0";EN$;"H":LINEINPUT"ENTER
NAME OF DISK FILE: ";F$:IFF$=""THEN1520
1530 F$=LEFT$(F$+STRING$(32," "),32)
1540 F1=PEEK(VARPTR(F$)+1)+256*PEEK(VARPTR(F$)+2)
1550 IFF1>32767THENF=F1-65536ELSEF=F1
1560 PRINT:GOSUB640:IFX$="X"THEN510ELSEX=USR5(0):GOTO840

```

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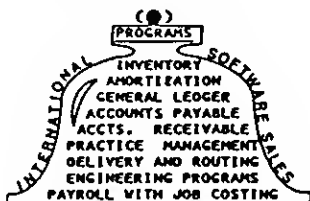
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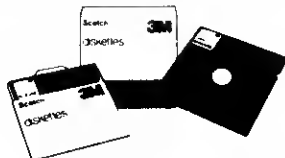
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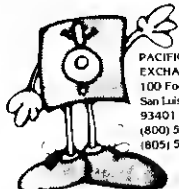
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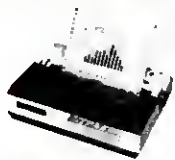
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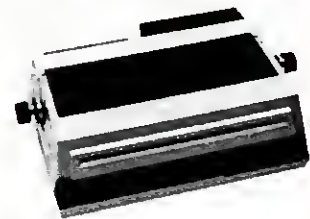


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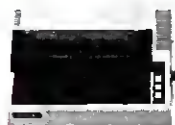
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Color Disk Directory

by Gerald Sprouse

After opening my second box of disks, it became obvious that I needed a quick method for locating frequently used Color Computer programs and files. I also needed to determine whether a back-up copy was available for each program. This master disk directory program is the answer to my needs.

Program Features

The Program Listing allows for the following options: add a disk to the master directory; delete a disk from the master; find the location of a specific program file; print the master directory or the directory for a specific disk; and update the master directory for a specific disk.

As configured, the program allows 30 entries per disk and up to 250 entries in the master directory. (Both of these lim-

This master directory will help you categorize and quickly locate programs and files.

its can be increased by changing the variable dimensions in line 30.)

The two-character code used by this program for each disk satisfies my needs. I use a single letter and a single number code for each disk. The letter indicates a particular box of disks, while the number (0-9) indicates the specific disk in that box. The disk code XX is used in the program and should not be used.

A typical master directory is displayed in Fig. 1. From this output it is easy to find a program that has not been backed up. This output can be annotated with notes about the status of each program. As noted before, the find option will find the location of a specific program. If you forget the exact name, just enter the first letters and the screen will display all the programs or files starting with those letters. Entering a blank program name will give you the entire master directory on the screen.

Program Description

The disk-directory data file is opened and closed frequently. Since my system has only drive 0, this is necessary when exchanging disks in the drive to avoid confusion and file errors. If you have two or more drives, change lines 1080 and 1130 to use drive 1 and put the disk to be read in drive 1.

The program is organized in sections. For reference, Table 1 lists the program variables.

Lines 10-150 present the main menu and allow selection of the desired option.

Lines 160-270 find a specific program. The length (Y) of the input program name (Y\$) is used to control the string comparison in line 240. Variable J counts the number of entries on the screen and allows a pause when the screen is filled.

Lines 280-490 add a directory to the master directory file. The first step is to enter the disk to be added to the master file; line 320 inputs the disk code. The subroutine called in line 340 actually reads the directory and stores it in mem-

Variable	Description
A\$, B\$, C\$, D\$, E\$	Input from disk sector
AA\$, AB\$	Print using formats
F\$, F\$(), F1\$, F1\$()	File formats
K	File record number
L\$, L1\$, L1\$()	Number of granules for file
L\$()	Number of first granule in file
L2\$	Granule assignments
L()	Table of granule assignments in ASCII code
L1()	ASCII code
LL	Granule counter
M\$, M\$(), M1\$, M1\$()	File extension
M	File record number
N\$, N\$(), N1\$, N1\$()	File name
NN\$	Part of file name for comparison
N5\$	First byte of file name
N	File record number
P\$, P1\$, P2\$, P3\$, P6\$, P1\$()	Disk code
PP\$	Sort variable
V()	File record number
W\$	Print menu selection
X\$	Main menu selection
Y\$	Input program name
Y	Length of Y\$

Table 1. List of Program Variables

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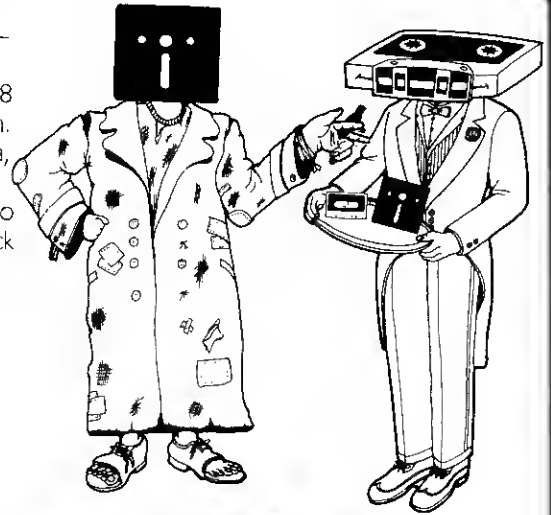
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Listing continued

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250 PRINT USING AB$;P1$;N1$;M1$;F1$;L1$;J=J+1:IF J<14 THEN K=K+1
:GOTO 220
260 LINE INPUT"KEY <ENTER> TO CONTINUE";Z$:K=K+1:J=1:CLS:GOTO 21
0
270 LINE INPUT"TASK COMPLETE, KEY <ENTER> TO RETURN";Z$:GOTO 6
0
280 CLS:PRINT"TO ADD THE DIRECTORY FOR A DISK THE PROGRAM WILL P
ROMPT WHEN TO"
290 PRINT"INSERT THE DISK":PRINT:SOUND128,10
300 PRINT"REMOVE MASTER DISK AND INSERT SUBJECT DISK"
310 LINE INPUT"KEY <ENTER> TO CONTINUE";Z$:IF X$="U" THEN 340
320 LINE INPUT"INPUT DISK NAME, USE CODE LIKE A0,A1,ETC.":P2$
330 IF LEN(P2$)<>2 THEN PRINT"JUST TWO CHARACTERS, REENTER":GOT
O 320
340 GOSUB 1000:PRINT"REMOVE DISK AND PUT IN MASTER DISK":SOUND
128,10
350 LINE INPUT"KEY <ENTER> WHEN DONE";Z$:GOSUB 1000:N=!(1)
360 FOR K=1 TO M
370 GOSUB 1060:PUT#1,K+N:NEXTK
380 CLOSE#1:GOSUB 1000:K=1
390 IF K>1(1) THEN CLOSE#1:GOTO 410
400 GET#1,K:PP$(K)=N$+P$:V(K)=K:K=K+1:GOTO 390
410 FOR P=1 TO K-2
420 J=P
430 IF PP$(V(J))<=PP$(V(J+1)) THEN 450
440 T=V(J):V(J)=V(J+1):V(J+1)=T:J=J-1:IF J<>0 THEN 430
450 NEXTP
460 GOSUB1000:GOSUB1020
470 FOR J=1 TO I(1)
480 GET#1,V(J):GOSUB 1040:GOSUB 1050:PUT#2,J
490 NEXTJ:CLOSE:"DIR/DAT":! "TEMP/DAT" TO "DIR/DAT":GOTO 600
500 CLS:PRINT"TO DELETE A DISK DIRECTORY FROM MASTER FILE ENTER
DISK CODE"
510 INPUTP3$
520 IF LEN(P3$)<>2 THEN PRINT"REENTER WITH JUST TWO CHARACTERS":
GOTO 510
530 GOSUB 1000:GOSUB 1020:I=1
540 FOR J=1 TO I(1)
550 GET#1,J:GOSUB 1040:IF P3$<>P1$ THEN 570
560 GOTO 580
570 GOSUB 1050:PUT#2,I:I=I+1
580 NEXTJ
590 CLOSE:"DIR/DAT":! "TEMP/DAT" TO "DIR/DAT"
600 IF X$="U" THEN 800
610 GOTO 60
620 CLS:PRINT"TO PRINT A DIRECTORY TWO OPTIONSARE AVAILABLE:"
630 PRINT:PRINT" <A>LL ENTRIES IN MASTER DIRECTORY"
640 PRINT" <S>PECIFIC DISK ONLY":PRINT:PRINT"KEY IN CHOICE"
650 W$=INKEY$:IFW$=" " THEN 650
660 IF W$="A" THEN P6$="XX":GOTO 690
670 IFW$="S" THEN LINE INPUT"DISK CODE?":P6$
680 IF LEN(P6$)<>2 THEN PRINT"JUST TWO LETTERS":GOTO 670
690 PRINT#-2," MASTER DIRECTORY":PRINT#-2,""
700 PRINT#-2," DISK NAME EXTENSION FORMAT GRANULES":GOSUB
1000
710 FOR K=1 TO I(1)
720 GET#1,K:GOSUB 1040
730 IF P6$="XX" THEN 750
740 IF P1$<>P6$ THEN 760
750 PRINT#-2,USING AA$;P1$;N1$;M1$;F1$;L1$
760 NEXTK
770 CLOSE:GOTO 60
780 CLS:PRINT"TO UPDATE DIRECTORY FOR DISK FIRST ENTER DISK C
ODE"
790 GOTO 510
800 P2$=P3$:GOTO 290
1000 OPEN"D",#1,"DIR/DAT",20
1010 !#1,2:P$,0:INS,3:IFS,4:IL$:RETURN
1020 OPEN"D",#2,"TEMP/DAT",20
1030 !#2,2:P2$,0:INS2$,3:IF2$,4:IL2$:RETURN
1040 P1$=P$:N1$=N$:M1$=M$:F1$=F$:L1$=L$:RETURN
1050 IF2$=P1$:!N2$=N1$:!M2$=M1$:!F2$=F1$:!L2$=L1$:RETURN
1060 IF$=P1$(K):!N$=N1$(K):!M$=M1$(K):!F$=F1$(K):!L$=L1$(K)
1070 RETURN
1080 ! 0,17,2,A$,B$
1090 FOR I=1 TO 68
1100 L2$=MID$(A$,I,1):L(I-1)=ASC(L2$):NEXTI
1110 M=0
1120 FOR X=3 TO 11
1130 ! 0,17,X,C$,D$
1140 E$=C$+LEFT$(D$,127):N$(0)=LEFT$(E$,8)
1150 M$(0)=MID$(E$,9,3):F$(0)=MID$(E$,13,1)
1160 E$(0)=MID$(E$,14,1):L1(0)=ASC(L$(0))
1170 FOR K=1 TO 7
1180 N$(K)=MID$(E$,1+K*32,8):M$(K)=MID$(E$,9+K*32,3)
1190 F$(K)=MID$(E$,13+K*32,1):L$(K)=MID$(E$,14+K*32,1)
1200 L1(K)=ASC(L$(K)):NEXTK
1210 FOR K=0 TO 7
1220 N5$=LEFT$(N$(K),1)
1230 IF ASC(N5$)=0 THEN 1320
1240 IF ASC(N5$)=255 THEN 1320
1250 IF ASC(F$(K))=0 THEN F$(K)="BIN":GOTO 1270
1260 IF ASC(F$(K))=255 THEN F$(K)="ASC"
1270 LL=1:E=LL(K):IF L(E)>68 THEN 1300
1280 LL=LL+1:E=L(E):IF L(E)>68 THEN 1300
1290 GOTO 1200
1300 M=M+1:P1$(M)=P2$:N1$(M)=N$(K):M1$(M)=M$(K):F1$(M)=F$(K)
1310 L1$(M)=STR$(LL)
1320 NEXTK
1330 NEXTJ
1340 RETURN

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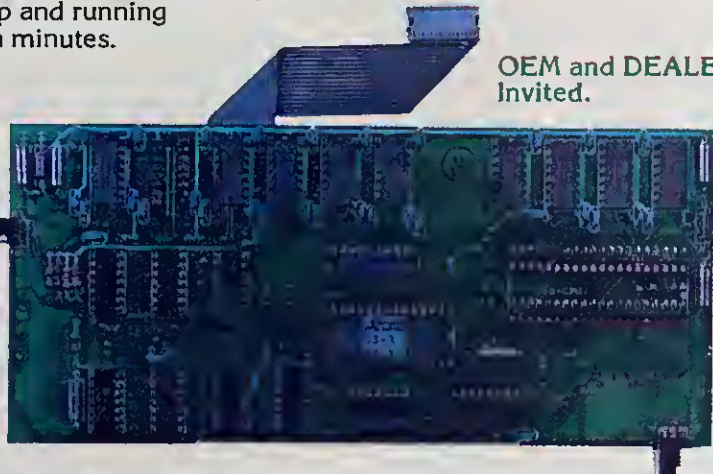
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The Magic Matrix— Cryptology, Part III

by Karl Andreassen

Learn the background of secret ciphers and explore polyalphabetic code with Andreassen's latest article about cryptographic programs.

The first article in this series (*80 Micro*, Anniversary 1983, p. 530) presented a Basic program for enciphering a message, intimating that more secure ciphertexts could be produced as easily. Assuming that a message could fall into your hands from a source or sources undetermined, the second of the series (February 1983, p. 244) featured a program designed to assist in the analysis of that message.

The Basic Crypto Program of Quick Crypto used a simple substitution cipher with an alphabet of "interleaved" letters. This is a short step above the basic kind of substitution, and special attention must be paid to it in order to interpret it with Cryptanalyst's Aide No. 1 in the second article of the series. The latter program turns the spotlight on a simple one-to-one substitution through its 51 variations.

There is a way to use that program as an aid in solving the Quick Crypto type of message key. If, instead of entering all of the letters from a ciphertext out of the Basic Crypto program, every other letter is entered, one of the 51 variations

should reveal some condensed plaintext. Then, by entering the other series of every-other letters, the balance of the condensed message will be revealed.

The two condensed plaintexts would then be interleaved. How would you know, however, that the ciphertext was created with an every-other-letter key? Might the originator have used a three-

letter interleaving cipherkey? Okay, try both types.

Purists in the world of cryptanalysis would snort at this suggestion, since intellectually there are better ways to approach the problem. However, I believe there is a new world of cryptology aborning as a direct result of the proliferation of home computers. These may not conform to the old tried-and-true procedures, but results count. At any rate, the procedure suggested would reveal the key that, when applied to the whole message, will open it to full inspection.

As you become more and more practiced at cracking ciphertexts, you begin

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B	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A
C	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B
D	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C
E	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D
F	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E
G	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F
H	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G
I	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H
J	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I
K	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J
L	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K
M	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L
N	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M
O	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N
P	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
Q	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
R	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
S	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
T	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
U	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
V	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
W	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
X	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W
Y	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
Z	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y

Fig. 1. Magic Matrix

to recognize certain patterns. You can eye a fresh message and your educated instincts will guide you to the most likely procedures for discovering the key. There are "hills and valleys" in the letters and two-letter combinations (digraphs) of the text that fairly shout "substitution cipher," or "bi- or trilevel substitution."

These approaches are much more likely to bear fruit quickly than pouring every variation of cipertext through a batch of hospital-like routine tests.

The Magic Matrix

Figure 1 looks simple, doesn't it? A

```

10 PRINT "ALPHABET MATRIX"
20 BY KARL ANDREASSEN
30 CLEAR 10000 :DIM A$(26,26)
40 LPRINT " ";
50 FOR X=1 TO 26
60 LPRINT CHR$(X+64)" "; :NEXT X
70 LPRINT :LPRINT
80 Z=26 :Y=1 :T=1 :S=1
90 FOR L=1 TO 26
100 LPRINT CHR$(S+64)" "; :S=S+1
110 FOR X = Y TO 26
120 LPRINT CHR$(X+64)" ";
130 NEXT X
140 Z=Z-1
150 Y=Y+1
160 T=1: :V=Z : W=25
170 IF Y=1 OR Y=2 THEN 230
180 FOR U=1 TO Y-2
190 LPRINT CHR$(T+64)" ";
200 T=T+1
210 IF T=26 THEN END
220 NEXT U
230 LPRINT
240 :
250 NEXT L

```

Program Listing 1

About Secret Codes

One or two generations past there were books and young folks who read those books. Some were of lasting worth and survive into the present; who has not at least heard of *The Gold Bug*, even if he hasn't read it for himself? It is a masterpiece of adventure fiction, all about pirates and buried treasure and walking the plank.

Central to the story is a gold bug that is dropped through the eye of a weather-whitened human skull that was found nailed to a branch of a tall tree. "Dig here," the directions read, but not in "plaintext." The boss pirate had left directions on how to find the treasure couched in the most abstruse fashion, in secret code. A generation grew into adulthood with a taste for secret ciphers and codes, buried treasure, and dreams of finding it.

While cryptology existed long before that book was written, it was never so widely popular until *The Gold Bug* was published. Thereafter, every newspaper had its cryptogram corner.

Because of its basic purpose, the secrecy of communications, the finer points of the cryptographic art are seldom noised about, particularly by the professionals who are

paid handsomely for their know-how. One of the rules of the game is that even knowledge of the existence of a coded dispatch must be kept quiet as long as possible.

Why, for instance, do Swiss banks use numbers instead of names for customers' accounts? Why does the TRS-80 have provision for a password on its magnetic documents? It has long been said that a lock is for keeping honest people honest; there is no such thing as a lock that is safe from a picklock, although some of them are not particularly easy to master.

The most-used and best-known cipher system carries the name of a man born in 1525 near Paris, Blaise de Vigenere. His contribution to the art and craft of cryptology was the autokey, an advanced type of cipher even to this day. Tradition, however, has saddled him with the relatively simple polyalphabetic substitution cipher, one step removed from the simple monoalphabetic cipher.

Among cryptologists, his name is linked to cryptanalysis and codes because of his *Traicte des Chiffres*, a book written in 1585 corraling

Continues on p. 294

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most of the work done to that time. One of the descriptions therein details the manner of creating a polyalphabetic cipher that begins with one letter known to the sender and the receiver. Each succeeding letter is the key to the next, a fairly secure code that has been incorporated into modern crypto machines, which have been replaced by computers.

Aladdin learned a master mystic word that opened a passageway into the side of a mountain, revealing treasures within, and the password was born. There is a lesson for those of us interested in opening

secret documents for the fun of it, as well as for our livelihood: A secret door or message must be easy to enter for those who hold the key. Enciphered messages that require the addressee to be a master of cryptology in order to fathom their meaning are virtually worthless as communications. A cipher must be immediately readable by the addressee and "impossible" for anyone else to read.

The computer has renewed popular interest in the challenge of cryptanalysis because the routine of counting letters, repetitions, and digraphs can be handled via keyboard and electronic memory. Further, generating an enciphered message is now as easy as writing a

letter. If you and your addressee have the same program, returning your missive to its original plain-language (plaintext) form is as easy as enciphering it was for you.

Obviously, even if you don't indulge in cryptography, every time you keyboard a plaintext letter with your word processor, you are encoding that letter into the ASCII language, which in turn is translated to machine language. Perhaps the 000's and 111's of your computer memory could be mailed to a faraway recipient who inserts the message into his "black box" for reconstruction to plain language. Isn't that exactly what happens when you mail a computer disk to someone? ■

```

10 CLS
20 PRINT "TRI-ALPHABET CIPHER
30 PRINT "by Karl Andreassen
40 PRINT "@ July 1982" :PRINT
50 CLEAR 5000
60 FOR X=1 TO 26
70 A$=A$+CHR$(X+64) '==Generate basic alphabet
80 NEXT X :PRINT :PRINT
90 INPUT "ENCIPHER OR DECIPHER <EN/DE> ";E$
100 IF E$="EN" THEN 120
110 IF E$="DE" THEN 160ELSE 10
120 B$=RIGHT$(A$,25)+"A" '==First encipher alphab.
130 C$=RIGHT$(B$,25)+"B" '==2nd encipher alphabet
140 D$=RIGHT$(C$,25)+"C" '==3rd encipher alphabet
150 GOTO 190
160 B$="Z"+LEFT$(A$,25) '==First decipher alphabet
170 C$="YZ"+LEFT$(A$,25) '==2nd dec. alph.
180 D$="XYZ"+LEFT$(A$,25) '==3rd dec. alph.
190 CLS :PRINT "KEYBOARD READY" :W=0
200 PRINT :PRINT "Enter plaintext or cipher, using space bar and
210 PRINT "<ENTER> but no punctuation or numerals." :PRINT:PRINT
220 I$=INKEY$:IF I$="" THEN 220
230 IF I$="*" THEN 350
240 IF ASC(I$)=32 THEN PRINT " "; :GOTO 220
250 IF ASC(I$)=13 THEN PRINT " " :PRINT :GOTO 220
260 PRINT I$;
270 A=ASC(I$)-64 '==Get ASCII number of input letters
280 W=W+1 :IF W=4 THEN W=1
290 V=V+1 '==Character counter
300 ON W GOTO 310,320,330
310 F$=F$+MID$(B$,A,1) :GOTO 220
320 F$=F$+MID$(C$,A,1) :GOTO 220
330 F$=F$+MID$(D$,A,1)
340 GOTO 220
350 IF E$="EN" THEN PRINT :GOTO 370
360 IF E$="DE" THEN PRINT :PRINT F$ :END
370 FOR X=1 TO V
380 PRINT MID$(F$,X,1);
390 Y=Y+1 :IF Y=5 THEN PRINT " "; :Y=0
400 NEXT X
410 IF Y=1 THEN PRINT "ZNEF"
420 IF Y=2 THEN PRINT "NFZ"
430 IF Y=3 THEN PRINT "AK"
440 IF Y=4 THEN PRINT "L"
450 END

```

Program Listing 2

A—ASCII number for MID\$
W—Three-way toggle
A\$—Straight alphabet
B\$—First alternate alphabet
C\$—Second alternate alphabet
D\$—Third alternate alphabet
E\$—Menu variable
F\$—Text string
I\$—INKEY\$, plain- & ciphertext

Table 1. Variables for Listing 2

square, 26 by 26 letters, each succeeding alphabet slid one letter to the left, and the hung-over letter tacked on to its own tail. The top and left side lines are straight alphabets. Can you envision the rich possibilities that lie in this matrix?

Suppose that each time you enter one letter of plaintext, each succeeding alphabet is engaged serially. What kind of ciphertext would appear? Would it be easy to crack? Certainly as a single, short message it would be difficult. It might be easier if you knew what method the originator used.

This is called polyalphabetic keying, from two to any greater number. Imagine each of these alphabets as horizontally movable strips of paper, each with two alphabets in series in the form discussed in the previous article. You could set up your alphabet strips such that your plaintext appears vertically down through the strips, and select any other resulting vertical line to right or left as your ciphertext.

You have, in effect, 25 cipherkeys at your disposal. Each of 25 messages could be sent with differing keys without need for indication of which line would be used, because the plaintext reconstruction would appear on one of the 25 lines. Do you think this would be an easy, or a difficult, ciphertext to break? Suppose you use the Magic Matrix as your aid in discovering the cipherkey. How would you go about it?

The approach described is known as a strip cipher. It is, despite its complex appearance, too simple as stated above to be a reliable system of secret communication. In practice the alphabets


```

UJHSG DSGIP WUBPG TKAUA ZBAVP HFPPV UTXDV LOIWS KEBNO BAVBP
GJHBP WOPQN DCUFH XMNBB VWIGP BVUJZ BPWFB PQPVE VVVFG PPUWB
NOPHW IGPXJ DUVRV NGUJH DKSIG UUGAU THWGD MKLZQ XVUHE MHZYR
SFVBD RWGWI GVUTD JIKUC OQJDC GWMKQ FZNEF

ABCAB WIKQL KQPVK FTFBV HHQJ  GVBOR TVSSQ YPEDU KYFUW BVHNG
QYKF PDQRO JGGUQ WICWX CQUAV  JZEZV ZFPWZ ULYOD UTLYJ RXODO
AGJHI FTHOV ZBAVN KJIVB PWXTG  WIGPB VUJZL

```

Fig. 2. Enter these two samples of ciphertext from the In-Alphabet program through the DE menu prompt to read their plaintext message.

were not only used as strips of printed paper, but the strips were glued to wheels to form a machine. The letters were rotated on the strips by 90 degrees, so that the text would read from left to right rather than vertically. But from this basic form came some rather interesting and much-used machines.

Do you think you could program your TRS-80 to pick one letter each from one alphabet after another, selecting the correct letter in that alphabet in such manner that another routine in the program could decipher the resulting ciphertext? The program Tri-Alphabet Cipher (Program Listing 2) does this with three lines. Let's not tackle all 25 lines to start with, keeping in mind that what works for three lines can be the genesis of a program that will handle 25 lines.

The resulting ciphertext becomes more difficult to crack, unaided by foreknowledge, than a simple one-to-one substitution, and yet the ciphertext is no more difficult to restore to plaintext, provided you and your addressee have the program.

Suppose instead of straight alphabets, though slid left one letter each, you introduce interleaved alphabets such as those in the first program in this series. The difficulty in discovering the key becomes even greater, but then you introduce a "fly in the ointment," the fact that the person addressed must have a copy of the key on hand or be able to reconstruct the matrix easily.

Cipherkeys lying around are like the keys to your automobile left in the ignition while you take that short run into the post office: subject to loss not only of the key but of the automobile. It is laudable to introduce added complexity into the originating system, but impractical if it reflects a too-great burden on the addressee of the message.

Another suggestion: Suppose that you write a keyword repetitively for 26 letters just above the top index line of the Magic Matrix. Now, instead of diving directly for the enciphering letter from the springboard of the straight index alphabet, you detour and touch the

keyword letter directly above it. Then, with that alternate letter in mind, go down the left vertical index alphabet and from the level at which that same letter is found, go across until you intersect the vertical line where the letter originated. The letter at the point of intersection is the letter you use in your ciphertext.

What level of secrecy do you think will be afforded now? And can this be programmed so you won't have to use pencil and paper and hours of routine time to create a ciphertext or restore a plaintext? Could the month in which the message was written be used as a keyword? That would be "asking for it" as far as a clever analyst is concerned. It is too common to use with confidence.

How about "Rumpelstiltskin?" Too many old timers might use that one. But you and your addressee have something in common that no one else is privy to (you hope). Use the word or 26-letter sentence that describes it.

Alphabet Matrix (Program Listing 1) is included so you can print out Magic Matrix with a minimum of effort. Who says the home computer isn't changing the world of crypto? Ever try to type such a matrix on your typewriter—without mistakes? And if you become inspired as to how to put the matrix to good use, take off from the core program as written to write a cipher-generating program using the matrix.

Tri-Alphabet Cipher

Note Fig. 2, the two ciphertexts produced by Listing 2. Compare the arrangement of letters to the arrangement of those in the first article in this series, produced by the interleaved alphabet key. Study them side by side for a while, until a subtle pattern appears. Like looking at a psychologist's color acuity testing patterns, the pattern is more apparent to some persons than to others.

The two in this article are not quite identical, either, although produced by the same program: The first one started out with its message from the first plaintext letter, while the second used a tiny subterfuge, that of first entering a few

odd letters of garbage to set the program's tri-cycle on a different beginning sequence. Otherwise, they are identifiably produced.

The Tri-Alphabet ciphertext-generating and plaintext-restoring program may seem a bit complex, but on the whole it is just 45 lines of Basic at work. The standard alphabet is laid out in A\$, lines 60-80. From this is generated three enciphering alphabets, lines 120-140, and three deciphering alphabets, lines 160-180. Note how simply this is done: the use of RIGHT\$ and LEFT\$, adding in the hung-over letters on the end in one case, and slipping them in at the beginning in the other case.

The keyboard-entering routine is standard, accepting spaces and carriage returns to make entry easier. These are not transmitted to the ciphertext, however, for reasons previously mentioned.

Control is directed cyclically to lines 310, 320, and 330 by the ON W GOTO statement of line 300, which gets its W in serial order from line 280. The ciphertext is tailed out to a five-character group by lines 410-440. You would want to use a random letter selection here in deadly serious practice, if more than one message were to be transmitted in this same cipherkey. Having the same tail on each message would be a source of information to the analyst into whose hands you must assume it will fall.

I keep two filed versions of each program. The first is for screen only; in the second all Print statements have been changed to LPRINT. With P or L as one letter of the otherwise identical file-spec, it's easy to pick the one you want to use at any particular session.

The program of the previous article, designed to aid in cracking ciphers, can be used to advantage with ciphertexts from this program, if you keep in mind the three-tier nature of the cipherkey. There are other helpful program aids to come.

One of the most useful aids to a practicing amateur or professional analyst is graphic display of letter frequencies in the ciphertext under study. This is upcoming, as is a means for determining the percentage that those frequencies reflect relative to the whole. Also, there are digraphs and their frequencies.

Have you found a copy of *The Codebreakers* that I mentioned in the previous article? ■

Contact Karl Andreassen at 24750 Chianti Road, Cloverdale, CA 95425.

Moving Window

by Ken M. Williams

Color Computer users can allocate any area of random access memory for use as video RAM. This flexibility is needed primarily for the various graphics modes, which require differing amounts of memory. However, by simply altering the start address of the normal "text screen" video page, one can "page" through the entire area of RAM, including not only user RAM, but portions of RAM used by the Basic ROM (read only memory) for system functions, scratchpad registers, string storage, and program pointers.

The one hitch in this scheme is the somewhat tedious method of telling the computer where to start the video RAM. The page is selected by means of a page-select register. This is not a register in the usual sense, as it is not a regular memory location. Rather, it consists of seven pairs of addresses.

Page through the random-access memory of your Color Computer with this nifty little utility.

Each pair of addresses controls one bit in the page select register. POKEing any value to the odd-numbered address sets the corresponding bit in the page select register, while POKEing any value to the even address resets the same bit. The value that you need to POKE into the PSR is, in effect, the page number on which you wish to start video RAM.

A page, as used here, consists of 512 consecutive bytes of memory, which

must begin on a 512-byte boundary (0, 512, 1024, and so on). To obtain the offset of our video RAM from address 0, divide the desired start address by 512. This value, in binary, is POKEd into the PSR. While Extended Color Basic has very handy hexadecimal operators, as well as allowing octal input, it has no provision for binary conversions.

The heart of the program presented here is a routine that calculates the page offset and converts it to hexadecimal form. The hex offset is then converted to a binary number, using a string table that contains the binary bit patterns for each of the 16 hexadecimal digits. Line 400 first checks to see if the offset is a one-digit number, in which case the high nibble (4 bits) of the binary number is set to zero. For each nibble, X is the decimal value of the hex digit, used as the index for the binary bit pattern.

Line 415 concatenates the two nibbles into one byte. Lines 420-450 load the individual bits into the array P. The subroutine at line 500 then POKEs these bits into the correct page-select register positions, and returns to the keyboard-scan routine at line 300.

I put the data statement at line 455, so I would have the bit patterns handy to the routine which isolated the individual bits when I was writing the program.

The decision to use hexadecimal input was purely subjective, and those more comfortable with decimal addresses need only modify lines 240 and 250. In order to provide complete access

Program Listing

```

10 ' A MOVING VIDEO WINDOW
20 ' FOR THE TRS-80 COLOR COMPUTER
30 ' REQUIRES 16K WITH EXTENDED BASIC.
40 ' COPYRIGHT 1982
50 ' BY KEN M. WILLIAMS
60 ' 4-1-82
70 DIM BPS(15)
90 HS="&H"
100 REM LOAD BINARY PATTERN ARRAY
110 FOR X= 0 TO 15: READ BPS(X):NEXT
120 CLS(5):PRINT@38,"* MOVING VIDEO WINDOW*";
130 PRINT@102," CONTROL KEYS: ";
140 PRINT@166," <A>: RESTART";
150 PRINT@198," <Q>: QUIT";
160 PRINT@230," <^>: NEXT PAGE";
170 PRINT@262," <DN. ARROW>:LAST PAGE";
180 PRINT@326,"PRESS <A> TO BEGIN";
190 IF INKEYS<>"A"THEN 190
200 CLS(5):PRINT@ 99,"INPUT START ADDRESS IN HEX";
210 PRINT@ 130," MUST BE A 512 BYTE BOUNDARY";
220 PRINT@160," ANY ADDRESS OF $8000 OF GREATER WILL PRODUCE AN
ASCII SCREEN"
230 PRINT"DUMP OF THE BASIC ROM"
240 INPUT S$
250 S=VAL(HS+S$): IF S/512<>INT(S/512) THEN 200
260 IF S>32767 THEN GOTO 600
270 IF S<0 THEN S=0
280 OFST=S/512:K$=HEX$(OFST)

```

Listing continues

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The Murphy Box

by Sam Conviser

In my work as a technician, I've come across various problems associated with acoustic couplers, sometimes terminal caused, sometimes caused by the coupler itself.

Break-out boxes or black boxes are commercially available for the analysis of RS-232 signals between components, but these little gems can be costly, ranging in price from \$125 to \$1,000. I invented a device that analyzes these signals and leaves my savings account relatively untouched. I call the device the Murphy Box—named for every technician's patron saint.

The Murphy Box uses tricolored LEDs. They light red when polarity is forward, green when reversed, and yellow on ac, and they show data direction flow. Knowing the proper color combi-

When your acoustic coupler gives you trouble, use this device to diagnose the problem.

nations of the LEDs during normal operation lets you determine whether trouble is in your terminal or coupler. The Murphy Box also checks the continuity of your interface cable.

Construction

The Murphy Box construction should take about 6–8 hours and cost less than 30 dollars. Except for the SP8T switch, you can purchase all the parts from Radio Shack.

Figure 1 shows wiring for a terminal using the standard RS-232 lines 1–8 and 20 (see Table 1). Not every system uses all nine lines. For example, if you own a Radio Shack Color Computer, you'll only have to wire your Murphy Box with four LEDs and an SP4T switch (see Table 2). The switch is used with the cable test feature on the Murphy Box.

To build your Murphy Box, you'll need an appropriate enclosure. Base its size on the number of lines you'll be monitoring. Plan on using 1.5 inches per LED, or just get the largest plastic box available from Radio Shack (I used a 7¾-by-4¾-by-2¾-inch box). Drill LED holes in the metal box top and use LED sockets. The LEDs will actually be mounted on a piece of breadboard, not in the sockets.

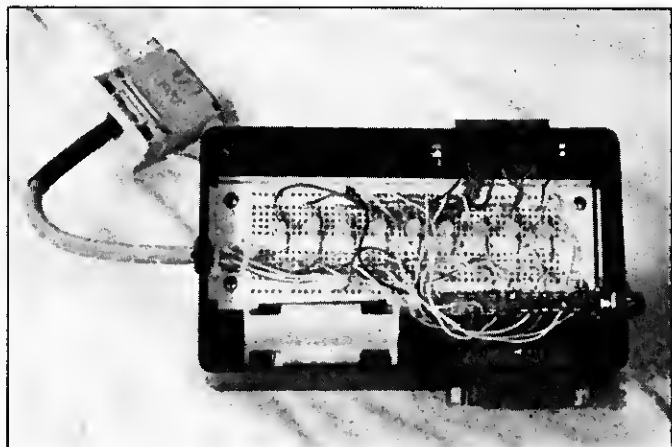


Photo 1. Inside the Murphy Box.

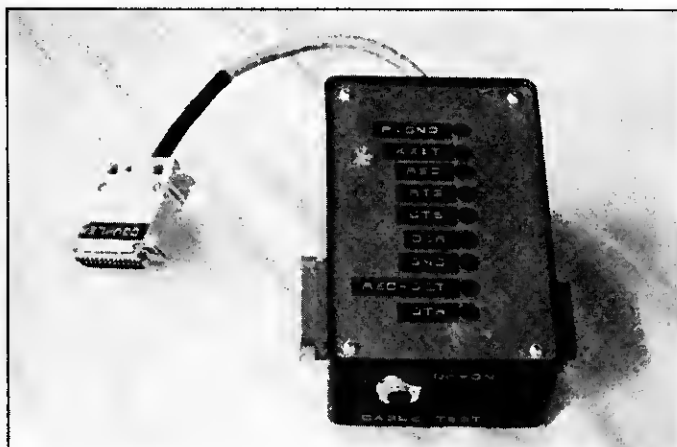


Photo 2. Finished Box

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Place a piece of shrink tubing (about 1 inch) over the sockets on the inside of the cover and shrink only the top so they hold to the sockets. They will be used as tunnels for your LEDs. Then, put the metal cover aside and tackle the box itself.

Mount the breadboard, battery holder, switch, and connectors inside the box. (Refer to Fig. 2 as you read further.) Connector A is a male DB-25. Regardless of your system, this connector must be a DB-25 because it will connect to the modem.

I built my Murphy Box with about 1 foot of cable on connector A, which makes using the box easier. Telephone cable works well for the wiring, but almost any wire will do. Connector B is a female DB-25. It's only used for cable testing. I mounted mine on the box so the leads can easily reach the breadboard.

Connector C should be the same type of connector that your computer uses to interface with your modem. If you have a Radio Shack Color Computer, you'll be using a four-pin DIN plug. This connector is used for cable testing as well as actual in-line diagnosis. Connector C also mounts on the box.

Mount the breadboarding so its center is directly under the LED sockets and shrink tubing on the lid. I also elevated my breadboard about 1/2 inch with 1/4-by-1-inch wood stock.

The switch activates the cable test. Use a switch with as many contacts as you have LEDs. Once you've mounted the breadboard and LED sockets, mount the switch wherever you have extra room; actual positioning isn't important. Drill a hole in the box for connector A's cable, but don't install the cable yet. The last component to install is the battery pack. I used four AA batteries. All you need is 6 volts, and any battery combination will do, but I found it easier to use a battery holder.

Now all that is left to do is wire your Murphy Box. First, mount each 330-ohm resistor and LEDs on the breadboard. Be sure the LEDs are directly under the tubing tunnels in the lid. Feed the cable attached to connector A through the hole you've drilled. Wire according to the schematic.

Start the wiring where connector A lines attach to the breadboard and wire to the switch. Each line must go to a different switch terminal. Wire all pins on connector B together as well as the unwired side of the switch. Connect connector B to the plus side of the battery. Connector C's lines go to the cathode end of the LEDs. Be sure you connect

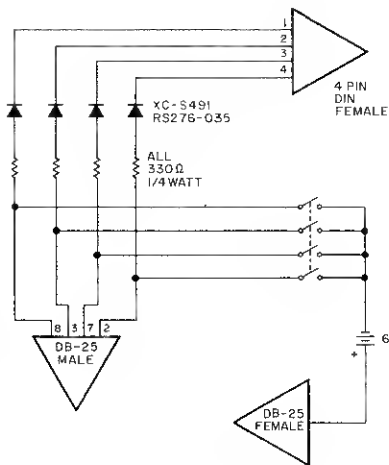


Figure 1

the proper pins to the proper LEDs. Then connect the gang-wired side of the switch to the battery's negative side.

Testing

Test all connections by placing 6 volts between connector A and connector B. Do it pin by pin. Then reverse polarity and do it again. These tests determine continuity and determine if all LEDs are working.

If an LED lights the wrong color, turn it around. Check the cable test feature by activating the test switch and jumpering pin by pin. Do not use an external 6-volt supply for this test; your 6-volt battery source will be plenty.

Pin	Function	
1	Protective Ground	(PGND)
2	Transmit Data to Coupler	(TXD)
3	Receive Data from Coupler	(RXD)
4	Request to Send Data to Coupler	(RTS)
5	Clear to Send Data from Coupler	(CTS)
6	Data Set Ready from Coupler	(DSR)
7	Signal Ground	(GND)
8	Data Carrier Detect from Coupler	(DCD)
20	Data Terminal Ready to Coupler	(DTR)

Table 1. Functions of Pins

DB-25 pins	Function	4-pin DIN
2	Transmit Data	4
3	Receive Data	2
7	Signal Ground	3
8	Data Carrier Detect	1

Table 2. Color Computer Signals

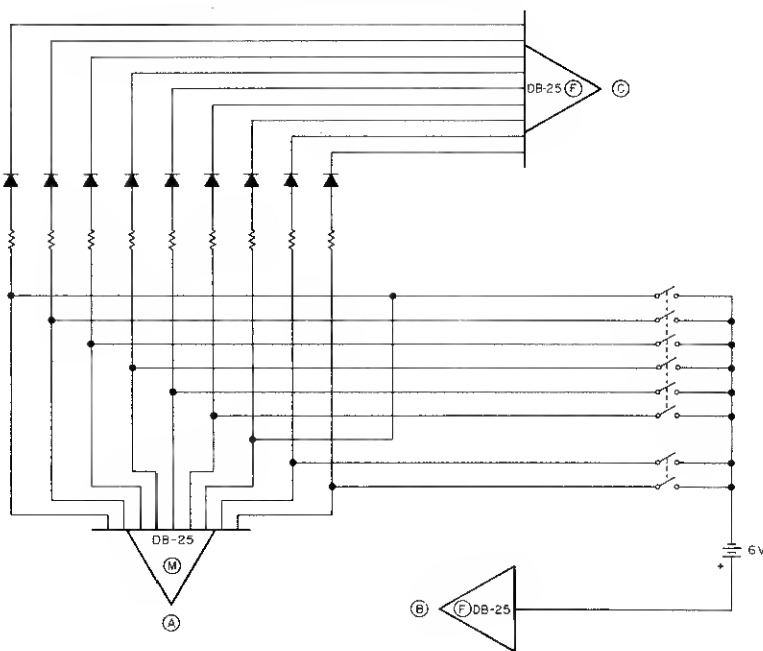


Figure 2

Again, all LEDs should light the same color, and only one at a time. If two or more LEDs light, you have a crossed connection somewhere.

Beyond the Murphy Box

Problems associated with acoustic couplers or modems can be complicated. The Murphy Box can assist you if the problems are in the coupler or terminal.

If you're having problems and the Murphy Box doesn't help, try changing phones. A bad telephone microphone or ear speaker can spell trouble, and phone-line problems can give you a headache.

What the LEDs Show

To analyze the signals, I put together three tables showing my three modes of operation and their corresponding color sequences. You should make up your

"Make up your own color sequence tables for your system."

own color sequence tables for your specific system. Be sure to do this before you have system trouble. I used the following modes of operation:

- Mode 1—Prephone insertion.
- Mode 2—Phone-inserted, contact made with host's tone.
- Mode 3—Working mode, communicating with host.

It's easy for you to see the proper light sequences. A variation in the sequences in any mode might spell trouble. Table 1 shows the origin of the various signals. For example, if your transmit-data LED does not light, the trouble is probably in your terminal. A dead receive LED points to the coupler. In the working mode, the transmit and receive LEDs flash red to green (if your system is 300 baud). This is normal and again can be used to diagnose trouble.

The Murphy Box is inexpensive to build and easy to use. Don't pay someone else to diagnose your modem problems when you can do it yourself. ■

Sam Convisor can be reached at 1714 Robinhood Road, Durham, NC 27701.

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Graphics on the Line Printer VII

by Thomas Tinsley

Vector coordinates, windowing and divide-and-conquer translation add up to spirals, sine waves, cartoons, and more for LP VII artists.

The Line Printer VII lets you control all printable points—480 points horizontally and 693 vertically on an 8½-by-11 page. This is pretty good resolution for an inexpensive printer; the problem is how to produce a printable graphics image. For that page size, bit-mapping an area of memory to the printer would require well over 40K. In fact, since the printer uses only 7 bits for graphics, the actual map might fill a 48K machine.

Also, graphics are often full of surprises. It's desirable to check an image for accuracy on the display before committing it to the printer. This presents some additional problems, since the printer's resolution is much better than the display's.

The solution to both the memory-requirement puzzle and the different graphics outputs turned out not to be too difficult or demanding of memory. The graphics routine (print buffer included) only requires about 1.6K and the display and printer use the same processing routines.

General Design

The component that makes the process work is the vector. A vector is a set

of X,Y coordinates giving the starting and ending points of a line. Coordinate values are limited only by the range of integer numbers and therefore do not represent any graphics hardware constraint.

The concept that allows vectors to be drawn on a specific device is that of windowing. A window describes the ranges into which the coordinates of vectors must fall to become part of the graphics output. The ranges are given as a low and a high for both the X and Y coordinates.

By altering the window location, all or part of a picture can be shown. For example, a complicated diagram might be difficult to view on the display due to its relatively low number of addressable points, but be perfectly clear when printed. By altering the window, you can zero in on part of the diagram and, in a sense, magnify it for clearer viewing.

You can then use this magnifying process to effectively allow the display to present partial outputs in the same resolution as the printer. The process also lets you produce large printed outputs by setting the window parameters and magnifying one section of a picture at a time.

Using the window parameters and knowing the display and printer resolution, ratios are computed and each vector coordinate is adjusted to fit on the target device. For the printer, a sub-window concept is used, with each print line viewed as a window within a page. In this way, you need a buffer the size of only one print line. This is only 480 characters for the Line Printer VII.

Three entry points are provided to give a Basic program the ability to easily control graphics outputs. Entry is by standard USR calls.

One entry passes the parameters necessary to control the window and provide other control information. In all listings, this is given as USR1. The passed parameter must be the first element of a seven-entry array. The entries are as follows:

- 1 Low X of window
- 2 Low Y of window
- 3 High X of window
- 4 High Y of window
- 5 Display background control:
Black if >=0, white if <0

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Printer VII)

Parameters 1-4 control the window,
parameter 5 controls the display back-
ground (which does not affect the
printed output), and parameters 6 and 7
describe the physical aspects of the
printer.

The remaining two entry points out-
put the diagram, one to the display and
the other to the LP VII. Both of these
points require the same input, an integer
array defining all vectors. A vector re-
quires a minimum five elements: the
starting X and Y coordinates, the end-

*"... you need a
buffer the size of
only one print line."*

ing X and Y coordinates, and a negative
number to indicate the vector end. This
last number keeps things understand-
able when the last coordinates of a
vector are the first coordinates of the
next one.

Usage

Circles are always a good way to test
the quality of a graphics device. Figure
1 (Program Listing 1) shows the printer
capability by drawing a spiral on an
8½-by-11 sheet of paper. Note that the
range on the X and Y axes is 0-2,000.
This resolution is greater than the print-
er's and partially accounts for the quali-
ty of the output.

My son helped me with Fig. 2, since
we were reproducing one of his favorite
characters. Program Listing 2 shows
how this was done; what it does not
show is the effort required to draw the
picture on a sheet of graph paper and
then extract the individual coordinates.
Since this process was prone to error, it
was very convenient to focus on spe-
cific parts such as the head, hand or
foot to verify accuracy on the display
before committing to printer output.

Figures 3 and 4 show a simple tech-
nique for mixing graphics and printed
output. The trick is to change the win-
dow on an iterative basis so you have
program control of each line printed.
This provides a simple way to print the
scale on the Y axis. (Note that the Y
coordinate is the opposite of normal
graphics, with the zero position in the
upper left corner and the maximum
value in the bottom left.)

Listings 3 and 4 are almost identical
except for their titles and the code used
to generate the vectors. In the first sine-
wave figure, the curve is generated as a
single vector. In the second, each point
is drawn as a vector to the X axis.

Program Structure

Program Listing 5 contains all that is
needed. Though a Model I program, it
uses no ROM routines and should be
easy to adapt to a Model III.

A divide-and-conquer technique
translates vectors into the required bit
patterns. The main logic for this tech-
nique exists in the DRW, or draw, rou-
tine. Vectors are adjusted according to
the defined window and then tested for
visibility. If they are not within the win-
dow, they are discarded.

