9/85



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- Supercross/XT
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"2001"

42

- "2001"

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munication

8

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Pasquale"

Old French

A	R	OSS	47	-	Part of
1	-	Horton the			HEW
		clephant	49	-	Little one
		ended here	50	-	Computer
8	-	Mrs. Robin-			
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14	-	A villain in			module
		~2001~?	51	-	Emulate
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		makeup			sign
17	-	It means	55	-	Highest ra
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18	-	Witness			Lloyd's
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		computer			identify an
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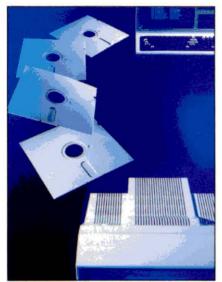
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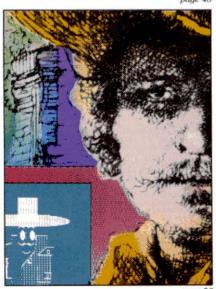
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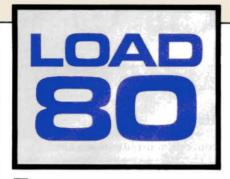
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oad 80 gathers together selected programs from this issue of 80 Micro and puts them on a magnetic medium for your convenience. It is available on tape or disk, and runs on the Models, I, III, and 4.

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Not all programs will run on your system. Some Model III programs, for instance, will run on the Model 4 in the Model III mode, but not in the Model 4 mode. You should check the system requirements box that accompanies the article to find out what system configuration individual programs require.

If you have any questions about the programs, call Keith Johnson at 603-924-9471. Yearly subscriptions to Load 80 are \$199.97 for disk, or \$99.97 for cassette. Individual loaders are available on disk for \$21.47 or on cassette for \$11.47, including postage. To place a subscription order, or to ask questions about your subscription, please call us toll free at 1-800-343-0728 between 9 a.m. and 5 p.m. Or, you can write to Load 80, 80 Pine St., Peterborough, NH 03458.

Directory

Subroutines

Article: My 10 Favorite Assembly-Language Subroutines (p. 48). Systems: Model III, 32K RAM; Model 4, 64K RAM.

Ten input and screen-handling subroutines.

Languages: Disk Basic, Assembly. Cassette filespecs: B, C, LIST4, D. Disk filespecs: LIST1/BAS, LIST2/BAS, LIST3/SRC (source code), LIST4/SRC (source code), LIST5/BAS.

Crosscheck

Article: A Basic Programmer's Best Friend (p. 66). System: Model 4/4P, 64K RAM.

A Basic cross-reference program. Languages: Disk Basic, Assembly. Cassette filespec: E, CROSS. Disk filespecs: CROSSCHK/BAS, CROSS/SRC (source code), CROSS/CMD (object code), KEY-WORDS/ASM (source code).

Rembrandt

Article: Drawing in Detail (p. 56). System: Model III, 64K RAM; Model 4, 64K RAM; high-resolution board. An icon-driven graphics editor. Language: BasicG. Cassette filespecs: F, G, H, I, J. Disk filespecs: REMBRAN3/BAS, REMBRAN4/BAS, SCRNGRID/ BAS, HEXAGON/BAS, COM-PUTER/BAS.

Line

Article: The Next Step (p. 90). Systems: Models I and III, 32K RAM, Radio Shack EDTASM. A line-drawing subroutine and sample Basic program. Language: Disk Basic, Assembly. Cassette filespecs: LINE, K. Disk filespecs: LINE/SRC (source code), LINE/BAS.

Report Card

Article: Spreadsheet Beat (p. 94). Systems: Models I and III, 48K RAM, VisiCalc.

Calculate students' grades based on tests, assignments, and classwork.

Disk filespecs: RPTCARD/VC.

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On Piracy, Scripsit, and the Model 4P

see by my directory that my Side Tracks disk is filling up with lots of little 1.5K files. Time to chain them together and clean up this mess.

Piracy—No Longer an Issue?

Ah, to be young again. Remember those hot and furious days when copy protection was *the* issue in the TRS-80 community? When the mere mention of the words would give users and vendors apoplexy?

That was back in late 1982 and early 1983. In the eye of the storm was Powersoft's SuperUtility Plus, a program that would unprotect disks but was itself copy-protected. 80 Micro kicked off the fuss when we asked readers whether we should publish the address of a reader who wanted to offer a way to unlock SU.

We received more mail on the subject than on any other in our history. On one side were consumers who felt they had a right to copy disks for their own use. On the other were manufacturers who argued that protection was the only reasonable way to stop piracy.

Now comes the news that Powersoft has decided to remove the protection from SU. The company is not protecting its new IBM PC version of SU and could not justify protected and unprotected versions of the same product.

I suspect that Powersoft's move will prompt little comment from the TRS-80 community. While protection remains a volatile topic in other markets, it stimulates about as much debate among TRS-80 users as last week's weather.

Perhaps copy protection is no longer necessary. Perhaps all the pirates moved on to Commodore, IBM, and Apple machines. Or perhaps the manufacturers have given up, choosing to trust consumers and hope their trust is rewarded.

When You're Number 3...

I see from an Infocorp. study published in *InfoWorld* that Scripsit was the third best-selling word processor on the market in 1984. It sold 150,000 units, surpassed only by Applewriter (254,000) and Wordstar (290,000), and accounted for 13 percent of worldwide word processing sales. Among the packages it beat out were PFS:Write, EasyWriter, Multimate, and Perfect Writer.



If nothing else, the study points to the TRS-80's invisible but significant presence in the microcomputer industry. It also indicates how important such reports can be in giving a product credibility. Too bad Tandy is so reluctant to give out sales figures on its computers and software; such editorial coverage goes further than advertising and word of mouth ever could.

So Long to the 4P

I liked the Model 4P. It was a classy piece of hardware, with a clean design and nice feel. When Tandy discontinued the machine in May at \$650—halfprice—it gave consumers the best bargain they've ever gotten from a major computer manufacturer. Many shoppers apparently agreed; by the end of May, you couldn't find a 4P to save your life. It's unfortunate that more people didn't discover the machine sooner.

But while the demise of the 4P is lamentable, it's easily explained. To begin with, Tandy never really marketed the machine. The company seemed instead to sneak it into Radio Shack stores in the dead of night. In fact, some people in The Towers didn't even know the machine existed until they saw it in the catalog.

But the chances are that the 4P's life would have been short even if Tandy hadn't orphaned the computer. Transportables simply don't have much of a market niche. They're neither fish nor fowl; they don't have the full capabilities of a desktop, but aren't as manageable as a true portable. Tandy's experience with the 4P proves once again that a good product doesn't necessarily translate into good sales. You need potential customers and you need to market it aggressively.

As for all you new 4P owners, congratulations. You got a deal, the kind you probably won't find again for a while.

More on Word Processing

Last month I discussed some of my reservations about word processing. I have several other comments that didn't make the editorial cut, these from an editor's, rather than a writer's, perspective.

I've noticed a disturbing trend among some writers to use their word processors as a smoke screen to hide mediocre writing. Their manuscripts will be impeccably produced on letter-quality printers, with proportional spacing, justified type, boldface and italics, and centered heads. They will even include, in the upper right-hand corner, the exact number of words in the article.

The manuscript looks and feels great, until I start reading it. Then I discover that it's full of muddy prose, poor grammar, spelling errors, and incorrect punctuation. These people should have invested in remedial writing lessons instead of daisy-wheel printers and fancy word processors.

Then there's the case of the query I got recently from a would-be author who had obviously merged a mailing list with a form letter, adding my name and "80 *Micro*" where appropriate. The results included such seductive lines as "Thank you, Eric Maloney, for the opportunity to write for your publication: 80 *Micro*."

Needless to say, this was one opportunity the writer will never enjoy.

The IBM Influence

Here's an interesting fact gleaned from recent 80 Micro surveys: Somewhere between 20 and 25 percent of our readers own or use an MS-DOS machine. This puts IBMs and compatibles fourth behind the 4/4P, III, and I. Many of these MS-DOS systems are used by people who also own TRSDOS machines, showing IBM's influence even in the TRS-80 world. Vendors of TRS-80 products would do well to note the potential here to expand into new markets, if they haven't done so already.■



Circle 91 on Reader Service card.

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WHAT IS DOTWRITER?

DOTWRITER uses the "bit-image" graphics of your printer to produce the kinds of stunning results shown inside the box. It is a full-function text printing program, so you can inter-mix different character sets, do centering, paragraphs, pagination, magnification, draw horizontal and vertical lines, reversals (black on white), and even print right-justified proportional text.

DOTWRITER includes the printing program, complete documentation, and fourteen useful typefaces (60 to 90 characters per typeface). We will include the 170-page Letterset Reference summary at half-price (\$10.00) with your order.

To use DOTWRITER, just write your text with any popular TRS-80 Word Processor (such as ALLWRITE or SuperScripsit), add the necessary formatting commands,

and DOTWRITER will do the rest.

36 more letterset disks are available separately. Each has 3–12 complete typefaces. The disks costs less than \$25 each and

you may purchase them at any time.

SIDEWAYS SPREADSHEETS

fyour VisiCalc spreadsheets are too wide for your printer, our "LONG-VIEW" option may be just what you need. It is an add-on that turns spreadsheets sideways so that DOTWRITER can print them down the page instead of across. LONGVIEW comes with three additional fonts.

EQUIPMENT REQUIREMENTS

DOTWRITER needs a TRS-80 I, III, 4 or 4P with 2 disk drives and 48K of memory. Separate versions of DOTWRITER support EPSON MX-80 with Graftrax, MX-100 with Graftrax-Plus, and FX, JX, RX; C.ITOH 8510/1550; MICROLINE 84-2/92/93; RADIO SHACK DMP 110-2100/CGP-220; GEMINI 10X/15X and other STAR printers. We printed our samples on an Epson; sizes may vary on other printers. Many of the fonts shown above are available at extra cost.

Send for free print samples! We've only shown you a few of the 240 DOTWRITER fonts. For the best in TRS-80 graphics printing, we suggest you order DOTWRITER today, toll-free.

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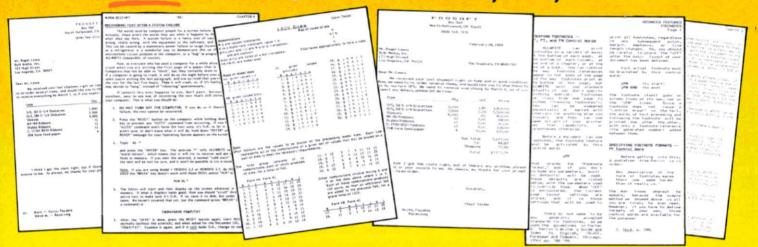


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INPUT

Disenchanted With DeskMate

Frankly, I find it just about incomprehensible that any reviewer who had really tried out DeskMate 1.0 could give it a four-star rating (May 1985, p. 31). I bought a Tandy 1000 with 256K of RAM, naturally figuring I could write to a drive-B disk with DeskMate in drive A. This turned out to be impossible, and nobody warned me about the problem.

Since DeskMate is more than 300K large, the only acceptable way to use it is to delete just about everything from the program except the part you're using. Following the instructions in the manual, I tried to get DeskMate and MS-DOS on the same disk, but this, too, turned out to be impossible. Your reviewer, Bradford N. Dixon, didn't mention any of this.

As for the four-star rating in the category "Bug free," you must be kidding. DeskMate 1.0 has more bugs than you can shake a stick at. To mention just one: Changing a file was impossible, with the program merrily jumping between the old and new names ad infinitum.

If "taken together, DeskMate's documentation is the best [your reviewer has ever] seen for any Tandy program," then I shudder to think what the others must have been like. I doubt that the documentation writer clearly addressed himself to the problem of the knowledge level of the intended reader.

In justice to Tandy, I should mention that the revised version (1.1) does, insofar as I have tested it, appear to contain the improvements that you listed under "Late-Breaking News."

I deem it inappropriate to criticize any program for the in- or exclusion of features it wasn't designed for. The real question is how well the programmers of version 1.1 have accomplished the goals they set for themselves and how DeskMate compares with other integrated programs of equal length.

Ralf F. Munster Decatur, GA

I stand by my rating. Yes, DeskMate is a long program, but Tandy's instructions for putting it on a bootable disk are simple and they do work. Put an MS-DOS system disk in drive A, a blank disk in drive B, and type in FORMAT B: /S. When the format is complete, put your DeskMate master in drive A and



type in COPY •.• B:. Granted, you have only about 12K of disk space left, but you can use drive B to store files, simply by specifying that drive when you type in a file name. I find no bug when changing a file name.

