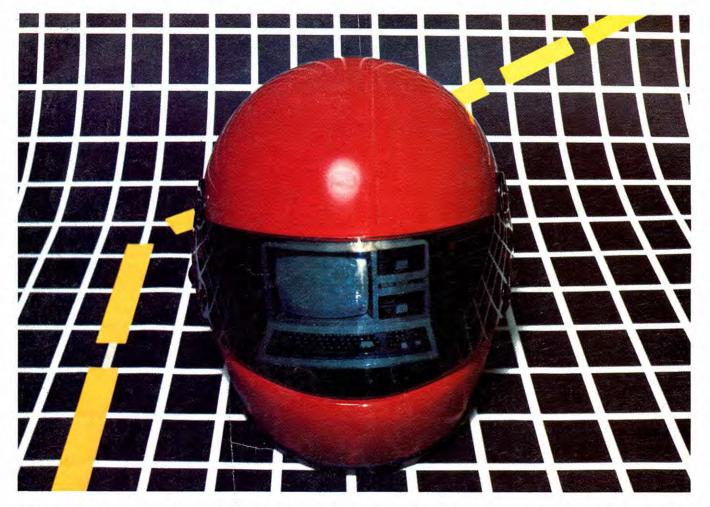


Utilities Buyer's Guide:
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Basic Misinterpreter

by David Busch

Speak of the Devil! Dave says he's received such a demand for KTI products that he thought it would be a good idea to produce...er...acquire some. Here is his first offering, an item he says is "a significant technological regression."

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BIPED

by Kerry Leichtman

In Stamford, CN, American business is owning up to the confidence President Reagan has placed in it to help the disadvantaged, and using computers to do it.

Dateline: Sri Lanka

by John P. Mello Jr.

Some observers of the computer scene contend there is no computer humor, but David Busch doesn't seem to have noticed. Our roving jokester takes his eye off the infamous Kitchen Table Inc. to talk about himself.



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Buyer's Guide to Utilities

Here they are—assemblers, editor/assemblers, monitors, disk zappers, renumberers, tape utilities, file utilities, and more.



Make Butterflies—Not Bugs 152

by Jake Commander

So you're a new kid on the block and your idea of a utility is something you own in Monopoly. Well, Uncle Jake, who has written a few utilities in his day, will help open your eyes and your mind.

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on LOAD 80 tape

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Monitor and Disk drives not included TM Personal Software, Inc.



"A letter from a chap in Maryland lists in detail how he saved \$913.72..."

Month Change Coming

In order to thwart the people who handle the newsstand circulation of 80, we will be running a double month in one issue of 1982. Every subscriber will get the twelve issues bargained for; just the date on the issues will change.

Newsstand distribution is handled through a network of about six hundred distributors. Each of these firms service as many as several hundred newsstands or magazine sections in supermarkets, discount stores, book stores, and so on. We run into problems with the date on the magazine cover. The chaps who stock the magazines and return the unsold copies do not keep track of how many days or weeks a magazine has been on sale. They look at the cover month and, if the month is about up, pull the unsold copies.

Since 80 Micro comes out fairly late in the month listed on the cover, we found some newsstands had the issues on sale for less than a week before they were removed as unsold copies. By moving the date on the cover ahead one month, each issue will get a full month on the newsstands and thus be available when people come looking for it.

The newsstand sales of 80 have been surprisingly strong, considering the date problem, so we're anxious to increase these sales. So far we have tested newsstand sales in only a few areas of the country, but we would like to go national with it once we solve the cover date problem.

We'll get the computer to move all subscription renewal dates one month later and then sit back, waiting to answer the piles of letters from readers who have not read this or future announcements, beefing about losing an issue on their subscription.

Fortunately, these hot heads are in the minority. I am just as proud as I can be of you—the reader. You buy the magazine, you write great articles for it, you write interesting letters, and you buy the products advertised with abandon. The advertisers tell me that they do far better with their ads in 80 than any other magazine.

If you do have trouble with any firm, including mine, let me know.■

The No Monitor Debacle

An easy way, it was thought, to cut about \$50 from the manufacturing cost of a desktop computer was to leave the monitor off and let the user plug in a television set. After all, \$50 saved up front can bring down the retail price by \$150 to \$200, which is significant.

The development of micros with color capability made the additional cost of a built-in color monitor even more onerous. When we see those \$79 black and white television sets and those \$250 color sets in the discount stores, we tend to push out of our mind what we know about manufacturing and distribution.

Those low-priced tv sets are possible because somewhere, using almost 100 percent automation, a very large factory is churning those sets out by the hundreds of thousands or more. They are then shipped by the boatload and merchandised via discount stores, where there is a minimum of overhead.

It is impressive to visit one of these truly mass production factories. One that I toured not long ago was about 50 miles out in the country from Seoul, Korea. Even though the worker wage was miniscule by our standards, the factory was thoroughly automated. One man stood and watched as a mammoth machine inserted parts into the tv set boards. The parts had been automatically put on a strip for this inserter by another machine, which took strips of the parts and restripped them in the order they would be inserted.

The production line was continuous and so perfect that all but the final test station had been removed, and that really wasn't necessary. New employees train on a small pseudo-production line until they are ready to move to the big line, which seemed to move for miles through the huge plant.

Burning-in tests, glue drying, and other wait periods which normally call for the removal of the set from the moving belt were accomodated by the belt going above the work area and circulating during the necessary delay. The belt then returned the products to the work level for the next steps in the process.

Production engineers figure each dou-

bling of the quantity of merchandise manufactured results in a lowering of the unit cost by about 15 to 25 percent. Thus, if we are making an Apple computer and figure the whole system sells for about \$4,000 with disks and so on, if we increase production from 100,000 per year to 1,000,000 units, our selling price will be down around \$1,750. At six million the selling price is down to about \$1,000. You get the picture.

If you leave the monitor off a computer you create some serious problems for the customer and the dealer. First, the definition of characters on most television sets is crummy. This does not enhance the image of the computer. If you're going to have decent looking readouts your monitor is going to have to be a dedicated monitor. It is going to have to have a much wider bandwidth than television sets provide. And bandwidth determines the sharpness of the picture. The wider the bandwidth, the sharper the image.

But since monitors are needed in thousand lots, not in millions, their cost is high compared to a tv set. When you consider there is less technology involved in a monitor and that, if the quantities were of the same magnitude as tvs they would cost considerably less, there are some emotional problems (particularly for engineers, who understand the problem) involved in paying more for less.

There are other difficulties too. In a business environment we rarely have a television set which can be commandeered for use with a computer. In that case there is obviously no saving to the buyer of the system when the manufacturer sells only the computer and no monitor.

In the home we have another situation. Sure, we have a tv set in the home—a couple of them, at least. But these were bought for watching television, not to be preempted for use with a computer. The person who drafts the family tv set to play a game or build some business charts is going to have several very angry family members raising hell. The average home tv set is in use over seven hours a day. This doesn't leave much time for the computer.

I would be remiss if I didn't add one more straw to your load. Once you see a color computer you get all excited about it. This is one of the reasons Apple has



done so well. Radio Shack's color system has done surprisingly well, considering that there is virtually no software for it. That's the power of color; but with the market for color monitors less than miniscule, the price for these gadgets is all out of proportion to color tv sets. It's worse than the black and white monitor versus tv difference. It's those small quantities again.

Most color computer owners make do with a tv set, managing to live with a really terrible display. This can only have a chilling effect on the sale of color systems, so our manufacturers are going to have to tackle this obstacle soon.

The bottom line is that there are no benefits to the consumer in buying a computer which does not have a dedicated monitor. The apparent savings are paid for by having to accept poor displays or by having to pay a bundle for a decent monitor—which is obviously no saving.

Saving Money

In the December issue I asked readers to let me know how much they had been

able to save without violating warranties when buying TRS-80 systems from 80 Micro advertisers. A letter from a chap in Maryland lists in detail how he saved \$913.72 through our advertisers rather than buying at his local Radio Shack store. He patronized Perry in Michigan, Texas Computer Systems and Data Resources in Denver. Most of the Model III, 48K, two disk system came from Perry. The Epson printer and cable came from Texas, and disks and a disk box from Data Resources.

His cost in Maryland would have been \$4,000.03 according to his documentation, versus \$3,086.31—and that includes the cashier's check and postage.

This fellow got fast deliveries and full warrantees, and is very, very happy.

How about you? Any more success stories with our advertisers which I can pass along?

If you have any problems with advertisers—heck, if you have trouble even with non-advertisers, please let me know the details. The normal procedure I prefer is: Write to the firm which has caused you aggravation, giving them as dispassion-

ate an explanation of the details as you can, and suggest a solution to the problem. Then send the original to them and a copy to me. Note: It can be helpful if you mark on the bottom of the letter that I am getting a copy.

There have been cases where I have not been able to help customers. But for the most part these things end up favorably. I make it a point to do all I can to see our advertisers are doing all they can to give you good products and good service. Oh, I get shafted now and then, just as you do, but not often.

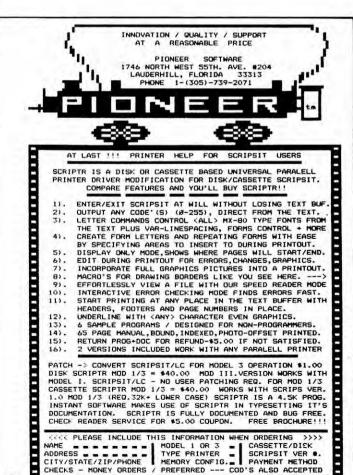
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ack in the dark ages of mainframe computers, utilities were an intricate part of the machine's software system. In fact, you had to call up a utility program in order to make your applications program run. Called systems utilities, they performed general functions such as sorting and disk I/O. With the advent of minis and micros, programs were designed to stand alone and the need for systems utilities diminished. This change is attributed mostly to the development of high-level languages. Now high-level languages are the norm, and utilities play just as important a role. In essence, they are diagnostic tools that the programmer uses to create good, memoryefficient, high speed programs. This is not to undermine the seriousness with which most computerists regard utilities, but utilities are to microcomputers what a magic hat is to a magician. They enable the programmer to perform tricks. For instance, operating systems have a variety of built-in utilities that enable the programmer to do just that-perform what many would consider magic. After all, if you are a serious tinkerer, what more could you ask?

Since we know that you are always refining your know-how and polishing your technique, we have packed this issue with a plethora of original utility programs along with a comprehensive Buyer's Guide. Editor Lynn Rognsvoog, our in-house Buyer's Guide specialist, has compiled a section on what the consumer will find in the market-place. Lynn's in-depth look will help you narrow your choices in the search for perfect utilities and start you on your way to expertise in the subject.

Lynn presents 20 manufacturers and ten major categories of utilities. Editors and assemblers; assemblers; disassemblers; Basic editors; monitors; disk zappers; tape utilities; file utilities; renumberers and compressors; and general utilities will all be featured.

Jake Commander, international programmer and successful author of several utility programs, gives us an extensive tutorial on utilities. Jake will examine not only the various types but how they can help you, both on the hardware and software level.

Also featured is "BAM (Beginners Advanced Monitor)" that, as the author says,"...taken in gradual doses, can help you learn machine code without having to look up one-letter commands. It can help make the change from Basic to machine code like learning a few new words rather than learning a whole new language...' Author Jeff Byrkitt decided to make each command in BAM a full word, so both the beginner and advanced programmer (who are equally beset by forgetfulness at times) can remember what each command is supposed to do. Jeff also wrote this innovative program "so that you professors can change it, expand it, and add to it, thus impressing your boss when he comes over for dinner and wants to know about machine code." A well-taken word of advice from Jeff-don't tell anyone a fourteen-year old wrote it by himself.

David Busch, wizard and creator of Kitchen Table, Inc. is featured in a special interview that, yes, folks, is for real.

And finally, beware of April whimseys produced by the creative minds of our own in-house editors.

Enjoy and April Fools'!

Pamela Petrakos Senior Editor

The left bracket, [, replaces the up arrow, f, used by Radio Shack to indicate exponentiation, on 80 Micro's printouts. When entering programs published in 80 Microcomputing 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.

Due to the death of his close friend and teacher Philip K. Hooper, Dennis Kitsz' columns will not appear this month.

Article submissions from our readers are welcomed and encouraged. Inquiries should be addressed to: Submissions Editor, 80 Pine Street, Peterborough, NH 03458. Include a SASE for a copy of our writers' guidelines. Payment for accepted articles is made prior to publication, 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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David Wareham, Vice President (EDP), National Hospital and Health Care Services Inc.

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Frank Boehm, Director, Front Door Residential Treatment Program

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"Under normal conditions our printhead will not need replacing for over 200 million characters of printing."

Microline 80 Printhead Warranty

I want to make a few comments about the Okidata Microline 80 printer.

We frequently use many of its character size and graphics features. During our first year of ownership we used the Microline 80 very little, we now use it for many things and are very pleased with it.

Approximately 13 months after purchase, one of the printhead solenoids became inoperable. The printhead was warranted for only one year. We ordered a new printhead from the company and the printer has been working since then.

Okidata's full-page advertisements appearing in many computer magazines state, "The head is warranted for 200,000,000 characters. That translates to over nine years...." We estimate the number of characters printed during the first 13 months of ownership to be only a small fraction of 200,000,000 characters!

How can Okidata's telephone sales personnel tell us the warranty lasts one year while those full-page advertisements say "...over nine years..."?

Wayne Field, President Mountain States Computer Corp. Colorado Springs, CO

Okidata Replies

Thank you for your letter concerning your Okidata Microline 80 printer. We are pleased you like the printer and are enjoying its many features.

I am sorry for any inconvenience the ad, mentioned in your letter, may have caused you. Since it has caused some confusion in the minds of some of Okidata's valued customers, like yourself, we have discontinued the ad for further publication. Its intent was to convey to potential buyers that under normal conditions our printhead will not need replacing for over 200 million characters of printing. (Test results are available on request.)

Because it would be extremely difficult for Okidata to accurately keep track of printhead usage based on number of characters printed, and some do fail for mechanical reasons, we offer a one year limited warranty.

The failure of your printhead appears to be an extraordinary case. So that we can evaluate it and determine its reason for failure, would you please send it to us if it is still available. This will help us catch any possible manufacturing mistakes.

I hope you will continue to use and enjoy the many quality features and reliability built into your Microline 80 printer.

> William S. Gore II, Manager/Marketing Services Okidata Corp. Mt. Laurel, NJ

Word Processor Update

Thanks for the very informative article on word processing ("A Fast Round Up," 80 Microcomputing, November 1981) by Gordon McComb. We have added several more features to the current version of our Word Processor since Mr. McComb wrote his article. These include: global search/replace; headers; page centering; merging (merges date, name, address, and salutation for printing form letters); envelope/label printing (addresses envelopes or labels); variable column width option (from 1 to 6.4 inches): two-column print option (to print flyers, newsletters, and so on); and a line centering option (to center titles or any other line of text). In addition, our word processor now allows the user to develop and print four different sizes of characters, all within the same document, on various dot matrix printers like Radio Shack's Line Printer II, IV, V, VI, VIII, the Epson MX-80, MX-100, and many more.

Blanton Software Service's (4522 Briar Forrest, San Antonio, TX 78217) word processor is now priced at \$24.95 for tape and \$29.95 for disk (Model I, III, or Color Computer)—prices include shipping. In Mr. McComb's article he emphasized the importance of getting a word processing system which "suits your needs" and "fits the capabilities of your present inventory of hardware." We wholeheartedly agree! To help our customers put a "lasso" on

that word processor which suits their needs and system, we offer a money back guarantee if they are not satisfied with ours. They may return our word processor and we will refund all but \$2 to cover our handling and shipping costs.

> Tommy Blanton Blanton Software Service San Antonio, TX

Digital Innovations

Our product, the DC-80, appeared in the New Products column (80 Microcomputing, May 1981), but, unfortunately, due to the postal strike in Canada all the people who wrote to us during this time had their mail returned "Service Discontinued" which apparently left the impression that we were out of business. We are in business and are offering our product in the U.S. for \$49.95 plus \$3 per unit for shipping. You can order it from us at the address below.

Donald F. Matheson Digital Innovations 37 Stony Brook Drive Kitchener, ONT N2M 4L6 Canada

Super Utility

Regarding Jerry Latham's letter "Program Bugs" (80 Input, November 1981) concerning bugs in Super Utility and inaccurate allegations as to the way Mr. Watt "fixes" his bugs, I, as Kim Watt's publisher, would like to respond.

First of all, Mr. Latham talks about a bug in Super Utility that "eats" sector five of track 17. Kim did indeed duplicate this bug, and fixed it. The cost for this "fix" and in fact for the latest version of Super Utility is only \$1. That's right...\$1! Mr. Latham inaccurately accused Mr. Watt of charging \$25 for this fix. What Kim is charging \$25 for, is the new Super Utility Plus, which is a complete rewrite of the program and works with all current DOSs, Models I or III. This is a \$25 upgrade and you need to specify Model I or III. The Plus



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version retails for \$74.95, so the owner that paid \$49.95 for the original Super Utility ends up paying the same as if he bought it off the shelf new. He does not lose anything in the upgrade process.

Original owners of Super Utility may always get the latest version of the program for a \$1 upgrade fee.

Original and upgraded owners of Super Utility Plus may always get the latest version of that program for a \$3 upgrade fee.

To upgrade from regular Super Utility to Super Utility Plus is \$25, plus we need the master disk returned to us with the order.

Dennis A. Brent, President Breeze/QSD Inc. Dallas, TX

Customized Commands For Mod III

Regarding my article "Customized Commands" (80 Microcomputing, November 1981), the six paragraphs beginning on the lower left of p. 298, "I normally load this program..." and ending with lines in the third column just above "Make It Work" should all be inserted onto p. 294 just below the second line in the fourth column..."MERGE to make a tape."

To make the programs in Customized Commands work with the Model III, change all occurrences of JP 0072H (C3 72 00) (in Listing 1—lines 260, 350, 380; in Listing 2—line 230; and in Listing 3—line 400) to JP 1A19H (C3 19 1A). In Listing 4, change two occurrences of 114,0 to 25,26 in line 25. In Listing 4a, change 114,0 to 25,26 in line 20.

Dale W. Rupert Bethel, CT

ZBug for Model III

ZBug (80 Microcomputing, January 1981), works great on the Model III. However, you cannot use the copy function to its full potential. You could use this routine to upgrade any machine language program from 500 baud to 1500 baud even if the program normally resides in the same space as ZBug.

The following modification will let you change the cassette load/save rates befor every tape I/O. The routine replaces a ROM routine used in the Model I with the Cass? routine, new to the Model III.

Load ZBug and use the Set function to change the two bytes starting at 4548H, 45CAH, 4661H, 475FH, and 47DDH from 1202 to 4230. Then WRITE 4300 4F1B 4338 ZBug.

Now you can load/save at either speed by answering the Cass? prompt just before ZBug loads or saves.

> Douglas DeTardo Hollywood, FL

Prime Numbers

I would like to share the oneliner shown in Program Listing 1 with 80 Microcomputing readers. It will output prime numbers up to 7660 on a 16K machine. It is based on the sieve of Eratosthenes and is quite fast for a Basic program. For example, it will generate all the prime numbers less than 1000 and print it to screen in 8.7 seconds.

Louis Pelletier Maniwaki, Quebec

LPRINT to PRINT

A recent Tandy TRS-80 Newsletter listed a little program to change all the LPRINTs to PRINT and vice versa by changing the 178s to 175s. However, a problem arises if 178 or 175 is used as a line number indicator, or to point to the end of the line.

This short program (see Program Listing 2) avoids those memory locations that hold the pointers and line numbers and so cuts down the odds for error by a few million.

I use 26841 as the memory start point with Model III TRSDOS. Use 17129 as the start point for Level II and 17384 as the start point for Model III tape.

Norman E. Cook Saint David Lakes Resort Saint David, AZ

Locations 16548,9 always point to the start of Basic in any configuration.—Eds.

Using TRS-80s in Europe

I am having problems dealing with Radio Shack on my Model I system. I am in the US Army and on orders to Frankfurt, Germany. I wrote a letter to Tandy and asked about conversion instructions to operate the computer on 230 VAC/50Hz. It is a common practice for Americans to use step down transformers to convert the 230 VAC down to 115 VAC, but the power frequency stays at 50Hz.

I was shocked to get my response from Mr. Ted Rosenberg, Customer Relations Manager, which stated in part "... while we understand your desire to take your computer with you, we must suggest that you leave it at home..."

1 DEFINTA – Z:CLS:INPUT"PRIMES UP TO";L:DIMA(L);V = INT(SQR(L)):PRINT2,:FORB = 3TOLSTEP2:IFA(B)NEXT :ELSEIFB>VPRINTB,:NEXT:ELSEFORC = B*BTOLSTEP2*B: A(C) = 1:NEXT:PRINTB,:NEXT

Program Listing 1

60009 CLS:CLEAR1000: 'Norman E Cook, St. David, Arizona 60002 PRINT "<1> Change all LPRINTS to PRINT 60003 PRINT "<2> Change all PRINTs to LPRINT 60004 KB\$ = INKEY\$:IFKB\$ = ""THEN6004 60005 IF KB\$ = "1" THEN PRINT: PRINT "Changing LPRINT to PRINT": C = 175:D = 178: **GOTO 60008** 60006 IF KB\$ = "2" THEN PRINT: PRINT "Changing LPRINT to PRINT": C = 178 : D = 175: **GOTO 60008** 60007 GOTO 60004 60008 FOR I = 26841 TO 32767 60009 P = PEEK(I) 60010 IF P = C THEN POKE LD 60011 IF P = 0 THEN 60013 60012 NEXT 60013 IF PEEK(I+1) = 0 THEN 60014 ELSE 1=1+4: 60014 IF PEEK(I + 2) = 0 THEN END ELSE | = 1 + 4:

Program Listing 2



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"It is not our style to tell powerful executives only what they want to hear."

Apple makes a power supply card which you can exchange with the standard card for operation on European power. I understand that the TRS-80 does not have such modular construction, but I cannot believe that the smart folks down in Fort Worth cannot figure out a conversion for the TRS-80.

I would think that a power inverter (the ones used with recreational vehicles to convert 12 VDC to 115 VAC/60Hz) could be configured to do the job externally. I would also suspect that a comparison of the schematics of the US and European version of the TRS-80 (Yes, Tandy makes a European version TRS-80!) would show the differences of components that I would have to switch or modify. What I really suspect is that Tandy already knows how to do the conversion much easier.

How about it, Radio Shack? I have spent \$3000 on my TRS-80 and really enjoy it. Is your best advice really to "leave it at home for three years"?

Major Ed Marble Fort Leavenworth, KS

Radio Shack Replies

I must apologize for the difficulty that you have had in obtaining correct information about using your TRS-80 Model I on 230 VAC/50Hz power systems.

The keyboard/CPU and expansion interface will each require a new external power supply. The cost is 100DM, (\$46 U.S.) for both. The video monitor and disk drives will require substantial modifications. The video modifications are 250 DM (\$114 U.S.) and the disk modifications are 175DM (\$80 U.S.) each. The total cost for the 110 VAC/60Hz to 220 VAC/50Hz for your system (with two drives) would be 700DM (\$320 U.S.) Please note that the prices given are valid at this time. Fluctuating international monetary rates may cause them to vary slightly.

The conversions would take approximately 2-4 weeks depending on parts availability. You will be given all components removed and the units can be remodified prior to your return for approximately ½ the cost of the original modifications.

You did not specify which of our printers you are using. If you let me know which printer you have, I will find out what steps need to be taken for conversion and the approximate cost. Of course, we have no way of knowing what effects these modifications will have on the operation of the Percom Doubler.

I hope this provides you with the information you asked for, and again, I apologize for the misunderstanding.

> Bill Walters, Consumer Information Manager Radio Shack Fort Worth, TX

Relocate TRS-80 Disassembler

When I saw Carl Wuebker's "TRS-80 Disassembler" in the August issue it was an answer to my prayers. The first thing I tried was taking T-Bug apart, but that did not work because this program overlaps T-Bug.

I made the changes shown in Program Listing 3 to solve my problems. Change the first few lines. Line 4000 needs a small addition and add line 3425.

Frank Pallanch Edina. MN

Congratulations

Congratulations on your first two years! I have enjoyed every issue and have received many great programs from your pages and have purchased from several of your advertisers.

One thing about the magazine that bugs me is the never-ending petty griping about Radio Shack. I have had my TRS-80 for over three years. I have had a couple of problems with it, but the Radio Shack people have been cooperative and helpful, both locally and in Fort Worth.

Rather than complain about the things Radio Shack left out of the machine or does not supply for it, we should all be grateful for the opportunity this gives hundreds of suppliers to sell us a wide variety of hardware and software (and advertise in 80 Microcomputing).

How about looking for a different axe to grind for a change?

Tom Kilbride Waco, TX

Gripes

Tom, you know as well as I do that it is human nature to gripe far more than it is to compliment. If we didn't think the TRS-80 was just about the best system available we wouldn't bother publishing 80. It is a super system, but where it does have problems 80 provides a medium for communications between users...and perhaps even more important, back to the factory. Often it seems as if customer problems fall on deaf ears with companies as huge as Radio Shack, which probably has a lot to do with 80 getting a lot of the gripes. We all know that the top management for firms as large as that often have a serious problem in getting all the facts for making decisions, so perhaps 80 helps since we pull no punches. There is a tendency to tell powerful executives only what they want to hear which, despite some grinding of high official teeth at Fort Worth, is not our style. In the long run both the TRS-80 and Radio Shack will, I believe, be better served by our airing of gripes. I personally know all of the top people at Radio Shack and assure you they are a darned good group, no matter how apoplectic I may make them now and then. We are not inclined to be Pollyannish up here in the heart of Yankee territory. - Wayne

```
5 'TRS-80 DISASSEMBLER FROM 80 MICROCOMPUTING AUGUST 1981 PAGE 240-REVISED 12/29/81
  FOR HEX STARTING LOCATION AND TO WORK AT ALL MEMORY LOCATIONS-F. T. PALLANCH
10 CLEAR 3000
20 GOSUB 2200
29 'HEX TO DECIMAL AND TWOS COMP.
30 HX$ = "0123456789ABCDEF"
40 INPUT"STARTING LOCATION (HEX ) ";A$
41 L=0:FORI = 1TO16:FORJ = 1TO4
42 IF MID$(A$,J,1) = MID$(HX$,I,1)THEN L = L + (I-1)*16[(4-J)
                                                     L = ";L1;:L = L1: IFL>32767THEN
43 NEXTJ:NEXTI:L1 = INT(L + .5):PRINT"DECIMAL
  L=L-65536:PRINT"
                       TWO'S COMP. L = ";L:PRINT
50 P=0
3425 IF L<0 THEN C = C + 65536
4000 C = L:IF L<0 THEN C = L + 65536
                                 Program Listing 3
```

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Data Resources New subsystems for Aids III AIDS DISK SORT

Designed for files that are too large to sort "in memory" with AIDS or for when you don't want to wait while AIDS loads the records. Records are physically rearranged on disk.

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CC-A Good Investment

Your January 80 Remarks column concerning the future of the Color Computer causes me to write. I agree with what you say, but feel you are incorrect in your assertion that Radio Shack is going to abandon the CC.

When I was searching for a personal computer the price I could afford was of prime concern. I felt that the Apple II and TRS-80 Model II/III's were beyond my budget. It was not until after I purchased and upgraded my CC that I became convinced I had made a good choice. The initial impression the CC makes on people is that of an expensive toy to play TV games on. If one delves into the capabilities of Extended Color Basic and the extensive machine language capabilities of the 6809E microprocessor, the CC stands out as an enormous bargain.

Software for the CC has been painfully slow in appearing on the market, but is now beginning to come. One excellent example of this is a word processor package called TELEWRITER which I recently purchased and am using to produce this letter.

Perhaps Radio Shack's most serious mistake is in not selling and promoting others' hard/software. I have an Epson MX-80FT printer. It required, in part, the help of an electronics engineer friend to interface the computer and the printer.

Here's hoping Radio Shack continues to support the Color Computer.

John Bentley North Reading, MA

Color Computer Lives

As the publisher of several magazines it seems you have the power to print virtually any personal opinion of yours as well as any unsubstantiated rumor no matter how far wrong you are. In the past we have tended to ignore your monthly misinformation about Radio Shack as it did no one harm, except perhaps yourself.

I must, however, take strong exception to your 80 Remarks column of January 1982, in which you state that we are likely to drop the TRS-80 Color Computer.

That statement is absolutely untrue and is causing unnecessary anxiety on the part of our Color Computer owners. We just finished a terrific Christmas season with the Color Computer in which we sold out our entire warehouse supply. Contrary to your comments about no advertising, the Color Computer had more advertising September-December than

"So, Wayne, sorry, but you are dead wrong,"

any other TRS-80, which included a great deal of national tv advertising.

Our March computer catalog will list 26 Program Paks and 8 cassette programs for the Color Computer, and we have over 40 Program Paks, cassette and disk packages in the works. In addition to the current peripherals there are three additional hardware products for the Color Computer in design.

So, Wayne, sorry, but you are dead wrong. The Color Computer will not be dropped in 1982, or in 1983 for that matter. It is a highly successful product and stands a good chance of being the number one unit selling computer in America this year.

If you believe in responsible journalism you will publish this letter as soon as possible, and, in the meantime, I will send it to those customers who are calling us who, unfortunately, believe that if something is in print, it is true.

You are also wrong on the Pocket Computer. We sold more of those the first 12 months of its life than we sold Model I's the first year of its life. And we just introduced its new brother.

John Shirley, Vice President Merchandising Computer Products Radio Shack Fort Worth, TX

Who's At Fault?

Mr. Shirley, your letter is appreciated. I hope it will quell any further rumors about the Color Computer. Of course you understand that it is difficult for journalists to print other than rumors when the moves of Radio Shack are shrouded in such total secrecy and it seems that even true rumors are denied. Unless there is a more open relationship with the press I am afraid that this is going to be a continuing problem and journalists will continue to be accused of irresponsibility. Mr. Shirley, we really try, sometimes against overwhelming odds.

The crescendo of ads for the Color Computer at Christmas time was not surprising. I think most of us expected it to be promoted as a Christmas toy up against the Atari, Bally, Mattel and other game computers. The owners who have been frustrated are those with the technical understanding of the system who realize what the power and potential of it really is. They feel that with some Radio Shack support this system could give Apple one hell of a run for their money. They wonder if Radio Shack understands how good the system is?

We here at Wayne Green Inc. have been hoping for much more in the way of technical articles and programs to be submitted for publication in this magazine and by Instant Software. Perhaps your letter will create a feeling of confidence which will result in better customer and third party support of the Color Computer. I hope so. —Wayne

Peterborough, RAH! RAH! RAH!

In writing for and reading a large amount of magazines, I have come to the conclusion that 80 Microcomputing is the best of the lot for the TRS-80 user, and I am constantly recommending it to my friends. However, I am at a loss to what appears to me as a running gag that I don't know about. My question is: "What's the story on Peterborough, New Hampshire???"

Let me clarify myself: A short time ago, I noticed a contest in "The Alternate Source" magazine. The contest rules were shown, but when it came to the prize, it said "No, it's not a trip to Peterborough"— what prompted this? Is Peterborough the loveliest place in the country? The ugliest? Is there some sort of shrine there? What?

Then I began noticing the large amount of activity going on in that town of less than 4,000 people. McGraw Hill, certainly a large firm, is located there, along with Wayne Green Inc. which seems to own everything! Also, there's a town nearby called Greenfield. Does Wayne Green own that, too?

I must admit, I have only been in the New Hampshire/Vermont area once and I fell in love with it. It is just perplexing that the "Big Cheeses" of the computer world all reside in that particular niche of New Hampshire which I had never heard of until now. Please tell this poor California boy "What's so great about Peterborough?"

Tim Knight Moraga, CA

It's just a nice, simple, quiet, small, picturesque, clean, friendly New England town. Not far from Greenfield is a town called Greenville. Wayne doesn't own either...yet.—Eds.

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When you receive our catalog, you get with it our committment to help you keep it up to date.

Unlike most catalogs that are obsolete the moment they're printed, ours is designed to accommodate all the rapid-fire changes in micro-computer hardware and software. Its loose-leaf-binder format makes it a snap to add the new pages we'll send out on a regular basis.

Our new catalog was developed on exactly the same principles as our business — to offer you the lowest possible prices combined with the highest quality of service.

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Enhanced Word Processor

I recently programmed my TRS-80, Level II, 48K machine for the Basic Word Processor described in your May 1980 issue.

Can text entry be speeded up by replacing the INKEY\$ function with some other statements?

The program's cassette function is of limited value; has anyone modified his program for disk storage?

I would like to be able to expand this program into generating enhanced bold, underlined and headlined (whose size is software programmable) text. Does anyone have such program mods?

I notice the program will not justify text that has been previously justified and then edited or compiled. It appears to have some other defects and limitations. I am interested in all improvements of it made by your readers.

> John J. Williams P.O. Drawer 537 2011 Cresent Drive Alamogordo, NM 88310

CC Chips

Cheers for Dennis Kitsz and for his excellent article on upgrading the TRS-80 Color Computer (80 Applications, November 1981)! The memory expansion, 16K to 32K, is a straightforward project and a bargain at \$17.50 plus a little time.

The Lowerkit character generator is a gem, especially the improved version now offered by MSB. Both lower and uppercase letters are sharp and well shaped. The hidden (POKE) game characters are a real bonus.

Mr. Kitsz' solution for double speed operation (POKE 65495,1) was very timely. Many TRS-80s have MC6821s which hang up at 1.8 MHz. When you use software that POKEs the double speed register, your computer must have chips such as the 68-A-21s that can operate at 1.8 MHz. I could locate only 68-B-21s (2 MHz) at \$26 per pair.

This is expensive since the 6821s are only \$5 per pair. Are the As less expensive and if so, where are they available?

Now that more hardware and software specialists are working with the Color Computer they should develop a modification that permits SET graphics to produce 128 by 48 resolution. This would be a boon to lazy hobbyists who want to use Model I programs on the Color Computer with little modification.

> K. Gilleo Box 409 RR5 Sparta, WI 54656

Programming with Students

We own a TRS-80 Model III with TRSDOS 1.3 and are interested in corresponding with others who are interested in programming with junior high students.

We have experience teaching at the elementary level, and have taken programming courses at the local junior college. We have done some work teaching children how to program, and hope to do more of it.

We are also writing educational programs (for schools) and entertainment-educational programs (for home use). As of yet we have nothing perfected to the point of selling—we are trying them out with students—but we hope to market them soon.

Marjorie Crabbe Crabbe Associates 212 W. Graham Avenue Lombard, IL 60148

HPLC-pumps Aid

This is a response to the letter on HPLC-pumps submitted by Kasper Kirschner in the December 1981 issue.

For the past 14 months I have been involved in the automation of routine analysis in a laboratory. Since I had a TRS-80 I investigated ways of interfacing it to HPLC instruments. The Labo-

ratory Data Control constametrics pump which has the provision for outside control through a 5 V signal input is easiest to interface with the TRS-80. All this needs is a digital to analog converter with a 5 V output (such as found from DSI). This allows for 255 steps of flow control of about 0.04ml each. A feedback from the pump output through an analog to digital converter can provide accurate flow control.

Other pumps such as the Beckman 101a and Micromuridcs have similar interfacing. The Waters Associates 6000A pump presents a bigger investment. Input through the gradient control plug requires a pulse to be generated for motor control. An alternative to inputting through the gradient control is to substitute the manual controls, which is a resistance network, with a resistance network on relays controlled by the computer. This is not approved by the manufacturer and should be considered only if absolutely necessary.

I would be interested to find out if anyone has actually done this since after the final evaluation the company went to a Hewlett Packard computer and I never got the chance to try any of this directly with a microcomputer.

> James W. Murphy Technician III Norwich-Eaton Pharmaceuticals Analytical Services Section Norwich, NY 13815

Textbooks

I am serving time in Graterford Prison, PA. There is no real educational program here, and, at 12 cents per hour, my working 120 hours per month does not cover necessities like soap, toothpaste, and so on. If I had other sources of income, I could purchase material to educate myself. As it stands, I am trying to obtain textbooks and other necessary literature toward a computer science education without money. I know I have the ability and will apply myself. Do you have any textbooks or related material to help me? Could you please refer me to others





who might be willing to help? I have plenty of time I would rather spend educating myself than brooding.

I will be happy to answer any questions and provide whatever information requested. I am also looking for pen pals. My interests are varied and wide ranging.

Thank you in advance.

P.O. Box 244 Graterford, PA 19426

Break Address Found

Just after mailing my letter concerning returning to Basic on the Model II (80 Aid, January 1982), I decided to fish around in the interpreter myself. To my surprise, it took only a few minutes to locate the break address I needed (6069H).

Program Listing 1 replaces the one accompanying my previous letter. Under TRSDOS 2.0 (and 2.0a), execution returns the user to Basic with the Break function fully operable.

Gerald Lippey The Lippey Company 210 South Bundy Drive Los Angeles, CA 90049

MX-80 Printer Club?

I have heard that there is an Epson MX-80 printer club. I have been unable to locate it and would appreciate any information about it.

Ron Goodman 12702 Emelita Street North Hollywood, CA 91607

Profile Zaps

I use NEWDOS 80 with my Model III disk system. With a little trouble, I have been able to convert most programs, including ScripsIt and VisiCalc, to run under NEWDOS. Recently, I purchased Radio Shack's Profile. When I execute it under NEWDOS, I get an "Error 8," "Device Not Available," as it begins initialization. Do any NEWDOS users know of a zap to Profile to solve this problem?

John J. Roth 1125 Park Avenue New York, NY 10028

Okidata 82A

Every time I see a software program for a printer in your advertisements or as an article in your magazine it seems as though the topic is the Epson MX-80. I own an Okidata 82A, which for the same price (if you shop right) is more for your money. I went back through quite a few issues and cannot find anything, on anything else but the MX-80. Has anyone written a program for the Okidata 82A or does anyone know of a company that offers one for the Model III?

Doug Kaheri 38344 Wooster Mt. Clemens, MI 48043

Copying Tapes

Would any of your readers know of any service bureaus that will copy 1600 BPI tape to eight-inch disks for eventual processing on a Model II?

LD HL.O LD A,3 RST Removes previous break address 8 LD HL,6069H LD A,3 Sets new break address RST 8 Branch to Basic 2800H Program Listing 1

We have all our Cobol software written for other systems on tape and would like to avoid re-keypunching for our Model II.

> Jim Williams P.O. Box 87 East Brunswick, NJ 08816

Micros in Library Media Centers

We are interested in gathering information on the use of microcomputers in a secondary school library media center, specifically in the areas of media equipment inventory; card cataloging; acquisitions records; overdue and circulation records; bibliographic information retrieval; and budgetting.

Thank you in advance for any materials you might be able to send us.

Judith L. Dzedzy Media Specialist Council Rock School District Council Rock High School 62 Swamp Road Newtown, Bucks Co., PA 18940

Software Trade

I've written some Level II programs for the Model I that I would be willing to exchange with other readers. For my list please send a stamp and your list.

Anyone out in TRS-80 land who is into pen-pals please write too!

> William Pickell 319 Greenland Drive Lancaster, PA 17602

Write Me

I live in a remote area of Michigan and own a TRS-80 Model II. I would like to correspond with other TRS-80 Model II owners.

> James R. Young P.O. Box 336 Ludington, MI 49431





Chess Tutor Fixes

My thanks to Elio Zambrano of Tucson, AZ for finding a serious error in my Chess Tutor program (80 Microcomputing, December 1981). Whenever a player fails in three tries to get the correct move (if the correct move is a king or queen side castle) a SN error occurs in line 890, and the system becomes fouled up. The program does not check for a castle move and

catable RAM to the TRS-80 microcomputer ("ROM Roll-Over," 80 Microcomputing, November 1981). My findings are based on the schematic of the TRS-80 which is printed in Radio Shack's TRS-80 Microcomputer Technical Reference Handbook.

The first bug seems to be a reference to pin 4 of Z72 which Kelch claims is CAS*. His circuit requires a connection to CAS*, however you should make this connection to pin 9 of Z72 which is CAS* and not to pin 4 which is RAS*.

"Any standard TTL chip can withstand a voltage on its input up to 5.5V."

POKEs into system RAM. The following additional lines will correct this problem.

844 IFCI = 44PRINT@CP + (P*6),"O - O - O";: GOSUB990:GOTO920

848 IFCI = 55PRINT@CP + (P*6)," O - O ";; GOSUB1050:GOTO920

Also, while researching this problem, I discovered a few other errors of varying seriousness. One was an incorrect display of white king on white square; another was an incorrect move in the French Defense; and still another was possible incorrect processing of castling (unrelated to the other castling error). The lines shown in Program Listing 1 should solve all these problems and a few more.

In any case, I apologize to all those who were inconvenienced by these errors, and I hope you get many hours of enjoyment from the program and learn a lot too.

Robert J. Dowd 326 Porter Drive Lynn Haven, FL 32444

ROM Roll-Over Bugs

There are several bugs in Geary Kelch's modification to add 16K reloThe next bug occurs when you are instructed to insert a jumper from pin 5 of Z74 to pin 14 (+5V) also of Z74. But this jumper also brings pin 8 of Z79 to +5 volts, and pin 8 is an output of an OR gate. If the OR gate output a low (which would occur frequently), a short would occur and Z73 would probably be damaged. Also, this jumper would cause MEM* to go low even if the CPU was calling the keyboard or video RAM, causing several active outputs on the data bus at once. Again, more shorts and damaged chips would probably occur.

The last bug occurs when the RAM is switched to the lower addresses (0000H-3FFFH). The RAM outputs become active at these lower addresses; however, so do the ROMs since no provision was made to take the ROMs out of action. Once again there is the problem of multiple active outputs tied together on the data bus

at the same time. I have a fix for this bug in the works which I hope to cover later.

> Greg P. Segallis 1 Dixon St. Port Chester, NY

No More Bugs

I thank Mr. Segallis for bringing to my attention the wiring errors that occurred in the printing of my article "ROM Roll-Over." I compared the magazine copy to my original and I found three errors in pin and chip designations as follows. The pin labeled pin 4, Z38 on chip 4 (A15) should be pin 9, Z38. The pin 11, Z35 label on chip 4 should be pin 11 of Z38 (A14). The designation pin 4, Z72 going to chip 2 (CAS) should have been labeled pin 9, Z72.

In reference to jumping pin 5 of Z24 to +5V I find no problems. Any standard TTL chip can withstand a voltage on its input up to 5.5V as stated in the manufacturers' design guide. If desired you can use a 2K pullup resistor. Likewise, you can tie output Z73, pin 8 to 5V without damage to the chip because of its internal configuration. Instead of jumping pin 5 of Z74 to 5V you may install an open collector inverter between pin 9 of chip 1 in the mod and pin 13 of Z74. You must remove the shunt between pin 12 and 13 of Z74 and use a pullup resistor on pins 12 and 13 of Z74.

Finally, Mr. Segallis is correct in that the ROMs are not removed electrically from the bus. However, this will not cause physical or electrical damage to the memory or surrounding circuitry. This again is due to the internal circuitry of the Read Only Memories. Unlike the 4116 static RAMs, the ROMs have a

340 DATA159,143,145,155,143,191,181,176,179,177,176,191

760 CA = 0:IFCI<>44THEN790

790 IFYM\$<>"O - O"ORCI<>55GOSUB1110:GOTO830

1130 FORII = 256TO960STEP64:PRINT@II,STRING\$(16,32);:NEXT

1190 IFCI = 66THENCIS = "DRAWN"

1420 DATA7,5,4,5,5,0,1,3,7,3,5,2,7,3,2,3,3,0,3,2,8,3,6,2

Program Listing 1

WHY

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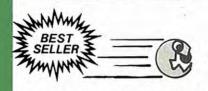
Actual unretouched photos

DEFENSE COMMAND



Big Five has done it again! Now the most popular arcade game of all time has a fascinating new twist. The Invaders are back! You are alone, valiantly defending the all important nuclear fuel cannister stockpile from a convoy of thieving aliens who repeatedly break off and attack in precision formations. An alien passes your guard, swiftly snatching up a cannister and flying straight off. Quick! you have one last chance to blast him out of the sky. Great action and sound!

Games may be played with or without joystick.



SCARFMAN

SCARFMAN



THE LATEST ARCADE CRAZE now runs on your TRS-80.

It's eat or be eaten. You control Scarfman around the maze, gobbing up everything in your path. You attempt to eat it all before the monsters devour you. Difficulty increases as game progresses. Excellent high speed machine language action game. From The Cornsoft Group. With sound.

CAUTION: Played with the Alpha Joystick, Scarfman may become addictive.



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.



LUNAR LANDER

As a vast panorama moonscape scrolls by, select one of many landing sights. The more perilous the spot, the more points scored -if you can land safely You control LEM main engines and side thrusters. Absolutely the best use of TRS-80 graphics we have ever seen! From Adventure International



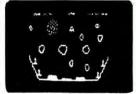
ATTACK FORCE

As your ship appears on the bottom of the maze, eight alien ships appear on the top, all traveling directly at you! You move toward them and fire missiles. But the more aliens you destroy, the faster the remaining ones become. If you get too good you must endure the "Flag-.. With sound effects!



COSMIC FIGHTER

Your ship comes out of hyperspace under a convoy of aliens. You destroy every one. But another set appears These seem more intelligent. You eliminate them, too. Your fuel supply is diminishing. You must destroy two moresets before you can dock. The space station is now on your scanner... With



METEOR MISSION II

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series FET output configuration which presents a high output impedance and a low fan out capability. This is characteristic of FET type logic. The output data presented by the 4116's will dominate when the two memory types are hardwired together. Since the voltage drops across the ROMs, FET output never exceeds its rating, no damage occurs.

Geary Kelch 23 Mapledale Ave. Glen Burnie, MD 21061

Help for the Home Buyer's Helper

Line 730 of Mr. Clarence Stinson's program "The Home Buyer's Helper" (80 Microcomputing, May 1981) contains an error. It reads:

730 RESTORE: J = 1: K = J - 8 + Z

This defeats the program's ability to interpolate when faced with a fractional percentage input. Line 730 should read as follows:

730 RESTORE : J = INT(I) : K = J - 8 + Z

Max Barnett 303 Washington Columbus, TX 78934

Bells and Whistles

I enjoyed Thomas Quindry's first article of Sargon modifications and was overjoyed to see a second article (80 Microcomputing, December 1981) with even more "bells and whistles."

I have found one minor and one major program bug. On line 5400 the RET instruction is missing. In the training mode the program sometimes incorrectly records a castle. I am not sure if this is a problem with my transcription or a true program bug.

Thomas G. Lareau R.R. Aux 4 Box 127-A Edgar, WI 54426

Castling

The problem Mr. Lareau experienced occurs when you use the Manual Play mode of my Sargon Saver program, MODIIB, (80 Microcomputing, December 1981). The way I see it, the incorrect saving of the castling move notation occurs for the player opposite the one in which the manual play mode is invoked. It shows up when you implement the training or the list moves modes. Sargon's own logic formats the move designation before my modi-

"The problem occurs when you use the Manual Play mode."

fication places it into buffer memory. I do not know why Sargon logic changes only this move designation but I can offer a correction. Add or change the following lines shown below:

> 1560 ORG 462BH 1561 CORREC XOR 80H 1562 LD (HL),A 1563 JP 6FECH 4160 MAN LD HL,CORREC

You should also make the changes shown below. (You do not have to make these changes if you have an uppercase only Model I. See my article for details.)

> 4460 BACK2A JR BACK2 4645 RES 6,A 4770 JR BACK2A 5400 RET

Also add a COPYRIGHT (C), 1981 by Thomas L. Quindry. This is not to deter readers from keying in the program but to preclude anyone from capitalizing financially on my time and effort. (I have plans for more changes.)

In my own version of MODIIB, I have made further modifications to provide a program which will run on both the Model III and Model I computers from Radio Shack. (Sargon II by itself would not run properly on the Model III. With my newer version of MODIIB, it will.)

I have received many inquiries about how to get a copy of the tape I offered in my article. I will provide a quality cassette tape with the System program of MODIIB (newer version unless the corrected magazine version is specifically requested) for \$4.50. The operating instructions are the same for both versions and appear in the article.

Finally, many have asked about putting the entire program (including modifications) on disk. I have developed a procedure that allows you to save Sargon II and my modifications to disk. You can also add my modification to the disk version of Sargon II and save it to a new disk. I/O is still by cassette for saving the moves but I have developed a procedure for saving part to disk manually. These procedures are far too long for Debug, but I will send you a fact sheet for \$1. If you also want a cassette with a short program to aid in this transfer, I will provide it for \$4.50 (including the fact sheet). With my newer MODIIB, you can also make a Model III disk.

> Thomas L. Quindry 6237 Windward Drive Burke, VA 22015

Tenant Tracker Fix

My Tenant Tracker program (80 Microcomputing, December 1981) has a small error. If only one record exists for a rental address, the Sorting-Print option will print a report with zeroes the first time you run the sort.

You can solve this problem by having more than one record per rental address or by adding this line to the program: 572 IF J1 = 1 RETURN.

I have also received several inquiries about the availability of a disk version of this program. Anyone interested in such a version, please drop me a note.

> George Kwascha 8007 Mahogany Drive Charlotte, NC 28212

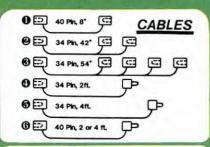
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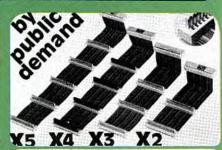
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- -8 optically-isolated inputs for easy direct interfacing to external switches photocells keypads sensors etc. Simple "INP" commands read the status of the 8 inputs.

GREEN SCREEN

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 lint 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

gives in 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 gentleman 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 faster 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:

olf fits right onto the picture tube like a skin because if 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 guaranty 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 elist their street addressehave a phone number (for questions and orders) accept CODs, not every one likes to send checks to a PO box-offer 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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News From KITCHEN TABLE SOFTWARE, INC.

by David Busch



Things are slowing down at Kitchen Table Inc. right now, but as soon as the auditors, and FTC, FDA, FCC, and FPDE representatives leave, life should be back to normal.

As I am the only reviewer willing to discuss KTI products, I have been asked by KTI's founder, S. N. Hollerith, to answer a few reader questions. Hollerith would prefer to address these queries himself, but he is busy this month. However, bail has been set low, and he should be back on the job within days.

Dear Kitchen Table:

My TLS-8E Model I seems to be stuck in an endless loop. I can't find the Break key. What should I do? Please hurry!

Jon C., Tundra, SD

Dear Jon:

As you have noticed, the TLS-8E Model I does not have an on-off switch. However, you may accomplish the same effect simply by unplugging your ac cord from the wall receptacle. There is also a way to turn off the computer by POKEing a number into memory, but I've lost my issue of 80 Micro revealing what the proper address is.

You have correctly noted the absence of the Break key. Kitchen Table was afraid the machine's Sri Lankan designers would take the label literally.

If you wish to get out of the loop without losing your program, you will need to hit the Reset key. This key has been much misused in the past, and KTI sought to discourage accidental resets by energizing the key with 110 volts ac. That particular plan caused a few unwanted deaths in the quality control section of Kitchen Table, so the design was abandoned in favor of hiding the Reset key, and not documenting its placement.

I have promised my Kitchen Table

sources not to reveal Reset can be invoked by hitting uppercase X. I was told this particular key was chosen because everyone knows there are no useful words beginning with the capital letter X.

-DDB

Dear KTI:

I find it almost impossible to write personal letters with my Word Whacker software. Can you tell me why?

Rob P. Xavier, Xenia, OH

Dear Rob:

See the above letter.

-DDB

Dear Kitchen Table:

What kind of eraser should I use to clean the contacts on the expansion interface of my TLS-8E Model I?

Norm Jennings, Kent, OH Dear Norm:

Under no circumstances clean those contacts. Every printed circuit card edge connector in the TLS-8E Model I is precision-coated at the factory with a microthin layer of oxidation designed to protect it from electricity. The procedure you are contemplating could result in the unimpeded flow of data from the CPU to the interface. Because the Z-79A microprocessor uses the DIE (Data Interrupt Enable) instruction to time certain functions, the results could be disastrous.

-DDB

Dear KTI:

Can I use silver solder on the PCB edge cards of my TLS-8E Model I?

Big Spender

Dear Big:

The high temperatures needed to melt most high silver-content solder alloys will probably cause the edge card to bend. Your cable connectors then will not seat correctly, and electrical contact will be poor. This technique is acceptable for restoring DIE function if you have inadvertently removed the oxidation from the contacts.

-DDB

Dear KTI:

I plan to operate a small-scale videotext service in my neighborhood without the

approval and consent of my neighbors. Can you tell me the range of the unshielded RF modulator contained in the TLS-8E Model I?

Anonymous, New York, NY

Dear Anon:

In a major metropolitan area like New York, the output of your TLS-8E should be visible on any television screen within three city blocks. You will have the biggest audience when your neighbors are tuned to Channel 5. Good luck!

-DDB

Dear Kitchen Table:

Why don't I ever see advertisements for Kitchen Table products in 80 Micro or other magazines?

Curious, Tustin, CA

Dear Curious:

Magazines typically stipulate advertisers must send in copy for ads three months prior to an issue's cover date. So far, no Kitchen Table product has remained on the market that long.

The company has developed a workable solution to this problem, however. Ads are now being written for products that don't exist. Once the copy has been sent for publication, KTI will commission a programmer or designer to actually develop the product. This allows considerable freedom to the advertising copywriter, who must also possess some rudimentary knowledge of what computers can and cannot do.

For example, KTI recently had to kill an ad which promised 7500 megabytes of disk storage on a hard disk drive measuring one-half inch in diameter. The writer of the ad was either overly optimistic, or ignorant of the fact anything more than 6800 megabytes is impossible in a hard-disk drive that size.

You probably noticed that I, too, was an unwitting victim of misinformation in my recent review of this product. From now on, I pledge to count each byte attributed to any hard-disk drive submitted to me for review.

-DDB

Dear Kitchen Table Inc.:

My copy of KTI Super Adventure seems

IT'S HERE .





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If you don't have your copy of TALKING ROBOT ATTACK or GALAXY INVASION, it might be too late. By legal agreement with Atari Big Five stopped production on

Dec. 1, 1981. Our well stocked shelves will soon be empty. Order yours now before these two are gone forever. Game info on next page.



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KITCHEN TABLE SOFTWARE, INC.

to have disappeared from my disk entirely. Can you tell me what happened?

Flabbergasted, Rochester, NY Dear Flab:

You obviously neglected to use the "Save Game" feature when you were done playing. That option was meant literally. As the disk drive reads KTI Super Adventure into memory, it simultaneously removes all traces of the program from your disk by zeroing the disk sectors. When you opt for Save Game at the end of a session, the program is restored to the disk.

KTI programmers inserted that clever feature as part of the game puzzle. So far, not one of 3,000 purchasers have successfully solved the adventure, judging from the irate mail I have received to date.

—DDB

Dear Rat:

I recently tried copying KTI Super Adventure at a friend's house. Although TRAKCESS seemed to work okay, when I got home and booted the disk, my CRT displayed the words "Sucker!," and then "Disk Error."

What gives? I thought Kitchen Table encouraged program piracy!

Name Withheld by Request (Has been forwarded to appropriate authorities)

Dear Name:

It is true KTI overlooked most program stealing in the past, but that was before the company came out with Super Adventure—the first program the company has marketed that was any good.

As you may know, the game simulates a session with a microcomputer gone wild. The object is for the operator to regain control before the computer destroys all available disks, double density boards, etc. Super Adventure is very realistic, and we have heard several reports of electrocutions, suicides, and other mishaps by

players who got caught up in the spirit. The game has become an all-time best seller for KTI, outdoing even Dungeons and Dungeons.

As a result, the company has resorted to a fiendish protection scheme.

-DDB

Dear Rat:

So what is it?

Name Withheld by Request

Dear Name:

Glad you asked.

The disk supplied with the game recognizes TRAKCESS, Super Utility, and all other byte-by-byte copying programs but when it senses them it seizes control of the computer, overrides the operating system, and relays information to your CRT, fooling you into thinking the copy program is working. At the same time, false information is written to your disk.

I have pledged to KTI not to reveal the game information is stored on the disk, radially—outward from the center. The read/write head can detect the program only as the stepper motor moves it from track to track, because each consecutive byte is on a different track. Obviously, this read routine requires a special operating system located on the disk in Track 2, Sector 41/2.

There is another copy protection feature important to your friend below.

-DDB

Fink:

Where in the heck is my program?

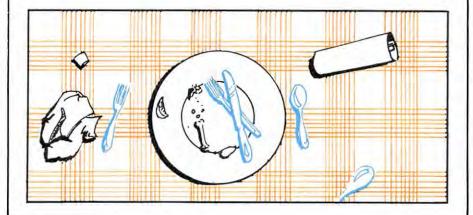
Friend of Name Withheld by Request

Dear Friend:

KTI Super Adventure self-destructs on any attempt to copy it. You may forward your original disk, and \$19.95 for handling to KTI and receive a free backup. As the program only costs \$14.95 at computer stores, I would recommend you simply buy a new copy.

Good luck!

—DDB■



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TRS-80* COMPUTING EDITION

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The Percom Peripheral

Percom's DOUBLER II tolerates wide variations in media, drives

GARLAND, TEXAS — May 22, 1981 — Harold Mauch, president of Percom Data Company, announced here today that an improved version of the Company's innovative DOUBLER³⁸ adapter, a double-density plug-in module for TRS-80* Model I computers, is now available.

Reflecting design refinements based on both theoretical analyses and field testing, the DOUBLER II^{ss}, so named, permits even greater tolerance in variations among media and

drives than the previous design.

Like the original DOUBLER, the DOU-BLER II plugs into the drive controller IC socket of a TRS-80 Model I Expansion Interface and permits a user to run either single- or double-density diskettes on a Model I.

With a DOUBLER II installed, over four times more formatted data — as much as 364 Kbytes - can be stored on one side of a fiveinch diskette than can be stored using a standard Tandy Model I drive system. Moreover, a DOUBLER II equips a Model I

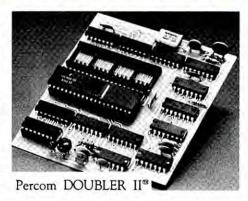
with the hardware required to run Model III

(Ed. Note: See "OS-80": Bridging the TRS-80° software compatibility gap" elsewhere on

this page.)

The critical clock-data separation circuitry of the DOUBLER II is a proprietary design called a ROM-programmed digital phase-lock loop data separator.

According to Mauch, this design is more tolerant of differences from diskette to diskette and drive to drive, and also provides immunity to performance degradation caused by circuit component aging.



Mauch said "A DOUBLER II will operate just as reliably two years after it is installed as it will two days after installation."

The digital phase-lock loop also eliminates the need for trimmer adjustments typical of analog phase-lock loop circuits.

"You plug in a Percom DOUBLER II and

then forget it," he said.

The DOUBLER II also features a refined Write Precompensation circuit that more effectively minimizes the phenomena of bitand peak-shifting, a reliability-impairing characteristic of magnetic data recording.

The DOUBLER II, which is fully software compatible with the previous DOUBLER, is supplied with DBLDOS¹⁸, a TRSDOS

compatible disk operating system.
The DOUBLER II sells for \$2005, including the DBLDOS diskette.

The Percom DOUBLER II is available from authorized Percom retailers, or may be ordered direct from the factory. The factory toll-free order number is 1-800-527-1222.

Ed. note: Opening the TRS-80 Expansion Interface may void the Tandy limited 90-day warranty.

All that glitters is not gold

OS-80[®] Bridging the TRS-80* software compatibility gap

Compatibility between TRS-80* Model I diskettes and the new Model III is about as genuine as a goldplated lead Krugerrand.

True, Model I TRSDOS* diskettes can be read on a Model III. But first they must be converted and rerecorded for Model III operation.

And you cannot write to a Model I TRSDOS* diskette. Not with a Model III. You cannot add a file. Delete a file. Or in any way modify a Model I TRSDOS diskette with a Model III computer.

Furthermore, your converted TRSDOS diskettes cannot be converted back for Model I operation.

TRSDOS is a one-way street. And there's no retreating. A point to consider before switching the company's payroll to your new Model III.

Real software compatibility should allow the di-rect, immediate interchangeability of Model I and Model III diskettes. No read-only limitations, no conversion/re-recording steps and no chance to be left high and dry with Model III diskettes that can't be run on a Model I.

What's the answer? The answer is Percom's OS-8000 family of TRS-80 disk operating systems.

OS-80 programs allow direct, immediate interchangeability of Model I and Model III diskettes.

You can run Model I single-density diskettes on a Model III; install Percom's plug-in DOUBLER® adapter in your Model I, and you can run doubledensity Model III diskettes on a Model I.

There's no conversion, no re-recording

Slip an OS-80 diskette out of your Model I and insert it directly in a Model III.

And vice-versa.

Just have the correct OS-80 disk operating system - OS-80, OS-80D or OS-80/III - in each com-

Moreover, with OS-80 systems, you can add, delete, and update files. You can read and write diskettes regardless of the system of origin.

OS-80 is the original Percom TRS-80 DOS for BASIC programmers.

Even OS-80 utilities are written in BASIC.

OS-80 is the Percom system about which a user wrote, in Creative Computing magazine, "...the best \$30.00 you will ever spend.

Requiring only seven Kbytes of memory, OS-80 disk operating systems reside completely in RAM. There's no need to dedicate a drive exclusively for a system diskette.

And, unlike TRSDOS, you can work at the track sector level, defining and controlling data formats in BASIC - to create simple or complex data struc-

tures that execute more quickly than TRSDOS files.
The Percom OS-80 DOS supports single-density operation of the Model I computer - price is \$29.95; the OS-80D supports double-density operation of Model I computers equipped with a DOUB-LER or DOUBLER II; and, OS-80/III — for the Model III of course - supports both single- and double-density operation. OS-80D and OS-80/III each sell for \$49.95.

Circuit misapplication causes diskette read, format problems. High resolution key to reliable data separation

GARLAND, TEXAS — The Percom SEPARATOR⁵⁸ does very well for the Radio Shack TRS-80* Model I computer what the Tandy disk controller does poorly at best: reliably separates clock and data signals during disk-read operations.

Unreliable data-clock separation causes format verification failures and repeated read retries.

CRC ERROR-TRACK LOCKED OUT

The problem is most severe on high-number (high-density) inner file tracks.

As reported earlier, the clock-data separation problem was traced by Percom to misapplication of the internal separator of the 1771 drive controller IC used in the Model I.

The Percom Separator substitutes a high-resolution digital data separator circuit, one which operates at 16 megahertz, for the lowresolution one-megahertz circuit of the Tandy design.

Separator circuits that operate at lower frequencies - for example, two- or fourmegahertz - were found by Percom to provide only marginally improved performance over the original Tandy circuit.

The Percom solution is a simple adapter that plugs into the drive controller of the Expansion Interface (EI).

Not a kit - some vendors supply an untested separator kit of resistors, ICs and other paraphernalia that may be installed by modifying the computer — the Percom SEPARATOR is a fully assembled, fully tested plug-in module.

Installation involves merely plugging the SEPARATOR into the Model I EI disk controller chip socket, and plugging the controller chip into a socket on the SEPARATOR.

The SEPARATOR, which sells for only \$29.95, may be purchased from authorized Percom retailers or ordered directly from the factory. The factory toll-free order number is 1-800-527-1222.

Ed. note: Opening the TRS-80 Expansion Interface may void the Tandy limited 90-day warranty.

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"...Tandy has confirmed its commitment to the small business computer user."

ith the introduction of the new Model 16 and upgrade boards for the Model II Tandy has confirmed its commitment to the small business computer market. The new equipment constitutes an enormous advance in processing potential. In effect Tandy is marketing a minicomputer disguised as a desk-top micro. For a business user the impact of the new equipment could be dramatic. Software packages such as the Tandy three-disk Cobol systems will run much faster. More importantly, users can add more work stations for data entry and retrieval purposes.

The use of multiple work stations is desirable in many accounting applications, especially accounts receivable. Because up-to-date receivable files are important for credit approval purposes a company should post collections as quickly as possible. Multiple work stations speed up the process by allowing several clerks to enter data at the same time. If several users can share the data base for data entry purposes, they can also share it for inquiry purposes. Until Tandy announced the Model 16 this feature was unavailable to TRS-80 microcomputer users.

Order Entry Systems

Tandy's new Order Entry System (#26-4607) will also benefit from a multi work station. Like accounts receivable data, companies usually receive their orders in bulk and they should enter them as quickly as possible. The open and closed order entry files are also subject to inquiry for customer service purposes.

This new system is the front end for the Accounts Receivable system (#26-4604) reviewed in my July 1981 column. Unlike the previous three-disk systems, Order Entry can not stand alone. If you wish to use it, you must purchase Accounts Receivable since the Order Entry system requires receivable files. Order Entry also includes an inventory control module that controls up to 1500 inventory items. If you wish, you can also add an optional Sales Analysis program (#26-4608) which provides extensive sales reports.

Of all applications released to date, order entry will most likely be the hardest

to install. However, once it is installed successfully, it can have a major effect on your client's bottom line. An automated order entry procedure linked to inventory control could significantly reduce inventory requirements. The resulting benefit from the reduction in purchases could easily pay for a Model II or 16. In addition, improved analyses of sales and sales staff performance could provide direction to management, further improving profitability.

In the softgoods industry customers place orders before the merchandise is ready for shipment. Because of this time differential between the order and the shipment, managers require allocation procedures to select finished goods for shipment when they become available. Allocation procedures are quite complicated and difficult to automate. Even after a company has made its allocation decisions, invoicing is generally a complicated procedure. Some customers require an invoice with each shipment and others insist that invoices be sent to a central office for payment.

Softgoods order handling is complicated but hardgoods orders have their unique problems also. Often there are problems defining the correct item price. A company may sell items in many different markets. Each market may have different pricing conventions, discount rules and volume discounts. Decision makers need to know specific customer arrangements to prevent improper pricing resulting in bad will or unexpected loss. After pricing there is the question of availability. Since some items will be out of stock, managers must decide which to back order or cancel. Once an order is selected for shipment, an indication of warehouse location can save much picking labor and cost. This means that the system must be advised where the merchandise is to be stored.

With variable pricing and different sales commission arrangements, monitoring item profitability can be difficult. Hardgoods systems should be able to analyze profitability by item, customer, salesperson and location.

A common factor in both soft and hard-

goods order processing is an on line requirement to track customer order status. Files of open and recently completed orders must be available at all times. This adds to the system's complexity and requires an enormous amount of disk space. Order processing systems are complex and because of this complexity prospective owners should carefully examine them for a fit before attempting installation.

The Tandy Order Entry and Sales Analysis system does not have the reports and categories required for a softgoods order entry system. A company could modify its present system to fit this package's features, but the fit will not be good. The fit for a hardgoods firm, however, will be quite good if the system's capacities are adequate. When used in a floppy disk environment the system can retain up to 300 open orders each with up to 5 line items and control 1500 inventory items. The Accounts Receivable system can handle up to 800 customers, retain up to 2,500 open items, be used with up to 100 salesmen and accommodate 6000 combined general ledger distributions and commissions due.

If the capacities are adequate, this system is an excellent candidate for installation. However, because it is a complex application, you need a good knowledge of the client's business and business environment. Document and review the findings with the client before proceeding. Once you have completed this formality, proceed with installation by defining the all important management reports which you expect the system to provide. Devote special attention to the sales analysis reports. These reports alone can justify the effort to install the system and you must consider their content in advance. If you do not enter the desired information because your client's present system does not classify customers by type or inventory items by category you must establish these classifications before installation procedures begin.

To measure profitability with the sales analysis reports you must have an inventory item cost figure. The order entry system only provides for the average cost method to value inventory. The order entry

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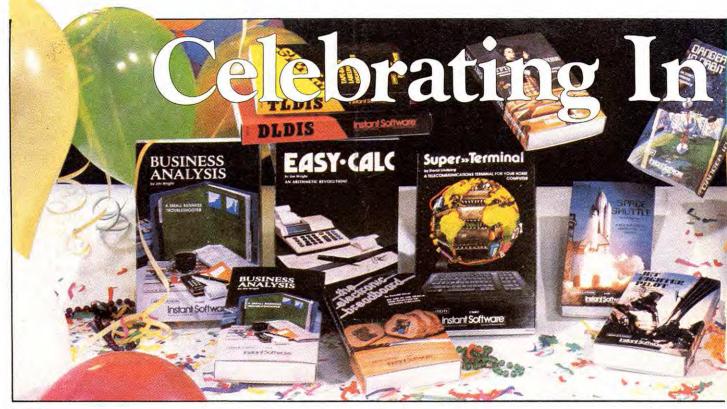
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Danger in Orbit is a real-time, machine-code space game with variable levels of difficulty, superb high-speed graphics, sound effects and automatic scorekeeping. Destroy asteroids with your anti-matter cannon! Prevent alien spacecraft from invading the Terran Defense Network. Avoid alien attacks from hyperspace. Only lightning reflexes and nerves of steel will enable you to survive Danger In Orbit. Comes with documentation. Model I & III, Level II, 16K.

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SKYBOMBERS II

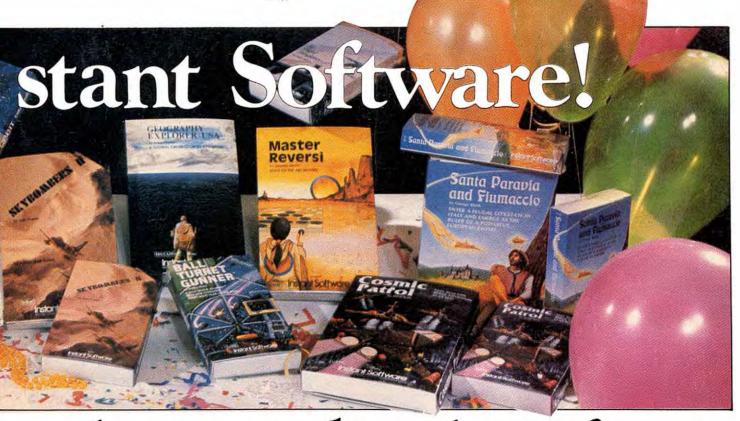
Skybombers II is an aerial war game pitting two nations against each other. Battlesounds and graphically displayed explosions give each battle a vivid reality. The scores for both countries are constantly updated at the bottom of the display screen. Experience air warfare at its best with Skybombers II. Requires 32K RAM, Applesoft in ROM and game paddles. Documentation is included.

APPLE, Tape, #0183A-48. \$9.95 APPLE, Disk, #0271AD-48. \$19.95

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Ball Turret Gunner is a deep space, laser attack game. As a member of the Ball Turret Gunner service you're at the console of the spaceship: your mission—destroy the enemy! Multiple levels of difficulty, optional sound effects, superb graphics and complete documentation enhance this program. Model I only.

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system does not accommodate FIFO, LIFO, or specific identification methods of valuation. Decision makers use this inventory item cost to value the cost of merchandise they sell. If the accounting recordkeeping system uses a different method, there will be a variance between the sales analysis reports and the financial reports. If at all possible you should avoid this variance. You will obtain the best results if the financial reports ratify the gross profit percentage indicated on the sales analysis reports.

To facilitate this goal, the client should reconcile the financial and the sales analysis reports monthly. The client should prepare a schedule of gross profit reconciliation. This schedule should begin with the sales and profit on the sales analysis report and itemize the reconciling items to the values reported on the financial statements. Reconciling items could be variances from the inventory costs used by the order entry system detected in the purchase journal, custodial losses due to inventory shrinkage and merchandising losses caused by inventory markdowns. This gross profit reconciliation procedure will help keep the system honest.

Once you have defined the output reports you should create the files the system will use. As with the previous three-disk systems, you must select various options and fields during initialization of the files to enable the system to summarize the proper information for the output reports. Do not rush this procedure. The files contain much information and system set-up will take a substantial amount of time.

Hard Disk Systems

The large number of files and the integrated nature of order entry and accounts receivable has complicated my evaluation of this product. Since my review of the receivable system was published in July, I had to reinitialize my receivable files to work with the new system. If I had still been using the floppy disk system this would have been a hopelessly lengthy process. However, as I was starting evaluation for this article, I received my hard disk system. I immediately suspended testing operations and moved all of the files and programs to the hard disk.

The new disk system will work with the three-disk accounting packages with little modification. You can copy the programs from the disks supplied to the hard disk using the new utility FCOPY. Because floppy disk capacity is limited some program overlays such as SCREEN/COB are

repeated on each disk. When this occurs, FCOPY prompts you to overwrite or skip the duplicate program.

After you copy the systems to the hard disk, you can use them without much effort. Some problems may occur when a program overlay does not return to the menu of the subsystem you selected. This will not cause any data loss and can be corrected by hitting the tab key and running the menu of the application desired.

With use of the hard disk, the Cobol accounting system is transformed. Because files and programs are extracted from the disk at comparatively high rates of speed everything executes much faster. The slow plodding systems which I observed became much more usable. In addition, system capacity expands enormously. The hard disk is equivalent to 17 floppy disks. Apparently you can expand the Cobol files without software modifications. Tandy doesn't yet know what the new capacity limitations might be. This is the native environment for these systems and any firm using this system should make acquisition of a hard disk top priority.

Thanks to the new disk's speed I set up test files in the accounts receivable and order entry system in less than a half hour. It was a pleasure to use each application without wondering whether the proper files were mounted on the correct drives. Thanks to a Floppy Off command, the hard disk operating system simply ignores the drive assignments and selects the file requested by the program. When the system prompted me to switch disks I just typed Done and the program found the proper files. Without the hard disk, you must swap disks at the end of every invoicing run. You must also swap disks to run the sales analysis system. The system checks to see that you have mounted the proper disk in the correct drive.

Files to Create

In addition to the accounts receivable files, the order entry system requires creation of inventory, price and commission code files. These files provide the line item identification data, pricing and commission structure used by the order entry program. The pricing and commission files allow great flexibility in pricing sales and commissions. An item can be priced with five separate formulas: by quantity ordered; by customer type; by quantity within customer; by pick quantity with up to three pre-defined prices; or by customer type with up to three pre-defined prices.

If you select one of the first three pricing options, you can also specify up to five levels of price breaks and related discounts. Similar options are offered when setting up the commission code file. The code file allows you to create many different commission payment schedules. Each schedule permits you to establish scaled commissions depending on the price breaks you established in the pricing file. In addition there is a provision for an override commission percentage if you will not be using the price breaks. You can calculate commissions on either the selling price or the gross profit (sales minus cost) of the item. This program can accommodate a highly complex commission structure. If a company installs this system to replace a simple percentage method of calculating commissions, many salespeople may have difficulty understanding how their commission has been calculated. Replacing a simple list of invoices with a voluminous commissions due report will probably compound the problem. Install this system with extreme care.

As indicated above, you can structure or obtain variable prices from the item master file. In addition, the item master file contains other data such as: commission and price schedule codes; item description to be placed on the invoice; quantity on hand; reorder level; quantity ordered but not yet shipped; sales analysis code; sales statistics period and year-to-date; taxability; general ledger account code; location code; back order status indicator; and vendor number.

The item master file contains most of the information necessary to control a hardgoods inventory. As expected, the system will generate inventory control reports such as purchasing notices and back order reports. However, the sales analysis subsystem is required to develop more detailed activity reports. Input to the sales analysis system is provided by the files created in the order entry system. Additional sales analysis files are not required.

Once you have created the required files, order processing is easy—that is, if all the data on the customer's order is correct. Because this system edits the customer number and the item numbers, exceptions could delay processing. During initial implementation you should manually pre-edit orders. The system provides a means by bypassing the edit and this option will result in loss of sales data and prevent proper adjustment of inventory balances.

When entering a new order two screens are used. One screen relates to the heading and the other to the line items ordered. Much of the data required for the heading

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80 ACCOUNTANT

is extracted from the accounts receivable files. If there are no changes to this data, entry is very rapid. If you do not know the customer number, you can invoke an alphabetic search routine by pressing the F1 key. This feature is also available on the second screen when you select line item codes.

If the quantity you keyed in exceeds the inventory on hand and the item master file allows back orders, then the system displays a back order option menu. This menu allows you to cancel the order, ship what is on hand and back order the balance or back order the entire amount requested. If the item can be processed, pricing is done in accordance with the schedule indicated by the item master. There is a provision to specify an additional discount percentage for each line item entered. Pressing the F1 key overrides any predetermined price or discount. This allows complete flexibility over all elements of the order entry process.

Once an order is accepted, you can change or examine it at any time. When the order is selected for shipping, picking tickets can be generated. These tickets serve as warehouse work orders and the system provides a space to enter actual amounts selected and shipping information. Although the system specifies a location, there are no summary reports by location that you could use to stage picking activities. Warehouse management could use staging reports to control order picking activities and this would be a desirable extension to the system. In lieu of a picking ticket, you could generate an invoice for systems which use a pre-billing processing method.

After picking is complete, you can process the order for billing. Selection of items to be billed is a straightforward procedure. Invoice preparation and printing are handled as separate functions. The system uses a preprinted invoice form. After the invoice has been printed, the system calls for the accounts receivable data disk and transfers the invoice data directly to the accounts receivable activity files. Unfortunately the data is not posted immediately to the customer's receivable record. Posting is deferred until

you give a posting command when you run the receivable system. This procedure complicates customer service because it makes locating customer orders after shipment difficult.

After a customer order has been shipped, the order detail drops out of the order entry file. To trace shipped orders you must mount the accounts receivable system in the disk drives and scan the appropriate files. If you have not posted the invoice items, you will have to scan the unposted data file. You must know the invoice number to do this. Although this procedure complicates post invoicing customer service, you can establish records to keep search time to a minimum.

This system is impressive. However, because of its complexity and the enormous number of data files it requires, it is not at home in a floppy disk environment. It is slow, requires an inordinate amount of disk access time and much disk swapping. On the hard disk it runs beautifully. If this system meets your client's needs, recommend the hard disk expenditure. Your client will be satisfied.





Winter/Spring 1982

Dear 80 Microcomputing Subscriber:

We are making a cover date change on 80 Microcomputing. What would have been your June 1982 issue will be the June/July 1982 issue. We are not combining an issue—simply changing the month listed on the cover. You will still get 12 issues of 80 Microcomputing in 1982 and 12 issues in 1983, and so on; and we will change your expiration date by adding a month (more on that later) so you don't end up short-changed.

The reason for the cover date change? There has been an increasing demand for 80 Microcomputing to be sold on major newsstands. Because 80 Microcomputing is the last publication to be produced each month by the Wayne Green group it has not been getting to the newsstands on time. A complicated production change could have been made, but a simple cover date change will produce the same results—a full month's sale on the newsstand. Thus, the cover date change.

The change has other benefits...you, the subscriber, will be getting your magazines well before the local computer stores and newsstands. I've been hearing complaints that they get it first; after the June/July issue they won't (although they will still receive it in the month prior to cover date). Also, advertisers' ads will be assured of the full month on the newsstands, in computer stores and in your hands.

As I have said, you will still get 12 issues this year. 80 Microcomputing will be in your mailbox every month, but the one you receive in June will say June/July, the one you receive in July will say August, and so on. We will, however, have to change your expiration dates to make up for the missing "cover month" and our computer will do that all at once. Note the upper right hand corner of your address label now and then note it after the date change and you will see a month's difference in the date listed there. If such a change does not occur please write to me at 80 Pine Street, Peterborough, NH 03458, and I will personally see that it is changed.

Thank you for your support of 80 Microcomputing. I hope you continue to enjoy your subscription.

Sincerely,

Debra L. Boudrieau Director of Marketing

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"Faster keeps track of all variables and the number of times they are accessed."

Faster 1.2 XTEND40 RPM Prosoft Box 389 North Hollywood, CA 91603 \$29.95, \$19.95 and \$24.95 respectively

by Bruce Powel Douglass

aster is advertised as a software speed up for Basic programs. Its approach is, however, unique. Faster is not a compiler; it is a program analyzer. It monitors the execution of your Basic programs and keeps track of how your program accesses its variables. It points out which lines you should pay particular attention to, and the variables you should define first.

Faster comes on disk or tape. I reviewed the disk version. It comes without an operating system per se, but it is on one of Kim Watt's special disks. This special disk copies its programs onto one of your disks by itself, saving one-disk-drive owners the hassle of trying to load a non-system disk onto systems disks. It saves Prosoft and the user from buying another copy of TRSDOS.

The manual for Faster is short (11 pages), but is attractively printed, and very well done. The major liability of most software is that the manuals appear to be written by someone making notes to himself—rarely are they directed to the user. Prosoft's Faster manual is an exception. The manual's instructions on how to install the programs on your own disks were incorrect, presumably since the self-copying disk is a new idea, but the self-copying disk came with its own instructions.

The manual discusses how to activate Faster to monitor Basic program execution. It also discusses how to use the output from Faster to modify the Basic programs so they will run faster, as well as some common problems that may occur (none of them happened to me), and some other suggestions for speeding up Basic programs. It even comes with a sample Shell sort to show how it works.

Faster monitors the Basic program.

When you load it from disk, it has a default address (top of memory), or you may specify a memory address if you wish to have other machine-language programs in memory. Thus, Faster also works with hybrid Basic/machine-language programs. Faster keeps track of all variables and the number of times they are accessed. Basic creates a variable list that it must search each time a variable is referenced. If it does not find the variable in the look-up table, then it creates an entry for it at the end of the list. If your most often used variables come at the end of the table, Basic must search longer for the variable. Depending on your program construction and how long the program runs, a variable may be accessed many thousand times.

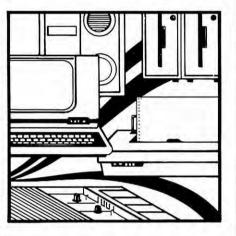
When you think your program has run long enough for Faster to get an accurate picture of how your program operates (you do not have to run it to completion), press Break and then 567 (together) and Faster requests what you wish to know. The options it gives are:

1. C = CLEAR TABLE
2. E = EXIT
3. 3 = SUMMARY
4. D = DETAIL
5. V E P = VIDEO/PRINTER

Some of these set switches. V displays the used variables by page (so it will not scroll off the screen). If the D switch is set, then it displays the number of times the variable was accessed during the trial run. If the S option is set, then it displays just the variables. The variables are displayed in descending order of the number of times they were separately referenced during the program's run. C clears the variables, so if there is a lengthy initialization sequence, you do not have to include it in the analysis. P sends the output to the printer as well as the video. The variable name, type and number of times referenced are displayed in this manner:

1% 1183 M\$ 960 ZZ! 412 R%(200 CHECK THESE LINES: 20 30 500

The manual shows you how to set up your variable table to maximize speed.



Most often, you have to add only one or two lines to your program to speed it up significantly. A DIM statement allocates variable space in the variable table for simple variables as well as array variables. Faster tells you to add a DIM statement. Make sure there is no Clear statement coming after your allocation to destroy it. Adding a line such as: DIM 1%, M\$, ZZ makes your program run faster. The manual advises that normal speed up is between 20 and 50 percent. In the short example given in the manual, the speedup time I got for generating and sorting 200 random numbers was a little over 20 percent.

Unless you always write very short programs, Faster offers an inexpensive way to speed up your Basic programs. If you get a 30 percent increase in speed, a one-hour sort will take only 40 minutes, and 30 seconds-per-move Othello will take 20 seconds.

If you write modular code with global and local variables, then this program will not be as beneficial. For example, I use the letters I, J and K for local variables, especially in loops, throughout my programs and I make sure that these variables are first in the tables. Except for very simple programs, it is difficult to make all these allocation decisions correctly, and a few errors of this kind may slow execution considerably.

Faster may be slightly overpriced, but if you cannot afford a compiler, and would

like a significant increase in the run-time speed, then buy Faster.

XTEND40

If you have upgraded your system to 40-track drives and you have many 35-track disks, how do you avoid wasting those five extra tracks and 10 extra granules of space? You can get a 40-track formatted disk and copy all your files over, one at a time—a lengthy process—or you can use XTEND40.

In 15 seconds, XTEND40 formats those unused five tracks, verifies them, and updates the GAT sector. If they are already formatted, you receive an error message and are asked if you wish to do it anyway. This enables you to repeat the procedure if a sector gets locked out during the format process.

The manual consists of a single printed page, but the program is so simple to use, nothing more is required. If a track is locked out XTEND40 will not query you for another attempt to format the disk but since the process takes only 15 seconds,

this is only a minor inconvenience. You can easily run through a whole batch of disks in no time at all with XTEND40. The instruction sheet does warn you not to use important disks, but only back-up copies.

The program is simple to use and if you have more than 20 disks to format for 40 tracks, it is worth the investment.

RPM

RPM is a useful, well-written disk-drive timing program. It measures (and gives easy instructions on how to adjust) the drive speed of any drive in your system.

RPM is a hybrid Basic/machine-language program. It gives not only the current speed and deviation from normal (300 rpm), but also shows a continuously updated average and a graphics display of this variation.

The manual is a terse four pages, but is complete and describes fairly well how to adjust the speed. The potentiometer is also known as a trimpot, but it is not where they say it is for the Pertec drive. The manual says that the potentiometer is located on the upper corner of the main circuit board, but on both of my Pertecs, it is in the lower left corner. A screw head on this trimpot enables you to change the rotational speed of your drives with a slight turn of your screwdriver. Since there is a continuous display, you can easily adjust it to within very narrow limits. I have had a lot of trouble with one of my drives, and I found by using RPM that it was running significantly too slowly. I adjusted the speed, and the performance of the drive improved.

You may change to another drive simply by pressing the number of that drive. The speed variation graph and the averages are reset automatically, as is the number-of-observations counter.

This program is easy to use and provides a good diagnostic tool to locate a problem with your drives. If your drives have problems I recommend RPM before paying to get it repaired (Pertec charges \$100 just to remove the cover).

QSD Utility Disk #1-LDOS 5.0.2. Quality Software Distributors 11500 Stemmons Expressway, Suite 104 Dallas, TX 75229 Model I \$69.95

by George Bond

The utilities in this collection range from the trivial to how-did-l-get-along-without-it. Many were written by some of the heavies in the home computing field: Kim Watt, Earle Robinson and Tim Mann.

DIRLOWER/FIX is a cosmetic patch. It gives an upper/lowercase readout instead of all caps. Two additional patches, STATUS/FIX and KSMSTAT/FIX, modify the device command to show what special functions, such as double density and the key stroke multiply filter, are active.

There is a mistake in the documentation for KSMSTAT/FIX. The proper password for the /FIX programs is GSLTD not .RRW3.

A fourth utility, the stand-alone STAT/CMD, does about the same thing as STATUS and KSMSTAT, but includes a report on what disk drives are ready.

RESCUE/CMD permits resurrecting killed files that have not been overwritten. It gives a nifty little directory of the killed files for Y/N selection for saving and includes a note if a file is partially overwrit-

ten. Rescue, unlike most of the programs on this disk, works only in single density. For would-be speed typists there is DVORAK/CMD to remap the TRS-80 as a Dvorak keyboard. (If you're not familiar with this keyboard, see 80 Microcomputing, December 1980.)

"LZAP can read some otherwise unreadable disks..."

Things go uphill rapidly from here. BIN-HEX/CMD is a straightforward conversion program to put binary data into hexadecimal format and back again. This is often needed in data communications work.

Of less clear-cut usefulness is CHANGE/CMD, a drive-routing program. Change allows sending data meant for one drive to a different drive. The command CHANGE 10, blanks out drive 1 and puts drive 0 in its place. Calling for DIR:1 then gives you the directory of drive 0. Writing data to drive 1 puts it on Drive 0. As the documentation says, this does move the "LDOS operating system one

step closer to total device independence..." The question, in this case, is why?

CLONE/CMD allows, as its name implies, copying files. You can make single-drive copies on drives other than drive 0. Some disk swapping is required, but not as much as with the XFER command. Also, you can copy a file over itself.

DCAL/CMD is for calibrating disk-drive operating speed. It shows exact and smoothed speeds. It is easy to use and does about the same thing as \$25 standalone drive timers (and free, public-domain drive timers that can be downloaded from some bulletin boards). If you need to justify the cost of utility disks, this program goes a long way in arguing for the QSD diskette.

Two filter programs could be useful with some printers. UPCASE/FLT converts all lowercase output to uppercase (some printers cannot handle LC) and ADDLF/FLT adds a line feed after a carriage return, again something that a few printers look for.

VDISK/CMD verifies the readability of a disk's sectors on a given drive. It provides a quick check of disk quality when things keep going wrong, and provides information useful for fixing things up with LZAP/CMD.

If your disk arrives with everything glitched except LZAP, LPURGE, and LCOPY, you got more than your money's worth.

LCOPY and LPURGE only work in single density. Since they were both written by Kim Watt, who seems to fix his mistakes before most of us realize they are mistakes, they may be usable on double density by the time you read this. Frank Luff's LZAP works equally well on single or double density.

LCOPY's main virtue is that it solves LDOS' slowness problem when doing multiple file copies. It is versatile, allowing prompted selection for copying system files, visible files or all files; setting step speed on the destination disk; prompting for disk mounts; and starting the whole works over if you think you messed something up. If you really get puzzled, you can call up a help file.

For cleaning up a disk, use LPURGE. For us fumble-fingered folks, it has a super advantage—everything is done in memory until a specific command is issued to rewrite the directory to reflect the purge. Until that command is given, you can change your mind and all is forgiven (and saved). LPURGE allows browsing through the directory, killing any files or, with a single command, killing all visible files, all invisible nonsystem files, all /CMD files, all /BAS files, all system files or all files except BOOT and DIR. It also allows zeroing out all unused directory entries or disk sectors.

All those options may sound like enough for a single utility, but there is still option M, for more. This option allows, again with a single keystroke, making all files visible or invisible; changing the auto command; removing all passwords, changing passwords and

changing a disk's master password. That is real utility.

LZAP does for LDOS much of what Superzap does for NEWDOS80 plus a few things that Superzap should do but does not. It allows direct entry to debug and return to LZAP. It finds and goes straight to the directory, no matter what cylinder (track) it is on. It finds the location of a file from its directory line, generates hash codes for files, removes passwords, searches an entire sector for a hex byte, and, just like Superzap, allows corrections to be made, byte by byte. If its errortrapping mechanism is shut off (which also cancels some of the more useful automatic functions such as searches), LZAP can read some otherwise unreadable disks, including ones with zapped boot tracks.■

The Utility Pack Mike Friedman B.T. Enterprises 171 Hawkins Rd. Centereach, NY 11720 Models I & III, 48K \$49.95

by Sal Navarro

use almost all of the major operating systems. It would be nice to have a fast spooler that would work with more than one system. Utility Pack has such a spooler. Tom, at B.T. Enterprises, gave me a demonstration. He put the disk in drive 1. He booted up NEWDOS and typed in SPOOLR48. He then loaded a Basic program and typed LLIST. As the printing started the Ready prompt came back on the screen. Then Tom took out NEWDOS, inserted another disk and pressed reset. The printing stopped and LDOS signed on. He then typed SPOOLR48! and the printer continued from where it left off without missing a letter. At the same time Tom called up Space Invaders and started playing while the printer was finishing what it started. "Sold," I told Tom.

At home I used the spooler with DOS-PLUS, NEWDOS+, LDOS, NEWDOS80 Ver. 1 and 2, DOUBLEDOS and TRSDOS. It worked with all of them in single and double density. It worked with all the different combinations of line lengths, page lengths and buffer sizes. You can also feed the paper one line at a time from the keyboard by pressing the J and K keys together. Pressing the JL keys executes one top-of-form. To abort an operation press JMN and the printer buffer clears. Older operating systems previously

unable to link printer output with video display can now do so by executing in Basic a PRINT CHR\$(255). The spooler performs well with fast and slow printers. The Spooler requires a 48K memory.

You also get three other programs:

ble with TRSDOS and NEWDOS+. Only one works with LDOS. In mode 1 you just type "ERASE filel/bas file 2/cmd file 3.password, etc." It kills each file as you typed it. If an error is encountered, or the file cannot be found, it prints Not Erased

"All the programs are well documented with many examples."

Map, Cat and Erase on the same disk. They only work in single density. Map displays the disk's name, the date and the number of free grans remaining on the disk. Map also shows a detailed graph of the disk usage. It places an X where the granule is used, a period for a free granule and a hyphen for a locked-out granule. It will not show more than 40 tracks. On an 80-track system it only shows the first 40 tracks. The directory must be at the standard location (track 17). Map is invoked by typing in MAP n (n being the drive number).

Cat, short for catalog, alphabetizes your directory before displaying it on the screen. I found this useful when using single-density DOSPLUS to get rid of its directory, which is very distracting and useless if I do not need to know what size the files are. This program has the same limitations as Map, except it reads the entire directory of an 80-track drive.

Erase gives you three different modes for killing files. All three are compatible with NEWDOS80. Only two are compatinext to the file nothing was done to and Erased next to those killed.

In mode 2 you first call up the directory and type "Erase.!" A flashing cursor appears over the first file in the directory. It can be moved using the arrow keys. To kill the file depress Enter and Clear at the same time. Pressing Break returns you to DOS Ready. In this mode you cannot call up the directory with DIR (A). Doing so might inhibit Erase from finding a file properly. Erase has the same limitations as Cat with the exception of mode I which does work in double density.

Included in the package is the source code for each file. This, I presume, is for people with knowledge of Assembly language who might want to alter them. All these programs will benefit most computerists.

All the programs are well documented with many examples. Utility Pack comes on Model I disk with versions for both Model I and Model III. On the Model III all the programs work in double density and not single density. They have filled a vast void in my software library.

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Scrinput John Acres ACR Consultants R.R. #2, Box 229 New Palestine, IN 46163 \$27

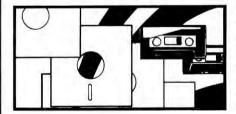
by Richard C. McGarvey

magine being able to sit down at your computer and enter data by simply filling in the blanks. Imagine that once filled in, you could edit that same data until it was perfect. What if you could define the field lengths, specify what type of data each field accepts and had a high speed, non-destructive cursor that you could fully control during data entry? With data input like that you could let anyone sit down, fill in data and get perfect results every time. Scrinput does all that and more.

Other programs may use a similar input technique but they do not measure up. Many input routines use flashing cursors and fill in the blank style but you can outtype the cursor. Once completed fields are inaccessible for alteration. The programs are usually tied to a sort routine that makes editing time consuming. Those programs are also usually rigid format programs that limit their use in other program applications.

With Scrinput you can set up your CRT just like a data input form and then fill in the blanks. The Scrinput utility is completely adaptable to any program use.

Scrinput is a well written utility program that allows the Basic programmer to set up his CRT into data-entry fields. The Basic programmer can store formatted data directly on the screen and then write the entire screen onto disk or tape, send it to a printer, and manipulate or use it in calculations. You can also display and edit previously entered data or display the calculated results of Scrinput input data.



Although Scrinput is written in Assembly language (source code is supplied with the documentation), the user enters it in a Basic program. This makes it easily usable by the non-machine-language programmer. The Assembly-language speed is obvious in the high-speed cursor that cannot be out-typed.

Simple PRINT@ statements build a video display. Minor instructions to Scrinput inject the cursor into the first logical field. Scrinput allows up to 80 fields on the screen at a time so you can enter a great deal of data. You can enter data into each field with complete cursor control. When

the end of data entry, returning control to the Basic program. You can reassign or ignore these control keys or you can use other control keys. Shift down arrow and any letter A-Z held at the same time can be a control. Control P, for example, turns on the printer for data output from the dis-

"You can call John Acres...
if you have any trouble.
That should be enough
to help any Basic programmer
get on the right road
to proper Scrinput use."

the data entry for the entire display is complete, the Enter key or another control key returns the program to Basic. The assigned data will be in Basic variables. From this point on, the Basic program handles the data as if it had been entered with an Input statement.

When the CRT is fielded the cursor can appear only within the data fields. If the entry clerk wants to change the order in which the fields are filled with data he must skip tab to the next field. Shift right arrow skips tab to the next logical field. The next logical field depends on your programming, but if you program right to left and top to bottom, you must skip tab one field to the right. Shift (left arrow) skips to the previous logical field. There is complete wrap for the skip-tab feature. Under non-shift conditions the arrows move the cursor either one space left, right, up or down. They do not destroy the data they pass over. The space bar spaces and removes any character in its path.

During field specification you can tell Scrinput what type of data to accept in any given field. For example, in a zip-code field you can exclude upper and lowercase letters and include only numbers. In another field you can include only alphacharacters and exclude numbers. This eliminates many common data-entry errors. You can search for punctuation, uppercase alpha, lowercase alpha and numerical entry in any combination. The program ignores all keystrokes that are not specified as acceptable.

Enter, Break and Clear keys are normal control keys. Clear clears all of the data in the fields without clearing the entire screen. Break breaks and Enter signals play to the printer.

Documentation

John Acres has documented Scrinput well. There are thorough instructions on using Scrinput. Two sample programs show Scrinput at work. He then breaks down the programs (listings are provided) and explains how the important features of the program relate to Scrinput. Two utility programs aid data storage and recovery. You can use these utilities with Scrinput or without it in non-Scrinput programs. A complete source code with comments is provided. Flowcharts document the program's operation. These are seldom seen in program documentation.

There are some problems. The documentation does not lead you by the hand through Scrinput's operation. Some unclear points may cause trouble for an inexperienced Basic programmer on his initial excursion into Scrinput.

You can call John Acres (the documentation includes his phone number) if you have any trouble. That should be enough to help any Basic programmer get on the right road to proper Scrinput use.

As with most software, ACR Consultants offer Scrinput on an "as is" basis. The producer accepts no liability for damage caused by the program's operation or failure. Unlike most software, ACR Consultants offers a 10-day money-back satisfaction guarantee. If you do not like Scrinput of if you cannot use it, you can get your money back.

Scrinput is useful if you want to write or update any data collection program, whether it be a mail list, business accounts, recipes, or even hobby data.

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Parsector 8 Ants Space Ace 21 New Starship Battles Synergistic Solar Inc. P.O. Box 560595 Miami, FL 33156 \$14.95-\$19.95 cassette

by W.D. Ives

Synergistic Solar has finally answered my pleas and made their software disk-compatible. No matter how good a game is, I am not likely to play it more than a couple of times if I have to struggle through a CLOAD every time I want to relax with a game. I will not buy software, not matter how tempting the ads, unless I know that I can transfer it to a disk after a successful CLOAD.

New Starship Voyages

The weakest offering of the lot, and the only one I cannot recommend, is yet another trek game called New Starship Vovages. This is a fairly good Trek program, but it has been done before, many times, many ways. All of the old standard features are here: one supership with an inexhaustable energy supply blowing away dozens of enemy ships ranging in strength from pitiful to wimpy; a base where what little damage one might suffer can be repaired; a battle computer to make sure you never miss when you fire; a magical device called a "scanner" which infallibly locates every enemy ship in the whole galaxy for you; and so forth.

These ideas are incredibly stale. Synergistic Solar added a few new twists to NSV: Each of the 16 commands, for instance, takes up a different amount of time from the amount you are allotted for each turn.

If you are waiting for someone to do something new and original with the 10-year-old bare bones of Trek games, you will have to wait a little longer. As I said, I cannot recommend this game. If you get a chance to pick it up as a freebie on another order, do so, but otherwise, let it slide.

Ants

In the war-gaming industry someone will inevitably write in and say, "Wouldn't it be neat to have a war game between two colonies of ants?" There are very sound reasons why it would not be very neat, and I will point them out as I discuss the game, Ants.

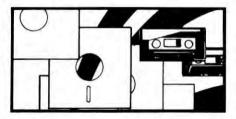
Brian Rodolante of Miami did it. Ants pits (you guessed it) the Red Ants against the Black Ants. Now, the first problem with a game about an ant war is that it is a silly topic; and a silly topic starts off with an awful burden of proof because all games have to trick the player into taking the situation seriously enough to care who wins. It is a testament to the programmer's skills that when I loaded Ants just to make sure of my facts I ended up frittering

"Ants ranks high on the 'mindless entertainment' scale."

away all of yesterday afternoon and two hours today—and that, mind you, on a "silly" game.

The second problem with a game about an ant war is that ants are, after all, insects, and insects are not what one would call masters of the art of war. Strategy to an ant colony consists of finding another colony. Tactics are when ants from the attacking colony walk up to ants from the other colony and try to eat them. Further, if you are going to call them ants, then you can not diddle too much with reality that is, if they are ants, then you, as the leader of the colony, must be limited to making only very basic decisions which only indirectly affect the ongoing conflict. Thus, if you are the queen of the colony, a game would be less than honest if it allowed you any real control over your soldiers and workers on the actual field of battle.

Why did I spend eight hours playing this silly game? Well it is a visually entertaining game. There are eight distinct types of ants (two sides each having



drones, workers, soldiers and guards) in addition to the immobile queens. The mobile ants scurry about on the screen in a charming, and really quite apt, parody of the way real ants move. The sound effects are helpful, too: rapid-fire beeps when the ants move, and lots of zots and fweeps and other noises when anything interesting happens. The game allows six speed settings, ranging from one, where the ac-

tion is so fast it is over before you know it is started, to six, which is the only speed which allows mere mortals to keep track of what is happening on the screen.

The fast speed settings cause the game's action to resemble a berserk version of high-speed Life more than anything else. By the time you look at the screen, things are vastly different and you have to interpret what happened. At all speeds, though, the game remains entertaining. Ants ranks high on the "mindless entertainment" scale, being a game that you will not have to take notes for, that you can expect to finish in 10 minutes, and that stays busy.

But there is more to Ants than entertains the eye. The only command decision that the player in this game gets to make is the type of ant to produce in a given turn. But that is the secret to this game's ability to keep me interested. Once produced, the ants scamper out onto the field, moving either glacially (the guards) or like lightning (the workers), in response to a randomizer that moves the critters in the general direction of the other side of the screen.

If an ant comes up against an enemy, he will attack the enemy if one of his moves directs him into the location occupied by the enemy and one of the combatants will die. In general, stronger ants (like guards and drones) will kill weaker ants (like soldiers and workers), but not always.

You can win two ways: either by getting a bunch of your ants off of your opponent's edge of the screen (which is a task best fitted for the speedy workers, who can zip around the other colony's flanks) or stinging the enemy queen (which means a drive up the middle, work for the plodding, but powerful, guards or the even stronger, but defenseless, drones), and each method requires a different mix of forces.

The challenge of this game is in the selection of the proper force both to counter your opponent and to achieve your own ends. Aside from this decision, the player has no control over the game. Surprisingly, rather than being a source of irritation, this limitation allows the players to sit back and enjoy the graphics and make extensive production plans.

I must also point out some serious deficiencies in the game. First, there are eight different types of ants displayed on the screen, and TRS-80 graphics/letters combinations are really not up to the task. The display is highly confusing at first, so much so as to be completely meaningless to someone new to the game. It was an admirable try, but the game cries for color. You can get used to it after a few games, though towards the end of the game, when the screen is crowded with ants, the display often lapses into incomprehensibility.

Second, even at the slowest speeds, the game moves too fast. When watching the game, the players never know which ant is going to move next (though there is a rough order to their movement), and by the time you have spotted the one that is going to move, it is already finished. It has also already finished any attacking or defending. A major attack may dissolve without the player ever seeing it disappear.

Finally, this game uses a lot of machinelanguage subroutines, so the user has to be very careful having other routines in conflict with the ants routines. (The NEWDOS Version 2 Clock function sometimes causes Ants to wander off into the ozone.)

Space Ace 21

Space Ace 21 is an entirely different type of game from Ants. Space Ace 21 is an accurate, complex simulation of shipto-ship space combat, and definitely not an arcade game.

War-gamers will recognize the three-dimensional movement/display system used in this game as being very similar to the system used in a popular game from Simulations Publications a few years ago called Battlefleet Mars and later used in several other games. Space Ace 21, though, has a great deal to offer beyond the old cardboard and paper games.

Space Ace 21 is not a simple game: Without a computer to keep track of the minutiae, I expect that it would be impossible. With the computer, though, the game is quite entertaining—especially if you are looking for a simulation, rather than a game.

generator and life support modules must be part of every ship's design.

Ship design is a game in itself: You are asked what to place in each area on the grid, and when you decide, the program draws the selected element in the specified location. Thus, not only do you have a theoretical knowledge of how your spaceship is designed, you also see it. The players can experiment with different ship designs, building multi-engine ships with no armor but ferocious acceleration capability; or slow, super-strong tortoises that never get anywhere, but can blast any ship they meet, or anything in between. Even if this game did not perform well in its other areas I would enjoy it for the shipbuilding alone.

The only problem with the ship-building routines is that they are unforgiving: If you blow your design, there is no going back and fixing things—you have to restart the program. I recommend that new players sketch out their planned designs on a piece of paper before entering the designs in the program. The graphics can be quite confusing until you learn the difference in appearance between a disruptor pod and a missile launcher. I found myself, when I was just learning the game, continually forgetting what I had specified for the earlier pods and unable to figure out what the graphics meant.

The game is played in 10-second turns and is, I repeat, a simulation. Movement is strictly Newtonian—once your ship starts moving at a set speed and in a particular direction, it will continue to move that way until you do something to change its movement. One of the easiest mistakes to make in this simulation is to build up so much speed that you can not brake fast enough and zip past your opponent.

If you want to change your heading, you

of maps, one showing the two ships in the X-Y plane, and another showing them in the X-Z plane. When seen together, the

"Ship design is a game in itself."

displays provide an easy visualization of the three-dimensional battle area. The scale of the displays is constantly changed to keep the ships distinct from one another.

There are four types of commands: status reports, which will give you a numerical readout on the status of your ship; maneuvers, where you specify any direction changes to be made in the upcoming turn; speed changes, where you decide how much fuel to burn in your maneuvers; and weapons, where you blast the other guy.

The combat is just as much fun as the ship design because your beautiful spaceship is now shot full of holes! Whenever your ship is hit by the enemy's weapons, the program determines how much damage is done to the ship, and pokes holes in your ship's diagram to indicate where and how seriously you have been hit. It is much more meaningful to watch your ship get ripped to shreds by a lucky hit than it is to read some message like "engines down to 70 percent effectiveness." And it is a great deal more fulfilling to watch your own deadly salvos rip great chunks from your enemy's ship. The displays correspond exactly to the simulated reality, also each bit of damage to your ship affects its abilities in some incremental way: reducing acceleration, damage done to your enemy, fuel carried, etc.

Space Ace 21 is a very good game and an excellent simulation. It is one of the best computerized war-games I have seen. I strongly recommend it.

Parsector 8 and 5

Parsector 8 is Synergistic Solar's best game. It is a spacewar game intended for two players, though Parsector 5 has a computer opponent.

The game comes with a sheet of instructions and a template for making a screen divider, which splits the screen in two and allows each player to see only his half of the screen. This secrecy is the reason that Parsector 5 and 8 are such good games.

Computers will be the savior of realistic simulations, as can be seen in Parsector.

"Space Ace 21 is an accurate, complex simulation of ship-to-ship space combat."

The first order of business in SA21 is ship design. Your spaceship is designed on a 3 by 7 grid. Each space can be filled by one of 12 different types of structure: armor to shield adjacent modules; distributors for close-range work; engines; fuel tanks; missile pods, torpedo launchers, and phasers for long-range combat; sensors to improve one's accuracy; cargo; and several required modules. Bridge,

must apply thrust to turn your ship in the desired direction—and remember, your velocity from previous turns will not go away. For a neophyte, just getting an opponent's ship within decent disruptor range is an accomplishment to be proud of—for that matter, just not to run out of fuel before getting back to base is somewhat of an accomplishment.

The map of the action is actually a pair

Your forces in Parsector are hidden from enemy sight, as are the opponent's actions, though some of these can be interpreted. The action in Parsector is simultaneous, except in a few isolated and unimportant cases, so the game has an overall feel of grand strategy.

Parsector is played in a flat universe of anywhere from two to eight units on a side. Each player controls a mothership. The mothership launches bases, cruzers and fyters which either solidify ownership of an area (in the case of bases) or move independently of the mothership in search of enemy units (in the case of the cruzers and fyters) to fight. In addition, the mothership can fight, launching weapon

bolts either singly or in spreads to destroy enemy ships or bases. Finally, the mothership can move throughout the flat universe, trying to destroy as many enemy bases as possible while leaving as many friendly bases as possible, and more importantly, trying to leave friendly forces in locations and concentrations that will block or slow down enemy attacks.

The trick, of course, is to find the enemy's bases and destroy them while protecting your own. Neither player in a game of Parsector has any idea, initially, of where the enemy is located, or what parsectors are under his control. When a combat turn is completed and your status display reveals that you have lost one par-

sector and two bases, you know that this indicates an enemy attack, but you do not know where! All of this leads to a very stimulating game as the players try to find and attack each other while protecting their own forces.

Parsector is Synergistic Solar's best game, but I must qualify this support. Space Ace 21 is actually a much better design, and a much more realistic game—and it is the best simulation that I have seen to date. However, Space Ace is not an easy game to play. You have to do a lot of hard thinking to win at it. Parsector, while not nearly as good a simulation, is a better game because the players can sit back and relax.

Profile II, Profile Plus Tandy/Radio Shack Forth Worth, TX Model II \$179, \$299 disk

by Craig Hilton

Adata base manager (DBM) is a program that allows the user to easily manipulate a collection of data. Most programs only manipulate input data within program parameters. A DBM manipulates data by literally writing a program in either compiled code or Assembly language. We tell the DBM what type of data we want manipulated and in what form, the DBM tells the computer how to go about doing it.

This saves thousands of hours learning to write bug free in Assembly language. It saves us from buying new programs each time our needs change. It lets us concentrate on what we want the computer to do, not so much on how to get the computer to do it.

The ability to develop ideas into useable programs depends on the sophistication of the DBM and the user. Data base manager programs run the gamut of sophistication. The simplest DBM may function as a cross-reference. Increased sophistication can integrate a filing operation with mathematical functions, word processing and subprogram integration.

DBM's benchmark features usually include allowing the user to create guidelines for entering data and customizing the input format. It provides powerful editing capabilities for updating, changing or deleting data coupled with search/sort capabilities. Mathematical computations on

Tahle	1	Benchmark	Com	narison
Idule	1.	Delicilliain	COIII	parison

BENCHMARK	Profile II	Profile +
DOCUMENTATION		
What is the level of user sophistication?	beginner	competent
Quality of supporting documentation	sufficient	poor
	(lacks index)	
EASE OF USE		
General use of entire DBM	good	excellent
Editing a file	good	excellent
Creating a file	good	excellent
Screen/Report customization	excellent	excellent
MATHEMATICS		
Mathematical capabilities included	limited	yes
	(+,-)	(standard arithmetic)
CREATION OF THE FILE		
Can fields be altered once created	no	yes
Can one file access another	no	yes
How large is key field	85 characters	85 characters
How many blocks can be chained together into	Y	
1 record	3 + key field	3 + key field
Number of data field types	6	15
	(alphameric, numeric,	(all as previous +
	protected, + and -)	date fields (2), last
		update fields must fill
	22,002	fields (5)
Maximum number of records possible (key field only)	20,000	20,000
Montenan comband describe a college to us con	(with 4 drives)	(with 4 drives)
Maximum number of records possible (with 500 char-	1000	2400
acters per record)	1800 (with 4 drives)	(with 4 drives)
Can parts of a block be used in chaining together 1	(With 4 drives)	(With 4 dives)
record (selectable record length)	no	ves
	110	700
EDITING OF THE FILE		
Can one file update other files	no	no
Can groups of records be altered or updated with a		20
single command	no no	no yes
Number of screen/report formats available to a file	4 screen/5 report	4 screen/5 report
	4 Screenis report	4 Scieding report
SORTING/SEARCHING OF THE FILE	2	4
Number of layered sort levels possible	0	0
Can associated fields be clustered into search	41	-312
groups	no 30,000 characters	yes 30,000 characters
Maximum number of sort criteria	36 fields	36 fields
Number of sort comparison criteria	5 fields	5
regimes of sort comparison unterla	(GT,LT,GE,LE,Range)	(GT,LT,GE,LE,Range)
		Table continues
		Carried Carried Carried



by Jeff Zinn

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entered data are often made automatically, as are merge functions and high speed indexing. Many systems allow the input of data from unrelated programs and interaction between various files within the system. A sophisticated reporting option lets the user specify (or customize) what type of reports are needed, how they should look and from what data source. Reports can include labels, statements and letters. All DBMs don't have all these functions. That is why we are comparing two systems against these benchmark functions.

The first DBM, Profile II, is simple and comparatively inexpensive. The second, Profile Plus, is the improved version of the first. It is more expensive and more capable. For the average user they offer the features and price to make it an excellent starter system.

Profile II

Profile II functions more as a reliable filing cabinet with cross references. The

"...Profile II is simple and comparatively inexpensive."

Table continued		
REPORTING OF THE FILE		
Is there a screen report option	no	no
Are subtotals generated on reports	no	no
Is there a label generator option	yes	yes
	(6-99 lines)	(1-8 lines)
What types of reports are available	columnar (single line)	columnar (single line) columnar (double line) summary reports
GENERAL FEATURES		
Can non-DBM program data be accessed or tied in	no	no
Can non-DBM programs be run in conjunction with DBM		
programs	no	yes
Is the system upward expandable to fixed disk	no	no
Is there a built-in word processor	no	no
	(can interface with	(can interface with
	Scripsit II)	Scripsit II)
Does it support single sheet feed for word processor		
printers	no	yes
SPEED		
Time to allocate 1 block of 1000 records	excellent	excellent
	1 min 20 sec	1 min 5 sec
Time to sort 1000 records on 2 sort criteria	excellent	excellent
	35 sec	31 sec
OVERALL		
Cost of program per 1000 records of 1 block length	\$110.	\$132.
Overall evaluation (% of all possible total points)	30%	59%

system is lacking in many areas. The firsttime user should purchase the auxiliary manual with cassette tape explanations along with the program. Serious first-time users should consider the Profile Plus additions as being worth the extra \$220.

Profile Plus

Actually this is an add-on package to Profile II, providing some of the features needed to move Profile II into the true DBM class. The system is well priced. Profile Plus may be the least expensive DBM in its class. The system works quickly. With a few additions it could be a first-class system.

It needs a better documentation package. It also lacks a layered sort capability, subtotal options and tie-in capabilities to non-DBM file data.

Star Warrior Automated Simulations P.O. Box 4247 Mountain View, CA 94040 \$39.95 disk or cassette

by Dan Cataldo

Star Warrior transforms you into one of the Furies, paid agents of justice and revenge. The oppressed inhabitants of the planet Fornax hired you to free them from the government of the Stellar Union.

The game consists of two scenarios. In the first scenario you have been dropped with one of your fellow Furies onto the surface of Fornax. Your partner's mission is to move south and kill the Governor. To create a diversion, you move north creating destruction and mayhem. You want to be seen and shot at (Furies being either exceedingly brave or incredibly stupid). You select your combat suit, the number

of minutes the scenario will last and level of difficulty. There are five levels.

The second scenario reverses the roles. Your mission must be accomplished as quickly as possible. Find the Governor, kill him and escape. The Governor can move around; his forces will shoot you on sight. There is no time limit to this scenario, but you lose points if you take more than 20 minutes.

Each scenario takes place in an area 7 by 9 kilometers, divided into squares one kilometer on the side. Your monitor displays one square at a time. There are four types of terrain: plains, swamps, mountains and forests. The terrain maps for the two scenarios are completely different.

In Star Warrior plains are represented by a blank monitor screen. The swamps, mountains and forests are represented by randomly scattered symbols. The graphic representation of the Furies is an improvement over other Automated Simulations programs, such as Morloc's Tower.

Each of the Furies' powered armor suits has different characteristics: flight speed, armor strength, shield strength, infravisibility, decoys, size of blaster and powergun and number of missiles and blaster charges. Disk version users can build a custom suit. Cassette users can do almost as well by making the appropriate adjustments to the data lines of the program.

The enemy has many different types of weapons: robot tanks, nitron guns, maulers, flitters and infantry. They are all deadly.

The handbook is well designed and easy to understand.

Star Warriors uses a varied assortment of chirps, whines and other interesting noises. If you choose not to use sound the game proceeds much too quickly.

The price seems a bit steep. If you can afford it Star Warrior is a very fine program. ■

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by John P. Mello Jr. 80 Microcomputing staff

Put a thesaurus on disk and save yourself some thumb wear. At first blush, it seems like an unimpeachable idea. But unfortunately, it is an idea that lives and dies by its host—the microcomputer.

If—as David C. Whitney, quoting an English lexographer, observes in his introduction—the strength of Roget's tome is also its chief weakness, then the same is true of the Refware Thesaurus.

This thesaurus consists of three 5.25-inch disks, one consisting of nouns, one of adjectives, and one a builder allowing you to create a specialized thesaurus of up to 6,200 words. Each disk is sold separately. According to Marketing Director Robin Vaughn, verbs and adverbs are in the prototype stage along with a Model II version of the thesaurus.

All three programs are very easy to use, so much so the three user's manuals seem almost superfluous.

disclosed," the thesaurus printed:

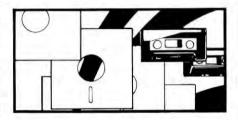
The terms of the conclusion were not disclosed. The terms of the harmony were not disclosed. The terms of the concord were not disclosed. The terms of the treaty were not disclosed. The terms of the pact were not disclosed. The terms of the concordance were not disclosed. The terms of the accord were not disclosed. The terms of the assent were not disclosed. The terms of the consent were not disclosed.

After you compile your first synonym set, the thesaurus asks if it should find a different group of alternate words for your noun or adjective. If you reply positively, the thesaurus determines if it has such a group and if so, either prints or lists the set.

All this is done very fast; faster than a search through a conventional thesaurus, if you find a suitable word in the first group the Refware Thesaurus gives you. Chances are, however, you won't. Here's why:

Take the word agreement. A conventional thesaurus lists 13 synonym categories. Most times, you can immediately spot the category closest to the meaning of the word you are looking for. With the Refware work, the computer chooses the category. If it isn't the correct one, you must request another group of words. This adds to the time it takes to find a synonym in the microcomputer thesaurus. Also, you never know if there is another synonym set, so every time you call up one set, you must call up another to see if it is there and if it is there, to see if

puter thesaurus is it can't be accessed while you are in a word-processing program. If you are composing with a word processor and need a synonym for a word, you have to break out of the word processor, load Disk Basic, load the thesaurus, find a synonym, break out of Disk Basic, reload the word-processing program, call up the file you were working on and insert the word you were looking for. A cumbersome process to say the least.



The eight utility programs in the nouns and adjectives thesaurus are sold separately as a builder enabling you to construct a reference work and possibly make some extra cash. Thesaurus author Whitney, who has edited the World Book Encyclopedia, Encyclopedia Americana, Reader's Digest Almanac and Yearbook said in the user's manuals for the three programs:

"Any user of the Refware Thesaurus Builder who constructs a comprehensive specialized thesaurus that may be useful to others in a given field or profession should send a copy to the Refware division so that it can be evaluated. If the user's specialized thesaurus is judged to be commercially viable, the Refware division will undertake to market it with royalties paid to its author."

The builder lets you enter synonyms in groups of 10 ("dummy" is used to reserve spaces in blocks with less than 10 words). It also allows listing or printing the blocks or all the words in your thesaurus in alphabetical order. The builder is a tremendous boon for someone preparing a thesaurus, but after it is prepared, the author must face the difficulties accompanying the thesaurus' brethren, nouns and adjectives.

Whitney noted in the user manuals for the Refware works, "With the everexpanding memory size and storage capacities of microcomputers, it seems likely that massive printed reference works like a (Roget's) thesaurus, will soon go the way of the dinosaur." After viewing the Refware programs, Roget's heirs needn't sweat over loss of royalties...not for awhile yet.

"All three programs are very easy to use,... the three user's manuals seem almost superfluous."

After booting up your disk operating system, loading Disk Basic and running the program, a series of "billboards" appear on the screen. One defines nouns or adjectives. Another suggests you can use the thesaurus to find hard-to-spell words: Think of a synonym for the hard-to-spell word and have the thesaurus list synonyms for the synonym. The hard-to-spell word, properly spelled, should be in the list.

The thesaurus lists on your monitor or prints a list of 10 synonyms. However, unlike a conventional thesaurus, it also inserts the synonyms for the word you want replaced in your sentence. In the sentence "The terms of the agreement were not

there is a more suitable word on it.

While the microcomputer thesaurus is initially faster than finding a word manually, it oftentimes seems like it is taking longer because you spent time waiting, while time spent thumbing through a conventional thesaurus is time spent doing.

The microcomputer thesaurus, because of disk space considerations, excludes words with more than 12 letters. It contains 6,200 nouns and the same number of adjectives. This is a significant limitation when you consider the fourth edition of Roget's book, published by Harper and Row in 1977, contains 250,000 words.

Another limitation of the microcom-

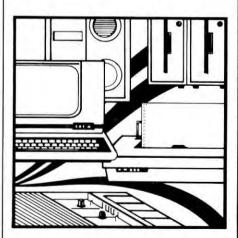
Floppy Disk Controller A.M. Electronics 3366 Washtenaw Ave. Ann Arbor, MI 48104

by John Ratzlaff

he popularity of the Model III has been accompanied by a veritable host of companies supplying after-market equipment, including disk drives and controllers. These typically offer several advantages over the Radio Shack-installed drives, including lower price and greater flexibility. Most of the available controller kits support double-sided drives.

The A.M. Electronics Floppy Disk Controller Board kit includes the controller board and all mounting hardware, cables and power supply, but not the disk drives. I chose two Tandon double-sided, 40-track drives, without case or power supply. I also purchased DOSPLUS 3.3 from Micro Systems Software. The total cost for my disk system came to about \$1,170.

The installation instructions were thorough and easy to follow. The exceptions were minor. A few nuts and bolts for mounting the controller board were missing and the description of the controller board power supply cable did not match the cable I found. I determined the proper orientation by referring to the pin numbers. There were no traces to cut and no soldering was necessary. I was impressed with the way the kit fit perfectly into the Radio Shack design. The most difficult operation was breaking out the plastic face-plates that cover the disk drive openings in the computer housing.



The disk drives must be configured to the system. I called A.M. Electronics and was told to remove the terminating resistor packs from both drives and break certain DIP jumper connections on the

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BASIC can make your programming task easier:

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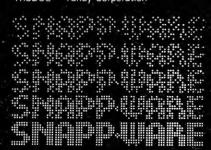
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drives. Which connections to break will differ with different drives. Photo 1 is the completed installation before putting the computer back together.

After installation, I booted the system up and it worked! However, upon at-

tempting a backup I ran into trouble— DOSPLUS declared about half the tracks on the disk flawed and rejected the backup. At this point I learned one of the disadvantages of assembling your own system from various suppliers: If

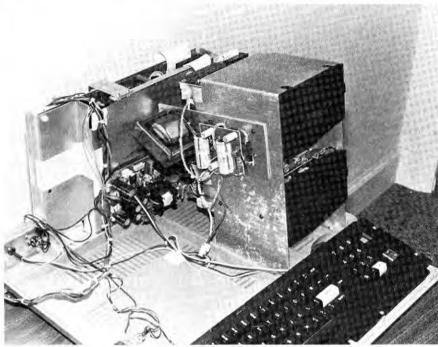
something goes wrong, it may be difficult to determine which part is faulty. I ruled out disk failure because it rejected the same tracks every time, even with high-quality disks. I ruled out DOSPLUS failure as TRSDOS did the same thing. I called A.M. Electronics and was told it was probably a faulty controller board.

With the new board installed the

With the new board installed the system worked perfectly. It was particularly gratifying to be able to ask for DIR:0B (back-side of drive zero). I now have the equivalent of four disk drives with a capacity of roughly 720K bytes.

The A.M. controller kit is compatible with all existing Model III DOSs, although TRSDOS will not support the double-sided capability. DOSPLUS was chosen for this reason.

I highly recommend the A.M. Electronics controller kit, along with double-sided drives and DOSPLUS as a reliable, easyto-assemble, large-capacity system. It must be mentioned, however, that there is a substantial trade-off: Radio Shack will not service, much less honor the warranty on a system with an after-market disk controller and drives installed. If something goes wrong, the unit must be disassembled and the disk system removed before Radio Shack will service the computer. It is easier to find a non-Radio Shack repair facility when servicing is needed. This is an acceptable price to pay for the increased flexibility and lower system cost.■



A.M. Disk Controller Installed.

IDS 460 printer Integral Data Systems Milford, NH 03055 \$1,095

by Dennis J. Wilkins

now own my third line printer. I use my system for word processing and to print business forms and engineering reports. It took only a few months to realize my first printer was not up to the task.

I looked at new product releases in several magazines and became interested in Integral Data Systems model 440 printer, dubbed the Paper Tiger. I sold my original printer and purchased a 440.

The IDS 440 had a number of good points. Its lowercase was quite legible, though not great. It was considerably faster than my first printer and had more intelligent functions, including auto page feed and out-of-paper sensing. It could print eight different column widths on an 8-1/2-inch wide sheet of paper. I was very

happy with my 440, until I saw a sample printout from the new IDS 460.

I bought the new Paper Tiger in January, 1981. It plugged into the 440 cable and worked on the first try. The type style is nearly as good as a typewriter.

The IDS 460 is a microprocessor-controlled, bi-directional, dot-matrix line printer, available with a 2K character buffer and raster scan graphics option at \$1,095 list. It has a nine-wire ballistic printhead with true descenders. It handles paper widths from 1.5 to 9.5 inches (tractor feed only—an optional single-sheet feeder is available for 8-1/2 by 11-inch paper).

The IDS 460 can underline text with a solid line. The paper can be moved under software control, allowing subscripts, superscripts, or equations to be printed. Up to eight vertical tabs can be programmed. Vertical movement can be controlled to the nearest 1/48th of an inch.

The user controls the margins, tabs and intercharacter spacing. Character widths are available in 4.8, 5.8, 8, 10, 12 and 16.5 characters per inch.

The 460 has constant pitch and proportional spacing modes for all character widths. Fig. 1 shows examples of type size, margin control and proportional spacing. The proportional spacing mode prints letters with a constant space between the end of one letter and the beginning of the next, rather than at a fixed spacing from center to center. Proportionally spaced type looks more pleasing than constant pitch.

The 460 also has form features. Page length can be set at power-up to one of eight lengths. Under software control, the page margins, top, bottom, left and right can be set in increments of 1/48 inch vertically and 1/20 inch horizontally. Line spacing can be set at power-up to six or eight lines per inch, but can be set to any spacing via software in increments of 1/48 inch. The IDS 460 has right margin justification built in. The right margin can be made straight under printer control, even in the proportional spacing mode. Fig. 1 shows an example of this capability also.

The IDS 460, like its 440 cousin, has

both serial (RS-232) and parallel (Centronics style) interfaces built in. The interface is selected by moving jumpers in a socket on the main circuit board. All other logic default controls, including on/off of auto line feed with carriage return, fixed or proportional spacing, parity select and baud rate (for serial interface), form size, line spacing and automatic paging at form boundaries are selected by switches located at the top of the printer.

The 460 (Photo 1) has a footprint 15.75 inches wide by 12.5 inches deep. It is over 12 inches high. This tall design has its advantages. There is room for over 500 sheets of paper under the printer.

The height allows for straightforward placement of the main circuit board behind the paper path. IDS used the extra height to mount the mode select switches, form feed and line feed controls directly on the upper edge of the board without extra cables. The height also provides efficient convection cooling of the circuitry.



The IDS 460 Paper Tiger

The 50-page owners manual includes maintenance and troubleshooting sections, as well as complete operational descriptions. The manual is well written with plenty of line drawings and photographs.