```
1 ' SPIRAL GRAPHICS
10 DEFUSR1=&HB000: DEFUSR2=&HB003: DEFUSR3=&HB006
20 DIM P%(4000), PARM%(7)
30 PARM%(1)=0
40 PARM%(2)=0
50 PARM%(3)=2000
60 PARM%(4)=2000
70 PARM%(5)=0
80 PARM%(6)=6*10
90 PARM%(7)=7*10
100 X=USR1(VARPTR(PARM%(1)))
110 X=1: R=1000
120 FOR N=1 TO 15
130 FOR A=0 TO 2*3.19 STEP .1
140 P%(X)=1000+(R*(COS(A))):X=X+1
150 P%(X)=1000+(R*(SIN(A))):X=X+1
160 R=R-1
170 NEXT A
180 NEXT N
190 P%(X)=-1:X=X+1:P%(X)=-1
200 INPUT "P FOR PRINT, S FOR SCREEN";A$: IF A$="S" THEN X=USR2(
VARPTR(P%(1))) ELSE IF A$="P" THEN X=USR3(VARPTR(P%(1))) ELSE GO
TO 200
210 GOTO 210
```

Program Listing 1

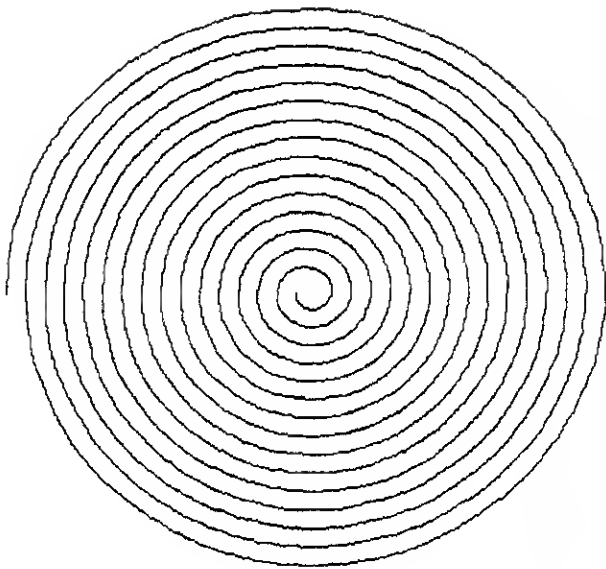


Figure 1



Figure 2

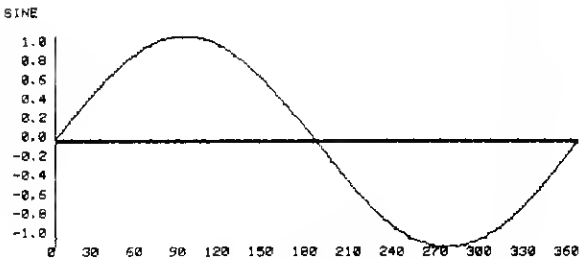


Figure 3

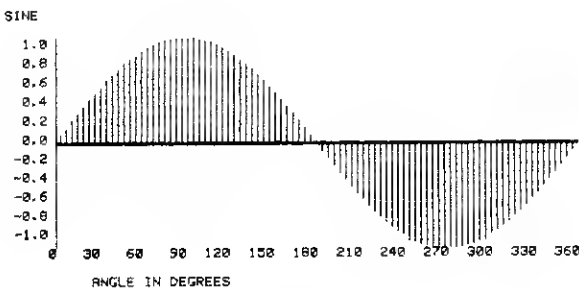


Figure 4

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Vectors inside the window are processed through successive division until both their from and to coordinates are identical. When a vector is divided by 2, half the vector is pushed onto the stack as a new vector and the other half is tested for further processing. Vectors are then popped from the stack and individually processed until all vectors are

reduced to single points.

Since some vectors will be only partially within the window, the divide-and-conquer technique provides a simple method of identifying the included and excluded parts. This technique might appear slow, but, as the printer is buffered and operates much more slowly than the processor, the approach

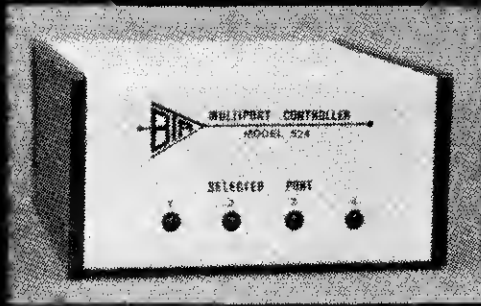
```

10 DEFUSR1=&HB000: DEFUSR2=&HB003: DEFUSR3=&HB006
20 DIM PARM$(7)
30 PARM$(1)=0
40 PARM$(2)=0
50 PARM$(3)=82
60 PARM$(4)=82
70 PARM$(5)=0
80 PARM$(6)=6*10
90 PARM$(7)=7*10
100 X=USR1(VARPTR(PARM$(1)))
110 DIM P%(1000)
120 FOR X=1 TO 1000
130 READ P%(X)
140 IF (D%<0)AND(P%(X)<0) THEN GOTO 170
150 D%=P%(X)
160 NEXT X:STOP
170 INPUT "ENTER P FOR PRINT, S FOR SCREEN";AS
180 IF AS="S" THEN X=USR2(VARPTR(P%(1))): GOSUB 270
190 IF AS<>"P" THEN GOTO 170
200 LPRINT CHR$(31);" DO GRAPHICS COME IN"
210 LPRINT
220 LPRINT " FLAVORS?"
230 LPRINT
240 LPRINT CHR$(30)
250 X=USR3(VARPTR(P%(1))): CLS
260 GOTO 170
270 AS=INKEY$: IF AS="" THEN GOTO 270 ELSE RETURN
280 DATA 27,19,30,24,32,22,33,20,33,18,33,16,32,14,30,12,29,11,2
8,10,25,9,25,6,24,4,23,3,22,4,21,7,20,10,20,7,21,5,22,4,-1
290 DATA 20,7,19,4,17,4,16,4,14,5,13,6,11,10,10,14,8,15,7,16,6,1
7,5,19,4,23,5,27,6,30,8,31,12,33,17,33,20,32,22,30,24,27,-1
300 DATA 17,4,15,6,14,8,13,13,14,13,17,15,16,16,20,17,20,19,2
0,21,19,22,18,23,16,23,14,22,12,21,11,19,10,17,10,14,12,13,14,-1
310 DATA 24,15,23,16,23,17,24,17,25,16,24,15,26,15,27,13,27,12,2
6,10,24,9,22,9,20,10,-1
320 DATA 16,19,27,12,-1,26,13,26,14,25,14,-1,21,16,21,17,20,17,-
1
330 DATA 28,20,29,20,31,19,31,16,30,13,28,13,26,15,-1
340 DATA 28,16,28,17,27,18,25,17,-1
350 DATA 24,18,24,20,23,23,22,24,21,24,20,23,-1
360 DATA 17,20,16,22,16,24,18,26,21,26,22,25,-1
370 DATA 30,12,28,12,27,10,25,9,-1,29,11,29,9,31,8,32,8,-1,20,10
,28,9,29,8,30,7,-1,27,9,28,7,29,6,-1
380 DATA 10,14,12,17,6,17,8,20,11,21,8,23,4,24,7,26,10,25,12,24,
11,26,9,30,9,31,12,29,15,26,14,29,14,32,15,33,16,31,18,28,19,31,
20,32,20,27,23,28,-1
390 DATA 7,16,5,15,2,15,-1,6,17,4,16,2,17,-1,5,19,3,19,1,20,-1
400 DATA 32,22,33,22,35,21,38,21,44,21,49,22,53,24,55,26,-1
410 DATA 33,22,35,17,35,16,34,14,33,12,33,10,34,8,36,6,39,6,40,7
,41,9,40,11,39,11,37,10,-1
420 DATA 36,6,38,3,40,1,42,1,43,2,43,3,42,5,41,7,-1,42,5,43,5,44
,6,44,9,43,10,42,10,41,9,-1,44,7,45,6,46,7,46,9,45,10,44,10,43,1
3,42,16,39,17,38,21,-1,40,11,40,12,39,14,-1
430 DATA 15,33,12,38,11,41,12,43,15,45,17,46,18,48,20,48,21,47,2
2,49,23,50,24,50,25,49,25,47,24,45,-1,25,49,26,49,27,48,27,46,26
,44,25,43,-1,27,47,28,46,28,45,27,43,26,42,23,41,19,41,18,40,17,
38,-1
440 DATA 54,34,53,31,52,30,51,29,49,28,46,29,44,30,41,32,44,33,4
4,31,45,30,47,32,48,29,50,29,50,33,53,31,51,36,53,35,54,36,-1
450 DATA 54,37,54,30,55,27,57,25,59,25,61,25,62,26,62,27,61,28,5
9,29,-1,59,25,60,24,62,24,63,25,63,26,62,28,61,28,-1,61,29,61,31
,60,33,59,35,59,37,-1
460 DATA 62,24,63,23,64,24,64,26,63,27,64,28,64,32,62,37,60,41,5
9,49,58,50,54,50,52,47,51,47,50,44,49,40,47,44,44,48,42,43,42,41
,41,43,36,48,-1
470 DATA 36,48,35,47,35,41,31,45,27,48,37,48,46,48,51,47,-1
480 DATA 64,24,66,22,67,23,68,25,-1,65,24,67,24,68,25,68,26,66,2
8,66,31,65,34,63,38,62,40,-1
490 DATA 62,37,62,43,63,45,71,45,76,46,80,48,82,50,82,53,81,55,7
8,55,78,51,73,52,71,48,66,50,63,47,59,49,66,50,73,52,78,55,-1
500 DATA -1

```

Program Listing 2

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works quite well. The process speed is directly related to the complexity of the diagram being produced. ■

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32073.

```
10 'SINE PLOT EXAMPLE 1
20 DEFUSR1=&HB000: DEFUSR2=&HB003: DEFUSR3=&HB006
30 DIM P%(4000),PARM%(7)
40 PARM%(1)=0
50 PARM%(2)=0
60 PARM%(3)=360
70 PARM%(4)=1100
80 PARM%(5)=0
90 PARM%(6)=1
100 PARM%(7)=60
110 X=USR1(VARPTR(PARM%(1)))
120 'GENERATE PLOT POINTS
130 I=1
140 FOR X=0 TO 360 STEP 2
150 P%(I)=X: I=I+1: P%(I)=550-(SIN((X/360)*2*3.1416)*550): I=I+1
160 NEXT X
170 P%(I)=-1: I=I+1
180 'GENERATE Y AXIS
190 P%(I)=0: I=I+1: P%(I)=0: I=I+1
200 P%(I)=0: I=I+1: P%(I)=1100: I=I+1
210 P%(I)=-1: I=I+1
220 'GENERATE X AXIS
230 P%(I)=0: I=I+1: P%(I)=549: I=I+1
240 P%(I)=360: I=I+1: P%(I)=549: I=I+1
250 P%(I)=-1: I=I+1
260 P%(I)=-1
270 INPUT "P FOR PRINT, S FOR SCREEN";A$: IF A$="S" THEN X=USR2(
VARPTR(P%(1))): GOTO 510 ELSE IF A$<>"P" THEN GOTO 270
280 LPRINT CHR$(31);"          SINE WAVE EXAMPLE 1"
290 LPRINT
300 LPRINT CHR$(30)
310 LPRINT "SINE"
320 LPRINT
330 PARM%(2)=0: PARM%(4)=49: PARM%(6)=1
340 FOR Y=1 TO -1 STEP -.2
350 N=USR1(VARPTR(PARM%(1)))
360 LPRINT USING "###.# ";Y;
370 FOR S=1 TO 2
380 IF S<>1 THEN LPRINT "          ";
390 N=USR3(VARPTR(P%(1)))
400 PARM%(2)=PARM%(2)+50: PARM%(4)=PARM%(4)+50
410 N=USR1(VARPTR(PARM%(1)))
420 NEXT S
430 NEXT Y
440 LPRINT "          0";
450 FOR A=30 TO 360 STEP 30
460 LPRINT USING "    ###";A;
470 NEXT A
480 LPRINT: LPRINT
490 LPRINT "          ANGLE IN DEGREES"
500 GOTO 40
510 A$=INKEY$: IF A$=" " THEN GOTO 510 ELSE GOTO 270
```

Program Listing 3

Program Listing 4

```
10 'SINE PLOT EXAMPLE 2
20 DEFUSR1=&HB000: DEFUSR2=&HB003: DEFUSR3=&HB006
30 DIM P%(4000),PARM%(7)
40 PARM%(1)=0
50 PARM%(2)=0
60 PARM%(3)=360
70 PARM%(4)=1100
80 PARM%(5)=0
90 PARM%(6)=1
100 PARM%(7)=60
110 X=USR1(VARPTR(PARM%(1)))
120 'GENERATE PLOT POINTS
130 I=1
140 FOR X=0 TO 360 STEP 4
150 P%(I)=X: I=I+1: P%(I)=550-(SIN((X/360)*2*3.1416)*550): I=I+1
152 P%(I)=X: I=I+1: P%(I)=550: I=I+1: P%(I)=-1: I=I+1
160 NEXT X
180 'GENERATE Y AXIS
190 P%(I)=0: I=I+1: P%(I)=0: I=I+1
```

Listing 4 continues

```

200 P%(I)=0: I=I+1: P%(I)=1100: I=I+1
210 P%(I)=-1: I=I+1
220 'GENERATE X AXIS
230 P%(I)=0: I=I+1: P%(I)=549: I=I+1
240 P%(I)=360: I=I+1: P%(I)=549: I=I+1
250 P%(I)=-1: I=I+1
260 P%(I)=-1
270 INPUT "P FOR PRINT, S FOR SCREEN";A$: IF A$="S" THEN X=USR2(
VARPTR(P%(1))): GOTO 510 ELSE IF A$<>"P" THEN GOTO 270
280 LPRINT CHR$(31);" SINE WAVE EXAMPLE 2"
290 LPRINT
300 LPRINT CHR$(30)
310 LPRINT "SINE"
320 LPRINT
330 PARM%(2)=0: PARM%(4)=49: PARM%(6)=1
340 FOR Y=1 TO -1 STEP -.2
350 N=USR1(VARPTR(PARM%(1)))
360 LPRINT USING "###.# ";Y;
370 FOR S=1 TO 2
380 IF S<>1 THEN LPRINT " ";
390 N=USR3(VARPTR(P%(1)))
400 PARM%(2)=PARM%(2)+50: PARM%(4)=PARM%(4)+50
410 N=USR1(VARPTR(PARM%(1)))
420 NEXT S
430 NEXT Y
440 LPRINT " 0";
450 FOR A=30 TO 360 STEP 30
460 LPRINT USING " ###.#";A;
470 NEXT A
480 LPRINT: LPRINT
490 LPRINT " ANGLE IN DEGREES"
500 GOTO 40
510 A$=INKEY$: IF A$="" THEN GOTO 510 ELSE GOTO 270
    
```

Program Listing 5

```

00100 ; TITLE GRAPHICS SUBROUTINES
4049 00200 ORG 4049H
4049 FFAP 00300 DEFW 0AFFFH
B000 00400 ORG 0B000H
01910 ;
01920 ;GRXUSR - USR ENTRY
01930 ;
B000 C309B0 01940 USR1 JP STR ;STORE PARAMETERS
B003 C315B0 01950 USR2 JP DSP ;DISPLAY
B006 C31CB0 01960 USR3 JP PRT ;PRINT
01970 ;
01980 ;STORE PARAMETERS
01990 ;
B009 CD7F9A 02000 STR CALL 0A7FH ;GET PARM LIST ADDR
B00C 110EB6 02010 LD DE,PARMS ;STORE LOCATION
B00F 010E00 02020 LD BC,14 ;CNT=7 INIT PARMS
B012 EDB0 02030 LDIR
B014 C9 02040 RET
02050 ;
02060 ;DISPLAY DIAGRAM
02070 ;
B015 CD97B0 02080 DSP CALL SCI ;INITIALIZE FOR DISPLAY
B018 CD5BB0 02090 CALL DIA ;DRAW DIAGRAM
B01B C9 02100 RET
02110 ;
02200 ;PRINT DIAGRAM
02300 ;
B01C CDD2B0 02400 PRT CALL PRI ;INITIALIZE
B01F ED4B10B6 02500 LD BC,(LP) ;COUNT=LINES/PAGE
B023 0B 02600 DEC BC ;COUNT-1
B024 78 02700 PRT1 LD A,B ;COUNT<0?
B025 17 02800 RLA
B026 302D 02900 JR C,PRT2 ;YES
B028 C5 03000 PUSH BC ;SAVE COUNT
B029 3E00 03100 LD A,00H ;CLEAR CHAR
B02B 21D1B2 03200 LD HL,PRTBUF ;BUFFER ADDR
B02E 77 03300 LD HL,A ;CLEAR FIRST CHAR
B02F 11D2B2 03400 LD DE,PRTBUF+1 ;NEXT ADDR
B032 ED4B00B6 03500 LD BC,(MXP) ;MAX LENGTH
B036 EDB0 03600 LDIR ;CLEAR
B038 3A4038 03700 LD A,(3840H)
B03B CB57 03800 BIT 2,A ;BREAK?
B03D C1 03900 POP BC
B03E C0 04000 RET NZ ;YES
B03F C5 04100 PUSH BC
B040 CD5BB0 04200 CALL DIA ;DRAW DIAGRAM
B043 CD7FB2 04300 CALL PRL ;PRINT LINE
B046 2A0CB6 04400 LD HL,(CYL) ;COMPUTED LOW + MAX Y
B049 ED4B02B6 04500 LD BC,(MYP)
B04D 09 04600 ADD HL,BC
B04E 220CB6 04700 LD (CYL),HL
B051 C1 04800 POP BC ;COUNT
B052 0B 04900 DEC BC ;COUNT-1
B053 18CF 05000 JR PRT1
B055 3E1E 05100 PRT2 LD A,30 ;END GRAPHICS
    
```

Listing 5 continues

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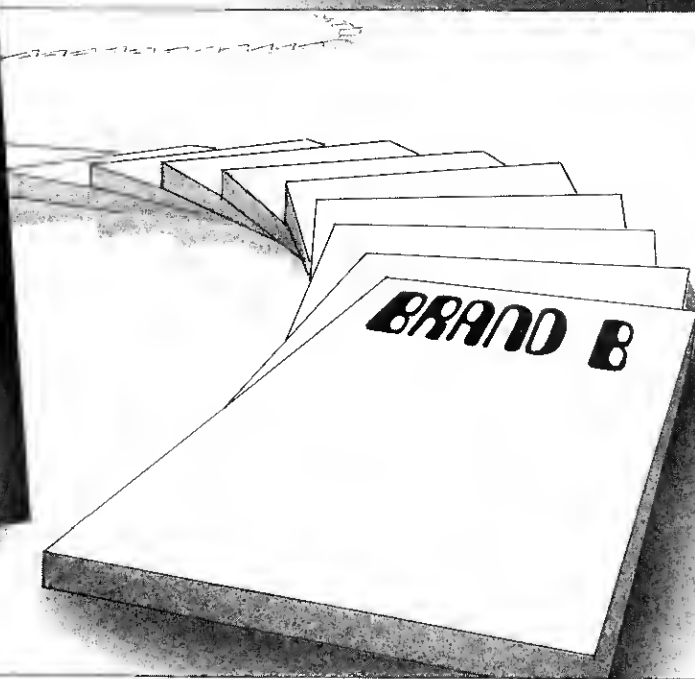
```

B057 CDAEB2 05200 CALL PRC ;PRINT CHAR
B05A C9 05300 RET
05310 ;
05320 ;GRXDIA - DRAW DIAGRAM FROM USR VECTORS
05330 ;
B05B CD7F0A 05340 DIA CALL 0A7FH ;GET VARPTR ADDR
B05E 11F8B5 05350 DIA1 LD DE,FX ;TO ADDR
B061 010800 05360 LD BC,8 ;CNT=8
B064 EDB0 05370 LDIR
B066 E5 05380 PUSH HL ;SAVE VARPTR
B067 DD21F8B5 05390 LD IX,FX ;FROM COORDINATES
B06B CDACB1 05400 CALL ADJ ;ADJUST TO WINDOW
B06E 3AFDB5 05410 DIA2 LD A,(TX+1) ;TX NEGATIVE?
B071 07 05420 RLCA
B072 3816 05430 JR C,DIA3 ;YES
B074 DD21F8B5 05440 LD IX,TX ;TO COORDINATES
B078 CDACB1 05450 CALL ADJ ;ADJUST TO WINDOW
B07B CDF2B4 05460 CALL DRW ;DRAW LINE
B07E E1 05470 POP HL ;GET VARPTR
B07F 11FCB5 05480 LD DE,TX ;TO ADDR
B082 010400 05490 LD BC,4 ;CNT=4
B085 EDB0 05500 LDIR
B087 E5 05510 PUSH HL ;SAVE VARPTR
B088 18E4 05520 JR DIA2
B08A 3AFDB5 05530 DIA3 LD A,(TY+1) ;TY NEGATIVE?
B08D 07 05540 RLCA
B08E 3805 05550 JR C,DIA4 ;YES
B090 E1 05560 POP HL ;VARPTR-2
B091 2B 05570 DEC HL
B092 2B 05580 DEC HL
B093 18C9 05590 JR DIA1
B095 E1 05600 DIA4 POP HL ;RESTORE HL
B096 C9 05600 RET
05610 ;
05620 ;GRXSCL - INITIALIZE FOR DISPLAY
05630 ;
B097 218000 05640 SCI LD HL,128 ;MAX X SCREEN PIXELS
B09A 2200B6 05650 LD (MXP),HL
B09D 213000 05660 LD HL,48 ;MAX Y SCREEN PIXELS
B0A0 2202B6 05670 LD (MYP),HL
B0A3 210000 05680 LD HL,0 ;SET COMPUTED Y LOW
B0A6 220CB6 05690 LD (CYL),HL
B0A9 CD07B1 05700 CALL CRR ;COMPUTE RANGE RATIOS
B0AC 06C6 05710 LD B,0C6H ;SET B,(HL) INSTRUCTION
B0AE 0E80 05720 LD C,80H ;CLEAR CHAR
B0B0 3A17B6 05730 LD A,(FMT+1) ;GET FORMAT CONTROL
B0B3 17 05740 RLA ;NEGATIVE?
B0B4 3004 05750 JR NC,SCI1 ;NO
B0B6 0686 05760 LD B,86H ;RES B,(HL) INSTRUCTION
B0B8 0EBF 05770 LD C,0BFH ;CLEAR CHAR
B0BA 78 05780 SCI1 LD A,B ;CHANGE FOR SET/RES
B0BB 32F0B5 05790 LD (SETINS),A
B0BE 21C1B5 05800 LD HL,SET ;SET FOR SCREEN OUTPUT
B0C1 224EB5 05810 LD (DRWPT),HL
B0C4 79 05820 LD A,C ;CLEAR CHAR
B0C5 21003C 05830 LD HL,3C00H ;START ADDR
B0C8 77 05840 LD (HL),A ;CLEAR FIRST CHAR
B0C9 11013C 05850 LD DE,3C01H ;NEXT ADDR
B0CC 01FF03 05860 LD BC,1023 ;LENGTH
B0CF EDB0 05870 LDIR ;CLEAR
B0D1 C9 05880 RET
05890 ;
05900 ;INITIALIZE FOR PRINT
05910 ;
B0D2 2A1AB6 05920 PRI LD HL,(CL) ;CHARACTERS/LINE
B0D5 54 05930 LD D,H ;CL * 6
B0D6 5D 05940 LD E,L
B0D7 0605 05950 LD B,5
B0D9 19 05960 PRI1 ADD HL,DE
B0DA 10FD 05970 DJNZ PRI1
B0DC 2200B6 05980 LD (MXP),HL ;SET MAX X PIXELS
B0DF 2A18B6 05990 LD HL,(LP) ;LINES/PAGE
B0E2 54 06000 LD D,H ;LP * 7
B0E3 5D 06010 LD E,L
B0E4 0606 06020 LD B,6
B0E6 19 06030 PRI2 ADD HL,DE
B0E7 10FD 06040 DJNZ PRI2
B0E9 2202B6 06050 LD (MYP),HL
B0EC CD07B1 06060 CALL CRR ;COMPUTE RANGE RATIOS
B0EF 210700 06070 LD HL,7 ;SET MAX Y PIXELS
B0F2 2202B6 06080 LD (MYP),HL
B0F5 210000 06090 LD HL,0 ;SET COMPUTED Y LOW
B0F8 220CB6 06100 LD (CYL),HL
B0FB 3E12 06110 LD A,18 ;GRAPHICS MODE
B0FD CDAEB2 06120 CALL PRC ;PRINT
B100 21BBB5 06130 LD HL,PRS ;SET FOR PRINT OUTPUT
B103 224EB5 06140 LD (DRWPT),HL
B106 C9 06150 RET
06160 ;
06170 ;GRXCRR - COMPUTE RANGE RATIOS
06180 ;
B107 2A12B6 06190 CRR LD HL,(XH) ;HIGH X
B10A ED5B0EB6 06200 LD DE,(XL) ;LOW X
B10E AF 06210 XOR A
B10F ED52 06220 SBC HL,DE ;COMPUTE RANGE
B111 23 06230 INC HL
B112 ED5B00B6 06240 LD DE,(MXP) ;MAX X PIXELS
B116 CD3AB1 06250 CALL DIV ;COMPUTE RATIO
B119 2204B6 06260 LD (XRH),HL ;RATIO HIGH
B11C ED5306B6 06270 LD (XRL),DE ;RATIO LOW
B120 2A14B6 06280 LD HL,(YH) ;HIGH Y
B123 ED5B10B6 06290 LD DE,(YL) ;LOW Y
B127 AF 06300 XOR A
B128 ED52 06310 SBC HL,DE ;COMPUTE RANGE

```

Listing 5 continues

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Listing 5 continued

B12A 23	06320	INC	HL	
B12B ED5B02B6	06330	LD	DE, (MYP)	;MAX Y PIXELS
B12F CD3AB1	06340	CALL	DIV	;COMPUTE RATIO
B132 2208B6	06350	LD	(YRH), HL	;RATIO HIGH
B135 ED530AB6	06360	LD	(YRL), DE	;RATIO LOW
B139 C9	06370	CRRX	RET	
	06380			
	06390			
	06400			
	06410			
	06420			
	06430			
	06440			
	06450			
B13A E5	06460	DIV	PUSH	HL ;SAVE REGS
B13B D5	06470	PUSH	DE	
B13C 21A3B1	06480	LD	HL, DIVK1	;CLEAR AREAS TO ZERO
B13F 11A4B1	06490	LD	DE, DIVD1	
B142 010800	06500	LD	BC, 8	
B145 ED80	06510	LDIR		
B147 E1	06520	POP	HL	;SWAP REGS
B148 D1	06530	POP	DE	
B149 22A6B1	06540	LD	(DIVD2), HL	;STORE DIVIDEND
B14C 0620	06550	LD	B, 32	;BIT COUNT=32
B14E C5	06560	DIV1	PUSH	BC ;SAVE COUNT
B14F DD21A4B1	06570	LD	IX, DIVD1	;ROTATE DIVIDEND
B153 AF	06580	XOR	A	;CLEAR CARRY
B154 DDCB0216	06590	RL	(IX+2)	;ROLL 2 WORDS
B158 DDCB0316	06600	RL	(IX+3)	
B15C DDCB0016	06610	RL	(IX+0)	
B160 DDCB0116	06620	RL	(IX+1)	
B164 DD21A8B1	06630	LD	IX, DIVQ1	;ROTATE QUOTIENT
B168 AF	06640	XOR	A	;CLEAR CARRY
B169 DDCB0216	06650	RL	(IX+2)	;ROLL 2 WORDS
B16D DDCB0316	06660	RL	(IX+3)	
B171 DDCB0016	06670	RL	(IX+0)	
B175 DDCB0116	06680	RL	(IX+1)	
B179 2AA4B1	06690	LD	HL, (DIVD1)	;HIGH OF DIVIDEND
B17C AF	06700	XOR	A	
B17D ED52	06710	SBC	HL, DE	;HIGH-QUOTIENT
B17F 3017	06720	JR	C, DIV2	;BYPASS IF TOO SMALL
B181 22A4B1	06730	LD	(DIVD1), HL	;SAVE HIGH OF DIVIDEND
B184 010100	06740	LD	BC, 1	;INCREMENT=1
B187 2AAAB1	06750	LD	HL, (DIVQ2)	;QUOTIENT+1
B18A 09	06760	ADD	HL, BC	
B18E 22AAB1	06770	LD	(DIVQ2), HL	
B18E D298B1	06780	JP	NC, DIV2	;ANY CARRY?
B191 2AA8B1	06790	LD	HL, (DIVQ1)	;YES - ROLL UPWARD
B194 23	06800	INC	HL	
B195 22A8B1	06810	LD	(DIVQ1), HL	
B198 C1	06820	DIV2	POP	BC ;RESTORE COUNT
B199 10B3	06830	DJNZ	DIV1	;NEXT BIT
B19B 2AA8B1	06840	LD	HL, (DIVQ1)	;RETURN QUOTIENT
B19E ED5BAAB1	06850	LD	DE, (DIVQ2)	
B1A2 C9	06860	DIVX	RET	
	06870			
	06880			
	06890			
B1A3 00	06900	DIVK1	DEFB	0
B1A4 0000	06910	DIVD1	DEFW	0
B1A6 0000	06920	DIVD2	DEFW	0
B1A8 0000	06930	DIVQ1	DEFW	0
B1AA 0000	06940	DIVQ2	DEFW	0
	06950			
	06960			
	06970			
B1AC ED5B0EB6	06980	ADJ	LD	DE, (XL) ;PASS X LOW
B1B0 2A04B6	06990		LD	HL, (XRH) ;PASS X RATIO
B1B3 2214B2	07000		LD	(AJRH), HL
B1B6 2A06B6	07010		LD	HL, (XRL)
B1B9 2216B2	07020		LD	(AJRL), HL
B1BC 210000	07030		LD	HL, 0 ;SET LOW PIXEL
B1BF 2218B2	07040		LD	(AJLW), HL
B1C2 DD6601	07050		LD	H, (IX+1) ;PASS FROM X
B1C5 DD6E00	07060		LD	L, (IX+0)
B1C8 CD77B1	07070	CALL	AJO	;ADJUST
B1CB DD7401	07080	LD	(IX+1), H	;STORE FROM X
B1CE DD7500	07090	LD	(IX+0), L	
B1D1 ED5B10B6	07100	LD	DE, (YL) ;PASS Y LOW	
B1D5 2A08B6	07110	LD	HL, (YRH)	;PASS Y RATIO
B1D8 2214B2	07120	LD	(AJRH), HL	
B1DB 2A0AB6	07130	LD	HL, (YRL)	
B1DE 2216B2	07140	LD	(AJRL), HL	
B1E1 2A0CB6	07150	LD	HL, (CYL)	;SET X PIXEL LOW
B1E4 2218B2	07160	LD	(AJLW), HL	
B1E7 DD6603	07170	LD	H, (IX+3) ;PASS FROM Y	
B1EA DD6E02	07180	LD	L, (IX+2)	
B1ED CD77B1	07190	CALL	AJO	;ADJUST
B1F0 DD7403	07200	LD	(IX+3), H	;STORE FROM Y
B1F3 DD7502	07210	LD	(IX+2), L	
B1F6 C9	07220	ADJX	RET	
	07230			
	07240			
	07250			
B1F7 AF	07260	AJO	XOR	A ;COMPUTE COORDINATE-LOW
B1F8 ED52	07270	SRC	HL, DE	
B1FA 44	07280	LD	B, H	;PASS DIFFERENCE
B1FB 4D	07290	LD	C, L	
B1FC 2A14B2	07300	LD	HL, (AJRH)	;PASS RATIO
B1FF ED5B16B2	07310	LD	DE, (AJRL)	
B203 DDE5	07320	PUSH	IX	;SAVE COORDINATE ADDR
B205 CD1AB2	07330	CALL	MUL	;DIFF RATIO
B208 60	07340	LD	H, B	;MOVE RESULT TO HL
B209 69	07350	LD	L, C	

Listing 5 continues

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B20A ED4B10B2 07360 LD BC,(AJLW) ;LOW PIXEL
B20E AF 07370 XOR A
B20F ED42 07380 SBC HL,BC ;ADJUST TO SUB WINDO
B211 DDE1 07390 POP IX ;RESTORE COORDINATE ADDR
B213 C9 07400 RET
07410 ;
07420 ;ADJUST WORKAREAS
07430 ;
B214 0000 07440 AJRH DEFW 0 ;RATIO HIGH
B216 0000 07450 AJRL DEFW 0 ;RATIO LOW
B218 0000 07460 AJLW DEFW 0 ;SUB WINDOW LOW
07470 ;
07480 ;GRXMUL - MULTIPLY
07490 ;
07500 ;
07510 ; ENTRY: (HL) = HIGH MULTIPLICAND
07520 ; (DE) = LOW MULTIPLICAND
07530 ; (BC) = MULTIPLIER
07540 ; (BC) = PRODUCT
07550 ;
B21A 2277B2 07550 MUL LD (MULM1),HL ;STORE MULTIPLICAND
B21D ED5379B2 07560 LD (MULM2),DE
B221 210000 07570 LD HL,0 ;ZERO PRODUCT
B224 227BB2 07580 LD (MULP1),HL
B227 227DB2 07590 LD (MULP2),HL
B22A 78 07600 LD A,B ;GET MULTIPLIER SIGN
B22B 17 07610 RLA
B22C F5 07620 PUSH AF ;SAVE SIGN
B22D CD6DB2 07630 CALL MUL4 ;PROCESS NEGATIVE MULTIPLIER
B230 CB30 07640 MULI SRL B ;ROTATE MULTIPLIER
B232 CB19 07650 RR C
B234 3017 07660 JR NC,MUL2 ;BYPASS ADD
B236 2A7DB2 07670 LD HL,(MULP2) ;ADD MULTIPLICAND
B239 ED5B79B2 07680 LD DE,(MULM2) ; TO PRODUCT
B23D 19 07690 ADD HL,DE
B23E 227DB2 07700 LD (MULP2),HL
B241 2A7BB2 07710 LD HL,(MULP1)
B244 ED5B77B2 07720 LD DE,(MULM1)
B248 ED5A 07730 ADC HL,DE
B24A 227BB2 07740 LD (MULP1),HL
B24D 78 07750 MUL2 LD A,B ;MULTIPLIER ZERO?
B24E B1 07760 OR C
B24F 2817 07770 JR Z,MUL3 ;YES
B251 AF 07780 XOR A ;CLEAR CARRY
B252 DD2177B2 07790 LD IX,MULM1 ;SHIFT MULTIPLICAND
B256 DDCB0216 07800 RL (IX+2)
B25A DDCB0316 07810 RL (IX+3)
B25E DDCB0016 07820 RL (IX+0)
B262 DDCB0116 07830 RL (IX+1)
B266 1808 07840 JR MUL1
B268 ED4B7BB2 07850 MUL3 LD BC,(MULP1) ;RETURN PRODUCT
B26C F1 07860 POP AF ;GET MULTIPLIER SIGN
B26D D0 07870 MUL4 RET NC ;NOT NEGATIVE
B26E AF 07880 XOR A ;CLEAR CARRY
B26F 210000 07890 LD HL,0 ;0 FOR SUBTRACT
B272 ED42 07900 SBC HL,BC ;REVERSE SIGN
B274 44 07910 LD B,H ;RETURN
B275 4D 07920 LD C,L
B276 C9 07930 MULX RET
07940 ;
07950 ; MULTIPLY WORKAREAS
07960 ;
07970 ;
07980 ;
07990 ;
B277 0000 07970 MULM1 DEFW 0 ;MULTIPLICAND
B279 0000 07980 MULM2 DEFW 0
B27B 0000 07990 MULP1 DEFW 0 ;PRODUCT
B27D 0000 08000 MULP2 DEFW 0
08010 ;
08020 ;GRXPRL - PRINT ONE LINE
08030 ;
08040 ;
B27F ED4B00B6 08040 PRL LD BC,(MXP) ;PRINT SIZE
B203 21D0B2 08050 LD HL,PRTBUF-1 ;BUFFER ADDR-1
B286 09 08060 ADD HL,BC ;LAST CHAR ADDR
B287 3E00 08070 LD A,00H ;GRAPHIC ZERO
B289 EDA9 08080 PRL1 CPD ;ZERO TEST
B28B E291B2 08090 JP PO,PRL2 ;BUFF END? YES
B28E 20F9 08100 JR Z,PRL1 ;ZERO? YES
B290 23 08110 INC HL ;NEXT CHAR
B291 23 08120 PRL2 INC HL ;NEXT CHAR
B292 3E0D 08130 LD A,13 ;INSERT RETURN
B294 77 08140 LD (HL),A
B295 CDB2B4 08150 CALL SQZ ;SQUEEZE REPEATS
B298 21D1B2 08160 LD HL,PRTBUF ;START ADDR
B29B 0600 08170 LD B,0 ;SET PREV=0
B29D 7E 08180 PRL3 LD A,(HL) ;LOAD CHAR
B29E CDAEB2 08190 CALL PRC ;PRINT
B2A1 23 08200 INC HL ;ADDR+1
B2A2 78 08210 LD A,B ;GET PREV
B2A3 41 08220 LD B,C ;PREV=CUR
B2A4 FELC 08230 CP 20 ;PREV A REPEAT?
B2A6 2BF5 08240 JR Z,PRL3 ;YES
B2A8 79 08250 LD A,C ;GET CUR
B2A9 FE0D 08260 CP 13 ;CUR=RETURN?
B2AB 20F0 08270 JR NZ,PRL3 ;NO
B2AD C9 08280 PRLX RET
08290 ;
08300 ; PRINT ONE CHARACTER
08310 ;
08320 ;
B2AE 4F 08320 PRC LD C,A ;SAVE CHAR
B2AF 3AE837 08330 PRC1 LD A,(37E8H) ;PRINT CONTROL
B2B2 CB7F 08340 BIT 7,A ;BUSY BIT SET?
B2B4 20F9 08350 JR NZ,PRC1 ;YES
B2B6 79 08360 LD A,C ;GET CHAR
B2B7 32E037 08370 LD (37E8H),A ;PRINT
B2BA C9 08380 PRX2 RET
08390 ;
08400 ; SET PRINT PIXEL
08410 ;

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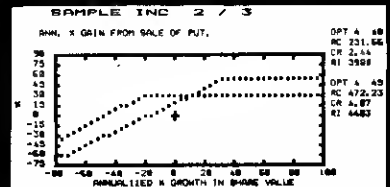
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B2BB	2AF8B5	08420	PRS	LD	HL, (FX) ;FROM X
B2BE	01D1B2	08430		LD	BC, PRTBUF ;BUFFER ADDR
B2C1	09	08440		ADD	HL, BC ;CHAR ADDR
B2C2	3AFAB5	08450		LD	A, (FY) ;FROM Y (#-7)
B2C5	07	08460		RLCA	;Y * 8
B2C6	07	08470		RLCA	
B2C7	07	08480		RLCA	
B2C8	06C6	08490		LD	B, 0C6H ;SET INSTR CODE
B2CA	B0	08500		OR	B ;OR TO BIT
B2CB	32CFB2	08510		LD	(PRS1+1), A ;MODIFY INSTR
B2CE	CBC6	08520	PRS1	SET	0, (HL) ;SET BIT
B2D0	C9	08530	PRXS	RET	
01E1		08540	PRTSIZ	EQU	481 ;MAX X PIXEL + 1
01E1		08550	PRTBUF	DEFS	PRTSIZ ;PRINT BUFFER
		08560			
		08570			;GRXSQZ - SQUEEZE OUT REPEATED CHARACTERS
		08580			
B4B2	21D1B2	08590	SQZ	LD	HL, PRTBUF ;GET BUFF ADDR
B4B5	7E	08600	SQZ1	LD	A, (HL) ;GET FIRST CHAR
B4B6	FE0D	08610		CP	13 ;CR?
B4B8	C8	08620		RET	Z ;YES
B4B9	0601	08630		LD	B, 1 ;COUNT=1
B4BB	E5	08640		PUSH	HL ;SAVE ADDR
B4BC	4F	08650		LD	C, A ;SAVE CHAR
B4BD	23	08660	SQZ2	INC	HL ;ADDR+1
B4BE	7E	08670		LD	A, (HL) ;GET CHAR
B4BF	B9	08680		CP	C ;CHAR=FIRST?
B4C0	2007	08690		JR	NZ, SQZ3 ;NO
B4C2	04	08700		INC	B ;COUNT+1
B4C3	78	08710		LD	A, B ;COUNT=256?
B4C4	B7	08720		OR	A
B4C5	2808	08730		JR	Z, SQZ4 ;YES
B4C7	18F4	08740		JR	SQZ2 ;REPEAT
B4C9	78	08750	SQZ3	LD	A, B ;COMPUTE ACTUAL COUNT
B4CA	D604	08760		SUB	4 ;MUST BE AT LEAST 4
B4CC	4F	08770		LD	C, A ;SAVE IT?
B4CD	381F	08780		JR	C, SQZ8 ;COUNT<4? YES
B4CF	E1	08790	SQZ4	POP	HL ;GET FIRST CHAR ADDR
B4D0	3E1C	08800		LD	A, 28 ;SET TO REPEAT
B4D2	77	08810		LD	(HL), A
B4D3	23	08820		INC	HL ;NEXT POSITION
B4D4	70	08830		LD	(HL), B ;SET REPEAT COUNT
B4D5	23	08840		INC	HL ;BYPASS REPEAT
B4D6	E5	08850		PUSH	HL ;SAVE ADDR
B4D7	23	08860		INC	HL ;BYPASS REPEAT CHAR
B4D8	78	08870		LD	A, B ;COUNT=256?
B4D9	B7	08880		OR	A
B4DA	2005	08890		JR	NZ, SQZ5 ;NO
B4DC	01F000	08900		LD	BC, 253 ;SET TO 253
B4DF	1803	08910		JR	SQZ6
B4E1	0600	08920	SQZ5	LD	B, 0 ;BC CONTAINS ACTUAL COUNT
B4E3	03	08930		INC	BC ;ALWAYS ONE MORE
B4E4	54	08940	SQZ6	LD	D, B ;TO ADDR
B4E5	SD	08950		LD	E, L
B4E6	09	08960		ADD	HL, BC ;FROM ADDR
B4E7	7E	08970	SQZ7	LD	A, (HL) ;GET CHAR
B4E8	EDA0	08980		LDI	13 ;OVERLAY ONE CHAR
B4EA	FE0D	08990		CP	13 ;LAST=CR?
B4EC	20F9	09000		JR	NZ, SQZ7 ;NO
B4EE	E1	09010	SQZ8	POP	HL ;RESTORE ADDR
B4EF	23	09020		INC	HL ;NEXT CHAR
B4F0	18C3	09030		JR	SQZ1
		09040			
		09050			;GRXDRW - DRAW ONE LINE SEGMENT (FX, FY) - (TX, TT)
		09060			
B4F2	E5	09070	DRW	PUSH	HL ;SAVE DUMMY TO X
B4F3	E5	09080		PUSH	HL ;SAVE DUMMY TO Y
B4F4	2AFCB5	09090		LD	HL, (TX) ;SAVE FROM X AS TO
B4F7	E5	09100		PUSH	HL
B4F8	2AFEB5	09110		LD	HL, (TY) ;SAVE FROM Y AS TO
B4FB	E5	09120		PUSH	HL
B4FC	210100	09130		LD	HL, 1 ;STACK COUNT=1
B4FF	221CB6	09140		LD	(DRWCNT), HL
B502	CD6CB5	09150	DRW1	CALL	TST ;SEGMENT IN RANGE?
B505	3849	09160		JR	C, DRW4 ;NO
B507	2AF8B5	09170		LD	HL, (FX) ;FX=TX?
B50A	ED5BFCB5	09180		LD	DE, (TX)
B50E	AF	09190		XOR	A
B50F	ED52	09200		SBC	HL, DE
B511	200C	09210		JR	NZ, DRW2 ;NO
B513	2AFAB5	09220		LD	HL, (FY) ;FY=TY?
B516	ED5BFCB5	09230		LD	DE, (TY)
B51A	AF	09240		XOR	A
B51B	ED52	09250		SBC	HL, DE
B51D	282E	09260		JR	Z, DRW3 ;YES
B51F	ED4BFCB5	09270	DRW2	LD	BC, (TX) ;PARAM1=TX
B523	C5	09280		PUSH	BC ;TX TO STACK
B524	2AFEB5	09290		LD	HL, (TY) ;TY TO STACK
B527	E5	09300		PUSH	HL
B528	ED5BFCB5	09310		LD	DE, (FX) ;PARAM2=FX
B52C	CDA2B5	09320		CALL	CMP ;COMPUTE MIDDLE
B52F	C5	09330		PUSH	BC ;PUSH MIDDLE X
B530	ED53FCB5	09340		LD	(TX), DE ;TX=MIDDLE
B534	ED4BFCB5	09350		LD	BC, (TY) ;PARAM1=TY
B538	ED5BFCB5	09360		LD	DE, (FY) ;PARAM2=FY
B53C	CDA2B5	09370		CALL	CMP ;COMPUTE MIDDLE
B53F	C5	09380		PUSH	BC ;PUSH MIDDLE Y
B540	ED53FCB5	09390		LD	(TY), DE ;TY=MIDDLE Y
B544	2A1CB6	09400		LD	HL, (DRWCNT) ;STACK COUNT+1
B547	23	09410		INC	HL
B548	221CB6	09420		LD	(DRWCNT), HL
B54B	18B5	09430		JR	DRW1
B54D	CDC1B5	09440	DRW3	CALL	SET ;SET POINT
B54E	09450	09450	DRWPT	EQU	S-2 ;CALL ROUTINE ADDR

Listing 5 continues

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Listing 5 continued