The documentation is explicit and complete. The tutorial booklet guides the first-time computer user, the DeskMate Reference Manual gives further explanations of commands, and the Quick Reference Guide answers the occasional question a seasoned user might have. What more could you ask?

-Bradford N. Dixon

His

Congratulations for your stand against the onslaught of lib lingo (Input, June 1985, p. 12). Male pronouns have been used generically for hundreds of years. Nevertheless, on p. 22 of the same issue, you permit "he or she."

> Robert N. Pinkerton San Antonio, TX

Hers

Your response to Betty Burnett's letter regarding the use of "he" versus "she" ended with the sentence, "Fortunately, people generally understand that

80 Micro's BBS is open 24 hours a day. It offers programs you can upand download, special-interest groups, and a classified section. You can reach the board at 603-924-6985; UART settings are 300/1200 baud, 8bit words, 1 stop bit, no parity. this is a term of convenience rather than a purposeful bias." This is, unfortunately, wrong. The problem goes beyond trying to avoid being sexist, verbose, or grammatically incorrect.

The use of the male pronoun in writing is a product of, and still very much a part of, our society's history of sex stereotyping. Most people, when reading about doctors, lawyers, or programmers, will do a double take when they come across "she" or "her." This is because it clashes with the mental images they are programmed to invoke when thinking about these vocations. Use of the male pronoun has the insidious effect of shaping expectations. If we do not question it, we will carry sex stereotypes into the next generation.

I admit that 80 Micro does better than many magazines in dealing with sex stereotypes. Most of your articles speak directly to the reader, using "you" or plurals. And longtime readers will surely remember that Mercedes, the computer whizchild in the Gamer's Cafe, was female.

This does make it curious that you balked when the question arose. I would suggest that the creative editor should be able to get around the difficulties you mentioned. Or perhaps, better still, go ahead and use "she" (in every other article?). Make a point; shake up our mental images.

> Deborah Crocker Charlottesville, VA

Volks Remedy

In his review of Volkswriter Deluxe in the May 1985 issue (p. 110), John B. Harrell III observes that the Tandy 2000 Volkswriter does not support any non-Tandy printers and that the Tandy 1000/1200 version of Volkswriter does not support any Tandy printers. To take care of this, Lifetree Software's customer service department will supply the additional printer drivers at no charge to any Tandy dealer who requests them.

Regarding the problems Harrell noted with MS-DOS 2.22, it appears that changes in the new RAM BIOS (Basic input/output system) are affecting the video display on the Tandy 2000. We are investigating the problem and hope to resolve it soon.

> Vicky L. Boddie Lifetree Software Inc. Monterey, CA

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- Unlimited translation of English text to clear speech.
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with the vs-100 voice synthesizer



The VS-100 system. (Model I shown)



Specify Model I, III, 4 or 4P.

Model 4P needs short 50 pin extension cable 14.95

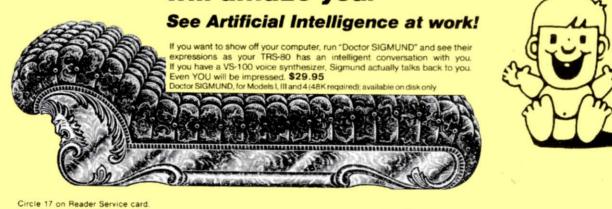
TEXT-TO-SPEECH SOFTWARE

- Talker 4.0 for Model 4. Includes Talker 2.0 for Model III mode. On disk only..... 39.95
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Small Print: Model I: unit plugs into keyboard or expansion interface 40 pin bus. • Model III,4,4P: unit plugs into 50-pin I/O bus, Model III VS-100 works with Model III,4,4P. Use our "Y-cables" (see next page) if your bus is already used.

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G•Your answer to Brian Voth's letter in the February 1985 issue (p. 18) regarding an address for Progressive Computer Products was incorrect. That company still exists: however, they're doing business as Micro Mainframe and their address is 11325-E Sunrise Gold Circle, Rancho Cordova, CA 95670.

They no longer directly sell products for the Model III or 4. They do manufacture the controller board that Brian Voth asked about. We at IJK Inc. sell the board as part of our upgrade kits. Micro Mainframe also manufactures floppy and hard disk controller boards for the IBM PC and compatibles including the Tandy 1000 and 1200. (William O. Jellerson, IJK Inc., Maple Valley, WA)

A: Thank you for writing.

Gourse from Radio Shack. Every time I try to run it on my Model 4P, I get a disk error. The disk works fine on a Model 4. What's wrong? (Edward Hitchens, Pufalluf, WA)

A Something is wrong with your copy of the program. The training course is supposed to work on both the Model 4 and the Model 4P.

G•Regarding Chris Candreva's question about using TRSDOS 1.3 with 80-track disk operation: While TRSDOS 1.3 is bug-free and simple to use, extensive modifications such as hard disk drivers and double-sided floppy disk drivers are really not worth it, considering the availability of good and reasonably priced operating systems such as LDOS, DOSPLUS, and NEWDOS/80. However, since Model IIIs and 4's in Denmark come with 80-track single-sided drives as the norm, I have an 80-track version of TRSDOS 1.3.

I'll be happy to send a copy to any interested reader if he or she sends proof of ownership, like an original disk or a photocopy of the Tandy Registration form, and \$5 to cover expenses.



Also specify your drives' stepping rate, if you know it, so I can send the system best suited to your drives. I want to emphasize that this is a single-sided version. In fact, if anyone has modified TRSDOS for double-sided operation, I would be interested in hearing from them. (Nield-Jorgen Biergstrom, E-C Data A/S, Tornevangsvet 88, P.O.B. 116, DK-3460 Birkerod, Denmark)

• Thanks for writing and making • your generous offer.

G•In the May 1985 Feedback Loop (p. 16) you told Carlos Matos he wouldn't be able to find a book about Model I double-density operation. The first chapter of the TAS Programmer's Journal #19 is titled "Everything You Ever Wanted to Know About Model I Doublers," by Paul Snively. And it does just what the title says, if you have the technical savvy to follow along with it. Otherwise it gives you the routines on disk so you can "cookbook" it. The book is available from The Alternate Source, 704 North Pennsylvania Ave., Lansing, MI, 48906.

As for Matos' other questions: NEW-DOS/80 1.0 should boot up fine with the doubler in place. I do it all the time. Obviously you'll still be working in singledensity, because that's all that 1.0 supports. Matos said NEWDOS/80 V1.0 wouldn't load. Obviously, you can't use TRSDOS 2.8 to load another DOS over itself.

His problem with Edit/CMD is not with the doubler; it's with TRSDOS 2.8. This DOS is incompatible with almost all /CMD programs, even Radio Shack's own! I suggest getting NEWDOS/80 2.0 as your double-density DOS. It comes with the necessary zaps to make Edit/ CMD run correctly in double-density format. (Phil Holden, Richardson, TX)

A •I think I can be forgiven for not knowing about that one, since the TAS series had a limited circulation.

•I have some information that •may help James Patterson, who wanted to use Scripsit with Japanese characters (May 1985, p. 17). Radio Shack's LP-VI printer can print the Japanese Kata Kana alphabet as characters 160-223. To make the printer do this, remove the printer case and find the small slide switch (SW1) in the middle of the printed circuit board beneath the platen. Move the switch from "A" to 'J." Reassemble the printer and use a word processor to print the characters from 160-223. By the way, if you want an up-arrow instead of a bracket on your printouts, close DIP switch number 4 to select Radio Shack's codes for CHR\$(91) to CHR\$(95). (Ed Haynes, Napa, CA)

A •I didn't know the LP-VI could do •that; thanks for the info.

G•1'd like to use two 1-megabyte 3½inch drives as a sort of poor man's hard disk system on my Model 4. Will the TRSDOS 6.2 Device command recognize and properly configure the DOS to let me use them as external drives 2 and 3? The manual doesn't state any limits for disk size or number of cylinders. These parameters are significantly different between 3½-inch and 5½-inch drives.

Granted, with 20–50 megabyte hard disk drives available, a meager 2 megabytes isn't all that much. But it sure is cost effective (about \$300 for two drives, case, and power supply) and requires no extra hardware (hard disk controller/interface) or software! (Earles L. McCaul, Tucson, AZ)

A • The only requirement for the 3½inch drives is that they follow the Shugart drive standard (the Shugart drive connector is the standard for drives just as the Centronics printer connector is the standard for printers). That is, they must be plug-compatible with

Newclock-80 \$69.95

The right time at the right price! Keep the time and date with quartz accuracy. even when your computer is off. The backup lithium battery (included) will last for over 2 years. Software on tape or disk, please specify. Use "TIMESET" once to set the clock. Use "SETCLK" to set your computer's internal clock (at power up) or use "TSTRING" so that the "TIME\$" function reads the Newclock. Connection: Model I: plugs into the keyboard or expansion interface. Model III: plugs into the 50-pin I/O bus. Compatible with all operating systems.



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those printer cables. With the Printswitch, you can have 2 printers connected to your computer and you can select either one at the flick of a switch. Works with any printer, plotter, or device that uses the parallel printer port. Simply plug the 14 inch Printswitch cable into your computer, and plug your existing printer cables into the Printswitch. This is the nicest unit on the market. Superior quality board with gold plated edge connectors. For Models I,III, 4 and 4P.

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When it's time for fun, don't be without your Alpha Joystick. Do you know that most action games are Joystick compatible? Stop pounding on your keyboard and enjoy real arcade control. The joystick can also be used with BASIC programs; simply do J=INP(0) to read the joystick position (8 directions and fire button). Model I: plugs into keyboard or expansion interface. Model III. 4 and 4P: plugs into 50-pin I/O bus. The Alpha Joystick comes fully assembled and tested, ready to plug in and enjoy. (Specify Model I, or Model III.4).

Interfacer-80 \$159.00

Low cost input and output device. The outputs consist of 8 relays (rated 2 Amp @125V), easily controlled using "OUT" commands. For example, OUT 0.0 turns all the relays off. Eight LED's show the states of the relays. The 8 inputs are optically isolated, so it's safe and easy to connect external devices (switches, sensors, thermostats, etc.). Simple "INP" commands read the inputs. Connection: Mod I: 40 pin bus. Mod III, 4, 4P: requires 50-pin 1/O bus converter (\$39,95) plugs into 50-pin I/O bus. Comes complete with power supply, cable, and detailed manual. (Up to 8 interfacers can be connected to your TRS-80 using our Y- cables).

Analog-80 \$139.00

Special Cables

8 channel 8 bit Analog to Digital converter. Your TRS-80 can read voltages. temperatures, pressures, light levels, etc. • Input range: 0 to 5.1 Volts. Resolution: 20mV.
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Y-Cable for Mod I bus (40 pin): • x2-40...\$29 • x3-40...\$44 • x4...\$59 • x5..\$74 Y-Cable for Mod 3 & 4 bus (50-pin): • X2-50...\$34 • X3-50...\$49 • X4-50...\$64 Disk drive cable (34 pin): • 2-drive...C162:\$32 • 4-drive...C163:\$45 For printer and drive (34-pin)...C165:\$22 Extension cable, 4 foot:

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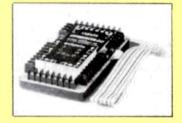
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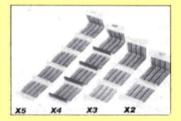
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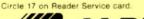












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FEEDBACK LOOP

standard 5½-inch drives. The problem is that I can't find anyone who currently has a mixed set of drives to verify my information, so I can't say for sure if the naked drives are compatible or if the case and power supply for the $3\frac{1}{2}$ -inch units contain an adapter for the Shugart drive standard.

In any event, if you get a 3½-inch drive, make sure you also get the technical manual for it so you can configure the drives properly as external drives 1 and 2. If you decide to use a Radio Shack keyed cable (the connector for drive zero doesn't have the teeth for drives 1, 2, or 3 and the connector for drive 1 doesn't have the teeth for drives zero, 2, or 3), then you must make sure that you don't have the 3½-inch drives configured for any particular position. Once you have the drives installed, you just have to tell the DOS the drive specifications.

G•I heard from an IBM service engineer that their programs that use the Basic ROM will run on compatibles (like the Tandy 1000) if you have Basic on the disk. Is this true?

Also, do you know of any Basic programs that rotate pictures in a circle on the Tandy 1000's screen? I'm trying to work up an animation sequence and this is the only piece missing. (Charles N. Ezzell, Rocky Mount, NC)

A •When you are using disk Basic on the IBM, the computer ignores ROM Basic. Since Tandy sells the same version of Basic that comes with the IBM PC, you can move programs between the two computers without trouble. As yet, I haven't run across any programs for rotating pictures in IBM Basic.