I have printed over four million characters with my 460 so far. I am on the second ribbon (even though the first one wasn't too light when I replaced it-IDS suggests about 5 million characters per ribbon). The ribbon costs about \$13 and is not too messy to replace. It works well, producing even inking across the page. The 460 has performed faultlessly, save one problem.

My IDS 460 will do just about anything. Mine tried to self-destruct when I sent it the right (wrong?) code sequence. Luckily, the only damage was a blown fuse in the

"I BOUGHT IT"

"My biggest loss of programming time using Snappware's EXTENDED BUILT IN **FUNCTIONS** is spent inserting my diskette."

SCOTT ADAMS - PRES. OF ADVENTURE INTI



Snappware's EXTENDED BUILT IN FUNCTIONS is a collection of much needed additions to the TRSDOS* BASIC interpreter which greatly extends its convenience and utility. The following features become part of your BASIC language and provide the enhancements without requiring any additional memory. The most important component of EXTENDED BUILT IN FUNCTIONS is an in-memory sort routine, guaranteed to be the fastest general purpose in-memory sort on the market. Along with this you also receive other EXTENDED BUILT IN FUNCTIONS. Here is a

SRT—Sorts one or more arrays into a specified sequence

FMT—Arranges data into a string variable as with PRINT USING

PDAT/UDAT\$—Permits user to do arithmetic on dates. PK\$/UPK\$—Compresses strings to save disk space.

ETIM\$—Shows the difference between two times.

CLEAR—Specifies the number of file blocks to be allocated when you specify high memory and string space.

DELETE—Allows you to dynamically remove portions of a BASIC

In addition to these, there are functions unique to Model II and to Model III. The exclusives to Model II are long error messages and PEEK/POKE.

The exclusives to Model III are:

SWAP—Supports exchange of variables with a single statement.

HEX\$—Converts numbers to hexadecimal strings.

RESTORE—Allows you to set READ pointer to location of choice.

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The following was produced on an Integral Data Systems 460G dot-matrix printer.

This is an example of fixed pitch at 12 cpi abcdefghijklmnopqrstuvwxyz. This is an example of proportionally spaced 10 cpi type abcdefghijklmnopqrstuvwxyz.

Below are samples of all six type sizes :

ABCDEFGHIJKLMNOPGRSTUVWXYZabcdefghijklmnopgrstuvwxyx123456789*?)(/!#\$%&'=-@+;)(

ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz123456789*?></!#\$%&'=-@+;)(
ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz123456789*?></!#\$%&'

ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz123456789*?>
ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqr
ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghi

This is an example of margin control and right justification with 10 char/in proportional spacing. The printer keeps track of all margins, and spaces characters to provide even left and right borders as programed on the printer.

This is an example of margin control and right justification with fixed pitch type. Compare this block of text with the block of proportionally spaced type at the left. Which looks more legible to you? The IDS 460 can print either style.

Figure 1

motor power supply. I called Integral Data Systems and gave them the code sequence that caused my printer to go nuts.

A few days later they called to tell me what caused the self-destruct mode. The problem occurs when an escape code (decimal 27) is sent, putting the printer in the programming mode and then a decimal 3 is sent. This is not a legal sequence and should not occur in practical use. It causes the printer to try to do everything at once.

I have had no other problems with my printer. Its capabilities optimize the operation of several word processors and operating systems. Its form feed, line feed, and forward/reverse feed are conveniently located and logical in operation. One control is useful but not so conveniently located: the print head-to-platen spacing adjustment. This adjustment finely optimizes the printhead spacing for different thicknesses of paper, or multiple part forms. You have to remove the cover to reach it. It is only necessary when a considerable change in form thickness is made. I use it often. Others may never need this feature.

The 460 printing rate varies depending on character size. At 10 cpi, proportionally spaced, it outputs about 150 characters per second. Since it prints in both directions, the throughput is very nearly this great. In enhanced modes it outputs about 80 cps.

The graphics mode provides complete individual dot control. In this mode it prints unidirectionally to assure better line to line synchronization and is slower. There have been a number of screen dump routines published. At least one company has a graphic driver available for high resolution (84 by 84 dots per inch) plots.

The IDS 460 is not the least expensive

matrix printer on the market, but it has about every feature anyone would want and prints the finest looking font of any matrix printer I have seen for under \$1,500. A wide platen version is available (IDS 560) for 15-inch paper capability (\$1,395 suggested retail price). If I had it to do all over again, I would still buy an IDS Paper Tiger.

Anderson-Jacobson Selectronic 841 Anderson-Jacobson 521 Charcot Ave San Jose, CA 95131 \$1,095

by Robert A. Batty

It is difficult to believe after reading ads for the IBM, Wang and DEC word processors costing \$5,000 to \$8,000 that the TRS-80 owner can invest less than \$2,500 in a word processor and get a stand-alone computer that will do things the commercial processors will not. Granted, the TRS-80 system is not as efficient as those costing double or more, but the output can be identical.

As a freelance writer I need a printer that produces high-quality output. Because dot-matrix printer manuscripts are not acceptable to many editors, the printer for word processing should be a daisy wheel or type-ball model. I chose an Anderson-Jacobson 841 with parallel interface for the following reasons: It is less expensive than the daisy-wheel printer; it is a reconditioned IBM Selectric, noted for superior print quality; it is intended for computer input/output or word-processing applications, and therefore is more rugged in construction than secretarial models; it is compatible with the TRS-80, and although Radio Shack does not support or recommend it, it works well with the cables available from the A J Distributors and Radio Shack; its stand-alone diagnostic will isolate problems to it or the computer; and service on the printer is usually available locally.

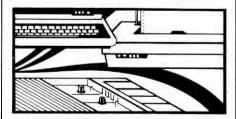
The remainder of the word-processing system consists of cables, the lowercase option, and Scripsit.

This inexpensive word processor has some deficiencies. There is little memory available for text after you enter Scripsit. All that remains for text in a 16K system is 4,100 characters, less than three doublespaced pages. You can overcome this shortcoming by frequently saving the edited material on the cassette tape. If you monitor how much memory remains you will know how much text to process for two pages of manuscript.

> "As a freelance writer I need a printer that produces high-quality output."

The lesser consequence to writers is the slow printer speed and the TRS-80/ Selectric line-feed problem. The latter involves single spacing the paper when the program requests a double space. Setting the line space lever on the printer to "double" solves this defect as manuscripts are double-spaced anyway.

The program does not automatically underline. To underline disconnect the printer from the computer (a switch on the



printer) and manually key the underline.

The A/J printer, in offline mode, functions as a secretarial model with a variety of print fonts available by changing the type ball. Many word processors do not have this stand-alone capability; the printer cannot be separated from the system and usually has no keyboard of its own. Any printing must take place through the processor.

You can add more memory to the system making the frequent tape saves unnecessary. You can also add disk memory. ■

"I BOUGHT IT

"My biggest loss of programming time using Snappware's AUTOMAP and **AUTOFILE** is spent inserting my diskette."

SCOTT ADAMS - PRES. OF ADVENTURE INTL.



When working with direct files or creating a formatted screen, Autofile and Automap are indispensible aids.

Autofile is designed to automate for the BASIC programmer the task of moving data elements to and from a direct file. Previously, this was a time consuming chore because the FIELDed variables may not be directly referenced by user logic. The FIELD statement was eliminated, thereby relieving you of the guessing game as to where the FIELDed variable is. In addition, the LSET and the CVx functions are performed automatically. The software, when installed, becomes part of your BASIC interpreter providing the enhancements without additional memory.

Automap is designed to automate for the BASIC programmer the task of presenting information on the video display and accepting information from the keyboard operator. The software consists of two main components: the OFF-LINE COMPONENT used to describe to the system the screen formats and the ON-LINE COMPONENT from within your BASIC program to initialize a screen, send data to the video display and receive data from the keyboard operator. This facility when installed, becomes part of your BASIC interpreter.

Both products complement one another and, if used in conjunction, can save a significant amount of programming time.

If you consider your programming time to be worth money, call us and let us show you how to get more of it.

AutomapMODEL II																			\$1	00.00
MODEL III																				
Autofile MODEL II																				
MODEL III	ı,	٠	è		ı	ı	ı	ě.	٠	ı	٠	ı	ı	ı	ě.	ı	ı	ı	.\$	60.00



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MDX-2 PC Board & User Manual Micro-Design P.O. Box 748 Manchaca, TX 78652 \$74.95

Complete Kit of Parts Computex 321 El Dorado Webster, TX 77598 \$269

by Ronald Cangro

f a direct-connect modem, 4K EPROM, serial port plus all the features of the Radio Shack Expansion Interface sound interesting consider the Micro-Design alternative.

The interface is available either as a kit or assembled. The kit is not intended for inexperienced assemblers. Knowledge about electrical components and their markings are needed as well as experience in soldering techniques. You can purchase only the PC board and manual

the market. However, the advertising is a little misleading on several features. The RS-232 port must be used for modem operation and is unavailable for another use. If you wanted to use the modem and serial interface at the same time, you are out of luck. The dual cassette port is nothing more than an output telling when the cassette drive has been accessed. Additional external circuitry is required for proper operation. Finally, the direct-connect modem requires an off-board coupling transformer and switch to function properly.

The kit goes together fairly well. There are a few minor errors in the instructions and schematic. The errors are nothing a little common sense would not fix. Some of the shipped components have different lead spacings than what the printed circuit board is laid out for. It was difficult to find placement of some components. The printed circuit board is made of a high-quality, double-sided plated through material with a component legend and solder mask. There does not seem to be any rhyme or reason to the component la-

board layout. Neither is provided in the Computex kit. Instead, instructions for building your own are given. No headers are supplied to facilitate the task.

Another inconvenience, is the lack of Radio Shack power packs by Computex. A transformer assembly of the power cord, external diodes and wiring has to be constructed.

"The kit goes together fairly well."

The printed circuit board layout is well designed incorporating several features to make the kit nicer to build and use. The use of DIP switches for programming baud rates is nice. The inclusion of the originate/answer switch on board, along with a DB25 connector is convenient.

To fit the modem on board components have to be stood on end making assembly awkward. There is not enough room on board for the coupling transformer either. It would be nice if the on-board power regulators could provide enough power for at least one disk drive. The whole power supply could have possibly been designed to power the main computer assembly (keyboard) as well as the expansion interface eliminating the need for the extra power pack on the main unit. Perhaps the next generation board will include a doubledensity floppy-disk controller and 1,200baud modem capability with auto answer and dial. Even without these features the MDX-2 is impressive.

The manual is severely deficient if the board does not work the first time. A 24-hour hotline is available for technical questions. At this writing an answering machine took messages. Technical assistance was only available after 5 p.m. Texas time. They were helpful when I called.

The line printer, modem and memory all function flawlessly. Your printer has to have an auto line feed on receipt of a carriage return to function properly. This has nothing to do with the expansion interface, but is a result of the Radio Shack software.

The floppy-disk controller has a tendency for read and parity errors on the inner tracks. The circuitry is critical to disk alignment. A better data separator circuit should have been included.

The Micro-Design expansion interface alternative is well worth the money. But, be prepared to spend some time building and troubleshooting the board. ■

PS1 (Power Supply) Provides all power for completed expansion board. Plus or minus 12 volts and plus or minus five volts. The transformer is not board mounted and must be supplied externally.

MEP1 (Memory Expansion) Includes all circuitry to expand system memory to 32K of RAM.

EPM1 (EPROM Expansion) Includes all circuitry to overlay the upper 2 or 4 K words of memory with a 2716 or 2732

CASS1 (Dual Cassette) Provides all decoding for using two cassettes on your TRS-80. The relay is not board mounted and must be supplied externally.

DCM1 (Direct Connect Modem) Includes circuitry to operate a 300-baud originate or answer modem. The coupling transformer is not provided on board and must be supplied external to the PCB.

LPB1 (Centronics Parallel Line Printer Bus) Circuitry to allow any Centronics parallel type printer to be used at the same address as in the Radio Shack Expansion Interface.

RS-232 (RS-232/20 MA Serial Interface) MDX-2 PCB supports both RS-232 and current loop devices without external boards or parts.

RTC1 (Real-Time Clock) Includes circuitry to use Radio Shack equivalent interrupt-driven clock.

FDC1 (Floppy Disk Controller Kit) MDX-2 allows standard five-inch disk drives, single density, to be interfaced to your TRS-80.

Table 1.

from Micro-Design and individually buy the parts. Or buy the parts in module form from Computex and build only particular features.

The PC board can be built at your own pace with a minimum of duplication in components. The different modules available are listed in Table 1.

The interface is completely software compatible with the Radio Shack interface. The added features are not available on any other expansion board currently on

bels silk screened on the board. R1 might be found on one side of the board next to R53. With a little searching all components can be found.

One major deficiency of the printed circuit board is the edge connect fingers are not gold plated. Only time will tell if it will cause a reliability problem in these connections. The edge connectors on the Radio Shack interface are not gold plated either.

Two resistor packs are required in the

Micromouth Micromint Inc. 917 Midway Woodmere, NY 11598 \$150 Kit, \$175 assembled (Model I) \$200 assembled (Model III)

by Dennis Bathory Kitsz

M the TRS 80..., I M under 1 thousand dollars-ss and I have over 1 hundred 40 2 ss-A... I ss-A: "Danger! Danger! Check flow control! It is lesser than the limit. The speed is 2 percent less. Stop it. Try 2 stop it." Ss-o, UR in time 2 have it." This is Digitalker.

Micromouth is certainly a treat to hear. One of the most convincing speech attachments for the home computer, its original speech was done by a human, then digitized. The digitized voice was placed into read-only memory and made part of the Digitalker product set manufactured by National Semiconductor. The first complete TRS-80 (or Apple) attachment using the National electronics is Micromouth.

Micromouth comes in a plastic box with cable and power supply and attaches easily to the TRS-80; an amplifier is built in, but a small speaker is needed to plug into it. Then it's ready to go. Typing OUT 127,0 calls the sign-on phrase (the only one in a female voice), "This is Digitalker." A vocabulary of 143 elements is provided with the unit (31 numbers and number parts, 26 letters, 79 words, five silences and two tones-see Fig. 1); other vocabularies are being developed by National Semiconductor. From the basic word set, many others can be easily constructed. "Endangers" is made with N + dangers + ss, "delimit" is D + limit; even such a word as "extenuate" (X+10+U+8) can be forced. Over 200 words can be created this way, plus all possible number combinations from 0 to 999,999,999. Most words needed for Basic are there (an unfortunate exception is Print), as are many simple words used in bookkeeping or clerical

Without the immediate availability of exchangeable vocabularies, though, Micromouth is limited to simple stimulus-response tasks ("2 high, please try again"), use with games ("50 second + ss left. Speed up! Danger!), or just as an all-purpose, amaze-your-friends toy. Upon seeing my Micromouth, programmer and author Jack Decker immediately used it to read the computer's real-time clock in Basic; it was maddening. Nevertheless, a machine-language program can trigger the Micromouth to read the time with virtually no loss of program time.

"I BOUGHT IT"

"My biggest loss of programming time using Snappware's COLLEGE EDUCATED GARBAGE COLLECTOR is spent inserting my diskette."

SCOTT ADAMS - PRES. OF ADVENTURE INTL.



The Snappware College Educated Garbage Collector (SNAPP-VI) is an intelligent processing function which greatly improves performance of typical BASIC applications. And here's why.

Microsoft uses a 'variable length string' in the BASIC interpreter. Each time the string is assigned a new value, it is relocated in a string pool. Periodically the string pool must be reorganized and condensed into a single contiguous area. Performing this string space reclamation is time consuming and inefficient because this approach evaluates and collects each string individually. The time required is roughly proportional to the square of the number of active strings in the resident program. During reclamation the system seems to 'lock-up' and does not respond to the operator until the process is completed.

This time consuming approach requires a better solution. Snappware has developed a solution which takes advantage of the auxiliary memory available. SNAPP-VI requires only four bytes per active string as a work area. When free storage space is available, our system temporarily borrows, uses and returns the space to the free storage pool when completed. If storage is not available, our system will temporarily transfer out to disk enough of the BASIC program to make room for our work area and return the 'paged out' information to its correct location when completed. Benchmarked times show, in some situations, SNAPP-VI performs one hundred times as fast as the Microsoft approach.

If you consider your programming time to be worth money, call us and let us show you how to get more of it.

MODEL II	ı.	ı	Ĺ					ı		ŀ				.\$100.00
MODEL III	ı.													\$ 75.00

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Thirty to ninety (in tens)

Hundred, thousand, million

Letters A to Z (forming words a, be, bee, see, gee, eye, jay, el, am, em, an, en, oh, pea, queue, are, tea, you, ewe, why; prefixes be-, de-, em-, en-, ex-; suffixes -sy, -dy, -y, from E, -gy, -en, -py, -ty,- zy)

again, ampere, and, at

cancel, case, cent, centi-, check, comma, control

danger, degree, dollar, down

equal, error

feet, flow, fuel

gallon, go, gram, great (grate), greater

have (half), high (hi), higher, hour (our)

in, inches, is, it

kilo-

left, less, lesser, limit, low, lower

mark, meter, mile, milli-, minus, minute

near, number

of, off, on, out, over

parenthesis, percent, please, plus, point, pound, pulses

rate, re, ready, right (rite)

-ss-, second, set, space, speed, star, start, stop

than (then), the, time, try

up

volt

weight (wait)

Fig. 1. The Micromouth vocabulary. Words in parentheses can be created from or are variants of the words in Micromouth. All words can be pluralized and some can be created with the -ss- sound.

Micromouth is, in fact, very efficient. It has a self-contained, crystal-timed clock and all latching circuitry necessary for operation. In other words, a quick command produces the entire preprogrammed phrase; a running program can continue as Micromouth speaks. There are no software drivers or other programming baggage beyond commands for the words the user needs. Here's how it works: OUT 127,N triggers a phrase. When INP(127) equals 254, the word is still in progress; when it reads 255, the word is complete. An interrupt-driven program might check port 127 on each sweep through the interrupt service routine (say, part of the realtime clock or keyboard scan), sending the next phrase when it finds Micromouth open-er, ready.

The device is provided with good documentation and full schematics. Detailed information was published in *Byte*, since Micromouth was designed by columnist Steve Ciarcia. The vocabulary ROMs (two

64-kilobit chips) are socketed, so new vocabularies may be inserted at any time.

There is one very amusing feature of Micromouth. Because of the electronic arrangement, any data greater than 143 sent to port 127 produces garbage. Normally, garbage isn't very useful, but spoken garbage is hysterical gibberish. A real treat is OUT 127,171—the sound of my mind after living with Micromouth for six months (sort of a waah-BLEAAAhh!-woo-wowwoinggggg). Nothing like it to tell folks they just entered some pretty dumb input (pun intended). Also, Micromouth can be made to stumble and stutter by interrupting the word being spoken at random intervals with the same or another. It starts over until allowed to finish.

In summary, Micromouth is an excellent example of the progress of speech synthesis, excellent for specialized applications, and very easy to use. For prompting, experimenting and game programming it is very attractive.

Pocket Computer Printer/Cassette Interface Tandy/Radio Shack Fort Worth, TX \$149.95

by Howard Berenbon

The Printer/Cassette Interface is an amazing little printer. It has a 5 by 7 dot-matrix impact printer head that prints 16 columns per line. It uses an inexpensive (\$2.75) replacement ribbon and tiny rolls of paper, 1.78 inches wide (six rolls for \$1.75). The printer, with cassette interface, easily fits into a small briefcase.

Other accessories included with the Printer/Cassette Interface is an ac adapter which is also used to recharge the Ni-Cad battery. When the battery gets low, a low-battery indicator blinks. It takes about 15 hours to charge. One charge prints approximately 8,000 lines. The Printer/Cassette interface weighs only .9 lbs, and comes with three paper rolls, a ribbon cartridge, a cassette connection cable, a charger adapter and instructions.

Operation

Connect your Pocket Computer by removing the connector cover from its side. Make sure both the computer and printer are off. Carefully slide the computer onto the printer/interface until the printer pins are inserted into the computer's connector. Install a roll of paper by turning the printer power switch on and feeding the paper through the mechanism

using the paper advance button.

To print, turn on the printer power and print switches. Then press the computer's on key twice. This sends the computer's output (Print and List) to the printer instead of the display. By entering List the program currently in memory is listed on the printer. If you run a program, it prints the output.

To return the computer to the display mode, turn the print switch on the printer to off and press the computer's on key twice.

When using the cassette interface, the Remote switch on the printer controls the cassette recorder. When the Remote switch is on, starting and stopping of the recorder is controlled by the computer. When the Remote switch is off, the computer will not control this function. The power and cassette cables are connected at the right rear of the Printer/Cassette Interface.

Saving (using CSAVE) and loading (using CLOAD) programs with the Pocket Computer is a little slow, but it works well enough if you use the cassette recorder specified (Realistic Minisette 9), or another of similar quality. Loading can be a problem if you do not have your recorder's volume control up high enough. This level setting depends on the cassette recorder used. I use a Realistic Minisette 10-AM/FM Cassette Recorder with the volume set at 7, and it works well.

The TRS-80 Printer/Cassette Interface is necessary to complete any pocket computer system. It prints clearly and seems to be well made. ■

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Disk Formats

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Computer Programming in Basic
A Self Instruction Course in 4 Volumes
lan Williamson, Rodney Dale & Tim Elioart
Cambridge Learning Enterprises
Cambridge, MA
Softcover

by Kenneth Delp and Bruce Eldredge

This series of four magazine-sized books from England is a great place to begin Basic programming.

This course of 60 lessons is designed for the complete rookie. Each booklet contains 15 to 20 lessons arranged sequentially from introductory math functions



through subroutines and For...Next loops. At least one lesson in each booklet is devoted to a broader concept such as computer problem solving, high and low-level languages, and compilers and interpreters.

The first book deals with getting the machine rolling with Read, Data and Print statements. It also introduces the Let statement early in the sequence. The second book places important stress on documentation. Important initial concepts such as flowcharting and REM statements are covered. The third volume moves into loops, arrays and random gen-

"These books are a pleasant surprise."

eration. The fourth, titled Advanced Basic, covers subroutines, files and strings among other topics.

The booklets are liberally spiced with examples and immediate answers along with complete explanations. The clarity of these explanations was impressive.

This set of books could easily be used as a text in an introduction to computer class. Since the books can be used without a computer at hand, they are ideal for classroom work where computers may not always be available. Because the books are not geared to a specific system, they are a suitable introduction to Basic without regard to the quirks of various hardware.

Each book contains the same summary of Basic with statements and commands listed along with math functions and operators. These are referenced with the lessons which deal with those topics. The table of contents and lesson abstracts are complete and useful.

One of the more subtle yet helpful aspects of the series is the format. The lessons are broken into small concepts with clear examples and complete explanations. The authors include extra examples on particularly difficult concepts.

Another useful format characteristic was that the information is divided into four separate booklets. The publishers achieved two goals with this format. First, there is a sense of accomplishment when each book is finished. For the advanced programmer this is unimportant, perhaps even awkward, but for the beginner the task of learning Basic seems much less formidable if he senses accomplishment. Second, the books easily stay open and flat on the table next to a computer. Spines don't have to be broken to get the book to stay in its place.

Most books dealing with beginner's Basic do not show how to test a program for correct output. Yet this one features lessons on debugging and error statements and where and how to start correcting the bugs.

A couple notes must be made concerning the language of the books. It is British. "Behavior" is spelled "behaviour;" "airplane" is "aeroplane." You can even play naughts and crosses (tic-tac-toe). This is no problem, but we noticed it. More importantly, the language is very straightforward. The authors have accurately anticipated the beginner's questions and answered them honestly.

We found only two minor problems. Some lessons in the first booklets deal with math concepts that may cause some people trouble. The lessons on scientific notation and trigonometric functions in book 2 require some math background and could be confusing. The strength of these books lies in their appeal to the beginner, although these advanced math concepts seem inappropriate.

Since the books are written for a worldwide audience, metric units are used. This may be a problem for those unfamiliar with metric conversions. The authors carefully avoid using the British monetary system.

These books are a pleasant surprise. They do not look impressive since they are not typeset or overly illustrated. However, they are durable and practically bound.

After reading the books independently we both remarked that the more we read and used them, the more impressed we became with their completeness, clarity, organization and emphasis. For a beginner they provide instruction in Basic and a useful future reference.

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Avalon Hill
4517 Harford Rd.
Baltimore, MD 21214
Models I & III, 16K or 32K
\$24 cassette
\$29 disk

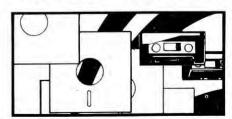
by David G. Bartlett

A vaton Hill's historical simulation board games require hours or even days studying battle manuals, maps and working out intricate strategies. Avalon Hill's new game, Tanktics, is better than any previous simulation game. It does not take days to play but does use a mapboard, markers and a battle manual.

The board has 768 numbered hexagons superimposed over a countryside map. The object is to defeat the computer's tanks. There are five different scenarios and several different combinations of tanks and antitank guns to choose from.

Although you have up to eight tanks, the computer gets twice as many.

The computer plans its moves, referees your moves, determines results of combat and tells you when your tanks have sighted the enemy. You never know when the enemy will appear or where they went after an attack. The cassette version loads in two parts. It can be run from disk with a utility such as Twodisk from the



Alternate Source.

Avalon Hill has suceeded in keeping the best part of their board games and letting the computer do the tedious parts for you.

HARDWARE BREAKTHROUGH

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New DOS 80™ ver 2.0 is available at special package purchase rates for the AN-760 and AN-1000. Contact tact DSI for complete DOS pricing.

A Registered Microsoft™ TRS-80 Level II work-a-like 3 chip set with manual and complete documentation is available for the AN-7000. The Microsoft-DSI basic package lists at \$89.95.



\$590.00

This single or double density 80 track dual sides 51/4" floppy disk drive is a must for all serious TRS-80 and DSI systems users. With almost 1 million bytes of unformated data storage capacity in the MFM double density mode the AN-1000 provides the utmost in stability of performance at a very reasonable price. Track to track access time 3 ms, soft error rate 1-10° reads, hard errors 1-1012 reads, and media life 4x106, clearly represent the AN-1000 technology. Complete with power supply,

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mum permissible data

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8K FIRMWARE INTERFACE



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Eproms from Basic or

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storage capacity on

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volts, 0-200 micro amps,

0-2, 0-20, 0-200 milliamps, standard banana jacks and test leads create perfect connection scheme for real time analog data acquisition. EE-1670 system is complete with power supply and manual of operation.

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RS-232 INTERFACE



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AN-464 provides 20MA

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tation is provided for each model in an attractive folder, including theory of operation, and special interest projects and applications. All units are supplied with external power supply modules that connect through a mini-jack on the front panel.

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EDUCATION 80 by Earl R. Savage

"The 'meat and potatoes' of the Cheaptalk package is a multi-purpose program permitting you to record..."

Warning-

There are left and right-hand edge card connectors. If you or one of your students need to repair or build a ribbon cable connector, be aware that you can damage your computer, accessory, or both if you don't take note of the above.

We occasionally use a Y connector (a ribbon that permits connecting two or more accessories to one socket). Somehow a contact in one of them became damaged and needed to be replaced.

I picked up an edge card connector at a local parts store. Since none of us had previously repaired a ribbon cable, we almost mated a left-hand connector with a right-hand connector. The mixture would have reversed the wires of each pair in the cable.

The problem is that some connectors attach the outside pin to the top of the card and some attach the outside pin to the bottom of the card (see Fig. 1). Unfortunately, there is no way you can twist the connector or the cable to turn one type-into the other if there are an even number of pins.

You know as well as I that school equipment gets changed more frequently than it does in the typical home. Even with the greatest care, one of those sliding connectors is going to get damaged sooner or later. When it happens to you, be sure that

You know...that school equipment gets changed more than home equipment."

you watch for the left- and right-hand connectors when making repairs.

Computer Talk

Sure, sound effects and music are possible with your computer. But how can you make it talk without spending the big bucks the administration can't seem to provide? The answer may be easier than you think.

Alan Saville's program, Cheaptalk, (P.O. Box 5190, San Diego, CA 92105) gives you speech synthesis for about \$20. Of course you will need some type of amplifier or speaker connected to the cassette output jack.

You cannot get high fidelity speech from Saville's program, but it is intelligible. Imagine the excitement of an elementary student when the computer actually talks!

The Cheaptalk package comes with plenty to chew on. A System program loads the memory with the names of the digits (zero through nine) and the words alpha, bravo, charlie, delta, echo, and fox. The second program, in Basic, calls on the previous memory dump to give an audio readout of the hex contents of any selected portion of your computer's memory. Further, the program displays the memory contents so you can check the audio readout.

The "meat and potatoes" of the Cheaptalk package is a multi-purpose program permitting you to record your own words, play them back and rerecord until you are satisfied. You can then save them for later use in the program of your choice.

Recording on the Model III requires only a microphone and a small audio amplifier connected to the printer port. Clear instructions are provided. There is a choice of two methods of recording on the Model I. The first method requires a three-IC accessory on the expansion port. The second method requires a couple of minor wiring changes inside the keyboard unit.

Note that no changes are necessary to run talking programs on either a Model I or a Model III. In addition, the Radio Shack RS 227-1008 amplifier/speaker can beused for both recording and running programs.

All things considered, Cheaptalk can be an interesting educational aid. Why not tell your students "good" and "very good" and "try harder" instead of simply printing it on the video screen.

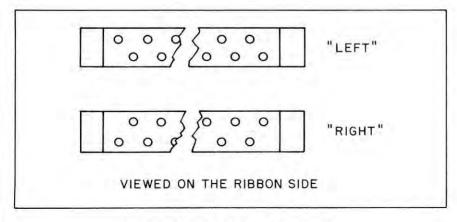
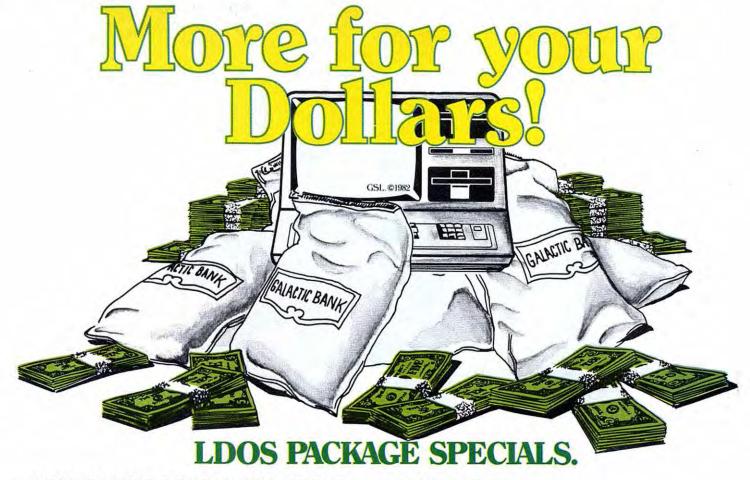


Fig. 1. Two types of edge card connectors.



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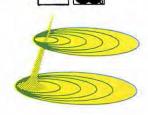
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EDUCATION 80

A Light Pen?

I hate to admit it but I thought a light pen was just a toy to attach to a computer-an interesting plaything, nothing more. Having now used a light pen, I have completely reversed my thinking about their educational applications.

We selected a light pen from the 3G Company (Rt. 3, Box 28A, Gaston, OR 97119) because it was completely selfcontained. It came with a demonstration tape and instruction manual. The pen simply plugged into the cassette jack.

A light pen is a pencil-like device attached to the end of a small cable. Just point it at the screen and a properly-programmed computer can tell where you are pointing.

When the pen arrived, I was prepared to endure a bit of playing until the novelty wore off. Instead, I discovered a valuable adjunct to the computer. Of course, the pen can be used in a wide variety of games but it has plenty of serious uses, too. Let me give you a few examples.

First, how do you get responses from a

"How do you get responses from a young child who does not know the alphabet . . . "

young child who does not know the alphabet or numbers-you guessed it: with a light pen. If you work with young children, you can see a multitude of learning applications for the pen.

Another example of the pen's usefulness is with handicapped children. In addition to those students who lack the coordination to use the keyboard, many are intimidated when confronted with the complexity of the keyboard. With a light pen, the keyboard can be ignored.

The serious use of light pens is not limited to these two groups of children. The light pen has great potential for educa-

Programming to utilize the light pen is not difficult. 3G's demonstration tape and manual provide all the information you need to create your own programs or to modify existing programs for this purpose.

Try a light pen. It will add another resource to your arsenal of teaching/ learning tools■

The Scott Adams Adventure Series





















I stood at the bottom of a deep chasm. Cool air sliding down the sides of the crevasse hit waves of heat rising from a stream of bubbling lava and formed a mist over the sluggish flow. Through the swirling clouds I caught glimpses of two ledges high above me: one was bricked, the other appeared to lead to the throne room I had been seeking.

A blast of fresh air cleared the mist near my feet and like a single gravestone a broken sign appeared momentarily. A dull gleam of gold showed at the base of the sign before being swallowed up by the fog again. From the distance came the angry buzz of the killer bees. Could I avoid their lethal stings as I had managed to escape the wrath of the dragon? Reading the sign might give me a clue to the dangers of this pit.

I approached the sign slowly.

And so it goes, hour after hour, as you guide your microcomputer through the Adventures of Scott Adams in an effort to amass treasures within the worlds of his imagination.

By definition, an adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event or experience. On your personal computer, Adventure is that and more.

For the user, playing Adventure is a dangerous or risky undertaking in that you better be prepared to spend many addictive hours at the keyboard. If you like challenges, surprises, humor and being transported to other worlds, these are the games for you. If you dislike being forced to use your common sense and imagination, or you frustrate easily, try

In beginning any Adventure, you will find yourself in a specific location: a forest, on board a small spaceship, outside a fun house, in the briefing room of a nuclear plant, in a desert, etc.

By using two-word commands you move from location to location, manipulate objects that you find in the different places, and perform actions as if you were really there. The object of a game is to amass treasure for points or accomplish some other goal. Successfully completing a game, however, is far easier to state than achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects you find in the various locations.

How do you know which objects you need? Trial and error, logic and imagination. Each time you try some action, you learn a little more about the game. Which brings us to the term "game" again. While called games, Adventures are actually puzzles because you have to discover which way the pieces (actions, manipulations, use of magic words, etc.) fit together in order to gather your treasures or accomplish the mis-sion. Like a puzzle, there are a number of ways to fit the pieces together; players who have found and stored all the treasures (there are 13) of Adventure #1 may have done so in different ways.

In finding how the pieces fit, you will be forced to deal with unexpected events, apparent dead ends and Scott's humor, which is one of the best parts of the

If you run into a barrier like not being able to discover more rooms, don't give up. Play the game with some friends; sometimes they'll think of things you haven't tried.

While I pondered how to reach the throne room which I was sure contained the treasures of Croesus the fog grew thicker and the hours passed. I realized I would not be able to outwit Adams today...but maybe tomorrow. I marked my present location on my tattered map and began the long trip to the surface. As I drag-ged myself off to bed, I thought about other possible

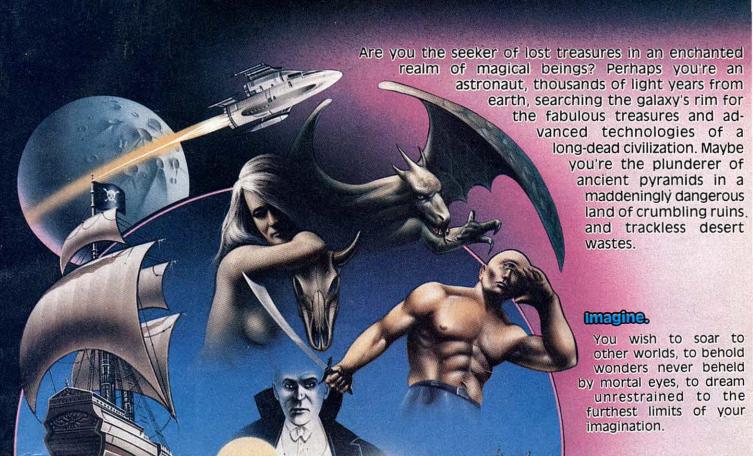
But enough for tonight. Tomorrow - another crack at the chasm. -by Ken Mazur

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Richard K. Wallace 3708 B Arizona St. Los Alamos, NM 87544

adio Shack's newest printer is certain to become one of the standard accessories for TRS-80 computers. It not only has all the features of the old (now discontinued) Line Printer IV, (including condensed, elongated and proportional characters, subscripts, superscripts and underlining), but also includes bit graphics and sells for \$100 less than the old LP IV.

Printing Modes

The Line Printer VIII operates in three printing modes: Data Processing, Word Processing, and Bit Graphics. The only real difference between the Data Processing and Word Processing modes is how the printer responds to a line-feed command.

In the Data Processing mode any command affecting line feeds, such as reverse line feeds and setting different line spacings, is stored in memory until the printer receives its next line-feed command. In the Word Processing mode line-feed information is acted on immediately, allowing the printing of superscripts, subscripts, equations and other items requiring half line feeds. Word Processing's additional capabilities slow printing speed slightly.

In the Bit Graphics mode, many control codes available in the other two modes are ignored. Alphanumeric character sets are not accessible from the Bit Graphics mode, but the printer can be switched in and out of this mode easily, so graphics and text can be mixed within the same line.

Character Sets

The LP VIII is an impact dot-matrix printer. It prints all 96 ASCII characters, 30 block graphics characters and 32 European and special characters. A 9 by 8 dot matrix (9 by 7 was used in the LP IV) is used to print the 10 character per inch (cpi) ordinary character set at 80 characters per line (cpl), the 5 cpi double-width elongated ordinary set at 40 cpl, the 16.7 cpi condensed set at 132 cpl, and the 8.3 cpi elongated condensed set at 66 cpl.

The proportional spaced character set prints with a 9 by n dot matrix, where the character width (n) varies from 9 to 23-dot columns. The dot density in the proportional set is the same as in the 16.7 cpi condensed set, 1,600 dots in an eight-inch line. (The proportional characters in the LP IV had a density of only 1,160 dots in the same space.) The length of a proportionally spaced line varies from 69 to 177 cpl. Block graphic characters are printed in a 6 by 12-dot format.

The proportional character set is not as good as an IBM Selectric typewriter, but is certainly adequate for most reports and correspondence. All numbers in the proportional mode are the same width (15-dot columns) and can be easily aligned vertically in tabular output. Samples of the various print modes are shown in Fig. 1.

Program Listing 1 is the program used to obtain the printouts in Fig. 1. Note the difference between the elongated and normal characters.

Hardware

The printer has a parallel interface that connects to the parallel printer port on the Model I (directly to the CPU or through the expansion interface), Model II and Model III. The printer is equipped with easily operated switches to select serial (7 or 8-bit) or parallel interface. It can be used with the Color Computer (or any other computer with an RS-232 port). The serial transmission rate can be set to either 600 or 1,200 baud. Although the Color Computer normally sends data to a printer at 600 baud, the output rate can be increased to 1,200 by executing a POKE 150,41.

The printer is housed in the traditional Tandy black and gold plastic case. It is small: 15.4 inches wide by 11 inches deep by 4.7 inches high and weighs only 16.5 pounds. It accepts standard 9 ½ by 11-inch fan-fold tractor-feed paper. The printer also has a friction-feed platen for using single sheets with up to two carbons. It is equipped for using roll paper as well.

Printing Speed

Normal printing speed with ordinary (10 cpi) characters is 80 characters per second (cps) and 55 lines per minute (lpm) with a 20-character line and 23 lpm with an 80-character line. Condensed characters print at 100 cps and 18 lpm with 132 character

DEC	SYMBOL	DATA/WORD PROCESSING MODE	GRAPHICS MODI
08 nn	BS	Backspace nn dot columns	Ignored
10	LF	Full Line Feed	5/48 inch LF
13	CR	Carriage Return	Carriage Return
14	SO	End Underline	Ignored
15	SI	Start Underline	Ignored
18	DC2	Select Graphic Mode	Ignored
19	DC3	Ignored/Select DP Mode	Ignored
20	DC4	Select WP Mode/Ignored	Ignored
27 1-9	ESC 1-9	Proportional Spacing	Ignored
27 14	ESC SO	Start Elongation	Start Elongation
27 15	ESC SI	End Elongation	End Elongation
27 16	ESC POS	Positioning,	Positioning,
n1,n2	n1,n2	Dot Column	Dot Column
27 17	ESC DC1	Select Proportional Char.	Ignored
27 19	ESC DC3	Select Ordinary Char.	Ignored
27 20	ESC DC4	Select Condensed Char.	Ignored
27 10	ESC LF	Full Reverse Line Feed	Ignored
27 28	ESC FS	Half Forward Line Feed	Ignored
27 30	ESC RS	Half Reverse Line Feed	Ignored
27 56	ESC 8	% Forward Line Feed	Ignored
28	FS	Repeat Print Data	Repeat Prt. Data
n1,n2	n1,n2	n1 = # repeats, n2 = data	
30	RS	Ignored	End Graphics

"Any character or bit graphics image can be printed up to 256 times."

lines. Elongated ordinary characters print at 40 cps. Bit graphics are printed with a speed of 480 dots per second.

The printer senses when a line contains less than 80 characters, stops the print head at the last character and line feeds to the next line. It will only move toward the left margin as far as necessary to print the first non-blank character in a line. These two features permit fast short line printing.

Graphics

The LP VIII generates graphics in two ways. First, decimal ASCII codes 225–254 print the 30 block graphics designs shown in Fig. 2. The second, much more detailed method is to use the Bit Graphics mode of the printer.

In Bit Graphics mode, you can print any combination of seven dots in a dot column. A line feed moves the paper up approximately 1/10 inch. The small paper advance allows for continuous printing without spaces between lines. The dot density is 960 dots per line with 480 addressable dot-column positions. A Position command allows you to position the print head horizontally at any of the 480 dot-column positions before printing. Absolute column positioning is also available in the text modes, with 800 available dot positions in the condensed and proportional character sets.

Another useful feature of both the text and Bit Graphics modes is the Repeat command. Any character or bit graphics image can be printed up to 256 times, which is particularly useful for plotting points on a line. The Bit Graphics commands are completely compatible with those of the LP VII, except for the LP VIII's lack of a character column addressing command. Since the function of that command can be performed by dot-column addressing in both printers, any program for the LP VII can be written to work without modification on the LP VIII.

Both block graphics and word processing applications benefit from the variable line spacing allowed. In the Data Processing or Word Processing modes, the normal line spacing is six lines per inch. Both eight (¾ line) and twelve (½ line) lines per inch are also available. Forward and reverse line feeds are program selectable when six or twelve lines per inch is set.

Controlling the Printer

All printing capabilities are selected by sending a series of control codes to the printer (Table 1).

In Basic, control codes are sent to the printer using the LPRINT statement. LPRINTing the decimal code for the ASCII control character with CHR\$ causes the printer to respond accordingly. For example, LPRINT CHR\$(15) starts underlining

and LPRINT CHR\$(14) ends underlining. Some commands require two or more codes be sent to the printer. These should be separated by a semicolon to avoid having the carriage return/line feed sent between them.

The sequence LPRINT CHR\$(27); CHR\$(20) sends the ASCII characters ESC (decimal 27) and DC4 (decimal 20) to the printer and causes all subsequent text to be printed in the condensed character set. To return to the ordinary character set just use LPRINT CHR\$(27); CHR\$(19). Different character sets, carriage motions and other options (such as underlining) can easily be mixed within the same line.

Printer Test

Holding the restart switch down while turning on the power causes the printer to print all its characters. There is also a built-in test for carriage movement which does not print any characters.

Instruction Manual

The 49-page instruction manual is comprehensive and detailed. Unfortunately, it is so detailed it reads more like a technical manual than a "how to" manual. The sections on proportional spacing, repeated printing, absolute positioning and bit graphics are difficult to understand without some background in bit/byte addressing. Another irritating aspect of the manual is the preponderance of typographical errors (some rather serious). The booklet does contain some helpful examples, but is not as helpful as it could be. (It is substantially inferior to the Epson MX-80's 107-page manual, for example).

Comparison Summary

One of the most positive features of the LP VIII is the overwhelming similarity between its control codes and those of the LP IV (or its Centronics equivalent). Most programs written for the LP IV such as patches

```
232
230
    = 0
                231
                                                233
                                                                234
235
                236
                                237
                                                238
                                                     = 4
                                                                239
                                                                     =
                                                                        .
                241
                                                                     = +
240
    = -
                    =
                                                243
                                242
                                                                244
                                                     =
                                                                249
245
     = 1
                246
                     =
                                247
                                                248
                                                                     =
                                                                        4
250
     = +
                251
                     = F
                                252
                                                253
```

Fig. 2. Block Graphics Characters

4 (***** LINEFRINTER VIII PRINT MODES *****
5 LPRINT ""LPRINT ""
10 LPRINT TAB(5) CHR*(27)(CHR*(20)("ABCDEFGHIJKLMNOPORSTUVWXYZ 0123456789 Condensed Mode"(CHR*(27))(CHR*(19)
15 LPRINT TAB(5) CHR*(27)(CHR*(27))(CHR*(14)("ABCDEFGHIJKLMNOPORSTUVWXYZ 0123456789 Condensed-El orgated"(CHR*(27))(CHR*(15))(CHR*(15))(CHR*(17)(CHR*(17))(CHR*(17

"Normal printing speed with ordinary (10 CPI) characters is 80 characters per second . . . "

to Scripsit, should work without modification on the LP VIII.

Programs using some of the additional control codes of the LP VIII (such as the graphics codes), should be easy to convert to that printer. Some programs will be easier to implement on the LP VIII because of its graphics capabilities (adding Greek letters, math symbols and equation capabilities to Scripsit).

Another obvious comparison is between

the LP VIII and the Epson MX-80 (see 80 Microcomputing, August 1981 for an excellent review of the MX-80). The MX-80 has all of the character spacings available in the LP VIII with the exception of proportional characters. The MX-80 attempts to achieve letter quality by either double-striking characters or striking them with more force. Both of these modes yield very good results and have a significant advantage over proportional spacing.

Model I and III Scripsit does not allow the use of right-justification, hyphenation, horizontal centering, or accurate tab commands with proportional spacing. The MX-80's method of producing good print does not interfere with these functions. The MX-80 does not, however, have such an extensive block graphics set, the European characters, or the Bit Graphics mode.

One final caution: None of the fancy word processing features of the LP VIII (superscripts, subscripts, underlining, backspacing, proportional spacing, European and word processing characters, block graphics and much of the ASCII set) are accessible from Scripsit. The proportional character set can be used by selecting that mode from Basic before loading Scripsit, but it cannot later be changed within Scripsit and many useful Scripsit commands cannot be used with proportional characters.

With the exception of the difficulties dealing with existing word processing software, there is no question the LP VIII is an exceptionally useful printer. It should have no difficulty capturing the large market once filled by the Line Printer IV.■

LINEPRINTER VIII PRINT MODES ***** LPRINT TAB(5) CHRs(27); CHRs(20); ABCDEFGHIJALMN) PGRSTVANIX 2 8123456789 Condensed Mode"; CHRs(27); CHRs(19) 15 LPRINT TAB(5) CHR\$(27); CHR\$(28); CHR\$(27); CHR\$(14); "ABCDEFGHIJKLMNOPGRSTVANLYZ 8123456789 Condensed-Elongated"; CHR\$(27); CHR\$(15); CH 30 LPRINT TABLS) *ABCDEFGHIJNLPNDPGRSTUAMAY2 8123456769 Normal Mode*
30 LPRINT TABLS) CHRK2271CHRK1413*ABCGHIRNSTU7.2 8123 Normal-Elongated*;CHRK1271;CHRK1271;CHRK142 58 LPRINT TAB(5) CHR\$(27);CHR\$(17);:FORI=168 TO 191:LPRINT CHR\$(1);:NEXT 1:LPRINT ' European Symbols (CHR\$(27); CHR\$(19) 68 LPRINT TAB(5); FOR 1=225 TO 254:LPRINT CHR8(1);:NEXT 1:LPRINT ' Block Graphice'

88 LPRINT TAB(5) CHR8(15); 'Underlined'; CHR8(14);' ';:A8="Bold Face':LPRINT A8; CHR8(86); CHR9(187); A8; ' 98 LPRINT CHRs(28);*X*;CHRs(27);CHRs(38);*2*;CHRs(27);CHRs(28);*+X=Y*;CHRs(27);CHRs(28);*1*;CHRs(27);CHRs(28) 100 LPRINT TABES) CHRAFIBI;:FOR 1=128 TO 255:LPRINT CHRAFID;:MEXT [:LPRINT CHRAFIBI;" Bit Graphics*

Program Listing 2. Condensed

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WordStar is widely recognized as the most advanced product on the market. It is featured by many computer manufacturers, including Xerox, for wordprocessing applications.

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MBASIC-80 is the CP/M version of Microsoft BASIC. The conversion of TRS-DOS BASIC programs to MBASIC is easy because the syntax is almost identical.

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CBASIC II is the most widely used BASIC for CP/M applications programs. This version of BASIC contains all of the features necessary to develop complex business programs.

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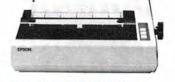


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An annotated list of ROM literature.

ROM Bibliography

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rticles about ROM (Read Only Memory) abound, and many books claim to reveal ROM's valuable secrets.

About ROM

In the TRS-80 Models I and III, ROM is approximately 12K (over 12,000 bytes). This fixed memory makes it possible for you to communicate with your computer. ROM translates Basic program statements into machine language, checks them, reports errors, contains the routines for communicating with the keyboard and the video screen, and for accessing peripheral equipment (tape recorders, printers and disk drives). Essentially, ROM is an interpreter. If you communicate with your computer only in Basic or other high level languages, a knowledge of how ROM interprets is not necessary.

There are circumstances when it is helpful to know about ROM. ROM is stored in binary

form but can be read as hexadecimal bytes. With the aid of a disassembler, it can be automatically translated and printed as Z80 assembly language instructions. If you program in assembly language ROM routines will be useful. If you program mainly in Basic, you can call from Basic assembly language routines to accelerate execution speeds.

ROM routines can usually be called from within assembly language programs. A call, similar to a GOSUB in Basic, sends control to the subroutine and returns when the subroutine is completed. Suppose you want to introduce a blinking asterisk in your assembly language program. You would include the instruction CALL 022CH. When control reaches that part of the program, an asterisk blinks in the upper right corner of the screen. Since this routine changes the contents of all registers, save those containing needed data.

ROM is the heart of any computer. If you are fascinated by how computers work, you should learn about ROM and machine language. The books reviewed here will provide new insights into the workings of computers such as the TRS-80.

Radio Shack does not support the use of ROM routines in programming. They want to be free to modify ROM as it becomes advisable. Then programs using ROM might not run on all machines. For example, a few unannounced changes have been made in Model I ROM since the first TRS-80 appeared, so not all Model is are identical. Their lowercase fix for the CRT screen is a ROM modification. Some programs written for unmodified machines will not run on modified ones. And, of course, Models II and III have different ROMs from Model I.

Radio Shack's concern is well founded, yet this limitation can be exaggerated. Only a few modifications have been made in successive Model I ROMs. Except for the lower-

case modification, the changes do not involve commonly used internal routines. At least one of the books I will discuss specifically details known ROM changes in the Model I, so programmers can avoid them. If you write programs only for your machine, ROM routines that work for you are not a source of trouble.

Radio Shack Basic was written by Microsoft and is protected by copyright. As a result, authors writing about TRS-80 ROM have published listings in incomplete forms. You can fill in the blanks if you have a disassembler for printing ROM contents in Z80 assembly language.

The Books

The following references are listed in order of publication:

Software Technical Manual. Bellaire, TX: Houston Microcomputer Technologies Inc. 1979. 39 pp. \$40.00.

Fuller, Roger. Supermap: Level II ROM Documentation. Grand Prairie, TX: Fuller Software. 1979. 36 pp. \$8.95.

Richardson, Robert M. *Disassembled Handbook For The TRS-80*. Vols. 1 and 2. Chautauqua, NY: Richcraft Engineering Ltd. 1980. Vol. 1, 69 pp. \$10.00; Vol. 2, 174 pp. \$15.00.

Daly IV, Raymond E. et. al., The Book: Accessing the TRS-80 ROM. Vol. 1 Math. Springfield, VA: Insiders Software Consultants, Inc. 1980. 132 pp. \$16.45.

Blattner, John, and Bryan Mumford. Inside Level II. Summerland, CA: Mumford Microsystems. 1980. \$15.95.

Nicholas, Robert F. Pathways Through The ROM. Milford, NH: Softside Publications. 1980. \$19.95.

Wilkes, Richard P. and Stephen C. Hill. The Book: Accessing The TRS-80 ROM. VOL. II: Input/Output. Springfield, VA: Insiders Software Consultants Inc. 1981. 156 pp. \$16.45.

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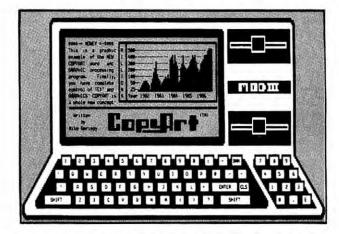
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than ever betore. It supports the full graphics character sets of Epson and Okidata printers as well as the proportionally spaced justification superscripting, and subscripting capabilities of Centronics' 737 and 739 printer and Radio Shack's Line Printer IV. On nongraphic printers (C-Itoh. Diablo, Radio Shack Daisy Wheel, and others with the ability to turn off linefeeds) CopyArt creates pseudographics by overstriking standard characters. On every printer, especially dot matrix printers, the double printing feature produces unbelievably crisp copies.

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"ROM is stored in binary form but can be read as hexadecimal bytes."

Farvour, James. Microsoft Basic Decoded And Other Mysteries. Upland, CA: IJG Computer Services. 1981. 310 pp. \$29.95.

I will not treat Pathways Through The ROM separately. The package includes Volume 1 of the Disassembled Handbook, Supermap, a Controller Sheet for hardware buffs, two disk maps, and two printed items in the public domain (a disassembler and a Hex-Mem monitor).

The secrecy surrounding ROM in 1978 and 1979 heightened interest in it. According to speculation Radio Shack underestimated the serious programmer's interest in using assembly language. Their early manuals had little information concerning ROM reference points. The Editor/Assembler Manual was also skimpy on this point.

The first published booklet, the Software Technical Manual, revealed some of ROM's inner workings for the first time. This achievement came about through a mysterious gentleman named Hildebrand. The manual spells out in a terse and technical fashion how ROM can be used for data handling, logical comparisons, arithmetic functions, data conversions and to adapt Basic routines. It also provides information concerning I/O routines involving the keyboard, tape and disk. It offers a memory map, a tape copy program and ways for the Basic programmer to annex multiple assembly language routines. The manual is mainly of historical interest now. The information has been presented more clearly and in greater detail in other more reasonably priced references.

Supermap selects several hundred key addresses from ROM and documents what they do. Consider the following line from Supermap:

0060 DELAY LOOP BC IS COUNTER 14.65 MICROSECONDS EACH LOOP

This means you can set BC to a desired value and Call 60H to create a delay which is BC times 14.65 microseconds. You might want to display a graphic for this elapsed time and then move on automatically. The documentation is invaluable. It covers tape I/O routines, system tape format, video driver, cursor control, scrolling, printer driver, arithmetic routines, keyboard scans and input, Editor/Assembler source tape format, entry points for Basic commands, various tables in ROM, Basic tape format, key reserved addresses in RAM and much more. Since most of Supermap consists of single phrase documentations of hex addresses in ROM, it is primarily for experienced assembly language programmers. But you do not have to be an expert to use it.

Volumes 1 and 2 of the Disassembled Hand-

book also appeared fairly early, explaining the author's wild enthusiasm for ROM routines. He castigates authors for writing articles and books on programming arithmetic routines when supposedly all one need do is call arithmetic routines from ROM. He repeatedly claims the assembly language programmer can save pages of program statements by employing ROM routines and implies that any idiot can see how to do this. This is misleading, to say the least. ROM routines cannot be used without a thorough understanding of what you are doing.

Volume 1 has information about the location of ROM routines ordinarily activated by Basic commands for use by assembly language programmers. Little guidance is given. Their use is far from straightforward. Many do not end in a RET instruction, and merely calling them returns control to Basic instead of your machine language program. They are often inefficient, involving routines necessary to Basic but not machine language.

Space is devoted to explaining arithmetic routines for the three kinds of TRS-80 numbers: integer, single precision and double precision. Useful demonstration programs are provided. They are probably the strongest feature of the book, although I

"Thorough, clear, meticulous on... number crunching."

have not tested them. Other sections provide information about keyboard routines, video display and printer output routines. Unfortunately, the suggestions for printer output do not work with my setup. This leads me to wonder about other sections. Many pages list hex bytes in ROM without documentation. It is hard to imagine anyone finding information in that form useful.

In spite of the author's statement that machine code without comments is useless Volume 2 has still more pages of hex bytes. Chapters deal with VARPTR (a Basic function) and its relation to the types of numbers used by the TRS-80, as well as its use with strings; more on single and double precision floating point numbers; an assembly language routine for tape users which prints the current contents of the screen when the JKL keys are pressed simultaneously; a program for a split screen; and exercises for the reader. I only tested the JKL routine and regret to report it does not work without modification.

The author sends each byte in screen memory (3C00H to 3FFFH) directly to the

printer. He must have used a dumb printer that ignored everything but ASCII codes. Most printers today are intelligent, responding to control codes. Some even print graphics. My MX-80 Epson went berserk when it received bytes from this JKL program.

JKL routines must include sorting mechanisms for sending only ASCII codes and for converting control and graphics codes to other numbers. ROM contains some of these routines, but using them requires considerable sophistication. These difficulties emphatically make the point that you need to know exactly what you are doing when using ROM routines. Both volumes of the Disassembled Handbook fail in this respect.

Volume I of *The Book* is far superior to the *Handbook*. It is a thorough, clear and meticulous presentation on how to do number-crunching with the TRS-80. The authors begin with a lucid explanation of integer, single and double precision variables, and explain how these are stored in the variable tables at the end of Basic. Reserved RAM forms accumulators for manipulating these number types; these are described along with the register accumulators. Routines for manipulating these different data types are described, including not only appropriate calls to ROM, but also special routines provided by the authors.

A common problem in interfacing ROM routines has been that, if an error occurs, control jumps to Basic. An error-trapping routine is offered to solve this problem. Routines such as data conversion, movement of data, ASCII conversions, geometric functions and obtaining logarithms are explained with precautions. A commented disassembly of all the math routines is also provided. Appendices provide quick references to ROM entry points, I/O areas, storage areas, pointers and three sample math routine programs. This volume is indispensable for complex number processing.

The Book Volume II is an exhaustive treatment of I/O routines in ROM and how to use them. Typically, inexperienced assembly language programmers have their greatest difficulty in this area. The book begins by explaining the Device Control Block, data flow, drivers, flags, register usage and invalid requests. Successive chapters take up keyboard input, video and printer output, and tape I/O. Each chapter is followed by a complete disassembly of all relevant ROM routines, with line-by-line comments. Appendices offer the authors' own lowercase and printer drivers, an alternate System loader and various tables. Like its companion volume, the book is unique in its complete, detailed coverage.

Inside Level II takes a different approach. The book is a gem—a model of clarity, log-

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"ROM translates Basic program statements into machine language ..."

ical organization and thorough documentation. It is even useful for someone who knows only the rudiments of assembly language.

This book makes no attempt to present hundreds of ROM routines. Instead it picks out the most useful and efficient ones and tells you everything you need to know to use them.

Here, as in The Book, we gain a clearer understanding of ROM. ROM routines are intertwined with each other. They must serve both disk and tape users. They are written to support Basic, not assembly language programs. They are not always efficient and using them may have disastrous but subtle effects on some other part of your program. Blattner and Mumford are thorough in flagging these pitfalls. I have used most of the routines in their book and every one works perfectly. The book has no flaws; it is a perfect gem. Their knowledge of the TRS-80 so impressed me that I bought their Instant Assembler and their monitors, Micromind and Step-80.

The last entry, Microsoft Basic Decoded, is a monumental work, a gargantuan achievement, providing over 7,000 comments on ROM operations.

The first chapter is an overview of the Level II operating and disk systems. The second chapter selects critical ROM routines and details their use. The next two chapters detail cassette and disk operation. Chapter 5 explains how to add an additional sort routine command to Basic. Chapter 6 provides further information on how a separate program can be arranged to be executed by another Basic program. Chapter 7 details the newer ROMs in some TRS-80s. The remaining chapter (about 120 pages) documents ROM in a remarkably thorough manner.

This is a splendid book. If you know the rudiments of assembly language programming, you will get something out of this book, but not as much as from Inside Level II.

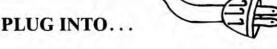
One shortcoming, shared by all of the books, is the lack of an index. Computer

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books are used for reference purposes, so this omission is inexcusable. Future writers take note.

Summing up, Inside Level II should be in the library of every programmer. A good complementary work would be either Supermap or Volume II of The Book. If you plan to do sophisticated number processing in assembly language, Volume I of The Book would be a great help. And if you want to add one more reference, certainly Microsoft Basic Decoded is the best choice. Finally, I have said nothing about magazine sources on ROM. Perhaps the best for TRS-80 assembly programmers is The Alternate Souce, a bi-monthly (1806 Ada St., Lansing, MI, 48910). One last caveat. A good monitor/disassembler that single steps through a program (including ROMs), and which displays register and flags contents at each step, should be used in conjunction with any of these books.

Paul Secord is Professor of Psychology and Education at the University of Houston.



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EXCITING NEWS FOR COLOR COMPUTER USERS

FLEX, OS-9 and the Radio Shack Disk System ALL on the SAME Color Computer

Would you believe that you can run FLEX, OS-9 and Radio Shack disk solfware on the same Color Computer, and all you have to do is change the disk? That's right, just change the disk. If you have a 32K Color Computer with the Radio Shack disk system, all you need to do is make a trivial modification to access the hidden 32K, so described in the Feb. issue of COLOR COMPUTER NEWS and the March issue of 68 Micro, You can get FLEX Irom us right now. OS-9 will be ready by summer. Please note that this will only work with the Radio Shack disk system and 32K/64K memory chips that RS calls 32K. Maybe they put 64K's in yours, too. If you don't have a copy of the article, send a SASE and we'll send it to you.

Using this system to run FLEX and OS-9 has lany advantages. First, it gives you 48K from zero Using this system to run FLEX and OS9 has many advantages. First, it gives you 48K from zero right up to FLEX. This means that ALL FLEX compatible software will run with NO MODIFICATIONS and NO PATCHES! There are no memory conflicts because we moved the screen up above FLEX which leaves the lower 48K free for user programs.

above FLEX which leaves the lower 48K free for user programs. What you end up with is 48K for user programs. 8K for FLEX and another 8K above FLEX for the screens and stuff. We are working on a multi screen formal so you can page backward to see what scrolled by and a Hi-Res screen that will enable us to have 24 lines by 42 character display. That's better than an Apple!

We also implemented a full function keyboard, with a control key and escape key. All ASCII codes can now be generated from the Color Computer keyboard!

We also added some bells and whistles to Radio Shack's Disk system when you're funcing fileX or

We generated from the Color Computer keyboard!
We also added some bells and whistles to Rads Shack's Disk system when you're running FLEX or OS-9. We are supporting single or double sided, single or double density, 55, 40 and 80 track drives. If you use double sided drives, the maximum is three drives because we use the drive 3 select for side select. When you are running the Radio Shack disk, it will work with the double sided drives but it will only use one side and only 35 tracks. Using 80 track drives is okay, but will not be compatible with standard Radio Shack software. You can also set each drive's stepping rate and drive type, (SS or DS - SD or DD)

in case you don't understand how this works, I'll give you a brief explanation. The Color Computer was designed so that the roms in the system could be turned off under software control. In a normal Color Computer this would only make it go away However, if you put a program in memory to do something first like boot in FLEX or OS-9, when you turn off the roms, you will have a full 64K RAM System with which to run your program (FLEX or OS-9). When the toms are turned off, it is as if you had removed them from the computer. They are gone! Now, we need the other half of the 64K ram chips to work, and this seems to be the case most of the time, as the article states. Of course, you could also put 64K chips in.

We decided that this was the best way to run FLEX and OS-9 on the Color Computer because it does remove the roms from the memory map and leaves the full 46K for user programs. It you just but in memory for FLEX and use the Basic hooks for I/O, all you have is a little over 30K for user programs in addition, very lew FLEX programs will run without being modified and some won't run very eli, if at all four DATAMAN+ for example). Let me state it again ALL FLEX COMPATIBLE PROGRAMS WILL, RUN WITHOUT MODIFICATION!** and the same goes for OS-9.

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- 18. NEW and EASIER to use USR COMMANDS.
- 19. New math functions to calculate XOR and INTEGER REMAINDERS
- 20. Logical STRING COMPARISONS are now supported.
- 21. The disk commands INSTR, MIDS ASSIGNMENT are now supported on both DISK AND TAPE ZBASIC.
- 22. DEFSTR is now supported.
- 23. Eight disk files may be opened simultaneously; random, sequential or mixed.
- 24. LINE INPUT#, is now supported
- 25. Invoke the compiler by simply hitting these two keys: ":-"
- 26. NEW 100+ PAGE MANUAL WITH DESCRIPTIONS AND EXAMPLE.
- 27. ZBASIC 2.2 Comes with CMDFILE/CMD program from MISOSYS, to allow appending or merging compiled programs and machine language programs from tape or disk.

ZBASIC 2.2 DOES NOT SUPPORT THESE BASIC COMMANDS:

- 1. ATN, EXP, COS, SIN, LOG, TAN, and exponentiation. (However, subroutines are included in the manual for these functions.)
- ERROR, ON ERROR GOTO, ERL, ERR RESUME.
- 3. No direct commands like AUTO, EDIT, LIST, LLIST ETC, although these commands may be used when writing programs.
- 4. Others NOT supported: CDBL, CINT, CSNG, DEFFN, FIX, FRE.
- 5. Normal CASSETTE I/O. (ZBASIC supports it's own SPECIAL CASSETTE I/O statements.)
- 6. SOME BASIC COMMANDS MAY DIFFER IN ZBASIC. For instance, END jumps to DOS READY, STOP jumps to BASIC
- 7. MEMORY REQUIREMENTS: 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 :OMIN. 2 SEC. : 7 MIN. 34 SEC. BASIC Execution speed MOD 1, LEVEL II ZBASIC Execution speed MOD 1, LEVEL II :0 MIN. 18 SEC. BASIC Program size (WITHOUT VARIABLES) : 895 BYTES ZBASIC Program size (WITHOUT VARIABLES)

(Remember that the ZBASIC program includes an 1879 byte subroutine package.) Program shown exactly as compiled and run in BASIC and ZBASIC.

10 '======= ZBASIC 2.2 EXAMPLE PROGRAM AND TIME TEST=======
20 CLS:CLEAR100:DEFINT A-X:DEFSTR Z:DIM AA(64,24),2(50):RANDOM
30 AA=100:BB=-1000:CC=3:DD=-3:EE=-9999:ST=="START TIME "+TIME*
40 FOR I=170127STEP2 :FOR J=47T01STEP-3:XX=PDINT(I,J):SET(I,J)
50 XX=PEEK(I+J):PDKE15360+I+J,J:DUT255,JAND (3*J):XX=INP(I)
60 XX=PEEK(I+J):PDKE15360+I+J,J:DUT255,JAND (3*J):XX=INP(I)
70 AB*=STR*(I+J):BAS=LEFT*(AB*,2):AA(I/2,J/2)=VAL(BA*)+AA*3
80 BA*=BA**RIGHT*(BA*,RND(3)):XX=INSTR(I,BA*,""):XX=SOR(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 SON(XX)=1 AND ASC(BA*)=32 THEN PRINT"++++
110 IFPOS(0))62 THEN TRON:TROFF:PRINT ELSE XX=NOT(RND(99))+100
120 A*=INKEV*:IF A*="Y" OR A*="y" AND I)120 THEN PRINT"TRUE."
130 RESTORE :READA,C,Z(J),D:GOSUBI70:G

= ZBASIC 2.2 EXAMPLE PROGRAM AND TIME TEST======

180 RETURN

RETURN

210 DN RND(9) GOSUB 180, 190, 200, 180, 190, 200, 180, 190, 200 220 GOTO140

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first saw the Line Printer VII at a computer show in Buffalo, New York. I knew at once it was the printer I wanted.

The two factors which most influenced my choice were size and price. The LP VII requires a level surface measuring at least 16 by 81/4 inches to rest upon. My system (a TRS-80 Model I, Level II, 16K) occupies a key place in my living room. The Line Printer VII intrudes no more on my living room decor

than the rest of the system.

Setting up the LP VII was no problem at all, even for one as mechanically disinclined as myself. The instruction book is short (18 pages), has numerous misspellings and grammatical errors but does give clear information on how to get your printer working. The diagrams are most helpful.

My system requires the Printer Interface Cable (Cat. No. 26-1411 at \$59.95), since I have no expansion interface. The instruction book for this cable is quite clear on how to connect the keyboard to the printer.

The Line Printer VII can be used with the parallel interface or with seven or eight-bit serial interfaces. The LP VII uses any tractor-fed paper 4.5 to 9.5 inches wide. Insert the paper in a slot behind the platen and it

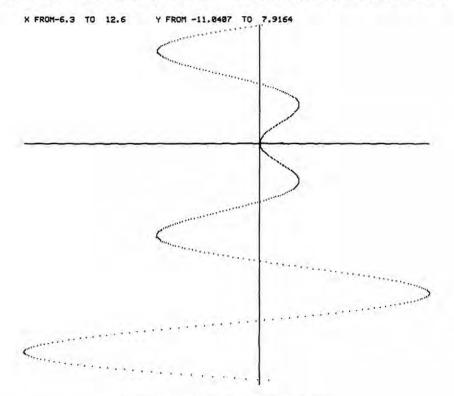
wraps around the platen and reappears in a slot in front. Adjust the tractors to fit the paper by sliding them along the bar where they are fastened. Four large rubber washers keep the paper flat under the print head.

It was all so easy that I was certain something was wrong—especially since the printer was not making any noise. The LED was glowing, so I tried something pleasant like LPRINT "HELLO". In an instant the buzzing noise was over and there was HELLO printed clearly on the paper. The LP VII prints the entire 96-character ASCII character set. I can even print lowercase from my uppercase-only keyboard. If U\$ is an uppercase letter, LPRINT CHR\$(ASC(U\$) + 32) sends the corresponding lowercase letter to the printer.

Though I was impressed by the good quality of print the five by seven dot matrix produced, I was a little disappointed that lowercase letters did not have true descenders. The lines are printed at 80 characters per line, 30 characters per second. Though slow, this is fine for me and I would guess for anyone who only needs a printout occasionally. The print fades toward the end of long listings, though not significantly. I would not use the LP VII in an environment where it was printing hours on end.

The Line Printer VII can also print double-width characters at 40 characters per line. You can select this feature dynamically via the LPRINT CHR\$(31) command. The ASCII code 31 does not cause any printing; it instructs the LP VII to convert to the 40-character mode. LPRINT CHR\$(30) returns your printer to the 80-character mode. The LP VII also has a graphics mode which you can select dynamically by the LPRINT CHR\$(18) statement.

Before discussing graphics in more detail, I want to point out that each character printed by LP VII is triggered by an ASCII code sent from the computer. LP VII is memory mapped to address 14312 (in the Model I). POKEing an ASCII code in that address sends that code to the LP VII's 90-character buffer. The character equiva-



Graph of Y = X *SIN(X) Using Line Printer VII.

"The LP VII...comes at a price low enough for the hobbyist to consider seriously."

lents of the ASCII codes in the buffer are printed if the buffer is full or an ASCII code 10 or 13 arrives. ASCII codes which are not printing characters but give instructions to the printer are called control codes.

The Graphics Mode

In order to understand the graphics mode more easily, I will explain more about a dot-matrix character. In the LP VII, a character is printed by a matrix six dots wide by seven dots high. In the character mode only the first five columns of dots are used, the last forming the space between letters. Thus an 80-character line is composed of 480 columns of dots, each column seven dots high. In the graphics mode, the LP VII can darken any seven dots in any of the 480 columns on a line. Once in the graphics mode, only graphics characters can be printed, all ASCII characters except control codes will be ignored.

Imagine that the dots in a graphics column are numbered from top to bottom as 0, 1, 2, 3, 4, 5, 6. Dots to be printed correspond to a 1 bit in a byte sent to the printer. For example, to print only the top dot, numbered 0, use LPRINT CHR\$(129). Remember, this means the binary equivalent of the byte 129 goes to the printer; since 129 is 10000001 in binary, it signals a graphics character (most significant bit of 1) in which dot 0 (least significant bit is 1) is printed. Thus the byte 131 (or 1 0 0 0 0 0 1 1 in binary) prints the top two dots. All seven dots are printed by sending the byte 255 (in binary 1 1 1 1 1 1 1 1). Of course the byte 128 (1 0 0 0 0 0 0 in binary) prints no dots in graphics mode. In general, for each dot number n to be printed in a given column, add 2n to 128 to compute the appropriate byte.

Once I realized that each line had 480 columns of seven dots each and that a single 8½ by 11-inch sheet of paper has 66 lines, I saw I was working on a 480 by 482 grid. When I compared this to 128 by 48 for the video monitor, I immediately decided to write a program producing high resolution graphs of mathematical functions. Y values are plotted horizontally by using a tab to the correct dot column. Although the LP VII recognizes a control code for a tab in graphics mode, certain tabs cannot be done via LPRINT because that routine intercepts some control codes (notably 10) and replaces them with others.

In the graphics mode, a tab is signaled by sending two bytes, first 27, then 16. The actual dot column to which the tab goes is presumed to be in the two bytes which follow these control codes. The printer assumes that the dot column has been sent as a two-byte binary integer with the high-order byte first, low-order byte second. Thus tabs to positions from 0 to 255 correspond to a high

byte of 0 a low byte of the tab position. Tabs to columns from 256 to 479 have a high byte of 1 and a low byte of the desired position minus 256. In short, the two bytes required are precisely those used by Basic in the Level II ROM to encode that number, except that these are in the order low, high.

If you tried to do a graphics tab to dot column 10 by a Basic LPRINT command, such as LPRINT CHR\$(27);CHR\$(16); CHR\$(0);CHR\$(10), you would be disappointed because the LPRINT routine will not let the byte 10 through unaffected. The instruction manual points out this difficulty and says you must bypass the LPRINT routine to accomplish some graphics tabs. It does not even hint at how to do that. My solution is to POKE the required bytes into address 14312 (memory-mapped home for the LP VII).

One more problem though—if you POKE a value into address 14312 while the LP VII is busy printing it will not get the byte at all. When the printer is busy, the contents of 14312 is set to a value of 128 or higher. Thus PEEK(14312) > 127 indicates that any value POKEd into address 14312 will be lost. With this in mind, I designed a subroutine to perform a graphics tab to a position whose location (an integer from 0 to 479) is stored in the variable GT%:

5000 K = VARPTR(GT%) 5010 LPRINT CHR\$(27); CHR\$(16); 5020 IF PEEK(14312) > 127 THEN 5020 5030 POKE 14312, PEEK(K + 1) 5040 IF PEEK(14312) > 127 THEN 5040 5050 POKE 14312, PEEK(K); RETURN

This solved the graphics tab problem and gave me full access to the graphic capability of the LP VII. The resulting plotter program produces graphs, though slowly, of excellent resolution.

All things considered, I have been very pleased with my LP VII. So far, it has not needed service or a new ribbon. Two problems have occurred on occasion. When it first starts printing, sometimes the ribbon jams the print head and prevents a return to the left margin. Until the left margin is attained, address 14312 indicates a busy condition and everything hangs up until you jiggle the ribbon a bit to release the jam.

Also, the cable connection at the keyboard sometimes comes loose. Once again the contents of 14312 indicate a busy condition (a value of 255, meaning not connected). I wiggle the connection a little to cure the problem.

The LP VII makes no idling noises at all, prints a readable clean copy, has outstanding graphics capabilities, and comes at a price low enough for the hobbyist to consider seriously.

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At last a program that tells it like it isn't.

Basic Misinterpreter

Basic Misinterpreter Kitchen Table, Inc. Sri Lanka

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

asic Misinterpreter is another in a series of programs developed in the laboratories of Kitchen Table, Inc., and later deemed unworthy of marketing to the general public. Through a special arrangement with the fictitious software and hardware firm, 80 Micro offers this significant regression in technology to its readers.

In use, the program waits for the unsuspecting victim to enter program lines. Commands entered are acted upon—within certain limits. The user can load an existing program, list it, add new lines and save the resulting file on disk. Syntax is identical to that in Disk Basic, and the familiar > prompts for input.

However, the Misinterpreter actually substitutes misspelled words for Basic key words in other programs. For example, Run becomes Ran, Read turns into Reed, GO-

The Key Box

Crayfish-2 Maxiputer Basically Unlevel 2 Megabytes of RAM One 51/4 Foot disk SUB is transformed into GSUNK, and GOTO becomes GOOT. These changes do not become apparent until the user lists the lines, or loads the program from disk some time later.

Should the user spot an error, the line may be edited with most Level II commands. However, the results are worse than before. Some commands are met with a response of "Huh?", while any attempt to put more than one statement on a line is answered with "Sorry, only accepting one statement per line today."

The Misinterpreter's calculator mode offers another twist: When "PRINT 2+1" is entered, for example, the micro prints "2+1."

KTI thoughtfully included a provision allowing you to add your own preferred bugs and expand the altered key words. To make simple modifications to the Misinterpreter, consider the following program description.

How It Works

Normal key words are stored in a string array, E\$(n), while the equivalent, phoney words are loaded into another array, SP\$(n). Basic Misinterpreter (?BASIC, for short) currently has 18 key word/phoney word pairs. WRDS is defined as 18 in line 30; the arrays are dimensioned using WRDS instead of a constant in line 50. If you wish to add word pairs, change the value of WRDS, and append the pairs onto the end of the Data statements. The phoney word must have the same number of characters as the word it will replace.

The word pairs are read into the arrays in lines 110–160, with a space added to the beginning of each. The actual masquerade begins at line 210, where the > prompt is printed and followed by line 230's "LINE INPUT A\$."

The program then waits for input (a command or a program line). Once Enter has been hit, lines 250-320 check the first few characters of A\$ to see if a command has been entered. These include List, Save, Load, Run, New, Print and Edit.

If a match is found, control branches to a subroutine where the command is carried out. If not, A\$ is an unrecognizable command or a program line.

In this case, ?BASIC looks for a quotation mark (indicating a prompt to be ignored) or a colon (marking a multiple-statement line). For processing speed, ?BASIC refuses more than one statement per line.

If a quote is located, the program looks for the second quotation mark and ignores any characters (including colons) between the two. Only the remainder of A\$ will be examined for keywords.

Next, ?BASIC checks the first few characters of the line until it finds a space. All characters up to the first space are presumed to be the line number (LN). If LN is less than one, the input is an unrecognizable command. The program responds "Huh?" and returns to line 210 for more input.

If the program line number is less than 200 (the largest line number allowed in ?BASIC), a search for the key words begins. (To keep the Load and Save routines of reasonable size, as well as to shorten Lists, ?BASIC is limited to use with program line numbers less than 200. This step also conserves memory space. If you have memory to spare, or end up compiling this program in order to gain speed, you can increase the number of allowable lines by redefining LS in line 40.)

A For...Next loop from 1 to WRDS (lines 580-610) compares each good key word with the program line typed in by the user. When a match is found, a check is made to see if the key word is within quotes (and therefore ignored). If not, the phoney word is substituted.

The rest of the program consists of subroutines which carry out commands. If Load"filename" or Save"filename" is entered, that command is parsed to determine the file specification (lines 750–760.) Then the file NE\$ is opened and all LS lines of the program are input or written to disk. Some of these will be null, of course.

The List subroutine is rather complex,

"... striking C, D or I invokes some strange shenanigans."

because of all the List options. (List shows all lines; List 10 prints only that line. List 10-100 shows those lines, while List 100- lists lines from 100 to the end of the program.) If no hyphen appears in the command, ?BASIC assumes that all lines should be listed (as in the command List) or that only one line is wanted (as in List 10). When a hyphen is included in the command, the program extracts the beginning and ending line numbers specified.

When "Edit linenumber" is invoked, control drops to a routine beginning at line 1330, which closely simulates Level II editing-with a few surprises thrown in. The line number requested is pulled from the user's command. If no such line exists, an error message is printed. Otherwise, the program prints the line number, and enters an INKEY\$ keyboard strobing loop. Each time the space bar is pressed (as in actual Level II editing), a character of the target line is revealed. Hitting the back arrow backs up the display. Pressing Enter concludes the editing session, while striking C. D or I invokes some strange shenanigans.

Final Points

This program should also be fairly easy to compile using a compiler which supports disk I/O functions. Just be sure to delete line 10 and use constants to DIM the arrays in line 50.

You may wish ?BASIC to be more subtle. Instead of always substituting PLIMT for PRINT, a random character could be inserted in the key word. Here is a subroutine to get you started:

> 705 E = RND(LEN(SP\$(G))) 706 F = RND(26) + 65 707 MIDS(ES(G), E, 1) = CHRS(F)

That addition chooses a random position (E) in the key word (E) and places a random character from A to Z there. Substitute the real key word for the misspelled ones in the Data lines if you want the phoney words to start out normally. They will get weirder and weirder each time a key word is encountered. PRINT can become PRUNT, then YRUNT, and YRUNG, successively.

Or, store the value of the key word in a DUMMY\$, and return it to its normal value after each replacement. Then, PRINT might appear as PLINT, PLIGT, or TRINT, with only one letter wrong each time.

To add new commands, simply add an appropriate line after line 320 and branch to your subroutine. For example, you might want ?BASIC to recognize CMD"S" and respond "Sorry, DOS is busy at the moment."

```
Program Listing
1 '
                           BASIC MISINTERPRETER
                              David Busch
2 1
                              515 E. Highland Ave.
                              Ravenna, Ohio 44266
3 1
            ***********
10 CLEAR 10000
20 DEFINT A-Z
30 WRDS=18
40 LS=200
50 DIM E$(WR), CP$(LS), SP$(WR)
60 Q$=CHR$(34)
70 C$=CHR$(58)
80 SP$=CHR$(32)
100 ' ***** READ WORDS INTO ARRAY *****
110 : FOR N=1 TO WRDS
120 :
         READ SPANS(N)
130 :
         READ ES(N)
140
         E$(N) = SP$+E$(N)
150 :
         SPAN$(N) = SP$+SPAN$(N)
160 : NEXT N
170 GOTO 210
180 DATA IF, OF, RUN, RAN, INPUT, IMPUT, LIST, LAST, END, FIN, PRINT, PLIMT
, READ, REED, DATA, DADA, THEN, THAN, FOR, FAR, STOP, STEP, NEXT, NXET
                                                        Program continues
```



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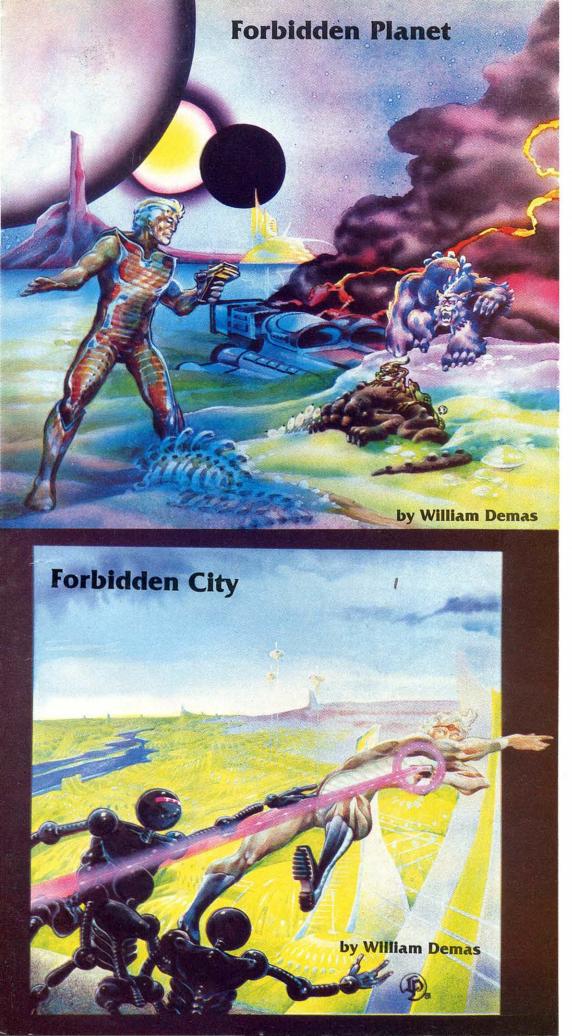


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```
Program continued
  190 DATA CLS, CSL, GOTO, GOOT, RESTORE, RESTART, GOSUB, GSUNK, RETURN, RE
  TRNU, ON, IN
  200
         ****** INPUT PROGRAM LINE ******
  210 PRINT ">";
  220 B2=0
  230 LINE INPUT A$
  240 '***** CHECK FOR 'COMMAND' *****
  250 IF LEFT$(A$, 4)="LIST" GOTO 920
260 IF LEFT$(A$, 4)="SAVE" GOTO 730
270 IF LEFT$(A$,4)="LOAD" GOTO 850
280 IF LEFT$(A$,3)="RUN" THEN RUN
  290 IF LEFT$(A$,3) = "NEW" THEN RUN
300 IF LEFT$(A$,5) = "PRINT" GOTO 1290
310 IF LEFT$(A$,4) = "EDIT" GOTO 1330
320 IF A$="" :GOTO 210
  330 '**** CHECK FOR QUOTES OR COLONS *****
  340 A$=A$+CHR$(32)
  350 B=INSTR(A$, Q$)
360 C=INSTR(A$, C$)
  370 IF C=0 AND B=0 GOTO 480
  380 IF B=0 GOTO 460
  390 ***** FIND POSITION OF SECOND QUOTATION MARK *****
  400 W$=MID$(A$, B+1)
410 B2=INSTR(W$, Q$)+B
420 IF C<B GOTO 460
430 IF C>B2 GOTO 460
  440 GOTO 480
  450 ' ***** IF COLON OUTSIDE QUOTES - TWO STATEMENTS ****
   460 IF C<>0 THEN PRINT"ONLY ACCEPTING ONE STATEMENT PER LINE TOD
  AY":GOTO 210
  470 '**** CHECK FOR BEGINNING LINE NUMBER *****
  480 TSTS=""
  490 : FOR T=1 TO LEN(A$)
             IF MID$(A$, T, 1)=CHR$(32) GOTO 540
TST$=TST$+MID$(A$, T, 1)
  500 :
  510
      .
  520 :
           NEXT T
  530 * ***** IF LINE NUMBER VALID, ASSIGN TO ARRAY POINTER LN **
  540 LN=VAL(TST$)
  550 IF LN>LS THEN LN=LS-9
560 IF LN<1 PRINT "HUH?":GOTO 210
  570 ***** LOOP TO SEARCH FOR ALL KEYWORDS *****
  580 :
           FOR G=1 TO WR
  590 :
              Y=INSTR(A$, SPAN$(G))
  600
              IF Y>Ø GOTO 660
       -
  610 :
           NEXT G
  620 '**** ASSIGN LINE TO FINISHED PROGRAM ARRAYS *****
  630 CP$(LN)=A$
  640 GOTO 210
  650 '**** CHECK TO SEE IF KEYWORD IN QUOTES *****
  660 IF Y<B GOTO 690
670 IF Y>B2 GOTO 690
  680 GOTO 610
  690 L=LEN(E$(G))
  700 ' ***** SUBSTITUTE PHONEY KEYWORD *****
  710 MID$(A$, Y, L)=E$(G)
720 GOTO 610
  730 '**** SAVE PROGRAM TO DISK *****
  740 GOSUB 750:GOTO 780
  750 NE$=MID$(A$,INSTR(A$,CHR$(34))+1)
  760 IF RIGHT$(NE$,1)=Q$ THEN NE$=LEFT$(NE$,(LEN(NE$)-1))
  770 RETURN
  780 OPEN "O",1, NE$
```

Program continues



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```
Program continued
        790 :
                 FOR N=1 TO LS
                   PRINT #1, CP$(N); CHR$(13);
        800 :
        810 :
                 NEXT N
        820 CLOSE 1
        830 GOTO 210
        840 '**** LOAD PROGRAM FROM DISK *****
        850 GOSUB 750
860 OPEN "I",1, NE$
        870 : FOR N=1 TO LS
        880 :
                   LINE INPUT #1, CP$(N)
        890 :
                 NEXT N
        900 CLOSE 1
        910 GOTO 210
        920 ' ***** LIST SUBROUTINE *****
        930 C4=INSTR(A$,"-"):IF C4<1 GOTO 1150
940 C3=INSTR(A$,"LIST")
950 ST$=MID$(A$,C3+4)
        960 L1=VAL(ST$)
        970 IF L1>LS THEN L1=LS-10
        980 C5=INSTR(ST$,"-")
990 ST$=MID$(ST$,C5)
        1000 IF LEN(ST$)=1 THEN L2=LS:GOTO 1110 1010 ST$=RIGHT$(ST$,(LEN(ST$)-1))
        1020 L2=VAL(ST$)
        1030 IF L2>LS THEN L2=LS-5
        1040 GOTO 1110
        1050 : FOR N=1 TO LS
                     IF CP$(N) <>"" PRINT CP$(N)
        1060 :
        1070 :
                  NEXT N
        1080 PRINT
        1090 GOTO 210
        1100 ' ***** LIST LINE NUMBER RANGE *****
        1110 :
                  FOR N=L1 TO L2
        1120 :
                    IF CP$(N) <>"" PRINT CP$(N)
        1130 :
                  NEXT N
        1140 GOTO 210
        1150 ' ****** LIST SPECIFIC LINE OF PROGRAM ******
        1160 V=INSTR(A$, SP$)
        1170 IF V=0 GOTO 1240
        1180 V2$=MID$(A$, V)
        1190 V3=VAL(V2$)
        1200 IF V3>0 THEN PRINT CP$(V3) ELSE GOTO 1240
        1210 PRINT
        1220 GOTO 210
        1230 ' ***** LIST ALL PROGRAM LINES ******
        1240 CLS
        1250 :
                  FOR N=1 TO LS
                  IF CP$(N) <> " PRINT CP$(N) NEXT N
        1260 :
        1270 :
        1280 GOTO 210
        1290 S$=MID$(A$,INSTR(A$,"PRINT")+5)
        1300 PRINT SS
        1310 GOTO 210
        1320 * ***** EDIT LINE *****
        1330 LN=VAL(MID$(A$,(INSTR(A$,"EDIT")+4)))
1340 IF CP$(LN)<>"" GOTO 1370
1350 PRINT "UNDEFINED LINE NUMBER"
        1360 GOTO 210
        1370 PRINT LN;
        1380 CU=INSTR(CP$(LN),CHR$(32))
1390 I$=INKEY$:IF I$="" GOTO 1390
1400 IF VAL(I$)>0 THEN NU=VAL(I$)
1410 IF I$="C" GOSUB 1480
1420 IF I$="D" GOSUB 1480
        1430 IF I$="I" GOSUB 1480
       1440 IF I$=CHR$(8) GOSUB 1540
1450 IF I$=CHR$(32) PRINT MID$(CP$(LN),CU,1);:CU=CU+1
1460 IF I$=CHR$(13) PRINT:GOTO 210
        1470 GOTO 1390
        1480 R$=INKEY$: IF R$="" GOTO 1480
        1490 IF R$=CHR$(27) GOTO 1510
        1500 MID$(CP$(LN),CU,1)=R$
        1510 PRINT CHR$(8);
        1520 CU=CU+1
        1530 RETURN
       1540 PRINT CHR$(8);:RETURN
```

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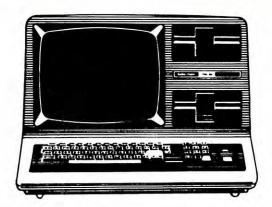
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with the proliferation of computer bulletin boards and the emergence of time-sharing services such as CompuServe and the Source, more and more TRS-80 owners are adding communication capabilities to their computers.

You can accomplish this by installing a Radio Shack RS-232 board in the expansion interface and obtaining a modem.

One other element is necessary. Your TRS-80 must be able to emulate a data terminal.

Terminal programs come in two basic forms. Dumb terminal programs have only the ability to communicate. The program included with Radio Shack's RS-232 is such a program. Smart terminal programs include many additional capabilities.

In the past, the smart terminal program considered to be tops was out of reach of many hobbyists because of its price.

David Lindbergh's Omniterm now offers a serious alternative. It is more affordable, in many ways easier to use, and features enhanced capabilities.

Omniterm is usable on both the Model I and III but before using it on the Model III, the disk must be processed with the

TRSDOS Convert utility. I used the Model I for this evaluation.

On bootup, Omniterm is in a dumb-terminal mode. On the Model I it reads the sense switch settings on the RS-232 and configures the UART accordingly. If a lowercase modification is in the computer, Omniterm activates the lowercase driver. Since the Model III RS-232 has no sense switches, the Model III version uses a standard setting of 300 baud, 7 data bits, 1 stop bit and even parity—the only differences between the two models.

The Command Mode

The power of Omniterm is accessed by pressing the @ key twice. This places the computer into the Command mode. The video screen display is shown in Fig. 1. The information previously on the screen is not lost. It can be retrieved by hitting the Break key.

Although Fig. 1 looks bewildering at first, it is basically a menu and status display.

The current UART settings are shown at the bottom left. On power-up, this is the reading of the sense switches on the RS-232. The bottom right shows the number of errors which have occurred. Directly below this is a display of the I/O buffer status revealing the amount of characters currently stored and the number the buffer is capable of holding.

The top portion of the screen contains two columns of available commands. The commands on the left affect status flags and are invoked by pressing the single letter key listed to the left. It is not necessary to press Enter except after changing the screen format.

The letter P toggles the printer on and off. If the printer is not fast enough to keep up, Omniterm can buffer up to 2,048 characters. When the buffer fills an error message is printed and the printer is turned off. It continues to print until the buffer is empty, but no new data is forthcoming from the screen.

Screen reformatting lets you set your screen width. This is handy when communicating with, for instance, Apple bulletin boards which are set up for 40 characters across. By typing R and the number of characters, the screen may be set to whatever width you desire. This function also keeps words from being split at the end of a line.

C toggles the carriage return suppression function. In conjunction with reformatting, this enhances the ability to print neat, even lines. This is useful if you are communicating with a computer sending 80 character lines when your screen is formatted for 60. In this situation the TRS-80 prints 60 characters across, line-feeds, then prints the balance of the 80-character line. At this point the other computer sends a line feed leaving you with a short line. CR suppression prevents this.

L controls line-feed suppression. This is needed if you are communicating with another computer which sends only a carriage return at the end of a line rather than the standard carriage return-line feed.

The D command provides software control of half or full duplex. Default is full. If you communicate with a computer which does not echo your transmissions back to

"The buffer extends from the area Omniterm uses, to the end of memory, indicated by the HIMEM Pointer."

your screen and your modem does not have a half-full duplex switch, the setting may be toggled in Omniterm.

E turns on and off the Echo function which is used when you must supply an echo to another computer or terminal. Default is off.

G controls a CR/LF grouping function normally used when the TRS-80 is the host computer for a Teletype or video terminal.

I toggles the input to the buffer, this is used when downloading from a remote computer. The buffer extends from the end of the area Omniterm uses to the end of memory indicated by the HIMEM pointer. Omniterm will not write over any drivers that may be in high memory. If the buffer becomes full, an error message is printed and the buffer automatically closes.

O controls output from the buffer when sending to another computer. Omniterm provides for setting a delay between characters if sending to a slow machine. It also has the ability to provide prompted output. In this mode it sends a line and wait for a prompt from the receiving end before sending the next line.

The Command-mode functions in the right column do not have status flags. They are one-time functions that do their job and then finish. When the X key is pressed from command mode, the screen clears and the submenu in Fig. 2 is displayed. These are System functions. To leave the System mode, press Break and return to Command mode.

Q is a quick means of leaving Omniterm and returning to DOS.

C is a cold start. This acts as if one had gone to "DOS Ready" and then rerun Omniterm. All default values are reset.

Once you have Omniterm configured for a particular use, it is not necessary to repeat the process each time the program is used. Using the S key in the System mode allows your settings to be saved in a disk file, these can be loaded along with Omniterm in the future. It is possible to have many different files, each used with a different computer type.

If you are in Omniterm and wish different settings, pressing L while in the System mode brings up a prompt for the filespec desired. Type in the name, press Enter and your new settings are loaded.

Omniterm also provides for sending a string of characters as an auto sign-on, of up to 63 characters.

Using A while in the System mode allows creating or changing a sign-on message. This message can then be saved in the setting file.

Using I from the Command mode to open the input buffer causes the buffer to be cleared of any previous contents. If the buffer contains data and you want to add to it, use the R command. This command, when

used in the system mode, reopens the buffer without clearing the contents.

Powerful Features

One of Omniterm's most powerful features is it allows translation of a byte to or from a device to any other byte. The Omniterm devices consist of the screen, the comm line, the disk file buffer and the printer. Typing T from the Command mode brings up the menu shown in Fig. 3. This function allows you to examine and modify seven byte translation tables, one for each possible device and one for each direction, to or from a device. The control key table and special command tables can also be modified.

The purpose of these tables is to translate any byte to or from a particular device to any other byte. This is useful for code conversions, or when customizing Omniterm for use with additional hardware. For example, if you have a printer built for use with IBM equipment, using EBCDIC code rather than ASCII, the needed conversion can be done while in Omniterm—no external program is needed.

While other terminal programs can support code conversions, Omniterm is the only one I have seen where the operation is self-contained.

An example of one of the tables is shown in Fig. 4.

Omniterm, on start-up, uses whatever parameters the sense switches in the RS-232 are set for. To change these, type U and make your adjustments to the baud rate, parity, number of data bits and number of stop bits.

Your micro interprets the Break key as a value of 1, the same as Control A, and by default uses this value to generate a true break. To send a Control A without generating a break, go into Command mode and type A. The Control A is sent and Omniterm returns to Normal mode.

From the normal mode, pressing the @

key twice causes entry to the Command mode. To transmit an @ character you must type it three times; the first two cause entry to the Command mode and the third transmits @ and returns Omniterm to normal mode.

Unique Functions

A unique function of Omniterm is the ability to scroll back the display. You can accomplish this by typing B while in the Command mode. Holding down the space bar causes the display to scroll. Omniterm holds in memory the last 2,048 bytes received at all times. If something goes by too quickly, just roll back the text and read it again!

Z sets the real-time clock to zero, enabling you to keep track of time on a computer system with time charges, or when paying for a long distance call. The Clock function must be activated from DOS before loading Omniterm so the clock displays on the screen.

To send a file out from the TRS-80, it must first be loaded into the I/O buffer. This is done with the F command.

Saving a received file to disk requires pressing the S key. Once this is done you are prompted for a filespec. This can be any name, so long as it is in standard TRSDOS format. In case of a disk error while saving, Omniterm closes the file so text already written is retrievable. The contents of the buffer are intact, so you can try again.

Omniterm changes all uppercase to lower and vice versa, so Shift must be pressed to get uppercase as on a type-writer.

If using the Model III, a shifted zero reverses this. Some operating systems for the Model I also allow toggling back and forth. If your system does not allow this, the FROM keyboard translation table may be altered so the two cases are no longer reversed. A sample is included on the Omniterm disk under the name UPPER/OMT

```
OMNITERM Command Mode-Hit BREAK to quit
P PRINTER
                        is: OFF X SYSTEM COMMANDS
R SCREEN REFORMATING
                        is:
                             54
                                 T CHANGE/EXAMINE TABLES
                        is: OFF
C CR SUPPRESSION
                                 U CHANGE UART SETTINGS
L LFSUPPRESSION
                        is:
                            ON A SEND CONTROL-A & QUIT
D DUPLEX
                        is: FULL
                                 @ SEND "AT" SYMBOL & QUIT
E ECHO
                        is: OFF
                                 B SCROLL BACK DISPLAY
G CR/LF GROUPING
                        is:
                            OFF
                                 Z ZERO REAL TIME CLOCK
I INPUT TO BUFFER
                        is: OFF
                                 F FILL BUFFER FROM DISK
O OUTPUT FROM BUFFER
                        is: OFF S SAVE BUFFER TO DISK
Baud Rate =
              300
                     Parity Errors: 0
                     Framing Errors: 0
Data Bits =
Stop Bits =
                     Overrun Errors: 0
Parity
            EVEN
                     Buffer: 0 of 25742 used
                             Fig. 1.
```

"While other terminal programs have the ability to support code conversions, Omniterm is the only one...where the operation is self-contained.'

which may be loaded into memory with Omniterm.

Five Utilities

Five additional programs included on the disk are the following utilities:

- BINHEX/CMD converts binary files to ASCII hex files so they may be transmitted in standard format.
- HEXBIN/CMD converts the ASCII hex files back to binary.
- BINERR/CMD converts any type file to a special error-detecting, bit-packed format with checksums at the end of each line and a sum of all checksums at the end of the file. More efficient than BIN-HEX, this will pack 50 percent more data into the same amount of space.
- ERRBIN/CMD re-converts files made by BINERR and detects any errors in the file. If errors are found, the file should be retransmitted until none are found.

 TEXTED/BAS is a line-oriented text editor. This is useful for getting rid of garbage picked up when a buffer is opened too soon or closed too late. Just load the file into TEXTED, delete the lines with garbage and save the file back to disk. It is also useful when you save a Basic file in ASCII format and get a Direct Statement in File error because a line is too long when reloading. TEXTED makes correcting such problems easy. It can also create files to be transmitted by Omniterm.

Five file-setting table files are supplied with Omniterm. If necesary, they may be modified for a particular user's requirement. The five are:

- UPPER/OMT reverses the keyboard to standard TRS-80 format, shift for lowercase.
- SOURCE/OMT is for using the Model I with the Source. Three changes were made. The Break key sends Control P rather than a true break. The underscore character is translated to a semicolon. (The UPI news service on the Source fre-

Hit BREAK to quit Table TO Display

00 = 00 01 = 01 02 = 02 03 = 03 04 = 04 05 = 05 06 = 06 07 = 07 08 = 08 09 = 09 0A = 0A 0B = 0B 0C = 0C 0D = 0D 0E = 0E 0F = 0F 10 = 10 11 = 11 12 = 12 13 = 13 14 = 14 15 = 15 16 = 16 17 = 17 18=18 19=19 1A=1A 1B=1B 1C=1C 1D=1D 1E=1E 1F=1F 20 = 20 21 = 21 22 = 22 23 = 23 24 = 24 25 = 25 26 = 26 27 = 27 30 = 30 31 = 31 32 = 32 33 = 33 34 = 34 35 = 35 36 = 36 37 = 37 38 = 38 39 = 39 3A = 3A 3B = 3B 3C = 3C 3D = 3D 3E = 3E 3F = 3F

Hit-for previous page, +1; for next, ENTER to alter value

Fig. 2.

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"Dumb terminal programs have the Basic ability to communicate, that's all . . . smart terminal programs include many additional programs."

quently sends underscores rather than semicolons.) UPI also sends a decimal; 26 at times, which causes Omniterm to home the cursor, but not to clear the screen. This has been changed to a null. A sample auto-sign-on message for use with Tymnet and the Source is included with this file.

- · SOURCE3/OMT is identical to the above, but for the Model III.
- MNET/OMT is used with CompuServe and Micronet (a subdivision of Compu-Serve). Changes refer to screen reformatting, which is turned off, and to the Break key, which now sends a Control C. A sample auto-sign-on message for use with Micronet is included. This table is for the Model I.
- MNET3/OMT as above, but for use with the Model III.

For the user in search of a top-flight terminal program at a reasonable price, Omniterm fills the bill admirably. Everything works as advertised and I've found no bugs.

The documentation is excellent. It consists of 76 pages of explicit directions as well as several appendices full of useful information such as code conversion tables, a glossary and more.

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TYPE FONTS

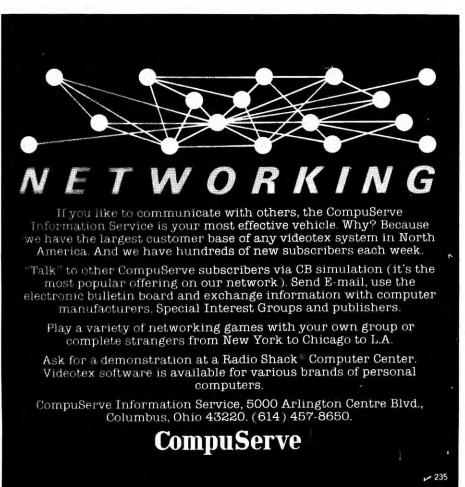
RS232 INTERFACE

- System Commands-Hit BREAK to quit
- Q Quit Omniterm and go to DOS
- L Load Omniterm Settings
- A Auto Sign-on Message Change Current Auto-Sign-on message:
- C Cold Omniterm Restart S Save Omniterm Settings
- R Reopen Input Buffer
- Fig. 3.

Select a table by number, or hit BREAK to quit

- 1) To Display table
- 2) To Comm Line table
- 3) To Disk Buffer table
- 4) To Printer table
- 5) From Keyboard table
- 6) From Disk Buffer table
- 7) From Comm Line table
- 8) Special Command table
- 9) Control Key table

Fig. 4.







Programs that correct your spelling errors.

Spelling Chequer

Chextext Apparat Inc. 4401 S. Tamarac Parkway Denver, CO 80237 \$60 Hexspell **Hexagon Systems** P.O. Box 397, Station A Vancouver, BC V6C 2N2 \$69 Microproof Cornucopia Software P.O. Box 5028 Walnut Creek, CA 94596 \$185 Miz'Spell **Programs Unlimited** 20A Jericho Turnpike Jericho, NY 11753 Proofreader **Aspen Software** P.O. Box 339-M Tijeras, NM 87059 \$84

Michael M. Finefrock, Ph.D. The College of Charleston Charleston, SC 29424

Will proofreading programs turn your flawed, imperfect scribblings into first-rate prose? As contradictory as it may seem, a spelling checker does not know how to spell. The program will remember the words it has been told to learn, but it does not know when to use them, nor does it know any of the grammatical rules involved.

As often as you might want to ask it for the correct spelling of a word, given the limitations of a 48K system, the program is never going to respond with suggestions to use other words. Programs that operate like an electronic thesaurus exist, but this side of a mainframe there is little likelihood that such a utility will ever be supplied with all the necessary features of a spelling checker.

Proofreading programs should be fast and versatile. On some occasions you might be entirely satisfied if the program does a fast check of your text and lists the unknown words. Under other circumstances you may want to have a video presentation of the suspect words, one by one, with an option to change the spellings in the original document file without having to reload the text with a word processor.

Spelling checkers could save a lot of time if they showed you suspect words in context, so you could verify the nature of the typographical error or misspelling involved before entering a correction. If the program has an interactive correction phase, then a single keystroke should be sufficient to tell it that a word it does not know is indeed

valid, or should be added to its vocabulary or immediately changed.

Spelling checkers should be efficient, smooth to operate and well error trapped, and like any other sequence of computer operations, the ideal spelling checker should be able to perform with 100 percent accuracy. This is possible if the dictionary file is adequate in size and composed *only* of correctly spelled words, the words chosen are appropriate to the user's working vocabulary, and the program itself introduces no extraneous errors.

Which spelling checker measures up to the requirements that I have just specified? Table 1 provides a comparative list of the principal features of each program I have reviewed.

The Testing Process

The initial problem was how to give each program the same advantages or disadvan-

Name	CHEXTEXT	HEXSPELL	MICROPROOF	MIZ'SPELL	PROOFREADER	
Price	\$59.95	\$69	\$184.50*	\$50	\$84#	
Model II available?	No	No	Yes(\$149.50)	No	Yes(\$119)	
Model III available?	Yes	Yes	Yes	Soon	Yes(\$94#)	
Pages of Documentation	8	7	30	5	10	
No. of Disks in package	2	2	2	2	4	
Comes with DOS?	No	No	No	TRSDOS	File XFER	
Comes with LCDVR?	N/A	No	No	LC/CMD	LCDVR/CMD	
Total size in grans	77	101	74	88	174	
No. Drives, MEM required	2-48K	2-48K	1-32K	1-48K	2-32K	
Word processor access?	Yes	No	Yes	No	No	
Requires ASCII text?	No	No	No	Yes	No	
Max. letters per word	32	17	32	any	40	
Dictionary size, words	10,000	20,000	30,000	18,000	38,000	
Main dictionary type	Literal	Code	Packed	Code	Hashing	
Create alternate?	No	Yes	No	Yes	No	
Expand dictionary?	Yes	No	Yes	Yes	Yes	
Add to dictionary?	Yes	Yes	Yes	Yes	Yes	
Auto add to dictionary?	No	No	No	Yes	No	
Delete from dictonary?	Yes	Yes	No	Yes	Yes	
Learned word file?	Yes	No	No	No	Yes	
Create word file?	No	No	No	No	Yes	
Correct source file?	No	Yes	Yes	Yes	Yes	
Display context?	No	Yes	Yes	Yes	Yes	
Full text scroll?	No	Yes	No	Yes	Yes	
Elect to exit program?	Yes	Yes	No	Yes	Yes	
Process another?	No	Yes	Yes	No	No	

^{*}Total price with Correcting feature and Word Processing Conversion. #Total price with Proof-Edit.

Table 1. A Summary Presentation for Proofreading Program Features

THE \$595* SMART TERMINAL

The Heath 19 Smart Video Terminal gives you all the important professional features you want in a terminal, all for under \$600.* You get the flexibility you need for high-speed data entry, editing, inquiry and transaction processing. It's designed to be the backbone of your system with heavy-duty features that withstand the rigors of daily use.

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^{*}In kit form, F.O.B. Benton Harbor, MI. Also available the completely assembled Zenith Z-19 at \$895. Prices and specifications are subject to change without notice.

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"I sprinkled my text with 15 intentionally misspelled words..."

tages the others enjoyed. First, I had to set up a test that would involve no disk swapping or any unnecessary drive access calls. That part was easy, since I have a 48K double-density system and two drives I can push to 44 tracks each. As a result I was able to put four of the five programs on a single disk along with the test document. Since only two of the spelling checkers I tested could be called from within a word processor, I did not include that function in the timed part of the test.

More complicated was the matter of how to run the programs once I had read and understood the documentation. Two programs will operate with little or no keyboard input, other than the name of the file to be checked. The other programs do not finish until they have gone through an interactive correction phase that could introduce the added factor of my own reaction time. Some of the spelling checkers have been programmed with their functions in the form of an INKEY string, while others require use of the Enter key. Thus the problem was how to time the programs, not my own ability or inability to use them as fast as humanly possible.

In this case the solution appeared in the form of an excellent disk operating system known as NEWDOS80 version 2.0, which can route all program requests for an operator input key to a chain file. This took a lot of experimentation, as I had to custom tailor a chain file for each program, but it proved well worth the time I spent. By using the lowercase drive that NEWDOS80 2.0 automatically loads into memory, I was able to reduce the number of unnecessary variables even further.

Then there was the problem of what to use for a test document. You want to evaluate the performance of the programs on both long and short texts, but the matter of what topic to choose was a very arbitrary decision on my part. I decided to use a letter about proofreading programs, requiring nothing in the way of specialized vocabulary.

Using a pen name to undertake a mythical correspondence with Wayne Green, I sprinkled my text with 15 intentionally misspelled words typical of the typographical errors my alter ego might make. These included: examples of nonstandard usage, ain't and irregardless; misspelled nouns, speach; words run together, alot; improper contractions, allready and wo'nt; incorrect prefix, encorrect; incorrect suffix, truely; incorrect plural form, dictionarys; dropped double letter, irelevant, rightfuly, refered and writen; and also some simple misspellings, comparitive and abbominations.

The latter word, which broke at the end of a line, did double duty as it allowed me to find out whether use of a hyphen made any

		Correct		Wrongly	0.00	255-	1650-	
		Words	True	Used	British	Word	Word	
	Declared	Declared	Errors	Words	Usage	Test	Test	
	Errors	Suspect	Detected	Detected	Caught	Speed	Speed	
CHEXTEXT	50	31	14	5	2	1:49	2:55	
HEXSPELL	34	15	15	4	2	1:41	10:18	
MICROPROOF	22	13	8	1	1	1:02	2:25	
MIZ'SPELL	26	15	10	2	1	1:39	10:23	
PROOFREADER	26	10	14	2	1	4:12*	6:55*	

Table 2. Test Results of the Five Proofreading programs for the Model I.

*The combined time of Proofreader and Proof-Edit.

difference to the proofreading programs. The letter also included two English spellings of common words, and eight other correct words that simply were used incorrectly or occurred as typographical errors.

I included one other typographical error in the test document, even though I knew that none of the spelling checkers would be able to catch it, since it involved typing an incorrect character, s, in place of the article a. The point to be made is that proofreading programs which can check single character words and catch that particular typographical error would not have been able to accept the B.S. abbreviation in the signature.

The 225-word test document is shown in Fig. 1 and the results of the test are given in Table 2, along with additional information

November 1st, 1981

Mr. Wayne Green, Publisher 80 MICROCOMPUTING 80 Pine St. Peterborough, NH 03458

Dear Mr. Green,

Herewith, at long last, I am inclosing my comparitive review of five proofreading programmes for use on the TRS-80 Model I. As I believe you are allready well aware, such programs are not an absolute panacea for the woes of word processor user--they do not function as electronic and wo'nt tell the user when he has chosen dictionarys and encorrect or irelevant word for his context, nor will they catch the grammatical errors we all are prone to make alot of. "spelling But they are quite rightfuly refered they do give checkers, for the righter an opportunity to catch typographical errors usage such as "irregardless" and "ain't," t and/or faulty and "ain't," tho such abbominations do seem to crop up ever more frequently in colloquial speach of Americana.

The principle advantage to having such a peace of software in addition to sword processor is that proofing what one has writen need no longer be a burdensome and time-consuming task, done either in haste or neglected altogether. In fact, I would venture to say that just about anyone using a "spelling checker" will find it all two easy a way to polish one's pros.

Very truely yours,

Will Fullydone, B.S.

Fig. 1

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"Apparat's long-heralded text checker was the last of the lot to reach the market."

on the speed at which each of the programs processed a much longer document of 1.650 words.

Chextext 1.0

Pronounced "check text," Apparat's long-heralded text checker was the last of the lot to reach the market. Sold on two formatted data disks, it requires a minimum of 48K RAM and a two-drive, single-density or a one-drive, double-density system. Chextext is largely interactive, and while the documentation supplied does not explain every step of the program, it is quite adequate.

The Chextext package consists of an Assembly-language program and object file, an ASCII character dictionary (65 grans), and a patch to Scripsit which permits the user to activate Chextext and process a document simply by entering the special command "P,CHX." In a two-step operation CHEXTEXT/CMD first compresses the document by casting out all the duplicate words it finds, and then verifies the remaining list against its own vocabulary.

During the suspect word review, the user

may elect either to ignore a word not recognized by the program, add it to the dictionary, or mark it with a # in the source text file.

A separate dictionary maintenance function offers several useful options. You can list any portion of the dictionary to the screen simply by entering the desired parameters. This can be particularly useful when used with Chextext's updating feature, which makes it possible to manually add and delete words from the program vocabulary.

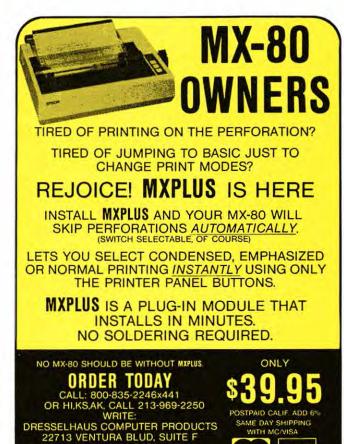
An important part of the Chextext dictionary is its 10-sector update file of useradded words. When this is completely full, the program prompts the user to do a reorder that incorporates his words into the main dictionary in alphabetical order. A notable decrease in the program's speed of operation results. Delete word requests are not effective until you run such a reorder, and if a large number of frequently used words are left to accumulate in the update file, the program's operating speed slows down considerably.

Using Scripsit's hyphenation feature before processing a document with Chex-

text affects the number of suspect words found, as the program ignores any word particle that includes the AD byte put in by Scripsit. During the test, Chextext refused to recognize abbom-inations as an error until the pseudo-hyphen had been either removed or replaced by the equivalent 2D ASCII character.

Chextext does not allow you to see the context in which your potential error has occurred, nor does it provide an easy way in which to create an alternate main dictionary. Chextext does not allow you to correct words while processing a document. Instead you can mark suspect words in the source file by changing the last character of each one to a #. This makes it necessary to do an additional series of three-step operations, using the word processor's global search function to locate each bad word in a document so you can correct the error and remove the # sign.

Chextext combines the accuracy of a literal dictionary with considerable operating speed, particularly noticeable on large documents. Although the author's decision to opt for ASCII format over word compres-





WOODLAND HILLS, CA 91364

"...commonly used words accumulate at the front of the vocabulary where they are found fastest."

sion may appear to have been misguided, the program must be marketed on 35-track, single-density disks that hold only a very limited 10,000-word dictionary. However, Apparat offers all registered owners of Chextext the opportunity to obtain free of charge whatever size dictionaries will suit their own hardware configurations-up to and including a 50,000-word version on a dual 80-track, double-density disk!

Hexspell 1

Hexagon Systems was the first to market a spelling checker for the Model I on an international basis. The seven pages of documentation provided by Bernard Hughes, the creator of Hexspell, are clearly written and walk a first-time user through the entire program. During the test trial Hexspell was the only one of the five programs to prove 100 percent effective in detecting true errors. It has the same minimum system requirements as Chextext, but since its vocabulary is twice as large, Hexspell questioned only half as many correct words.

Hexspell is a Compiler Basic written program. Its components are a Microsoft runtime package BRUN/CMD and SP/CHN, the program files, and a compiled code dictionary (55 grans). Hexspell's initial vocabulary is smaller than the space that has been permanently allocated for the word list because the dictionary is divided into rows of words not necessarily in alphabetical order.

As words are called up during the text checking process they are moved to the head of their row. When the word list is full, a new word added at the front of the list pushes an old one out the back. As a result, commonly used words accumulate at the front of the vocabulary where they are found fastest. There is an almost human quality to Hexspell, for it seems to pick up speed as it becomes more attuned to the user's own vocabulary.

A principal feature of the program is that the source text is scrolled up the screen at a fast reading speed, with each suspect word displayed in full context. This gives the user an opportunity to change or add it to the dictionary on the spot. You must delete words in lowercase.

Hexspell's full text scroll feature means

Hexspell's operating speed is slower than most other spelling checkers'. This becomes more noticeable with longer documents. You can increase the program's speed somewhat by electing not to check words with uppercase letters, such as names and addresses, control codes, and so on. But this means that the first word in every sentence will also not be checked.

The dictionary is small (a maximum of 28,000 words) because it is written in compiler code. Even if you have the available disk space of an 80-track, double-density system, you cannot expand the vocabulary file by so much as a single sector. If you frequently use foreign terms and expressions in your writing you will find Hexspell's word list limiting.

What can be seen as a disadvantage from one point of view may well be one of the program's strongest selling points. The "fast reading speed" video scroll of the full text offers an opportunity to run your own quality control on the document at the same time Hexspell is working. This gives the writer a convenient opportunity to catch any correctly spelled words that have been

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All programs are menu-driven and allow add/change/delete. Also, all files and statements can be listed to serven or printer and tracellar All programs are menu-driven and allow add/change/delete. Also, all files and statements can be listed to screen or primiter, and saved to cassette or drikette. The cost of THE COLOR ACCOUNTANT is \$75 for cassette and \$80 for diskette. This package requires 168 for the TRS-80 COLOR, Model I, III, and Apple II *. However the ATARI 400/800 requires 248 for cassette and 328 for drikette. THE COLOR ACCOUNTANT also comes with 40 pages of documentation.

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"If speed were the sole consideration then Phil Manfield...would be king."

doubled up or used incorrectly (e.g., principle instead of principal) which no proofreading program would recognize as being in error. And while Hexspell's limited vocabulary size can be a problem, a utility program CLEAR/BAS makes it possible to create as many alternative word lists as you need.

An enhanced version of Hexspell may already be available by the time this review appears. Allegedly it will offer an expandable dictionary, text scroll speed control, an automatic vocabulary add function, and a programmable character set, as well as checking to see if the dictionary is present before prompting for a disk mount. With added features such as these, Hexspell 2 should be a formidable tool at proofreading time.

Microproof

In nearly every respect Cornucopia Software's entry in the spelling checker competition is in a class by itself. It alone will operate on a one-drive, single-density 32K system, and its documentation is at least three times the size provided by the other

In the version tested the full Microproof program had 12 separate elements: a main program and dummy file, three dictionaries (56 grans total), plus PRINTDIC/CMD and ADDTODIC/CMD, programs which allow you to print and to expand the dictionary. Standard Microproof sends the list of suspect words to the screen and also the printer, if turned on.

The text correction feature is available as an option, as is a patch to either Electric Pencil or Scripsit that makes it possible to call the Microproof program, check and correct a document, and then reboot the word processor, all by issuing only a one-letter command. If you elect to see the context in which a suspect word occurs, Microproof displays only a portion of the source text, marking the screen location of the word by putting three question marks after it.

By using sorted word packing and by substituting one-character tokens for root words, Cornucopia was able to compress 30 percent more vocabulary into the Microproof dictionary. Any words added to the dictionary are compressed in the same fashion as the basic word list which comes with the program, and the user can easily learn to use the coding system. This involves no more than entering the root word followed by a space, a v for verb, n for noun, a for adverb, or j for adjective and adverb.

One of the principal criteria by which you judge a proofreading program, or for that matter a human proofreader, is effectiveness in detecting true errors. Where accuracy is concerned. Microproof made an extremely low grade on the test trial, detecting only 53 percent of true errors in the sample document.

A principal cause for the program's poor showing appears to be the root word, prefix, suffix coding system which gives Microproof its speed advantage. Each of the errors that went undetected were compound words: ain't, comparitive, encorrect, irregardless, refered, truely, and writen.

It seems that the prefix-suffix coding system can create a sizeable number of such artificial words, or at least enough to significantly reduce the 50,000-word equivalency claimed for the Microproof dictionary. This conclusion seems further justified when you compare the performance of Microproof and the other programs with regard to the number of correct words declared suspect when processing the test document

The text correction module of Microproof should be easier to use. Keys selected for the two principal edit functions require an initial shift to uppercase, and have not been INKEYed. The initial video review of suspect words is done entirely in lowercase. As a result, when processing documents you must resort to the in-context display feature far more frequently than would otherwise seem necessary.

Unlike the other programs tested, Microproof does not offer the option to close files and exit to DOS if and when you desire, nor are you given a convenient means to delete unwanted words from the dictionary.

Cornucopia Software has provided far more program documentation than seems necessary. You find virtually the same explanation of the dictionary coding system in three different places, and a large facsimile of the correction-mode screen display is shown 16 different times in the text. If you want to learn how to use the program in the shortest time possible, check the table of contents to see which of the several appendices to read first.

If speed were the sole consideration then Phil Manfield, author of Microproof, would be king. While the advertising claims made for the program may seem to be a bit excessive, Microproof is very fast. The tests showed that when handling either long or short documents it was the fastest of the spelling checkers I evaluated.

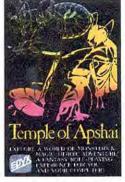
Cornucopia Software has been very responsive to user feedback and already has made a number of improvements in their original version of Microproof. A 20,000 word literal dictionary will soon be available which should greatly improve the program's overall accuracy.

Miz'spell

The author of Miz'spell, Arnold Schaeffer, started college about the same time that Programs Unlimited began to market his

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COMP GAMI HINI HAY

"Miz'spell offers a number of features missing on other spelling checkers."

program. The documentation is very readable. The program comes on two TRSDOS system disks and works with only one disk drive, though it requires 48K RAM to operate.

A streamlined package of only five components, Miz'spell is another Compiler Basic-written program, and like Hexspell includes a Microsoft run-time package. However, it uses a different hashing routine to transform words into three byte values that can be stored in the dictionary.

The program first loads a basic vocabulary of 1,700 words into memory. When checking a word, it first looks through the words that are in memory and then goes to the dictionary file on the disk, which in its virgin state is about 16,000 words.

Upon initialization you can opt to reconfigure the program if necessary. This involves specifying the number of drives, the defaults for source and destination file extensions, a dictionary name default, and the minimum word length in characters for the program to check. The latter figure affects the program's operating speed; I used a

value of 2 during the test.

Unhappily where accuracy is concerned, Miz'spell was true to its name and failed to identify one third of the true errors in the test document. Since these included not only compounds and contractions but also a root word, speach. I conclude that the hash codes generated by the program can be shared by more than one word.

Though it zipped along on the short test text, Miz'spell slowed considerably on the longer document. Miz'spell took more time on the long text than the other programs because it must leave room for its inmemory dictionary, and cannot load all of a large sized document at one time.

Those who use Electric Pencil, which writes documents to disk as ASCII files, will have no problem using Miz'spell. However, Scripsit fans must remember to use the "Save,A" option with any text to be proofread.

Miz'spell offers a number of features missing on other spelling checkers. There is an Auto learn command to automatically add all the new words in a document to the dictionary. This is an excellent feature to have if you intend to create alternative dictionaries, though you must take special care to ensure that all the words are indeed correct in any document on which you use this feature.

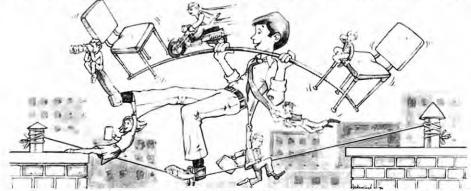
Like Hexspell, Miz'spell offers the advantages of a video scroll of the full text being processed. At the conclusion of the proof-reading session Miz'spell displays statistical information on the total number of words checked, the number added to the dictionary, and the percentage of words recognized by the program.

Proofreader

Proofreader is the creation of Aspen Software, and is another component package that you can upgrade with the addition of a correction feature called Proof-Edit. The complete program is available on four disks which require a minimum two-drive, 32K system. Documentation is quite good.

Offering the largest stock dictionary of programs tested (109 grans), the package comes with utilities for editing and

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The software is available immediately from the creators. It comes in two versions. If you want to generate separate Basic programs with all the data handling plus Calculations and Report Printing features, you want *Quikpro+Plus*. Specify to run on TRS80 Model I and Model III at only \$149; to run on TRS80 Model II at \$189.

If you do not need Calculation ability or Report Printing in the separate Basic programs you will create from this program generating software, then standard *Quikpro* will do the job for you. Standard *Quikpro* to run on TRS80 Model I or Model III is \$89; to run on TRS80 Model II is \$129. (Later on you can always trade up to the Plus Versions for only the cost difference between the two).

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"...the ideal proofreading program has yet to be produced..."

adding to the basic word list. To get around the speed-versus-accuracy problem that has bedeviled their competition, the creators of Proofreader and Proof-Edit chose to employ a hashing algorithm.

Like Chextext, the program does an initial sort of the words in the text and casts out all the duplicates it finds. As a result, Proofreader can handle documents with as many as 1,600 different words, a limit seldom reached on a 48K system.

Proofreader creates a bad-word file with the extension/BWD which Proof-Edit then reads. The program has its own routines for identifying source and output files, but you can easily use two switches to override the defaults

The program and dictionary together are huge. Nothing less than an 80-track, double-density system will permit the entire program to reside on one disk. Proofreader does not scan for the presence of Proof-Edit before exiting to DOS, nor have the edit functions been INKEYed.