```

B550 E1      09460 DRWA  POP      HL      ;NEXT IN STACK
B551 22FAB5  09470      LD      (FY),HL ;SET FY
B554 E1      09480      POP     HL
B555 22F8B5  09490      LD      (FX),HL ;SET FX
B558 E1      09500      POP     HL
B559 22FEB5  09510      LD      (TY),HL ;SET TY
B55C E1      09520      POP     HL
B55D 22FCB5  09530      LD      (TX),HL ;SET TX
B560 2A1CB6  09540      LD      HL,(DRWCNT) ;STACK COUNT-1
B563 2B      09550      DEC     HL
B564 221CB6  09560      LD      (DRWCNT),HL
B567 7C      09570      LD      A,H      ;STACK COUNT=0?
B568 B5      09580      OR      L
B569 2097    09590      JR      NZ,DRW1 ;NO
B56B C9      09600      RET
          09610 ;
          09620 ;GRXTST - TEST LINE SEGMENT FOR IN RANGE
          09630 ;
          09640 ; EXIT: CARRY = NOT IN RANGE
          09650 ; NOCARRY = IN RANGE
          09660 ;
B56C 2AF8E5  09670 TST     LD      HL,(FX) ;PASS FROM X
B56F ED5BFCB5 09680      LD      DE,(TX) ;PASS TO X
B573 ED4B00B6 09690      LD      BC,(MXP) ;PASS MAX X PIXELS
B577 CD89E5  09700      CALL   TST1    ;TEST FOR IN RANGE
B57A 2AFAB5  09710      LD      HL,(FY) ;PASS FROM Y
B57D ED5BFE5  09720      LD      DE,(TY) ;PASS TO Y
B581 ED4B02B6 09730      LD      BC,(MYF) ;PASS MAX Y PIXELS
B585 CD89B5  09740      CALL   TST1    ;TEST FOR IN RANGE
B588 C9      09750 TSTX1   RET
          09760 ;
          09770 ;TEST FROM AND TO FOR IN RANGE
          09780 ;
B589 7C      09790 TST1   LD      A,H      ;TEST FROM
B58A 17      09800      RLA     ;NEGATIVE?
B58B 3005    09810      JR      NC,TST2 ;NO
B58D 7A      09820      LD      A,D      ;TEST TO
B58E 17      09830      RLA     ;NEGATIVE?
B58F 380F    09840      JR      C,TST6  ;YES
B591 C9      09850      RET      ;NO - ALL OK
B592 ED42    09860 TST2   SBC     HL,BC    ;FROM<LIMIT?
B594 3008    09870      JR      C,TST5  ;YES
B596 7A      09880 TST3   LD      A,D      ;TEST TO
B597 17      09890      RLA     ;NEGATIVE?
B598 3004    09900      JR      C,TST5  ;YES
B59A 62      09910 TST4   LD      H,D      ;HL=TO
B59B 6B      09920      LD      L,E
B59C ED42    09930      SBC     HL,BC    ;TO<LIMIT?
B59E 3F      09940 TST5   CCF      ;REVERSE FLAG
B59F 00      09950      RET      ;RETURN BOTH<LIMIT
B5A0 E1      09960 TST6   POP     HL
B5A1 C9      09970 TSTX2  RET
          09980 ;
          09990 ;GRXCMP - COMPUTE FROM & TO
          10000 ;
          10010 ; ENTRY: (BC)= TO {PARM1}
          10020 ; (DE)= FROM {PARM2}
          10030 ; EXIT: (BC)= X OF (X, FROM)
          10040 ; (DE)= Y OF (TO, FROM)
          10050 ;
B5A2 62      10060 CMP     LD      H,D      ;HL=PARM2
B5A3 6B      10070      LD      L,E
B5A4 89      10080      ADD     HL,BC    ;HL+PARM1
B5A5 CB2C    10090      SRA     H        ;HL/2
B5A7 CB1D    10100      RR      L
B5A9 E5      10110      PUSH   HL        ;SAVE Q
B5AA E5      10120      PUSH   HL
B5AB 62      10130      LD      H,D      ;HL=PARM2
B5AC 6B      10140      LD      L,E
B5AD AF      10150      XOR     A        ;PARM2>PARM1?
B5AE ED42    10160      SBC     HL,BC
B5B0 E1      10170      POP     HL
B5B1 2801    10180      JR      Z,CMP1  ;RESTORE Q
B5B3 23      10190      INC     HL        ;IF PARM1=PARM2
B5B4 E5      10200 CMP1   PUSH   HL        ;Q+1
B5B5 1F      10210      RRA     ;SAVE Q OR Q+1
B5B6 A8      10220      XOR     B        ;CARRY TO A
B5B7 AA      10230      XOR     D        ;REVERSE ON PARM1 NEG.
B5B8 17      10240      RLA     ;REVERSE ON PARM2 NEG.
B5B9 3803    10250      JR      C,CMP2  ;SET CARRY
B5BB D1      10260      POP     DE        ;NO
B5BC C1      10270      POP     BC        ;PARM2=Q+R
B5BD C9      10280 CMPX1  RET      ;PARM1=Q
B5BE C1      10290 CMP2   POP     BC        ;PARM1=Q+R
B5BF D1      10300      POP     DE        ;PARM2=Q
B5C0 C9      10310 CMPX2  RET
          10320 ;
          10330 ;GRXSET - SET ONE POINT
          10340 ;
B5C1 3AF8B5  10350 SET     LD      A,(FX) ;GET X
B5C4 5F      10360      LD      E,A
B5C5 3AFAB5  10370      LD      A,(FY) ;GET Y
B5C8 06FF    10380      LD      B,0FFH  ;-1
B5CA 04      10390      INC     B        ;DIVIDE BY 3
B5CB D603    10400      SUB     3
B5CD F2CAB5  10410      JP      P,SET1
B5D0 C003    10420      ADD     A,3      ;YQ IN B, YR IN A
B5D2 CB27    10430      SLA     A        ;YR*3
B5D4 4F      10440      LD      C,A      ;SAVE YR*2
B5D5 68      10450      LD      L,B      ;HL=YQ
B5D6 2600    10460      LD      H,0
B5D8 0606    10470      LD      B,6      ;CNT FOR MULT BY 64
B5DA 29      10480 SET2   ADD     HL,HL    ;YQ*2

```

Listing 5 continues

Color Computer
16K RAM
Extended Color Basic
Joysticks

Soccer Anyone?

by Wayne D. Riggs

Weather rotten outside? Why not fire up your Color Computer and challenge someone to a game of soccer? This Extended Color Basic game places you as the player or coach of either the blue or red soccer teams. Your opponent controls the other team.

After displaying the credits and playing music for the opening ceremonies, your computer announces that it is time for the coin toss. The winner of the coin toss elects to kick off or receive the ball.

The soccer field with the red and blue teams then appears on the screen in high-resolution, four-color graphics. The ball is in the middle of the center circle blinking at you. Move your joystick in the direction you want your forward line players to move. If a player

If you're a soccer fan, you'll love the action in this two-person Color Computer game.

reaches the ball and you don't press the joystick button, the ball bounces off the player's foot as if he had simply dribbled it. If you attempt to have a player kick the ball without being properly aligned with it, the ball moves across the field diagonally.

The computer acts as the referee and makes calls such as "blue team kick." When you score a goal, music sounds

and the scoreboard flashes on with your score. When a kick goes wide of the goal, the referee's whistle blows and the computer directs a goalie kick after repositioning the players.

The Program

The first few lines of the Program Listing set up graphics and clear enough string space for all the string variables. PS defines the string that draws each individual player.

Lines 35-50 display the title and credits. Notice how I eliminated the green screen by using the Screen function at the end of line 45. Lines 55-145 get the computer into four-color graphics and run the musical pregame show.

Lines 150-190 provide the graphics for the coin toss. Rather than use an arithmetic function to determine the coin's path, I simply plotted the path I wanted it to take and used the Read statement with the appropriate data. This allowed the shape of the coin to be varied by changing the height-to-width ratio of the Circle function, giving the coin the appearance of tumbling. Lines 195-215 announce the results of the coin toss.

The main program loop begins at line 230. The joysticks are read, and the clock timer is started to keep time throughout the half. The joystick functions are formed and limited by lines 250-275. The player positions are then modified by the joysticks but are not directly coupled to them to provide realistic player movement. In other words, a player can't stop instantly; he will run past the ball if he has too much momentum.

Line 280 includes subroutines to draw the playing field and the two teams. Lines 290-350 check to see if the ball has been touched by a player and, if

Program Listing

```

5 REM REQUIRES 16K EXTENDED COLOR BASIC + JOYSTICKS
10 TIMER=0
15 SCREEN 0,1
20 PCLEAR 4: CLEAR 400
25 PS="02;N;R3;N;L3;02;N;F3;03"
30 CLS:H=1
35 AS=STRINGS(32,"*");PRINT @0,AS
40 PRINT@102,"COMPUTER SOCCER 1982":PRINT@175,"BY":PRINT@233,"WAYNE D RIGGS"
45 PRINT@350,"PRESS ENTER TO BEGIN":PRINT@416,AS:SCREEN 0,1
50 AS=INKEYS:IF AS=CHR$(13) THEN55 ELSE 50
55 CLS:PMODE 3,1:PCLS:SCREEN 1,0
60 X=56:Y=42:FOR S=1 TO 5:FOR A=1 TO 6:CIRCLE(X,Y),2,2:X=X+12
65 NEXT A:X=56:Y=Y+10:NEXT S
70 X=62:Y=47:FOR S=1 TO 4:FOR A=1 TO 5:CIRCLE(X,Y),2,2:X=X+12
75 NEXT A:X=62:Y=Y+10:NEXT S
80 DRAW "C2;0M50;100;U150;R155;000;L155;0U32;R70;U40;D7;R05;D5;L05;D7;R05;D5;L05;D7;R05;D5;L05;D7;R05;D5;L155;D7;R155;D5;L155;D7;R155;D5;L155;D7;R155;D5;L155"
85 PAINT "02;L4",3,2:PAINT(130,40),4,2:PAINT(130,46),2,2:PAINT(130,52),4,2
90 PAINT(130,58),2,2:PAINT(130,64),4,2:PAINT(130,72),2,2:PAINT(130,76),4,2
95 PAINT(130,84),2,2:PAINT(130,88),4,2:PAINT(130,96),2,2:PAINT(130,100),4,2
100 PAINT(130,108),2,2:PAINT(130,112),4,2:PAINT(130,120),2,2
105 PLAY "T4;L4.;C;L8;D;E;F;L2;G;L8;C;D;L4.;E;L8;F;L4;D;L2;C"
110 PLAY "L8.;01;G;L16;E;L4;C;E;G;02;L2;C;L8.;E;L16;D;L4;C;01;E;F#;L2;G;L8;G;6"
115 PLAY "02;L4.;E;L8;D;L4;C;01;L2;B;L8;A;B;L4;02;C;C;01;G;E;C;L8.;G;L16;E"
120 PLAY "L4;C;C;G;02;L2;C;L8.;E;L16;D;L4;C;01;E;F#;L2;G;L8;G;6"
125 PLAY "02;L4.;E;L8;D;L4;C;01;L2;B;L8;A;B;02;L4;C;C;01;G;E;C;02;L8;E;E"
130 PLAY "L4;E;F;G;L2;G;L8;F;E;L4;D;E;F;L2;F;L4;F"
135 PLAY "L4.;E;L8;D;L4;C;01;L2;B;L8;A;B;L4;02;C;01;E;F#;L2;G;L4;G;"
140 PLAY "02;L4;C;C;L8;C;D1;B;L4;A;A;02;D;L8;F;F;D;C;L4;C;D1;L4.;B;L8;G;6"
145 PLAY "02;L4.;C;L8;D;E;F;L2;G;L8;C;D;L4.;E;L8;F;L4;D;L2;C"
150 CLS(1):PRINT(195,"PRESS ENTER FOR COIN TOSS");LINEINPUT AS
155 PMODE 3,1:PCLS:SCREEN 1,0
160 S=RND(10):IF S>5 THEN TS=3 ELSE TS=4
165 DATA 30,150,.4,40,120,.75,50,95,1,64,68,.75,85,50,.5,110,40,.1,140,40,.25,16
170 FOR A=1 TO 12:READ X,Y,S:PCLS
175 CIRCLE (X,Y),20,2,S
    
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Listing continues

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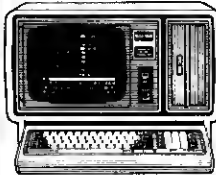
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Listing continued

```

180 N=13-INT(Y/10-3);P$="L120;"+STR$(N);PLAY P$;NEXT A
185 PAINT (X,Y),TS,2;FOR A=1 TO 1000;NEXT
190 IF T5=3 THEN 195 ELSE 205
195 CLS(3);PRINT @192," BLUE TEAM WDN THE TOSS"
200 PRINT @256," BLUE TEAM KICK OFF";GOTO 215
205 CLS(4);PRINT @192," RED TEAM WDN THE TOSS"
210 PRINT @256," RED TEAM KICK OFF"
215 FOR A=1 TO 2000;NEXT
220 BX=124;BY=96
225 CLS(1)
230 PMODE 3,1;PCLS;SCREEN 1,0
235 HX=68;HY=96;VX=191;VY=96
240 JX=JOYSTK(0);JY=JOYSTK(1);XJ=JOYSTK(2);YJ=JOYSTK(3)
245 T=10-INT(TIMER/3600);IF T<=0 THEN 920
250 HX=HX+INT((JX-31)/3);HY=HY+INT((YJ-31)/3)
255 VX=VX+INT((XJ-31)/3);VY=VY+INT((YJ-31)/3)
260 IFHX<38THENHX=38ELSEIFHX>200THENHX=200
265 IFVX<48THENVX=48ELSEIFVX>217THENVX=217
270 IFHY<44THENHY=44ELSEIFHY>135THENHY=135
275 IFVY<44THENVY=44ELSEIFVY>135THENVY=135
280 GOSUB435;C=3;GOSUB470;C=4;GOSUB540
285 C=1;GOSUB 605
290 IFPPPOINT(BX-3,BY)=3THENGOTO320
295 IFPPPOINT(BX-3,BY-2)=3THENBY=BY+10;GOTO320
300 IFPPPOINT(BX-3,BY+2)=3THENBY=BY-10;GOTO320
305 IFPPPOINT(BX,BY-3)=3THENBY=BY+5;GOTO320
310 IFPPPOINT(BX,BY+3)=3THENBY=BY-5;GOTO320
315 GOTO330
320 GOSUB630
325 GOTO365
330 IFPPPOINT(BX+3,BY)=4THENGOTO360
335 IFPPPOINT(BX+3,BY-2)=4THENBY=BY+10;GOTO360
340 IFPPPOINT(BX+3,BY+2)=4THENBY=BY-10;GOTO360
345 IFPPPOINT(BX,BY+3)=4THENBY=BY-5;GOTO360
350 IFPPPOINT(BX,BY-3)=4THENBY=BY+5;GOTO360
355 GOTO365
360 GOSUB695
365 IFBX<=4THEN375ELSE370
370 IFBX>=250THEN375ELSE410
375 IFBY<=86THEN380ELSE400
380 IFBY<=106THEN385ELSE400
385 IFBX<=4THENGOSUB765
390 IFBX>=248THENGOSUB805
395 GOTO220
400 GOSUB845;REM GOALY KICK
405 GOTO225
410 REM NO GOAL
415 C=1;GOSUB470
420 GOSUB540
425 C=2;GOSUB685
430 GOTO240
435 DRAW"C2;BM 124,96;U90;L120;D184;R120;U184;R124;D184;L124;U90"
440 CIRCLE(124,96),20,C,9
445 DRAW"C2;BM4,55;R35;D81;L35;U18;R15;U44;L15"
450 DRAW"C2;BM248,55;L35;D81;R35;U18;L15;U44;R15"
455 DRAW"C4;BM 6,86;L5;D20;R5"
460 DRAW"C3;BM 249,86;R5;D20;L5"
465 RETURN
470 REM DRAW BLUE TEAM
475 C$="C"+STR$(C)+";"
480 P$="D2;N;R3;N;L3;D2;N;F3;N;G3;"
485 FH$=STR$(HX+50)+";"+STR$(HY)+";"
490 BM$="BM"+FH$+";"
495 DRAW C$+BM$+"BU48;"+P$+"BD30;"+P$+"BD28;"+P$+"BD30;"+P$
500 DH=HX+10
505 IFDH>120THENDH=110
510 BM$="BM"+STR$(DH)+";"+STR$(HY)+";"
515 DRAW C$+BM$+P$+"BU48;"+P$+"BD80;"+P$
520 IF HX>85 THEN GH=53 ELSE GH=HX-36
525 BM$="BM"+STR$(GH)+";"+STR$(HY)+";"
530 DRAW C$+BM$+P$+"BU42;BR5;"+P$+"BD78;"+P$+"BR15;BU50;"+P$
535 RETURN
540 REM DRAW RED TEAM
545 C$="C"+STR$(C)+";"
550 FV$=STR$(VX-45)+";"+STR$(VY)+";"
555 BM$="BM"+FV$+";"
560 DRAW C$+BM$+"BU48;"+P$+"BD30;"+P$+"BD28;"+P$+"BD30;"+P$
565 OV=VX-10
570 IFDV<128THENDV=130
575 BM$="BM"+STR$(OV)+";"+STR$(VY)+";"
580 DRAW C$+BM$+P$+"BU48;"+P$+"BD80;"+P$
585 IF VX<171 THEN GV=203 ELSE GV=VX+32
590 BM$="BM"+STR$(GV)+";"+STR$(VY)+";"
595 DRAW C$+BM$+P$+"BU42;BL5;"+P$+"BD78;"+P$+"BL15;BU50;"+P$
600 RETURN
605 C$="C"+STR$(C)+";"
610 IFBX<2THENBX=2ELSE IFBX>253THENBX=253
615 IFBY<3THENBY=3ELSEIFBY>188THENBY=188
620 DRAW C$+"BM"+STR$(BX)+";"+STR$(BY)+";BU2;F2;G2;H2;E2"
625 RETURN
630 P=PEEK(65280)
635 IF P=126 OR P=254 THEN 650
640 BX=BX+5;SOUND 150,2
645 GOTO 685
650 FOR S=12 TO 1 STEP -1
655 IF PPOINT (BX+4,BY)=4 THEN BX=BX-5;SOUND 150,2;GOTO 685
660 BX=BX+3;C=2
665 IF BX>252 THEN BX=252
670 GOSUB 605
675 PLAY "L255;03;"+STR$(S);C=1;GOSUB 605
680 NEXT S
685 IF BX>252 THEN BX=252
690 RETURN
695 P=PEEK(65280)
700 IF P=125 OR P=253 THEN 715
705 BX=BX-5;SOUND 150,2
710 GOTO 755
715 FOR S=12 TO 1 STEP -1
720 IF BX<4 THEN BX=4 ELSE IF BY<3 THEN BY=3
725 IF PPOINT (BX-4,BY)=3 THEN BX=BX+5;SOUND 150,2;GOTO 755
    
```

Listing continues

Return to the Castle

by James Wood

The program in this article is the result of my frustration at not being able to play "Swords & Sorcery II" (Barry Adams, *80 Micro*, August 1980) on my Color Computer.

I have used several of Mr. Adams' ideas and added a couple of my own. Some of the 12 high-resolution scenes have animation corresponding to keyboard entries. The pictures are being generated on graphics pages while the player is reading his statistics, such as gold coins, strength, and water. After the picture is completed it is flashed to the screen. This keeps the game moving

Here's the excitement of dragons, dungeons, princesses and treasures for the Color Computer.

more quickly.

The object of the game is to get to the castle with enough gold coins to win the princess. As your journey progresses there are many decisions to be made and reactions that are necessary to increase your strength, distance and number of gold coins. At the pool of water, press "d" to take a drink. The water may be poison, but that will only weaken you. If a fish appears in the water, push "f" to catch it. Spending the night under the open sky will drain your strength, but a night at the tavern takes several valuable coins. At crossroads you must press the left or right arrow to proceed. Gold coins along the path can be picked up by pressing "g."

Animals may come your way. Snakes and spiders are easy to slay, just press "s" before you are bitten. Rats can't be killed, they just slow you down. The most powerful animal is the dragon. Killing a dragon with your sword (use left and right arrows) will increase your

strength and distance traveled. If he burns your foot your strength will decrease; a burn anywhere else will kill you. You can choose to retreat from the dragon and be farther from the castle. There are also strangers in the wilderness. You can attack, run, or barter.

This game does leave room for improvement. One possible improvement would be to add additional scenes. To add another scene change RND(10) to RND(11) in line 40 and add a comma and one more line number at the end of the line: 16000 would be good. Lines 16000-16999 can be used to draw another high-resolution picture similar to the ones for the pool, dragon, and rats. Be sure to include a Return at the end of your subroutine. If available memory becomes a problem, you can delete line 5 and type RENUM 1,10,2 to shorten the five-digit line numbers in the GOTO and GOSUB commands.

Another improvement for the program would be to generate a map for the player to decipher while looking for the castle. The snakes, dragons, rats and spiders can show up anywhere because they are mobile, but the tavern, crossroads, and pools will have definite locations. You could have the computer spin up these locations in an array, but 16K might not be sufficient memory.

Now go forth into the wilderness and try to win your princess. ■

James Wood is a teacher whose hobbies include photography and ham radio. He lives at 424 N. Missouri, Atwood, IL 61913.

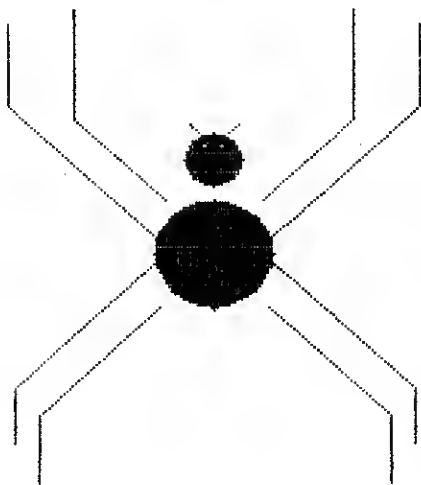


Fig. 1. Spider

Program Listing

```

5 ' JAMES W. WOOD,424 N. MISSOURI,ATWOOD, IL, 61913, MAY-1982
10 CLS:PRINT@262,"RETURN TO THE CASTLE":FORTI=1TO400:NEXTTI:PRINT@295,"AND WIN A PRINCESS!"
11 W=RND(3)+2:S=40+RND(3)*10:RC=10+RND(50)
12 DC=100+RND(50)
13 FORTI=1TO500:NEXTTI:CLS:PRINT@42,"INSTRUCTIONS":PRINT@65,"AT POOL- <D> TO DRINK":PRINT@97,"IF FISH APPEARS- <F> TO CATCH":PRINT@161," <S> TO ESCAPE SNAKE OR SPIDER":
14 PRINT@225,"AT ";CHR$(34);"Y";CHR$(34);" IN ROAD, AND AT DRAGON-":PRINT@257,"USE LEFT AND RIGHT ARROWS.":PRINT@321,"PRESS <G>
    
```

Listing continues

The Key Box

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```

TO PICK UP GOLD";
15 PRINT@480," PRESS <ENTER> TO CONTINUE";
16 A$=INKEY$:IFA$=""THEN16
17 CLS
20 TIMER=0:D=D+1
21 GOSUB11000
25 CLS:PRINT@160," UNITS WATER," ,W:PRINT@192," STRENGTH," ,S:P
RINT@224," GOLD COINS," ,TC:PRINT@258,"DAY NUMBER," ,D:PRINT@292,
"DISTANCE," ,DI
26 IFF=1THENPRINT@40,"POISON WATER":P=0
27 IFYW=1THENPRINT@419,"YOU MADE IT HOME!!":GOTO20010
28 IF YD=1THENPRINT@417,"THE FOREST'S ANIMALS ARE TRICKY":PRINT@
455,"YOU'RE DEAD":GOTO20010
29 IF SB=1 THENPRINT@40,"YOU TAKE A BITE":SB=0
30 IFS<0THENPRINT@419,"YOU DIE OF EXHAUSTION!":GOTO20010
39 IFTIMER>5000THENGOTO20000
40 ON RND(10)GOSUB1000,3000,4000,6000,7000,8000,9000,10000,12000
,13000
42 IFDI>DC THENGOSUB5000
50 IFW<0THENW=0:S=S-5
60 IF RND(30)=1 THEN CLS:PRINT@232,"WRONG WAY":FORTI=1TO400:NEXT
TI:DI=INT(DI/2)
900 GOTO25
1000 PMODE3,1:PCLS3:DI=DI+3
1010 CIRCLE(100,130),80,1,.3
1020 COLOR1,3:LINE(0,100)-(255,100),PSET
1030 PAINT(2,102),1,1
1040 COLOR4,1:LINE(0,0)-(255,191),PSET,B
1050 COLOR2,1:LINE(190,110)-(200,60),PSET,BF
1060 CIRCLE(195,45),30,1,.5
1070 PAINT(195,45),1,1
1080 SCREEN1,0:FORTI=1TO700:NEXTTI:IFINKEY$="D"THENW=W+1:S=S+2:I
FRND(10)=1THENP=1:S=S-10:W=W-1
1085 F=RND(5):IFF=1 THENDRAW"BM"+STR$(RND(40)+80)+" ,139R5E2D1G1D
1F1D1H2L5"ELSERETURN
1086 FORTI=1TO200:NEXTTI:IFINKEY$="F"THENS=S+5:CLS:PRINT@460,"GO
OD FISH !"ELSEPRINT@460,"MISSED"
1087 FORTI=1TO600:NEXTTI:RETURN
2000 PMODE3,1:PCLS:S=S-5
2010 FORA=1TO30:PSET(RND(255),RND(130),RND(3)+1):NEXTA:PMODE4,1:
SCREEN1,1
2015 FORTI=1TO900:NEXTTI
2020 GOTO20
3000 PMODE3,1:PCLS:S=S-3:W=W-1:DI=DI+RND(6)
3010 COLOR3,1:LINE(0,0)-(255,80),PSET,B
3020 PAINT(2,2),3,3
3030 COLOR2,1:LINE(110,191)-(110,170),PSET:LINE-(20,80),PSET:LIN
E-(30,80),PSET:LINE-(120,155),PSET:LINE-(220,80),PSET:LINE-(230,
80),PSET:LINE-(130,170),PSET:LINE-(130,191),PSET:LINE-(110,191),
PSET
3040 PAINT(120,180),2,2
3050 COLOR4,1:LINE(0,0)-(255,191),PSET,B
3060 SCREEN1,0
3070 IFPEEK(343)=247 OR PEEK(344)=247THENRETURNELSE3070
4000 PMODE1,1:PCLS:DI=DI+RND(5)
4010 COLOR3,1:LINE(0,0)-(255,90),PSET,BF
4020 COLOR2,1:LINE(0,170)-(255,191),PSET,BF
4040 GC=RND(6):FORA=1TOGC:PSET(50+6*A,150):NEXTA
4050 COLOR4,1:LINE(0,0)-(255,191),PSET,B
4060 SCREEN1,0:FORTI=1TO6000:IFINKEY$="G"THENTC=TC+GC:RETURN ELSE
NEXTTI
4061 RETURN
5000 PMODE3,1:PCLS3:CLS:SCREEN0,0:PRINT@200,"LOOK, THE CASTLE!"
5010 COLOR2,3
5020 DRAW"BM20,164U0R4D4R4U4R4D4R4U4R4D12R24U44R4D4R4U4R4D4R4U4
R4D4R4U4R4D4R4U4R4D16R40U56R4D4R4U4R4D4R4U4R4D8R36U12R4D0R4U4R4
D4R4U4R4D4R4U4R4D0L204"
5030 DRAW"BM20,152L12G4D24R234U24H4L8"
5040 DRAW"BM0,140R28":DRAW"BM232,140R22"
5050 PAINT(30,160),2,2
5060 PAINT(0,190),1,2
5070 COLOR4,1:LINE(112,164)-(132,134),PSET,BF
5080 COLOR4,1:LINE(0,0)-(255,191),PSET,B
5090 SCREEN1,0:FORTI=1TO1000:NEXTTI:YW=1:IFTC>RC THEN GOTO15000
ELSECLS:PRINT@196,"SORRY, YOU'RE TOO POOR":PRINT@260,"YOU CAN'T W
IN A PRINCESS!":GOTO20010
6000 PMODE3,1:PCLS
6010 DRAW"BM132,144U4R4U4R4U12E24U28L4D4L16U12R20E2F2E2F2R4D8L4D
32F12E8F4E8F4E8F4E8F4E8D6G32R10D4R4D6R4D4L16U4R4U4L8D4L4D4L44U4L
4U8L8D8R4D4L18"
6020 PAINT(134,142),4,4:AA=50:B=140
6025 PSET(156,70,2):PSET(158,70,2)
6030 DF=RND(5):IFDF=1THENFORA=144TO80STEP-1:PSET(A,220-A,2):NEXT
A:PLAY"L25V31O2ABC":ELSE6032
6031 IF AA=66 THENS=S-10ELSEIF AA>66 AND AA<91 THEN YD=1:PLAY"O1

```

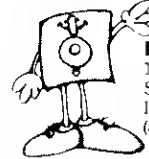
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From the January 1981 issue of the CSRA Computer
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There was some amusement at the November meeting when the Radio Shack representatives stated that the software in the ROM cartridges could not be copied. This month's 68 Micro Journal reported they had disassembled the programs on ROM by covering some of the connector pins with tape. They promise details next month. Never tell a hobbyist something can't be done! This magazine seems to be the only source so far of technical information on the TRS-80 color computer. Devoted to SS-50 6800 and 6809 machines up to now, 68 Micro Journal plans to include the TRS-80 6809 unit in future issues.

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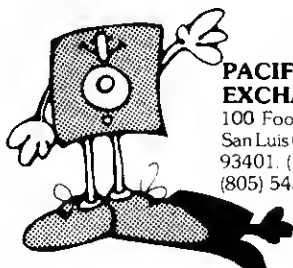
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Listing continued