9•I bought a Shugart-compatible Digital RX180AB double-density floppy disk system, which comprises two 5¼-inch floppies and power supply. I want to interface it to a 48K Model I with Expansion Interface. Can you tell me how? (Ray Olson, Rockford, IL)

A •You've got two possible solutions, depending on how much work you want to do. First and simplest, buy a Radio Shack Model I drive cable, remove the DB-25 connector at the rear of your DEC RX 180AB, run the cable through the slot, remove the internal drive cable of the RX 180AB, and plug in the Radio Shack cable. That's it. The RX 180AB's drives are standard and have a Shugart-compatible connector. DEC just uses an internal cable to go from the drives (34-connector) to a DB-25 connector. This prevents customers from using anyone else's drives with DEC computers.

Second, you can make your own drive cable by buying a length of 34-conductor ribbon cable terminated at one end with a 34-pin edge-card connector and at the other with a DB-25 connector.

For those interested, the RX180AB is a set of standard 40-track drives. John Meshna Jr. Inc. (P.O. Box 62, East Lynn, MA 01904, 617-595-2275) sells them as surplus in original sealed cartons for \$250.

G•In your June 1985 column (p. 17), you tell Yulee Johns how to use the Device and SYSGEN commands to permanently enable drives 2 and 3. But the SYSGEN routine only adds to the boot-up time and does not appear on disk back-ups.

Here are two patches that will do the same thing. To install the patch for drive 2, at TRSDOS Ready type in PATCH BOOT/SYS.LSIDOS:0 and press the break key. Then type in (D02,84 = C3: F02,84 = C9) and press the enter key. To install the patch for drive 3, type in PATCH BOOT/SYS.LSIDOS:0 and press the break key: then type in (D02,8E = C3:F02,8E = C9) and press the enter key. (*Richard F. Krak, Clifton, NJ*)

A• Thanks for the assistance.

G•I use SuperScripsit on my Model 4P, and the blinking cursor is driving me crazy. Trying to read what I've just typed with the cursor blinking is like listening to water dripping in the sink. Do you or any of your readers know of a patch? (Steven A. Melnick, Willimantic, CT)

• I haven't seen such a patch yet: • has anyone else?

G•We recently equipped our classrooms with Model 4's (networked) and the faculty offices with Model 4Ps. We're using SuperScripsit but, because it's sometimes cumbersome, we wonder if you recommend any other word processing programs. (Manny Paraschos, Department of Journalism, University of Arkansas at Little Rock, Little Rock, AR)

A. You'll find three premium word processors for the Model 4/4P: Lazy Writer (Alphabit Communications, 13349 Michigan Ave., Dearborn, MI 48126, 313-581-2896), LeScript (Anitek, P.O. Box 361136, Melbourne, FL 32936, 305-259-9397), and Allwrite (Prosoft, Box 560, North Hollywood, CA 91603, 818-764-3131). Each has its own strengths.

Capsulizing them would take too much space, so the best I can do is refer you to past reviews: Allwrite in November 1984 (p. 35), LeScript in April 1984 (p. 33), and Lazy Writer in September 1982 (p. 102). The September issue includes an overview of the Model I/III word processing software available at that time. Back issues can be ordered from the Back Issue Order Department, 80 Pine St., Peterborough, NH 03458. (See also our feature on Model 4 word processors planned for the November issue—Eds.)

I prefer Allwrite because it gives me certain features I need, such as automatic tables of contents and indexes and proportional printer spacing support.

G•I have a 16K Model 4 that I upgraded to 64K and Percom Data drives, and have been having a problem with Micro-Systems Software's DOS-PLUS 3.4. When I run Diskzap to copy disks, I sometimes get a "CRC error during read" message. I called Micro-Systems and they said, "Possible head troubles." I called Percom Data and they said, "Cleaning too much will possibly cause head problems."

I got Radio Shack's Disk Drive Analyzer and passed all tests but the write/ read test. I don't understand why I can't pass this test but don't get any errors when using all the DOS's functions under normal programming and running. I can copy from drive to drive, use disks formatted on other Model IIIs, and use my disks in other Model IIIs.

My question is twofold: Is there really a problem with my drives, and does the Disk Drive Analyzer have a problem with the read/write portion with different drives? (George M. Crews, Gurley, NE)

A interproblem is with your drives. First, what kind of disks are you using? A single-density disk in double-density mode will cause a heavy and fast buildup of garbage on the drive head. And the brand of double-density disks makes a difference, too. The coating on the diskette surface varies from manufacturer to manufacturer. Some are very hard and some are very soft. The softer coatings break down and flake off more quickly, with a resulting build-up of trash on the drive head.

Cleaning your drive heads daily or weekly will definitely wear the heads down faster than normal (all cleaning disks are slightly abrasive, some more than others). In a perfect world, the drive heads would never get dirty and never need cleaning, but we all know better. So if you run your drives hard all day long, you should probably clean them once a month. I don't use my drives that hard, and clean them about once every six months to a year, or whenever I start to experience what I think might be head problems (about once a year).

If you must clean your drive heads frequently, use rubbing alcohol and cotton swabs (Radio Shack sells cotton swabs on 6-inch sticks, long enough to reach the drive head from the drive door without disassembling the case).

Second, have you ever had your disk drives aligned and tested? If the drive head's azimuth or track-to-track centering is somewhat off, you could get intermittent problems like you describe. Another possibility is the drive motor. If it isn't running at a steady pace, you could have problems. Few motors stay exactly on the 300 revolutions per minute that drives are supposed to maintain; a slight drift outside the normal 2 percent variation range will cause CRC problems. Older drives might need their drive belts replaced (the old ones are probably loose and slipping).

Third, the problem could be your drive controller board. An excellent tutorial on disk drive maintenance, "Drive Ways," is on p. 42 of the September 1984 80 Micro.

I haven't heard of any problems with the Radio Shack Disk Drive Analyzer, but if the stepping rate used in the tests is faster than the drives can handle, you would get the results you report.

G•The Model I has a beautiful feature that lets you trace the number of lines your printer has printed at any time. I can easily print what I want at the line where I want it simply by programming a subroutine after every print sequence (see the Program Listing).

I can't locate anything that will do the same on the 4P. FFHARD in the •PR filter or the SYSTEM"TOF" gives me a topof-form (TOF), but that's not what I want. I must be able to count the lines printed and determine where my next section of print will go without a top-ofform interrupting it because a TOF will destroy the continuation of my output format. I also want to signal my program when a TOF has occurred, so I can print my new page heading related to the next subject. (Frans de Jong, Chief Surveyor, PRC Engineering Inc., East Hartford, CT)

A •You can find the number of lines •sent to the printer, but only if you've installed the Forms printer filter/ driver. TRSDOS 6.X.X doesn't know or care how many lines the computer has sent, but the printer filter does. You need to find the printer filter in memory and count from its beginning to the location where it stores the Lines Printed value. With this information, you can have your program PEEK that location whenever needed. The problem is in finding where the DOS has installed the filter.

You have to use •GETMOD to get this information, preferably before you go into Basic. The TRSDOS 6.X.X *Technical Reference Manual* provides the instructions, as well as the information on the relative location of the Lines Printed value in the printer filter/driver. Good luck.

Q•W.B. Mair's question in April (p. 14) about using each side of a double-sided drive independently is timely, in light of the commentary by Powersoft in the August 1984 issue (p. 27) about using hard disk platters the same way. My system uses double-sided drives as two independent units and I must report excellent success.

The solution proved simple. No special programming, no trace cutting; just plug it in. A switch and a diode are all you need for each drive. Alternately, a single switch and diode will select the back side of all drives in the system at the same time.

The drive select gates are as follows: drive zero equals pin 10, drive 1 equals pin 12, and drive 2 equals pin 14.

These pins are on the circuit board of both the disk drive and the computer and are maintained at +5 volts when the drive is unused. When the computer selects the drive for disk input/output, it connects one of these pins to signal ground and activates that drive. Signal ground pins all have odd-numbered lines and signal select pins all have even numbers.

The side-1 select gate is on pin 32, maintained at +5 volts until the computer wants to write to the reverse side of the disk, when it is switched to signal ground. The trick is to connect signal ground to pin 32 (side-1 select) at the proper time. A simple switch will do. When you connect pin 32 to signal ground (one of the odd pins, preferably pin 31), all drives will select side 1 all the time. But if you have more than one drive in the system and want to selectively use side 1 of any drive, you need a switch for each, and must selectively connect pin 32 (side-1 select) to one of the drive select pins (10, 12, or 14).

For this reason, you use a switching diode to isolate the drive select signals from each other, or else all drives switched to select side 1 would activate simultaneously. You connect the cathode of the diode to the drive select pin (10, 12, or 14), and the anode to the switch. You connect the other pole of the switch to pin 32, one for each drive you want to switch. When the computer selects a specific drive and the switch is closed, the gate at the drive select pin will go to signal ground, clamping pin 32 to signal ground also and giving you side one instead of side zero.

Some words of caution:

You must use a germanium switching type diode. A silicon diode tends to drop too much voltage across its junction. Radio Shack offers 1N34A germanium diodes and small mini- or micro-toggle switches (and small utility boxes to house them).

The easiest way to make these connections is by inserting an extender cable with two male connectors on one end and one female on the other between your computer and drive cable. One of the male connectors goes to the drive cable, the other to your switch box.

This works well with my favorite DOS. DOSPLUS 3.4D. In double-sided doubledensity operation, this DOS treats the back side of a disk as an extension of the front side and only has a directory entry on side zero. When limiting the number of directory entries while expanding available data space, you can run out of directory space before you fill the disk. When you can select each side independently, you can call directories for both sides. To change to another DOS, flick the switch to normal operation.

You can use the same technique to write-protect any or all disks in the system without fussing with tabs on disk covers. By using a switch with a centeroff position, you can write-protect drive zero, drive 1, or none through the hardware. (Bob Harvey, Medford, NJ)

As you can see, folks. you can use double-sided drives as two drives each, but it does require a bit of hardware work. By using a separate box to control the switching, you won't have to worry about ruining your drives, because all the switching happens before the signals arrive at your drives. ■

Terry Kepner is a freelance writer and programmer, and an associate editor of 80 Micro. He writes monthly columns for Portable 100 Magazine, Hot CoCo, and Under Color. He's been writing about microcomputers since 1979.

10000 REM LP=Line Printed, LN=Line Next 10010 LP=PEEK(16425) 10020 FOR J=LP TO LN:LPRINT":NEXT J 10030 LI=INT(LN/10):LN=((INT(LI))+1)*10 10040 IF LN<50 RETURN 10050 LP=PEEK(16425) 10060 FOR J=LP TO 60;LPRINT";NEXT J 10070 LPRINT"(bottom title)":LPRINT CHR\$(12):POKE 16425,0:RETURN

Program Listing. Subroutine to trace number of lines printed.



PRESENTS MONTE'S WINDOW

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(Radio Shack 5M, 12M, 15M, 35M • Aerocomp/Percom 5M, 10M, 15M, 30M • Bi-Tech 5M, 10M, 11M, 15M, 20M, 30M, 40M)

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Hardware Prices: Decline and Fall

Tandyland

In the fiercely competitive microcomputer market, there's no such thing as resting on your laurels. Just six months after introducing its popular Model 1000, Tandy knocked \$200 off the price and introduced a 10megabyte hard disk drive version, called the Tandy 1000 HD (see the Photo).

IBM broke the \$1,000 price barrier for an MS-DOS computer late last year, when it discounted the ailing PCjr to \$995. Tandy's willingness to follow suit with the hot-selling 1000 shows its determination to maintain a price advantage over competitors.

The new 1000 HD costs \$1,999, which happens to be the price of Tandy's hard drive PC XT clone, the 1200. Since this puts Tandy in the position of price competition with itself, I asked Dave Frager, buyer for Tan-

dy's MS-DOS line, if the 1200 had a future. It does, he said, because the 1200 is aimed at "those people who want an IBM clone. The Tandy 1000 HD is an extension of the original machine, which is marketed as the machine the PC should have been and the PCjr never was." Frager and others at Tandy said they've made no decision to replace the 1200.

And what about the 80186-based Tandy 2000? It costs \$1,999 too. Tandy had high hopes for its high-performance micro when it hit the market in November 1983, but sales have been disappointing. The 2000 was partly responsible for Tandy's taking an \$18.3 million write-down at the end of 1985's third quarter (see the August Pulse Train, p. 21). All this makes you wonder how the 2000 fits into Tandy's plans. According to Bernie Appel, Radio Shack Division president, "the 2000 is still a viable product and will continue in the line."