The only true error that Proofreader failed to recognize in the test document was the

word dictionarys. This is because the program uses a different technique to handle ans at the end of a word. If the letter before the s is not a vowel or another s, Proofreader assumes the word is a regular plural and drops the s in order to create the singular form. This may or may not be a problem, depending on the user's application.

Proofreader has all the advantages of the full text video scroll and accurate in-context evaluation of suspect words that Hexspell and Miz'spell offer. But the hashing algorithm Aspen Software used significantly reduces the amount of time required to process longer documents. This program is the only one that saves suspect words to a disk file for later reference. Proofreader's creators are also very responsive to user feedback.

Which Is Best?

It all depends on what you are looking for, on what your special application happens to be, on the particular hardware configuration of your system, and on how much time, effort and money you are willing to invest.

If operating speed and ability to call the program from within a word processor are the principal considerations, then either Microproof or Chextext are clear winners. If you demand accuracy combined with the convenience of a document correction feature, then the choice seems to be between Hexspell and Proofreader.

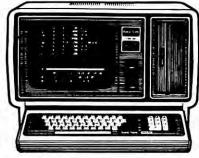
If you have only one disk drive and a single-density system, choose either Microproof or Miz'spell; but if that drive is a double-headed 80, then for the largest available literal dictionary choose Chextext. If you want value for your money, Miz'spell is a "best buy."

In my opinion the ideal proofreading program for the Model I, boasting 100 percent accuracy and lightning speed, has yet to be produced—and probably never will be, though even Radio Shack has plans to take a crack at it.

If you are writing many text files in excess of 10 pages each and can afford it, consider using two of the programs, one for speed and convenience and another for accuracy.

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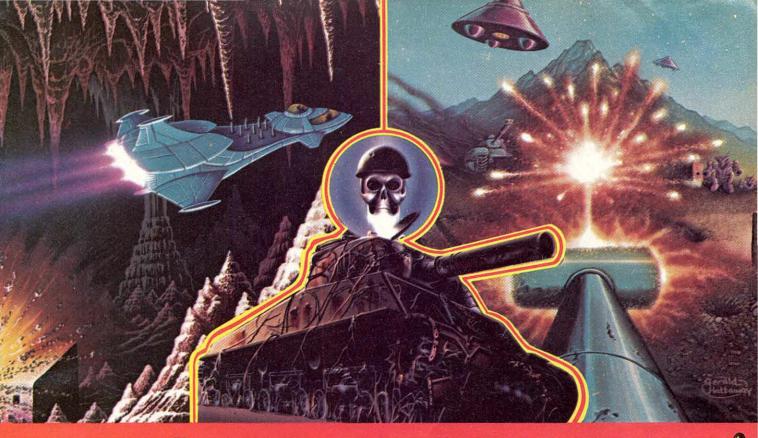
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by Wayne Westmoreland & Terry Gilman

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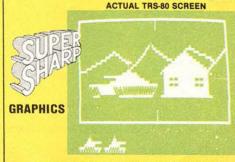
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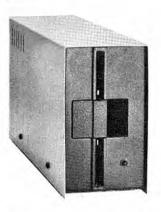


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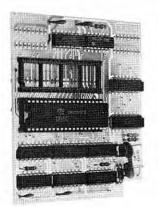
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Computers and the handicapped—a good combination for business.

BIPED

by Kerry Leichtman 80 Microcomputing Staff

hen President Reagan asked the business community to take the infitiative providing help and assistance to the disadvantaged, he must have envisioned programs like BIPED. BIPED is an acronym for Business Information Processing Education for the Disabled. The BIPED program may become the prototype for the private sector's new responsibility—realizing the potential of the physically handicapped and actively training them to function as taxpayers rather than tax expenses.

BIPED receives no government financial assistance. Every aspect, from acquiring office furniture (both special and normal) to choosing the curriculum and printing brochures, is funded with corporate dollars.

The connection between this innovative program and its 20 Fortune 500 corporate sponsors is obvious in BIPED's rooms at the Easter Seal Rehabilitation Center in Stamford, Connecticut. Two large posters in the main instruction room boast of the affiliations by displaying the familiar logos of

the involved corporations. A refrigerator in the second of the two large rooms had its non-sponsoring corporate nameplate pried off and replaced with a Texaco logo. Texaco, of course, is one of BIPED's sponsors.

The two rooms, an administrative office and a conference room, use approximately 1500 square feet of a new wing in the Easter Seals Rehab Center. BIPED, however, is neither a branch nor a service of Easter Seals; the space is rented.

Walking through the Easter Seals building, past therapists in white uniforms, and patients being wheeled about, eating in the cafeteria or pounding out products at long assembly tables, produces a significant contrast to what the visitor will encounter in BIPED's corner of the building.

There are blackboards, bulletin boards, computer terminals, open books, phones ringing, styrofoam coffee cups, name plates on each desk—not long school-like work-tables, but real desks—drawers, pencil holders, file holders, blotters and the like. The basic difference between BIPED and regular corporate offices is the mode of transportation. There are no quiet shuffling sounds across shag carpeting, seldom the click of heels against linoleum, and

squeaky-springed office desk chairs are almost non-existent. Most students bring their own chairs. The soft shuffling and sharp clicking have been replaced by the whirr of electrically driven wheelchairs. It should not be misunderstood that the use of wheelchairs constricts the businesslike atmosphere. To the contrary, the wheelchair jockeys are all dressed in business attire: dress shirts, trousers and necktles. These well-dressed people scurry from room to room, in and out of tight corners with the speed of an office go-fer and the accuracy of a professional needle-threader.

Twelve students were chosen for the program: five quadraplegics, one with no use of the left arm, one with flaccid paralysis of the right arm, one with renal failure, two with muscular sclerosis, one with chronic gastrointestinal disorder, the last with cerebral palsy. Rounding out the roster is one course instructor and one general allaround volunteer helper. This unusual group of people refer to themselves as a family.

BIPED as an Idea

IBM, realizing in 1972 that computer programming is an occupation requiring intelligence rather than dexterity, trained a quadraplegic to do the job. The experiment was successful and resulted in the establishment of an ongoing nine-month training program at the Woodrow Wilson Institute in Virginia. IBM's success prompted other experiments; one was started in California, another in Alabama and two more, in Philadelphia and New Haven.

New Haven's program began in 1976 at the city's Easter Seals Rehabilitation Center. Easter Seals' efforts were assisted by Yale University and several leading Connecticut based corporations. Joseph P. La-Maine was with Yale at the time, and supported the program. Later he joined Easter Seals and directed the New Haven program through four sessions. during that time La-Maine taught and graduated 35 students who now work for various Connecticut corporations.

New Haven became one of 12 programs which banded together as an information sharing network to form the Association of Rehabilitative Programs and Data Processing (ARPDP). Some ARPDP programs were



Photo 1. BIPED Classroom Instruction.

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Written by Larry Ashmun

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"'It takes time to work with the handicapped; to find out how can this person become more feasible to society."

run in a university environment and others came out of rehab centers. All the programs received government support; either federal, state or both. Some received private donations as well.

This partial support through private sector business donations spawned an idea in Joseph LaMaine's head. "One of the reasons BIPED has evolved is because two years ago I thought that If we could run a program that was totally the private sector's contribution, it would release federal

monies for other projects, while at the same time enhancing the future in rehabilitation and bringing more of the private sector into helping the disabled community." With that thought in mind, LaMaine got to work.

The Corporate Role

In 1979 LaMaine presented his ideas to John W. Stanger, president of the General Electric Credit Corporation and Kenneth G. Reside, also of GE Credit Corp. Stanger and Reside were intrigued with the New Haven project and LaMaine's plan to expand the program to one of total private industry support. "Mr. Stanger and his staff thought it appropriate if I could join General Electric Credit Corporation, to give me the ability to help disabled people, we could be the catalyst to get it going. But we only had one corporation and wanted others to participate equally in the project."

Getting to see and talk with corporate presidents is not easy, unless another corporate president is making the contacts. During the next several months LaMaine and Stanger contacted company presidents and gave demonstrations, seeking the participation of those corporations now with BIPED (see Table 1). They were well received. "The companies were delighted to see a program like this get started, especially when it is going to be managed and directed by them."

Eventually a program was established by the private sector creating a non-profit, non-stock corporation which serves as a private occupational school. Corporate participation is offered through the donation of funds and executives' time and expertise on an advisory committee. "We established that committee over 1980 and '81. The advisory committee is made up of members from the corporate community, data processing executives, public relations personnel and some engineers. Primarily, about 75 percent are data processing executives from corporations and their staffs."

The advisory committee's role is to support the program in the capacities of managing and directing BIPED's functions, the creation of a board of directors and monitoring the financial aspects of the corporation.

The Corporate Atmosphere

As established, BIPED is made up of its corporate officers, board of directors, corporate sponsors, committees and subcommittees. If this all sounds very corporate to you, you're catching on. The reason everything is so businesslike is that it is supposed to be businesslike. The 60 individuals involved are corporate people; it is quite natural for them to divide everything into boards, officers, committees and the like. These kinds of corporate people probably organize family picnics into committees: hot dog committee and relish subcommittee, right on down through potato salad officers and dessert managers. One of the reasons these people are successful is their functional organization.

Another reason for the corporate set-up

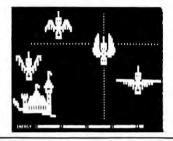


Photo 2. Joe LaMaine and four students in conference.





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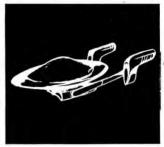
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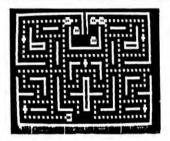


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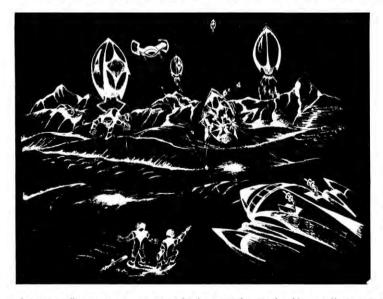
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The Quality Continues .

"Eventually a program was established by the private sector creating a non-profit, non-stock corporation..."

is the students. One aspect where BIPED is very different from other computer programmer courses is that BIPED simulates business and industry. Students have meetings scheduled every morning from 9:00 to 9:30. They divide into individual committees, such as the public relations committee and technical investigations committee. As the course progresses the students will be writing status reports and using calendars to schedule their time.

"They will be learning all the items necessary in business," said LaMaine, "That includes how to dress appropriately, how to participate in a team environment doing systems analysis work. This gives the student the opportunity to be in the proper business environment and to perform. This is why BIPED uses desks and not just handicapped tables. We feel if the person is going into the business environment he should experience the real environment."

BIPED Sub-Committees

It is a little difficult to discover BIPED from touring its facilities. It seems BIPED is more what you do not see than what is obvious. What you see has been described earlier: rooms, special equipment, office furniture, and people in wheelchairs whipping about. Even though the program's success depends on how well the students fare in the real non-simulation world, the program's existence depends on the time, money and good will of some of the world's

largest corporations.

Part of that unseen creating force is a group of six sub-committees established to implement the policies of the corporation. These sub-committees are admissions, curriculum, equipment, placement, public relations and accreditations and licensing.

The admissions committee is headed by Walter Johnson of the American Can Company. Johnson is also chairman of BIPED's board of directors. Besides the obvious, this committee also takes into account such special needs as transportation and housing.

The curriculum committee is the charge of Inge Cseh of Reader's Digest. Just as computer hardware and software is constantly changing, so then must a good computer programming curriculum. Approximately 25 percent of BIPED's curriculum is taught by guest lecturers. These lecturers, as well as curriculum supplies and contributions, state-of-the-art course updates and on-site visits are all arranged by the curriculum committee.

Wallace Fletcher, Director of Information Systems for Pitney Bowes, is chairman of the equipment committee. It is the responsibility of this committee to procure all furniture, special equipment, computer equipment and computer time for the students. Assisted by Jonathan Brown of GTE, the committee arranged for 13 computer terminals to be donated from General Telephone and Electronics. GTE has also

promised all the necessary related hardware and a dedicated phone line to Union Carbide's computer in Tarrytown, New York. David Wainwright, Fletcher's Union Carbide counterpart, agreed to provide free computer time for each student for the duration of the program.

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Finally a break point that works! When a break point is reached, there is a blinking astrisk in the bottom right hand corner, you are able to see what is on the screen before the monitor takes control. Press the enter key the screen clears and the monitor comes to life. When you continue from a break point, the monitor will restore the screen first then load the CPU registers and return to your program. You do not lose your program or display, and it does work!

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for Mod III

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Cassette (goes to disk)

TAPE COPY 2

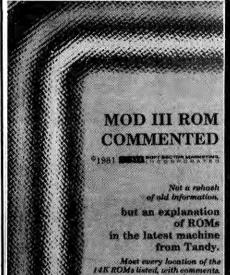
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Tapsit is a stand alone machine language program that lets you examine, modify, copy disk sectors and much more. It does not use any of the resident DOS routines so that you are not limited to the restrictions of the particular DOS that you normally use. You do not have to have a system disk in DRIVE 0 once Zapsit is running. Currently there are two versions of Zapsit – one for use with TRSDOS* and one for use with DOSPLUS**. They are the same except in the way that they write a disk and the way that they write DATA ADDRESS MARKS Because of the differences, they are not interchangable. Writing to a TRSDOS diskette with the DOSPLUS version (or vice-versa) could make the diskette written too unuseable.

make the diskette written too unuseable. For all disk operations you will be asked a series of questions. Each question can be answered by pressing the ENTER Key or by entering a specific value. Pressing the ENTER Key will cause the DEFAULT value to be used. All default values are indicated on the screen at the time the question is asked.

When entering a specific numeric value it is assumed to be DECIMAL unless and is appended to the number. When an H is appended, the number is assumed to be becadecimal (base 16).

Display/Modity Disk Sectors/Memory. Print to screen. Print sector to printer. Modify in Hex. Modify in ASCII.

Change Track & Sector Limits, Single density read and write Double density read and write 10-1-80 track. from 0-18 sectors.

Double density read and write for 1-80 track, from 1-18 sectors. Single and dual sided drives.

Format a Disk. S= Standard Format, W= Format without Erase. If you press FNIER or 5 you will be asked which drive, what density. After answering these questions Zapsit will format the disk using the parameters specified. As each track is format ted all of the sectors are checked for readability before the reset track is formatted. As unarrestration is serviced as a

ted all of the sectors are checked for readability before the next track is formatted. Any unreadable sectors are reported but the operation will not be aborted. If you type W you will be asked which drive, what density to use and if you want any bad sectors reported to the printer. Before each track is formatted each readable sectors on the track is read into a holding area. Unreadable sectors are reported and their holding area is zeroed. After all of the sectors for a track are stored, the track is reformatted and the track is the holding area in the sectors.

data in the holding areas written to the appropriate sectors.

Verify a Disk. Verify a disk does just that if verifies that every sector is readable. Any unreadable sectors are reported You will be asked if you want the unreadable sectors reported to

Now you can verify that the format of your diskette is in good shape before you capy your important files to a diskette. This prevents loosing your data that you are trying to back up. Copy Bisk Sectors. Copy disk sectors allows you to Copy sectors (Single or Dauble Density) from a disk to different sectors on the same disk. Copy sectors from a Double Density disk to a different Double Density disk. Copy sectors from a Single Density disk to a Double Density disk. Copy sectors from a Single Density disk. Copy sectors from a Double Density disk. All copying to a Didferent disk must be done on a Two Drive System.

Zero Disk Sectors. Zero disk sectors allow you to write a value

Zero bisk sectors. Zero disk sectors allow you to write a value of your choice to the sectors specified.

Read a Track. Reading a track allows you to read an entire track into memory, with all of the address marks and information that you don't normally see with a sector read. The output can be to either the screen or printer.

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"Part of that unseen creating force is a group of six sub-committees established to implement corporate policies."

The task is just beginning for the placement committee. James Sutter, of Xerox, has taken on the responsibility of teaching interviewing skills and resume writing, as well as teaching the skills necessary for keeping a job after getting one.

BIPED president George Hefferon's public relations committee operates as an outreach promoting general public knowledge of BIPED. Hefferon, who comes to BIPED from Perkin-Elmer Corporation, not only gears BIPED's publicity efforts to the general public, but also attempts to make other handicapped people aware of BIPED's existence.

Accreditations and licensing is an ongoing process. Charles Packer, of the Aetna Corporation, works to keep BIPED licensed as a private occupational school in the state of Connecticut.

Results

From a rehabilitation standpoint, there are many differences between BIPED and other programs. Jim Shearin, director of the Stamford rehabilitation center and a member of BIPED's board of directors, said, "BIPED focuses on training at a high skill

level, while many other programs are clinical and restorative by nature. The severely handicapped are sometimes the most difficult to work with from the standpoint of vocational success and employment."

From a business standpoint, David Kerns, president of Xerox and the U.S. Council of the International Year of the Disabled, explains the business practicality of BIPED. He says business expects the demand for computer programmers to double during the 1980's, "If we don't put disabled people to work, we just aren't going to get the work done."

Kerns is not alone in his opinion. When reached by phone Walter Johnson said, "You can look at it very simply. The timing is absolutely perfect with Reagan's current philosophy on private sector money. This was something that, going into the private sector, couldn't have been done at a better time. Secondly, it's probably the cheapest and most rewarding way you could come up with excellent programmers, who are in short supply. You take people off the tax roles and put them on the payroll."

Joan Gilbert, of Texaco, said, "When you do something as a social service it's one

thing, but when you get an employee who is skilled, and at the same time do something for someone who is disadvantaged, that is satisfying."

"I think one of the key aspects of the BIPED program was best crystallized in a note of thanks we received from a relative of one of the students," said George Hefferon. "It said, '...has a healthy creative mind captured in an imperfectly functioning body.' In the computer programming business, our focus is on that creative mind. The BIPED bottom line is to provide the handicapped person with a means of exploiting that talent in a professional application."

Joe LaMaine also is quick to point out that business can, should and does expect a return from BIPED. "The corporations get qualified people, they don't have to pay agency fees, they get good programmers with the equivalent of two years professional experience. The turnover rate in programming may be quite high in some corporations. The known turnover rate, around the country, for the ARPDP has been approximately seven to eight percent.

"So in the long run, what is in it for the student? We have people who have been institutionalized or have been injured for so long that placement was far off in the future and has been for a long time—for severe quadraplegics maybe forever. I've had students with no outlook toward employment. Computer programming finally offers them the ability, like anyone else, because



Photo 3. One-on-one instruction. Notice regular desk furnishings alongside special adaptive equipment, such as pen holder attached to Mike's hand, paperweight to hold paper still while writing and, above Joe's right hand, a tool to assist drawing the circles, squares, triangles and other shapes necessary to making a flowchart.



Photo 4. Joe LaMaine holding the special paperweight and flowchart tracing tool.



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" 'You can look at it simply: The timing is absolutely perfect with Reagan's current philosophy."

you use your mind and tie your hands behind you.

"It offers them a challenge to gain self-respect, dignity and pride to go back and compete in the business world. We may use BIPED as a fictitious corporation, but it functions like any other corporation. BIPED is for business, it is by business and it is of business." But the nice thing is what it is doing for the handicapped.

Fred Wright, Student

Fred Wright is a 32 year old quadraplegic from Yonkers, New York. His entry into the program, like most of BIPED's New York contingent, was racked by the kind of frustration that can only be brought about by red tape and bureaucrats. Fifteen months passed between the time Fred first heard of BIPED until he learned of his acceptance into the program.

The hold-up was not with Fred, or any of the other New York students' qualifications, but politics. Originally the program was being co-produced by the states of New York and Connecticut. The problems probably began when BIPED's offices became housed not only in Connecticut, but at a rehab center in Connecticut. Apparently there is some restriction against New York sanctioning this type of program if it is located in another state—even if New York residents will benefit from their participation.

Hassles aside, Fred is happy in and with BIPED. He says it is, "One of the best programs to come along." Fred graduated

from Western College of New York in 1979 with a degree in accounting. "To this day," says Fred, "it hasn't done me one bit of good." Maybe not, but all that classroom experience must have. One day LaMaine was late and Fred ran the class until he got there. From that day on Fred has been called "The President" by his fellow students.

Fred took only one computer course while at Western New York. It was an introductory level course, meant only to explain what computers are about. "I've learned more in the first nine days of BIPED than I did in the complete college course."

Aside from the obvious career opportunities that lie ahead, much of the excitement in the air at BIPED focuses on the participants' present situation, not the future. At BIPED they are not only learning a career that will make them self-sufficient, but they are treated like business people. The atmosphere is one of learning and collaboration. Fred: "Everyone has their own opinions and expresses their own opinions....You do your work here, you can take it home when you want to. Everyone gets their input in. If someone has a question, there's no putting it off; together we take care of it right away."

With BIPED's emphasis on self-sufficiency the students have to arrange for their own transportation to and from the Stamford offices—just like a regular job. For Fred and the other New York participants that means putting up with the morning and afternoon rush hour traffic on the high-

ways. Most commuters grumble about the twice daily traffic hassle, but not Fred. It may be a lot harder for a quadraplegic to negotiate stop-and-go traffic, pay tolls and switch radio stations but you won't catch Fred complaining. "I travel over 50 miles a day just to get back and forth. I receive no financial assistance from the state whatsoever. My only means of support is SSI. I'm scratching dirt to get here. But that's how much I believe in the program. I could give accolades forever about BIPED. I feel like a kid in a candy store."

George Fitzpatrick, Student

George Fitzpatrick is a 36 year old quadraplegic from Stamford, Connecticut. Being from Stamford, George doesn't have to fight the traffic as does Fred. As a matter. of fact, George lives just over a mile away from the Easter Seals Rehabilitation Center. Being so close to the program's location is not George's only advantage. Being from Connecticut, George is able to enjoy his state's generous active participation in the BIPED program.

George has been a quadraplegic since the spring of 1965. At the time he was a college freshman in North Carolina. He was out walking when a friend pulled alongside and offered George a lift. George accepted and rode with his friend. Two blocks later the truck flipped over, breaking George's neck.

Since that time George has held various menial jobs; working for a city department of recreation and as a salesman for firms



Photo 5. Fred Wright

BIPED Officers

George J. Hefferon of Perkin-Elmer Corporation
President
Joseph P. LaMaine
Vice President and Director of Instruction
Wallace P. Fletcher of Pitney Bowes
Vice President
Michael P. McLaughlin of Peat, Marwick, Mitchell & Co.

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Kenneth D. Reside-General Electric Credit Corporation
James L. Shearin-Stamford Easter Seals Rehabilitation Center
James F. Sutter-Xerox Corporation
David E. Wainwright-Union Carbide
Alan D'Ammassa-General Electric Company
Everett P. Sherwood-Sherwood & Sherwood

Table 2. BIPED officers and Board of Directors

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§1982 Alger Software Distributed exclusively by Soft Sector Marketing, Inc.

For the serious businessman who has as little as 100 name mailing list or 200,000 names, THERE IS ONLY ONE SYSTEM FOR YOU.

Featuring:

- Menu Driven
- All machine language programs
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- Form letter generator that works with LAZY WRITER and other fine word processors. (Optional).
- Wild Card code selection for your form letters
- Versions available for MTI hard disk system.
- Many more features write for overview.

Standard Version Works On:

Single density (we recommend double density)

Mod II TRS DOS Mod III TRS DOS

Mod I and III Newdos-80 version 2.0

Mod I and III Dosplus 3.4

Hardware Requirements:

TRS-80 Mod I or III, 48K 2 or more disk drives

IDEAL SYSTEM

Mod III 48K 1 40 Track Drive 2 80 Track Dual Headed Drives Dosplus or Newdos-80 Operating Systems

Gives space for over 11,000 names - 5 second average name insertion time sorts all 11,000 names in less than 4 minutes

*Special version to work on Dosplus 4.0 Harddisk operating system

Overview available

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Operating System \$225.00

POST WRITER form letter writer \$50.00 Requires Postman.

Of course POSTMAN Mass Mailing System comes with Data Guard®.

Data Guard® is a special feature only offered by Soff Sector Markting, Inc. If by chance your machine resets while writing information to the disk, you only lose the information that you were writing. Your files are always protected from the danger of losing all the work that you have put in that day. NO OTHER PROGRAM ON THE MARKET OFFERS THIS PROTECTION. If you reset with ANYBODY'S MAILING PACKAGE DURING WRITING you would destroy your ENTIRE data disk. We can't stop your machine from failing but we can protect your data.

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**TRS-80 is a product of Radio Shack, div. of the Tandy Corp.

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The Quality Continues .

"His entry into the program was wracked by the kind of frustration that can only be caused by red tape and bureaucrats."

such as Amway Distributors. Before BIPED he had some computer training at a private school. He learned Assembly, RPG and Cobol languages but not much else. "The teachers were good, but the atmosphere was not centered around the handicapped. Class turnover was six months so the teachers didn't have the time to give extra help."

George did fairly well, but to keep up he had to work from early in the morning to late at night. It took away from his family life and left him no time for relaxation. "I'd come home from school, eat and get right back to the books and work on problems until 11:30 at night—time to go to bed. I'd get up in the morning to the same routine. It got monotonous to the point where everything was such a rush-rush-rush rat race I'd had enough and decided I didn't need that."

The atmosphere at BIPED is different than that of the computer programmer's school turnstile-like philosophy. "BIPED is a school oriented toward the handicapped." "It understands the problems of the handicapped. It takes time to work with the handicapped; to find out how can this person become more feasible to society, or how can he be more helpful to himself and what way can his learning process be tapped so he might learn more.

"Each one of our problems are different. Our levels are about the same, but we have different needs. Some have a little bit more mobility. It ranges from a wide scope, but the thing about it that's so impressive is,

Photo 6. George Fitzpatrick.

with the community of these corporations involved, that they take the time to understand that."

Michael Molgano, Student

Twenty-two year old Michael Molgano, also from Stamford, was not overly enthused about BIPED when he first heard of it more than two years ago. Back then the program was slated to be held in New Haven. Michael was about to enter college and, frankly, was not thrilled about the prospect of a daily commute between Stamford and New Haven.

Things changed for Michael when he had to abandon his college plans due to an illness. Later when he heard BIPED (still on the drawing board) was planning to locate in Stamford, Michael called his counselor and then Joe Lamaine. Then came the testing, the talking and the waiting, until finally two years later the program was started. "I'm happy, I'm excited that I was accepted. I know there's nothing out there that will give me the experience and the knowledge that I'll get from this course."

Michael, a quadraplegic as a result of a swimming pool diving accident, had no computer experience prior to BIPED. "There's so much to be offered in this course. In 11 months Joe is going to give us a lot. He has a lot of knowledge. Not only Joe, but all the corporations sponsoring this. Some of the professionals and executives are coming in and giving us some of their knowledge."

The class works together, all the time. "We're a family. We help each other out. We all have different kinds of disabilities. What one can't do, another can, and maybe something he can't do—you know, back and forth."

No consideration is given to those with previous computer experience. They all start together, at the same place—the beginning. 80 Microcomputing visited BIPED when it was just nine days old. "Right now we're learning the history of data processing," Michael said, "We're learning what data processing is, how it is related in the business world, how it is used.

"He's teaching us the corporate structure. We learned who the corporations involved are and how they got involved. It's nice to know they're concerned; just to come in and give their time. Executives' schedules are very, very tight. Their calendars are set five and six months in advance. So when they're coming for an hour you know somebody's being hung up somewhere. That means a lot.

"In the beginning we needed to get situ-

ated. We all needed special equipment. We've only been here nine days and we've covered a lot of things. We're right on schedule. We went over the curriculum this morning and we're right on schedule. That's good corporate training. Everything is right where it should be."

Looking Ahead

There is a feeling of purposefulness at BIPED. You can sense it by the glimmer you see in the eyes of the students when you talk to them, or maybe by the bustle you wouldn't normally associate with a room filled with physically handicapped people, or it could possibly be in the quickness of everyone's response to the question: What do you see in your future?

George: "I look forward to finishing this course and getting into the business world. My goal is to be self-sufficient. I'm married and I want to help pay the bills. It can be done."

Fred: "The corporations are doing their job; they're putting their support behind us. We have to carry it forward. It's a two-way street: they help finance the program, we do the work. We benefit, they benefit. I think even the communities around will benefit."

Michael: "I'd like to be a programmer and maybe someday get into systems analysis. There are no pressures. We just want to get in here and do our thing. I don't think being the pioneer class will really hit us until after we've graduated and are out in the world. Then we'll say, 'Wow.' "

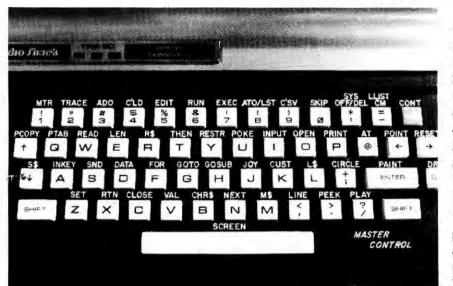


Photo 7. Michael Molgano.

'For Your Color Computer'

MASTER CONTROL

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Requires 16-32K

- 50 preprogrammed command keys. Standard and Extended command.
- 2. Direct control of motor, trace, and audio from keyboard.
- Automatic line numbering.
- 4. Programmable Custom Key.
- 5. Direct Run Button.
- Keyboard overlay for easy program use.
- 7. Easy entry of entire commands into computer.



4k 4k 4k 4k 4k 4k 16k 32k 4k 16k 16k 16k 4k Tank One Arm Chute Where is it Lunar Lander Stock Market Tope 3 Multiply 16k 16k 16k 16k 16k 16k 16k 16k EXT EXT NE NE NE NE NE NE NE NE Divide Add Sub Simple Simon Hangman Beast Count Down Acey Genie Protect Tape 4 Graphics Songs 16k 16k 16k 16k 16k 16k 16k EXI EXI EXI EXI EXI Joy Mortgage Checkbook Draw 1 Morris Sound Tape 5 Ram 16k 16k 16k 16k 16k 4k 4k 32k 4k MA MENERAL SEE SEE Trace MMaster Demo Disassembler Basbug Ohmlaw Convert Drawer 2 Degrees Tape 6 Hurdler Entrap 32k 16k 16k 16k 16k 16k EXT EXT EXT EXT EXT Search Flip Flop* Lost Atom

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EXT = Extended Basic

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When your computer needs a change of pace.

A Night on the Town



Photo 1. Too cramped

By David Gunn photos by B. "Snapshot" Hanselman

Your computer is more than just a hunk of electronia...it is your friend! But have you been treating it like one? Well? Uhhuh, I thought so.

When was the last time you took it out to a movie, or even down to the local lunch counter for an egg salad sandwich and coffee—last month? Last year? Never?

And what about simple conversation? Are programs the only tete-a-tete communications you have with your electrobrain? Hmm?

I'd say that it is time to give your precious microcomputer a little something in return for all the worldly data it has given you.

Let's focus on two long-overdue basic courtesies:

- Taking your computer out.
- Cleaning and minor maintenance of your computer.

Courtesy #1

Where do you take a computer? Deep sea fishing trips and roller skating can get pretty complicated. Let's start easy: dinner and a movie.

Microcomputers enjoy Chinese food. I

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"Nothing embarrasses a computer more than trying to scoop up food with a pair of chopsticks."

suppose it relates back to their abacus ancestry. The restaurant I took mine to is nicely decorated in a traditional Chinese checker pattern.

Don't bother trying to impress your computer by attempting to pronounce the Chinese words on the menu. Start with some soup. Won Ton or Egg Drop will be okay, but some microcomputers are finickier than others. If you order egg rolls try to keep the filling away from the keyboard area. The same goes for Chinese tea. The caffeine plays all sorts of havoc with those ICs.

When it comes time for the main course, request some good ol' American silverware. Nothing embarrasses a computer more than trying to scoop up food with a pair of chopsticks.

Finally, there is dessert. No problem? Think again. How do you reasonably explain to a paragon of logic like your TRS-80 that a data printout curled up in a hunk of baked dough can tell its future? Just settle for a dish of litchi fruits.

After dinner I took my computer to the movies. This particular theatre had no reduced children's rates, but if the one you take your computer to does, do not forget to bring your bill of sale—in case you have to prove your computer is under 12 years old.

After the show we window shopped and discussed the sociological implications of the film. Then we went home.

Courtesy #2

Have you ever noticed how much better you feel, how much more efficiently you work, after an invigorating cleansing? The same goes for your microcomputer. The screen is easier to read and the memory seems positively refreshed. So, don't hold out on your little whizbox just because you do not know which shampoo to use. You should not, in fact, use any shampoo.

How do you wash it? Sponge baths are okay, but are normally over too quickly. A bathtub bath does not provide nearly enough room for your microcomputer to splash around in and what's worse, the soap is forever disappearing. The dishwasher is too cramped. Like the bathtub, there never seems to be enough room, even if you stack all the glasses on the top rack (Photo 1).

"Where do you take a computer? Deep sea fishing?"

You need to go where there is sufficient space available. I recommend taking it to the car wash. There is plenty of room there and you can get a nice wax if you so desire (Photo 2).

When washing, always use up and down motions over the front and back panels, and side to side strokes on the sides. The brush bristles should be soft and pliant, so as not to irritate the delicate electronic skin.

Always rinse thoroughly. There is nothing as annoying as running a highfalutin' program in front of friends and having telltale suds bubble up out of the console during printout.

There comes a time when simple washing and waxing is not enough—when internal maintenance is necessary. Yes, I am talking about soldering!

Wait! Come back! Soldering is not something to be feared. Heart surgeons perform this simple operation all the time. Of course, many have had umpteen years of cardiovascular training in expensive hospitals, but the point is, if they can do it, and

if I can do it then you can do it, too.

Before we get started, you got any whiskey in the house?

Just kidding

Soldering: What is it? Why do I have to do it?

Suppose you have two wires; Fred and Ethel. Normally, they are a couple of terrific wires who get along beautifully together. Today, though, they have had a little spat and will not speak to each other. Well, that is when you take your solder, Lucy, and get them all together for a nice intimate dinner party. Then, when everyone is relaxed and mellowed out with some wine and cheese...Presto! You melt Lucy all over Fred and Ethel before they have a chance to object. And once again you have a perfectly harmonious metallic union.

Let's just hope that Fred and Ethel don't get too tired of Lucy, because she means to hang around for guite a spell.

Finally, a few words you should be familiar with to facilitate your soldering: welding, riveting and flux.

Welding is soldering that has gotten out of hand (Photo 3).

Riveting is holding someone's attention by means of metal pins or a good story.

Flux is a common expression used when soldering has turned into welding (Photo 3).

Actually, if you can avoid soldering, do so. You will be spared a heck of a lot of grief.

Follow this advice and see if your microcomputer doesn't respond to commands more quickly and compute more accurately. In a future issue, we'll discuss Selecting A Pet For Your Microcomputer. Stay tuned.

Writer David Gunn and photographer Hanselman run a computer dating service in Vermont. Says Gunn, "Computers are good dancers and, basically, are a cheap date."





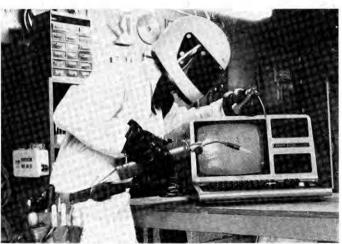


Photo 3. Welding or Flux

Professional/Scientific

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01

WORD PROCESSING

Since introducing QWERTY 3.0 in September, people have been calling to ask if we were making ludicrous claims. The answer is NO! QWERTY 3.0 does all we claim it does and more! No other software of this type can match QWERTY 3.0.

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$$T_1^2 = \sum_{i=1}^{n} \frac{\alpha_i \, \bar{\vartheta}_i + \mu^2 \, \pi^2}{\lambda_i \, \psi_i - \rho^2 \, \theta^2}$$

It is the best. Period. We guarantee you will agree! If for some reason you find that this program does not meet your needs, return the entire package within 14 days for a prompt and cheerful refund.

(Actual QWERTY text above)

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1. Automatically prints in proportional print, with a suitable format. Transitions between the three print styles are easy, including all expanded print modes. 2. QWERTY 3.0 adds 75 new symbols, including upper and lower case Greek letters, mathematical symbols such as integrals and summations, arrows, brackets, and probability symbols. 3. Any character can be used as a subscript or superscript, even simultaneously. Carats, bars, and tildes can be placed over any character, with precise position control, 4. Underlining, with or without underlining of spaces, including long ratios and mathematical expressions, 5, FOOT NOTES can be placed on any page so that they remain on the desired page, even if text is inserted later. 6. TABLE commands enable positioning of the print head anywhere on a line. Invaluable in printing neat mathematical layouts, tables, columnar material, etc., in proportional print. 7. PRETTY commands allow printing of repetitions of a chosen character. When combined with TABLE, decorative borders can be produced with ease. 8. FOLIO format produces output in two or three columns per page. In either proportional or 167 cpi mode. Ideal for newsletters. 9. Supplies a third output mode, in which only SCRIPSIT commands are obeyed. Allows printing of special QWERTY commands for future reference. 10. PAGE END indicates where pages will end. and the page number, without printing the text. One can prepare an almost error-free document without ever using paper. 11. Correction of SCRIPSIT's errors and inconveniences, extensive documentation, and much more!

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QWERTY 3.0



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SOMICRO PROFILE

Dateline: Sri Lanka

by John P. Mello Jr. 80 Microcomputing staff

f you see a man driving a yellow Pinto station wagon bristling with electronic gadgets, while dictating into a microcassette recorder, there's no need for a double take. It's only David Busch, ever-vigilant watchdog of Kitchen Table Inc., speeding to another significant press event held by the fictitious Sri Lankan-based manufacturer of computer wares.

Busch stands out among computer writers because he is a humorist in a field where sobriety is king. However, the Ravenna, OH, native quickly rapped widespread notions that computers are inherently humorless: "What do they mean computers aren't inherently funny? Haven't they ever used a TRS-80 Model !?"

"Tandy has done many, many good things," he observed. "Yet, they introduced a computer that gave you two letters for every one pressed, left out lowercase in order to save 14 cents and sold a \$300 expansion interface with free disk controller circuitry, but no memory."

The public relations specialist admitted Tandy inspired his creation of KTI: "I was most familiar with Radio Shack. If I had been more familiar with Commodore, I might have thought Commodore."

He added: "I thought, what if there was a

company with the imagination of a Scott Adams, Nolan Bushnell or Bill Gates, but had Tandy's management structure? That was Kitchen Table. Now I can scarcely look at a new product without thinking how KTI would mishandle it."

Busch began his journalistic career in 1960 at the age of 13 as a newsboy for the six-day-a-week *Record-Courier*. Within five years, the whimsical buckeye had risen to reporter, writing mostly sports stories.

Not only did his newsboy job serve as an entree into journalism, but as an introduction to his future wife. "It was on my 16th birthday," he remembered. "One of her girlfriends stopped by and introduced her while I was getting ready to deliver my newspapers.

"She was 13, a little young at the time. I didn't have a driver's license and she wasn't allowed to date, so we just walked around together."

In 1964, her parents moved to California, but the pair corresponded for three years—until Busch saved enough money to fly to California and spend the summer with her. After she graduated from high school in 1968, she moved back to Ohio and the pair tied the knot in 1969.

Meanwhile, Busch began attending Kent State University, where his experience with the Kent and Ravenna county paper made life easier in his college major, journalism: "When we got assignments to write things, I'd just take a clipping from something I'd already published, hand it in and get an A. We'd learn layout, and I'd bring in a page I'd laid out at the newspaper and get an A. I didn't learn a lot of journalism."

The son of a police officer began to question his newshound instincts—especially after the Kent State killings in May of 1970. "My class let out 15 minutes before the shootings took place," he recalled. "I came out and saw the National Guard and protestors down on a hill. I decided nothing interesting was going to happen so I left. It occurred to me later that I shouldn't go into news journalism because my nose for news was apparently not very highly developed."

At the time of the shootings, Busch managed a camera store on the Kent State campus. "One of the kids that used to come into the camera store and ask me questions about photography won the Pulitzer Prize that year," he said. That student, John Filo, snapped the photo of a woman, her face screaming with grief, crouched beside a slain student. "Maybe his technical skills weren't as good as mine—or maybe they were better, I don't know—but his news sense was a lot more highly developed."

Busch became drawn toward a career in public relations: "There seemed to be more money in it. I had already decided I wasn't the world's greatest reporter. I had already done it. I liked it, but public relations seemed like more fun."

After graduating from Kent State in 1970, he started working in a public relations firm in Rochester, New York. Eighty percent of his work was on Eastman Kodak's account with the firm. Meanwhile, he began collecting jobs. By 1974, he had eight moonlight jobs including photography instructor at the local Barbizon school of modeling; sports information director for St. John Fisher College; and freelance gag writer. "At the time, I was making more money from my part-time things than my main job," he noted.

Despite his exhausting work schedule, Busch still found himself in a money crunch. And he was tiring of icy city life. "They only have two seasons up there," he observed, "cold and colder. My house was burglarized five times, my car broken into a couple of times." So when he had a chance



David Busch

Busch with two of his favorite things: computers and Charlie Chaplin.

"What do they mean computers aren't inherently funny? Haven't they ever used a TRS-80 Model I?"

to work in the Ravenna office of Creative Communications Services, a public relations firm with locations in several U.S. cities, he gobbled up the opportunity. "In Ravenna, we haven't had a murder in a couple of years," he said. "And nobody locks their doors."

The public relations agency had Busch

writing about computers and he became interested in them. "But until they invented microcomputers," he said, "you didn't have one of your own to play with."

"When the first kits came out," he recalled, "I started reading all the magazine articles, but I'm not a hardware person. I never thought I could build one." Before buying a Model I Level I, he learned Basic programming from a magazine article and a book he'd bought from Radio Shack. Since then, he's experimented with Pascal and Assembly, but feels he has a way to go with Basic: "I don't think I've exhausted nearly a tenth of what Basic can do. I'm still surprised at the things you can make Basic do."

"When I got my Model I," he said, "I didn't know what to do with it. It just sounded like a good idea at the time. Then I got into it and I started coming up with ideas."

Within 48 hours of buying his Model I, he wrote a travel expense report program exceeding the 4K of memory that came with the machine. So he installed some 16K chips—incorrectly—and had to return them to where he'd bought them. Then he tried to reinstall the 4K chips and bent two of the pins. Singlehandedly, he had reduced his Model I to a 1K computer.

When his 16K chips returned, he plugged them in, but still no results. "Finally," he said, "out of a sense of daring, I plugged in a set of jumpers meant for Level II and they worked. I still don't know why."

Busch does a lot of traveling in his trade and he takes computers wherever he goes: "I always take the Pocket Computer. I take the Model I, usually with one or two disk drives. I used to take a Sinclair ZX-81 because it fit in the pocket of my camera bag. Now I've got a VIC 20 because it's got



John Filo photo for Valley News Dispatch, Tarentum, PA, Reprinted with permission

Busch began to question his instincts for news following the Kent State killings in 1970.

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1 131

"...KTI plans to maintain its reputation as an innovative leader with products like no-name software and checkers with sound."

an RF modulator and you can plug it into the television in the motel."

80's observer of KTI travels in a Ford Pinto built for comfort. It can receive up to seven electromagnetic bands including CB, radio, AM, FM and television. "I listen to television while I'm driving," Busch explained. "I have a little thing that flips over the screen so you can't see it. I think it's illegal to watch it while you're driving... also dangerous."

The car also contains a fuzz buster, gadgets for eating and drinking, and "the usual audio equipment"—power amplifiers, Jensen speakers and from 80 to 100 tapes of recorded music. "The electrical system wasn't built for all that," he added. "I usually go through a battery every couple of years."

Traveling as much as he does—eight days a month—can lead to some hairy experiences. "Generally," Busch observed,

"everywhere I go, tragedy follows. I was at Kent State the day of the shootings. I was in New York the day of the big blizzard. I was in Detroit the day Jimmy Hoffa disappeared. I was at Washington National Airport the day before the plane crashed into the bridge."

"Last year," he added, "driving up to Rochester, New York, I drove sideways for about 200 yards on the New York State Thruway on the ice. It's interesting to look out the side window to see where you're going.

"I frightened all the other drivers. It was a three-lane highway and they all pulled over to the shoulder and watched me drive down the street sideways."

When Busch goes on long trips, he dictates his Kitchen Table columns into his Norelco microcassette recorder. "I actually get more work done driving than I do some types of work sitting in my office," he noted.

"My office is a spacious eight by ten

feet," he added. "Most of it is taken up by counter space and bookcases, and the actual floor space is closer to four by six feet. There are no windows to distract me, and the tight confines keep me from collapsing with fatigue since there's no place to fall down.

"One major problem is that when I want to move a computer or something, there is such a tangle of wires and extension cords that I usually just snip them with scissors to free the necessary peripherals, and start all over again.

Another problem is I am seldom more than three feet away from two or three monitors—including one color receiver—so I find that I sometimes glow in the dark."

The clutter in the silicon comic's office reflects his incurable bent for collecting things. He has all his photography magazines dating back to 1960 and every paperback book he's ever bought. However, while he visited his wife-to-be in 1967, his mother—who had to quit her job of many years as a beautician because she became allergic to hair dye—dumped his comic books and Playboys. "I've always collected everything," he said. "I don't think I've thrown anything away in my life. It's all out in my garage."

Busch collects travel guides to Spain published before 1900 and "Seat Occupied" signs from airlines. "I like to do things nobody else does," he commented.

He's played in a number of jazz, dance, rock and blues bands, including a punk rock garage band called "The Babylonian Disaster Squad." Currently he's negotiating to play bass with a local New Wave band, BAK Two Square One, "I loaned the band's lead guitarist my bass," he explained, "and he allowed it to be stolen. Now I'm saving up to buy a new one."

He likes all kinds of music. His favorite composers are Beethoven, John Lennon and Hank Williams, Jr. He has every Beatles album including bootlegs not officially released by the group. "I listen to Beatles music at least an hour or two a day," he added.

He also likes films. "I've made humorous home movies," he noted, "with anyone sitting around with nothing to do." Charlie Chaplin holds Busch's interest and he has most of the silent era comedian's films on Super 8 and videotape. His favorite movie is "City Lights."

Other Busch favorites include *The Moon*Is a Harsh Mistress by Robert Heinlein, the video game Galaxians, video pinball, and a pair of utility programs called IRV (a key-

NEW CLASSICS SOFTWARE

239 FOX HILL ROAD: DENVILLE NEW JERSEY: 07834: TELEPHONE 201-625-8838

PASCAL 80 by Phelps Gates

"If anyone could devise a good PASCAL system for the TRS-80° it was Phelps Gates. I am happy to report he has done just that."

BYTE, Dec. 1981, pg. 304

"After trying out...(the competition) I found myself using PASCAL 80 exclusively." Creative Computing, Nov. 1981, pg. 96

PASCAL 80 is the friendliest PASCAL available anywhere! Monitor, editor, and compiler are in memory at the same time, avoiding time consuming and annoying disk access and disk switching. Yet, it uses standard PASCAL syntax and leaves 23K of work space in 48K (32K at run time).

Credit card orders: (201) 625-8838

PASCAL 80 has 14 digit accuracy and requires a 48K TRS-80® with one disk drive. It comes in a binder with easy and complete user instructions for \$99.

Add \$2 shipping and handling per order and specify Model I or Model III.





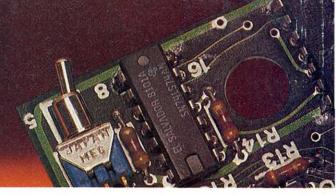


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(PASCAL 80 does not implement variant records, pointer and window variables, or functions and procedures used as parameters.)

- 255

THE SWITCH



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INDoubler 5/8

FEATURES

- 5- and 8-inch* disk drives
- Single- & double-density
- Any size and density in any mix
- Read Model I, II* and III disks
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- Fits LNW expansion interfaces
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- 5 inch disk storage increased to: 161,280 bytes – 35-track SS/DD 322,560 bytes – 35-track DS/DD 184,320 bytes – 40-track SS/DD 368,640 bytes – 40-track DS/DD 368,640 bytes – 80-track SS/DD 737,280 bytes – 80-track DS/DD
- 8 inch disk storage increased to:

591,360 bytes - 77-track SS/DD 1,182,720 bytes - 77-track DS/DD SS: single-sided DS: double-sided SD: single-density DD: double-density

complete - The LNDoubler 5/8, switches your Model I or LNW-80 into the most versatile computer you can own. The LNDoubler's switch allows you to boot from 5- or 8-inch system disks, and it's accessible from outside the interface. The LNDoubler 5/8 comes with a double-density disk operating system (DOS+ 3.3.9), complete with BASIC and utility programs . . . ready to run your software NOW!

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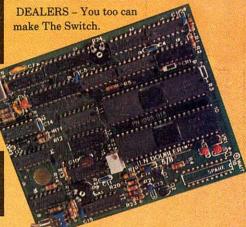
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(714) 544-5744 (714) 641-8850 TRS-80 is a trademark of Tandy Corporation.

"...when I want to move a computer there is such a tangle of wires and extension cords that I usually just snip them with scissors..."

stroke multiplier) and PACKER (which packs and unpacks program statements).

The Busch household also has its complement of pets: goldfish, parakeets and his in-laws' cat, vacationing with the family while its owners reside in warmer climes during the winter. "It feels right at home," he observed. "It comes in and throws up any time it wants."

Busch's cat came to a recent untimely end: "It was one that we found. We thought it was a kitten, but it turned out it was a year and a half old and its growth had been stunted because it had been starving for a year and a half. Then, while walking on some rafters in someone's garage, it slipped and fell between them and hung itself."

Busch has two sons, ages 11 and 12, both interested in computers. His oldest boy, following his father's footsteps, is saving his paper route money to buy an Atari 800.

"My wife can't understand why the computers cost so much money," Busch said. "So I try to explain to her they're free. Like when I bought the Pocket Computer. She said, 'You paid \$200 for that thing?!!' Well, I've already written three articles about it and have gotten twice as much money for the articles as I paid for the computer."

Sometimes Busch tries out his Kitchen Table jokes on his children, but never on his wife. However, he said, "Mostly, I try them on my users' group."

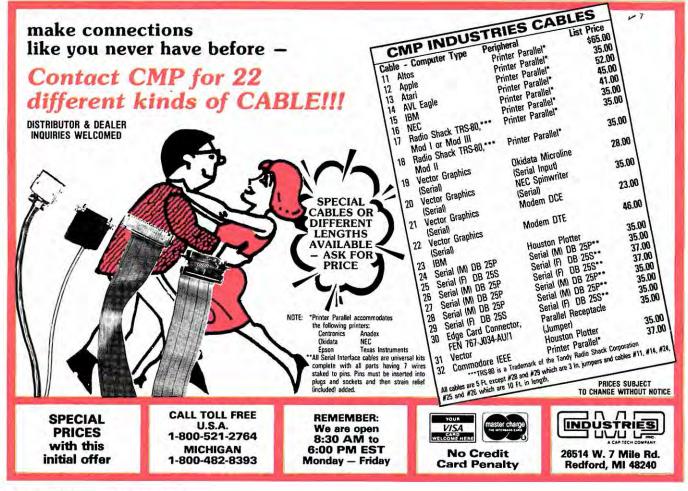
The KTI observer maintained he had no doubts about a humor column being accepted by computerists. "When I first started writing Kitchen Table," he commented, "I said, gee, this is good stuff. I thought people would like it. I tried out the jokes on my user's group and they thought they were hilarious."

Kitchen Table is Busch's handle on the Micronet CB network. "Every time I get on

there," he said, "people recognize it and comment." He also gets funny tongue-incheek letters asking questions about KTI wares: "One guy said he had a scratch on TLS-8E's CRT and he wanted to know if the company made a special tape to repair it."

In fact, the demand for KTI products has been so great, Busch is developing some of them: "I'm working on DROSSDOS and the Basic Misinterpreter. DROSSDOS looks like you're actually running a DOS but when you type BASIC, and go into the Basic Misinterpreter, it does funny things. When you type PRINT 1 + 2, it will print one plus two instead of three. If you give it a command it doesn't recognize, it goes: Huh?"

Meanwhile, Busch said, in the coming year, KTI plans to maintain its reputation as an innovative leader with products like noname software—software with no frills like menus and documentation—and checkers with sound.



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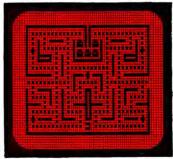


Will you save the Andromeda Galaxy by destroying the Space Castle or will the evil warlord Yugdab continue to rule, uncontested? Locked in battle with Yugdab, your main defense is your ability to skillfully handle your ship and it's projectiles. If you are not careful, Yugdab's intelligent mines will hunt you down and blow you into space dust. Written in machine language, Cornsoft's New Arcade Game, Space Castle, has fast action and exciting sound. Yes, Joystick owner's, the Alpha Joystick really puts you in the cockpit!!

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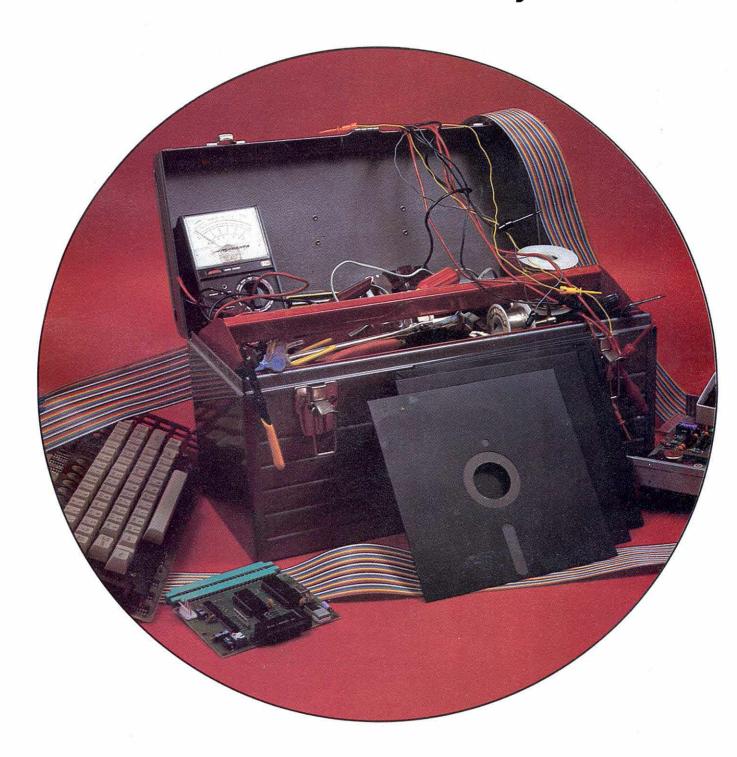
Route 3, Radio Ranch Airport Polo, Illinois 61064

In III. Call 815-946-2371

Trademark Corvus Systems, Inc.



1982 Utilities Buyer's Guide



1982 BUYER'S GUIDE

		Α,	aan G	SA SASTELL	
Product	Model	Minimun	Tapeor	405	Price
T-ZAL	III	16K	T	NA	\$49.95
Macro Assembler	11	64K	D	V	\$74.95
I/SAL	П	32K	D	R	\$225
	Macro Assembler	T-ZAL III Macro Assembler II	T-ZAL III 16K Macro Assembler II 64K	T-ZAL III 16K T Macro Assembler II 64K D	T-ZAL III 16K T NA Macro Assembler II 64K D V

Editor/ Assemblers

Mumford Micro Systems	Instant Assembler	1,111	16K	Ţ	NA	\$29.95
MISOSYS	EDAS	J, III	32K	D	K,L,V	\$79
MICRO WORKS	SDS80C	Color Comp.	4K	Т	NA	\$89.95
RACET Computes, Ltd.	Development Package	11	64K	D	F	\$125
Computer Applications	M-ZAL	L III	32K	2D	I,K,V	\$149
Spectral Associates	Editor/Assembler	Color Comp.	16K	Ť	NA	\$34.95

B = NEWDOS 2.1

F = TRSDOS 2.0

E = NEWDOS PLUS

G=NEWDOS

H = NEWDOS40

I = NEWDOS80

D = disk

T = tape

S = screen

C = inquire

X = unavailable

NA = not applicable

UTILITIES

Separate negation	Supports N	Recto ⁵ Condition	al Assentity		Other teatures
X	N	N			Symbol table cross-ref facility Supports 1500 baud Can upgrade to disk system
С	Y	Y			Requires EDTASM
\$15	Y	Y			Linker and debugger alone \$150
_	Editor	Suports W	actos Conditiona	Assentity Sets Bre	Modules
\$3	Y	N	N	N	Relocatable code modules Uses compressed format
×	Y	N	Y	N	Assemble from multiple disk source files
\$10	Y	N	Y	Y	Assigns labels ROMPACK Source listing available
\$12.50	Y	Y	Y	N	Superzap and disassembler included
NA	Y	Υ	Y	N	Symbol table cross-ref facility Nested source file Relocatable object code
С	Y	Υ	Y	N	
	580 2.0		M = V	TOS	V = TRSDOS

So you have a blown disk, or a tape you would like to duplicate, or a machine language program ready for assembling. What next?

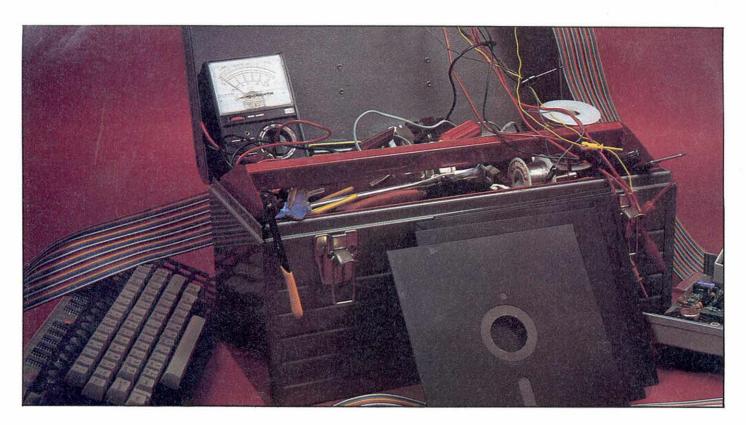
Start by reading Jake Commander's tutorial article about utilities in this issue. He describes each general category of utilities useful to the personal computer owner, and includes tips on what to look for when you purchase a program.

After you decide which utility you need, flip through the pages of the Buyer's Guide. The 20 companies (and approximately 75 products) listed are included because they responded to 80 Micro's letters of inquiry. (If you don't see your favorite utility here, don't panic. The product is probably still on the market, but the manufacturers did not meet our publication deadlines.)

One notable omission from this Guide is Radio Shack—they chose not to be included. If you're considering Radio Shack software, dust off your catalog and compare their offerings with what is listed here.

Keep in mind that the purpose of this Guide is not to tell you which product to buy. Rather, it should narrow your field of choices to three or four programs. Eliminate the software which is out of your budget or too simplistic or not written for your system. Then, contact the companies remaining for more specific info about their products.

Obviously, there is no space to comprehensively list the features of each piece of software included. A \$20 product may have virtually the same standard features as a \$120 item. It is up to you to find out about the "extras."



			-			
Disassemblers	Product.	node	Minir	Jun Ram	gjek Sigleen DOS	Price
Instant Software	The Disassembler	1,111	16K	Т	NA	\$9.95
Instant Software	TLDIS	1,111	16K	Т	NA	\$14.95
MISOSYS	DISI	1,111	16K	T +	NA	\$15
Instant Software	DLDIS	1,111	16K	D	W	\$19.95
MISOSYS	DISII	1,111	16K	D	w	\$20
Program Innovations	Disassembler	11	64K	D	V	\$73.95
The Micro Works	80C	Color Comp.	16K	Т	NA	\$49.95
C = inquire X = unavailable NA = not applicable	D = disk T = tape S = screen	B = NEWD E = NEWD F = TRSDO	OS PLUS		G = NEV H = NEW I = NEW	VDOS40

Companies in Buyer's Guide

Advanced Operating Systems

450 St. John Road Michigan City, IN 46360 800-348-8558 219-879-4693

ALGORIX/Allen Gelder Software

Box 11721 San Francisco, CA 94101 415-387-3131

The Alternate Source

704 N. Pennsylvania Lansing, MI 48906 517-482-TAS0 517-482-TAS1

Computer Applications Unlimited

P.O. Box 214 Rye, NY 10580 914-937-6286

Cottage Software

614 N. Harding Wichita, KS 67208 316-683-4811

Datasoft Inc.

19519 Business Center Drive Northridge, CA 91324 213-701-5161

Howe Software

14 Lexington Road New City, NY 10956 914-634-1821

InfoSoft Systems Inc.

25 Sylvan Road South Westport, CT 06880 203-226-8937

Instant Software

Peterborough, NH 03458 800-258-5473 603-924-9471

INTERPRO

P.O. Box 4211 Manchester, NH 03108 603-669-0477

Galactic Software/ Logical Systems Inc.

Mequon, WI 53092 414-241-8030

The Micro Works

P.O. Box 1110 DelMar, CA 92014 714-942-2400

MISOSYS

5904 Edgehill Dr. Alexandria, VA 22303 703-960-2998

Mumford Micro Systems

Box 400-E Summerland, CA 93067 805-969-4557

PowerSoft

11500 Stemmons Exp., Suite 125 Dallas, TX 75229 214-484-2976

Program Innovations

Box 1368—400 N. Walnut St. Lumberton, NC 28358 919-739-3216 ext. 15

PROSOFT

Box 839 North Hollywood, CA 91603 213-764-3131

RACET Computes, Ltd.

1330 N. Glassell Suite M Orange, CA 92667 714-997-4950

Small Systems Software

P.O. Box 366 Newbury Park, CA 91320 805-497-6657

Spectral Associates

145 Harvard Avenue Tacoma, WA 98466 206-565-8483

5eparate perta	jor Relocat	Agus Laughs	Outpute	Creen of Diet
X	Y	N	P,T	
X	Y	Y	P,T	
X	N	Υ	S,P,T	
×	Y	Υ	P,D	
x	N	Υ	S,P,T	Other programs relocated
С	N	N	D	DO file
x	Y	Υ	S,T	Variable output formats

J=NEWDOS80 2.0 K=DOSPLUS L=LDOS M = VTOS P = MicroDOS R = CP/M

V = TRSDOS W = any non-CP/M DOS

			***************************************	2AM	*System	25 N
Editors	Product	Model	Minimum	RAM Tape of C	105 16.	Price
Instant Software	IRV	1	16K	2D	٧	T \$24.95 D \$29.95
Computer Applications	XBE (XEDIT)	1,111	16K	T,D	I,K,L,V	T Model I \$24.95 Model III \$29.95
The Alternate Source	КВЕ	1,111	32K	D	w	\$39.95
ALGORIX	Edit	1,111	16K	D	w	\$40
Datasoft	S.E.C.S	Color Comp.	16K	T	NA	\$29.95
INTERPRO	ABE	1	32K	D	I,V	\$19.95
					0	
Monitors	· · · · · ·					
MISOSYS	DUTIL	T.	16K	D	L	\$20
INTERPRO	ULTRA-MON	_1,111	16K	Т	NA	\$24.95
MISOSYS	TUTIL	1,111	16K	Т	NA	\$15
Mumford Micro Systems	STEP80	1,111	16K	Т	NA	\$16.95
Computer Applications	X-BUG	1,111	16K	T,D	w	\$19.95
C = inquire X = unavailable NA = not applicable	D = disk T = tape S = screen	B = NEWDOS E = NEWDOS F = TRSDOS 2	S PLUS		G = NEWDO H = NEWDO I = NEWDO	OS40

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5eparate portinent	Euli cut	Sor control	Cidal Car	Macro ke	Se Other teatures
x	Y	Y	N	Y	
x	Y	Y	Y	Υ	
\$2	Y	NA	NA	Y	Editor for Basic, DOS, EDTASM, EDIT-80
x	Y	Y	Y	N	
X	Y	N	N	N	High resolution graphics Character generator Audible error warning
С	Y	Y	Y	Y	
		/ .			inte
	Disa	sentile RA	A Editor Single	sel di	Bethodines
x	N	Y	N	Y	Read sectors or tracks
×	Y	Y	N	Y	Relocates memory Trace
x	N	Y	N	Y	
	SE S				
x	Y	Y	Y	Y	Trace
X \$9.95	Y	Y	Y	Y	Trace Relocatable monitor

Assemblers Editor/Assemblers Disassemblers Editors Monitors Disk Zappers Renumberers/Com

Screen editors are utilities offering distinct advantages over the line-editing process known to TRS-80 users. They allow cursor movement across the video screen without destroying any of the text the cursor passes over.

pressors Tape Utilities File Utili

Text editors are used to enter and manipulate text files from a keyboard. Basically, they are stripped-down word processors, and in fact, most word processors will do a better job than a text-editing utility.

ties General Utili ties Assemblers Editor/Assemblers

All monitors allow memory to be displayed or printed in various formats, such as hexadecimal, octal, decimal, ASCII or symbolic. Symbolic means symbols are displayed instead of values; these symbols are simply the mnemonics discussed under the heading of disassemblers. Some monitors therefore contain a disassembler as an option. The memory under scrutiny can be altered from the monitor and can influence the results of any resumed execution of the main course.

Disassemblers Ed itors Monitors

Monitors			RA	'n.	Sek System	
Continued	Product	Model	Mininum Rah	Tage of	Det System DOS	Price
The Alternate Source	TASMON	i,iii	8K 16K with no DOS	D	I,K,L,V	\$29.95
Howe	MON-3	1,111	16K	T	NA	\$39.95
ALGORIX	STRETCH SUPERSTEP	1,111	32K	D	w	\$39.95
Howe	MON-4	I,III	16K	D	Model II W Model III V,J,K	T \$49.95 K D \$53.95
Datasoft	SIGMON	Color Comp.	16K	ī	NA	\$29.95
The Micro Works	CBUG	Color Comp.	4K	т	NA I	\$29.95 ROM \$39.95 ROMLESS PAK \$64.90
ALGORIX	COCOBUG	Color Comp.	4K	т	NA	\$19.95
PowerSoft	Super Utility	T.	32K	D	G,V	\$49.95
PowerSoft	Super Utility Plus	1,111	48K	D	W	I,III \$74.95 I/III \$124.9
PowerSoft	Quick-Fix	T	32K	T	B,V	\$34.95
Spectral Associates	BUGOUT	Color Comp.	4K	Т	NA	\$19.95
Advanced Operating Systems	MACRO-MON	1,111	16K	T,D		Model I T \$54.9 D \$59.9 Model III D \$69
Small Systems Software	RSM-2	-T	16K	T,D	V	T \$26.95 D \$29.95
Small Systems Software	RSMII	II .	64K	D	V	\$39.95
C = inquire X = unavailable NA = not applicable	D = disk T = tape S = screen	B = NEWDO E = NEWDO F = TRSDOS	OS PLUS		G = NEWDOS H = NEWDOS I = NEWDOS8	S40

ō.					.6
Price	disassenti	er RAM Edit	Single Stef	SetBleak	Other leadings
\$2	Y	Y	Y	Y	Trace Relocatable monitor
\$2	Y	Y	N	N	Relocate object programs
\$5	Y	Y	Y	N	Trace View code in 8 formats
\$5	Y	Y	N	N	RS-232-C port
×	Y	Y	Y	Y	Mini-assembler Debugger
X	N	Y	N	Y	RS-232 port
x	N	Y	N	Y	Induces screen modes Shows chip and architecture before and after instruction
\$10	N	Y	Y	N	Format disks, configure system Disk or tape copy
\$10	N	Y	Y	N	Format disks, configure system Disk or tape copy
\$10	N	Y	N	N	All features of Super Utility except Special Copy and Tape Copy
C	N	N	Y	Y	
x	Y	Y	Y	Y	Trace Relocate object programs Self-relocatable
x	Y	Y	Y	Y	
x	Y	Y	Υ	Y	Modify in hex or ASCII
J = NEWDOS K = DOSPLU L = LDOS	580 2.0 S		M = VTOS P = MicroDOS R = CP/M		V = TRSDOS W = any non-CP/M DOS

Disk Zappers Re numberers/Com pressors Tape Utilities File Utili ties General Utili ties Assemblers Editor/Assemblers Disassemblers Ed

Assemblers come with a wide variety of features and are priced accordingly. The beginner should stay with a simple assembler until the more sophisticated options, such as conditional or macro assembly, are needed. A simple assembler is still worth its weight in gold compared to the time and effort involved in hand assembly.

itors Monitors Disk Zappers Re numberers/Com pressors Tape Utilities File Utili ties General Utili ties Assemblers

As their names suggests, disassemblers do a job exactly opposite of assemblers. Where an assembler takes mnemonic opcodes and assembles them into hexadecimal object code, a disassembler takes the object code and produces mnemonic text.

Editor/Assemblers
Disassemblers Editors Monitors
Disk Zappers Re
numberers/Com
pressors Tape
Utilities File Utili
ties General Utili

"The purpose of this Guide is not to tell you which product to buy. Rather, it should narrow your field of choices to three or four programs."

Disk Zappers			Minimum	RAM Tape of Di	SA SASTELL	
Disk Zuppers	Product	Hodel	Minim	180e	005	Price
The Alternate Source	TRAKCESS	Í	48K	D	G,V	\$24.95
Instant Software	Disk Editor	1	16K	D	G,L,M,P,V	\$39.95
Galactic Software	FED	1,111	32K	D	L	\$40
enumberers/ compressors						
Instant Software	RENUM/COMPRESS	1	16K	Т	NA	\$14.95
Instant Software	Compression Utility Pack	1.	16K	Т	NA	\$19.95
PROSOFT	QUICK COMPRESS	1,111	16K	T,D	G,I,K,L,V	T or D \$19.9
Cottage Software	PACKER	1,111	16K	T,D	G,L,M,V	\$29.95
PROSOFT	FASTER	1,111	16K	T,D	G,I,K,L,V	T or D \$29.9
RACET Computes, Ltd.	REMODEL/PROLOAD	1,111	16K	T,D	G,I,J,K,L,V	T \$35 D \$40
C=inquire X=unavailable NA=not applicable	D = disk T = tape S = screen	E = NEV	WDOS 2.1 WDOS PLUS DOS 2.0		G = NEWDOS H = NEWDOS40 I = NEWDOS80	

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x	Y	Y	N	N	
x	Y	N	Y	Y	Transfer command to Debug
\$5	Υ	N	N	Υ	Edit files on disk
			and iti	state.	
	Renumber	As Rendre danks	and Produce multi-	Unpack	
x	Y	Y	N	N	
x	Y	Y	Y	N	
x	N	Y	N	N	FASTER & QUICK \$39.95
\$6	Y	Y	Y	Y	Move lines
x	N	N	Ŋ	N	Allocates variables to cut running time FASTER & QUICK \$39.95
x	Y	N	N	N	Move or delete lines

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Disassemblers Ed
itors Monitors
Disk Zappers Re
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Utilities File Utili
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Editor/Assemblers

A disk can be blown in numerous ways, and the more ghastly ways will preempt any attempt at data recovery. Many situations exist, however, where a file is intact on a disk but can't be accessed for some reason; this is where a disk zapper can be used to recover hours of work otherwise lost.

Disassemblers Ed itors Monitors Disk Zappers Re numberers/Com

The utility may have functions other than debugging; it may tidy up the final product, or list the program in a more readable fashion than usual.

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Utilities File Utili
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ties Assemblers
Editor/Assemblers
Disassemblers Ed
itors Monitors
Disk Zappers Re
numberers Com
pressors Tape
Utilities File Utili

Tape Utilities	Product	Model	Minimum	RAM	DOS .	Price
ALGORIX	TSAVE	I,III (500 baud only)	16K	T	NA NA	\$9.95
Cottage Software	System Tape Duplicator	1,111	16K	т	NA	\$15.95
Mumford Micro Systems	CLONE	1,111	16K	Ť	NA	T \$16.95 D \$21.95
Small System Design	Duplicator	1	16K	Ť	NA	\$8
Instant Software	Cassette Scope	1	16K	Т	NA	\$14.95
RACET Computes, Ltd.	Cross Reference	II .	64K	D	F	\$50
	Cross Reference PDS (Partition Data Set)	II I,III	64K 16K	D D	F L	\$50 \$50
RACET Computes, Ltd.						Total Control
RACET Computes, Ltd. MISOSYS	PDS (Partition Data Set)	1,111	16K	D	L	\$50 \$20 Model I \$25 Model III \$3
MISOSYS MISOSYS	PDS (Partition Data Set) CMDFILE	1,111	16K 16K 32K	D D	W G,I,J,K,L,V	\$50 \$20 Model I \$25 Model III \$3
MISOSYS MISOSYS RACET Computes, Ltd.	PDS (Partition Data Set) CMDFILE BLINK (Basic Linker)	1,111 1,111 1,111	16K 16K 32K 64K	D D D	L W G,I,J,K,L,V F	\$50 \$20 Model II \$25 Model III \$3 Model II \$4
MISOSYS MISOSYS RACET Computes, Ltd. MISOSYS	PDS (Partition Data Set) CMDFILE BLINK (Basic Linker) CONVCP/M	1,111 1,111 1,111 11	16K 16K 32K 64K 16K	D D D D	L W G,I,J,K,L,V F L and R	\$50 \$20 Model I \$25 Model III \$3 Model II \$40 \$30

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X	Y	1500 baud—Model III Screen display of copied material
x	Y	Verify Routines
×	N	Dump tape to screen in binary format Display load addresses of system tapes
	_	
separate per	Descri	dier
\$5	Listing	g by variable, string, numeric data, numeric data
x	Genera	ate library files
x	Appen	d, concatenate, offset, copy, create files
\$5	Interce	ept disk I/O error
Model I \$2 Model III \$ Model II \$	Merge	nm chaining files
×	Transf	er file from CP/M to LDOS medium
×	amo	number of file tracks and sectors, bunt of memory racks or sectors
	1000	continues
	M = VTOS P = MicroDOS	V = TRSDOS W = any non-CP/M DOS

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RACET Computes, Ltd.	Utility Package	II	64K	D	F	\$150	

General Utilities

PROSOFT	XTEND40	1	16K	D	H,I,K,L	\$19.95
Instant Software	Dynamic Device Drivers	r	16K	T,D	w	T \$19.95 D \$24.95
RACET Computes, Ltd.	LPSPOOL	1	32K	D	G,I,J,K,L,V	\$75
Cottage Software	Print to LPrint	1,111	16K	т	NA	\$12.95
RACET Computes, Ltd.	COMPROC	1,111	32K	D	G,I,J,K,L,V	T Model I \$20 T Model III \$30 D Model I \$25 D Model III \$35
PROSOFT .	DISK RPM	I,III	32K	D	w	\$24.95
Logical Systems Inc.	Filter Package	1,111	32K	D	L	\$60
PowerSoft	Make-80	1,111	16K	D	w	Model I \$14.95 Model III \$24.95
Spectral Associates	Magic Box	Color Comp.	16K	т	NA	\$24.95
PowerSoft	Utility Disk #2	1,111	32K	D	L	\$69.95

C = inquire X = unavailable NA = not applicable

D = disk T = tape S = screen B = NEWDOS 2,1 E = NEWDOS PLUS F = TRSDOS 2.0 G = NEWDOS H = NEWDOS40 I = NEWDOS80 J = NEWDOS80 2.0 K = DOSPLUS L = LDOS

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	Model I \$2 Model III \$3	Bring a program to a main menu Command processor
	×	Measure and adjust drive rotational speed
1 3	\$5	Modify I/O to printer, video, keyboard Enhancements to LDOS
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Make Butterflies—Not Bugs

Utilities: what are they, and how can they help you, the struggling programmer? In this article I'll look at various types of utilities and discuss their use at the hardware and software levels.

According to my dictionary, utilities are "useful things"— a classical dictionary definition if ever I saw one. Although I'd prefer to avoid it, I'm going to have to resort to the overworked term "software tool." That's exactly what utilities are; as tools, they create or alter other programs, but there are other uses for them, as we shall see.

Utilities are broadly divided into two categories-those that help debug software. and those that help debug hardware. Programmers use software utilities in the development stages of a piece of software, when that software is most likely to be going wrong in unpredictable and exasperating ways. Here we're referring to such things as Basic single-step utilities, which allow Basic program execution one instruction at a time. Another example is a variable-dump utility which automatically prints the values of certain variables at predetermined points during the main program flow. These are the tools that allow a programmer a high degree of control over the program under development.

The utility itself is a program which helps create another program, and the utility itself may have been written with the help of other utilities. This is analogous to mechanical tools used to create other tools. The programmer doesn't have to be a Basic programmer to need a utility; he may be writing at a lower level, such as machine code, where similar types of utilities would give important control over the creation and debugging of the final product. The utility may have functions other than debugging; it may tidy up the final product (as a Basic

renumberer would do), or list the program in a more readable fashion than usual. The uses of utilities are many and varied.

Utility programs at the hardware level are more likely to be used in an engineering than a programming situation. For instance, though you may not consider yourself an engineer, you perform an engineering function when you use something like a memory test program. This program wouldn't help write another program, but would diagnose a possible fault in a memory chip or associated hardware. These programs are sometimes called diagnostics because they diagnose and analyze symptoms of hardware problems in the same way a doctor would diagnose a human patient. In common with the experience you would demand from a doctor, the writer of a good diagnostic program must have considerable expertise at the hardware level and familiarity with the specific piece of hardware involved. Many utilities fall into this category, but as a programmer, you won't encounter them as often as the software utilities.

One of the high costs involved in the price of mainframe hardware is the necessary development or diagnostic software that comes with a particular machine. This software takes man-months or years to perfect but ensures that maintenance engineers can keep the equipment functioning at peak efficiency, systems programmers can easily maintain the operating system environment and finally, applications programmers can quickly write and debug the programs which are the raison d'etre for the computer's existence. In the world of TRS-80 microcomputers we're not as well provided for-we may have to perform any or all these functions ourselves, and we'll need to shop for the correct utilities to help us. With

that task in mind, here is a breakdown, including ten of the various types of utilities and what you can expect them to do.

Assemblers

Assemblers are definitely made for machine code programmers. Though you may think of an assembler as a language program, it's really a utility allowing you to enter a machine code program without having to refer to specific numbers representing required opcodes. Simply reference each opcode by a shortened name (mnemonic), and the assembler will assemble that mnemonic into memory as the appropriate number or numbers. The mnemonics lines fed into the assembler are called the source program, and the resulting pure machine code is the object program. Source code can be typed directly into the assembler from the keyboard or fed in from a tape or disk file. The object code can be directly generated in memory or output to a file on disk or tape to be loaded and executed later.

As an example of an assembler's operation, let's say you decide to start a machine code program by loading the stack pointer register with the number 7000 hex. The Z80 machine code for this procedure consists of the hexadecimal operation code (opcode) 31. The opcode is followed by the address-in this case 7000 hex. To make matters more complicated, some microprocessors (like the Z80) prefer their addresses back to front. The final machine code would appear as: 31 00 70. Imagine doing this process for more than 1000 bytes; you're likely to make a lot of mistakes and cause yourself a severe headache. Using an assembler, just specify a mnemonic followed by an address such as LD SP,7000H, which means "load the stack pointer with 7000 hex." Much simpler than hand assembling

"A simple assembler is still worth its weight in gold compared to the time and effort involved in hand assembly."

the same code.

Assemblers can also keep track of any relative jumps in the machine code. For example, a hand-assembled program may contain a jump forward of ten bytes. If any code is inserted between the jump instruction and the opcode jumped to, the jump has to be adjusted to skip over the inserted bytes. The assembler deals with this by using labels; tell the assembler you want to jump to a label and ascertain the opcode you want to jump to has been labeled. The assembler than inserts the correct number of bytes to jump into your code.

Some assemblers, called conditional assemblers, let you skip over parts of your source code under certain conditions. This feature lets you write portions of code which are assembled only if you specify that code in your final object program. This is normally achieved by setting a label to a value somewhere in the source code, then telling the assembler to test that label and produce code or ignore lines from the source code. This facility allows you to produce two or more versions of the same machine code program with features left in or out according to the way it was assembled, saving you the effort of creating two versions of source code which differ by only a few lines of code.

Finally, macro-assemblers are enhanced versions of the type of assembler we've been discussing. Macro-assemblers let you use macro instructions, which are whole sets of machine code instructions defined within the body of the source program. You define a set of instructions as having a certain name; every time you want to use that sequence of instructions, refer to it by that name. This differs from a subroutine in that the whole routine is spelled out in full within the source code every time you call it by its macro name. Coupled with conditional assembly, macro code allows powerful manipulation of your source code according to preset options.

Assemblers come with a wide variety of features and are priced accordingly. The beginner should stay with a simple assembler until the more sophisticated options, such as conditional or macro assembly, are needed. A simple assembler is still worth its weight in gold compared to the time and effort involved in hand assembly.

Basic Utilities

For our purpose, this heading includes any utility written to help the Basic programmer, and includes all kinds of programming aids. Basic is such a popular language it's no wonder so many utilities are available to help create and debug a Basic program.

At the simple end are utilities such as single-steppers (previously mentioned). Single-steppers allow execution of a Basic program one statement at a time, in order to stop a program from running past the point a bug occurs. The program can be stopped with the Break key the moment the bug occurs when a single step causes incorrect operation of the program. It is then easy to list, analyze and correct the bad line; the alternative is to gradually narrow down the portion of code containing the bug until it is found.

Line renumberers are the utility most common to Basic programmers. Renumberers renumber a Basic program (or a portion of it) more logically. Often a line needs to be inserted between two lines with consecutive line numbers while a program is being developed. This small eventuality is the single largest reason to renumber a Basic program. Once a program is renumbered using sensible increments other lines can easily be inserted. Programs can also be renumbered to tidy up the final listing or to logically separate routines from each other.

To improve the appearance of the finished program, a class of utility exists which allows changes in the format of a Basic program. A program which contains so many multi-statement lines it becomes difficult to follow needs its lines unpacked into single statement lines and a new version of the program created with new line numbers. It's possible to bypass such drastic action using a "pretty printer utility," which lists the program in a format structured to make the code flow easy to follow.

The problem may also exist in reverse: The Basic code may be too well laid out, using generous spaces and REM statements, too quickly using up memory. Before long no more room will exist for further code. A compression utility removes spaces, compacts program statements into multi-statement lines, removes REM statements, and even spots and removes unused portions of code within the program text.

Finally there are enhancements to the Basic language itself. These utilities add new features to the dialect of Basic in use by defining new commands or keywords. The commands may provide graphic functions, such as line drawing or shape displays, which may be called by name from the Basic program. A sorting routine might be called to sort a variable array into ascending or descending order. New mathe-

matical functions could be defined, such as matrix manipulation or new transcendental functions. The list goes on; there are as many different variations as there are demands for those variations. Available utilities range from simply utilitarian to outright luxury.

Diagnostics

Diagnostic utilities exist specifically to check the performance of a piece of hardware by subjecting it to a sequence of tests. The hardware involved may be anything from random access memory (RAM) to a disk controller chip to a hard disk unit. These and other devices interface to the microprocessor in some way, and when functioning correctly, will display predictable results. A diagnostic utility works by anticipating these results and comparing them to acceptable parameters. If a piece of hardware can't perform because of a malfunction, it's the diagnostic's job to recognize that malfunction and report the error. A good diagnostic will pinpoint the problem as accurately as possible, suggest possible causes, and even recommend alternate courses of action to fix it.

As an example, a memory test diagnostic may not only find the faulty chip, but describe the condition under which the error occurs and the chip's part number for replacement. Memory diagnostics, however, should be used with caution: Certain types of memory fault can be missed during even a thorough workout, and then crash the first program that runs in it. I've witnessed a memory chip pass every combination of bits thrown at it but refuse to accept data written to it from a machine code Push instruction.

Disk diagnostics can be particularly useful because they subject the hardware to physical extremes not encountered in daily use. For instance, the disk can be asked to step from track to track at a faster rate than normal. If this test is passed it's reasonable to expect the disk to behave well at its normal speed. With these techniques, it's even possible to forsee a failure before it actually occurs.

Disassemblers

As their name suggests, disassemblers do a job exactly opposite of assemblers. Where an assembler takes mnemonic opcodes and assembles them into hexadecimal object code, a disassembler takes the object code and produces mnemonic text. The output text can even contain labels automatically generated by the disassembler,

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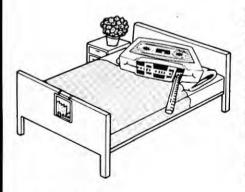
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"...a disk zap program can take a blown disk and make it usable."

enabling reassembly at a later date.

A disassembler makes a machine code easier to follow and understand. The mnemonics produced by a disassembler are easier for a human to read and analyze than the raw opcode bytes used by the microprocessor. It's possible to disassemble a machine code routine and alter it according to your specific needs, a useful capability when changing printer driver routines to enable them to drive off-brand printers, for instance. A less frivolous example is changing tape input/output (I/O) routines to disk, facilitating customized software upgrades to disk operation.

Disk Zappers

These are a must for disk users. Depending on the sophistication of the particular utility, a disk zap program can take a blown disk and make it usable. A disk can be blown in numerous ways, and the more ghastly ways will preempt any attempt at data recovery. Many situations exist, however, where a file is intact on a disk but can't be accessed for some reason; this is where a disk zapper can be used to recover hours of work otherwise lost.

The subject of disk data recovery can take a whole book—ask Harv Pennington, author of the best-known work on the subject, TRS-80 Disk and Other Mysteries. That book gives a fair insight into the problems that may be encountered with disk files. For our purposes, we'll stick to the more typical problems and how a disk zap utility can help.

Imagine this: You save a large program to disk, smoking while you work. You shouldn't be! Smoke particles enter the disk unit and are attracted by static to the disk surface. On the spot your file is to be saved, the particles land under the write head of the disk and cause what's known as a soft error. The next revolution of the disk removes the particles and subsequent writes will be correct, but one sector wasn't written correctly. Unless you're running with automatic write-verification, you won't know your first sector is in trouble until you try to read in the program. When you do try to load it, you'll get a read error. A disk zap utility can find the bad sector and allow a rewrite with some dummy information so the program will load, although it will contain garbage from the dummy sector. Rather than retype the entire program, only a small section has to be reentered.

Another example: you save a large program to disk (yes, I know, we just did that, but that's the point, it's much more likely to



Rapid Retrieval of Random Records

is a complete in-memory, recursive, sequential search of an array of 500, 40 character Search String Indexes, replacing the sequential search in BASIC with a machine language program. NEWTHEVE uniquely locates KEY words to further access a data base.

NEWTRIEVE, installed into the BASIC demonstration program, allows the programmer great flexibility in determining the final application. Switches allow for 'EXCLUDING', Divide index, Single Search, in-memory changes, re-write of load module, and selectively browse through the index.

MEMORIEVE is a concept of program design, and many ideas grow from its use. Applications for education, inventory control, research, cataloging, multi-indexing, forms control with alpha-form numbers, data base management, personnel listings, characteristics identification, are just some of the uses that will make NEWTRIEVE the basis of program development.

Once an Index has been established, either interactively or from an external data file, a LOAD MODULE may be created to facilitate start-up in less than 10 seconds. Numerous indexes can be written and successively loaded and searched using the same or an alternate BASIC program. For example, one index can reference a data base of customer names, another index can reference inventory.

makes it ideal when the working environment requires fast interaction between user and computer. Although speed is dependent upon variables such as frequency of occurrence and size of array, a 25,000 character array should be sequentially read in about 1 second. It is not necessary to utilize a sorted array.

The KEY strings to be matched against the array of Search String Indexes may be entered in any order or in shortened form. Usually, three characters of a word or words are all that is necessary. NEW TRIEVE recursively searches each Search String, returning only the index(s) that include all of the elements of the KEY string. Thus an unskilled operator can retrieve data with sparce knowledge of product description or with a minimum of user input.

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"Monitors...are second only in usefulness to assemblers. and some people would dispute that."

happen during a prolonged disk save). This time there's a glitch on the power lines while your program is being saved. In the short time the power surges, the disk head converts the extra voltage to extra magnetism. We now have a partially erased track on the disk-another scene from the chamber of horrors. The sector no longer exists so it can't be repaired; to use the disk in the future, it would have to be reformatted, but this would erase every track and sector on it. Fortunately, utilities exist that can reformat a disk without erasing recoverable data. Again, the blown file may be incomplete when salvaged, but many valuable records may be accessible.

The final example is the most common scenario: Accidental file killing. This mishap occurs so often there are utilities that do nothing but find the dead file directory entry and resurrect it. By altering a single bit on the disk with a zap utility and then restoring its entry in the directory hash index table (HIT) this can be done. On many operating systems, the file itself remains intact after being killed, only the directory entry is amended. Some disk zapper utilities can provide the option of restoring killed flies.

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Editors

Contrary to common belief, these are not people but utilities. Editors come in two main forms: text editors and screen editors.

Text editors are used to enter and manipulate text files from a keyboard. Basically, they are stripped-down word processors, and in fact, most word processors will do a better job than a text-editing utility. The best reason for using a text editor at all is that many computer languages process their source input (the actual program to be compiled or assembled) from a file which has to be typed in initially. Text editors are an integral part of many language development systems and the chief method of preparing input files. In common with word processors, a good editor will move, change, delete, substitute text and so on, and then save it to a file for subsequent input to another program.

Screen editors are utilities offering distinct advantages over the line-editing process known to TRS-80 users. They allow cursor movement across the video screen without destroying any of the text the cursor passes over. Characters may be inserted or deleted or otherwise moved and the line may be entered as if it were typed at the input prompt. Thus, if you type a Run command with a misspelled disk file name, you would move the cursor to the error, correct the typo using the screen editor, and hit the Enter key-much simpler than retyping the whole line and risking a new error. Screen editors can also provide options such as direct entry of graphics characters or other characters not normally available from the keyboard.

Monitors

A monitor is the best debugging tool a machine code programmer has at his disposal. Monitors can be as simple or sophisticated as the pocketbook will allow. They are second only in usefulness to assemblers, and some people would dispute that. They provide an interface between a

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"No expert craftsman would be without a fine set of tools, and no programmer should be without a good set of utilities."

machine code program and the programmer. Unlike a Basic program (or any other interpreted language, for that matter), a machine code program executes directly on the microprocessor chip at an almost incomprehensible speed. Some method has to be found to prevent a program still in the evolution stages from crashing the system without leaving a trace as to why. This is where the monitor program is a life saver.

As its name suggests, this utility oversees the execution of a program by allowing the machine code programmer a degree of interaction with his code. Probably the most important function of a monitor is to enable the insertion of breakpoints in the body of the code. Whenever such a breakpoint is encountered, the monitor regains control from the program being debugged. At this point the programmer can check the status of registers in the microprocessor or bytes in RAM to ascertain his program is functioning as it should. The monitor will allow subsequent resumption of the target progam, ensuring all registers are in the state they held at the time of the breakpoint.

All monitors allow memory to be displayed or printed in various formats, such as hexadecimal, octal, decimal, ASCII or symbolic. Symbolic means symbols are displayed instead of values; these symbols are simply the mnemonics discussed under the heading of disassemblers. Some monitors therefore contain a disassembler as an option. The memory under scrutiny can be altered from the monitor and can influence the results of any resumed execution of the main program.

Other options may include abilities such as single-stepping code, which allows one opcode to be executed at a time. On many computers this is a hardware option, but is not available on micros due to chip architecture. A printer may be used to obtain a trace disassembly similar to the TRON function in Basic. This would show the path taken by a machine code program with registers dumped at strategic points.

Sorts are invaluable utilities which can save you the effort of rewriting your own sort routine every time you need to rearrange data in a program. Many different sorting methods exist, each with their own selling point. Tradeoffs are usually involved; one method may be quicker but take more space, another may run in a small amount of RAM but take longer to sort.

Sorts can operate on data already resident in RAM or be called on to sort data in a disk file. Generally, if a file can fit into memory, it's quicker to sort it there, losing no time transferring data back and forth between disks. If a file is too large for memory a disk sort has to be performed, an occasion when a well-written, efficient sort routine is required to minimize the input/output overhead.

Depending on the design of the program, a good sort utility will allow you to specify how your records are broken into fields. Once this is done, designate which field is to be used to sort by; this field will be known as the key field and would be a zip code field within a mail-file address record, for instance. Some sorts allow you to specify one or more key fields, allowing sorting within sorting. In this case, you would end up with a file in zip code order, and in name order within each zip code.

It's sometimes necessary to join two files and ascertain that the resultant file is in some kind of order. This calls for a specialize utility called a sort-merge. There is a conspicuous absence of this in the TRS-80.

Tape Utilities

Tape utilities fall into two types: those that copy tapes one to another, and those that dump tapes in a readable format so the user may view their contents.

Utilities that copy program tapes on the Models I and III must do so by reading the entire tape into memory and then writing a new tape. On many computers this isn't necessary; tape files are structured in blocks which can be read in one at a time and output the same way. Although this is true of data files on the Models I and III, it's not true of Basic or machine code programs, necessitating specialized utilities to copy system tapes. The block format found in other computers allows single blocks to be read and the tape stopped between each to allow that block to be copied to another tape. This isn't possible with TRS-80 program tapes; information would be lost as there are no inter-block gaps. Basic data tapes are saved a block at a time, however.

Some tape utilities let you view the stored data so its layout can be seen as it is encoded. This is especially useful when debugging a piece of software that outputs a tape file, since a bug can intervene and cause output to be different than anticipated. A few of the copy utilities also allow the tape data to be viewed; this allows portions of the data to be changed before dumping a new version.

Terminal Packages

These utilities help with inter-computer

communications. There should be no communication problem since we have what's known as the RS-232 standard. The theory is that an agreed standard should allow anybody and his computer to talk to anybody else's computer by using the same set of interface signals. A computer will know when another computer is ready to talk or ready to listen. That's the theory; in reality, various signals are used in various ways and sometimes one computer may not be giving another the expected signal. The more clever terminal packages can help avoid this problem.

The less clever packages, however, play their part by turning your computer into an appropriately-named "dumb terminal." These packages work by emulating the operation of a dumb terminal without a puff of smoke and quick-change act. Your computer is allowed to simply send and receive data signals. Sending is done from the keyboard only, while receiving involves displaying (sometimes called echoing) the received characters on the video screen. Using such a package permits you to communicate with anyone else if his computer is able to read your signals and you can read his.

At the opposite end of the scale we have smart terminal packages. These packages will be smart in proportion to the amount paid for them. There's no real dividing line between smart and dumb; a smart terminal utility may have only a few features which places it just above a dumb one, or it may have many, many features. The attraction of these packages is that they allow such feats as saving incoming messages or data to disk or tape files, or transmission of data from a stored file instead of from the keyboard. It's also possible to simultaneously produce printouts while characters are being received at the terminal. Other goodies offered can include changing the speed of communication (baud rate) without resetting the program and setting specific statuses of RS-232 signals to accomodate a particular dumb terminal.

Each utility described here could have a whole article devoted to it and I've only scratched the surface by taking a quick glance at so many types. In many cases, having the correct utility available saves reinventing the wheel, something that already occurs too often. Without them, programming would become a drudge instead of the enjoyable experience it should be. No expert craftsman would be without a fine set of tools, and no programmer should be without a good set of utilities.

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- 72 LETWRT
- **73 SORT3**
- 74 LABEL1
- 75 LABEL2
- 76 BUSBUD
- TIMECLCK
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- INVOICE
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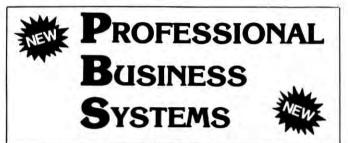
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GENERAL LEDGER

- * Flexible design allows system to be easily adapted to both small business-
- es and also to firms performing client writeup services.

 Add, change or delete records within the Chart of Accounts (Master) File.

- Add, change of delete records within the Chart of Accounts (Master) File.
 List the Chart of Accounts File.
 Key in transactions into the Transactions (Journal Entries) File.
 List the Transactions File.
 If other Peachtree Software packages are present, pass summary transactions from these packages to the General Ledger at the end of the
- accounting period.
 At the end of an accounting period, print out the major reports:

 (1) Trial Balance (Detail Report)

 (2) Transaction Registers

 - (3) Balance Sheet (4) Prior Year Con (5) Income Statem
 - Prior Year Comparative Balance Sheet Income Statement

 - (6) Prior Year Comparative Income Statement (7) Department Income Statements

File Information

There are two main computer files maintained within the General Ledger System

(1) The of Accounts File Account Number Description Account Type Balance Sheet Column Code Current Amount Year-To-Date Amount **Budget Amount** Prior Year Monthly Amounts

(2) The Transactions File Account Number Description Source Code Reference Date Amount

ACCOUNTS RECEIVABLE

Processes

- * Add, change or delete records within the Customer File.
 * List the entire Customer File, or any Customer within the File.

- List the entire Customer File, or any Customer within the File.

 Enter invoices, payments, credits and adjustments.

 Prepare invoices and statements.

 Produce the following reports.

 (1) Aged Accounts Receivable
 (2) Invoice Register
 (3) Payment, Credit and Adjustment Register
 (4) Customer Account Status Report

 At the end of a month, post the following items to the General Ledger:
 - (1) Invoiced Sales (2) Freight Charges

 - (2) Freight Charges (3) Sales Tax (4) Service Charge Income (5) Cash Payments (6) Discounts Allowed (7) Returns/Credits

 - (8) Income Adjustments (9) Accounts Receivable

File Information

There are three main computer files maintained within the Accounts Receiva-System, the Customer File, the Invoice File, and the Transaction File. CUSTOMER FILE ble System.

Customer Account Number Customer Name

Address Phone

Type of Account Credit Terms Credit Limit

Tax Rate Discount Rate Date of Last Credit Date of Last Debit Amount of Last Credit

Amount of Last Debit Current Balance High Balance Year-To-Date Sales

Year-To-Date Payments Automatic Billing Amount

INVOICE FILE Invoice Number Invoice Date Invoice Amount Credit Terms

TRANSACTION FILE Transaction Type Transaction Date Transaction Amount

ACCOUNTS PAYABLE

Processes

- Add, change or delete records within the Vendor File List the Vendor File.

- Enter vouchers.
 Automatically determine which vouchers to pay.
- Print checks and a Check Register
 Produce the following reports:
 (1) Open Voucher Report.
 (2) Accounts Payable Ageing Report.
 (3) Cash Requirements.
- At the end of a month, prepare the General Ledger Transfer File, passing the following information for each debit or credit transaction:
 (1) Account Number
 (2) Description

 - (3) Source Code (4) Date
 - (5) Amount

There are two main computer files maintained within the Accounts Payable System, the Vendor File and the Voucher File VENDOR FILE

Vendor Code

Vendor Name

Address

Phone Year-To-Date Purchases Year-To-Date Payments

Current Balance

Last Payment
Date of Last Payment
Monthly Entry Flag
Due Date of Month

Debit Account Number Amount (Debit)

Month Last Paid

This file may also contain information to enable generation of automatic vouchers for those items such as rent or bank payments that are paid every month

VOUCHER FILE

Voucher Code Voucher Date Amount Due

Date Due Discount Percent Discount Amount

Discount Date Invoice Number Invoice Date

Status
Plus up to six account number-amount fields for General Ledger account numbers to which the amount due is to be distributed.

PAYROLL

Processes

- Add, change or delete records within the Employee File List the Employee File Modify the Tax Information Files At the end of a pay period -

- (1) Calculate Pay (2) Print Checks (3) Print Payroll Register
- At the end of a month
 (1) Print the monthly summary

 (2) Print the Unemployment Tax Report

 (3) Prepare the General Ledger Transfer File, passing the following

information

Net Pay (Cash) Employee FICA Withheld Federal Tax Withheld

Insurance Deductions Miscellaneous Dedutions

State Tax Withheld Local Tax Withheld

The gross pay for up to twenty payroll departments may also be passed to the General Ledger

* At the end of a quarter, print the 941A report information.

* At the end of a year, print the W-2 forms.

File Information

There are two main computer files maintained within the Payroll System, the Employee Master File and the Tax File, EMPLOYEE MASTER FILE

Name Address

Local Code State Code

Marital Status Exemptions, Federal Exemptions, State

Social Security Number Pay Period Pay Type Pay Rate

Insurance Deduction Miscellaneous Deduction

Date Employed Date Terminated Last Check Information

Payroll (con't)

And current, month-to-date, quarter-to-date and year-to-date totals for

Regular Earnings
Overtime Hours/Earnings
Other Hours Rate/Earnings

Commission Earnings Miscellaneous Income FICA Deductions

Federal Deductions State Deductions

Local Deductions

Insurance Deductions Miscellaneous Deductions

TAX FILE

(for single and married persons)
Federal Tax Information Tables
State Tax Information Tables
Local Withholding Tax Information Tables

An Overview of the Inventory System

inventory is probably the most speculative of all of a company's assets. A true measure of the effectiveness of management is the ability with which it supervises the inventory control function.

The Peachtree Software* Inventory Management System is designed to (1) give you better merchandise control, (2) allow you to lower your dollar investment in inventory, and (3) improve customer service and response.

The System maintains detailed information on each inventory item including the part number, description, unit of measure, vendor and reorder data, item activity, and complete information on current item costs, pricing, and sales. Transactions effecting inventory (sales, receipts, adjustments) may be applied at any time to insure the inventory data is always up to date and accurate.

As with all Peachtree products, the system is interactive, simple to operate, and provides reports that are up to date and comprehensive.

Particular features of the Peachtree Software' Inventory Management System include

- · Interactive, menu-driven programs
- · Self-instructing user documentation
- . Long item number up to 15 characters
- . Departmentalizing of items
- · Multiple pricing levels
- · Processes items on reserve (committed but still in stock)
- · Online item query at any time
- · Comprehensive management reporting
- · Automatic month end file backup · Recovery routines for hardware failures
- . Sample data for demonstration and training

How the System is Designed

The Inventory Management System operates with an Inventory Master File which allows for the creation of each inventory item and for the recording of transactions (sales, receipts, returns, reserves, and adjustments) to each inventory. lory item

The Inventory Master File contains the item number, description and various other data on item costs, prices, reorder levels, vendor refereence, and activity. The items within the Master File are entered, changed, deleted, and queried through the Inventory Master File Maintenance program. All data on all items may be listed by using the Detail Inventory Report program.

Transactions may be applied at any time to the Master File through the Enter Inventory Transactions program. An Update Report automatically prints during this entry process to provide an audit trail of all inventory acitivity.

Several reports are available for the maintaining of stock, analysis, and fore-casting. These reports include the Physical Inventory Worksheet, Inventory Price List, Departmental Summary Report, Inventory Status Report, the Reorder Report and the Period-to-Date and Year-to-Date reports.

At the end of an accounting period (usually a month), and then again at the end of a year, the End of Period Processing program is run to update current balances and clear previous balances.

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- BEGINNERS can learn to interact directly with the computer in Machine Language.
- 40-PAGE MANUAL provided with each program.
- SIMPLE commands, easy to use.

The Features Of The Monitor Programs Enable You To The Following.....

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- PRINT output on video display or line printer.
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This book handles a subject of reasonable complexity, so simple and down to earth, that anyone with some Level II experience can cope with the material.

This book is written using a simple program as a starting point. The programs grow in ability and complexity as the book progresses into the various aspects of file handling and record manipulation. Extensive effort has been made to keep the material coherent and every program line is explained in detail.

The programming material presented in this 150 page self-instruction tutorial will provide any nonprogrammer with the ability to write special programs for inventories, mailing list, work scheduling, record keeping, research project data manipulation, etc. The subjects covered in this edition are as follows

- (A) The writing of a Menu to summarize program functions.
- (B) The writing of a screen format to accept record data.
- (C) The creation of the basic record.
- (D) The Fielding and LSET routines for buffer preparation.
- (E) The writing of the record to disk in a Random Access mode.
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- (K) Searching the Random file by name or other keyfield.
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Basic Level II Model I 4K RAM

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BAM!

Jeff Byrkit 13862 Kimberly Drive Largo, FL 33540 Age: 14

t's 8:30 at night and there is nothing on television worth watching. So you decide to go back to—yes, the *computer* room.

What? You want to try T-BUG again? You haven't used that artifact for a while. Sure, suit yourself. All right, it's loaded. Now a slash. What do you do now? Let's put in a program. Let me see. What command do we use to change memory? Oh well, guess we had better dust off the manual and look it up. Ah! There it is, M. Well, we've put it all in now. How do you get out of the M command? Back to the manual...

So, you just got your new Level II system

back from the store. Good! Let's see how much memory there is on a Level II. Type in P.M. Hmmm...SN ERROR?

All right, Captain Joe. Fry the last Klingon and we'll accomplish our mission. Impulse, down, four. God! Now look what we did! We messed up the whole game! Those commands aren't in this game!

Ever have one of the above diseases? They are very serious. The first disease, forgetfulness, afflicts most of us at one time or another. The second, change-osis, can catch you by surprise. The last disease is a killer. It's called end-of-thegame errosis. It is a complex form of both change-osis and forgetfulness.

Relieve Those Symptoms!

As a victim of all three of these diseases one night, I decided to become my own doctor and make a serum that could relieve the symptoms for a while. I call it BAM. This serum, taken in gradual doses, can help you learn machine code without having to look up one-letter commands. It can help make the change from Basic to machine code like learning a few words, rather than learning a whole new language, by highlighting the resemblance of machine code commands to Basic commands.

Yes, you have the right magazine. Go ahead and check the cover. I'm doing what you all ask for, you know, the plain English bit. Well, this is plain English from a 14 year old. I'm here to bring you all down to earth and show you what a child can do.

I wrote this program to help those of you who have to look up the one-letter commands for the RSM-1,2,2D, T-BUG, or any other monitor on the market. In BAM, each command is a full word, not a single letter, so you can remember what it is supposed to do more easily. In addition, I wrote BAM so that you professors can change it, expand it, and add to it, thus impressing your boss when he comes over for dinner and wants to know about machine code. (You can hide the fact that a kid in ninth grade wrote it by himself.) For example, you could use it to key in a program to tell you how much water it would take to wash a half load of clothes.

Take a Shotgun to that Monitor

Before you begin your quest, I'd like to warn you about something. When the program was still in its design stages, I decided to add a mess of new commands to it. I'd stuffed it so full of junk that the editor/assembler told me, in capital letters, SYMBOL TABLE OVERFLOW. I was so outraged that I wanted to take a shotgun to my screen. But I was in luck. The tape commands and a few others had not been put (or written, for that matter) in yet, so I deleted all the tape subroutines and a few others.

Table 1. Lis	ting of the	Subroutines	in BAM.
--------------	-------------	-------------	---------

LW This subroutine is not executed by the monitor, but patched into BASIC. If you don't have a lowercase mod installed, you do not need to put it in. But if you ever plan to have lowercase, you should leave it in anyway.

PR This subroutine is an alternative to calling 28A7H. I made this so that I wouldn't have to use up extra lines in the source program. For example:

DEFB 'R' This produces an uppercase B when you print it using the 28A7H subroutine. DEFB This produces a lowercase B when printed 'B' + 32 with the 28A7H sub. DEFB L' This prints a lowercase L when printed with the PR sub. DEFB 'L' + 32 Prints an uppercase L when printed by the PR sub. DEFB 'C' + 32 DEFM 'OMMAND?'

Table continues

"The first disease, forgetfulness, afflicts most of us at one time or another."

To put the monitor from paper to tape or disk, use the dreaded editor/assembler to type in the source program. If you don't have the editor/assembler, or only have 4K of memory, use your monitor to key it in by hand. You should change the ORG statement as follows: from 79A7 to 49A7 for 4K, B9A7 for 32K, or F9A7 for 48K systems.

The procedure for loading BAM (Beginners Advanced Monitor) is very simple. First, answer the Memory Size? question with 31142 for 16K, 18854 for 4K, 47526 for 32K, or 63910 for 48K. To get to the Memory Size? question, either turn off the computer or type System (Enter) and /0 (Enter). Then type System (Enter) and the name of the monitor (I use BAM). When the monitor has successfully loaded into memory, hit the slash key and Enter. The screen should clear, and BAM Operating System REV 4.1 and Command? should be on the screen. (The Command? will be on the screen if you have a lowercase mod installed.)

With the monitor running, you can now test how well you read and try any of the following commands:

Restart: restarts the monitor. It isn't really necessary, but if you change it, it may come in handy. As written, it clears the screen, enables KBFIX and lowercase, and displays what you see when you type in the slash. The format for entering this command so that the monitor will accept it is Restart (and Enter, because the computer never knows when you are through).

ASCII executes an ASCII dump of memory. If the character to be printed is non-ASCII, a period is printed instead. To temporarily stop execution of the dump, hit the shift @ keys just as you would to stop a Basic listing. To continue, hit any other key. If you want to get back to the monitor, while execution is stopped, hit the Break key. From now on, when the computer is waiting for you to hit Enter or Break, if you hit Break, you are instantly returned to the monitor. Trust me.

Dump executes a hexadecimal dump of memory. The current address is displayed, along with the 16 bytes in memory. After printing a line, the computer waits for you to hit Enter or Break. If you hit Enter, the next address is printed along with the next 16 bytes in memory. The format is: Dump xxxx (Start) xxxx (End).

Modify is similar to T-BUG, and, in fact, the only difference is that you type Modify instead of M. It modifies memory one byte at a time. To display the next byte, hit Enter. To return to the monitor, hit Break. To change the byte, type in the hexadecimal number. Hitting any non-hex number will cause an error message to be displayed. The format is: Modify xxxx (Start).

Search goes through the entire memory

```
Table continued
```

will produce 'Command?' if it is printed with the PR sub. But:

DEFB 'C'
DEFB 'O'+32
DEFB 'M'+32
DEFB 'A'+32
DEFB 'N'+32
DEFB 'D'+32
DEFB '2'

will produce 'Command?' If it is printed with the 28A7 subroutine. You can plainly see that it is easier to type in the first example rather than the second, and it conserves valuable buffer space.

KB This is our keyboard debounce routine. It is very crude, but it serves our purpose.

KEY1 This subroutine scans the keyboard. If shift @ is pressed, execution is stopped until you hit another key. If the Break key is pressed, you are returned to the monitor.

KEY Gets a key from the keyboard.

CON This subroutine converts all text in the buffer to uppercase. This is used in case you hit lowercase letters, since the commands are in uppercase.

UN This subroutine moves the HL register to the first non-blank character in the buffer. This is used in case you accidentally type in a space or two before the command.

NEXT This searches through the command table and returns when a 00 hex is found.

INPUT inputs a line of 65 characters into the buffer. See Wes Thielke's article (ROM routines, #2, p. 106) for the requirements to call the subroutine.

DECIPH This subroutine is the heart of the program. It deciphers the command at the buffer against the commands at the command table. If an exact match is made, the number of the command is returned in the accumulator and at (CO). If no command is found, a zero is returned at (CO).

BLANK This subroutine searches for the first blank (20 hex) in the HL register.

HTOASC This subroutine displays the accumulator on the screen as two ASCII characters. For example, if the A register contained 3C hex, the codes 33 hex and 43 hex would be displayed on the screen.

ASCTOH This subroutine forms a hexadecimal number from two ASCII characters starting at the address

ASCTOH This subroutine forms a hexadecimal number from two ASCII characters starting at the address pointed to by HL.

ZERO1 This subroutine loads the three workspace words with 0000. Used mainly as a precaution.

EVAL1 This subroutine calls ZERO1, and loads the HL register with the address of the first character (non-blank) of the buffer.

EVAL This subroutine forms a 16 bit integer from the buffer. The number is returned in the DE register. GET3 Forms three 16 bit numbers from the buffer. (DR),(EN), and (ST) contain the first, second, and third numbers, respectively.

numbers, respectively.

GET2 Forms two 16 bit numbers from the buffer. (EN) and (ST) contain the first and second numbers, respectively.

GET1 Forms one 16 bit number from the buffer. (ST) contains the number.

GETKEY Waits for the user to hit Enter or Break. If the user hits Break, a 01 hex is returned

CASC Checks to see if the A register contains a valid ASCII code. If it doesn't, the A register is loaded with a period.

DEHL Compares the HL and DE registers. The Z flag is set if they are equal.

DISPHL Displays the HL register on the screen with a colon. Example: If the HL register contains 5610H, if you call DISPHL,

5610 :

will be displayed.

NUM Checks to see if the accumulator contains a valid hex number in ASCII. If it does not, an error message is displayed and you are returned to the monitor.

ERROR Prints 'Error at' along with the HL register. The C register is incremented.

```
RESTART [Enter] ---
                        Restarts monitor.
ASCII XXXX XXXX
                        Executes an ASCII dump from start to finish.
DUMP xxxx xxxx --
                        Executes a hexadecimal dump from start to finish.
                        Modifles memory one byte at a time.
Modify xxxx -
SEARCH xxxx xx or /xx -- Searches memory for two characters or two bytes.
MOVE xxxx xxxx yyyy ---- Moves memory from start to start1 for yyyy number of bytes.
CHECKSUM xxxx xxxx -- Computes and displays checksum from start to finish.
TEST xxxx xxxx -
                        Tests memory from start to finish. Bad addresses are displayed.
ZERO xxxx xxxx -
                        Zeroes memory from start to finish.
GOTO xxxx
                        Jumps to address given.
BASICM
                        Jumps to 0000H
BASIC1
                        Jumps to 1A19H
BASIC
                        Jumps to 0072H
                        Does same command again. User must type in information again. Also, the #
                        must be the first character of the input.
ADD xxxx xxxx -
                        Adds two numbers. Result is displayed along with the carry.
SUB XXXX XXXX
                        Subtracts two hexadecimal numbers. Displayed like ADD.
INP xx -
                        Inputs from a port. Value received is displayed.
OUT xx yy
                        Outputs port xx with value vv.
ENTER XXXX
                        Enters a string of 255 characters at xxxx. Can be stopped at any time with Enter
```

Table 2. Summary of commands.

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- total sales on account for a given month, number of invoices sent, average sale per invoice
- . how much an account purchased during month, how many invoices were sent, average invoice for month
- tell you what percent of sales an account is to total sales by month
- tell you what percent of a/r an account is
- · print mailing labels for your accounts
- print statements at any time you want them (either individual or all accounts)
- print alphabetical hardcopy of accounts and account numbers
- · print all items sold for month
- · alphabetical sort of items sold by month
- . this set of programs can be custom modified by you or us
- AND MUCH MORE!!

AGING REPORT FOR LYNN'S A/R SYSTEM-

urrent 49.00	30-60 Days \$ 65.20	60-90 Days	90+ Days	Total
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	4 00 00	\$ 00.00	\$ 00.00	\$ 314.20
00.00	84.40	165.20	00.00	249.60
97.75	00.00	00.00	00.00	97.75
00.00	00.00	00.00	345.00	345.00
46.75	\$ 149.60	165.20	345.00	\$ 1,006.55
	97.75 00.00 46.75	97.75 00.00 00.00 00.00 46.75 \$ 149.60	97.75 00.00 00.00 00.00 00.00 00.00	97.75 00.00 00.00 00.00 00.00 00.00 00.00 345.00

LYNN'S CHECKBOOK-DATA BASE MANAGER LEDGER SYSTEM BY WELLS

· saves hours of posting to general ledger · almost completely eliminates mathematical errors • menu driven • 200 expense fields • will handle 1,000 checks a month • will print checks with option to enter handwritten checks . will do reconciliation statement with hardcopy . will print hardcopy of field totals both by month, year to date and end of year . automatic account numbering . automatic field entry • will print hardcopy of checkbook register • debit and credit memo entry • alphabetical hardcopy of accounts payable and account numbers (machine language sort, very

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perfect tool for storing and maintaining mailing list, inventories, menus, collection records, article references, important dates, client records • all functions menu driven • easy to interface to word processors and communication programs . sort in ascending or descending order (fast machine language sort) • compact storage with minimum overhead • go from data base to visicalc and return • sort and select visicalc lines!!. interface to Radio Shack's "advanced statistical package"

LYNN'S

\$4995 Account Receivable System Account Receivable Aging Report \$2000 \$6995 Checkbook Ledger System \$3995 Well's Data Base Manager

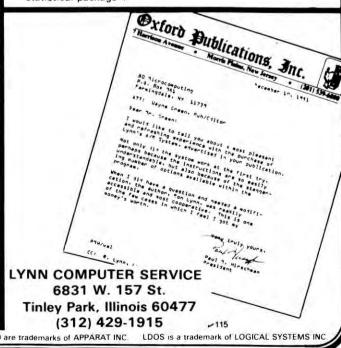
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fast) . AND MUCH MORE! .

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Equipment Needed: 48K Model I or III, Lineprinter, 2 Disk Drives.

The above programs will work on TRSDOS 1.2 and 1.3 for the Model III. NEWDOS, NEWDOS80, NEWDOS80 V2.0, LDOS and MULTIDOS for the Model Land III



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"... I decided to become my own doctor and make a serum."

looking for either two hex bytes or two ASCII characters. When they are found in succession, they are displayed like this:

MATCH MADE AT 2CA0 : F8 [CD][96] 02_

The address displayed (2CA0) contains the hex byte between the first pair of signs (CD). The monitor then waits for you to hit Enter or Break. If you hit Enter, the computer searches for the next pair of bytes, and returns you to the monitor when it has searched through the entire memory. The format is: Search xxxx (Start) xxxx (Hex

bytes) or /xx (Two ASCII chrs). Here are two examples:

SEARCH 0000 CD96 (ENTER) -or-SEARCH 0000 /ME (ENTER)

Move relocates memory from the start to the new address for the number of bytes specified. The formats: Move xxxx [Start] xxxx [New address] xxxx [Number of bytes].

Checksum computes and displays a checksum of memory. The format is: Checksum xxxx [Start] xxxx [End].

Test does what it indicates: tests

memory. No locations are changed. The address with the suspected error is displayed. After the last address has been tested, a total number of errors is printed. If you make a typing error, such as testing the entire ROM, hit the Break key. The format is: Test xxxx [Start] xxxx [End].

Zero is a command that zeroes memory.

The format is: zero xxxx [Start] xxxx [End].

GOTO executes a jump to the location given. The format is: GOTO xxxx [Address].

BASICM jumps to 0000H (power-up). The format is: BASICM

BASIC1 jumps to 1A19H (re-entry). The format is: BASIC1

BASIC jumps to 72H (better than 1A19). The format is: BASIC

repeats a command. The user must retype any additional information.

Add is something you learned how to do in first grade. It adds two hexadecimal numbers and displays the result, along with the carry. The format is: Add xxxx [first number] xxxx [second number].

Sub is something you learned in the second grade. It subtracts two hexadecimal numbers and displays the result and the carry. The format is: Sub xxxx [first no.] xxxx [second no.].

INP inputs a value from a port. The received value is displayed. The format is: INP xx [port #].

Out outputs the specified port with the specified value. The format is: out xx [port #] xx [value].

Enter enters a string of ASCII characters. Control characters are accepted also. The format is: Enter xxxx [Address].

When entering any command, any extra information such as addresses, values, and so forth, should have a space included between each item:

> Dump [space] 44A7 [space] 4500 Search [space] 0000 [space] /ME Out [space] FF [space] 08

When I wrote the monitor, I made it as easy as possible to take out the subroutines and use them in other programs. You can change the name of any command by changing its name at CM, change the error messages E1-E4, and so forth. See Table 1 for the list of subroutines and their functions.

The program, in its present state, occupies only 88 bytes more than T-Bug. Which would you rather have? Think about it.

Program continues

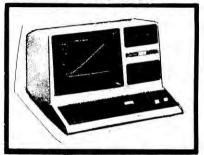
Jeff is a 14 year old. This is his first published article.

"The program...occupies only 88 bytes more than T-Bug."