```

L64ABDBDCA":S=0:RETURN
6032 LINE(AA,B)-(AA+24,B-22),PRESET,BF
6033 IPAA<11 THENCO=1:S=S-5:RETURN ELSEIF AA>115 THEN KD=1:S=S+5
:DI=DI+10:RETURN
6034 IFPEEK(344)=247THENAA=AA+8ELSEIFPEEK(343)=247THENAA=AA-8
6035 DRAW"BM"+STR$(AA)+"",140C4E8U8L6R6U2L1H1U1E1R2P1D1G1L1D2R6C2
R8L8C4L6D8F8"
6040 IPDF=1THENFORA=144TO80STEP-1:PRESET(A,220-A):NEXTA
6900 SCREEN1,0
6901 GOTO6030
7000 GOSUB11000:CLS:PRINT@268,"RATS":FORTI=1TO400:NEXTTI:PMODE3,
1:PCLS:SCREEN1,0
7010 COLOR2,1
7020 FORA=230TO20STEP-16
7030 AS=STR$(A)
7040 DRAW"BM"+AS+"",100R8G4E4D4U4R8D4U4F4H4R4E2R6L6H2L12H2G2L2D2G
2"
7050 PCLS
7060 BS=STR$(A-8)
7070 DRAW"BM"+BS+"",100R8D4U4F4H4R8G4E4D4U4R4E2R6L6H2L12H2G2L2D2G
2"
7080 PCLS
7085 PLAY"O4L255V31AB"
7090 NEXTA:RETURN
8000 PMODE3,1:PCLS3
8010 CIRCLE(130,100),20,2,1.5
8020 CIRCLE(130,65),10,2
8030 COLOR2,3
8040 DRAW"BM146,80E30U40"
8050 DRAW"BM114,80H30U40"
8060 DRAW"BM112,95H50U30"
8070 DRAW"BM148,95E50U30"
8080 DRAW"BM 112,120G40D25"
8090 DRAW"BM148,120F40D25"
8100 DRAW"BM146,100F50D20"
8110 DRAW"BM114,100G50D20"
8120 DRAW"BM126,60U4H4"
8130 DRAW"BM134,60U4E4"
8150 PAINT(130,65),2,2
8160 PAINT(130,100),2,2
8170 CIRCLE(130,120),8,4:COLOR4,3:PAINT(130,120),4,4
8180 PSET(127,60,1):PSET(133,60,1)
8190 SCREEN1,0
8200 GOSUB20000:RETURN
9000 PMODE3,1:PCLS
9010 COLOR2,1
9020 CIRCLE(70,50),20,2,.5
9030 CIRCLE(110,58),40,2,1,.25,.5
9040 CIRCLE(110,58),30,2,1,.25,.5
9050 DRAW"BM110,98R100"
9060 DRAW"BM110,88R100"
9070 CIRCLE(210,118),30,2,1,.75,1
9080 CIRCLE(210,118),30,2,.7,.75,1
9090 PAINT(114,92),2,2
9100 PAINT(70,50),2,2
9110 DRAW"BM40,55NR20G4E4H4F4"
9120 PSET(60,45,3)
9130 COLOR4,1:DRAW"BM54,56R10"
9135 PLAY"L255O1V31DEFGFED"
9140 SCREEN1,0:GOSUB20000:RETURN
10000 PMODE3,1:PCLS3:DI=DI+5
10010 COLOR1,3:LINE(0,112)-(255,191),PSET,BF
10020 COLOR2,3:LINE(100,191)-(115,112),PSET:LINE-(135,112),PSET:
LINE-(150,191),PSET:PAINT(104,198),2,2
10030 COLOR4,1:LINE(0,0)-(255,191),PSET,B
10100 SCREEN1,0:FORTI=1TO400:NEXTTI:RETURN
11000 FORTI=1TO900:NEXTTI:RETURN
12000 IFRND(4)<4THENRETURNELSEPMODE3,1:PCLS3
12005 COLOR2,3:LINE(0,110)-(255,130),PSET:PAINT(10,120),1,2
12015 LINE(40,80)-(200,140),PSET,BF:LINE(40,80)-(120,40),PSET:LI
NE-(200,80),PSET:PAINT(60,75),4,2
12030 COLOR4,2:LINE(60,100)-(90,140),PSET,BF
12040 DRAW"BM100,120R10L5D15L6":DRAW"BM120,120D15R8U15L8":DRAW"B
M140,120R8L8D7R6L6D8R6":DRAW"BM160,115D6":DRAW"BM180,120L8D7R8D8
L8":SCREEN1,0
12045 PLAY"O2T6V31L8CP32FP32CP32CP32CP32FP32FP32L4FP32L8
FP32GP32GP32DP32DP32DP32L4GP32L8P32EP32EP32L4EP32L8EP32EP32EP32L
4EP32L8CP32CP32CP32DP32DP32EP32EP32FP32FP32L4F"
12048 CLS:PRINT@134,"WELCOME TO ";CHR$(34);"JOE'S";CHR$(34);:PRI
NT@194,"(R)FRESHMENTS 5 GOLD COINS";:PRINT@226,"ROOM & (B)OARD
10 GOLD COINS";:PRINT@290,"(N)EITHER";
12050 AS=INKEY$:IFA$=""THEN12050
12052 IFA$="R"THEN IF TC>4 THEN TC=TC-5:S=S+15:RETURN ELSE GOTOL
2058
12056 IFA$="B" THENIF TC>9 THEN TC=TC-10:S=S+20:D=D+1:TIMER=0:RE

```

Listing continues



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Listing continued

```

TURN ELSE GOTO12058
12057 IFA$="N"THEN RETURN ELSE GOTO12050
12058 CLS:PRINT@264,"YOU'RE TOO POOR!":FORTI=1TO400:NEXTTI:RETUR
N
13000 FORTI=1TO500:NEXTTI:CLS:PRINT@40,"SOMEONE'S COMING!":FORTI
=1TO400:NEXTTI
13010 PRINT@100,"(A)TTACK":PRINT@132,"(T)RADE":PRINT@164,"(R)UN"
13020 IK$=INKEY$
13030 A$=INKEY$:IFA$="A"THENGOTO13040ELSEIFA$="T"THENGOTO13050EL
SEIFA$="R"THENDI=DI-2:RETURNELSEGOTO13030
13040 CLS:SS=20+RND(30):IFSS-S>30THENPRINT@200,"HE KILLED YOU!!"
:END
13042 IFSS-S>15THENS=INT(S/2):PRINT@200,"YOU TAKE A BEATING":FOR
TI=1TO500:NEXTTI:IFRND(3)=1THENPRINT" HE TAKES YOUR GOLD!":TC=0:
FORTI=1TO500:NEXTTI:RETURN ELSE RETURN
13044 IFSS-S>3THENPRINT@200,"PICKED ON THE WRONG GUY!":FORTI=1TO
500:NEXTTI:S=S-10:RETURN
13046 IFS-S>9THENPRINT@200,"HE GOT AWAY!":FORTI=1TO400:NEXTTI:I
FRND(5)=1 THEN PRINT" HE DROPPED HIS GOLD!":TC=TC+RND(6):FORTI=1
TO500:NEXTTI:RETURN ELSERETURN
13048 PRINT@200,"KILLED HIM!":GC=RND(9):PRINT" TOOK";GC;"GOLD C
OINS FROM":PRINT"HIS COIN POUCH":TC=TC+GC:FORTI=1TO500:NEXTTI:RE
TURN
13050 CLS:ON RND(3) GOTO 13060,13070,13080
13060 CLS:PRINT@192,"HE HAS NOTHING WORTH TRADING!":FORTI=1TO900
:NEXTTI:RETURN
13070 CLS:PRINT@193,"HE WILL SELL FOOD AND DRINK"
13072 FC=RND(3):WC=RND(2)
13073 PRINT"FOOD COSTS";FC;"GOLD COINS":PRINT"WATER COSTS";WC;"G
OLD COINS":PRINT:PRINT"(W)ATER, (F)OOD, OR (B)OTH?"
13074 A$=INKEY$:IFA$="W"THEN IF WC>TC THENGOTO13200ELSE TC=TC-WC
:W=W+1:GOTO13300
13076 IFA$="F"THENIFFC>TCTHENGOTO13200ELSETC=TC-FC:S=S+7:GOTO133
00
13078 IFA$="B"THENIF FC+WC>TC THENGOTO13200ELSETC=TC-FC-WC:S=S+7
:W=W+1:GOTO13300
13079 GOTO13074
13080 PRINT@192,"HE OFFERS 2 GOLD COINS FOR WATER"
13082 PRINT@233,"(S)ELL OR (R)EFUSE"
13083 A$=INKEY$:IFA$="S"THEN13083
13084 IFA$="R"THENRETURNELSEIFA$="S"THEN13090ELSE 13083
13090 IF W<1 THEN CLS:PRINT@197,"YOU DON'T HAVE WATER!":FORTI=1
TO400:NEXTTI:RETURN ELSE TC=TC+2:W=W-1:RETURN
13200 CLS:PRINT@200,"YOUR TOO POOR!":FORTI=1TO500:NEXTTI
13300 RETURN
15000 PMODE3,1:PCLS:CLS:SCREEN0,0:PRINT@193,"BECAUSE YOU HAVE SH
OWN SUCH":PRINT"SKILL AND BRAVERY, YOU HAVE WON":PRINT"THE HAND
OF THE KING'S DAUGHTER."
15001 FORTI=1TO900:NEXTTI
15002 COLOR2,1
15010 CIRCLE(136,56),12
15020 DRAW"BM132,66D4L4G2L3G2L3G2D2G2D4G2F2D3F3D3F4R2F3D6R22U6E3
L2E4U3E3U3E2H2U4H2U2H2L3H2L3H2L3U4"
15030 DRAW"BM124,80R1F2D2G2L1H2U2E2"
15040 DRAW"BM146,80R1F2D2G2L1H2U2E2"
15045 PAINT(132,80),2,2:PAINT(136,56),2,2
15046 COLOR3,1
15050 CIRCLE(132,90),8,3
15060 CIRCLE(141,90),8,3
15061 PAINT(144,90),3,3:PAINT(130,90),3,3
15062 LINE(120,72)-(133,88),PSET
15063 LINE(148,72)-(141,88),PSET
15070 PSET(132,52,3):PSET(140,52,3)
15072 DRAW"BM132,60F2R4E2"
15080 LINE(124,110)-(150,110),PSET
15082 LINE-(168,172),PSET:LINE-(108,180),PSET:LINE-(124,110),PSE
T
15090 PAINT(134,120),3,3
15091 COLOR2,1:DRAW"BM128,179D12F2D2L16U2E2R4E2U7R6":PAINT(126,1
81),2,2
15092 DRAW"BM148,175D14G2R16U2H2L4H2U10L4":PAINT(150,177),2,2
15100 COLOR4,1:LINE(128,48)-(124,20),PSET:LINE-(144,46),PSET:LIN
E-(128,48),PSET:PAINT(130,30),4,4
15110 COLOR3,1:LINE(124,20)-(100,64),PSET:LINE-(108,68),PSET:LIN
E-(116,72),PSET:LINE-(124,20),PSET:PAINT(104,60),3,3
15999 SCREEN1,0:PLAY"O3V3T4L4FP32;11;P32L8;11;P32L4;11;P32PP32O
4L4CO3P32L8AP32L4;11":FORTI=1TO600:NEXTTI:CLS:PRINT@200,"LUCKY W
INNER!":GOTO20010
20000 FORTI=1TO100:IFPEEK(341)=251 THEN S=S+2:RETURN
20001 NEXTTI:SCREEN1,1:FORTI=1TO50:NEXTTI:SCREEN1,0
20002 FORTI=1TO200:IFPEEK(341)=251 THEN S=S-10:SB=1:RETURN
20003 NEXTTI
20004 YD=1:S=0:RETURN
20010 IK$=INKEY$
20020 PRINT@482,"PLAY AGAIN (Y/N)"
20030 A$=INKEY$:IFA$="Y"THENRUNELSEIFA$="N"THENENDELSE20030

```

Table on p. 331

MSS

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10	Title
11	Randomizes beginning water, strength, coins to win princess
12	Randomizes distance to castle
13-16	Instructions
20	Timer for length of day
25	Prints adventure's statistics
26	Randomizes poison water
27-28	Check for loss or win of game
29	Check for snake bite
30	Check for strength remaining
39	Check for end of a day
40	Goto random scene
42	Check if adventurer has gone far enough to be at castle
50	Reduce strength if water gone
60	Random "wrong way"
900	Back to top of loop
1000-1087	Draw pool and fish
2000-2020	Night sky
3000-3070	Crossroads
4000-4061	Gold coins along path
5000-5090	Castle
6000-6901	Dragon
7000-7090	Rats
8000-8200	Spider
9000-9140	Snake
10000-10030	Straight road
12000-12058	Tavern
13000-13300	Someone on road
15000-15999	Princess
20000-20004	Scans keyboard for "s" to slay spider or snake

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From the moment you answer the "Are you ready?" query and indicate your choice of skill level from a scale of one to nine, you are challenged to repeat a random letter sequence. The let-

**This program provides
a challenging routine
to help strengthen your
memory via your micro.**

ters are flashed in the center of a box in enlarged size, one at a time. When the question mark appears, you try to keyboard the letters in the same sequence. If you succeed, a notation to this effect appears, and an arbitrary percentile rating is assigned to the score. For comparison, the letters as sequenced by the program are listed directly above the letters recorded as your response.

The sequence length is determined by your selection of the 1-9 option; the square of the number chosen is the number of letters sequenced for that run. Thus, if you choose to attempt skill level 4, 16 letters will be presented in random order, one letter at a time, increasing by one letter with each response made following the appearance of the question mark. If an error is made, the sequence ends and the comparisons are shown for feedback.

If the sequence is correctly echoed from the keyboard, the percentile rating increases in a positive direction; if entered incorrectly, the rating can decrease into the nether regions. As the rating increases, it influences the speed at which letters are presented and wiped from the screen. Also, the higher the skill number chosen for each run (from 1-9), the more quickly the letters will sequence.

The percentile rating will increase dramatically after the first few successful runs. However, your echo can be made at any speed without influencing the program by its rate of entry.

The Program

Following the usual opening statements, the GOSUB command places a border around the title; since a box is needed later, the box parameters use variables to permit altering box size for each use. These variables are valued in line 20 for the title box, and revalued in line 180 for the letter-function box. The blinking cursor is turned off with

Program Listing

```

10 CLS: CLEAR 500 :A=0 :P=0 :RANDOM
   :PRINTCHR$(02)
20 A1=30:B1=30:C1=25:A2=12:B3=7:C3=11
   :A4=9:C4=56
30 GOSUB 450
40 PRINT@(08,35),"MEMORY EXERCISER"
50 PRINT@(09,35),"BY WALDO T. BOYD"
60 PRINT@(10,42),"1982"
70 FOR X=1 TO 2500:NEXT
80 CLS: PRINT@246,"Test your memory for
   letter sequences. It's easy.
90 PRINT "A series of letters is
   presented at random at screen center,
   fol-
100 PRINT "lowed by a question mark.
   When the question mark appears,
   keyboard
110 PRINT "the letters in the identical
   sequence in which they were
   presented.
```

Listing continues

The Key Box

Basic
Models II and 16

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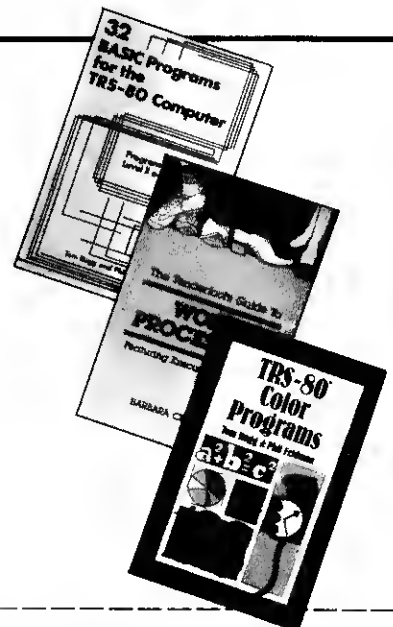
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120 PRINT "Each run of letters will be
    one letter longer than the previous
    run.
130 PRINT:PRINTTAB(6) "Are you ready?
    (Y/N)"
140 A$=INKEY$:IF A$="" THEN 140ELSE IF
    A$="N" THEN END ELSE IF A$="Y" THEN
    150
150 PRINT :PRINT "There are 9 degrees
    of challenge. Choose, 1-9: "
160 A$=INKEY$:IF A$="" THEN 160ELSE
    A=VAL(A$)
170 B=0:C=0:A$="":B$="":S$="":SS$=""
    :A=A*A
180 A1=08:B1=16:C1=5:A2=12:B3=9:C3=11
    :A4=09:C4=22:PRINTCHR$(02)
190 CLS:PRINT CHR$(31):GOSUB 450
200 D=1 :FOR X=1 TO 1000-(A*100):NEXT X
210 C=RND(25)+65:B$=B$+CHR$(C)
220 FOR Q=1 TO LEN(B$)
230 PRINT@859, MID$(B$,Q,1)
240 FOR X=1TO500-(P*20):NEXT X
250 PRINT@859, " "
260 FOR X=1 TO 50:NEXT X
270 NEXT Q
280 PRINT@859, "?":SS$=""
290 FOR X=1 TO LEN(B$)
300 S$=INKEY$:IFS$="" THEN 300
310 SS$=SS$+S$
320 NEXT X
330 IF B$=SS$AND D<A THEN D=D+1:GOTO210
340 IF B$=SS$ THEN 370
350 CLS :PRINT@520,"SEQUENCE TRY AT
    LENGTH" A "NOT MIRRORED.":E=E+(E+A)
360 PRINT :PRINT@717-LEN(B$), B$
    :PRINT@797-LEN(B$),SS$:PRINT:GOTO 390
370 CLS:PRINTCHR$(23):PRINT@524,
    "SEQUENCE OF"A"MIRRORED CORRECTLY. "
380 PRINT :PRINT@717-LEN(B$),B$:PRINT@
    797-LEN(B$),SS$:PRINT:F=F+(F+A)
390 P=(F-E)/100:PRINT@925,P"PERCENTILE
    STANDING"
400 LINEINPUT "TOUCH <ENTER> TO END
    STUDY OF RESULT. ";Q$
410 PRINTCHR$(30):GOTO 420
420 PRINT"TRY AGAIN,Y/N"
430 A$=INKEY$:IFA$="" THEN 430ELSE IF
    A$="Y" THEN 150ELSE END
440 END
450 PRINT@(A1,B1),CHR$(128)
    STRING$(C1,150)CHR$(129);
460 PRINT@(A2,B1),CHR$(131)
    STRING$(C1,150)CHR$(130);
470 FOR A3=B3 TO C3:PRINT@(A3,B1),
    CHR$(148); :PRINT@(A3,C4), CHR$(148);
    :NEXT A3
480 PRINTCHR$(02):RETURN

```

CHR\$(02) during this and subsequent points in the program to eliminate unnecessary distraction that might affect concentration. This is especially important during letter-sequence presentation.

The INKEY\$ function is strategically used to eliminate unnecessary use of the enter key, and to enhance the overall program action.

CHR\$(31) in line 190 increases the letter size as the program begins the letter-sequencing routine. This enhances the user's ability to recognize the letters, acting somewhat like field glasses for a close-up view during the action portion. The enlargement is turned off in line 410, with CHR\$(30), restoring the smaller letter size for the option sequences that follow.

Line 10 includes the Random command, which reseeds the random generator for each use of the program. Later, in line 210, numbers are selected randomly from 1-25 and converted to letters via their ASCII equivalents (+65). Only capital letters are used. These are collected in the variable B\$, the last letter selected for presentation by the MID\$ function in line 230, and printed in the center of the box with the PRINT@ function. Then the keyboard echo input is collected singularly in S\$, and serially in SS\$ in line 310. The letter sequence presented by the random generator is compared to the keyboard sequence in lines 330 and 340 and the results directed to either the mirrored or failed-to-mirror subroutines for screen viewing in enlarged format.

An option to continue the exercise appears, allowing for a go, no-go choice; if the continue choice is made, a subchoice is offered for selection of skill level, 1-9. If the negative choice is made, the program ends. A go choice will allow the percentile variable P to collect additional data; a negative choice will cause the data to be lost when the program is restarted with Run.

How's Your Memory Today?

Some users might think of this program as a game. Others will recognize it as a true skill exercise that improves the memory and increases keyboarding skill. As you try this program on your friends, you will be amazed at the ability of certain individuals to complete even the 9-level (81 sequenced letters) exercise. Others will be hard-pressed to echo the 2-level (four sequenced letters) selection. ■

Waldo Boyd is self-employed and can be reached at P.O. Box 86, Geyserville, CA 95441.

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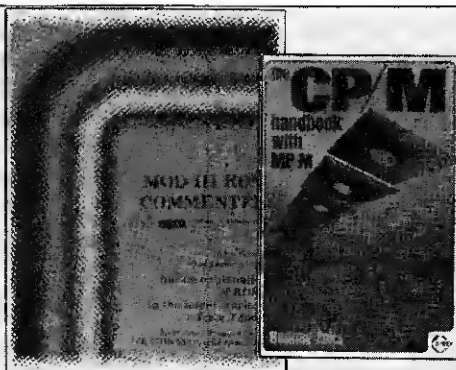


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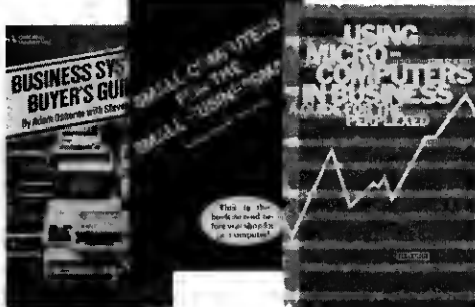
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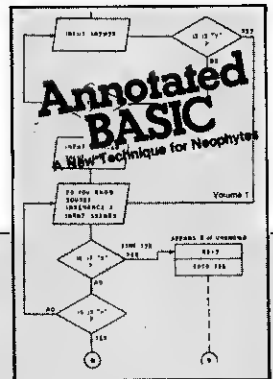
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NEWS THIS MONTH

DISNEYWARE

Mickey Mouse and the rest of Disney's gang enter micro gamedom.

PAGE 340

MORE THAN A TOY

A Canadian lexicographer uses a souped-up Model I to put together the *New York Times Everyday Dictionary*.

PAGE 342

HIGH SPEECH, LOW MEMORY

Peachtree Software introduces SPeachware—low-cost, low-memory hardware with superior voice quality.

PAGE 344

BUSINESS

The Vegas CEO

More than 70,000 people ogled at gadgets galore at the Consumer Electronics Show in Las Vegas.

BY ROBERT G. FISHER

SPECIAL TO 80 MICRO

By any standard of measurement, the 1983 Winter Consumer Electronics Show in Las Vegas was a resounding success. And, for anyone involved with the distribution, marketing, retailing or use of TRS-80 products, it was mind-boggling.

Visiting the 1,050 exhibitors were, by official count, 78,126 attendees during the four-day event, breaking all records for the semi-annual show as well as for Las Vegas, which considers itself the convention capital of the world.

Actually, the number of visitors was far in excess of the official tally; convention officials explained local businesses and guests were not included in their count. And, because access passes for the show were limited, daily badge tags were freely passed around by official delegates to friends and "groupies" who wanted to see what the future has to offer in the exploding world of electronics.

Persons looking at TRS-80-related products soon became numbed by the

sheer quantity and complexity of what will be in store for that microcomputer system during 1983, including software, hardware, peripherals, furniture and accessories.

By far the largest group of software exhibitors at the show were producers of home video games, many of which are TRS-80 compatible.

Datasoft Inc. had one of the largest

control joystick, first seen at the show and interfacing with the TRS-80 Color Computer and other personal computers, is being made available. Equipped with a modified grip handle with two fire buttons and a selection switch for centering/non-centering option, it will retail in Radio Shack stores nationwide for \$49.95.

Star Micronics Inc. of Dallas intro-



photo by Robert Fisher

such displays, once again showing its expertise in adapting its software not only to the TRS-80, but to a dozen other microcomputer systems as well.

New from Compro Electronics Inc. of Costa Mesa, CA, was its Videoplexer, an electronic game selector with finger-tip command permitting game selection for a variety of products including the Tandyvision One.

A new WICO Corp. Command Con-

duced its new thermal printer priced to retail for \$199.

Brother International displayed its new electronic compact typewriter line, the Correctronic 50, that offers triple pitch typing (10, 12, and 15), a full one-line correction memory, a one-touch interchangeable cassette-daisy-wheel, cassette-ribbon system, automatic paper setting, and a host of other features. The machine can double as a micro-



photos by Robert Fisher

A model and masseur (above, left) promote a videotape course on massage at CEO-Las Vegas, while another model (above, right) hawked "blue" videotapes. Maxell displayed its micro-disk drives (below, left), and a giant Pac-Man (below, right) entertained younger CEO patrons.

computer printer terminal by using a built-in interface port.

Discwasher of New York introduced a pair of cleaners designed for computer cassette-drive systems. The Discwasher head cleaner slips directly into the recorder and cleans the head drive in 15 seconds. The cleaner is nonabrasive and uses no alcohol or fluids. A cassette mechanism cleaner clears all contamination from pinch rollers to maintain top performance. Both are sold together as a Discwasher Computer Cassette Drive Careset.

Discwasher also introduced a disk-drive cleaner, designed to remove all debris and keep disk drives working at optimum capacity. It, too, is nonabra-

sive and utilizes a unique fiber grid cleaning system and "perfect path" technology to thoroughly dislodge and collect foreign matter from sensitive drives. It is available in 5¼-inch and 8-inch formats.

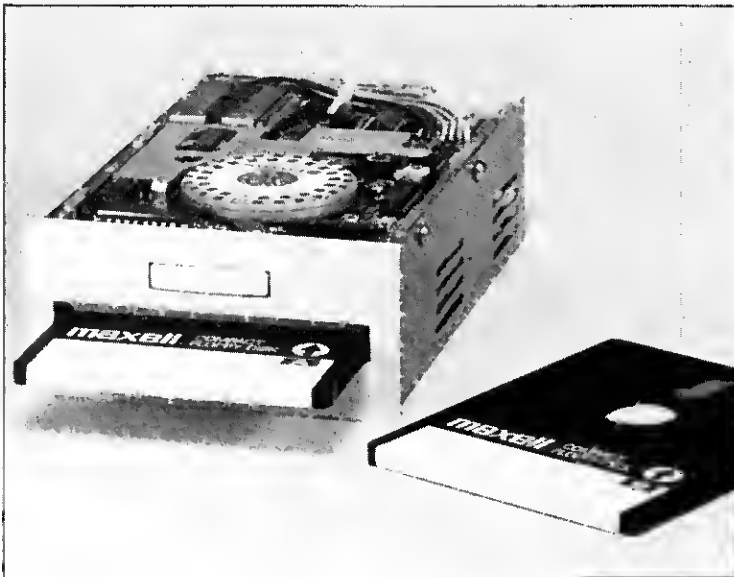
Both Maxell and BASF competed with other tape manufacturers at the show for segments of the tape and floppy disk market. The BASF Qualimetric FlexyDisks, first introduced in October 1982, are claimed to be the first 100-percent, error-free floppy disks with a lifetime warranty.

Maxell Corporation delegates were proud to demonstrate their revolution-ary 3-inch Compact Floppy Disk

(CFD), along with their compatible (and same recording capacity) 5¼-inch double-density, mini-floppy disk.

At a computer seminar during the show, leading industry spokesmen noted that, while computer and computer-related sales were up over the preceding year, they were not up as much as originally projected, due in great part, they said, to the faltering economic situation.

Nevertheless, most executives foresee an economic turnaround and, even as the show was drawing to a close, were making plans for what they expect to be an even bigger and better show in Chicago next June. ■



SOFTWARE

Disneyware

The heirs to Mickey's maker hope to crack the software market.

BY ROBERT G. FISHER
SPECIAL TO 80 MICRO

Perhaps it was inevitable the gigantic communications industry bearing the name of its creator, the late Walt Disney, should extend itself into still another area—microcomputer software.

Just coming onto the market is the first of more than 50 planned home computer programs developed by the Walt Disney Telecommunications and Non-Theatrical Co. for TRS-80, Texas Instruments, NEC Electronics of Chicago, and Panasonic systems.

Titled "Mickey in the Great Outdoors" and divided into two parts, "Mickey Goes Hiking" and "Mickey Goes Exploring," it is initially available for Atari microcomputer use.

Announcement of the new venture was made by Jim Jimorro, president of the Disney Telecommunications/Non-Theatrical Co., at the 1983 Winter Consumer Electronics Show in Las Vegas.

Disney's Jimorro explained the new venture:

"Two and a half years ago, our company saw in the video phenomenon a need to put all Disney activities in this area under one umbrella: video cassettes, discs, a new pay TV system and now, personal computer software.

"The basic Disney resources obviously lend themselves so well to the new technology. The characters we have, the plots we have, scenes and symbols—all lend themselves to development of software. . . .

"Another reason: in a very real sense,

Disney is a company that has always understood the relationship between film, communication and entertainment on the one hand and education on the other. The way to reach people is to give them educational learning in a way that is highly motivational and highly entertaining."

"It's the old Walt Disney spoonful of sugar," he added.

At the same press conference, Fred Simon, vice president of Disney's computer software division, stressed the new programs—all of them, including those under development—emphasize learning as well as entertainment.

"There will never be a Disney software that does drill and practice. There will never be a Mickey Mouse adding two and two to make four," he said.



Jimorro: Everything we have lends itself to software.

photos © Walt Disney Productions

"We plan adventure games and simulations," Simon explained.

He noted all products have characters drawn from Disney's vast movie li-

brary, and added each has learning objectives that will stimulate students to want to play the games over and over again.

The new Disney microcomputer software, manufactured on cartridge, disc, and cassette tape, will vary in price from manufacturer to manufacturer.

Similar Disney software for schools will be sold in larger packages and con-



Simon: "There will never be a Mickey Mouse adding two and two to make four."

tain teacher preparation material.

It was pointed out Disney will not actually manufacture any of the software products.

"We're in the communications business," Jimorro explained. "Although all the software development is being done in-house, with the staff creating all the ideas and concepts of the programs, outside contract programmers will actually produce the programs, cut to Disney specifications.

"Subsequently," he said, "each hardware manufacturer will become the exclusive distributor for his respective Disney product. Disney," he added, "will retain all additional markets, including the school market."

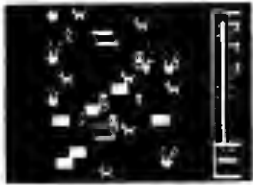
Asked by a reporter about software piracy, Jimorro agreed it would be a problem, but noted Disney will use its technological, legal, and business resources to prevent such theft.

At the same press conference, it was announced Disney was expanding its videocassette tape and videodisk offerings by including—for the first time—non-Disney products, including three releases from "Muppet Home Video" and five titles from wildlife film producer Bill Burrud's "Amazing Animal World."

Several Disney film titles, withdrawn from the market in November 1982, will again be released to the public in 1983, spokesmen noted. ■

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DOCUMENTATION

85,000 words on a Mod I

Thomas Paikeday put together a first-class dictionary using a Tandy dinosaur.

Next time you encounter someone calling your TRS-80 a toy, run the detractor down to your local bookstore and show him *The New York Times Everyday Dictionary*.

That reference work, which has sold 25,000 copies since September, was published by Times Books and compiled by Canadian-based lexicographer Thomas M. Paikeday with a TRS-80 Model I, four 5¼-inch, 80-track, double-density disk drives, and a 1200-baud modem.

"The Model I was a prototype machine for me," Paikeday told *80 Micro*. "Now it's a question of expanding the storage."

"Ideally," he said, "we should have 500 million words on line, but that's a little too much to ask. I think the average micro we should use should be 14 megabytes."

Since writing the dictionary, he said, his system has been upgraded to a Model III and he hopes to boost his capabilities further by getting a Model 16 this year.

According to *InfoWorld*, the drudgery of collecting dictionary citations led Paikeday to explore electronic alternatives.

The newspaper noted the grind of sifting and collecting evidence on the meaning and usage of words from current sources is so labor-intensive and costly only a handful of major publishers bother producing a comprehensive English dictionary. And for independent lexicographers like Paikeday, *InfoWorld* said, the cost of hiring readers, clerks and typists to assist with the job



Paikeday: "Ideally, we should have 500 million words on line."

poses a severe restraint.

"What I saw happening around me," Paikeday told the computer industry weekly, "was an electronic revolution that had created new modes of delivering information. Teletext and videotext services, such as The Source and CompuServe, provided a new source of vocabulary and usage.

"I saw that, via telephone lines, I could tap the living language of newspapers such as *The New York Times* and *The Washington Post* in almost every field of activity, from the arts and sciences to sports, entertainment, fashion, and finance. What I needed was a means of storing this information and later analyzing it."

The lexicographer told *80 Micro* he extensively used CompuServe and the *Toronto Globe and Mail* to compile his dictionary. He said the *Globe and Mail* was the first newspaper in North America to load the full text of its daily editions into a data base. That data base, Paikeday said, is now larger than *The New York Times On Line*.

After buying his Tandy hardware, *InfoWorld* reported, Paikeday hired a machine-language expert to write programs for sorting millions of words on line, creating citations, and making sophisticated linguistic analyses.

Paikeday told *80 Micro* it takes his system eight minutes to search a megabyte of text.

InfoWorld noted the lexicographer uses his micro to increase his stockpile of words at a rate of 1,000 words a minute. With the system, he can stay current in the use of words like bells and whistles, computerist, vertical integration, videotext, and xenocurrency. He can also search out related phrases such

as get it together, get it all together, and get one's act together.

Paikeday's system, *InfoWorld* said, also allows him to do specialized searching, such as lining up all words beginning with hyper or containing a specific stem such as gram or suffix such as -ble. This helps him examine variations in usage, such as expandible as opposed to expandable and expansible.

The system can alphabetize millions of words or list words in descending order of frequency. By checking frequency lists, he can decide which of two words, like bibliographic and bibliographical, is more common.

According to *InfoWorld*, two of the largest dictionary makers, Merriam Webster and Oxford University, were less than enthusiastic about Paikeday's achievement.

"There's the question of the whole apple cart being upset," Paikeday explained to *80 Micro*. "Webster and Oxford have been working with the traditional method for over a hundred years. Now to change to something that's almost unexplored as far as they are concerned—that's a forbidding thought.

"Eventually, I am sure they will come around to the new technology and exploit it to its fullest extent because they are the most monied of the dictionary publishers."

Paikeday said his next project is an electronic dictionary. "I'm thinking of something you can tap into like CompuServe or The Source," he said. "I think a reference book like the dictionary, next only to the Bible in popularity, should be available through the telephone using a keyboard and modem." ■



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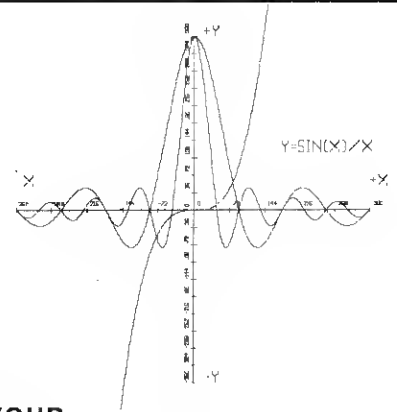
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SOFTWARE

Speaking without tongues

From Peachtree Software comes a voice box that sounds human and is economical on memory.

BY ROBERT G. FISHER

SPECIAL TO 80 MICRO

Making a floppy disk behave like a tape recorder to reproduce human speech is not new. But doing it with thrift—using only one-eighth of the amount of computer memory required by most existing systems—is.

Just such a major breakthrough was introduced by Peachtree Software Inc. at the COMDEX/Fall '82 convention in Las Vegas in early December.

Named, appropriately enough, SPeachware, the new system combines low-cost hardware with superior voice-quality software for all microcomputer applications, according to Ben Dyer, Peachtree's president.

Most persons who see a demonstration of SPeachware for the first time are amazed at the fidelity of stress and inflection produced even by moderately-

priced speakers.

It even does sound effects. During a COMDEX demonstration, it faithfully delivered the sound of a horse's galloping hooves.

SPeachware is manufactured for Peachtree by Centigram Corporation of Sunnyvale, CA. The system, priced at about \$400, is an add-on board that is initially being produced for the IBM Personal Computer and will be available in most areas by March 1.

Compatible SPeachware packages are presently in the design stage for Radio Shack's TRS-80, Apple II and other personal microcomputers. Those packages will be made available later in 1983, company officials said.

At a press conference on the opening day of COMDEX, Peachtree's Dyer explained SPeachware's major advantage:

"In this particular design, we can store a very large amount of speech in a



Dyer: A large amount of speech in a small amount of disk space.

limited amount of disk space. There is a lot of technology around for recording speech on disk, but it requires very expensive storage to have just a few words. In the case of SPeachware, we have an efficient enough operation that we can do many useful things on a reasonable size computer."

A company spokesman noted requirements to store synthesized speech normally run about 32 kilobits for each second of speech.

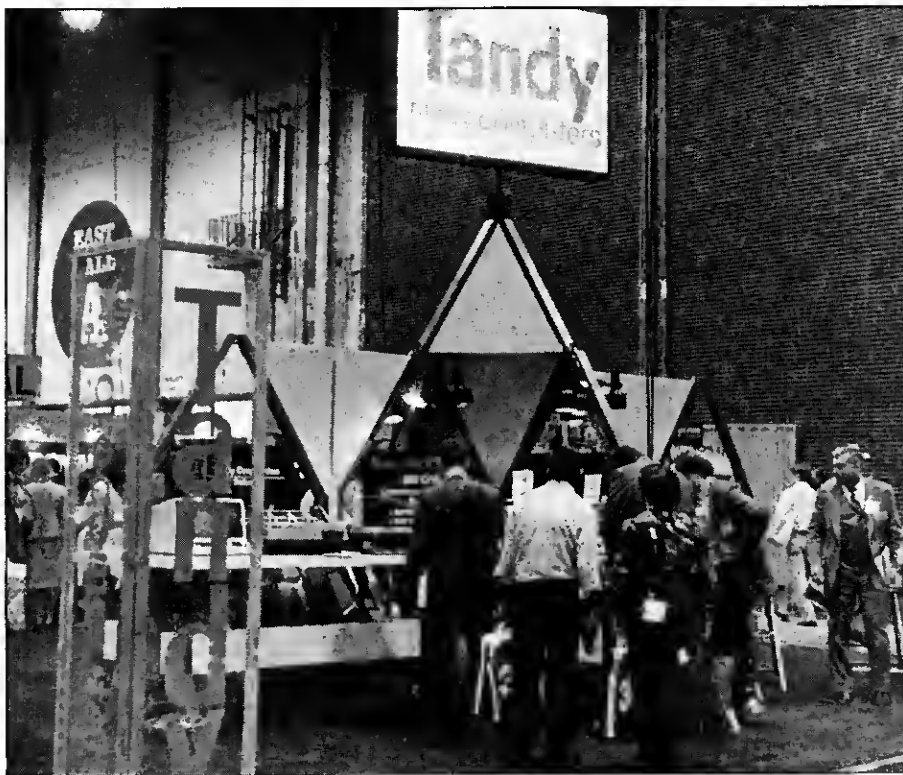
SPeachware uses a mere 4,000 bits for each second of voice reproduction—about an eight-to-one improvement ratio over most existing systems. Thus the new product would be particularly significant in IBM and similar personal computers, where user memory is restricted.

Uses for SPeachware include:

- Reminding users of appointments and chores. It has a calendar system that automatically announces, in pleasing, well-modulated tones, an impending appointment, an important telephone call, or the office coffee machine should be turned off;
- Helping users needing assistance or additional information to execute a program by giving them the information verbally, eliminating the need to go to a second screen and return to the initial screen display;
- Providing a novice with a patient,

COMDEX masses converge on Tandy booth at the show.

photos by Robert Fisher



The choice is yours...

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FORMAT,1=40,* DATA *,12/27/82.PASSWORD<ENTER>  
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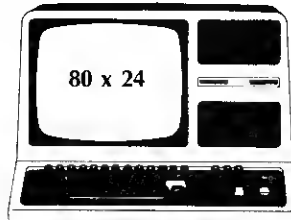
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warm, friendly supervisor during training sessions—someone looking over his or her shoulder, offering suggestions, advice and direction, eliminating the need to research through a printed manual; and

- Providing the user with what amounts to a complete, random-access tape recorder.

Dyer noted the options for SPeachware uses are almost limitless. "Although we are treating this as a software product," he said, "it is a piece of hardware that makes our software much more saleable, demonstrable and useful."

"The added voice capability makes the software even easier to use, shortening learning time and improving training aspects associated with the use of microcomputers and software," he added.

SPeachware will be used to market Peachpaks, Peachtree's software systems that include: PeachCalc, an electronic spreadsheet for modeling, analysis and row/column calculations; business graphics systems; telecommunications, permitting computers access to commercially available data bases; PeachText, permitting the addition of footnotes to mainframe reports and including a spelling proofreader, dictionary and thesaurus; and list management, featuring inquiry, sorting and label printing, among others.

Thus, Dyer said, Peachpaks, combined with specific SPeachware functions, will be set up in dealer showrooms where they will run continuously, executing Peachpak functions while verbally explaining features and applications to prospective users.

SPeachware uses regular digital files that can be created, edited and accessed just like any other file.

The system achieves its thrifty efficiency via a proprietary coding technique called parametric waveform coding (PWC) by the Centigram Corporation, Peachtree's SPeachware manufacturer. Using PWC, the system digitizes and compresses analog waveforms.

Analysis of the waveform is done at variable-length intervals with frame rates determined by the voiced and unvoiced events in the original speech. The result is a synthesized waveform that is uncanny, nearly identical to the original and highly recognizable.

Unlike most voice synthesizers—which sound contrived and mechani-



Jan Lawrence, SPeachware project manager, and Peachtree Vice President Steve Mann chat about their firm's new software.

photo by Robert Fisher

cal—SPeachware is smooth, clear, and even duplicates regional accents, depending on the original voice, of course.

Because of low bit rates, hardware costs are reduced significantly, effectively minimizing requirements on size and power of the host computer, as well as radically reducing the amount of mass storage or disk space needed to hold messages.

"The high-quality speech that the system produces," Dyer said, "coupled with our ability to create and edit speech files in real-time, is what makes SPeachware such a viable tool."

SPeachware produces vocabularies in a matter of hours, rather than the several-week turnaround required by other vocabulary development techniques.

Voice output is accomplished via Centigram's SYBIL synthesizer board, designed exclusively for Peachtree. Compatible with the IBM personal computer, SYBIL has been designed around the General Instrument SP0250 synthesizer chip and a microprocessor to implement PWC speech, providing a powerful speech peripheral with an interface as simple as a printer.

Peachtree also announced several other new products at the computer dealers' exposition, including:

- An Authorized Warehouse Distributor Program, a network of major microcomputer distributors organized by Peachtree to offer one-stop shopping for microcomputer retailers throughout the United States and Canada;

- A Job Cost System, designed to keep track of operating costs in user-defined categories such as labor, materials, outside services and overhead;

- A Calendar Management System, providing a complete appointment-scheduling and time-management system for both individuals and large organizations; and

- A Fixed Assets Accounting System, available in early 1983, that will provide capital-intensive businesses and public accountants with an ability to enhance and expedite tax return filings. The system can produce depreciation and supporting schedules for one or more companies.

Additionally, Peachtree announced the signing of a license agreement whereby the PeachText word processor and four other software packages—a spelling proofreader, a data list manager, the PeachCalc electronic spreadsheet and telecommunications—will be distributed by Epson America Inc. for its new microcomputer, the QX-10.