Photo. The Tandy 1000 HD.

However, Appel has publicly conceded that "the 1000 and 1200 make the 2000 not as good a value as it was."

As for Tandy's marketing strategy

for the fall and into the Christmas season, the word from Tandy is "push the Tandy 1000." Consider the following list of new products and peripherals available or forthcoming for the 1000:

- Tandy 1000 external 10-megabyte hard hotdisk drive
- External HD controller board
- 1,200-baud PC modem board
- Memory Plus expansion board
 Printer emulator for IBM printers (700-
- Printer emulator for IBM printers (700-2118)
 The EUNdermonth of Trade 1000 total.
- The FUNdamentals, a Tandy 1000 tutorial program
- Infocom's Cornerstone data base manager

Tandy's clearly giving the 1000 all the support it can muster, almost daring competitors to take them on.

All the hoopla surrounding the 1000's success drowned out the rather quiet announcement that Radio Shack would sell off its stock of single-drive Model 4's at \$649.50. When the last one goes, Tandy won't produce any more.

This news, coming so soon after the Model 4P bowed out (see Pulse Train. August 1985, p. 21) fueled rumors that the Model 4 itself would be the next to go. As this column went to press late in June, Compu-Serve special-interest groups were abuzz with Model 4 talk. Some callers even quoted a Model 4 close-out price of \$795 and predicted that Tandy would introduce a new machine, possibly a replacement for the 4, in August.

"Not so," said Tandy's director of market planning, Ed Juge. "We've said repeatedly that there are longterm plans for our 8-bit ma-

chines. Plans that translate into years. You may not see the enhancements like a hard drive or double-sided disk drives by August, but the Model 4 is not going to be replaced."

For computer buyers, meanwhile, the single-drive Model 4 sell-off is a good deal. You can get the computer for \$650, buy another disk drive from a thirdparty vendor for \$150, and have yourself a dual-drive Model 4 for \$800. At the time Tandy announced the sale, the dual-drive Model 4 was still selling for \$1,299 at most Radio Shack Computer Centers.

Back in February, you might have noticed a Tandy advertisement in your local newspaper imploring computer owners to "Clean up, America! Throw your orphan computer or TV game on the junk pile. ..." The ad showed a pile of trashed computers surrounded by a

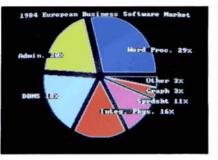


Figure. European software market share by application.

list of companies who had, in Tandy's eyes, orphaned their products, leaving consumers without support. Tandy offered \$75 or \$150 for the so-called orphans when owners traded them in for a Tandy computer.

Not everyone found the ad amusing. Victor Technologies, whose Victor 9000 was one of the products listed, has filed suit against Tandy in San Francisco's U.S. District Court. Victor wants Tandy to retract the "orphan" tag in the 1,000 newspapers in which the ad appeared, and to pay \$1 million in punitive damages.

Victor says it never stopped manufacturing, selling, or servicing the 9000, although the company has been through Chapter 11 bankruptcy proceedings. The suit charges Tandy with trademark infringement, unfair competition, defamation, and interference with business relations.

Tandy did send Victor a letter of apology, but so far has declined to publish a retraction.

Is Tandy abandoning Xenix? That was a concern at this year's Tandy Computer Business Users' Group meeting (TCBUG). Many TCBUG members are large corporate micro users who've invested substantially in Tandy's multiuser system. They wanted to know if Tandy would continue to support Xenix or jump ship to AT&T's Unix multiuser operating system.

Tandy's CEO, John Roach, told the group, "You've got AT&T on one side, and they've said they're Unix 5-oriented. IBM is on the other side, saying they're Xenix-oriented. Now, someone is going to be excluded in this battle. ... I'm not going to say which one I think will end up being excluded, but I don't want to be lined up with the excludee."

Roach's answer indicates that Tandy plans to sit back and wait before committing to one system or the other. But if Tandy, the leading seller of multiuser systems, straddles the fence, it might be a while before the Unix/Xenix issue resolves itself. Maybe AT&T and IBM should be watching Tandy, not vice versa.

PULSE TRAIN

Vendor	Market Share	Units
Commodore	23.9%	2,915,800
Texas Inst.	17.1%	2,086,200
Apple	11.7%	1,427,400
Atari	11.5%	1,403,000
Tandy	11.0%	1,342,000
IBM	6.2%	756,400
Others	18.6%	2,269,200
Totals	100.0%	12,200,000
Tab	le. Top U.S. home computer bran	ds.

A new mass-storage system is showing up at Radio Shack Computer Centers. It's called the Tandy Cartridge Disk System and Tandy's marketing it by agreement with Iomega Corp. It uses Bernoulli Box technology, a variation on hard disk drives. You get 10 megabytes of storage in the form of a flexible, removable cartridge.

A complete system costs \$2,195. The replaceable 8½- by 11-inch cartridges are \$89.95.

MicroTrends

The European microcomputer market doesn't get press in the U.S., but that doesn't mean nothing's happening "over there."

A study by the Paris-based consulting firm Intelligent Electronic Europe forecasts 30 percent growth in Europe's personal computer software market in 1985. Software sales totaled \$550 million in 1984 and could reach \$710 million this year.

But the report found that European software developers face handicaps that will tend to limit many products' growth. Their technology often lags several months behind the U.S.'s, which means a new European product may have to compete with an already established American product. When European distributors look for new products, they look to the West; it's rare for a program from one European country to be successfully marketed in another. Distribution channels are fragmented, and language barriers are a problem.

The report concludes that overall prospects for an independent European software market aren't good. Chances for success seem to be limited to two areas: managerial/administrative programs, and specialized, vertical applications aimed at smaller markets (see the Figure).

Commodore is sailing away with the

biggest share of the home computer market, according to a recent study by Future Computing. Researchers surveyed nearly 17,000 computer owners in 24 urban areas. They found, not surprisingly, that the New York metro area leads the nation in home computers, with 900,000 units. Of those computers, 30 percent are Commodores. Los Angeles has the secondlargest home computer population, of which 24 percent are Commodores.

Nationwide, Commodore has a 23.9 percent market share (see the Table). Other top brands included Texas Instruments, Apple, Atari, and Tandy/Radio Shack, which took fifth place with an 11 percent market share.

Since 1979, Software Arts has sold more than 800,000 copies of VisiCalc. But when Lotus Development Corp. bought out Software Arts, it decided to discontinue the venerable spreadsheet.

At Lotus' annual meeting in May, chairman Mitch Kapor called the product "mature" and said that Lotus' plans for VisiCalc "would reflect that status." In announcing VisiCalc's demise, Lotus said they'd support the program for the next two years.

Two other products that Lotus acquired from Software Arts are also in a state of transition. In July, Lotus began marketing the desktop management program Spotlight under its own logo. However, Lotus won't be selling TK!Solver, an equation processor originally designed for engineers. Instead, Lotus is looking for a third-party manufacturer to produce and market the program.

New Threads

Tandy computer owners have a new on-line source of information. . .and a new place to air their pet peeves. Delphi, the Cambridge, MA, communications and information utility, has added a Tandy User's Group to its system. The special Tandy section contains publicdomain programs, utilities, reviews, a message forum, and a "Tandy Topics" conference facility. The access number is 617-576-0862.■

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READER EXCHANGE

Prompt Attention

José E. Anaya's Basic input routine, Prompter, ("Restricted Entry," May 1985, p. 70) is neat, but it lacks one feature that I feel is important for an IN-KEY\$ subroutine: an input delimiter. I changed the lines shown in Program Listing 1a to print a series of graphics blocks, so you can tell exactly how many characters you can enter during a program run. These changes work on the Models I, III, and 4. Changing lines 150 and 190 as shown in Listing 1b gives an automatic carriage return when you've typed in the number of characters that LM specifies.

> Rod Mallery Rt. #12, Box 71-D Goldsboro, NC 27530

Just for Openers

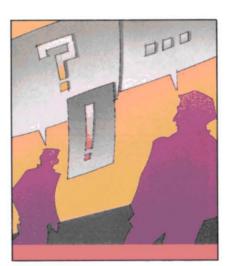
I begin all my programs with the lines: 1 GOTO 10

2 SAVE "Program Name", A:STOP

3 LPRINT LEFT\$(TIME\$.8):LPRINT:LLIST: STOP

This gives me some flexibility in how I run my programs (the program actually begins on line 10). If I want to run the program conventionally, I type in RUN. If I want to save it to disk after a modification, or save every few lines as I type in the program. I use RUN2. RUN3 prints the date and lists the program to the printer.

> Dr. Jacques Weill 43, rue Principale 37250 Veigne France



Sensor Deprivation

An incompatibility between the Epson RX-80/FT printer and the Model 4 causes problems with the Epson's paperout sensor. Pressing escape-8 disables two lines going to the computer, but the third line, pin 12 on the RX-80 side, pin 23 on the Model 4 side, remains active. This 1-byte patch to the printer driver corrects the problem:

For TRSDOS 6.1 PATCH SYS0/SYS.LSIDOS (X'0E47' = B0)

For TRSDOS 6.2 PATCH SYSO/SYS.LSIDOS (X'0E39' = B0)

The byte BO replaces the byte FO in the AND OFOH statement. This masks bit 6 and the paper-out feature now works correctly.

> Hubert C. Borrmann Star Route Box 3450 Lillian, AL 36549

> > End

Watching Serials

There's a dearth of information to help owners of serial printers operate in a world of programs designed chiefly with parallel printers in mind. I suspect the need in this area will grow, since several electric typewriter manufacturers produce units with an RS-232C port.

I have a Model III with tape input and Scripsit 1.3. The output feeds into a serial printer, but the arrangement has an awkward drawback. I have to initialize the RS-232C with a POKE instruction before loading Scripsit. If I forget to do this, I must save my file to tape before returning to Basic, or lose everything I've typed. The following addition to Scripsit does the initialization automatically:

> 42D9 CD 5A 00 CALL 005AH : CALL \$RSINIT 42DC C3 03 43 JP 4303H : JP TO ENTRY ADDR

One convenient way to load Scripsit. make the change, and save the revised version to disk is via David Trapasso's Tape48 ("Tape It Easy." January 1984, p. 112). This utility lets you load any machine-language program. read out its name and three key addresses, change memory contents, write to tape at 500 or 1.500 baud, and verify the result. The original and revised addresses for Scripsit 1.3 are:

	Original	Revised
Start address:	42E9	42D9
End address:	6AA8	6AA8
Transfer address:	4303	42D9

The same pattern could apply to many other programs. Naturally, you'd make these changes to a copy of your software, not the master tape.

> John H. Schoberg 1049 McMurdo Drive Kamloops, BC Canada V2C 3G8

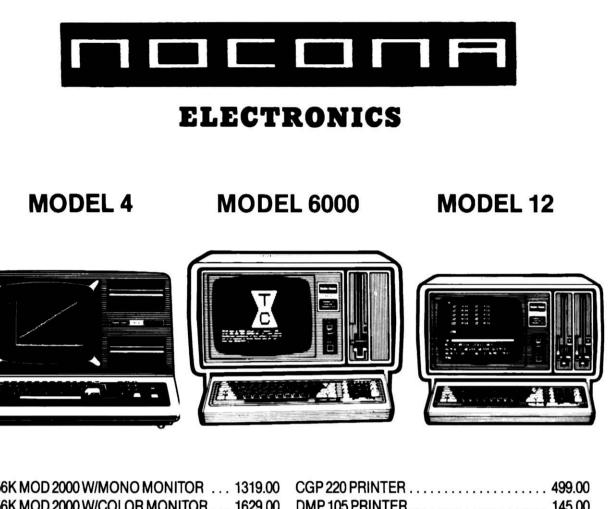
The Seekers

I'm using a Model III. and would like to find a C compiler that produces source code compatible with Microsoft's Macro-80 (M80) assembler.

> Dan Henderson 6770-65 Ave. Red Deer, Alberta Canada T4P 1A5

Program Listing 1. Modifications to Prompter.

