Weather or not...

Southern California is really a nice place to live. It's always sunny and warm. Right? So when it does rain, we just don't know what to do. Except me. I drove 100 miles to Los Angeles in my beat up '65 VW, Spotless, with wind shield wipers somewhat held together with wire and electrical tape. I only had to stop every 20 miles or so to 're-adjust' them. Why don't I fix them? I have the parts



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and I could make the time, but it's so nice out today... No

November 1983

* * *	*****	********	*****	****	*****	*****	* *
*							*
*	Filename	English Translation	PMODE	PCLEAR	Locations		*
*					CTR-80	CCR-81	*
*	FIGURCOV	Figure Cover	4	4	7/151	5/129	*
*	TIMEFLT	*Time Flight	Ø	3	28/166	19/146	*
*	ASSMBLER	Assembler	Ø	1	<b>48</b> /180	33/163	*
*	ASMTEST	Assembler Test (data file)			77/203	57/1 <b>9</b> 3	*
*	RADRUN	Radiation Run	3	4	96/218	73/214	*
*	MASTERCAT	Master Catalog (disk only)	Ø	1	110/228	86/231	
*	TRSMEM	TRS Memory Test	(2)	(4)	129/244	104/255	*
*	ANIHLTR	Annihilator (CLOADM:EXEC)	(2)	(4)	138/251	114/268	*

Locations are for the R/S recorders. If the first copy of a program won't load, try the second. If neither copy loads, return the tape for disciplining and a prompt replacement. If you get an OM, FC, or SN error while loading or running a program, you probably have to enter the PMODE and PCLEAR values for the program directly from the keyboard (values in parenthesis are not set in the program). \*
These programs may use high speed. Be sure that the computer is slowed down again before doing I/O to tape or disk (POKE 65494,C). Subscribers - The month on the mail label is the last month of your subscription. If you have a cassette subscription, the number next to the month is the amount it would cost to convert the rest of your subscription to the disk version (\$4.20 per issue for 6 or less months, \$3.75 per issue if more than 6 months).

\*\*\*\*\*\*\*\*\*\*\*\*

Bouncin' dots traverse the screen in Figure Cover (by Alex Kreis). And what is this? Our disclaimer is printed on the hi-res graphic screen, courtesy of our November 1982 utility, Small Text. Note: The normal text screen is disabled, so to avoid problems in future programs, turn the computer off and then on again or type POKE359,126<enter> after running this cover.

Junior Birdmen - here's <u>Time Flight</u> (by Darrell Ulm). Using a joystick, you attempt to get the oncoming bi-plane, jet, or spaceship in your F-16's crosshairs to blow it out of the sky! What fun! Note: When you first start the game, you are asked "MUSIC ON?". If you answer yes, a little tune is played before the game starts.

Construct machine language with <u>Assembler</u> (by Bob Johns). This is a one-pass assembler written in BASIC, so it assembles a bit slow, but it works! You must know the 6809 assembly language in order to use this program and to understand the following documentation:

- 1) Use standard Motorola mnemonics.
- 2) Directives

RMB Reserve Memory Bytes. Ie: STORE RMB 25 (decimal - 99 max)
FCC Form constant characters. Ie: MESSG FCC /HI THERE/ (use any
character not in the string for delimeters)

```
Form constant byte.
                                Ie: NUMBR FCB
                                                $46 (hex)
    FCB
    FDB Form double byte.
                                Ie: LGNUM FDB
                                                $46DØ (hex)
                                                $A928 (hex)
    EQU Equate directive.
                                Ie: CLS
                                           EOU
        Program start address. Ie:
                                           ORG
                                                $2ABC (hex - if not given
for unacceptable, default to present ORG)
    END Last line of program. Ie:
                                          END
```

Cuntar

Labels may not exceed 5 characters, must start in column 1, and may not include the following characters: \$0,'>\*[#/

Column 6 must be a space.

Operators (mnemonics and directives) must start in column 7.

Column 11 must be a space.

Operands must start in column 12.

Comments follow the operand, and are preceded by at least one space. Whole comment lines must start with an asterisk (\*) in column 1.

4) Limitations

In the Indexed Address Mode, constant offsets from a register are positive decimal with a maximum of 9. Ie: LABEL LEAX 9,X

All other numeric data (except RMB) is in hex and must be preceded by Hollar sign (\$).

No LABEL, PC or LABEL, PCR operands are permitted.

5) Address Modes

Defaults to the extended address mode.

Force direct-page with > as the first character of the operand.

Force immediate # as the first character of the operand.

Force indirect with [ and ] (<shift down arrow> and <right arrow>.

Editors

You may use any editor which produces ASCII files (like Keep Text from January 1983) to create your source file. You may even use the BASIC editor as long as you save the finished 'program' in ASCII (ie: CSAVE"filename", A or SAVE"filename", A) and you use slash (/) in column l in place of blank labels:

Text Editor					Edito	r		
CLS _	EQU	SA 928			20	CLS	EQU	\$A928
PRINT	EQU	\$A 282			40	PRINT	EQU	\$A 282
	JSR	CLS			6Ø	/	JSR	CLS
	LDA	# 'Q '			- 80	/ "	LDA	#'Q'
	JSR	PRINT			100	/	JSR	PRINT
	RTS			5	120	/	RTS	
	END				140	1	END	

Note: If you only have 16k, you must type PMODE0: PCLEAR1 before ! loading the program.