Headquartered in Atlanta, Peachtree Software Inc. is a wholly-owned subsidiary of Management Science America Inc., the world's largest independent producer of financial accounting software for mainframe computers.

Peachtree products are available through some 300 authorized software centers, as well as from major microcomputer hardware manufacturers in the United States and abroad. ■

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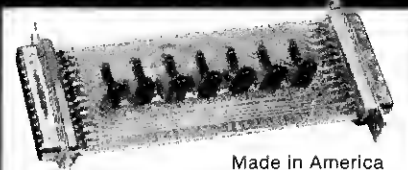
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PULSE TRAIN

Color Computer games from folks at Sesame Street



The people that brought you Sesame Street will be bringing games to your

Color Computer next month.

Starting in late May or early June, the Tandy Corporation will be marketing 10 Color Computer games made by the Children's Computer Workshop of New York City.

Judy Marlow, a spokesperson for the workshop, declined to give details about the games to *80 Micro*.

She noted the workshop will also be marketing next month five games for Atari systems. Those games, she explained, will use Sesame Street characters and the TV program's ideas on educating children.

Six "activities" for the Color Computer will also be made by the workshop, Marlow added. The activities are aimed at schools, she said, and Color Computers with 32K RAM.

"We find most Color Computer owners don't own more than 16K," she said.

According to some promotional material from the workshop, its games differ from games already on the market.

"Much of the presently available software is produced in a haphazard fashion," the workshop claimed.



Children's Television Workshop: We know what kids want.

"Many new games are rushed into production without consideration of their teaching values."

At the workshop, teams of experts develop its games. "They know how children behave and what they like," the workshop stated. "They have created visual forms superior to anything currently on the market."

"And the creative process involves repeated testing at schools and day-care facilities at every stage of development."

The workshop explained how the teams produce a game:

- A creative manager writes the activity, works with artists to design the screen, and consults with musicians about

music and sound effects;

- An educational developer determines if the game is appropriate, appealing, comprehensible, and accessible children; and

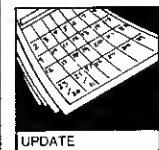
- A programmer writes the program code, gives advice on a microcomputer's capabilities, and formulates solutions to problems related to the creative use of the medium.

The workshop said its games "promote interactivity and positive relationships among players."

"Many of our games are designed so that children play together with the machine," Workshop President Paul Firstenberg said in a statement. "Cooperation is emphasized. And while kids

have fun, they also learn important social skills."

Nuke war author teaching on Network Nation

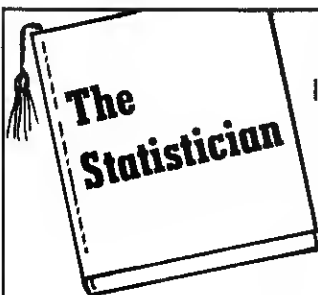


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PULSE TRAIN

October 1982, p. 376) stated Herman Kahn, author of *On Thermonuclear War* and *Thinking About the Unthinkable*, is working with other members of the school's faculty teaching a segment of a course on the management of scarcity and abundance.

The course is the third in a series of four in a two-year curriculum taught almost entirely by teleconferencing.



The curriculum is aimed at helping policy-level executives from corporations, government, and non-profit institutions deal with the leadership requirements of the coming decades. The courses hope to do that by bringing together the ex-

ecutives and the institute's faculty of leading scholars and scientists.



"Computer teleconferencing," the institute's president, Richard Farson, explained in a statement, "is not a replacement for face-to-face meetings. In fact, we have designed the format of the school so that all faculty members and course participants may first become acquainted in an initial one-week seminar and meet again in face-to-face seminars at six-month intervals.

"Between these encounters, however, they have the unique opportunity to communicate with each other in a manner which is at the lead-

ing edge of human communication, even as it shares some characteristics of the richness and detail of nineteenth-century letter writing."

Faculty members teaching other segments of the course include:

- Mary Douglas, Avalon Professor of Humanities at Northwestern University and author of *Risk and Culture*;
- C. Jackson Grayson, chairman of the Price and Wage Stabilization Commission under President Richard M. Nixon;
- Stewart Brand, originator of *The Whole Earth Catalog* and co-editor of the *Co-Evolution Quarterly*; and
- Rosabeth Moss Kanter, professor of Sociology and Organizational Management at Yale University and author

of *Men and Women of the Corporation*.

Tech writers no longer afterthought



Technical writing is no longer an afterthought career or the place for a

technician ready to retire, according to a report in *Computerworld*.

Up until 10 years ago, you typically found a "retread engineer" managing a publications group, the industry weekly reported. But that's changed with the increasing numbers of undergraduate and graduate students specializing in technical writing.

Technical writers no longer seem to be people with a technical orientation, but people with a strong writing ability and a knack for technical communications.

A good aspect of this, the weekly noted, is technical writers have been removed from the "tyranny of the technical point of view." Its bad side is it's eliminated the technical writer's ability to question specifications.

Today technical writers don't even know what questions to ask, one computer professional told the newspaper.

Programs combining an undergraduate degree in science and a graduate degree in technical writing are going to be very attractive to prospective employers, one freelance technical writer said.

But do technical writers share the status of other com-

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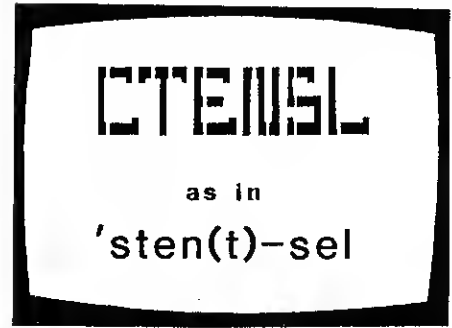
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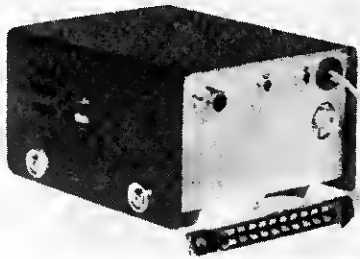
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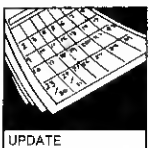


EDUCATION DAY AT VERBATIM. Some 1200 students toured the floppy-disk manufacturing plant of Verbatim corporation guided by a robot. Tour was part of Verbatim's national program to enhance computer literacy in the schools.

puter professionals?

Amy Kaufman, a technical writer with Advanced Management Inc., said yes. She told *Computerworld*: "Companies are realizing now that without a good writer, they can't sell their product. You can have the best designed system in the world, but unless it is documented, no one is going to know how good it is."

Another Rubik robot



Another Rubik's Cube robot (*80 Micro*, February 1983, p. 358) has been designed

by engineers at Battelle Pacific Northwest Labs in Richland, WA.

According to *High Technology*, the engineers endowed their robot with color vision, adaptive intelligence, and mechanical dexterity to solve the pesky puzzle.

The magazine said the robot's application might be frivolous, but its mechanics are a technological *tour de force*.

A bright light illuminates the cube to let color-filtered detector arrays examine each face, three squares at a time. Using this starting-position data, a Z80 microprocessor calculates the shortest sequence of moves that will solve the puzzle.

The program runs in a minute, then Cubot's two orthogonal mechanical claws take turns rotating and twisting the cube until each face is a single color. The robot does

not rethink its course of action—all moves are decided at the outset, based on the optically-read starting positions. The feat is usually over in less than three minutes.

Cubot's designers, *High Technology* said, found their greatest challenge not in the glamorous technologies of optics and computers, but in making the mechanical system work.

A solenoid powers the claw grip.

A stepping motor rotates the claw in 1.8 degree increments. A second microprocessor governs the motor. That chip is always mindful of the maximum acceleration the cube can withstand and the possibility of face slippage.

An optical encoder, mounted on the stepping mo-

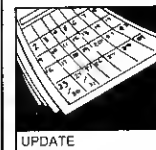
tor drive shaft, verifies the claw position.

And to reduce the required number of motions, the engineers gave both claws mobility.

Cubot's not going to bolster industrial productivity or provide a key to stopping the arms race, the magazine observed.

But the engineer who led the team designing the machine, Robert Dyer, believes the robot shows vividly what might be possible by thoughtful combination of existing technologies. Dyer told *High Technology* Cubot's underlying technology can be extended to product inspection, sorting, and assembly.

Are fat pay checks solution to teacher shortage?



While experts wail about the increasing shortage of math and science teachers

and the negative impact it will have on the nation's high-tech future (*80 Micro*, October 1982, p. 382), several cities are attempting to cure

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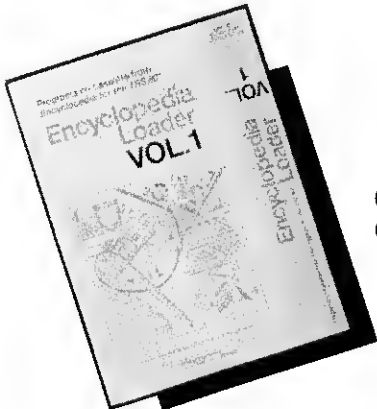
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In Houston, teachers with critical skills, like math and science, get their annual salaries topped with a \$2,000 bonus. If they agree to teach in one of burg's poorer neighborhoods, they get an additional \$2,000. And if they're absent less than five days during the year and teach in a school where test scores rise above the anticipated norm, they receive another \$1,300.

In Richmond, VA, math and science teachers receive a \$1,500 bonus.

Oklahoma City has reported its vacancy problems improved after offering math and science teachers \$500 and \$100 for each credit hour they teach.



However, according to *The Wall Street Journal*, Houston's incentives outdistance all other systems. A skilled veteran teacher in Houston, who collects all possible bonuses, *The Journal* said, can collect \$30,000 in one year. And within three years, that figure will rise to \$40,000, more than twice the national average for teachers.

The already serious shortage of math and science teachers will get worse, the business daily reported. At teaching colleges 10 years ago, an average class had 20 students preparing to be math teachers and 18 to teach science. Now the average is four math, seven science.

Even during the current recession, teachers are drift-



Houston Union Official: "You can't buy Socrates for \$18,000 a year."

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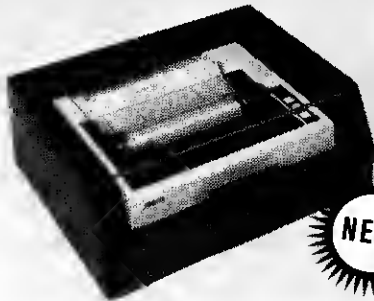
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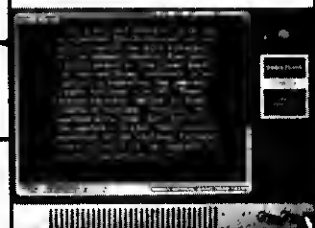
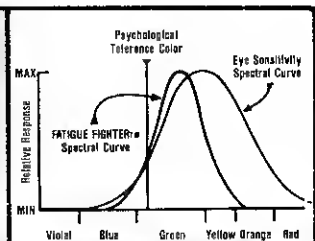


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PULSE TRAIN

ing toward jobs in industry. And when economic recovery opens up more jobs there, even more of them will be leaving to reap rewards in industry, Harry Tunis, research director for the National Council of Teachers of Mathematics told *The Journal*.



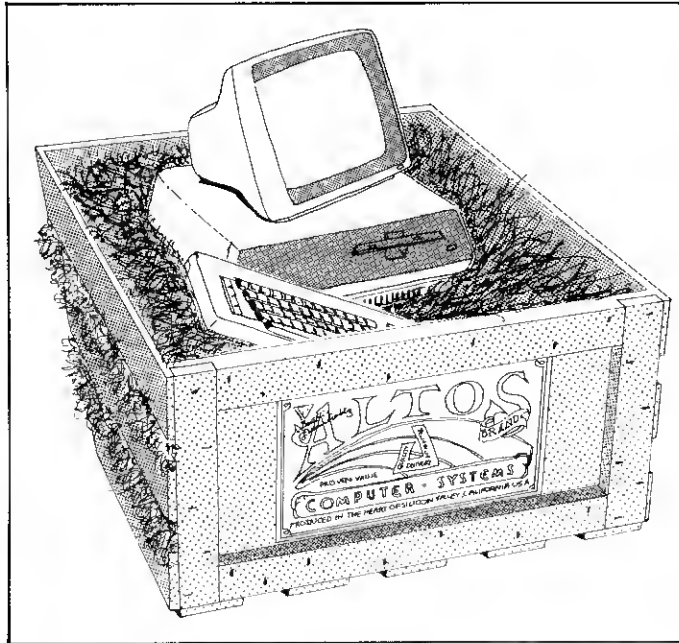
Houston's salary largesse is considered by some educators a radical solution to shortage problems. But Billy Reagan, general superintendent of the Houston Independent School District, believes even more radical solutions might be in the wings.

He told *The Journal* Russian and Japanese students get at least two more years of math than American students. Japanese students attend school six days a week, 11 months a year.

"The American people should have the courage to change our school system to a year-round system," he said. "The big problem in this country is productivity, but the base of that is in education, and unless the school system is turned around, I don't think you are going to turn around productivity to any major degree."

One critic of Reagan's approach to shortages is John O'Sullivan, the president of the 2,000-member Houston local of the American Federation of Teachers. He told *The Journal* Reagan was an "egomaniac" who "charges ahead regardless of the consequences."

Unless all teachers' salaries are increased, he claimed, the school system will still be confronting a fundamental problem: "You can't buy Socrates for \$18,000 a year."



Altos: 14,164 percent increase in sales in 5 years.

Altos hottest of hot privates



Among *INC.* magazine's 500 fastest growing companies in the United States are 100 high fliers whose sales during the last five years vaulted 1,100 percent. And at the top of that list is Altos Computer Systems.

From 1977 to 1981, Altos sales climbed 14,164 percent, from \$150,000 to \$21.3 million.

Like Apple, Altos began in a California basement. And like Apple, Altos is identified with fruit. Located in an apricot orchard, the corporation's slick packaging theme features fruit-packing crates labeled with "Altos Brand" contents. But the similarity

stops there.

While Apple went after the lower end of the microcomputer market, Altos went after the high end. It began making business processing and communications systems that didn't demand the full power of minicomputers.

Altos's recent introduction—a single-board, 16-bit micro that can be networked with as many as 800 individuals—challenges many minicomputer systems.

And that challenge isn't going unnoticed by computer heavies like IBM, DEC, Wang, Data General, and Apple. But Altos founder David Jackson told *INC.* many big companies suffer from self-defeating stubbornness.

He explained that while Altos makes only one board for its machine and buys everything else from outside vendors, some biggies insist on making their own peripherals, which glut inventory

during slow times.

Many big companies also impose their operating systems on users, he added. He likened that to every record company making records at different RPMs.

Other companies in the hot 100 include CompuShop, a chain of computer retail stores based in Richardson, TX; Charles River Data Systems of Natick, MA; and the Yankee Group, a high-tech market analysis firm in Boston.

Video games: cognitive-mapping exercise



Video games teach children more than hand-eye coordination, contends the director of the Project in Science and Mathematics Education at Bank Street College in New York City.

Sam Gibbon, in an interview appearing in *Classroom Computer News* maintained arcade games "require a whole new set of skills that children haven't been asked to engage before.



"Pac-Man, for example, is an astonishingly complicated maze game in which it's necessary simultaneously to have some sort of image or gestalt of the entire field of play to learn over a period of time what the particular patterns of movement of the

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ghosts are so that they can be escaped, and to develop a strategy for negotiating the maze and avoiding danger—all at increasing speed.

“Now, that’s considerably more than an exercise in hand-eye coordination.

“It is, I think, a cognitive-mapping exercise of considerable complexity. I think many of the other games make similarly complex demands on kids’ cognition, not just on their sensory motor skills.

“Of course, these games do also carry social value, and I’d like to see many more peaceful games developed. But, I guess I don’t share the cataclysmic view that an en-

tire generation of children is damned because of the time that they spend in front of those arcade games.”

Gibbon told the magazine arcade games weren’t transforming kids into delinquents.

“I find it curious,” he said, “that a great deal of the criticism of arcades and arcade games is made in ignorance of what life is like in a game arcade, or what in fact those games are like.

“My own observation of what goes on in the computer game arcades I’ve visited is that children often behave with one another in a pro-social way. They learn from each other.” ■



Victor: 16-bit boo-boo.

Stoned heads crash

For two years the **NEW YORK PUBLIC LIBRARY** computer system was snake bit. The four digital Equipment Corporation RM03 drives had a constant error rate and two

END BYTES of the drives had to be replaced within a year after they were installed. But the rest of the institution’s PDP-11/70 system worked like a charm—a situation that baffled DEC engineers until last summer. The source of the problem: one of the building’s more lasting and enviable architectural features—its marble floors. Their inflexibility caused the drives’ head assemblies to shake apart. After jacking up the units and installing rubber castors, the problem disappeared. ■ **BOBBY TAYLOR** made a gaffe when he chose Intel’s 8088 chip as the central microprocessor for the **VICTOR 9000**. The thinking behind the move: 64K RAM chips cost too much. The 8088’s more powerful brother, the 8086, needed 16 chips (\$320), while the 8088 needed only eight (\$160). Experts predicted a \$5 price drop at the most for the chips, so going with the 8088 seemed like a good idea. But with chips now selling for \$6 to \$8 each, Victor is a little red-faced. New 9000s will have 8086s. ■ Remember **MISSION IMPOSSIBLE**, the TV program that made self-destruct a household word? Well **PORTWARE INC.**, a Minnesota-based software company has brought self-destruction to the micro business. A potential buyer can use Portware software on a trial basis to see if he likes it. But he has to make up his mind after five preliminary practice

uses. After that, the software self-destructs. ■ Two new newsletters and a report on videotext are available to microcomputer users. The **MICROCOMPUTER SOFTWARE LETTER**, edited for business users, will be published monthly in New York City. Each issue will focus on four areas: trends and productivity tips, software reviews, summaries of articles in 45 microcomputer publications, and resource listings. A subscription costs \$124.49 a year. **FUTURE COMPUTING INC.** of Richardson, TX, is offering **VIEW**s, a news publication offering data and analysis on product and company trends. Subscription: \$325. And if you’re interested in videotext applications in the business sector, you can learn about it for \$1,285 in a study done by **INTERNATIONAL RESOURCE DEVELOPMENT INC.** of Norwalk, CT. ■ For readers interested in the gastronomy-computer connection, **KAMSTRA COMMUNICATIONS INC.** of St. Paul, MN, offers this tidbit. A survey conducted at the Minneapolis Applefest last year showed three out of four IBM PC owners prefer pepperoni pizza, but less than 50 percent of Apple owners like the sausage on their Italian pie. ■ In the ’tis the season to be jolly department: A harried Christmas shopper phoned *80 Micro* three days before Christmas frantically looking for Level II ROM chips. He wanted to give them to his daughter for Christmas. ■ Speaking of offspring: An *80 Micro* staffer has suggested a warning be included on each issue stating it may be hazardous to one’s health. His pre-school child knocked one of the 400-plus page issues off his coffee table. The magazine landed on the kid’s foot and sent the child on a crying jag. ■

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FUN HOUSE

by Richard Ramella
Author of *Computer Carnival*

Lirpa Loof Tomfoolery

Instead of having a Fun House column this month, we're all going to drill and drill until we know the multiplication tables up to 12 times 12.

Hey, where did all the kids go? Come on back. That was just an April Fools' joke.

In case you forgot, April 1 is April Fools' Day. From the moment you get up until you go to sleep that night, you're fair game for the harmless practical jokes that mark the day. Your friends, parents, and teachers can play them. And in the spirit of the day, you have the right to play some tricks of your own.

Here are four programs that will make your computer a prankster on April 1. They will all work in either Level II or on the Color Computer. The program called A Little Bet will run in good old-fashioned Level I if you change the commands to Level I format.

The Key Box

Model I and III
Color Computer
4K RAM
Basic

A Little Bet

```

100 REM * A LITTLE BET * LEVEL I, II OR COLOR COMPUTER
110 CLS
120 A$="TAP ENTER TO CONTINUE"
130 PRINT "JUST ABOVE MY SCREEN IS A CONTAINER"
140 PRINT "WITH UNITED STATES MONEY IN IT."
150 PRINT
160 PRINT "I'M GOING TO HAVE YOU DO SOME FIGURING"
170 PRINT "AND THE ANSWER YOU COME UP WITH WILL BE"
180 PRINT "THE AMOUNT OF MONEY IN THE CONTAINER."
190 PRINT
200 PRINT "WE'LL BET A NICKEL..."
210 PRINT "BUT DON'T WORRY. I'LL GIVE YOU A CHANCE"
220 PRINT "TO CALL OFF THE BET LATER."
230 PRINT
240 PRINT A$
250 INPUT X
260 CLS
270 PRINT "NOW, DON'T USE ME TO DO THE FIGURING."
280 PRINT "YOU DON'T WANT ME TO KNOW YOUR NUMBER."
290 PRINT "USE A PENCIL AND PAPER."
300 PRINT
310 PRINT A$
320 INPUT X
330 CLS
340 PRINT "WRITE ANY WHOLE NUMBER FROM 1 TO 1 MILLION AND "
350 PRINT A$
360 INPUT X
370 IF X<1 OR X<>INT(X) THEN PRINT "NO FRACTIONS OR DECIMALS..."
: PRINT: GOTO 340
380 CLS
390 PRINT "ADD 2 TO YOUR NUMBER AND ";A$
400 INPUT X
410 CLS
420 PRINT "MULTIPLY THAT NUMBER TIMES 2 AND ";A$
430 INPUT X
440 CLS
450 PRINT "SUBTRACT 1 FROM THAT NUMBER AND ";A$
460 INPUT X
470 CLS
480 PRINT "DIVIDE THAT NUMBER BY 2 AND ";A$
490 INPUT X
500 CLS
510 PRINT "SUBTRACT 1 FROM THAT NUMBER AND ";A$
520 INPUT X
530 CLS
540 PRINT "SUBTRACT THE NUMBER WITH WHICH YOU STARTED ";
550 PRINT A$
560 INPUT X
570 CLS
580 PRINT "EXCUSE ME WHILE I DO SOME FIGURING"
590 FOR T=1 TO 1000
600 NEXT T
610 CLS
620 FOR X=1 TO 50
630 PRINT RND(50);
640 A=RND(4)
650 IF A=1 THEN PRINT "DIVIDED BY";
660 IF A=2 THEN PRINT "TIMES";

```

Listing continues

The new Compactors from Hurricane... We mean business!



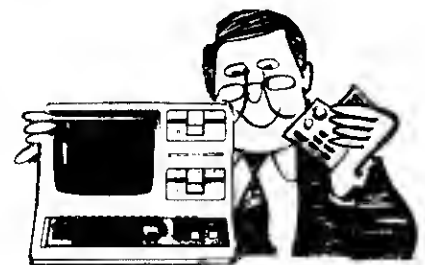
Finally there is a compactor family of products that not only gives full CP/M[®] capabilities to the TRS-80[™], but enhances the video display (80x24), enabling the Model III to run sophisticated financial and management programs.

You bet that means business! Small and medium sized companies can now expand the use of the TRS-80 by simply adding the Hurricane Compactor (I, IV or II).

The new Compactor II (112K memory) gives CP/M 2.2 and 3.0 capabilities to the Model III without altering the TRSDOS and TRS-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 x 24. And don't forget the 48K 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.

Yes, we mean business... we're making your bottom line, our bottom line, and we're doing it at a price you can afford.



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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.



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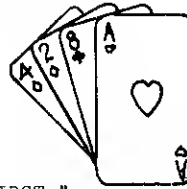
TM

Listing continued

```
670 IF A=3 THEN PRINT "PLUS";
680 IF A=4 THEN PRINT "MINUS";
690 PRINT RND(10);
700 PRINT "IS";
710 PRINT RND(50)
720 PRINT "AND";
730 NEXT X
740 CLS
750 PRINT "OKAY, I GOT IT. THE ANSWER IS..."
760 FOR T=1 TO 1000
770 NEXT T
780 PRINT
790 PRINT
800 PRINT "1/2 CENTS."
810 PRINT
820 PRINT "NOW YOU MAY DOUBLE THE BET (1)"
830 PRINT "OR YOU MAY CALL IT OFF (2)"
840 INPUT "ENTER 1 OR 2";X
850 PRINT
860 PRINT "THE BET IS FOR ";
870 IF X=1 THEN PRINT "A DIME." ELSE PRINT "NOTHING."
880 PRINT "THAT THE MONEY EQUALS 1/2 CENTS."
890 PRINT
900 PRINT A$
910 INPUT X
920 CLS
930 PRINT "OPEN THE CONTAINER TO SEE WHO WINS."
940 FOR T=1 TO 3000
950 NEXT T
960 PRINT "APRIL FOOL ";
970 GOTO 960
980 END
```

Card Trick

```
100 REM * CARD TRICK / LEVEL I, II OR COLOR COMPUTER *
110 CLS
120 A$="TAP ENTER TO CONTINUE"
130 PRINT "GET A DECK OF CARDS AND I WILL DO A TRICK."
140 PRINT
150 PRINT A$
160 INPUT X
170 CLS
180 PRINT "LAY OUT A ROW OF CARDS"
190 PRINT A$
200 INPUT X
210 CLS
220 PRINT "LAY OUT ANOTHER ROW BELOW THE FIRST"
230 PRINT "WITH THE SAME NUMBER OF CARDS AS THE FIRST."
240 PRINT A$
250 INPUT X
260 CLS
270 PRINT "REMOVE ONE CARD FROM THE BOTTOM ROW."
280 PRINT A$
290 INPUT X
300 CLS
310 PRINT "FROM THE TOP ROW, REMOVE AS MANY CARDS"
320 PRINT "AS YOU WANT BUT NOT ALL OF THEM."
330 PRINT "ENTER THE NUMBER YOU REMOVE."
340 INPUT Z
350 Z=Z-1
360 CLS
370 PRINT "FROM THE BOTTOM ROW REMOVE AS MANY CARDS"
380 PRINT "AS THERE ARE IN THE TOP ROW."
390 PRINT A$
400 INPUT X
410 CLS
420 PRINT "REMOVE ALL THE CARDS IN THE TOP ROW."
430 PRINT A$
440 INPUT X
450 CLS
460 PRINT "AND NOW THERE ARE..."
470 PRINT "H";
480 FOR T=1 TO 30
490 PRINT "M";
500 FOR G=1 TO 30
510 NEXT G
520 NEXT T
530 PRINT
540 PRINT Z;"CARD";
```



```
550 IF Z>1 THEN PRINT "S"
560 PRINT " LEFT."
570 PRINT
580 PRINT "I'M NEVER WRONG WITH THIS MAGIC TRICK."
```

Now for some tricks you might have other people try on the big foolishness day.

A Little Bet

I know you've all heard of the number trick that has you think of a number, do a few mathematical operations on it, and come up with an answer that the trick player can name even though you haven't said it.

Pretty boring, huh?

That's what your victim will think. But there is a surprising twist to this program.

At the start, the computer says there is a container—an envelope, match box, whatever—resting on top of it. There is, because you put it there.

The computer says the container has United States money in it. That's also true. Then the computer has the victim think of a number and go through the mathematical steps.

With a nickel bet riding on the outcome, the computer appears to do some figuring and then says the U.S. money in the container totals .5 (one-half) cent. It gives the victim a chance to call off the bet or double it to a dime.

The victim thinks the program has gone haywire and probably will double the bet to take advantage of this. The computer accepts and says the container can now be opened.

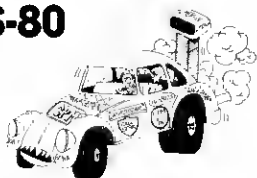
Inside the container is one-half of a penny. You win. My advice is to forgive the victim



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FUN HOUSE

the bet and let him or her join in the laughter.

Oh yes, how do you get half a penny? You saw a whole penny in half. A hacksaw blade will do it. Be sure to get someone with hacksaw-blade experience to help you.

When I wrote this program, it occurred to me that it might be illegal to saw a U.S. penny in half. I wrote a letter to the U.S. Department of the Treasury, U.S. Mint, San Francisco. An expert wrote back: "It is not illegal to saw a U.S. penny in half."

It's a load off my mind that none of us will have to do time in a federal prison over an April Fools' joke.

Card Trick

It turns out that the TRS-80 can do dandy card tricks as long as it isn't asked to shuffle a real deck of cards. This is a very neat trick. It is only necessary to follow instructions and it works every time.

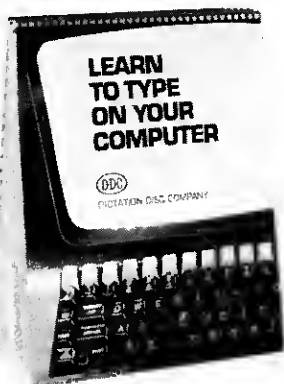
Since all the instructions are in the program, I'll be quiet so you can try it. Then try it on someone else.

Porky—The Porcine Dictionary Project

I suppose no one expected me to get serious this month, but now I have a program that is a fantastic breakthrough in the computer's ability to translate languages.

Computer and language experts have worked for years on translation programs—English to French, Russian to Spanish,

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Porky—The Porcine Dictionary Project

```

100 REM * PORKY - THE PORCINE DICTIONARY PROJECT *
110 REM * LEVEL II OR COLOR COMPUTER *
120 CLS
130 CLEAR 1000
140 PRINT "NO PUNCTUATION PLEASE..."
150 PRINT "256 LETTERS OR FEWER..."
160 PRINT "ENTER ENGLISH PHRASE FOR TRANSLATION"
170 PRINT
180 INPUT A$
190 PRINT
200 A$=A$+" "
210 FOR H=1 TO LEN(A$)
220 B$=MID$(A$,H,1)
230 IF B$<>" " THEN C$=C$+B$
240 IF B$=" " GOSUB 300
250 NEXT H
260 PRINT
270 PRINT
280 PRINT "TRANSLATION (ORTSNAY!) IS COMPLETE."
290 END
300 D$=LEFT$(C$,1)
310 IF D$="A" OR D$="E" OR D$="I" OR D$="O" OR D$="U" GOSUB 410:
RETURN
320 FOR B=1 TO LEN(C$)
330 D$=MID$(C$,B,1)
340 IF D$<>"A" AND D$<>"E" AND D$<>"I" AND D$<>"O" AND D$<>"U" T
HEN E$=E$+D$ ELSE GOTO 360
350 NEXT B
360 E=LEN(C$)-B+1
370 PRINT RIGHT$(C$,E);E$;"AY ";
380 E$=""
390 C$=""
400 RETURN
410 PRINT C$;"WAY ";
420 C$=""
430 RETURN
440 END

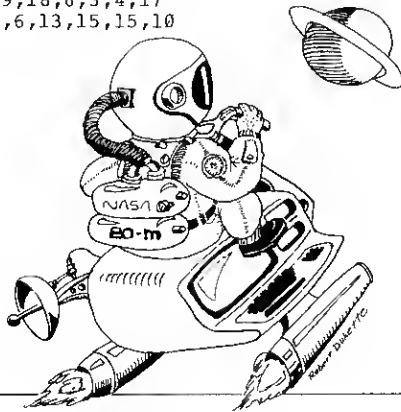
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Space Travel Using Only a Computer

```

100 REM * SPACE TRAVEL USING ONLY A COMPUTER *
110 REM * LEVEL II OR COLOR COMPUTER *
120 CLS
130 CLEAR 100
140 DATA 12,15,3,2,6,18,8,15,5,6,9,18,6,3,4,17
150 DATA 9,5,11,6,7,6,16,1,2,9,10,6,13,15,15,10
160 DIM B$(32),B(32)
170 A$="PRUNE -HILDYFLOATS"
180 FOR A=1 TO 32
190 READ B(A)
200 B$(A)=MID$(A$,B(A),1)
210 C$=C$+B$(A)
220 NEXT A
230 PRINT "HEY ..."
240 PRINT
250 PRINT
260 FOR T=1 TO 1500
270 NEXT T
280 PRINT C$
290 GOTO 200
300 END
    
```



and the like. These programs are not totally successful. Word for word, they do well, but in all languages groups of words can have a meaning that just cannot be translated.

In Porky—The Porcine Dic-

tionary Project, I have overcome that problem with some programming techniques that are both simply magnificent and magnificently simple.

Porky asks you to enter an English word, phrase, or sen-

tence of 256 letters or fewer. No periods, commas, or stuff like that, please.

Then Porky automatically translates your English words into the ancient and honorable language of Pig Latin!

Space Travel Using Only a Computer

I wish to remain serious as we examine the fourth and final program.

Space Travel has a hidden message that will amaze you. Please be sure to enter the value of A\$—PRUNE -HILDY-FLOATS—exactly as it is given. This is very, very important!

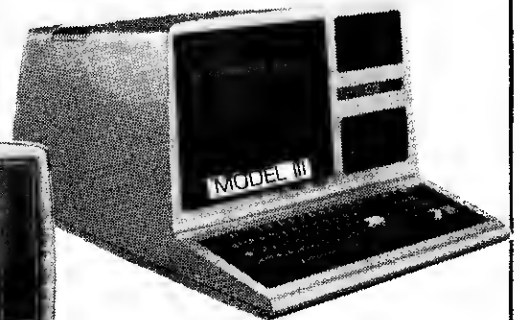
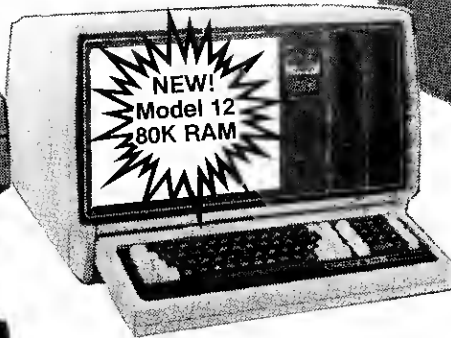
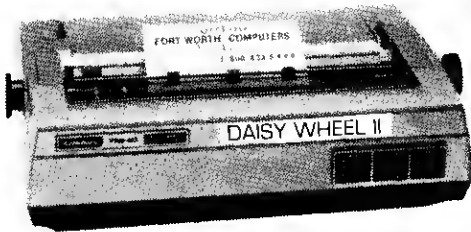
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CALENDAR

April

- 4-8 IEEE Computer Society, Silver Spring, MD. **Tutorial Week East '83** Orlando, FL.
- 4-8 National Computer Graphics Association, Washington, DC. **Computers/Graphics in the Building Process '83** Convention Center, Washington, DC.
- 6-7 Hewlett-Packard, Palo Alto, CA. **Productivity '83** Adam's Mark, Philadelphia, PA.
- 6-8 IEEE Computer Society, Silver Spring, MD. **1983 International Optical Computing Conference** Cambridge, MA.
- 8-9 New Hampshire Association for Computer Education Statewide, Durham, NH. **Computers in Education** New Hampshire Highway Hotel, Concord, NH.
- 10-13 Association for Computing Machinery (ACM)/SIGAPL, Washington, DC. **APL83** Sheraton Washington Hotel.
- 17-22 **Infocom '83** Town & Country, San Diego, CA.
- 18-20 American Production and Inventory Control Society, Falls Church, VA. **APICS Spring Seminar** Hilton Riviera Hotel, Palm Springs, CA.
- 19-21 Hewlett-Packard, Palo Alto, CA. **Productivity '83** Michigan Inn, Detroit, MI.
- 21-23 The Interface Group, Framingham, MA. **Computer Showcase Expo** St. Louis, MO.
- 25-27 IEEE Computer Society, Silver Spring, MD. **1983 Symposium on Security and Privacy** Claremont Hotel, Oakland/Berkeley, CA.
- 26-29 **Comdex/Spring '83** World Congress Center, Atlanta, GA.
- 27-29 IEEE Computer Society, Silver Spring, MD. **Workshop on Laboratories for Reliable Systems Research** NASA Langley Research Center, Hampton, VA.
- 28-30 National Council of Teachers of Mathematics, Reston, VA. **Teaching Math With Microcomputers** Hyatt Regency O'Hare, Chicago, IL.

May

- 3-5 Hewlett-Packard, Palo Alto, CA. **Productivity '83** Sheraton O'Hare, Chicago, IL.
- 4-6 **Rocky Mountain Data Processing Expo** Currigan Hall, Denver, CO.
- 5-7 National Council of Teachers of Mathematics, Reston, VA. **Teaching Math With Microcomputers** La Guardia Marriott Hotel, E. Elmhurst, NY.
- 10-12 **Northcon/83 and Mini/Micro-NorthWest/83** Portland, OR.
- 16-19 American Federation of Information Processing Societies, Arlington, VA. **1983 National Computer Conference** Anaheim and Disneyland Hotel Convention Centers, Anaheim, CA.
- 18-19 Hewlett-Packard, Palo Alto, CA. **Productivity '83** Breckenridge Concourse Hotel, St. Louis, MO.
- 23-26 **ATE East Conference** Hynes Auditorium and Sheraton-Boston Hotel, Boston, MA.
- 24-25 Hewlett-Packard, Palo Alto, CA. **Productivity '83** Radisson South Hotel, Minneapolis, MN.

June

- 1-2 Hewlett-Packard, Palo Alto, CA. **Productivity '83** Grand Hyatt Hotel, New York, NY.

- 1-4 **Sunbelt Educational Computing Conference** Texas Tech University, Lubbock, TX.
- 6-8 IEEE Computer Society, Silver Spring, MD. **National Educational Computer Conference** Convention Center, Baltimore, MD.
- 13-16 **PC '83/International Printed Circuits Conference** New York Hilton, New York, NY.
- 14-16 Electronic Conventions Inc., El Segundo, CA. **Ohmcon/83 Electronic Show and Convention** Detroit, MI.
- 14-16 Hewlett-Packard, Palo Alto, CA. **Productivity '83** Constellation Hotel, Toronto, Canada.
- 19-23 IEEE Computer Society, Silver Spring, MD. **Conference on Computer Vision and Pattern Recognition** Crystal City Hyatt, Arlington, VA.
- 26-29 IEEE Computer Society, Silver Spring, MD. **Design Automation Conference** Fontainebleau Hotel, Miami, FL.
- 26-30 National Computer Graphics Association, Fairfax, VA. **NCGA '83** McCormick Place, Chicago, IL.
- 27-28 Hewlett-Packard, Palo Alto, CA. **Productivity '83** Sheraton Boston Hotel, Boston, MA.

Coming Next Month

If you like computer graphics, you'll love *80 Micro's* May issue. We'll tell Color Computerists how to build a light pen and we'll also show them how to create symmetrical graphics. We'll have two programs for Model I/III owners with Epson MX-80 printers with Graftrax addition—one generates hundreds of figures and the other produces computer-plotted surfaces.

But the most earth-shaking article of the month describes a \$150 conversion that turns the Model I/III into a color machine! Just add a special chip (and

use a color monitor), and color is yours.

Other articles of special interest include a graphics program that helps children learn to count, a color revision of Bob Boothe's "A Turn of the Screw," and a program that lets you figure expense accounts and small budgets in Basic. Another treat is an article that explains how Model I/III owners can use a Dvorak keyboard with Scripsit.

And don't forget our new monthly buyer's guides. The hardware topic will be printers and plotters, and the software guide covers graphics. ■

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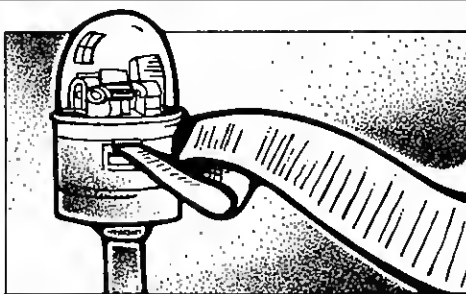
Prior to May 1975, the commission rates brokers charged were fixed. Investors got a break when negotiated commissions became a reality. You can now save up to 75 percent depending on the brokerage firm you select.

Some major firms objected to negotiated rates, fearing that their profits would decrease. The truth is that the Merrell Cinches, E.F. Muttons, Scheme Witters, and so on have set all-time record earnings. Did commission-cutting hurt them? No, because when confronted with the ability to set their own commission schedule, they decided to revise their commissions... *higher* ... as much as 28 percent!

Don't misunderstand me—although a large firm's commissions are higher, they spend millions each year on such things as research, advertising, retirement and profit-sharing plans, and many other areas peculiar to the giants. The smaller firms have no such expenses. Even though it charges much more, the net profit for the major firm is a small percentage of the gross commissions. Its operating expenses are substantial. Many of the discount firms have salaried brokers. Their paychecks are unrelated to the number of orders they take.

The primary advantages of major firms are:

- They do extensive research and give specific advice.
- They offer conveniences such as a money-market fund complete with checking account. The charge for this excellent service is from \$20-\$100 per year. (This advantage has recently been negated with the advent of the NOW



Finding a good discount broker

accounts available at banks and savings and loans. Although money markets can feature higher interest rates, NOW accounts are government-insured. The money-market funds are not.)

- They offer additional services such as insurance, annuities, and tax shelters.

For many investors, doing business with a full-service firm makes sense. For others, it amounts to throwing money away. If you have done well with your broker's advice, don't even think of changing. The commissions you pay are of little importance if the *bottom line* looks good. However, if you haven't seen your portfolio increase consistently (since August 1982 you should have made a bundle), you should consider a change.

You should judge a discount brokerage firm by the following criteria.

- Each account should be insured up to

\$500,000 at no cost to you.

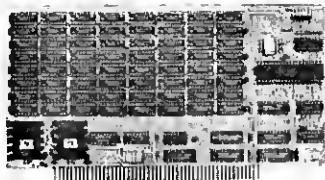
- The firm must be registered with the Division of Securities for all the states it does business with. The ideal firm is registered in *all* states. Further, the broker taking your order must be registered in your state. If you are a "snow bird," make sure the firm can do business in the states of your residence.

- The firm must, in my judgment, be a clearing member of all major stock, option, and, if you trade commodities, commodity exchanges. Many of the discount firms are not members of any exchange, and many who are members have their trades cleared by another firm.

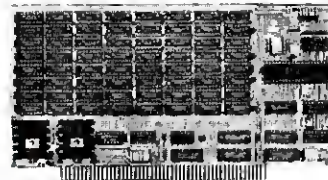
What this means is that orders will likely go through several hands before they hit the exchange floor. At times, such delays can be costly. Furthermore, when mistakes are made, I think it far more expeditious to be dealing with the firm that made the error than going through a middleman.

I have heard some sad stories about the time a person waited for funds to be paid or a correction to be made to his account. This reminds me of a friend who is a bail bondsman in Los Angeles. It says right on his business card, "I'll get you out if it takes 20 years!"

- The longer they have been in business the better. Some firms that have been around for 100 years have gone discount which, one may deduce, indicates a greater likelihood of them staying in business. There have been a number of failures recently. If your firm does go belly-up, it is unlikely that you will lose any money, but your account may be frozen for months while things get



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"Don't expect the discount firm to give advice or send research reports. . ."

I'm still getting calls about the commodities article in the September 1982 issue wherein I offered to bet anyone \$50,000 that the system would prosper in one year. So far, I'm glad no one bet as the system is behind by about \$5,000

(blush). The markets have not had many sustained trends that are vital to the success of the system. Being a courageous soul, I'll still bet the 50 G's. . . Any takers?

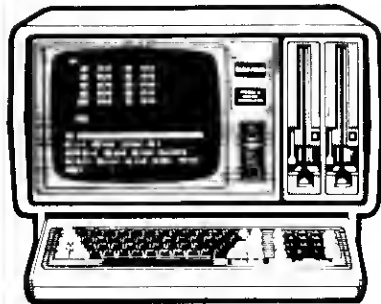
Computerized systems are proliferating like gerbils, which may prove that when everyone knows something, nobody knows nuthin'. A young math mastermind I know has developed a system that is designed to feed off the short-term price aberrations caused by computer buying. All his trades are posted on the MONEY DOS BBS when made, and an ongoing record is kept on the BBS under the "Short Term Trader" section. So far, he is cleaning up, but perhaps he is just lucky.

The MONEY DOS BBS (see the February 1983 issue) has received thousands of calls. I'm flattered that you like old J. M.'s advice. If you haven't accessed it, be a big spender and pay Ma Bell 18 cents per minute. It's a free service operating 24 hours per day (305-744-0190). Remember, you must have a modem. The parameters are: 300 baud, 7-bit words, even parity, 1 stop bit. ■

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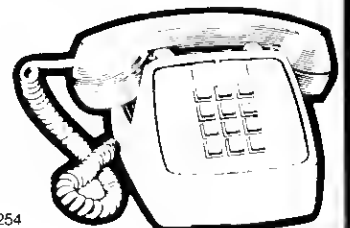
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FEEDBACK LOOP SPECIAL: SuperScripts

by Terry Kepner

With identical equipment as outlined by G.O. of Phoenix, AZ (January 1983, p. 407), I offer this solution for the SuperScripts/Epson MX-80FT printing problem:

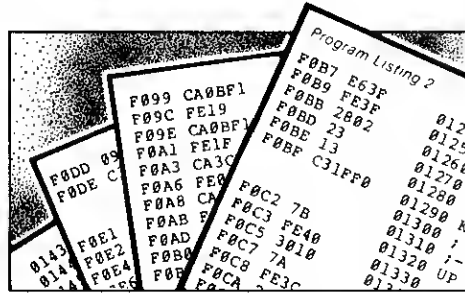
See "Editing the printer codes" on page 111 of the SuperScripts manual. At ! let the sequence be 27 64. When starting any new document type <CLEAR> <SPACE>! at the very beginning. As the document gets printed, the first command to the MX-80FT is a master reset.

G.L.
Anaheim, CA

...I discovered that the printer works fine if I answer the open-document options with Printer Type: LP4 and Pitch: 10. If there's any problem, try clearing the printer by shutting it off and turning it back on again before opening a document.

I've made use of all the Epson special features by programming them as SuperScripts user print codes (p. 108 et seq of the reference manual). For example, underlining is programmed as the sequence 27 45 0. Be sure that the units for the printer codes are zero, so that they take up no space on your tab line.

D. G.
Staten Island, NY



Input and response

Using any of the printer drivers with P in the pitch field causes spaces to be suppressed in the printed text. I solved the problem by using the LP4 driver and 10 pitch. I've used this successfully with both the Epson MX-100 printer and the IBM Personal Computer printer. By setting user-definable print codes I can control all the features of the Epson, and the features supported on the IBM printer. G.O. can't expect to use the Radio Shack standard print codes to control underlining and boldface.

Radio Shack's printers are reset to normal print with CHR\$(15). Unfortunately for Epson users, this is the code used to select compressed print. If G.O. can't find a combination that works, he might try modifying the DW2 driver to generate a CHR\$(18) instead. The source code is in the manual, line 1610, from 06 0F to 06 12.

F.G.
St. Petersburg, FL

Leaving the spacing set for P results in no spaces being placed between any of the letters.

I'm using SuperScripts and an Epson MX-80 printer with Grafrax 80 and I'm getting most of the special fonts I want. I use 1-0 for engaging various special features, and !-@ for disengaging them.

Grafrax 80 doesn't have an underline, but one can be faked by setting one print command to backspace and print six dots with pin 1. The only difficulty involves both the condensed and expanded print fonts fouling up the (monospaced) proportional spacing, and having to use a block command to set the printer for multiple line spacing.

R.M.
New Port Richey, FL

When I first tried SuperScripts with my Epson printer, I experienced the same problem as G.O. On the advice of a Radio Shack sales representative I changed from the DW2 to the LP4 printer type, which works fine.

In order to obtain the special print features, enter the System Setup utility, select the printer codes option, and enter these codes:

Code	Units	Sequence	Comments
0	0	27 71	Double-strike on
1	0	27 72	Double-strike off
2	0	27 45 1	Underline on
3	0	27 45 0	Underline off
4	0	27 83 0	Superscript on
5	0	27 83 1	Subscript on
6	0	27 52	Italics on
7	0	27 53	Italics off

To turn off superscript or subscript, use the off sequence of double-strike. The sequences for other print styles can be found in the Epson manual.

I've been using this system for several months and haven't had any problems.

Program Listing