(a)	150	IF LN=LM THEN GOTO 160 ELSE PRINT PT\$;:GOSUB 120:
		PRINT BS\$;:IF Z\$<>" THEN RETURN
	180	LN=0: BF\$="":PRINT CHR\$(15);:PRINT STRING\$(LM,132);
		STRING\$(LM,24);
	190	GOSUB 150: IF Z\$=CR\$ THEN PRINT CHR\$(14);
		STRING\$(LM-LN,30);: RETURN
	210	IF LN=0 THEN 190 ELSE LN=LN-1: BF\$=LEFT\$(BF\$,LN):
		PRINT BS\$; STRING\$(2,132); STRING\$(2,24);:GOTO 190
(b)	150	IF LN=LM THEN RETURN ELSE PRINT PT\$;:GOSUB
		120: PRINT BS\$;: IF Z\$<>"" THEN RETURN
	190	
		<pre>Z\$=CR\$ THEN PRINT CHR\$(14); STRING\$(LM-LN,30);: RETURN</pre>



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READER EXCHANGE

I'm looking for a repairman who can fix a disk controller on an LNW 80-2. The drives begin to spin on reset, but then quit before the DOS has a chance to load fully. I've tried a number of DOSes and had the drives checked. If anyone knows of a good LNW repair outlet, or has had the same problem. I could use some help.

> Alan Schmautz 1321 5th Ave. E. Kalispell, MT 59902

I have a Model I with a Lobo interface. The interface has a 40-pin edge card connector for a printer. I'm not able to find a compatible printer for a reasonable price. Radio Shack can't get me a modified cable or adapter with a 40-pin edge connector and a 36-pin plug connector. Can someone help?

> Peter M. Puchkowski 217 Strathearn N. Montreal W., Quebec Canada H4X 1Y1

Error Trap

Several lines are missing from the object code listing of Jay Walton's Tape Check program (November 1984, p. 92). You should insert the lines in Program Listing 2 after line 420.

-Eds.

My Model 4 conversion of Bruce A. and Jeffrey P. Graebner's Grapher program (April 1985, p. 40) has a problem. Grapher assumes the module PRINTR is within the main body of the program, but it isn't. This causes line number errors. The following addition to Program Listing 1 should clear up the trouble:

145 CHAIN MERGE "PRINTR", 150, ALL

Line 145 loads in the module before the main program executes.

David Engelhardt 10221 W. 101st. Place Broomfield, CO 80020

Line 1972 of Howard Potvin's modifications to NovaCalc (Reader Exchange, July 1985, p. 25) contained a typographical error. The less-than character (<) should be a left parenthesis.

-Eds.

Program	n Listing	2. Line	s missing from Tape Check object code listing.
00430	VERCHK	DEFL	s
00440	ERRMSG	DEFW	ØDØDH
00450		DEFM	**** ERROR - TAPE BAD - TRY AGAIN ***'
00460		DEFW	ØDØDH
00470	READY	DEFM	***** READY CASSETTE ****'
00480		DEFB	ØH
00490	TAPEOK	DEFW	ØDØDH
00500		DEFM	*** TAPE OKAY ***'
00510		DEFB	ØH
00520	VERIFY	DEFB	ØDH
00530		DEFM	*** VERIFYING SOURCE TAPE - PLEASE
WAIT	***!		
00540		DEFW	ØDØDH
00550	TPENME	DEFM	SOURCE TAPE NAME IS '
00560		DEFB	ØH
00570	*LIST C		
			End

Circle 374 on Reader Service card.



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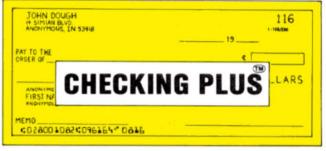
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Supercross/XT Bridges the Gap of Incompatibility

by John B. Harrell III

Supercross/XT runs on the Models I (double-density drives required), III, and 4/ 4P. Powersoft Products, 17060 Dallas Parkway, Suite 114, Dallas, TX 75248, 214-733-4475. Supercross/ XT \$99.95. Hypercross available from Hypersoft, P.O. Box 51155, Raleigh, NC 27609, 919-847-4779. \$49.95 to \$129.95.

Easy to use:	*****
Good docs:	*****
Bug free:	****
Does the job:	****

Cupercross/XT is a ver-

Satile disk-based utility that lets you easily transfer files between a TRS-80 computer and a CP/M or MS-DOS machine. It also supports full file transfer between CP/M and MS-DOS computers with no intermediate steps. I can use the files I transfer between systems with virtually no change. I also use Supercross to format disks for my Tandy 2000 to transport information to my IBM PC/XT. This is the most useful program I've seen in quite some time.

Supercross was originally developed by Hypersoft (as Hypercross) and they license it to Powersoft. Hypersoft markets four different versions of the utility: 40 CP/M formats, four MS-DOS formats (1.1/2.X), 70 CP/M and MS-DOS formats, and 130 CP/M and MS-DOS formats. Since Supercross and Hypercross are essentially the same, all comments made about Supercross apply to Hypercross.

Getting Started

Supercross comes on a standard disk compatible with the format you order. The Model 4/4P version contains the



complete disk operating system and the software (including back-up copies in case of disaster).

The Model III version comes without an operating system but works with any of the popular Model III operating systems; however, I tested it only under LDOS 5.1.4. The Model I version comes on single-density disks and requires the double-density modification to work properly.

When you first run Supercross, you answer several questions describing your computer system and the configurations available for the alien disk formats (see Fig. 1). A utility on the disk builds a configuration file that bypasses these prompts on subsequent runs. You can set up to 10 user-defined configuration files.

Supercross Commands

Once you have Supercross running, a simple menu displays the disk formats you selected and summarizes the commands (see Fig. 2). In addition to the complete command set, Supercross provides quick commands, an easy-to-remember subset of the most frequently used commands that you can abbreviate to one or two letters.

You can display a disk directory of the selected drive. The command syntax is identical to TRSDOS's and you can specify either a directory of the default alien drive or the default TRS-80 drive.

Supercross distinguishes between the native TRS-80 drive formats and the alien formats by the drive designator. Drive numbers 0-7 indicate standard TRS-80 disks and drives A-D designate disks in either CP/M or MS-DOS format.

Under TRSDOS 6.X (and

LDOS), you can reassign logical disk drive numbers to any physical drive device. But Supercross doesn't allow drive remapping with alien formats; drive A represents physical disk drive unit zero.

The versatile Copy command supports transfer of a file to and from the TRS-80 format to any other format. The XFER command transfers data between CP/M and/or MS-DOS formats. You can enter the command in full or use the quick format.

Unfortunately, Supercross doesn't support wildcard file names. Copy and XFER support three types of file transfers: image, ASCII, and random.

The image mode copies an exact image to the target disk. This is the usual method of transferring binary files such as data bases and spreadsheet files.

The ASCII file transfer mode compensates for the differences in storing ASCII files on TRS-80 and MS-DOS or CP/M computers, including carriage-return/ line-feed variations, end-of-file marks, and certain nonstandard TRS-80 characters. The random mode transfers a TRS-80 file stored with the logical record length set to fewer than 256 bytes. Supercross otherwise transfers the file in the image mode.

To remove files from the target disk, use the command with which you're most familiar. Supercross offers four alternative commands corresponding to the respective disk operating systems.

The Format command lets you format a disk in any of the available formats. You identify the target disk drive as you do for the Directory command. However, the Format command doesn't duplicate the code found in the boot sectors of the source disks. While the documentation states that some programs may reject these disks if they check the boot sector, I haven't experienced this in many transfers to MS-DOS systems.

You can change your transfer configuration by pressing the C key from the main menu; this takes you to the Configuration menu (see Fig. 3). You can select a new format from either of the two alien formats, change the default drives, the formats, or the actual disk drive configuration. The user command also provides a convenient way to access different user areas on CP/M disks.

Supercross has a powerful facility for moving files in bulk. The Tag command displays the directory of the source disk one item at a time and lets you select the option for transferring the file or for file removal.

The Star Ratings

80 Micro's star ratings reflect our reviewer's impression of a product.

In most cases, the overall rating is an average of the ratings in each of the four specific categories. However, some overall ratings may be higher or lower than this average, depending on the reviewer's subjective opinion. The stars mean:

**** Superior; *** Excellent; *** Good; ** Fair; * Poor. The ratings terms translate as follows:

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clear and helpful in explaining the product's use and anticipating user problems? Bug free: Did the reviewer encounter

any bugs while using the product? Does the job: How well does the product do what it was designed for?

SuperCROSS DOS For	rmat	: Se					er (Code.
*** SuperCross				al M	No: P41022XT ***		a la	1.22
Туре	Tks/	Sds	s/Den	Typ				s/Den
1A PC/MS-DOS 1.1	40	SS	DD	1B	PC/MS-DOS 2.0		SS	
1C PC/MS-DOS 1.1	40	DS	DD		PC/MS-DOS 2.0		DS	
1E PC Tandy 2000		DS			Aardvark		SS	
1G Access Matrix	40	SS	DD	1H	Access II	40	DS	DD
lI Altos	8Ø	DS	DD	1J	Ampro Ltl Bd.	40	SS	DD
1K ATR 8000	40	SS	DD	1L	CCS	35	SS	DD
1M Cromemco Z-2	40	SS	SD	1N	Cromemco Z-2	40	SS	DD
10 Cromemco	40	DS	DD	1P	DEC VT180 Robin	40	SS	DD
10 DEC Rainbow	80	SS	DD	1R	Eagle	80	SS	DD
15 Epson	40	DS	DD	1T	Epson QX10	40	DS	DD
10 Florida Grphics	80	DS	DD		HP 125	40	DS	DD
2A IBM PC CP/M-86	40	SS		2B	Kaypro II	40	SS	DD
2C Kaypro 4 & 10	40	DS			LNW-80/Team	40	SS	DD
2E Lobo Max-80		SS			Max-80 CPM 3.0	40	SS	DD
2G Morrow MicroDec			DD		Morrow	40	DS	DD
21 NEC PC-8001	40		DD		Osborne-I	40	SS	SD
2K Osborne-I, Exec					Otrona		DS	
2M Sanyo 1000		DS			Sanyo 1250		DS	
20 Sanyo 2000		SS			SD Computers		SS	
20 Superbrain		SS			Superbrain D		DS	
2S Teletek		SS	SD		Teletek	35	10000	DD
2U Teletek		DS			Televideo 802		SS	
3A Televideo 802		DS			Televideo 1603	80	DS	
3C TRS80 1 CPM 1.4			SD		TRS80 1 FEC	40		SD
3E TRS80 1 FEC	40		DD		TRS80 1 Omikron			SD
3G TRS80 1 Omikron			DD		TRS80 3 Holmes	40		DD
31 TRS80 3 Hurrich		-	DD		TRS80 3 MM Shfl	40	200	DD
3K TRS80 3 Omikron	1000		DD		TRS Mtzuma 1.30	40		DD
3M TRS Mtzuma 1.30				_	TRS Mtzuma 1.4x	40		DD
30 TRS Mtzuma 1.4x			DD		TRS Mtzuma 2.2x	40		DD
30 TRS Mtzuma 2.2x				_	TRS 80 4 CPM 3.0	40		DD
3S Xerox 820-II		SS			Xerox 820-II	40		SD
3U Xerox 820-II	40		DD		Xerox 820-II	40		DD
4A Zenith-Hth H89		SS		-	Zenith-Hth H89	40		סס
4C Zenith-Hth H89		DS			Zenith-Hth H89		DS	
4E Zenith-Hth Z90		SS			Zenith 2100	40		DD
4G Zenith Z100		DS			Zenith Z100 8re			
4G Zenith 2100 4I Zorba		DS			Zorba Z2000		DS	
4K Zorba Q		DS			Zorba Z2000	80		PERSONAL PROPERTY AND INCOME.
4M 8 inch CPM std.			SD	41	20100 220000	00	03	00
an o inch CPM Std.	11	22	50					

Figure 1. SuperCROSS/XT formats.

* SuperCROSS/XT * TRS-80 <-> MS-DOS & CP/M File Transfer Copyright 1985 HyperSOFT, Published by PowerSOFT Products Serial No. P41022XT Drive - B C D is format Fl PC/MS-DOS 1.1 40 SS DD Drive A - - - is format F2 Enter Command or select from Quick Menu: DA Directory of Alien disk TA Tag Alien default disk DT Directory of TRS-80 disk TT Tag TRS-80 default disk Copy FROM alien to TRS-80 T Copy TO alien from TRS-80 F FA Format default Alien drive C Set Configuration x Exit to DOS H Help Figure 2. Main menu of SuperCROSS/XT. Drive - B C D is format Fl PC/MS-DOS 1.1 40 SS DD Drive A - - - is format F2 Drive Tracks Format Skip Default Ø TRS-80 40 2 А Ν в 1 40 1 N Alien C 2 40 1 N 3 40 D N Choose from one of the following: A,B,C or D Set drive config. X Exit to command level Select default TRS-80 drive Select new format Fl Select new format F2 1 3 Select default Alien drive 2 4 Figure 3. Configuration menu of SuperCROSS/XT.