Apr.					7BCE C9	02010	4.00	RET	A 012
A. A. A. A. A. A. A. A.	441144				7BCF Ø641	02020	BLANK	LD	B,65
APA DE			DEFB		7BD2 FE20	02040		CP	A, (HL)
ARB 45	AFA 00		DEFR						
981 1.1 99% DEPP		00930	DEFM	'ENTER'	7BD6 FEØD	02070		CP	
BAB 108	BØ1 41					02080			
Section	BØ4 ØØ	00960							
BAB Decision 1999 LI					7BDB 10F2	02110		DJNZ	BLANK
180 DOG 664 1100	BØA DD6EØ3						HTOASC		AP
13.1 AP	BØD DD6604	01000	LD				HIONDC	AND	ØFØH
114 10	BIS DAYAU4			C, 49AH	7BE1 0F				
11.5 PAMAGE 11.6 P. P. 14.6 P. P. 12.6 P. P. P. P. P. P. P.	B14 B1								
Sign	B15 FAA604		JP	M, 4A6H	7BE4 ØF	02180		RRCA	
130 13684 11696									
1.62 P. 1.62	BID C36004	01070		460H	7BEA C607				M,\$+5
1922 CS				A, (HL)	7BEC C630	02220		ADD	A,7 A,30H
1822 23	B22 CB					02230			33AH
Table		01110	INC	HL	7BP2 E60F	02250		AND	BPH
1928 1928 1914 3P					7BF4 FEØA	02260			
1150 PA	B28 F2307B	01140	JP	P,PB	7BP9 C607	02280			M,\$+5 A,7
138	B2B CD3AØ3			33AH	7BFB C630	02290		ADD	A,30H
19.1 28.9 19.1		01170 PB		PR	76FD C33A03	02300	ASCTOR	JP	33AH
1937 1962		01180	JR	Z,PC	7C01 C5	02320			
1899 1896 1897 1898	B34 FA3B7B			M,PC	7C02 CDA47C	02330			NUM
Bab Care 1228 PC	B39 18F0	01210				02350			A, (HL)
	B3B C620	Ø1220 PC	ADD	A,32	7C07 F5	02360		PUSH	AF
1848 1889 1250									NUM A (UT)
18-10 16-16 18-1	B40 018001	01250	LD	BC,180H	7CØC 23	02390		INC	A, (HL)
	B45 CD6000	01260 01270		60H		82488		SUB	30H
## 1905 ## 1908 PUSH PUSH PUSH TO TO TO TO TO TO TO T	B47 C3E303	01280			7C11 FA167C				M, I1
	B4A D5			DE	7C14 D607	82438		SUB	7
	B4D CD2B00				7C16 CB27	92449	11		
	B50 FE01	01320	CP	1	7C1A CB27				
1855 2777F	B52 2004	01330			7C1C CB27	02470		SLA	A
1858 1858	B55 C3777F				7C1E 4F 7C1F F1				C,A
## ## ## ## ## ## ## ## ## ## ## ## ##		01360 KK	CP	181+32	7C20 D630	02500			30H
BSF FDEL				NZ,\$+5	7C22 FEØA	02510			
	B5F FDE1								M,12
1863 05	B61 D1			DE	7C29 F5	02540	12	PUSH	AF
				DE					A,C
1896 CASID CASID A998 CASID A998 CASID A998 CASID	B64 FDE5	01430	PUSH	IY	7C2C F1				AF
			CALL	49H	7C2D BØ	02580		OR	В
					7C2E C1				BC
1890 P.	B6C C9	01470	RET		7C30 210000		ZERO1		HL,0
BFP C8				A, (HL)	7C33 22A779	02620			(ST),H
						8264B			(EN),E
1875 FA787B 81536		01510			7C3C C9	02650	SECTION 6	RET	
		01530			7C3D CD307C	02660	EVAL1		ZERO1 HL,BU
	B78 D620	01540	SUB	32	7C43 C37E7B	02680			UN
BYC BBF S1570	B7A 77			(HL),A	7C46 CDCF7B	02690	EVAL		BLANK
BFR Z1AD79		01570			7C4C CD807C	02710			NUM ASCTOH
1996 1996 1997	B7E 21AD79		LD	HL, BU	7C4F 57	82720		LD	D,A
B84 2907				A, (HL)					HL
1866 1	B84 2007	01610	JR		7C54 CD007C				ASCTOR
BBA C37A7F				AP	7C57 5F	02760		LD	E,A
BBB F28							GETT		EVAL
BBF C 0 1660	BBD FE20	01650 LA1	CP	32	7C5C ED53AB7	02790		LD	(DR) ,I
B91 1 B8E 91680 JR LL2 7C57 CD457C 92220 GET1 CALL EV B94 B7 91790 DA (DD 7C56 CD 92820 GET1 CAL EV B95 13 81710 INC DE 7C56 C9 802840 RET LD K C6 C9 802840 RET LD H C6 C9 802840 CBCKEKEY LD H LD LD<							GET2		EVAL
B93 1A 01690 NEXT LD A, (DE) 7C6A ED53A779 92830 LD (S B94 B7 01700 INC DR A 7C6E C9 92840 RET B95 29FB 01710 INC DB 7C6F 8608 92850 GETKEY LD B, B96 29FB 01720 JR NZ,NEXT 7C71 210800 92850 GETKEY LD B, C 7C77 22000 JP DD LD A, 65 7C77 P2810 92870 JP 5D BB 24 7C79 2866 LD LD A, 65 7C77 P2817 2980 JP 7C8 2890 JR 2, BB 217 2017 DB LD A, 65 7C77 P2816 22900 JP P. 22 BB 218 218 218 22910 JZ PA A	B91 18EE	01680			7C63 ED53A97	02820	GET1		(EN),I
B94 B7	B93 1A	01690 NEXT	LD	A, (DE)	7C6A ED53A77	02830		LD	(ST),
1996 20	B94 B/				7C6E C9	02840	CEMPEN		
B99 3641 01740 INPUT LD A,65 7C77 PEZØ 02880 CASC CP 32 B99 47 01750 LD B,A 7C79 2806 02890 JR 2, B9C 21A079 01760 LD HL,BU 7C78 7C82 02910 J2 LD A, BA2 32808 01770 DECIPH LD A,0 7C88 C9 02920 RET A, BA4 32EE79 01790 LD C(C),A 7C81 FE7A 02930 J1 CP 'Z BA4 32EE79 01790 LD C(C),A 7C81 FE7A 02930 J1 CP 'Z BA4 32EE79 01800 LD C,1 7C82 C9 02940 RET W RET M RET M RET M RET M RET M RET M D CP	B96 Z0FB	01720			7071 210000				B,0 HL,0
## 898 4	B98 C9	01730			7C74 C3D905	02870		JP	5D9H
B9C 21AD79 81768	B9B 47				7C77 FE20				32 7 T1
BA2 32808 01780 DECIPH LD A,0 7C88 C9 82920 RET 72 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	B9C 21AD79	01760	LD	HL, BU	7C7B F2817C	02900			Z,J1 P,J1
BAA 32EE79 01790	BAP C3D905				7C7E 3E2E	02910	J2	LD	A, 1.1
BA7 6801 01800 LD C,1 7C83 C8 62940 RET Z BA8 21A179 81810 LD HL,BU 7C84 R8 62950 RET M BA6 CD6D78 01820 CALL CON 7C85 18F7 62950 JR J2 BAF CD7878 01830 CALL UN 7C87 7A 62970 DEHL LD A, BB5 CD7878 01850 CALL UN 7C87 7A 62970 DEHL LD A, BB5 CD9378 01850 C2 CALL NEXT 7C89 C8 62980 CP H BB5 CD9378 01850 C2 CALL NEXT 7C89 C8 62980 RET NZ BB8 A 81860 G3 LD A, (DE) 7C8A 7B 63300 LD A, BB9 B7 01870 OR A 7C88 BD 03010 CP L BB8 C8 01880 RET Z 7C8C C9 03820 RET BB8 C8 01880 CP (HL) 7C80 7C 03830 DISPHL LD A, BBC C2866 01900 JR Z, S+8 7C8E CDD67B 63840 CALL HT BBC C2867 01950 JR Z, S+8 7C8E CDD67B 63860 CALL HT BC1 BC1 01950 JR C2 7C95 SE20 63870 CD A, BC2 BC1 01950 JR C2 7C95 SE20 03870 CD A, BC3 C3 01950 INC C 7C94 CDD67B 03890 CD A, BC4 C3 01950 INC HL 7C97 7C93A83 03800 CALL 33 BC5 T3 01950 INC DE 7C94 AE3A 03090 CALL 33 BC6 C3 01960 JR NZ, G3	BA4 32EE79	01790		(CO),A	7C81 FE7A	02920	Jì		121+32
BAC CD6D7B 61820		01800	LD	C,1	7C83 C8	02940		RET	2
BB2 119C7A 91840	BAC CD6D7B	01820				02950			
BB2 119C7A 01840 LD DE,CM 7C88 BC 02990 CP H		01830	CALL	UN	7C87 7A	02970	DEHL		A,D
BB8		01840		DE,CM	7C88 BC	02980		CP	H
BBB B7					7C89 CØ 7C8A 7B	02990 03000			NZ
	BB9 B7	01870	OR	A	7C8B BD				A,E
BBC 2806 01900 JR 2,5+8 7C8E CDB2TB 03040 CALL HT BBC CDF2TB 01910 CALL UN 7C91 7D 93959 LD A, BC1 BC	BBA C8	01880	RET		7C8C C9	03020		RET	
BBE CD7E7B									A,H
BC1 8C	BBE CD7E7B	01910	CALL	UN	7C91 7D	03050			A,L
BC4 23					7C92 CDDE7B	83868		CALL	HTOAS
BC5 13 01950 INC DE 7C9A 3E3A 03090 LD A, BC6 1A 01960 LD A,(DE) 7C9C CD3A03 03100 CALL 33 BC7 B7 01970 OR A 7C9F 3E20 03110 LD A, BC8 20EE 01980 JR NZ,G3	BC4 23	01940							A,32 33AH
RGC6 1A 01960 LD A,(DE) 7C9C CD3A03 03100 CALL 33 RBC7 B7 01970 OR A 7C9F 3E20 03110 LD A, RBC8 20EE 01980 JR NZ,G3	BC5 13	01950	INC	DE	7C9A 3E3A	03090		LD	A, 1:1
BC8 20EE 01980 JR NZ,G3	BC6 1A				7C9C CD3AØ3	03100		CALL	33AH
	BC8 20EE	01980			7C9F 3E20	B2110		LD	A,32
BCA 79 01990 LD A,C BCB 32EE79 02000 LD (CO),A Program con	BCA 79	01990	LD	A,C				4	



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		7DBB 3F 84378 7DBC 21517A 84388	CCF LD	HL,MC	7EDØ EDBØ 7ED2 C3777F 7ED5 CD3D7C	05650 05660	LDIR JP	ENTRY
CA1 C33A03 03120 CA4 7E 03130 NUM CA5 FE0D 03140 CA7 2005 03150 CA9 21677A 03160	JP 33AH LD A,(HL) CP 13 JR NZ,N32	7DBF CD207B 04390 7DC2 2AA979 04400 7DC5 ED5BA779 04410 7DC9 ED52 04420 7DCB 3E00 04430	LD LD SBC LD	PR HL, (EN) DE, (ST) HL, DE A, Ø	7ED8 CD3D7C 7ED8 CD607C 7EDB 2AA979 7EDE ED5BA779 7EE2 0E00 7EE4 7E	05670 CHKSUM 05680 05690 05700 05710 05720 P1	CALL CALL LD LD LD	EVAL1 GET2 HL,(EN) DE,(ST) C,0
CAC 180F 03170 CAE FE30 03180 N32	LD HL,E3 JR N422+5 CP '0'	7DCD F5 94449 7DCE CD8D7C 94450 7DD1 215C7A 94460	CALL LD	AF DISPHL HL,MD	7EE5 81 7EE6 4F	05730 05740	ADD LD	A, (HL) A,C C,A
CB0 2812 03190 CB2 F2C47C 03200 CB5 218D7A 03210 N21	JR Z,N11 JP P,N11 LD HL,E6	7DD4 CD207B 04470 7DD7 F1 04480 7DD8 17 04490	POP RLA	PR AF	7EE7 CD877C 7EEA 23 7EEB 20F7	05750 05760 05770	CALL INC JR	DEHL HL NZ, P1
CB8 3E20 03220 N422 CBA CD3A03 03230 CBD CD207B 03240	LD A,32 CALL 33AH CALL PR	7DD9 CDDE7B 04500 7DDC C3777F 04510 7DDF CD3D7C 04520 SEARCH	JP CALL	HTOASC ENTRY EVAL1	7EED C5 7EEE 218A7A 7EF1 CD287B	05780 05790 05800	LD CALL	BC HL,M5 PR
CC0 F1 03250 CC1 C3777F 03260	POP AF JP ENTRY	7DE2 CD677C 04530 7DE5 CDCF7B 04540	CALL	GET1 BLANK	7EF4 C1 7EF5 3E3E 7EF7 F5	05810 05820 05830	POP LD	BC A,'>'
CC6 C8 83288 CC7 F8 83298	RET Z RET M	7DE8 7E 04550 7DE9 FE2F 04560 7DEB 200B 04570	CP JR	A, (HL) NZ, Z1	7EP8 3D 7EP9 3D	05840 05850	PUSH DEC DEC	AF A A
CC FAB57C 03320	JR 2,N31 JP M,N21	7DED 23 04580 7DEE 7E 04590 7DEF 47 04600	INC LD LD	A, (HL)	7EFA CD3AØ3 7EFD 79 7EFE CDDE7B	05860 05870 05880	LD CALL	A,C HTOASC
CCF PE46 03330 N31 CD1 C8 03340 CD2 F8 03350	CP 'P'	7DFØ 23 Ø461Ø 7DF1 7E Ø462Ø	INC LD	B,A HL A,(HL)	7F01 P1 7F02 CD3A03 7F05 C3777F	05890 05900 05910	POP CALL JP	AF 33AH ENTRY
CD3 18E0 03360 CD5 E5 03370 ERROR	RET M JR N21 PUSH HL	7DF2 4F 04630 7DF3 2AA779 04640 7DF6 1812 04650	LD LD JR	HL,(ST)	7F08 CD3D7C 7F08 CD607C	05920 TEST 05930	CALL	EVAL1 GET2
D6 D9 03380 D7 21177A 03390 DA CD207B 03400	LD HL,M6 CALL PR	7DF8 2AA779 04660 Z1 7DFB E5 04670 7DFC 21AD79 04680	LD PUSH LD	HL, (ST) HL HL, BU	7FØE 2AA979 7F11 ED5BA779 7F15 ØEØØ	05940 05950 05960	LD LD	HL, (EN) DE, (ST) C, Ø
CDD E1 03410 CDE CD8D7C 03420 CE1 3E08 03430	POP HL CALL DISPHL LD A,8	7DFF CDCF7B 04690 7E02 CD677C 04700	CALL	BLANK GETI	7F17 7E 7F18 F5 7F19 3EAA	05970 Q1 05980 05990	PUSH LD	A, (HL) AF A,170
CE3 CD3AØ3 Ø344Ø CE6 3EØ8 Ø345Ø	CALL 33AH LD A,8	7E05 ED4BA779 04710 7E09 E1 04720 7E0A E5 84730 22	POP PUSH	BC, (ST) HL HL	7F1B 77 7F1C CB16	06000 06010	LD RL	(HL),A
288 CD3A03 03460 288 3800 03470 28D CD3A03 03480	CALL 33AH LD A,13 CALL 33AH	7E0B D1 04740 7E0C 7E 04750 23 7E0D B8 04760	POP LD CP	A, (HL)	7F1E CB1E 7F2Ø 7E 7F21 FEAA	06820 06830 06840	RR LD CP	(HL) A,(HL) 170
FØ CD5803 03490 F3 FE01 03500 F5 2004 03510	CALL 358H CP 1 JR N2,R11	7EØE 23 Ø477Ø 7EØF 28ØB Ø478Ø	INC JR	HL Z,Z4	7F23 C4D57C 7F26 F1 7F27 77	06050 06060 06070	CALL POP LD	NZ, ERROF AF (HL), A
CF7 F1 03520 CF8 C3777F 03530	POP AF JP ENTRY	7E11 CD877C 04790 Z5 7E14 CA777F 04800 7E17 18F3 04810	JP JR	DEHL Z,ENTRY Z3	7F28 CD877C 7F28 23 7F2C 20E9	06080 06090	CALL	DEHL
FB D9	EXX INC C RET	7E19 7E 04820 Z4 7E1A B9 04830 7E1B 23 04840	CP INC	A,(HL) C HL	7F2E 3E0D 7F30 CD3A03	06100 06110 06120	JR LD CALL	NZ,Q1 A,13 33AH
CFE CD3D7C 03570 INP 001 CDCF7B 03580 004 CD007C 03590	CALL EVAL1 CALL BLANK CALL ASCTOR	7E1C 20F3 04850 7E1E C5 04860 7E1F E5 04870	JR PUSH PUSH	NZ,Z5 BC HL	7F33 79 7F34 CDDE7B 7F37 21217A	06130 06140 06150	CALL LD	A,C HTOASC HL,M7
007 4F 03600 008 ED78 03610	LD C,A IN A,(C)	7E20 21FB79 04880 7E23 CD207B 04890	CALL	HL,M4 PR	7F3A CD207B 7F3D C3777F 7F40 CD3D7C	06160 06170 06180 ZERO	CALL JP	PR
00A F5 03620 00B 3EC6 03630 00D CD3A03 03640	PUSH AF LD A,198 CALL 33AH	7826 E1 84988 7E27 2B 84918 7E28 2B 84928	POP DEC DEC	HL HL	7F43 CD687C 7F46 2AA979	06190 06200	CALL CALL LD	GET2 HL, (EN)
010 3E3C 03650 012 CD3A03 03660 015 F1 03670	CALL 33AH POP AF	7E29 CD8D7C 84938 7E2C 2B 84948 7E2D D5 84958	DEC	DISPHL	7F49 ED5BA779 7F4D 3600 7F4F CD877C	06210 06220 R1 06230	LD LD CALL	DE, (ST) (HL),0 DEHL
016 CDDE7B 03680 019 3838 03690	CALL HTOASC	7E2E 7E 04960 7E2F CDDE7B 04970	LD CALL	A, (HL) HTOASC	7F52 23 7F53 20F8 7F55 C3777F	06240 06250 06260	INC JR JP	HL NZ,R1 ENTRY
DIE C3777F 03710 D21 CD3D7C 03720 OUT	JP ENTRY CALL EVAL1	7E32 3E20 04980 7E34 CD3A03 04990 7E37 3E3C 05000	CALL LD	A,32 33AH A,'<'	7F58 CD3D7C 7F5B CD677C	06270 GOTO 06280	CALL	EVAL1 GET1
024 CDCF7B 03730 027 CD007C 03740 02A 4F 03750	CALL BLANK CALL ASCTON LD C,A	7E39 CD3A03 05010 7E3C 23 05020 7E3D 7E 05030	INC LD	33AH HL A,(HL)	7F5E 2AA779 7F61 E9 7F62 CDC901	06290 06300 06310 ENTRY1	JP CALL	HL, (ST) (HL) 1C9H
02B C5 03760 02C CDCF7B 03770 02F CD007C 03780	PUSH BC CALL BLANK CALL ASCTOH	7E3E CDDE7B 85848 7E41 3E3E 85858 7E43 CD3A83 85868	CALL LD CALL	HTOASC A,'>' 33AH	7F65 21307A 7F68 CDA728 7F6B 213F7B	06320 06330 06340	LD CALL LD	HL,MB 28A7H HL,KB
032 C1 03790 033 ED79 03800	POP BC OUT (C),A	7E46 3E3C 05070 7E48 CD3A03 05080	CALL	33AH	7F6E 221640 7F71 210A7B	06350 06360	LD	(4016H) HL,LW
035 C3777F 03810 038 CD3D7C 03820 ASCDUM 03B CD607C 03830	JP ENTRY CALL EVAL1 CALL GET2	7E4B 23 Ø5098 7E4C 7E Ø5108 7E4D CDDE7B Ø5110	INC LD CALL	HL A,(HL) HTOASC	7F74 221E40 7F77 21EF79 7F7A CD207B	06380 ENTRY 06390	LD LD CALL	(401EH) HL,M2 PR
3E ED5BA779 Ø384Ø 042 2AA979 Ø385Ø 045 7E Ø386Ø K1	LD DE,(ST) LD HL,(EN) LD A,(HL)	7E50 3E3E 05120 7E52 CD3A03 05130 7E55 23 05140	CALL INC	A,'>' 33AH HL	7F7D CD997B 7F80 FE01 7F82 21F079	06400 06410 06420	CALL CP LD	INPUT 1 HL,M2+1
46 E5 83878 47 CD777C 83888	PUSH HL CALL CASC	7E56 3E20 05150 7E58 CD3A03 05160	CALL	A,32 33AH	7F85 28F3 7F87 3AAD79	06430 06440	JR LD	Z,ENTRY A,(BU)
4A CD3A03 03890 4D CD4A7B 03900 50 El 03910	CALL 33AH CALL KEY1 POP HL	7E5B 7E	CALL PUSH	A, (HL) HTOASC HL	7F8A FE23 7F8C 3AEE79 7F8F C4A27B	06450 06460 06470	LD CALL	A, (CO) NZ, DECI
51 23 83928 52 CD877C 83938 55 28EE 83948	INC HL CALL DEHL JR NZ,K1	7E68 CD6F7C 85288 7E63 E1 85218 7E64 D1 85228	POP POP	GETKEY HL DE	7F92 FE01 7F94 CA627F 7F97 FE02	06480 06490 06500	CP JP CP	1 2,ENTRY
57 C3777F #3958 5A CD3D7C #3968 HEXDUM 5D CD607C #3978	JP ENTRY CALL EVAL1 CALL GET2	7E65 C1 85238 7E66 FE81 85248 7E68 CA777F 85258	POP CP JP	BC 1 Z,ENTRY	7F99 CA387D 7F9C FEØ3 7F9E CA5A7D	06510 06520 06530	JP CP JP	Z, ASCDU
60 ED5BA779 03980 64 2AA979 03990 67 CD8D7C 04000 L2	LD DE, (ST) LD HL, (EN)	7E6B 189F #526# 7E6D CD3D7C #527# MODIFY	JR CALL	EVAL1	7FA1 FE04 7FA3 CA6D7E	06540 06550	CP JP	Z,MODIF
6A 0610 04010 6C 7E 04020 L1	CALL DISPHL LD 8,16 LD A,(HL)	7E70 CD677C 05280 7E73 2AA779 05290 7E76 CD8D7C 05300 M1	LD CALL	GET1 HL,(ST) DISPHL	7FA6 FE05 7FA8 CADF7D 7FAB FE06	06560 06570 06580	JP CP	Z, SEARCE
5D CDDE7B 94939 70 3E20 94949 72 CD3A03 94050	CALL HTOASC LD A,32 CALL 33AH	7E79 7E 05310 7E7A CDDE7B 05320 7E7D 3E20 05330	CALL LD	A, (HL) HTOASC A,32	7FAD CABF7E 7FBØ FEØ7 7FB2 CAD57E	06590 06600 06610	JP CP JP	Z, MOVE 7 Z, CHKSUI
75 CD877C 04060 78 23 04070	CALL DEHL INC HL	7E7F CD3A03 05340 7E82 CD637B 05350	CALL	33AH KEY	7FB5 PE08 7FB7 CA087F	06620 06630	CP JP	8 Z,TEST
7C 10EE 04090 7E E5 04100	JP Z,ENTRY DJNZ L1 PUSH HL	7E88 FEØD Ø537Ø 7E8A 281F Ø538Ø	CALL CP JR	33AH 13 2,M21	7FBA FE09 7FBC CA407F 7FBF FE0A	06640 06650 06660	JP CP	2,ZERO 10
80 CD6F7C 04120 83 D1 04130	PUSH DE CALL GETKEY POP DE	7E8C PE01 05390 7E8E CA777F 05400 7E91 32AD79 05410	JP LD	Z,ENTRY (BU),A	7FC1 CA587F 7FC4 FEØB 7FC6 CA0000	06670 06680 06690	JP CP JP	Z,GOTO 11 2,0
84 El 04140 85 FEØD 04150 87 28DE 04160	POP HL CP 13 JR 2,L2	7E94 CD637B 05420 7E97 CD3A03 05430 7E9A 32AE79 05440	CALL CALL LD	KEY 33AH (BU+1),A	7FC9 FEBC 7FCB CA191A 7FCE FEBD	86788 86718 86728	CP JP CP	12 2,1A19H 13
89 C3777F Ø417Ø 8C CD3D7C Ø418Ø ADD	JP ENTRY CALL EVALI	7E9D E5 05450 7E9E 21AD79 05460	PUSH LD	HL,BU	7PD0 CA7200 7FD3 FE0E	06730 06740	JP CP	Z,72H
92 21517A 04200 95 CD207B 04210	CALL GET2 LD HL,MC CALL PR	7EA1 CD007C 05470 7EA4 E1 05480 7EA5 77 05490	CALL POP LD	ASCTOH HL (HL),A	7FD5 CAFE7C 7FD8 FEØF 7FDA CA217D	06750 06760 06770	JP CP JP	2,INP 15 2,OUT
9A 2AA779 04230	LD A,0 LD HL,(ST) LD DE,(EN)	7EA6 3EØD 05500 7EA8 CD3A03 05510 7EAB 23 05520 M21	LD CALL INC	A,13 33AH HL	7FDD FE10 7FDF CAAE7E 7FE2 FE11	06780 06790 06800	CP JP CP	16 Z,ENTER 17
A1 19 84258 A2 F5 84268	ADD HL.DE PUSH AF	7EAC 18C8 05530 7EAE CD3D7C 05540 ENTER	JR CALL	M1 EVAL1	7FE4 CA8C7D 7FE7 FE12	06810 06820	JP CP	Z,ADD
A6 215C7A 04280 A9 CD207B 04290	CALL DISPHL LD HL,MD CALL PR	7EB1 CD677C 05550 7EB4 2AA779 05560 7EB7 06FP 05570	LD LD	GET1 HL,(ST) B,255	7FE9 CAB47D 7FEC 3AAD79 7FEF FEØD	06830 06840 06850	JP LD CP	Z,SUBTR A,(BU) 13
AC F1 04300 AD 17 04310	POP AF RLA CALL HTOASC	7EB9 CDD905 05580 7EBC C3777F 05590 7EBF CD3D7C 05600 MOVE	CALL JP CALL	5D9H ENTRY EVALI	7FF1 21FØ79 7FF4 CA7A7F 7FF7 217F7A	06860 06870 06880	LD JP LD	HL,M2+1 2,ENTRY+ HL,E5
	JP ENTRY	7EC2 CD597C 05610	CALL	GET3	7FFA CD207B	06890	CALL	PR PR



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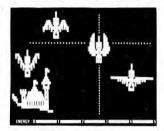




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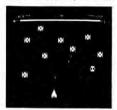
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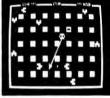
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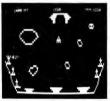
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The Key Box

Model II Microsoft Cobol-80 Lifeboat CP/M This article shows users of Lifeboat Associates' implementation of CP/M with Microsoft Cobol-80 on the TRS-80 Model II how to implement a terminal driver using the same keyboard codes as Microsoft's TRSDOS driver. The replacement driver takes advantage of all special features found in the TRSDOS driver, and uses an audible alarm in a somewhat unconventional way.

If you use Lifeboat CP/M, but not Micro-

soft Cobol-80, you may be interested in the last two paragraphs in the *Method of Attack* section.

Problems to be Solved

When you received Cobol-80, you probably turned quickly to the User's Guide, Appendix A, Configuring the CRT. After noticing no special driver for the TRS-80 Model II, you probably figured that since Lifeboat emulates a Lear-Siegler ADM3-A, it was appropriate to use the CDADM3 driver. So, you installed the driver according to Microsoft's instructions, and compiled, linked, and ran the CRTEST program supplied with the distribution disk. Alas, although the program ran, it did not produce the results you would have liked to see. The problems were:

- . The cursor on/off feature was not operational;
- There was no highlighting (reverse video);
- The F1 and F2 keys did not perform as expected;
- . The screen scrolled when it was not supposed to; and
- . The "Audible Alarm" was inaudible.

The first two problems are because the ADM3-A does not support the cursor on/off and highlighting functions. The third happens because there are no function keys on the ADM3-A. The fourth is more complicated, and will be explained below. The fifth probably did not surprise you, because the TRS-80 does not have a bell.

Method of Attack

We can solve all these problems, (even the fifth, if you have the right type of printer) through the design of a special-purpose terminal driver for the TRS-80 Model II. On page 42 of the Cobol-80 User's Guide (Appendix D) you will see that the new driver supplies the same key codes for all input functions (thus enabling the F1, F2, and arrow keys). Of course, we cannot use the same output functions, because these are meaningless in a CP/M environment. We must, therefore, resort to more devious means of solving the other problems.

Program Listing ; When linking programs which use this driver, you must explicitly specify the REL file in order to ensure that this Soutch is used instead of the Microsoft version (you'll get a "Mult. Def. Global SOUTCH" error which you can ignore). For example: A> 180 myprog/n,myprog,cd80m2/e Scrlen, Scrwid, Ssetcr, Scuron, Scurof entry \$curbk,\$erase,\$alarm \$eol,\$hilit,\$lolit entry entry \$clist,\$tlist,\$flist entry entry Soutch ;replace Soutch in coblib ;work in Z-80 mode - 280 x'0005 ;bdos entry point 0005 bdos x'f800' F800 ;beginning of video ram vidram equ vidram + 24 * 80 ; one past end of video ram FF80 vidend ;keyboard code definitions ;editing key definitions ;line delete (ctl-U) ;char delete (backspace) 0000 \$clist: x'15' x'08' x'1d' x'1c' x'2b' 0000 0001 08 db 10 db forward space (right arrow) 00031 10 db ;back space (left arrow) 0004 2B db ;plus sign x'2d' ;minus sign ;end of list 0006 db 0007 Stlist: ;terminator key definitions 0007 1E dh v'le' ;backtab (up arrow) ;escape key (ESC) x 16 x 16' x 09' 0008 1B db ;forward tab (TAB or ct1-I) x'0d' x'1f' 000A ;carriage return (ENTER);line feed (down arrow) OD db 000B db end of list 000C db 000D ;function key definitions x'01' 000D 01 db ;F1 or ct1-A x'02' 000E db :F2 or ct1-B 000F ;end of list Program continues

"The fifth problem probably did not surprise you, because you know the TRS-80 does not have a bell."

The driver implements cursor on/off functions by directly twiddling the appropriate input/output ports of the computer. Refer to the TRS-80 Model II *Technical Reference Handbook* to determine how these functions work; the same information is in a more readable form in the August 1980 issue of *Lifelines*.

Highlighting requires a bit of fancy footwork. The driver maintains an internal flag to indicate whether highlighting is to occur, and supplies a replacement for the Microsoft \$OUTCH routine which checks this flag. It also supplies the high order bit which causes non-control characters to be displayed on the screen in reverse video. Since the new \$OUTCH routine must completely override the one supplied by Microsoft (one entry point in a COBLIB.REL module), remember to specify the driver name on all L80 commands for Cobol-80 programs.

"And now for the coup de grace: the audible alarm."

The scrolling problem was caused by the lack of an "erase to end of screen" function in the ADM3-A. When this function is invoked, the Microsoft driver sends enough spaces to blank out the screen from the current cursor position. However, the Lifeboat ADM3-A emulator scrolls when any character is written to the last screen position. If the driver sends one less blank the last character on the screen will not be erased. The new driver solves the problem in a much better (and faster) way: Blanks are sent directly to the TRS-80 Model II video RAM from the cursor position to the end of the screen. A similar technique is used for the "erase to end of line" function.

And now for the coup de grace: the audible alarm. If you have a printer which will beep (or buzz or chime or holler) when it receives a character sequence, send this sequence when the \$ALARM function is invoked. This driver is set up to send a control-G, but you can easily change it to send whatever characters are required.

There is a better solution to the bell problem: Implement an escape-to-printer sequence on the CP/M BIOS (Basic Input/Output System) level which would ring the bell

rogram	continued	;termina	l scre	en dimens	ons
0010	18 50	\$crlen:		24d	;24 lines
UII	50	\$crwid:			;80 columns
			900	ut codes	
001B 0008		escape bspace	equ	x'1b' x'08'	
0007		bel1	equ	x'07'	
017		eraeo1	equ	x'17'	erase to end of line
01A		clear	equ	x'la'	
		;output	functi	ons	
		;set cui	sor po	sition:	h] = row, [1] = column
012		\$setcr:			
012	3E 1B	Vactor.	1d	a,escape	
0014	CD 003F' 3E 3D		call	Soutch a,'='	;send esc
019	CD 003F		cal1	Soutch	;send =
001C'	7C C6 1F		ld add	a,h a,x'lf'	;adjust row number
01F	CD 003F		call	\$outch	;send row
0022	7D C6 1F		1d add	a,l a,x'lf'	;adjust column number
025	C3 003F		jp	Soutch	;send column
		cursor	on/off		
0028		\$curon:			
0028	06 68	, saton.	1d	b,3*32+8	
002A	18 02		jr	curcom	;use common code
002C*	06 28	\$curof:	14	1 1400	tunness for College and Co.
002E		curcom:	1d	b,1*32+8	;cursor off (start at line 8)
002E'	3E OA D3 FC		1d out	a,10 (x'fc'),	;tell crt controller that
0032	78		ld	a,b	;pick up cursor characteristics
033	D3 FD C9		out ret	(x'fd')	
	7.7				
		;highlig	ht vid	eo	
0036	25 00	\$hilit:		2000	
0036	3E FF 18 01		ld jr	a,x'ff' comlit	;set hilight flag ;use common code
003A		\$1olit:	-		THE PERSON NAMED IN THE PE
003A	ĀF		xor	а	;reset hilight flag
003B°	32 0059	comlit:	1d	(hiflag	,a ;save new hilight flag
003E	C9		ret	(1122 208)	, out on milight fing
		;modifie	d \$out	ch to imp	ement highlighting
003F		\$outch:			
003F	D5	vouten:	push	de	;save de & h1
0040	E5 E6 7F		push	h1 0111111	
0043	FE 20		ср	x'20'	;control character?
0045	38 09 21 0059		jr 1d	c,outch: hl,hifla	
004A	CB 46		bit	0,(h1)	;check flag
004C	28 02 F6 80		jr or	z,outch: 1000000	
		outch2:			
0050	5F		1d 1d	e,a c,2	get character in e ;send character to console
0050° 0050° 0051°	OE 02		call pop	bdos h1	
00501 00501 00511	CD 0005			II I	;restore h1 & de
0050° 0050° 0051° 0053° 0056°	CD 0005 E1 D1		pop	de	
0050° 0050° 0051° 0053° 0056°	CD 0005 E1			de	
050° 050° 051° 053° 056° 057°	CD 0005 E1 D1	hiflag:	pop ret	de 0	;highlight flag
0050° 0050° 0051° 0053° 0056° 0057°	CD 0005 E1 D1 C9	hiflag:	pop ret db	0	;highlight flag
0050° 0050° 0051° 0053° 0056° 0057° 0058°	CD 0005 E1 D1 C9 00		pop ret db ace cur	0 sor a,bspace	
0050° 0050° 0051° 0053° 0056° 0057° 0058°	CD 0005 E1 D1 C9	backspa	pop ret db	0 sor	
0050° 0050° 0051° 0053° 0056° 0057° 0058°	CD 0005 E1 D1 C9 00	;backspa	pop ret db ace cur ld jp	0 sor a,bspace \$outch of screen	send backspace
0050° 0050° 0051° 0053° 0058° 0058° 0059°	CD 0005 E1 D1 C9 00	;backspa \$curbk: ;erase	pop ret db ace cur ld jp	0 sor a,bspace \$outch of screen	;send backspace
0050° 0050° 0053° 0053° 0053° 0056° 0057° 0058°	CD 0005 E1 D1 C9 00 3E 08 C3 003F	;backspa \$curbk: ;erase t	pop ret db ace cur ld jp co end [h1] =	of screen sequential	;send backspace 1 cursor position m-1 ;de => one before video ram
0050° 0050° 0051° 0053° 0056° 0057° 0058° 0059°	CD 0005 E1 D1 C9 00 3E 08 C3 003F	;backspa \$curbk: ;erase t	pop ret db db ld jp co end [h1] =	of screen:	;send backspace 1 cursor position m-1 ;de => one before video ram ;hl => cursor position ;blank out first position
0050° 0050° 0051° 0053° 0056° 0057° 0058° 0055° 0055°	CD 0005 E1 D1 C9 00 3E 08 C3 003F	;backspa \$curbk: ;erase t	pop ret db ace cur ld jp co end [h1] =	osor a,bspace soutch of screen sequentia de,vidra	;send backspace 1 cursor position m-1 ;de => one before video ram ;h1 => cursor position

"...include the driver name in every Cobol-80 linkage you perform..."

Program	cont	inued				
0067	11	FF80		1d	de, vidend	;de => one past end of video ram
006A*	EB			ex	de,hl	:hl => end, de => next position
006B	B7			or	a	make sure carry is reset
006C*	ED	52		sbc	hl,de	;h1 = # of positions to blank
006E*	44	7.7		1d	b,h	get count in bc
006F	4D			1d	c,1	1844 34444 44 34
0070	EI			pop	h1	restore ptr to first position
0071	78			1d	a,b	;check for zero count
0072	BI			or	C	femera con come
0073	C8			ret	z	return if on last position
0074	ED	BO		ldir		otherwise blank out
0076	C9			ret		; rest of buffer
			¡erase	to end	of line: [h] = 0	current row, [1] = column
0077			\$eo1:			
0077	11	F7B0	12011	1d	de.vidram-80	(de => video ram - one row
007A	EB			ex	de.hl	id = row, h1 => vid ram - one ro
007B	10			dec	e	ie = column - 1
007C*	01	0050		1d	bc,80	;bc = length of one row
007F	09		eo11:		hl,bc	:h1 => next row
0080*	15			dec	d	:decrement row count
0081	20	FC		ir	nz,eol1	;loop until it reaches zero
0083	19			add	hl,de	;hl => cursor position
0084*	79			1d	a.c	;a = 80
0085	93			sub	e	a = 80 - col + 1
0086	36	20	eo12:	1d	(h1),	blank out column
0088	23		32.00	inc	h1	;hl => next column
0089	3D			dec	a	decrement column count
008A*	20	FA		jr	nz.eo12	;loop until line is blanked
008C	C9			ret	200	
			;Note: I	n the L	ifeboat BIOS (at	least for CP/M 2.24),

whenever a control-G is sent to the CP/M video driver. Using this technique, you get a bell without any modifications to other software (such as a terminal program). I have developed a program to turn the bell on or off in my system; contact me if you are interested in obtaining this program.

Installing the Driver

To install the new video driver (see the Program Listing), type the source code into a file called CD80M2.MAC. Do not forget to disable the printer escape (see the in-line comments) if your system will not support this feature. Then assemble the driver with the command A>M80 = CD80M2. You should now have a working copy of the driver in a file called CD80M2.REL.

Using the Driver

Remember to include the driver name in every Cobol-80 linkage you perform to ensure that the driver's \$OUTCH function overrides the one supplied by Microsoft. For this reason, I recommend that you avoid having the CRTDRV.REL file on your working disk (I renamed my CRTDRV.REL to CRTDRV.OLD).

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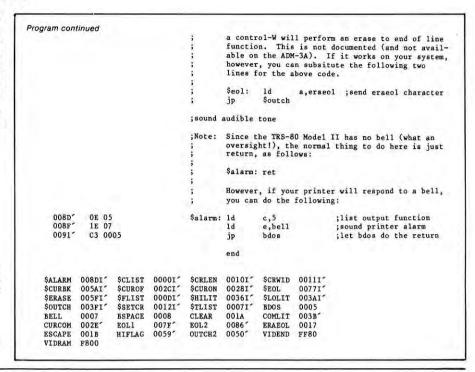
"Alas, though the program ran it did not produce the results you would have liked to see."

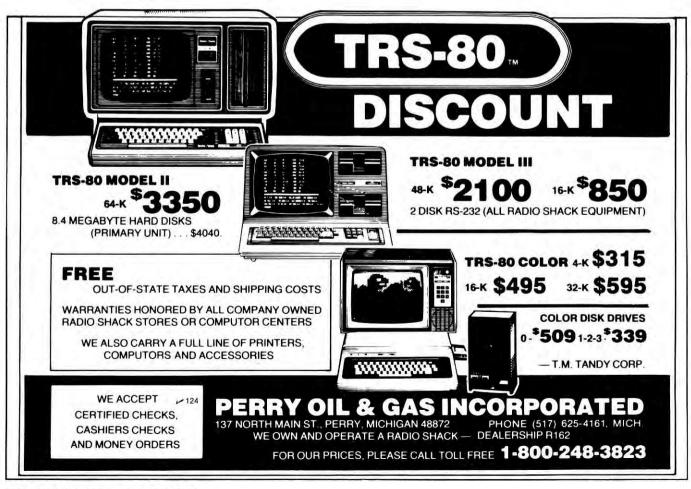
That way, L80 will produce an error message if you forget to include the driver name. If you stick with the name CD80M2.REL, the proper form of the L80 command is: A>L80 prog/N,prog,subl, sub2,...,subn,CD80M2/E where "prog" is your main program name and "subl" to "subn" are names of your subroutines. For example, the proper sequence to compile, link and run the supplied CRTEST.COB program is:

A>COBOL = CRTEST
No Errors or Warnings
A>L80 CRTEST/N,CRTEST,CD80M2/E
Link-80 3.37 08-May-80 Copyright 1979,80 (C) Microsoft
%Mult. Def. Global \$OUTCH
Data 0103 50D7
[0209 50D7 80]
A>CRTEST

Note that you should ignore the "Mult. Def. Global \$OUTCH" message. In fact, something is seriously wrong if you do not get it! ■

Jim Korenthal is the President of JEKCU, Inc., a software development firm in New York City.





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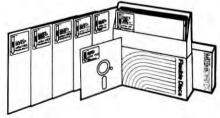








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A tweak here, a pinch there, and . . .

Model II Disassembler

Richard L. Faber Mathematics Department Boston College Chestnut Hill, MA 02167

arl Wuebker's article "TRS-80 Disassembler" (August 1980, 80 Microcomputing) was a boon to those curious about what goes on inside TRSDOS or the machine language subroutines called from Radio Shack's Basic software. Unfortunately, PEEKs in the program render it not immediately usable on the Model II.

In the June 1980 issue, Tom Yager's article "Model II Q and A" described machine language subroutines, callable from Basic, which implement PEEK and POKE on the Model II. (Bless you, Mr. Yager!) With a surprisingly small effort, I used the PEEK routine (PEEK/REL in Program Listing 3) to adapt the Disassembler for the Model II.

Mr. Wuebker's original program obtains the absolute address L of the first instruction to be disassembled from a LET statement in line 40. (The user changes this statement each time he runs the program.) The starting address must be in decimal, whereas I would prefer to enter the address in hexadecimal.

TRSDOS 2.0 provides two supervisor calls (BINHEX and BINDEC) to convert between binary and hexadecimal and between binary and decimal. These enable the Disassembler to accept input of a starting address in hexadecimal. These calls trans-

late numeric values into hexadecimal strings, performed in Basic in Mr. Wuebker's original program (lines 5000-5060).

Absolute Binary and Address Storage

The relocatable machine language program CONVERT/REL (Program Listing 1) consists of two subroutines which accomplish the above functions. Before the details, consider absolute binary notation and the representation of memory addresses.

Basic stores integers in two's-complement notation; the leading or most significant bit stores the integer's sign (0 = positive, 1 = negative). In this system, the negative of any integer is obtained by changing all zeros to ones and all ones to zeros, and then adding one. Integers take two bytes and lie only in the range minus 32768 to 32767.

A memory address X is a decimal whole number in the range 0 to 65535. This range can be represented in 16 bits, but only if the leading bit is not used as a sign. This is called absolute binary notation. In absolute binary, decimal 65535 is a string of 16 ones, while in two's-complement notation this string represents minus one.

Because Basic always assumes two'scomplement is in use, the statement A% = X results in an overflow error if X exceeds 32767. To avoid this, use the alternative statement:

IF X > 32767 THEN A% = X - 65536 ELSE A% = X

For X > 32767, this takes the 16 bits that are the absolute binary representation of X and allows Basic to store them as if they represented a negative integer (leading bit 1) in two's-complement. For example, the address EF20H (decimal 61216) is 11101111100100000 in absolute binary. In two's-complement, this bit sequence represents decimal minus 4320, which is 61216 minus 65536.

The Model II Adaptation

Program Listing 2 shows the changes to Mr. Wuebker's program. (The August issue contains the entire program.) Line 10 protects memory above EF1FH, where the machine language subroutines to be called are located, and loads PEEK/REL. All variables in this program except X are integers rather than floating point. This increases efficiency of the original version. Line 15 loads CON-VERT/REL and defines the entry points of its two subroutines, USR2 and USR3. Lines 40-47 request input of the starting address in hexadecimal, check for a valid response, convert this address to decimal floating point, and pack it into a 2-byte integer.

USR2 in line 45 performs the conversion. On entry to this subroutine, the DE register pair points to a 3-byte string descriptor for Y\$. The first byte of this descriptor contains the length of Y\$ (four). The next two bytes contain the address where Y\$ begins in memory (LSB followed by MSB). USR2 moves this address to the HL register pair, sets up the entry conditions for BINHEX, and converts Y\$ to a 16-bit absolute binary address in DE. A call to BINDEC converts this into a 5-byte decimal string whose

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"...avoid modifying byte 1 of a string descriptor."

string descriptor is the same three bytes in RAM. The first byte is modified to contain the new length. The new string returns as the value of USR2(Y\$).

PEEKing

EF4C

EF4D

EF4F

EF51

2B

C9

0600

3E18

The next several lines of Listing 2 (containing GOSUB 65000) replace statements containing PEEKs in Mr. Wuebker's program. In the Model II version of the Disassembler, a given memory location is PEEKed using lines 65000-65020.

The address, packed into a 2-byte integer variable A is first reinterpreted as a 2-byte location string A\$, with MKI\$. Then A\$ = USR1(A\$) invokes PEEK/REL. Upon entry to this subroutine, the DE register pair points to a string descriptor for A\$. The first byte of this descriptor contains the length of A\$ (two), and the next two bytes point to A\$ (LSB followed by MSB). A\$ in turn contains the address of the location to be PEEKed. PEEK/REL follows this chain of pointers to extract the contents of the de-

; addr of A\$ again in HL

;cvt to 4-byte hex strng

;Go back to BASIC progr.

;we'll cvt. bin to hex

;BINHEX is SVC 24

sired memory location and insert them into the first byte of A\$. Line 65010 then takes this first byte and puts its ASCII value into B as an integer between 0 and 255.

The subroutine calls to 4200 (lines 3320, 3610, and 3810 in Listing 2) replace the statement C = 256 * 12 + 11, which could generate a value greater than 32767. Because C is an integer variable, we need line 4200 to check for this condition.

Lines 5000-5030 perform conversions from integer values to 4-byte hexadecimal strings. The integer C (which contains the contents of one memory location or a packed memory address) converts to a four character hexadecimal string in the range 0000-FFFF by the statements:

A\$ = MKI\$(C) + " ":C\$ = USR3(A\$)

Two spaces appended to MKI\$(C) make the length of A\$ four, the same as the string produced by USR3. If we did not do this, we would have to include in USR3 an instruction to change the first byte of A\$'s string descriptor from two to four, so Basic would know USR3(A\$) has length four. This would garble some other string since the extra two bytes derive from an adjacent string in the high-RAM area where Basic stores strings. You should avoid modifying byte 1 of a string descriptor. It was no problem when we applied USR2 to Y\$ in line 45, because Y\$ was the only variable stored in high-RAM. See the instruction in EF2E in Listing 1.

The Model II Disassembler will disassemble instructions at 1.9 per second. Integer

	*** USR2: Conve	erts from Hexad	decimal to Decimal ***	
EF20	D5	PUSH DE	;move address of string	
EF21	DDE1	POP IX	; descriptor to IX	
EF23	DD6E01	LD L, (IX+1)	store address of string	
EF26	DD6602	LD H, (IX+2)	; in HL register pair	
EF29	3E18	LD A, 24	;BINHEX is SVC 24	
EF2B	0601	LD B, I	;we'll cvt. hex to bin	
EF2D	CF	RST 8	; binary result now in DE	
EF2E	DD3400	INC (IX+0)	; change strng lngth to 5	
EF31	0600	LD B.O	;we'll cvt. bin to dec	
EF33	3E15	LD A, 21	:BINDEC is SVC 21	
EF35	CF	RST 8	;cvt to 5 byte dec. strg	
EF36	C9	RET	Go back to BASIC progr.	
***	USR3: Converte	Packed 2-Bute	Address to Hex String ***	
EF40	D5	PUSH DE	;move address of string	
EF41		POP IX	; descriptor to IX	
EF43	ALC: NO.	LD L,(IX+1)	store address of AS	
EF46		LD H, (IX+2)	; in HL register pair	
EF49		LD E, (HL)	;move 2-byte bin no. to	
EF4A	20.00	INC HL	; be converted into	
EF4B		LD D, (HL)	; DE register pair	
	7.0		, pull	

Program Listing 1. CONVERT/REL

DEC HL

LD B, 0

RST 8

LD A, 24

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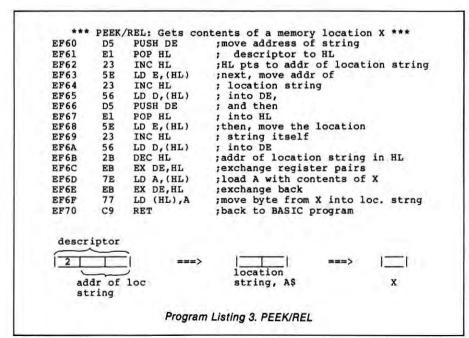
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Professor Richard Faber teaches mathematics and computer science at Boston College and is a consultant in microcomputer applications.





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Rapid System Loader

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The System command is to machine language as CLOAD is to Basic. Both commands load a program from tape into the RAM of the TRS-80. Both also utilize a data transfer method accepting bits from the tape at 500 baud (bits per second). Since many machine language programs are long, a wait of more than two minutes is common. A case in point is

Radio Shack's Editor/Assembler program. It takes nearly two minutes to load and it is very discouraging to get nearly through the tape and suddenly get a checksum error, forcing you to start all over again. Wouldn't it be nice if there were a way to load those programs two or three times faster without buying a disk drive, modifying your TRS-80, or sacrificing any of the reliability of the tape system?

Breaking the 500 Baud Barrier

Earlier, I wrote a pair of routines for use in "Fastload," a program which loads and saves Basic programs up to four times faster than CLOAD. The two modules store and retrieve data from tape at 2000 bits per second. These same modules are used here for machine language tapes. With the help of a book called Pathways Through the ROM, a disassembled listing of the Level II ROM, the TRS-80 Technical Reference Handbook, and several issues of 80 Microcomputing, I was able to glean enough information to complete this project. I call the program Rapid System Loader (RSL).

Duplicate copies of standard TRS-80 machine language tapes are made by RSL. What's so special about that? The dupli-

cate copies load from two to four times faster than the original copy because they load at 2000 baud. In addition, as soon as the program is successfully loaded, it executes immediately without further help from the human in charge. There is no need to type and enter / to run the program. I call this feature "Auto Start." Not original, but quite useful.

Another feature is a file name display. During loading, all six characters of the file name are displayed, so you know exactly which tape you are running. While creating the RSL backups, up to nine copies in a row can be written without further intervention by the user. RSL will copy any machine language tape not protected. It can even copy itself!

Another nice thing about RSL is it requires no hardware at all. Software alone does the trick. You may have to disable your Radio Shack XRX cassette modification if you have one. With that circuit enabled, RSL will not work.

Program Walks Before It Runs

The TRS-80 has no routines in ROM to load tapes at 2000 baud. Therefore, I have written these routines into a short module tacked automatically to the front of each copy of RSL. When the program is loaded, the preload module is encountered first. It loads at 500 baud and

		P	rogram Li	sting	
*****	00090	; ****	*****	******	******
	00100	.* RAP	ID SYSTE	M LOADER	CONVERSION VERS.
2.1 *	2220	,	ID DIDI.	ar Donibbik	CONVERSION VERS.
-12	00110	; *	SEPT	15,1980 1	BY DAVID C. HEDINGER
*				adversage .	
	00115	; ****	*****	******	******

0072	00120	BASIC	EQU	Ø72H	; BASIC RE-ENTRY
0049	00130	KBD	EQU	Ø49H	ROM KEYBOARD ROUTIN
3					
28A7	00140	DSP	EQU	28A7H	;MESSAGE OUTPUT: ROM
Ø1C9	00150	CLS	EQU	1С9Н	; ROM: CLS & HOME CUR
SOR					
0235	00160	RDBYTE	EQU	235H	; ROM RD BYTE FROM TA
PE					
Ø1F8	00170	MTOFF	EQU	1F8H	; ROM: TAPE MOTOR OFF
42E9	00180		ORG	42E9H	ORG LOW IN MEMORY
42E9 CDC901	00190	SPEED	CALL	CLS	
42EC 21BB45	00200		LD	HL, MENU	; POINT TO MENU STRIN
G					
42EF CDA728	00210		CALL	DSP	;DISPLAY IT
42F2 CD4900	00220	INP	CALL	KBD	GET INPUT

takes about seven seconds. The preloader module starts automatically, loads in the object code program at 2000 baud, and transfers control to the program when it is done.

The advantage to using a preloader is you need to load only one tape. Everything is done automatically once you press Enter. One disadvantage is if the program to be converted by RSL occupies the same area in RAM as the preloader, it will not load properly, since the preloader will be overwritten.

Since the preloader loads at normal speed for seven seconds, the overall decrease in loading time for the object code program depends on its original length. A program must be longer than about 20 seconds to show any decrease in loading time with RSL. Longer programs show greater decreases.

The Inner Workings

The program is divided into three main sections. The first section loads a standard machine language tape and stores it byte for byte in a buffer area in RAM. The second section writes a high speed copy of the program in the buffer preceding it with the preloader program. Remember, the preloader is written at normal speed but the object code program in the buffer is written at 2000 baud. The third section is the preloader module.

Rapid System Loader makes use of two subroutines to create and read 2000 baud tapes. One is W byte, responsible for writing a byte on tape at the 2000 baud rate. The other is R byte, included as a part of the preloader module. R byte is the routine for reading a byte of data from tape. These routines are crucial to the program.

Shifting Into High Gear

As you may know by now, the TRS-80 stores information on tape one byte at a time. Each byte is composed of eight synchronizing pulses separated by two milliseconds each. A data pulse is inserted after a sync pulse to denote a one bit. Otherwise, the space between sync pulses is left blank to represent

a zero bit. All sync and data pulses are identical in duration, being about 263 microseconds long. The total time to store one byte is two milliseconds times eight bits, or 16 milliseconds. About 62 bytes per second can be stored this way, or 3720 bytes per minute. A 16K program takes about 258 seconds (four minutes 18 seconds) to load.

The two subroutines W byte and R byte replace this format with a new one. Each byte is stored as a single sync pulse followed by eight precisely timed intervals of .5 milliseconds each. Each interval will contain either a pulse, representing a one bit, or no pulse, indicating a zero bit. The entire byte occupies 4.5 milliseconds including the sync bit. Each pulse has a width of 140 microseconds. Using this format, we can store about 220 bytes per second, or 13200 bytes per minute. That 16K program that used to take 258 seconds to load can now be loaded in 73 seconds! If we add seven seconds for the time taken to load the preloader, the total is 80 seconds to load 16K, a significant improvement. See Fig. 1 for a graphic comparison of the two formats.

This change in format is made possible by the fact the cassette input and output circuitry in the TRS-80 is completely under software control and not locked into a single speed or format by hardware. We can create pulses of any width and spacing up to the limits of our clock speed and software. We are limited, however, by the frequency response of the cassette deck used with the computer. I arrived at the 2000 baud data rate as a good compromise between speed and error rate due to frequency response limitations. Using good tape, the RSL copies a load just as reliably as the slower System version. The volume level is still critical, but it is no worse than before.

The Write a Byte Routine

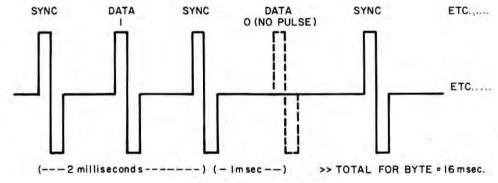
Looking more closely at the W byte routine (lines 2410-2760), we see the first thing done is to save all the Z80 registers for later recovery. On entry to this routine, the A register contains the byte we want to write to tape. The byte is placed in the D register and C is loaded with a

count of nine—eight for the byte and one for the sync bit. The Carry Flag determines whether the Pulse routine outputs a pulse to the cassette port or merely waits for a one time slot.

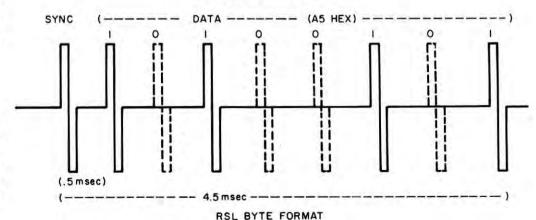
To output the sync pulse line, 2470 sets the Carry Flag and then calls Pulse which does three things: sets port 255 to .85 volts by an Out instruction and runs a short timing loop; next, sets the port to zero volts and runs another short loop; finally, returns the port to its rest voltage of .46 volts, runs the final timing loop and returns to line 2490

Lines 2480-2530 form a loop, shifting each bit in the D register to the Carry Flag, and call the Pulse routine. When all eight bits are transmitted, the registers are restored and control is returned to the main program.

Now that we have our byte on the tape, let's see how to read it back into the computer. Lines 3430–3670 contain R byte. When R byte is called from the main program, the first thing done is to save the AF and BC registers on the stack. On exit, the A register will contain the byte read



SYSTEM BYTE FORMAT



_						
	Program continued					
	42F5 FE31	00230	(CP CP	31H :ASCII '1'?	Ì
	42F7 28ØC TAPE	00240	1	JR	Z,SYSLOD ;YES-LOAD A	
	42F9 FE32	00250	(CP	32H ; '2'?	
	42FB CADA43 TLOAD TAPE	00260	,	JP	Z,SYSWRT ;WRITE A FAS	
	42FE FE33			CP	33H ;'3'?	
	4300 CA7200	00280		JP.	Z, BASIC ; EXIT TO BASIC	
	4303 18ED N	00290		JR	INP ; BAD INPUT: TRY AGAI	
		00292				
		00295	*****	*****	********	

		00300	; * THIS	SECTION	N READS A SYSTEM TAPE AND STO	
	RES IT *				NULE OF EDUCATION - NO. (2002)	
	400	00310	; * IN A	BUFFER	WITH ALL CHECKSUMS AND CONTR	
	OLS *				described and the second secon	
	******	00314	, *****	******	*******	
	*****	00215				
	43.0E 000001	00315			ara aras aanan	
	4305 CDC901 4308 216346	00320			CLS ; CLEAR SCREEN	
	4308 216346	00330		LD	HL, MESG1 ; PROMPT USER	
	430B CDA728	00340		CALL	DSP	
	430E CD4900		(CALL	KBD ; WAIT FOR INPUT	
	4311 11803C	00360	1	LD	DE,3C8ØH ;TO DISPLAY	
	FILENAME	A				
	4314 211347~	00370	- 1	CD	HL, BUFFER ; POINT TO BU	
	FFER			2000	tile the same and the	
	4317 CD9302	00380	(CALL	293H ; ROM: MOTOR ON, READ L	
	EADER & SYNC	00000				
	431A 3E4Ø	00390		LD	A,40H ;'@'	
	431C 323E3C			LD	(3C3EH),A ;DISPLAY '@'	
	431F CD3502 4322 FE55			CALL	RDBYTE ; READ NEXT BYTE	
	4324 C2BE43			JP JP	55H ; SYSTEM TAPE?	
	M TAPE: JUMP	00430) P	NZ, NOTSYS ; NOT A SYSTE	
	4327 77	00440	1	LD	(HL),A :PUT 55H INTO BUFFER	
	7521 11	00440				
					Program continues	

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from the tape, while BC will be unchanged.

Whenever a pulse is received from the tape, the input flip-flop circuit is set at one and remains there until reset by an OUT(255),A instruction. The circuit can be tested with an IN A,(255) instruction. By monitoring this flip-flop, we can detect the pulses coming from the tape and determine their time slot positions in each byte.

Lines 3450 and 3460 clear (Reset) the flip-flop, Next, the C register stores a count of eight for the incoming byte. Then the routine loops until the sync bit is detected. When it is, a short time is spent in a loop and then the flip-flop is reset. The instructions from lines 3530-3650 (labeled BTLOOP) read in a bit once every 500 microseconds and stuff the data into the A register one bit at a time until eight bits (either ones or zeros) are done. Control is then returned to the main program with the entire byte in the A register.

The Machine Language Tape Format

The bytes of data comprising

a System program are arranged on the tape in a predefined sequence. In addition to the program itself, the tape contains stuff like sync bytes, loading addresses, checksums, and other assorted control information. These things are necessary to ensure the program loads in the right place in RAM without errors. Here is a brief rundown of the machine language format:

- ◆ Leader—256 zero bytes used to allow stabilization of the tape deck and AGC circuits.
- A5 Sync Byte—Reference point to synchronize the input routines with the incoming data.
- 55 System Format Header Byte—Indicates this is a machine language tape and not Basic.
- Filename—Six bytes of ASCII characters padded with spaces.

The next five items may be repeated many times in any one program.

- 3C Data Header Byte—Indicates the start of a block of program data. The block may be up to 256 bytes long.
- XX Length of Data Byte—A number from 0-255 that tells the number of bytes in this block of data.
- Load Address—A two byte address showing where to put the data for this block. Least significant byte (LSB) is first, followed by the most significant byte (MSB).
- Program Data 0-256
 bytes of actual program data.
- Checksum—A one byte sum of all the program data bytes and the load address bytes with the overflow ignored. The checksum is used to detect loading errors.

Two items come after the last block of data:

- 78H End of File Marker—Indicates the end of the program.
- Entry Address (LSB/MSB)
 Tells where the beginning of the program is.

With this in mind let's see how RSL reads an object code program into the buffer, and how it makes a high speed copy

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Progra	m continued	1.74 ()			
	4328 23	00450	INC	HL	BUMP POINTER
	4329 0606	00460	LD	B, 06	FILENAME BYTE COUNT
	ER	77.75.7			
	432B CD35@	2 00470 GTFN	CALL	RDBYTE	GET A BYTE FROM TAP
	E				, the market country and
	432E 12	00480	LD	(DE),A	DISPLAY IT
	432F 13	00490	INC	DE	701010111 11
	4330 77	00500	LD		;STORE IN BUFFER
	4331 23	00510	INC	HL	BUMP PNTR
	4332 10F7		DJNZ	GTFN	LOOP 6 TIMES
	4334 CD356			RDBYTE	GET MODULE START BY
	TE CD35	2 MASSA BLOCK	CALL	KDBIIE	GET MODULE START BI
	4337 FE3C	00540	CP	ЗСН	; IS IT OK?
	4339 202D		JR	NZ, TRAN	
	R EOF	accaa	JK	NZ, TRAN	S ; NO: CHECK FO
	433B 77	00560	LD	CUTY A	YES STORE IN BUFFER
	433B //	00560	LD	(HL),A	; IES STORE IN BUFFER
	433C 23	00570	INC	HL	
	433D CD35	2 00580	CALL	RDBYTE	GET BLOCK LEN
	4340 47	00590	LD	B, A	STORE IN B
	4341 77	99699	LD		; & IN BUFFER
	4342 23	00610	INC	HL	BUMP PNTR
	4343 AF	00620	XOR	A	CLEAR CHECKSUM
	4344 4F	00630	LD	C,A	: IN C REG
	4345 CDB3		CALL	INBYTE	GET BLOC LOAD ADDRE
	SS LSB	15 00040	CILDE	1110111	/ CDI DECC DOND INDING
	4348 CDB3	43 00650	CALL	INBYTE	GET BLA MSB
	434B CDB3				GET DATA BYTE, DO C
	KSM, ETC.	to boot boom	a cabb	THUTTE	, our min min, no o
	434E 3A40	38 00670	LD	A (3840	H) ; TEST FOR BR
	EAK KEY	30 00070	20	4, (3045	, 1201 10K 2K
	4351 CB57	00680	BIT	2,A	TEST BIT 2 (BREAK)
	4353 2094	00690	JR	NZ, SPEE	
	ENU	BB63B	D.K	NZ, SFEE	do , ieb. dolo n
	4355 10F4	00700	DING	T DDAMA	:LOOP TILL BLOCK ENT
		00700	DJNZ	LDDATA	LOOP TILL BLOCK ENT
	ERED		2.20		
	4357 CD35		CALL	RDBYTE	
	435A 77	00720	LD	(HL),A	; INTO BUFFER
	435B 23	00730	INC	HL	37105
	435C B9	00740	CP	C	;SAME?
					Program continues

with the preloader attached.

The buffer used to store the object code program begins at 4713H and continues to the end of available memory. Every byte read from tape is stored in the buffer verbatim. This includes headers, file names, checksums, and so on. Only the leader and A5 sync byte are not placed in the buffer. Therefore, after the object program is loaded, the buffer contains an exact bytefor-byte image of what was on the tape. Note: The object program will not execute properly at this time; we are only saving it to write on tape at 2000 baud.

Several of the bytes read in are checked to make sure no errors have occurred in the loading process. These include the 55 System Header Byte, the 3C data header byte, the checksum bytes, and the end-of-file byte. If an error occurs in any of these, loading stops and control is sent back to the menu selection routine. Lines 670-690 test the Break key and return to the menu if it is pressed. This gives you a

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chance to halt loading at any time, handy if you discover you are loading the wrong program.

When the file name is encountered, lines 470-520 not only store it in the buffer, but also display it on the video on the left side of the screen.

As each byte of data is read from the tape, it is POKEd onto the video display in the upper right corner where the flashing asterisk is usually located. It is more informative to see the actual data being loaded instead of a flashing star, although any errors will still be caught by RSL.

After the last block of data is loaded and the end-of-file byte is checked for validity, the entry address is read from tape and stuffed in the DE register. The address is converted to hexadecimal ASCII characters by the HEXASC routine at line 950 and displayed on video. You can write this address down and use it to re-enter your object program if it crashes at some future time.

Now that we have our object code program in the buffer, the

Program continued

SPLAY ERR MESG 435F 3A3E3C		2073	00750		JR	NZ, CKERR	;STOP AND DI
MBOL 4362 3C					5.2	1 195344	
4362 3C		3A3E3C	00760		LD	A, (3C3EH) ; GET LEFT SY
4363 323E3C 00780			ولتصلاف		Acres.		
4366 18CC							
4368 FE78							
436A 2061							
## A36C 77 ## B0820				RANS			
436C 77		2061	00810		JR	NZ, TERR	; NO: DISPLAY ERROR ME
436D 23							
436E CD3502 00840 CALL RDBYTE ;GET ENTRY PNT. LSB 4371 77 00850 LD (HL),A 4372 5F 00860 LD E,A ;PUT LSB IN E REG 4373 23 00870 INC HL 4374 CD3502 00880 CALL RDBYTE ;MSB 4377 77 00890 LD (HL),A 4378 57 00900 LD D,A ;PUT MSB IN D REG 4379 22D743 00910 LD (BUFFEN),HL ;STORE END O F BUFFER PNTR 437C CDF801 00920 CALL 1F8H ;OFF MOTOR 437F 21CD3C 00930 LD HL,3CCDH ;DISPLAY POS ITION 4382 0602 00940 LD B,02H ;# OF BYTES TO CONVE RT 4384 7A 00950 HEXASC LD A,D ;GET MSB 4385 CB3F 00960 SRL A ;MOVE HI NYBBLE TO L 0W 4387 CB3F 00990 SRL A 4388 CB3F 00990 SRL A 4388 CB3F 00990 SRL A 4380 CDA943 01000 CALL TEST ;CONVERT TO ASCII 4390 77 01010 LD (HL),A ;DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ;GET LO NYBBLE 4392 E60F 01030 AND 0FH ;MASK OFF HI BITS	436C	77	00820		LD	(HL),A	;YES : PUT IN BUFFER
4371 77					INC	HL	
4372 5F			00840		CALL	RDBYTE	GET ENTRY PNT. LSB
4373 23			00850		LD	(HL),A	
4374 CD3502 00880 CALL RDBYTE ;MSB 4377 77 00890 LD (HL),A 4378 57 00900 LD D,A ;PUT MSB IN D REG 4379 22D743 00910 LD (BUFFEN),HL ;STORE END O F BUFFER PNTR 437C CDF801 00920 CALL 1F8H ;OFF MOTOR 437F 21CD3C 00930 LD HL,3CCDH ;DISPLAY POS ITION 4382 0602 00940 LD B,02H ;# OF BYTES TO CONVE RT 4384 7A 00950 HEXASC LD A,D ;GET MSB 4385 CB3F 00960 SRL A ;MOVE HI NYBBLE TO L OW 4387 CB3F 00980 SRL A 4389 CB3F 00980 SRL A 4388 CB3F 00990 SRL A 4388 CB3F 00990 SRL A 4380 CDA943 01000 CALL TEST ;CONVERT TO ASCII 4390 77 01010 LD (HL),A ;DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ;GET LO NYBBLE 4392 E60F 01030 AND 0FH ;MASK OFF HI BITS			00860		LD	E,A	; PUT LSB IN E REG
4377 77 00890 LD (HL),A 4378 57 00900 LD D,A ;PUT MSB IN D REG 4379 22D743 00910 LD (BUFFEN),HL ;STORE END O F BUFFER PNTR 437C CDF801 00920 CALL 1F8H ;OFF MOTOR 437F 21CD3C 00930 LD HL,3CCDH ;DISPLAY POS ITION 4382 0602 00940 LD B,02H ;# OF BYTES TO CONVE RT 4384 7A 00950 HEXASC LD A,D ;GET MSB 4385 CB3F 00960 SRL A ;MOVE HI NYBBLE TO L OW 4387 CB3F 00970 SRL A 4388 CB3F 00980 SRL A 4388 CB3F 00990 SRL A 4388 CB3F 00990 SRL A 4380 CDA943 01000 CALL TEST ;CONVERT TO ASCII 4390 77 01010 LD (HL),A ;DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ;GET LO NYBBLE 4392 E60F 01030 AND 0FH ;MASK OFF HI BITS	4373	23	00870		INC	HL	
4378 57 00900 LD D,A ;PUT MSB IN D REG 4379 22D743 00910 LD (BUFFEN),HL ;STORE END O F BUFFER PNTR 437C CDF801 00920 CALL 1F8H ;OFF MOTOR 437F 21CD3C 00930 LD HL,3CCDH ;DISPLAY POS ITION 4382 0602 00940 LD B,02H ;# OF BYTES TO CONVE RT 4384 7A 00950 HEXASC LD A,D ;GET MSB 4385 CB3F 00960 SRL A ;MOVE HI NYBBLE TO L OW 4387 CB3F 00980 SRL A 4388 CB3F 00980 SRL A 4388 CB3F 00990 SRL A 4388 CB3F 00990 SRL A 4380 CDA943 01000 CALL TEST ;CONVERT TO ASCII 4390 77 01010 LD (HL),A ;DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ;GET LO NYBBLE 4392 E60F 01030 AND 0FH ;MASK OFF HI BITS	4374	CD35Ø2	00880		CALL	RDBYTE	; MSB
4379 22D743 00910 LD (BUFFEN), HL ; STORE END O F BUFFER PNTR 437C CDF801 00920 CALL 1F8H ; OFF MOTOR 437F 21CD3C 00930 LD HL, 3CCDH ; DISPLAY POS ITION 4382 0602 00940 LD B, 02H ; # OF BYTES TO CONVE RT 4384 7A 00950 HEXASC LD A,D ; GET MSB 4385 CB3F 00960 SRL A ; MOVE HI NYBBLE TO L OW 4387 CB3F 00980 SRL A 4388 CB3F 00980 SRL A 4388 CB3F 00990 SRL A 4388 CB3F 00990 SRL A 4380 CDA943 01000 CALL TEST ; CONVERT TO ASCII 4390 77 01010 LD (HL), A DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ; GET LO NYBBLE 4392 E60F 01030 AND 0FH ; MASK OFF HI BITS	4377	77	00890		LD	(HL),A	
F BUFFER PNTR 437C CDF801 00920 CALL 1F8H ;OFF MOTOR 437F 21CD3C 00930 LD HL,3CCDH ;DISPLAY POS ITION 4382 0602 00940 LD B,02H ;# OF BYTES TO CONVE RT 4384 7A 00950 HEXASC LD A,D ;GET MSB 4385 CB3F 00960 SRL A ;MOVE HI NYBBLE TO L OW 4387 CB3F 00970 SRL A 4389 CB3F 00980 SRL A 4388 CB3F 00990 SRL A 4388 CB3F 00990 SRL A 4380 CDA943 01000 CALL TEST ;CONVERT TO ASCII 4390 77 01010 LD (HL),A ;DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ;GET LO NYBBLE 4392 E60F 01030 AND 0FH ;MASK OFF HI BITS	4378	57	00900		LD	D,A	; PUT MSB IN D REG
437C CDF801 00920 CALL 1F8H ;OFF MOTOR 437F 21CD3C 00930 LD HL,3CCDH ;DISPLAY POS ITION 4382 0602 00940 LD B,02H ;# OF BYTES TO CONVE RT 4384 7A 00950 HEXASC LD A,D ;GET MSB 4385 CB3F 00960 SRL A ;MOVE HI NYBBLE TO L OW 4387 CB3F 00980 SRL A 4389 CB3F 00980 SRL A 4388 CB3F 00990 SRL A 4380 CDA943 01000 CALL TEST ;CONVERT TO ASCII 4390 77 01010 LD (HL),A ;DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ;GET LO NYBBLE 4392 E60F 01030 AND 0FH ;MASK OFF HI BITS	4379	22D743	00910		LD	(BUFFEN)	.HL :STORE END O
437F 21CD3C 00930 LD HL,3CCDH ;DISPLAY POS ITION 4382 0602 00940 LD B,02H ;# OF BYTES TO CONVE RT 4384 7A 00950 HEXASC LD A,D ;GET MSB A ;MOVE HI NYBBLE TO L OW 4385 CB3F 00960 SRL A ;MOVE HI NYBBLE TO L 4387 CB3F 00980 SRL A 4388 CB3F 00980 SRL A 4388 CB3F 00990 SRL A 438B CDA943 01000 CALL TEST ;CONVERT TO ASCII 4390 77 01010 LD (HL),A ;DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ;GET LO NYBBLE 4392 E60F 01030 AND 0FH ;MASK OFF HI BITS	F BUI	FER PNTR				See and	***************************************
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ITION 4382 0602 00940 LD B,02H ;# OF BYTES TO CONVE RT 4384 7A 00950 HEXASC LD A,D ;GET MSB 4385 CB3F 00960 SRL A ;MOVE HI NYBBLE TO L W 4387 CB3F 00980 SRL A 4388 CB3F 00990 SRL A 438B CB3F 00990 SRL A 438D CDA943 01000 CALL TEST ;CONVERT TO ASCII 4390 77 01010 LD (HL),A ;DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ;GET LO NYBBLE 4392 E60F 01030 AND 0FH ;MASK OFF HI BITS	437F	21CD3C	00930		LD	HL,3CCDH	DISPLAY POS
RT 4384 7A	ITIO	N					
4384 7A		0602	00940		LD	B,02H	; # OF BYTES TO CONVE
4385 CB3F							
OW 4387 CB3F 00970 SRL A 4389 CB3F 00980 SRL A 438B CB3F 00990 SRL A 438D CDA943 01000 CALL TEST ; CONVERT TO ASCII 4390 77 01010 LD (HL), A ; DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ; GET LO NYBBLE 4392 E60F 01030 AND 0FH ; MASK OFF HI BITS				EXASC		A,D	
4387 CB3F 00970 SRL A 4389 CB3F 00980 SRL A 4388 CB3F 00990 SRL A 4380 CDA943 01000 CALL TEST ; CONVERT TO ASCII 4390 77 01010 LD (HL), A ; DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ; GET LO NYBBLE 4392 E60F 01030 AND 0FH ; MASK OFF HI BITS		CB3F	00960		SRL	A	; MOVE HI NYBBLE TO L
4389 CB3F 00980 SRL A 438B CB3F 00990 SRL A 438D CDA943 01000 CALL TEST ; CONVERT TO ASCII 4390 77 01010 LD (HL), A ; DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ; GET LO NYBBLE 4392 E60F 01030 AND 0FH ; MASK OFF HI BITS							
4388 CB3F 00990 SRL A 4380 CDA943 01000 CALL TEST ; CONVERT TO ASCII 4390 77 01010 LD (HL),A ; DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ; GET LO NYBBLE 4392 E60F 01030 AND 0FH ; MASK OFF HI BITS			00970		SRL	A	
438D CDA943 01000 CALL TEST ; CONVERT TO ASCII 4390 77 01010 LD (HL), A ; DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ; GET LO NYBBLE 4392 E60F 01030 AND 0FH ; MASK OFF HI BITS	4389	CB3F	00980		SRL	A	
4390 77 01010 LD (HL),A ;DISPLAY HEX DIGIT 4391 7A 01020 LD A,D ;GET LO NYBBLE 4392 E60F 01030 AND 0FH ;MASK OFF HI BITS	438B	CB3F	00990		SRL	A	
4391 7A	438D	CDA943	01000		CALL	TEST	CONVERT TO ASCII
4392 E60F 01030 AND 0FH ; MASK OFF HI BITS	4390	77	01010		LD	(HL),A	DISPLAY HEX DIGIT
	4391	7A	01020		LD	A,D	GET LO NYBBLE
	4392	E60F	01030		AND	ØFH	; MASK OFF HI BITS
	4394	CDA943	01040				; CNVT TO ASCII

Program continues

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Program o	continued							7	•
	4397		01050		INC		HL	;BUMP DSP PNTR	
	4398		01060		LD				
	4399		01070				(HL),A	;DISPLAY NEXT DIGIT	
	4399 439A		E 100 C 10 C 10		INC		HL	CDM TOD	
		10E7	01080		LD		D,E	;GET LSB	
			01090		DJNZ			; DO NEXT BYTE	
		11CØ3C	01100		LD		DE,3CCØH	DSP TEXT LO	
	C.	pp.500040			22			la la la contrata de contrata de la contrata del contrata del contrata de la contrata del contrata del contrata de la contrata del contrata del contrata de la contrata de la contrata del contrata del contrata del contrata de la contrata de la contrata del contrata del contrat	
		ED532040	01110		LD		(4020H)	DE ; CHANGE CURS	
	. POS				2.2		and the state of	A TANK OF STREET	
		217E46	01120		LD		HL, HEXDS	SP ; POINT TO ME	
	SG	2000			155		400.55		
		1818	01130	asterace.	JR	*		;DISPLAY & RETURN	
		F630	01140	TEST	OR		30H	; ASCII CONV. FACTOR	
		FE3A	01150		CP		ЗАН	;0-9?	
		FAB243	01160		JP		M, TEST1	;YES RETURN	
		C607	01170		ADD		A,7	; NO CORRECT FOR A-F	
	43B2	C9	01180	TEST1	RET				
	43B3	CD3502	01190	INBYTE	CALL		RDBYTE	GET BYTE	
	43B6	77	01200		LD		(HL),A	; INTO BUFFER	
	43B7	323F3C	01210		LD		(3C3FH)		
	IT						3,3233.30		
	43BA	23	01220		INC		HL	; BUMP BUFFER PNTR	
	43BB	81	01230		ADD		A,C	; DO	
	43BC	4F	01240		LD		C,A	CHECKSUM &	
	43BD		01250		RET		-7	RETURN	
	43BE	218C46		NOTSYS	LD		HL, SYSEE		
	MES.						,	, , , , , , , , , , , , , , , , , , , ,	
		CDA728	01270	ERROR	CALL		DSP	;DSPLY IT	
		CDF801	01280	Littore	CALL		MTOFF	OFF MOTOR	
		CD4900	01290		CALL		KBD	;INPUT KEYBOARD	
		C3E942	01300		JP		SPEED	RETURN TO BEGINNING	
	43CA	CJE342	01300		O.F		SPEED	KETOKN TO BEGINNING	
	13CD	21AE46	01310	mppp	LD		ur EDD2	; PNT TO TRANS. ERR M	
	SG	ZIAL40	01310	TERR	LD		HL, ERRZ	; PNI TO TRANS. ERR PI	
		18EF	01220		770		EDDOD	DIGDING AND DESCRIPT	
		21CC46	01320	CHEDD	JR		ERROR	;DISPLAY AND RETURN	
		210046	01330	CKERR	LD		HL, ERR3	; PNT TO CKSUM ERROR	
	MESG	1000	01040				-		
		18EA	01340	Dunner	JR		ERROR		
	4307	0000	01350	BUFFEN	DEFW		0000		
								Program continues	

program waits until we press Enter and returns to the menu. Pressing # and 2 sends control to line 1390—the start of routines to record the object code program on a blank tape at 2000 baud. The going starts to get a little rough here, so hang on.

Lines 1390-1480 ask how many copies we wish to make and store our answer in the memory location labeled COPIES. Now comes a pause, so you can prepare the tape machine for recording. So far, so good. Now for the sticky part.

The WRTTAP routine writes the leader and sync byte using the ROM routine at 284H. The 55 System Tape Header Byte and Filename are read from the buffer by OUT7 and written on tape. This is a sneaky way of transferring the file name of the object code program to the preloader module. Having done this, we cause HL to point to the start of the preloader module, LODMOD, so it can be written on the tape.

Notice LODMOD includes the header bytes, block-length bytes

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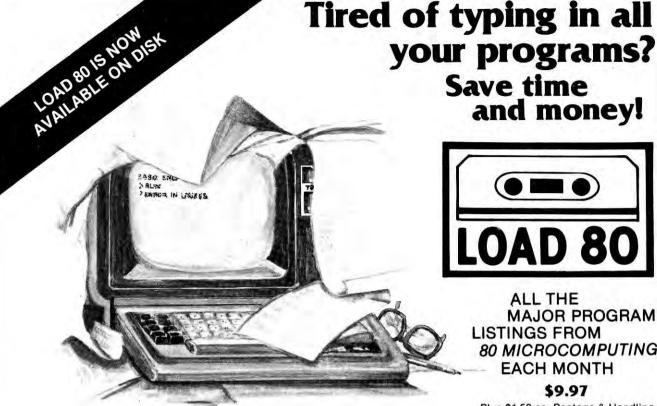
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n c	continued								
	43D9	ØØ	01360	COPIES	DEFB	ØØ	; # OF	COPIES TO MAKE	
			01365						
			01367	*****	******	******	*****	******	
	****	***	D1301						
			01370	. * THI	S SECTIO	N WRITES	A FAST	LOAD VERSION O	
	F THE	* *			D DECITO	II MILLIDO	77 1 110 1	LOND VERBION O	
	2 200		01380	. *	SYSTEM	PROGRAM	итти А	PRELOADER MODU	
	LE	*	0100		DIDIDI	TROGRAM	11 111 11	TREBURDER MODE	
			01384	. *****	******	******	*****	******	
	****	***	01001						
			Ø1386	4					
	43DA	CDC901		SYSWRT	CALL	CLS			
			01400	DIDMICI	LD	HL, MESG	3		
		CDA728			CALL	DSP	,		
			01420		CALL		. TNDIII	# OF COPIES	
			01430		CP			THAN 1?	
		FADA43			JP	M, SYSWR		;YES -TRY AG	
	AIN	INDRAS	DIAAD		UF	H, BIBMK	.1	DA TAI- Gal;	
		FE3A	01450		CP	344	.T.FCC	THAN OR =9?	
			Ø146Ø		JP	P,SYSWR		; NO-TRY AGAI	
	N	Labrida	DITTOD		OF	LIBIDAK	T	, NO-IKI AGAI	
		E6ØF	01470		AND	aru	. MACV	OFF ASCII PART	
		LUDI	01410		THILD	DIII	India	OFF ABCIT FART	
	43F2	32D943	01480		LD	(COPIES) - A	;STORE IN ME	
	M		22.02			(001110	1 111	, DIONE IN HE	
	43F5	21ED46	01490	CONT	LD	HL, MESG	5	; 'READY TAPE	
		RECORD &			ши	HL, MESO	5	, KDADI TALL	
		CDA728			CALL	DSP			
		CD4900			CALL		·WATT	FOR ENTER	
		CD8402		WRTTAP				ON, WRITE LEADE	
		SYNC	22322		CILLE	20 111	,	ON / MALIE EBIED	
		211347-	- 01530		LD	HL, BUFF	ER	POINT TO 55	
		LENAME	01330		LD	"H' DOLL	DIC	7101111 10 33	
		0607	01540		LD	B,7		:7 BYTES TO	
	OUTP		01340		по	2,1		, , BIILD 10	
		7E	01550	OUT7	LD	A, (HL)			
			01560		INC	HL.			
			01570		CALL	26 4H	·OHTE	JT A BYTE	
	. 100	020402	01310		CHIL	20411	, JUIF		
								Program cont	inues

and load address bytes embedded in it. Only the checksums are not included, since these are calculated by the routines writing the preloader to tape. The preloader is divided into four parts. The first part is a line of text with its origin set to load directly on the video screen. The second part loads into the keyboard buffer area of RAM, a section not used by anything else during the loading of a program. It should be out of the way so it won't upset the loading of the object program. The third part is the R byte routine. Its origin is pegged to load at RAM location 403EH, a 64 byte area not used by most programs I know of. If a program you wish to copy does use this area, simply change line 3420 to place R byte somewhere out of the way. Also change line 2770 (labelled V byte) to the new address.

Note: Nowhere in the preloader is R byte called! Instead, there are numerous calls to V byte. Line 2770 (not a part of the preloader) defines V byte as ad-

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Program

Program continued			
440B 10F9	01580	DJNZ	OUT7 ;LOOP 7 TIMES
440D 21D544 ADER MODULE	01590 +	LD	HL, LODMOD ; POINT TO LO
4410 7E	01600 HEADER	LD	A, (HL) ; GET HEADER BYTE
4411 FE3C 4413 C24344	Ø1610 Ø1620	CP JP	3CH ;OK? NZ,QUIT
4416 CD6402 4419 23	01630 01640	CALL	264H ;WRITE IT HL
441A 7E	01650	LD	A, (HL) ; GET LEN
441B 47 441C CD6402	01660 01670	LD CALL	B,A ; IN B REG. 264H
441F AF 4420 4F	01680 01690	XOR LD	A ;CLR CHKSUM C,A ;IN C REG
4421 3EØ2	01700	LD	A, 2
4423 5F 4424 23	01710 01720 WRADD	LD INC	E,A ;# OF ADDRESS BYTES HL
4425 7E 4426 57	01730 01740	LD LD	A,(HL) ;GET LSB D,A ;HOLD IT
4427 81	01750	ADD	A,C ;CKSM
4428 4F 4429 7A	01760 01770	LD	C,A A,D ; RETRIEVE BYTE
442A CD6402 442D 1D	Ø178Ø Ø179Ø	DEC	264H ; TO TAPE E ; CNT BYTE
442E 20F4	01800	JR	NZ, WRADD
4430 23 4431 7E	01810 DATALP 01820	INC LD	HL A,(HL) ;GET BYTE
4432 57 4433 81	01830 01840	LD ADD	D,A A,C ;DO CKSM
4434 4F	01850	LD	C, A
4435 7A 4436 CD6402	01860 01870	LD CALL	A,D ;GET BYTE 264H ;TO TAPE
4439 10F5 443B 79	Ø188Ø Ø189Ø	DJNZ LD	DATALP A,C ;OUTPUT CKSM
443C CD6402	01900	CALL	26 4H
443F 23 4440 C31044	01910 01920	INC JP	HL ;3CH OR 78H HEADER
4443 FE78 4445 C2BE43	01930 QUIT 01940	CP JP	7 8H
T			
4448 CD6402 444B 23	01950 01960	INC	264H HL
444C 7E 444D CD6402	01970 01980	LD CALL	A,(HL) ;LSB 264H
4450 23	01990	INC	HL ;MSB
4451 7E 4452 CD6402	02000 02010	LD CALL	A, (HL) 264H
4455 010030 4458 CD6000	02020 02030	LD	BC,3000H ;TIMER CNT
445B Ø64Ø	02070	LD	B, 40H ; 64 LEADER BYTES
445D AF 445E C5	02080 LEADER 02090	YOR	A BC
445F CD9944 4462 C1	02100 02110	CALL POP	OUTPUT ;2000 BAUD ROUTINE BC
4463 10F8 4465 211347	02120	DJNZ	LEADER ; LOOP
ER (CONTAINS		LD	HL, BUFFER ; PNT TO BUFF ALL SYNC AND
CONTROL BYT		LD	DE, (BUFFEN) ; GET END OF
BUFFER 446C 7E	02150 BUFWRT		
446D CD9944	02160 BOFWRT	CALL	A,(HL) OUTPUT ; WRITE BYTE AT FASTL
OAD SPEED 4470 7C	02170	LD	A,H ;SEE IF
4471 BA 4472 2004	Ø218Ø Ø219Ø	CP	D ; WE ARE
4474 7D	02200	JR LD	NZ, NEXT; DONE A,L; YET.
4475 BB	02210	CP	E
4476 2803 4478 23	02220 02230 NEXT	JR INC	Z,DONE HL ;MORE: BUMP HL
4479 18F1	02240	JR	BUFWRT ; & DO NEXT ONE
447B 3AD943	02250 DONE	LD	A, (COPIES) ; GET COPY CN
447E 3D 447F 2812	02260 02270	DEC JR	A PONE PINTS
H UP & RET			Z,OFFMOT ;DONE :FINIS
4481 32D943 NT	02280	LD	(COPIES),A ; RESTORE COU
4484 0603	02290	LD	В,03
4486 210000 4489 2B	02300 02310 INLOOP	LD DEC	HL,0000 ; TIMER INNER LOOP
448A 7C 448B B5	02320 02330	LD OR	A,H L
448C 20FB	02340	JR	NZ, INLOOP
448E 10F9 4490 C3FE43	02350 02360	DJNZ JP	INLOOP ; LONG TIMER WRTTAP ; DO ANOTHER COPY
4493 CDF801	02370 OFFMOT	CALL	1F8H ;OFF MOTOR
			Program continues

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449E		02420		PUSH	DE BC	; ALL REGS
	12.9					, ALGO
44AØ	F5 ØEØ9	02440		PUSH	AF	- F OR DIEG COURS
44A1		02450 02460		LD	C,09 D,A	;# OF BITS +SYNC ;STORE BYTE IN D
44A4		02470		SCF	DIA	; ADD SYNC
	CDB344	Ø248Ø B	YTLP	CALL	PULSE	;OUTPUT A PULSE
44A8 44A9		02490 02500		LD	A,D	; RETRIEVE BYTE
ARRY	u /	02300		RLCA		; ROTATE NXT BIT TO C
44AA		02510		LD	D,A	; SAVE IT AGAIN
44AB	0D 20F7	02520 02530		DEC JR	C NZ, BYTLE	COUNT THE BIT; LOOP 9 TIME
S	ZDI /	U233W		UK	NZ,DIIL	, boor 9 Time
44AE		02540		POP	AF	; RESTORE
44AF 44BØ		Ø255Ø Ø256Ø		POP	BC DE	; ALL REGS.
44B1		02570		POP	HL	; REGS.
44B2	C9	02580		RET		;EXIT PT.
44B3 FOR	301B	02590 P	ULSE	JR	NC, ZTIME	;BLANK SPACE
	3EØ5	02600		LD	A,05H	;1ST PART OF PULSE
	D3FF	02610		OUT	(255),A	The straining apprecial
	0608 10FE	02620 02630		LD DINZ	B,08H	.TIMED IOOD
	3EØ6	02640		DJNZ LD	\$ A,06H	;TIMER LOOP ;2ND PART OF PULSE
44BF	D3FF	02650		OUT	(255),A	Darrier Charles and anguages
	0608	02660		LD	B,08H	
	10FE 3E04	02670 02680		DJNZ LD	\$ A,04	;3RD PART OF PULSE
44C7	D3FF	02690		OUT	(255),A	, Or OLDE
	062A	02700	→ OA	LD	B, 2AH	
44CB	10FE	02710		DJNZ	\$;312.37 MICROSECONDS
	FD23	02720		INC	IY	; ACTS AS NOP FOR TIM
ING 44CF	C9	02730		RET		
	063F		TIME -		B, 3FH	;458.97 MICROSECS
44D2	10FE	02750	1000	DJNZ	\$	* 1- card 1 t - 3-32 blacks _270 al.
44D4	C9	02760 02762 ;		RET		
		02764 ;	****	*****	*****	******
		02766;		PRELOADI	ER MODULE	FILE
4020				EQU	******	
403E	3C39	02770 V 02780 L		DEFW	393CH	; RBYTE CALL PNT ; BLOC & LEN
	ØØ3C	02790		DEFW	3CØØH	START ADDRESS
44D9		02800	DINCED	DEFM	'RAPID S	SYSTEM LOADER (C)
	3C6E	D C. HE 02810	DINGER	DEFW	бЕЗСН	;BLOC START AND LEN
****	151DEC					
4514 UFFEI	E841	02820		DEFW	(41E8H)	;LOAD ADDRESS (KBD B
	3EØ4	02830		LD	A,04	
	D3FF	02840	uno	OUT		; TURN ON MOTOR
A = 7 -	CD3E4Ø	Ø285Ø S Ø286Ø	YNCIT	CALL CP	VBYTE Ø55H	;LOOK FOR SYNC
	FE55			JR	NZ, SYNC	
451D 451F	2ØF9	02870			B,06	
451D 451F 4521	20F9 0606	Ø287Ø Ø288Ø		LD		;FILENAME COUNT
451D 451F 4521 4523	20F9 0606 11403C	02870		LD	DE,3C401	
451D 451F 4521 4523 D LII 4526	20F9 0606 11403C NE CD3E40	02870 02880 02890 02900 F	N	LD	DE,3C4ØF	; POINT TO 2N
451D 451F 4521 4523 D LII 4526 4529	20F9 0606 11403C NE CD3E40 12	02870 02880 02890 02900 F 02910	N	LD CALL LD	DE,3C40H VBYTE (DE),A	; POINT TO 2N
451D 451F 4521 4523 D LII 4526 4529 452A	20F9 0606 11403C NE CD3E40 12	02870 02880 02890 02900 F	N	LD	DE,3C4ØF	; POINT TO 2N
451D 451F 4521 4523 D LIN 4526 4529 452A 452B 452D	20F9 0606 11403C NE CD3E40 12 13 10F9 CD3E40	02870 02880 02890 02900 F 02910 02920 02930 02940 B		CALL LD INC DJNZ CALL	DE,3C4ØF VBYTE (DE),A DE FN VBYTE	; POINT TO 2N ;GET FILENAME ;DISPLAY IT ;LOOP 6 TIMES
451D 451F 4521 4523 D LIN 4526 4529 452A 452B 452D 4530	20F9 0606 11403C NE CD3E40 12 13 10F9 CD3E40 FE3C	02870 02880 02890 02900 F 02910 02920 02930 02940 B 02950		CALL LD INC DJNZ CALL CP	DE,3C4ØH VBYTE (DE),A DE FN VBYTE 3CH	; POINT TO 2N ;GET FILENAME ;DISPLAY IT ;LOOP 6 TIMES ;BLOC START?
451D 451F 4521 4523 D LII 4526 4529 452A 452B 452D 4530 4532	20F9 0606 11403C NE CD3E40 12 13 10F9 CD3E40 FE3C 2027	02870 02880 02890 02900 F 02920 02920 02930 02940 B 02950 02960		CALL LD INC DJNZ CALL CP JR	DE,3C4ØH VBYTE (DE),A DE FN VBYTE 3CH NZ,EOF	; POINT TO 2N ;GET FILENAME ;DISPLAY IT ;LOOP 6 TIMES ;BLOC START? ;NO- CHECK FOR EOF
451D 451F 4521 4523 D LII 4526 4529 452A 452A 452D 4530 4532 4534 4537	20F9 0606 11403C NE CD3E40 12 13 10F9 CD3E40 FE3C 2027 CD3E40 47	02870 02880 02890 02900 F 02910 02920 02930 02940 B 02950		CALL LD INC DJNZ CALL CP	DE,3C4ØH VBYTE (DE),A DE FN VBYTE 3CH	; POINT TO 2N ;GET FILENAME ;DISPLAY IT ;LOOP 6 TIMES ;BLOC START?
451D 451F 4521 4523 D LII 4526 4529 452A 452A 452D 453Ø 453Z 453Z 453Z 453Z 453Z	20F9 0606 11403C NE CD3E40 12 13 10F9 CD3E40 FE3C 2027 CD3E40 47 0E00	02870 02880 02890 02900 F 02910 02920 02930 02940 B 02950 02960 02970 02980 02990		CALL LD INC DJNZ CALL CP JR CALL LD LD	DE,3C40H VBYTE (DE),A DE FN VBYTE 3CH NZ,EOF VBYTE B,A C,00	; POINT TO 2N ;GET FILENAME ;DISPLAY IT ;LOOP 6 TIMES ;BLOC START? ;NO- CHECK FOR EOF ;OK GET LEN BYTE ; INTO B REG ;CLEAR CHECKSUM
451D 451F 4521 4523 D LIN 4529 452A 452B 452D 4530 4532 4532 4537 4538 453A	20F9 0606 11403C NE CD3E40 12 13 10F9 CD3E40 FE3C 2027 CD3E40 47 0E00 CD3E40	02870 02880 02890 02900 F 02910 02920 02930 02940 B 02950 02960 02970 02980 02980 03000		CALL LD LD LNC DJNZ CALL CP JR CALL LD LD LD CALL	DE,3C40H VBYTE (DE),A DE FN VBYTE 3CH NZ,EOF VBYTE B,A C,000 VBYTE	; POINT TO 2N ;GET FILENAME ;DISPLAY IT ;LOOP 6 TIMES ;BLOC START? ;NO- CHECK FOR EOF ;OK GET LEN BYTE ; INTO B REG
451D 451F 4521 4523 D LII 4526 4529 452A 452A 452D 453Ø 453Z 453Z 453Z 453Z 453Z	20F9 0606 11403C NE CD3E40 12 13 10F9 CD3E40 FE3C 2027 CD3E40 47 0E00 CD3E40 6F	02870 02880 02890 02900 F 02910 02920 02930 02940 B 02950 02960 02970 02980 02990		CALL LD INC DJNZ CALL CP JR CALL LD LD	DE,3C40H VBYTE (DE),A DE FN VBYTE 3CH NZ,EOF VBYTE B,A C,00	; POINT TO 2N ;GET FILENAME ;DISPLAY IT ;LOOP 6 TIMES ;BLOC START? ;NO- CHECK FOR EOF ;OK GET LEN BYTE ; INTO B REG ;CLEAR CHECKSUM
451D 451F 4523 D LIN 4526 4529 4522B 4522D 4532 4537 4538 453A 453A 4535 453F	20F9 0606 11403C NE CD3E40 12 13 10F9 CD3E40 FE3C 2027 CD3E40 47 0E00 CD3E40 6F 81	02870 02880 02890 02900 F 02910 02920 02930 02940 B 02950 02960 02970 02980 02990 03000 03020 03030		CALL LD INC DJNZ CALL CP JR CALL LD	DE,3C40H VBYTE (DE),A DE FN VBYTE 3CH NZ,EOF VBYTE B,A C,00 VBYTE L,A A,C C,A	; POINT TO 2N ;GET FILENAME ;DISPLAY IT ;LOOP 6 TIMES ;BLOC START? ;NO- CHECK FOR EOF ;OK GET LEN BYTE ; INTO B REG ;CLEAR CHECKSUM ;GET LSB START ADDR ;DO ; CHECKSUM
451F 4523 D LIN 4526 4529 452A 4532 4532 4534 4538 453A 453B 453F 453F 4540	20F9 0606 11403C NE CD3E40 12 13 10F9 CD3E40 FE3C 2027 CD3E40 47 0E00 CD3E40 6F 81 4F CD3E40	02870 02880 02890 02900 F 02910 02920 02930 02940 B 02950 02970 02980 02970 02980 03900 03010 03020 03030 03040		CALL LD INC DJNZ CALL CP JR CALL LD LD LD CALL LD LD CALL LD LD CALL	DE,3C40H VBYTE (DE),A DE FN VBYTE 3CH NZ,EOF VBYTE B,A C,000 VBYTE L,A A,C C,A VBYTE	; POINT TO 2N ;GET FILENAME ;DISPLAY IT ;LOOP 6 TIMES ;BLOC START? ;NO- CHECK FOR EOF ;OK GET LEN BYTE ; INTO B REG ;CLEAR CHECKSUM ;GET LSB START ADDR ;DO
451D 451F 4523 D LIN 4526 4529 4522B 4522D 4532 4537 4538 453A 453A 4535 453F	20F9 0606 11403C NE CD3E40 12 13 10F9 CD3E40 FE3C 2027 CD3E40 47 0E00 CD3E40 6F 81 4F CD3E40 67	02870 02880 02890 02900 F 02910 02920 02930 02940 B 02950 02960 02970 02980 02990 03000 03020 03030		CALL LD INC DJNZ CALL CP JR CALL LD	DE,3C40H VBYTE (DE),A DE FN VBYTE 3CH NZ,EOF VBYTE B,A C,00 VBYTE L,A A,C C,A	; POINT TO 2N ;GET FILENAME ;DISPLAY IT ;LOOP 6 TIMES ;BLOC START? ;NO- CHECK FOR EOF ;OK GET LEN BYTE ; INTO B REG ;CLEAR CHECKSUM ;GET LSB START ADDR ;DO ; CHECKSUM

dress 404EH. This means whenever we call V byte, we actually call 403EH.

The reason for this is simple. When the preloader is loaded into its working location at 41E8H, R byte ends up at 403EH, not its original location, 4588H. If we called R byte, we would be calling a nonexistent routine, causing an immediate crash! So we call V byte instead, the program goes to 403EH, and everything works fine.

The final section of the preloader is a single instruction loaded into RAM location 41E2H. The instruction is a jump to 41E8H, the entry point of the preloader. Location 41E2H normally contains a return instruction. It is called by the system command at the end of loading any machine language tape. By putting a jump to our preloader here, control is transferred to it as soon as it is loaded.

Remember: Everything we have put on tape is in standard TRS-80 machine language format. However, as soon as the preloader has been written, the program comes to line 2020 leaving a blank space on the tape. From now on, all bytes are written at the 2000 baud speed.

Making High Speed Copy

Lines 2080–2120 form a loop. It writes 64 zero bytes forming a leader for the 2000 baud tape. When this is completed, HL and DE are pointed to the start and end addresses of the object code program buffer. The routine labelled BUFWRT scans the buffer and sends each byte to the tape. Since all control and checksums are already included in the buffer, no calculating need be done other than checking for the end of the program.

If you asked for more than one copy to be made, lines 2250-2360 will allow a few seconds of blank tape to run and then loop to line 1520 (WRT-TAP) to make another. If all copies have been made, the motor is turned off and the program branches back to the menu for further instructions.

Loading a RSL Format Program

To load a program in the RSL format, use the same procedure



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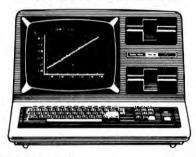
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Program	continue	d					
	4546	CD3E4Ø	03080	DLOOP	CALL	VBYTE	GET DATA
	4549		03090		LD		; PUT IN MEM
	454A		03100		INC	HL	; BUMP HL
	454B		03110		ADD	A,C	; DO
	454C		03120		LD	C,A	; CHECKSUM
		10F7	03130		DJNZ	DLOOP	;LOOP TILL BLOCK ENT
	ERED	775					
		CD3E4Ø	03140		CALL	VBYTE	:GET CKSUM
	4552		03150		CP	C	;SAME?
		202A	03160		JR	NZ, LDER	
	OR		20200			1,272011	
		3E2A	03170		LD	A, 2AH	. 1 * 1
	4557		03180		LD	(DE),A	
		13	03190		INC	DE	1
		18D2	03200		JR	BLOOP	GET NXT BLOC
		FE78	03210		CP	78H	; EOF BYTE?
		201C	03220		JR	NZ, EOFE	
	OR	7777	2.7.7.7			775,175	
		CD3E40	03230		CALL	VBYTE	GET ENTRY PNT LSB
	4562		03240		LD	L,A	Contraction and Contraction
		CD3E40	03250		CALL	VBYTE	
	4566		03260		LD	H,A	;MSB TO H
		3EC9	03270		LD	A,ØC9H	
		32E241	03280		LD	(41E2H)	
		22DF40	03290		LD	(40DFH)	
	NT	2525.25					
		CDF801	03300	Ri	CALL	1F8H	OFF MOTOR
	4572	E9	03310	t .	JP	(HL)	; AUTO START
	4573	00	03320		NOP	10.136	And the second second
	4574	CDF801	03330	EXIT	CALL	1F8H	OFF MOTOR
		C37200	03340		JP	Ø72H	RETURN TO BASIC
	457A			AUTO	DEFB	00	· con = Agini and contract
		3E45		EOFERR	LD	A,45H	; 'E' EOF ERROR
		1802	03370		JR	XERR	
		3E43		LDERR	LD	A,43H	; 'C' CHKSUM ERROR
	4581			XERR	LD	(DE),A	DISPLAY ERROR CODE
		18FØ	03400		JR	EXIT	RETURN TO BASIC
		3C29	03410		DEFW	293CH	BLOC & LEN
		3E40	03420		DEFW	403EH	START ADDRESS
	100000	15.75					Program contin

used to load the original program. In other words, type and enter 'SYSTEM'. Enter the file name of the program as usual. You should see the text load on the screen followed by a few seconds of asterisk blinking. This is the preloader. The whole thing should take about seven seconds. The preloader will auto start and begin loading the object code program. This is indicated by the file name appearing on the second line of video. Every time a block of data is loaded, an additional asterisk will appear after the file name. If an error occurs, a 'C' will replace the last asterisk and loading will stop. Reset and when the memory size question appears on the screen try again. If all goes well, the program will start itself as soon as it is loaded.

Enter RSL

Use the Editor/Assembler and enter the RSL program. If you make any modifications to the preloader (lines 2780-3730) affecting its length, you must alter

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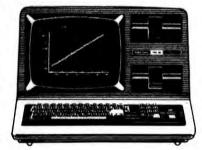
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the length byte in line 2780, 2810 or 3410. For instance, suppose you change line 2800 to eliminate my name from the text. (Shame on you!) You must subtract the number of characters deleted (18 decimal or 12 hex) from 39 hex and put this new number in line 2780. Line 2780 would then be DEFW 273CH.

Assemble the program and check for errors. When all is well save the source and object code on tape a few times. You are now ready to use the program. Load RSL using the System command. Measure how long it takes to load. Execute the program by typing and entering 1. You should see the menu appear on the video.

Now use the program to make a copy of itself in the 2000 baud format. Press 1 to load a machine language tape. Place the RSL object code tape back in the recorder and prepare to load it in. Press Enter when ready. The program will input the tape, display the file name and entry point, then stop. Press Break to return

riogr	am continue	U						
			03422					
	19.3		03424	;	*****	*****	*******	

			03426	;	* READ	A BYTE 1	FROM TAPE AT 2000 BAU	
	D *							
			Ø3428	;	*****	******	******	

	4588	C5	03430	RBYTE	PUSH	BC		
	4589	F5	03440		PUSH	AF		
	458A	3EØ4	03450		LD	A,04		
	458C	D3FF	03460		OUT		;CLR F.F.	
	458E	ØEØ8	03470		LD	C,08	BIT CNTR	
	4590	DBFF		LKSYNC	IN	A, (255.)		
	4592	17	03490		RLA		10000	
	4593	3ØFB	03500		JR	NC, LKSY	NC ; NO , KEEP LOOKING	
	4595	0625	03510	12 -	LD		;268.39US 1/2BIT	
	4597	10FE	03520		DJNZ	\$	NA .	
	4599	3EØ4	03530	BTLOOP	LD	A,04		
	459B	D3FF	03540		OUT	(255),A		
	459D	Ø63D	03550	-> 1B	LD	B,3DH	IID.	
	459F	10FE	03560		DJNZ	\$		
	45A1	FD23	03570		INC	IY	; NOP	
	45A3	DBFF	03580		IN	A, (255)	GET A BIT	
	45A5	47	03590		LD	B, A	;SAVE IT	
	45A6	F1	03600		POP	AF	GET OTHER BITS	
	45A7	CB10	03610		RL	В	; SHIFT DATA TO CARRY	
	45A9	17	03620		RLA		;& INTO A REG	
	45AA	F5	03630		PUSH	AF	;SAVE IT	
	45AB	ØD	03640		DEC	C	CNT IT	
	45AC	2ØEB	03650		JR	NZ,BTLO		
	45AE	F1	03660		POP	AF	- 100 NEWS	
	45AF	Cl	03670		POP	BC		
	45BØ	C9	03680		RET			
	45B1	3CØ3		ASTART	DEFW	Ø33CH	; MOD & LEN	
	45B3	TOTAL TO	03700	- Carrier	DEFW	41E2H	ORG ADDRESS	
		C3E841	03710		JP	41E8H)	:INPUT BUFFER AREA	
	45B8		03720		DEFB	78H	; EOF	
	45B9		03730		DEFW	41E8H	ENTRY PNT	
	2220	2.0.00	2-1,02		E-SE-W	74.	Program con	W



Programmer's Journal

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Program continued 03732 : 03734 ; **************** 03740 ; ***** PROMPT STRINGS ***** 03741 ; **************** 03742 ; 45BB 52 03750 MENU DEFM 'RAPID SYSTEM LOADER: 2000 BAUD SYSTEM TAPE CONVERSION' 45F1 ØD 03760 DEFR 'VERSION 2.1 9/15/80 BY DAV 45F2 56 03770 DEFM ID C. HEDINGER 461B ØD 03780 DEFR ODH 461C ØDØD 03790 DEFW **ØDØDH** 461E 31 03800 DEFM '1 = LOAD A SYSTEM TAPE' 4634 ØD 03810 DEFB ØDH 4635 32 03820 DEFM '2 = WRITE A FASTLOAD COPY' 464E ØD 03830 DEFB ØDH 464F 33 03840 DEFM '3 = RETURN TO BASIC' 4662 00 03850 DEFB OOH 4663 52 03860 MESG1 'READY TAPE & PRESS =ENTER=' DEFM 467D ØØ 03870 DEFB 467E 45 03880 HEXDSP 'ENTRY POINT =' DEFM 468B 00 03890 DEFB 468C 4E 03900 SYSERR DEFM 'NOT A SYSTEM TAPE : PRESS = ENTER= ! 46AD 00 03910 DEFB 46AE 4D Ø392Ø ERR2 'MISPLACED TRANSFER BYTE ERR DEFM OR' 46CB 00 03930 DEFB 46CC 43 03940 ERR3 'CHECKSUM ERROR' DEFM 46DA 00 03950 DEFB 00 46DB 48 03960 MESG3 DEFM 'HOW MANY COPIES?' 46EB ØDØØ 03970 DEFW MANDH 46ED 52 03980 MESG5 'READY TAPE FOR RECORD & PRE DEFM SS =ENTER=' 4712 00 DEFR 4713 00 04000 BUFFER DEFB 00 42E9 04010 SPEED END 00000 TOTAL ERRORS

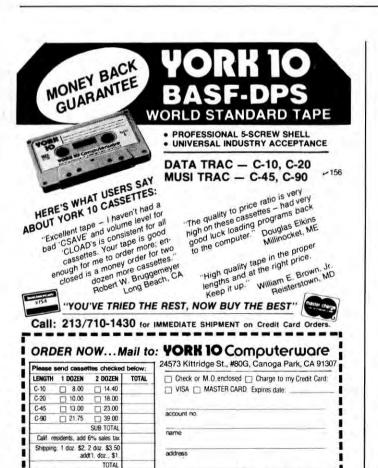
to the menu. Also press Break if an error occurs.

After readying the recorder for record mode, press 2 to make a copy. Answer the "How many copies?" prompt with a number from one to nine. Press Enter to proceed with the recording. When the menu returns to the screen, press 3 to return to Basic command mode. Rapid System Loader has just copied itself.

Load the high speed copy using the System command as usual. Again, measure the time it takes to load. There should be a significant improvement in speed. Longer programs will show more improvement. (Try EDTASM.)

Some Last Thoughts

This program has greatly increased the amount of work I can do with my computer. I am more likely to use programs that load in one minute instead of three or four. It has also curbed my urge to buy that disk drive I want so much, if only for a while.



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A program that finds errors for you!

LOC-EDITOR

Jon Mark O'Connor 56 Eustis Parkway Waterville, ME 04901

t is four in the mcrning. You have been at the keyboard 16 hours. Line 20000 just crashed again. You check the line, run it again and it crashes again. You check every letter of every word

"Loc-Editor is a resident program to trap errors."

and discover you spelled Print with an M instead of an N.

Sound familiar? Loc-Editor (see the Program Listing) is a resident program to trap errors.

@ ONERRORGOTO31888

28888 PRINT:PRINT:PRINT:PRINT:THIS IS A TEST!!":PRINT:PRIN

Program Listing

Best of all, Loc-Editor displays the entire line up to and including the error. The error is underlined.

Loc-Editor displays:

SYNTAX ERROR HIT 144 / HIT SPACE BAR

Type 144 and hit the space bar. The cursor stops at the P in PRIMT. The whole word is treated as the error. Change M to N (you are in the Edit mode) and proceed. The process took 10 seconds.

Example

The \$ has been omitted from STRING\$ in the line below:

PRINT STRING (29,191)

This will be declared as a Bad Subscript. The entire statement will be underlined.

To merge Loc-Editor, remove line zero and reinsert it after the merge. ■



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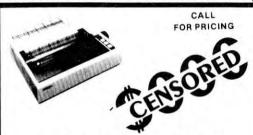
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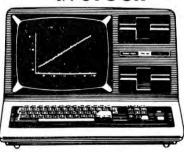
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A collection of valuable subroutines.

Zubroutines

Peter Ashley 10 Clinton Street Portland, ME 04103

Since the early days of the TRS-80, there have been many discoveries about the Model I not documented in the original Level II manual. Short routines, valuable PEEK and POKE addresses and other software tricks have slowly made their way to the TRS-80 user.

If you own a disk system and have lots of money to spend on software, tips are available in ready-to-use utility programs. A less expensive option is to build a collection of hints on scraps of paper. Now if you could only remember where you put that one showing how to disable the Break key.

What is really needed is a collection of routines the computer remembers. At the same time, the collection must be easily modified and loaded into the TRS-80 at the beginning of each computer session. Enter...

Zubroutines.

Zubroutines

Zubroutines is a collection of about 50 short subroutines to assist you in programming for your TRS-80. Most Zubroutines are only one line long, accessed with the GOSUB command. Zubroutines can assist in writing a program or can be called from within a running program.

Zubroutines uses the concept of structured programming. Instead of rewriting program lines over and over again for formatting the screen or creating graphics, you simply call (via GOSUB) a program already in your program listing. Zubroutines also gives you an instant display of a table, such as the CHR\$ codes, allowing you to stay at the keyboard.

Zubroutines sounds a little silly, doesn't it? Zubroutines is so named because the variables in its routines all contain the letter Z (Z, Z\$, ZD, SZ, and so on). Just avoid the letter Z as a variable in your own main pro-

gramming. This is simple to remember and will eliminate any problems brought about by conflicting variables.

Zubroutines uses about 3.5K of RAM memory. All the routines are written in Basic, although some POKE machine language and others string pack machine language. All routines are in lines 11–99. You can use lines 0–10 in your own programs for remarks and titles. Of course if you increase your collection of routines you must increase the number of lines beyond 99.

It takes less time and memory for the TRS-80 to find line numbers at the beginning of a program. Subroutines with low value line numbers are more efficient. If you use this program in conjunction with one from a magazine, it is very likely the magazine program has line numbers beginning with 10 incremented in intervals of 10. In this case it is better to relocate Zubroutines at higher line numbers. To relocate, call GOSUB 19 and renumber Zubroutines as lines 32011-32099. This renumbering process will not correct GOTO or GOSUB. Correct these by hand. If you do not need the routines containing GOTO or GOSUB your renumbering task is simple.

The following line numbers contain GOTO or GOSUB commands: 22, 47, 54, 55, 56, 58, 87, 88. It is easy to make the needed corrections. Edit the line number containing GOTO or GOSUB and prefix any line number 99 or less with 320. For example, line 22 would be edited to read 32022.

The Program

To use this new utility, first type in the program listing and make a copy or two on cassette. Every time you begin a programming session CLOAD and run Zubroutines. At this point you have POKEd 16553,255 (for ma-

The Key Box

Basic Level II Model I Disk System chines with touchy ROMs), cleared 500 bytes for string routines, and issued a GOTO to line 100.

Line 100 is where you should begin programming. When you need a particular routine, issue a GOSUB to its line number. Table 1 is a list of the Zubroutines and their line numbers. Some routines require you to assign values before issuing the GOSUB. Line 20 needs a title or message assigned to Z\$. Line 43 requires a value between zero and 47 assigned to ZY. Line 52 requires values for the beginning and ending addresses.

LINE DESCRIPTION

Disable the Break key

Some routines work more effectively nested in a For... Next loop.

110 Z=9: ZF\$="POP": FOR R=1 TO 9: GOSUB 27: NEXT R

This flashes POP nine times. Others work better combined with additional Zubroutines.

110 GOSUB 28: GOSUB 18: GOSUB 33

This line flashes the error message and awaits an input.

The routines in line 32 and lines 80-82 are sound generating routines. For these connect the Aux cable to an audio ampli-

Enable the Break key 13 Send the video information to the printer 14 Restore the video information to the screen 15 Send the printer information to the screen 16 Restore the printer information to the printer 17 Buzz the cassette relay 18 Jitter the screen and buzz the relay 19 Add 32000 to all the line numbers This does not correct GOTO or GOSUB 20 Print a title (Z\$) at the top of the screen 21 Print a message (Z\$) in the center of the screen 22 Print a message (ZB\$) at the bottom of the screen 23 Print a message in the center of the next line 24 Clear the top line and home the Cursor 25 Start the text on a particular line (ZL) 26 Protect the text above a particular line (ZP) 27 Flash a message (ZF\$) at screen location (Z) 28 Clear the screen and print an Input Error message 29 Convert all Print to LPRINT (for 16K) Do not use END in any program to be converted 30 Save the contents of the video screen in memory Z(ZI) 31 Recall the saved video Z(ZI) from memory to screen 32 Generate a four second audio prompt Stop the program until Enter is pressed 34 Stop the program until any key is pressed Clear the top half of the screen 36 Clear the bottom half of the screen 37 Clear the left half of the screen 38 Clear the right half of the screen 39 Clear a box in the center of the screen 40 White-out the screen 41 Print a line of graphic characters (ZG) 42 Print a line of alphanumeric characters (ZA\$) 43 Print a horizontal line at ZY on the Y-axis 44 Print a moving horizontal line at ZY on the Y-axis 45 Print a vertical line at ZX on the X-axis Print a moving vertical line at ZX on the X-axis 47 Display a chart of the graphic codes (128-191) 48 Display a chart of the PRINT@ locations 49 Delay the program for ZS seconds 50 Print the current memory size 51 Examine the memory (DEC) used by the current program 52 Examine the memory between addresses Z1 and Z2 53 Convert a decimal address into TRS-80 code (LSB,MSB) 54-59 Print a list of the codes for Basic keywords along with a table of their Entry-point addresses Time the Input period (Z) Z\$ returns the Input Value using INKEY\$. 65-66 Draw a line from point A (X1,Y1) to point B (X2,Y2)

Table 1

X values must be between 0 and 127

Y values must be between 0 and 47

80-82 Generate sounds, using X = USR(T)

83-88 Draw on the screen from the keyboard 90-96 Print a list of variables and their current values 99 CSAVE three copies of any program in memory

LPRINT the contents of the video screen

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fier. After the sound routine in lines 80-82 has been called, you can delete those lines and still have sound in your program. When you desire sound, use the statement X = USR(T). T represents the tone or frequency value; use any value between one and 255. The tones vary from the lowest frequency with T having a value of one, to the highest frequency with T having a value of 255. If you use other machine language routines in your program remember you have already assigned the USR entry address in line 82 via POKE 16526 and POKE 16527.

The drawing routine beginning in lines 83-88 uses the arrow keys to draw lines up, down, left or right. To erase a line or to move the cursor without drawing, press the space bar and the arrow key at the same time. The

Clear key clears the screen at any time. To end the drawing routine press Enter. To begin drawing at a particular screen location, assign ZX a horizontal value between 0-127 and assign ZY a vertical value between 0-47 before calling this routine.

The following lines contain only the REM abbreviation: 60,63,64,67-75,78,79,89,97,98. Place your own Zubroutines in any of these lines, or delete them. Finally, if it becomes important to conserve memory for longer programs, delete the line numbers of any Zubroutines not needed in that particular program.

Peter Ashley has been using his TRS-80 since 1978. He now has a two disk system. Other interests are photography and camping.

Program Listing

18 POKE 16553,255: CLEAR508: GOTO 108
11 POKE 16396,231.RETURN
12 POKE 16396,201.RETURN
13 POKE16414,141.POKE16415,5
14 POKE16414,88: POKE16415,4
15 POKE16422,88: POKE16423,4
16 POKE16422,141.POKE16423,4
16 POKE16422,141.POKE16423,5
17 FOR8-PITO50:0UT255,4:0UT255,0:NEXT:RETURN
18 FOR8-PITO50:0UT255,0:OUT255,15:NEXT:OUT255,PEEK(16445):RETURN 19 Z=17129:FORZZ=1T09000:IFPEEK(Z+1)>0THENPOKEZ+3,PEEK(Z+3)+125: Z=PEEK(Z)+256*PEEK(Z+1):NEXT 20 ZT\$=STRING\$((62-LEN(Z\$))/2,143):PRINT@0,ZT\$;" ";Z\$;" ";ZT\$:RE TURN 21 Z ZCS=CHR\$(183)+" "+ZS+" "+CHR\$(187): Z=448+(64-LEN(ZCS))/2:PRIN TQZ,ZCS;:RETURN 22 Z=960+(64-LEN(ZBS))/2:PRINT@Z,ZBS;:GOSUB26:RETURN 22 2=64-Len(2HS))/2:PRINTER(3):RETURN
23 2=(64-Len(2HS))/2:PRINTER(3)2S:RETURN
24 PRINTER(3);CHRS(30);CHRS(28);:RETURN
25 PRINTER(4*(ZL-1),;:RETURN)
26 PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(255):MEXTZQ:PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(255):MEXTZQ:PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(255):MEXTZQ:PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(255):MEXTZQ:PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(255):MEXTZQ:PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(255):MEXTZQ:PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(255):MEXTZQ:PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(255):MEXTZQ:PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(255):MEXTZQ:PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(255):MEXTZQ:PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(255):MEXTZQ:PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(255):MEXTZQ:PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(255):MEXTZQ:PRINTER(4*ZP,;:PORZQ=ITO(14-ZP):PRINTER(4*ZP,;:PORZQ=ITO(14-ZP,;:PORZQ=ITO(14-ZP,;:PORZQ=ITO(14-ZP,;:PORZQ=ITO(14-ZP,;:PORZQ=ITO(1 26 PRINTG64*ZP,;;FORZQ=ITO(14-ZP):PRINTCHRS(255):NEXTZO:PRIFTG64
*ZP,;:RETURN
27 PRINTGZ,ZFS;:FORZD=0TO36:NEXT:PRINTGZ,STRINGS(LEN(ZPS)," ");:
FORDZ=6TO36:NEXT:RETURN
28 CLS:PRINTCHRS(23):PRINTG404,"S O R R Y ,":PRINTG536,"INPUT ER
ROR. ":PRINTG786, "PLEASE TRY AGAIN. ":RETURN
29 FORZ=17129TO32767:IFPEEK(Z)=128 RETURNELSEIFPEEK(Z)=178THENPO KEZ,175:WEXTZELSENEXTZ:RETURN
30 DINZ(1024):FORZI=0T01023:Z(ZI)=PEEK(15360+ZI):NEXT:RETURN
31 FORZI=0T01023:POKE15360+ZI,Z(ZI):NEXT:RETURN
32 PRINTS-1," 32 PRINTS-1,""

33 PRINTAB(34)"PRESS <ENTER> TO CONTINUE";

34 29\$=IMESY\$:IF29\$=""THEN 34 ELSE RETURN

35 FORZ=0TO7:PRINTQ2*64,CHR\$(30);NEXT:RETURN

36 FORZ=8T015:PRINTQ2*64*(CHR\$(30);NEXT:RETURN)

37 FORZ=1T016:PRINTQ94*64*(Z-1),CHR\$(223);NEXT:RETURN)

38 FORZ=1T016:PRINTQ92*64*(Z-1),CHR\$(23);NEXT:RETURN)

39 FORZ=6T08:PRINTQ6*2*64*(Z-1),CHR\$(23);NEXT:RETURN)

40 FORZ=0T0960STEP64*PRINTQ2,STRING\$(64,191);NEXT:RETURN)

41 PRINTSTRING\$(64,CHR\$(20));NEXT:RETURN)

42 PRINTSTRING\$(64,ZAS);RETURN)

43 FORZ=0T0127:SET(ZX,ZY);NEXT:RETURN)

44 FORZX=0T0127:SET(ZX,ZY);NEXT:RETURN)

45 FORZY=0T0127:RESET(ZX,ZY);NEXT:RETURN) 45 FORZY=07047:SET(ZX,ZY):NEXT:RETURN
46 FORZY=07047:SET(ZX,ZY):NEXT:RETURN
46 FORZY=07047:SET(ZX,ZY):NEXT:FORZY=07047STEP2:RESET(ZX,ZY):NEXT:FORZY=07047:RESET(ZX,ZY):NEXT:FORZY=07047:RESET(ZX,ZY):NEXT:FORZY=07047:RESET(ZX,ZY):NEXT:RETURN
47 CLS:ZS="GRAPHIC CHARACTER CODES":GOSUB20:PRINT:ZC=127:FORZ=1T
07:FORZ1=17010:ZC=ZC+1:IFZC>191G0T033ELSE PRINTZC;CHRS(ZC):NEXT 7:PRINT:PRINT:NEXTZ
48 CLS:PRINT@0; 'PRINT@' LOCATIONS";:FORZ=24T0984STEP8:PRINT@Z, Z;:NEXT:GOSUB33 FORZ=0T0345*ZS:NEXT:RETURN
PRINT*MEMORY SIZE WAS SET AT"; PEEK(16561) + PEEK(16562) * 256+2; R ETURN 51 FOR Z=17129TOPEEK(16633)+256*PEEK(16634): PRINTZ; PEEK(Z),:NEX 52 FOR ZA=Z1TOZ2: PRINTZA; PEEK(ZA);: NEXT: RETURN 53 INPUT*DECIMAL ADDRESS"; ZA: ZN=FIX(ZA/256): ZL=ZA-(ZM*256): PRINT ZL; "(LSB) "; ZM; "(MSB)": RETURN

54 CLS:ZS="INTERNAL CODES FOR BASIC KEYWORDS":GOSUB20:PRINT"ASCI I":" KEYWORD",, "DEC ENTRY", "LSB";" - MSB":PRINT:Z=5712:ZS="E":F

57 ZB=PEEK(ZA):ZC=PEEK(ZA+1):PRINT ZB+ZC*256,ZB;ZC; 58 IFZD/10=INT(ZD/10):PRINT:PRINT:GOSUB33:ZP=2:GOSUB26

DE-110124 2=241:IPPEEK(Z)<128THENZS=Z\$+CHR\$(PEEK(Z)):GOTO55 PRINTZD+127; ":Z\$,::IPZD<612A=6176+2*ZD ELSE IFZD>87ANDZD<

Program continues

ORZD=1T0124

1242A=5464+2*2D ELSE 58

Model III **DISK SYSTEMS**

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60 FORIZ=8TOZ: Z\$=INKEY\$: IFZ\$=""THENNEXTIZELSE RETURN PRINT"TIME'S UP": RETURN 61 65 ZX=SGN(X2-X1): ZY=SGN(Y2-Y1): IFZX=@THENFORY=Y1TOY2STEPZY: SET(X 1/1: (EXT. RETURN 66 ZL=(Y2-Y1)/(X2-X1): Y=Y1: FORX=X1TOX2STEPZX: SET(X,Y): Y=Y+ZL*ZX: NEXT: : RETURN 69 70 73 74 75 76 CLEAR1500:FOR X=15360T016359 STEP64: ZS=""
FORY=0T063:ZS=ZS+CHRS(PEEK(X+Y)):NEXTY:LPRINTZS:NEXTX:RETURN 80 DATA 205,127,10,144,140,69,62,1,211,255,16,254,69,62,2,211,25 5,16,254,13,32,239,201 81 FORZ=1T023:READSZ:SZ\$=SZ\$+CHR\$(SZ):NEXT 82 POKE16526, PEEK (VARPTR(SZ\$)+1):POKE16527, PEEK (VARPTR(SZ\$)+2):R ETURN 83 DEFINTZ:Z=PEEK(14400) 84 IFZAND8ZY=ZY-1 ELSE IPZAND16ZY=ZY+1 ELSE IFZAND32ZX=ZX-1 ELSE S5 IFZX>1272X=2X-1 ELSE IFZX<02X=2X+1 ELSE IFZY>472Y=ZY-1 ELSE I FZY<02X=ZY+1 86 IFY=2CLS ELSE IFZ=1RETURN
87 IFZ>120SET(ZX,ZY):FORDZ=1TO1:NEXT:RESET(ZX,ZY):GOTO83
88 RESET(ZX,ZY):FORDZ=1TO1:NEXT:SET(ZX,ZY):GOTO83 036)-1:TZ!=PEEK(NZ!) =90THEN96 ELSE PRINT CHR\$(PEEK(NZ!+2));CHR\$(PEE K(NZ!+1));

93 PRINT HID\$(".\$\$!...\$",TZ!,1);" ";

94 FOR KZ!=9TOTZ!-1:POKE VZ!(TZ!)+KZ!,PEEK(NZ!+3+KZ!):NEXT

95 IF TZ!=3 PRINTXZ\$,ELSE IF TZ!=2 PRINTXZ\$,ELSE IF TZ!=4 PRINTX

21, ELSE PRINTXZ\$, NZ!=NZ!+TZ!+2: NEXT NZ!: PRINT: RETURN 99 FORZ=1T03:PRINT"COPY # "; Z:CSAVE"A":FORZD=0T02000:OUT255,20:N 100 CLS: Z\$="ZUB-ROUTINES ARE READY": GOSUB20

Program continued

59 Z\$=CHR\$(PEEK(Z)-128):PRINT:NEXT



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any TRS-80 disk routines cannot be accessed directly from Disk Basic-reading from or writing to a particular disk sector, for example, or utilizing the operating system's automatic ability to block and manage records of under 256byte lengths (without wasting a single sector byte).

Usually, you can access the various disk I/O routines under TRSDOS and NEWDOS et al only through custom machine language programs. How convenient it would be to access them directly from a Basic program, using string variables as input buffers.

I use the following program to imagination.

To run any of Table 1's routines, you must load the reguired information into the appropriate register and make a call to the RAM address listed on the left. Below is a list of the abbreviations I used.

Buffer A reserved area of RAM of up to 256 bytes, used to hold the contents of a sector to be read from or

do just that. I have used it to read directories directly into string arrays, to set up a sophisticated data base management system, to create a custom disk editor and set up automatic copy or purge routines. Its uses are limited only by your

217	D9	EXX	;SAVE REGISTERS
33,0,0	21,00,00	LD HL, BUFFER	;LOAD BUFFER ADDR
6,0	06,00	LD B, LRL	LOAD LOGICAL REC LGTH
14,0	0E,00	LD, C, DRIVE	;LOAD DRIVE #
22,0	16,00	LD D, TRACK	;LOAD TRACK #
30,0	1E,00	LD E, SECTOR	;LOAD SECTOR #
205,0,0	CD,00,00	CALL DISKIO	CALL DISK ROUTINE
217	D9	EXX	EXCH REGISTERS
201	C9	RET	RETURN

Sample Listing 1. Assembly Program for Loading Registers.

RAM Address Description 46DD Reads a sector from disk

46E6 Writes a sector to disk Opens an existing file 4424 4442 Locates a particular record # 4436 Reads a logical record 4439 Writes a logical record 4428

442C

Closes a file Kills a file & deletes it from dir

Entry Information into registers HL>Buffer, C>Drive, D>Track #, E>Sector # Same as above

HL>Buffer, DE>DCB, B>LRL DE>DCB, BC>LRN HL>Buffer, DE>DCB Same as above DE>DCB DE>DCB

Table 1. TRSDOS Disk I/O Calls.

written to the disk.

DCB Device Control Block. For disk this is a 32-byte buffer containing the name of the file to be opened. After the file is opened it contains information to be used in managing the file.

LRL Logical Record Length. Any record length up to 256 bytes can be defined by the user. If LRL = 0, then the record length is 256

UR A reserved area of RAM assigned by the user for records of less than 256 bytes. It is separate from the buffer and must be equal in length to the

LRN Logical Record Number. The record number used by the disk operating system to determine which record is to be written to or read from. It can be any number from 1 to 65535 and is used only to locate a record.

Let's write a program in Basic to read a particular disk sector into a buffer which we assign to the variable BF\$.

Since we cannot load the registers directly from Basic, we will set up a simple machine routine for doing so. There are several ways of doing this. We can load an object file into high memory, POKE a routine into high or low memory, or use a string variable.

Since the routine we plan to use is only 17 bytes long, we'll use the string variable approach. It has the advantage of not requiring memory protection. In addition, you can insert into the string easily and quickly.

An Assembly program for loading registers and calling a particular Disk I/O routine is shown in Sample Listing 1.

The following Basic statements will set up the 17-byte routine as a string variable:

100 RT\$ = " 110 FOR I = 1 TO 17 : READ A : RT\$ = RT\$ + CHR\$(A): NEXT I 120 DATA 217, 3, 0, 0, 6, 0, 14, 0, 22, 0, 30, 0, 205, 0, 0, 217, 201

Now all that remains is to insert the register values and buffer addresses into the string variable RT. We have initially set all the bytes in the string corresponding to these variables to a value of 00H. The following is a listing of these bytes:

Address in RAM of Buffer Bytes 3 & 4 Value to be inserted in B Byte 6 register Byte 8 Value to be inserted in C register Byte 10 Value to be inserted in D register Value to be inserted in E Byte 12 register Bytes 14 & 15 Address of Disk I/O Routine

From Table 1 we note that each disk routine requires different values to be loaded into the various registers. For example, to call the routine for reading a disk sector into a buffer, the HL registers must first be loaded with the address of the buffer area we have set aside; the B register must be

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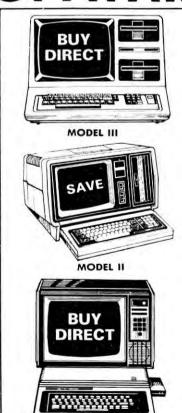
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loaded with the logical record length (LRL)—256 bytes (LRL = 0); and the C, D, and E registers must be loaded with values for the Drive, Track, and Sector numbers respectively.