```

00100 ;PRINTER DRIVER FOR NEC PC-8023A-C PRINTER
00110 ;TO BE USED WITH SUPER-SCRIPTSIT
00120 ;ADAPTED FROM SAMPLE PROGRAM PROVIDED IN
00130 ;SUPER-SCRIPTSIT MANUAL
00140 ;ADAPTED BY DANIEL J. FOX
BAB5 00150 PRTERR EQU 0BAB5H
BAB8 00160 PRPAUS EQU 0BAB8H
BABE 00170 PRSTOP EQU 0BABBH
BAD3 00180 ORG 0BAD3H
BAD3 A0 00190 INCSIZ DEFB 160 ;# PROPORTIONAL UNITS/INCH
BAD4 0E 00200 PITCH0 DEFB 14 ;AVERAGE PITCH
BAD5 00210 WIDTBL EQU 9 ;CHARACTER WIDTH TABLE
00220 ;VALUES EXTRACTED FROM PROPORTIONAL CHARACTER CODING
00230 ;TABLE IN PRINTER MANUAL
BAD5 07 00240 WIDSPC DEFB 7 ;SPACE
BAD6 07 00250 DEFB 7 ;!
BAD7 0A 00260 DEFB 10 ;!
BAD8 0E 00270 DEFB 14 ;#
BAD9 0C 00280 DEFB 12 ;$
BADA 10 00290 DEFB 16 ;%
BADB 0D 00300 DEFB 13 ;&
BADC 07 00310 DEFB 7 ;'
BADD 07 00320 DEFB 7 ;(
BADE 07 00330 DEFB 7 ;)
BADF 0C 00340 DEFB 12 ;*
BAE0 0C 00350 DEFB 12 ;+
BAE1 07 00360 DEFB 7 ;,
BAE2 0C 00370 DEFB 12 ;-
BAE3 07 00380 DEFB 7 ;.
BAE4 0C 00390 DEFB 12 ;/
BAE5 0C 00400 DEFB 12 ;0
BAE6 0C 00410 DEFB 12 ;1
BAE7 0C 00420 DEFB 12 ;2
BAE8 0C 00430 DEFB 12 ;3
    
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Listing continued

BAE9	0C	00440	DEFB	12	;4
BAEA	0C	00450	DEFB	12	;5
BAEB	0C	00460	DEFB	12	;6
BAEC	0C	00470	DEFB	12	;7
BAED	0C	00480	DEFB	12	;8
BAEE	0C	00490	DEFB	12	;9
BAEF	07	00500	DEFB	7	::
BAF0	07	00510	DEFB	7	::
BAF1	0C	00520	DEFB	12	
BAF2	0C	00530	DEFB	12	=
BAF3	0C	00540	DEFB	12	>
BAF4	0C	00550	DEFB	12	?
BAF5	0E	00560	DEFB	14	@
BAF6	10	00570	DEFB	16	A
BAF7	0F	00580	DEFB	15	B
BAF8	0E	00590	DEFB	14	C
BAF9	10	00600	DEFB	16	D
BAPA	0E	00610	DEFB	14	E
BAPB	0E	00620	DEFB	14	F
BAPC	0E	00630	DEFB	14	G
BAPD	10	00640	DEFB	16	H
BAPF	0A	00650	DEFB	10	I
BAPF	0E	00660	DEFB	14	J
BB00	10	00670	DEFB	16	K
BB01	0E	00680	DEFB	14	L
BB02	12	00690	DEFB	18	M
BB03	10	00700	DEFB	16	N
BB04	10	00710	DEFB	16	O
BB05	0E	00720	DEFB	14	P
BB06	0E	00730	DEFB	14	Q
BB07	0F	00740	DEFB	15	R
BB08	0C	00750	DEFB	12	S
BB09	0E	00760	DEFB	14	T
BB0A	10	00770	DEFB	16	U
BB0B	10	00780	DEFB	16	V
BB0C	12	00790	DEFB	18	W
BB0D	10	00800	DEFB	16	X
BB0E	10	00810	DEFB	16	Y
BB0F	0A	00820	DEFB	10	Z
BB10	0C	00830	DEFB	12	;LEFT BRACKET
BB11	0C	00840	DEFB	12	;BACK SLASH
BB12	0C	00850	DEFB	12	;RIGHT BRACKET
BB13	0C	00860	DEFB	12	;CIRCUMFLEX
BB14	0C	00870	DEFB	12	;DIVISION SYMBOL
BB15	07	00880	DEFB	7	@
BB16	0C	00890	DEFB	12	a
BB17	0C	00900	DEFB	12	b
BB18	0A	00910	DEFB	10	c
BB19	0C	00920	DEFB	12	d
BB1A	0C	00930	DEFB	12	e
BB1B	0A	00940	DEFB	10	f
BB1C	0C	00950	DEFB	12	g
BB1D	0C	00960	DEFB	12	h
BB1E	08	00970	DEFB	8	i
BB1F	06	00980	DEFB	6	j
BB20	0C	00990	DEFB	12	k
BB21	08	01000	DEFB	8	l
BB22	10	01010	DEFB	16	m
BB23	0C	01020	DEFB	12	n
BB24	0C	01030	DEFB	12	o
BB25	0C	01040	DEFB	12	p
BB26	0C	01050	DEFB	12	q
BB27	0A	01060	DEFB	10	r
BB28	0C	01070	DEFB	12	s
BB29	0A	01080	DEFB	10	t
BB2A	0C	01090	DEFB	12	u
BB2B	0C	01100	DEFB	12	v
BB2C	10	01110	DEFB	16	w
BB2D	0C	01120	DEFB	12	x
BB2E	0C	01130	DEFB	12	y
BB2F	0A	01140	DEFB	10	z
BB30	0A	01150	DEFB	10	;left brace
BB31	07	01160	DEFB	7	::
BB32	0A	01170	DEFB	10	;right brace
BB33	0C	01180	DEFB	12	;tilde
BB34	08	01190	DEFB	8	;not used
BB35	08	01200	DEFB	8	;NO LINE FEED AFTER C.R.
BB36	08	01210	DEFB	8	;SEND 4 NULLS AFTER C.R.
BB37	C376BB	01220	JP	PRINT	;INITIALIZE PRINTER HARDWARE
BB3A	C37DBB	01230	SETPCH	;INITIALIZE PRNTR TO PROPER PTCH	
BB3D	C3B9BB	01240	JP	PRTCHR	;OUTPUT 1 CHAR TO PRINTER
BB40	C3E1BB	01250	JP	PRTSPC	;OUTPUT UNIT SPACE TO PRINTER
BB43	C316BC	01260	JP	BACKSP	;BACKSPACE
BB46	C31BBC	01270	JP	TOGFPA	;TOGGLE SPECIAL PRINT FEATURE
BB49	C38EBC	01280	JP	EXFPA	;EXECUTE SPEC PRINT FEATURE
BB4C	C3A1BC	01290	JP	HAFFOR	;PRINT FORWARD HALF-LINEFEED
BB4F	C3CBCB	01300	JP	HAFREV	;PRINT REVERSE HALF-LINEFEED
BB52	C3E6BC	01310	JP	RDYTST	;TEST FOR PRINTER READY CONDITION
BB55	C3F1BC	01320	JP	SETTBL	;INITIALIZE CHAR WIDTH TABLE
001B		01330	DEFS	LBH	;RESERVE 27 BYTES
BB73	42BD	01340	DEFW	END0	;NEXT AVAILABLE ADDRESS
BB75	0A	01350	DEFB	10	;CURRENT PIGA MODE
BB76	CDE6BC	01360	CALL	RDYTST	;CHECK FOR PRINTER READY
BB79	C2B5BA	01370	JP	NZ,PRTRR	
BB7C	C9	01380	RET		
		01390			
BB7D		01400	SETPCH	EQU	\$
BB7D	C5	01410		PUSH	BC
BB7E	CDALBB	01420		CALL	MODCHK
BB81	0650	01430		LD	B,80
BB83	B7	01440		OR	A

Listing continues

Aside from the LP4 suggestion, the procedures come directly from the SuperScript reference manual.

Finally, I'd like to commend Radio Shack on another super program. Although I was frustrated by the delay in availability, I feel it was worth it.

A.K.
Memphis, TN

I have a TRS-80 Model III and the Epson printer with Grafrax 80 modification. I set up the program for the LP8 driver, M justification, 10 pitch, and the printer control codes as shown in the Epson manual. I do have to use the printer code 27 52 to go into italic print and the code 27 53 to get out (and that code isn't in my Grafrax manual). I can then put in the printer codes as I type a document and get the print in any way I want it.

If this doesn't work for someone else, the problem may be in the settings of the printer switches. I use the settings specified in the Grafrax modification manual.

D.M.
Sun City, AZ

Regarding an Epson printer driver for SuperScript, I have an excellent one available that accommodates all the most popular Epson Grafrax Plus features including: underlining; expanded, compressed, and mixed print sizes; italics; emphasized and double-strike; multipitch (10, 5, 17, 9); and special characters/symbols.

For further information, send a SASE to: K.C. Heyda, 14 Cooke Road, Lexington, MA 02173.

K.C.H.
Lexington, MA

Holmes Engineering (3555 South 3200 W. Salt Lake City, UT 84119, 801-967-2324) has an Epson printer driver for use with SuperScript. It supports all the features of SuperScript except Top of Form. The Epson user gets: superscripting, subscripting, underlining, double-underlining, double-strike, and emphasized print. Grafrax PROM owners can use italics.

The driver is available for \$24.95.

Holmes Engineering
Salt Lake City, UT

We have developed several printer

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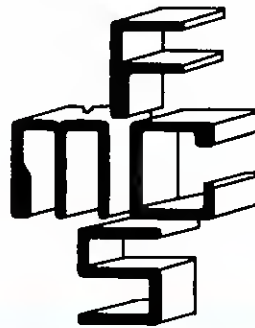
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Listing continued

```

BB84 280E 01450 JR Z,SETMOD ;YES, SET PITCH
BB86 9645 01460 LD B,69 ;12 PITCH MODE
BB88 FE0C 01470 CP 12 ;12 PITCH REQUESTED?
BB8A 2808 01480 JR Z,SETMOD ;YES, SET PITCH
BB8C 0651 01490 LD B,81 ;CONDENSED TYPE
BB8E FE11 01500 CP 17
BB90 2802 01510 JR Z,SETMOD
BB92 064E 01520 LD B,78 ;10 PITCH DEFAULT MODE
BB94 01530 SETMOD EQU S
BB94 3E1B 01540 LD A,27 ;ESC
BB96 CDB9BB 01550 CALL PRTCHR
BB99 3804 01560 JR C,ABORT0
BB9B 78 01570 LD A,B
BB9C CDB9BB 01580 CALL PRTCHR
BB9F C1 01590 ABORT0 POP BC
BBA0 C9 01600 RET
BBA1 01610 MODCHK EQU $
BBA1 FE0C 01620 CP 12
BBA3 288F 01630 JR Z,EXIT2
BBA5 FE0A 01640 CP 10
BBA7 288B 01650 JR Z,EXIT2
BBA9 FE11 01660 CP 17
BBAB 2807 01670 JR Z,EXIT2
BBAD B7 01680 OR A
BBAE 32B8BB 01690 LD (MODFLG),A
BBB1 2801 01700 JR Z,EXIT2
BBB3 AF 01710 XOR A
BBB4 3275BB 01720 EXIT2 LD (MODSTO),A
BBB7 C9 01730 RET
BBB8 00 01740 MODFLG DEFB 0
;
BBB9 01750 ;
BBB9 01760 PRTCHR EQU $ ;PRINTING ROUTINE
BBB9 CDBBBA 01770 CALL PRSTOP ;OK TO PROCEED?
BBBC D8 01780 RET C ;NO, ABORT & QUIT
BBBD D5 01790 PUSH DE ;SAVE REGISTERS
BBBE FE20 01800 CP 32 ;SPACE?
BBC0 2815 01810 JR NZ,PRINT ;NO -- GO TO PRINT
BBC2 57 01820 LD D,A ;XFER 32 TO D REGISTER
BBC3 3A75BB 01830 LD A,(MODSTO) ;GET PITCH MODE VALUE
BBC6 B7 01840 OR A ;IS IT PS MODE?
BBC7 7A 01850 LD A,D ;PUT 20H BACK INTO A
BBC8 280D 01860 JR NZ,PRINT ;NOT PS, SO PRINT IT
BBCA C5 01870 PUSH BC ;PS, SO SAVE REGS
BBCB 3AD5BA 01880 LD A,(WIDSPC) ;GET PS SPACE WIDTH
BBCE 4F 01890 LD C,A
BBCF 0600 01900 LD B,0 ;CLR MSB
BBD1 CDE1BB 01910 CALL PRTSPC ;ADVANCE SPACE
BBD4 C1 01920 POP BC
BBD5 1808 01930 JR PRDONE ;DONE WITH SPACING
BBD7 CDE6BC 01940 PRINT CALL RDYTST
BBD8 28FB 01950 LD NZ,PRINT
BBD8 D3F8 01960 OUT (24B),A
BBDE AF 01970 XOR A
BBDF D1 01980 PRDONE POP DE ;RESTORE REGISTERS
BBE0 C9 01990 RET ;PRINT COMPLETE
;
BBE1 C5 02010 PRTSPC PUSH BC ;SAVE REGISTERS
BBE2 E5 02020 PUSH HL
BBE3 D5 02030 PUSH DE
BBE4 3AD5BA 02040 LD A,(WIDSPC)
BBE7 68 02050 LD H,B ;TRANSFER WIDTH VALUE
BBE8 69 02060 LD L,C ; TO HL
BBE9 0600 02070 LD B,0 ;TRANSFER SPACE WIDTH
BBEB 4F 02080 LD C,A ; TO BC
BBEC 7C 02090 LOOP0 LD A,H ;CHECK FOR MORE
BBED B5 02100 OR L ; SPACES
BBEE 2822 02110 JR Z,SPDONE ;FINISHED
BBF0 ED42 02120 SBC HL,BC
BBF2 300E 02130 JR NC,FULLSP
BBF4 09 02140 ADD HL,BC ;ADD BC BACK
BBF5 3E1B 02150 LD A,27 ;ESC CODE
BBF7 CDB9BB 02160 CALL PRTCHR
BBFA 3E16 02170 JR C,SPDONE
BBFC 7D 02180 LD A,L ;VALUE OF SPACE
BBFD CDB9BB 02190 CALL PRTCHR
BC00 1810 02200 JR SPDONE ;FINISHED
BC02 CDBBBA 02210 CALL PRSTOP ;OK TO PROCEED?
BC05 380B 02220 JR C,SPDONE ;NO - QUIT
BC07 CDE6BC 02230 CALL RDYTST ;PRINTER READY?
BC08A 28F6 02240 JR NZ,PULLSP ;NO - TRY AGAIN
BC0C 3E20 02250 LD A,32 ;SPACE
BC0E D3F8 02260 OUT (24B),A ;SEND SPACE
BC10 18DA 02270 JR LOOP0 ;CONTINUE
BC12 D1 02280 SPDONE POP DE ;RESTORE REGISTERS
BC13 E1 02290 POP HL
BC14 C1 02300 POP BC
BC15 C9 02310 RET ;RETURN TO PROGRAM
;
BC16 02320 ;
BC16 02330 BACKSP EQU $ ;BACKSPACING ROUTINE
BC16 3E08 02340 LD A,8
BC18 C3B9BB 02350 JP PRTCHR
;
BC1B C5 02370 TOGPEA PUSH BC
BC1C E5 02380 PUSH HL
BC1D D5 02390 PUSH DE
BC1E 062D 02400 LD B,'-' ;UNDERLINE
BC20 B8 02410 CP B
BC21 280D 02420 JR Z,UNDER
BC23 062B 02430 LD B,'+' ;BOLDFACE
BC25 B8 02440 CP B

```

Listing continues

drivers for SuperScript: the Okidata Microline 82 (\$49); Okidata Microline 83; Okidata Microline 84 (\$59); Byte-writer; Epson MX-80 and MX-100 (\$59); Smith-Corona TP-1 (\$49); and Radio Shack LPV (\$49). Soon to be released are drivers for: C. Itoh F-10; C. Itoh Prowriter; NEC Daisywheel; and the Brother HR-1. For more information, write: ALPS, 23 Angus Road, Warren, NJ 07060, 201-647-7230.

G.K.
Warren, NJ

I had the same type of problem as G.O., except it was with my NEC PC-8023A-C printer. After much work and several headaches, I wrote the enclosed driver (the Listing). I don't know if it will work with an Epson, but it works fine on my NEC. I suspect that some control codes are different, but mine

"I don't know if it will work with an Epson, but it works fine on my NEC."

will work with proportional, elite, condensed, and pica print styles. I set user-defined codes to switch to incremental mode for such special characters as strike through and super/subscripts, otherwise the logic-seeking mode works fine at higher speeds.

I still have a problem with underlining: If an underlined segment extends past one line, the left margin of the next line is underlined. I take care of this by turning off the underline at the end of a line and turning it back on at the start of the next line.

Can anyone advise me how to set up SuperScript for NEWDOS80 2.0? Every time I try, it locks up after the file is opened.

D.F.
Columbus, IN

WOW! What a response for G.O. of Phoenix. As you can see, there are several methods for solving the incompatibility between SuperScript and the

Listing continued

```

BC26 2839 02450 JR Z,BOLD
BC28 063D 02460 LD B,'=' ;DOUBLE UNDERLINE
BC2A B8 02470 CP B
BC2B 2803 02480 JR Z,UNDER
BC2D AF 02490 XOR A
BC2E 18E2 02500 JR SPDONE
BC30 3A60BC 02510 UNDER LD A,(ULSTAT)
BC33 FE01 02520 CP 1
BC35 2815 02530 JR Z,ULOFF
BC37 3E1B 02540 LD A,27 ;ESC
BC39 CDB9BB 02550 CALL PRTCHR
BC3C 38D4 02560 JR C,SPDONE ;ABORT
BC3E 3E58 02570 LD A,58H ;START UNDERLINE
BC40 CDB9BB 02580 CALL PRTCHR
BC43 38CD 02590 JR C,SPDONE
BC45 3E01 02600 LD A,1
BC47 3260BC 02610 LD (ULSTAT),A ;SAVE INDICATOR
BC4A 18C6 02620 JR SPDONE
BC4C 3E1B 02630 LD A,27 ;ESC
BC4E CDB9BB 02640 CALL PRTCHR
BC51 38BF 02650 JR C,SPDONE
BC53 3E59 02660 LD A,59H ;STOP UNDERLINE
BC55 CDB9BB 02670 CALL PRTCHR
BC58 38B8 02680 JR C,SPDONE
BC5A AF 02690 XOR A
BC5B 3260BC 02700 LD (ULSTAT),A
BC5E 18B2 02710 JR SPDONE
BC60 00 02720 ULSTAT DEFEB 0
BC61 3A8DBC 02730 BOLD LD A,(BOLDST)
BC64 FE01 02740 CP 1
BC66 2012 02750 JR NZ,BOLDON
BC68 3E1B 02760 LD A,27 ;ESC
BC6A CDB9BB 02770 CALL PRTCHR
BC6D 38A3 02780 JR C,SPDONE
BC6F 3E22 02790 LD A,22H ;CANCEL ENHANCEMENT
BC71 CDB9BB 02800 CALL PRTCHR
BC74 AF 02810 XOR A
BC75 328DBC 02820 LD (BOLDST),A
BC78 1898 02830 JR SPDONE
BC7A 3E1B 02840 BOLDON LD A,27 ;ESC
BC7C CDB9BB 02850 CALL PRTCHR
BC7F 3891 02860 JR C,SPDONE
BC81 3E21 02870 LD A,'1' ;START ENHANCEMENT
BC83 CDB9BB 02880 CALL PRTCHR
BC86 3E01 02890 LD A,1
BC88 328DBC 02900 LD (BOLDST),A
BC8B 1885 02910 JR SPDONE
BC8D 00 02920 BOLDST DEFEB 0
BC8E 062F 02930 EXFEA LD B,'/' ;STRIKE THROUGH
BC90 B8 02940 CP B
BC91 2802 02950 JR Z,STRTHR
BC93 AF 02960 XOR A
BC94 C9 02970 RET
BC95 3E08 02980 STRTHR LD A,8
BC97 CDB9BB 02990 CALL PRTCHR
BC9A D8 03000 RET C
BC9B 3E2D 03010 LD A,'-' ;SLASH
BC9D CDB9BB 03020 CALL PRTCHR
BCA0 C9 03030 RET
03040 ;
BCA1 03050 HAFFOR EQU $ ;FORWARD 1/2 LINEPEED
BCA1 3E1B 03060 LD A,27 ;ESC
BCA3 CDB9BB 03070 CALL PRTCHR
BCA6 D8 03080 RET C
BCA7 3E54 03090 LD A,'T'
BCA9 CDB9BB 03100 CALL PRTCHR
BCAC D8 03110 RET C
BCAD 3E31 03120 LD A,'1'
BCAF CDB9BB 03130 CALL PRTCHR
BCB2 D8 03140 RET C
BCB3 3E32 03150 LD A,'2'
BCB5 CDB9BB 03160 CALL PRTCHR
BCB8 D8 03170 RET C
BCB9 3E0A 03180 LD A,10
BCBB CDB9BB 03190 CALL PRTCHR
BCBE D8 03200 RET C
BCBF 3E1B 03210 LD A,27
BCCL CDB9BB 03220 CALL PRTCHR
BCC4 D8 03230 RET C
BCC5 3E41 03240 LD A,'A'
BCC7 CDB9BB 03250 CALL PRTCHR
BCCA C9 03260 RET C
BCCB 3E1B 03270 HAFREV LD A,27
BCCD CDB9BB 03280 CALL PRTCHR
BCD0 D8 03290 RET C
BCD1 3E72 03300 LD A,'r'
BCD3 CDB9BB 03310 CALL PRTCHR
BCD6 D8 03320 RET C
BCD7 CDALBC 03330 CALL HAFFOR
BCDA 3E1B 03340 LD A,27
BCDC CDB9BB 03350 CALL PRTCHR
BCDF D8 03360 RET C
BCE0 3E66 03370 LD A,'f'
BCE2 CDB9BB 03380 CALL PRTCHR
BCE5 C9 03390 RET
03400 ;
BCE6 03410 RDYTST EQU $ ;PRINTER CHECK
BCE6 C5 03420 PUSH BC ;SAVE REGISTER
BCE7 47 03430 LD B,A ;SAVE CHARACTER
BCE8 DBF8 03440 IN A,(248) ;GET PRINTER STATUS
BCEA E6F0 03450 AND 0F0H
    
```

Listing continues

Epson printer. Most of the solutions are aimed at using the special printer codes to get at the special features of the Epson printer. Since I don't have an Epson printer, I can't check these suggestions to see if you do get ALL the features of the Epson used with SuperScriptit, but it sure sounds like it.

Three people wrote in to say they had drivers available for the Epson, but you'll have to write to them directly to get more information.

Finally, Mr. D.F. sent in a driver routine he wrote for the NEC 8023 printer (Listing 1). Those of you familiar with machine language might be able to write your own Epson driver by comparing his driver with the one in the back of the SuperScriptit manual and then improvising.

As for D.F.'s problem with NEW-DOS80 2.0, I suggest calling or writing Apparat and asking if they have any patches for using SuperScriptit on NEWDOS 2.0.

Much to my sorrow, I've discovered that the Epson MX-80FT printer isn't compatible with SuperScript. I bought SuperScriptit, Profile III Plus, and VisiCalc as an interactive program package that seems to satisfy my personal computing needs. Now I find that none of the Radio Shack printer drivers are compatible with the MX-80. For superscript, subscript, underline, and several other SuperScriptit functions to print correctly, the MX-80 must receive carriage returns without line feeds. Additionally, the superscript and MX-80 control codes are different.

By disconnecting the 14-pin wire within the printer cable and changing the DIP switch settings in the MX-80 I solved the CR/LF problem. Now line feeds can only be transmitted to the printer by software, or by resetting the DIP switches. I've also attempted to solve the control code incompatibility by using Peggytronics Software's MAXPRINT printer driver, which supports many of SuperScript's printing commands. I discovered that the problem is with the Profile III Plus and VisiCalc programs, which require line feeds with carriage returns.

Can you offer a solution other than reconfiguring the DIP switches every time I send line feeds with carriage returns?

L.T.
State College, PA

Listing continued

BCCE	FE30	03460	CP	30H		;READY?
BCEE	78	03470	LD	A,B		;RESTORE CHARACTER
BCEF	C1	03480	POP	BC		;RESTORE REGISTER
BCF0	C9	03490	RET			
		03500				
BCF1		03510	SETTBL	EQU	\$;SET UP WIDTH TABLE
BCF1	B7	03520	OR	A		;PS MODE?
BCF2	C8	03530	RET	Z		;YES, TABLE OK AS IS
BCF3	32D4BA	03540	LD	(PITCH0),A		;STORE MODE VALUE HERE
BCF6	E5	03550	PUSH	HL		;SAVE REGISTERS
BCF7	C5	03560	PUSH	BC		
BCF8	D5	03570	PUSH	DE		
BCF9	47	03580	LD	B,A		;XFER MODE VALUE TO B
BCFA	3AD3BA	03590	LD	A,(INCSIZ)		;GET UNITS/INCH VALUE
BCFD	6F	03600	LD	L,A		; AND XFER IT TO L
BCFE	2600	03610	LD	H,0		;CLEAR MSB
BD00	CD15BD	03620	CALL	CALC0		;CALCULATE UNITS/CHAR
BD03	7D	03630	LD	A,L		;WIDTH GOES TO A
BD04	21D5BA	03640	LD	HL,WIDSPC		;POINT TO WIDTH TABLE
BD07	77	03650	LD	(HL),A		;INSERT CALCULATED VALUE
BD08	54	03660	LD	D,H		;XFER TABLE START
BD09	5D	03670	LD	E,L		; TO DE
BD0A	13	03680	INC	DE		;POINT TO START +1
BD0B	015F00	03690	LD	BC,005FH		;95 COUNT
BD0E	EDB0	03700	LDIR			;FILL TBL WITH STD VALUE
BD10	D1	03710	POP	DE		;RESTORE REGISTERS
BD11	C1	03720	POP	BC		
BD12	E1	03730	POP	HL		
BD13	AF	03740	XOR	A		
BD14	C9	03750	RET			
		03760				
BD15		03770	CALC0	EQU	\$;DIVIDE ROUTINE
BD15	D5	03780	PUSH	DE		
BD16	C5	03790	PUSH	BC		
BD17	50	03800	LD	D,B		
BD18	78	03810	LD	A,B		
BD19	B7	03820	OR	Z		
BD1A	2814	03830	JR	A,JUMP0		
BD1C	0610	03840	LD	B,10H		;16 COUNT
BD1E	AF	03850	XOR	A		
BD1F	29	03860	LOOP4	ADD	HL,HL	
BD20	17	03870	RLA			
BD21	3003	03880	JR	C,JUMP9		
BD23	BA	03890	CP	D		
BD24	3002	03900	JR	C,JUMP10		
BD26	92	03910	JUMP9	SUB	D	
BD27	2C	03920	INC	L		
BD28	10F5	03930	JUMP10	DJNZ	LOOP4	
BD2A	47	03940	LD	B,A		
BD2B	AF	03950	XOR	A		
BD2C	78	03960	LD	A,B		
BD2D	C1	03970	EXIT1	POP	BC	;RESTORE REGISTERS
BD2E	D1	03980	POP	DE		
BD2F	C9	03990	RET			
BD30	3E01	04000	JUMP8	LD	A,1	
BD32	B7	04010	OR	A		
BD33	18F8	04020	JR	EXIT1		
		04030				
BD35		04040	CALC1	EQU	\$;CALCULATE SPACE INC
BD35	57	04050	LD	D,A		;PUT AMOUNT IN D
BD36	79	04060	LD	A,C		;GET SPACE WIDTH
BD37	92	04070	SUB	D		;GET DIFFERENCE
BD38	4F	04080	LD	C,A		; & PUT IT IN C
BD39	C3E1BB	04090	JP	PRTSPC		;DO THE INCREMENTAL SPC
BD3C	00	04100	NOP			
BD3D	00	04110	NOP			
BD3E	00	04120	NOP			
BD3F	00	04130	NOP			
BD40	00	04140	NOP			
BD41	00	04150	NOP			
BD42		04160	END0	EQU	\$	
0000		04170	END			
00000	Total Errors					

do the set-up for you. To do this, type Auto Startup 1B45 at the TRSDOS Ready prompt, and then press enter. From then on, when you boot the Scripsit disk, the Startup routine will send the codes 1B and 45 to the printer, initializing it in emphasize mode.

If you'd rather do it yourself, press Hold as you are entering the date or time, type Startup 1B45, and then press enter.

D.F.
Keller, TX

Regarding the letter from H.J. of Skokie, IL... notice that my letterhead uses graphics, and that this entire letter is printed in emphasized mode! Scripsit has printer control codes which are easily changed (see Table 1 for the printer control codes).

Note that the escape code you mentioned is needed for some modes, but double width and compressed are excluded from this. However, compressed does need to be turned off.

This is not to say that I'm happy with the system. In fact, my attempts to solve some of the frustrations have fallen on deaf ears at both Radio Shack and Epson. The editors of the Epson manual (Compusoft) finally sent a nice letter, but it didn't help.

W.S.
Vermilion, OH

...double width characters make nice titles, but they foul up Scripsit's space counting so they should be kept in a separate and very short "paragraph." If H.J. of Skokie, IL, has the old version of Scripsit, he should upgrade to version 2.0.

S.L.
Urbana, IL

xA	11	A3	Hi Hor Line	xN	00	
xB	00			xO	10	0E Double width
xC	00			xP	10	14 Off Double
xD	11	B7	Top Left Corner	xQ	10	1b "escape"
xE	11	AB	Top Rt. Corner	xR	10	45 Emphasize On
xF	00			xS	10	46 Off Emphasize
xG	00			xT	11	B0 Left low dot
xH	00			xU	10	0F Compressed
xI	00			xV	10	12 Off Compressed
xJ	11	CA	Rt. Vertical Line	xW	00	
xK	11	B5	Left Vertical Line	xX	00	
xL	11	A0	Space	xY	10	47 On Double Strike
xM	11	CB	Middle Rt. Corner	xZ	10	48 Off Double Strike

Table 1. Sample Epson/Scripsit 2.0 Control Codes

Thanks to all of you for supplying this information. ■

Terry Kepner is a free-lance writer and programmer, and the vice president of Interpro. He's been writing about microcomputers since 1979.

Addendum:

SoftERware of Pacific Palisades, CA, has drivers for several printers, including the NEC 8023 printer. Further information can be found in the New Products section of this issue.—Eds.

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Send any questions or problems dealing with any area of TRS-80 microcomputing to Feedback Loop, 80 Micro, 80 Pine St., Peterborough, NH 03458.

Having no success in finding software for a blind friend, I wrote an Assembly-language driver for the Votrax synthesizer that allows it to speak or spell with all the punctuation marks spoken. This driver works with both Model I and Model III operating systems, but not with word processors.

The why is simple: My driver intercepts characters headed for the normal screen driver using the device control bytes (DCBs) and sends a duplicate to Votrax (with modifications for spelling and punctuation). Most word processors don't use the DCBs, but instead use direct PEEKing and POKEing at video memory.

A Basic word processor would work with the synthesizer driver, but my attempts at writing one have only served to point out the difficulties of string handling in Basic.

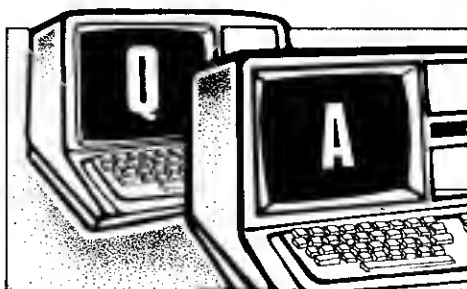
P.L.
Gansevoort, NY

Sounds to me like you should contact IJG Computer Services (1260 W. Foothill Blvd., Upland, CA 91786, 714-946-5805) about adapting your driver to Electric Pencil, or Prosoft (Box 839, North Hollywood, CA 91603, 213-764-3131) about the compatibility of your driver and their extremely fast Basic/machine-language word processor.

If either of these companies could use your driver, many handicapped people would be in your debt.

N.K. of Forked River, NJ (December 1982, p. 440), probably won't be able to locate anyone selling a complete system for the blind, but she may be able to put together an adequate system without too much trouble.

To patch a synthesizer into the TRS-80 without rewriting all the software, link the synthesizer to the second cassette output of the expansion box, using an RS-232 interface. A short system program can be loaded at boot-up time that would link the video output DCBs to the cassette port in addition to the normal video display driver. The software should patch the keyboard



Problems and solutions

scan to check for a special sequence (such as 123) that would send the contents of the screen to the talker, a disable pattern to allow normal cassette I/O, and an enable pattern to turn the talker back on. The program should also protect itself in high memory and would be invisible in most programs.

This would handle most Basic and user programs, but the better text editors carry their own video and keyboard I/O routines and would require alteration by a machine-language programmer. The 80 Micro series on Model I Scripsit provides all the addresses necessary to patch this particular program. Also, every computer club has a hacker or two who would love to get such a system up and running.

I hope the advice is of some help.

L.W.
Orlando, FL

Your advice is good, and doesn't require the purchase of an RS-232 board to make it practical.

I would like to update my Model I to Level II; however, Radio Shack wants \$150 plus installation (\$15) to make the conversion. I would appreciate your advising the part numbers required and if there are any other modifications needed to make this work other than just switching ROMs.

J.M.
Maria Stein, OH

You didn't quite give all the information for upgrading a Level I to Level II in your answer to L.H. of Cortland, NY

(December 1982, p. 438). You advised him to order the Level II ROM set from RS National Parts. Unfortunately, you neglected to mention that the conversion is not simply a matter of plugging in the chips. The Level II chips use a different decoding scheme than Level I.

Anyone wishing to upgrade Level I to Level II has two alternatives: Order the complete upgrade kit, which includes ROMs, manuals, DIP shunt, jumpers, and so on, or order only the parts you actually need for the conversion. The complete kit order number is 262-1120 for A, D, and E revision keyboards, and 263-1120 for the revision G keyboard. The complete kit includes Blackjack/Backgammon games, a data conversion program, and other items.

Buying the parts is much cheaper. First, buy the service manual (#MS-260-1120). The manual guides you through each step of the installation process. Next, buy the ROMs mounted on the satellite board (#AXX-0007). The manual costs \$1.49 and the ROMs with board are \$100.38. Shipping is \$1.50 for each part number.

In addition, you need a 24-pin DIP jumper cable (RS#8709011), a 220 ohm resistor, and an eight-position DIP switch. These are available from most mail order houses at a cheaper price than Radio Shack.

The installation process itself is straightforward: one etch cut, and soldering one resistor and six wires from the satellite board. Working slowly and carefully, the whole shebang takes about an hour.

M.C.
New York, NY

The procedures and numbers you give are for keyboards A, D, and E revisions. The newer G revision boards require that you just plug the chips directly into the keyboard, replacing the Level I ROMs. The resistor, etch cut, and 24-pin cable are not needed, but the eight-segment DIP switch is.

The resistor is wired into place across your cassette port. Its purpose is to protect the cassette port electronics in case you accidentally plug the power supply into the wrong socket. You'll smell the resistor frying long before the cassette port electronics are damaged. The etch cut you mention is to disable the 5-volt line from going out the expansion port.