For example, you could decide to transfer all the Basic files to the target disk—just tag all the files with a /BAS extension. A simple set of keystrokes moves the entire group of files from the source disk to the target disk.

If you exit the Tag command menu, you can reenter the menu with the previous file status. This is a blessing if you mistakenly exit too soon or want to repetitively copy the same group of files to several disks. You can also save the tag list in a file and then reload it later for batch processing.

Appendixes in the documentation provide additional information on disk formats and the conversions performed. One provides a short set of instructions on making an initial configuration file containing the features you want.

It's Great But. . .

Supercross is really a time-saver. Before using it, I used the RS-232 port for intercomputer data transfers, which is slow.

But all products have blemishes: The first copy of Supercross I received didn't work very well, and Powersoft was responsive in quickly providing a new release.

I still feel that Supercross has a few problems. First, if you try to access a disk with the wrong format, the system will probably hang up, requiring a reset. This often happens when you try to access an 80-track double-sided disk with only single-sided drives, for example. I can't see any reason for the system to reset to solve this problem; a simple error message would be sufficient.

The original version of Supercross would sometimes silently die while copying or formatting an alien disk. While the newer version exhibits two related problems, the reliability is substantially improved.

First of all, the disk error-handling routine is highly critical of simple problems. Supercross sometimes rejects disks that format perfectly under CP/M, TRSDOS, and MS-DOS as bad. For instance, it claimed that one disk had flawed sectors in five tracks, but I could later format this disk on the Tandy 2000 (in 80-track quad-density mode).

Supercross still periodically slips into silent death while copying files. This is the same problem I identified with the earlier version but it doesn't happen so often. It now occurs so infrequently that I can live with it.

Conclusion

The value of this program far exceeds its price. If Powersoft fixed the few problems mentioned, Supercross would be an outstanding utility. As it is, if you work with different computers, it's a must.■

Customer Billing In a Big Way by Wynne Keller

Accounts Receivable Version 1.85 runs on the Model III (48K) and requires two disk drives. It also supports a hard disk drive. Holman Data Products, 2366 Lincoln, Oroville, CA 95965, 916-533-5992. \$149.95.

Hard disk version \$199.95. Easy to use: $\star \star \star \diamond \diamond$ Good docs: $\star \star \star \diamond \diamond$ Bug free: $\star \star \star \diamond \diamond$ Does the job: $\star \star \star \diamond \diamond$

Holman Data Products' Accounts Receivable, a large-capacity workhorse for customer billing, offers all the features you need in a data manager of this type, but it fails to provide the convenience features, like error-trapping and alphabetical sorting, you'd expect in a software package today. While this doesn't detract from the program's utility, it does make it more difficult to use than it should be.

Accounts Receivable handles large files: You can fit approximately 300 customers on a disk and use up to 30 disks. While you probably wouldn't want to do that much disk swapping, the point is that the program grows with your business. If you start with one customer disk, you can continue to split the file and add disks as the need arises.

One of Accounts Receivable's unusual features is that hard disk users can write files back to floppies and use them should the hard disk fail.

Customer Data

You must enter customer data, or at least step through each field in a record, before you can exit the data entry mode. If you type in an entry in incorrect format, the program gives you an "Invalid entry" error but doesn't specify it. When you finish with a record, you make corrections by typing in the line number containing the error and retyping the line.

You can include a status code for each customer signifying anything of interest to you, such as a customer's credit rating or type of account (retail or wholesale). For example, you could request one-third of the balance due on selected statements with these codes. Other information on each customer includes the date you set up the account, interest rate (percent per month), date of last payment, and credit limit.

While you can use lowercase letters in customer records, the program doesn't recognize them. Also, the program supports five-digit zip codes only. To help reduce errors on data entry, you can specify a range of numbers you want the data base to accept: it rejects any number outside this range.

You access customer records by account number only, rather than by customer name. Unfortunately, you can't sort records by customer name either, only by number. The manual suggests that if you need to order names alphabetically, you should assign customer numbers relative to position in the alphabet, using numbers 1–26 to start off the account number.

You can record subaccount numbers by separating them from the account number with a decimal point.

You have to have the proper customer disk in drive 1 whenever the program accesses an account. Instructions to do this appear on-screen and you must press the enter key to continue on, even if you already have the correct disk in the drive. Companies that have all their data on one disk would probably find it more helpful for the program to request a disk switch only if you had the wrong disk in the drive.

Transactions

Accounts Receivable supports 99 transaction codes to define the types of entries you make. For instance, one code represents an invoice (to charge a sale), another a payment. For each transaction, you have to supply the account number, invoice number, date, transaction code, and amount.

To make corrections, you enter the edit mode and choose one of seven options to delete, change or locate a transaction forward or backward.

You can verify the sum of all transactions before posting them to disk to ensure that you haven't omitted any. The manual wisely suggests that you don't enter more than 150 transactions in one session.

Accounts Receivable sorts transactions before posting them to keep disk swapping to a minimum. It flags and deletes any transaction with an invalid account number during the posting. You can then reenter the transaction. Holman Data Products offers an optional invoicing program. It supports a customer purchase order number (the statements do not) and posts a single-line entry to the statement transaction file. Another optional program supports discounts on statements.

Reports

You can review a customer's status onscreen, displaying old and current balances and aging. Accounts Receivable

CONVERT **MOD I/III BASIC PROGRAMS and FILES** For Use On The **IBM PC, TANDY 1000, 1200HD, 2000**

Here's time and money saving news for thousands of TRS-80 Mod I and Mod III owners who would love to move up to state-ofthe-art hardware! EMSI's conversion package contains utilities to solve both problems facing those who want to upgrade:

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And, Our thirty page user guide is packed with examples and hints showing how to make any manual program changes required after using CNV3TOPC.

So, there you have it. HYPERCROSS gets you "over there" and CNV3TOPC performs most of the required program changes. Sound too good to be true? Don't take EMSI's word for it. Here are excerpts from two magazine reviews. Note that since publication of these reviews, CONV3TO2000 V1.0 has been enhanced and consolidated with CONV3TOPC V1.0 into one package, namely, CONV3TOPC V2.0

"...Its the best such program I've seen, well worth its higher price over similar programs...The conversion program performed flawlessly. CONV3TO2000 works so well it merits the \$139.95 price tag.... Mr. Gary Shade, 80 MICRO, May 1985 (41/2 stars).

"The documentation is a very strong asset to this package...More software producers should put out documentation like this ... NICE JOB BY EMSI

Mr. Lon Andrews, COMPUTER SHOPPER, December 1984.

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offers an option to calculate finance charges, too. Each account can have a different percentage rate for interest, no rate at all, or you can set a minimum dollar amount for finance charges. You can rerun this option if necessary without posting the finance charges twice.

Aging reports offer several options, including active accounts, zero balance only, credit balance only, over credit limit, and past due. You can invoke the options for all customers, a specific range, or dollar totals. You print out the reports according to the most recent end-of-month status or, if 15 days or more have elapsed since the end-ofmonth, you can age the balances.

Accounts Receivable prints statements on standard 7-inch invoice forms or on regular paper. As with aging reports, you can do all or selected accounts, and restart a complete run at any selected account.

You can print statements by aging category and optionally print zero- or creditbalance statements. You can also select printouts by status code; if you coded your customers as retail and wholesale, you might print all the retail or all the wholesale clients separately.

The program even prints mailing labels in case you don't use windowed envelopes. Here again, your choices are flexible, including status code, range of zip codes, and range of account numbers. You can even select the number of lines per label if you use nonstandard labels. The only thing missing is an option to use two- or three-across labels.

End-of-Month Updates And Utilities

At the end of the month, run the update program to erase the transactions and update balances. This also generates an audit report.

The utility programs help with specialized problems, like splitting the file when a disk becomes full. One utility clears all transactions and another deletes selected transactions. The utilities aren't as easy to use as the main programs. You must, for example, add 50 to the disk number when asking the system to scan a customer disk; if you enter the wrong number you can't cleanly escape.

Conclusions

The trend in software these days is toward hard drives and you'll find little software available for large files on a floppy system. Certainly using Accounts Receivable entails some disk swapping, but it minimizes this as much as possible. The screen-editing features aren't state-of-theart nor is the error-trapping, but the program can do a big job inexpensively and is well worth investigating.

The Enhancer by David B. Dalton

Supermod4 runs on the Model 4 (64K). Intellitech Corp., formerly Intelligent Technologies Co., 21 Campbell Drive, Dix Hills, NY 11746, 516-462-6970. \$49.95

Easy to use: $\star \star \star \star$ Good docs: $\star \star \star \star$ Bug free: $\star \star \star \star$ Does the job: $\star \star \star \star$

f you use a Model III DOS even though you moved up to a Model 4, you don't have to sacrifice the 4's increased capabilities: You can choose from a number of programs that give you the Model 4's extra power in Model III mode. Supermod4 is the best one I've seen.

In Model III mode, Supermod4 enables an 80-character by 24-line screen, speeds up the processor from 2 mega-Hertz (MHz) to 4 MHz, spools text and data to your printer, and activates an audible key click through the 4's built-in speaker. And Supermod4 eats up no user memory, even for the printer spooler; every Model 4 has at least 16K of memory not normally accessible in Model III mode, and that's where Supermod4 resides.

Using Supermod4

You can select a number of options when you call up Supermod4, including those for screen size, 4 or 2 MHz operation, the printer spooler, an audible key click, clearing or resuming spooler operation (with no data loss, even during a reboot), or canceling the program.

In addition, you can assign any keyboard character or any other ASCII character to the Model 4's three function keys. Unfortunately (and this is one of my few disappointments with Supermod4) the function keys can be programmed only for one character. It would be nice if they were macro keys so that each function key could be used for an entire string of characters, such as a commonly used command.

One of Supermod4's nicest features is its printer spooler. It's the only I've seen that's both useful and easy to use. The spooler uses up to 14K of the Model 4's invisible memory. If you want to print out a Basic program of fewer than 14K, you regain control of the computer immediately when Supermod4 loads the program into the spooler. The printer may slow down a little if the computer is busy; it slows down quite a bit if you read from or write to a disk.

Like most spoolers, this one has some limitations. It works only with the Model 4's built-in printer routines; that includes listing and printing from Basic. Consequently, most word processors won't work with the spooler because they use their own printer routines.

Video

Supermod4 works with all the video formats available on the Model 4: 80 characters by 24 lines, 40 by 24, 64 by 16, and 32 by 16. It automatically corrects most problems that arise from using a Basic program written for the Model III's 64-character by 16-line display. For instance, it automatically corrects the Basic statements PRINT@, PRINTTAB, POS, Set, Reset, and Point. It also lets you use reverse video. In Basic, printing a CHR\$(16) enables reverse video, and CHR\$(17) or CLS turns it off.

Supermod4's video features work only with programs that use the built-in video drivers. This includes, of course, programs written in Basic or compiled programs written in languages such as Pascal or C. Many Assembly-language programs also use the built-in video drivers and work fine with Supermod4.

Unfortunately, most word processors use their own video routines and won't work with Supermod4 (Scripsit and SuperScripsit, for example). In Basic, PEEKs or POKEs directly to the video RAM won't work correctly, either.

You'll have to test your favorite programs to see how they work with Supermod4. I found that Micro-Systems' Microterm, one of my favorite terminal programs, works fine with Supermod4 even though its menu is a bit skewed on the 80 by 24 screen. I had no problems with Aspen Software's Grammatik, either. Even eSoft's The Bread Board System (TBBS) bulletin board software, which is complex, works well.

All the NEWDOS/80, LDOS, and DOS-PLUS functions (such as directories) look fine on the 80 by 24 screen. TRSDOS, though, directly addresses some of the video memory, and its directories don't look pretty.

Configuration

Supermod4 works under TRSDOS, LDOS, and DOSPLUS, but it was developed and works best under NEWDOS/80.

Supermod4 comes on an unprotected TRSDOS data disk. The current version won't work on the 4P, but Intellitech says that a 4P version is in the works.

Conclusion

Supermod4 has become almost as essential to me as my DOS. When I'm not working on my computer, I use it as a TBBS bulletin board. I've had Supermod4 running almost full-time on the BBS for many weeks and it hasn't malfunctioned yet.■

REVIEWS

Little Brother, Little Price by Hardin Brothers

Little Brother runs on the Model 4/4P (64K with one disk drive and a hard disk or 128K and two disk drives) and the Tandy 1000 and 1200 (128K and two disk drives, or one drive and a hard disk). Logical Systems Inc., 8970 N. 55th St., P.O. Box 23956, Milwaukee, WI 53223. \$99.