Just to test Assembler, you get Assembler Test (how did we ever come up with that name?). This is a very UNuseful program that asks you to type in a string of up to eight characters, and then tells you how long the string was. But the program is well commented and will demonstrate how Assembler works. To run it, load and run Assembler. Answer the system questions and the printer/screen question. When it asks for the origin of the source file, answer T if you have the tape version and D if you have the disk version. Answer the BASIC/Text editor question with T (for text), and give the filename as ASMTEST. The test file will load in and be assembled. When it is done, you will be able to save the resulting machine language file (object code) to tape or disk. Now you can run the assembled version of Assembler Test by typing CLOADM\*filename\*:EXEC<enter>

And in the "I love this game" corner comes Radiation Run (by Eric Olson). Use the arrow keys to 'pipe' the deadly radiation into the bucket. In the 96 square grid, there are elbows, straight pieces, and

intersections to connect. You move the pipe pieces into position by trading places with your 'cursor'. In other words, if you move the cursor up, the piece above you and your cursor switch places on the board. When you have completed a path for the radiation, press E (Excite) to get the radiation to move faster. Try it, you'll get a charge (old pun) out of it...

Having trouble keeping track of all your programs on disk? Try Master Catalog (by Ronald Terry Constant). Just run this program and insert your disks one at a time. The directories of each disk will be read and stored on a disk file. You can then sort the file one of four ways and list it to the screen or to a printer. We used it to sort and list all of the Chromasette programs to date (over 200) and it worked great!

How's your memory been lately? Check out CoCo's with this exhaustive TRS Memory Test (by Scott Gravenhorst and Jim Moran). Run it overnight! Or over the weekend! It does a rotating bit test (end of pass indication is R), clear memory test (end of pass indication is O) and a convergence/retention test (end of pass indication is C). The author notes that it took 3 hours per pass for a 32k machine, and 12 hours per pass for a 64k machine (we did not test it on a 64k, so we can't verify that statement). You are asked for the start and end addresses of memory (in HEX) to test when the program first runs. If you just hit <enter> to each question, memory will be tested from 0800 hex to the top of memory. P.S. Our machine passed with flying colors...

Arrow keys to move, space bar to shoot, and the clear key to wipe ALL of the enemies off of the screen. Sound familiar? Sound fun? It is! It's Annihilator (by Doug Kelly). It's in machine language, so type CLOADM ANIHLTR center to load it. If you want to save a copy, do it now by typing CSAVEM ANIHLTR, 10240,15718,10240 (enter) (use SAVEM to save to disk). Now type EXEC(enter) and you're off. Feature: If you wait too long to play, it goes into demo mode. If you move the arrow keys while in demo mode, it appears that you are playing, but shots fired to the left will leave garbage on the screen. Hit (break) or the (reset button) to start the game. Note: The reset vector is changed, so the only way out of the game once you have started playing is to turn CoCo's power off and then on again.

Showin' our stuff...

We took Chromasette and SilverWare (our "best-of Chromasette" packages) to a couple of Color Computer shows recently. In October there was the southern Rainbowfest (by the Rainbow) in Fort Worth. In the early part of November the Color Computer Expo was held (by Color Computer Magazine and the Color America Users Group) in Pasadena, California. I had a GREAT time selling at both shows:

The Texas show started with a missed flight. Then there was the constant 'random pattern display' on our monitor for the entire first night of the show (I told people it was the latest program on Chromasette). But things got better. I got to meet a lot of Color Computer people (sold 'em some software too, heh, heh), got wonderful southern hospitality (believe me folks, it's real!), and finally met some of the figureheads at Rainbow (hi, tonnie). Even found a couple of hours to sneak in the Texas State Fair...

The California show was in the beautiful Pasadena Center (no flight to miss). And our booth was right across from the the lunatic folks at Color Computer Magazine. Steve Bjork (Zaxxon), Mark Randall (Color America),

Jake Commander, Dennis Kitsz, David Ezequelle (how was Disneyland?), Kerry Leichtman, Michael Federle, etc. (I know I missed some) are ALL nuts. And they put on a great Color Computer show (even after hours...). Again I got to meet a lot of Color Computer people (again sold 'em some software, heh, heh) and had a blast.

Only working 60 hours a week...

Time to start up a few more 'magazettes'. There are some wonderful computer manufacturers who could use a boost from CLOAD Publications. Here's a few names we're knocking around:

TI-tape - \$49.95 for a lifetime subscription.
Atarette - Including a 12-month series on PONG.
Aquaridisk - Free Barbie doll with every subscription.
Osbload - Including a 3x5 11 chapter manual.
Calicocass - Needs a cassette module.

Vicsette - With faster loading (only 1/2 hour per program).

How about Chromasette?

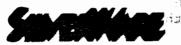
Programs that make it easy to exploit the power and beauty of your Color Computer without making it hard or your wallet

Graphics #1 - Display, and ten degratury manequated. Watch and use First Cover. Drawer the best drawing program anywhere, Graphitex rous text on the graphics screen. Smalltext Rotate (create and spin 3D world Star Map String Art. Kaleydoscope, and Display Demotrext screen, wigardry).

Utilities #1 - Programming is simpler when you use Lister, Listmod Newtrace (a better TRON). Lazkey (define keys as phrases). Append (easily combine two BASIC programs), BASIC Map, Varmap, Deleter, and CK Monitor (look at and modific memoral).

Disk Utilities #1 - Harness the hidden powers of your disk system with Disk Edit (change things on disk directly), Disk Aid Offset (EXECs most tape-only programs), Track Lock Disk Save/Get (foil I/O errors), Cataloger, Master Catalog (keep track of your program library), and File Copy (a better BACKUP).

Choose any one of the three packages for just \$12.00 (\$17.00 on disk)!



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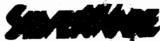
Practicals #1 - Programs for text editing, maillists, budgeting, filing, etc. induding Keeptext, Keep Address, Keeplist, Keepcheck, Keep Budget, Files, and Tape Inventory

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