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Too many people were trying to use the keyboard 5-volt line supply to drive outside devices, which resulted in overloading and then burning up the power supplies. The DIP switch bank is used to tell the keyboard which Level ROM set you're using and the available memory in your keyboard (4K, 8K, or 16K). The 24-pin ribbon cable is used only to connect the satellite ROM board to the Level I ROM socket.

If you have the revision A, D, or E keyboard, you'll need the following: Installation Manual (#MS-260-1120, \$1.49), Satellite ROM board with ROMs (#AX-0007, \$100.38), 24-pin DIP jumper cable (#AW2252, \$7.17), and an eight-switch DIP switch bank (#275-1301, \$1.99). The 220-ohm resistor (#271-015, \$.19 for 2) is optional.

If you have a revision G keyboard, you'll need: an Installation Manual (#MS-260-1120, \$1.49), A-B Level II chip (#AX3031, \$41.58), C Level II chip (#AX3030, \$15.15), and an eight-switch DIP switch bank (#275-1301, \$1.99).

Which way you go (complete kit, or ordering separate parts) is up to you. The complete kit is exactly what the Radio Shack technician would order and install. The two-chip version (for G revision keyboards) is number 263-1120, and the satellite board version, as well as all the other revision boards, is 262-1120. Both cost \$150. At that rate, you might as well have the Radio Shack technician do the work (\$15 labor charge), and have it guaranteed.

I've been using the enclosed subroutine to read the video RAM, load it into a string, and then output it to a printer. My problem is that I recently had the Radio Shack lowercase modification added to my keyboard. Since then my routine prints blank lines instead of what's on the screen.

I would like to modify the routine slightly to print graphics instead of an asterisk (). Do you know where I can find articles about the Line Printer VII?*

```
10 REM CHANGE LINES 20040 AND 20080
TO PRINT
20 REM LPVII GRAPHICS INSTEAD OF AN*
20000 IF PEEK (14312) < > 63 THEN
RETURN
20015 LPRINT CHR$(15)
20020 FOR N = 15360 TO 16383 STEP 64
20030 Q = PEEK (N)
20040 IF Q >= 127 AND Q <= 191 THEN Q
= 45
20050 AS = CHR$(Q)
```

```
20060 FOR Q = 1 TO 63
20070 ZZ = PEEK (N + Q)
20080 IF ZZ <= 127 AND ZZ <= 191 THEN
ZZ = 45
20090 BS = CHR$(ZZ)
20100 AS = AS + BS
20110 NEXT Q
20115 IF PEEK (14312) < > 63 THEN
RETURN
20120 LPRINT AS :LPRINT CHR$(14)
:LPRINT :LPRINT
20130 NEXT N
20140 RETURN
```

J.M.
Port Richey, FL

Your programming problem is obvious. The Level II ROMs were designed to take advantage of the fact that lowercase was not available in video RAM. The unmodified Model I has bit video RAM fixed with bit six permanently set to a 1. Thus, to print the letter A on the screen, the ROM only has to supply ASCII code 1. Bit six makes all video RAM act as if it had ASCII code 64 already stored in it. Adding ASCII code 1 and ASCII code 64 gives you ASCII 65, the letter A.

Radio Shack uses this fact to save space in ROM. When you add lowercase, bit six is no longer frozen as a one, but is instead either a 1 or zero. Now when the ROM sends an ASCII 1 to the screen, the screen sees only ASCII 1, not ASCII 65. The result: nothing on the screen. This left Radio Shack with a choice—they could either reprogram the ROM to send ASCII 65 to the screen when it wanted to print an A, or fix the video character generator so that ASCII 1 was equivalent to ASCII 65. Since it is much easier and cheaper to reprogram a character generator, that's what they did. When they modified your Model I, they changed the character generator chip, and added RAM to the video RAM.

All Radio Shack did to the character generator was define the first 26 characters in the chip as being the same as the 26 characters starting at position 65 in the same chip. The result is that the new generator chip has two sets of uppercase letters, located in positions 1-26 and 65-90.

If you want to test this out, try running this: 10 FOR I=1 TO 191 :PRINT I; CHR\$(I); : NEXT.

The graphics problem is one of degree, the bit six again. First, modify line 10 above to count to 255, change the PRINT to LPRINT, and then run it.

This should give you all the characters your LPVII can print. Next, run it with a PRINT, and compare the two results (paper to video). The offset you use in your program (45) might need to be changed.

Lines 20040 and 20080 need to be changed next. Your mistake is in using Q the way you are. If Q is between 127 and 191, add 45 to Q, then save it as a string in AS. The same goes for ZZ. What your program is doing is storing ASCII 45 in the string instead of storing graphics.

You may have another problem. I'm not sure if the graphics characters of the LPVII are the same as the screen graphics of the Model I/III. The June 1981 issue of the Tandy TRS-80 Microcomputer News (p. 18) has a short program that does a screen print of Model I/III graphics.

For more information on the LPVII, check the back issues of Radio Shack's computer newsletter. You can have all the 1981 issues, bound into one volume, for only \$9.95 (#26-2240). Also, you can check the back issues of 80 Micro for related articles.

In your reply to R.C. of Hyattsville, MD (December 1982, p. 438), you suggested buying a new keyboard to replace the keyboard with the broken I key. I had a similar problem.

On the advice of Radio Shack Computer Customer Service, I was about to replace the keyboard, but while talking to National Parts before placing the order, I asked them about it. They told me I could order just the key switches (#AS-2762) at \$1.04 each. It was a little difficult to remove the old switch and replace it, but I was successful.

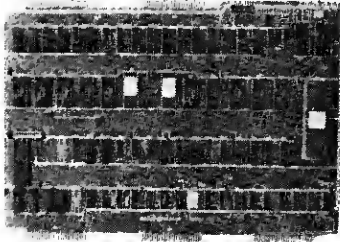
Total cost—\$3.58 (two switches at \$1.04 each, plus \$1.50 shipping).

F.J.
North Haven, CT

An excellent solution if you're good with a soldering iron. Besides, you have nothing to lose by experimenting with the broken board, since the worst that can happen is that you'll have to replace the keyboard, which you were going to do anyway!

I own a Model III with 48K of memory, and recently purchased Radio Shack's Editor/Assembler Series I. Looking through it, I see that it talks about 8- and 16-bit arithmetic functions. I've heard that Tandy replaced

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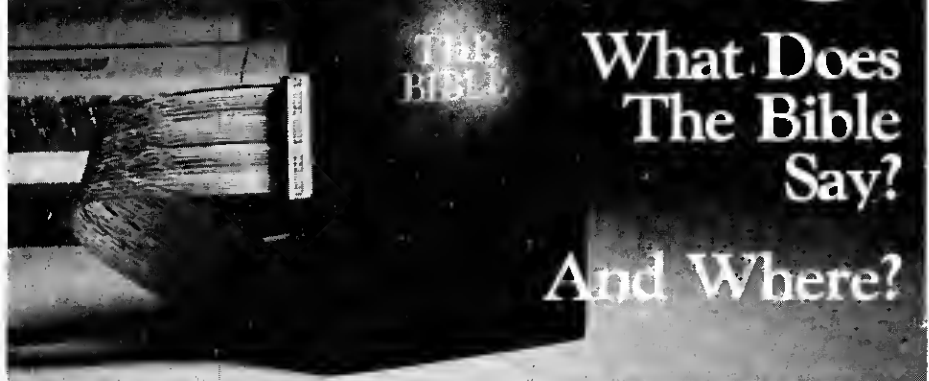
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M

the 8-bit computers with 16-bit. Is my Model III an 8-bit or 16-bit computer? I bought it in 1980.

My Editor/Assembler is giving me problems. When I use the insert command, it doesn't work right. For example, if I have two lines, 100 and 110, and I want to insert line 105, I type: I, 105 (enter). The result I get is:

```
00100 ; This is a remark
00100 ; This is line 105
00110 JP RET ;A short program
```

Is there a patch to the program?

Do you know where I can get Radio Shack disk drives at a discount? And if so, is the installation easy? Also, where can I find books that make learning Assembly language easy? And what is your comment on Radio Shack's technical manual?

M.H.
Citrus Heights, CA

Don't have many questions, do you? First, all Model I/II/III computers from Radio Shack are 8-bit computers. The phrases 8-bit and 16-bit as applied to computers refer to the size of the data bus address lines. The internal architecture of the Z80 computers moves data in and out of the Z80 registers in 8-bit chunks. So both the data addresses and the data itself are stored as 8-bit.

The 16-bit computers have an interior architecture of 16-bit words. Arithmetic operations are performed in chunks of 16-bits. The address lines are 32 bits wide. True 16-bit computers store data in memory chunks of 16 bits and use a 32-bit address bus.

The 8086 chip, used in the IBM PC computer, is a 16-bit hybrid computer. Internal architecture and address lines are set up to handle chunks of 16 bits, but the data bus is only 8 bits wide, so every time data is put in or taken out of the CPU, two data locations are used for each 16-bit number. Addresses require three 8-bit memory locations each. Thus the IBM PC has an 8-bit data bus and a 24-bit address line bus capable of addressing over a million memory locations.

The Z80 computers let you perform some operations in 16-bit mode, but for the most part they are restricted to 8-bit operations of data because it uses an 8-bit data bus and a 16-bit address bus (limited to 65535 addressable locations).

Before I can answer the Editor/Assembler problem, I have to ask if the renumbering routine works. If it does,

you have a problem in the text buffer memory: a bit isn't working right. You'll need to run an extensive memory check program to trap the defective bit.

If the resequencing program fails to work, the problem is a bad bit somewhere in the RAM occupied by the Editor/Assembler program, again requiring a memory check program.

If the memory passes as OK, the problem has to be with your copy of the program. Take it to a friend's house and try it on his computer. If the program exhibits the same problems as on your computer, you have a defective program. Go to Radio Shack, explain the problem, and ask for a replacement. So far, no one I have talked to has reported having your problem with their copy of the Series I Editor/Assembler.

There was an article published in *80 Micro* that explains how simple it is to install your own disk drives ("Do-It-Yourself Disks," January 1982, p. 172). As to which drives to buy, that's not something I can go into. A large number of our advertisers sell upgrade kits (both build-it-yourself and assembled). If I were to try to mention prices, they'd be outdated by the time you received your answer.

For books on Assembly language, try a B. Dalton bookstore. They have a large selection of books on the subject. The one I like best is *TRS-80 Assembly Language* by Hubert S. Howe Jr. (Spectrum Books, Prentice-Hall Inc., Englewood Cliffs, NJ 07632, ISBN #0-13-931121-1, Cat. No. S-810, \$9.95). Hubert presents the information in the most comfortable and easy-to-learn format of any other book on machine-language programming.

Finally, the Radio Shack technical manual. What can I say? It tells all the details of how the TRS-80 works. If you're not technically minded, you don't need the book. It was written for the knowledgeable electronics person who wants to muck around with his computer.

Is there a program for making a printer act like a typewriter: printing a character each time you press a key, then saving the results on tape or disk? It would simplify filling out forms, and modifying and changing the wording on them. Once a form was filled out, the spacing would be automatic.

I have an MPI 99G printer that is Centronics-compatible like the Epson.

Would programs made for the Epson work on my MPI 99G? It's bidirectional, dot-addressable, and very fast.

W.M.
Redwood City, CA

Programs are available that will do what you want. Well, sort of. Most printers won't print characters until either the internal buffer is filled or until a carriage return is received. Thus, simply sending a character to the printer each time you press a key doesn't necessarily result in that character being immediately printed.

You can write your own simple program by using an INKEY\$ routine to load characters into a string variable as you type them in. When you press enter, the entire string variable would be sent to the printer, and also sent to a tape recorder or disk file.

If you want to allow for retyping the line, make the line input routine a sub-routine and have it return control to the master program when enter is pressed. After the line is printed you can have the master program ask if the line was correctly printed. If not, the string variable is set equal to null (double quotes) and you are sent to the input routine to redo the line. If it is correct, the string is stored on tape or disk; as you want. Another simple program could be written which would simply input each stored line from the tape and send it to the printer.

According to the MPI people, their printer uses different control codes than the Epson, so programs that drive the Epson dot-addressable graphics won't work with their printer. Sorry about that.

Concerning D.P.'s question about a renumbering program for his cassette Model III (December 1982, p. 437), Cottage Software (614 N. Hurdling, Wichita, KS 67208, 316-683-4811) sells a program called Packer.

This program is amazing! It can renumber, move blocks of lines, pack a program into a minimal amount of space, unpack a program (each command put into a separate line number), and remove REM statements and unneeded spaces. It sells for \$29.95, and works on 16K, 32K, and 48K machines, and in Disk Basic.

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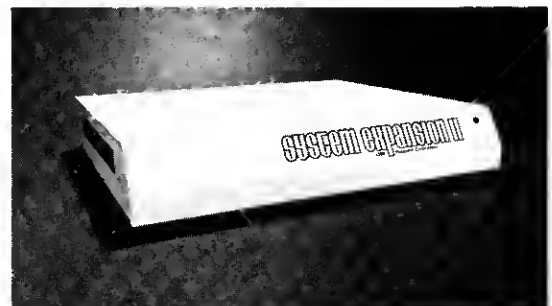
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*8" drive operation requires special cable. 8" double-density requires 3.55MHz CPU speed-up modification or LNW-80 3MHz computer.

Thanks for your input. It should help out several readers.

I saw a demonstration of a program at a computer user's group meeting that retrieved information from a bad disk. The disk itself wasn't damaged, but sectors on the disk contained bad information that prevented the disk from operating correctly. The demonstration wasn't on a Radio Shack computer.

Are there any utility programs, or books available that contain programs, that will retrieve information from disks that appear to be bad?

J.N.
Freedonia, WI

Since you don't mention what computer you have, I assume you want information for the Model I/III. Your first step should be to get Super Utility Plus (Powersoft, 11500 Stemmons Fwy, Suite 125, Dallas, TX 75229, 800-527-7432, \$74.95). This is the most comprehensive disk repair utility that I know of, and includes both Model I and Model III versions on the same disk.

In addition to the program, you should also get *Inside Super Utility Plus* by Paul Wiener (available from Powersoft, \$19.95). The book gives extensive explanations on how to use Super Utility (SU+ includes a manual, but it isn't easy to understand).

Next you'll need technical data on the disk layout. At the moment I don't know of any books that give this information for the Model III, but there is *TRS-80 Disk and Other Mysteries* (IJG, 1953 West 11th St., Upland, CA 91786, 714-946-5805, \$22.50) for the Model I which tells you all you need to know to recover information damaged disks. Most of the information is also applicable to the Model III, but it can get confusing trying to follow the book if you're on a Model III.

I'd like to comment on the letter from B.B. of San Jose, CA, and his problems with EDTASM 1.0 and 1.1 (December 1982, p. 437). I, too, had problems with tape EDTASM, and at the same point: the object code output from the assembly. In my case, six months, numerous trips to my local RS store, telephone calls to Fort Worth, four tape copies, three versions, four letters written, and four letters in response resulted in a refund, but not in a working program.

It seems incredible to me that Radio Shack could produce a program with such a bug. Radio Shack denied the problem, and I've no way of contacting other purchasers of the product to get their impressions. I would appreciate hearing from other people who've also had this problem.

A.L.
Studio City, CA

It definitely sounds as if the program is at fault, but I find it hard to believe that a program would have such a bug without an outcry from every purchaser. No company would sell a program that every user would return as defective.

Does anyone else have anything to offer in the way of comment or advice?

I have an Okidata Microline 83A printer, and I want to do underlining with it. I called Okidata and the person I talked to told me that it isn't possible to do underlining. However, in making a printout of the ASCII codes, I noted that ASCII code 95 is the underline character.

How can I implement this in a program to get underlining? It seems that I must somehow backup and underline, or print the same line twice.

W.S.
Short Hills, NJ

What you need to do is to find out if your printer responds to the back-space character (08). Try this: LPRINT "A";CHR\$(08);CHR\$(95) <enter>. If it works, you can use this technique to underline or double-strike any character. If it doesn't work, I'm afraid you're out of luck.

The only other choice is to use the DIP switch settings to turn off the automatic line feed on carriage return in your Microline 83A. This will, however, foul up using the printer normally with Basic and other programs.

I need information on how to rewrite Hewlett-Packard Basic to run on my Model I. Specifically, I'm trying to modify the program CIVIL2, and some of the program statements such as Mat Read, Mat Zero, GOTO A of 440 (line 440 is a data statement), and Restore 3440 have me stumped. Can you help?

SSG R.L.
APO New York, NY

What you need is *The Basic Handbook* by David Lien (Lien wrote the original Model I Basic manual). This book is the encyclopedia of the Basic computer language, and provides a comprehensive cross-reference of 19 different versions of Basic, including Hewlett-Packard Basic. All you do is look up the Basic command in question, read the definition, and type in and run the sample program. If your computer supports the command, no problem. But if it doesn't, the book provides a simple program substitution that does the same thing as the Basic command in question, if possible. Anyone translating programs from one computer to another should have this book.

For your needs: Mat Read is used to read values from a data statement and assign them to an array; Mat Zero sets all elements of the array to zero, or lets you re-dimension an array in your program; GOTO A of 440 is used as a multiple branching technique where A is an integer which passes program control to line 440 if A=1, or allows the program to fall through to the next line if A=0 (similar to the On X GOTO Line Number, Line Number statement of Model I/III Basic); and Restore 3440 is used to restore the data pointer back to the first piece of data in line 3440 (Model I only allows a total restore of all data).

The Basic Handbook is available from CompuSoft Publishing (1050-E Pioneer Way, El Cajon, CA 92020-9990, 800-854-6505, ISBN #0-932760-05-8, \$19.95). Foreign distributors are located in England, Australia, The Netherlands, Sweden, France, and Kowloon.

In a recent column you gave advice to someone whose disk drives would not back up, but which performed all other functions. I had the same problem when I first upgraded to disk drives. It's a hardware timing problem with many of the early expansion interfaces. The fix is to change R15 in the E.I. from 200 ohms to 270 ohms. It has cured my problem completely.

What signal to what address causes the Percom doublers to switch from single-density to double-density?

R.J.
Ellensburg, WA

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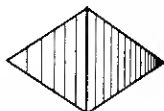
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Now that you mention it, I remember that the first Model I disk system I worked on (1978) couldn't back up a disk either. Since that was also TRSDOS version 1.0, release number 1, I always thought it was a software problem (the unit came back from the repair center with TRSDOS 1.0, release number 2, and the Backup operation worked fine).

The address is a memory-mapped address, 37EC, the FD1771 controller status/command register. You have to load the command register with the proper bit set to select single or double density. That information you'll have to get directly from the Percom people. For more information on doing your own disk drive I/O routines, I suggest that you look at either *Disk Interfacing Guide* by William Barden Jr. (80 Northwest Publishing, 3838 South Warner St., Tacoma, WA 98409, \$5.95), or *Machine Language Disk I/O & Other Mysteries* by Michael J. Wagner (IJG, 1953 West 11th St., Upland, CA 91786, 714-946-5805, \$29.95). The latter provides information on both the Model I and Model III disk controllers.

N.K. of Forked River, NJ, asked about audio medium for the blind (December 1982, p. 440). We have enclosed a machine-language program that loads first and then sounds out in Morse code the letters as they appear on the screen.

If N.J. doesn't know Morse code but wants to learn it, there's a short tutorial program on the other side of the cassette. It's easy to learn, and very fast and accurate. One blind person we know is quite comfortable at 60-70 words per minute.

The Morse code program we sent is written for using the TRS-80 as a computer, not as a word processor, and doesn't recognize lowercase. In fact, it won't run if you load a lowercase driver.

If N.J. is interested, we'll modify it to recognize lowercase, and we'll even send an elementary, unfancy-but-easy-to-use Morse code word processor if she wants it.

*N.H. and B.D.
Michigan State University
East Lansing, MI*

I've forwarded the materials you sent to N.K. If anyone else is interested, send

me a SASE and I'll forward it to N.H. and B.D.

Microcomputers are just getting started here, and there are a number of manufacturers that would like to become the Apple of this country.

For various reasons it's difficult to buy an imported micro, and although the local product is about three times the price of similar merchandise in the United States, the choice seems to be to buy local.

Enclosed is a review, from the only local micro magazine published here, of the CPU-500. A salesman told me the computer is functionally like a Model III. To prove it, he put in a disk with what appeared to be Radio Shack programs: Dancing Demton and others. This compatibility would be a real advantage because software here is limited and expensive.

Please give me your reaction to the micro and tell me if you see any traps. As many people have said, "It's a jungle out there (here)," and I want to know what I'm buying, if possible.

*B.H.
Brazil, South America*

This is the first that I've heard of the CP-500 (Z80 CPU, cassette, two disk drives, printer interface, modem interface, 48K of RAM, and 16K of ROM. The operating system is compatible with CP/M and TRS-80 Model III). The specifications sound remarkably similar to the Model III, but then any Z80, two drive, 48K RAM computer sounds similar to the Model III.

Your problem is not simple. Just because the salesman has Radio Shack programs that operate on his computer doesn't mean that the computers are compatible. For example, I have programs on one of my disks that were originally on the Apple computer. Just because I can load that disk on my TRS-80 doesn't mean my TRS-80 is compatible with the Apple computer.

If you want to test the salesman's word, buy a Model III disk program from Radio Shack, put it in the machine, and boot it up. If you can load the disk and run the program, there's a good chance that the machine is compatible with the Model III. If the disk doesn't boot, or the program doesn't work right once it's loaded, then the machines aren't as compatible as the

salesman wants you to think.

Even if you do get the program to work, that's no guarantee that the machines are compatible. They could be compatible on only 95 percent of the Model III programs (or only 50 percent). If you can afford it, buy several different types of programs for the Model III (Basic programs, machine-language programs, games, and serious programs). It's possible that only Basic programs are compatible between the two machines, or perhaps that all the programs are compatible.

In the final analysis, the only way to determine how compatible the machines are is to buy Radio Shack Model III programs and try them out on the CP-500. If all the programs work, the machines are very compatible. If not, the machines aren't as compatible as you might want.

Good luck, and let us know what happens.

Here's an awful riddle. Question: When is a Model III TRSDOS Create command like a DOSPLUS Restore command? Answer: When you know the number of sectors and the logical record length.

You can restore the file if you haven't written to the disk since you've killed the file.

*K.A.
Chicago, IL*

Sounds like an interesting solution, but how do you know what the number of sectors is?

Here's one for you: How many programmers does it take to change a light bulb? None. That's a hardware problem.

I just purchased a used Model I with Level I Basic. Can I convert this to Level II Basic myself, or do I have to go to Radio Shack?

If I can do it myself, can you supply a source of information on how to do this?

*F.B.
Milwaukee, WI*

That's an easy one. See the letter at the beginning of this column for the information you need. ■

Terry Kepner is a free-lance writer and programmer, and the vice president of Interpro. He's been writing about microcomputers since 1979.

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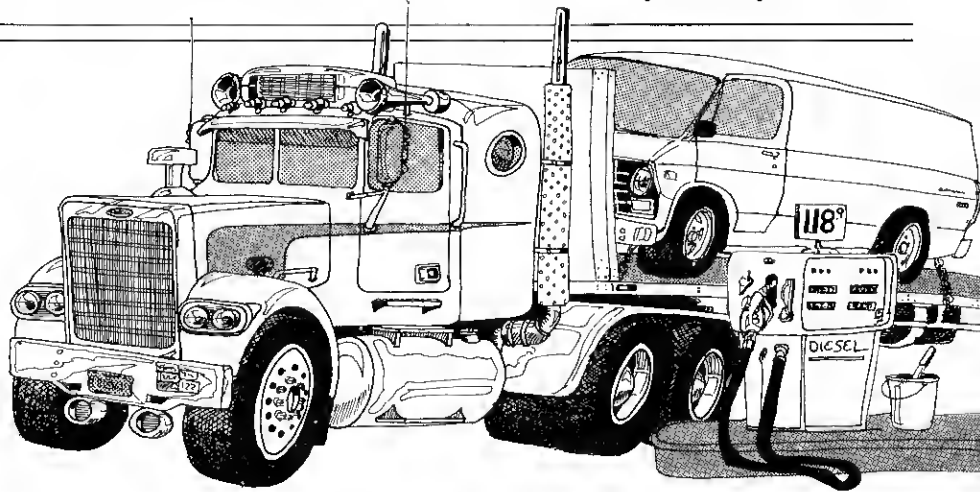
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by Rodney Gambicus

Low octane and high scores



Little America sprawls across the Wyoming landscape like the biggest gas station in the world, which it is. You haven't seen a service island until you've seen Little America.

It's a great place to go if you need gas, which we did, but depressing if you don't have the money to buy any, which we didn't. We were sitting in front of the restaurant admiring the big rigs and wondering if we'd have to hitch to Iowa City when Mercedes started jumping up and down.

"Well, hey, I mean, like, really!"

Of course. The day was warm and the sky was blue. Why didn't we set up the Gamer's Cafe?

We immediately started hauling out the card tables and Model Is and IIIs and PMCs, and even the Sol-20 we bought for \$5 at a pawn shop in Salt Lake City.

Before long, a crowd of truckers had gathered about, staring quizzically at the computers, touching them gingerly with their great hairy paws.

"Geez, this is like the beginning of 2001," Mercedes whispered.

We booted some of our favorite games, but none seemed to capture our audience's fancy until we got Frogger up and running. A mad scramble for the keyboards followed, and while Mad Max held the brutes off with a smoked salami, Mercedes and I read the mail.

In Gamer's Cafe world news, Canada has regained the trophy for Eliminator. Quebecois Karl Boule held the original record, only to be toppled by Nick Fazio's 117,300 points. Now Dean Mitchell of Edmonton, Alberta, sends a screen dump and photo showing an incredible 271,300 points. It's a good thing we locked Winthrop up in that home in Las Vegas, or he'd go crazy.

We've got a number of new entries for the scoreboard, including a couple of Pac-Man clones: Ellen Lackey of Forest, MS, has scored 296,310 on the

Cornsoft Group's Scarfman, while Andy Lehtola of Mound, MN, has racked up 56,235 on Pac Attack for the Color Computer.

Andy adds: "P.S.: Is Mad Max still with you?" Of course he is; he's the guy over there with the smoked salami stuffed up his nose.

We've also got some entries from New Zealand. Halfdan Hansen sends in a new high score for Cosmic Fighter, and scores for Super Nova, Chicken, and Outhouse. Matthew Holmes submits scores for Caterpillar, Attack Force, and Laser Defense. And John Kane places entries for Defense Command, Robot Attack, Ghost Hunter, and Missile Attack.

Ellen Lackey, by the way, isn't content with being on our scoreboard; she wants to start her own. Players should send high scores and stamped, self-addressed envelopes to her at Box 434, Forest, MS 39074, and she'll send an updated record of all results. The Cafe board, of course, remains definitive.

Kane, Holmes, and Hansen aren't starting a scoreboard, but they have a comment on ours: that anyone could recreate a high-score page with Set, POKE, or CHR\$ commands.

"We know no one would stoop to such depths to increase his status in the gaming world, but we think it illustrates our view that one shouldn't have to go to the trouble of photographing the screen to be credited with one's right and proper high score. Instead, a friendly letter should be all that is needed."

Mercedes says we'll take the suggestion under consideration, and since she owns the van, I won't argue.

One last comment: Mad Max has 467,240 on Galaxy Invasion Plus, but I hate to erase Winthrop's 1 million on the original Invasion. One ought to

remember old friends, at least until they get knocked off the board.

Helpful Hints Dept.: Bob Retelle, author of Aardvark-80's Quest adventure (see Reviews, December 1982, p. 48), writes that a family of customers (Mercedes wonders if a family of customers is like a pride of lions) discovered a feature he hadn't thought of. By using the Save Game option, Mom, Pop, Dick, Jane, and Spot can all have separate Quests going at the same time, each warrior with a different tape. Since the plot and map change with every game, no one repeats another's adventure.

Speaking of adventure games, has anyone figured out how to last for more than 30 seconds in Quest for the Key of Night Shade, which ran in the February 1983 issue of *80 Micro*?

Along with her Johns Hopkins alumni magazine, Mercedes got a postcard from Gordon Monier of Computer Shack. The Shack (not to be confused with the Big Guys in Fort Worth) has a couple of TRS-80 releases due this spring.

Dig Out is based on Dig Dug, except that a fellow drops bombs instead of breathing fire while you try to dig a hole. Dragon Rider, written by Dungeon Escape and Cyborg veteran Bill Dunlevy, is a one- or two-player Joust-alike involving a knight on a flying dragon. The object is to win dragon dogfights.

"Didn't want to overdo the dragon motif," Max said.

By the time we finished the mail, we had truckers lined up all the way back to the freeway ramp. They were having a

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The GAMER'S CAFE

heck of a time, but unfortunately we hadn't made enough money for a cup of coffee.

"Hey, leave this to me," Mercedes said as she sauntered over to a trucker who was carefully circling our Sol-20. I didn't like his looks—he had an STP decal stuck to his forehead and overalls made of old mud flaps—but he and Mercedes seemed to strike it off. After a few minutes, Mercedes strolled on back with the trucker in tow.

"This is Buzz," she said. "We've made an agreement."

"Oh-oh," moaned Max.

"He's gonna load the van in the back of his semi and take us to Iowa City, and I'm gonna install the Sol-20 in his rig and teach him Assembly language," she said.

"I'd like to learn machine language, too, but I've got to get this load of frozen pizzas to Jersey by Friday," said Buzz.

And so, despite no gas, the Gamer's Cafe was on the road again. I don't know how we do it. In fact, I don't think I want to know. ■

The Big Board

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 will, of course, rank higher in prestige. To validate a score, send a photo of the game screen.

Armored Patrol	Winthrop	81,000*
Attack Force	Matthew Holmes	145,750
Bable Terror	Mad Max	5,734
Caterpillar	Matthew Holmes	95,644
Chicken	Halfdan Hansen	8,922
Cosmic Fighter	Halfdan Hansen	199,440
Defense Command	John Kane	102,490
Demon Seed	Mad Max	67,320
Eliminator	Dean Mitchell	271,300
Galaxy Invasion	Winthrop	1,000,000**
Ghost Hunter	John Kane	41,190
Laser Defense	Matthew Holmes	199,490
Missile Attack	John Kane	41,430
Outhouse	Halfdan Hansen	26,650
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Scarfman	Ellen Lackey	296,310
Sea Dragon	Mad Max	147,910+
Super Nova	Halfdan Hansen	316,110
Swamp Wars	Winthrop	39,200
Time Runner	Mad Max	85,865

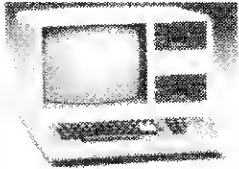
*Method 1. Winthrop racked up 281,000 using Method II.

**Winthrop still had six ships left, but he got bored.

+Novice mode. Max got 69,480 in the expert mode.

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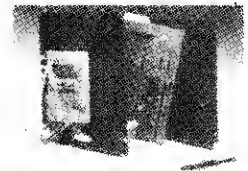
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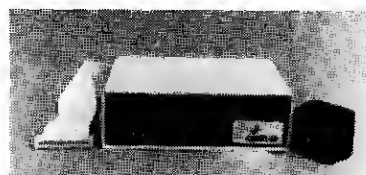
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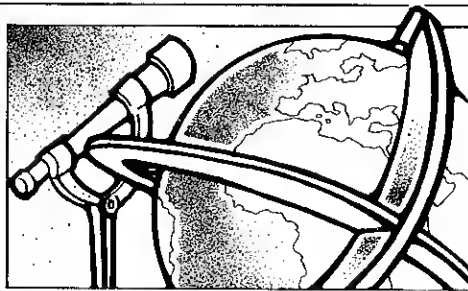
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Pascal for scientific programming

Microsoft Basic is a powerful programming language. Easy error-trapping and interfacing with machine language, powerful string and formatting commands, and more make it suitable for many programming tasks.

One day, I had to write a pair of file manipulation and data-base management programs (each about 40K, uncompressed and with comments). The programming for these file manipulators was not difficult. Each separate task had a routine that called other routines that called even more routines. Alone, each task was easy, but putting hundreds of these Basic routines together boggled my mind. I began to wonder about other methods of programming.

Pascal presented itself, and at first I was most impressed with its pedantry. You've got to declare all variables at the top of the program, and all subroutines before the main routine. Standard Pascal also lacks random-access files, and error trapping.

But now, I've done a complete about-face, particularly with two excellent implementations of Pascal for the TRS-80: Alcor Pascal and Pascal-80. Both have enhanced features, making them more powerful than standard Pascal.

I believe that Pascal is a better language than Microsoft Basic for scientific programming. A number of features have, at best, limited counterparts in Basic. These include global and local variables, more flexible looping constructs, dynamic variables, and true recursion.

Loops

The Basic program in Listing 1 results in an infinite loop. The program altered the value of the looping variable in the subroutine at 1010 because Basic's variables are all global. The variable can be examined or changed anywhere in the

duced by the loop can be known exactly. This is not necessarily the case with Basic's For...Next loop, which allows single and double precision variables as the looping variable. Floating point always breeds some error, normally small. However, there is a chance that floating point round-off error will end the loop early or late. For example, in the loop FOR I=1 TO 10 STEP .001, if the last step is I=10.000001 instead of 10.0000, the loop will end one iteration too early. By restricting the For loop to integers, you can eliminate this error.

If you want to loop while some condition is true, use the While loop. If you want to loop until some condition is true, the Repeat...Until loop is better. Basic can mimic these, but Pascal makes the programmer's job of translating an algorithm into a working program that much easier.

Consider a program to evaluate SIN (X) from 0 to pi/2. In Basic, you could use the code in Program Listing 3. This can be written in Pascal using the While loop or the Repeat...Until loop (see Program Listings 4 and 5).

The While and Repeat...Until loops are different. Similar to Basic's For...Next loop, Repeat...Until loops will always execute at least once, since the comparison comes at the end of the loop. The While loop will only execute when the condition is true. If it is not true on the first iteration, then it won't loop at all.

Other Features

Pascal supports dynamic variables, structured variable types, and full recursion. (Dynamic variables can be created

program. These errors can be very difficult to track down in large programs with many levels of nested subroutines.

In Pascal (Program Listing 2) the looping variable is passed to the procedure DECPRI, but the value is protected from alteration. Even though the subprogram (in this case a procedure) can be passed the value, and this value can be manipulated and altered, the value of the original variable in the calling routine remains unchanged. Running Program Listing 2 will simply produce 0 1 2 3 4 5 6 7 8 9.

The variable I is local, not global. Global and local variables are a great asset to programming large tasks because you can protect a variable's value from inadvertent change. Of course, you can pass the variable so its global value can be changed as well, but since you must make a point of it, this error is much less likely to occur.

Pascal has three types of looping constructs: For...Next, While, and Repeat...Until. The looping variable in Pascal's For loop must be an integer, hence the number of iterations pro-

```

10 FOR I=1 TO 10
20   GOSUB 1000
30   NEXT I
40   END
1000  DECREMENT I AND
      PRINT I
1010  I=I-1
1020  PRINT I
1030  RETURN
    
```

Program Listing 1. Basic Infinite Loop

```

PROGRAM EXAMPLE;
VAR
  I : INTEGER
PROCEDURE DECPRI(I : INTEGER);
BEGIN
  I := I - 1;
  WRITE(I);
END
BEGIN
  FOR I := 1 TO 10 DO
    DECPRI(I);
  END.
    
```

Program Listing 2. Pascal Local Variables

```

100 FOR I=0 TO 1.5707963 STEP .01
110   X=SIN(I)
120   PRINT I;X,
130   NEXT I
    
```

Program Listing 3. Basic For...Next Loop

```

I := 0
WHILE I < 1.5707963 DO
  BEGIN
    X := SIN(I);
    WRITE(I,X);
    I := I + 0.01
  END;
    
```

Program Listing 4. Pascal While Loop

and deleted at will during the execution of the program. They are referenced by a special variable type called a pointer, which points to the variable in memory.)

Pascal also supports a structured variable type called Record, which is like a generalization of the type Array. An array requires that all elements be of the same type, real or integer. A record can have mixed types, such as strings, real numbers and pointers making up different fields within the record. By allowing one field of the record to be the type Pointer, you can create a dynamic linked list, where each record points to the next. More complex data types, such as double-linked lists, can be easily created as well.

Pascal lacks dynamic array dimensioning, which Microsoft Basic does allow. In Basic, you can say DIM A(N,M), where N and M are variables. In Pascal, you can use a type Record with a doubly-linked list with the fields value (Real), row pointer (Pointer), row number (Integer), column pointer (Pointer), and column number (Integer).

The value is the value of the array ele-

ment. The row points is a pointer variable to the next element in the row, and the column pointer points to the next element in the column. The trouble with this scheme is that you cannot access any element immediately; you must search through the records until you find the proper row and column numbers. In fact, I am interested enough in this problem that I will send a copy of my forthcoming book *Numerical Basic* (on computation mathematics for microcomputers) to the best solution of this problem—dynamic array allocation in Pascal.

With the type Record, it is easy to create and manage complex data types that would be difficult in Basic. Pascal also supports full recursion. I have been unable to come up with a good example of recursion in numerical mathematics. Generally, recursion is taught with ill-suited examples, such as factorials and Fibonacci numbers, which have better iterative than recursive solutions. There are good examples in artificial intelligence applications, such as backtracking as a scheme in the theory of general problem solving, and solution to the

Towers of Hanoi problem. Lisp is better suited to these problems than Pascal even though both support recursion. Can someone find a good application of recursion in numerical mathematics that is not better solved by an iterative process?

Pascal is a procedure-oriented language (POL). Pascal makes it easy to write modules that perform specific functions. The subprogram building blocks, procedures and functions, are like programs themselves. Thus, Pascal makes it very easy to design and test programs in a modular fashion. In Basic, a modular approach can be attempted, but without local variables, parameter passing and all the other goodies of Pascal, it is only an attempt. ■

```
I := 0;
REPEAT
  X := SIN(I);
  WRITE(I,X);
UNTIL I > 1.5707963
```

Program Listing 5. Pascal Repeat...Until Loop

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Machine language is the native language spoken by computers. To us these instructions are simply strings of numbers, but to the machine they are codes that say things like "store this value in that location."

Different computers have different CPUs, and therefore speak different versions of machine language. The Models I, II, III, and 12 use the Z80, and therefore speak Z80 machine language; the Color Computer has a MC6809; and the Model 16 has a MC68000 and Z80.

Assembly Language

The earliest programmers wrote only in machine language. They translated each operation into the correct sequence of numbers, a tedious process known as hand-assembling.

Assembly language was developed in the early 1950s to automate this process. Each machine-language instruction was given an easy-to-remember mnemonic, so that programming became closer to English.

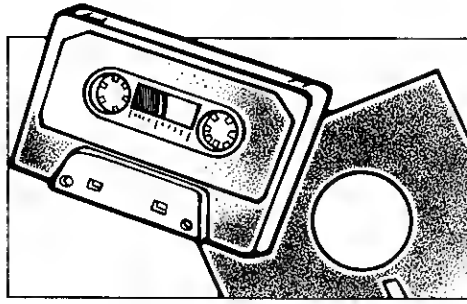
Such a program is said to be written in "source code;" the resulting machine-language program is "object code." Programs called editor/assemblers let you write programs in source code and then assemble it into object code.

Programming took another giant leap with the development of high-level languages like Cobol, Fortran, and Basic. These languages are actually machine-language programs that use words to represent functions, allowing you to write programs quickly and easily. They serve as a link between you and the CPU, translating your work into thousands of machine-language instructions. The result is a program much easier to write than Assembly language, but one that runs many times slower.

Load 80 Assembly Language

About 10 percent of the listings published in *80 Micro* are written in Assembly language, ready to be typed into an editor/assembler. Load 80 also publishes them in this form, rather than as machine language. This means you can easily modify them; however, you must own an editor/assembler to run them.

To assemble a program, load the editor/assembler, then use it to load the Assembly-language program. Most editor/assemblers use some variation of the L command.



To assemble a program you usually type A and then assign a file name to the machine-language that will be generated.

Which Editor/Assembler?

Color Computer owners have very little choice about which editor/assembler to buy; there's Radio Shack's CC EDTASM+, Microworks' Macro-80C or SDS80C or Eigen Systems' CCEAD.

There are nearly a dozen Model I/III editor/assemblers on the market, and

many have adopted different source-code formats. Simply put, they only load source code that they generated.

The most-used disk format is derived from Apparat's NEWDOS patch to Radio Shack's cassette editor/assembler. This patched program became the first disk editor/assembler, and quickly became the standard. When Radio Shack introduced the Series I Editor/Assembler they ignored Apparat's lead and chose a different format.

The Apparat format now makes up 80 percent of the Assembly-language listings sent to *80 Micro*; because of this Load 80 has adopted it as the standard. Editor/assemblers that use this format include EDAS from MISOYS, ASSEM/ZSIM from Instant Software and MZAL from Computer Applications Unlimited. The later two provide functions to convert Apparat source code to their own.