After this is done, we then call the address of the Sector Read Routine (46DDH). For those NEWDOS owners, use the same addresses with the exception of the sector read and write routines. They are at the following locations:

Routine	TRSDOS	NEWDOS
Read from a d sector	sk 46DDH	460DH
Write to a disk	46E6H	4623H

To facilitate inserting the values, it is more convenient initially to assign input values to an integer array rather than directly into the RT string. We'll create the RT string after we've assigned all values. The following lines assign values to a 17-element array RT(X).

160 FOR I = 1 TO 17:READ RT(I):NEXT I 170 DATA 17,33,0,0,6,0,14,0,22,0,30,0,205, 0,0,217,201

The following will assign 255 bytes of RAM to the variable BF\$ as our buffer and insert the address of buffer into elements three and four.

160 BF\$ = STRING\$(255,32)

Line	Comment
100-140	Initializes the pro-
	gram
150	Assigns 255 bytes of
	memory to buffer us-
	ing the string variable BF\$.
160-170	Load our machine
	routine into the array RT.
500-530	POKE drive number
	and drive bit into
	memory locations.
540-630	Read sectors 2-9 and
	load into array PR\$(X)
5000-5030	Load the various ad-
	dresses and register
	values into the RT ar-
	ray.
5050	Creates string vari-
	able RT\$ using RT ar-
	ray.
5500-5540	Transfers control to
	the starting address
	of string variable RT\$
	that now contains our
	machine-language
	routine.

```
500 RT(3) = PEEK(VARPTR (BF$) + 1)
'LOAD LSB
510 RT(4) = PEEK(VARPTR (BF$) + 1)
'LOAD MSB
```

The VARPTR

For those of you not familiar with the VARPTR, it is used to obtain information regarding variables stored in RAM. VARPTR (A\$) returns the address to RAM where information relating to the string variable A is stored. The first byte at that address is equal to the length of A\$, while bytes 2 and 3 are equal to the address in RAM where A\$ begins.

Byte 2 contains the least significant byte (LSB) of the address and byte 3 the most significant byte (MSB). Line 500 above PEEKs byte 2 (LSB) and loads it into the third element of our array (RT). Line 510 does the same with byte 3 and the fourth element, respectively.

We next load the values to be inserted into registers B, C, D and E, using elements 6, 8, 10 and 12, as called for in Table 1. The value for register B is loaded into RT (6), that for register C into RT(8) and so on. Finally, we insert the address of the Disk I/O routine from Table 1 into RT (14) and RT (15).

There is one other consideration, only applicable to the reading or writing of a disk sector. The bytes located at 4308H and 4309H must be loaded with the drive number and drive bit respectively, prior to calling the disk routine. The drive bit represents the bit corresponding to the drive number.

For Drive 0, the first bit is set; for Drive 1, the second bit and so on. For Drives 0, 1, 2 and 3 the corresponding drive bit values would be 1, 2, 4 and 8. We accomplish this with the following lines:

610 DB=1: IF DR>0 THEN DB=21 DR
'SET DRIVE BIT (DB)
610 POKE (&H4308), DR: POKE (&H4309),
DB 'POKE DRIVE # & BIT

After loading the address of our buffer BF\$ into RT(3) and RT(4), we then load the drive number into RT(8), the track number into RT(10) and the sector number into RT(12), representing the C, D and E registers.

Now we create the RT string, which contains the routine and all values. We find (through VARPTR) the address of RT\$ and transfer control to it using the USR function.

We are now ready to write our Basic program. Program Listing 1 reads a disk directory into a string array PR\$(X). It assumes that the directory is located on track 17 starting at sector 0 and is 10 sectors in length. If these assumptions do not apply we can add a relatively simple routine to read the directory track number from sector 0, byte

3 and assign the value to TR.

Table 2 explains Listing 1's organization.

Line 5000 assigns the address of the disk sector read routine. TRSDOS uses 46DDH. NEW-DOS uses 460DH.

The buffer we set up on line 150 reserves only 255 bytes, the maximum string length allowed under Microsoft Basic. A disk sector, however, contains 256 bytes. Under this arrangement the last byte in the sector will not be read or written to.

While not important to our directory reading program,

```
188 'PROGRAM NAME: DIRECTRD
116 'PROGRAM TO READ A DISK SECTOR
126 CLEAR 5888
139 DEFINT A-Z
140 DIM RT(28), PR$(58)
158 BF$=$TRING$(255,32) 'SET UP BUPFER & LOAD WITH BLANKS
168 FOR I=1 TO 17:READ RT(I):NEXT'LOAD M/L ROUTINE INTO RT ARRAY
176 DATA 217,33,8,8,6,8,14,0,22,8,38,8,265,8,8,217,261
180 '
190 '
190 '
190 CLS:PRINT:INPUT*ENTER DRIVE NO. (8-3) ";DR
191 IF DR:0 OR DR:3 THEN 580
192 IFDR:(1TENDE=1:ELSED=2[DR 'DRIVE * BIT
193 POKE(6:4398),DR:POKE(6:4399),DB 'POKE DRIVE * & DRIVE BIT
194 K=1:TR=17 'SET UP TRACK & SECTOR VALUES
195 GOSUB5080
196 FOR SC=2 TO 9:MID$(RT$,12,1)=CHR$(SC):GOSUB 5580
197 FOR J=6 TO 240 STEP 32
198 IF ASC(MID$(BF$,J-5,1))=16 THEN PR$(K)=MID$(BF$,J,11):K-K+1
198 NEXT J
199 NEXT
```

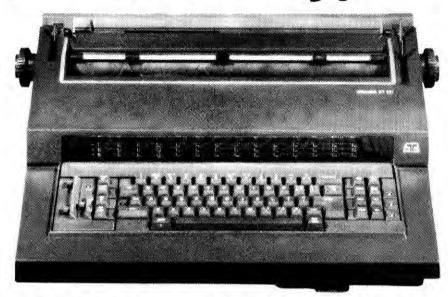
Program Listing 1. Reads a disk directory into a string array.

```
Lines
            Comment
100-150
            Initialize programs.
160
            This PEEKs high memory address at 4049H and 404AH, reduces
            it by 512 bytes, sets the buffer at the top of the new memory, and
            POKEs the new high memory value
            Assigns 32 bytes of memory to DCB using string variable DC$.
180
            Set the logical record length to 50 bytes. LRL can be any number
190
            from 1-256 bytes. For 256 bytes, LR = 0.
            Assigns 50 bytes of RAM to the user record buffer (UR$). It
200
            should be equal in length to LRL.
220-230
            Loads the machine-language routine into array RT(X).
500-590
            Input drive, filename and function.
1000-1030
            Routine to read the record. After the record number is input, the
            program runs a subroutine at line 4030 for positioning a file and
            for reading at line 4050.
1100-1200
            Routine to write a record to disk, Input fields are combined into
            one string and inserted into UR$ (user record buffer). Position
            and write routines (at lines 4030 and 4060) are then invoked.
4000-4070
            Values are entered into the RT array required by the open, posi-
             tion, read, write and close routines (Table 1).
4500-4550
            Addresses of various buffers are loaded into the RT array.
5000-5050
            Create RT$ (containing our DOS I/O routines) and transfer control
             to the address of our RT$ via the USR function.
```

Table 3. Listing 2 Structure

Table 2. Listing 1 Structure

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I took this approach in Program Listing 2 (lines 160,170 and 4530).

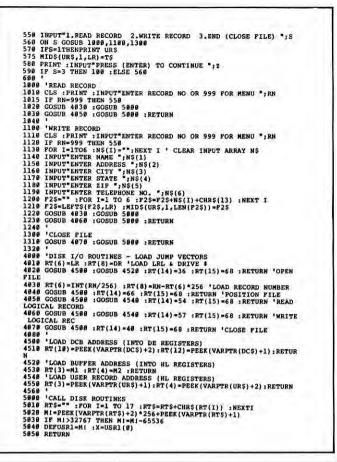
We are now going to use the DOS I/O routines for file and record control. Listing 2 demonstrates the routines to open, position, read, write and close a file using a record length of up to 256 bytes. DOS will field and block our records for us automatically, and every byte within a disk sector will be used.

Any overflow from one sector will be written to the following sector, and DOS will keep track of each record location. In addition it will field the record directly into a buffer assigned by us.

From Table 1 you know that the disk file routines require a

Program Listing 2. Controls files and records.

```
186 'PROGRAM NAME: DISKED3 H. PINK 2/81
116 'PROGRAM TO OPEN & CLOSE A FILE & READ & WRITE A RECORD
126 'UTILIZING DOS I/O ROUTINES
136 CLEAR 1889
146 DEFINT A-2
156 DIN RT(28)
166 M1=PEEK(&H4849): M2=PEEK(&H484A): M3=PEEK(&H4878)' MEM 7
165 'REDUCE HIGH MEMORY BY 512 BYTES AND SET NEW MEM PROTECT
178 IFM2</BANTAMENM2=M2-2:POKE(&H484A), M2: POKE(&H4882), M2: POKE(&
 178 IFM2CMSTRENM2=MZ-ZIFUKE(&MSMSA), FILE FORE[&BSMSA), FILE FORE[&BSMSA), FILE FORE[&BSMSA], FILE FORE[&BSM
   AY
238 DATA 217,33,8,8,6,6,8,14,8,22,8,38,8,285,8,8,217,201
     500 CLS :PRINT :PRINT :INPUT ENTER DRIVE NO. (8-3) ";DRS:DR=VAL(
```





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32-byte area of memory for the Device Control Block (DCB), which we must initially load with the name of our file. Once we open the file, DOS uses the DCB area to store information necessary to manage the file.

In addition to the DCB, we must also set aside an area of memory at least equal in size to our logical record (LRL) to permit DOS automatically to field our record. You can create both these buffers by using string variables. We will use the variable DC\$ as our DCB and UR\$ as our user record buffer.

Listing 2 works equally well under TRSDOS, NEWDOS and NEWDOS-80 without any change of the DOS addresses. I didn't include routines to open a new file, since it is more convenient to use Disk Basic for this.

Use the following Basic statement:

OPEN"R",1,"FILENAME:D":CLOSE

Line 190 of our program sets the logical record length to 50,

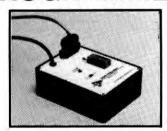
but you can set any value from one-256 bytes (0 = 256 bytes). The program will request drive number and filename. The file should already exist on the drive number requested. You can then read, write or end. You can switch between read and write by entering 999.

When you are finished be sure to End in order to close the file, and write end of file information (EOF) to the directory. You can examine information stored in the DCB buffer DC\$ (see TRSDOS manual for details) at any point by inserting the following subroutine:

FOR I = 1 TO 32: PRINT I;"."; ASC(MID\$ (DC\$.I.1)); :NEXT I

We have just highlighted some of the things you can do by accessing DOS I/O routines directly from Basic. You can insert these Basic subroutines in any program and they will provide you with substantially increased power, flexibility and speed in all your disk operations.

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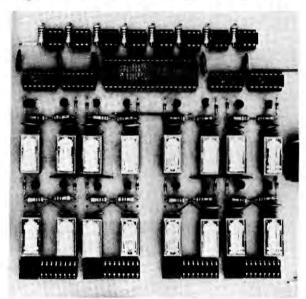
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Install the AXX3027 character generator chip.

A New Generation of Characters

Walter C. Park Sr. 4722 Robinwood Drive Chattanooga, TN 37416

After reading John Burgan's "Lowercase Done Right" (80 Microcomputing, September 1981), I sent off to E.B. Garcia and Associates for an AXX3027 character generator chip. Because they no longer carried this item, I bit the bullet and ordered one from Radio Shack.

Here's the Procedure!

I received the AXX3027 character generator chip from the local Radio Shack store about a week after ordering. When I removed the plastic cover from my computer I found all 18 legs of the Z-29 solidly soldered in place on the PC board. Why couldn't it have been plugged in?

If you do not want to salvage this chip remove it by snipping

The Key Box

Basic Level II Model I the IC leads at the body of Z-29 as close as possible.

Use a soldering iron with a small point and needle nose pliers to remove each lead. Then use a round toothpick to reestablish the lead holes by heating the feed-through points where the IC leads were. Push the toothpick through and twist it until it feels stuck. This lets you know the solder has hardened. You may want to sharpen the toothpick for maximum penetration. Use the soldering iron on the trace side of the board and the toothpick on the component side. A bright light under the board lets you see what you are doing.

Install the new character generator chip where the old one was. Touch up the top side with fresh solder where traces meet the pins. Check for trace solder balls and bridges with the same light behind the board.

If you are not experienced with PC board handling and IC removal find someone who is. If you are going to salvage the old chip, use an IC de-soldering iron. Solder wicks leave enough solder to rip up traces if you are

not careful. Support and handle the boards with care. If the strap connector from the keyboard to the main board is pulled loose it will be expensive to repair.

When you are removing the IC, too much iron heat can lift the traces. A 115 V wall plug-in iron can blow several ICs on the board if you are working on a metal desk. Battery irons are my first choice on any PC application for the home computer modifier. Work with a towel under the unit on a wood work table, use a PC board vise if you have one and stand on a rubber mat. Keep a 100 percent cotton rag handy to keep the soldering iron tip clean.

To Switch Or Not To Switch

John Burgan did not install an uppercase/lowercase control switch—I wondered why not.

I installed the Electric Pencil modification several years ago and had left the switch in lowercase on shut-down the night I finished installing the new character generator chip. When I powered-up the next day and was inputting some basic code I noticed I wasn't getting those

wierd hieroglyphics. Changing the switch from lowercase to uppercase and back gave no results.

It seems there are two sets of characters in this chip. If I call a graphic with the U/L switch in lowercase, for example PRINT CHR\$(191) (all pixels on), I get the graphics. I get uppercase without a driver and upper/lowercase with the driver.

I was running a basic coded program and noticed that it did not like lowercase code (the lowercase driver was active) input from the keyboard. My computer gives me uppercase characters, with the shift key. If the lowercase driver is inactive all is normal. This showed me I did not need the external switch with the AX3027 character generator IC.

Now I can edit quicker and scanning text is a pleasure with proper characters. Before, typographical and spelling errors would slip by because of high "a"s and descenders that did not descend.

Walter Park is a micro systems analyst and programmer as well as a technical writer.

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- Primarily written in BASIC for easy modification... embedded machine code for those speed sensitive areas.
- Editing is simple and fast ...automatic search.
- Supports the 9 digit zip code.
- Deleted entries have "holes" on disk filled automatically and alph, order is still maintained!
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SS		TTT	00	00	PF.	PP		LL	00	00	00	00	KK	KK	
5555	SSSSS	TIT	90	00	PPPP	PPPPP	SECRETAR	u	00	00	00	00	KKK	X.	
5555	55555	111	00	00	PPPP	PPPPP		LL	00	00	00	00	KKK	X.	
	55	111	00	00	PP			LL	00	00	00	00	KK	KK	
SS	55	TTT	00	00	FP			LL	00	00	00	00	KK	KK	
5555	52222	111	0000	mm	PP.			HHHHH	0000	00000	0000	00000	KK	KK	

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our video flashes a continuous stream of random characters. You anticipate each letter and then a new one is added. A question mark appears and suddenly you are in control. You carefully type in a duplicate of the stream of letters you have just seen. The display clears and you discover you've mastered another level of skillfulness. You're winning Computer-Repeat!

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memory. The hand-held version has been popular with both children and adults for the past couple of years. But, why go out and pay \$20 or more when you can simulate this game on your TRS-80?

The program listing is only 29 lines and merits a little explanation.

Line Description

Lines 90-180 print the instructions for Computer-Repeat. The user is given the choice of seeing the instructions or starting the game.

Lines 190-200 get a skill level from the user and set the length of the winning sequence accordingly.

Line 210 initializes the screen for playing the game.

Line 220 starts the game.

Line 230 gets a random letter and adds it to the computer's sequence of letters.

Lines 240-290 print the computer's sequence one letter at a time. You are allowed sufficient time to see the letter before the next one is shown.

Lines 300-340 prompt the user to repeat the computer's sequence. The letters are accepted through an INKEY\$ routine hiding the letters the user is typing. This prevents the user from making associations between the positions of the

Line 350 decides whether to continue play or to print a losing message.

Line 360 prints a winning message if the game has been successfully completed.

Line 370 asks the user whether to start a new game or quit.

User Modifications

A few changes may add to your enjoyment of this game.

You can speed up the computer's speed sequence by changing line 260. Change the number 500 to any more suitable value. Increasing the value will increase the time between the appearance of the letters in the sequence.

Or, for a more interesting effect, change line 260 to

260 FOR X = 1 to 1000 STEP LEN(MY\$): NEXT X

This will begin printing the first few characters slowly, but will increase the speed greatly as the length of the computer's sequence grows.

To print both upper- and

ASCII code of random letter Length of winning sequence

Multi-purpose string variable

User's sequence of letters Computer-Repeat Variable List

Computer's sequence of letters Used to build user's sequence

Counter

User's skill level Counter

SI

AS.

MY\$

YOUR\$

```
** COMPUTER-REPEAT FOR LEVEL 2 TRS-80

*** BY RANDOLPH FONTENOT JAN 1981

*** 734 CHOCTAW DRIVE

OPELOUSAS, LA 70570

***
90 CLEAR150:INPUT"DO YOU WANT INSTRUCTIONS, Y/N";AS
100 IF AS<>"Y"THEN190
110 CLS:PRINT@16,"INSTRUCTIONS FOR COMPUTER-REPEAT":PRINT
NRI=ITON

L=RMD(25)+65:MY$=MY$+CHR$(L)

FOR Z=ITO LEN(MY$)

PRINT@478,MID$(MY$,Z,1)

PORX=ITO500:NEXTX

PRINT@478,"

PORX=ITO50:NEXTX
268
298
            NEXTZ
            PRINT@478,"?":YOUR$=""
FORX=1TO LEN(MY$)
Y$=INKEY$:IFY$=""THEN320
320
                YOUR$=YOUR$+Y$
356 IF MYS=YOURS THEN NEXTI ELSE CLS:PRINTCHR$(23):PRINT`448,"YOU LOSE AT SKILL LE
360 CLS:PRINTCHR$(23):PRINT@448,"YOU WIN AT SKILL LEVEL ",SL:PRINT"CONGRATULATIONS
370 INPUT"PLAY AGAIN, Y/N",A$:IF A$="Y" THENGOTO190ELSE CLS:END
                                                                  Program Listing
```

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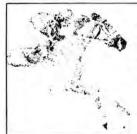
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lowercase letters, change line 230 to

230 RANDOM:L1 = RND(2):L = RND(26) :IF L1 = 1 THEN L = L + 64 ELSE L = L + 96:MY\$ = MY\$ + CHR\$(L)

To expand playing beyond the 64 letters of skill level five reguires one of two possible changes. Either change the values assigned to the variable N in line 200 or add new skill levels to that line.

To add a new skill level make the following changes:

Change Line 200 to:

200 IF SL = 1,N = 4 ELSE IF ELSE IF SL = 2.N = 8 ELSE IF SL = 3, N = 16 SL = 4. N = 32 ELSE IF SL = 5.N = 64 ELSE IF SL = 6.N = 28 ELSE GOTO 190

Remember to end this line with ELSE GOTO 190. It is an error handling feature.

· Change the value of the bytes to be cleared in line 90. That value should be set slightly higher than twice the largest number set equal to N in line 200. Thus, using the above example, you should clear about 275 bytes.

. Change line 190 to show the user the new range of skill levels:

190 INPUT"ENTER SKILL LEVEL. 1-6":SL:MY\$ = "

Follow this same procedure to add additional skill levels.

My program does not require the user to retype the computer's sequence of letters within a certain time period. That is because the program uses the very efficient INKEY\$ function to get the sequence from the user. It is possible to add a timer within the keyboard scan loop, but I don't recommend it because the extra statements within the loop will cut down its efficiency. I will leave it up to you to find an efficient timer routine for lines 310-340.

Though this is a game, its underlying purpose is important. It will improve your memory skills and make you more familiar with your keyboard. So enjoy Computer-Repeat and have fun.

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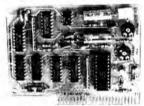
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Basic Level II Model I 16K RAM

Store machine-language routines as string variables in Basic programs.

Memory Size?

Hugo T. Jackson 3446 Nairn Avenue Vancouver, British Columbia Canada V5S 4B5

If I discover once more that after having loaded a five-minute tape that I must reload it because I neglected to set the correct memory size, I might easily throw my keyboard at the wall. Deciding that there must be a better way, I discovered how to utilize machine language programs in Basic programs without using two tapes or even worrying about setting memory size.

Storing Machine Language Programs

The secret to this pocket miracle is to store the machine language routine as a string array and then jump to the actual location of the address in the array to execute the program. Thankfully there are only a few points you have to watch in order to avoid all your variables falling over each other.

First, let me explain how to store machine language programs as string arrays. For an example, let's use one of the sound modules (Program Listing 1) that Dennis Kitsz provided in his Babybeep article (April 1980, 80 Microcomputing). Fig. 1 is the hexadecimal values converted to decimal; this conversion is essential because Level II Basic can utilize decimal numbers only. Program Listing 2 illustrates how the data is formed into a string by defining each

byte of data with the CHR\$() function.

Initially, you may feel that in order to define this string you are committed to a rather substantial memory allotment: remember that Basic stores all its resident commands as a single byte. So although "CHR\$()" uses five screen locations, it is only occupying one byte in memory. Even though an additional two bytes of memory is still required for each machine command (one for the closing parenthesis and one for the plus sign) it is a small price to pay for the convenience.

As the input buffer in the computer's memory can only accommodate 255 characters, in this example it was necessary to use two program lines to fully construct the array. (You can use as many lines as you need as long as you don't exceed the maximum string length, but we will cover that later.) We must add together the string of data we already have formed in line 110 with the remaining data in line 120 by stipulating that A\$ is equal to what A\$ is already, as well as the additional data that follows. You are probably familiar with how this works from alphabetic string use; if the first line of a program says A\$ = Fish and the next line says A\$ = A\$ + And Chips then A\$ will now equal Fish And Chips.

Ignorance Is Bliss

Try typing in the two lines in Program Listing 2, run it and then type PRINT A\$. Even though the traditional use for strings is the storage of alphanumeric data, the computer cannot tell what is and what isn't. What you see on the screen is the TRS-80's rather futile attempt to display a machine language program.

We use the machine language program via the VARPTR function, which identifies the actual memory location of any variable in a Basic program. Program Listing 3 shows exactly how we extract the required address location information and pass this to the USR function of Level II Basic, which requires that the least and most significant bytes of the routine's location be POKEd into locations 16526 and 16527 respectively.

After that's done it is a simple matter of calling the USR sub-

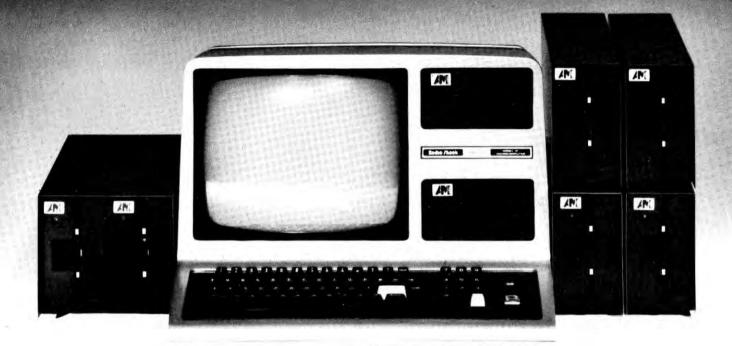
routine. The program then determines the current location of A\$ (which now holds our complete machine language program) and then it jumps to that location (Program Listing 4). Note that you have to use the Clear function to reserve enough room in memory for your string requirements. Load and run it. To hear the program load you must plug the microphone jack from the computer into an external amplifier or put your tape recorder in the record mode and plug an earphone or speaker into the earphone plug.

Now that you understand the procedure, I want to underline some important points: Although you needn't dimension the array at the very beginning of your program, you must dimension it before you execute the subroutine it carries.

When transferring the address of the array to the USR function (as in Program Listing 3), you must not dimension any new arrays until after you have returned from execution of the machine language subroutine. That goes for redefinition of existing arrays as well. The reason for this is that the Basic interpreter constantly shifts the location of variables around in memory. Redefining an existing array may well result in the machine language subroutine being relocated in memory. If that happens after you have identified the location of the program and transferred this address to the USR function, invoking the USR call could well put you into a no-man's land of program bugs and crashes. So if

HEX VALUE: DECIMAL VALUE:	0E	98	96 96	192	3A 58	3D 61	40 64	230	FD 253
	£6 198	92 82	1:3 211	FF 255	D6 214	62 62	D3 211	FF 255	C5 197
	10 16	FE 254	61 193	10 16	F2 242	6D 13	79 121	F6 246	99 99
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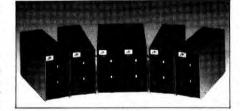
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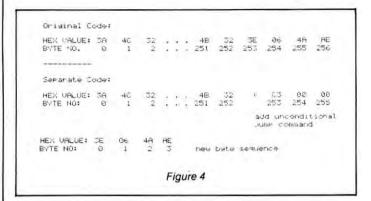
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Fig. 2. Transfer of Program Execution

LOCATION OF CALL COMMAND
LSB OF DESTINATION ADDRESS
HSB OF DESTINATION ADDRESS
HOWEVER
HER VALUE: 3E CD 00 00 FE an 84 . . . 42 53 21 12
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Fig. 3. Non-relative Jumps



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at all possible, and there will be exceptions, keep the address transfer and the USR call as close together as possible.

Going Further

As mentioned previously, the

Basic interpreter takes care of ensuring enough space for our machine language program through its regular housekeeping chores. It does this by moving our array around in memory to accommodate the changes in the length of other arrays and variables in other parts of our Basic program. However, this can be the source of many problems if we aren't careful about the type of commands we use in our machine language subroutines. The above method for storing machine programs as strings works only if the proposed machine language subroutine you want to use meets all of the following requirements:

- The first executable instruction is the first character of the array.
 - It uses only relative jumps.
 - It uses no subroutines.
- It is less than 255 bytes long.
 - It has no requirements for

storage of data, i.e., its length will not change.

There are ways, however, of getting around all of the above restrictions, so let's tear down the walls one by one. Things may get a little confusing for those of you without Assembly or machine language programming experience. If you are unfamiliar with machine code it would be wise to stick with programs that meet the above criteria.

First Things First

If for some reason execution of your machine program cannot start with the first byte, you merely have to calculate the offset and add this to the address you will be transferring to the USR

100 CLEAR 80
110 A\$=CHR\$(14) +CHR\$(8) +CHR\$(6) +CHR\$(192) +CHR\$(58) +CHR\$(61) +
CHR\$(64) +CHR\$(230) +CHR\$(253) +CHR\$(198) +CHR\$(2) +
CHR\$(211) +CHR\$(255) +CHR\$(214) +CHR\$(2) +CHR\$(21) +
CHR\$(255) +CHR\$(197) +CHR\$(16) MKS\$CHR\$(254) +CHR\$(121) +
CHR\$(256) +CHR\$(16) +CHR\$(242) +CHR\$(13) +CHR\$(121) +
CHR\$(246) +CHR\$(16) +CHR\$(16) +CHR\$(242) +CHR\$(211) +

Program Listing 2. Data Strings



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If your subroutine has an absolute jump, necessitated by a subroutine call or something of that nature, you must adjust the relevant address bytes in the routine before you execute it. Fig. 3 indicates the offender (an unconditional subroutine call) and the address bytes that follow. You may use any address value here as it serves only as a dummy address that is changed by the Basic program. Fig. 3 also indicates where the program is supposed to branch with the subroutine call in order to effect proper program flow.

Program Listing 6 sorts everything out. Variable C1 is the starting address of the machine language program added to the byte number of the least significant byte in the call instruction. When calculating byte numbers always start the count at zero. The variable D1 is a calculation of the exact destination address of the subroutine call and is calculated by taking the machine language program's address value and adding to it the byte number of the first byte of the subroutine (in this case 56). This address is broken down into a two-byte composite address (line 140) and POKEd into the locations immediately following the subroutine call, replacing the dummy address we had installed previously.

If your program is 256 bytes long, Fig. 4 is an illustration of a 259-byte program. The first thing that must be done with an oversize program is to break it up into lengths that are no longer than 252 bytes each, because Level II Basic restricts strings to a length of 255 characters and you must put an unconditional jump at the end of each string in order to redirect the program flow to the next string where the remainder of the program is found. As it takes three bytes for an unconditional jump, this brings you to the maximum al-

130 POKE 16526, PEEK (UARPTR (A\$)+1) 140 PUKE 16527, PEEK (UARPTR (A\$)+2)

______ Program Listing 3. Transfer the string address to USR

100 CLEAR SO 110 A#=CHR\$(14)+CHR\$(8)+CHR\$(6)+CHR\$(192)+CHR\$(58)+CHR\$(61)+ CHR\$(64)+CHR\$(236)+CHR\$(255)+CHR\$(198)+CHR\$(2)+ CHR\$(211)+CHR\$(255)+CHR\$(214)+CHR\$(2)+CHR\$(211)+ CHR\$(255)+CHR\$(197)+CHR\$(16)+CHR\$(254)+ CHR\$(193)+CHR\$(16)+CHR\$(242)+CHR\$(13)+CHR\$(121) 120 A#=A#+CHR#K193)+CHR#K163+CHR#K242)+CHR#K13)+CHR#K121)+
CHR#K246)+CHR#K103+CHR#K32)+CHR#K234)+CHR#K201)
130 POKE 16526, PEEK(UARPTR(A#)+1)
140 POKE 16527, PEEK(UARPTR(A#)+2) 150 A=USRCED

Program Listing 4. Basic Program

100 B1=PEEK(WARPTR(A\$)+1) 110 B1=B1+(PEEK(WARPTR(A\$)+2)*256) 120 B1=B1+6 -- bute number of fir

128 B1=B1+6 — bute number of first executable bute 130 B2=F1X(B1/256) 140 POKE 16526.B1-(82×256) 150 POKE 16527.B2

Program Listing 5

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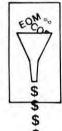
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After you have separated your program into these code sections of no more than 255 bytes, you must add the hex code C3 at the end of each one, followed by two bytes of zero. These dummy address bytes will be completed by the Basic program at runtime. It is also essential to count how many bytes in from the beginning of each section the first zero byte of each dummy address is located. Assign each string a different variable name and define each one separately as was shown in Program Listing 2.

Program Listing 7 makes it work. The first and second strings have been assigned the variables of A\$ and B\$ respectively. Lines 100 and 110 calculate the memory location of B\$, lines 120 and 130 calculate the location of A\$. Line 140 assigns the variable E1 to the address value of the least significant dummy address byte of the unconditional jump instruction at the end of A\$. Line 150 determines the most significant byte value of the B\$ address and lines 160 and 170 POKE this address into the last two locations of the A\$, thereby replacing the existing dummy address bytes.

Subsequent to this procedure it is still necessary to initialize the USR function by transferring the address of A\$ to the USR function as in Fig. 1. (Ensure that no relative jumps result in the program flow leaving the string it is currently executing in; these jumps must be changed to absolute instructions.)

The most complex arrangement that you would encounter is a non-relative jump between portions of your machine language program that are in different strings. The same sort of dynamic relocation that was required in the last example is necessary here. If your machine language program is calling a subroutine resident in another Basic string it will be necessary for you to calculate the location of the string the subroutine is in as well as its relative location within that string. The addition of these two values determines its location at run-time. It is then necessary to break up the address into a two-byte address pair that must be POKEd into the existing address bytes of your machine language subroutine call.

I hope the material presented here allows you to incorporate your machine language routines directly into your Basic programs; and hopefully I'll never have to answer the Memory Size question again. If any of you encounter difficulties, I would be more than happy to answer your questions.

```
100 B1=PEEK(ÜARPTR(A&)+1)
110 B1=B1+(PEEK(UARPTR(A$)+2)*256)
120 C1=B1+2
130 D1=B1+56
140 D2=F1X(D2/256)
150 POKE C1.D1-(D2*256)
160 POKE C1+1.D2
```

Program Listing 6

100 D1=PEEK(UARPTR(B\$)+1)
110 D1=D1+CPEEK(UARPTR(B\$)+2)*256)
120 C1=PEEK(UARPTR(B\$)+1)
130 C1=C1+PEEK(UARPTR(A\$)+1)
130 C1=C1+PEEK(UARPTR(A\$)+2)*256)
140 E1=C1+254 ——bute number of the LSB of the Jump command
150 D2=FIX(D1+256)
160 POKE E1-D1-(D2*256)
170 POKE E1+1>D2

Program Listing 7

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V 32

Save Basic programs in SYSTEM format.

SYSTEMized Basic

Greg Browne 1515 Jefferson Alamogordo, NM 88310

A fter reading a review of Dennis Kitsz' KEEPIT program, I really liked the idea of saving my Basic programs in the System format with or without variables. I set out to write a short program that can do some of the things that KEEPIT does. What I wanted to do was save the part of RAM dedicated to Basic and take a few addresses from that part of RAM and save the memory between those addresses. The System tape format is shown in Table 1.

Program Notes

The successful operation of this program (see Program Listing 1) depends on the use of two unpublished ROM routines and knowing the location of dedicated RAM. It may not work on the new ROM and will not work on the Model III. If you have a different ROM chip find your equivalent areas and routines and modify my program to work on your system. The program is

patched to the disk command Save, so if you are already using that for a patch, substitute one of the alternate patches included in Listing 1. The locations of these jump vectors may not be the same in other ROM's.

The program asks for a file name to use and then saves in one 256-byte block the portion of RAM holding the information Basic needs to function. The program then extracts some of those same addresses and saves the memory from the start of Basic to the end of the program, from the start of the simple variables to the end of the array variables, and from the bottom of the assigned string space actually in use to the top of memory. All this is done in the largest blocks possible for the System command to read later. The program ignores the unused space from the end of the array table to the beginning of assigned string space actually in use. This shortens recording time.

Operating Notes

Set the memory size to 32550 before you load the System tape. The Basic version in Program Listing 2 will set its own memory size. If you relocate the routine, be sure to change the values in

the memory sizing line or, if you prefer, you can remove it entirely and set the size on power-up. However, be sure to enter only one command patch. If you enter all the listed patch lines, they will jump you to the program.

After you load the system tape, hit the Break key. The Basic version sets itself up automatically. The program provides a new command (Save, in my case) which is then available for use.

Saving Programs

If you want to save a Basic program, first decide whether you want to save the variables with the program. If you do not want to Save them, issue a Clear command just before you save a program. This will erase Basic's memory of the variable tables and cause Saver to save only the dedicated RAM and the main body of the program, If you want to save your program with variables intact, the program must have a logical breakpoint from which you can use the Continue command, or at least a line you can go to without destroying variables. If this condition is met, you are ready to save the program; once the variables are in place hit the Break key. When Ready appears on the screen,

type Save. The Saver program will request a filename, and then save your program with all existing variables as they were when you hit the Break key.

When you issue the Save command, you will be asked for a filename. At this point, the Break key is still active and will let you abort the process without hurting the program. Hitting the Break key returns you to the Ready message. If you want to save the program, enter the filename that you want to use to load the program later. The filename must start with an alphabetic character and be from one to six characters long. When your tape is ready to record, enter your chosen filename. When recording is complete, you will be returned to the Ready message and you can continue or go to a line.

Loading a Saved Program

Use the System command to load a program you have saved with the Saver program. Answer

The Key Box

Basic Level II Model I 16K RAM the first *? prompt with the name you assigned the tape when you saved it. Your program loads like any other System tape and returns you to the second *? prompt character. At this point, hit Break and return to the Ready message. You will now have the option to use or erase the variables you saved. If you do not want to use the previously saved variables, then Run will erase them

If you forget to hit Break after loading your System tape, the Enter command will get you to Ready, but the Continue command will then produce a ?CN ERROR message. You must then go to the desired point. If you have the Saver program in place, you can then save this program any time.

The Saver program is very useful during the development and testing of a program. At almost

any stage, I can save a copy of a program, and if it blows up later, I can reload the Saver program and continue at an intermediate development point rather than having to start over. I also frequently use the Saver program in conjunction with my Basic text editor. Using Saver is a quicker, easier way to save text files than the normal Input# and Print# statement method. That method uses long leaders and transfers very limited amounts of data with each leader. The extra time taken to save the body of the program is usually less than the time used writing all those leaders. The Saver method doesn't require any special processing to allow storage of strings containing commas and colons.

Grea Browne is a 34-year old C.P.A. He is an avid hobby and business micro- and minicomputer user.

Hex	420.000 m
Value	Purpose
00	Leader of 256 zeroes
A5	Sync byte
55	System format identifier
xx xx xx xx xx xx	Filename padded with blanks
Repeated	(As necessary to contain all data)
3C	Data header
YY	Data block size byte 0 = 256 bytes
LSB	Least significant byte of load address
MSB	Most significant byte of load address
XX XX XX	Data to be loaded total of YY bytes
cc	Checksum total of load address and data
78	End of data indicator
LSB	Least significant byte of entry address
MSB	Most significant byte of entry address

Table 1. System tape format for TRS-80.

Program Listing 1. Basic version.

- 10 CLS:
 POKE 16561 , 37 : POKE 16562 , 127 :
 CLEAR 50 : DEFINT A-Z
- 28 REM Patches to BASIC commands as indicated
- 30 POKE 16800 , 195 : POKE 16801 , 39 : POKE 16802 , 127 REM SAVE command patch
- 35 POKE 16782 , 195 : POKE 16783 , 39 : POKE 16784 , 127 REM NAME command patch
- 40 POKE 16803 , 195 : POKE 16804 , 39 : POKE 16805 , 127 REM LINE command patch

Program Listing 1 Continues

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Big Five	23.33123.00	iva
Attack Force	19.95/15.00	15.95/12.00
Cosmic Fighter	19.95/15.00	15.95/12.00
Defense Command Galaxy Invasion	19.95/15.00	15.95/12.00
Galaxy Invasion	19.95/15.00	15.95/12.00
Meteor Mission Robot Attack	19.95/15.00	15.95/12.00
Super Nova	19.95/15.00	15.95/12.00
Cornsoft	1995/15.00	15.95/12.00
Scarfman	19.95/15.00	15.95/12.00
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Program Listing 1 Continued

- 50 POKE 16779 , 195 : POKE 16780 , 39 : POKE 16781 , 127 REM MERGE command patch
- 60 POKE 16770 , 195 : POKE 16771 , 39 : POKE 16772 , 127 REM PUT command patch
- 65 REM Short loop to READ and POKE machine language routine from DATA statements
- 70 FOR ADDRESS = 32551 TO 32766 : READ BYTE : POKE ADDRESS , BYTE : NEXT ADDRESS :
- 990 REM DATA statements containing machine language subroutine for POKE loop
- 1000 DATA 217,8,42,164,64,237,91,253,64,35,35,223,40,86,43,43, 235,205,164,127,237,83,147,127,205,201,127,56,71,175, 205,18,2,205,132,2,6,7,33,149,127,205,190,127,33,65,64,6,0,205,170,127,121,205,100

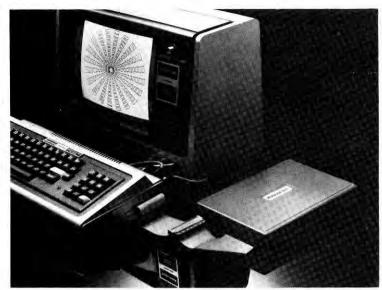
- 1030 DATA 156,127,205,167,40,33,150,127,6,6,62,32,119,35,16, 252,33,150,127,175,6,6,195,217,5,122,183,40,12,6,0, 205,170,127,121,205,100,2,21,24,240,123,183,200,67, 205,170,127,121,205,100,2,201

Program Listing 2. Machine language versions.

		*****		***********	******
	00110	7*	SAVER		
	00120	1*	BY - G	REG BROWNE	
	00130	1*	A MACU	INE LANGUAGE PRO	
	00150	*		E BASIC PROGRAMS	
	00160		WITH O	R WITHOUT VARIA	BLES *
	00170	1*	IN SYS	TEM FORMAT	
	00180	,****	******	**********	*****
	00190	****			
	88288	****	DACTO	COMMAND PATCH	
	99229	****	BASIC	COMMAND PATCH	
41 AØ	00230		EQU	41 AØH	
418E	00240	NAME	EQU	418EH	
41A3	00250		EQU	41 A 3 H	
418B		MERGE	EQU	418BH	
4182	00270		EQU	4182H	
41 AØ	00280	1****	ong	SAVE	GUGGGE BROW
LIST ABOVE	00290		ORG	SAVE	CHOOSE FROM
41AØ C3277F	00300		JP	SAVER	SET UP JUMP
TO PROGRAM	DUJUU			DAVIA	TODA OF COME
200000000000000000000000000000000000000	00210	,****			
	99329	****	MATN P	ROGRAM	
	00330	****			
7F27	00340	A	ORG	32551	SET FOR YOU
R SYSTEM					
7F27 D9	00350	SAVER	EXX		; SAVE REGIST
ERS BY USING	****			A.G/1.21	and and and and
7F28 Ø8 S FOR THIS	00360		EX	AF, AF'	; ALTERNATE
7F29 2AA440	00370		LD	HL, (BASICP)	START OF BA
SIC HERE	20310		ш	nn, (DADICE)	POTANT OF DA
7F2C ED5BFD4Ø	00380		LD	DE, (FRESPC)	START OF FR
EE SPACE				The state of the s	
7F30 23	00390		INC	HL	; MOVE START
OF BASIC UP 7F31 23	00100		THE	117	AND COMPAN
E WITH FREE	00400		INC	HL	; AND COMPAR
7F32 DF	00410		RST	18H	; SPACE - Z
= NO PROGRAM			2000	2.7.1	
7F33 2857	00420		JR	Z, ERROR	; ERROR IF NO
PROGRAM	6.344.617				
7F35 2B O START OF	00430		DEC	HL	; MOVE BACK T
7F36 2B	88448		DEC	HL	; BASIC IF N
O ERROR	00440		DEC	n.b.	, babic if it
7F37 EB	00450		EX	DE, HL	GET BIGGER
# IN HL				75,655	\$ -m
7F38 CDA57F	00460		CALL	GETNBR	GO GET # OF
BYTES IN DE			40	adboats but	100,007,00,000
7F3B ED53947F	00470		LD	(PGLEN), DE	; SAVE PROGRA
M+VARIABLE	00480				; TABLE LENG
TH	00400				, INDEE DENG
7F3F CDCA7F	00490		CALL	GETNAM	GET A FILEN
AME	0.200				
7F42 3848	00500		JR	C, ERROR	; IF C = SET,
BREAK PUSHED					
7F44 AF	00510		XOR	A	;START WITH
A=0	20310		AOI		APTENT MITTE
7F45 CD1202	00520		CALL	DEFINE	;DEFINE DRIV
E (Ø) AND	4.020				
7F48 CD8402	00530		CALL	LEADER	; WRITE LEAD
ER AND SYNC 7F4B 0607	00540		LD	D 7	OTH A DUPLE
1.40 000/	00340		LD	В,7	; SET # BYTES
					isting 2 Continues

Program Listing 2 Continues

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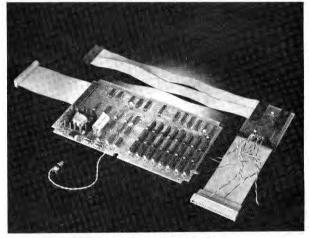
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ogram Listing 2 C	ontinue	1			
TO WRITE 7F4D 21967F	00550		LD	HL,TITLE-1	; POINT TO WH
ERE-1 7F50 CDBF7F	00560				
TLENAME 7F53 214140			CALL	NOTHER	;WRITE THE F
DICATED RAM	00570		LD	HL,DDCRAM	; POINT TO DE
7F56 0600 ITE (256)	00580		LD	В,0	; SET # TO WR
7F58 CDAB7F LOCK	00590		CALL	BLKWR	; WRITE THE B
7F5B 79 E CHECKSUM	00600		LD	A,C	; RETRIEVE TH
7F5C CD6402 IT, TOO.	00610		CALL	BYTOUT	; AND WRITE
7F5F 2AA440 OGRAM BODY	00620		LD	HL, (BASICP)	; POINT TO PR
7F62 ED5B947F ITE LENGTH	00630		LD	DE, (PGLEN)	; RETRIEVE WR
7F66 CDE47F LOCK WRITER	00640		CALL	LOOP1	; CALL MULTIB
7F69 ED5BD640 XT AVAILABLE	00650		LD	DE, (STRSPC)	; POINT TO NE
CE CE	00660				; STRING SPA
7F6D 2AB140	00670		LD	HL, (MEMTOP)	; POINT TO TO
P OF MEMORY 7F70 DF	00680		RST	18H	; COMPARE THE
M - IF 2 7F71 280A	00690		JR	Z,DONE	, NO STRINGS
TO WRITE 7F73 CDA57F	88788		CALL	GETNBR	; IF NZ THEN
GET HOW MANY	00710		LD		A CALL
ART OF STRING				HL, (STRSPC)	; POINT TO ST
THIS INC	00720		INC	HL	; SPACE WITH
F7A CDE47F LOCK WRITER	00730	001	CALL	LOOP1	; CALL MULTIB
7F7D 3E78 ATA INDICATOR	00740	DONE	LD	A,78H	;GET END-O-D
F7F CD6402	00750		CALL	BYTOUT	; AND WRITE
7F82 3E19 Y ADDRESS	00760		LD	А,19Н	; SET UP ENTE
7F84 CD6402	00770		CALL	BYTOUT	; AS THE NOI
MAL 7F87 3ElA	00780		LD	A,1AH	; JUMP TO E
ASIC 7F89 CD6402	00790		CALL	BYTOUT	; FOR INSU
RANCE 7F8C CDF801	00800	ERROR	CALL	CASOFF	TURN OFF TH
CASSETTE	00810		EX	AF, AF'	
ORIGINAL 7F90 D9	00820		EXX	AF , AF	; RESTORE THE
VALUES 7F91 C3191A				4	; REGISTER
WORK	00830	,***	JP	1A19H	; AND BACK TO
	00850	****	A LITT	LE STORAGE SPA PROMPT OR SO	CE
7F94 0000	00870 00880	;**** PGLEN	DEFW	0	; PROGRAM+VAR
IABLE LENGTH	00890		222 11		
TORAGE	00900		DEFB	55H	; TEMPORARY
ER BYTE	00910	m T m T E			; SYSTEM HEAD
LENAME			DEFS	6	; SPACE FOR P
7F9D ØD AGE	00920	MSG	DEFB	13	; PROMPT MESS
F9E 4E SINAL LOOKING	00930		DEFM	'NAME >'	; REALLY ORI
FA4 00 NE NEEDS THIS	00940		DEFB	Ø	, VIDEO ROUTI
A THEORY COLD	00960	;****	SUBROU	TINE TO DETERM	INE NUMBER
	00970 00980	****		ES TO BE WRITT	
FA5 E5 LOCATION	00990		PUSH	HL	; SAVE START
FA6 ED52	01000		SBC	HL,DE	GET DIFFERE
FAS EB	01010		EX	DE,HL	, PUT IT INTO
DE FA9 E1	01020		POP	HL	; RESTORE STA
T LOCATION FAA C9	01030		RET		BACK TO WOR
(01040	****	7.31		
	01050	****		TINE TO WRITE	
	01070	****		KSUM (TO BE WR	
WRITE	01090	****		ENTER WITH B	= # OF BYTES TO
RT OF BLOCK	01100	****		н	L= POINTER TO ST
	01110			T 245	
PAB 3E3C DER	01120 1	DLKWR	LD	A,3CH	GET DATA HE
TAD CD6402 TO TAPE	01130		CALL	BYTOUT	; WRITE IT
FBØ 78	01140		LD	A,B	;GET # OF BY
FB1 CD6402	01150		CALL	BYTOUT	; WRITE IT
TOO. FB4 7D SUM BY	01160		LD	A,L	;START CHECK
FB5 84	01170		ADD	A,H	; ADDING ADD
RESS BYTES	41104		LD	C,A	7 AND SAVIN
7FB6 4F G IN 'C'	01180		LL	CIN	, MIL DRATE

ogram Listing 2 (7FB7 7D	81198	7	LD	A,L	, SAVE LOAD
DDRESS NEXT, 7FB8 CD6402	91288		CALL	BYTOUT	, WRITING L
B FIRST AND 7FBB 7C	01210		LD	A,H	, THEN WRI
ING THE MSB 7FBC CD6402	01220		CALL	BYTOUT	7 H=MSB
L=LSB	01230	,***	~	211001	, n-mod
ME	81248	;****	ALTERN	ATE ENTRY USEI	TO WRITE PILEN
	01250 01260		AND SY	STEM FORMAT TA	APE HEADER
7FBF 79 KSUM BY		NOTHER	LD	A,C	; UPDATE CHE
7FCØ 86 T BYTE	01280		ADD	A, (HL)	, ADDING NE
7FC1 4F G RESULT	Ø129Ø		LD	C,A	, AND SAVI
7FC2 7E TE TO WRITE	01300		LD	A, (HL)	, NOW, GET B
7FC3 23 EXT BYTE	01310		INC	HL	, POINT TO
7FC4 CD6402 THIS ONE	01320		CALL	BYTOUT	, AND WRIT
7FC7 10F6	01330		DJNZ	NOTHER	DO IT AGAI
UNTIL B=0 7FC9 C9	01340	140	RET		ON TO BETT
R THINGS	01350		ESTADOS.	alidonii les A	with all which to draw.
	01360 01370	****	THIS S	UBROUTINE ISSU S OUT THE FILE CEPTS A NEW FI	DES A PROMPT, ENAME AREA,
#10. II	01380 01390	****		CEPTS A NEW FI	
7FCA 219D7F ME> PROMPT	01400	GETNAM	LD	HL,MSG	; POINT TO N
7FCD CDA728 IT ON SCREEN	01418		CALL	MSGOUT	; AND PRINT
7FDØ 21977F LENAME BUFFER	01420		LD	HL, TITLE	; POINT TO F
7FD3 Ø6Ø6 AME BY	Ø143Ø		LD	B, 6	CLEAR OLD
7FD5 3E20 E BUFFER	01440		LD	A,20H	; FILLING T
7FD7 77 BLANKS	01450	BLANK	LD	(HL) , A	, WITH SIX
7FD8 23	01460		INC	HL	, MOVE UP
TO NEXT BYTE 7FD9 10FC	Ø147Ø		DJNZ	BLANK	; KEEP DO
ING TILL DONE 7FDB 21977F	01480		LD	HL, TITLE	POINT TO I
PUT BUFFER 7FDE AF	01490		XOR	A	CLEAR ACCU
ULATOR 7FDF 0606	01500		LD	В, 6	; SET MAXIMU
ACCEPT 7FE1 C3D905	01510		JP	5D9H	JUMP TO IN
UT (ENDS	01520				; IN A RET
NSTRUCTION)	01530 01540 01550 01560 01570	; **** ; ****	256 BY	TINE TO WRITE TE BLOCKS UNTI OF MEMORY HAS	A SERIES OF IL A SPECIFIC BEEN WRITTEN
RT	Ø158Ø Ø159Ø	;****			SYTES TO WRITE R TO WHERE TO ST.
7FE4 7A	01600 01610		LD	A,D	;D = NUMBER
OF FULL 7FE5 B7	01620	COLUMN TO SERVICE STATE OF THE PERSON SERVICE STATE SERVIC	OR	A	***************************************
TO WRITE 7FE6 280C	01630		JR	Z,LAST1	
PARTIAL LEFT 7FE8 0600	01640		LD		; 0 = ONLY
O 256 7FEA CDAB7F	01650			B, Ø	SET BYTES
LE BLOCK 7FED 79	01660		CALL	BLKWR	;WRITE A WHO
ECKSUM	33.22		LD	A,C	;GET THAT C
7FEE CD6402 IT, TOO.	01670		CALL	BYTOUT	; AND WRIT
7FF1 15	01680		DEC	D	; DECR FULL
			2.00	Carrier S	
7FF2 18FØ F WE GO AGAIN	Ø169Ø	× = 0-2-2-	JR	LOOP1	; AND SEE
7FF2 18FØ F WE GO AGAIN 7FF4 7B TES LEFT	01700	LAST1	LD	LOOP1	; AND SEE
7FF2 18FØ F WE GO AGAIN 7FF4 7B TES LEFT 7FF5 B7		LAST1			
7FF2 18FØ F WE GO AGAIN 7FF4 7B TES LEFT 7FF5 B7 SE IT IS Ø 7FF6 C8	01700	LAST1	LD	A,E	GET OF B
7FF2 18FØ F WE GO AGAIN 7FF4 7B TES LEFT 7FF5 B7 SE IT IS Ø 7FF6 C8 F IT IS 7FF7 43	01700 01710	LAST1	LD OR	A,E A	GET # OF B
7FF2 18FØ F WE GO AGAIN 7FF4 TB TES LEFT 7FF5 B7 SE IT IS Ø 7FF6 C8 F IT IS 7FF7 43 ET HOW MANY 7FF8 CDAB7F	01700 01710 01720	LASTI	LD OR RET	A,E A Z	;GET # OF B ;CHECK IN C
7FP2 16F8 F WE GO AGAIN 7FP4 7B TES LEFT 7FP5 B7 SE II IS 8 7FP6 C8 F II IS 7FP7 43 ET HOW MANY 7FP8 CDABTP LOCK OF TREM 7FPB 79	01700 01710 01720 01730	LAST1	LD OR RET LD	A,E A Z B,E	GET OF B CHECK IN C AND QUIT OTHERWISE
7FP2 16F8 F WE GO AGAIN 7PP4 7B TES LEFT 7FP5 B7 SE IT IS 8 7FP6 C8 F IT IS ET HOW MANY 7FP6 CDAB7F LOCK OF THEM 7FPB 79 CKSUM AND 7FPC C36482	01700 01710 01720 01730 01740	LAST1	LD OR RET LD CALL	A,E A Z B,E BLKWR	;GET # OF B ;CHECK IN C ; AND QUIT ;OTHERWISE ; ; AND DO A
7FP2 18F8 F WE GO AGAIN 7PP4 7B TES LEFT 7PF5 B7 SE IT IS 8 FPF7 43 ET HOW MANY 7FP8 CDAB7F LOCK OP THEM 7FPB 79 CRSUM AND 7FFC C36402 TER (SAVE A	01700 01710 01720 01730 01740 01750	LAST1	LD OR RET LD CALL LD	A,E A Z B,E BLKWR A,C	;GET # OF B ;CHECK IN C. ; AND QUIT ;OTHERWISE ; AND DO A :
7FP2 18F8 F WE GO AGAIN 7PP4 7B TES LEFT 7PF5 B7 SE IT IS 8 FPF7 43 ET HOW MANY 7FP8 CDAB7F LOCK OP THEM 7FPB 79 CRSUM AND 7FFC C36402 TER (SAVE A	01700 01710 01720 01730 01740 01750 01760 01770	,****	LD OR RET LD CALL LD JP	A,E A Z B,E BLKWR A,C BYTOUT	;GET # OF B ;CHECK IN C. ; AND QUIT ;OTHERWISE ; AND DO A : ;GET THE CH: ;JUMP TO WR: ; BYTE WITH
7FP2 18F8 F WE GO AGAIN 7FP4 7B TES LEFT 7FP5 B7 SE IT IS 8 7FP7 43 ET HOW MANY 7FP8 CDAB7P LOCK OF THEM 7FPB 79 CRSUM AND 7FPC C36402 TER (SAVE A NO EXTRA RET)	01700 01710 01720 01730 01740 01750 01760 01770 01780 01790 01800	;**** ;**** ;****	LD OR RET LD CALL LD JP	A,E A Z B,E BLKWR A,C	;GET # OF B ;CHECK IN C. ; AND QUIT ;OTHERWISE ; AND DO A : ;GET THE CH: ;JUMP TO WR: ; BYTE WITH
7FF2 16F8 F WE GO AGAIN 7FP4 7B TES LEFT 7FF5 B7 SE IT IS 8 7FF6 CB F IT IS ET HOW MANY 7FF8 CDAB7F LOCK OF THEM 7FPB 79 CKSUM AND 7FPC C36482 TER (SAVE A NO EXTRA RET)	01700 01710 01720 01730 01740 01750 01760 01770	;**** ;**** BASICP	LD OR RET LD CALL LD JP ROM MEI	A,E A Z B,E BLKWR A,C BYTOUT MORY LOCATION 48A4H	;GET # OF B ;CHECK IN C. ; AND QUIT ;OTHERWISE ; AND DO A : ;GET THE CH: ;JUMP TO WR: ; BYTE WITH
7FF2 16F8 F WE GO AGAIN 7FP4 7B TES LEFT 7FF5 B T SE IT IS 8 FFF6 CB F IT IS 8 F IT IS 6 FFF7 43 ET HOW MANY 7FF8 CDABTF LOCK OF THEM 7FFB 79 CRSUM AND 7FFC C36402 TER (SAVE A NO EXTRA RET)	01700 01710 01720 01730 01740 01750 01760 01770 01780 01780 01810 01810 01820 01830	;**** ;**** ;**** BASICP FRESPC STRSPC	LD OR RET LD CALL LD JP ROM MER EQU EQU EQU	A,E A Z B,E BLKWR A,C BYTOUT HORY LOCATION 40A4H 40FDH 40FCH	;GET # OF B ;CHECK IN C. ; AND QUIT ;OTHERWISE ; AND DO A : ;GET THE CH: ;JUMP TO WR: ; BYTE WITH
7FP2 16F8 F WE GO AGAIN 7FP4 7B TES LEFT 7FP5 B7 SE IT IS 8 FFF6 CB F IT IS ET HOW MANY 7FP7 43 ET HOW MANY 7FP6 CDAB7F LOCK OP THEM 7FPB 79 CRSUM AND 7FFC C36482 TER (SAVE A NO EXTRA RET) 48A4 48A4 48FD 44B1 44B1	01700 01710 01720 01730 01740 01750 01750 01760 01770 01800 01810 01820 01830 01830 01830	;**** ;**** j**** BASICP FRESPC STRSPC STRSPC DDCRAM	CALL LD CALL LD FOM MER EQU EQU EQU EQU EQU EQU	A,E A Z B,E BLKWR A,C BYTOUT AORY LOCATION 40A4H 40FDH 40FBH 40BH 40BH 40BH	;GET # OF B ;CHECK IN C. ; AND QUIT ;OTHERWISE ; AND DO A : ;GET THE CH: ;JUMP TO WR: ; BYTE WITH
F WE GO AGAIN 7PF4 7B TES LEPT 7FF5 B7 SE IT IS 0 7FF6 C8 F IT IS 7FF7 43 ET HOW MANY 7FF8 CDAB7F LOCK OF TREM 7FFB 79 CKSUM AND 7FFC C36402 TER (SAVE A NO EXTRA RET) 48A4 48F1 48A4 48F1 48A1 88F1	01700 01710 01720 01730 01730 01740 01750 01760 01770 01780 01810 01810 01820 01830 01830 01840 01850 01860 01850	;**** ;**** ;**** BASICP FRESPC STRSPC MEMTOP DDCRAM CASOFF DEFINE	CALL LD CALL LD JP ROM MEI EQU EQU EQU EQU EQU EQU EQU EQU EQU	A,E A Z B,E BLKWR A,C BYTOUT MORY LOCATION 40A4H 40FPH 40D6H 40BH 40BH 40BH 1F8H 212H	;GET # OF B ;CHECK IN C. ; AND QUIT ;OTHERWISE ; AND DO A : ;GET THE CH: ;JUMP TO WR: ; BYTE WITH
7FF2 16F8 F WE GO AGAIN 7FP4 7B TES LEFT 7FF5 B7 SE IT IS Ø 7FP6 CB F IT IS ET HOW MANY 7FP8 CDABTP LOCK OP THEM 7FPB 79 CKSUM AND 7FPC C364Ø2 TER (SAVE A NO EXTRA RET) 48A4 48FD 449D6 449B1 4641 4641	01700 01710 01720 01730 01730 01740 01750 01760 01770 01800 01810 01810 01820 01820 01830 01850 01850 01860 01870 01870 01880	;**** ;**** ;**** BASICP FRESPC STRSPC MEMTOP DDCRAM CASOFF DEFINE	OR RET LD CALL LD JP ROM MEI EQU EQU EQU EQU EQU EQU EQU EQU	A,E A Z B,E BLKWR A,C BYTOUT MORY LOCATION 40A4H 40FDH 4006H 4001H 4041H 1F8H	;GET # OF B ;CHECK IN C. ; AND QUIT ;OTHERWISE ; AND DO A : ;GET THE CH: ;JUMP TO WR: ; BYTE WITH

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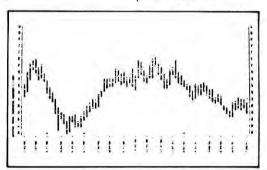
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What the documentation didn't tell you.

Using Test1A

Claude T. Moultrie, Jr. 5105 Sherman Drive Box 92802 The Colony, TX 75056

ne of the best memory tests available for the TRS-80 Model I, TEST1A/CMD, comes as a freebie with Radio Shack's TRSDOS 2.3 operating system. Two problems with this test reduce its usefulness. This article describes some undocumented control commands that are a part of the test and shows how to use the test with operating systems other than TRSDOS.

Hidden Commands

TEST1A/CMD is normally completely automatic. As soon as it loads, it tests the Basic ROM and proceeds to a series of tests of RAM memory. At the beginning of each test, two hex digits are printed on the screen; if all goes well, this happens 32 times. The

The Key Box

Model I TRSDOS 2.3 series ends with a message to hit Enter. When you do, the system will reboot.

This automatic sequence is fine if there are no memory problems. But if a memory problem is detected, the screen fills with error messages indicating the memory address where the problem was detected, the byte written, and the byte actually read. The memory chips that would produce that error are then listed.

There is, however, a problem with the error messages: They fly by on the screen so fast that it is impossible to read them. The author of the program provided a way to halt the error messages for reading and then to continue them when ready. Unfortunately, Radio Shack neglected to document this feature. Three keys will affect execution of the test, greatly enhancing its usefulness. (See Table 1.)

Using TEST1A with Other Operating Systems

TEST1A will work with NEWDOS 2.1, but not with NEWDOS80 or with LDOS. It interferes with the keyboard debounce routines of these operating systems. Also it will not work if you or your operating system place a keyboard or video driver in high memory. It will

driver and, when it tries to use the keyboard or video, funny things will happen.

The solution to all of these problems is relatively simple. Restore the ROM keyboard and video driver addresses to the vector locations in the keyboard and video DCB's before execution of the test. Most operating systems offer a way to turn off the keyboard debounce and to suppress the loading of special high memory drivers. This is usually done by holding down a key or keys when the system is booted up. Check the documentation for your operating system to determine the exact method. Boot your operating system using the specified method, and you should be able to use TEST1A.

While this method will work, it can be very frustrating. When your computer is acting strangely and you want to do a memory test, you are probably not in the mood to have to remember a special booting sequence.

A better method is to modify the program to take care of the keyboard and video problem before it begins testing. To do this, just add the 15 bytes of code in Program Listing 1 to the end of the program. This appendage will restore the ROM keyboard and video driver addresses to the vector locations in the DCB's, and then jump to the normal start of the program to begin execution. The appended program will now work with TRSDOS as well as with other operating systems.

test through any high memory

KEY FUNCTION Halt text execution. Only recognized during printing to screen (hex digits or error message). Continue test execution. Use after H to resume test or error messages. Exit test. The "Press Enter to Continue" message will appear. Enter will return to DOS, Only recognized during printing to screen (hex digits or error Note: Since H and E are only recognized during printing to screen you must hold the key down until printing occurs for the key to have effect. Table 1. TEST1A Commands

You can use Debug to add the 15-byte appendage. Be sure to save the modified program under a new name so it is not confused with the original. The procedure for producing the modified program is:

- Load TEST1A/CMD into memory without execution (use the DOS Load command).
- Execute Debug.
- Use Debug's modify memory command (M) to add the appen-

dage

- Return to DOS at 402DH (G 402D).
- Use the DOS Dump command to save the modified program to disk. The start address for the dump is 63F0H, the end address is 67FFH, and the transfer address (where to begin execution) is 67F0H.

Now you can run the test whenever needed, without using a special booting procedure.

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SKILLFUI

SEWOF

SUPER

NVALUABI

SUPERL

	00100;	Listin	g 1	
	00110;			
	00120;			
	00130;	Apper	ndage to Radi	o Shack's TEST1A/CMD
	00140;	to res	tore the Basic	ROM keyboard and
	00150;	video	drivers before	test execution.
	00160;			
67F0	00170;	ORG	67F0H	
	00180;			
67F0 21E303	00190	LD	HL,03E3H	;ROM KBD driver address
67F3 221640	00200	LD	(4016H),HL	; to keyboard DCB.
67F6 215804	00210	LD	HL,0458H	;ROM video driver address
67F9 221E40	00220	LD	(401EH),HL	; to video DCB.
67FC C3F063	00230	JP	63F0H	Go to start of TEST1A.
0000	00240	END		
00000 Total errors				

Program Listing 1

[513] 294-3383 THE SOFTCORE

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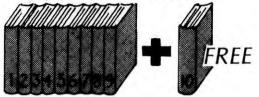
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Get direct access to machine-language routines.

Command Interpreter

Roger C. Alford 2633 Braeburn Circle Ann Arbor, MI 48104

recently wrote some assembly routines for my TRS-80 allowing me to use it as a terminal, a device controller, and an interval timer; a small machine language monitor allows me to view and change memory locations. I placed these routines in ROM, but had to keep a small sheet of paper listing the routine entry addresses near my computer. I entered the desired routines using the System command, but found

this method inconvenient and error-prone. I wanted to enter a direct command such as Terminal to enter terminal mode, or Monitor to enter the machine language monitor. By carefully studying the Level II line input routine I created my own commands. These commands allow direct access to any machine language routine.

Line Input Routine

The Level II line input routine begins at location 05D9H. When it is called, the buffer beginning address (the area of memory where the characters are stored as they are entered) must be in the Z80's HL register pair; the maximum number of characters

Program continues

allowed must be in the B register. The routine immediately pushes the HL pair onto the stack, and pops it back into the HL register pair before returning from the line input routine. The portion of the program that gets a character ends with a jump to the routine whose address is in locations 4016H-4017H, These locations hold the address of the keyboard driver routine (normally 03E3H), generally where the keyboard interception is made for key-debounce routines, including KBFIX.

When the line input routine jumps to the keyboard driver routine, the stack holds the key information for the command interpreter. The top of the stack holds the address of a routine at location 03DDH. This routine restores the DE, IX, HL, and BC register pairs by popping them off the stack and is executed following the return from the keyboard driver routine. When the routine at 03DDH is finished it returns control to the line input routine call point.

The HL register pair holds the address where the next character is to be stored. When a character is retrieved from the keyboard driver routine it is placed at the location pointed to by HL. The C register holds the maximum number of characters allowed in the input line (normally 240). The B register originally holds this same number, but is decremented after each charac-

ter. At the end of the line input routine, the B register contains the total number of characters entered (C minus B).

I call my command interpreter routine Cmdint. The Program Listing is a sample; choose your own commands and your own command service routines. I include a few commands for demonstration. Use your imagination to create commands for your own needs.

How It Works

The initialization sequence, executed only once, stores the keyboard driver routine address from locations 4016H-4017H in an unused area of memory (in non-disk systems), locations 4044H-4045H. It then stores the address of its own intercept routine Rout in locations 4016H-4017H. After these initializations, control returns to the Basic interpreter with the Rout routine ready to intercept and interpret the new commands.

When the line input routine requests a character, Rout is called. Rout then calls the real keyboard driver routine to get a

The Key Box

Basic Level II Model I 32K RAM

		Pr	ogram	Listing			
7000	00100		ORG	7000H			
Ø1C9	00110	CLEAR	EQU	Ø1C9H	; CLEAR	SCREEN ROL	T.
48A2	00120	CHKBAS	EQU	40A2H	; CUR.	LINE RUNNIN	IG I
N BASIC							
4016	09130	INROUT	EQU	4016H	; LOC.	OF INPUT RO	UT.
Ø6CC	00140	BASIC	EQU	В6ССН	BASIC	ENTRY POIN	T
4844	00150	STROUT	EQU	4044H	;STOR.	INPUT ROUT	. 1
DDR.							
4046		SPTEMP		4046H		STOR FOR SE	
28A7		PRMSG	EQU	28A7H	; PRINT	MSG ROUT.	
48A7	00180	BUFFER	EQU	40A7H	;LOC O	F INPUT BUF	FEF
4948	88198	SAVCHR	EQU	4048H	; TEMP	STOR FOR CH	AR
@ (HL)			97				
890D	00200	RETURN	EQU	ØDH			
	00210	1					
7000 2A1640 PUT ROUT ADDR	00220	CMDINT	LD	HL, (INF	OUT)	GET CUR.	IN
7003 224440 TER USE	00230		LD	(STROUT),HL	;STOR FOR	LA
7006 210F70 TCPT ROUT ADR	00240		LD	HL, ROUT		GET YOUR	IN
7009 221640 ROUT ADR LOC	00250		LD	(INROUT),HL	;STOR IN	INF
700C C3CC06	00260		JP	BASIC		; RETURN T	O B
	99279	,*****	*****	*******	*****	*******	***
****		4,000,000					
	00280	* * ROUT	INTER	CEPTS THE	INPUT F	ROM THE KEY	BOA

character from the keyboard. Rout checks the characters for a carriage return and then checks the entered line for a match with its command table. If a Return was not entered, the character returns to the line input routine without further processing.

When Rout gets a Return, it checks that the input line was not requested from a running Basic program. If the line was called from a running program, it is returned without further ado. If the line was not called from a running program, Rout gets the HL value from the stack and returns it to the HL register pair. HL then points to where the next character is to be stored. Rout gets the character currently at this location and stores it for later replacement (necessary because of the Level II Basic line editor). Rout stores the return (0DH) in the location pointed to by HL, then checks for a command match.

At the bottom of the program is a table of commands (TABLE). Each command is followed by a 0 byte; the last command in the table ends with two 0 bytes. A command number counter, the B register, is initially zeroed. The first entry in the command table is compared character by character to the characters in the line input buffer. If there is no match, the command number counter is incremented and the next entry in the command table is checked. This continues until the table is depleted or a match is found.

If the table is depleted, everything returns to the line input routine, where the Level II monitor processes it as a normal input line. If a match was found, the program finds the service routine corresponding to the matched command. This is accomplished with the command number counter and ADRTBL, a table containing the addresses of the command service routines. The addresses must be in ADRTBL in the same order as the corresponding command in TABLE; there must be exactly one entry in ADRTBL for each entry in TABLE.

Since addresses are each two bytes, the command number counter is multiplied by two (accomplished by a shift left); the result is the displacement from the beginning of ADRTBL to the command service routine address. This displacement is added to the address of ADRTBL and the result is placed in HL. Finally, a jump gives control to the command service routine.

Caution: If the command service routine intends to return to the Level II monitor without returning the current line in the input buffer, it must end with JP OUT1. OUT1 clears the buffer so the Level II monitor sees a Return entered but no other characters. If the service routine wishes to return the contents of the unchanged input buffer to the Level II monitor, it should end with a JP OUT2.

Modified Buffer Contents

You may change the contents of the input buffer and return the new contents to the Level II monitor. This can be done very easily; see examples in the CMD4 and CMD5 routines in Listing 1. CMD4 changes Lsit to List and returns the modified buffer to the Level II monitor. (I often accidentally enter Lsit when I wish to list a program.) The Level II monitor will interpret both Lsit and List as List.

The CMD5 routine changes the letter L into the word List. List a program by Entering the letter L.

When the line input routine requests a character, Rout is called. Rout then calls the real keyboard driver routine to get a character from the keyboard. Rout checks the characters for a carriage return (Enter) and then match with its command table. If a Return was not entered, the character returns to the line input routine without further processing.

If you use a keyboard debounce routine (KBFIX) enter it in the normal manner, before loading the command interpreter routine. This allows Cmdint to use the keyboard routine, while maintaining proper operation.

Mr. Alford studies Computer Engineering at the University of Michigan, Ann Arbor part time. He also works full-time as a system support engineer for ICM Systems, Inc., in Ann Arbor.

_						
	Program continue	d				
	RD. *	62476	Sa. Ow	W. W. C.		
	*	00290	;* IF A	RETURN	IS ENTERED IT	FIRST CHECKS TO
	*	00300	1* SEE	IF THE	INPUT IS FROM A	RUNNING BASIC
		00310	;* PROG	RAM. I	F IT IS, THE LI	NE IS RETURNED
		00320	;* WITH	OUT FUR	THER PROCESSING	. IF THE LINE
	0.10	00330	,* IS I	NPUT IS	FROM COMMAND M	ODE, THE ENTERE
	D *	00340	,* COMM	AND IS	CHECKED TO SEE	IF IT MATCHES O
	NE *	00350	;* OF T	HE COMM	ANDS IN THE COM	MAND TABLE. IF
	*	00360	* IT D	OES. TH	E ROUTINE CORRE	SPONDING TO THE
	*				EXECUTED AND CO	
	The s				TH THE BUFFER C	
	*					
					MMAND IS ENTERE	
	N. *		.9.1.556			IGINAL CONDITIO
	****	00410	,*****	*****	******	*******
	700F 211770 L INPUT ROUT	00420	ROUT	LD	HL, NXTINS	; PREP TO CAL
	7012 E5 DR ON STACK	00430		PUSH	HL	PUT RETN AD
	7013 2A4440 OUT ADDR	00440		LD	HL, (STROUT)	GET INPUT R
	7016 E9	00450		JP	(HL)	; CALL ROUTIN
	7017 FE0D RED YET?	00460	NXTINS	CP	RETURN	FRETURN ENTE
	7019 CO TO CALL	00470		RET	NZ	, NO , RETURN
	701A 3AA240	00480		LD	A, (CHRBAS)	IS LINE FRO
	M BASIC PROG?					
	701D FEPP 701F C28B70	00490		CP	ØFPH	- VEC DEWINN
	7 0 10 10 10 10 10 10	00500		JP	NZ,OUT2	;YES, RETURN
	7022 3AA340	00510		LD	A, (CHKBAS+1)	
	7025 FEFF 7027 C28B70	00520 00530		CP JP	OFPH Ng OUTS	.VPC DOMINA
					NZ,OUT2	YES, RETURN
	702A 3E0D PROGRM	00540		LD	A, RETURN	, NOT A BASIC
						Program continues



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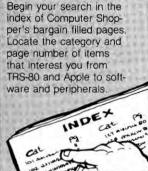
×253

ogram continued					-
702C ED734640	00550		LD	(SPTEMP),SP	; SAVE STACK
PTR 7030 DD2A4640	00560		LD	IX, (SPTEMP)	, PREP TO IND
EX FROM SP 7034 DD6E06	00570		LD	L,(IX+6)	;GET CUR. BU
FFER PTR 7037 DD6607	00580		LD	H,(IX+7)	
703A 7E 703B 324840	00590 00600		LD	A, (HL) (SAVCHR),A	TEMP. SAVE
CHAR. 703E 3E0D	00610		LD	A, ØDH	dense i sensig
7040 77 CHAR IN BUF	00620		LD	(HL),A	;STORE RETN
7041 11E570	00630		LD	DE, TABLE	CHECK CMD T
ABLE FOR CMD 7044 0600	00640		LD	в,0	B REG IS CM
D # COUNTER 7046 2AA740	00650	LOOP1	LD	HL, (BUFFER)	GET ADDR OF
BUFFER 7049 1A	00660	LOOP	LD	A, (DE)	GET CHAR FR
OM CMD TABLE 704A BE	00670		CP	(HL)	; EQU TO CHAR
IN BUF? 704B 2004	00680		JR	NZ, NOPE	, NO, SEE IF
END OF CMD 704D 13	00690		INC	DE	;YES, CHK NE
XT CHAR 704E 23	00700		INC	HL	1 1
704F 18F8	00710 00720		JR	LOOP	
7051 B7	00730		OR	A	; IS CHR ZERO
, END OF CMD? 7052 2013	00740		JR	NZ, DONE	, NO , CHECK N
EXT CMD 7054 7E	00750		LD	A,(HL)	; IS CHAR IN
BUF A RETN? 7055 FE0D	00760		CP	RETURN	
7057 200E T CMD	00770		JR	NZ, DONE	; NO, CHK NEX
7059 CB20	00780		SLA	В	; MULT. CMD #
CTR BY 2 705B 48	00790		LD	C,B	; PREP TO FIN
D ROUT ADDR 705C 0600	00800		LD	В,0	; ADD DISPL T
O ADDR TABLE 705E 210371	00810		LD	HL, ADRTBL	GET ADDR OF
ADDR TABLE 7061 09	00820		ADD	HL,BC	;PT TO ADDR
OF CMD ROUT 7062 5E	00830		LD	E, (HL)	; PUT ADDR IN
DE 7063 23	00840		INC	HL	Kenn Imanian
7064 56 7065 EB	00850 00860		LD	D, (HL)	; PUT ADDR IN
HL				DE, HL	
7066 E9 NE	00870		JP	(HL)	;GO TO ROUTI
7067 1A	00880 00890		LD	A, (DE)	; FIND BEG OF
NEXT CMD 7068 B7	00900		OR	A	;ZERO?
7069 2803 706B 13	00910 00920		JR INC	Z,NXTZ DE	;YES, CONT ;CHK NXT BYT
E 706C 18F9	00930		JR	DONE	
706E 13 BYTE	00940	NXTZ	INC	DE	; PT TO NEXT
706F 04 OUNTER	00950		INC	В	;INC CMD # C
7070 la MMANDS?	00960		LD	A, (DE)	ANY MORE CO
7071 B7 7072 20D2	88978		OR	A NO. LOOP!	- who cupor
CMD	00980		JK	NZ,LOOP1	;YES, CHECK
7074 1815 RETRN AS IS	00990	201001	JR	OUT2	, NO MOR CMD,
****		39.0		********	
*				OUT1 MUST BE USE	
*	01020	* EVE	RY COMM	AND SERVICE ROUT	INE. THE OUTL
ER *	01030	;* ROUT	PINE EF	FECTIVELY CLEARS	THE INPUT BUFF
*	01040	,* SO 1	THAT THE	E LEVEL II COMMA	ND INTERPRETER
*	01050	1* WILI	NOT G	IVE A SYNTAX ERR	OR FOR THE
*	01060	;* COMM	AND.	ALL OF THE NECES	SARY POINTERS
	01070	* ARE	CHANGEI	BY CHANGING TH	E APPROPRIATE
	01080	;* LOCA	TIONS (ON THE STACK.	
	01090	,*****	*****	*********	*****
**** 7076 DD2A4640	01100	OUT1	LD	IX, (SPTEMP)	GET STACK P
TR ADDR 707A DD7E08	01110	45.110	LD	A,(IX+8)	;SET # OF CH
RS TO ZERO			7.50	2. 128026	1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
707D DD7709 7080 2AA740	01120 01130		LD LD	(IX+9),A HL,(BUFFER)	GET BUFFER
ADDRESS			LD		; PUT CHR PTR
7083 DD7506 TO BG OF BUF	01140			(IX+6),L	, LOI CHR FIR
7086 DD7407 7089 180E	Ø1150 Ø116Ø	4.044	JR	(IX+7) -H OUT3	7010
708B DD2A4640	Ø117Ø Ø118Ø		LD	IX, (SPTEMP) L, (IX+6)	; LOAD SP ; PREP TO RST
708F DD6E06				20 123 24	
			LD	H,(IX+7)	
708F DD6E06 OR SAVED CHAR 7092 DD6607 7095 3A4840	Ø119Ø Ø120Ø		LD	A, (SAVCHR)	GET CHAR
708F DD6E06 OR SAVED CHAR 7092 DD6607	Ø119Ø				;GET CHAR ;REPLACE ;RETURN A RE

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ogram continued TURN					
TURN 709B C9	01230 01240		RET		
********	01250	,*****	******	***********	************
	Ø126Ø	1* THES	E ROUTI	NES, CMD1 THROU	GH CMD5, ARE
	Ø127Ø	7 MERE	LY TO S	HOW SAMPLE USE	OF COMMAND
	01280	1* SERV	ICE ROU	TINES. THESE H	HERE DO NOTHING
	01290	1* MORE	THAN M	ERELY PRINT MES	SAGES, EXCEPT C
MD4 *					COMMAND TO 'LIST
•					MAY BE USED IN
					ANY DESIRED PUC
TION. *					OUTINE FOR EVERY
COMMAND *					
MANDS *					TWO OR MORE COM
UST *					ALL ROUTINES M
O BASIC *					EDER TO RETURN T
NTENDED *	01370	;* IN T	HE PROP	ER WAY, UNLESS	THE RETURN IS I
R TO THE *	01380	,* TO P	RETURN T	HE CONTENTS OF	THE INPUT BUPPE
	01390	1* CALL	ING ROU	TINE, AS IS THE	CASE OF THE CM
D4 *	01400	1* ROUT	INE BEL	OW - WHICH MUST	USE A 'JP OUT2
No. of the last of		,*****		******	
**********	01420				
709C 210D71 NAL MESSAGE	01430		LD	HL, TRMMSG	PRINT TERMI
709F CDA728 70A2 C37670	01440 01450		CALL	PRMSG OUT1	
70A5 212C71	01460 01470		LD	HL, MONMSG	PRINT MONIT
OR MESSAGE 70A8 CDA728	81488		CALL	PRMSG	A STATE OF THE PARTY OF THE PAR
70AB C37670	01490 01500	1	JP	OUT1	
70AE 214871 MESSAGE	01510	CMD3	LD	HL, TSTMSG	PRINT TEST
70B1 CDA728 70B4 C37670	01520 01530 01540	2	CALL JP	PRMSG OUT1	
70B7 2AA740	01540 01550	CMD 4	LD	HL, (BUFFER)	
70BA 23 70BB 3649	01560 01570		INC LD	(HL),'I'	
70BD 23 70BE 3653	Ø158Ø Ø159Ø		INC	HL (HL),'S'	
70C0 C38B70	01600 01610	5	JP	OUT2	
78C3 2AA748 78C6 23	01620	CMD5	LD	HL, (BUFFER)	
78C7 3649	01630 01640		LD	(HL),'I'	
70C9 23 70CA 3653	01650 01660		INC LD	HL (HL),'S'	
70CC 23 70CD 3654	01670 01680		INC	HL (HL), 'T'	
70CF 23	01690		INC	HL	
70D0 DD2A4640 70D4 DD7506	01710		LD	IX, (SPTEMP) (IX+6),L	
78D7 DD7487 78DA DD7E88	01720 01730		LD	(IX+7),H A,(IX+8)	
70DD D604	01740 01750		SUB	4	
78E2 C39978	01760		JP	(IX+9),A OUT3	
70E5 54		TABLE	DEFM	'TERMINAL'	COMMAND 1
70ED 00 70EE 4D	Ø179Ø Ø18ØØ		DEFB	MONITOR'	COMMAND 2
70F5 00 70F6 54	01810		DEFB	0	
70FA 00	01820 01830		DEFB	TEST'	COMMAND 3
70FB 4C 70FF 00 7100 4C	01840 01850		DEFM DEFB	'LSIT'	COMMAND 4
7100 4C	Ø186Ø Ø187Ø		DEFM DEFB	ı _L ,	COMMAND 5
7101 00 7102 00 ANDS	Ø187Ø Ø188Ø		DEFB	0	; END OF COMM
ANDS 7103 9C70	01890 01900	; ADRTBL	DEFW	CMD1	; ADDR OF CMD
1 ROUT 7105 A570	01910	ADALL	DEFW	CMD2	ADDR OF CMD
2 ROUT 7107 AE70	01920		DEFW	CMD3	ADDR OF CMD
3 ROUT 7109 B770	01930		DEFW	CMD4	ADDR OF CMD
4 ROUT 710B C370	01940		DEFW	CMD5	ADDR OF CMD
	Ø195Ø	† TRMMSG		Lance	
	01960 01970	TKMMSS	DEFB	YOU ARE NOW	IN TERMINAL MOD
712B ØØ	01980		DEFB	g gpu	
712C ØD 712D 59	01990 02000	MONMSG	DEFM	YOU ARE NOW	IN THE MONITOR'
7147 88	02010	A-122	DEFB	0	70 0000
7148 ØD 7149 54	02020 02030	TSTMSG	DEFB	ODH THIS IS A TE	ST!
	02040	HLPMSG	DEFB	0	51
7159 54	02060		DEFB	THIS IS THE	HELP ROUTINE'
7171 00	02070		DEFB	0	

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Model III Master Directory

Wilbur A. Muehlig, M.D. 726 N. 91 Plaza, #305 Omaha. NE 68114

y search for a master directory program for my TRS-80 was frustrating. One I found required two disk drives,

but I only had one. Another called for 48K memory but I had only 32K. I sold my Model I and got a Model III. Soon after, I saw an advertisement for a Model III directory program which was also unsatisfactory for my purposes.

Commercial programs use special methods to read disk di-

rectories. Realizing this is needed only once to make a disk file of program names and disk numbers, I decided to write my own program in Basic, using the alphabetic sort supplied with Model III TRSDOS. You must enter a list of your programs, but deleting, correcting or adding programs is easily done.

The Hardware

The program is written for a 32K Model III with one disk drive. Use TRSDOS with the machine language sort or a DOS with a similar sort for the index program; all other disks may use any DOS. The program runs on a Model I if you insert an alphabetic sorting program at line 550 (with a GOSUB). A printer is not essential but a printed index is a great convenience.

32K should handle at least 600 programs. The program itself is about 6K, 6.5K with remarks, and when running uses an additional 13K.

The Program

Menu item 1 (see Fig. 1) in-

The Key Box

Disk Basic Model III 32K RAM TRSDOS 1 Disk Drive Printer (optional) cludes file entries, alphabetic sorting and reviewing the list.

Print Using statements keep video and hard copy vertically aligned. Only 16 spaces are planned, 12 for the file name, a blank, and three for the disk number (FILENAME/EXT ###). The file name may be as short as you like, but you should fill in the extra spaces with blanks. If the entry does not have 16 spaces. the program will reject it and repeat the same index number. Place the disk number as far to the right as possible; you should place a single number in the 16th position. If you include more information, such as passwords or how many K in each program, change the Print Using statements in lines 570 and 1030, change lines 515 and 516, decrease the number of columns printed on a page (line 1040), and make the numeral in line 1270 equal to the total length of the Print Using format.

Remember to load any previous entries from disk before adding new entries. When you use menu option 1 to review the entries, the scrolling stops after every 15 lines. The sorting has already been done. You can stop the listing while it is moving by pressing S. Enter S when the scrolling has stopped to return to Menu. Enter R to back up the video display to the preceding page.

If you wish to include the amount of free space on each disk make your entries as follows: AAA ###K ###, where the

MENU

1-START, ADD TO, OR SEE THE FILE
2-LOAD FILE FROM DISK
3-SAVE FILE TO DISK
4-CORRECT AN ENTRY
5-DELETE AN ENTRY
6-MAKE A HARD COPY
7-TOGGLE SORT ALPHA <---> NUMERICAL
8-SEARCH
9-LEAVE THE PROGRAM

CHOOSE A NUMBER? 7

CHOOSE:

1-ALPHABETICAL SORT TO DISK # SORT 2-DISK # SORT TO ALPHABETICAL

NUMBER?

Fig. 1. Program Menu

1 A	AA 76K	31	
2 A	AB 53K	32	
3 A	AC 79K	33	
4 A	AD 119K	34	
5 AA	AE 100K	35	
6 A	AF 125K	36	
7 A	AG 172K	40	
8 AA	AH 69K	41	
9 AA	1 3K	42	
10 AA	J 119K	43	
11 AA	K 132K	44	
12 AE	BLAST	34	
13 AD	DD	31	
14 AD	D3	34	
15 AD	VENT/D1	43	

Fig. 2. Example of Alphabetical Sort

first ### is the number of K on the disk and the second is the disk number. The program sorts these entries to come before the program files. If they all start with AAA, the program arranges them with the lowest number of K first. A better idea is to use AAB, AAC, etc. for increasing disk numbers so they will be sorted by disk number (Fig. 2).

If you prefer, you may list grans. Model III grans are converted to K by multiplying by 768.

The index number, which appears to the left of the file name, is needed to correct an entry (menu option 4) or delete an entry (menu option 5). You can ob-

tain the entry number by using Search (menu option 8). Both the correct and delete functions print the entry for you to see before proceeding. The delete function rearranges the entries so a blank is not left.

Printout (menu option 6) is planned for three columns of 54 lines, a total of 162 programs on a page. If your printer has a better way of setting the margin than Tab, change lines 1000 and 1040.

The sort function (menu option 7) gives two choices. The first places the disk numbers in front of the file names so the sort will be by disks. The programs on each disk will be in al-

phabetical order. You may cut up a printout of this and paste it to your disk jackets. (The Model III sort does not do numerical sorts, but the disk numbers are part of the string.) The second choice restores the entries to their original form.

You can use any part of the file name or disk number and as few as two characters in the search function (menu option 8). Using longer segments yields more accurate program location. Misspelling results in failure. If you do not want the first program found, press Enter to continue searching. Enter M to return to Menu. You can use the search

function to locate programs for correction or deletion; to locate programs with the same extension, such as /CMD; and in place of a printed alphabetical list. If you don't have a printer, this feature is helpful; paging through the video alphabetical list is tedious.

The final menu item reminds you to save the file to disk if you have not done so. It also closes the file in case an error has left it open.

Dr. Muehlig is a Retired neurosurgeon. He is also the author of several articles regarding the TRS-80.

Program Listing

```
0 '*** A MASTER DIRECTORY PROGRAM ***
1 '*** FOR THE TRS-80 MODEL III ***
2 '*** WILBUR A. MUEBLIG, M.D. ***
3 '*** 726 N. 91 PLAZA, * 395, ***
4 '*** OMAHA, NEBR. 68114 ***
5 CLEARIB000:DEFINTX,B:DEFSTRA:DIMA(1000):X=0
60 CLS:PRINT470, "MASTER DISK INDEX":FORZ=1TO700:NEXT
70 CLS:PRINT:PRINT:PRINT:PRINT?PRINT
70 CLS:PRINT:PRINT:PRINT:PRINT
80 INPUT"DO you want instructions (Y/N)";I$
90 IF IS="Y" GOTO 1500
100 CLS:PRINT:REM * USE DOWN ARROW TO ALIGN ITEMS WHEN TYPING
* IN THE NEXT TWO LINES.

110 PRINT" MENU
130 PRINT:INPUT* CHOOSE A NUMBER*; Z
140 ON Z GOTO 500,600,700,800,900,1000,1200,1300,1400
500 X=X+1:CLS:PRINT:PRINT*WHEN FINISHED WITH INPUTS OR TO SEE THE
FILE, PRESS ENTER AN EXTRA TIME. TO STOP THE FILE PRI
NTING, PRESS 'S'.":PRINT:PRINT*BACH ENTRY MUST BE 16 SPACES LONG."
:PRINT
 :PRINT
510 PRINTX;:INPUT"PROGRAM FILE NAME AND DISK #";A(X)
512 IF A(X)=""GOTO 550
515 IF LEN(A(X))<16PRINT"
0 SHORT! TRY AGAIN.":GOTO 510
516 IF LEN(A(X))<16PRINT"
0 LONG! TRY AGAIN.":GOTO 510
                                                                                                                                                                                          TO
                                                                                                                                                                                           TO
  530 X=X+1
540 GOTO 510
545 REM * REMOVE THE X THAT IS NULL AND CALL THE SORT PROGRAM
550 X=X-1:CMD*O*,X,A(1)
555 CLS
 LE ASS="K" THEN Z9S="":B=B-30;REM * A NICE TOUCH
590 NEXT
595 INPUT"PRESS ENTER TO CONTINUE";Z9:GOTO100
600 ON ERROR GOTO 1450
605 PRINT:PRINT"LOADING FILE FROM DISK....."
610 OPEN"I",1,"IND/FIL"
620 INPUT#1,X:REM * X IS THE TOTAL NUMBER OF ITEMS
630 FOR B = 1 TO X
640 INPUT#1,A(B)
650 NEXT:CLOSE
660 GOTO 100
700 IP A(1)="THEN PRINT"FILE EMPTY":INPUT"PRESS ENTER";Z:GOTO 100
710 PRINT:PRINT"SAVING FILE TO DISK....."
730 PRINT#1,X
740 FOR B = 1 TO X
750 PRINT#1,X
750 PRINT#1,X
    750 PRINT#1,A(B)
    760
              NEXT: CLOSE
GOTO 100
   708 GGIO 108
808 CLS:PRINT:PRINT:PRINT:PRINT:PRINT
828 PRINT:INPUT*WHICH NUMBER DO YOU WISH TO CORRECT*,B
848 PRINT:PRINTB;A(B)
              PRINT: INPUT TYPE CORRECT ENTRY. IF OK AS IS, PRESS ENTER"; A(B)
   870 GOTO100
900 CLS:PRINT:PRINT:PRINT:PRINT:INPUT WHICH NUMBER DO YOU WA
    NT TO DELETE";B
912 PRINT:PRINTB;A(B)
```

```
IF Z9$="Y" GOTO 920
IF Z9$="N" GOTO 100
A(B)="
928 A(B)="" | TO X:A(B-1)=A(B):NEXT
938 FOR B = B+1 TO X:A(B-1)=A(B):NEXT
935 A(X)="":X=X-1
956 FRINT:PRINT"ENTRY DELETED":FOR Z=1 TO 388:NEXT:GOTO188
1888 CLS:PRINT:PRINT:PRINT:PRINT:INPUT"IS THE PRINTER ON? WHAT MAR
GIN DO YOU WANT (TRY 6)";T
1818 LPRINTTAB(38+T)"MSSTER INDEX"
1815 LPRINTTAB(38+T)"MSSTER INDEX"
1816 LPRINTTAB(38+T)"==========";LPRINT""
1020 FOR B=1 TO X
1036 LPRINTTAB(T) USING ** * * * * * * * * * * B; A(B)
1040 IF B/54=INT(B/54) PRINT: PRINT REPOSITION PAPER AND CHANGE MARG
IN TO NEXT COLUMN. ": INPUT" (TRY ADDING 25) "; T
1050 NEXT
1060 GOTO100
1200 CLS: PRINT: PRINT: PRINT: PRINT: PRINT: PRINT" CHOOSE:
                       1-ALPHABETICAL SORT TO DISK #
2-DISK # SORT TO ALPHABETICAL
1285 PRINT:INPUT" NUMBER";N
1287 ON N GOTO 1209;1250
1289 PRINT:PRINT"PUTTING DISK # BEFORE FILE NAME......"
1200 FOR B=1 TO X
1210 FOR B=1 TO X
1220 A(B)=RIGHT$(A(B),3)+" "+A(B):
REM * A(B) IS STILL INTACT BUT PRINT USING "
* WILL CUT OFF THE DISK NUMBERS ON THE "
* RIGHT END.
1230 NEXT
1240 GOTO100
1250 PRINT:PRINT"PUTTING FILE NAME BEFORE DISK #....."
1260 FOR B=1 TO X
1270 A(B)=RIGHT$(A(B),16):REM * GIVING US THE ORIGINAL *
 * A(B) BACK
1298 GOTO 100
1390 CLS:PRINT:PRINT:PRINT:PRINT:PRINT
1310 INPUT WHAT IS THE FILE NAME OR PART OF FILE NAME
                          YOU WISH TO SEARCH FOR ; C$: REM * USE DOWN ARROW *
1320 FOR B = 1 TO X

1330 IF INSTR(A(B),C$)>0 PRINT: PRINTB;A(B):PRINT:INPUT*PRESS ENTE

R TO CONTINUE, 'M' FOR MENU*J$

1332 IF J$="M" THEN J$="":GOTO100
 1340 NEXT
1345 PRINT:PRINTCS;:INPUT" NOT FOUND. PRESS ENTER";2:GOTO 100
1350 RETURN
1400 INPUT TOU SAVE FILE TO DISK (Y/N) 1,29$
1410 IF 29$="Y*GOTO 1430
1420 IF 29$="N*GOTO 160
1430 PRINT*OK!":CLOSE
 1440 END
1450 PRINT:INPUT*ERRORI NO PILE ON DISK OR OTHER, PRESS ENTER FOR
 MENU",L:GOTO 100
1500 CLS:PRINT:PRINT@26, "INSTRUCTIONS":PRINT
1510 PRINT" Make entries with MENU item $1. They should be limite
 1520 PRINT"16 spaces, 12 for the file name, a blank, and 3 spaces
 1530 PRINT disk number, e.g., FILENAME/EXT ###. Spaces not used fo
 1535 PRINT*characters should be filled with blanks. Place the numb
 er"
1540 PRINT"as far to the right as possible in the 16 spaces, i.e.,
 a"
1550 PRINT"single number would go in the 16th space, PRINT USING"
1560 PRINT"statements are used in lines 570 and 1030 to give even
 print-
print-
1570 PRINT outs on video and paper. The length is limited in order
 to get"
1580 PRINT"three columns on 8 1/2 x 11 paper. If you need more roo
 m for"
1590 PRINT"your file names, the PRINT USING statements can be chan
 1600 PRINT: INPUT PRESS ENTER 12:CLS
```

913 PRINT: INPUT IS THIS THE NUMBER YOU WANT TO DELETE (Y/N) ; Z9\$

Program continues

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Program continued

1610 PRINT" When additional entries are to be made, always load p revious"
1628 PRINT"entries from disk first.":PRINT
1648 PRINT" The entries are sorted alphabetically as soon as they 1650 PRINT*complete. They may be reviewed by using MENU item 1. Th e review" 1660 PRINT may be stopped while the screen is being printed by pre ssing 1678 PRINT'S'. The previous page may be seen by pressing 'R'. It 1675 PRINT*a good idea to save the file to two different disks as 1680 PRINT as your entries are complete." 1685 PRINT 1690 PRINT* The numbers to the left of the file names are index n 1700 PRINT"to be used in making corrections or deletions. If you a

1710 PRINT making several deletions, do them in descending order,

since"
1720 PRINT the numbers above each deletion will be changed."
1730 PRINT:INPUT PRESS ENTER ; Z:CLS:PRINT:PRINT
1740 PRINT The hard copy suggestions given in the program are for lines"
1750 PRINT of 10 CPI and will give three columns of 54 entries eac

n"
1760 PRINT" on 8 1/2 x 11 inch paper.":PRINT
1770 PRINT" TOGGLE SORT ALPHA <--> NUMERICAL gives two choices. The first"

he first"
1780 PRINT puts the disk number before the file name and the secon 1790 PRINT*reverses this. The second choice is not essential but i

s fun 1795 PRINT to play with and makes a nice demonstration of your com puter. 1800 PRINT The sort by disk numbers will make a hard copy that can

1888 PRINT The sort by disk numbers will make a hard copy that can be cut."
1885 PRINT up for disk jacket labels. ":PRINT
1887 PRINT:INPUT PRESS ENTER"; Z:CLS:PRINT:PRINT:PRINT
1810 PRINT. The SEARCH choice will find any group of two or more."
1820 PRINT characters occurring in the list of entries. It prints

out" 1830 PRINT"the entry, then when ENTER is pressed, searches through the"
1840 PRINT"rest of the entries to find additional occurrences."

1860 PRINT" If you press BREAK and leave the program, type GOTO 1

88 to" 1870 PRINT"return to the MENU without losing the data file." 1888 PRINT:INPUT PRESS ENTER",Z:CLS:GOTO 188

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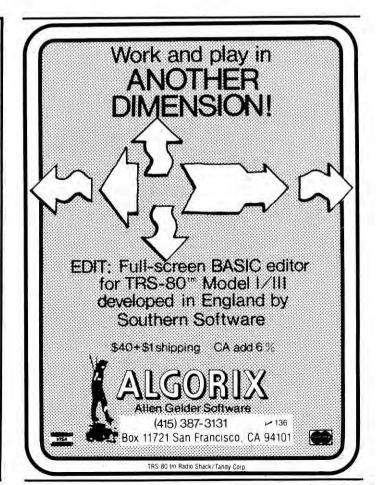
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TC-8 Cassette System JPC Products Albuquerque, NM Kit: \$90 Assembled: \$120

by Carl A. Kollar

Iguess I don't have to tell any TRS-80 owners how frustrating the cassette system that comes with the computer can be. Even with the factory mod that's available, the annoyance of loading and checking programs becomes just barely tolerable.

If you're like me, after you've just plunked down a chunk of money for a Level II 16K machine, "you ain't got nuttin left" for even one disk drive at 500 bucks apiece. So you suffer.

A reasonable alternative is the Exatron Stringy Floppy (ESF). This will cost you about 250 bucks and totally eliminates your loading and saving problems, automatically and fast. I've had one of these for about six months and love it!

But, if the price is still too steep, have I got a device for you!

The Device

The February 1980 issue of *Microcomputing* had an ad that intrigued the hell out of me. It was a high-speed cassette system by JPC Products acclaimed as a "poor man's floppy." It made all sorts of seemingly ridiculous claims such as "loads five times faster," "stores 50,000 bytes on a 10-minute cassette," "less than one bad load in a million bytes with the volume control anywhere between one and eight."

All this for a measly [90] bucks? How could this be? A call to Albuquerque answered a few questions: Yes, it had its own power supply, and, it stored programs five times faster because it utilized higher density data. The computer outputs the information at a higher rate out of the rear keyboard connector.

The ad had even claimed anyone could build it even if you have never soldered before. JPC would make it work, if you couldn't—for free. I was sold. I placed my order, and it arrived about two months later (parts shortage).

I work in electronics, so I found the unit exceptionally easy to build. It took about an hour. The manual is superb. (That's better than great.) It was clear, concise and exact with no

[Reprint of June 1980 Review, 80 Microcomputing]

ambiguities. Important parts placements are stressed (polarity markings on electrolytics, bands on diodes, etc.).

JPC was right! With these instructions, you couldn't go wrong. The board quality is excellent. It is double-sided and parts locations are clearly marked on the component side of the board. There are no jumper wires to install. JPC utilizes PC traces and plated-through holes for connections to traces on the other side of the board.

Also, there are absolutely no adjustments or settings to bother with.

The documentation is a sheaf of $8\frac{1}{2} \times 11$ papers stapled together. It is written in the nicest format I've seen in a while. Each command and/or subjects is covered on its own sheet in large type. All explanations are in easy to read English—not computerese,

Commands and Features

SAVE"filename": Saves your BASIC program on cassette.

LOAD: Reads the next BASIC program from the cassette.

LOAD"filename": Searches for and loads the specified file from cassette.

LOAD? and LOAD?"filename": Reads file from cassette, and compares contents to memory.

LOADN: Prints a list of all the programs on a cassette, until interrupted by the "break" key. LOADN"filename": Same as above except the tape will stop at the end of the program named. KILL: Removes the file manager program from memory so that the extra memory can be used by large programs.

RSET: Allows the operator to rewind and position the tape on tape recorders that have these functions tied to the motor control jack.

RUN"filename": TC-8 searches for a specified program and runs it immediately.

PUT"filename": Same as SAVE "filename", except it is for use with system tapes.

GET: Same as LOAD, except it is for use with system tapes.

GET"filename": Same as LOAD "filename", except it is for use with system tapes.

GET? and GET?"filename": Same as LOAD? and LOAD?"filename", except it is for use with system tapes.

GETN and GETN"filename": Same as

LOADN and LOADN"filename", except it is for use with system tapes.

OPEN: Required before cassette input or output of a data file can be attempted.

CLOSE: Required to end a cassette data file. PRINT#: Allows numerical or string data to be output to a cassette file.

INPUT#: Allows numerical or string data to be input from a cassette file.

I haven't counted them, so I don't know about the "one load in a million bytes" claim, but my son, Anthony (age I1), loaded about 30 of his programs from his Radio Shack format tape to a new TC-8 format tape. He's run them all and found no bad loads.

Unlike the standard tape system, you can position your tape anywhere before the program you want and not have to look for a blank spot between programs. The TC-8 patiently waits for the program you want and then starts loading without getting confused by the portion of the previous program you just fed it.

Try that on your regular cassette system; you'll wear out the reset button. ■

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Make TRSDOS behave like a turnkey system.

Model I Do Files

Philip F. Jackisch 4218 Rosewold Avenue Royal Oak, MI 48073

Gordon E. Knapp 27625 Vermont Drive Southfield, MI 48076

As personal computers become more popular their users have become less technically oriented. Many users have little need or desire to know how they work. Secretaries, salesmen, part-time employees, and family members feel more at ease with computers if they do not have to perform a lot of tasks before getting started on the program they want to use.

Unfortunately, with Model I TRSDOS the operator has to go through many operations before using a typical Basic program. In one particular application it was necessary to: turn on the micro and get TRSDOS; load a machine language program for lowercase characters; load Basic; answer memory and file

The Key Box

Basic Level II Model I 16K RAM TRSDOS questions; then, load and run the Basic program. This can be quite intimidating to a non-technical user.

Programming Out the Fuss

We wrote a short machinelanguage program called Start to go through most of the steps automatically with a minimum of fuss. When this program is called by the Auto command of TRSDOS, it will load TRSDOS and Basic, answer the memory and file questions, and then run a Basic program called AIDS3. This is just one example. We will show how to modify it for other uses. Figure 1 contains the Start program and explains how to save it to disk.

In Fig. 1 Start loads at hex location 6B00. This can be

changed as you desire. Refer to TRSDOS & Disk Basic Reference Manual for more information on using Debug and Tape-Disk to enter machine language programs into memory and then save them to disk.

In an appendix, the TRSDOS & Disk Basic Reference Manual lists decimal/hexadecimal codes. Use these codes to change the Start program for other purposes. In Fig. 1, starting at location 6B2C, are the codes 42 41 53 49 43 which stand for the letters Basic. The next three codes are 0D 0D 0D which are equivalent to three Enter strokes from the keyboard. These codes load Basic and answer the memory and files questions with the default values. If high memory

has to be protected or if other than three files must be used, these codes can be modified.

Starting in location 6B34 are the codes 52 55 4E 22 41 49 44 53 33 22. These codes stand for the letters RUN"AIDS3". (AIDS3 is a data management program sold by Meta Technologies. We used it to construct a mailing list file.) Any other Basic program can be entered here by using the appropriate codes.

After you have modified Start to suit your purposes, change the TapeDisk entry (shown in direction 10 of Fig. 1) to show the location of the end of your program. In our example, the first location was 6B00, the last location was 6B3E, and the entry point to the program was 6B00. With changes, the end will

- 1. From TRSDOS type Debug and hit Enter.
- 2. Hit the Break key.
- 3. Type D6B00 and hit Space bar.
- 4. Type M6B00 and hit Space bar.

5. Enter the machine code as shown, hitting the Space bar after every double digit.

PR00 =>	21	01	6B	22	16	40	21	20	6B	22	2A.	6B	C3	20	40	E5
6B10=>	2A	2A	6B	7E	FE	OA	CA	1F	6B	23	22	2A	6B	E1	C9	21
6B20=>	E3	03	22	16	40	3E	OD	C3	1D	6B	20	20	42	41	53	49
6B30 =>	43	0D	OD	OD	52	55	4E	22	41	49	44	53	33	22	OA	

- 6. Hit Enter.
- 7. Type G402D and hit Enter.
- 8. Type Debug (OFF) and hit Enter.
- 9. Type TapeDisk and hit Enter.
- 10. Type F START/CMD:0 6B00 6B3E 6B00 and hit Enter.
- 11. Type E and hit Enter.
- 12. Back DOS Ready type in Auto Start and hit Enter.

Figure 1

on Software and Hardware for TRS-80*

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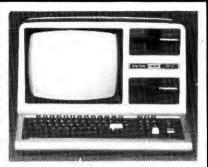
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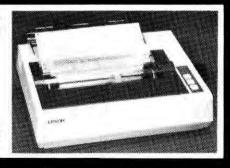
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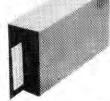
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probably be different than 6B3E.

It is not necessary to use Start with the Auto command. If you have several Basic programs on one disk, you could modify and rename Start for each use. Examples might be: GAME1, MATH2, Recipes. Someone who wanted to play GAME1 would then only have to insert the

letters to lowercase when it starts. If it precedes the entry "BASIC", the computer will see "basic" and default back to TRSDOS. We spent many hours trying to work around this problem but could find no easy solution. Since AIDS3 and some other Basic programs can work with lowercase characters, the

"Unfortunately, with...
TRSDOS the operator
has to go through
many operations before
using a typical Basic program."

proper disk, turn on the computer, and type GAME1 Enter to get going.

If you have a lowercase modification installed in your Model I and use Radio Shack's ULCDVR/CMD program, be careful. This program will defeat the Start program. ULCDVR converts all uppercase let-

easiest thing to do is to have ULCDVR load with the Auto command, then use Shift 0 to get to uppercase, and type in Start and hit Enter.

This example is only suggestive of the many possibilities for using Start. With Start a computer user can quite easily make the machine do what he wants.



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In addition to the above major features there are many user conveniences. If you want to communicate with large mainframe computers, data banks, personal information services, bulletin boards, another computer across the room or your buddy across town; or if you just want an easier to use smart terminal program, look into TELCOM. If it doesn't do everything you need at a very reasonable price you are welcome to a full refund. And if \$39.95 seems too cheap for a smart terminal program, you can send \$79.95 instead!

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James Edward Keogh 121 Gordon Street Ridgefield Park, NJ 07660

A recent television program showed dramatic full color computer drawings of Saturn. When compared to photographs taken by unmanned spacecraft the untrained eye cannot see any differences. These computer drawings are one of the latest applications of computer simulation.

Corporations are turning to computer simulation models to conduct basic design experiments. Testing a design on a computer is less expensive than testing prototypes. Design engineers draw new cars, planes and a host of other major products on computer terminals.

After programming the basic design, an engineer can simulate production conditions. The computer simulation model illustrates the product's weaknesses.

Simulation models can also be fun to play with. You can fly everything from a single engine twoseater airplane to a spacecraftwithout leaving the ground. Simulation models used by the armed services for training fighter pilots are finding their way into electronic game amuse-

"Testing
a design
on a computer
is less expensive
than testing
prototypes."

ment centers. For a quarter you can test your skill flying against the enemy—and really feel like you are flying.

At first, the thought of preparing a computer simulation model frightens many programmers. Although developing such a model takes time and requires a well thought out plan of attack, it can be accomplished with your microcomputer.

No magic is involved. Simulation models convert data into illustrations of resulting situations. If you can work out percentages you can develop a simple simulation model and put it to work for you.

How a Simulation Model Works

External factors influence almost everything around us. Stress and airflow affect an aircraft's structure. The flow of customers into a retail store affects a business. If the customer flow increases, the operation should be expanded.

The first step in creating a simulation model is to identify all factors influencing the subject. The number of factors included in the model varies with the simulated object's complexity. An aircraft simulator will have many.

You must list each factor, regardless of its importance, if the model is to achieve any degree of accuracy. Large simulation models of complex systems are cumbersome to develop and debug. Most programmers who design models tackle no more than is practical. They break larger systems such as an aircraft into subsystems such as the frame or wing design. The list of factors becomes more manageable.

After you identify the factors you must measure their relation-

ship with the subject. I will apply the modeling steps to a simple but practical problem—should a gas station owner install a third gas pump?

The initial step is to determine factors influencing the subject. In this case, I will develop a model of the business subsystem in the problem.

The factors I must consider are the time of day; the number of cars; the time it takes to service a car; and the number of cars using each pump. When I combine these factors I will have a subsystem of customer flow at the pumps. This is the segment of the business I need to simulate.

The second step is to find the relationship of the factors to the system. I must take measurements to break the relationship down into numbers. For example, a window glass will break if a certain pressure or weight is placed against it. Pressure or weight is a factor in window glass design. The engineer can measure-by trial and error-how much pressure the glass can withstand before it breaks. This information expresses the relationship between a pressure or weight to a

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window glass.

Before I can develop a simulation model of the gas station I must measure the flow of cars for each pump at each time of day and for each day of the week. After several weeks of measuring, I will know an average service time, and the number of cars per hour serviced at a particular gas pump.

In my simulation model I use a math relationship involving percentages. Let's say that 30 percent of the time both gas pumps were in operation. Only one pump was in use another 30 percent of the time and 30 percent of the time no pump was in use. Three cars were in the station 10 percent of the time.

I also need to knew from my study how frequently customers arrive. Suppose a new customer arrives every 15 minutes on the average. There will be times when a customer may not arrive for over an hour and other times when customers will arrive every five minutes.

In some systems the relationships cannot be easily identified by percentages. More detailed models require regression analysis and other statistical methods.

In the gas station model I assume that customers arrive at random. I will use the random number generator for the range zero to 100.

The next step is to assign a meaning to the random numbers. Numbers 0-29 mean that no cars are in the station. Numbers 30-59 mean one car has arrived. Numbers 60-89 mean two cars have arrived. Numbers 90-100 mean three cars have arrived at the station. The numbers reflect the percentages of occurrences that actually took place.

Traffic flow measurements show that a car arrives every 15 minutes at the gas station. To simulate the arrivals of cars I need a clock to activate the random number generator within the program. In the model 15 minutes do not have to pass before the next car enters the gas station. You can use a few seconds as long as you remember the time represents 15 minutes.

A different clock must time the servicing of each car. For this example it takes five minutes to service each car. As with timing the arrival of cars, it is not necessary to use five

"More detailed models require . . . other statistical methods."

minutes on the computer clock. However, the times representing the 15 minute arrivals and five minute servicing must be proportional. The clock in the simulation model might have a ratio of one minute equals one second. My model uses 15 seconds and 5 seconds to represent actual times.

Displaying Results

Simulation models allow you to understand and manipulate complex, situations easily. Illustrations best communicate this understanding.

The computer pictures of Saturn illustrate this concept. The computer received data measurements from the spacecraft. Raw measurements might have been meaningful to a few scientists, but these numbers have no meaning for most of us. A programmer instructed the computer to make sense out of the numbers. The computer assigned shades of various colors to represent each set of measurements and then displayed the colors for an easy-tounderstand image of Saturn.

When you come to the display portion of your simulation model, pretend you're an artist. How can the simulation model graphically display the data? The best approach, although not always practical, is to illustrate the model as close to reality as possible.

The gas station simulation should illustrate cars arriving and stopping at the pump; the gas station attendant servicing the car; and cars leaving the gas station. Do not forget to illustrate the most important item—the gas station!

You can use detailed illustrations or a simple square to represent the cars, pumps, and so on. The method you use depends on your skills as a programmer and artist. For the gas station model I use rectangles to represent all factors.

I draw the gas station first. The arrival clock begins next and activates the random number generator. After the computer determines the number of cars, it draws the cars and drives them into the gas station. The second clock determines when the computer drives the car out of the station.

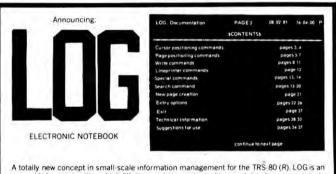
One of the major objectives of a simulation model is to permit the user to manipulate the model. How will the situation react if factors change? For example, what happens if an aircraft encounters a head wind of 15 knots? The user inputs this change and the model illustrates the effect.

When you design a simulation model you must consider what factors will vary during a run. Pose these measurements as questions to the user. In the gas station model the user can change the arrival times of cars and the percentage breakdown of the station's business. Measured data already in the model becomes default measurements if the user does not input a new arrival time or change the volume of cars.

Before the computer draws the gas station, it asks the user to input the variables. Input variables need not come at the beginning of the program: They can come anywhere before the calculation stage. For example, the computer could draw the gas station and then ask for the variables.

Why would a gas station owner need a computer simulation model? He can briefly analyze the raw data to come to a decision.

A computer model permits experimentation. Where it might take several hours to recalculate the performance for each factor changed, the computer simulation model provides results within seconds.



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A strange visit to the weird world of the TRX-80.

Vexed by the Void

Randy M. Resnick 17 rue Jean Giraudoux 75116 Paris, France

To: Fleet Command FROM: Expedition Leader Dulo Par RE: Planet 02, system 1021, Version 21.2

Day 21011201:

Forgive the delay, Commander Xake, but we hit a snag in our exploration of the second large continent. Now that the waters have drained from the southwestern coast, our progress continues. Just as we discovered the purpose of the millions of "automobiles," we will soon have the key to the mystery of the "TRX-80" - devices we have found everywhere. (Note: We do not yet understand the use of the number "80." These beings used at least 10 number bases and somehow knew which was used in a particular case without being told.) I am convinced these devices were important to the beings, because they had to actually get out of their "cars" to visit the TRX-80.

The discovery of a race living inside moving chambers made of metal and rubber, equipped with lights and noisemaking equipment, is indeed one of our greatest accomplishments. Our

understanding of this phenomenon was made easy by the many films and books we found that refer to the "automobile."

Unfortunately, until now we found no documentation what-soever on the TRX-80 (not even at the numerous places where their owners obtained them). We suspected religious significance. Indeed, the printed references we found showed images of beings seated before the objects, presumably for worship.

Then came a breakthrough! Certain great thinkers did write and distribute secret words of inspiration to the believers. Deep under the surface of the planet we found a collection of these tomes. After carefully analyzing the writings we confidently propose the following theories about this cult:

00. Their main spiritual goal was to communicate with the all-powerful being that controlled their universe, called an "X80." Evidence indicates the X80, or "Holy CPU," was very

just and listened when properly addressed. It, however, never retained what was said from one day to the next.

01. Several stages of enlightenment, or "Levels," were practiced by the believers. They were under constant pressure to "upgrade" or "add peripherals," indicated by many public notices in books for the devout. One of these books (BXTE) consisted almost entirely of these "advertisement" notices.

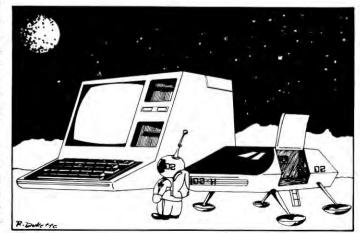
02. Much time was spent studying the works of MICRO-XOFT, apparently a prophet able to converse fluently in the holy tongue of the X80. While one of the books we found contains a long list of sermons (called "routines") by MICROXOFT, it is in a tongue other than that of the beings themselves; it is not known whether they actually understood what they were studying. A self-proclaimed oracle known as KITXZ devoted his entire life to predicting the actions of the holy CPU.

10. As new devotees joined the ranks, they communicated with the CPU through an interpreter, usually a disciple of MICROXOFT who lived in a "ROM." How the beings themselves understood the vague messages of the interpreter is not known. At the first Level, the interpreter responded with one of 10 different questions, just like our philosophers!

11. The beings sometimes mastered the tongue of the sect called the "Assemblers," the leader of which was named BARDXN. After standing in an assembly line, they were able to address the X80 very precisely. Others invoked a monitor such as the famous T-XUG, but T-XUG performed poorly unless it was "high." If the believer made a slight grammatical error in addressing it, the X80 would disappear or "hang-up," or worse, it would "glitch" or "put out garbage." This last reference perplexes us greatly, for we previously understood that garbage was created just for that purpose-to be put out.

12. In another sect of the original doctrine, the DOX is a central figure. There are many variations on this name, but the only clear reference indicates that "TRXDOX" was their equivalent of our "evil one," and was considered the source of many of their problems. It appears that other DOX figures eventually became powerful enough to overcome the influence of TRXDOX.

20. One enigma is the frequent reference to "XANDY CORP," presumed to be a major force. It



is unclear whether it was good or evil, because while XANDY was often consulted for help, it rarely answered the queries of the faithful hordes, and was seldom mentioned in kindly terms. Also. according to our translations. XANDY is supposed to have put a "hex" in the TRX-80. A "newsletter" was said to have been created by XANDY for the faithful, but the writings of the wise men state this was a myth.

21. Hundreds of wars were fought simultaneously within the cult. Soldiers were beseeched to sign up to fight the enemy. They were promised real-time action and adventure. While none of these wars ever ended or had any effect on the lives of their time. new wars continually started. Our military experts soon will issue their own report.

22. We know magnetism played a considerable role in the practices of these people. They feared magnetism could profane the sacred scrolls. (Scrolling, it seems, was a major activity of the TRX-80.) Legend states that

the evil TRXDOX was once punished by being subjected to a magnetic field. From that time on, he took revenge by cruelly destroving the records every good DOX needed to be useful.

In conclusion, Commander, I hope you are as pleased as I am with the results of this expedition. There is one thing we need to continue our research here. however. Please see the enclosed requisition for a new computer. Ours became unusable, due to a problem that started just after we landed here. It is impossible to enter data because each xeystroke creates a double-image on the xideo. We are unable to correct this, even with our best de-xevbounce software.

> Respectfully. Dulo Par

Randy is an amateur radio operator, musician, and is currently in Paris at work on laser graphic systems.

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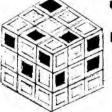
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ADP or EDP

Computer professionals define their field as either ADP or EDP. The DP stands for Data Processing. A indicates Automatic and the E is for Electronic. There is no real difference between the two. For the purpose of consistency, I will use EDP.

Computer Components

A computer can be broken down to three types of components: input, process and output.

Computer instructions are called programs. A program tells the computer what to do with the information it is going to receive. This information is called data. The input component accepts programs and data.

The process component operates on the data according to the program's prescribed step-by-step instructions.

Processed data is communicated by the computer to the operator via the output component.

Input or output devices have to be able to convert from the machine's language to human language. Some devices can only be used for input and some are limited to output. Others communicate both input and output. I/O devices, usually separate from the Computer

Processor, are referred to as peripherals.

The TRS-80 Model I keyboard is an input-only peripheral. The video screen is output-only, and the cassette recorder is both an input and output device. The cassette player/recorder is a true I/O device on the Model I.

The processor is usually referred to as a CPU (Central Processing Unit). The CPU is a multifaceted network of electronic devices and integrated circuits that receive input, project output and control the operations of all peripheral equipment. It is the heart of any computer. All the components linking with the CPU would be worthless without it.

Internal Storage: Core vs Memory

The CPU stores a program and data in an area called on-line memory. On-line memory refers to the storage capacity available to the CPU. Memory storage off-line refers to I/O device storage. Online storage of CPU memory capacity is measured in K, or Kilobytes. A byte is the amount of storage necessary to store one character. A byte is made up of a number of bits (binary digits). In the TRS-80, 8 bits equal 1 byte. A kilobyte, or 1K, is equal to 1024 bytes. A TRS-80 4K Model I has 4096 bytes of memory on-line to the CPU.

TRS-80 CPU memory is divided into two sections: ROM (Read Only Memory) and RAM (Random Access Memory). ROM memory cannot be changed as it contains the operating system. The operating system is the master program instructing the CPU for peripheral utilization. This master program is often called the Executive Program.

RAM memory is for program and data storage. The memory associated with the TRS-80 (4K, 16K, or 32K) is RAM memory.

I/O Devices

Obviously, each computer function I mentioned needs further, more detailed explanation to be comprehensively understood. The remainder of this first part of the series will deal with the various devices used for I/O computer operations.

In the late 1880's, Herman Hollerith, a statistician for the Bureau of Census, developed an optically read punched card for data tabulation. Each column has a punch or punches, to represent a character. There are usually 80 columns per card. A card reader converts the punched representation into bytes or characters. By using a card punch, cards can also be used as output. The cards are easily altered and inexpensive. Compared to other I/O devices punched cards are very slow.

A t work, does your mind drift to your computer at home, alone and unplugged, helpless without you to guide it? Have you ever rushed home from work anxious to try out a new program? Do you sometimes think a job as a Programmer, Computer Specialist or Computer System Analyst might be interesting?

At the risk of sounding like an advertisement, if you answered yes to any of the questions, maybe the computer field is for you. The pay is good and opportunity abounds. Entry level positions require a knowledge of Basic, Cobol and Fortran languages. A familiarity with Automatic Data Processing (ADP) is also required.

This article is the first of a series. Even if you have no intentions for a computer career, the concepts explained will help

264 • 80 Microcomputing, April 1982

Each card has an 80 character limitation. Paper tape is like punched cards. It is a continuous form of punched holes to be read as input or produced as output. Paper tape is less expensive than cards but cannot be altered as easily. Because it is continuous, there is no 80 character limitation. Records cannot get out of sequence as they can on punched card systems. Paper tape is also slow. Its usual transfer rate is less than 800 characters per second; unlike punched cards it is not common in industry today.

Magnetic tape, such as cassette tape, is the most widely used I/O media. Tapes are written and read sequentially and are referred to as Sequential Access Media. Sequential access means the records on tape are read in sequence.

Large computer systems use iron oxide tape on reels measuring 1/2 inch by 2400 feet. Tapes are read and written much faster than cards but slower than disks. Tape is relatively inexpensive and compact. One reel stores millions of characters. The main disadvantages are the difficulty to change and rearrange data and, unlike cards and paper tape, the unreadability by humans.

Disks come in many sizes and varieties. Most common on microcomputers is the 51/4 or 8 inch floppy disk. Floppy disks (so called because of their pliability) resemble 45 RPM records. They are protected by a permanent paper cover. Most large data processing installations use a rigid group of disks stacked on top of one another and spaced by a spindle called a disk pack. The disks are coated with an iron oxide material on both the bottom and the top. Data can be recorded on all surfaces of the disk pack except the very top and very bottom. The disk access arm has two read/write heads, one for the top and one for the bottom. A disk records information on circular tracks. Disks are used for input and output.

The major advantages of the disk are speed and its ability to handle Random Access files. A Random Access technique means the ability to select a specific record without reading

DEVICE	INPUT	ОПТРИТ	SPEED	COMMONALITY	EXPENSE	ACCESS
PUNCHED CARDS	YES	YES	sLow	LESS COMMON	INEXPENSIVE	SEQUENTIAL
PAPER TAPE	YES	YES	slow	RARE	INEXPENSIVE	SEQUENTIAL
MAGNETIC TAPE	YES	YES	MEDIUM	соммон	INEXPENSIVE	SEQUENTIAL
DISK	YES	YES	FAST	соммон	COSTLY	RANDOM
OCR	YES	NOT USUALLY	slow	RARE	COSTLY	SEQUENTIAL
MICR	YES	NOT USUALLY	slow	RARE	COSTLY	SEQUENTIAL
PRINTERS	NO	YES	sLow	соммон	COSTLY	
сом	NO	YES	FAST	соммон	COSTLY	
CRT	NO	YES	MEDIUM	соммон	INEXPENSIVE	

through previous records. The major disadvantage of disk is its relatively high cost.

OCR represents Optical Character Recognition. With OCR humans and machines can read the characters. Human readable characters are optically scanned by the computer and interpreted into machine readable code. Obviously, this saves time and money by eliminating data conversion efforts. OCR input is usually typewritten on special forms. The computer uses a photo-electric cell to optically scan each character and convert it into machine-readable code. The major disadvantage of OCR equipment is cost. MICR (Magnetic Ink Character Recognition) is similar to OCR except characters to be read are magnetically coded. MICR is primarily used by the banking industry. Like OCR it is very expensive.

The most common form of output is printed. Printers and plotters print alphabetic, numeric or pictorial information in a variety of fonts and colors. Industrial printers operate from 200 lines per minute to 50,000 lines per minute. Laser printers, now being tested, will double that figure. Printed output is easy to read and convenient. Storage of printouts often becomes a problem: It is cumbersome and expensive. Computer Output Microfiche, COM, solves the problem by microfilming data output. The computer uses a pencil of light to produce the microfilm at speeds of up to 300 sheets a second. Since each microfiche sheet holds over a hundred pages of computer





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output and a page of computer output can hold 7,128 characters, one second of COM output creates almost 214 million characters. Microfiche is inexpensive to produce, store and maintain.