Easy to use: ★★☆☆ Good docs: ★★☆☆☆ Bug free: ★★★★ Does the job: ★★★☆

Little Brother is a new data base program for the Model 4 and the Tandy 1000 and 1200. While it's similar to the Profile data bases available from Radio Shack, it costs considerably less and offers a lot of versatility in such an inexpensive program. But the documentation is disorganized and it requires some disk swapping if you don't have large capacity drives or a hard disk drive unit.

Getting Started

Defining and using a data base file is relatively simple, considering the number of options available. You start by defining fields for your data base records. Then you define one or more input screens and one or more report or label forms. When you finish, you can begin entering information into your data base.

The Data Fields

Little Brother recognizes nine different types of data fields. Text fields comprise alphabetic, uppercase alphabetic, literal, or uppercase literal characters. Only literal and uppercase literals allow numbers and punctuation.

You specify numeric fields as left- or right-justified standard types or as dollar or floating-point types: The standard types allow numeric input of any length (up to 254 characters), the floating-point type allows up to eight places on each side of the decimal point, and the dollar type allows a maximum of eight places to the left of the decimal point.

You can also define calculated fields, where input derives from mathematically manipulated constants or numeric values from elsewhere in the data base.

Each field label in the data base holds up to 254 characters, except for dollar and floating-point numeric fields. You can define a maximum of 64 fields per record, each with a maximum of 1,024 characters, and save up to 65,534 records per data base (if your disk can hold that much).

The Input Screen

After you define the fields, you create an input screen, the template where you'll enter data. Each input form must fit in the top 22 rows of a single video screen, and you can mix data input fields and normal and inverse text. Little Brother reserves the screen's bottom two lines for its own use.

Once you define the input screens, you can begin entering data. Be sure that everything is the way you want, because you can't redefine the field formats.

Little Brother exhibits one peculiarity during data entry. When you finish entering information in one field and press the enter or return key, the cursor doesn't move to the next field on the form. Instead, it moves to the next field that you input when you initially defined the fields. Consequently, you should define the fields in the order that you will want to enter data.

Reports and Indexes

You can define up to 10 report or label formats to print out your files. While you can use up to 20 lines for each report, you can also use information from your data base in a full-page form letter, as long as the letter's not too wordy.

One of Little Brother's nicest features is the variety of reports it can produce. Unlike some other data-handling programs, Little Brother doesn't assume that you'll always want to generate columnar reports. You can print out each report on a separate page, print each record more than once, and print multiple reports per column.

Like most other data base programs, you can sort or select records based on up to eight fields and store an ordered list of the files in one of five special disk files.

Little Brother also provides an unusual type of index, called an add index. If you enable the add index while entering data, the program automatically sorts records as you enter them. You can then use the add index to quickly retrieve records in a predetermined order. However, the add index only sorts newly entered records; it ignores all other information.

You can create a job file to automate your keystrokes for performing various tasks, such as sorting your data base or printing out information. First, tell the program that you want to create such a file and give the file a name. Then, perform the procedure you want to automate. Every key you press will be echoed to the job file. You can later use the job file by specifying its name either from within the program or in the command line when you call up Little Brother from DOS.

Little Brother stores its files in ASCII format, padded with zero bytes. This way, you can use the data in other programs. For example, you could easily write a Basic program to read your files and manipulate them in ways that Little Brother can't.

Problems

Generally, I like Little Brother. However, it has some problems that may make it unsuited to some applications. If you use it on a two-drive Model 4, you'll feel cramped for disk space. You have to store all your data, as well as your input screens, report forms, and index files, on a single disk. A hard disk is almost mandatory to use Little Brother with a large data base, unless you want to constantly swap disks.

Although the add index is handy, it should let you use previously entered data with it. It's useless if you start using it while in the middle of adding information to a file, or if you forgot to turn it on when you started the data entry session.

Little Brother's weakest feature is its documentation. The manual is both disorganized and confusing. For example, the first thing you must do with a new data base is define fields, but the manual doesn't discuss this until page 59, after it tells you how to define input screens and report formats. To add to the confusion, the descriptions of screen and print formats both assume that you have already defined your data base's fields and understand that topic well.

Once you learn how to use Little Brother, the manual is only fair as a reference, since it lacks an index as well as any clear quick-reference charts.

The documentation is supplemented by on-line help which is more clear than the printed documentation, but tends to be too wordy. I finally dumped the help screens to my printer and used them instead of the manual to teach myself the system.

One other problem that two-drive Model 4 owners will face (which, unbelievably, the documentation doesn't discuss) is how to correctly use the separate creation and run-time disks. Nothing tells you which disk should be in your system for which functions.

Conclusions

Despite its documentation problems and its unwieldy nature, Little Brother is a good value compared to other similar programs. It doesn't have all the bells and whistles of Profile 4, but it works well and I didn't find any bugs. If you have the patience to learn the program, you will find that it is a good choice to manage a moderately sized data base. Continued on p. 100

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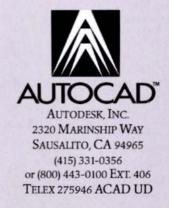
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You Can Get There from Here

he most common question computer users ask these days is, "How do I get data from one computer to another?" Consider these scenarios:

You have a file you want to share with someone else in your office.

► A friend has a Basic program on his Model 2000 that you'd like to use on your Model 4.

► You've got a Model III at home, and you want to use your word processing files on an IBM PC or PC-compatible at work.

Unfortunately, you can't simply take a disk out of the first computer, pop it into the second, and boot up a program; you might just as well try starting your car with a house key.

Even though the microcomputer industry is 10 years old, we're still light years away from a standard that will let you interchange disks as you can records or compact discs. Nearly every computer has its own disk operating system and disk format—if it uses disks at all. Even if you have identical hardware, you might run into major problems, as anyone who has tried to move a file from DOSPLUS 3.4 to LDOS will tell you.

Nevertheless, you can transfer files between machines, and with a minimum of pain. Given the right hardware and software, you can send data back and forth as if it were second nature.

In this article, I'll discuss three methods of file transfer: direct, remote, and software. I'll cover the pros and cons of each, and give you a way to solve the three problems mentioned above.

I won't discuss how to transfer data from one software package to another, however: that's in 80 Micro's next issue. I'll limit myself here to taking information from a disk formatted on one kind of computer and putting it on a disk formatted for another kind.

They Went Data Way

Before going any further, consider some of the fundamentals of how computers send and receive data. At the heart of file transfer is the American Standard Code for Information Interchange (ASCII). AS-CII uses a standardized system by which it represents characters. For instance, it stores the letter "A" as the decimal number (or ASCII code) 65, the number "1" as 49, and the question mark as 63. Nearly all popular computers store data according to this system.

In most cases, you want to use ASCII code when transferring files; it ensures that both computers speak the same language. The first computer sends a string of ASCII numbers, and the second one receives them. When you retrieve the file—with, say, a word processor or data base manager—the computer translates the ASCII number back to the original character it represents.

You should be aware, however, that even this "standard" has its problems. Note in Table 1 that the printable characters run from 33–127. The first 32 are reserved for special codes, and not all computers use these codes in the same way. For instance, 29 represents a line erase on the Model 4, and moves the cursor left on the IBM PC. A 7 emits a beep on the PC, but has no function on the 4.

Then there's the extended (non-ASCII) character set. I won't get bogged down in details here, but the computer can assign special characters to the decimal numbers 128–255. These characters vary widely from computer to computer.

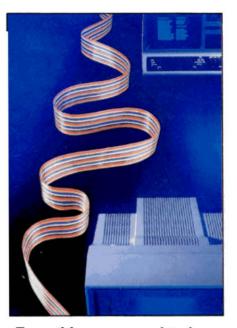
Despite these obstacles, the ASCII set can make your life a lot easier when you need to move a file.

Directing Traffic

Direct file transfer is the fastest and most reliable of the two hardware solutions. As the name implies, you link two computers together directly. The tools you need are RS-232 ports on both computers, an RS-232 cable, a null modem adapter, and terminal software.

Using the direct file transfer method, you can transmit data from one machine to another at rates of up to 2,400 baud. This is twice the transmission speed of most modems, which transfer data over phone lines. The relatively short length of RS-232 cable used to link the computers provides minimal electrical resistance to the data signal, and the absence of external static ensures reliable, nongarbled data.

As mentioned above, direct transfer requires that both computers have RS-232 ports. An RS-232 port is a 25-pin connector whose specifications, established by the Electronic Industries Association (EIA) in 1969, are designed to standardize the way in which computers send and receive



Everything you need to know about moving files from one computer to another.

by Bradford N. Dixon

ASCII code	Video	ASCII code	Video	ASCII code	Video
(decimal)	display	(decimal)	display	(decimal)	display
32	BLANK	64	@	96	
33	!	65	Α	97	а
34	"	66	в	98	b
35	#	67	С	99	с
36	\$	68	D	100	d
37	%	69	E	101	e
38	&	70	F	102	f
39	1	71	G	103	g
40	(72	н	104	h
41)	73	I	105	i
42	•	74	J	106	j
43	+	75	к	107	k
44		76	L	108	1
45	-	77	М	109	m
46	1.00	78	N	110	n
47	1	79	0	111	ο
48	0	80	Р	112	р
49	1	81	9	113	q
50	2	82	R	114	r
51	3	83	S	115	s
52	4	84	Т	116	t
53	5	85	U	117	u
54	6	86	v	118	v
55	7	87	w	119	w
56	8	88	х	120	x
57	9	89	Y	121	у
58	:	90	Z	122	z
59	:	91	t	123	{
60	<	92	BLANK	124	1
61	=	93	1	125	}
62	>	94	A	126	-
63	?	95	—	127	±

Table 1. Values for ASCII codes 32-127.

Pin	Signal	Direction
1	Earth ground	
2	Transmitted data	To DCE
3	Received data	To DTE
4	Request to send	To DCE
5	Clear to send	To DTE
6	Data set ready	To DTE
7	Logic ground	
8	Carrier detect	To DTE
9	Reserved	
10	Reserved	
11	Unassigned	
12	Secondary carrier detect	To DTE
13	Secondary clear to send	To DTE
4	Secondary transmitted data	To DCE
15	Transmit clock	To DTE
16	Secondary received data	To DTE
17	Receiver clock	To DTE
18	Unassigned	
19	Secondary request to send	To DCE
20	Data terminal ready	To DCE
21	Signal quality detect	To DTE
22	Ring detect	To DTE
23	Data rate select	To DCE
24	Transmit clock	To DCE
5	Unassigned	

Table 2. Pin assignments for RS-232 port.

data. When you connect two RS-232 ports with an RS-232 cable, you're ensuring that one computer can transmit information in such a way that another computer can easily accept it. Table 2 lists the pin assignments of a standard RS-232 cable.

Within Tandy's line of computers, the Models II, 12, 100, 200, 2000, and 6000 come with an RS-232 already installed. The Model III/4 RS-232 board and cable (catalog number 26-1148) costs \$99 and should be installed at a Radio Shack Computer Center. The Tandy 1000 and 1200HD use identical RS-232 boards; they cost \$99.95 apiece and you can install one yourself.

An RS-232 cable (catalog number 26-1048) costs \$19.95, and the null modem adapter (catalog number 26-1496) is \$29.95. You can also make your own null modem cable; a tutorial in February 1984's C*Notes ("Pin Pals," p. 194) tells you how.

Unfortunately, like the ASCII code, the RS-232 standard has its variations. In fact, the EIA has approved 13 such "standards." The most common version is the RS-232C, which most major brands of mi-

Let's Talk

Good Software 12900 Preston Road Dallas, TX 75230 214-239-6085

File Transfer

Personal Computer Products 1400 Coleman Ave., Suite C-18 Santa Clara, CA 95050 408-988-0164

Microlink II

B.T. Enterprises 10 Carlough Road Bohemia, NY 11716 516-567-8155

Omniterm

Lindbergh Systems Inc. 49 Beechmont St. Worcester, MA 01609 617-263-5049

Microterm

Micro-Systems Software Inc. 4301-18 Oak Circle Boca Raton, FL 33431 305-983-3390

DeskMate

Videotex Plus Tandy/Radio Shack One Tandy Center Fort Worth, TX 76102 817-390-3011

Supercross/XT 17060 Dallas Pkwy. Suite 114 Dallas, TX 75248 1214-733-4475

Table 3. Manufacturers' addresses.

Powerful Programming Tools At Bargain Prices

C compiler

for the model 1 or 3 using TRSDOS, LDOS, NEWDOS, DOSPLUS, or MULTIDOS; includes full screen text editor and advanced development package

> List Price \$250.00 Sale Price \$89.95

This is a full K & R standard implementation of C that includes a Unix compatible function library. The package also includes a 450 page manual with a tutorial on using the C language. If you've been wanting to learn C, this is the package you need.