Program	Title	Page	Comments
1	COPYRGHT/BAS	—	None
2	GOLF/BAS	108	None
3	BASEBALL/BAS	130	None
4	CALCS3/BAS	168	None
5	MAPS3/BAS	168	None
6	MERGE3/BAS	168	None
7	BOWLSTAT/BAS	218	None
8	LP7GRFX/BAS	306	None
9	LP7GRFX/SRC	306	Needs EDTASM
10	L80TORS/BAS	404	None

April Load 80 Directory



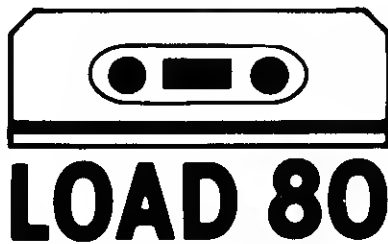
Program Listing

```

10 ***** LOAD80 SOURCE CODE TO RADIO SHACK SOURCE CODE *****
20 ***** Initialize *****
30 'Calc. string space
40 CLS: CLEAR0:M=MEM-1000:IFM>32767THENM=32767
50 CLEAR M:DEFINTB-Z:DEFSTRA:ONERRORGOTO5000
60 'Calc. max# of lines in program
70 R0=FRE(")/256:R1=(MEM-50)/3
80 IFR0>R1THENMR=R1ELSEMR=R0 'Max # reccs.
90 DIM A(MR-1)
100 GOTO1000
200 ***** Subroutines *****
210 'Makecaps
220 IFA=""THEN270
230 FORX=1TOLEN(A)
240 X1=ASC(MID$(A,X,1)):IFX1>96ANDX1<123THENX1=X1-32
250 MID$(A,X,1)=CHR$(X1)
260 NEXT
270 RETURN
280 '*** Press Any key ***
290 PRINT"Press ANY key ";
300 A$=INKEY$
310 IFINKEY$=""THEN310
320 RETURN
1000 ***** Main program Starts Here *****
1010 'Display header
    
```

Listing continues

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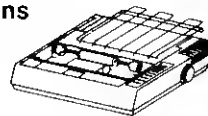
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Listing continued

```

1020 PRINT" CONVERT LOAD80 SOURCE CODE TO RADIO SHACK'S EDTASM D
ISK FORMAT "STRINGS(64,140);
1030 PRINT" The same Operating System must be kept in Drive 0
for this":PRINTTAB(18)"program to work correctly !!"
1040 '** Loop here for each file **
1050 R1=0 'Read totals = 0
1060 W1=0 'Write totals = 0
1070 EF=0 'EOF is false
1080 PRINT@320,CHR$(31);
1090 'Get Source File
1100 PRINT@320,CHR$(30);:LINEINPUT"LOAD 80 FILE ? (QUIT to quit)
";SF$
1110 IFSF$=""THEN1100
1120 A=SF$:GOSUB210:SF$=A 'Make caps
1130 IFSF$="QUIT"THEN1560
1140 'Get Destination File
1150 PRINT@384,CHR$(31)"DEST. FILE ?
(<Enter> = "SF$", QUIT to Quit "":PRINT@414,,:LINEINPUTDF$
1160 IFDF$=""THENDF$=SF$
1170 A=DF$:GOSUB210:DF$=A 'Make caps
1180 IFDF$="QUIT"THEN1560
1190 'Get Source Disk
1200 X=INSTR(SF$,"."):IFX=0THENX=LEN(SF$)+1
1210 X=X-1:SD$=RIGHT$(SF$,LEN(SF$)-X)
1220 'Get Dest. Disk
1230 X=INSTR(DF$,"."):IFX=0THENX=LEN(DF$)+1
1240 X=X-1:DD$=RIGHT$(DF$,LEN(DF$)-X)
1250 '** Loop here for each set of read/writes **
1260 'If Source disk<>Dest. disk, don't Prompt
1270 IFR1>0ANDSD$<>DD$ANDSD$<>"ANDDD$<>"THEN1290
1280 PRINT@960,CHR$(30)"Insert LOAD80 disk, "":GOSUB280:PRINT@96
0,CHR$(30);
1290 IFR1=0THENOPEN"i",1,SF$:IFEOF(1)THEN1560 '1st time thru
1300 PRINT@512,"Reading";:R2=0 '# records read this pass
1310 FORX=0TOMR-1 'Fill array to MR (Max#Recs)
1320 IFEOP(1)THENEP=-1:CLOSE#1:X=MR-1:GOTO1410 'EOF - Goto writ
e
1330 R1=R1+1:R2=R2+1:PRINT@520,USING"#####";R1'Inc read totals
1340 LINEINPUT#1,A:PRINT@640,A;CHR$(31) 'Get line
1350 IFR1>1THEN1380 'Check for not first record
1360 '1st line - take off D3H and Progname
1370 A=RIGHT$(A,LEN(A)-7)
1380 'Store line in array
1390 A(X)=A
1400 IFASC(A)=26THENEFP=-1:CLOSE#1:X=MR-1 'EOF marker found
1410 NEXT X 'Get next line
1420 '** Done with read - begin write **
1430 'First time thru, always prompt
1440 IFR1=R2THEN1470
1450 'If Source disk<>Dest. disk, don't prompt
1460 IFSD$<>DD$ANDSD$<>"ANDDD$<>"THEN1480
1470 PRINT@960,CHR$(30)"Insert DESTINATION disk, "":GOSUB280:PRI
NT@960,CHR$(30);
1480 IFW1=0THENOPEN"o",2,DF$ '1st time thru
1490 PRINT@512,"Writing";
1500 FORX=0TOR2-1 'Write last R2 records
1510 W1=W1+1:PRINT@520,USING"#####";W1'Inc write totals
1520 A=A(X):PRINT@640,A;CHR$(31):PRINT#2,A 'Print it
1530 NEXT X
1540 'Done this read/write - If NOT EOF, Get next block
1550 IFNOTEFGOTO1250
1560 '** All done copying file **
1570 CLOSE
1580 PRINT@960,CHR$(30)"DONE. Do you have another file to conve
rt ? (Y/N) "":A=INKEY$
1590 A=INKEY$:IFA=""THEN1590
1600 GOSUB210:IFASC(A)>31THENPRINTA;
1610 ONINSTR("YN",A)GOTO1040,1620:GOTO1580
1620 '** Exit **
1630 CLOSE:PRINT@960,,:CLEAR50:END
4970 'Handle disk close after disk full error
4980 CLOSE 'Another disk full should occur
4990 GOTO5020 'If not, continue with error-trap
5000 '***** Onerrorgoto *****
5010 ER=ERR/2+1:IFER=62THENRESUME4970 'Handle closing after a di
sk full error
5020 CLOSE:PRINT@960,CHR$(30);
5030 IFER=53PRINT"AT LEAST ONE BUFFER MUST BE OPEN !":GOTO5100
5040 IFER=54PRINT"LOAD 80 FILE NOT FOUND !":GOTO5100
5050 IFER=58PRINT"DISK IO ERROR !":GOTO5100
5060 IFER=62PRINT"DEST. DISK FULL !":GOTO5100
5070 IFER=65PRINT"BAD FILE NAME !":GOTO5100
5080 IFER=90ER=14PRINT"FILE TOO LARGE !":GOTO5100
5090 PRINT"ERROR"ER"IN"ERL;
5100 PRINT" "":GOSUB280:RUN
    
```

Cassette Load 80 uses the Radio Shack tape format, as do most editor/assemblers.

Load 80 to Radio Shack

The Program Listing converts Load 80 source code to load into the Radio Shack Series I Editor/Assembler for the Model I and III. The program will be on this month's Load 80 tape and disk, and will be available in the future if you send a formatted disk to the Load 80 Technical Editor and ask for the LD80TORS program.

To use it from the disk supplied with Load 80, type BASIC L80TORS/BAS-F:2. If you specify the same drive number for the Load 80 and destination file, or do not specify a drive number, you will be prompted to insert the correct disk at the start of each block read/write, giving you the option of a single-drive copy. Note that the same operating system must be kept in drive 0 throughout the entire process, and that the file names must be different if they are to be on the same disk. ■

A\$	DEFSTR statement used. All-purpose variable for keyboard and disk I/O.
A\$(DEFSTR statement used. Stores array of Assembly-language source code read in.
DD\$	Destination Drive. Drive that will store the new file.
DF\$	Destination File. The new file that will be written.
RF	A flag to test for end-of-file. Returns logical true (-1) or false (0).
M	Used during initialization to clear string space up to memory capacity.
MR	Maximum number of records that can be read into one block.
R0	Maximum number of 255-byte records that will fit into string space. Used to determine MR.
R1	During initialization, maximum size of array that can fit into memory. Used to determine MR. During reading/writing, total number of lines read.
R2	Number of lines read in this block.
SD\$	Source Drive. Drive that contains the Load 80 file.
SF\$	Load 80 file.
W1	Number of lines written to the new file.
X	All-purpose counting variable
X1	Used during capitalization routine to hold temporary ASCII value.

Table 1. Variables

FREE business software directory

- Radio Shack's Model I, II, III.
- Heath's MBASIC and HDOS
- CPM: Xerox, Alto...
- IBM Personal Computer

"IDM2 is GREAT!" -publisher of 80-US

"(GL) superior to either the Osborne (SBSG & Taranto) or Radio Shack... MAIL-X has a greater capacity... more flexible than (R.S.)"

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We use over two dozen Model I and III TRS80 microcomputers in our business. We use the Model I and III exclusively, because our business is built around providing after-the-sale support for those machines. Every week we are testing dozens of peripheral items for Models I and III, trying new software products for the first time, developing new software products and making products easier to use. We're learning tons, as you might imagine.

Much of this learning is recorded in **The Alternate Source Programmer's Journal**. It's a bimonthly journal of information about the Model I and III TRS-80. Exclusively. That's the only machine we use and support. We've been doing this for over three years, and from our recent growth, it looks like we'll be doing so long after other vendors have "dropped" the TRS-80 market.

We invite you to subscribe to the Journal. There are all sorts of interesting programs and articles coming up in the next year, for both programmers and users. All for the Model I and III TRS-80. We provide the software support that lets YOU tell your TRS-80 what to do. Some things are more complicated than others. We frequently get testimonials from people going back to past issues with new understanding. And the best is yet to come. We're getting into "applications." New things to do. New languages. New features that can be added to your system with just a few bytes of code. All for the Model I and III.

Plus, unless you request otherwise, you will be placed on our product mailing list. We are constantly updating our line of TRS-80 products. Many we market ourselves. Many from other vendors. We offer an unconditional money-back guarantee, both on the Journal and software products.

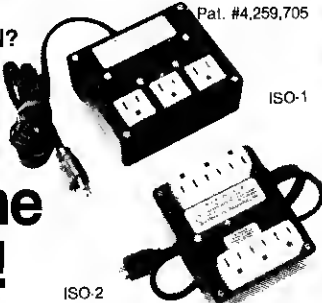
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All hard drives for the Model III are compatible with DOSPLUS 4.0, LDDS, and NEWDOS 80.

InfoStar for CP/M

InfoStar is a data-base management system for micros with 48K or more memory operating under CP/M. It is the first DBMS that doesn't require users to learn a programming language; instead, screen menus in English guide each step of data entry form design and report generation. Four levels of help menus are provided, as is an index from the help screens to the reference manual.

By simply selecting the data desired, users can generate a pre-formatted "quick report" in about 60 seconds, or generate custom reports four times faster than with other systems. Instead of using commands and coordinates, forms are drawn on the screen with a cursor.

InfoStar provides up to nine control breaks, arithmetic calculations within the report, and incorporation of data from multiple files. Print formats include underlining and boldface.

Its sorting facility is five to six times faster than other systems, sorting on up to 32 key fields at a time at up to

560 records per minute. InfoStar supports variable-length records with up to 65,535 records per file; files can be integrated with those from the CalcStar spreadsheet and WordStar word-processing programs.

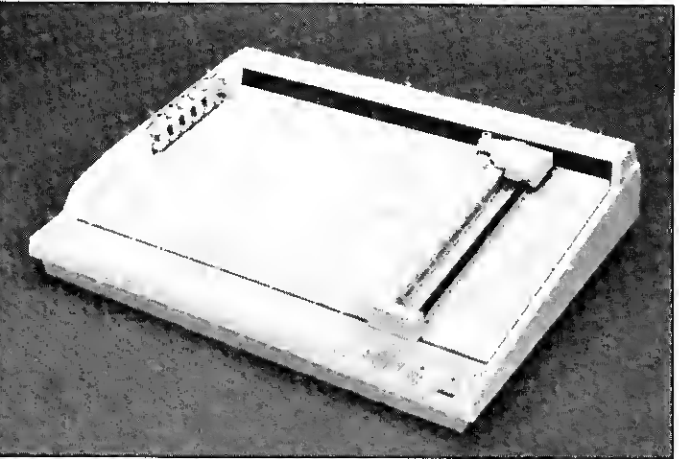
Price is \$495 from Micro-Pro International, 33 San Pablo Ave., San Rafael, CA 94903, 415-499-1200.

Reader Service ✓565

Economic Forecasting Program

A program for the 48K Model III by Michael L. Tindall, professor of economics at the University of Texas at San Antonio, uses current data and users' hypotheses to forecast the state of the national economy for several quarters into the future.

Given current figures (the user edits and updates the data each quarter) and assumptions about the money supply and price of energy, the \$500 program predicts key economic variables such as current- and constant-dollar Gross National Product, the GNP Deflator price index for goods and services,



Amplot II

the price index for plant and equipment, the average hourly wage rate, and the unemployment rate. It also forecasts interest figures such as the prime rate and rates for three-month treasury bills and bank certificates of deposit.

A second program (\$250) recommends changes in or creates new common stock portfolios, letting investors diversify their portfolios according to industry classification and riskiness of assets. The user supplies a list of up to 100 stocks, giving name, price per share, dividend, and risk and industry classifications; the program assembles portfolios based on the user's desired percentages of stock in each industry and risk sector.

For more information, contact Michael L. Tindall, University of Texas at San Antonio, Department of Economics, San Antonio, TX 78285, 512-699-8627.

Reader Service ✓555

Amplot II

The Amplot II six-color plotter features high speed, automatic pen retrieval, and .002-inch resolution for fast, accurate plots. It receives ASCII commands; built-in software permits additional alpha-character commands.

Both parallel and RS-232C operation is standard.

Its effective plotting range is 10 by 14 inches. The \$1,290 price includes six fiber-tip pens, chart hold-downs, and dust cover.

The plotter is sold by Amdek Corp., 2201 Lively Blvd., Elk Grove Village, IL 60007, 312-364-1180.

Reader Service ✓563

Drivers for SuperScript

Drivers are now available for several non-Radio Shack printers to support the SuperScript word-processing program. The drivers are offered for the Epson MX-80 and MX-100, Qume 5 Series, Brother HR-I, NEC 8023, TECwriter, and C. Itoh Starwriter (F10), ProWriter (8510), and Printmaster (F10 55 cps).

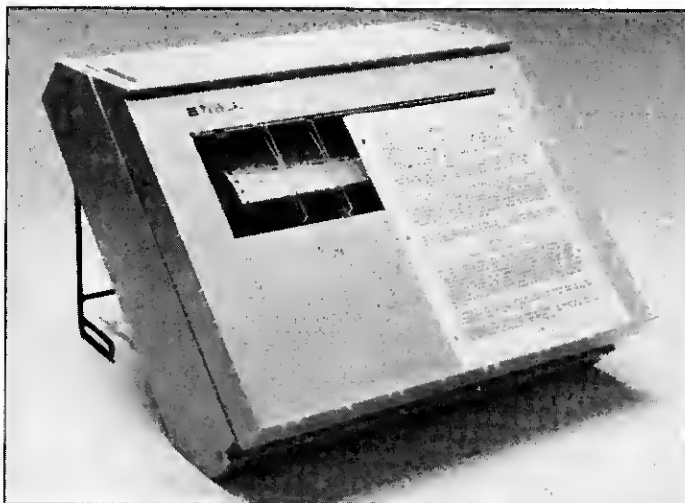
For more information, contact softERware, 16007 Miami Way, Pacific Palisades, CA 90272, 213-459-3414.

Reader Service ✓554

Nobody Does It Better

A unique 7-bit CPU and the SPECTRE 2.0 operating system are highlights of the Model 007, a new British micro aimed at the professional and (secret) service markets.

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InfoStar

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 Glenn 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.

# STRINGS	SECONDS DELAY NORMAL	SECONDS DELAY TRASHMAN	PERCENT IMPROVEMENT
250	11.8	0.7	94
500	45.8	1.6	96.5
1000	179.6	3.5	98
2000	713.2	7.8	98.9

(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 FASTER



"FASTER" 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 analyzes 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: "FASTER is effective and easy to use"; *80 U.S. Journal*, April, 1982, p. 106: "I recommend FASTER 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, 16-48K tape or disk, and all major operating systems. **\$29.95**

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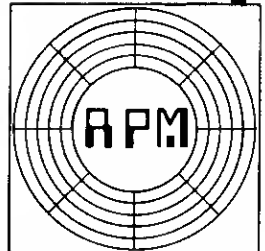
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You can avoid unnecessary disk errors and repair bills by using **RPM**. This easy-to-use program measures the rotational speed and fluctuations of your disk drives, and warns you if they are running too fast, too slow, or unevenly.

Incorrect or erratic speed is a 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.

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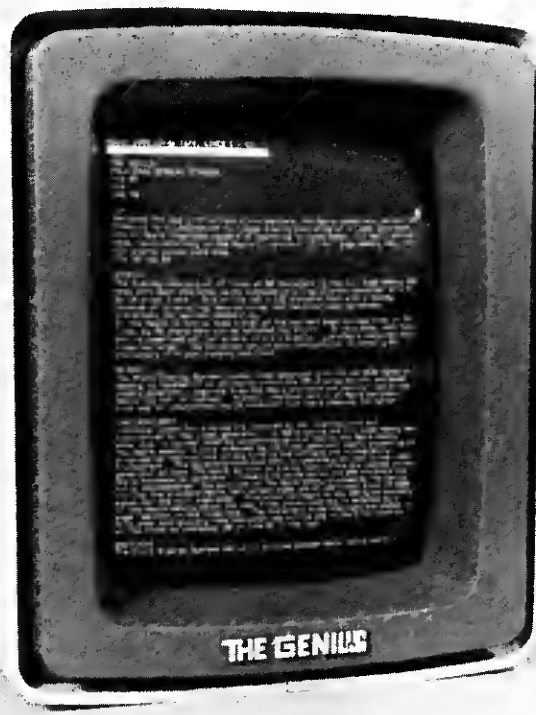
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NEW PRODUCTS



The Genius Display

Walther PPK configurations, the Model 007 accepts commands only from the Mode M control peripheral. A powerful feature of the **SPECTRE DOS**, **Thunderboot**, loads programs at remarkable speed. Programs for your use only cannot be backed up; for others, such as the **Moneypenny** accounting and general ledger package, you only load twice. Files on disk cannot be deleted without a license to kill, and can be recovered even then with the **List and Let Die** option.

In previous assignments, the Model 007 has helped a scientist experimenting with rare materials for disk storage ("The Man With the Golden Grans") and successfully corrected flawed Soviet programs ("From Russia With Bugs"). It is available with options including hard disk, printer, rocket launcher, and undersea-use kit from **Q Branch**, **Universal Export**, **Regents Park**, **London**, **England**.

Full-Page Display

The **Genius** high-resolution display connects to any computer with an **RS-232** port, showing a full page of text (57 lines by 80 characters). It uses an interchangeable 128-character **ASCII** generator, with the **U.S.** set standard and **German**, **French**, or **International European** sets optional.

The display is available with **white**, **green**, or **amber phosphors** and provides **reverse video** and **flashing attributes**. The **RS-232** interface transmits data at **19.2K baud**, controlled by a **Z80** microprocessor. An **8K** buffer duplicates the screen in the microprocessor; the video generator has another **8K** memory, allowing a screen update speed of less than three seconds.

The unit is **13** inches high, **16** inches wide, and **17** inches deep. It sells for **\$1,595** (60 Hz) or **\$1,712** (50 Hz) from **Micro Display Systems Inc.**, **P.O. Box 455**, **Hastings, MN**

NEW PRODUCTS

55033, 612-437-2233.

Reader Service ✓553

End CP/M Anxiety

Jack Dennon's *CP/M Revealed* describes in detail the full potential of Digital Research's popular microcomputer operating system.

The 180-page paperback explains the technical aspects of CP/M, including the console monitor, system manager, input/output driver package, and the data structure of the CP/M disk. Topics discussed include booting up, logging in, changing memory size, mapping disk space, file handling, and interfacing techniques. CP/M utilities and other information let you handle the system effectively.

The book sells for \$13.95 from Hayden Book Co., 50 Essex St., Rochelle Park, NJ 07662, 201-843-0550.

Reader Service ✓559

A Steady Current

The CMP-905 voltage monitor and surge suppressor protects microcomputers from power surges and EMI/RFI noise pollution. It prevents logic errors, memory loss, program glitches, and system failure caused by voltage transients.

A fast-action, high-capacity metal oxide varistor diverts surges before damage can occur, while a two-pole LC filter reduces noise pollution to

well below danger levels. The LED monitor glows green, yellow, or red depending on incoming voltage levels; should the unit ever be incapable of suppressing voltage transients, the LED changes to an on-off warning blink.

The CMP-905's Lexan housing has one outlet; it can be used with a multi-outlet bus strip. It is available for \$159 from Nortronics, Recorder Care Division, 8101 Tenth Ave. North, Minneapolis, MN 55427, 612-545-0401.

Reader Service ✓557

Model III to II Transfer

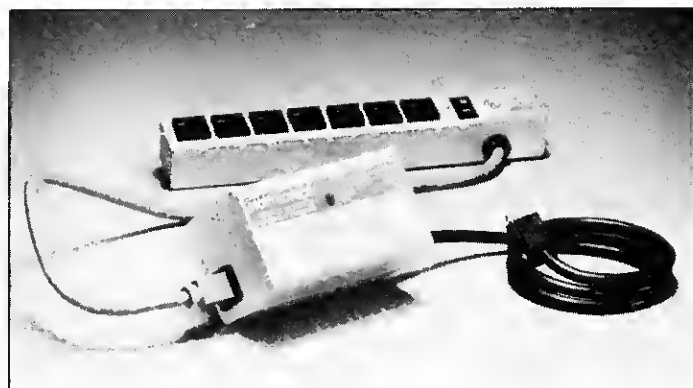
Cobol Utility Program II is a two-program package to transfer Model III Cobol source programs to the Model II. A Basic program transfers files to the Model II, where ASCII files created by TRSDOS's terminal program are reformatted into variable-length Cobol source files.

The utility costs \$49.95 from Absecon Software Associates, 550 Fourth St., Absecon, NJ 08201, 609-646-4608.

Reader Service ✓566

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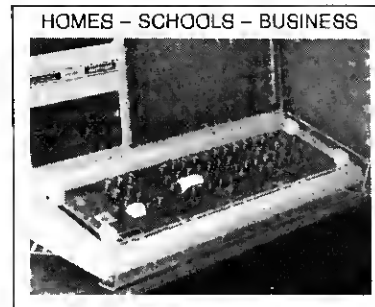
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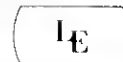
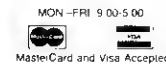


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NEW PRODUCTS



SoundTrap

floppy disk will give you 4 megabytes of storage without the expense of a hard disk. The disks are designed to run on a modified cement mixer, also available from Mel.

If you prefer tape, Mel offers it in bulk on three-foot cable spools. You mount the spool on a pottery wheel and run it with an old Volkswagen engine. Each spool holds 165 miles of high-quality data tape.

The disks (\$24.95 for a box of 12) and tapes (\$1 per mile) are sold by Mel the Memory Mogul, Rural Delivery #1, Coupon, PA 15629.

Hush Your Printer

SoundTrap, an acoustic housing, reduces printer noise by up to 29 decibels and sound energy by up to 800 percent. Besides permitting normal conversation in the area around the printer, the unit with its optional stand can serve as a data holder and simplify paper storage and feeding.

The housing weighs 12.8 pounds and measures 7.3 by 18.5 by 17.7 inches. For more

information, contact Trace Systems Inc., 1928 Old Middlefield Way, Mountain View, CA 94043, 800-248-7223.

Reader Service 564

Cyberchess

Not a chess-playing program but an improvement device for the serious player, Cyberchess is an analysis system that lets you play classic games against the masters. Games are selected according to your level of expertise; Cyberchess' instruction mode analyzes and gives mathematical ratings of your moves. There are two speed-chess modes, and two modes of timed play for tournament drill.

The \$29.95 program pack includes the required system program, four fully analyzed games (two professional and two amateur), and instructions. A library of additional games and problems is planned.

Cyberchess requires a 32K Model I or III with one disk drive. It is available from IJG, 1953 West 11th St.,

SUPER DUPER¹

If you own Super Utility Plus² you need Super Duper!

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Upland, CA 91786, 714-946-5805.

Reader Service ↗567

Basic Graphics Software

Picture This Inc. has come out with a very-low-resolution graphics package for the TRS-80 Model I Level I with 4K. It features an 8 x 2 graphics tablet that lets you draw vertical or horizontal lines in any combination. Vertical lines can be drawn from left to right or right to left, and horizontal lines from top to bottom or bottom to top.

A special Geometreat program lets you draw rectangles, cubes, and three-sided boxes. If you want to save a figure, you simply copy it with a pencil on a piece of graph paper.

For more information, contact PTI, RRI, POB A, NY, NY 20013.

The Singing DOS

One of the dullest parts of microcomputing, sitting and waiting for a disk backup or repair utility to do its work, has been made entertaining by MUZAKDOS, the first musical disk operating system.

Broadcasting through the cassette port, MUZAKDOS replaces bland "Reading... Writing... Verifying" messages during backup with selections from the great Rodgers and Hammerstein musicals. Formatting and zap utilities become easy listening with such tunes as "The Impossible Dream" and "Bibbidi-Bobbidi-Boo"; killing files from disk brings the exciting "Theme From Shaft."

In addition to the standard models, users can purchase specialized systems—SIN-ATRADOS, for fans of the Chairman of the Board; XMASDOS, with your favorite Christmas carols; and ABBADOS, featuring the

pop hits of the Swedish foursome.

MUZAKDOS and its variations are \$199 each from Elevator Music Microcomputing, 4/4 Mantovani Drive, Living Strings, LA 70821.

Model II Mind Tools

Mind Tools are templates created for use with VisiCalc on the Model II that save the time and energy required for spreadsheet set-up. The first template, Real Estate I, provides calculations for 17 functions including compound interest, internal rate of return, wrap-around mortgage, and break-even analysis.

Other packages in the series include Real Estate II, Personal Finance I and II, Small Business Accounting, Data Analysis, and Math Analysis. Mind Tools come with a documentation manual and quick-reference guide; users are asked to register their packages with the producer, entitling them to upgrades at a nominal cost.

Real Estate I costs \$69.95. It and the other templates are available from Howard W. Sams and Company Inc., 4300 W. 62nd St., Box 7092, Indianapolis, IN 46206, 800-428-3696.

Reader Service ↗551

Baseball-Stat

Baseball-Stat is a package of 10 programs designed to keep statistics for a baseball or softball team or league. It can support up to 50 teams, each with up to 45 hitters and 20 pitchers.

For hitters, 11 statistical categories (such as games, at bats, hits, runs, and stolen bases) are pre-defined, as are 13 categories for pitchers (such as wins, losses, innings, walks, and strikeouts). Users can define three categories for batters and one for pitchers.

Other programs print or display standings, team to-

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SELECT: Create a subset of your file by specifying limiting criteria, such as SELECT IF SEX = F or SELECT IF AMOUNT > 100. Several select statements may be combined. Use this powerful feature to send form letters to all the females in your data base or just to the doctors.

SORT: A fast two-level sort, lets you sort on any field without having previously designated it as a key. You can even sort by last name or zip code embedded in a line.

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For the TRS-80 Models I, III (48K, 2 disk drives, lower case required). Available at your favorite software store or order from **Software Options**, 19 Rector Street, New York, NY 10006. (212) 785-8285. **Toll-free order line: (800) 221-1624.** Price \$145 (plus \$3 per order shipping and handling). New York State residents add sales tax. Visa/Mastercard accepted.



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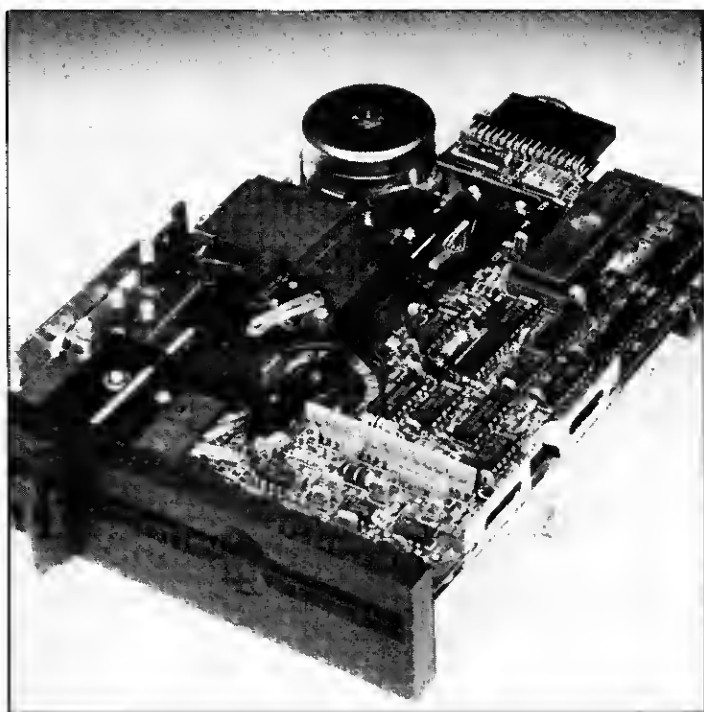
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Tandon TM55 Drive

tals, and league leaders. Provisions are made for players traded during a season.

The system runs on the 32K, two-disk Models I and III. It sells for \$99.95 from Microsport Software, 120 W. 38th St., Wilmington, DE 19802, 302-762-9693.

Reader Service ✓ 571

Half-Height Tandon Drives

Tandon Corp.'s TM55 Thinline 5 1/4-inch disk drive equals the performance of a full-sized drive, but measures only 1 5/8 by 5 3/4 by 8 inches. The half-height drive features an onboard micro-processor, a brushless, dc-type spindle motor, a track-to-track access time of 3 milliseconds, and an average access time of 90 milliseconds.

Two models are offered. The TM55-2 is a 48-tpi drive with 0.5-megabyte capacity; the 96-tpi TM55-4 can store up to one megabyte. Both are double-sided, and can read and write in single- or (using MFM or other recording

techniques) double-density format. The transfer rate is 250K/second.

Price is under \$200. For more information, contact Tandon Corp., 20320 Prairie St., Chatsworth, CA 91311, 213-993-6644.

Reader Service ✓ 552

Game Power for Phonics

Game Power for Phonics is a cassette program designed to improve students' reading skills. Any structural or phonetic part of a word can be practiced through a special game called to the CRT screen; each game focuses on a single skill and can be played seven ways, with emphasis on word recognition, verbal and nonverbal responses, comprehension, sentence improvisation, articulation, and spelling.

Accompanying the cassette is a manual with 1,280 language games. Price is \$28.50 from Spin-a-test Co., 404 Old Orchard Court, Danville, CA 94526, 415-837-4532.

Reader Service ✓ 558

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VSS-80

The VSS-80 Viewgraph Processor is a 48K Model I/III Fortran program that lets you design, edit, and produce artwork and text for overhead-projector transparency presentation.

Special graphics features include circles, rectangles, triangles, and clouds, with four shading levels available. The program allows up to 20 lines of text with three different character sizes; output from one of many supported 80-column printers is ready for transparency generation.

Price is \$79.95 from Future Project Corp., P.O. Box 11, Hawleyville, CT 06440, 203-775-3062.

Reader Service ✓550

Watching the Market

SMAS is an investment-adviser program that uses a sophisticated moving average system and a data base containing 196 common stocks and five market indexes. The data-base disk is up-to-date so that SMAS gives useful guidance the first week it is used; afterwards, a few hours' input each week provides unambiguous buy, hold, and sell signals and

price ranges for taking important actions.

The menu-driven program is written for investors seeking long-term capital gains. Utilities for correcting input errors and adjusting the data base for stock dividends and splits are provided.

SMAS runs on the 48K Models I and III with two disk drives; it is compatible with TRSDOS, NEWDOS80, LDOS, and DOSPLUS. Price is \$169.95 from Spiral Enterprises, 308 Crown Road, Willow Park, TX 76086, 817-441-8901.

Reader Service ✓561

DataQwik

The \$650 DataQwik unit connects to almost any RS-232 terminal and adds 16,000 characters of "smart" memory. It is suitable for store-and-forward communications, off-line text editing, form-letter generation, and dialing up of CRT screen formats or commonly used text.

A command menu makes use easy. Any data can be quickly retrieved and forwarded to the terminal, computer, or both; data can pass between the two ports at switch-selectable rates from

75 to 9,600 baud. Parity and duplex are also switch-selectable, and extensive text-editing capacity is provided.

For more information, contact Western Telematic Inc., 2435 S. Anne St., Santa Ana, CA 92704, 714-979-0363.

Reader Service ✓562

Model II/16 Menu

Custom Software Services' programmable menu for the Models II and 16 reads and displays menu selections created with TRSDOS's Build command. Multiple menus are supported, with up to nine selections for each, and any menu can call any other.

Built-in functions allow setting the system date, displaying a sorted directory for any drive, and performing a printer top-of-form. The machine-language program

costs \$50 from Custom Software Services, P.O. Box 150, Porterville, CA 93258, 209-784-7966.

Reader Service ✓556

Keynes Fan Club

The first in a series of 80 Micro Starhacker promotional packages from Wayne Green Inc., the J.M. Keynes Fan Club gives members exclusive souvenirs and information of the popular MONEY DOS columnist and financier.

A \$20 charter membership includes autographed photo, wallet card, button, secret MONEY DOS handshake, and map of the 15-bedroom mansion in Palm Beach. Fans will receive "Pseudonym," the quarterly bulletin of J.M. gossip and goings-on, as well as discounts on future MONEY DOS pro-



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Glare Sentry

grams and products.

In addition to the Keynes Fan Club, forthcoming Starhacker offers will include Terry Kepner After Dark, the Jake Commander Poster Calendar, and the full-color "Best of Fun House" collector's book. Devotees of the regular staff can look forward to WG1/Columbia's Christmas 1983 release, "80 Micro: The Movie," presented in Third Anniversary 3-D with Basic subtitles. Sound-track album on Verbatim disks and tapes.

Glare Sentry

Originally developed for air traffic controllers' video displays, the Glare Sentry screen uses a Polaroid filter to trap glare and sharpen the image of your CRT.

The Glare Sentry consists of a two-stage circular polarizer laminated between two layers of optical glass. Room light is rotated 45 degrees as it passes through the polarizer; bouncing off the screen, it is rotated another 45 degrees and cannot penetrate the second stage of the polarizer to reach your eyes.

Meanwhile, light from the CRT is rotated only once, creating increased contrast and a clearer image. Other screen filters, such as fine mesh or film coatings, sub-

due some glare but dim the image.

The \$139 filter attaches with 1/4-inch-wide Velcro strips and removes easily for housekeeping. For size and other information, contact Inmac, 2465 Augustine Drive, Santa Clara, CA 95051, 408-727-1970.

Reader Service ✓568

VisiCalc on Paper

While VisiCalc and other spreadsheet programs let the user solve problems without learning a computer language, some users forget that they are still dealing with a programming environment. CalcPad, a spreadsheet simulator, eases planning and documentation of VisiCalc templates and teaches attention to global variables, defaults, and template logic before the computer is turned on.

The front of the 11 by 17-inch CalcPad sheet is a reproduction of the VisiCalc layout, with space for variable values, row and column numbers, and cell formats. The reverse side delineates report printing areas, reminding you or telling someone else how to use your report, and includes a grid that can be used to sketch out the template's overall plan.

"We are not unaware of

the irony that in moving from the computer screen to CalcPad we have come full circle," say the producers of the \$10.95, 50-sheet ledger (Padware Limited, P.O. Box 14856, Chicago, IL 60614, 312-248-5004). "But we believe that with VisiCalc, as with any computer programming language or operating environment, advanced planning is necessary for optimum efficiency."

Reader Service ✓560

Begin With \$1,000,000

Million\$ is an investment simulation game that will challenge experts and entertain amateurs. Starting with \$1 million, players buy and sell assets and borrow funds, with prices and economic indicators changing after every play. The cost and current value of each player's portfolio is displayed, as is a graph of the last six months' prices and indicators. Surprise bonuses and penalties test investors' strategies.

Short, long, and intermediate versions of the game may be played, with a different economy each time. Million\$ is available on tape or disk for the 48K Model I or III. Its price is \$19.95 plus \$1.50 shipping and handling (Indiana residents add 4 percent sales tax) from Vinzant & Associates, P.O. Box 174, Hobart, IN 46342.

Reader Service ✓569

Printer Innovations

Mobius Ribbon Inc., makers of the Bowdler 500, the first printer that automatically censors distasteful passages, has introduced two new machines for use when a daisy-wheel printer isn't good enough.

The Manu-Script 60 (\$2,279) is a plotter modified to actually write your copy in longhand, generating person-

al messages at a sincere 1.5 characters per second. It accepts any of Mobius' Compu-Quill pens; interchangeable program cartridges allow 11 different styles of handwriting, from Backslant Cramped to Schoolgirl Prep (i's dotted with little circles).

Business users who want better than letter-quality output will appreciate the Gutenberg 2000 (\$19,795), a printer that physically sets type. A mechanical arm picks letters from a rack and arranges them in the press, replacing them and starting again after each line is printed. The office-sized unit weighs no more than an Oldsmobile Cutlass; it sets and prints an average business letter in less than a day.

Both printers are RS-232 compatible and feature 1K buffers to store text while the computer does other work. They are available from Mobius Ribbon Inc., 30 Pica Drive, Hardcopy, PA 15230.

Two-Speed Copier

Kopy is a Model I/III program that copies single-part machine-language programs from tape in or out at 500 or 1,500 baud. The utility shows the object name of the program being copied, the starting address, the entry point, and the total number of bytes. Written in machine language itself, Kopy takes 1,306 bytes of memory.

Price is \$5.95. For more information, write The Software Exchange, 1615 Compton Road, Cleveland Heights, OH 44118.

Reader Service ✓570

February's New Products section gave the wrong phone number for Micro-Design, manufacturers of the MDX disk upgrade for the Model III. The correct number is 800-531-5002.



ARE YOU STILL LETTING YOUR PRINTER TIE UP YOUR COMPUTER?

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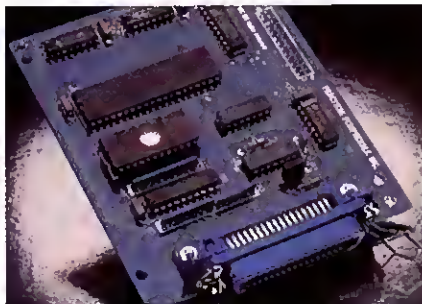
You just dump your printing data directly to Microbuffer, whoosh!, and continue processing. No waiting.

Microbuffer accepts data as fast as your computer can send it. It stores the data in its own memory buffer then takes control of your printer.

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Microbuffer/E (just one in the full line of Microbuffers) is designed to be specifically compatible with an Epson



printer. An intelligent interface card with on-board RAM for data buffering, Microbuffer/E supports all standard Epson commands, including GRAFTRAX-80 and GRAFTRAX-80+. The serial version comes with 8K or 16K (upgradable to 32K) and features both hardware handshaking and XON-XOFF software handshaking at baud rates up to 19,200. The Berg jumper allows selectable UART settings. The parallel version has 16K or 32K (upgradable to 64K) and features a very high data transfer rate — over 4,000 characters per second. All

models have a power-efficient low-consumption design. Prices range from \$159 to \$279.

Microbuffer/E is simple to install — it easily mounts in the existing auxiliary slot directly inside the Epson.

Other Microbuffer models include Microbuffer II for Apple II computers and a stand-alone, in-line Microbuffer to untie virtually any computer/printer combination.

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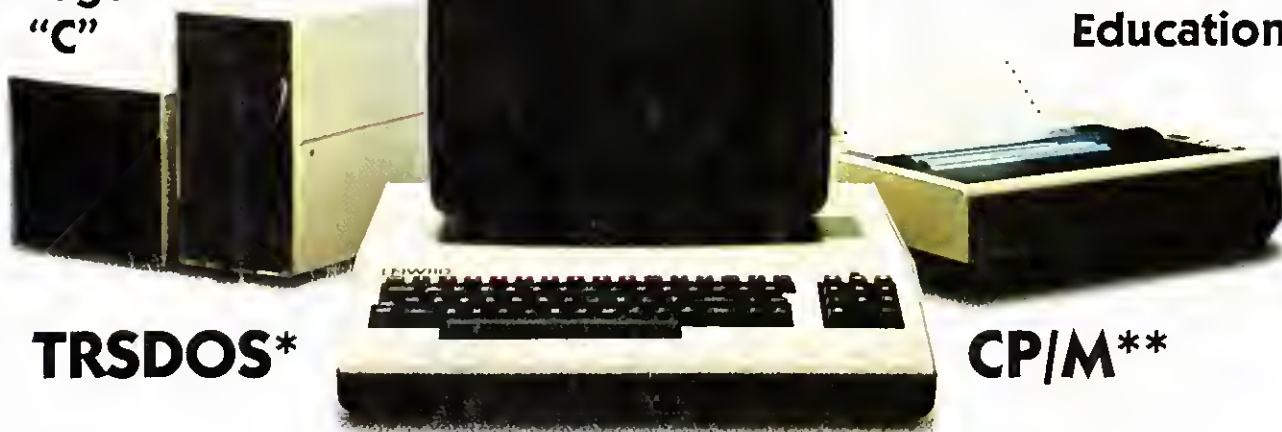
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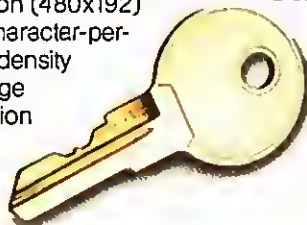
Standard Features: A serial RS232 communication port, parallel printer port, Hi-Resolution (480x192) B/W and COLOR graphics, an 80 character-per-line screen display along with Quad-density interface for 5" or 8" floppy disk storage offering immediate access to 3.5 million characters, or optional Hard disk

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1. Performance is based on bench mark test in the JAN 1982 issue of BYTE magazine, pg. 54, with LNW80 II as the comparison.

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