Another output device is the Cathode Ray Tube or CRT. CRT output is very fast and generally

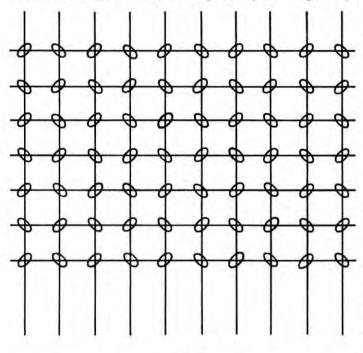


Figure 1

located at the user's site. The amount of data output is limited to reading speed. The CRT has no printout option. The CRT is a television-like device used extensively by microcomputers like the TRS-80 and by industries where the users are not located in the DP facility.

Table 1 charts the I/O devices according to their advantages and disadvantages.

The Central Processing Unit (CPU)

Internally the CPU is divided into three functional units.

The Arithmetic/Logic Unit performs all arithmetic calculations and any comparisons.

The Control Unit is a combination traffic cop, orchestra conductor and manager. It activates all equipment, controls the input data reads and output data writes, and tells the Arithmetic/Logic Unit when to calculate or compare.

An Internal Memory Unit makes up the third part of the CPU. Memory within the CPU is usually

called Core Storage. Although new advances in computers use non-core storage methodology, the term Core Storage is still widely used. Figure 1 illustrates typical Core Storage. Donut shaped rings, called cores, are strung on wires forming a grid called a Core Plan. Magnetizing a ring in a clockwise direction represents a binary 1, counterclockwise represents 0. Computer size is usually designated in terms of the number of addressable storage locations of internal memory. Operations performed in Core Storage are so fast they are usually measured in millionths or billionths of a second.

Gary Dilllio is a Computer Systems Analyst for the Department of the Navy. In past roles, as a Senior Programmer and Computer Specialist-Auditor, he has worked on a variety of computer systems throughout the world.

Eds. Note—This article is the first of a five-part series. Next month: Data Processing.



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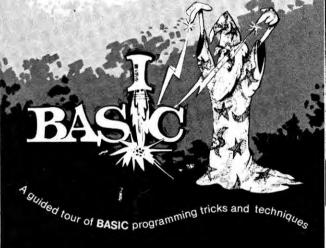
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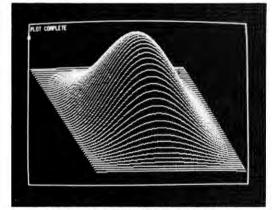
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J. A. Kraynak 5123 Ryan Road Apt. 22 Toledo, OH 43614 items (five pages) are presented the user can input items passed over, forgotten or not listed. The grocery list is printed in the order products appear on the store's shelves.

Since each store is laid out differently, a trip to the store will

be necessary. List in the Data statements (lines 990-1550), the order (aisle by aisle) the groceries come into view.

t is a common situation: A computer, a wife and a user-husband in the middle. The solution is to get the wife involved or take up a new hobby. The playing games tactic did not work.

One day I observed her begrudgingly making the grocery shopping list. I decided to write a program to minimize the chore. It had to be simple and fast.

The Organized Grocery List

My Shopping List program displays 45 grocery items at a time and permits the items to be selected (for later printout) or passed over. A built in quick exit brings the next page of items into view for selection. Once all

The Key Box

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Program Listing 1

```
10 CLS:
20 CLEAR 200
21 REM ** TITLE PAGE & INSTRUCTIONS
30 PRINTCHR$(23):PRINT:PRINT" **** SHOPPING LIST *****
40 PRINT" BY J. A. KRAYNAK"
50 PRINT:PRINT:PRINT:PRINT"DO YOU NEED INSTRUCTIONS (Y/N)";
60 AAS=INKEY$:IFAAS="Y"THEN70ELSEIFAAS="N"THEN220ELSE60
70 CLS:PRINT:PRINT:PRINT" FIVE LISTS OF GROCERIES WILL APPEAR ON THE SCREEN,
ONE"
ONE"

80 PRINT"AT A TIME OF COURSE, WITH A BLINKING CURSOR () NEXT TO THE"

90 PRINT"FIRST ITEM ON THE LIST. IF YOU DESIRE THAT ITEM TO BE ON YOUR"

100 PRINT"PRINTED SHOPPING LIST - PRESS THE 'Y' KEY. IF NOT - PRESS THE"

110 PRINT"IN' KEY & THE CURSOR WILL MOVE ON TO THE NEXT ITEM: PRINT 120 PRINT" AN '*' WILL APPEAR TO THE LEFT OF THE ITEMS SELECTED. TO"

130 PRINT"MOVE TO THE NEXT 'PAGE' PRESS THE '8' KEY. YOU CANNOT GO"

140 PRINT"BACKWARDS...IF YOU FORGET AN ITEM - DON'T FRET - AFTER"

150 PRINT"BUNNING THE ENTIRE LIST YOU WILL BE ABLE TO ADD ITEMS NOT"

160 PRINT"LISTED OR FORGOTTEN; BEFORE THE PRINT-OUT OCCURS."

170 PRINT@15*64,"

171 REM ** INSTRUCTIONS BLINKING CURSOR ROUTINE

180 KLS-CHR$(143)
 180 KLS=CHR$(143)
190 LKS=" "
190 LKS=" "
200 PRINT@3*64+46,KL$;:FORDD=1T010:NEXTDD
210 AAS=INKEY$:PRINT@3*64+46,LK$;:FORDD=1T010:NEXTDD:IF AAS=" "THEN220ELSE200
220 H=0:K=-1:O=0:F=0:P=0:Q=0:R=0:S=0
230 DIM LT(45),LT$(250),ST$(250),LST(45),LST$(45),NL$(250),A$(50),B$(50),C$(50),
D$(50), E$(50), M$$(20)
240 CLS:PRINTCHR$(23):PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
                                                                                                                                                                                                                                                                                 **** LOADING DATA
241 REM ** LOAD SCREEN WITH 45 ITEMS
250 POR Y=1 TO 45:READ LT(Y):NEXT Y
260 FOR X=1 TO 45
270 READ LT$(X)
280 IF LT$(X)="*END"THEN GOTO 380
290 NEXT X
300 X=0:Y=0:H=0
 300 CLS
311 REM ** SET UP CURSOR AT PROPER POSITION
320 X=X+1:Y=Y+1
330 IF X=46 THEN 830
340 PRINT&LT(Y),LTS(X);
350 ST$(H)=LT$(X)
350 STS(H|=LTS(X))
360 H=H1
370 GOTO 320
371 REM ** ADD MISC. ITEMS ROUTINE
380 CLS:W=0:PRINT"YOU MAY NOW ADD UP TO 20 ITEMS OF YOUR CHOICE THAT WERE NOT ON
THE LIST. AFTER EACH ITEM IS TYPED, PRESS <ENTER>. WHEN FIN- ISHED...TYPE '
END' FOLLOWED BY PRESSING <ENTER>."
390 PRINT:FOR I=ITO20
400 PRINT:FOR I=ITO20
400 PRINT:FEM **;I; ";
410 INFUT MS$(I)
420 IF MS$(I)="END"THEN 460
430 W=W+1
431 REM ** PREVENT INSTRUCTIONS FROM SCROLLING OFF SCREEN
440 IF I=IlTHENPRINT@4*64,CHR$(31);
450 NEXT I
460 CLS:PRINT"READY PRINTER"
470 PRINT"HIT ENTER WHEN READY"
480 AS=INKEY$; IF AS=""THEN 480
481 REM ** PRINT OUT
490 U=PEEK(14312)
500 IF U=63 GOTO 530 ELSE GOTO 510
                 UF UF63 GOTO 530 ELSE GOTO 510
PRINT67*64, ******** PRINTER NOT READY....CORRECT & PROCEED ********
FOR GG=1 TO 800:NEXT GG:CLS:GOTO460
                                                                                                                                                                                                                                                                                                                                             Program continues
```

The only fancy part of the program is the blinking cursor routine in the instruction and selection portions. This is accomplished in lines 180-210 and 830-890. Exact spacing is important in lines 70-80 of the instructions. The blinking cursor should appear within the (), near the end of line 80.

Change the Data statements (lines 990-1550) to suit your particular needs. Change the periods in line 1540 according to the Remark statement in line 1535 if additions or deletions take place. Swaps will not affect line 1540. As written, 16 additional items can be permanently added to the program by deleting line 1540.

After completing the five page listing, you can add up to 20 other items. Line 440 prevents the top screen instructions from scrolling if more than 11 items are added. Terminate

this section by typing End and hitting Enter. Lines 490–510 check the printer status; alter them for compatibility with your printer or delete them entirely. I use a Line Printer IV (Centronics 737). The subroutine beginning at line 1560 handles the tab print positions.

The program, approximately five grans in length, runs in Level II and Disk Basic. My wife uses the program weekly. ■

```
Program continued
                              ************* SHOPPING LIST **
                                                                                                       ":LPRINT" ":LPRINT" "
                              550 NC=-20
560 FOR A=0 TO O-1
                              578 GOSUB1568
                              580 LPRINTTAB(NC) A$(A);
590 NEXT A
600 FOR A=0 TO P-1
                              600 FOR A=0 TO P-1
610 GOSUBL1560
620 LPRINTTAB(NC) BS(A);
630 NEXT A
640 FOR A=0 TO Q-1
650 GOSUBL1560
                               660 LPRINTTAB(NC) C$(A);
                              670 NEXT A
680 FOR A=0 TO R-1
690 GOSUB1560
                               700 LPRINTTAB(NC) DS(A):
                               710 NEXT A
720 FOR A=0 TO S-1
730 GOSUB1560
                              740 LPRINTTAB(NC) E$(A);
750 NEXT A
760 FOR A=1 TO W
                               770 GOSUB1560
                               780 LPRINTTAB(NC) MS$(A);
                               750 NEXT A
800 LPRINT" ":LPRINT" ":LPRINT"
                                                                                                                                                        ****** END OF LIST ***
                               816 LPRINT" ":LPRINT" ":LPRINT" ":LPRINT" "
820 END
830 REM ** BLINKING CURSOR ROUTINE
                               840 C$=CHR$(143)
                               860 FOR I=1 TO 45
870 PRINT@LT(I)-2,C$
                               880 FOR DD=1TO5: NEXTDD
                               890 JK$=INKEY$:PRINT@LT(I)-2,J$;:FORDD=lTO5:NEXTDD:IFJK$="@"THEN960ELSEIFJK$="Y"
THENPRINT@LT(I)-2,"**;:K=K+1:GOTO980ELSEIFJK$="N"THENPRINT@LT(I)-2," ";:K=K+1:GO
T0950ELSE870
                               900 IF F=0 THEN AS(0)=STS(K):0=0+1
                               910 IF F=1 THEN B$(P)=ST$(K):P=P+1
920 IF F=2 THEN C$(Q)=ST$(K):Q=O+1
930 IF F=3 THEN D$(R)=ST$(K):R=R+1
940 IF F=4 THEN E$(S)=ST$(K):S=S+1
                               950 NEXT I
                               960 F=F+1:K=-1:GOTO260
961 REM ** SET UP SCREEN PRINT POSITIONS
                               970 DATA 5,25,44,69,89,108,133,153,172,197,217,236,261,281,300,325,345,364,389,4
                              09
980 DATA 428,453,473,492,517,537,556,581,601,620,645,665,684,709,729,748,773,793
,812,837,857,876,901,921,940
989 REM ** GROCERY ITEM LISTS . . . 45 ITEMS PER "PAGE"
990 DATA CANTALOUPES,MUSHKOMS,APPLES,CELERY
                              998 DATA CANTALOUPES, MUSHROOMS, APPLES, CELERY
1808 DATA CARROTS, PEARS, LETTUCE, CUCUMBERS
1818 DATA TOMATOES, MARZETTI DRESSING, GREEN PEPPERS
1828 DATA BANANAS, POTATOES, CORN, CABBAGE
1838 DATA ONIONS, GRAPEFRUIT, GRAPES
1848 DATA ORANGE JUICE, DRY YEAST, BGGS, BUTTER
1859 DATA MARGERINE, MILK, CHEESE (SLICES)
1868 DATA CHEESE (PIZZA), MAYONNAISE, SALAD DRESSING
1878 DATA PICKLES (DILL), PICKLES (SLICES), MUSTARD
1888 DATA RETCHUP, PEANUT BUTTER, JELLY
1898 DATA SUB BUNS, JINNER ROLLS, FRENCH BREAD
                             1898 DATA RELISH, HOT SAUCE

1106 DATA SUB BUNS, DINNER ROLLS, FRENCH BREAD

1110 DATA SUB BUNS, DINNER ROLLS, FRENCH BREAD

1120 DATA POTATOC SALAD, MACARONI SALAD, KIELBASA

1130 DATA LUNCHEON MEAT, BALOGNA, KIELBASA

1140 DATA PLIZA LOAF, SALAMI

1150 DATA PEPSI, DIET PEPSI, 7-UP, GINGERALE

1160 DATA DR PEPPER, R C COLA, POP, ROOTBEER

1170 DATA PERSITS, WALNUTS, PLAIN CHIPS, RIPPLED CHTPS

1180 DATA PRETZELS, POPCORN, CORN CHIPS

1190 DATA CORN CURLS, DORTTOS

1200 DATA MUSHROOMS, SAUERKRAUT, PEAS, CARROTS, GREEN BEANS

1210 DATA CORN, CHILI BEANS, PORK & BEANS, INSTANT COFFEE

1220 DATA REGULAR COFFEE, TEA BAGS, COCOA MIX, TOMATO SAUCE

1230 DATA TOMATO PUREE, TOMATO PASTE, TOMATOSS (WHOLE)

1246 DATA FROIT COCKTAIL, PINEAPPLES, TOMATO JUICE

1250 DATA BOOD POOD, CAT FOOD, BONZ, DOG YUMMIES, PLEA POWDER

1260 DATA FROSTED FLAKES, CHEERIOS, CORN FLAKES, SHREADED WHEAT

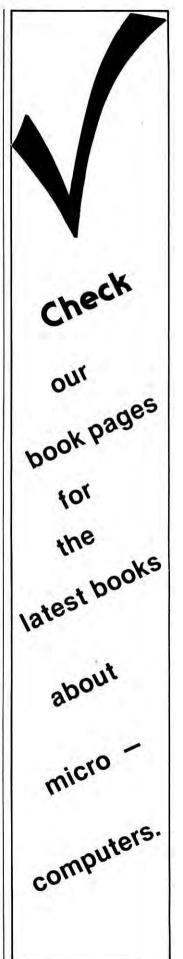
1270 DATA BEEF NOODLE SOUP, TOMATO RICE SOUP, CHICKEN SOUP

1280 DATA RICE—A-RONI, RICE, SPAGETTI SAUCE, PIZZA SAUCE

1300 DATA RIGHATON COOKIES, ELBO MACARONI, EGG NOODLES

1310 DATA RIGARATONI, COOKIES, SALTERE CRACKERS, RITZ CRACKERS

1320 DATA SOAP(FACE), SOAP (SHOWER), MR BUBBLE
                               1100 DATA SUB BUNS DINNER ROLLS FRENCH BREAD
                               1320 DATA SOAP(FACE), SOAP(SHOWER), MR BUBBLE
1330 DATA CLEANSER, CHEER, WINDEX, VANISH, SOFT SCRUB
                               1340 DATA MR CLEAN, AIR FRESHNERS, SHOUT, BLEACH, IVORY LIQUID
                                                                                                                                                                                                        Program continues
```





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Program continued

Program continued

1358 DATA BOUNCE, AMMONIA, STARCH, TOP JOB
1368 DATA CAKE MIXES, FLOUR, CRISCO, VEGTABLE OIL, LOG CABIN SYRUP
1378 DATA CAKE MIXES, FLOUR, CRISCO, VEGTABLE OIL, LOG CABIN SYRUP
1378 DATA CAKE MIXES, FLOUR, CRISCO, VEGTABLE OIL, LOG CABIN SYRUP
1378 DATA MARSHAMEL MIXES, STARCAROTE MIXES TENDERIZER, CANDY
1389 DATA MARSHAMELLOWS, JELLO, CARNATION MILK, FREEZER WRAP
1408 DATA MARPINS, GLAD WRAP, ALUMINUM FOIL, TRASH BAGS
1418 DATA GARBAGE BAGS, WAX PAPER, KLEENEX, TOILET PAPER, PAPER TOWELS
1428 DATA CAKE, BREAD, HAMBURG BUNS, HOT DOG BUNS, DINNER ROLLS
1438 DATA BEAD CRUMBS, CROUTONS, STUFFING MIXES, SHAKE & BAKE
1448 DATA FISH FILETS, FRENCH FRIES, ONION RINGS, GNOCCHI
1458 DATA AMPFLES, LEMONADE, ORANGE JUICE, TANG
1468 DATA PIEROGIES, PIZZA, STEAR-VUMS, CHOPPED ONION
1470 DATA ICE CREAM, POP SICKLES, ICE CREAM TOPPINGS, COOL WHIP
1486 DATA FROZEN CHICKEN, ROAST BEFF DINNER, FROZEN TURKEY
1498 DATA FROZEN CHICKEN, ROAST BEFF DINNER, FROZEN TURKEY
1508 DATA HOT DOGS, BACON, SAUSAGE, FISH, CHICKEN, TURKEY
1518 DATA PEPPER STEAKS, STEAK, ROAST, CHOPPED SERLOIN
1520 DATA SPARE RIBS, CIGARETTES, PIPE TOBBACCO, PIPE FILTERS, T V GUIDE
1535 DATA SPARE RIBS, CIGARETTES, PIPE TOBBACCO, PIPE FILTERS, T V GUIDE
1535 REM ** DELETE A PERIOD '.' IN DATA LINE 1540 FOR EACH NEW IT
1540 DATA BADD RENDO '.' IN DATA LINE 1540 FOR EACH NEW IT
1540 DATA BADD RENDO '.' IN DATA LINE 1540 FOR EACH NEW IT
1540 DATA BADD RENDO '.' IN DATA LINE 1540 FOR EACH NEW IT
1540 DATA BADD RENDO '.' IN DATA LINE 1540 FOR EACH NEW IT
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1540 DATA BADD RENDO '.' IN DATA LINE 1540 FOR EACH NEW IT
1540 DATA BADD RENDO '.' IN DATA LINE 1540 FOR EACH NEW IT
1540 DATA BADD RENDO '.' IN DATA LINE 1540 FOR EACH NEW IT
1540 DATA BADD RENDO '.' IN DATA LINE 1540 FOR EACH NEW IT ITEM ADDED OR 1580 RETURN 1590 'SAVE AS "SHOPPING/JAK"

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HEN COMPARE.)

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To Catch a Thief

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f you are robbed can you quickly and accurately determine what is stolen? The police will need to know; so will your insurance company if you hope to be compensated for your loss.

My wife and I always intended to take an inventory of our household possessions. We were going to place a copy of that inventory in our safe deposit box at the bank for safekeeping. We did not conduct that inventory, however, until I purchased a TRS-80 Model III.

We now have a complete inventory of our household possessions recorded on computer tape. One copy of the program remains at home, another resides in our safe deposit box. Now, if we should be the victims of a burglary, and if the burglar is considerate enough to overlook my computer, we will be

able to determine in a matter of moments exactly what was taken, when it was purchased, and how much we paid for it. In addition, we will be able to give the police an accurate description of the items taken, along with their identifying serial numbers.

Even if my computer is stolen, all is not lost. We will take the tape of the inventory to our friendly Radio Shack store and provide a real-life demonstration of how useful that computer can be.

My home inventory program can be just as useful for establishing the extent of a loss due to a fire or other major or minor catastrophe. In addition, there are times when it is interesting to see exactly just how much you have accumulated over a period of years. You will no doubt be surprised—you may even want to increase the amount of insurance you hold after seeing how much you have spent to obtain all those treasures.

The Program

I wrote the home inventory program (see the Program Listing) before I invested in a printer. I designed it to be used with the bare minimum of equipment. If you have a printer, it is easy to get printouts using the Model III's screen print function, or you can easily modify the inventory program to print what you desire.

When you run the program, it will display a menu of options. You may choose to: list all items included in the inventory; list only those items to be found at a specified location; add items to the inventory; or terminate the program.

Option 2 limits the display of inventoried items to a specified location. You could conduct a room-by-room check for missing items. Program lines 235, 240, and 245 display the appropriate locations and their respective codes. (Substitute locations of your choice for those that I used in the program. Make similar substitutions in lines 310–360, and line 430.)

Adding Items

Add inventory items to the program using Data statements, starting with line 500. Whenever you want to add one or two new items to the inventory select menu Option 3. The program

The Key Box
Basic Level II
Model III
16K RAM
Printer optional

clears the screen and protects the top seven lines of the display from scrolling (line 425). It then displays on those protected lines a copy of your location codes (line 430) and the appropriate format for the new Data statements (line 440). In addition, line 455 lists items already included in the inventory and clearly indicates where the new Data statements should begin.

Scroll protection is lost if you enter more than two Data statements under Option 3 (somehow memory location 16916 gets set back to zero). This means that you lose the display of the location codes and the format for adding new inventory items. This is usually not a significant problem because you normally add only one or two new items at any one time. However, when you want to add a large number of items to the inventory at one sitting, you may find it helpful to prepare and then refer to a card containing the location codes and format. Also, remember to use the Model III's automatic line numbering function.

Should you desire to remove or modify an item in the inventory, take note of the Data statement line number that is displayed along with the other information on that item. You can now easily remove that line from the program or edit it. The Model III's edit function is very convenient for quickly finding and modifying any of the inventory items.

David G. Kuhn is an Associate Professor of Management in the College of Business at Florida State University.

Program Listing

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554 1000 1028 1050 1053 1070 1088 1101 1108 1141 1160 1169 1187 1191 1195 1200 1209 1228 1250 1251 1275 1277 1290 1303 1305 1332 1333 1341

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le

```
Program continued
                            READ DSNS: IF DSNS="END" THEN 395
 195
                           READ DENS: IF DENS= END THEN 395
READ ITEMS, LC. DATES, MAKES, CST, IDS
PRINT "ITEM: " TAB(20) ITEMS
PRINT: PRINT "LOCATION: " TAB(20);:GOSUB 300
 200
215
                            GOSUB 365
220
                           PRINT LOCATION CODES
PRINTTAB(24) "-----"
PRINT " 1 = LIVING ROOM":
PRINT " 2 = DINNING ROOM":
PRINT " 3 = KITCHEN":
PRINT " 3 = KITCHEN":
PRINT " 5 = DEN":
PRINT " 5 = DEN":
PRINT " 6 = CHILDREN'S ROOM":
PRINT " 7 = MASTER BEDROOM":
PRINT " 8 = MASTER BATH"
PRINT " 9 = HALL BATH":
PRINT " 10 = GARAGE":
PRINT " 11 = CTHER LOCATIONS"
PRINT " 11 = CTHER LOCATIONS"
PRINT PRINTTAB(15) "SELECT LOCATION CODE AND <ENTER>";:
INPUT NUM
235
 240
 245
 250
                            INITIALIZE CUM. VAL. 'T', READ, AND LIST BY LOCATION
 260 CLS: T=0
             CLS:T=0

READ DSN$:IF DSN$="END" THEN 395

READ ITEM$, LC, DATE$, MAKE$, CST, ID$

IF LC<>NUM THEN CLS:PRINT@474, "SEARCHING":GOTO 265

CLS:PRINT "ITEM!" TAB(20) ITEM$

PRINT:PRINT "LOCATION:" TAB(20);:GOSUB 300
 275
 288
  290
                           GOSUB 365
GOTO 265
THIS SUBROUTINE PRINTS THE LOCATION OF AN ITEM
ON LC GOTO 318,315,328,325,338,335,348,345,358,355,368
PRINT "LIVING ROOM":RETURN
PRINT "CHIVING ROOM":RETURN
PRINT "KITCHEN":RETURN
PRINT "CHILDREN"S ROOM":RETURN
PRINT "CHILDREN'S ROOM":RETURN
PRINT "CHILDREN'S ROOM":RETURN
                            GOSUB 365
  295
 300
 310
  325
  338
                           PRINT "CHILDREN'S ROOM": RETURN
PRINT "MASTER BEDROOM": RETURN
PRINT "MASTER BATH": RETURN
PRINT "HALL BATH": RETURN
PRINT "SARAGE": RETURN
PRINT "OTHER LOCATIONS": RETURN
THIS SUBROUTINE PRINTS DATE; MAKES, CST, IDS, DSNS, T
PRINT: PRINT "DATE PURCHSED: "TAB(28) DATES:
PRINT: PRINT "MAKE: "TAB(28) MAKES;
PRINT: PRINT "ORIGINAL COST S: "TAB(19) CST
PRINT: PRINT "ORIGINAL COST S: "TAB(28) IDS:
PRINT: PRINT "IDENTIFICATION: "TAB(28) IDS:
PRINT: PRINT "DATA STATEMENT #: "TAB(20) DSNS;
T=T+CST:
  348
  360
  365
370
 375
 380
                              T=T+CST:
```

```
385
                                     INPUT ES
395 '** PRINT END OF DATA MESSAGE AND RETURN TO MENU
400 CLS:PRINT "THAT'S ALL THERE IS!":
                                     PRINT: PRINT:
                                   PRINT "THE TOTAL CUM. VAL. OF ITEMS REVIEWED = $";:
PRINT USING "#,######.##";T
PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:RESTORE
PRINTTAB(14)"** PRESS <ENTER> TO RETURN TO MENU ** ";:
                                     INPUT ES
                                    OCTO 135
THE FOLLOWING POKE PROTECTS THE TOP SEVEN LINES AND ALLOWS THE LOCATION CODE AND DATA FORMAT TO BE DIS-
PLAYED
425 CLS:POKE 16916,7
438 PRINT*LOCATION CODE: 1=LIVING RM, 2=DINNING RM, 3=KITCHEN,
4=FAMILY RM, 5=DEN, 6=CHILDREN'S RM, 7=MASTER BED RM,
8=MASTER BATH, 9=HALL BATH, 10=GARAGE, 11=OTHER*
435 PRINT
446 PRINT*PORDAME NAME OF THE PRINT*PORDAME NAME PRINT*PORDAME NAME OF THE PRINT*PORDAME NAME OF THE
                                     PLAYED
435 PRINT
440 PRINT*FORMAT: DATA STATEMENT *, ITEM, LOCATION CODE, DATE,
MAKE, COST, ID*
450 1** THE FOLLOWING LISTS THE DATA STATEMENTS AND ALLOWS THE USER TO IDENTIFY WHERE TO BEGIN ADDING NEW STATEMENTS LIST 460-
                  *** DATA STATEMENTS SHOULD START ON LINE 500 AND INCREMENT
508 DATA 508.COMPUTER,5,SEPT. 81,HINT1-RS,999,$577577
509 DATA 509,CHAIR,5,9-81,7,15,BROWN WOOD
510 DATA 510,BED,6,SEPTEMBER 1981,BETTER BED INC.,8,$92397
511 DATA 511,DESK,6,9/25/81,FRIENDLY DESK COMPANY,180,$543
512 DATA 512,BED,7,SEPT.81,BETTER BED INC.,155,95,$94558
513 DATA 513,CAR,10,SEPT.81,NEW CAR COMPANY,6499,99,$12843
514 DATA 514,CREDIT CARD,11,SEPT. 1981,EASY CREDIT,8,$932993
  1000
 1005
                         ***** THE FOLLOWING DATA STATEMENT MUST BE THE LAST *****
  1020 DATA END
```

PRODUCTS FOR YOUR RADIO SHACK

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The powerful screen-oriented Editor features finds, changes, moves, copys and much more. All keys have convenient auto repeat (typamatic), and since no line numbers are required, the full width of the screen may be used to generate well commented code.

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||| ||| ||| || GAMES



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Adventure — Black Sanctum and Calixto Island by Mark Data Products. Each

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-76

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MDX-1 P.C. Board & Users Manual \$69.95/ea MDX-2 P.C. Board & Users Manual 74.95/ea Fully Assembled MDX-2 & Manual 399 95/ea (No Memory)

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NOTE: The MDX-1 does not provide FDC circuitry

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Five popular, inexpensive printers compared.

Dot Matrix Bargains

Harley Dyk 1644 Grant Grand Haven, MI 49417

icrocomputers appeared in 1975 and cost three to four times as much then as they cost now, and had fewer features. Many said printer prices would not follow this trend, due to the mechanical nature of printers. However, one can now buy a printer with better quality print and more features for \$200-\$300 less than a comparable printer two years ago. One can now buy a dot matrix printer which produces (for all practical purposes) typewriter quality for well under \$1000.

The dot matrix method has firmly established itself in the inexpensive printer field and, since this method makes many fonts available, is making strides in line printer technology (where whole lines of dots are printed at a time rather than seven or nine single vertical dots).

I have chosen to review five printers, made by Base₂, Centronics, Epson, Integral Data Systems and Okidata. All five have been introduced in the last year, are dot matrix, have upper and lowercase, accept 8½-inch (or wider) paper, and are in the

\$600-\$1000 price range. These five printers are among the most sought after and best values in small printers for the hobbyist and small businessman.

I have used each printer for several days and have made a comparison chart highlighting features I think would interest prospective buyers. Included

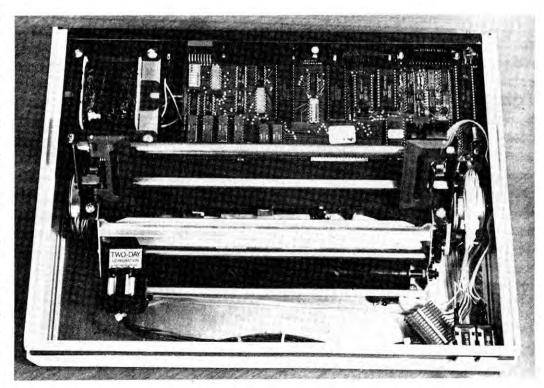


Photo 1. The Base, 850

BASE 2 850 DEMONSTRATION: 64 Characters per Line 72 Characters per Line 80 Characters per Line 96 Characters per Line 120 Characters per Line 132 Characters per Line ELONGATION: 32 Characters L 1 1112 36 Characters cer Line 40 Characters eer Line 48 Characters per Line 60 Characters per Line 66 Characters per Line

Sample 1. Base₂ 850 demonstration.

Can do inverse erinting too

are photos of each printer and print samples showing the variations of characters each can produce.

Facts such as availability, cost at the time of purchase, location and availability of service, etc., will influence your choice. You may be interested in features that can be tested only when you have the printer at your location. I know a businessman that tested a printer and found it unacceptable because his secretary could not load an 8½ by 11-inch sheet of stationery into the printer in less than five seconds.

The Base, 850

The 850 is made by Base₂ Inc., a small California company that has produced some 5000 printers during the past 1½ years. The 850 has been introduced to replace the 800 which had some problems with print head reliability. The new printer has a continuous-duty printer head.

The 850 is unique in that it comes standard with a 2K FIFO buffer, bit graphics, RS-232, 20 ma current loop, IEEE-488, and parallel (Centronics compatible) interfaces. This array of interfaces should match any change in hardware configurations. The 2K FIFO buffer is necessary for graphics, since a full line of data must be sent to the printer before printing begins. The buffer

also allows the use of RS-232 at 600 baud without handshaking, for most applications. Another unique feature of the 850 is that Normal 10 CPI

Normal 10 CPI Elongated

Normal Proportional

Elongated Proportional

Condensed 16.7 CPI

Condensed 16.7 CPI Elongated

Sample 2. Centronics 737 demonstration.

paper can be fed into it from the bottom, front or rear. I found the 850 to be the most difficult for paper loading, probably due to the close tolerances used for the friction-feed feature.

This printer should be of particular interest to Apple owners, since it can print hi-res Apple graphics (see samples). A special parallel board from Base, can copy a high resolution graphics image from screen to paper with a single command. The board also supports Centronics-compatible parallel printers. The color of the 850 matches the Apple color scheme.

The 850 prints an average quality dot matrix character, and offers its best quality in the elongated 132 character per line

Epson MX - BO Standard Epson MX - 80 Standard - Emphasized Epson MX - 80 Standard - Double Strike Epson MX - 80 Standard - Emphasized - Double Strike Epson MX - 80 Compressed Fason NY - 80 Compressed - Double Strike Epson MX - 80 Compressed - Double Width Epson MX - 80 Compressed - Double Width - Double Strike Epson MX - 80 Double Width Epson MX - 80 Double Width Emphasized Epson MX -Double Width - Double Strike Epson MX -80 Emphasized-Double Strike Double Width Sample 3. Epson MX-80 demonstration.

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mode, yielding 66 characters per line. The 850 was the only printer I tested capable of inverse printing. The processing time of the Base₂ printer was good, placing it third in this category, but very close to the Epson MX-80. It was not the most quiet in the group, falling behind the Epson, Okidata and Centronics printers. The 850 includes most features as standard and has only one accessory, a roll paper holder (for friction feed) and wire tray combination for \$25.

The Centronics 737

This printer also goes by the name of Lineprinter IV by Radio Shack. The 737 tied with the Epson MX-80 as the lightest printer. It was of average noisiness and has the only gear-driven print head of the five. The print head is massive (comparable to that of the IDS 445) and this, plus its not being bi-directional, accounted for the fact that the

737 was the slowest printer I tested. However, it compensates for the slower processing time with its quality. In the proportional mode it has the most professional looking print I have seen in a dot matrix printer. While most characters take up a given width on a printer, in the proportional mode the 737 uses varying widths for the different characters, along with enhancements-particularly on capital letters such as E, N, and P, as shown in the print samples. The result is essentially a typewriterquality printout.

The proportional mode uses 1185 dots for the 80 character line. It is ideally suited for right justification since spaces the width of dots can be inserted between words and letters. However, the 737 is reportedly not compatible with Scripsit at this time. In addition to the proportional mode, this is the only printer of the five that can print

IDS - 445 Paper Tiser at 8.3 Characters/Inch

The Enhanced Mode Looks Like This

IDS - 445 Paper Tiser at 10 Characters/Inch

The Enhanced Mode Looks Like This

IDS - 445 Paper Tiser at 12 Characters/Inch

The Enhanced Mode Looks Like This

IDS - 445 Paper Tiser at 16.5 Characters/Inch

The Enhanced Mode Looks Like This

Sample 4. IDS 445 Paper Tiger demonstration.

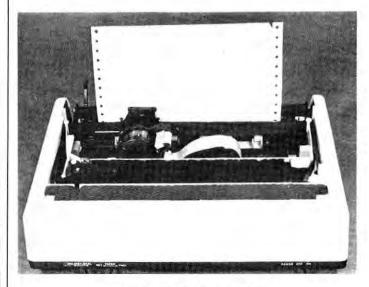
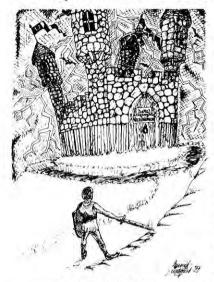


Photo 2. The Centronics 737

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RED PLANET. You'll have to explore a
Martian city and deal with possibly

RED PLANET. You'll have to explore a Martian city and deal with possibly hostile aliens to survive this one. A good first adventure.

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DEATH SHIP (by Rodger Olsen)
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this one takes place aboard a cruise ship but it ain't the Love Boat.

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ONE OR TWO PLAYER HIGH RES GAME — Your mission is to dock with an orbiting space platform — but you may have to land on the planetary surface for refueling first. A real value in a high res real time game. \$6.95.

KILLERBOT — (Available in 4K) — Real time action at 20 levels of difficulty as you run, sneak, and dodge your way through a bloody field of Killer Robots. Get across or die! Joysticks or Keyboard controls. TRS-80 COLOR (ANY BASIC 4K or more.). \$9.95.

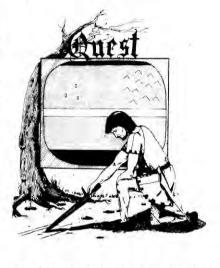
SLASHBALL (Available in 4K) — This one is best described as a thinkers arcade game. It rewards fast reflexes and clear thinking — like nothing you have ever seen before. It is one of our best family games for one or two players. \$9.95.

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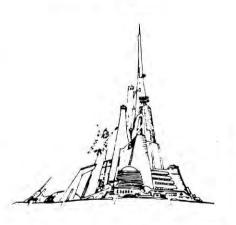
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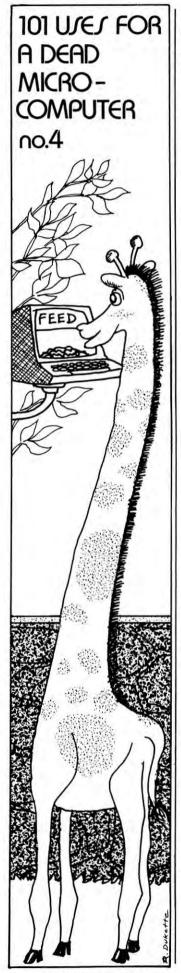


TRS 80

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TRS 80 COLOR

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subscripts and superscripts, and do true underlining.

The 737 has friction feed and handles only 9½-inch pinfeed paper. The paper carriage is at

the rear of the printer, making the inclusion of tractors impractical. The 737 does not have a paper-out indicator and is missing a hardware top-of-form advance—features I would expect to find on a printer of this price. The 737 is the only printer of the five that offers no form of graphics.

	Printer Comparison Chart		
	BASE, 850	CENTRONICS 737	
Weight	15 lbs	12 lbs	
Size $(H \times W \times D)$ in.	3×15×11	5×14.5×11	
List Price	\$799, wire tray & paper roller-\$25	\$995	
Standard Interface (if parallel, is Centronics compatible)	Parallel, series (20mA & RS-232), IEEE-488	Parallel	
Speed	100 cps at all character densities	50 cps @ 10 cpi	
Time to list typical 5.6K Basic program @ 10 cpi	2 min. 20 sec.	4 min. 5 sec.	
Bi-directional	Yes (can select uni-directional)	No	
Print head life expectancy (characters)	100 million	150 million	
Print head drive	Roller Cam	Gear	
Descenders	No	Yes	
Number of wires in print head	7	9	
Number of possible print variations of characters	12 plus inverse printing	6	
Print head replacement cost	\$50	\$172	
Densities (characters/line)	64, 72, 80, 96, 120, 132 plus elongated for each	40, 66, 80, 132 monospaced 8.2 to 24.6 cpi in proportional mode depending on text	
Graphics	Dot resolution control, 5 densities, 99 dots/in. max. hor. 72 dots/in. max. vert.	None	
Slash zeroes	Yes	No	
Line spacing	6 lines/in. default. Programmable in half dot increments	6 lines/in.	
Maximum paper width	91/2 in. fanfold, 81/2 in. cut	9½ in. fanfold, 8½ in. cut	
Tractors	Yes, to 91/2 in.	No, pinfeed 9½ in. paper only	
Friction feed	Yes	Yes	
Paper loading	Rear, bottom, or front	Rear	
Paper tray	Available	No, separator used to divide paper in & out	
Paper roll holder	Available	Yes	
Copies	Up to 3 part	Up to 3 part	
Paper out indicator	No	No	
Top of form control	Yes (hardware & software)	Yes (software only)	
External controls	Power, on line/off line, form/line feed	Power, on line/off line, Paper FWD/REV	
Ribbon	1/2 in. width, cartridge, 5 million character expectancy	15 yd. zip-pack mobius loop	
Noise (on a scale from 1-5 with 1 being most quiet)	4	3	
Company address & phone	Base ₂ Inc. P.O. Box 3548 Fullerton, CA 92631 800-854-7360	Centronics Data Computer Corp. 1 Wall Street Hudson, NH 03051 603-883-0111	

The Epson MX-80

The MX-80 is designed to be compatible with the TRS-80 and supports the Model I and III

block graphics. The MX-80 can print some graphics that can't be produced on the screen, since it has programmable line spacing. It is the first printer advertised as having a disposable print head which can be replaced for under \$30 (well under other print head prices).

The MX-80 tied for being the

lightest in the group, came in second for quietness and speed (on a typical 5.6K Basic program), has descenders, is bidirectional, is the least expen-

	EPSON MX-80	INTEGRAL DATA SYSTEMS 445	OKIDATA MICROLINE 80
Weight	12 lbs	20 lbs	14 lbs
Size (H×W×D) in.	4.2×14.7×12	12.5 × 15.75 × 12.5	4.25 × 13.5 × 9.75
List Price		700000	
LIST Price	\$645; bit graphics, serial interface addl.	\$795; add \$99 for graphics, paper tray addl.	\$800, tractors \$140, buffered RS-232, add
Standard Interface (if parallel, is Centronics compatible)	Parallel	Parallel & Series	Parallel
Speed	80 cps @ 10 cpi	120 cps @ 10 cpi	80 cps @ 10 cpi
Time to list typical 5.6K Basic program @ 10 CPI	2 min. 19 sec.	2 min. 12 sec.	3 min. 6 sec.
Bi-directional	Yes (logic seeking)	No	No
Print head life expectancy (characters)	50-100 million	300 million	200 million (guaranteed)
Print head drive	Belt	Belt	Belt
Descenders	Yes	No	No
Number of wires in print head	9	7	9
Number of possible print variations of characters	12	8	3
Print head replacement cost	Under \$30	\$150	\$115
Densities (characters/line)	40, 66, 80, 132	66, 80, 96, 132 plus enhanced (elongated) for each	40, 80, 132
Graphics	64 block characters TRS-80 compatible	Optional, Maximum density 72 dots/in. vertical, 64.2 dots/in. horizontal	64 block characters TRS-80 compatible
Slash zeroes	No	No	Yes
Line spacing	6 or 8 lines plus n lines/in. programmable	6 or 8 lines/in.	6 or 8 lines/in.
Maximum paper width	10 in. fanfold	9½ in. fanfold	9½ in. fanfold, 8½ in. cut
Tractors	Yes to 10 in.	Yes to 91/2 in.	Optional, to 9 in.; 9½ in. pinfeed standard
Friction feed	No	No	Yes
Paper loading	Rear	Bottom or rear	Rear
Paper tray	No, separator used to divide paper in & out	Available	No
Paper roll holder	Does not apply	Available	Yes
Copies	Up to 3 part	Up to 4 part, more with adjust.	Up to 3 part
Paper out indicator	Yes	Yes	Yes
Top of form control	Yes (hardware & software)	Yes (hardware & software)	Yes (software only)
External controls	Power, LF, FF, On/Off line	Power, On/Off line, Line/form feed, form set	Power, On/Off line
Ribbon	Cartridge, 3 million character expectancy	$\frac{1}{2}$ in. cartridge, mobius loop, 6 million character expectancy	Standard ½ in. wide, 2 in. typewriter typ
Noise (on a scale from 1-5 with 1 being most quiet)	2	5	i
Company address & phone	Epson America, Inc. 2384 Hawthorne Blvd. Torrance, CA 90505 213-378-2220	Integral Data Systems Milford, NH 03055 603-673-9100	Okidata Corporation 111 Gaither Drive Mt. Laurel, NJ 08057 609-235-2600

```
18 PRINT*1 - 16.5 Diaracters/Inch
28 PRINT*2 - 18 Characters/Inch
38 PRINT*3 - 5 Diaracters/Inch
35 INPUT C
48 UF CH OF D'3 THEN 35
 58 LPRINTD#8(27) (DIR8(28+C)
 ER POINT'S - E Lines per Tari
    PRINT'1 - 8 Lines per Inch
     INFUT L
IF LOW OR L) 1 THEN SIN
LPRINTONIS (27) (DHIS (54+2+L)
10 PRINT"1 - 16.5 Characters/Inch
20 PRINT"2 - 10 Characters/Inch
30 PRINT"3 - 5 Characters/Inch
      INPUT C
40 IF C(1 OR C)3 THEN 35
50 LPRINTCHR$(27); CHR$(28+C)
     PRINT"0 - 6 Lines per Inch
PRINT"1 - 8 Lines per Inch
      IF L (0 OR L) 1 THEN 80
LPRINTCHR$(27); CHR$(54+2*L)
                                               16.5 Characters/Inch
10 Characters/Inch
20
30
                                                       Char
                                        - 5
35000
              F L(Ø DR L)1 T
LPRINTCHR#(27)
              Sample 5. Okidata Microline 80 demonstration.
```

sive and offers the boldest print option. The MX-80 also has the best documentation, if you get the manual by David Lien rather than the standard manual. Lien's manual does a nice job of presenting the operation of the printer to the beginner.

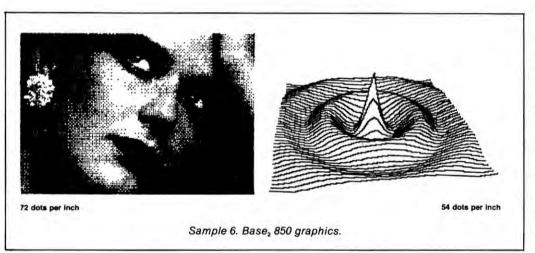
Up to twelve character variations can be produced under software control. Standard width, compressed width and double-width characters can be obtained, and most of these can be spiced up with double strike, emphasized mode or both. In the double strike mode, the line is printed once, then the paper is advanced 1/216th of an inch and the line is printed again in the same direction. This fills in some of the holes in the dot matrix character. However, I

think the emphasized mode offers better quality. In this mode each dot is double printed (with a slight shift to the right between strikes) in a single pass so the printer can maintain its bi-directional mode. This offers an excellent print, very close to typewriter quality. In addition to the variations on standard American letters, the MX-80 offers some special Japanese, German, French, English and American characters.

The line feed of the MX-80 is fairly slow and in some applications may slow processing time. I timed the MX-80 on one-inch wide mailing labels (which require many line feeds while being printed) and found it to be 10 percent slower than my Heath H-14, which is not bi-directional.

I have two criticisms of the MX-80. The first is that it is missing the friction feed feature making use of letterhead impossible. However, considering the printer's overall quality and excellent value, a company should be able to get their letterhead printed on fanfold paper (with removable holes). Better yet, the letterhead could be printed with graphics and double-width emphasized print on the paper.

The second criticism is that I have observed characters not being placed exactly vertical from each other on both the MX-80's I have tested. This hap-



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EXCITING NEWS FOR COLOR COMPUTER USERS

FLEX, OS-9 and the Radio Shack Disk System ALL on the SAME Color Computer

Would you believe that you can run FLEX, OS-9 and Radio Shack disk software on the same Color Computer, and all you have to do is change the disk? That's right, just change the disk.!! You have a 32K Color Computer with the Radio Shack disk system, all you need to do is make a trivial modification to access the hidden 32K, as described in the Feb. issue of COLOR COMPUTER NEWS and the March issue of 168 Micro. You can get FLEX from us right now. OS-9 will be ready by summer. Please note that this will only work with the Radio Shack disk system and 32K/64K memory chips that RS calls 32K. Maybe they put 64K's in yours, too. If you don't have a copy of the article, send a SASE and we'll send it to you.

you. Using this system to run FLEX and OS9 has many advantages. First, it gives you 48K from zero right up to FLEX. This means that ALL FLEX compatible software will run with NO MODIFICATIONS and NO PATCHES! There are no memory conflicts because we moved the screen up above FLEX which leaves the lower 48K free for

above FLEX which leaves the lower 48K free for user programs.
What you end up with is 48K for user programs, 8K for FLEX and another 8K above FLEX for the screens and stuff. We are working on a multi screen formal so, you can page backward to see what scrolled by and a Hi-Res screen that will enable us to have 24 lines by 42 character display. That's better than an Apple!
We also implemented a full function keyboard, with a control key and escape key. All ASCII codes can now be generated from the Color Computer keyboard!

We also added some bells and whistles to Radio Shack's Disk system when you're running FLEX or OS-9. We are supporting single or double sided, single or double density, 35, 40 and 80 track drives. If you use double density, 35, 40 and 80 track drives. If you use double sided drives, the maximum is three drives because we use the drive 3 select for side select. When you are running the Radio Shack disk, it will work with the double sided drives but it will only use one side and only 35 tracks. Using 80 track drives is okay, but will not be compatible with standard Radio Shack software. You can also set each drive's stepping rate and drive type. (SS or DS -SD or DD)

In case you don't understand how this works, I'll give you a brief explanation. The Color Computer was designed so that the roms in the system could be turned off under software control. In a normal Color Computer this would only make it go away. However, if you put a program in memory to do something first (like boot in FLEX or OS-9), when you turn off the roms, you will have a full 64K RAM System with which to run your program (FLEX or OS-9). When the roms are turned off, it is as if you had removed them from the computer. They are gone! Now, we need the other half of the 64K ram chips to work, and this seems to be the case most of the time, as the article states. Of course, you could also put 64K chips in.

We decided that this was the best way to run FLEX and OS-9 on the Color Computer because it does remove the roms from the memory map and leaves the full 48K for user programs. If you just but in memory for FLEX and use the Basic hooks for I/O, all you have is a little over 30K for user programs. In addition, very few FLEX programs will run without being modified and some won't run very well, if at all (our DATAMAN) + for example). Let me state it again. ALL FLEX COMPATIBLE PROGRAMS WILL RUN WITHOUT MODIFICATION!! and the same goes for OS-9!

with How without modification: and the same goes for OS-9!

It is also the ONLY way OS-9 will run because 30K is just not enough.

Some neat utilities are included

MOVEROM moves Color Basic from ROM to RAM MOVEROM moves Color Basic from ROM to RAM. Because it's moved to RAM you can not only access it from FLEX, you can run it and even change it!! You can load Color Comuter cassette software and save it to FLEX disk. Single Drive Copy, Format and Setup commands are also included.

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pens in the bi-directional mode and probably could be adjusted.

New options for the MX-80 include bit graphics (high resolution), serial interface and an IEEE 488 interface.

The Integral Data Systems 445

The IDS 445 Paper Tiger is a replacement for the 440. It receives the prize for the largest. heaviest, noisiest and fastest printer of the group. It has an instantaneous print speed of 198 characters per second in compressed mode, so in spite of being uni-directional, it has a short processing time.

The 445 comes standard with a 256-byte buffer, but if one selects the graphics option, a 2K-byte buffer is included. The graphics option is similar to that of the Base, 850 and offers up to 72 dots per inch vertical and 64.2 dots per inch horizontal.

DIP switches can be used to select a serial interface (up to 1200 baud) or a parallel (Centronics compatible) interface. Character densities are software and hardware selectable, and form length control as well as one-inch perforation skip

features are included.

The 445 prints a good, standard dot matrix quality and gives the densest print in the 132-character per line doublewidth mode. It will handle up to four-part forms with no adjustment and more than four by turning an adjustment knob. The 445 has a very fast line feed and, in operation, seems to be a very beefy commercial quality printer. It has internal room for a 41/2-inch roll of paper, assuming one can find tractor feed roll paper.

The Okidata Microline 80

My wife was very impressed with the Microline 80. She did not consider the print quality or other features, but liked the printer because it was so inconspicuous. It is the smallest and quietest of the five printers and. therefore, her favorite.

The Microline 80 prints TRS-80 graphics (block) and seems to do a slightly more uniform job than the Epson MX-80. It has a pinfeed roller fixed at the 91/2-inch paper width. A tractor option is available which can be snapped on or off very easily, so

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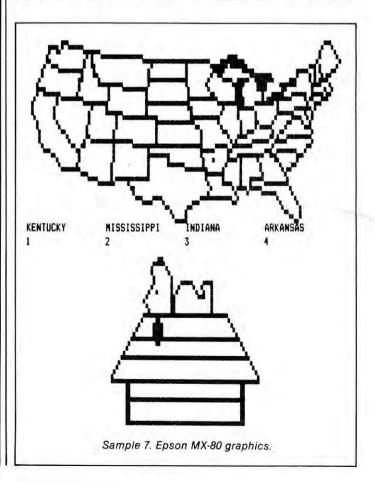
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one can use friction feed roll paper for keeping paper costs down, switching to fanfold paper for the more important jobs. When the Microline 80 is in the 80 character per line mode, it can be set to 64 characters (still at 10 cpi) to give a convenient

left and right margin.

The Microline 80 prints 80 cps in the 10 cpi mode as does the Epson MX-80, but the Microline 80 is uni-directional. This means it will take about 34 percent longer to print a typical Basic program.

The ribbon in the Microline 80 is probably the cheapest to replace, since it is the standard two-inch spool, ½-inch wide typewriter ribbon available universally.

Wrapping It Up

Each printer comes with a standard 90-day company warranty, although some dealers are doubling this. Each printer

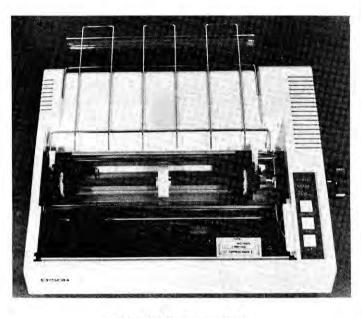
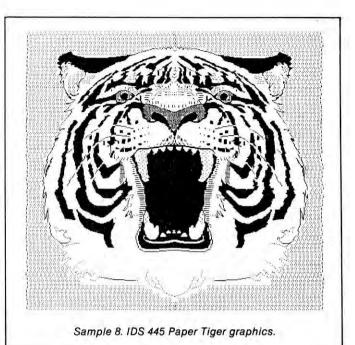
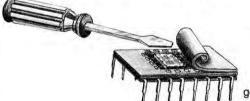


Photo 3. The Epson MX-80

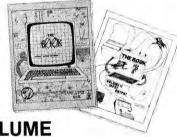


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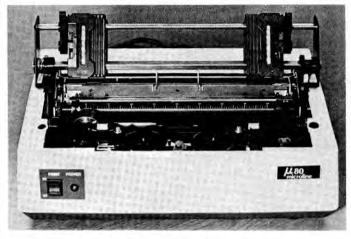
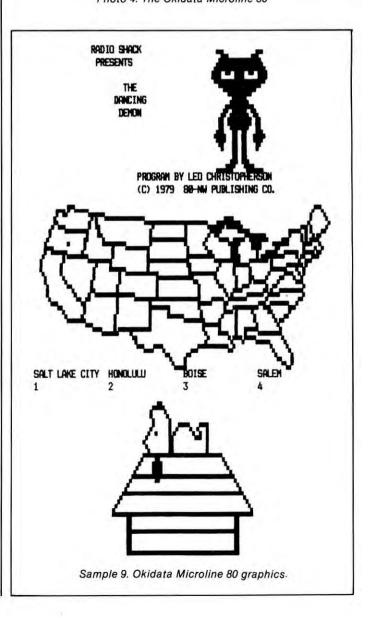


Photo 4. The Okidata Microline 80





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earning the words and syntax of any computer language will not make you a programmer. It takes many hours of working with the machine as you discover how to put all those words to efficient use. Here are a few of our ideas and discoveries.

Combined Statements

Articles on techniques to speed up your programs using DEFINT, multiple statement lines, and so on appear regularly. There is a major exception to the rule. Many times combining program statements makes for faster execution, but we found a time when the reverse is true!

Numerical field conversions (such as CVI, CVD) in conjunc-

tion with PRINTUSING cause a tremendous speed bog down. Two statements are faster even though they use a few extra bytes of memory. It may seem like a tiny difference in the program, but what an increase in speed!

The short program in Listing 1 demonstrates this difference. Lines 10–50 open five files and dump 30 random numbers into each record (for a total of 150 numbers). Then the program retrieves those numbers and prints them on the screen (line 80):

FOR X = 1 TO 30: PRINTUSINGM\$;CVD (FI\$(X)): NEXT X

Notice how slowly it progresses. Now watch as execution proceeds to line 120:

FOR X = 1 TO 30; A = CVD(FI\$(X)):PRINT-USINGM\$:A: NEXT X

The CVD of the field variable is assigned to variable A before the PRINTUSING statement. Look how fast those numbers are pulled now!

Line 80 takes about 15 seconds (Model I) to print the 30 numbers from just one record, while line 120 pulls all five files in about the same amount of time!

The program contains another trick. Notice how all 30 subrecords are fielded in one line (line 30) by using a For... Next loop and a calculation (8*X) within the loop. PH\$ represents a counterfeit string. As long as FI\$(X) has a consistent length across the field, use a loop.

To avoid a type mismatch error use parentheses around 8*X. Apparently the machine has trouble doing calculations within a field statement.

The Timing Loop Syndrome

Many games fill the screen with directions which either stay on the display too long and keep you waiting or do not stay on long enough for you to figure out what you are supposed to do.

Sometimes operators have to study the results of calculations or reread some lines of instructions. Finding a timing loop of optimum duration for all people is difficult.

The best technique is to display a prompting message and wait for the operator to indicate when ready.

> The Key Box Basic Level II

You can use a single Input statement, but this prints a question mark on the screen. LINEINPUT suppresses the question mark; in both cases you must hit Enter to continue execution.

100 INPUT"HIT<ENTER> TO CONTINUE";A\$

Another approach would be to use INKEY\$.

200 PRINT"HIT ANY KEY TO CONTINUE 210 IK\$ = INKEY\$:IFIK\$ = ""THEN210

If you can use this technique several times in your program, put the lines in a subroutine to keep your program shorter and neater.

Dummy Up Your INKEY\$

It is a good idea to put a dummy INKEY\$ just before the IN-KEY\$ input you want to pick up any stray keystrokes that are still held in the keyboard memory. For example, you could use

10 DUMMY\$ = INKEY\$
20 PRINT"SELECT A, B, OR C"
30 Ik\$ = INKEY\$: IF IK\$ = ""THEN
GOTO30

Children's programs are good candidates for this technique, since kids often lean on the keyboard.

We wrote a program where after the operator entered a three digit number, a new menu was to be displayed and another character selected. We did this

Program Listing 1

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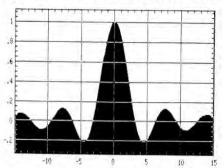
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with INKEY\$ rather than INPUT statements. The dummy IN-KEY\$ line, just after the first three numbers, guarded against someone entering a four digit number. The fourth digit was not taken by the program to be the operator's response to the next menu selection.

Printing Reports

Making neat columns of printed information can be a problem if you try to use a semicolon or comma as print tab positions. Assume A\$="PAPER CLIPS" and B\$ = "100 PER BOX". The following program creates a well centered printout.

> 10 PRINT"ITEM", "PACKAGED" 20 PRINTAS,B\$

result:

Item Packaged Paper clips 100 per box

But a problem arises if A\$ is long enough to push B\$ past its anticipated tab position into the next tab stop. If A\$ = "RINGS-HIGH IMPACT TEFLON", the printout would look like this:

Packaged Rings-High impact teflon 100 per box

PRINTUSING can set up a printout format for numbers and prices and hold spaces for strings. It automatically truncates letters exceeding the desired field. The revised program looks like this:

10 PRINT"ITEM", "PACKAGED" 20 X\$ = "% % 30 PRINTUSINGX\$:A\$::PRINTB\$

Now the result is:

Rings-

Packaged 100 per box

Note that the percent signs count as spaces, too. For example, A\$="% %" holds three spaces available.

Once a PRINTUSING is encountered, a colon must precede any other statements on a multiple statement line. This is legal:

10 PRINT" ";USING"% %";A\$

This will produce an error:

10 LPRINT USING"% %";A\$;USING;"% %:B\$

In another approach you can combine string and numeric values in one PRINTUSING string, using extreme care. For example:

- 10 A\$ = " % % \$\$###.## % % \$\$###.##"
- 20 PRINT"STOCK # COST LOCATION RETAIL"
- 30 FOR X = 1 TO T : REM (T = NUMBER OF ITEMS IN FILE)
- 40 PRINTUSINGAS;STOCKS;COST;LO-CATIONS; RETAIL
- 50 NEXT

Consistency is the Best Policy

Recently we had to modify a program for a local business. We wrote it many programs ago, and it was hard to pick up our original train of thought.

Unlike languages such as Cobol, Basic is unstructured and not self-documentary. Without remarks, clear documentation, and other aids it is not always easy to figure out what is going on.

One big help was our practice of using the same variables for certain functions in all of our programs. For example, we assign IK\$ to all INKEYs, and DE (representing DElay) for For... Next loops used as timing delays. In keeping with Radio Shack's DOS manual, we use R% for record number and SR% for subrecord. These symbolic characters help you associate a variable with its function. This also decreases the chance of using an important variable twice in the same program.

We do not recommend using full words, although the TRS-80 allows it. For example:

FOR DELAY = 1 to 100: NEXT

Since only the first two characters are checked, when a program gets long it is easy to accidentally pick another word that may start with the same two characters. Leave the wordy programming to Cobol.

The package includes a

comprehensive instruction book and easy

SIMPUT is simple.

to follow sample program.

SIMPUT, you'll never

dom access method.

Once you've tried go back to normal ran

SIMPUT has been

Fortran has a start in the right direction by automatically assigning variables I-N as integers.

Presetting Variables

It is always a good policy when writing a program to require as little input from the operator as possible. This reduces both time and the chance for human error.

In an Input statement, the value of the numeric variable assigned to the input is not destroyed if the Input question is responded to with Enter.

For example, you are writing a carpentry program. The computer must ask how many inches on center the joists are to be set. The answer is usually 16 inches. but we want to be able to change it if necessary. By presetting the variable OC (for On Center) equal to 16, the user need only press Enter for the standard figure.

10 OC = 16

20 INPUT"HOW MANY INCHES ON CENTER (JUST HIT <ENTER> TO DE-FAULT 16":OC

30 PRINT OC

Dave Dischert manages a computer repair center for a large computer manufacturer. Dan Keen is employed in the field of electronics. He is a computer instructor at two schools. Together they operate Soft Horizons creating software for local businesses.



io knowledge of disk basi Get exact subrecords you Almost limitless record Access subrecords with put in, no more, no les Compilable numbers

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80 Microcomputing, April 1982 . 293

95 29

Easy to use

Match a word with a definition.

Vocabulary Test

Paul Kalkstein Phillips Academy Andover, MA 01810

As a high school English teacher I see many students with inadequate vocabularies. Students are frustrated; they often know more than they can write.

A significant part of our school's required course in English competence is vocabulary drill. Over the years the method has remained the same: learning by cramming. Learning psychologists claim people learn vocabulary better through natural contextual exposure: reading. We find our students do not read much outside of assigned texts. So we use the cramming approach—and, judging by written work, we have been successful in building their working vocab-

The Key Box

Basic Level II Model I 4K RAM Epson MX 80 ularies. I am convinced cramming raises college board scores, too.

Testing

We often draw up our own tests. Most teachers know that making useful, easy to grade tests is tedious work.

Of all of the types we tried, the most satisfactory is the matching test. Requiring less time to administer and correct than others, this type of test also approximates the kinds of word judgements students must make on large-scale standardized tests.

But even a matching test takes time to write, and it is a repetitive task. With the active encouragement of my colleagues, among whom computer literacy is not rampant, I set to work to create a test-making program. I produced a program to alphabetize our vocabulary entries and make a ditto stencil.

The Program

Making multiple copies and cutting stencils on a dot matrix printer is a chancy operation. Some printers do not pack the wallop needed to do the job. My Epson, however allows emphatic (double force) and double-strike (twice over, with a tiny incremental feed) printing at once. Program line 50 selects the emphatic and double strike modes; delete the line to use another printer. The Centronics 737/739 and the Radio Shack LP IV and LP VIII will also make a strong

impact, as will a daisy wheel or Selectric printer.

Lines 10–100 format and print the quiz heading and directions. Our quizzes are usually cumulative, and line 40 asks for the scope of the quiz. Line 60 selects double-width letters for the heading; change the control code or delete the line for other printers. Lines 110–130 clear string space, dimension strings and set flags.

Entry of key words and appropriate synonyms occurs at line 150. After the combination (word, comma, synonym) is entered, line 160 gives a running count of the number of entries. Pressing Enter closes the file and begins the sort.

The alphabetization routine that begins at line 210 was suggested by Howard Y. Gosman in the August/September, 1978, TRS-80 Monthly Newsletter. It alphabetizes without revising the file in memory. The routine prints the words on the left and the synonyms on the right alphabetically by changing each word to ZZ as it is printed. This

```
CLS
PRINT"VOCABULARY TEST MAKER"
     PRINT: PRINT
INPUT *LESSON 1 - ?";L
LPRINTCHR$(27) *E":LPRINTCHR$(27) *G"
LPRINTCHR$(27) CHR$(14) * VOCABULA
                                                           VOCABULARY OUIZ. UNITS 1 -":L
     LPRINT:PRINT
LPRINT*This is a matching quiz. To the left of each number, write
LPRINT*the letter of the closest synonym.
       LPRINT: LPRINT
CLEAR5000
110 CLEAR5000
120 DIMAS(500):DIMMS(500):DIMNS(500):DIMSS(500)
130 I=1:H=1
140 CLS
150 INPUT"WORD,SYNONYM";NS(I),SS(H)
160 PRINTI;NS(I),SS(H)
170 IPNS(I)=""ANDSS(H)=""GOTO210
180 I=I+1:H=H+1
190 N=N+1:H=H+1
200 GOTO150
       GOTO150
FORI=1TON
A$(I)=N$(I)
230 NEXT
       FORH=1TOM
B$(H)=S$(H)
260 NEXT
       CLS: K=0:X=0
I=1
 290 FORJ=2TON
300 IFA$(I) <A$(J) GOTO310ELSEI=J
330 FORQ=2TOM
340 IFB$(H) <B$(Q) GOTO350ELSEH=Q
350 IPN$(1)=""ANDS$(H)=""GOTO380
370 IPN$(1)=""ANDS$(H)=""GOTO380
370 IPNINTTAB(8);K+1;", ";N$(I);:READL$:LPRINTTAB(35);L$;". ";S$(H)
380 A$(I)="ZZZ"
390 B$(H)="ZZZ"
       K=K+1:X=X+1
IFK=NANDX=MGOTO420ELSEGOTO280
420 LPRINT
430 DATA a,b,c,d,e,f,g,h,i,j,k,1,m,n,o
                                                Program Listing
```

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SARGON/CMD is name of program read off of disk. 146 is you reference number for this disk G is added later designating game: "GREAT CHESS GAME" is added later as a descriptor

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10 Meed

- a. Deceit b. Deception Excuse
- d. Fraud e. Glove Inequality f.

Reimbursement

- Punishment a. h. Rate 9. Incidence i. Refuse
- 11 Pretext k Reward 12. Restitution I. Scarcity 13. Retribution m. Slander
- 14. Subterfuge n. Trace 15. Vestige o. Victim Of Deception

Sample test

method is faster for a long test than a sort with replacement. We sort alphabetically for ease of cross reference when compiling later cumulative guizzes.

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This program will help allevi-

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Paul Kalkstein, author of several books on the teaching of writing, teaches English and coaches lacrosse at Phillips Acadamy in Andover, MA. He is also an active ham (N1PL).

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The Key Box

Basic Level II Model I 16K RAM TRSDOS 2.3 Daisy Wheel II ing the Rule of 78's method (see 80 Microcomputing, July 1981).

I tested the program with my auto loan from General Motors Acceptance Corporation. My GMAC coupon payment book shows the interest deduction allowed for income taxes for each year of my loan. I ran my program using the information from the Regulation Z Disclosure Statement for my loan. The total interest over the life of the loan was the same for both my schedule and GMAC but my results for each year's interest deduction varied by a few pennies.

For the five months in 1980, my calculation for interest expense was \$441.56; GMAC calculated \$441.60, a difference of four cents. For 1981, the difference was 12 cents! I attributed the differences to rounding errors on the part of the GMAC computer (which apparently uses only four decimal places in one of its calculations).

Using my calculator, I computed the sum of the digits for the five payments I made in 1980 as 230 (48 + 47 + 46 + 45 + 44). The sum over the 48 month life of the loan (48 + 47...2 + 1) is 1176. On a 48 month loan the lenders claim 48/1176 of the total interest the first month (or portion thereof), 47/1176 the second month and so on to the last month (1/1176 of the total interest charges). On a 36 month loan, the sum of the digits is 666

and the first month's interest would be 36/666 of the total finance charge. Line 140 in my program contains the algebraic formula for computing the sum of the months digits, with N being the total number of months in the contract. The correct calcul-



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ation of my 1980 interest deduction is 1980 digits/total digits times total finance charges; or 230/1176 times \$2257.69; or .19557823129 times \$2257.69; or 441.56 as computed by my TRuSty 80.

Enhancements

To put some pizazz into my program I added a Payoff column and the ability to compute interest expense on a fiscal year (any financial year end other than December). If you are a calendar year taxpayer, just tell the computer your year end is month 12.

I added a line counter into the program to prevent splitting the year between pages.

My string decorations (lines 147, 3195 and 3352) were developed using the decimal code in my Daisy Wheel II printer manual. Modify these lines for your printer or use LPRINT STRING\$ (77," ") with the character of your choice between the quotes.

If you are considering paying

an installment loan early, the Payoff column will tell you within a few pennies what your payoff would be in lieu of your next monthly payment, on or before the payment due date. If you make payments on your loan between your payment dates, the amount may vary based on the policy of your lender. Some lenders pro-rate the payoff month's interest on a daily basis, while other lenders keep the full interest even if you are only one day into the month.

The next time you shop for an installment loan, ask the loan officer if they compute the rebate on a daily or monthly basis. If you find two willing lenders with identical terms, choose the one who computes the rebate on a daily basis. It will save you a few dollars if you pay off early.

James Krapf, a 1970 graduate of the University of Delaware, has been practicing accounting in the Miami area since 1970.

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In this classroom, a TRS-80 is the ruler.

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s a high school math teacher, I have heard other teachers complain for years that some students cannot read a ruler. The program presented here has ended most complaints.

The program draws a ruler on the screen; the student measures a line of random length using the ruler. The enlarged ruler will measure up to 2-5/8 inches. The large size is easy

The Key Box

Basic Level II Model I or III 16K RAM

to read and enables measurements to a sixteenth of an inch. Photo 1 shows what the screen looks like

The student gets three tries to answer each question, although after the first incorrect response the question is counted as incorrect in the final grade. The program also counts as incorrect any improperly reduced fractional answer. The program generates twenty questions; at the end the user can try the test again.

The test uses an eighth grade reading level, but you can easily change this to the elementary level. The test starts with a sample question which instructs the user how to type in answers. During the test itself the program shows the question number, draws the line to be measured, and then draws the ruler under the line.

The computer then asks how

long is the line in whole inches. After a correct response or after three wrong answers, the computer asks what fraction of an inch is left. At this point the user types in the answer in fractional form (i.e. 3/16, or zero if the line is a multiple of a whole inch). After a correct response to this question, or after three incorrect answers, the computer prints the full correct answer. The user then presses Enter to continue. At the end of the twenty questions the computer gives the percentage correct.

Program Graphics

The graphics are the most important part of this program. A subroutine starting at line 5500 generates the line to be measured. Set statements generate the ruler; each 1/16 of an inch equals three sets. A subroutine at line 9050 draws the ruler. From there the program branches to other subroutines to print the ruler on the screen. Table 1 lists the variables used in the program.

This program is the second of two which were developed to help students who have difficulty reading a ruler. The program presented here is the test portion of the first. The first program is a much longer (15K) remedial program on how to read a ruler. You can obtain it from me for \$10. ■

Dana Allison teaches math and programming languages at Pentucket Regional High School, West Newbury, MA.



HOW MANY WHOLE INCHES IS LINE 2 ?? WHAT FRACTION OF AH INCH IS LEFT?

N\$ User's name

Set statement length Number of sixteenths in the line

Question number

Line length in whole inches

Line length after deducting B Number of tries on a question

Number of tries on a question

Used for answers and set increments

Delay

Used for answers A\$

Input answer length

Fraction denominator length Fraction numerator length

Answer numerator

B\$ Answer denominator

A3 Answer numerator

Answer denominator

Reduce answer counter

C1 Denominator

A1 Answer

GH Counter

Delay Average

AV NR Number correct

Beginning of set

End of set

Used for sets

Used for sets

Table 1. Variable list.

Program Listing.

- 10 REM THIS PROGRAM WAS WRITTEN BY DANA B. ALLISON 15 RANDOM
- 20 CLS:PRINT@192, "THIS PROGRAM WILL TEST YOUR ABILITY TO READ A RULER."
- 25 PRINT "THE RULER THAT WE WILL BE USING IS LARGER THAN NORMAL THIS":PRINT"WILL MAKE READING IT A LOT EASIER. ":PRINT:INPUT"TYPE

Program continues

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Spelling checking alone is not enough! Aspen Software's Grammatik goes beyond simple spelling checking. No one else has anything like it. First, Grammatik will check your document

for common typos (such as doubled words: "the the"), and punctuation and capitalization errors (e.g., "STicky shift key"). It also checks for poor writing style using a dictionary of over 500 misused phrases as defined in many writer's style manuals. Grammatik classifies each error it finds, marks the errors for easy correction with your word processor, and provides suggestions for correcting the problem. The phrase dictionary can easily be expanded to include checking for esoteric jargon or your own personal pet peeves. Grammatik also collects other information that can help you judge the style of the document, and can produce a profile of word usage.

Grammatik is receiving rave reviews from both critics and users. Bob Louden in InfoWorld (12/7/81): "If you use a word processor and a spelling checker, then you should investigate the unique capabilities of this program. Grammatik is a surprisingly fast and easy tool for analyzing writing style and punctuation."

Eric Balkan in The Computer Consultant: "I'm impressed with
the imagination that went into this product." Many users call or
write to tell us how much they like Grammatik. Some typical
remarks: "Great!". "Thanks for making my life easier.", "I'm not just happy. I'm ecstatic!". Grammatik has also been selected as an officially approved Osborne Computer software package and will soon be appearing at Osborne dealers.

Only Proofreader and Grammatik can provide you with complete document proofreading, and together cost less than some spelling checkers alone. Proofreader and Grammatik have been designed to work with almost any CP/M, TRS-80, or 8086/8088 based word processor. While they have been designed to work together, they are available separately.

Aspen Software also has its own full featured word processor called Writer's Companion for all these systems. One of the best implementations of Ratfor (Rational Fortran) is available, too, along with an automatic Ratfor pretty printer. Please call or write for more details about these products.

--CP M versions require CP/M version 2 or later and at least 48K of RAM. Standard 8" single density, Northstar, Osborne-1, Omikron, and Apple formats available directly from Aspen Software. These and most other formats also available from Digital Marketing, Some CP/M systems with limited disk capacity supplied with 28,000 word, 65,000 byte dictionary, Proofreader-\$129,00, Grammatik - \$150,00, Both - \$250,00.

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-The 8086/8088 version will run under MS/DOS or equivalent tincluding the IBM Personal Computer DOS). MS/DOS formats available include standard single density 8" and IBM PC 5.25". CP/M-86 versions scheduled for Summer 1982 availability. Proofreader - \$129.00, Grammatik-\$150.00, Both - \$250.00.

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-65

IN YOUR NAME THEN HIT THE WHITE <ENTER> KEY";NS:PRINT

26 PRINT "OK "NS", DO YOU WANT TO SEE AN EXAMPLE OF A TEST QUEST ION?":PRINT "TYPE Y OR N"

27 PRINT "TYPE Y OR N"

27 PRINT "AFTER YOU TYPE IN THE ANSWER TO THE QUESTION HIT THE WH ITE ENTERS KEY.":INPUT AS: IF AS="N" GOTO 99

30 K=66:K1=20:0=6:GOTO 110

99 CLS:PRINT=192, "LETS START THE TEST.":FOR I=1 TO 600:NEXT I 100 NR=0:FOR Q=1 TO 20:B=9:A\$=N\$:K=3*RND(42):K1=K/3

110 CLS:PRINT=192, "LETS START THE TEST.":FOR I=1 TO 600:NEXT I 100 NR=0:FOR Q=1 TO 20:B=9:A\$=N\$:K=3*RND(42):K1=K/3

115 GH=0

126 B=INT(K1/16):C=K1-(B*16):T=0:V=0

125 IF Q=0 GOTO 300

136 PRINT=0:CANDEN WANNY WHOLE INCHES IS LINE "Q" ?7":INPUTA:IFA=THEN PRINT=0:CANDEN TO 300:NEXT 10:CANDEN TO 130:NEXT 10:CANDEN TO 130

PERCENT."

278 PRINT:INPUT*DO YOU WANT TO TRY ANOTHER 20 QUESTIONS, TYPE Y OR N"A\$:IFA\$="Y"GOTO 100

280 PRINT:PRINT "THANKS FOR USING THIS PROGRAM":PRINT*I HOPE YOU DID WELL."

299 END

380 PRINT:PRINT "THANKS FOR USING THIS PROGRAM":PRINT*I HOPE YOU DID WELL."

299 END

380 PRINT:Q128, "EACH QUESTION WILL LOOK LIKE THIS";:PRINT@640, "HO W MANY WHOLE INCHES IS LINE 0 ??":PRINT@704, "? "CHR\$(95):PRINT @710, "AT THE QUESTION MARK YOU WILL ENTER THE ANSWER.":FOR I=1 TO 1500:NEXT

310 PRINT@774, "IN THIS PROBLEM THE ANSWER IS 1*:PRINT@832, "ARE Y OU READY IF SO TYPE 1 THEN HIT THE WHITE <ENTER> KEY*;:INPUTB:PRINT@704, "? 1

320 PRINT@706, "WHAT FRACTION OF AN INCH IS LEPT ":PRINT@832, "? "CHR\$(95)

325 PRINT@706, "WHAT FRACTION OF AN INCH IS LEPT ":PRINT@832,"? "CHR\$(95)

325 PRINT@706, "AT THE QUESTION MARK ENTER THE ANSWER IN REDUCED FRACTION FORM. ";:INPUT*REMEMBER BOTH 2/8 AND 4/16

ARE NOT REDUCED SO THE CORRECT ANSWER IS 1/4, SO TYPE IN 1/4.", A\$

330 PRINT@706, "? 1/4

"":FORI=1TO 300:NEXT:PRINT@706, "YOU ARE CORRECT "NS:PRINT@322," LINE 0 IS 1 AND 1/4 INCHES LONG":GOSUB20000

340 CLS:PRINT@320, "IF YOU GIVE AN INCORRECT ANSWER THE COMPUTER WILL PRINT WRONG. YOU WILL HAVE 3 CHANCES TO GET THE QUESTION R IGHT. AFTER THE THIRD MISS YOU WILL BE GIVEN THE COMPUTER WILL PRINT WRONG. YOU WILL HAVE 3 CHANCES TO GET THE QUESTION R IGHT. FATER THE THIRD MISS YOU WILL BE GIVEN THE CORRECT ANSWER."

350 PRINT:INPUT "IF YOU WANT TO SEE THE EXAMPLE AGAIN, TYPE IN YOR N.";A\$:IF A\$="Y" GOTO 30

360 PRINT:INPUT "IFY OU WANT TO SEE THE EXAMPLE AGAIN, TYPE IN YOR N.";A\$:IF A\$="Y" GOTO 30

360 PRINT:INPUT "LETS START THE TEST BY HITTING THE <ENTER > KEY";AS:GOTO100

390 END

400 PRINT:PRINT:INPUT "LETS START THE TEST BY HITTING THE <ENTER > KEY";AS:GOTO100

400 PRINT:PRINT:INPUT "LETS START THE TEST BY HITTING THE <ENTER > KEY";AS:GOTO100

400 PRINT:PRINT:INPUT "LETS START THE TEST BY HITTING THE <ENTER > KEY";AS:GOTO100

400 PRINT:PRINT:INPUT "LETS START THE TEST BY HITTING THE <ENTER > KEY";AS:GOTO100

400 PRINT:PRINT:INPUT

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*Data Source: Epson MX-80 Operation Manual

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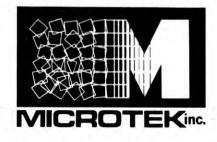
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Other Monitors

Zedbug, by Northern Technology, is part of an editor/assembler that uses 8080 mnemonics.

I became familiar with it while testing the beginnings of a communications program. The input and output commands are useful and only a few monitors feature this. It sends a byte of data to a port. Testing the hardware for Compac this way reduced debugging time dramatically. The drawback with Zedbug is the

command format which terminates all commands with a period. I got the feeling I was entering sentences not commands. The format is rigid in that it prohibits a multi-number of blanks within the command line.

The first monitor I bought was T-Bug by Radio Shack. Its memory location was awkward. The programs I wanted to test fell in the 4380-4980 hexadecimal memory location. I found it incredible that in order to modify a register, I had to look up its display command location and use the memory modify command. This was a little cheap on bytes and the breakpoint command was also awkward.

MON3 showed promise with its ability to move itself around in memory via the relocate command, but it lacked a register display command and a breakpoint command. It was rather large for a monitor (approximately 4K) but this was the fault of the rigid format of the disassembler. You had to enter the punch command without a blank between the command and the start address. The same was true for the relocate com-

The Key Box

Model I 32K RAM One disk drive

DISPLAY

D R - displays all registers

D G - displays general purpose registers

D P - displays the program counter

D S - displays the stack pointer

D X - displays IX index reg (can use IX)

D Y - displays IY index reg (can use IY)

D mmmm - displays one line of memory

D mmmm. - displays full screens of memory.
or enter to continue display.

Break to quit

STORE

S Gr xx - where r is A,B,C,D,E,H, or L and xx is byte

S PC xxxx - stores xxxx into PC (c is optional)

S SP xxxx - stores xxxx into SP (p is optional)

S IX xxxx - stores xxxx into IX (I is optional)

S IY xxxx - stores xxxx into IY (I is optional)

S mmmm xxxxxxxx...(cr) - stores up to 255 bytes in hex

S Thurman xxxxxxxx...(cr) - stores ascii into memory at mamman

BEGIN

B - returns to adstop address.

ADSTOP

A xxxx - sets an adstop and clears the old one. A - clears adstop.

EXCHANGE

EX - exchanges AF with AF'

EXX - exchanges BC, DE, HL with BC', DE', HL'

Table 1. CP80 Command Table

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COMPARISON CHART	SUPE	R COLO	WRITER	THE	COMPE	TITION
System Size TAPE Text space	N/A	K 16K 8K	32K 24K	4K N/A	16K 2K	32K 18K
ROMPAK Text space	2.5K	15K	31K	N/A	N/A	N/A
DISK Text space Right Justify	N/A	6.5K YES	22.5K	N/A	0.5K NO	16.5K
Video Window		YES			NO	
Edit any ASCII File		YES			NO	

The figures speak for themselves and with professional features like PROGRAMMABLE function string commands to perform up to 28 commands automatically. PROGRAMMABLE text file chaining, PROGRAMMABLE column insert & delete, and right hand JUSTIFICATION with punctuation precedence, the choice is clear but there's still more!

The Super "Color" Writer takes full advantage of the new breed of "smart printers" with Control codes 1-31, 20 Programmable control codes 0-255 for special needs and built in Epson MX-80, Centronics 737, 739 and R.S. Line Printer IV, VII. VIII drivers.

CHECK THESE FEATURES!!

HIGH SPEED & normal operations • 32K Compatible • Window • Key beep
• HEL P table • 128 character ASCII & graphics • Memory left • Lower case
• Full cursor control • Quick paging • Scrolling • Word wrap around • Tabs
• Repeat all functions • Repeat last command • Insert character & line •
Delete character, delete to end of line, line to cursor, line & block • Block
move, copy & delete • Global Search, Exchange & Delete • Merge or
Append files • Imbed Control Codes in text • Underline • Superscripts •
Subscripts • Headers, Footers & 2 Auxiliary footnotes on odd, even or all
pages definable position • Flush right • Non-breakable space • 4 centerial
modes: 5, 8, 3, 10, & 16, 7 (CPI) • Full page & print formatting in text • Single
sheet pause • Set Page length • Line length, Line spacing, Margins, page
numbers • Title pages • Printer baud: 110, 300, 600, 1200, 2400 • Linefeeds
afte CR • Soft & hard formfeed • Works with 8 bit printer fix • and moref

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The Disk version of the Super "Color" Writer works with the TRS-80C Disk System and has all the features listed above plus many more! Use with up to four Disk Drives. Includes an extended HELP table you can access at any time. Call a directory, print FREE space, Kill disk files and SAVE and LOAD text files you've created all from the Super "Color" Writer. Print, merge or append any Super "Color" Terminal file, ASCII file, BASIC program or Editor/Assembler source listing stored on the Disk of tape. The Super "Color" Writer Disk version has additional formatting and print features for more control over your printer and PROGRAMMABLE chaining of disk files for "hands off" operation. Print an entire BOOK without ever touching a thing!

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Super "Color" Terminal Disk

The Disk version offers all the features listed above plus Host ability in full duplex • Lower case masking • 10 Keystroke Multiplier (MACRO) buffers on disk to perform repetitive log-on tasks and send short messages (up to 255 bytes) • Programmable prompts for send next line • Selectable character trapping • Set printer line length • Pagination • Linefeed with CR option • Printer Baud: 110, 300, 600, 1200 & 2400 • Documentation.

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mand. Also, it rejects the lowercase modification when issued a punch command.

RSM was like MON3 except that it was not relocatable. Each of these products was more of a tape utility package than a monitor program.

Microsoft's EDTASM PLUS and Z-Bug monitor magazine advertisements promised breakpoints, the ability to single-step through memory, register display and modify commands. I was sold until I saw the user's manual at a TRS-80 club meeting. My hopes were dashed at this classic example of command overkill. Commands set the display to byte form, word form, ASCII, or mnemonic form. (Another case of the mnemonic plague.) I had to enter a shift up arrow for the commands. It was like typing things in backwards since each command line ended with the command itself. FFFF LLLL\$T, where FFFF is the first address and LLLL is the last address, the dollar sign is the shift up arrow and the T is the display command. A command marathon!

After this let-down I decided to write my own monitor. I would own the source and could always debug or add new features without patching a monitor with only the object code. The program could grow at its own pace. I based CP80 on the debugging aids of IBM's Control Program (CP). I use them every day, so I used familiar command names. It feels good to go from one system to another and use the same debug commands on both machines. Such ties bridge the gap between large systems and microcomputers.

So, You Need a Monitor?

I did not set out to please everyone when I wrote this program as did each of the other monitor authors. In each case they failed. Owning the source means you can pick the parts you want, rework them, add commands, and create your personal version.

- A monitor should be relatively small so it can stay out of the program you are testing.
- A monitor should load anywhere in memory to avoid conflict with the program you are testing.

```
* LETS DISPLAY OUR GENERAL REGISTER SET
DG
   R
           TY
               E
                   H
88
  00 00
           00 00 00 00
* LETS DISPLAY AN AREA OF MEMORY
D BOFO.
ØØFØ
     CEFF22Bì 401922A0 40CD4D1B 211101CD *....@....@......*
0100
     A728C319 1A4D454D 4F525920 53495A45
                                         *....MEMORY SIZE*
0110
     00524144 494F2053 4841434B 204C4556
                                         * RADIO SHACK LEV*
A1 24
     454C2049 49204241 5349430D 001E2CC3
                                         *EL II BASIC....*
0130
     A219D7AF 013E8001 3E01F5CF 28CD1C2B
                                         *.....
8148
     FE80D24A 1EF5CF2C CD1C2BFE 30D24A1E
                                         *...J.........Ø.J.*
0150
     16FF14D6 0330FBC6 034FF187
                                5FØ6Ø27A
                                         *....*
0160
     1F577B1F 5F1ØF879 8F3C47AF 378F1ØFD
                                         *.W.....*
0170
     4F7AF63C 57LAB7FA 7CØ13E8Ø 47F1B778
                                         *O...(W......>.G...
0180
      281012FA 8F01792F 4F1AA112 CF29C9B1
                                         *....*
     18F9AlC6 FF9FE5CD 8D09E118 EFD7E53A
0190
01A0
     9940B720 06CD5803 B72811F5 AF329940
                                         *.e. ..x.....2.e*
01B0
     3CCD5728 F12AD440 77C38428 21281922
                                         *<.W....*
     21413E03 32AF40E1 C93E1CCD 3A033E1F
BICE
                                         *.A>.2.@..>..:.>.*
01D0
     C33A03ED 5F32AB40 C92101FC CD210206
                                         *.:...2.@......
* LETS START OFF THIS EXAMPLE BY SETTING AN ADSTOP IN MEMORY
* DISPLAY THE ADDRESS BEFORE THE ADSTOP IS SET
D 7FFØ
     0000000 0000000 00000000 00000000 *.....*
7FFØ
 NOW LETS SET THE ADSTOP
A 7FF0
 AND DISPLAY IT
D 7FF0
     F7000000 30000000 00000000 00000000 *.....*
* WE NOW SEE AN F7 IS STORED THERE
* LETS SET OUR STACK POINTER TO SOME ADDRESS
S SP 6000
 AND DISPLAY IT
DS
6000
* NOW LETS POINT OUR PC AT OUR ADDSTOP
S PC 7FF0
DP
7FFØ
* NOW WE WILL JUMP OFF TO OUR ADSTOP WITH THE BEGIN COMMAND
ADSTOP AT 7FF0
* AND WE FIND OURSELVES BACK IN CP80.
* NOW LETS SEE HOW THE STORE COMMAND WORKS ON MEMORY.
* WE WILL WORK WITH THE SAME ADDRESS AS WE DID FOR THE ADSTOP
D 7FF0
     F7000000 00000000 00000000 00000000 *.....*
S 7FF# 1122334455
STORE COMPLETE
D 7FF0
     11223344 55000000 000000000 000000000 *..3DU....
* LETS NOW STORE WITH TRANSLATION INTO THE SAME LOCATION
S T7FF0 THIS IS A TEST TO SEE RESULT OF STORE
STORE COMPLETE
D 7FF0
```

Table 2. CP80 Terminal Session

7FF0 54484953 20495320 41205445 53542054 *THIS IS A TEST T*

● A monitor is a debug tool. It should display and modify memory and the CPU registers. It should not have tape I/O features such as copy tape or save system tape commands which add to the program and complicate the command language. It is better to reassemble the source with changes than to zap and save the object. Otherwise, when you change and reassemble the source, your zaps will be cancelled and the original pro-

blem or bug will reappear.

- The commands should be brief and simple. Display, Store, Breakpoint, and Go are all you really need to debug a program.
- The command line should allow freedom to enter multi-blanks.
- Single step, memory move, byte and word search, should be an extension program that can connect with the main program only as needed
- The display of memory is the window into the machine

and should please the eye as well as transmit information. Memory display should offer the option to see a little or a lot, but always allow you more than one byte. It is better to fill a line with data than to waste space on the screen. Usually one line is sufficient but sometimes it is nice to fill the display so you can browse without restrictions. Both the ASCII and hexadecimal versions should display so you need not reset the display

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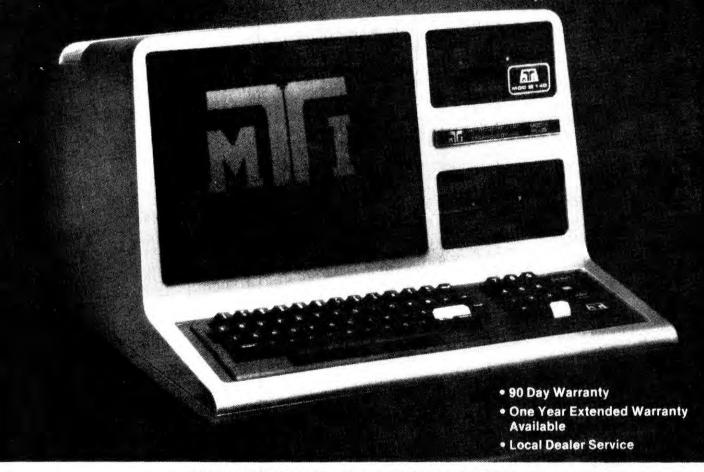
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mode and re-issue the display command to see the data in the required format.

 A monitor should never contain a disassembler. It wastes space and should be a separate program.

DISPLAY

The Display command can display both memory and CPU registers. Memory display will show sixteen data bytes starting at the nearest zero address specified. For example, the command D 4032 would start at

location 4030. The display consists of the address followed by four groups of four hexadecimal data bytes and by the same sixteen data bytes in ASCII, wherever possible. A period signals unprintable characters. Round down to the last zero address and calculate the address on the screen, since each group of four hex bytes starts on address zero, four, eight, or twelve (hex C). If you prefer the display to start at the actual address entered, and avoid the round down process, store NOP instructions In memory locations 7205 and 7206. This eliminates the AND 0F0H instruction, keeping the address as entered from the keyboard. More than one byte should be displayed since you will probably want to see the next byte. An extension to the display of memory will show fifteen lines of memory data on the screen. This will scroll when you hit Enter, or terminate when you press the Break key. To use this display append the address with a decimal point (e.g. D 403F.). For an example of this display see both the CP80 and IBM sample sessions.

The register display reduces several areas. As with the IBM display command, subsets of the registers can be displayed. Infrequently you may want to see all registers. If you have only one command and it displays every register in the system, you get a screen-full of numbers. (A case of not seeing the trees for the forest.) I have broken the registers down into a set called the general purpose registers. They consist of A, B, C, D, E, H, and L. I deleted the alternate set of registers since you do not manipulate them anyway. Several other options allow the display of the remaining registers, D P will show you the PC, and D S will display the stack pointer. D IX or D IY will show the index registers (the I is optional). These are like the IBM D P, D Y, D X register display instructions. If you insist on all of the registers, simultaneously use a D R command. This command also will display the alternate registers.

STORE

Store is like the Display command. With it you can store hex values directly into memory for a length of 255 bytes and none of the bytes are stored until you press Enter. Before that, if the memory location is invalid, or for any other reason, you Break and terminate the entire store into memory. No other monitor allows this. It stores ASCII values directly into memory in the same way by preceding the memory address with a T translating the command before storing. Basic ROM defines the buffer that stores the 255 bytes. Calling location 40H activates this buffer. The routine will recognize control functions such as backspace. The C register will be set if Break terminates the line. Location 40A7H contains the address used by Level II Basic for its input buffer. Diskbasing changes the contents of this location. You can store directly into the general registers by specifying Gx where x is the general register. An example of this is S GB 4F. This will store

```
* LETS DISPLAY OUR GENERAL REGISTER SET
DG
CPR
     Ø
          00001218
                    983C2D30
                              999997A8
                                        80000003
GPR
     4
       =
          00000848
                    C4494949
                              00000040
                                        00003EB0
CPR 8 =
          000007A0
                    00000848
                              003C2A48
                                        00000000
GPR 12 =
          003C2A48
                    FFFFFFFD
                              403C2BBA
                                        00000000
  LETS DISPLAY AN AREA OF MEMORY
D TOZAO.
0002A0
          C4404040
                    40404040
                              C4464646
                                        40404040
                                                     *D
                                                              D
0002B0
          D5C5E340
                    40404040
                              D5C5E340
                                                     *NET
                                                              NET
                                        49494949
0002C0
          49494949
                    40404040
                              C1C3C3C5
                                        E2E24Ø4Ø
                                                              ACCESS
0002D0
          FØF261F1
                    F661F8F1
                              9186E34B
                                        2D400000
                                                      *02/16/81jfT....*
0002E0
          9999999
                    00000000
                              00000000
                                        00000000
                                                     *.....*
0002F0 TO
          000300
                   SUPPRESSED
                              LINE(S) SAME AS ABOVE
000300
          C3D4E2D3
                    C9C24040
                              C3F3F7FØ
                                        40404040
                                                      *CMSLIB C370
000310
          FFFFFFF
                    FFFFFFFF
                              FFFFFFFF
                                        FFFFFFF
                                                     *.....
000320 TO 000340
                   SUPPRESSED LINE(S) SAME AS ABOVE .....
000340
          FFFFFFF
                    FFFFFFFF
                              0000510C
                                        00000600
                                                     *.........
000350
          0000570C
                    99999999
                              D7D3C9D3
                                        C9C24040
                                                     *.....PLILIB *
000360
          D7D3C9E4
                    D6E64040
                              C3D4E2D3
                                        C9C24040
                                                     *PLIUOW CMSLIB
000370
          E6C1E3D3
                    C9C 24040
                              C3F3F7F0
                                        40404040
                                                     *WATLIB C370
000380
          D7D3C9D6
                    D7D3C9C2
                              FFFFFFFF
                                        FFFFFFFF
                                                     *PLIOPLIB.....
000390
          FFFFFFFF
                    FFFFFFFF
                              FFFFFFFF
                                        FFFFFFFF
000 3A0
          00000180
                    00000000
                              00000000
                                        90000000
                                                     *.....
0003B0
          00000160
                    GGGGGGGRC
                                         40404040
                              FFFFFFFF
0003C0
          40404040
                    40404040
                              40404040
                                        40404040
0003D0 TO
          000440
                   SUPPRESSED
                              LINE (S) SAME AS APOVE
000440
          00000000
                    00000ACA
                              003FB23E
                                        07FE0000
                                                     *.....
000450
          00000000
                    00000000
                              20000000
                                        aaaaaaaa
* NOTICE THAT THE T FOR TRANSLATION IS REQUIRED FOR IBM DISPLAY.
* THIS IS THE DEFAULT WITH CP80.
  LETS LOOK AT THE MEMORY LOCATION BEFORE THE ADSTOP IS SET
D T20000
azaaaa
          47F0F00C D7E2E6C4
                              40404040
                                        58FØFØ3Ø EØ
                                                    *.00. PSWD
                                                                  .00.*
 NOW LETS SET AN ADSTOP
ADSTOP 20000
  LETS DISPLAY THE ADDRESS NOW
D T20000
020000
          0AB3F00C D7E2E6C4 40404040 58F0F030 E0
                                                     * . . Ø . PSWD
                                                                  .00.*
 LETS CONTINUE THE PROGRAM AND ENCOUNTER THE ADSTOP
ADSTOP AT 929999
 NOW LETS SEE HOW STORE INTO MEMORY WORKS
d t20000
020000
          00000000
                    00000000
                              00000000
                                        00000000 E0 *.....*
 LETS STORE A VALUE AT THIS ADDRESS
STORE 20000 11223344
STORE COMPLETE
D T28888
                                        00000000 E0 *....*
828888
          11223344
                  00000000 00000000
* NOW LETS STORE WITH TRANSLATION ON.
STORE T20000 TEST
STORE COMPLETE
D T20000
                                        000000000 E0 *TEST....*
          E3C5E2E3 @@@@@@@
                             88888886
929999
```

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4FH into the B register.

ADSTOP

IBM calls the interrupt breakpoint ADSTOP. ADSTOP pops you into the interrupt handler where a one-byte instruction is stored. The contents of that byte address are stored in CP80 until another ADSTOP is entered or until an ADSTOP clear is issued. When the system tries to execute the instruction (a hexadecimal F7H), a call is made to location 30H in ROM where a lump instruction is found which gets you to RAM address 400F. Normally this address contains a return instruction, but replacing it with the address of the ADSTOP handler gives you the RST facility. CP80 does this store for you at start up time.

BEGIN

This command loads the registers with the values stored when the last ADSTOP Interrupt occurred, or with new values if registers were updated via the Store command. It then jumps off to the address stored in the new program counter.

Some Frills

First are two Exchange commands. I am often frustrated when the alternate set of registers are unavailable to the program I am running. When an error in a subroutine call clobbers a register it would be nice to be able to switch register banks, set ADSTOP before exiting the routine, and continue with the program. With ADSTOP you can switch the register banks and carry on. The Z-80 instruction set allows this by supplying an EX and an EXX instruction. I provided an EX and an EXX command. The EX command swaps the AF register with the AF' register. The EXX command swaps the BC, DE, HI registers with the BC', DE', HL' bank.

To get a printout of my debugging session I had to modify CP80 to provide the examples. I left the extra instructions and control keys in. The modification allowed me to send what was displayed on the screen down the RS-232 line where an editor on the IBM system caught

it. Change port address and status bits to send the output to the standard Radio Shack RS-232 port or even to the printer port since I am using my own interface. The location of the port address is 7696 and the location of the status test is 768F. By changing the port address and status bits you can perform an I/O test on any port. A printout of a session is often handy when reviewing changes but you only need this occasionally. To provide an ON/OFF switch. I set the up and down arrows to start and end the printout. Another feature when using the printer is the comment ability. If a line of text starts with a *, the entire line will go to the printer port without any other action. You can read your debugging session as you go. Along with the special functions of up and down arrow keys I enabled the Break and Clear keys

48A7

400F

702C 200D

702E

702E CD7B76 7031 0E

7032 43

7037 0D

7038 00

7039 18DF

703B FE20

703D 28DB

throughout CP80. Any time Clear will clear the screen and Break will terminate your command line.

User Hooks

Several locations on CP80 contain NOP instructions which allows writing overlay programs to load only when CP80 will provide incomplete debugging assistance. Unless you plan to add overlays you can eliminate NOP instructions. I plan an extension program that will tie into CP80 called CPX80, a singlestep feature, byte search, memory move, and several other features which are standard in some monitor programs. CPU80 will be a utility program linking into CP80. It will feature system tape read and write, copy ability, and other I/O functions. With CP80, CPX80 and CPU80 I can bypass most monitor programs. I need only load the parts I require thus saving on memory.

The first user hook occurs in the command table at location 707BH. Before falling through to the invalid command message, you can insert a call to your command handler. If the command entered is not found just return and the invalid message will be displayed.

The second user hook is in the display register command at location 73B4H where additional display information can be inserted such as a description of the flag bits, or a display of the DCBs.

The third user hook is in the keyboard input routine at location 7564H. It scans for flag settings for additional commands.

For more information, refer to the Command table (Table 1) and two sample sessions comparing IBM CP monitor commands and CP80 (see Tables 2 and 3).

Program Listing 01000 01010 0060H 0060 01020 DELAY EOU

01050

01060

GSTRNG

DEBUG

01040 BBUFF

EQU

EOU

EQU

48A7H

AGGEH

ODH

0000 01070 EOM EOU ØØH CLEAR Ø1C9H Ø1C9 EQU * KEYBOARD ROUTINE 002B 01090 KBD EOU 2BH RSDSP 0033 01100 EOU 33H OOF1 01120 CTRI. FOU OFIH MSGDSF 91149 INIT ROUTINE 01160 7000 ORG 7000H Ø117Ø 7000 315077 7003 218076 SP, STACK 01190 LD CALL CDA728 01200 MSGDSP LOAD A JUMP 7009 3EC3 01210 T.D A - BC3H 700B 320F40 (DEBUG) , A ; LOAD THE JUMP 01220 LD 700E 218B74 7011 221040 01230 HL, ADINT LD 01240 LD (DEBUG+1) .HL 7014 CD9776 OURKBD 7017 CDC901 01260 CALL CLEAR 01280 COMMAND HANDLER 701A 701A AF 701B 32F876 701E CD9770 01300 CMDHND EOU 01310 ; CLEAR A REG ; RESET FLAGS XOR 01320 t.D (CMDFLG),A SCAN FOR COMMAND CALL OURKBD 01330 7021 FE1F 01340 ; IS IT A CLEAR 1FH NZ . NOTCL 7023 2005 01350 JR : NO CLEAR JUST CLEAR SCREEN CDC901 01360 CALL 7028 18F0 01370 JR CMDHND : CONTINUE NOTCL EOU 702A 01380 ØDH 702A PEOD ; IT IT CR 01400 01410 NZ, NOCR NO - BYPASS

TR

EQU

CALL

DEFB

DEFM

DEFB

DEFB

JR

EQU

CP

JR

OURMSG

CP80

CMDHND

Z, CMDHND

; AN EXTRA BLANK FOR CPX86 AND CPU86 ZAP

ØEH

EOM

20H

INSURE CURSOR ON

; RETURN

:YES RETURN

: IS IT A BLANK?

Program continues

CP80M

NOCR

01420 01430

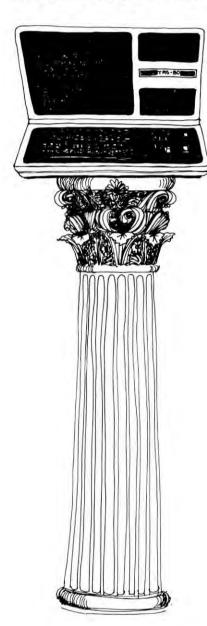
01440 01450

01470

01490

01510

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		Marie Control			- Contract	THE BOLLS OF BUILDING
	PEØA 2006	Ø153Ø Ø154Ø		CP JR	ØAH NZ,NOTD	; DOWN ARROW? ; NO
7043	AF	01550		XOR	A	CLEAR FOR NOP
	328876 18D1	01560 01570		LD JR	(POUT),A CMDHND	;STORE IT
7049		Ø158Ø Ø159Ø		EQU	\$	
70AC		02200		EQU	Ş	
	CD977Ø	02210		CALL	OURKBD	no store
	FE2Ø 28F9	Ø222Ø Ø223Ø		CP JR	Z,WCR	;BLANK? ;YES RETRY
	FEØD 20F2	Ø224Ø Ø225Ø		CP	ØDH	IS IT CR
70B7		02260		JR	NZ, NOTBL	NOPE
		02270	1			*******
					REGISTER WHEN	
		02300	; EX (S	WAP AF	WITH AF') DE HL WITH BO	I BEL ET IS
		02320	;*****	*****	*********	*******
70B8	CD9770	Ø233Ø Ø234Ø	ECMD	EQU	\$	
7ØBB	FE58	02350		CP	OURKBD 58H	;IS IT X?
	20BF -CD9770	Ø236Ø Ø237Ø		JR CALL	NZ,ICMD OURKBD	; NO ERROR
70C2	FEØD	02380		CP	ØDH	; IS IT EX CMD?
	2015 2AFA76	Ø239Ø Ø24ØØ		JR LD	NZ, NOTEX	; NO CHECK EXX
70C9	221277	02410		LD	HL, (AFSV) (TEMPR), HL	
7ØCC	2AØ277 22FA76	02420 02430		LD	HL, (AFPSV)	
70D2	2A1277	02440		LD	(AFSV),HL HL, (TEMPR)	
	220277	02450		LD	(AFPSV),HL	
70DB			NOTEX	JP EQU	\$	
	FE58	02480		CP	58H	; IS IT X?
	C27E70 CD9770	Ø249Ø Ø25ØØ		CALL	NZ,ICMD OURKBD	
70E3	FEØD C27E7Ø	02510		CP	ØDH	
	21FC76	Ø252Ø Ø253Ø		JP LD	NZ,ICMD HL,BCSV	
	111277	02540		LD	DE, TEMPR	
	010600 EDB0	Ø255Ø Ø256Ø		LDIR	BC,6	
70F3	210477	02570		LD	HL, BCPSV	
	11FC76 010600	Ø258Ø Ø259Ø		LD	DE,BCSV BC,6	
	EDBØ	02600		LDIR	The Street Co.	
				LD	HL, TEMPR	
70FE		Ø261Ø Ø262Ø		LD		
70FE 7101 7104	110477 010600	Ø262Ø Ø263Ø		LD	DE,BCPSV BC,6	
70FE 7101 7104 7107	110477	02620 02630 02640 02650 02660 02670 02680	; ;***** ;ENTER	LD LDIR JP	DE,BCPSV BC,6 CMDHND	**************************************
70FE 7101 7104 7107	110477 010600 EDB0	02620 02630 02640 02650 02660 02670 02680 02690 02710 02720 02730	; ******; ENTER; 1.WAIT; 2.GET; 3.WAIT; 4KEEP; 5.REPL	LD LDIR JP ****** HERE AF FOR A ADDRESS FOR A RECEIVI	DE,BCPSV BC,6 CMDHND ***********************************	VALIDATED
70FE 7101 7104 7107	110477 010600 EDB0	02620 02630 02640 02650 02660 02680 02690 02710 02720 02730	; ;***** ;ENTER ;1.WAIT ;2.GET ;3.WAIT ;4KEEP ;5.REPL	LD LDIR JP ******** HERE AF FOR A ADDRESS FOR A RECEIVI Y - STO	DE,BCPSV BC,6 CMDHND ********** TER STORE IS V BLANK S TO STORE DATE BLANK ING BYTES AND STORE COMPLETE	VALIDATED A STORE UNTIL CR
70FE 7101 7104 7107 7109	110477 010600 EDB0 C31A70	92629 92639 92659 92669 92679 92679 92719 92719 92739 92739 92759	; ;***** ;ENTER ;1.WAIT ;2.GET ;3.WAIT ;4KEEP ;5.REPL	LD LDIR JP ****** HERE AF FOR A ADDRESS FOR A RECEIVI Y - STO ******** EQU	DE,BCPSV BC,6 CMDHND ***********************************	VALIDATED A
70FE 7101 7104 7107 7109 710C 710C	110477 010600 EDB0 C31A70	02630 02630 02650 02650 02670 02670 02690 02710 02730 02730 02750 02770	; ***** ; ENTER ;1.WAIT ;2.GET ;3.WAIT ;4KEEP ;5.REPL ;;*****	LD LDIR JP ***********************************	DE,BCPSV BC,6 CMDHND ***********************************	VALIDATED A STORE UNTIL CR
70FE 7101 7104 7107 7109 710C 710C 710F 7111	110477 010600 EDB0 C31A70	92628 92639 92659 92669 92679 92679 92739 92739 92749 92759 92778 92769 92778 92778	; ***** ; ENTER ;1.WAIT ;2.GET ;3.WAIT ;4KEEP ;5.REPL ;;*****	LD LDIR LDIR JP ***********************************	DE,BCPSV BC,6 CMDHND **********************************	VALIDATED A STORE UNTIL CR ************************************
70FE 7101 7104 7107 7109 710C 710C 710F 7111 7114	21F976 CBBE 21F876 CBDE	92628 92639 92649 92658 92668 92678 92719 92729 92749 92759 92779 92789 92789	; ***** ; ENTER ;1.WAIT ;2.GET ;3.WAIT ;4KEEP ;5.REPL ;;*****	LD LDIR JP ******** HERE AF FOR A ADDRESS FOR A RECEIVI Y - STO ******** EQU LD RES LD SET	DE,BCPSV BC,6 CMDHND **********************************	VALIDATED A STORE UNTIL CR ************************************
70FE 7101 7104 7107 7109 710C 710F 7111 7114 71116 7119	21F976 CB8E 21F876 CBD6 CDA170	92620 92630 92650 92650 92650 92670 92710 92710 92720 92750 92750 92750 92750 92750 92750 92750	;;***** ;ENTER ;1.WAIT ;2.GET ;3.WAIT ;4KEE ;5.REPL ;****** STCMD	LD LDIR JP ******* HERE AF FOR A ADDRESS FOR A RECEIVI Y - STC ******* EQU LD RES LD SET CALL EQU	DE,BCPSV BC,6 CMDHND *************** TER STORE IS Y BLANK TO STORE DAT! BLANK ING BYTES AND S RE COMPLETE ********** HL,TRNFLG TRANS,(HL) HL,CMDFLG STORE,(HL) WBLK \$	VALIDATED A STORE UNTIL CR ************************************
70FE 7101 7104 7107 7109 710CC 710F 7111 7114 71119	110477 010600 EDB0 C31A70 21F976 CB8E 21F876 CBD6 CDA170 CD3C75	92628 92639 92658 92658 92658 92678 92718 92718 92718 92758 92778 92778 92778 92778 92778 92778 92778 92778 92778	;;***** ;ENTER ;1.WAIT ;2.GET ;3.WAIT ;4KEE ;5.REPL ;****** STCMD	LD LDIR JP ******* HERE AF FOR A ADDRESS FOR A RECEIVI Y - STO LD RES LD SET CALL EQU CALL	DE,BCPSV BC,6 CMDHND *************** TER STORE IS Y BLANK S TO STORE DAT! BLANK ING BYTES AND S RE COMPLETE ********** HL,TRNFLG TRANS,(HL) HL,CMDFLG STORE,(HL) WBLK \$ GETADD	A STORE UNTIL CR TURN TRANSLATE OFF SET FLAG BIT GET A BLANK GET AN ADDRESS
70FE 71101 71107 71107 71107 71108 71108 71114 71116 71119 71117 71117	21F976 CB8E 21F876 CBD6 CDA170	92628 92639 92659 92659 92679 92719 92719 92719 92759 92759 92759 92759 92759 92759 92759 92838 92838 92838	;;***** ;ENTER ;1.WAIT ;2.GET ;3.WAIT ;4KEE ;5.REPL ;****** STCMD	LD LDIR JP ******* HERE AF FOR A ADDRESS FOR A RECEIVI Y - STC ******* LD RES LD SET CALL EQU CALL CALL EQU	DE,BCPSV BC,6 CMDHND ************** TER STORE IS Y BLANK TO STORE DAT! BLANK ING BYTES AND S RE COMPLETE ********** HL,TRNFLG TRANS,(HL) HL,CMDFLG STORE,(HL) WBLK \$ GETADD WBLK \$	A STORE UNTIL CR *********** ;TURN TRANSLATE OFF ;SET FLAG BIT ;GET A BLANK ;GET ANOTHER BLANK
70FE 71101 71107 71107 71109 71109 71111 71116 71119 71117 71117 71117	21F976 CB8E 21F876 CBD6 CDA170 CD3C75 CDA170 E5	92628 92639 92658 92658 92658 92678 92789 92718 92729 92759 92759 92759 92818 92848 92848 92848 92848	;;******;ENTE;1.WAIT;2.GET;3.WAIT;4KEEp;5.REPL;;*******STCMD	LD LDIR JP ******* HERE AF FOR A ADDRESS FOR A RECEIVI Y - STO LD RES LD SET CALL EQU CALL CALL EQU PUSH	DE,BCPSV BC,6 CMDHND *********** TER STORE IS V BLANK S TO STORE DATE BLANK ING BYTES AND SIRE COMPLETE ******** \$ HL,TRNFLG TRANS,(HL) HL,CMDPLG STORE,(HL) WBLK \$ GETADD WBLK \$ HL	A STORE UNTIL CR TURN TRANSLATE OFF SET FLAG BIT GET A BLANK GET AN ADDRESS GET ANOTHER BLANK SAVE DEST ADDR
70FE 7101 71107 71107 7106 71106 71106 71106 7111 7111	21F976 CB8E 21F876 CBD6 CDA170 CD3C75 CDA170 E5 2AA740 06FF	92628 92639 92659 92659 92679 92719 92719 92719 92759 92759 92759 92759 92759 92759 92759 92838 92838 92838	;;******;ENTER;1.WAIT;2.GET;3.WAIT;4KEEP;5.REPL;************************************	LD LDIR JP ******* HERE AF FOR A ADDRESS FOR A RECEIVI Y - STC ******* LD RES LD SET CALL EQU CALL CALL EQU	DE,BCPSV BC,6 CMDHND ************** TER STORE IS Y BLANK TO STORE DAT! BLANK ING BYTES AND S RE COMPLETE ********** HL,TRNFLG TRANS,(HL) HL,CMDFLG STORE,(HL) WBLK \$ GETADD WBLK \$	A STORE UNTIL CR *********** ;TURN TRANSLATE OFF ;SET FLAG BIT ;GET A BLANK ;GET ANOTHER BLANK
70FE 7107 7107 7107 7107 7109 7106 7116 71114 71119 71119 71117 71123 7123	21F976 CB8E 21F876 CBD6 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD4000	92628 92638 92648 92658 92678 92789 92739 92739 92759 92758	;;*****; ;ENTER ;1.WAIT ;2.GET ;3.WAIT ;4KEEP ;5.REPL ;****** STCMD	LD L	DE,BCPSV BC,6 CMDHND **********************************	A STORE UNTIL CR ********** ;TURN TRANSLATE OFF ;SET FLAG BIT ;GET A BLANK ;GET AN ADDRESS ;GET ANOTHER BLANK ;SAVE DEST ADDR ;GET BUFFER ADDRESS ;SHOW LENGTH ;GET OUR STRING
70FE 7107 71107 71107 71107 71107 71107 71114 71119 7111F 711123 71125 71128	21F976 CB8E 21F876 CBD6 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD4000 DA5476 21F976	92628 92639 92659 92659 92659 92719 92719 92719 92759 92759 92759 92759 92789 92819 92819 92819 92848 92848 92848	;;*****; ;ENTER ;1.WAIT ;2.GET ;3.WAIT ;4KEEP ;5.REPL ;****** STCMD	LD LD LD LD LT LD RECEIVI LD RES LD SET CALL EQU CALL CALL EQU PUSH LD	DE,BCPSV BC,6 CMDHND **************** TER STORE IS Y BLANK TO STORE DAT! BLANK NG BYTES AND S RE COMPLETE *********** \$ HL, TRNFLG TRANS,(HL) HL,CMDPLG STORE,(HL) WBLK \$ GETADD WBLK \$ HL, (BBUFF) B,255	A STORE UNTIL CR ****************** ;TURN TRANSLATE OFF ;SET FLAG BIT ;GET AN ADDRESS ;GET ANOTHER BLANK ;SAVE DEST ADDR ;GET BUFFER ADDRESS ;SHOW LENGTH
70FE 71101 71107 71107 71107 71107 71107 71116 71112 71112 7112 7112 7112 7112	21F976 CB8E 21F876 CBA170 CD3C75 CDA170 E5 2AA740 06FF CD4000 DA5476 21F976 CB4E	92628 92639 92649 92669 92669 92739 92739 92739 92759	;;*****; ;ENTER ;1.WAIT; ;2.GET ;3.WAET ;5.REPL ;****** STCMD	LD L	DE,BCPSV BC,6 CMDHND *************** TER STORE IS YELLOW BLANK TO STORE DATE BLANK TO STORE AND BE COMPLETE ********** \$ HL,TRNFLG TRANS,(HL) HL,CMDFLG STORE,(HL) WBLK \$ GETADD WBLK \$ HL HL,(BBUFF) B,255 GSTRNG C,CJMP HL,TRNFLG TRANS,(HL)	A STORE UNTIL CR ***********************************
70FE 7101 7107 7107 7107 71107 71111 71116 71111 71119 71112 71128 71128 71128 71132	21F976 CB8E 21F876 CB06 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD4000 DA54976 CB4E 203A 2AA740	92628 92639 92659 92659 92659 92679 92779 92779 92759 92759 92759 92759 92759 92759 92759 92759 92759 92759 92759 92759 92759 92818 92818 92818 92848	;;*****; ;ENTER ;1.WAIT; ;2.GET ;3.WAET ;5.REPL ;****** STCMD	LD L	DE,BCPSV BC,6 CMDHND **************** TER STORE IS Y BLANK TO STORE DAT! BLANK TO STORE DAT! BLANK TO STORE DAT! BLANK TO STORE OMPLETE *********** \$ HL,TRNFLG TRANS,(HL) HL,CMDFLG STORE,(HL) WBLK \$ GETADD WBLK \$ HL,(BBUFF) B,255 GSTRNG C,CJMP HL,TRNFLG	A STORE UNTIL CR ***********************************
70 FE 101	21F976 CB8E 21F876 CB8E 21F876 CBAC CDA170 CD3C75 CDA170 E5 2AA740 06FF CD4000 DA5476 21F976 CB4E 203A	92628 92638 92648 92668 92668 92678 92718 92718 92718 92759 92759 92759 92759 92828	;;******;ENTER;1.WAIT;2.GET;3.WAIT;3.WAEF;5.REPL;5.REPL;************************************	LD L	DE,BCPSV BC,6 CMDHND *************** TER STORE IS YELLOW BLANK TO STORE DATE BLANK TO STORE DATE BLANK TO STORE DATE BLANK TO STORE (HL) BLANK TO STORE (HL) WHAT STORE, (HL) NE, (STRNG C, CJMP HL, TRNFLG TRANS, (HL) NZ, NOTTR HL, (BBUFF) IY	A STORE UNTIL CR ******************* ;TURN TRANSLATE OFF ;SET FLAG BIT ;GET A BLANK ;GET AN ADDRESS ;GET ANOTHER BLANK ;SAVE DEST ADDR ;GET BUFFER ADDRESS ;SHOW LENGTH ;GET OUR STRING ;BREAK - TERMINATE ;GET FLAG ;IS TRANS ON? ;NO BYPASS
70FE 71101 77107 71107 71107 71107 71111 71111 71112 71112 71112 71112 71112 71113 7113 7	21F976 CB8E 21F876 CB06 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD400 DA5476 CB4E 203A 24A740 FDE1 CD5071	92628 92638 92648 92668 92668 92678 92718 92718 92718 92759 92759 92759 92759 92828	;;*****; ;ENTER ;1.WAIT; ;2.GET ;3.WAET ;5.REPL ;****** STCMD	LD L	DE,BCPSV BC,6 CMDHND ************* TER STORE IS YELLOW BLANK S TO STORE DATE BLANK S TO STORE DATE BLANK HOW THE STORE OF THE STORE STORE COMPLETE ********** \$ HL,TRNFLG TRANS,(HL) HL,CMDFLG STORE,(HL) WBLK \$ GETADD WBLK \$ HL HL,(BBUFF) B,255 GSTRNG C,CJMP HL,TRNFLG TRANS,(HL) NZ,NOTTR HL,(BBUFF)	A STORE UNTIL CR ***********************************
701017771079 00 CCC771011 7711203 7711203 7711203 7711203 7711203 771121 7711130 771110 7711110 7711110 7711110 77	21F976 CB8E 21F876 CBD6 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD4000 DA5476 21F976 CB4E 20AA740 PCD4000 DA5476 21F976 CB4E 20AA740 PCD4000 DA5476 21F976 CB4E 20AA740 PCD4000 DA5476 21F976 CB4E 20AA740 PCD4000 DA5476 21F976 CB4E 20AA740 PCD4000 DA5476 21F976 CB4E 20AA740 CB4E 20AA740 CB4E 20AA740 CB4E 20AA740 CB4E 20AA740 20AA7	92628 92638 92648 92668 92668 92678 92778 92778 92778 92778 92778 92778 92778 92778 92778 92778 92778 92788 92788 92828	;;******;ENTER;1.WAIT;2.GET;3.WAIT;3.WAIT;3.WAIT;5.REPL;5.REPL;************************************	LD LDIR JP ******* HERE AF FOR A ADDRESS FOR A RECEIVI Y - STO ******* EQU LD SET CALL EQU CALL EQU PUSH LD	DE,BCPSV BC,6 CMDHND **************** TER STORE IS YELLOW BLANK TO STORE DATE BLANK TO STORE DATE BLANK TO STORE DATE BLANK TO STORE ON THE COMPLETE *********** \$ HL,TRNFLG TRANS,(HL) HL,CMDFLG STORE,(HL) WBLK \$ GETADD WBLK \$ HL,(BBUFF) B,255 GSTRNG C,CJMP HL,TRNFLG TRANS,(HL) NZ,NOTTR HL,(BBUFF) IY \$ TRANA HL	A STORE UNTIL CR ***********************************
70FE 711079 711079 711079 7111146 77111147 7711128 771128 771128 771128 771133 771137 771138	21F976 CB8E 21F876 CB06 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD400 DA5476 CB4E 203A 24A740 FDE1 CD5071	92628 92638 92648 92658 92678 92689 92739 92739 92759	;;******;ENTER;1.WAIT;2.GET;3.WAIT;4KEEP;5.REPL;************************************	LD LD LDIR JP ******* HERE AF FOR A ADDRESS FOR A RECEIVI Y - STO ******* EQU LD RES LD CALL EQU CALL EQU LD	DE,BCPSV BC,6 CMDHND *************** TER STORE IS YELLOW BLANK S TO STORE DATE BLANK ING BYTES AND STORE COMPLETE ********* \$ HL,TRNFLG TRANS,(HL) HL,CMDFLG STORE,(HL) WBLK \$ GETADD WBLK \$ SORE,(HL) WBLK \$ CETADD WBLK \$ CETADD WBLK \$ STORE,(HL) WBLK \$ STRAND C,CJMP HL,TRNFLG TRANS,(HL) NZ,NOTTR HL,(BBUFF) IY \$ TRANA	A STORE UNTIL CR TURN TRANSLATE OFF SET FLAG BIT GET AN ADDRESS GET ANOTHER BLANK SAVE DEST ADDR GET BUFFER ADDRESS SHOW LENGTH GET OUR STRING BREAK - TERMINATE GET FLAG IS TRANS ON? NO BYPASS POINT TO SOURCE POINT TO DESTINATION
70710777777777777777777777777777777777	21F976 CB8E 21F876 CB06 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD4000 DA5476 21F976 CB46 20AA740 FDE1 CD5071 23 CB27 CB27 CB27	92628 92638 92648 92668 92668 92678 92778 92778 92778 92778 92778 92778 92778 92778 92788 92788 92828	;;*****;ENTER;1.WAIT;2.GET;3.WAIT;4KEEP;5.REPL;;*******STCMD	LD LDIR JP ******* HERE AF FOR A ADDRESS FOR A RECEIVI Y - STO ******* EQU LD SET CALL EQU CALL EQU PUSH LD CALL LD L	DE,BCPSV BC,6 CMDHND **************** TER STORE IS YELLOW BLANK TO STORE DATE BLANK TO STORE DATE BLANK TO STORE PART BLANK TO STORE PART STORE (BL) WHITE ************ SHL,TRNFLG TRANS,(HL) HL,CMDFLG STORE,(HL) WBLK \$ GETADD WBLK \$ HL,(BBUFF) B,255 GSTRNG C,CJMP HL,TRNFLG TRANS,(HL) NZ,NOTTR HL,(BBUFF) IY \$ TRANA HL A A A A	A STORE UNTIL CR TURN TRANSLATE OFF SET FLAG BIT GET AN ADDRESS GET ANOTHER BLANK SAVE DEST ADDR GET BUFFER ADDRESS SHOW LENGTH GET OUR STRING BREAK - TERMINATE GET FLAG IS TRANS ON? NO BYPASS POINT TO SOURCE POINT TO DESTINATION
707FE 711014 711079 711079 7111146 77111147 7711128 771128 771128 771135 771133 771138 771137 771138	21F976 CB8E 21F876 CB8E 21F876 CBD6 CDA170 CDA170 E5 CDA170 E5 CDA170 E5 CDA170 E5 CDA170 E5 CDA170 E5 CDA170 CD5 CDA170 CD5 CDA170 CD5 CDA170 CD5 CDA170 CD5 CDA170 CD5 CDA170 CD5 CD6 CD6 CD7 CD6 CD6 CD7 CD6 CD7 CD6 CD7 CD6 CD6 CD7 CD6 CD7 CD6 CD7 CD6 CD7 CD6 CD7 CD6 CD7 CD6 CD7 CD6 CD7 CD6 CD7 CD6 CD7 CD6 CD7 CD6 CD7 CD6 CD7 CD7 CD7 CD6 CD7 CD7 CD6 CD7 CD7 CD7 CD7 CD7 CD7 CD7 CD7 CD7 CD7	92628 92638 92648 92658 92678 92739 92739 92759	;;******;ENTER;1.WAIT;2.GET;3.WAIT;4KEEP;5.REPL;************************************	LD LD LDIR JP ******* HERE AF FOR A ADDRESS FOR A RECEIVI Y - STO ******* EQU LD RES LD CALL EQU CALL EQU LD	DE,BCPSV BC,6 CMDHND **********************************	A STORE UNTIL CR TURN TRANSLATE OFF SET FLAG BIT GET AN ADDRESS GET ANOTHER BLANK SAVE DEST ADDR GET BUFFER ADDRESS SHOW LENGTH GET OUR STRING BREAK - TERMINATE GET FLAG IS TRANS ON? NO BYPASS POINT TO SOURCE POINT TO DESTINATION
707FE 711079 711079 711079 7111146 7711117711123 7711122128BE 771113357 77113357 77113141	21F976 CB8E 21F876 CB8E 21F876 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD400 DA5476 21F976 CB4E 203A 2AA740 FDE1 CD5071 CB27 CB27 CB27 CB27 CB27 CB27 CCD2	92628 92638 92648 92658 92668 92678 92778 92778 92778 92778 92778 92778 92778 92778 92778 92789 92828	;;******;ENTER;1.WAIT;2.GET;3.WAIT;3.WAIT;3.WAIT;5.REPL;5.REPL;5.REPL	LD L	DE,BCPSV BC,6 CMDHND **************** TER STORE IS YELLOW BLANK TO STORE DATE BLANK TO STORE DATE BLANK TO STORE PARE TRANS (HL) HL,CMDFLG STORE,(HL) WBLK \$ HL,TRNFLG TRANS,(HL) HL,CMDFLG STORE,(HL) WBLK \$ HL,CMDFLG STORE,(HL) WBLK \$ TRANS,(HL) NZ,NOTTR HL,(BBUFF) IY \$ TRANA HL A A A A B,A TRANA	A STORE UNTIL CR TURN TRANSLATE OFF SET FLAG BIT GET AN ADDRESS GET ANOTHER BLANK SAVE DEST ADDR GET BUFFER ADDRESS SHOW LENGTH GET OUR STRING BREAK - TERMINATE GET FLAG IS TRANS ON? NO BYPASS POINT TO SOURCE POINT TO DESTINATION
70 FE 1014 77 71 107 9 0 C C C C C C C C C C C C C C C C C C	21F976 CB8E 21F876 CB06 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD4000 DA54976 CB4E 203A 2AA740 FDE1 CD5071 23 CB27 CB27 CB27 CB27 CB27 CB27 CB27 CB27	92628 92638 92648 92668 92668 92688 92730 92730 92750	;;*****;ENTER;1.WAIT;2.GET;3.WAIT;4KEE;5.REPL;;*******STCMD	LD L	DE,BCPSV BC,6 CMDHND **********************************	A STORE UNTIL CR ***********************************
70 PE 10 PE	21F976 CB8E 21F876 CB8E 21F876 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD400 DA5476 21F976 CB4E 203A 2AA740 FDE1 CD5071 23 CB27 CB27 CB27 CB27 CB27 CB27 CB27 CB27	92628 92638 92648 92658 92668 92678 92778 92778 92778 92778 92778 92778 92778 92778 92778 92789 92828	;;*****; ;ENTER ;1.WAIT; ;2.GET ;3.WAIT; ;4KEE; ;5.REPL ;****** STCMD	LD LD LDIR JP ******* HERE AF FOR A ADDRESS FOR A RECEIVI Y - STO ******* EQU LD RES LD RES LD CALL EQU PUSH LD	DE,BCPSV BC,6 CMDHND **************** TER STORE IS YELLOW BLANK TO STORE DATE BLANK TO STORE DATE BLANK TO STORE PARE BLANK TO STORE PARE STORE, (HL) HL, CMDFLG STORE, (HL) WBLK \$ HL, TRNFLG GETADD WBLK \$ HL, (BBUFF) B,255 GSTRNG C,CJMP HL,TRNFLG TRANS, (HL) NZ,NOTTR HL, (BBUFF) IY \$ TRANA A A A A A A B,A TRANA A A A A A A A A A A A A A A A A A A	A STORE UNTIL CR TURN TRANSLATE OFF SET FLAG BIT GET AN ADDRESS GET ANOTHER BLANK SAVE DEST ADDR GET BUFFER ADDRESS SHOW LENGTH GET OUR STRING BREAK - TERMINATE GET FLAG IS TRANS ON? NO BYPASS POINT TO SOURCE POINT TO DESTINATION
7071079 711079 711079 711079 711079 711114 711116 711117 7111125 711135 71113137 71113137 71113137 71113137 7111434 711444 711448	21F976 CB8E 21F876 CB8E 21F876 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD400 DA5476 21F976 CB4E 203A 2AA740 FDE1 CD5071 23 CB27 CB27 CB27 CB27 CB27 CB27 CB27 CB27	2628 92638 92648 92658 92668 92678 92778 92778 92775 92775 92775 92775 92775 92782 92828 93828 938	;;*****; ;ENTER ;1.WAIT; ;2.GET ;3.WAIT; ;4KEE; ;5.REPL ;****** STCMD	LD L	DE,BCPSV BC,6 CMDHND ***************** TER STORE IS 'BLANK TO STORE DATE BLANK TO STORE DATE BLANK TO STORE DATE BLANK TO STORE DATE BLANK TRANS, (HL) HL,CMDFLG STORE, (HL) WBLK \$ HL,TRNFLG TRANS, (HL) HL,CMDFLG STORE, (HL) WBLK \$ TRANS, (HL) HL, (BBUFF) HL, TRNFLG TRANS, (HL) NZ,NOTTR HL, (BBUFF) IY \$ TRANA HL A A A B A B A TRANA A B B A TRANA A A B TRANA B TRAN	A STORE UNTIL CR ***********************************
70FE 71101 71107 71107 71107 71107 711114 71114 71112 71112 71112 71112 71113 71113 71113 71114 71114 71114 71114 7114 7	21F976 CB8E 21F876 CB8E 21F876 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD400 DA5476 CB4E 203A 2AA740 FDE1 CB27 CB27 CB27 CB27 CB27 CB27 CB27 CB27	02620 02630 02640 02650 02660 02670 02770 02773 027750 027	;;***** ;ENTER ;1.WAIT ;2.GET ;3.WAIT ;4KEEP ;5.REPL ;***** STCMD STTM STMEM	LD LD LDIR JP ******* HERE AF FOR A ADDRESS FOR A RECEIVI Y - STO ******* EQU LD RES LD RES LD	DE,BCPSV BC,6 CMDHND ***************** TER STORE IS 'BLANK TO STORE DAT'S BLANK TO STORE DAT'S BLANK TO STORE DAT'S BLANK TO STORE (HL) BLANK STORE, (HL) HL,CMDFLG STORE, (HL) WBLK \$ HL,TRNFLG TRANS, (HL) B,255 GSTRNG C,CJMP HL,TRNFLG TRANS, (HL) NZ,NOTTR HL, (BBUFF) IY STRANA A A A B,A TRANA A B,A TRANA A A B,A TRANA A IY HL TRANM	A STORE UNTIL CR ************************** ;TURN TRANSLATE OFF ;SET FLAG BIT ;GET AN ADDRESS ;GET ANOTHER BLANK ;SAVE DEST ADDR ;GET BUFFER ADDRESS ;SHOW LENGTH ;GET OUR STRING ;BREAK - TERMINATE ;GET FLAG ;IS TRANS ON? ;NO BYPASS ;POINT TO SOURCE ;POINT TO DESTINATION ;POINT TO NEXT BYTE
70 FE 1107 71107 71107 71107 71107 71107 71107 71107 71107 711111 71111 71111 71111 71111 71111 71111 71111 71111 71111 71111 711 71 7	21F976 CB8E 21F876 CB06 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD4000 DA5476 21F976 CB4E 203A 2AA740 FDE1 CD5071 23 CB27 CB27 CB27 CB27 CB27 CB27 CB27 CB27	02620 02630 02640 02650 02660 02670 02770 02773 027750 027	;;******;ENTER;1.WAIT;2.GET;3.WAIT;3.	LD L	DE,BCPSV BC,6 CMDHND ***************** TER STORE IS YELLOW BLANK STO STORE DATE BLANK ING BYTES AND STORE COMPLETE ********** \$ HL,TRNFLG TRANS,(HL) HL,CMDFLG STORE,(HL) WBLK \$ GETADD WBLK \$ STORE,(HL) WBLK \$ TRANS,(HL) HL,(BBUFF) B,255 GSTRNG C,CJMP HL,TRNFLG TRANS,(HL) NZ,NOTTR HL,(BBUFF) IY \$ TRANA HL A A A A B,A TRANA A A B,A TRANA A A B,A TRANA A B,B (IY+0),A IY	A STORE UNTIL CR ******************** ;TURN TRANSLATE OFF ;SET FLAG BIT ;GET A BLANK ;GET AN ADDRESS ;GET ANOTHER BLANK ;SAVE DEST ADDR ;GET BUFFER ADDRESS ;SHOW LENGTH ;GET OUR STRING ;BREAK - TERMINATE ;GET FLAG ;IS TRANS ON? ;NO BYPASS ;POINT TO SOURCE ;POINT TO DESTINATION ;POINT TO NEXT BYTE
71079 711079 711079 711079 7111146 7111147 7111147 711128 711128 711135 711131313131313131313131313131313131313	21F976 CB8E 21F976 CB8E 21F976 CBA170 CD3C75 CDA170 E5 2AA740 06FF 2AA740 06FF 2AA740 FD21 CD5071 23 CB27 CB27 CB27 CB27 CB27 CB27 CB27 CB27	02620 02630 02640 02650 02660 02670 02770 02770 027750 027	;;***** ;ENTER ;1.WAIT ;2.GET ;3.WAIT ;4KEEP ;5.REPL ;***** STCMD STTM TRANM	LD LD LDIR JP ******* HERE AF FOR A ADDRESS FOR A RECELYIVI Y - STC ******* EQU LD RES LD RES LD	DE,BCPSV BC,6 CMDHND **********************************	A STORE UNTIL CR ***********************************
71077 71079 71107 71107 71107 71107 711114 71119 711112 71112 71112 71112 71113 7113 711	21F976 CBBE 21F876 CBBE 21F876 CBD6 CDA170 CD3C75 CDA170 E5 2AA740 06FF CD4000 DA5476 21F976 CB4E 203A 2AA740 FDE1 CB27 CB27 CB27 CB27 CB27 CB27 CB27 CB27	92628 92638 92648 92658 92668 92678 92778 92778 92778 92778 92778 92778 92778 92778 92778 92778 92778 92778 92789 92828	;;***** ;ENTER ;1.WAIT ;2.GET ;3.WAIT ;4KEEP ;5.REPL ;***** STCMD STTM TRANM	LD L	DE,BCPSV BC,6 CMDHND **********************************	A STORE UNTIL CR ***********************************

Pro	gram continued					
1.75	7155 F1	03150		POP	AF	; KILL STACK ENTRY
	7156 181D 7158	Ø316Ø	TRANC	JR EQU	STCMM	;LINK UP
	7158 D630	03180	212002	SUB	3ØH	REMOVE SPECIAL CODES
	715A FA6871 715D FEØA	Ø319Ø Ø32ØØ		JP CP	M,TRANIV ØAH	; INVALID ; 0-9?
	715F F8	03210		RET	M	;YES
	7160 D607 7162 FA6871	Ø322Ø Ø323Ø		JP	7 M,TRANIV	;FLIP BIT ;ERROR
	7165 FE10	03240		CP	10H	; A-F?
	7167 F8 7168	03250	TRANIV	RET	M S	;YES
	7168 D1	03270	TIMMIA	POP	DE	;KILL STACK ENTRY
	7169 C35476	Ø328Ø Ø329Ø		JP	CJMP	
	716C		NOTTR	EQU	\$	
	716C 48	03310		LD	C,B	O' 710 1 000
	716D AF 716E 47	03320 03330		XOR LD	A B, A	CLEAR A REG
	716F D1	03340		POP	DE	RESTORE DEST
	7170 2AA740 7173 EDB0	Ø335Ø Ø336Ø		LD. LDIR	HL, (BBUFF)	; SOURCE AGAIN ; MOVE IT
	7175	03370	STCMM	EQU	\$,
	7175 CD7B76 7178 ØD	Ø338Ø Ø339Ø		CALL	OURMSG CR	
	7179 53	03400		DEFM	STORE COMPL	ETE!
	7187 ØD 7188 ØØ	03410 03420		DEFB	CR EOM	
	7189 C31A70	03430		JP	CMDHND	
		03440 03450				*******
		03460	ENTER	HERE IF	AN I WAS ENC	OUNTERD
					DETERMINE IF	IT
		03490	; IS AN :	*****	********	*******
	718C		STIND	EQU	\$	
	718C CD9770 718F FE59	Ø351Ø Ø352Ø		CALL	OURKBD 59H	; IS IT A Y
	7191 2814	03530		JR	Z,STY	; YES
	7193 FE58 7195 C2A970	03540 03550		CP JP	58H NZ,NOTBL	; IS IT AN X ; NO - ERROR
	7198	03560		EQU	\$, NO = EKNOR
	7198 CDA170	03570		CALL	WBLK	OPM NWW YV
	719B CD3C75 719E CDAC70	Ø358Ø Ø359Ø		CALL	GETADD WCR	;GET NEW IX ;WAIT FOR A CR
	71A1 220A77	03600		LD	(IXSV),HL	;STORE NEW IX
	71A4 C31A70	Ø361Ø Ø362Ø		JP	CMDHND	; RETURN
	71A7	03630	STY	EQU	\$	
	71A7 CDA170 71AA CD3C75	Ø364Ø Ø365Ø		CALL	WBLK GETADD	GET NEW IY
	71AD CDAC70	03660		CALL	WCR	; WAIT FOR A CR
	71BØ 22ØC77 71B3 C31A7Ø	03670 03680		LD JP	(IYSV),HL CMDHND	;STORE NEW IY ;RETURN
	7 55-11/5	03690	1			
			; ******			**************
		03720	JA B C	DEHI		
					NTING TO	
					TO STORE INTO	*******
	71B6	03760	STG	EQU	\$	
	71B6 CDA170 71B9 CD4575	Ø377Ø Ø378Ø		CALL	WBLK GETNUM	;WAIT FOR A BLANK ;GET THE VALUE
	71BC 77	03790		LD	(HL),A	STORE IT
	71BD CDAC70 71C0 C31A70	03800 03810		CALL JP	WCR CMDHND	;WAIT FOR A CR ;RETURN
				*****	*********	*********
			CODE F		OM THE GETADD	
		03850	FIRST	BYTE OF	ADDRE WAS TH	
			; CHAR P		IG US TO STORE	
		03880	******	*****	********	*******
	71C3 71C3 CD9770	03890 03900	STOREP	EQU	\$	CPM & CUAD
	71C6 FE20	03910		CP	OURKBD 20H	;GET A CHAR ;BLANK?
	71C8 28Ø8	03920		JR	Z,DOPC	YES
	71CA FE43 71CC C2A970	Ø393Ø Ø394Ø		CP JP	43H NZ,NOTBL	; IS IT C? ; NO - ERROR
	71CF CDA170	03950		CALL	WBLK	WAIT FOR BLANK
	71D2 71D2 CD3C75	03960	DOPC	CALL	\$ GETADD	GET THE NEW PC
	71D5 CDAC70	03980		CALL	WCR	; WAIT FOR A CR
	71D8 221077 71DB C31A70			LD	(PCSV),HL	;STORE IT
	/IDB CSIR/8	04000 04010		JP	CMDHND	;AND RETURN
		04020	FIRST I	BYTE WA	SAS	
		04030	150 WE :	SHOULD	STORE NEW SP	******
	71DE	04050	WST3	EQU	\$	
	71DE CD9770 71E1 FE20	04060 04070		CALL	OURKBD 20H	GET A CHAR
	71E3 28Ø8	04080		JR	Z,SPNOB	; BLANK? ; YES
	71E5 FE50	04090		CP	50H	UPPER CASE P?
	71E7 C2A970 71EA CDA170	04100 04110		JP	NZ, NOTBL WBLK	; NO INVALID FORMAT ; WAIT FOR A BLANK
	71ED	04120	SPNOB	EQU	\$	
	71ED CD3C75 71FØ CDAC70	84138 84148		CALL	GETADD WCR	;GET NEW SP ;WAIT FOR A CR
	71F3 22ØE77	04150		LD	(SPSV), HL	;SAVE IT
	71F6 C31A70	04160 04170		JP	CMDHND	; RETURN
						Program continu

Program continues

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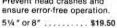


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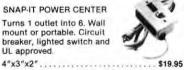
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ram continue		04190 04200 04210 04220	; ENTER ; VALIDAT ; FIN OUT ; REQUIRE	HERE WE TED. IT WHAT I	IEN DISPLAY HA IS NOW OUR JO KIND OF DISPLA	OB TO AY IS
71F9			DICMD	EQU	*****************	******
71F9	CDA170	04250	DICHD	CALL	WBLK	;WAIT FOR A BLANK
71FF	21F876 CBCE CD3C75	04260 04276 04280		LD SET CALL	HL, CMDFLG DISPLY, (HL) GETADD	SET FLAG BIT
7204	7D	04290		LD	A,L	GET LOW BYTE
7205 7207		04300 04310		AND ØI	FØH L,A	; ROUND OFF ; SAVE IT BACK
7208	CD9770	04320		CALL	OURKBD	GET A CHAR
720B 720D	FEØD	04330 04340		CP	CR CKDOM	-NOW CD
	FD21F876			JR LD	NZ,CKDOT IY,CMDFLG	; LOAD FLAGS
7213	FDCB00A6			RES	DOT, (IY+0)	TURN DOT OFF
7219	1810	Ø437Ø Ø438Ø	CKDOT	JR EQU	PREN S	;LINK UP
	FE2E	04390		CP	2EH	; IS IT A DOT
	C27E7Ø CDAC7Ø	04400		JP	NZ,ICMD WCR	; NO - ERROR ; WAIT FOR CR
7221	FD21F876	04420		LD	IY, CMDFLG	;LOAD FLAGS
7225	FDCBØØE6	04440	PREN	EQU	DOT, (IY+0)	TURN DOT ON
7229	an 2 - 2 -	04450		EQU	\$	
7229 7220	CD2B00 B7	04460		OR	KBD A	; SCAN KEYS ; ANYTHING?
722D	2807	04480		JR	Z,KDSP	; NO
722F 7231		04490 04500		CP JR	NZ,KDSP	;BREAK? ;YES - END
7233	C31A70	04510		JP	CMDHND	RETURN
7236 7236	AP	Ø452Ø Ø453Ø	KDSP	EQU	Ş A	Carlotte State College
7237	321B77	04540		LD	(CNT),A	CLEAR A REG
723A	321D77	04550		LD	(BLKN),A	CLEAR BLOCK NUMBER
723D 723E	CDD572	04560 04570		CALL	HL DSPADD	; SAVE START ADDR ; DISPLAY THE ADDRESS
7241	CDØ273	04580	new-	CALL	DSPC	FIRE IT OFF
7244 7244	7E	04590 04600	DDMP	EQU LD	\$ A,(HL)	GET CHAR
7245	CDE272	84618		CALL	DSPCAR	ISHOW IT IN HEX
7248	23 3A1B77	04620 04630		INC	HL A, (CNT)	POINT TO NEXT
724C	3C	94649		INC	A	; GET COUNT ; ADD 1
	321B77 FEØ4	04650 04660		LD	(CNT),A	STORE BACK
7252	2802	04670		JR	Z,BLNK	;LIMIT? ;YES
7254	18EE	04680 04690		JR	DDMP	
7256		04700	BLNK	EQU	\$	
	3E2Ø	04710		LD	A,20H	LOAD A BLANK
725B	CD8176	04720 04730		XOR	DSP A	; FIRE IT ; CLEAR REG
725C	321B77	94749		LD	(CNT),A	CLEAR COUNT
725F 7262	3A1D77	04750 04760		INC	A, (BLKN) A	; GET BLOK NUM ; ADD 1
7263	321D77	94779		LD	(BLKN),A	STORE BACK
	FEØ4 28Ø2	Ø478Ø Ø479Ø		CP JR	Z,ASCDP	DONE PART 1
	18D8	04800		JR	DDMP	CONTINUE
726C		04810		POU	c	
726C	AF	04830	ASCDP	XOR	\$ A	CLEAR A REG
	321B77	04840		LD	(CNT),A	RESET COUNT
	321D77 3E2Ø	Ø485Ø Ø486Ø		LD	(BLKN),A A,20H	RESET BLOCK LOAD A BLANK
7275	CD8176	64876		CALL	DSP	FIRE IT OFF
	3E2A CD8176	Ø488Ø Ø489Ø		CALL	A,'*'	
727D		04900		POP	HL	GET BACK START ADDR
727E 727E	7E	04910 04920	MOREA	LD	\$ A,(HL)	JGET A CHAR
727F	FE20 280E	04930		CP	20H	IS IT BLANK?
7281	280E FE30	Ø494Ø Ø495Ø		JR CP	Z,CKEND 30H	;YES - DISPLAY ;LOW WATER?
7285	FA8F72	04960		JP	M,DODOT	; NO
7288	FE5B	04970		CP	5BH	HIGH WATER MARK?
	F28F72 1802	Ø498Ø Ø499Ø		JP JR	P,DODOT CKEND	; NO ; SEE IF DONE
728F		05000	DODOT	EQU	\$	A A A A A A A A A A A A A A A A A A A
728F 7291	3E2E	05010 05020	CKEND	EQU	A,','	BEST JUST
7291	CD8176	05030	2000	CALL	DSP	SHOW IT
7294 7297	3A1B77 3C	05040 05050		INC A	A, (CNT)	GET COUNT
7298	321B77	05060		LD	(CNT),A	STORE IT BACK
729B 729C		05070 05080		INC	HL 16	POINT TO NEXT
729E	20DE	05090		JR	NZ, MOREA	;LIMIT?
	3E2A	05100		LD	A, 1*1	
	CD8176 3EØD	Ø511Ø Ø512Ø		LD	DSP A,CR	SHOW IT
72A7	CD8176	05130		CALL	DSP	FIRE IT OFF
	FD21F876 FDCB0066			LD BIT	IY, CMDFLG DOT, (IY+0)	JGET PLAG JIS DOT ON?
72B2	CA1A7Ø	05160		JP	Z, CMDHND	NO - DONE
72B5 72B8	3A1C77 3C	05170 05180		INC	A, (SCNT) A	GET SCREEN COUNT
72B9	321C77	05190		LD	(SCNT),A	SAVE IT BACK
	FEØF C22972	05200 05210		CP	15 NZ, NULN	;LIMIT? ;NO - DO MORE
	V44314	PLACE		UF		

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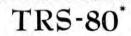
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Program	contin								
	LOITIN	nued							
	72C1	AF	85228		XOR	A		CLEAR A REG	
		321C77 CD9770	Ø523Ø Ø524Ø		LD	(SCNT),A OURKBD		CLEAR THE CO	TRUC
		PEØ1	05250		CP	1		IS IT BREAK	?
		CA2E70 PE0D	05260 05270		JP CP	Z,CP80M 0DH		YES - DONE JUST RETURN	2
		C27E70	05280		JP	NZ,ICMD		NO - ERROR	
	72D2	C32972	05290 05300		JP	NULN			
	72D5			DSPADD	EQU	\$			
	72D5		05320		PUSH	HL		GET ADDR	DVTF
	72D6 72D7		05330 05340		LD	A,H BC		LOAD FIRST	BILE
	72D8 72DB	CDE272	05350		CALL	DSPCAR		SHOW CHAR	nyme
		CDE272	05360 05370		CALL	A,L DSPCAR		LOAD SECOND	BIID
	72DF		05380		POP	BC		RESTORE REG	
	72EØ 72E1		05390 05400		POP	HL	19	RESTORE ADD	R
	7202		05410		non	•			
	72E2 72E2		05430	DSPCAR	EQU	S C,A			
	72E3	CB3F	05440		SRL	A			
		CB3F CB3F	05450 05460		SRL	A A			
	72E9	CB3F	05470		SRL	A			
	72EB 72EE	CDF572	05480 05490		LD	CKIT A,C			
		E60F	05500		AND	ØFH			
	72F1 72F4	CDF572	05510 05520		CALL	CKIT			
	72F5	Cy	05530	CKIT	EQU	\$			
		C630	95540		ADD	A,30H 3AH			
		FE3A PAFE72	Ø555Ø Ø556Ø		JP	M,CK1			
		C687	05570		ADD	A,7			
	72FE 72FE	CD8176	05590 05590	CKI	CALL	DSP			
	7301		85688		RET	-			
	7302		05610 05620		EQU	\$			
		3E20	05630		LD	A,20H			
		CD8176 CD8176	05640 05650		CALL	DSP			
	730A		05660		RET	DBE			
			05670	.*****	*****	*******	*****	*******	
						O DISPLAY		3050000000000	
						TERS. THIS		ý.	
						O DON'T WAY	NT		
			05730	TO MISS	OUT C	N ANYTHING			
	738B		05750	DRS	EQU	S			
	730B	CDAC70	05760		CALL	WCR		WAIT FOR CR	
		anana.							
		CD7B76	05770		CALL	OURMSG		E HL	APT
	7311 732E	20 27				OURMSG AF BO 27H		E HL	AF *
	7311 732E 732F	20 27 20	05770 05780 05790 05800		CALL DEFM DEFB DEFM	OURMSG AF BC 27H BC		E HL	AP'
	7311 732E	20 27 20 27	05770 05780 05790		CALL DEFM DEFB	OURMSG AF BO 27H		E HL	AP '
	7311 732E 732P 7334 7335 733A	20 27 20 27 20 27	05770 05780 05790 05800 05810 05820 05830		CALL DEFM DEFB DEFM DEFM DEFM DEFB	OURMSG 'AF BO 27H 'BC' 27H 'DE' 27H		E HL	AP'
	7311 732E 732F 7334 7335	20 27 20 27 20 27 20 27 20	05770 05780 05790 05800 05810 05820		CALL DEFM DEFB DEFM DEFB DEFM	OURMSG 'AF BO 27H 'BC' 27H		E HL	AP'
	7311 732E 732F 7334 7335 733A 733B 7340 7341	20 27 20 27 20 27 20 27 20 27	05770 05780 05790 05808 05810 05820 05838 05840 05850 05860		CALL DEFM DEFB DEFM DEFB DEFM DEFB DEFM DEFB DEFM	OURMSG ' AF BC 27H ' BC' 27H ' DE' 27H 27H CR		E HL	AP'
	7311 732E 732F 7334 7335 733A 733B 7340 7341 7342	20 27 20 27 20 27 20 27 20 27	05770 05780 05790 05800 05810 05820 05830 05840 05850		CALL DEFM DEFB DEFM DEFB DEFM DEFB DEFM DEFB	OURMSG 'AF BC 27H 'BC' 27H 'DE' 27H 'HL' 27H CR EOM	C D		
	7311 732E 732P 7334 7335 733A 733B 7340 7341 7342 7343 7346	20 27 20 27 20 27 20 27 20 27 00 00 21FA76 AF	#5778 #578# #579# #58## #581# #582# #583# #583# #585# #586# #586# #588# #588# #588#		CALL DEFM DEFB DEFM DEFB DEFM DEFB DEFM DEFB DEFB DEFB DEFB LD XOR	OURMSG 'AF BC 27H ' BC' 27H ' DE' 27H ' HL' 27H CR EOM HL,AFSV A	C D	POINT TO ST.	ART
	7311 732E 732P 7334 7335 733A 733B 7340 7341 7342 7343 7346	20 27 20 27 20 27 20 27 0D 00 21FA76 AF 321B77	95778 95788 95789 95818 95828 95838 95838 95838 95868 95878 95888 95898		CALL DEFM DEFB DEFM DEFB DEFM DEFB DEFM DEFB DEFB DEFB DEFB DEFB LD	OURMSG 'AF BO 27H 'BC' 27H 'DE' 27H 'HL' 27H CR EOM HL,APSV	C D	POINT TO ST.	ART
	7311 732E 732F 7334 7335 733A 7346 7341 7342 7343 7344 7344 7344 734A	20 27 20 27 20 27 20 27 00 27 00 21FA76 AF 321B77 CDBA73	95778 95789 95789 95898 95818 95828 95848 95848 95868 95868 95888 95898 95999 95919		CALL DEFM DEFB DEFM DEFB DEFM DEFB DEFM DEFB DEFB LD XOR LD LD CALL	OURMSG 'AF BC 27H 'BC' 27H 'DE' 27H 'HL' 27H CR EOM HL,AFSV A (CNT),A \$ DDSP	c b	POINT TO ST.	ART DISPLAY
	7311 732E 732P 7334 7335 733B 7340 7341 7342 7343 7346 7347 734A 734A	20 27 20 27 20 27 20 27 20 27 00 00 21FA76 AF 321B77 CDBA73 CD0273	95778 95789 957898 95818 95828 95838 95848 95858 95868 95868 958898 959918 959918		CALL DEFM DEFM DEFB DEFM DEFB DEFB DEFB DEFB LD XOR LD EQU CALL CALL	OURMSG 'AF BC 27H ' BC' 27H ' DE' 27H ' HL' 27H CR EOM HL,APSV A (CNT),A \$ DDSP DSPC	C D	POINT TO ST. CLEAR OUR COUNTER DO A DOUBLE	ART DISPLAY
	7311 732E 732F 7334 7335 7338 7341 7341 7342 7343 7346 7347 734A 734A 7340 7350 7353	20 27 20 27 20 27 20 27 20 27 20 21 27 20 21 27 20 21 27 20 21 27 27 20 21 27 27 27 20 27 27 27 27 27 27 27 27 27 27 27 27 27	05770 05780 05800 05810 05810 05830 05840 05870 05880 05870 05890 05990 05990 05930	DOMOR	CALL DEFM DEFM DEFM DEFM DEFM DEFM DEFB DEFM DEFB LD XOR LD CALL CALL LD INC	OURMSG 'AF BC 27H 'BC' 27H 'DE' 27H 'HL' 27H CR EOM HL,APSV A (CNT),A \$ DDSP DSPC A,(CNT) A	C D	POINT TO ST. CLEAR OUR COUNTER DO A DOUBLE SPACE GET COUNT	ART DISPLAY
	7311 732E 732P 7334 7335 733B 7349 7341 7342 7343 7346 7347 734A 734A 7353 7353	28 27 28 27 29 27 29 27 28 27 28 27 28 27 28 21 27 28 21 21 21 21 21 21 21 21 21 21 32 18 32 18 32 18 32 18 32 18 32 18 32 18 32 32 32 32 32 32 32 32 32 32 32 32 32	85778 85789 85818 85818 85838 85838 85858 85868 85898 85998 85998 85998 85998 85998	DOMOR	CALL DEFM DEFM DEFB DEFM DEFB DEFM DEFB DEFB LD EGU CALL LD INC LD	OURMSG 'AF BC 27H ' BC' 27H ' DE' 27H CR EOM HL,APSV A (CNT),A \$ DDSP DSPC A,(CNT)	C D	POINT TO ST. CLEAR OUR COUNTER DO A DOUBLE DOUBLE SPACI GET COUNT ADD 1 SAVE BACK	ART DISPLAY
	7311 732E 732F 733A 733A 734B 7341 7342 7343 7346 7347 734A 734A 7350 7353 7354 7357	28 27 28 27 28 27 28 27 28 27 28 27 80 80 21 27 32 1877 CDBA73 CD0273 3A1B77 3C 321B77 FE04 20EF	05770 05780 05800 05810 05810 05810 05830 05840 05870 05870 05990 05990 05990 05960 05960 05980	DOMOR	CALL DEFM DEFB DEFM DEFB DEFM DEFB DEFM DEFB DEFB LD XOR LD CALL CALL LD LD CP JR	OURMSG 'AF BC 27H ' BC' 27H ' DE' 27H ' HL' 27H CR EOM HL,APSV A (CNT),A \$ DDSP DSPC A,(CNT) A (CNT),A	C D	POINT TO ST. CLEAR OUR COUNTER DO A DOUBLE SPACE GET COUNT ADD 1 SAVE BACK DONE?	ART DISPLAY E
	7311 732E 732F 733A 733B 734B 7341 7342 7343 7346 7347 734A 734D 7353 7354 7359 7358	28 27 28 27 29 27 29 27 28 27 28 27 28 21 32 32 32 32 32 32 32 32 32 32 32 32 32	85778 85789 85818 85818 85838 85838 85868 85868 85898 85998 85998 85998 85998 85998 85998 85998 85998 85998 85998 85998 85998	DOMOR	CALL DEFM DEFM DEFB DEFM DEFB DEFM DEFB DEFB LD XOR LD EQU CALL LD LD LD LD CALL LD CP CALL CALL LD CP CALL CALL CALL CALL CALL CALL CALL C	OURMSG 'AF BC 27H ' BC' 27H ' DE' 27H ' HL' 27H CR EOM HL,APSV A (CNT),A \$ DDSP DSPC A,(CNT) A (CNT),A	C D	POINT TO ST. CLEAR COUR COUNTER DO A DOUBLE SPACI GET COUNT ADD 1 SAVE BACK DONE? NOT YET DOUBLE SPACI	ART DISPLAY E
	7311 732E 7334 7335 7338 7348 7341 7342 7343 7346 7347 7348 7350 7353 7357 7359 7358	28 27 28 27 29 27 29 27 28 27 28 27 28 21 32 32 32 32 32 32 32 32 32 32 32 32 32	05770 05780 05800 05810 05810 05810 05830 05840 05870 05870 05990 05990 05990 05960 05960 05980	DOMOR	CALL DEFM DEFB DEFM DEFB DEFM DEFB DEFM DEFB DEFB LD XOR LD CALL CALL LD LD CP JR	OURMSG 'AF BC 27H ' BC' 27H ' DE' 27H ' HL' 27H CR EOM HL,APSV A (CNT),A \$ DDSP DSPC A,(CNT) A (CNT),A	C D	POINT TO ST. CLEAR COUR COUNTER DOUBLE SPACE GET COUNT ADD 1 SAVE BACK DONE? NOT YET DOUBLE SPACE RESET	ART DISPLAY E
	7311 732E 732P 7334 7335 7338 7349 7341 7342 7343 7344 7344 7353 7354 7359 7358 7358 7356 7356 7356	28 27 28 27 28 27 28 27 80 80 21PA76 AF 321B77 CD8A73 3A1B77 3C 321B77 FE04 20E7 321B77 FE04 20E7 321B77	85788 85789 85818 85818 85838 85838 85868 85868 85898 85998 85998 85998 85998 85998 85998 85998 85998 86998	DOMOR	CALL DEFM DEFM DEFB DEFM DEFB DEFB DEFB LD XOR LD EQU CALL LD INC LD CP JR CALL XOR LD LD UNC LD	OURMSG 'AF BC 27H ' BC' 27H ' DE' 27H ' HL' 27H CR EOM HL,APSV A (CNT),A \$ DDSP DSPC A,(CNT) A (CNT),A (CNT),A (CNT),A	C D	POINT TO ST. CLEAR COUR COUNTER DO A DOUBLE DOUBLE SPACI GET COUNT ADD 1 SAVE BACK DONE? NOT YET DOUBLE SPACI RESETCOUNTER	ART DISPLAY E
	7311 732E 732P 7334 7335 7338 7340 7342 7343 7344 7353 7354 7357 7359 7358 7356 7357 7356 73662	28 27 28 27 28 27 28 27 28 27 28 80 21PA76 AF 321B77 CDBA73 CD0273 3A1B77 3C 321B77 3C 321B77 3C 321B77	85778 85788 85788 85818 85818 85838 85848 85858 85878 85898 85898 85998 85998 85998 85998 85998 85998 85998 85998 85998 85998 86998	DOMOR	CALL DEFM DEFB DEFM DEFB DEFB DEFB DEFB LD XOR LD CALL LD INC LD	OURMSG 'AF BC 27H ' BC' 27H ' DE' 27H CR EOM HL,APSV A (CNT),A \$ DDSP DSPC A,(CNT) A (CNT),A (CNT),A (CNT),A S DSPC A,(CNT),A S DSPC A,(CNT),A S DSPC A (CNT),A	C D	POINT TO ST. CLEAR COUR COUNTER DO A DOUBLE SPACE GET COUNT ADD 1 SAVE BACK DONE? NOT YET DOUBLE SPACE ESEST COUNTER	ART DISPLAY E
	7311 732E 7334 7335 7341 7342 7343 7344 7344 7357 7357 7358 7357 7358 7356 7356 7367 7363 7367 7363 7367 7363 7367 7363 7367 7367 7368	28 27 28 27 28 27 28 27 80 80 21PA76 AF 321B77 CDBA73 3CH277 32 321B77 FE04 20E7 321B77 CDB273 AF 321B77 CDB273 AF 321B77	85788 85789 85818 85818 85838 85838 85858 85858 85898 85929 85929 85929 85938 85938 85938 85938 85938 85938 86938	DOPRM	CALL DEFM DEFM DEFB DEFM DEFB DEFB DEFB LD XOR LD CALL LD INC LD CP JR CALL XOR LD CALL LC CALL LC LD CALL LC CALL LC LD CALL LD LD CALL LD LD CALL LD L	OURMSG 'AF BC 27H ' BC' 27H ' DE' 27H ' HL' 27H CR EOM HL,APSV A (CNT),A \$ DDSP DSPC A,(CNT) A (CNT),A 4 NZ,DOMOR DSPC A (CNT),A 5 DSPC A (CNT),A 4 NZ,DOMOR DSPC A (CNT),A 5 DSPC A (CNT),A 4 CNT),A 5 DSPC A (CNT),A 5 DSPC A,(CNT)	C D	POINT TO ST. CLEAR COUR COUNTER DO A DOUBLE DOUBLE SPACI GET COUNT ADD 1 SAVE BACK DONE? NOT YET DOUBLE SPACI RESETCOUNTER	ART DISPLAY E
	7312 7322 7334 7335 7338 7341 7342 7343 7344 7343 7343 7359 7359 7359 7359 7359 7359 7359 735	28 27 28 27 28 27 20 27 20 80 80 21PA76 AF 321B77 3C 321B77 321B	857 78 8 857 78 8 857 78 8 858 8 8 858 8 8 858 8 8 858 8 8 858 9 8 859 9 8 8 859 9 8 8 859 9 8 8 859 9 8 8 859 9 8 8 8 8	DOPRM	CALL DEFM DEFB DEFM DEFB DEFB DEFB DEFB LD XOR LD CALL LD INC LD INC LD CALL CALL LD L	OURMSG 'AF BC 27H 'BC' 27H 'DE' 27H CR EOM (CNT),A S DDSP DSPC A,(CNT) A (CNT),A VZ,DOMOR DSPC A (CNT),A S DDSPC A (CNT),A A NZ,DOMOR DSPC A (CNT),A A CONT),A A CONT) A CONT	C D	POINT TO ST. CLEAR COUR COUNTER DO A DOUBLE SPACE GET COUNT ADD 1 SAVE BACK DONE? NOT YET DOUBLE SPACE ESEST COUNTER	ART DISPLAY E
	7312 7328 73328 7335 7335 7335 7342 7342 7344 7344 7344 7354 7354 7355 7355 7355	28 27 28 27 28 27 29 27 29 90 90 21 21 21 21 21 27 80 80 32 18 77 CD 27 32 18 77 27 27 27 27 27 27 27 27 27 27 27 27	85788 85788 85818 85818 85818 85838 85858 85858 85878 85878 85878 85991 85991 85991 85991 85991 8691 8691 8691 8691 8691 8691 8691 8	DOMOR	CALL DEFM DEFM DEFB DEFM DEFB DEFB DEFB LD XOR LD CALL CALL	OURMSG 'AF BC 27H ' BC' 27H ' DE' 27H 'CR EOM HL,APSV A (CNT),A \$ DDSP DSPC A,(CNT) A (CNT),A 4 NZ,DOMOR DSPC A (CNT),A 5 DSPC A (CNT),A 4	C D	POINT TO ST. CLEAR COUR COUNTER DOUR COUNTER DOUBLE SPACE SAVE BACK DONE? NOT YET DOUBLE SPACE RESET COUNTER DOUBLE DISP DOUBLE SPACE DOUBLE SPACE	ART DISPLAY E
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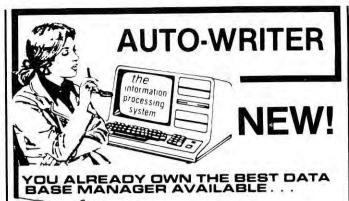
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- AS MANUFACTURED, THE DRIVE WILL NOT RUN ON A TRS-80\$, IT MUST BE MODIFIED BY THE ASSEMBLER.
- THE QUALITY OF THE DRIVE DELIVERED TO YOU IS DEPENDENT ON BOTH THE MANUFACTURER AND THE ASSEMBLER, THE BEST CAN TURN TO JUNK IF THE ASSEMBLY IS IMPROPERLY DONE.
- 🎟 THE POWER SUPPLY AND CASE ARE VERY IMPORTANT COMPONENTS OF THE COMPLETE DRIVE, THE CASE MUST ALLOW PROPER COOLING AIR FLOW, AND THE POWER SUPPLY MUST MAINTAIN TWO CONSTANT VOLTAGES.
- YOU MUST DEPEND ON THE COMPANY SELLING YOU THE DRIVE TO SERVICE IT AT REASONABLE COST WHEN IT FAILS YOU, THE MANUFACTURER IS NOT EQUIPPED TO DO THIS!
- THE BEST MEASURE OF QUALITY IN A DRIVE IS IT'S SPECIFICATIONS, WILL IT HANDLE DOUBLE DENSITY, WHAT IS THE TRACK TO TRACK ACCESS TIME, THE ANSWERS TO THESE TWO QUESTIONS INDICATE THE PRECISION OF IT'S COMPONENTS.
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- WHAT DO ALL THE MODEL NUMBERS MEAN?
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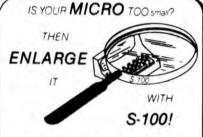
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rogram	continu	ued				WHAT I	
		CDC773	86268		CALL	D16	
		CDØ273 211077	06270 06280		CALL	DSPC HL,PCSV	
	73AC	CDC773	06290		CALL	D16	
		3E@D CD8176	96399 96319		CALL	A, ODH	
			06320	, ALLOW	HOOK	INTO DISPLAY	
	73B4 73B5		06330 06340		NOP		
	73B6	80	06350		NOP	OVER TIME	
	1381	C31A78	06360 06370	,	JP	CMDHND	
	73BA	CDC173	06380 06390	DDSP	CALL	\$ SDSP	
	200	CDC173	96499		CALL	SDSP	
	73CØ	C9	86418 86428		RET		
	73C1		86438		EQU	\$	
	73C1	7E CDE272	86448 86458		CALL	A, (HL) DSPCAR	
	73C5	23	06460		INC	HL	
	73C6	C9	06470 06480	1	RET		
	73C7	22	06490		EQU	\$	
	73C7 73C8		06500 06510		LD	HL A,(HL)	
		CDE272	96529		CALL	DSPCAR	
	73CC 73CD	CDC173	06530 06540		CALL	HL SDSP	
	73D0	C9	96559 96569		RET		
			06570	;******		***********	
						LAY OF GENERAL	
			96699	•		100 PER 12 PER 1	
	73D1		86618		EQU	S	************
	73D1	CDAC70	86638	77	CALL	WCR	WAIT FOR CR
	73D4 73D7	CD7B76	86648		DEFM	OURMSG	D E H L'
	73FØ	ØD	86668		DEFB	CR	
	73F1 73F2	3AFA76	96679 96689		DEPB	A, (AFSV)	GET USER A REG
	73F5	CDE272	06690		CALL	DSPCAR	; SHOW IT
		CDØ273 21FC76	06700 06710		CALL	DSPC HL,BCSV	; DOUBLE SPACE ; POINT TO B REG
	73FE		86728 86738		KOR	A	CLEAR A
	7402	321B77	06740	DGM	EQU	(CNT),A	CEBAR COON!
		CDC173 CDØ273	86758 86768		CALL	SDSP DSPC	; SHOW IT ; DOUBLE SPACE
	7408	3A1B77	06770		LD	A, (CNT)	GET COUNT
	740B	3C 321B77	06780 06790		LD	A (CNT),A	; ADD 1 ; SAVE BACK
	740F	PEØ6	96899		CP	6	;LIMIT?
		20EF 3EØD	06810 06820		JR LD	NZ,DGM A,CR	; KEEP DSPING ; LOAD A CR
	7415	CD8176	06830		CALL	DSP	, note in on
	7418	C31A70	06840 06850		JP	CMDHND	
			06860	100000000	200000	************	**************
			06870 06880			YPE JUMPS HERE 16 BIT REGISTE	
			86898	BE DISP	LAYED.	THE ADDRESS	WILL
			06910	BITER S	HOULD	BY THE HL REG BE JUMPED TO I	
			06920 06930			STER IS TO BE	
			06940	,******	*****		*******
	741B	CDAC70	86968	BIT16	CALL	\$ WCR	WAIT FOR CR
	741E	23	06970		INC	HL	POINT TO LOW
	741F	CDE272	06980 06990		CALL	A, (HL) DSPCAR	GET THE CHAR
	7423		87888	Action 1	DEC	HL	POINT TO 2ND PART
	7424	7E	07010	BITER	FOU	\$ A,(HL)	GET 2ND PART
	7425	CDE272	07030		CALL	DSPCAR	; SHOW IT
		3E@D CD8176	87848 87858		CALL	A,CR DSP	LOAD A CR
	742D	C31A70	87868		JP	CMDHND	
			97979 97989	******	*****	***********	******
			07090 07100				BEGIN IS FOUND
			07110	FROM TH	E SAVE	ARE RESTORED	
			07120 07130	A JUMP	TO THE	PC IS MADE	******
	7430	220222	07140		EQU	\$	
		CDAC70 ED7B0E77	07150 07160		CALL	WCR SP, (SPSV)	;WAIT FOR A CR ;USE USERS STACK
	7437	Cl	87178		POP	BC	GET OLD PC
	7438 743C	ED4B1077	07180 07190		LD	BC, (PCSV) BC	SAVE USERS PC
		315077	07200	- pnemar-	LD	SP, STACK	REINIT OUR STACK
	7440	ED5BØ277		RESTORE	AF LD	DE, (AFPSV)	
	7444	43	07230		LD	B,E	
	7445		07240 07250		LD	C,D BC	
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7456 745A	ED5B0477	07380 07390		LD	DE, (BCPSV)	
745B		07400		LD	B,E C,D	
7450	21	07410	1	202		
745C 745D		07420 07430		POP	DE HL	
	DD2AØA77	07440		LD	IX, (IXSV)	
7462	FD2AØC77	07450 07460		LD	IY, (IYSV)	
7466		07470		EXX		
7467	08	07480	RESTORE	AF	AF, AF'	
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7476	ED5B0077	07600	RESTORE	HL LD	DE, (HLSV)	
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748B 748F 748F 7491 7491 7492 749A 749F 74A6 74A6 74A6 74A6 74A6 74A6 74A6 74A6	ED43FC76 C1 ØB C5 ED431077 ED730E77 315077 F5 43 4A ED43FE76 45 4C ED430077 D1 43 4A ED43FA76 ED43FC76	077780 07780 07780 0780 07820 07820 07820 07820 07820 07820 07820 07820 07820 07820 07820 07820 07820 07920 07920 07920 07920 08020 08020 08020 08020 08020 08020 08020 08020 08020 08020	; THIS SE; ADSTOP I; COMMAND FFT IN TI; ARE SAVI; ************************************	CTION HAS BE OR BY HE PRO ED. ****** EQU LD POP PUSH LD	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC ********* (BCSV),BC BC BC (PCSV),BC (SPSV),SP SP,STACK AF B,E C,D (DESV),BC B,L (HLSV),BC DE B,E C,D (AFSV),BC DE B,E C,D (AFSV),BC DE,(BCSV) B,E C,D (BCSV),BC	EN AN E ADSTOP RING A HEX GISTERS ********** ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR
748B 748B 7487 7490 7491 7492 7496 749A 749D 749A 74A4 74A5 74AA 74AB 74AB 74B7 74B7	ED43FC76 ØB C5 ED431077 ED730E77 315077 F5 43 4A ED43FE76 45 4C ED438077 D1 43 4A ED43FA76 ED43FA76 ED43FC76 D1 ED43FC76 D220A77	07778 077780 07780 0780 07810 07820 07830 07850 07860 07860 077860 077860 077920 07920 07920 07920 07950 07970 07980 07970 07980 08020 088020 088020 088030 089030	; THIS SE; ADSTOP ; COMMAND; F7 IN T; ARE SAV; ******** ADINT ; SAVE DE ; SAVE BE	CTION HAS BE OR BY HE PRO ED. ****** POP DEC PUSH LD	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC *********** \$ (BCSV),BC BC BC BC (PCSV),BC (SPSV),SP SP,STACK AF B,E C,D (DESV),BC B,L C,H (HLSV),BC DE B,E C,D (AFSV),BC DE,(BCSV) B,E C,D (BCSV),BC (IXSV),BC	EN AN E ADSTOP RING A HEX GISTERS ********** ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR
748B 748B 748F 7490 7491 7492 7496 7496 7496 7496 7486 7486 7486 7486 7486 7486 7486 748	ED43FC76 C1 ØB C5 ED431077 ED730E77 315077 F5 43 4A ED43FC76 45 4C 4C ED43FC76 43 4A ED43FC76 DD220A77 FD220C77	077780 07780 07800 07800 07810 07820 07820 07820 07820 07820 07820 07820 07820 07920 07920 07920 07920 07920 08020 08020 08020 08020 08020 08020 08020 08020	; THIS SE; ADSTOP ; COMMAND; F7 IN T; ARE SAV; ******** ADINT ; SAVE DE ; SAVE BE	CTION HAS BE OR BY HE PRO ED. ****** EQU LD POP DEC PUSH LD	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC ********* (BCSV),BC BC BC (PCSV),BC (SPSV),SP SP,STACK AF B,E C,D (DESV),BC B,L (HLSV),BC DE B,E C,D (AFSV),BC DE B,E C,D (AFSV),BC DE,(BCSV) B,E C,D (BCSV),BC	EN AN E ADSTOP RING A HEX GISTERS ********** ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR
748B 748F 7490 7491 7492 7496 749A 749E 7474 74A6 74A6 74A6 74AB 74B6 74B7 74B7 74B7 74B7	ED43FC76 0B C5 ED431077 ED730E77 315077 F5 43 4A ED43FE76 45 4C ED43F077 D1 43 4A ED43FA76 ED5BFC76 43 4A ED43FC76 DD220A77 FD220C77	077780 07780 07780 0780 07810 07820 07820 07850 07850 07850 07850 07910	; THIS SE; ADSTOP ; THIS SE; ADSTOP ; COMMAND; FT IN TI; ARE SAVI; ******** ADINT ; SAVE DE ; SAVE HL ; SAVE AF ; SAVE BC ; SAVE INI	CTION HAS BE OR BY HE PRO ED. ****** LD POP LD L	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC *********** \$ (BCSV),BC BC BC BC (PCSV),BC (SPSV),SP SP,STACK AP B,E C,D (DESV),BC B,L C,H (HLSV),BC DE B,E C,D (AFSV),BC DE,(BCSV),BC (IXSV),BC (IXSV),BC (IXSV),BC	EN AN E ADSTOP RING A HEX GISTERS ********** ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR
748B 748B 749B 7491 7492 7496 749A 749F 74A6 74A6 74A6 74A6 74A7 74B6 74B7 74B7 74B7 74B7 74B7 74B7 74B	ED43FC76 C1 ØB C5 ED431077 FD730E77 315077 F5 43 4A ED43FE76 45 4C ED430077 D1 43 4A ED43FA76 ED43FA76 ED43FA76 ED43FC76 43 4A ED43FC76 D220A77 FD220C77	077780 07780 07780 0780 07810 07820 07820 07820 07820 07820 07820 07820 07820 07920 07920 07920 07920 07920 08020 08020 08020 08020 08020 08020 08020 08020 08020	; THIS SE; ADSTOP ; THIS SE; ADSTOP ; COMMAND; FT IN TI; ARE SAVI; ******** ADINT ; SAVE DE ; SAVE HL ; SAVE AF ; SAVE BC ; SAVE INI	CTION HAS BE OR BY HAS BE OR BY HE PRO ED. ****** EQU LD POP DEC PUSH LD	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC ********* (BCSV), BC BC BC BC (PCSV), BC (SPSV), SP SP, STACK AF B, E C, D (DESV), BC B, L C, H (HLSV), BC DE B, E C, D (AFSV), BC DE (BCSV) B, E C, D (IXSV), IX (IYSV), IY AF, AF'	EN AN E ADSTOP RING A HEX GISTERS ***************** ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR ;USE OUR STACK
748B 748P 7490 7491 7492 7496 749A 749E 7496 74A6 74A6 74A6 74AB 74AB 74B7 74B8 74B7 74B8 74B7 74B8 74B7	ED43FC76 C1 ØB C5 ED431077 FD730E77 315077 F5 43 4A ED43FE76 45 4C ED430077 D1 43 4A ED43FA76 ED5BFC76 43 4A ED43FC76 DD220A77 FD220C77 D9 Ø8 ED430477	077780 07780 07780 0780 07810 07820 07820 07850 07850 07850 07850 07910	; THIS SE; ADSTOP ; THIS SE; ADSTOP ; COMMAND; FT IN TI; ARE SAVI; ******** ADINT ; SAVE DE ; SAVE HL ; SAVE AF ; SAVE BC ; SAVE INI	CTION HAS BE OR BY HE PRO ED. ****** LD POP LD	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC ********** \$ (BCSV),BC BC BC BC (PCSV),BC (SPSV),SP SP,STACK AF B,E C,D (DESV),BC B,L C,H (HLSV),BC DE B,E C,D (AFSV),BC DE (BCSV),BC (IXSV),BC (IXSV),BC (IXSV),BC (IXSV),BC (IXSV),BC	EN AN E ADSTOP RING A HEX GISTERS ********** ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR
748B 748P 749P 7491 7492 7496 749A 749F 74A6 74A6 74A6 74A6 74A7 74B6 74B7 74B7 74B7 74B7 74B7 74B7 74B	ED43FC76 C1 ØB C5 ED431077 F5 43 4A ED43FE76 45 4C ED438077 D1 43 4A ED43FA76 ED43FC76 43 4A ED43FC76 DD220A77 FD220C77 D9 88 ED430477 F5	077780 07780 07780 0780 07810 07820 07820 07820 07850 07850 07850 07910 07910 07910 07910 07920 07950 07950 07960	; THIS SE; ADSTOP ; COMMAND ; FT IN TI ; ARE SAVI; ************************************	CTION HAS BE OR BY HAS BE OR BY HE PRO ED. ****** EQU LD PUSH LD	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC ********* (BCSV), BC BC BC (PCSV), BC (SPSV), SP SP, STACK AF B, E C, D (DESV), BC B, L C, H (HLSV), BC DE B, E C, D (AFSV), BC DE (AFSV), BC DE (IXSV), IX (IYSV), IY AF, AF' (BCPSV), BC AF	EN AN E ADSTOP RING A HEX GISTERS ************ ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR ;USE OUR STACK
748B 748P 7490 7491 7492 7496 749A 749E 7496 74AA 74AB 74AB 74AB 74AB 74BC 74BC 74BC 74C 74C	ED43FC76 C1 ØB C5 ED431077 FD730E77 315077 F5 43 4A ED43FE76 45 4C ED430077 D1 43 4A ED43FA76 ED5BFC76 43 4A ED43FC76 DD220A77 FD220C77 D9 08 ED430477 F5 43 44 44 45 46 ED43FC76 47 48 48 49 49 49 49 49 49 49 49 49 49 49 49 49	077780 077780 07780 0780 07810 07820 07820 07820 07850 07850 07850 07910 07930 07930 07950 07950 07950 07950 07960 07980 088180 088180 088180 088180 088180 088180 088180 088180 088180 088180 088180 088180 088180 088180	; THIS SE; ADSTOP ; COMMAND ; FT IN TI ; ARE SAVI; ************************************	CTION HAS BE OR BY HE PRO ED. ******* LD POP DEC PUSH LD	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC ********** \$ (BCSV),BC BC BC BC (PCSV),BC (SPSV),SP SP,STACK AF B,E C,D (DESV),BC B,L C,H (HLSV),BC DE B,E C,D (AFSV),BC DE (BCSV),BC DE (BCSV),BC AF B,E C,D (AFSV),BC AF B,E C,D (AFSV),BC AF B,E C,D (BCSV),BC AF B,E C,D AF B,E C,D	EN AN E ADSTOP RING A HEX GISTERS ************ ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR ;USE OUR STACK
748B 748P 7490 7491 7492 7496 749A 749E 7496 74AA 74AB 74AB 74AB 74AB 74BC 74BC 74BC 74C 74C	ED43FC76 C1 ØB C5 ED431077 ED730E77 315077 F5 43 4A ED43FE76 45 4C ED430077 D1 43 4A ED43FA76 ED43FC76 DD220A77 FD220C77 D9 Ø8 ED430477 F5 43	077780 07780 07780 0780 07810 07820 07820 07830 07850 07850 077860 078790 07910 07910 07920 07920 07950 0796	; THIS SE; ADSTOP ; COMMAND IFT IN TI ARE SAVE; ************************************	CTION HAS BE OR BY HE PRO ED. ****** POP LD	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC ********** \$ (BCSV),BC BC BC BC (PCSV),BC (SPSV),SP SP,STACK AF B,E C,D (DESV),BC B,L C,H (HLSV),BC DE B,E C,D (AFSV),BC DE,(BCSV) B,E C,D (IXSV),BC (IXSV),BC (IXSV),BC (IXSV),BC (IXSV),BC AF,AF' (BCPSV),BC AP B,E CAP B,E CAP	EN AN E ADSTOP RING A HEX GISTERS ************ ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR ;USE OUR STACK
748B 748P 7490 7491 7492 7496 749A 749E 749A 74A6 74A6 74A6 74A6 74A6 74A6 74A6 74A	ED43FC76 C1 ØB C5 ED431077 ED730E77 315077 F5 43 4A ED43FE76 45 4C ED430077 D1 43 4A ED43FA76 ED5BFC76 43 4A ED43FC76 DD220A77 FD220C77 D9 Ø8 ED430477 F5 43 44 ED430677	077780 07780 07780 0780 07810 07820 07820 07830 07850 07850 077860 078790 07910 07910 07920 07920 07950 0796	; THIS SE; ADSTOP ; COMMAND ; FT IN TI ; ARE SAVI; ************************************	CTION HAS BE OR BY HE PRO ED. ******* LD POP DEC PUSH LD	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC ********** \$ (BCSV),BC BC BC BC (PCSV),BC (SPSV),SP SP,STACK AF B,E C,D (DESV),BC B,L C,H (HLSV),BC DE B,E C,D (AFSV),BC DE (BCSV),BC DE (BCSV),BC AF B,E C,D (AFSV),BC AF B,E C,D (AFSV),BC AF B,E C,D (BCSV),BC AF B,E C,D AF B,E C,D	EN AN E ADSTOP RING A HEX GISTERS ***************** ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR ;USE OUR STACK
748B 7487 7490 7491 7492 7496 7497 7496 7497 7496 7497 7486 7487 7486 7487 7488 7487 7486 7487 7488 7487 7488 7487 7488 7487 7488 7487 7488 7487 7488 7487 7488 7487 7488 7487 7488 7487 7488 7487 7488 7487 7488 7487 7488 7488 7487 7488 7488 7488 7488 7488 7488 7488 7488 7488 7488 7488 7488 7488 7488	ED43FC76 C1 ØB C5 ED431077 ED730E77 315077 F5 43 4A ED43FC76 45 4C ED5BFC76 43 4A ED43FA76 ED5BFC76 DD220A77 FD220C77 D9 Ø8 ED430477 P5 43 4A ED43677 45 44 ED436677	077780 077780 077780 07780 07810 07820 07820 07820 07820 07820 07820 07820 07820 079	; THIS SE; ADSTOP ; COMMAND IFT IN TI ARE SAVE; ************************************	CTION HAS BE OR BY HAS BE OR BY HE DO POP HE DO LD	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC *********** \$ (BCSV),BC BC BC BC (PCSV),BC (SPSV),SP SP,STACK AF B,E C,D (DESV),BC B,L C,H (HLSV),BC DE B,E C,D (AFSV),BC (IXSV),BC B,E C,D (BCSV),BC (IXSV),BC B,E C,D (BCSV),BC B,E C,D (BCSV),BC B,E C,D (BCSV),BC	EN AN E ADSTOP RING A HEX GISTERS ***************** ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR ;USE OUR STACK
748B 748P 7490 7491 7492 7496 749A 749E 749F 74A6 74A6 74A6 74A6 74A6 74B7 74B6 74B7 74B6 74B7 74B6 74B7 74B6 74B7 74B7	ED43FC76 C1 ØB C5 ED431077 FD730E77 315077 F5 43 4A ED43FE76 45 4C ED438077 D1 43 4A ED43FA76 ED43FC76 43 4A ED43FC76 DD220A77 FD220C77 D9 08 ED430477 FD220C77	077780 07780 07780 0780 07810 07820 07820 07820 07850 07850 07850 07960 07990 07990 07990 07990 088010 088020 088070 088060 088070 088060 088120 088120 088120 088120 088120 088120 088120 088120 088120 088120 088120	; THIS SE(; ADSTOP); COMMAND ;F7 IN TI; ARE SAVI; ************************************	CTION HAS BE OR BY HAS BY HAS BE OR BY HAS BY HAS BE OR B	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC ********** \$ (BCSV),BC BC BC BC (PCSV),BC (SPSV),SP SP,STACK AF B,E C,D (DESV),BC B,L C,H (HLSV),BC DE B,E C,D (AFSV),BC DE,(BCSV) B,E C,D (IXSV),IX (IYSV),IY AF,AF' (BCPSV),BC AP B,E C,D (DEPSV),BC DE,(BCSV) B,E C,D (DEPSV),BC AP,AF' (BCPSV),BC AP B,E C,D (DEPSV),BC AP B,E C,D (DEPSV),BC	EN AN E ADSTOP RING A HEX GISTERS ***************** ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR ;USE OUR STACK
748B 748P 7490 7491 7492 7496 7497 7496 7497 7406 7407 7407 7407 7407 7407 7407 740	ED43FC76 C1 ØB C5 ED431077 ED730E77 315077 F5 43 4A ED43FE76 45 4C ED430077 D1 43 4A ED43FA76 ED43FC76 DD220A77 FD220C77 D9 Ø8 ED430477 F5 43 4A ED436677 45 43 4A ED438677	077780 07780 07780 0780 07810 07820 07830 07820 07830 07850 07860 07860 07860 078790 07910 07920 07920 07920 08920 08010 08110 08120 08120 08120 08120 08120 08120 08120 08120 08120 08120 08120 08120 08120 08120	; THIS SE; ADSTOP ; COMMAND IFT IN TI ARE SAVE; ************************************	CTION HAS BE OR BY HE PRO ED. ****** LID	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC *********** \$ (BCSV),BC BC BC BC (PCSV),BC (SPSV),SP SP,STACK AP B,E C,D (DESV),BC B,L C,H (HLSV),BC DE (BCSV),BC (IXSV),BC B,E C,D (DEPSV),BC B,E C,D (DEPSV),BC	EN AN E ADSTOP RING A HEX GISTERS ***************** ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR ;USE OUR STACK
748B 748P 749P 7491 7492 7496 749A 749B 74A6 74AA 74AB 74AB 74AC 74AB 74AC 74AB 74C	ED43FC76 C1 ØB C5 ED431077 ED730E77 315077 F5 43 4A ED43FE76 45 4C ED430077 D1 43 4A ED43FA76 DD220A77 FD220C77 D9 Ø8 ED430477 F5 43 4A ED43FA76 CD5BFC76 43 4A ED43FA76 DD220A77 FD220C77 D9 Ø8 ED430677 45 4A ED430677	077780 077780 07780 07800 07810 07820 07820 07820 07820 07820 07820 07920 07920 07920 07920 07920 07920 08920 08820 088120 08120 08120 08120 08120 08120 08120 08120 08120 08120	; THIS SE(; ADSTOP); COMMAND ;F7 IN TI; ARE SAVI; ************************************	CTION HAS BE OR BY HAS BE OR BY HAS BE OR BY HE DO ED. ****** EQU LD	IS ENTERED WHE EN SET VIA THE THE USER STOR GRAM. ALL REC ********** (BCSV), BC BC BC BC (PCSV), BC (SPSV), SP SP, STACK AF B, E C, D (DESV), BC B, L C, H (HLSV), BC DE (AFSV), BC DE (AFSV), BC DE (IXSV), IX (IYSV), IY AF, AF' (BCPSV), BC AP B, E C, D (DEPSV), BC AP B, E C, D (DEPSV), BC B, E C, D (DEPSV), BC AP B, E C, D B, E C, D	EN AN E ADSTOP RING A HEX GISTERS ***************** ;FREE BC FOR WORK ;GET OLD PC ;POINT TO REAL ADDRESS ;SAVE NEW PC ;SAVE IT ;SAVE STACK PTR ;USE OUR STACK

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Program continued
     74D9 ED430277 08330
                                         LD
                                                 (AFPSV) .BC
                      08340 ;SAVE BC
     74DD ED5B0477 08350
                                                 DE, (BCPSV)
     74E1 43
74E2 4A
                      98369
                                         T.D
                      Ø837Ø
                                                 C,D
     74E3 ED430477
74E7 CD7B76
                                         LD
                                                 (BCPSV) ,BC
                      08380
                                         CALL
                                                 OURMSG
                      98399
     74EA ØE
                      08400
                                         DEFB
                                                 ØEH
                                                                    CURSOR ON
                                                 CR ADSTOP AT
     74EB ØD
                      08410
                                         DEFR
     74EC
                      08420
                                         DEFM
                                                 EOM
HL, (PCSV)
DSPADD
     74F6 00
74F7 2A1077
                      08430
08440
                                         DEFB
                                                                    GET THE PSW
                                         LD
     74FA CDD572
                      08450
                                                                    ; SHOW IT
     74FD 3EGD
                      98469
                                         T.D
                                                 A, CR
                                                                     RETURN CURSOR
                                         CALL
     74FF CD8176
                      08470
                                                                    SHOW IT
     7502 C31A70
                      98489
                                                 CMDHND
                      08490
                      08500
                      08510
                              ; ENTER HERE AFTER VALID FORM OF ADSTOP
                             98539
                      08550
                      08560
                       08570
                      08580
                      08590
                              ADSTP
                                         EQU
     7505 CD9770
7508 FE20
                      08600
08610
                                          CALL
                                                 OURKBD
                                         CP
                                                 20H
                                                                    BLANK?
     750A 280B
750C FE0D
                      08620
                                                 Z,DOADD
CR
                                                                    ;YES
                      08630
                                          CP
     750E C2A970
7511 CD2E75
                                                 NZ, NOTBL
                                                                           ERROR
                      08650
                                          CALL
                                                 SWAPAD
                                                                     CLEAR OLD PART
                                                                    WE ARE DONE
     7514 C31A7Ø
                                                 CMDHND
     7517
                      Ø867Ø DOADD
                                          EQU
     7517 CD3C75
                      08680
                                          CALL
                                                 GETADD
                                                                    GET THE ADDRESS IN HL
     751A CDAC70
751D E5
                      08690
                                         CALL
                                                 WCR
                                                                    ;WAIT FOR A CR
;SAVE ADDRESS
                      08700
     751E CD2E75
                                                 SWAPAD
     7521 E1
7522 7E
7523 321A77
7526 221877
                                                                    RESTORE ADDRESS
                      08720
                                         POP
                                                 HL
                      08730
                                                 A, (HL)
                                          LD
                      Ø874Ø
Ø875Ø
                                                                    SAVE NEW CHAR
                                                  (ADSINS),A
                                                  (ADSADR),HL
(HL),ØF7H
                                          LD
     7529 36F7
752B C31A70
                                                                    LOAD A RST
                      08770
                                         JP
                                                 CMDHND
                      08790 SWAPAD
     752E
                                         ROU
                                                 HL, (ADSADR)
A, (ADSINS)
(HL), A
HL, Ø
     752E 2A1877
                      08800
                                                                    ;GET OLD ADDRESS
;GET OLD INST
                                         LD
    752E 2A18//
7531 3A1A77
7534 77
7535 210000
7538 221877
                      08810
                                                                     RESTORE IT
                      08820
                                          LD
                      08840
                                         T.D
                                                  (ADSADR), HL
                                                                     CLEAR OLD AREA
                       08850
                                         RET
                      98869
                      08870
                      08880
                                THIS ROUTINE RETURNS AN ADDRESS OR A BYTE
                                DEPENDING ON FLAG SETTINGS FOR CERTAIN
                      Ø889Ø
                                COMMANDS.
                      08910
    753C
753C CD4575
753F 67
                       08920
                              GETADD
                                         EOU
                                         CALL
                                                                    ;GET 1ST PART OF ADDR
;SAVE IT IN HIGH
                      08930
                                                 GETNUM
                      08940
                                                 H.A
     7540 CD4575
                      Ø895Ø
Ø896Ø
                                          CALL
                                                 GETNUM
                                                                    GET LAST PART OF ADDR
     7543 6F
                                          LD
                                                 L,A
     7544 C9
7545
                      08970
                                          RET
                      08980 GETNUM
                                         EQU
PUSH
                                                                    ; SAVE REGS
     7546 CD5875
7549 CB27
                      09000
                                          CALL
                                                 GETDIG
                                                                    GET FIRST DIGIT
                      09010
                                          SLA
     754B CB27
754D CB27
                      09020
                      09030
                                          SLA
     754F CB27
7551 47
                                          SLA
                                                                    ;SAVE IT FOR ADD
;GET SECOND DIGIT
;PUT TOGETHER
                      09050
                                         LD
                                                 B, A
          CD5875
                                          CALL
                                                 GETDIG
                                         ADD
POP
     7555 80
                      09070
                                                                    RESTORE REGS
     7557 C9
                      99999
                                         RET
    7558
7558 CD9770
                      09110 GETDIG
09120
                                         EQU $
                                                OURKBD
                                                                    GET BYTE FROM KEYBOARD
                                         CALL
     755B FE01
755D CA5476
                      09130
                                                                    ; IS IT BREAK
                                                 Z.CJMP
                      09140
                                         JP
     7560 FE20
                                         CP
                                                                    ; BLANK?
                             JR Z,GETDIG ; YES TRY AGAIN ; HOOK FOR USER TO GET AT INPUT
     7562 28F4
                      09160
                      09170
    7564 00
7565 00
                      09180
                                         NOP
                      09190
                                         NOP
     7566 00
                      09200
     7567 D9
                      09210
                                         EXX
     7568 21F876
                                         LD
                                                 HL, CMDFLG
                                                                    GET THE FLAG
     756B CB56
                      09230
                                         BIT
                                                 STORE, (HL)
                                                                    IS IT STORE CMD
     756D CAE575
                      09240
                                                 Z,NOTSTR
47H
                                         JP
                                                                    . NO
                                                                         - BYPASS
     7570 FE47
7572 2030
                      09250
                                                                    ; IS IT G?
                                                 NZ, NOTSG
                      09260
                                         JR
                                                                     : NO - BYPASS
                                         CALL
     7574 CD7076
                                                 POPRES
                                                                    POP AND RESET
                                         EQU
     7577
                      09280 GETGC
     7577 CD9770
                      09290
                                                 OURKBD
                                                                    GET A CHAR
                                                                    ; IS IT BLANK?
; YES - TRY AGAIN
; POINT TO TABLE
    757A PE20
757C 28F9
                      09300
09310
                                                 Z,GETGC
IY,GTAB
                                         JR
     757E FD21E176
                      09320
                                         EQU
     7582
                      Ø933Ø TGC
     7582 FDBE00
                                                  (IY+Ø)
                                                                    : SAME?
                                                                                      Program continues
```

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7585 2812 7587 88	09350 09360	JR EX	Z,FGC AF,AF'	;YES ;SAVE REGS
7588 PD7E88	09370	LD	A, (IY+0)	
758B FEFF 758D CA7E70	09380 09390	CP JP	Z,ICMD	; END OF TAB? ; YES - ERROR
7590 08	09400	EX	AF, AF'	RESTORE
7591 PD23 7593 PD23	89418	INC	IY	POINT
7595 FD23	09420 09430	INC	IY	TO NEXT
7597 18E9	09440	JR	TGC	AND TRY AGAIN
7599 7599 PD23	09450 PGC 09460	INC	\$ IY	POINT TO ADDR
759B FD6601	09470	LD	H, (IY+1)	LOAD IT UP
759E FD6E00	09480	LD	L, (IY+0)	LOAD IT UP
75A1 C3B671 75A4	09490 09500 NOTSG	JP EQU	STG \$	LINK COMMON CODE
75A4 FE54	09510	CP	54H	, IS IT T?
75A6 200B 75A8 CD7076	09520	JR	NZ, NOTT	- WILL CHACK
75AB 21F976	09530 09540	LD	POPRES HL, TRNFLG	;KILL STACK ;GET FLAG
75AE CBCE	09550	SET	TRANS, (HL)	SET IT
75BØ C31971 75B3	09560 09570 NOTT	JP EQU	STTM	LINK UP
75B3 FE5Ø	Ø958Ø	CP	50H	IS IT P
75B5 2006	09590	JR	NZ, NOTSP	NO - BYPASS
75B7 CD7076 75BA C3C371	09600 09610	JP	POPRES STOREP	POP AND RESET
75BD	09620 NOTSP	EQU	\$, alia of will t dobb
75BD FE53	09630	CP	53H	; IS IT S
75BF 2006 75C1 CD7076	09640 09650	JR	NZ, NOTSS POPRES	; NO - BYPASS ; POP AND RESET
75C4 C3DE71	09660	JP	WST3	RETURN
75C7 75C7 FE49	09670 NOTSS	EQU	\$.TC TT I
75C9 2006	09680 09690	CP JR	NZ, NOTSI	IS IT I NO - BYPASS
75CB CD7076	09700	CALL	POPRES	POP AND RESET
75CE C38C71 75D1	09710 09720 NOTSI	JP EQU	STIND	RETURN
75D1 FE58	09730 NOTSI	CP	58H	; IS IT X
75D3 2006	09740	JR	NZ, NOTSX	, NO - BYPASS
75D5 CD7076 75D8 C39871	09750 09760	JP	POPRES	; POP AND RESET
75DB	09770 NOTSX	EQU	\$, 60 20 x
75DB FE59	09780	CP	59H	IS IT Y
75DD 2006 75DF CD7076	09790 09800	JR CALL	NZ, NOTSY POPRES	; NO - BYPASS ; POP AND RESET
75E2 C3A771	09810	JP	STY	GO DO Y
75E5 75E5	09820 NOTSY	EQU	\$	
75E5 CB4E	09830 NOTSTR 09840	BIT	DISPLY, (HL)	TEST IT
75E7 CA3876	09850	JP	Z, NOTDSP	BYPASS
75EA FE47 75EC 2007	09860 09870	CP JR	NZ,NOTG	GEN REGS?
75EE F1	09880	POP	AF	GET RID OF RETURN
75EF F1	09890	POP	AF	GET RID OF RETURN
75FØ F1 75F1 F1	09900 09910	POP	AP AF	GET RID OF RETURN
75F2 C3D173	09920	JP	DG	DISPLAY IT
75F5	09930 NOTG	EQU	\$ 52H	
75P5 FE52 75P7 2007	09940 09950	CP JR	NZ, NOTR	IS IT R?
75F9 F1	09960	POP	AF	
75FA F1 75FB F1	09970 09980	POP	AF AP	
75FC F1	09990	POP	AP	
75FD C3ØB73	10000	JP	DRS	
7600 FE50	10010 NOTR	EQU	\$ 50H	, pca
7602 2006	10020 10030	CP JR	NZ, NOTP	PC? NO - BYPASS
7604 211077	10040	LD	HL,PCSV	POINT TO IT
7607 C34D76 760A	10050 10060 NOTP	JP EQU	JBIT16	SHOW IT OFF
760A FE53	10070	CP	53H	1SP?
760C 2006	10080	JR	NZ, NOTS	NO - BYPASS
760E 210E77 7611 C34D76	10090 10100	LD JP	HL,SPSV JBIT16	; POINT TO IT ; SHOW IT OFF
7614	10110 NOTS	EQU	\$, onon 11 off
7614 FE49	10120	CP	49H	, INDEX?
7616 200E 7618 CD9770	10130	JR CALL	NZ,NOTI OURKBD	, NO
761B FE58	10150	CP	58H	;X INDEX?
761D 280B 761F FE59	10160	JR CP	Z,HOOKX 59H	YES
7621 2810	10180	JR	Z, HOOKY	YES
7623 C35476	10190	JP	CJMP	4
7626	10200 ; 10210 NOTI	EQU	s	
7626 FE58	10220 NOT1	CP	58H	;X INDEX?
7628 2005	10230	JR	NZ, NOTX	, NO
762A 762A 210A77	10240 HOOKX 10250	LD	\$ HI. IYSV	POINT TO IX
762D 181E	10260	JR	HL,IXSV JBIT16	, FOIRE TO IA
762F	10270 NOTX	EQU	\$	Au vicelus
762F FE59 7631 2005	10280	CP JR	59H NZ NOTV	;Y INDEX?
7633	10300 HOOKY	EQU	NZ, NOTY \$,110
7633 210C77	10310	LD	HL, IYSV	
7636 1815 7638	10320 10330 NOTY	JR EQU	JBIT16	
7638	10340 NOTDSP	EQU	\$	
7638 D9	10350	SUB	ЗЙН	STRIP SPECIAL CHAR
	TB300	SUB	JUIL	LOIRIE OFFICIAL CHAR
7639 D630	24444	4.24	1772	factor distant total

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See Review in December 81 issue of 80 MICROCOMPUTING

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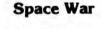
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Program continued				
763B FA4976	10370	JP	M,INVT	; INVALID
763E FEØA 7640 F8	10380 10390	CP RET	ØAH M	; Ø-9?
7641 D607	10400	SUB	7	;YES ;FLIP BIT
7643 FA4976 7646 FE10	10410 10420	JP CP	M,INVT	;INVALID ;A-F?
7648 F8	10430	RET	M	YES
7649 7649 D1	10440 INVT 10450	POP	\$ DE	
764A D1 764B 1807	10460	POP	DE	
764D	10470 10480 JBIT16	JR EQU	CJMP \$	
764D F1 764E F1	10490 10500	POP	AF	CEM DID OF BEMUDN
764F F1	10510	POP	AF	GET RID OF RETURN
7650 F1 7651 C31B74	10520 10530	POP JP	AF BIT16	
	10540 ;			
7654 7654 CD7B76	10550 CJMP 10560	CALL	\$ OURMSG	
7657 ØE 7658 ØD	10570	DEFB	ØEH	CURSOR ON
7659 43	10580 10590	DEFB	CR 'COMMAND TE	RMINATED'
766B ØD 766C ØØ	10600 10610	DEFB	CR EOM	
	10620 ;			
766D C31A7Ø	10630 10640 ;	JP	CMDHND	; RETURN TO NORM CODE
2200	10650;	Devi	2	
7670 7670 Cl	10660 POPRES 10670	POP	\$ BC	SAVE OUR RETURN
7671 F1	10680	POP	AF	GET RID OF RETURN
7672 F1 7673 F1	10690 10700	POP	AF AF	
7674 F1	10710	POP	AF	
7675 AF 7676 32F876	10720 10730	LD	A (CMDFLG), A	
7679 C5 767A C9	10740 10750	PUSH	BC	; RESTORE RETURN ADDR
	10760 ;			
767B 767B El	10770 OURMSG 10780	POP	\$ HL	GET MSG ADDR
767C CDA728	10790	CALL	MSGDSP	;SHOW IT
767F C5 768Ø C9	10800 10810	PUSH	BC	;SAVE IT AS OUR RETURN
	10820 ;			
7681 7681 CD3300	10830 DSP 10840	CALL	\$ RSDSP	
7684 CD8876 7687 C9	10850	CALL	POUT	
	10860 10870 ;	KEI		
7688 7688 C9	10880 POUT 10890	EQU RET	\$	
7689 FEØD	10900	CP	ØDH	; IS IT CR?
768B 2816 768D Ø8	10910 10920	JR EX	Z,SHIPB AF,AF'	;YES FILL
768E	10930 POUT2	EQU	\$	Video Andreio
768E DBF1 7690 CB47	10940 10950	BIT	A, (CTRL)	; GET STATUS ; ANYTHING?
7692 28FA	10960	JR	Z,POUT2	, NO KEEP LOOKING
7694 Ø8 7695 D3FØ	10970 10980	OUT	AF, AF' (DATA), A	; RESTORE ; SEND IT
7697 FEØD 7699 CØ	10990	CP	ØDH	; WAS IT A CR
769A Ø1FFFF	11000	RET LD	NZ BC,ØFFFFH	;SET RECOVER TIME
769D CD6000 76A0 3E0D	11020 11030	CALL LD	DELAY A,CR	;LET LINE TURN AROUND
76A2 C9	11040	RET		
76A3 76A3 Ø8	11050 SHIPB 11060	EQU	\$ AF,AF'	SAVE
76A4	11070 POUT3	EQU	\$	
76A4 DBF1 76A6 CB47	11080 11090	IN BIT	A, (CTRL) 0,A	STATUS
76A8 28FA 76AA 3E20	11100	JR	Z, POUT3	
76AC D3FØ	11110 11120	OUT	A,20H (DATA),A	
76AE 18DE	11130 11140 ;	JR	POUT2	
76BØ	11150 LOGO	EQU	\$	
76BØ ØE 76B1 1C	11160 11170	DEFB	ØEH 1CH	
76B2 1F	11180	DEFB	1FH	
76B3 17 76B4 ØD	11190 11200	DEFB	17H CR	
76B5 ØD	11210	DEFB	CR	
76B6 ØD 76B7 ØD	11220 11230	DEFB	CR CR	
76B8 ØD	11240	DEFB	CR	
76B9 ØD 76BA ØD	11250 11260	DEFB	CR CR	
76BB 20 76C9 0D	11270 11280	DEFM		CP80'
76CA ØD	11290	DEFB	CR	SAN (ALSO BARY
76CB 20 76E0 00	11300 11310	DEFM	BY BR	IAN CAMERON'
76E1	11320 GTAB	EQU \$	0.000	
76E1 41 76E2 FA76	11330	DEFB	41H AFSV	
76E4 42 76E5 FC76	11350 11360	DEFB	42H BCSV	
76E7 43	11370	DEFB	43H	
				Program continues

Program continued 76E8 FD76 DEFW 76EA 44 11390 DEFR 44H 76EB PE76 DEFW DESV 76ED 45 76EE FF76 11410 DEFR ASH DEFW ESV 76FØ 48 76F1 ØØ77 DEFB 48H 11440 DEFW HI.SV 76F3 4C 4CH DEFB 76F4 Ø177 76F6 FFFF 11460 DEFW LSV DEFW ØFFFFH 76F8 ØØ 11480 CMDFLG 11490 TRNFLG DEFB BOH 76F9 00 ØØH DEFB 0001 0002 11500 DISPLY 11510 STORE EQU EOU 0004 11520 DOT 11530 MEMORY 0008 FOU TRANS 0001 11540 EQU 1 ØØH 76FA 00 76FB 00 11550 AFSV DEFR 99 DEFB 76FC 11570 BCSV DEFB ØØH 11580 CSV 76PD DEFB ØØH 76FE 00 76FF 00 ØØH 11590 DESV DEFB 11600 ESV DEFB ØØH 76FF 00 7700 00 7701 00 7702 0000 7704 0000 7706 0000 7708 0000 770A 0000 11610 DEFB ØØH LSV AFPSV 11620 DEFB аан DEFW 11640 BCPSV 11650 DEPSV DEFW GGGGH 0000H DEFW DEFW **ØØØØ**H HLPSV 11679 0000H IXSV DEFW 770C 0000 770E 0000 11680 IYSV DEFW 0000H 11690 SPSV DEFW аааан 7710 0000 0000H PCSV DEFW 11710 TEMPR 11720 ADSAD 0006 DEFS 7718 0000 ADSADR DEPW **ØØØØ**H 771A 771B 99 11730 ADSINS DEFB ØØH 11740 CNT DEFB OOH SCNT DEFB ØØH ØØH 5Ø 771D 00 BLKN DEFR DEFS 7750 7000 11780 STACK EQU CP80

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Build a desk for your computer.

A Handy, Dandy, Tandy Table

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What is a plywood project doing in a computer magazine? (Get ready to put that old card table back into the attic.)

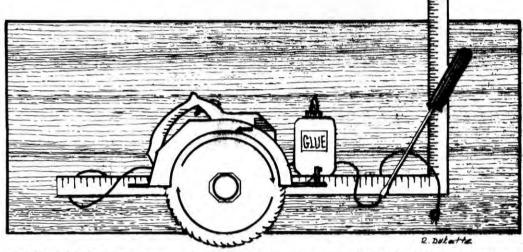
Make a Computer Table

You can purchase plywood, or (if you're on a tighter budget) you can get particle board instead. Particle board is tough, durable, and more than suitable for this job. Your wood should be at least 5/8-inch thick for strength.

A power saw will make the necessary cuts an easy job (see Fig. 1). If you buy the wood at a do-it-yourself supply center, the management will cut the board to your specifications for a nominal charge.

Assembly

After your pieces are cut, you



have the option to design your own side pieces. The design in Fig. 2 is just one of many that can be used. The strength of the table will not be compromised because of the cuts. Experiment on paper with various designs and utilize the one you like best.

Butt the 40-inch table back piece up against the leg stands, flush with the top. Secure with glue and screws. Lay the 40-inch wide table top over your assembly, flush with the back. Again, secure with glue and screws.

Your computer table can be finished in any number of ways. For example, you can sand and stain; varnish top and sides; use formica-type covering for the top and paint the sides; or leave it unfinished, for that "natural" look.

You can add a shelf (made from the left-over pieces) under the table, or on either side. You can also change the dimensions to suit your purposes.

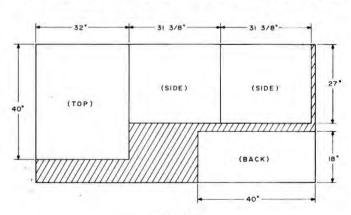


Figure 1

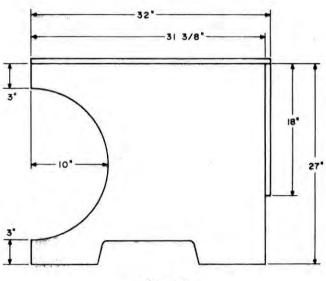


Figure 2

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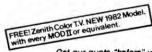
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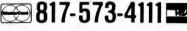
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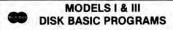
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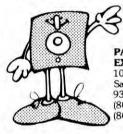
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From the January 1981 issue of the CSRA Computer

There was some amusement at the Novem-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 hobbysis something can't be done! This manazine sergis to be the poly source so far tell a notobylst sometring can be done! Inis magazine seems to be the only source so far of technical informations 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

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Direct access to all memory with Fortran.

Total Recall

J. Gary Bender P.O. Box 773 Los Alamos, NM 87544

am about to demonstrate one of the most powerful tricks you can pull on the Fortran compiler and runtime system: direct access to anything in memory. By "direct access" I don't mean PEEK and Call POKE: I mean doing things like Screen(I) = MSG(J). As part of the demonstration, you'll have two Fortran routines that will be similar to Basic's CLS and Print @ statements.

This old trick is based on the same idea as having based arrays which are available in some high level languages, i.e., you define an array to the compiler

but set the base (the memory location of subscript (1)) at runtime. In this example we will define an array and then overlay it onto the display RAM at locations X'3C00' to X'3FFF'. The array can be a vector of 1024 IN-TEGER*1 characters, or a matrix of 64 columns by 16 rows (or both). The same technique can be used to directly reference the keyboard, device control blocks, or whatever you want (and know the memory address of).

You need two things for this to work. You must define an array and you must know exactly where the loader is going to store the array in the runtime module. The first part is easy and the second is standard in Radio Shack's Fortran. The loader will tell you the location (see Fig. 1). The variables associated with the \$MAIN program will always be loaded at X'5200' unless you tell the loader to put data somewhere else. To be sure you know where things are, it is a good idea to put the array into a named common block and always make it the first thing you define. I generally make my

The Key Box

Radio Shack Fortran Model I 32K RAM

\$MAIN program a simple call to the real program, which becomes a subroutine that never returns. So, we have a \$MAIN with an array in named common:

> INTEGER*1 X\$5200(1) COMMON /BASECM/ X\$5200

This will do the job nicely. We just told the compiler that we have an array. We already know where the loader will put it. The array size does not matter, but we need to know where it starts. It is the programmer's responsibility to watch array boundaries in most Fortrans, including this one. When the manual says dimensions must match it means "they better, for your own good." However, we are going to break a couple of standard Fortran rules, but the compiler is too dumb to catch us and the runtime system will let us.

To make the technique more general, let's do this in two steps. First we will offset all the way to memory location X'0001'. From there we can offset again to any place we want by simply using the known absolute memory address. If ABSMEM is an INTEGER*1 array with ABS-MEM(1) located at X'0001' then ABSMEM(15360) is the first position in the TRS-80's memory mapped screen (15360 decimal

```
OK Gary: F80 DEMODMA, DEMODMA = DEMODMA-N
DEMDMA
SETBAS
SCNDEM
OK Gary: L80 DEMODMA, DEMODMA-N,-M
LINK-80 3.4 28-NOV-80 COPYRIGHT 1979,80 (C) MICROSOFT
                  55E7
/BASECM/
         5571
                  DEMDMA 5206
                                    PRINT$ 55A6
SCNDEM 532D
                  SETBAS 5230
FORLIB RQUEST
         53E7
                            520A
                                     -$ND
                                               53FA
-$10
         5220
                  -SW2
                            53DC
                                     -POKE
-$ST
                                               547D
    6 UNDEFINED GLOBAL(S)
32474 BYTES FREE
         5200
DATA
                           < 7364>
24955 BYTES FREE
(5206
OK Gary: . The following load is with the WRITE and FORMAT statements removed.
(No FORTRAN I/O in this.)
OK Gary: L80 DEMO, -E
LINK-80 3.4 28-NOV-80 COPYRIGHT 1979,80 (C) MICROSOFT
                 5980
                         < 1920>
30890 BYTES FREE
(5206 5980)
OK Gary:
Note that /BASECM/ is located at X'5200' and that the second load, without WRITE
or FORMAT in the program, is quite a bit smaller. (The "OK Gary:" is really "LDOS
Ready" except I personalized SYS1/SYS.)
```

Fig. 1. Compile and Load of the DEMODMA/FOR Program.

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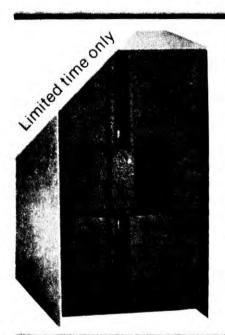
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= 3C00 hex). It turns out that the magic number is -20990. That is, the location of X\$5200(1) at X'5200', element X\$5200 (-20990) is the absolute memory address X'0001'. (Ah, but negative subscripts are illegal, you say?) Since the subscript is a variable, Fortran does not know it is negative. Actually, 20990 is X'51FE', which when subtracted from X'5200' leaves us pointing at X'0001'.

The main program sets one location based on another known location and passes that on to the Setbas subroutine. Setbas then offsets again to define Screen at X'3C00'. Remember that arguments in subroutine and function calls are not values, but are the addresses of where the values are stored. So, when we pass the argument X\$5200 (-20990) to Setbas, we are passing the address X'0001'. Whatever we decide to call the receiving array in the subroutine, it will be located at that address. I have called the new array ABSMEM and it is also dimensioned one.

Screen will be based by a call with the subscript X'3C00'. The array at the other end will then have element Screen(1) at that location. The screen is now a reqular Fortran array. We can assign values, get values, do arithmetic (may look strange) just like any other Fortran variable. You should be able to follow the DEMDMA program pretty easily from here on.

In case you are a new Fortran user, to compile, load and run the program just create it with Edit or Scripsit and name it DEMODMA/ FOR. Then,

> F80 DEMODMA = DEMODMA and L80 DEMODMA, DEMODMA-N,-E

To run it, just Enter DEMODMA. The results are a demonstration of putting characters on the screen.

You will notice a phenomenal improvement from Write to Call POKE and a very noticeable change from POKE to the direct array access. If you only need to put a few special characters here and there on the screen, POKE will do fine and you can avoid the

two dummy routines to set up the array. On the other hand, POKE only moves one byte at a time while the array is much more flexible (and faster) and you can move array elements easily with Do loops. Here is another surprise: check the run module size of the example (that's the number in < > displayed at the end of the load), comment out all the Writes and Formats, and compile and load it again. You can save over 5K by avoiding Fortran's I/O modules. For some applications that is practical. I have a 1200 baud Fortran terminal program that emulates the Visual 200 and Videotex protocols and has no Fortran I/O at all, yet it is written entirely in Fortran.

One Limitation

The technique has one important limitation. In order for the basing to be effective, the arrays must be passed as arguments. You cannot locate the Screen array in common. This is not too serious a limitation as long as you remember it. Any time you break a rule, be very careful. This is a powerful technique when you do it on purpose. Do it by accident or do it wrong, and you will have a very nasty bug.

The demonstration program illustrates how to directly access the lower 32K of memory. In order to access the high 32K it is necessary to use an additional offset. The reason for this reguirement is that the integer subscripts become negative if you attempt to exceed 32767. The most direct way to setup the high memory addresses is to establish an array at X'8001'. Do that by using X\$5200(11777) as an argument to Setbas and then call it something like HIMEM(1) in Setbas. To access locations in the top 32K, just subtract X'8000' from the absolute address and refer to HIMEM() with that value for the subscript.

Experimentation

When I was experimenting with this technique, there were many times that I could have used an LOC function. LOC is available in some Fortrans to discover the memory address of its argument. LOC is similar to VARPTR in Basic.

Radio Shack's Fortran has the capability of telling you the absolute address of a variable. The trick is only a minor infraction of the rules; you just use a donothing subroutine as the integer function. For example, in the demonstration program you would have:

BASOFF = -LOC(X\$5200) + 2

instead of the constant. All that is needed for this to work is the following subroutine:

> SUBROUTINE LOC RETURN END

You must make LOC a subroutine, even though you use it as a function. That is what makes it work. When arguments are passed to subroutines the first argument's address is placed in the HL register. BASOFF = - LOC(X\$5200) puts the address X'5200' in HL. Since subroutine LOC is not expecting any arguments and doesn't do anything

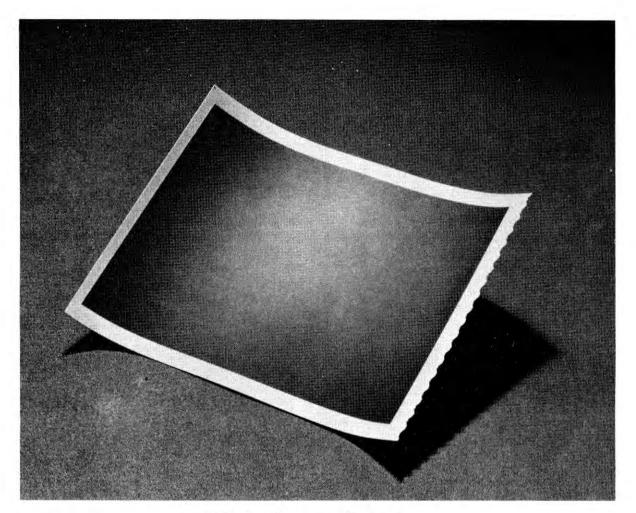
but return, the HL register pair is left containing the address of the argument. The calling program, however, expects an integer value to be returned by the function. By standard calling convention for this compiler, a function returns an integer value (note that is value, not address) in the HL register pair. So there you have it. The calling program looks at HL for the function value and gets back the address it just put there.

By using LOC in place of the magic number you no longer care exactly where the reference array is loaded, as long as it is in the lower 32K of memory. In fact, the X\$5200 array is not really needed. It's only purpose was to give the programmer a known memory location to start from. Any array in the program can be the reference point by finding its LOC.

Notice that plus two is added to the LOC of the reference array. You must increase the negative subscript by one to point at X'0001' rather than zero, and you must count element X\$5200(0). ■

```
Program Listing
```

```
DEMDMA -- Demonstrate FORTRAN Direct Memory Access
000000000
        JG Bender, N5BFM
                           87544
        Los Alamos, NM
        Version 810716-2130
    The purpose of this $MAIN program is to establish the locatio
    of Common /BASECM/ and the X$5200() array at X'5200'.
        PROGRAM DEMDMA
        Integer*1 X$5200(1)
Integer*2 BASOFF
        Common /BASECM/ X$5200, BASOFF
BASOFF = -20990
        Call SETBAS(X$5200(BASOFF))
Stop **end
CC
        Subroutine SETBAS (ABSMEM)
000
   Set the location for base of memory and point to the screen. It is a good idea to also pass ABSMEM(1) as an argument so yo can make absolute memory calls at any time.
        Integer*1 ABSMEM(1)
Integer*2 LOCSCR
Data LOCSCR/X'3C00'/
    It is not necessary to put positive subscripts into variables
    will make it easier to adjust the offset values for other mac
hines.
               SCNDEM (ABSMEM (LOCSCR) , ABSMEM)
         Call
 00000
    Demonstrate the speed of direct screen access.
    First ... "flash" the screen 20 times with WRITES Then ... use "Call POKES"
     Then ... use "Call POKEs"
Then ... direct access thru an offset array
         Subroutine SCNDEM(SCREEN, ABSMEM)
 C
         Integer*1 SCREEN(1), ABSMEM(1), I1, J1, K1
                                                                 Program continues
```



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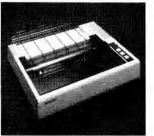
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```
Program continued
```

```
SOLID(31), BLANKS(31)
SOLID/31*X'BPBF'/, BLANKS/31*X'2020'/
         Integer*2
C
        Call CLS(SCREEN)
Call PRINTS(SCREEN(86), 'This is using WRITES', 20)
    Following code sets the system's cursor position in the Devic
    Block to the begining of the screen.
        ABSMEM(X'4020') = X'00'
ABSMEM(X'4021') = X'3C'
C
        Do 5 I=1,32767
Continue
        Do 21 J1=1,20
Do 10 I1=1,16
Write (1,1010) SOLID
           Continue
10
        ABSMEM(X'4020') = X'00'
ABSMEM(X'4021') = X'3C'
C
           Do 20 Il=1,16
               Write(1,1010) BLANKS
        Continue
20
        ABSMEM(X'4020') = X'00'
ABSMEM(X'4021') = X'3C'
        Continue
C
1010 Pormat (1X,31A2)
CC
         Call CLS(SCREEN)
        Call PRINTS(SCREEN(86), 'This is using POKES',19)
Do 25 1=1,32767
25
         Continue
        Do 40 J1=1,20
Do 30 I=X'3C00',X'3FFF'
Call POKE(I,X'BF')
3Ø
            Do 40 I=X'3C00',X'3FFF'
Call POKE(I,X'20')
40
        Call CLS(SCREEN)
Call PRINT$(SCREEN(80), This is with direct array access',
32)
         Do 50 I=1,32767
50
C
         Continue
        Do 70 J1=1,20
Do 60 I=1,1024
60
C
                SCREEN(I) = X'BF'
             Do 70 I=1,1024
SCREEN(I) = X'20'
78
         Call CLS(SCREEN)
        Call PRINTS(SCREEN(541),'D o n e',7)
Do 80 I=1,32767
Continue
         Return
            - Clear Screen subroutine
     << this routine does not maintain the system cursor location
        Subroutine CLS(SCREEN)
C
        Integer*1
Integer*2
                          SCREEN (1024)
000
    Move blanks (character X'20') to the entire screen.
        Do 10 I=1,1024
SCREEN(I) = X'20'
10
C
        Return
C PRINTS -- Subroutine similar to BASIC's PRINT®
C Call with WHERE() array based at screen position (1-1024)
C STRING() array is the string to display.
C LEN is the length of STRING() (note this version is limited
C to 127 characters because of the use of Integer*1 for its typ
    << system cursor pointer at X'4020' is not maintained by this
        A mix of FORTRAN I/O and PRINT$ will not be consistent in
screen
C I
        placement. >>
        Subroutine PRINTS (WHERE, STRING, LEN)
c
         Integer*1 WHERE(1), STRING(1), LEN, ILOOP
    (this routine cannot check that WHERE is actually on the scre
     is really a general MOVE subroutine usable anywhere.)
        Do 10 ILOOP=1,LEN
WHERE(ILOOP) = STRING(ILOOP)
10
C
         Return
END
```

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128	133	138	143	148	278	283	288	293	298	428	433	438	443	448	578	583	588	593	598
129	134	139		149	279	284	289	294	299	429	434	439	444	449	579	584	589	594	599
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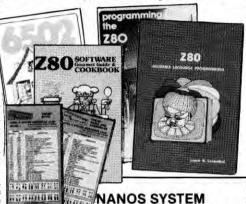
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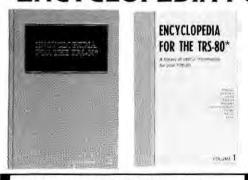
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- 2-3 Montana Council of Teachers of Mathematics and Montana Office of Public Instruction. Rocky Mountain Computer Conference for Educators, Ramada Inn, Billings, MT.
- 2-4 Kengore Corp., Franklin Park, NJ. Eighty/Apple Computer Show—An Exposition for Products and Services for Apple and TRS-80 Computers, NY Statler Hotel, New York, NY.
- 2-4 Kengore Corporation, Franklin Park, NJ. Elghty/Apple Computer Show, New York City, NY.
- 5-7 American Federation of Information Processing Societies Inc., Arlington, VA. 1982 Office Automation Conference, Moscone Center, San Francisco, CA.
- 6-9 Ken Orr and Associates Inc., Topeka, KS. Course on Structured Systems Design, Sacramento, CA.
- 7-9 Ken Orr and Associates Inc., Topeka, KS. Course on Structured Systems Planning, Chicago, IL.
- 12-14 American Management Associations, New York, NY. Course on Paperwork Management, Chicago, IL.
- 12-16 Ken Orr and Associates Inc., Topeka, KS. Course on Structured Systems Design/Structured Program Design, Raleigh, NC.
- 13-16 Ken Orr and Associates Inc., Topeka, KS. Course on Structured Data Base Design, Washington, DC.
- 13-16 Ken Orr and Associates Inc., Topeka, KS. Course on Structured Requirements Definition, St. Paul, MN.
- 15-17 The Interface Group, Framingham, MA. Showcase Expo for Small Business Proprietors, Independent Neighborhood Professionals and Mid-Level Corporate Managers, A. J. Cervantes Hall, St. Louis.
- 15-18 National Computer Shows, Chestnut Hill, MA. Southwest Computer Show and Office Equipment Exposition, Market Hall, Dallas Market Center, Dallas, TX.
- 16-18 Virginia Computer User's Conference, Association for Computing Machinery, and Virginia Polytech-

- nic Institute and State University.

 2th Annual Conference with topics on artificial intelligence, office automation and data-base management, Marriot Hotel, Blacksburg, VA.
- 16-18 Technical Education Research Centers, Cambridge, MA. Microcomputers In Education Workshops, Jersey City State College, Jersey City, NJ.
- 19 Ken Orr and Associates Inc., Topeka, KS. Course on Management Overview of Data Structured Systems Development, Boston, MA.
- 19-23 Ken Orr and Associates Inc., Topeka, KS. Course on Structured Systems Design/Structured Requirements Definition, Lake Tahoe, NV.
- 20 Ken Orr and Associates Inc., Topeka, KS. Course on Management Overview of Data Structured Systems Development, Washington, DC.
- 20-23 Ken Orr and Associates Inc., Topeka, KS. Course on Structured Systems Design, Dallas, TX.
- 22-23 Data Processing Management Association, Mile High Chapter, Denver, CO. Exposition and Conference of Computer Technology, Rocky Mountain Data Processing Expo, Curigan Hall, Denver.
- 22-25 The National Computer Shows, Chestnut Hill, MA. New York Computer Show and Office Equipment Exposition, Nassau Coliseum, Uniondale, Long Island, NY.
- 23-25 The Interface Group, Framingham, MA. Showcase Expo for Small Business Proprietors, Independent Neighborhood Professionals and Mid-Level Corporate Managers, Miami Expo Center, Miami, FL.
- 24 John Craig's Computer Swap, Palo Alto, CA. Flea Market for Computer Enthusiasts, Santa Clara County Fairgrounds, San Jose, CA.
- 26-30 Ken Orr and Associates Inc., Topeka, KS. Course on Structured Systems Design/Structured Program Design, Omaha, NE.

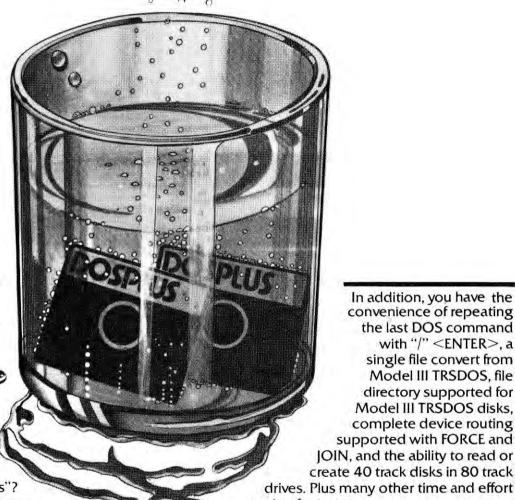
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- peka, KS. Course on Structured Systems Design/Structured Requirements Definition, Tampa, FL. University of New Hampshire, Computer Science Department. Microcomputer Fair, Memorial Union Building, UNH, Durham, NH.
- 4-7 Integrated Computer Systems, Santa Monica, CA. Hands-On Pascal Workshop, San Francisco, CA.
- 4-7 Ken Orr and Associates Inc., Topeka, KS. Course on Structured Requirements Definition, Seattle,
- 4-8 University of California Extension, Berkeley. 16-Bit Microprocessor Workshop, (6 week evening course), Mountain View, CA.
- 6-9 The National Computer Shows, Chestnut Hill, MA. Southern California Computer Show and Office Equipment Exposition, L.A. Convention Center, Los Angeles.
- 7-9 The Interface Group, Framingham, MA. Showcase Expo for Small Business Proprietors, Independent Neighborhood Professionals and Mid-Level Corporate Managers, Anaheim Convention Center, Anaheim, CA.
- 10-14 Ken Orr and Associates Inc., Topeka, KS. Course on Structured Systems Design/Structured Program Design, Portland, OR.
- 11-12 The Yankee Group, Cambridge, MA. The Next Generation of Consumer Electronics Seminar, New York City, NY.
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- 17-19 Software Design Associates, New York City. 20th User Conference: Productivity in the 80s, Hyatt Regency Crystal City, Arlington, VA.
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SOFT BITS a basic/assembly column by Roger Fuller

This month I will examine Radio Shack's Editor/Assembler (EDTASM). Radio Shack provides only thirteen pages of documentation on its operation, probably one of the reasons users have such trouble with it. The manual accompanying EDTASM also assumes the user already knows about assemblers and how they work.

In General

An assembler produces object code from a source code or assembly listing. Object code is machine code, the actual instructions executed by the computer. Object code must reside in memory when it is executed because the Z80 fetches its instructions from read/write memory, not disk or tape. You can use EDTASM's editor to generate a source listing, or load one from media.

The editor is very similar to the editor in Level II. It is line oriented (you must specify the line number to be edited, just like in Basic). Line numbers can range from 00000 to 65529 and include the leading zeros. The maximum length of a line is 128 bytes (not counting the line number or its trailing space).

Commands

Unlike Level II, you cannot enter line numbers in EDTASM's command mode: You must use the I command. This command follows the same format and operation as Level II's Auto command. (To get the feel of using it to enter text, try using only Auto to write a Basic program.) The I command retains the increment you used to determine line spacing; it will not overwrite an existing line.

Lines can only be deleted with the D command. Just specify the line number after the D. The editor has three abbreviations. As in Disk Basic the period indicates the last line entered, printed or edited. The pound sign (#) indicates the first line in the source program, and the asterisk stands for the last line. The item delimiter is a colon. There is no New command; D#:* performs the same function.

The R command works like a combination of D and I commands. It replaces a current line in your program by inserting a

new line as you type code. The R command does not continue unless the next line number generated does not exist.

The N command renumbers the entire text or source program. (There is no provision for renumbering only parts of the text.) The increment you specify becomes the new default value. For example, N 20,110 renumbers all lines by 110 starting with line 20. If you enter N 30 after the above, the renumbered program will still have an increment of 110, but will start at line 30.

The E command is almost identical to Level II's Edit mode. The D subcommand does not display deleted characters between exclamation points.

When you are entering text using either the I or E commands, the right arrow key tabs to the next print zone. This tab is CHR\$(9), and is not converted to spaces. (This saves memory because the actual spaces are not stored.) Backing up over a tab sends the cursor the full distance of the tab instead of just a single space.

The P command replaces Basic's List command. Parameters are optional: If you specify no parameters the assembler scrolls 15 lines on the screen. If these lines are one screen width, they will all be displayed. If some lines are longer than the screen width, the top line of the scrolled page will be pushed off the top. To see the entire program enter P#:*. P100 displays only line 100. The H command behaves like LLIST.

The T command is the same as the H command except it does not print the line numbers. The assembler does not use line numbers; they are there only to help you edit text.

The manual says the up and down arrows scroll up or down and display the previous and following source line. They display the lines, but as implemented this is not scrolling.

The F command is handy. It searches from the line following the current one to the end of text for a string of 16 characters or less. The Find command does not recognize tabs in this string but it does recognize leading and trailing spaces. A common mistake is forgetting to reset the current line pointer before conducting an

F (Find). Just type P# to accomplish this. The B command transfers control to address 0000H.

The A command assembles an object program from the source listing. Because EDTASM is an in-memory assembler, the source listing must be resident in the text buffer. You can type in the text or load a program from tape with the L command (similar to Basic's System loader). If you do not specify a file name (six characters, maximum), the editor will load the next source file.

Unlike Basic, EDTASM does not automatically erase the resident text file in memory. If you do not want to concatenate files, perform a D#:* before loading. The W command acts as the reverse of the L command. If you do not specify a file name you will get the default value of NONAME. Remember the W (Write) command writes a source file, not the object file. Both the L and W command require a single space between the command and the file name.

Assembly

There are five assembly options: no listing, no output, no symbols, line printed, and wait on error. Assembly switches (/NL, /NO, /NS, /LP and /WE) activate the options. Placing a switch after the A command activates the corresponding option. The slash mark helps the assembler distinguish a switch from a file name.

How does the assembler produce an object program? A legitimate line of source code will contain as many as four fields. For example:

Label Opcode Operand(s) Comment 00100 START ORG 7F00H ;TOP OF 16K

As in Basic, you can specify numbers as a constant or an expression. Constants can be expressed in one of three numeration systems. The default numeration system (or *radix*) is decimal. Each number, regardless of radix, must begin with a numeral 0–9 to be classified as a number. As the assembler examines the characters on each line, it must decide if the characters are numbers; only numbers can start with a numeral.

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Once the assembler has determined that a group of characters is a number it examines the last character of the group to determine the radix. (Remember, numbers are evaluated right to left.) EDTASM determines the end of the number by a delimiter. The delimiters are space, tab, semico-Ion or one of four operation symbols I will cover later.

If the last character is the letter O, the assembler evaluates the group as an octal number. If the last character is H the assembler evaluates the group as a hexadecimal number. If the last character is not O or H (or if it is D), the assembler treats the group as a decimal number. The suffix D is optional for decimal notation. (I wish Microsoft had left out octal and included binary notation. It would be handy when setting up masks for bit manipulation.)

An illegal numeral in a number generates an error. Using the digit 9 in octal is illegal. The letters A-F are illegal in decimal and octal notation. Whatever radix you use, the result cannot exceed 65535, as this is the maximum word the Z80 can accept. But what about negative numbers?

The Editor/Assembler allows two unary operations (operations executed on only one operand). A + 21 uses the operator + on a single operand, the 21. The result of such an operation is the value of the operand, or 21. The other unary operator is minus. A -21 produces the two's complement of 21. This result (and all numbers) are two-byte words. A -21 would be OFFDFH. This allows the assembler's math section to handle only words, not bytes.

Z80 instructions that specify a single

Addr	Obj Code	Line#	Labels	Op-code	Operands	Memory Contents
7FØØ		00008		ORG	7FØØH	0800 0A .ORG.7F00H
		00016 00024	VIDEO	DEFL	ØØ33H	1000 10 VIDEO.DEFL.0033H
7F00	CD2BØØ	00032	TYPER	CALL	KEYBD	2000 OF TYPER.CALL.KEYBD
		00040		OR	A	2800 05 .OR.A
7F04	28FA	00048		JR	C, \$-4	3000 09 .JR.Z\$-4
7FØ6	CD3300	00056		CALL	VIDEO	3800 0B .CALL.VIDEO
7FØ9	18F5	00064		JR	TYPER	4000 08 .JR.TYPER
		00072				4800 01 ;
002B		00080	KEYBD	EQU	002BH	5000 OF KEYBD. EQU. 002BH
0000		00088		END		5800 04 .END
00000	TOTAL ERF	RORS				FFFF End of text marker
KEYBD	002B					85 KEYBD 2B00
TYPER						85 TYPER 007F
VIDEO						AF VIDEO 3300
.1550	0000					00 End of table marker
				Figure 1		

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byte such as LD A, – 21 generate an error, but LD A,21 does not. The assembler checks the value needed against the maximum allowed, so 21 (0015H) can be expressed as a single byte while – 21 (0FFDFH) cannot. This means you cannot express a byte as a negative number directly.

The binary operator & will perform an arithmetic AND on the two operands it separates. A -21 & 0FFH produces a 00DFH which can be expressed as a single byte. To use a negative number as a byte just AND it with 3370 or 255 or 0FFH (all represent a byte with all eight bits set).

Remember both the plus (+) and minus (-) operators perform their normal functions. The fourth binary operator (<) performs a bit shift on the first operand for the direction and amount of the second operand. A 40H < 1 shifts the bits in 40H left one position, resulting in 80H. A 40H < - 1 shifts the bits in 40H right one position, producing 20H. Since this is a bit shift you can duplicate the results by multiplications or divisions by two. See Table 1 for a comparison to Basic.

The Editor/Assembler performs multiple binary operations on a first-come first-served basis. No parentheses are allowed. A 10H < 1 + 1 equals 21H, not 40H, because < is the left-most operation.

Labels can define numbers. Labels are limited to six alphanumeric characters; the first character must be alphabetic. You cannot use the name of a Z80 register, a status flag, or the words ON or OFF for a label. Labels are similar to variables in Basic but, except in two cases, they cannot change the values assigned to

them. Values are assigned to labels only by placing the label in the first column of a source code line

This action assigns them the current address the assembler contains when it assembles that line unless the pseudoops DEFL or EQU are used. They are called pseudo-ops because they are not actually Z80 operations. A DEFL (pronounced define label) assigns the label the value of the following operand. For example:

00100 START DEFL 8000H 00200 START DEFL 13H 00300 START LD A.1

Line 100 makes the value of the label (START) 8000H. You can redefine a label by using another DEFL on it only if you first defined it by a DEFL pseudo-op. You

"Labels are similar to variables in Basic."

can change the value of START in line 200 to 0013H because you originally defined it by a DEFL and you are now redefining it by a DEFL. The last line is illegal because START was already defined in line 200 as 13H; you cannot redefine it except by another DEFL. EQU does not allow redefinition. Any value assigned to a label by EQU (Equate) cannot be changed.

You can only create a label by starting the label in column one. At any time the remaining length of the source line may be devoted to comments by inserting a semicolon, equivalent to Basic's REM.

There are six more pseudo-ops in the Editor/Assembler. ORG (Origin) initializes the current address counter to the value assigned it. This value can be a number, an expression or another label. If you do not use an ORG statement the assembler uses the default address 0000H. The ORG statement is usually the first statement in an assembly or source listing. Although you can use as many ORGs as you like, I recommend you use only one per program.

The ORG statement is open-ended; it does not specify how much memory the object code will use. The END statement terminates an assembly program; you can specify an execution address by placing an address after it. This is not automatically the ORG address. The execution address is the address the assembler uses after you load a System tape and enter a

slash (/). You can omit an ORG statement (it will default to zero), but the absence of an END statement produces an error.

The remaining four pseudo-ops (DEFB, DEFW, DEFS and DEFM) are used mostly in producing tables. DEFB places a byte at the current assembler address. This byte can be a number, a label, an expression or a one-byte string. An apostrophe instead of a quotation mark delimits strings in the Editor/Assembler. This allows you to include quotation marks within strings. If the string is longer than one byte, you must precede it by the DEFM (Define memory) pseudo-op. DEFB and DEFM can specify a single byte string.

To specify a two-byte word use DEFW (Define word). This installs the value in LSB/MSB format starting at the current assembler address. You cannot use DEFW with strings.

DEFS reserves space for buffers and work areas. The assembler fills these spaces with zeroes when it assembles the object code.

There are also two assembler commands (in contrast to twelve editor commands). *LIST OFF and *LIST ON turn the listing of the combined assembly and object code off and on. When debugging this is useful (along with the /NL and /NO switches) to cut down on wait time.

The program in Fig. 1 shows the source listing and its format in memory. The line numbers are stored as binary numbers followed by the length of the line as a single byte. The periods represent the 09H tabs in the text buffer. The end of text is marked by a 0FFFH word (remember, you cannot enter this as a legitimate line number).

The symbol table (in the top of available memory) stores all labels the program will use. The format is a status bytes followed by the label and its value. This explains

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<-3	/8
<-2	14
<-1	12
<0	/1
	*1
<1	*2
<2	*4
<3	*8
<4	*16
i i	· ·
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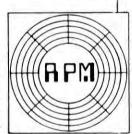
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SOFT BITS

why all labels are stored as two-byte words. An 00H byte marks the end of the table.

When you request an assembly of the source code residing in the text buffer, the assembler makes a first pass through the text. On this pass it places any label it encounters in the symbol table. If the label is defined as the assembler encounters it, the assembler sets bit seven of the status byte. Thereafter, any attempt to define this label again produces an error. The assembler must search the table each time it adds a label to prevent duplicates. The low nibble stands for the number of characters in the label.

On the first pass the assembler also increments the program counter. The special label \$ accesses the program counter or the current assembler address. I used it in line 48 to loop back if no key was pressed. The assembler updates the counter by determining the number of bytes in the instruction. The assembler determines this number by accessing a table of op-codes within itself. The table contains the mnemonic along with the first byte of its object code, the length of the mnemonic, and an offset byte for parsing the operands.

After the first pass is complete the second pass begins and all labels are defined. As the assembler proceeds it lists the combined codes on the appropriate output device. If the assembler is producing an object code tape the output fills a 128-byte buffer. When the buffer is full or assembly ends the assembler writes a record to tape. (This is why you hear pauses in an EDTASM object tape, and why the load records are never more than 128 bytes long.)

In conclusion, I am including a table of significant addresses in EDTASM 1.1 (see Table 2).

Addresses	Function	41C0	Assembler pass counter		
4100	Length of string in Find buffer	41C1,41C2	Value of an expression		
4101-4110	Find buffer	41C3,41C4	Pointer to symbol table		
4111,4112	Pointer to current line # (.)	41C5	Strip line number flag 1 = T 0 = H		
4113,4114	Last byte of usable memory. Protect hi-mem here.	41C6-42FE	Stack work area		
4115,4116	Pointer to first byte of unused text buffer	4300-4317	DCB		
4117,4118	Line increment	4318-	Make a pip		
4119,411A	Pointer to start of text line	435D-	Read a byte		
411B,411C	Pointer to address of current line	4389-	Write a byte		
411D,411E	Pointer to address of next line	43CE-	Driver entry		
4121,4122	I/O buffer pointer to next byte	43EF-	Keyboard driver		
4123	Temporary checksum during assembly	4460-	Video driver		
4124	Current length of buffer contents during assembly	45AA-45F5	Printer driver		
4125,4126	Address for byte at start of I/O buffer	4673-4989	Assembler option table		
4127-41A7	I/O buffer (128 bytes)	468A	Main entry point to EDTASM		
41A8,41A9	Pointer to byte in I/O buffer	4696-	Top of memory testing		
41AA	Length of contents of I/O buffer in use	46A2	Reentry point to EDTASM keeps text intact		
41AB,41AC	Pointer to Filename for tape	476B-4904	Message table has bit seven set of last character		
41AD	Length of Filename	4905-4931	Command table; change B jump		
4AE,41AF	Start address of assembled instruction	4941-49BA	Parser for input		
41b0	0 for single-byte op-codes; DD,ED,FD for multiple-byte op-codes	4E06-	A-gain		
41B1	Initial hex code from op-code tables	4E11-	L-ist		
41B2,41B3	Pointer to I/O buffer during assembly	4E22-	Space		
41B4,41B5	Length of assembled instruction	4E31-	Carriage return		
41B6,41B7	Internal program counter, current assembler address	4E48-	E-xit		
41B8,41B9	Error counter	4E4C-	C-hange		
41BA	I/O flag 1 = cassette 0 = no	4E67-	D-elete		
41BB	Byte counter of I/O buffer	4E74-	Q-uit		
41BC	Display type flag 0 = video 1 = printer	4E79-	I-nsert		
41BE	Block flag 0 = new FF = old	4E7D-	X-tra		
41BF	Error flag 1 = error	4E81-	H-ack		

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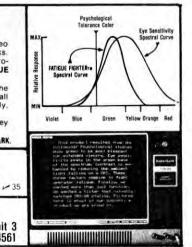
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Micro joins war against crime This super cop has neither cape nor mask

by Kerry Leichtman

With Superman busy making motion pictures again, America's crime fighters have had to seek alternative methods for keeping us safe from crime. One such alternative is the TRS-80. It would be difficult to say who was first to incorporate TRS-80s in police work, but certainly one of the more elaborate systems must be the one used by the police in Hanover Park, IL.

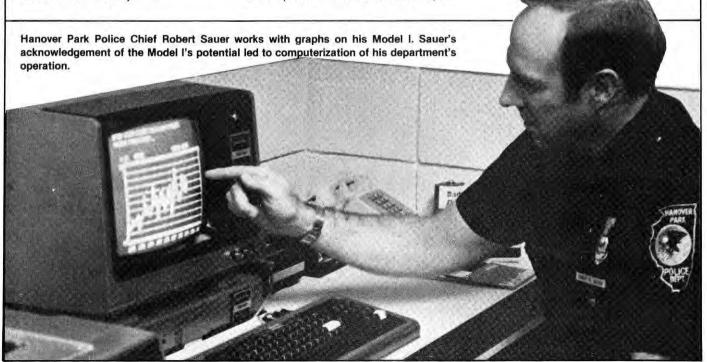
Police Chief Robert Sauer has put together a system of five Level II TRS-80 Model Is, each with one disk drive and 48K of RAM; a Corvus 20-megabyte hard disk; an IBM 34 minicomputer; auto answer and acoustical modems; a Line Printer I, Line Printer VI and an Epson MX-80; and a Model II is on the way.

Chief Sauer bought a Model I when they were first available. He put the Level I 4K machine to work figuring manpower allocations, beat planning and some "what if" scenario situations. When he started doing graphic work to make charts, he began to realize the potential of a TRS-80 on the police force. And so the chief applied for federal funding:

"We kind of nickel and dimed it. The first grant got us a few more machines, expanded our operation from tape to disk, got us expansion interfaces and all the related things needed to bring up disk systems. It also bought machines for two other towns giving us the ability to 'talk' to each other. We bought modems.

"A few grants later, we bought our first hard disk. We got a 10 megabyte disk and a multiplexer and that let us hook up for the first time more than one machine to time-share that disk. That worked like a champ opening up all kinds of new horizons. Then we got the three printers."

The federal grants were obtained for the purpose of using micros for crime analysis. One of the first computer applications used by the Hanover Park police was pattern analysis. "We used it to draw maps of the town," said Sauer. "We spotted, on the maps, incidents of particular crimes, or any kind of call for police service. Using these maps, we could determine if we were having problems with a particular area. It was like a spot mapper, a pin map kind of thing. We automated that process and got rid of all our pin maps."



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80 NEWS

POLICEcontinued

The personnel evaluation process was automated next. Putting the TRS-80s onto this task accomplished another of the chief's goals: "Getting the supervisors to use the machines. They had to do their personnel evaluations in it and in the process they also got comfortable with the machines."

With Scripsit as their word processing program, daily bulletins, file maintenance and ordinance writing were put into the growing TRS-80 system.

The advent of micros to the Hanover Park police made life easier for the department and saved the town money. Sauer said: "We have an IBM Systems 34 minicomputer in the village. It's a super machine. It does the budgeting and all that stuff, but one of the things that's very costly to do with the 34 is try out ideas. It costs a lot of money to play around on the 34." To figure the police department's budget Sauer and his supervisors tried out different ideas and methods on the Model Is. Once it was formed to everyone's satisfaction, it was put into the 34.

Hanover Park will be saving even more money when its Model II arrives. The terminal it leases now to plug into the state's sophisticated central computer system for criminology and police management information costs \$600 a month.

"What we plan to do is work up an interface to a large CPU that could in turn talk to the state computer and give us the state access without the large cost. We wanted to use our Model Is to do it. But we had format problems with screen size and protocol problems with modems. We could have pulled it off, but software-wise it would have been expensive. So we're going to buy a Model II and do three things with it."

First, they plan to dedicate half of their 20 megabyte disk and use a different operating system on the Model II to enable them to do some high speed computing in-house.

Next, they will hook up to the state and the country's criminal justice data base.

They also will use the Model II as a dumb terminal interface to the IBM 34 to make the IBM accessible to the clerk's office. "We figured out a way to do that." Sauer said. "They have backup problems. So what they will be able to do is dump down to our disk."

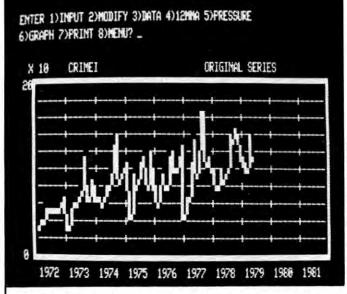
Sauer was so pleased with how his system was developing that, in October 1979, he wrote an article for *Police Chief* magazine about it. The response was staggering. "A whole bunch of departments called and wanted to know what we were doing, Sauer said," I found out there were a whole lot of TRS-80s [in police departments] around the country, but they were somewhat limited in their uses. We had done some things that I guess was kind of unusual."

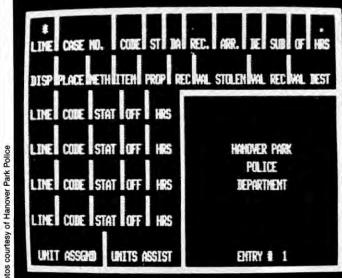
The chief not only aroused the interest of his fellow officers, but also that of a California company called Search Inc. They are a clearinghouse, of sorts, specializing in automated criminal justice systems. They were also monitoring, for the federal government, several large criminal justice grants. Next thing he knew, Chief Sauer was traveling the country making demonstrations and holding seminars on the use of microcomputers.

"It really took off," he said, "There was a lot of action, particularly on the federal level, a redirection of interest in getting away from funding big machines and getting into distributive process systems and things like this." Sauer gave advice and even helped some departments obtain software and set their systems up.

For conventional software the Hanover Park police make use of Scripsit, Visicalc, NEWDOS80 and the AIDS III DBM. Most of their special software was written for them by two Illinois men Dennis Gillig of Schaumburg and Mike Schussert of Elmhurst.

Sauer feels the results of Hanover Park's conversion to TRS-80 computerization has been extremely successful. As the system continues to be used, Sauer and his staff continue to find new uses for it. The chief knew he was on to something when he first introduced the Model I to the department. The potential of that one 4K machine led to the development of the department's present system. Said Sauer, "It just doesn't feel like a small inexpensive computer."





Model I display (left) shows crimes in Hanover Park from 1972 to 1981. The department's Model Is are used for generating crime reports (right).

Tax bill woes cured by micro

G. Bert Latamore Contributing Editor

or generations officials of small, rural towns have kept their tax records by hand. Year after year they have patiently written out annual property tax lists; year after year they have spent hours in repetitive tax bill computations. Many small towns today still use the methods employed by colonial officials 300 years ago.

Canterbury, NH, selectman James Ashworth discovered that fact the hard way. During his first year in the post, he and two other selectmen spent four hours trying to find a four cent mistake in the tax records.

Ashworth found the selectmen were spending one or two months preparing tax bills for a town where "ninety per cent of the properties remain the same year after year."

"It was so frustrating to see the same things hand written year after year," he commented. "There had to be a better way."

Ashworth saw computers as that better way. But towns the size of Canterbury do not have the money for computers even in this day of comparatively cheap desktop machines.

Ashworth, who is independently wealthy, decided that if Canterbury couldn't afford a computer, he would buy it himself. The New Hampshire native and former teacher bought a TRS-80 Model II in October 1980 and launched a service providing computerized tax records for small New Hampshire towns. The response has been very favorable.

So far this year, Ashworth said, six small towns have put articles on their town meeting warrants authorizing selectmen to contract with his Municipal Computer Services. He confidently expects all the towns to approve the plans, and he has reason to. Not only will it save town officials a great deal of time, making it possible in many cases for qualified but busy individuals to serve in town offices, it will save them money from the start.

Ashworth charges 40 cents per parcel for entering property tax information into the system and 25 cents per bill for each bill generated, so it costs the town 65 cents per property bill the first year. This is a 20 cent saving per parcel over the average cost of hand preparation of those same bills. Since the information for the vast majority of parcels will not be modified each year, the cost of Ashworth's service will drop to 32 cents a parcel on



Ken Williams/Concord Monitor

Ashworth: After spending four hours trying to find a four-cent error, he found Model II was for him.

the second year.

The service also saves the town money because of its speed in figuring and printing tax bills. Once the state sets the town's tax rate, it takes at least two weeks under traditional methods to figure the bills and have them printed. Ashworth can do it all in a day. He says the average small town loses about \$100 a day in interest during those two weeks of delay in getting their tax money in. The service pays for itself just by saving that interest.

Ashworth bought a TRS-80 Model II mainly for reliability and the service Radio Shack offers in New Hampshire. He has been very pleased. His machine has broken down twice and both times Radio Shack got it back to him within 24 hours. When he bought the machine, the store in Manchester, NH, promised that if it was down for a long time he could use one of their demonstration models. So far, he hasn't had to do that.

Ashworth depends on a database manager called The Formula from Microprocessor Associates in New York for his processing, and he says he can "highly recommend that program to anyone who is working in data management." It can handle all his needs and allows him to create his own tax forms to meet New

Hampshire law using a form generator included in the program. And, he explained, it does these things directly, without requiring him to come up with tricks to circumvent program limitations.

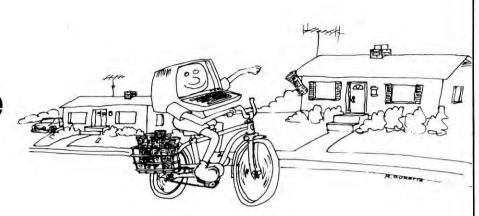
Ashworth's personal motivations for getting into the tax computing business are complex. He says the business will make him "a small amount of money," but he has no particular need for money. He and his wife, Carol, bought their 114 acre farm six years ago after receiving a generous inheritance. They have gone back to the land, enjoying raising sheep and pigs and, recently, building themselves a new home by hand.

Ashworth admits the computer has become something of a hobby with him. "I enjoy working with the computer," he explained. "It's the most challenging thing I've ever done."

Like many people, however, Ashworth and his wife are concerned with the quality of life in their town and the area around it. That was his motivation in running for selectman in the first place. The tax service is a way for him to help small towns who are being squeezed by many financial pressures.

"The towns need it," he said. "I think I can be a service to them."

Newsboy's micro runs paper route



Kerry Leichtman 80 Micro Staff

A newspaper carrier used to have three essential pieces of hardware: a bicycle, a canvas carrying bag and a dog-eared customer record book. The bicycle and canvas carrying bag may still be essential, but the customer record book may be on the way out. Sixteen-year-old Rock Hill Evening Herald paperboy Bob Berry has replaced his with a micro.

Berry uses his micro to keep the books for his 90-house South Carolina paper route. The program, written by his father, has nine functions including add and delete customers, printout monthly billings and enter payments and credits.

Berry, who has delivered the *Herald* for almost four years, said if he didn't have the computer to take care of the organization and the math, he would have dropped the route long ago.

Rock Hill circulation manager Jack Einreinhof said "It's great that Bob is using something modern to do something as old as deliver newspapers." Customer reaction has been mixed, according to Einreinhof. "I hear that it works fine and yet we have had calls from customers saying they do occasionally get billed at a wrong rate."

Berry also has received complaints he believes are directed more towards computers in general than the odd billing mistake: "I have had several customers that when they have a question with a bill, they say please check your computer. I don't know what kind of effect it's having on my customers' attitudes. Perhaps they're getting a little carried away with the computer-error syndrome."

Despite the intermittent complaints, Einreinhof is amused at Berry's use of the micro, "We are now just getting software for our circulation department's billing, and this little crapper has had it for the last few years. I guess that's just keeping up with the times."

Info utility gives raisers edge

By G. Bert Latamore Contributing Editor

ow a farmer approaches the commodities market can mean success or failure for his business. Until recently, most plowmen were unable to keep tabs on this vital exchange but today, farmers need no longer be blind about it.

The Professional Farmers of America provides electronic commodity information to major farmers using Tandy's videotext system.

The Cedar Falls, IA, organization's service, called Instant Update, provides a rundown, updated every 10 minutes, of prices at the Chicago commodities market and at major U.S. ports. It also provides advisory services including morning, noon, and afternoon news and feature reports offering items likely to influence commodities' prices.

It offers an "alert page" which carries stories of special impact or interest; a weather page; a world weather survey, giving farmers some idea of what is happenning to their overseas competition; and Washington Watch, containing stories from Professional Farmers' staffers covering the federal government. After the market closes each afternoon, the service provides its "hog and pig report" covering events and trends affecting that market.

Beyond news, Instant Update provides Market Predictions based on fundamental (supply and demand) and technical (special indicator based) standpoints. Marketing Manager Tom McCafferty explained many farmers use the fundamental analysis to get general trends and the

technical analysis to look for day-to-day clues in the markets to help them determine the best time to sell their goods.

McCafferty said the service has been successful from the start. Although intended mainly for the midwestern farm belt, it has attracted subscribers from across the continent and as far away as Hawaii, even though users must call the database over normal telephone lines and pay the long distance charges themselves.

McCafferty said they have been continually adding to their service since starting it last summer. Many of the additions have been at the request of groups of subscribers who have wanted, for instance, the prices at Norfolk, VA, or gold and silver prices, a general indicator of the health of the economy.

They are also in the process of adding to the service from the technical stand-point. Until recently, farmers had to have either a Tandy videotext terminal or a TRS-80 microcomputer and Radio Shack's special videotext adaptor package to access the database. However, Professional Farmers is now making the technical changes to allow farmers with Apple microcomputers to use the service also.

Instant Update is one of very few videotext services anywhere in the world that does not have the backing of either a national government or major international firm. And it is one of the few designed to be self-supporting virtually from the start. By its survival and success, it is demonstrating the electronic information age has indeed taken the step into the home and small business in a very real way.

PROGRAMMING TOOLS FOR YOUR TRS-80[®] MODEL I AND MODEL III

INSIDE LEVEL II

The Programmers Guide to the TRS-80 ROMS

INSIDE LEVEL II is a comprehensive reference guide to the Model I and Model III ROMs which allows the machine language or Basic programmer to easily utilize the sophisticated routines they contain. Concisely explains set-ups, calling sequences, and variable passage for number conversion, arithmetic operations, and mathematical functions, as well as keyboard, tape, and video routines. Part II presents an entirely new composite program structure which loads under the SYSTEM command and executes in both Basic and machine code with the speed and efficiency of a compiler. In addition, the 18 chapters include a large body of other information useful to the programmer including tape formats. RAM useage, relocation of Basic programs, USR call expansion, creating SYSTEM tapes of your own programs, interfacing of Basic variables directly with machine code, and special precautions for disk systems. INSIDE LEVEL II is a clearly organized reference manual. 80 Microcomputing calls it "a volume of valuable information....immensely thoughtful, literate, and cleanly designed." Byte Magazine says: "I recommend this book to serious machine language programmers,"

Includes updates for Model III. INSIDE LEVEL II.....\$15.95

SINGLE STEP THROUGH RAM OR ROM

STEP80 allows you to step through any Basic or machine language program one instruction at a time, and see the address, hexadecimal value, Zilog mnemonic, register contents, and step count for each instruction. The top 14 lines of the video screen are left unaltered so that the 'target program' may perform its display functions unobstructed. STEP80 will follow program flow right into the ROMs, and is an invaluable aid in learning how the ROM routines function. Commands include step (trace), disassemble, run in step mode at variable step rate, display or alter memory or CPU registers, jump to memory location, execute a CALL, set breakpoints in RAM or ROM, write SYSTEM tapes, and relocate to any page in RAM. The display may also be routed to your line printer through the device control block so custom print drivers are automatically supported.

Specify Model I or Model III. STEP80 \$16.95

SMART TERMINAL PROGRAM

This machine language program may be used as a smart terminal 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 real-time terminal mode, save RAM buffer on disk, transmit disk file, receive binary files, examine and modify UART parameters, program 8 custom log-on messages, automatic 16-bit checksum verification of accurate transmission and reception, and many more user conveniences. Supports line printers and lowercase characters. With this program you will no longer need to convert machine language programs to ASCII for transmission, and you will know immediately if the transmission was accurate. This program comes on a formatted disk.

Specify Model I or Model III. TELCOM.....\$39.95

PROGRAM INDEX VERSION 2.0

Assemble an alphabetized index of your entire program library from disk directories Program names and free space are read automatically (need not be typed in) and may be alphabetized by disk or program. The list may also be searched for any disk, program, or extension; disks or programs added or deleted; and the whole list or any part sent to the printer. Printer output may be requested in three different formats including labels. The list itself may also be stored on disk for future access and update. It also includes a PURGE mode for quickly killing unwanted files. Directory reads and alphabetizing is done in machine code for speed. 1,000 programs may be sorted in less than 10 seconds. 80 Microcomputing called it "The best thing since sliced bread." It works with TRSDOS, OS-80, NEWDOS, and NEWDOS/80 single or double density. One drive and 32K required.

Specify Model I or Model III. INDEX.....\$24.95

4 SPEED OPTIONS FOR YOUR TRS-80

The SK-2 clock modification allows CPU speeds to be switched between normal, an increase of 50%, or a 50% reduction; selectable at any time without interrupting execution or crashing the program. Instructions are also given for a 100% increase to 3.54 MHz. The SK-2 may be configured by the user to change speed with a toggle switch or on software command. It will automatically return to normal speed any time a disk is active, requires no change to the operating system, and has provisions for adding an LED to indicate when the computer is not at normal speed. It mounts inside the keyboard unit with only 4 necessary connections for the switch option (switch not included), and is easily removed if the computer ever needs service. The SK-2 comes fully assembled with socketed IC's and illustrated instructions.

Model I only. SK-2....\$24.95

INSTANT ASSEMBLER NOW ON DISK!

The INSTANT ASSEMBLER is a powerful disk or tape-based assembler and debugger for the TRS-80. Now you can assemble directly o memory and immediately debug your program with the built in single stepping debugger. Quickly switch from assembler to debugger and back again without losing the source code. This feature makes INSTANT ASSEMBLER an excellent learning tool for assembly language programming.

INSTANT ASSEMBLER is absolutely unique among tape based assemblers in that it produces relocatable code modules that can be linked with the separate LINKING LOADER, which is supplied in two versions for loading programs into either high or low RAM. This lets you build long programs with small modules. INSTANT ASSEMBLER also features immediate detection of errors as the source code is entered, a compactly coded source format that uses 1/3 as much memory as standard source, and many operational features including single stroke entry of DEFB and DEFW, pinpoint control of listings, alphabetic listing of symbol table, separate commands for listing error lines or the symbol table, block move function, and verification of source tapes.

INSTANT ASSEMBLER's debugger provides single stepping with full register displays, decimal or hex entry of addresses, forward or backward memory displays, disassembly of object code in memory, memory display in ASCII format, and hex-to-decimal or decimal-to-nex 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 \$3, 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.

Specify Model I or Model III. TAPE INTASM.....\$29.95 Specify Model I or Model III. DISK INTASM.....\$35.95

RESTORE DAMAGED TAPES WITH RESQ2

Cassette recordings are subject to several types of damage. Thin spots in the oxide, dirt, voltage fluctuations while recording, or stray magnetic fields can all contribute to lost or added bits. RESQ2 was written to provide a method of restoring tapes that can no longer be loaded for these reasons. 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 the errors. The success rate of RESQ2 will depend on the severity and quantity of errors. RESQ2 comes with a comprehensive user manual and examples of two types of crashed programs to practice on.

Specify Model I or Model III. RESQ2.....\$19.95

RAM SPOOLER AND PRINT FORMATTER

This program is a full feature print formatting package featuring user defineable line and page length (with line feeds inserted between words or after punctuation), screen dump, printer pause control, and baud rate selection. 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. Ideal for Selectric or other slow printers. Allows printing and processing to run concurrently. Output may be directed to either the parallel port, serial port, or the video screen. 80 Microcomputing said "I can only give my, highest recommendation of Spooler and Mumford Micro Systems."

Specify Model I or Model III. SPOOLER \$16.95

DUPLICATE SYSTEM TAPES WITH CLONE

Make duplicate copies of almost any tape including Basic, SYSTEM, data lists, assembler source, or 'custom loaders'. The file name, load address, entry point, and every byte (in ASCII format) are displayed on the video screen. Model III version allows changing tape speed so you can load in a tape at 500 baud and write it out at 1500.

Specify Model I or Model III. CLONE.....\$16.95

MACHINE CODE FAST FOURIER TRANSFORM

Written by Dr. A.H. Gray, Jr., co-author (with J.D. Markel) of the classic text 'Linear Prediction of Speech', this complete package includes 3 versions of the machine language FFTASM routine assembled for 16, 32, and 48K machines, a short sample Basic program to access them, a 10K Basic program which includes sophisticated interactive graphing and data manipulation, and a manual of instructions and examples. The machine language subroutines use variables defined by a supporting Basic program to make data entry and retrieval automatic, without PEEKs and POKEs. They perform 20 to 40 times faster than their Basic equivalent (256 points in 12.5 seconds), and handle up to a 1024 point complex FFT. The FFT is useful in analyzing stock market and comodity trends as well as for signal analysis.

Specify Model I or Model III. FFTASM.....\$49.95 FFTASM on disk with source code.....\$69.95

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VIEWPOINT

Let your digits do the crunching

by Chuck Kraemer

This being the age of information, I shuffled recently into my new neighborhood computer store, with its still-fresh aroma of carpet compound, and its Apples and Ataris blinking everywhere, and greatly impressed the clerk, I believe, by announcing that I wanted to crunch a few numbers.

Programmer lingo, you know.

Dot matrix or impact? he wanted to know. Basic or Pascal? What peripherals exactly? Did I want a modem? Acoustic coupler OK? What resolution on the CRT? Something about algorithms, mainframes, ICs, CPUs, buffers, and a binary chops. And how about a word processor? Block move? Word wrap? Search and replace?

Fine, I said, and throw in a floppy chip and an integrated disk or whatever and a can of debugger for the input.

And, if the program was too tough, I wondered, was it OK sometimes to count on my fingers?

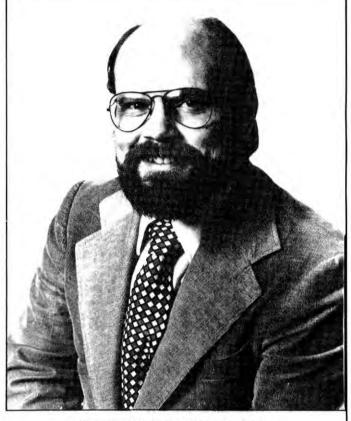
Suddenly the guy steps sideways in front of his Apple, as if to protect it from a worm, and inquires suspiciously just what experience did I have, anyway, with computers.

I said, well, I have an electric typewriter and was learning to make it backspace.

Whereupon he steered me into the electronic game department and tried to sell me one of their starter-models. I think he called it Intergalactic majong.

Whereupon a slight blush spread across my interface and I realized this was the wrong kind of hardware store for me.

So I backed out the door and went home to crunch my numbers on the same old integrated



Kraemer: Not ready to byte the Apple.

circuits I've used since 1945.

Except for that dismal semester in 1961, in algebra, they have always worked just peachy, thank you, so you'll forgive me if I don't byte the Apple just yet. Maybe later, after I figure out how to backspace.

Till then, if this is the age of information, I don't want to know.

Chuck Kraemer is a reporter and commentator for WCVB-TV, Channel 5, in Boston, where this essay was aired Jan. 18.

TELEWRITER

the Color Computer Word Processor

the only one with all these features for your TRS-80 Color:

51 column x 24 line screen display Sophisticated full-screen editor

Real lower case characters **Powerful text formatter**

Works with any printer **Special MX-80** driver

Runs in 16K or 32K Disk & cassette I/O

requires absolutely no hardware modifications

TELEWRITER

Telewriter is the powerful word processor designed specifically for the Color Computer. It can handle almost any serious writing job and it is extremely easy to use. It has all the advanced features you need to create, edit, store, format and print any kind of text. With Telewriter you can quickly produce perfect, finished copy for letters, reports, term papers, articles, technical documentation, stories, novels, screenplays, newsletters. It is also a flexible and efficient way to take notes or organize ideas and plans.

51 x 24 DISPLAY

The Color Computer is an incredibly powerful and versatile computer, but for text editing it has some major drawbacks. The small 32 character by 16 line screen format shows you too little of the text and, combined with its lack of lower case letters, bears little resemblance to the way text really looks on the page. Reverse video in place of lower case just adds confusion.

Telewriter eliminates these shortcomings with no hardware modifications required. By using software alone, Telewriter creates a new character set that has real lower case letters, and puts 24 lines of 51 characters on the screen. That's more on-screen characters than Apple II, Atari or TRS-80 Model III. That's more than double the Color Computer's standard display.

FULL SCREEN EDITOR

The Telewriter editor is designed for maximum ease of use. The commands are single key (or single key plus control key), fast, and easy to remember. There is no need to switch between insert modes and delete modes and cursor movement modes. You simply type. What you type is inserted into the text at the cursor, on the screen. What you see on the screen is always the current state of your text. You

can move quickly through the text with one key cursor movement in all 4 directions, or press the shift key simultaneously for fast, auto-repeat. You can jump to the top or bottom of the text, the beginning or end of a line, move forward or backward a page at a time, or scroll quickly up or down. When you type past the end of the line, the wordwrap feature moves you cleanly to the next.

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

- Color Computer News, Jan. 1982

You can copy, move or delete any size block of text, search repeatedly for any pattern of characters, then instantly delete it or replace it with another. Telewriter gives you a tab key, tells you how much space you have left in memory, and warns you when the buffer is full.

FORMAT FEATURES

When it comes time to print out the finished manuscript, Telewriter lets you specify: left, right, top, and bottom margins; line spacing and lines per page. These parameters can be set before printing or they can be dynamically modified during printing with simple format codes in the text.

. . . truly a state of the art word processor . . . outstanding in every respect.

- The RAINBOW, Jan. 1982

Telewriter will automatically number pages (if you want) and automatically center lines. It can chain print any number of text files from cassette or disk without user intervention. You can tell it to start a new page anywhere in the text, pause at the bottom of the page, and set the Baud rate to any value (so you can run your printer at top speed).

You can print all or any part of the text buffer, abort the printing at any point, and there is a "Typewriter" feature which allows you to type straight to your printer. Because Telewriter lets you output numeric control codes directly (either from the menu or during printing), it works with any printer. There's even a special driver for the Epson MX-80 that lets you simply select any of its 12 fonts and do underlining with a single underline character.

CASSETTE AND DISK I/O

Because Telewriter makes using cassette almost painless, you can still have a powerful word processor without the major additional cost of a disk. The advanced cassette handler will search in the forward direction till it finds the first valid file, so there's no need to keep retyping a load command when you are lost in your tape. The Verify command checks your cassette saves to make sure they're good. You can save all or any part of the text buffer to disk or cassette and you can append pre-existing files from either medium to what you have in the buffer already.

AVAILABLE NOW

Telewriter turns your Color Computer into the lowest cost hi-power word processor in the world today. It runs in 16K or 32K (32K recommended) and is so simple you can be writing with it almost immediately. It comes with 63 pages of documentation and is fully supported by Cognitec. Telewriter costs \$49.95 including shipping (California residents add 6% tax). To order, specify disk or cassette and send check or money order to:

Cognitec 704 Nob Ave. Del Mar, Ca. 92014

Or call (714) 755-1258 weekdays 7 AM-4PM PST. We will gladly answer your questions.

Apple II is a trademark of Apple Computer, Inc.; Atari is a trademark of Atari, Inc.; TRS-80 is a trademark of Tandy Corp.; MX-80 is a trademark of Epson America, Inc.

PULSE TRAIN-JULY

CBS-ATT videotext test to start Sept. 15

On Sept. 15, two communications giants—the American Telephone and Telegraph Co. and the Columbia Broadcasting System—will start a major test of home computer information technology.

The test (see 80 Micro news, December 1981), called Venture I, will involve 200 households in New Jersey and run seven months, James Bauer told 80 Micro.

The director of business development for the project said it will include information from CBS sources. In addition to its world-wide broadcast holdings, CBS owns 60 newsstand magazines and six book lines.

"But we're not going to take material that's appeared in a printed magazine and spit it out," Bauer observed. "We're putting together a fairly large editorial staff that will essentially create unique products for the videotext service."

"I can't tell you the specifics of the information," he added, "but it will be fairly broad, general consumer information—a lot of things that other services up to now have: news, sports, weather, local information, local entertainment."

And the network will have some "unique" things on the system, he said, that are "proprietary."

He explained households will participate in the experiment free of charge. "They're going to be chosen by a market research firm," he observed, "that is going to set up the demographics of people likely to be the initial mass market purchasers of the service."

Two kinds of interactive terminals will be used in the test. One unit can be connected to the back of a tv set; the other is stand-alone and looks like a Hazeltine 1510 terminal.

Bauer explained two devices will be used because one research objective of AT&T is to find out what kind of terminals people prefer for videotext service.

"We're also interested in how much time videotext will take away from normal television viewing," he added.



Commodore's VIC-20 lineup: Printer comes up short.

Commodore shortsheets VIC-20 printer

Computer novices eyeing Commodore International's new printer for its VIC-20 microcomputer should consider carefully the printer's paper size, cautioned Christopher Plumley of Brattleboro, VT, in a letter to Wayne Green Inc.

He explained the VIC-1515 printer uses eight-inch wide paper. Standard-size paper is 8.5-inches wide.

If the 15-pound paper is bought from Commodore, Plumley said, it costs \$15 for 1,000 sheets. He maintained it costs him \$6.37 per 1,000 for standard-size paper.

Commodore's vice president of marketing, Kit Spencer, admitted eightinch paper is "not the most common size." But there are other printers using that size paper, he said, such as the Seikosha printer.

Asked if there were other suppliers of the non-standard paper, Spencer replied: "There are other people. I do know that. We checked that out."

"Paper is very much an open market," he added. "We have advised our dealers

of both external supplies of paper and ours."

Asked about the \$15 per 1,000 price, he responded, "I think you'll find that's a reasonable price to pay."

Data processing hot career for 1982

If your career specialty is data processing, you will be in good shape in 1982, predicted Paul R. Ray & Company Inc. of Fort Worth, TX.

The executive search firm also noted another "hot" career right now is computer program design.

Senior vice president Joseph A. Zant said in a statement, people with data processing experience who move into another discipline have a better shot at top corporate jobs than people without that kind of experience.

He added that a manager with 10 years of electronic data processing combined with good communication skills is now worth \$75,000.

continued

BEST NEW PROGRAM OF THE SEASON ISN'T EVEN ON T.V.

The smash hit program is E/Z-SCREEN You can see it live, in action, right on your computer.

E/Z-SCREEN is the revolutionary new system that makes designing of protessional quality screens a snap by letting you design them right on your TRS-80* screen.

Once in place, the E/Z-SCREEN system starts the show by "talking" to you. It automatically produces "user friendly" disk BASIC code, giving you access to a host of screen processing functions.

This and many other
E/Z-SCREEN features can
save you untold time, effort
and can actually make screen
design kind of enjoyable! Here's how

E/Z-SCREEN DESIGN

By using your keyboard, E/Z-SCREEN's formatting commands let you format and modify your screen. Like changing channels, you can keep changing your layout until you're perfectly happy with it. And since what you see on screen is what you get, you never get a layout or write a program you're not completely satisfied with.

Want to center a line? Maybe a few? Just give the command and watch it happen—automagically! You can even repeat information, horizontally or vertically. Best of all, if you still don't like what you see, you can totally rearrange the screen design—even after you've written your program.

E/Z-SCREEN lets you move any and all fields of







information, re-sequence lines, plus much more. And you see it all happen. When you're finally satisfied, save your screen on disk and go on to design another. But after design completion. E/Z-SCREEN really goes to work for you.

THE GRAND FINALE
E/Z-SCREEN automatically
generates the screen process
code, making your screen
work and look like those
written for larger industrial
computers. The code
controls the displaying
and reading of data and
the printing of text on the
screen—for up to 12
screens per programi

What's more, the keyboard operator is truly the program director, in total control of data being entered. Data changes, corrections, and erasures are all made easily by using the various cursor control keys.

A MATTER OF RECORD

E/Z-SCREEN even makes documentation of your program easy by automatically cross-referencing and printing it on paper (if printer is connected to system).

EASY ON THE BUDGET

E/Z-SCREEN costs about the same as an average black and white TV. Only \$149.95.

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All major credit cards accepted. N.Y. State residents add appropriate sales tax.

*Compatible with TRS-80 Models I and III, dual disk 48K memory. TRS-80 trademark of Tandy Corp.

PULSE TRAINcontinued

Networking arrives in N.Y. Times newsroom

Networking has arrived in the New York Times newsroom.

Using the split-screen capability in the newsroom terminals, reporters can write their stories on one side of the screen while calling up information on the other side.

The formation—accessed by reporters through an in-house network called "Copynet"—is from the newspaper's information bank. It includes the full text of the newspaper for the last 18 months and abstracts and digests of articles from the *Times* and 70 other newspapers, magazines and journals published in the United States and abroad.

Micro Winchester Market exploding

From ground zero in 1980, the micro Winchester drive market rocketed to \$81 million in 1981 and it's expected to break the billion dollar threshold by 1985, according to a report in the New York *Times*.

Since last January, 30 companies have announced entries into the market, but manufacturers may be facing their first real test this year. After a flurry of orders during the first nine months of 1981, the *Times* said, business has tapered off, as computer makers study the market and begin designing their choices into their machines. This could take another six months, long enough to severely tax upstarts in the industry.

Several other factors have retarded market growth, 3M Data Records Product Division Vice President Alfred E. Smith said in a statement. But those factors—lack of product availability, lack of common interfacing and the need for a realistic back-up solution—are being overcome.

The *Times* identified the following as leading makers of the drives: Seagate Technology Corporation, which has a contract with Apple Corporation, has licensed its technology to Texas Instruments, and is rumored to be close

to closing a deal with Digital Equipment Corporation; Tandon Corporation, which has contracts with Tandy and Commodore; and Shugart, now owned by Xerox and will be sole supplier to that concern's "office of the future."

Long term success, however, is not guaranteed for the current crop of successful companies, the *Times* added. If the market develops as the calculator and digital watch markets did, continued innovation is the only guarantee of long term existence. Consequently,



3M's Smith: Barriers down.

companies are working on cartridge rigid disks, semiconductor "thin film" heads, and some floppy disk makers on multiple floppy disk cartridges.

And of course, there's the Japanese. Sony has announced it's working on a 3½-inch rigid disk.

Freelancer of future may be electronic

It may be an inkling to what writing for magazines will be like in the near future.

When editor Stan Miastkowski of Popular Computing told Harris Brotman he liked the author's idea for an article on electronic barter, the pair decided to set up an electronic exchange of their own.

Using The Source, an information utility in McLean, VA, Brotman com-

posed his 2,000 word story on his data terminal in Vermont. Then he used The Source's electronic mail feature to send the manuscript to Miastkowski in New Hampshire, where the editor received it on a TRS-80 Model II in four minutes and 20 seconds.

Miastkowski told 80 Micro Brotman could have transmitted his story directly to Popular Computing but there was an advantage to using The Source. Brotman could leave the story in the magazine's electronic mail box to be retrieved later.

Another advantage, noted Source spokesman Mike Rawl, is The Source allows microcomputers from different manufacturers to communicate with each other.

Miastkowski said his magazine uses electronic communication infrequently because many of its authors are inequipped to do it. "Another major problem," he added, "is that many of our authors that get The Source don't know our user number, TCG847."

While writers and editors have been linked electronically within newsrooms for several years, only recently have independent writers, located many miles from their publishers, begun to compose and transmit manuscripts via computers.

"Many writers and publishers," Rawl observed, "are beginning to create informal networks among themselves for the purpose of communicating, discussing ideas, queries, assignments, copy transmission and copy editing."

Brotman envisions a day when "networks of writers and publishers will exist nationwide, proposing story ideas, composing, submitting copy and having editing done."

So does Rawl: "I really believe that in five years probably about half the writers that are out there will be composing and transmitting copy electronically."

Fighting the arcade menace

A one person war against electronic arcade games is being waged by Mrs. Ronnie Lamm of Centereach, NY.

According to a report in the Boston Herald American Lamm's crusade against the games has included circulating petitions, making speeches, sending out mass mailings, talking with state officials about legislation to control the games and calling the local fire department to check on overcrowded conditions at popular amusement centers.

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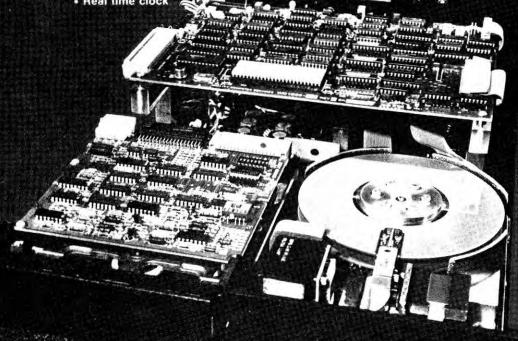
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PULSE TRAINcontinued

When Lamm started speaking out on the issue, there were 17 applications to open video parlors along a three-mile strip in her community. Twelve applications were denied by local officials; the other five were dropped. Lamm also joined other concerned parents to persuade a neighboring town, Brookfield, to approve a six-month moratorium on arcade permits.

A case that may determine how far a community may go to control the games is presently before the U.S. Supreme Court (see 80 Micro News, January 1982).

The Herald American report noted games opponents in other communities have called Lamm to compare notes, and through parent-teacher association conventions and other gatherings, a loose-knit army to oppose the amusements is developing throughout the state and nation.

Lamm maintained there is unacceptable language and antisocial behavior exhibited in the arcades. The games, she added, corrupt youngsters, teaching them gambling, aggressive behavior and theft (see 80 Micro News, February 1982).

French laws keep Interpol from computer age

There are 3.5 million files at the International Criminal Police Organization—a good target for computerization—if the group were not headquartered in France.

Interpol acts as a massive center for transferring information on crime. Its files contain the gritty details of international skulduggery: offenses and places where they were committed; modus operandi of criminals; documents; fingerprints; photographs; and more than one million names. But according to a report by the Associated Press, French laws regulating computer files are discouraging Interpol from modernizing its record keeping.

The laws require any organization maintaining computer records on people to make them public and have empowered a National Committee on Information and Freedom to inspect the files; correct them; and even destroy them. Information submitted to Interpol, it maintains, is meant to be shared with law enforcement agencies in its 133 member countries, not with the French public.

Other international organizations operating on French soil have been granted immunity from the laws. Interpol is currently negotiating with France for

such immunity, but until an agreement can be reached, the organization's general assembly has frozen its program to computerize its records.

The AP report quoted Interpol's secretary general, Andre Bossard, as saying that although the negotiations were going well, moving the organization's headquarters "is always a possibility."

\$50 terminals by 2000 A.D.

By 2000 A.D., videotext terminals will cost as little as \$50, according to a study by the Institute for the Future, a California research and consulting group.

The concern also predicted 10 percent of the homes in the United States will have terminals by 1990—when the devices will sell for \$200—and 40 percent by the end of the century.

According to the computer newspaper Infoworld, figures on videotext compiled at the end of 1981 reveal 42,000 U.S. and Canadian terminals were subscribing to Dow Jones, The Source and CompuServe; 150,000 U.K. terminals were receiving one-way CEEfax and Oracle teletext; and 10,500 terminals were interactive with 500 electronic publishers and 500 users in seven countries over Prestel's international service.



NEW CENTER IN SPOKANE. Timothy F. Preece (far right), Kaiser Aluminum's corporate vice president for planning and control, explains the operation of the company's new Northwest Regional Data Center in Spokane, Washington, during a recent open house tour. The center is the first of several the company will set up to coordinate information systems, time-sharing and telecommunications for plants and facilities in the United States and abroad.







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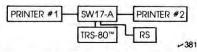
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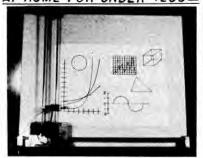
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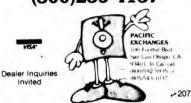
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80 Medical Opinion by Philip R. Mills. M.D.

"Although apprehensive, another physician and I installed the unit in an hour."

Our clinic uses both the Model I and the Model II for business. (Recently we have been considering the purchase of KTI's TLS-8E fictitious Model II as a throwaway backup system. I am told that the folks at Sri Lanka have just launched a major campaign aimed at the physician market. Apparently they believe that a doctor a day keeps the Apple away!)

In our office the TRS-80 Model I has proven to be a good computer and given us excellent service.

However, it does have several disadvantages for a medical clinic. First, without a hardware card it is not compatible with the excellent business programs designed for CP/M. Second, without an additional hardware card it does not support eight-inch disk drives which are almost mandatory for handling the volume in patient accounts receivable. Third, it has a 64-character line, 18-line video screen. The Model II, of course, has none of these limitations.

Although the CP/M disk operating system is the standard Z80 in business operating systems, surprisingly few Model I or III users are acquainted with it. For the evening hobbyist, lack of CP/M compatibility poses only a minor handicap since several excellent disk operating systems (such as NEWDOS/80 and LDOS) are available with good software support. I am no CP/M fanatic and for most applications find NEWDOS/80 a far more convenient operating system; however, the most sophisticated word processing, accounting, and medical office software is written for CP/M. Now that IBM and Xerox have introduced their CP/M-compatible computer line, CP/M is almost certain to remain the operating system of choice for business applications.

Originally, Tandy considered making the Model I computer CP/M-compatible, and even purchased the rights to market the operating system. For reasons best known in Fort Worth this plan was abandoned.

In their Models I and III, Radio Shack placed RAM at the very beginning of memory. CP/M requires ROM at this beginning location. This is why it is impossible to modify Models I and III with software alone and have it truly CP/M compatible.

To remedy this problem several companies are marketing CP/M cards to install in the Model I and III, making them compatible with conventional CP/M. For the Model III an 80-character line and 24-line screen is even available.

We originally purchased the Model I computer for its word processing capabilities. Within a month we realized we needed CP/M. At that time Lazy Writer was not marketed, and the newly introduced Scripsit was the most sophisticated TRSDOS word processor available. It was simply not sufficient for our needs. The Magic Wand word processing software (now marketed by Peachtree) was superior for our purposes, but was available only for CP/M. At this point we decided to make our Model I CP/M compatible.

We discovered a second advantage to CP/M upon purchasing the Model II. Only a few of our Model I TRSDOS programs were transferable to the better machine. All of our Model I CP/M software programs were compatible with a few modifications. This resulted in a substantial reduction in the cost of new software.

We learned of a CP/M card, manufactured by Omikron, from our local TRS-80 user's group. I ordered the Mapper Card by phone for faster service, but it still took more than two months to arrive. Manufactured by a perfectionist, George Gardiner, its arrival could not be hurried!

Mapper I

Omikron 1127 Hearst Street Berkeley, Ca 94702 \$239

The Mapper I CP/M card is the oldest of the CP/M converters for the Model I. Now three years old and thoroughly debugged, it has a reputation for dependability. Our unit was installed one year ago and has functioned flawlessly since its installation.

And installation is simple. The only tool needed is a Phillips screwdriver to disassemble the CPU. Although apprehensive, another physician and I installed the unit in an hour. The complete directions are well illustrated with photos. The CPU cover is unscrewed and the Z80 microprocessor chip removed. This chip is then in-

serted in the socket provided on the Mapper Card. The Mapper I Card is then inserted in the old Z80 socket on the CPU. The CPU cover is reassembled with the screwdriver and the installation is complete. No soldering is required (except for five percent of older units manufactured with a marginal power supply requiring a very simple soldering modification to improve its power output). Removal of the unit is just as simple as installation, and when the Model I requires service from a local repair center, the Mapper can be removed without a trace.

The owner's manual is excellent. My version is printed in all caps and dot matrix making it less readable than regular type. This has since been improved.

With the Mapper installed there is a pleasant surprise when you turn the machine on—no screen garbage. Instead, the choice of T = TRS-80 and C = CPM appears. If you press "T" the Mapper is bypassed and the Model I functions normally. If you enter "C" the Mapper bypasses the Model I ROM and the computer behaves as a 48K CP/M machine. The Model I can never be a perfect CP/M computer, however, since its screen size is limited to 64 characters. Also its internal interrupts are different from standard CP/M. Under CP/M the Model I emulates the Soroc "IQ120" terminal.

CP/M is not a perfect system. Simple programs have little incompatibility among various CP/M based computers. Complicated programs with sophisticated video routines require significant modifications among machines. These modifications may be elementary for the experienced, but they seem impossible to the beginner. Do not expect to effortlessly exchange all programs with your Model II or trade with friends who are using CP/M on non-Radio Shack computers.

Two major versions of CP/M are in common use. Version 1.4 is archaic and based on a non-video terminal. It is upward compatible with its replacement version 2.2. Omikron supports both versions but I recommend version 2.2.

Each company marketing CP/M has added its own enhancements. These various CP/M systems are similar, but vary a great deal in detail. Omikron's version of CP/M has several such enhancements

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In a comparative review of proofreading programs (with smaller dictionaries), MICROPROOF was found to be considerably faster than all the others, when tested against a 400 word sample document.

Phillip Lemmons BYTE Magazine, November 1981

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80 Medical Opinion

and utilities. In standard CP/M, disk drives are labelled A:,B:,C:,D:. Each drive may contain a minimal operating system which is installed with the command SYSGEN.COM (the ".COM" is identical to TRSDOS "/CMD"). Since the Mapper supports both five and eight-inch disk drives, the SYSGEN command is modified to LSYSGEN.COM for the larger drives and MSYSGEN.COM for the smaller drives. LFORMAT.COM and MFORMAT.COM are similar modifications to support both size drives.

CP/M makes no distinctions between upper or lowercase keyboard commands. "DIR" or "dir" brings up the directory equally well. This could pose a problem for those few Model I owners who still do not have a lowercase modification. For this reason Omikron has included a software uppercase conversion to enable the operator to read files with lowercase characters.

Other enhancements include OM-COPY.COM. Standard CP/M copy is performed by PIP.COM, which is a slow but versatile file-by-file transfer utility. OM-COPY however, copies by track and sector and is much faster. OMCOPY ALL provides a rapid and complete backup of the entire disk. OMCOPY DATA copies only the data portion of the disk, while OM-COPY SYSTEM copies only the portion of the disk containing the operating system.

XDIR.COM provides a three-column directory listing which is far superior to the one-column listing without pauses standard CP/M 1.4 provides. We renamed this utility D.COM and get the directory by simply typing "D."

The debug utility DDT.COM is not standard CP/M due to the Model I's interrupts as well as the screen size.

Other non-standard utilities include features to customize the system for software with special video and printer applications. Other utilities thoroughly examine the computer's memory and proper functioning of the five and eight-inch disk drives.

For word-processing uses, a buffer, repeat-character routine, and blinking cursor are provided. This changes the Model I from a horse and buggy system to a Volkswagen. It is too slow, has too few special characters, and too small a screen to ever be a Cadillac, though.

All in all, the system is well designed and Omikron should be commended for its excellent job in making CP/M available for the Model I user. I recommend it without hesitation.

One disappointment with CP/M is the absence of a Basic program included as a standard feature. MBasic is available, but

must be purchased separately. To decrease the cost of this and other CP/M programs, Omikron has developed a software club called Cougar. The latest edition of Word Star (which is the finest word processing program I have ever used to date) is available for \$149 (it lists for \$495). Many other standard programs are available at a very low cost. CBasic for example, lists for \$150; from Cougar it is available for only \$39.

Although the best known, Omikron is not the only company providing CP/M hardware. Several other companies are marketing CP/M cards to install in the Model I or III and make them compatible with conventional CP/M. Some offer double density and 64K options. For the Model III even the 64-character-line screen limitation has been removed, If any of you have had experience using other systems I would be happy to hear from you.

Mapper II

The Mapper II is another card from Omikron. It solves the problem of the Model I or III's limited five-inch disk storage. This installs in the Expansion Interface. It is even more simple to install than the Mapper I. (We installed both units at the same session.) Mapper II costs \$149.

With the Mapper II installed, the Model I or III addresses eight-inch disk drives. This feature is supported by NEWDOS80 and other major DOS systems. It is not supported by TRSDOS. Of course, the Mapper I CP/M supports eight-inch drives. Eight-inch drives make a surprising difference in the power of the Model I. Faster disk access time speeds program execution. It is amazing how much information an eight-inch, single-density disk holds when compared to a five-inch drive.

We use 80-track drives in the clinic, but have found alignment to be very critical. For heavy business use our experience has been negative. Eight-inch drives, on the other hand, are extremely reliable, and not much more expensive than the 80-track drives.

For simple word processing without a dictionary, eight-inch drives may be unnecessary. For dictionary programs, however, eight-inch drives are very helpful. For accounts receivable they are mandatory.

Prior to installation of the Mapper II card, we had trouble with track errors due to Radio Shack's inadequate data separator. The Mapper II contains a high-quality data separator and our errors have vanished.

Although we have tested many complicated programs, we have found only one incompatibility. With the Mappers installed, early editions of Super Utility Plus hang while loading. The author of Super Utility Plus, Kim Watt, has fixed this bug. Regular Super Utility has always worked perfectly with our Mappers.

Mayday Power Supply Sun Research Inc. Box 210 New Durham, NH 03855 \$650

Recently a local hospital purchased an IBM computer to facilitate x-ray filing. After a month of inputting data there was a momentary power failure. With the power failure went the entire month's work.

When our office manager heard about this computer disaster, she urged us to take precautions to prevent a similar occurrence at our clinic. We decided to purchase the Mayday 60 + 2S. This provides a very steady voltage, protects against line surges, and has a battery backup, so that during power failure an orderly shutdown can take place.

The unit itself took two months to arrive. It is an excellently made piece of equipment. The documentation was confusing and difficult for us to understand at first, but it became clear after the second reading. We misunderstood the instructions and blew fuses three times before we finally turned it on correctly.

It arrives with a 12-volt battery. The battery is shipped without acid for obvious reasons, but the acid is shipped in a container with a spout that makes pouring safe and simple. It took us about 30 minutes to have the unit up and going.

For operation, a grounded three-prong outlet is necessary. We discovered some of our outlets were *ungrounded* three-prong sockets. The unit refused to work until the correct electrical outlet was available.

When used with the Model I, the familiar and distracting screen waves vanished. The Model II has a better internal power-supply filter, and we can detect no difference in its operation with the Mayday installed.

It has provided a large advantage for the Model II in another way. Since our eight-inch disk drives are Qume doublesided drives, and have an independent power supply, the Mayday provides a one-switch power source protecting us from accidentally operating the Model II computer without the accessory drives operating.

The unit has one distracting feature; it makes a steady, irritating hum, even when turned off. Since it cannot be unplugged without blowing an internal fuse, we simply leave it humming.

Looking for a SPELLING CHECKER?

PRESS: (L) LEARN WORD (R) REPLACE HORD (S) SKIP WORD WORD IN ERROR: misstake

This is an example of a text being checked by HEXSPELL. The text scrolls up the screen as it is checked. When an error is detected, you have three choices.

- REPLACE the incorrect word. The replacement word is INSTANTLY RE-CHECKED for correctness, then inserted in the text.
 - 2) The word is correct, leave it as it is.
 - 3) Tell HEXSPELL to LEARN this word for future

reference, with just one keystroke. 🤏

Hexspell requires just one step to check and correct a text, and learn new words. Your document is ready to print as soon as Hexspell is finished. A word that is in error e.g. misstake, is highlighted in the text for easy correction.

HEXCON - HEXAGON CONTROL FILE EDITOR

SET HEXSPELL OPTIONS

A) Work File Name = DOCO11
B) Input File Name = TEST
C) Next Program Name = NONE
D) Alternate Char. Set = 0
E) Extended Word List = N
F) Auto Learn On = N
G) Wait For SPELL disk' = N
Press appropriate key to change an option.
Press (X) to exit edit.

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RELOAD 80

This month's RELOAD 80 will deal briefly with assembly language source code—code generated by an editor/assembler. We will not consider op codes or the like, but merely loading problems.

Unlike Basic, Assembly language source code must be assembled into machine language before it can be executed. To write the code and then to assemble it requires an editor/assembler. The most obvious is Radio Shack's EDTASM.

Owners without disk drives who wish to buy LOAD 80 obviously have no choice. They must buy the cassette LOAD 80 and

must own a cassette-based editor/assembler. Disk drive owners, however, encounter compatibility problems when deciding to buy tape or disk. Your editor/assembler may be limited only to reading disk source code. It may also be particular about which editor/assembler created the source code.

Disk Drive Users

Apparat markets one of the most popular disk-based editor/assemblers on their NEW-DOS Plus operating system for either the Model I or Model III. It consists of a series of patches

to the old Radio Shack tapebased EDTASM, which enables it to read and write files to disk.

There is, however, a compatibility problem between the Apparat and Radio Shack versions of EDTASM. The Radio Shack version will not read source code generated by the Apparat version; the reverse is also true. Apparat's format was designed as an extension of the tape protocol and had been around for three years when Radio Shack came out with their version. We can only guess at the reason behind Radio Shack's decision to lock out the reading of files generated by Apparat's assembler. In any case, the Apparat format has become the standard, and is the one we use in LOAD 80 disk files. This means disk users must have an Apparat-compatible editor/assembler to read LOAD 80's source code files.

You may ask why we don't assemble the source code and save you all the hassle. We deliberately don't do this so machine-language programmers can customize programs for their own use. We do, however, attempt to substitute a Basic version whenever possible.

To sum up: To load a source code file, you need an editor/assembler. If you have disks and wish to buy LOAD 80 on cassette, you must have an editor/assembler which can read cassettes. If you wish to purchase LOAD 80 on disk, you need an Apparat-compatible ed-

itor/assembler.

A Patch

There simply isn't time here at 80 Micro to patch, repair or modify the programs we print. But occasionally, on our own, we get interested enough to work on a submitted program.

This short patch makes the program Neatlist from the January 1982 issue compatible with Level II, Disk Basic and with the Model III all at the same time.

The program was compatible with only one exception. In line 65504 I is initialized to 17127, two bytes below the start of a Level II Basic program. Neatlist begins examining the Basic code at this address. It therefore bombs when the Basic program is moved higher, as happens under Disk Basic or on the Model III.

Fortunately, existing ROMs and operating systems use the two bytes at 16548 and 16549 to point to the beginning of a Basic program. Since the format of these two bytes is the same as the format of I (a least significant and most significant byte making up a two-byte integer), we can set I equal to the start of the Basic program by POKEing the values on top of I. Subtracting two from I will then initialize I correctly. Listing 1 is the patched version of line 65504 of Neatlist.

Please note that the best way to ascertain program compatibility is to read the documentation in the magazine.

65584 CLS:CLEAR660:DEFINTA-Z:DIMK1(125):LM=5:RM=72:S=1:Tl=5:I=1: POKE VARPTR(1),PEEK(16548):POKE VARPTR(1)+1,PEEK(16549):I=I-2:GO SUB65510:PRINT@520,-";:NPUT"TITLE";A8:GOSUB65524

Program Listing 1

April LOAD 80 Directory

Program	Title	Page	Comments	
9	BASICK	86	NONE	
2	BAM	167	Needs EDTASM	
3	RSL	188	Needs EDTASM	
4	ZUBRTNES	208	NONE	
5	DIRECTRD	214	NONE	
6	DISKRD3	214	NONE	
7	COMMAND	244	Needs EDTASM	
8	MASDIR3	250	NONE	
9	SHOPPING	270	NONE	
10	RULER	302	NONE	
11	CP80	306	Needs EDTASM	

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- form true heap allocation Complete implementation of sets with up to 256 members. All standard set operators
- Variant records are fully supported
- 12. Supports single and double precision REAL
- 13. Files are compatible with TRSDOS

Extensions

- 14. OTHERWISE clause on case statements
- Identifiers may contain '\$' and '-' characters
- Automatic type conversion in arithmetic expressions and assignment
- Constants may be expressed in decimal or hexadecimal
- Characters within strings may be specified by ascii code. Allows nonprintable characters in strings
- Type transfer operator to override type matching requirements
- ESCAPE allows exit from anywhere in a procedure. LOCATION function returns the address of a variable
- 22. SIZE function returns the amount of memory required for a variable

TRS-80 Library

- Graphics routines (setpoint, cleargraphics ...)
 Interface to assembly language routines with parameter passing
 •Can call operating system and ROM routines
 •Memory may be protected from Pascal for use
 by assembly language routines.
 Read keyboard (scan or wait for character)

- Head Reyboard (scan or wait for character)
 Write to CRT screen with cursor addressing
 Direct access to memory with PEEK and POKE
 Input and output to 10 ports from pascal
 Programs may perform their own recovery from file and device errors
 File or device names for Pascal files are determined from the
 keyboard when a program is executed. Alternatively a program may
 internally specify file names.

Full Screen Text Editor

- 31. Included with Pascal or available separately
- No limit on file size (except disk capacity)
- Full cursor movement and scrolling
- insert and delete characters
- Insert, delete, duplicate, split, merge lines Find string, replace string Typewriter style tabs and autoindent

- Show file, Insert file
- Horizontal scrolling allows editing of files containing lines wider than
- Key and command mode access to commands
- On-line documentation with HELP command
- 42. Files are compatible with TRSDOS
- Can also edit text and BASIC programs
- Many additional features

The Best of Both Worlds

- 45. Pseudocode (Pcode) for compactness
 - Allows large programs in small memory space (8500 line + programs can execute in 48k) Native code for speed
- - Optional code generator produces Z80 instructions
 Z80 code can be mixed with Pcode

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Linking Loader

- 47. Links separately compiled routines
 48. Supports procedure and function libraries
- Can create command files that are callable as commands from TRSDOS top level

250 Page Documentation Package

- Pascal Tutorial with 500 line Data Base program. (source supplied on diskette) 52. Pascal Reference Manual
- 53. System Implementation Manual 54. Text Editor Manual
- Handy System Reference Card
- Cross reference index for documentation package

Optional Advanced Development Package

- 57. Pcode optimizer
 - •Reduces the size of a program by 25-30%
 - Increases execution speed
- 58. Z80 native code generator
 - Produces relocatable, reentrant native code for the Z80
 Native code executes 3-5 times faster than Pcode.

 - Native code can be mixed with Pcode to provide speed where required and still benefit from the compactness of Pcode

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MONEY DOS

an operating system for financial survival

by J.M. Keynes

"For every winner there is an equal and opposite loser..."

very day thousands of speculators bet millions of dollars that they can pick a stock which will increase in price dramatically within a short time. How would you like to bet \$200 that a stock currently selling for \$50 will rise in price to \$72.25 within 45 days? That is a 45 percent increase!

Recently, speculators bet millions that this stock would go to at least 72.25 in which case they would break even. That's right, just break even. You see they bought an option to buy 100 shares of this stock (the name is Amax...symbol AMX) for \$70 per share anytime before the option expired, in this case 45 days. The price for the option was 2 or \$200 for an option on 100 shares. If the stock remains below 70, the option will expire worthless and the speculator will lose everything. There have been takeover rumors about Amax and the speculator hopes that the stock will rise quickly if the rumors are true. At \$72.25 per share he breaks even after commissions (which are very high relative to the money involved). Should Amax be taken over within 45 days at 90 the speculator can sell his option for about 20 (\$2000) and turn a huge profit.

One of my friends recently invested \$675 in ten Dean Witter options. He guessed right because when the Sears takeover was announced, his \$675 was worth \$15,000. Such windfalls keep the speculator eager to catch lightning in a bottle one more time. Old "Crap Shootin" Charlie" will likely blow it all back feeding his gambling propensities; he reminds me of "Sure Thing Sam."

Sam is a barber. One day, when the shop was closed, he told his wife that he was going to the races. "What will you use for money?" queried his wife. "Ah, I got enough to get in and make one \$2 bet," said Sam.

Sam arrived at the track just before the first race. He looked over the racing form and spotted a two year old gelding that was 20 to one and had a chance. He bet the \$2 to win. The horse won!

Now Sam had \$40. A 30 to one shot in the second race caught his eye. He bet \$40 to win. The damn thing won easily! The \$2 bankroll had swelled to \$1200. Sam had the golden touch. He picked the winner in the next seven races and bet the bankroll to win on each race. The kitty mounted to \$500,000 and Sam was going home when he heard the horn sound announcing the entry of the horses for the last race. Sam downed his fifth vodka gimlet while he went over the form. The race was six furlongs and a horse named Black Beauty could go the distance in 1:09 flat

which was at least two seconds better than any of the others. An absolute cinch! The other betters agreed. Black Beauty was even money. "Why not?" thought Sam. "I'll be a millionaire." As Sam walked to the ticket seller a tingling feeling swept over his body. "\$500,000 to win on number two," said Sam, showing none of his inner anxiety.

Black Beauty broke in front and was five lengths ahead at the 1/16 pole. Only 330 feet to go and Sam would be a millionaire...that is if Ding Dong, a 15 to one longshot, who must have grown wings didn't catch him. It was a photo finish. Sam waited...and waited. The pictures came down. Ding Dong won by a whisker. Sam went home. As he entered the back door his wife said, "Well Sam, how did you do at the track today?" In a monotone Sam said, "I lost \$2." Sam may be fictional but his behavior is typical of the compulsive gambler.

Stock Option Speculation

When the speculators bid up the price of stock options to an outrageous level it may be tempting to "book" their action and sell to them. This is called option writing and can be dangerous. When you write an option (agree to sell someone a stock you don't own) your profit is limited by the amount you realize from the sale. Your risk is unlimited. When my friend made the \$14,335 profit on the Dean Witter options, someone lost it. The game of buying and selling "naked" (you don't own the stock) options is a zero sum situation. For every winner there is an equal and opposite loser minus commissions.

I discourage naked option writing. The risks are too great. But there is a way to take advantage of the gambler's irrational behavior and incur little risk. It is called covered option writing. You buy the stock and simultaneously sell someone an option to buy it from you, usually at a higher price. This is not a strategy to employ every day—to wit; the poor performance of the covered option writing mutual funds. Unlike them, you don't have to be in action all the time. If you exercise patience you can find situations which stack the odds heavily in your favor. If you watch

Computer study of a covered option write with the following parameters: Buy Howard Johnson sell July 15 calls.

500 shares at \$14.50 per share.
Write option for \$3 with a striking price of 15

75 days to expiration. Margin rate at 14%

Return on cash investment of \$5871.29

	ACTUAL %	ANNUALIZED %	BREAK EVEN
UNCHANGED	23.4822	114.28	
EXERCISED	24.0248	116.92	11.7426
MARGIN RETURNS			
UNCHANGED	56.7348	276.11	
EXERCISED	60.0341	292.166	11.9511

MARGIN DEPOSIT \$2246 \$10,000. Invested for 5 years at 292.166 % will grow to \$9.27574E + 06

Figure 1

the options market closely, you can spot potential takeover candidates long before the news is out. When you see the price of an option rise dramatically within one or two days while the common stock price remains unchanged, you know that someone thinks they have inside information. When I spot such action I run the Program Listing and determine what action to take.

A classic example occurred in early May 1980. Howard Johnson common stock had been hovering close to \$15 per share and the July 15 options had been selling from 1 1/4 to 2. Within two days the July 15 options increased to 3 while the common stock declined slightly to 14 1/2. I ran the option program and when I saw the printout I began to buy the stock and sell the July 15 options (all options expire on the third Friday of the month). I liked the soundness of the stock (it was "A" rated) and felt it unlikely that the stock would decline to under my break even point of 11 3/4 within 75 days. As it turned out, the speculators did "know" something as Howard Johnson's was taken over for over \$25 per share. The speculator got rich and I managed a tidy profit for

A few months later they were wrong about American Cyanamid. The stock was at 28 and the October 30 options sold for 5. The stock was still at 28 by October so the speculator lost. This is a good example of the only investment I know where if the price of what you bought remains unchanged, you profit handsomely. You made nothing on the stock you bought at 28, but the option premium of 5 all winds up in your pocket, save the commission. We bought American Cyanamid (ACY) for \$28/share and sold the October 30 options for \$5. The options had 90 days to expiration. Run these figures in the program and see how we came out. If you are too lazy to do it, I'll tell you. The annual return was 80 percent. Had the stock moved up to 30 or more, our return would have been higher.

The Other Side

The above are successes. Now let us deal with what all investors should consider the day they put up their money. What if something goes wrong? How much risk should you take? What if the worst happens? The most serious and costly problem investors have is their inability to deal with failure rationally. The day we invest we delight in thinking about winning and "counting our chickens" with scarcely a thought about disaster and what we will do if it happens. "I'll watch things closely and make a decision if something goes wrong," you say. With

this outlook you are courting trouble. In fact, you are guaranteeing it sooner or later! I call it the "I'll watch it another day" syndrome. Thousands have been watching General Motors "another day" for several years. Some have watched it closely all the way from 113 down to under 40. All are thinking the same thing: "I don't want the cheese; just let me out of the trap!"

If you are in such a situation and don't know what to do, examine this reasoning:

You bought 1,000 shares of XYZ at \$40 and now it is at \$25. Do you sell? Picture yourself out on the street with \$25,000 cash in a sack, and pretend you own no XYZ. Would you take that sack of cash to your broker and tell him to buy 1,000 shares of XYZ? If your answer is "Hell no!" then you are a seller, because someone will put you on the street with \$25,000 in cash in return for your XYZ stock. You need never face such a problem if you come to grips with reality the day you invest your money.

Program Listing

```
10 CLEAR: CLEAR1000: CLS
20 US="#.##": TS="####.##": SS="###.##": VS="##.#": XS="#####.##": ZS="###
30 PRINT"YOU HAVE TWO OPTIONS.
30 PRINT"YOU HAVE TWO OPTIONS...
40 PRINT: PRINT"2. INSTANT COMMISSION SCHEDULE ON STOCKS OR OPTIONS.
50 PRINT: PRINT"3. DETERMINE PROFITABILITY OF A COVERED OPTION WRITE.
60 PRINT"EXAMPLE: BUY 200 SHARES OF TANDY AT 33 AND SELL SOME "
70 PRINT"SPECULATOR AN OPTION TO BUY THE 200 SHARES FROM YOU AT $35
    PRINT:FOR $4.00 PER SHARE.
PRINT:INPUT"CHOOSE YOUR NUMBER & PRESS 'ENTER'.";MU: IF MU=2THEN1200
100 CLS: PRINT"COVERED OPTION WRITING ANALYSIS.": PRINT: PRINT: INPUT"NO. OF SHARES 100,200,300,500, OR 1000.";N:IFN<100 THEN N=100 110 INPUT"STOCK PRICE (EXPRESSED AS IN DECIMAL).";S: E=S*N 120 INPUT"OPTION STRIKING PRICE";SP 130 INPUT"OPTION STRIKING PRICE";SP 130 INPUT"OPTION PRICE EG. 2 3/8 = 2.375.";O: F=O*N
       INPUT"DAYS TO EXPIRATION";D
150 INPUT "CURRENT MARGIN RATE"; IR: IR=IR/100
160 INPUT "COMMISSION DISCOUNT"; C: C=1-(C/100)
        GOSUB 1150
180 INPUT DIVIDENDS PER SHARE TO EXPIRATION ;DD: DD=DD*N
190 CLS: PRINT: INPUT"FOR PRINTOUT=2";A4
200 IFA4=2THENLPRINT"COMPUTER STUDY OF A COVERED OPTION WRITE":
LPRINT"WITH THE FOLLOWING PARAMETERS: ": LPRINT" "
210 IFA4=2THENINPUT"ENTER STOCK SYMBOL AND OPTION DATA"; W$: LPRINT" ": LPRINTW$
220 IFA4=2THENLPRINTN;" SHARES AT $";S;" PER SHARE.":
LPRINT"WRITE OPTION FOR $";O;" WITH A STRIKING PRICE OF ";SP: LPRINT" "
230 PRINTN;" SHARES AT $";S;" PER SHARE.":
PRINT" WRITE OPTION FOR $";O;" WITH STRIKING PRICE OF ";SP
240 IFA4=2THENLPRINTD; DAYS TO EXPIRATION."; MARGIN RATE AT "; IR; "%": LPR
250 PRINTD; " DAYS TO EXPIRATION."; " MARGIN RATE AT "; IR; "%
260 PRINT
270 GOSUB 510
       CM=Z+OC
280
       G=CM*C
I=E-F+G-DD
290
        IFS<SPTHEN330ELSEIFA4=2THENLPRINT"THE MAXIMUM RETURN WILL
BE REALIZED PROVIDED THE STOCK": LPRINT"REMAINS ABOVE ";SP;
".";" CASH INVESTMENT $";I: LPRINT"CASH RETURN", "ACTUAL",
"ANNUALIZED", "BREAK EVEN"
320 IFS>SPTHENPRINT"THE MAXIMUM RETURN WILL BE REALIZED PROVIDED THE STOCK"
: PRINT"REMAINS ABOVE ";SP;" CASH INVESTMENT $";I:
PRINT"CASH RETURN", "ACTUAL", "ANNUALIZED", "BREAK EVEN": PP=1: GOTO 400
330 GR=E-I
340 J=GR/I*100
350 K=J/D*365
360 IFA4=2THENLPRINT"RETURN ON CASH INVESTMENT OF $";I: LPRINT"", "ACTUAL %", "ANNUALIZED %", "BREAK EVEN": LPRINT"UNCHANGED", J, K
, ARRANGIZED %, BERA SUN' LIFTENT UNCHANGED, J
370 PRINT"RETURNS ON CASH INVESTMENT OF $",I
380 PRINT", "ACTUAL %", "ANNUALIZED %", "BREAK EVEN
390 PRINT"UNCHANGED", J, K
       S=SP: GOSUB 510
 410 SO=SP*N
420 ER=SO-I-Z
 430 II=I+2
 440 AA=ER/II*100
 450 AB=AA/D*365
 460 BE=T/N
       IFA4=2THENLPRINT"EXERCISED", AA, AB, BE
 480 PRINT"EXERCISED", AA, AB, BE
 490 GOTO 880
 500 REM CALCULATE STOCK COMMISSIONS
510 IFS<=10THEN 2=33.92: GOTO 830
520 IFS<11THEN 2=34: GOTO 830
530 IFS<12 THEN 2=36.25: GOTO 830
```

Program continues

MONEY DOS

```
Program continued
540 IFS<13 THEN Z=38: GOTO 830
    IFS<14THENZ=39.50: GOTO 830
560 IFS<15THENZ=41.25: GOTO 830
570 IFS<16THENZ=42.90: GOTO 830
580 IFS<17THENZ=44.46:
590 IFS<18THENZ=46.25:
600 IFS<19THENZ=48.00:
                             COTO
                                    830
                             GOTO
610 IFS<20THENZ=49.60:
                             GOTO 830
620 IFS<21THENZ=51.27:
630 IFS<22THENZ=52.72:
                             COTO
                                    830
                             GOTO 830
640 IFS<23THENZ=54.50:
650 IFS<24THENZ=56.23: GOTO
                                    830
660 IFS<25THENZ=57.89:
                             GOTO 830
670 IFS<26THENZ=59.29:
                             GOTO
680 IFS<27THENZ=60.43:
                              GOTO 830
690 IFS<28THENZ=61.57:
700 IFS<29THENZ=62.56:
                              GOTO 830
                              GOTO
                                    830
710 IFS<30THENZ=63.75:
                              GOTO
                                    830
720 IFS<32THENZ=65.70: GOTO
730 IFS<34THENZ=67.90: GOTO
                              GOTO 830
740 IFS<36THENZ=70.15:
                              GOTO 830
750 IFS<38THENZ=72.44: GOTO 830
760 IFS<40THENZ=74.72: GOTO 830
     IFS<42THENZ=77.01: GOTO 830
780 IFS<44THENZ=79.30: GOTO 830
790 IFS<46THENZ=81.59: GOTO 830
     IFS<48THENZ=83.88: GOTO
810 IFS<50THENZ=84.77: GOTO 830
820 2=88.52
830 IFN=200THENZ=Z*1.9
840 IFN=300THENZ=Z*2.7
850 IFN=500THENZ=Z*4.1
     IFN=1000THENZ=Z*7
870 RETURN
880 REM
     MR=E/2-F+G
900 BM=E-F+G-MR
910 IC=BM*IR/365*D
     I=MR+IC-DD
930 GR=E-BM-I
 940 J=GR/MR*100
 950
     K=J/D*365
 960 BB=(BM+I)/N
 970 IFA4=2THENLPRINT"MARGIN RETURNS"
 980 PRINT: PRINT"MARGIN RETURNS": IFPP=1THEN 1010
 990 IFA4=2THENLPRINT"UNCHANGED",J,K
 1000 PRINT"UNCHANGED", J, K
 1010 S=SP: GOSUB 510
 1020 SP=SP*N
 1030 I=I+Z
 1040 GR=SP-BM-I
 1050 J=GR/MR*100
 1060 K=J/D*365
       IFA4=2THENLPRINT"EXERCISED", J, K, BB
1000 PRINT EXERCISED",J,K,BB
1000 RR=G+Z: FY=(K/100)+1: TT=10000: FORO=1TO5: TT=TT*FY: NEXTO
1100 IFA4=2THENLPRINT" ": LPRINT MARGIN DEPOSIT $";:
 NT" "
1110 PRINT: PRINT"MARGIN DEPOSIT $";: PRINTUSINGZ$;MR;:
PRINT" $10,000 INVESTED FOR 5 YEARS
1120 PRINT"AT ";K;"% WILL GROW TO $";TT
1130 INPUT"ADVANCE PAPER=2 RETURN TO MENU=1";IO:
IFIO=2THENLPRINT" ": GOTO1130ELSE10
1140 REM CALCULATE OPTION COMMISSIONS
 1150 NO=N/100
1160 LL=NO*6
1170 IFF<=2500THENOX=(F*.013)+12+LL: OC=((OX*1.1)+1)*1.07: RETURN
1180 OX=F*.009+22+LL: IFF<=5000THENOC=((OX*1.1)+1)*1.07: RETURN
1190 OC=((OX*1.15)+1)*1.07: RETURN
1200 CLS: PRINT"COMMISSION,S FOR STOCKS (100,200,300,500, OR 1000 SHARES)":
  PRINT"OR OPTIONS SELLING FOR $1. OR MORE.": INPUT"NO. OF SHARES?"; N
 1210 INPUT"PRICE PER SHARE (DECIMAL) . "; S
1220 GOSUB 510
1230 INPUT*HOW MANY OPTION PRICES?";PR: FORI=lTOPR:
PRINT*ENTER OPTION PRICE #";I;: INPUTFD(I): F=FD(I)*N
1240 GOSUB 1150
1250 OC(I)=OC
 1260 NEXTI
 1270 PRINT"COMMISSION ON ";N;" SHARES AT $";S;" IS $";:
  PRINTUSINGX $; Z
 1280 Y=N/100: FORI=1TOPR: PRINT"COMMMISSION ON ";Y;" OPTIONS AT ";FD(I);" I
$ $"; PRINTUSINGS$; OC(1): NEXT
1290 PRINT: PRINT: PRINT
1300 INPUT"RETURN TO MENU=1 MORE COMMISSIONS=2"; BS:
  IFBS=1THEN 10 ELSE 1200
```

Winning Strategy

Here is how the big winners behave. We are about to buy a stock selling for \$20/share. We think it will go to 60, but...we are prudent people and realize that we may be wrong! There is no law that says our little gem won't decline to \$5. Many have. If that happens we want to make sure that we don't still own it and suffer accordingly. On day one we set a bail out point. We decide how much risk we are willing to take, perhaps 20 percent or four points. We tell the broker to buy 100 XYZ at 20 and concurrently enter a "stop loss" order to sell if it declines to 16. We have no idea how much profit we may make, but we know one very important thing-how much we can lose. If the worst occurs, we have lost a battle but not the war. No more suffering. No more nail biting. Just sensible, albeit not as exciting, investment strategy.

You should apply the above to covered option writing in the following manner. I will use the actual trade in "ACY." You bought 500 at 28 and sold five options for 5. Your break even point is 23 plus commission or about 23 3/8. The day you buy the stock and write (sell) the option you give another order to the broker. "Sell 500 ACY at 23 3/8 stop, and, if the stop is hit, cover (buy) the options." If this happens, what do you lose? The stock lost 4 5/8; however, the option we sold for 5 will now have declined to between 1/8 and 3/4 depending on how much time is left before expiration. If the option is at 3/4 then you cover (buy) for a profit of 41/4 (5 minus 3/4.) Total loss of 4 5/8 minus 41/4 plus 1/2 for commission or maximum probable loss of 7/8 of a point versus maximum profit potential of 61/2 points after commission...and a net profit of 41/2 if the stock remains unchanged for 90 days, as was the case.

remains unchanged for 90 days, as was the case.

Covered option writing is no cinch. You should only consider it when aberrations in option prices occur on stocks which are of good quality. It is an onerous task to check all the options daily if you have to do it by hand. Fortunately my computer scans the option prices daily and points out only those which have moved out of their normal range vis-a-vis the common stock. If you would like to obtain recommendations I have arranged to have an answering machine set up on weekends only. You may call toll free 800-327-3389 (those in Florida must call 305-655-3627). Run them with the Program Listing and keep track of the results on paper, in which case, I guarantee you can't lose.■

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Copernica Mathematica

by Bruce Douglass

"I am primarily concerned with how neurons within a ganglion talk to each other."

As a neuroscientist, I am primarily concerned with how neurons within a ganglion talk to each other. How do they communicate with each other, and as a network modify and transmit information among themselves?

Only very recently was an optical technique developed allowing neuroscientists to gather data about these questions (see the references). Many other properties of ganglia are fairly well known and understood.

This column is a simple ganglion simulation of the effect of several neurons on a single neuron. It also rather accurately models how a single neuron behaves.

The Single Neuron

Well, how does a neuron behave? A neuron (see Fig. 1) is made up of several parts; axons, dendrites, hillocks, among others. The center of the neuron is called the cell body or *perikaryon*. It receives impulses from other neurons via *synapses* onto either the perikaryon or *dendrites* (projections extending out from the perikaryon). A synapse is a connection be-

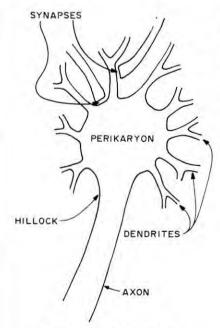


Fig. 1. A typical neuron cell

tween two neurons. Almost all synapses are unidirectional chemical-mediated junctions. That is, information only travels in one direction (towards the dendrite to the perikaryon); the message is sent by releasing a chemical substance called a transmitter. This transmitter diffuses across the synaptic junction and "knocks on the door" of the other neuron. If it "knocks" loudly enough, the neuron being talked to will send out a message of its own. This message is sent down its axon. which is a long projection from the perikaryon that begins at the hillock of the neuron. The axon then innervates, or talks to, other neurons or organs.

A brief explanation of the message is in order. Special proteins in the cell membranes pump sodium (Na+) out in exchange for potassium (K+). The ratio of two sodiums for three potassiums generates a charge across the membrane, which now acts like a capacitor.

Sodium leaks constantly; these proteins keep pumping it out. Channel proteins allow sodium to enter as if the membrane weren't even there, but most of the time these are kept tightly shut. When an excitatory transmitter chemical reaches the membrane of the dendrite or perikaryon, it opens these channels (apparently by removing calcium). When a little more sodium gets in, it affects the membrane potential charge slightly. If, however, enough sodium can get in, all hell breaks loose, and all the channels open, allowing sodium to rush in.

These chemical channels have a kind of time lock. They close after a short period of time. The sodium pumps get their act together to expell the sodium from the cell. When the channels open, the membrane potential changes from a normal negative 70 millivolts (outside with respect to inside) to positive 30 mV. Before

the channels open, there is only a slight change in potential. If the change is great enough, the neuron fires an action potential (which I will explain in a moment). This is called an "all or none" phenomenon, since it occurs at full strength or not at all.

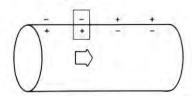
Small changes in membrane potential are called subliminal potentials, since they are below the threshold necessary to elicit a neuronal response.

Most neurons talk to other neurons in a subliminal manner. But there are several ways subliminal potentials can add or summate to reach the threshold potential necessary to elicit a response. These are spatial and temporal summation.

Spatial summation occurs if two or more neurons innervate a given neuron close enough for the chemical transmitters to add their effects. Temporal summation occurs when two or more innervations (they may all be from the same neuron) come close enough together in time for their effects to summate. Since the sodium pumps expel the sodium influx causing the subliminal potential, the local potential returns to normal after a brief period of time. If another or several more potentials are received quickly enough, they may add their effects. Spatial and temporal summation may both occur at the same time.

Innervations are not all excitatory. Many substances make the membrane potential more negative rather than more positive. These make it more difficult to elicit a response from the neuron, and are called *inhibitors*.

The wide change in membrane potential from negative 70 mV to positive 30 mV is called *depolarization*. The sodium pumps returning the membrane potential to normal is called *repolarization*. Figures 2 & 3 show how a membrane potential travels down an axon, away from the



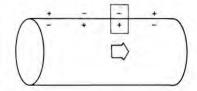
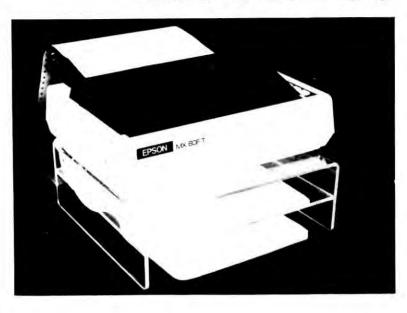


Fig. 2. Action Potential moving down the axonal membrane

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Program Listing 10 REM 20 REM ***** GANLGION SIMULATOR ***** BY BRUCE P. DOUGLASS **** 30 REM ***** DEPT. OF PHYSIOLOGY 40 REM ***** SCHOOL OF MEDICINE 50 REM ***** UNIV. OF S. D. 60 REM ****** VERMILLION, S. D. ***** 70 CLEAR 200:DEFINT I-N:DEFSTRA:IS=15360:ID=16320:AM="PRESS <ENT ER> TO BEGIN*:Al=CHR\$(176)+CHR\$(142)+CHR\$(143)+CHR\$(141)+CHR\$(176):A2=CHR\$(131)+CHR\$(172)+CHR\$(188)+CHR\$(156)+CHR\$(131) 80 RANDOM: AT=STRING\$(7,32): AS=STRING\$(11,32): K(1,0)=32: K(2,0)=42: K(3,0)=62: K(4,0)=72: K(5,0)=32: K(6,0)=42: K(7,0)=62: K(8,0)=72 J1(1) = 7:J1(2) = 29:J1(3) = 116:J1(4) = 208:J1(5) = 11:J1(6) = 46:J1(7) = 11:J1(6) =184:J1(8)=224 100 K(1,1)=13:K(2,1)=11:K(3,1)=11:K(4,1)=13:K(5,1)=27:K(6,1)=29: K(7,1)=29:K(8,1)=27 110 REM J1() IS THE POSITION ID'S FOR BIT-ANDING FOR LATER DETER MINATION OF SPATIAL SUMMATION 120 CLS:PRINT @78,CHR\$(23); "GANLGION SIMULATOR" 130 PRINT@206, "BY BRUCE DOUGLASS"; 140 FOR I=IS TO IS+63:POKEI,191:POKEI+960,191:NEXT I 150 FOR I=IS+62 TO ID STEP 64:POKE I,191:POKEI+2,191:NEXT I 155 PRINT@904, "PRESS <ENTER> TO CONTINUE"; 160 PRINT@532,A1;:PRINT@596,A2;:FOR I=1 TO 60:SET(57+1,26):SET(5 7+1,27):NEXT I 170 FOR I=1 TO 60:RESET(57+I,26):RESET(57+I,27):NEXT I 180 IF INKEYS=""THEN160 190 CLS: PRINT"THIS PROGRAM SIMULATES THE ACTIONS OF IMPINGING NEURONS ONTO ANOTHER NEURON IN A GANLION. TO ACTIVATE A NEURON, PRESS THE NUMBER CORRESPONDING TO THAT NEURON" 200 PRINT: PRINT" IF THE NEURON IS ABLE TO FIRE, IT WILL. IF IMPINGING NEURONS CAUSE THE DEPENDENT NEURON TO REACH THRESHOLD, IT WILL ALSO FIRE." 210 PRINT: PRINT"FOR THE IMPINGING NEURONS' EFFECTS TO SUMMATE, THEY MUST BE CLOSE TOGETHER, EITHER IN TIME, LOCATION OR BOTH. IF THE SUM OF THE SUBLIMINAL EFFECTS IS SUFFICIENT, THEN THE DEPENDENT NEURON WILL FIRE." 220 PRINT: PRINT TAB(16); AM; 230 IF INKEY\$=""THEN230 240 REM START OF SIMULATION - DRAW FIGURES 250 CLS:FOR I=1 TO 4:IT=RND(3):IF IT=1 THEN A(I)="I":L(I)=-1 ELS E A(I) = "E": L(I) = 1 260 PRINT Al;I;A(I);AT;:NEXT I:PRINT@64,"";:FOR I=1 TO 4:IT=RND(2):IF IT=1 THEN A(I+4)="I":L(I+4)=-1 ELSE A(I+4)="E":L(I+4)=1 270 PRINT A2;AS;:NEXTI 280 PRINT@768,"";:FOR I=1 TO 4:PRINTAl;AS;:NEXT 290 FOR I=1 TO 4:PRINTA2; AS;:NEXT 300 FORI=1 TO 4: PRINT I+4; A(I+4); AS; STRING\$(I,32); : NEXT I 310 FOR I=0 TO 3:IP=16*I+130:I(I+1)=IP:J(I+1,1)=INT(IP/64)*3:J(I+1,0)=(IP-INT(J(I+1,1)*64)/3)*2:NEXT I 320 FOR I=0 TO 3:IP=770+16*I:I(I+5)=IP:J(I+5,1)=INT(IP/64)*3:J(I +5,0) = (IP-INT(J(I+5,1)*64)/3)*2:NEXTI 330 REM J(I,0)=X(I),J(I,1)=Y(I) FOR DRAWING LINES TO NEURON 340 E=26.6667:FOR T=0 TO 6.3 STEP .035 350 X=E*COS(T)+52.5:Y=10*SIN(T)+20.5:SET(X,Y) 360 NEXT T 'K(,) CONTAINS POINTS ON NEURON TO DRAW LINES 370 PRINT@965,"'I' MEANS INHIBITORY, 'E' MEANS EXCITATORY"; 380 FOR I=1 TO 8:X1=J(I,0):Y1=J(I,1):X2=K(I,0):Y2=K(I,1) 390 GOSUB 580:NEXT I 'DRAW IN LINES 400 X1=79:Y1=20:X2=127:Y2=20:GOSUB580 410 REM NOW THAT FIGURE IS DRAWN, RUN THE SUCKER! 415 KU=-70 420 A=INKEY\$: IF A<>"" THEN B=VAL(A) ELSE B=0 430 PRINT@472,KU" 440 FORI=1TO8: IFP(I) > 0THENP(I) = P(I) -1 450 NEXT 460 POKE 16442,0: POKE16443,0: IF B>8 THEN B=0 470 IF B=0 THEN IF KU>-70THENKU=KU-1:GOTO420 ELSE IF KU<-70THENK U=KU+1:GOTO420 480 IF B=0 THEN 420 490 REM DETERMINE IF NEURON CAN FIRE 500 IF P(B) < 2 THEN K1(B) =1:GOSUB570:GOSUB580:GOSUB650:GOTO 520 FIRE ACTION POTENTIAL 510 IF P(B) < 5 AND P(B) = > 2 THEN IF RND(P(B)) > P(B)/2 THEN K1(B) = 1; GOSUB570:GOSUB580:GOSUB650: ELSE K1(B)=0:GOTO530 'FIRE IF PROBA BILITIES ARE GOOD

Program continues

perikaryon.

The change in membrane potential affects the potential of the membrane around the area initially affected. This causes it to depolarize. This area depolarizes the area adjacent to it, and so on. Meanwhile, the initial area cannot be depolarized again until a certain amount of the original membrane potential is regained; during this time it is said to be refractory. The refractory period is usually broken into two parts, absolute and relative. During the absolute refractory period, it is impossible for the neuron to fire. During the relative refractory period, a neuron can fire only if it receives a stronger-thannormal stimulus. The action potential, as this moving wave of depolarization is called, can only move in one direction, since the membrane that came before it is refractory. That is why the information transfer in neurons is unidirectional.

How Do you Model Neurons in a Computer?

The simple simulation here models many of the characteristics of real neurons. To indicate action potentials traversing down the axon, I have used two routines. The connection between the large neuron and the smaller ones is shown by a line between them. An action potential is depicted by blanking out the line and then redrawing it. If the large neuron is sufficiently excited, the line extending to the right (its axon) will be blanked out and redrawn.

You may excite the small neurons by pressing the number associated with that neuron (1–8). The neuron fires if it can, determined by its refractive period (how long it has been since it fired last). This is a repeating function if the key is held down. But remember, once it fires, it has an absolute refractory period during which it cannot fire. When this absolute refractory period is over, it has a relative refractory period, during which it may or may not fire.

The small neurons may excite or inhibit the large neuron. This property, determined randomly at the onset of the simulation, is indicated by I or E next to the neuron. If it inhibits the large neuron, it will be more difficult to make the neuron fire. If it excites the larger neuron, it makes it easier to fire an action potential.

The Program

A simple variable list in Fig. 4 will aid you in understanding how these properties are modelled.

The simulation starts at line 420 with the INKEY\$ loop. The method for determining spatial summation assigns numbers to each small neuron representing the area of innervation on the large

52Ø P(B)=5

neuron. These numbers are chosen so, when ANDed together, the result is non-zero only if the areas are adjacent.

The AND does a bit-wise comparison of numbers and returns a 1 in a bit position only if both of the numbers contain a 1 in that bit position. Therefore, it wasn't too hard to choose numbers such that they allowed to test for adjacent areas. Further, not all neurons innervate equally. Generally, neurons that innervate closer to the hillock of the axon innervate the neuron more strongly. The numbers are arranged so those closest to the axon have the largest AND. This can be demonstrated graphically quite simply:

00000111	00011001	01110100	11010000
(1)	(3)	(5)	(7)
00001011	00011110	10111000	11100000
(2)	(4)	(6)	(8)

In this figure, you can see the binary numbers in each box. The number in "A model's purpose is to simulate only the characteristics essential to what you are considering at the moment."

parentheses is the bit position (1-8) corresponding to the box location. All bits from adjacent boxes are set in a given box. Thus, two adjacent boxes share two bit positions on. If they are not adjacent, they will have no shared positions on. For example, boxes 1 and 2 share bit positions 1 and 2. Boxes 3 and 5 share bit positions 3 and 5. Boxes 2 and 3, adjacent in a kitty-

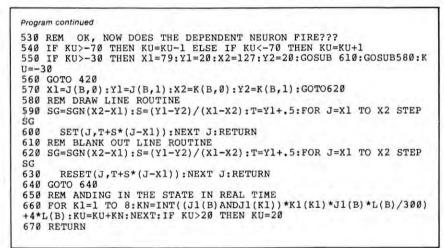
corner fashion, also have two bit positions in common. This is because they are both adjacent to boxes 1 and 4. Boxes 2 and 5 have no bit positions in common. Note that the ANDs of adjacent boxes increase in value as you go from left to right. Thus, we can weigh the boxes at the right more than those at the left.

This is exactly the strategy used in the simulation. Look at the last few lines of the program. The bit positions are ANDed together and multiplied by the state of the neuron (K1(I)). If it is not on, the state variable is zero; if it is on, the state is a one. The numbers used for the boxes in the above figure do not exactly correspond with those in the simulation: I rearranged the boxes. Looking at the video display of the ganglion, 1 is adjacent to 5 and 4 is adjacent to 8. The bit-ANDing numbers are the same as those used in our figure above, however.

The refractory state of the small neurons are kept in the array P (I). When a neuron is excited to fire, it is set to 5. This low value produces a short refractory period. You may change the command P(B) = 5 to 10 or 15, or whatever suits your fancy. The neuron cannot fire when P(I) is greater than two. This corresponds to the absolute refractory period. If P(I) is between zero and two, line 510 calculates the probability that the neuron will fire. If P(I) equals zero, the neuron will fire every time.

Simulation Limitations

Not all the ganglion's characteristics are modelled here. In fact, that is the definition of a model. If all characteristics were modelled, then you would have a copy. A model's purpose is to simulate only the characteristics essential to what you are considering at the moment. This simplifies very complex phenomena. Of



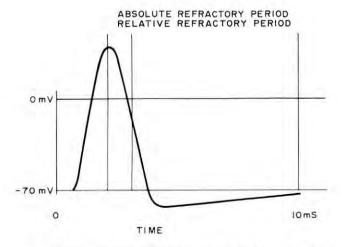


Fig. 3. Change in membrane potential during an action potential

A1-A3	Graphics Strings
J1(I)	Position codes for spatial summation
A(I)	I or E states for the neuron
L(I)	Numerical equivalent of excitation or inhibition
J(1,0), J(1,1)	(X,Y) coordinates for the small neurons
K(I,0), K(I,1)	(X,Y) coordinates on the large neuron
KU	Sum or state membrane potential of the large neuron
P(I)	Refractory states of the neurons
K1(I)	States of the neurons (1 = on, 0 = off)
POKEs	Reset the key buffer
Lines 500-510	Determine if the small neu- ron in question can fire

Fig. 4. Program variables

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W 101

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couse, you must determine what is essential and what is not. This requires a firm understanding of exactly what you want to look at in your model.

In the present simulation, I left out many characteristics that you may consider essential, depending on exactly what aspects of neural ganglionic behavior you wish to view. For example, the connectivity map depicted is extremely simplified. A ganglion with only nine neurons would still have perhaps hundreds of interconnections, including:

- · Multiple innervations of the large neuron by each small neuron.
- Multiple innervations of neurons by other small neurons.
- · Recurrent innervations of a neuron by itself.

A single neuron may make as many as 10,000 synaptic connections. I simplified this into only one. A given neuron synapses with many other neurons in the ganglion. I have eliminated all of those. Think about the effect this has on the model: If small neuron one innervates

"This interconnectivity is one of the things that make neural behavior so difficult and interesting to study."

small neuron two, it alters the probability of neuron two firing to innervate the large neuron. This interconnectivity is one of the things that make neural behavior so difficult and interesting to study.

I also omitted recurrent innervation, in which a given neuron innervates itself. Usually, this type of connection is inhibitory. You might think of it as extending the refractory period.

Even with the omissions, the simulation is informative and may be useful as a CAI tool for instruction in neural behavior in simple ganglionic networks.

Douglass, B. and Hasting, D. Spectrophotometric Methods For Mapping Neural Networks 1981 Proceedings from the Lawrence Symposium (to appear)

Grinvald, A., Cohen, L., Lesher, S., and Boyle, M. Simultaneous Optical Monitoring of Activity of Many Neurons in Invertebrate Ganglia Using a 124-Element Photodiode Array May 1981 Journal of Neurophysiology pp. 829

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Everything you need to know to get started programming your own computer. These handy program sourcebooks, each jam-packed with easy-to-understand info for beginners, are crammed with hundreds of tips, tricks, secrets, hints, shortcuts, and techniques, plus hundreds of tested ready-to-run programs. TRS-80 Color Computer. TRS-80 Pocket Computer. Sharp PC-1211 Pocket Computer. Casio FX-702P Pocket Computer. Four of the most popular computers for beginners.

Color Computer

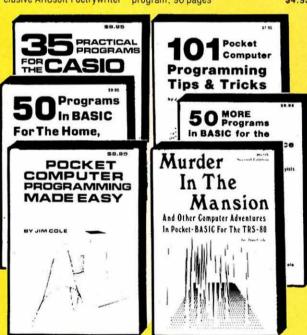
101 Color Computer Programming Tips & Tricks, learn-by-doing instructions, hints, secrets, techniques, shortcuts, insights, for TRS-80 Color Computer, 128 pages \$7.95

55 Color Computer Programs for the Home, School & Office, practical ready-to-run software with colorful graphics, 128 pages \$9.95

55 MORE Color Computer Programs for Home, School & Office, sourcebook of useful, plug-in-and-run software with colorful graphics, for TRS-80 Color Computer, 112 pages \$9.95

The Color Computer Songbook, 40 favorite pop, classical, folk & seasonal songs arranged for the TRS-80 Color Computer, ready-to-run music programs, 96 pages \$7.95

My Buttons Are Blue And Other Love Poems From The Digital Heart Of An Electronic Computer, for poetry lovers, computer lovers, just-plain lovers, a high-tech classic, 66 heartwarming poems written by a TRS-80 Color Computer, great gift for someone close to you, includes the exclusive ARCsoft Poetrywriter Mprogram, 96 pages \$4.95



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Handy printed forms make writing BASIC software easy and fun. Customized for your own computer system, or use the universal form good for any BASIC computer. 40-sheet tablets:

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25 Easy-To-Build One-Night & Weekend Electronics Projects, useful gadgets, readily-available parts, 96 pages \$4.95



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50 Programs in BASIC for the Home, School & Office, useful plug-in-andrun software for TRS-80/Sharp PC-1211 pocket computers, 96 pages \$9.95

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priced from \$150 to \$250. For information contact Joseph T. Ney, Certified Public Accountant, 1656 Upland Road, Huntington, WV 25701.

Reader Service -564

Portable Communications System

The Omni System is a fully portable communication aid for the non-vocal or vocally impaired, severely handicapped individual, as well as a computer keyboard substitute for the dexterity impaired.

The system includes a display board, LCD readout, printer, 16K programmable memory, remote environmental control, audible alarm, voice synthesizer, typewriter interface and computer access.

The display board (\$1000) provides the capacity for direct communications of selected messages in word, phrase, symbol or picture form. Environmental control enables the user to turn on or off electrical equipment or dim or brighten lights. An audible alarm enables the user to summon an attendant and an emergency alarm sounds should the switching device be held in an open position.

The reader/printer attachment (\$1500) provides alphabetic interpretation of symbols or pictures while the LCD readout enables the user to proof and correct script before sending it to the printer.

The system can be interfaced with the TRS-80 through the RS-232 port. Additional vocabularies or technical languages may be added to the system through the CRC programming service.

For more information contact the Communications Research Corporation, 1720-130th Avenue North East, Bellevue, WA 98005, (206) 881-9550.

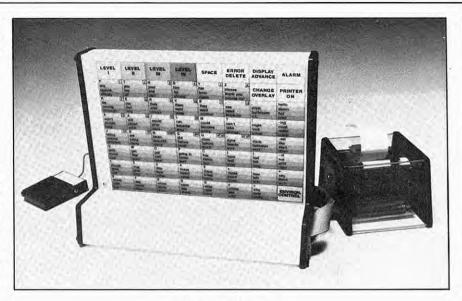
Reader Service -561

Scientific Decision Making

Decision Aide 1.1 is a self-prompting program that takes the user step-by-step through a rigorous thought process culminating in the application of dimensional analysis, a useful decision algorithm. Detailed written instructions are provided with the program.

Decision Aide 1.1 is written in Level II Basic for the Model I with a minimum of 16K. It is priced at \$10. Address inquiries to M. Spotz, 2617 Village Lane, Silver Spring, MD 20906.

Reader Service ≥ 579



The Omni System

A Database Alternative

If you are tired of database retrieval, you can now access disabase with the PABAB (Pick A Base, Any Base) software package. Simply boot up PABAB and answer the question WHICHABASE? with Disabase or Database. If you answer Disabase, you're sent to the disk's disabase; if you answer Database, you're sent to the disk's database. To jump back and forth between the two, type Doseabases, thereby accessing a little bit of disa and a little bit of data. The manufacturer says that even the least computerminded business executive can master

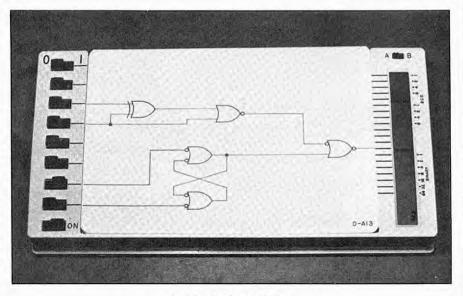
PABAB in a matter of months.

PABAB costs \$199.95 and proof-ofpurchase seals from any two Sugar Pops packages, and is available from Mismanagement Systems, 6809 Lotsaluck Road, Palo Alto, CA 94303.

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80 Microcomputing, April 1982 • 391

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NEW PRODUCTS

the trainer problems by correctly manipulating eight switches.

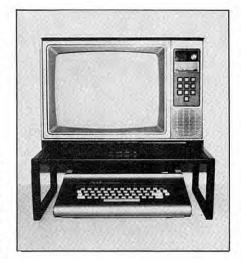
This product is available from L.J. Broder Enterprises Inc., 11105 Shady Trail, Suite 115, Dallas, TX 75229, (215) 241-3727. Reader Service ▶ 569

Granny's Old-Fashioned Word Processing System

Granny's Old-Fashioned Word Processing system instantly turns your TRS-80 into an ordinary typewriter. The package, for the writer who wants to go electronic but doesn't want to give up old ways, includes no editing capabilities; the user must print all copy and edit it by hand. GROLFWORP also permits no permanent files; the user must produce a printout or lose whatever he's typed.

Other features include: no delete, no scrolling, no justification, no insertion capabilities, no bold or underscore functions, and tabs that work only occasionally. Special I/O routines randomly jam the paper in the printer, smudge the pages and print lines one on top of the other.

Granny's Old-Fashioned Word Processing System costs \$1495, and is available from Granny, Little White Cottage Lane, Picket Fence, NH 03458.



The Desktop Video/Printer Stand

Video/Printer Stand

The Desk Top Video/Printer Stand converts the micro users' present desk or table into a specialized computer work station.

When used as a video stand the Color Computer or Videotex monitor is raised to eye level. The stand's metal construction easily supports any portable color television.

If used as a printer stand, the users'

disk drives, tape recorder, or fan-fold paper fit under the printer.

Priced at \$39.95, the stand is available from E.S. Advanced Effort Saver Products Inc., 6501 Cow Pen Road, Building D-207, Miami Lakes, FL 33014, (305) 821-9961.

Reader Service - 557

Word Processing Enhancement Program

Auto-Writer turns your word processing system into a data base management system. This five program word processing enhancement program allows you to create a mailing list, or any data base, then use all the features of your word processor to maintain and edit that list.

Some of the features include: joining a mailing list to a form letter with a wide variety of options, sorting name and address files by any key (even when the name or zip is buried in a line), and personalizing form letters as you run them by inserting key words or phrases.

For information on additional Autowriter features contact Walonick Associates, 5624 Girard Avenue South, Minneapolis, MN 55419, (612) 866-9022. The Autowriter is available for the Model I and III with two disk drives and 48K for \$72.83.

Reader Service ≥571

Word Processing With the EPS-80

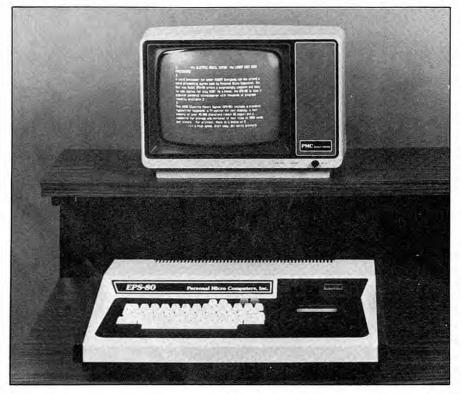
The Electric Pencil Word Processing System, the EPS-80, contains a PMC-80 computer with standard keyboard, green phosphor television monitor, a text memory of over 45,000 characters (about 20 pages), and a built-in high speed cassette deck for storage and retrieval of text files at 5000 words per minute. Two printers (the ETF-80 and the DMP-85) are available for an additional price of \$600.

The PMC-80 is software-compatible with the TRS-80 Model I, Level II. For more detailed information on this system contact Personal Micro Computers Inc., 475 Ellis St., Mountain View, CA 94043, (415) 962-0220.

Reader Service ≥591

Diascriptive Reading

Diascriptive Reading is a seven-disk, diagnostic, prescriptive, tutorial reading program. It is designed to aid the read-



The EPS-80

ing teacher, eliminate paper work and provide individualized instruction for each student.

The program covers six skill areas: vocabulary, sequence, main idea, fact/opinion, details and inference.

The program is available for the Model I, Level II or the Model III, Level II on cassette or disk for \$245. Contact Educational Activities Inc., Microcomputer Dept., Box 392, Freeport, NY 11520, (800) 645-3739, for additional information.

Reader Service -552

Radio Shack's New Pocket Computer And Peripherals

The PC-2 Pocket Computer (B 279,95 # 26-3601) is now available and can be outfitted with a variety of peripherals.

It features a Basic interpreter with 42 statements, 34 functions, and six commands; full string handling ability with 80-character string length and two-dimension arrays; 26-alphanumeric liquid crystal display with upper and lowercase characters; fully addressable seven by 156 dot matrix LCD graphics; 2640 byte expandable memory with plug-in RAM or ROM Memory Modules (4K, \$69.95); built-in real time quartz clock; and a 60 pin input/output interface connector.

The PC-2 Printer/Plotter and Dual Cassette Interface (\$239.95) provides four color graphics (red, blue, green and black) and stores and loads programs and data using one or two cassette recorders. The Printer Plotter adds 25 commands and statements to Pocket Computer Basic. The Dual Cassette Interface allows automatic program overlay, chaining and data storage without having to change tapes.

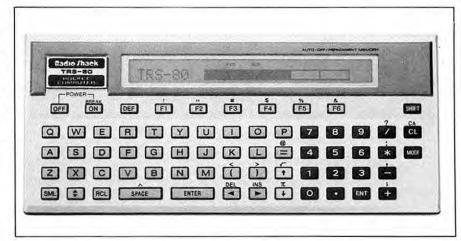
For more detailed information on the Pocket Computer and its peripherals contact your Radio Shack dealer.

Reader Service -587

The TRS-80 DT-1

The TRS-80 DT-1 is a video terminal suited for communication with the Model 16 Multi-Use Office System or with other host computers.

The DT-1 offers a non-volatile memory retaining the terminal configuration even with no power and no battery backup. It is completely code-compatible with four standard terminal protocols. It can emulate a Televideo 910, a Lear Siegler ADM-5, an ADDS 25 or a Hazeltine 1410



The PC-2 Pocket Computer

terminal. The 12-inch diagonal CRT displays 24 lines of 80 upper and lowercase characters per line. The terminal also offers dual-speed repeat, two printer ports, and special features.

Priced at \$699, the terminal is available from your Radio Shack dealer.

Reader Service ~588

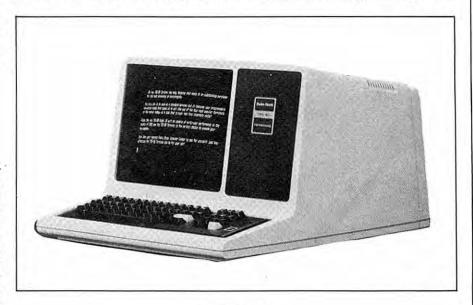
SORTOF

SORTOF is a program that sorts any list by the third letter of each item. For instance, the list "treat, dog, person, pocket, block" is sorted "pocket, treat, dog, block, person." An option allows you to print the list with the third letter first. The above list, for example, would be printed as "cketpo, eattr, gdo, ockbl, rsonpe." You can then do a second-level sort of this list: "cketpo, ockbl, gdo, rsonpe, eattr" (or "etpock, kbloc, ogd, onpers, ttrea"). Eventually, if you go through enough levels of sorts, you end up with the original list. The program lets you sort backwards, forwards, or both ways at the same time.

SORTOF is available on cassette only for 99 cents from Yet Another Software House, 9900 Crankemout Circle, Club Foot, MI 49035.

Simplify Business Modeling

Bisplan is designed to simplify business modeling. Its uses include: planning a new business endeavor, projecting the direction of an existing business, generat-



The TRS-80 DT-1

NEW PRODUCTS

ing depreciation schedules, providing proposal information for loan applications, and classroom use.

Once data is entered it may be reviewed, changed or ultimately used to produce four measures of the proposed business venture. The measures are: a cash flow analysis, a profit and loss statement, a balance sheet, and the initial investment required.

For additional information contact Mariah Computing, Box 513, Columbia, MO 65205. Bisplan costs \$20 and is available for the Model I and III with at least 32K.

Reader Service -568

Check Register Accounting System

Maxi Cras, a personal accounting system for individual, family or small business use, is designed to eliminate costly data entry mistakes.

This disk-based system handles an unlimited number of checks and deposits each month. Up to 233 income and expense accounts are supported. Checks can either be written by hand or automatically.

Maxi Cras also organizes data from the check register and provides printed reports and statements including: account distribution data, a printed check register, and account activity analyses. Maxi Cras interfaces easily with Visicalc and operates with the Model I or III with two disk drives and a printer.

Contact Adventure International, Box 3435, Longwood, FL 32750, (800) 327-7172. The System is priced at \$99.95.

Reader Service - 563

Games for the Color Computer

Two new games are available for the Color Computer.

Mazerace is a board-type game involving both chance and strategy. The playing field is an 18 by 18 hexagon matrix, partially filled with obstacles. Mazerace, \$22.95 on disk and \$17.95 on cassette, uses high resolution graphics and requires joysticks and extended Basic.

Storm, a graphics arcade style game, features 135 levels of play, fast action and sound. It costs \$24.95 on cassette or \$29.95 on disk.

Both games are available from Computerware, 1472 Encinitas Blvd., Box 668, Encinitas, CA 92024, (714) 436-3512.

Reader Service - 555



Microsette Mini-Disks

Pascal Compiler for CP/M

Alcor Pascal is a complete implementation of Jensen and Wirth standard Pascal, with over 20 language extensions. It generates reentrant ROMable code and can compile large programs (over 4000 lines) with limited memory (48K).

A full screen text editor is included with the compiler. Programs may be compiled into native code, interpreted P-code, or consist of mixtures of native code and interpreted code.

The linking loader supports separate compilation of modules and can create TRSDOS and CP/M command files. A runtime library of more than 20 routines provides access to the hardware.

The Compiler package retails for \$199 and the Advanced Development Package containing the p-code optimizer and native code generator is \$125. Contact Alcor Systems, 13534 Preston Rd., Suite 365, Dallas, TX 75240, 214-226-4476, for additional information.

Reader Service - 580

GAGDOS

GAGDOS (Giggle and Guffaw Disk Operating System) is the perfect April Fools' gift for your TRS-80-owning friend. Just pop it into his disk drive when he's not looking, and watch the fun as it wipes out any other disk he happens to put in.

This DOS makes mincemeat out of most word processing programs, and takes accounting packages apart bit by bit. Guaranteed to turn him into a frenzied maniac as you roll on the floor with laughter. GAGDOS comes with fake labels for several popular disk operating systems.

GAGDOS costs \$599 and is available from Slap-Happy Sam's Snickering Software Emporium, 1802 Naynay Way, Salt Lake City, UT 84101.

Microsette Mini-Disks

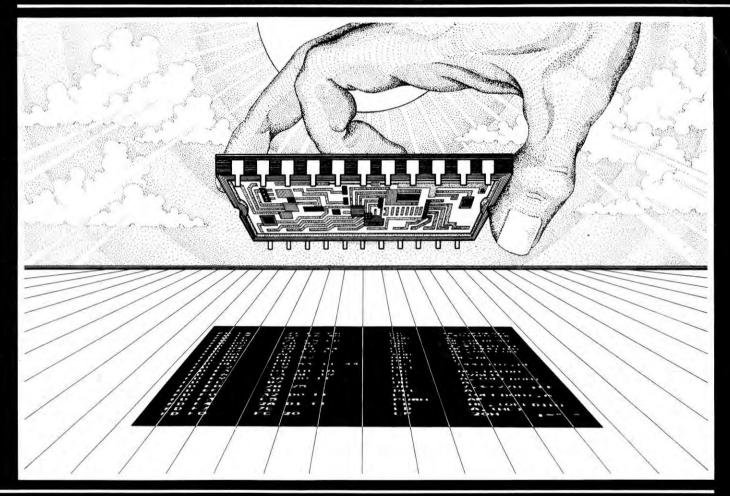
Microsette MD-5, 51/4-inch disks are certified error-free on one side. They are for all soft-sectored, single or double density applications. The burnished disk surface ensures longer head life and durability. The disks feature a reinforced hub.

The MD-5 disks are sold in units of 10 (\$2.50 apiece) or 50 (\$2.20 apiece). For further information contact Microsette Company, 475 Ellis St., Mountain View, CA 94043, (415) 968-1604.

Reader Service - 560

MACRO-MONITOR ...THE SHADOW





What secrets lurk deep within the heart of your microprocessor? Only THE SHADOW knows. Advanced Operating Systems shines the light on the intricate workings of your *TRS-80 Model I or Model III microcomputer. MACRO-MONITOR, THE SHADOW, is a machine language program by Jake Commander which allows you to disassemble and examine program instructions from any part of your computer's memory. THE SHADOW even enables you to single-step through your computer's ROM.

With THE SHADOW, you can load a machine language program from disk or tape and

specified breakpoint, one instruction at a time, with a user-defined time delay between instructions. It will disassemble each instruction as it is being executed and route it along with all current register values to your video screen or printer. The user may also search through memory for a specific character string (ASCII or Hex) up to 16 bytes in length. THE SHADOW permits machine language programs to be relocated within memory with all internal calls and jumps changed to execute in the new location. The program also

provides a visual display of

tape LOADS and SAVES.

begin execution at a user-

THE SHADOW is completely user-relocatable in RAM making it an extremely valuable tool for all programmers.

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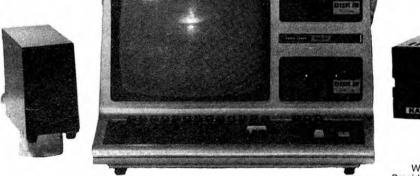
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NEW PRODUCTS

Forth for the Color Computer

ColorForth is a version of fig-Forth for use on the Color Computer.

ColorForth does not require Extended Basic but does require 16K. This software includes an editor and CSAVEM command, useful for those who do not have Extended Basic. (Note: Extended Basic is required for the disk version.)

A cassette and disk version are supplied for \$49.95. Contact Armadillo Int'l Software, Box 7661, Austin, TX 78712, (512) 459-7325, for more information.

Reader Service - 565

Add I/O Capability To the Color Computer

The Color Port plug-in cartridge adds I/O capability to the Color Computer.

The unit adds two fully programmable eight-bit bidirectional ports with full handshaking. The unit can be configured by the user for interfacing to peripherals. Full interrupt capability is supported, and important computer voltage and logic control lines are brought out to the standard edge connector.

A socket in the cartridge allows either 2K bytes of RAM or of EPROM, allowing software for the control of I/O operations to be stored separately from the main user memory space. Provision is also made for selection of both autostart of the memory in the cartridge and of synchronous reset of the cartridge and the computer.

The Color Port Cartridge sells without memory for \$129.95. 2K RAM chips are available for \$19.95 each. 2K EPROMs are available for \$12.95. For additional information contact Maple Leaf Systems, Box 2190, Station C, Downsview, Ontario, Canada M2N-2S9.

Reader Service ∠553

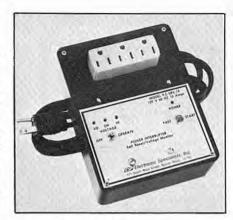
The Gobbler Challenge

The Gobbler is a fast moving, arcadestyle game designed for one or two players.

The game features beginner-to-expert skill levels and is written in machine language for fast execution. Sound is also provided.

The Gobbler is available for the Model I and III for \$16.95 cassette and \$19.95 disk from Superior Software Inc., Box 11676, Kansas City, MI 64138.

Reader Service -566



Power Line Interrupter

Self-Reset Power Line Interrupter

The Power Interrupter disconnects ac power from controlled apparatus. A four-minute time delay, followed by automatic self-reset, helps avoid wide voltage fluctuations associated with power line malfunctions. An optional line voltage monitor is available.

Connected to the ac line with a standard three-prong plug, the Self-Reset Power Interrupter can accommodate a 15 amp resistive load or a 10 amp inductive load.

The Model PI-SR-15 Self-Reset Interrupter is priced at \$185.95 and the Model PI-SRV-15 Self-Reset and Voltage Monitor Interrupter at \$205.95.

Both are available from Electronic Specialists Inc., 171 South Main Street, Box 389, Natick, MA. 01760, (617) 655-1532.

Reader Service > 575

Logo for the Dead

Logo for the Dead lets you continue your computing activities from the Other Side.

The package includes a unique telecommunications feature which lets you turn your TRS-80 into an electronic Ouija board. Then, using Logo's graphics capabilities, you can work with a friend or relative on this side of the Great Beyond to write programs. The software requires that your body be hardwired to an analogto-digital converter, which is then interfaced to your computer. A special Terminal (very terminal) program lets you talk with the users through Deadnet, an EBBS (Ectoplasmic Bulletin Board System).

Logo for the Dead is available for 10 percent of your estate from NecroSoft Inc., 6502 Charnelhouse Blvd., Cleveland, OH 44101.

Desk Console

A Desk Console is now available for the Pocket Computer and SHARP PC-1211 with printer.

Made of black plastic, the console measures 8.5-inches by 16-inches by 2.75-inches. It has room for three cassette boxes, a full set of 3 by 5 cards, two paper rolls, a spare printer ribbon and the interface cable.

The Desk Console sells for \$19.95. Interested persons should contact Fox/Walker, 4650 Arrow Highway Building G-17, Montclair, CA 91763, (714) 621-3400.

Reader Service - 573



Desk Console for the Pocket Computer

Color Computer Smart Terminal Software

Colorterm uses the Color Computer's high resolution graphics to provide a 51 or 64 column by 21 line display, and lower-case with descenders.

It operates as a terminal at 300 or 110 baud, has on-line scrolling, user-programmable keys, a type-a-matic feature and four-way cursor control. It stores host input in a buffer that can be examined and saved to tape, on or off line. The buffer can also be printed out. Any data format may be used; macro buffers provide easy sending of often-used messages with Colorterm. Data can be encoded; user files can be uploaded to the host; and a window of any size can be preserved while new material scrolls through the remainder of the screen. The program can even rewrite some of its own subroutines to operate independently in programs that run above 9168.

Cassette and manual cost \$34.95 from Martin Consulting, 94 Macalester Bay, Winnipeg, Manitoba R3T 2X5, Canada.

Reader Service - 572

Improved Graphics Resolution

The Grafyx Solution is an add-on circuit board containing 12,288 bytes of additional read/write memory that does not conflict with the TRS-80 address space. Upgrading requires no soldering.

The Solution gives the Model III a screen resolution of 512 by 192 — 98,304

individually accessable points. Alternate resolutions (256 by 192, 128 by 192 or 128 by 96) are also possible.

The included graphics package allows you to set and reset points, lines, rectangles, and to complement or clear the screen with simple Basic commands. In addition to a number of demonstration programs, an 80-character display for business forms and word processing is possible with the supplied Column80 program. The board comes with software to save or load a graphics screen and to send a high resolution graphics screen to a printer with graphics capabilities.

For additional information contact Micro-Labs Inc., 902 Pinecrest, Richardson, TX 75080, (214) 235-0915. The Grafyx Solution is priced at \$299.95.

Reader Service - 559

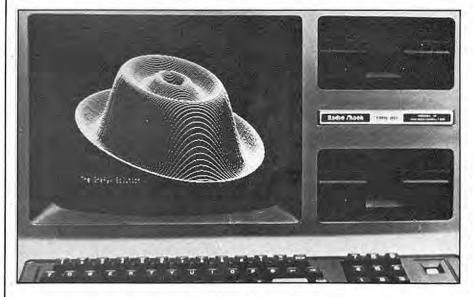
The LemonAid Loader

The LemonAid Loader, for the Model I, compresses, peaks and shapes cassette output to reduce loading errors due to noise or tape variations, without critical CTR volume settings.

The loader plugs between the cassette recorder and the computer, and works on both self-saved, and prerecorded tapes. It was especially developed for use with the Radio Shack CTR-80 and 80A tape recorders and like recorders. A speaker or earphone can be plugged in for audio monitoring of saves and loads also.

Priced at \$12.99, the loader is available from Lemons Tech Services, 325 North Highway 65, Buffalo, MO 65622.

Reader Service - 574



The Grafyx Solution

Extra Cash With Your TRS-80

VisiCrook is a general accounting package that automatically rakes five percent off your company's gross sales and then juggles the books for you. It includes a special business planning program that gives you a variety of possible scenarios based on factors you control—kick-back schemes, blackmail income, bribery expenses and payoffs to government officials. An option for those subscribing to electronic banking services lets you launder money through selected banks in Mexico, Argentina and Switzerland. Special access codes make this package ideal for accountants in large corporations.

VisiCrook, tested by a panel of former IRS agents, is guaranteed to be foolproof. It can be used by a variety of businesses, from pharmacies to construction firms to porn shops, and will be delivered in a brown paper sack on the street corner of your choice.

VisiCrook costs \$4.95 and is available from Covert Software, 8085 E. Lightfinger Drive, Jersey City, NJ 07303.

Silly Syntax A Game with a Twist

Silly Syntax is written for the Color Computer with 16K and Extended Basic.

This menu-driven game, depending upon which cassette is loaded, can be an educational family game or a unique adult entertainment game. Topics currently available are Fairy tales, Science Fiction and Adventure, Current Events, Sing-Along, X-Rated and Gothic Romance.

For information contact Sugar Software, 2153 Leah Lane, Reynoldsburg, OH 43068, (614) 861-0565.

Reader Service -567

Waterbill

Waterbill is a complete billing/accounts receivable program designed especially for small to medium sized water companies.

The program generates bills based on meter-reading entries for each account, in any of ten different rate schedules for different types of water, sewer and special uses. Also included are routines to print late statements, account listings (alphabetically or numerically), summaries of water and sewer usage by rate types, delinquent cut-off lists, and a complete

NEW PRODUCTS

audit trail of all transactions.

The system requires a Model II and a line printer capable of condensed print. Up to 4000 accounts can be stored on four disk drives. Prices start at \$1500.

For further information contact Computer Sales and Service Co., Radio Shack Dealer F-410, 211 W. Main St., Dillon, SC 29536, (803) 774-6903.

Reader Service - 577

Tips and Tricks For the Programmer

101 Color Computer Programming Tips and Tricks is a collection of useful, practical and efficient programming techniques and shortcuts.

Each of the 101 tips and tricks features a complete ready-to-run program. Functions and statements in both Color Basic and Extended Color Basic are included.

This 128-page paperback book is available from ARCsoft Publishers, Box 132, Woodsboro, MD 21798, (301) 845-8856. It is priced at \$7.95.

Reader Service -570

Dual-Headed Drives

The Dual Sided Disk Kit allows dualheaded drives to be used on the Model I with no drive modifications.

A single directory is used for both sides of a disk, and files can overflow from one side to the other. Single and dual-headed drives of any track size can be mixed.

The kit consists of a special three-drive disk cable plus a patched version of TRSDOS 2.3 or NEWDOS 2.1. Disks created on the modified system are fully compatible with TRSDOS and NEWDOS.

The kit costs \$79.95 and is available from Computer Design Labs, Box 219, Garden Grove, CA 92642.

Reader Service - 582

Disk Doubler II

The Disk Doubler II kit converts eightinch single-sided disks for both two-sided and double-sided use.

Using the tools of the kit, you can quickly measure, mark and punch new openings in the right places.

The Doubler II is available for \$12.95 from Jim Quinn Computer Division, 9120 Clearlake Way, Lakeside, CA 92040, (714) 561-2540.

Reader Service - 558

Plug-Compatible Serial Interface

The VR-RS232C is a plug-compatible serial interface for the Model III.

It features: a programmable baud rate generator from 50-19200 baud; fully interrupt driven; programmable pin out to eliminate special cables (modem output standard); reverse polarity protection; programmable UART; and user prototyping area for special applications (such as 20ma current loop, relays or lamp drivers).

The VR-RS232C is compatible physical-

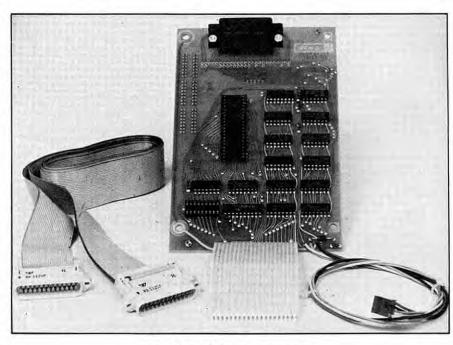
and help, the computer helps you solve the cube.

This program is priced at \$14.95 and is available from H & S Computer Company, 1024 Alamosa Drive, Claremont, CA 91711, (714) 621-7747.

Reader Service -554

Marking Labels

LABELMAKR provides a useful utility for the home or office by turning mailing labels into marking labels.



The VR-RS232C Serial Interface

ly and electrically and comes standard with a five foot modem cable. Internal installation can be made with simple hand tools.

Priced at \$75, the interface is available from the VR Data Corporation, 777 Henderson Blvd. N-6, Folcroft, PA 19032, (215) 461-5300.

Reader Service - 576

Coaches You on Rubic's Cube

The Rubic Cube Coach Program solves the cube and helps you do the same.

The program has four modes of operation: competition, try to beat the computer in solving the cube; experiment, practice your techniques in solving the cube; timing, watch the computer solve the cube; This easily-used program prints professional looking labels quickly. The instruction manual's start-up procedure includes a simple method of calibrating the MX-80 printer for precise loading of label forms. During this time (less than a minute) the program boots, loads, and is ready for operator entry. The program offers 16 different label formats.

LABELMAKR, priced at \$19.50, is available from the Electronic Time Service Center, Box 651, 35026-A, Turtle Trail A, Willoughby, OH 44094, (216) 946-8479.

Reader Service - 551

Draw Objects in Three Dimensions

The 3D Drawing Board is a tool for education, entertainment and various pro-

DUNZHIN

by Randall Don Masteller

Dunzhin is Med Systems' first adventure/role playing game. Written by Randall Masteller, author of several non-computer D&D-type games, it is the first adventure/role playing game to combine fast, "from above" graphics, FAST response time, and COMPLETE computer implementation. There are no "rule books" to consult, and no waiting for the computer to "think".

Dunzhin places you in a huge dungeon of many levels. There are many treasures, but only one, deep in a hidden chamber, will win the game for you. Every game is different, but you can save a game in progress. You can also save the character you become as you gain experience in battling the goblins and demons waiting around every



TRS-80 MODEL I 48K DISKETTE: \$29.95

TRS-80 MODEL III 48K DISKETTE: \$29.95

J- 8:

NEW PRODUCTS

jects which require three-dimensional drawings.

The program helps you draw objects, rotate them, and change their size, elevation, and distance. The drawings can be saved to tape or disk for future use.

The drawing board is priced at \$24.95 for cassette and \$29.95 for disk and can be purchased from Computerware, 1472 Encinitas Blvd., Box 668, Encinitas, CA 92024, (714) 436-3512.

Reader Service -556

sign-language alphabet (finger spelling) using graphic pictures for each letter. This program allows you to type in any phrase up to 255 characters long. The letter being signed will be highlighted and repeated as many times as you wish.

This Signing Tutorial is available on cassette only for \$19.95 from En-Joy Computer Programs, Box 1535, Goleta, CA 93116.

Reader Service > 585

ferential mode surge suppression for power line spikes. RF interference is suppressed using both inductive and capacitive components. The LF2 (\$39.95) has a single duplex outlet while the LF6 (\$59.95) has three duplex outlets, a switch and indicator lamp.

The filters are available from R.L. Drake Company, 540 Richard Street, Miamisburg, OH 45342, (513) 866-2421.

Reader Service - 550

Stationary for Micros

Clean Edge is letterhead, tractor-feed stationary in continuous form style. The easily removed tractor edges leave no unsightly pin holes.

The paper is available in several standard sizes and styles, with printing ranging from black to multi-color. Special papers, embossing, and other non-standards are also available.

For additional information contact Rabco Enterprises, 806 Freedom Circle, Harleysville, PA 19438, (215) 368-4866.

Reader Service - 562

TCOM Plus

TCOM Plus is an enhanced version of the Ten Commandments data base. You can modify any of the original ten and add up to 200 of your own, customizing the Commandments to your own needs. Easyto-use functions offer versatility not possible with stone tablets.

TCOM Plus is written in Sinai Basic and runs with GODDOS version II:17. Contact Moses' Micro Warehouse, 68000 Main St., Egypt, PA 18032.

Signing Tutor

Learn to communicate with the hearingimpaired with this program for the Model I and III.

This learning aid teaches the one hand

Protect Sensitive Electronic Equipment

The LF2 and LF6 Line Filters protect electronic equipment from power line transient damage and audio frequency interference.

Both filters offer common mode and dif-

Circuit Analysis Program

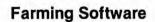
AC Analysis analyzes ac analog circuits and it performs a full nodal analysis of ac linear circuits, including frequency response and all internal voltages. It is intended to provide an alternative to breadboarding and extensive measurements, for the electronic engineer.

This program can analyze circuits of up to 64 nodes and 127 branches in 48K systems. It is written in machine language and runs in 16K memory with reduced circuit size (31 nodes).

Larger circuits can be broken up into stages that are later linked together. Using this method, circuits of infinite size can be analyzed and compared by the computer. The program automatically performs a full worst-case analysis. Both phase and amplitude are tested and the worst case flags are saved for later use.

The program requires a Model I or III with at least 16K RAM. Available in disk or cassette for \$75 from Tatum Labs, Box 722, Hawleyville, CT 06440, (203) 426-2184.

Reader Service - 581



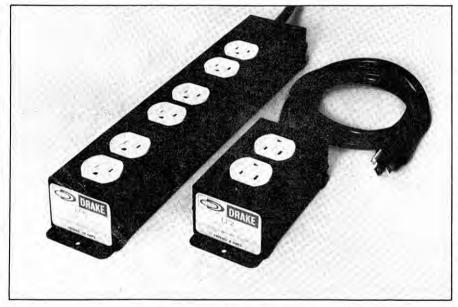
Farmkeep is a multi-purpose farm record-keeping software system.

Following the simple entry of the information contained on check stubs or invoices, Farmkeep automatically keeps track of all the pertinent records a typical farm requires, including fuel, animals, labor, resale items, capital items, patronage records and bank account balances.

Among the reports generated by Farmkeep are: 1040F, 4797, Income and Expense Summary, Check-Writing, Account Audits.

Farmkeep requires a 64K computer with 500K of disk storage. For more information contact: Specialized Business Systems Company, 10-11 North Galena, Freeport, IL 61032, (815) 235-1945.

Reader Service > 578



The LF2 and LF6 Line Filters

HOW TO USE YOUR EPSON WITHOUT WASTING COMPUTER

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Copyright 1981/All rights reserved

Your computer is capable of sending data at thousands of characters per second but the Epson can only print 80 characters per second.

This means your computer is forced to wait for the printer to finish one line before it can send the next. A waste of valuable time.

THE NEW MICROBUFFER™ ACCEPTS DATA AS FAST AS YOUR COMPUTER CAN SEND IT.

Microbuffer stores the data in its own memory buffer and then takes control of the printer. This frees your computer for more productive functions.

PARALLEL OR SERIAL.

Microbuffer model MBP-16K is a Centronics-compatible parallel interface with 16,384 bytes of on-board RAM for data buffering.

The MBS-8K is a full-featured RS-232C serial interface with both hardware and software (X-On/X-Off) handshaking, baud rates from 300 to 19,000 and an 8,192 byte RAM buffer.

SIMPLY PLUG IT IN.

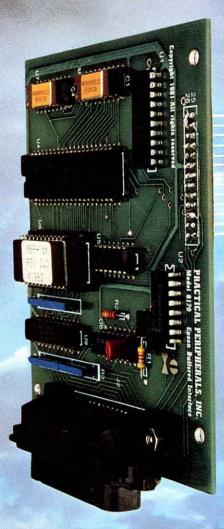
Either model fits the existing auxiliary interface connector inside the Epson MX-80, MX-80 F/T or MX-100 without modification, and is compatible with standard Epson cables and printer control software, including GRAFTRAX-80.

JUST \$159.00°

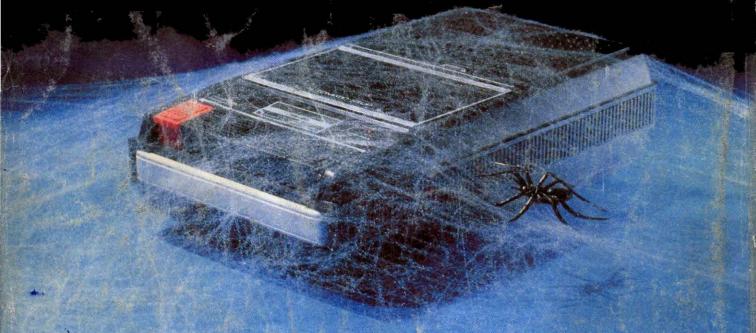
When you think how much time Microbuffer will save, can you afford not to have one? Call us for your nearest dealer.

PRACTICAL PERIPHERALS, INC.

31245 LA BAYA DRIVE, WESTLAKE VILLAGE, CA 91362 • (213) 991-8200



OF WAITING?



Frustrating isn't it! No matter how much you speed up your program it still seems to take forever to save data onto a cassette. Wouldn't it be great if someone could design a mass storage system with the speed of a disk, but at half the cost? Exatron did, the Exatron Stringy Floppy (ESF).

Totally self-contained, the ESF is an extremely fast, reliable, and economical alternative to cassette or disk storage of programs or data. All of the ESF's operations are under the computer's control, with no buttons, switches, knobs or levers to adjust or forget.

The ESF uses a miniature tape cartridge, about the size of a business card, called a wafer. The transport mechanism uses a direct drive motor with only one moving part. Designed to read and write

digital data only, the ESF suffers from none of the drawbacks of cassettes - without the expense of disks.

Several versions of the ESF are available, for the TRS-80, Apple, PET, OSI and an RS 232 unit. Even the slowest of the units is 15 times faster than a cassette, and all are as reliable as disk drives - in fact a lot of users say they are more reliable!



excellence in electronics

exatron

To get further information about the ESF give Exatron a call on their Hot Line 800-538 8559 (inside California 408-737 7111).

If you can't wait any longer then take advantage of their 30 day money-back guarantee, you've nothing to lose but time!

181 Commercial Street Sunnyvale, CA 94086