Features Include

char	8 bits	initializers
short	8 bits	typedef
int	16 bits	static
unsigned	16 bits	auto
long	32 bits	extern
float	32 bits	struct/bit fields
double	64 bits	union

Execution speed on the Model 3 for 10 iterations of the prime number program published in Byte, Jan 83, page 284.

LC Compiler 105 secs. Alcor C 78 secs.

Special Bonus

Buy one version for \$89.95 and get the version for the other model for only \$21.

Multi-Basic compiler

for the model 1 or 3, or 4 using TRSDOS, LDOS, NEWDOS, DOSPLUS, or MULTIDOS; includes full screen text editor and advanced development package

> List Price \$250.00 Sale Price \$89.95

Multi-Basic is a TRS-80 BASIC compatible compiler. The Model 4 version supports everything in the TRSDOS 6 BASIC interpreter except the COMMON statement. The same support is provided in the Model 1 and 3 versions so programs are portable. The CMD statement is the only statement from the Model 1 and 3 BASIC interpreters that is not supported.

Multi-Basic also supports advanced language features like multi-line procedures and functions, recursion, and dynamic string management (no long pauses for garbage collection).

Execution speed on the model 3 for 10 iterations of the prime number program published in Byte, Jan 83, page 286.

BASIC Interpreter	4570	secs.
Multi-Basic	89	secs.

Special Bonus

Buy one version for \$89.95 and get versions for the other two models for only \$21 each.

Sale Price Extended Through October 31

C Compiler		Name	Multi-Basic Compiler				
Circle version(s) One version (\$89.95) Both versions (\$110.95) Add 6% sales tax (Texas only) Shipping \$6 USA/\$28 foreign) Total Total Total Richardson, TX 75081 (214) 238-8554 Circle 215 on Reader Service ca	Model 1 3 	Street City State Zip Country Phone Also available for CP/M & MSDOS \$89.95 each MC □ Visa □ Money Order □ Check □ COD □ Card #exp	Circle version(s) One version (\$89.95) Two versions (\$110.95) Three versions (\$131.95) Add 6% sales tax (Texas only) Shipping \$6 USA/\$28 foreign) Total Multi-Basic is a trademark of Alcor \$3 TRS-80 is a registered trademark of Ti MSDOS is a trademark of MicroSoft CP/M is a trademark of Digital Resea Unix is a trademark of Bell Laborator LC is a trademark of Misosys	andy Corp. rch			



crocomputers use. The RS-232C works with all operating systems, so you can link your Model 4 to any other micro as long as it also uses an RS-232C port.

You'll also have to connect one of the computers to the cable with a null modem adapter (see the Photo). This simply crosses the send and receive lines in the cable so the two machines can communicate. Without the null modem, the sending computer wouldn't know when to send another character and the receiving computer can't tell the sender it's ready for more. Now for the software. Both computers will need terminal programs to send and receive data in a mutually acceptable format (word length) and at a mutually acceptable speed (baud rate). You can choose between two types of terminal packages—one that's designed specifically for direct transfer or one that handles both direct and remote transfers. Directtransfer software is, as you might expect, more efficient than a dual-purpose package, but it isn't as flexible. Which one you choose depends on your needs and budget. The advantage of direct-transfer software

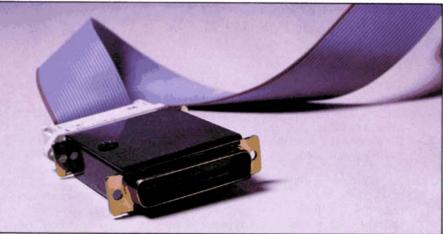


Photo. Null modem adapter.

IBM PC

PC/MS-DOS 1.1 PC/MS-DOS 2.X PC IBM 5550 Japan DEC Rainbow Tandy 2000 Televideo 1603

CP/M

Aardvark Access Matrix Access II Altertext Altos Ampro Little Board ATR 8000 Avatar CCS Ciffer 2683 Columbia Cromemco Z-2 Cromemco Cromemco CDOS DEC VT180 Robin **DEC Rainbow** Eagle Epson Epson QX-10 **Florida Graphics** Gemini Groupil III HP 125

IBM PC CP/M-86 **Idea Bitelex** Kaypro II Kaypro 4 & 10 LNW80/Team Lobo Max-80 Lobo Max-80 CP/M 3 Micral 9050 MicroBee Monroe 2000 Morrow MicroDecision Morrow NCR Decision Mate **NEC PC-8001 NEC PC-8801** Northern Tel 803 Octopus Olympia ETX II Olympia EX 100 Osborne I **Osborne I Executive** Osmosis **OSM** Zeus Otrona Pied Piper PMC-101 CP/M 3.0 Reynolds TC1000 Sanyo 1000 Sanyo 2000 Sanyo 1250 SD Computers

Sharp YX3200 Superbrain Superbrain D Systel II Teletek System Master Televideo 802 Televideo 1603 Texas Instruments Toshiba 100/200

TRS-80 Model I CP/M Lifeboat CP/M 1.4 FED Omikron

TRS-80 Model III CP/M Holmes VID-80 Hurricane Compactor MM SHUFFLE Board

TRS-80 Model 4 CP/M Montezuma Micro CP/M 2.2 Radio Shack CP/M Plus Zerox 820-II XOR-100 Zenith-Heath H89 Zenith-Heath Z90 Zenith Magnolia Zenith Z100 Zorba Zorba Z2000 Zorba Q Zorba Z2000A

Table 4. Formats available on Supercross/XT.

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satisfied customers.

operation with built-in

The Perfect Host

by Bennett Shulman

ou can put your Model 4 in host mode so that it accepts ASCII files at rates of up to 2,400 baud by using Memdisk. My examples use the Model 100 or 1000 as the terminal, but the principles apply to any computer with the proper terminal software.

First, connect the two computers with an RS-232 cable and null modem adapter. Set the terminal computer's parameters using the following procedures:

For the Model 100, enter Telcom and press the F3 key. Enter 67E1E after the STAT prompt. The "6" configures the 100 for 2,400 baud, while the "7E1E" sets it for 7-bit words at even parity. 1 stop bit, and XON/XOFF protocol enabled. Now put the 100 in terminal mode.

On the Model 1000, boot up Desk-Mate and enter Telecom. From the menu, choose 2,400 baud, 7-bit words, even parity, and 1 stop bit. Press the F7 key to save this configuration. Be sure to add the .LOG extension to the file name so you can hereafter call the parameters directly from DeskMate's menu. Put the 1000 in terminal mode.

Now you need to set up the 4 as a host. You normally type in LINK *DO *CL and then LINK *KI *CL at TRS-DOS Ready (DO stands for "device output," CL for "communications line," and KI for "keyboard input"). Since TRSDOS lets you copy files to devices and devices to files, you should be able to copy *CL to File/DAT:0 and upload from the terminal. Unfortunately, the Model 4 can't keep up the pace, even at 300 baud. The solution is Memdisk.

Using a word processor or the Build command, create the job control language (JCL) file in the Program Listing. Name it Host/JCL. Reset your computer and, using the Do command, run the JCL file. When the file ends, you'll see the message "Job done" on both computers. Here's what Host/JCL does:

The System command begins to install Memdisk as drive 2. "A" selects the top half of user memory to locate Memdisk. If you have 128K, you can replace the "A" with "B," "C," or "D," which will select bank 1, bank 2, or both. "D" selects double-density. "5" is the number of cylinders, which will be 4.5K each for a total of 22.5K. "Y" tells the computer to format the disk.

The Set command installs the forms filter program.

The Forms command selects options in the filter program. The computer sets a line width of 40 characters and sends a line feed with each carriage return. This permits proper screen width and scrolling on the Model 100. For the 1000, set the line length for 80 characters, and eliminate the ADDLF option. The next Set command installs the communications driver and links it to the RS-232 port. The SETCOM command sets the baud rate to 2,400.

The Filter command filters the RS-232 port output as set by the Forms command, and the two Link commands link the screen (DO) and keyboard (KI) to the RS-232 port.

Time to Upload

Now follow these steps on your Model 100 or 1000:

First, type in CREATE FILE/DAT:2 (SIZE = 16). This creates an empty 16K file on your Model 4 Memdisk.

Type in COPY •CL TO FILE/DAT:2. This opens File/DAT and copies the •CL to it until you enter control-C. The message "Copying •CL to File/DAT:2" appears on both screens when the Model 4 is ready to receive. Don't use the Copy command's echo option; it will slow the transfer and possibly lose data.

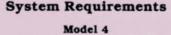
At this point, upload your data from the terminal, then press control-C.

Now type in COPY FILE/DAT:2:1 on the terminal. This copies the files from Memdisk to the disk in drive 1. Finally, type in REMOVE FILE/DAT:2 to remove the file from Memdisk.

When you first use this method, carefully check the files received. If they aren't exactly what you send, reduce the baud rates on both computers until the files arrive intact.

Write to Bennett Shulman at 1414 W. Shiawassee St., Lansing, MI 48915.

Program Listing. Host/JCL.
SYSTEM (DRIVE=2,DRIVER="MEMDISK")
A
D
5
Y
SET *FF TO FORMS/FLT
FORMs (CHARS=40,ADDLF)
SET *CL TO COM/DVR
SETCOM (BAUD=2400)
FILTER *CL *FF
LINK *DO *CL
LINK *KI *CL
LINK *KI *CL
//EXIT



64K RAM TRSDOS 6.X is its ease of use. You don't need to worry about buffer controls, DOS commands, optional transfer protocols, or making selections from extensive menus. All you do is set the sending computer and the receiving computer to the same transfer parameters and let the software do the rest.

If you own a Model 100, 200, or 1000, you get a terminal program that lets you send and receive files directly or remotely. The 100 and 200 come with Term in ROM, while the 1000's terminal program, called Telcom, is part of the DeskMate package. (DeskMate is also available for the Models 1200 and 4.) With Term, you can directly transfer data at speeds ranging from 75 to 19,200 baud.

The Model 4 doesn't come with a terminal program, but the *Disk System Owner's Manual* tells you how to configure the RS-232 so you can use the 4 as a terminal. Pages 1-34 through 1-46 list the key combinations for direct connections to another computer and via a modem for telephone communications. The documentation is, however, difficult to follow. Bennett Shulman's sidebar on page 41 gives some simple instructions for using the direct method of data transfer at high speeds.

If you're only going to send data directly through an RS-232, several packages are made specifically for that job. Good Software's Let's Talk, for instance, comes with disks formatted for the Model III/4, IBM PC/Tandy 1000, Tandy 2000, and Model II/12/6000; moving information between any combination of these machines is a snap (see Table 3 for a list of manufacturers' addresses).

File Transfer, from Personal Computer Products, is similar. In addition to PC/ 1000 and III/4 disks, it comes with a null modem adapter.

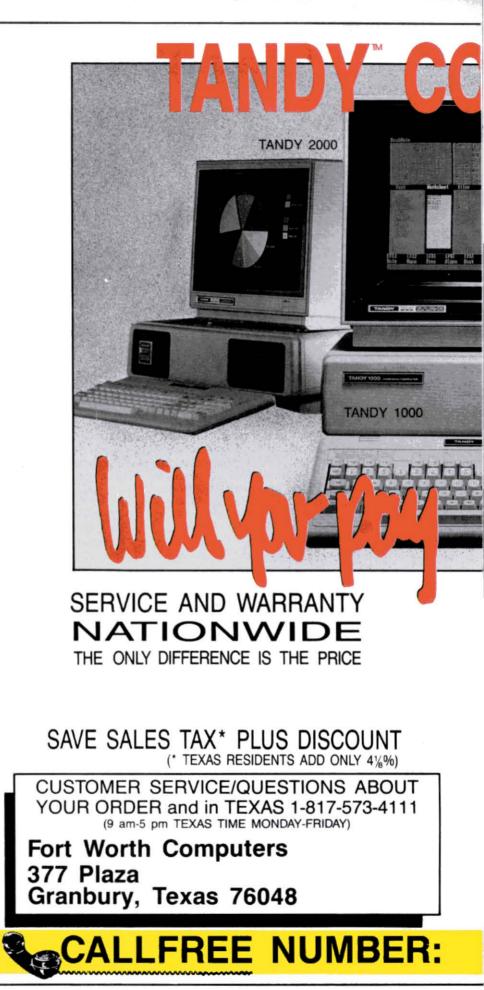
Example No. 1

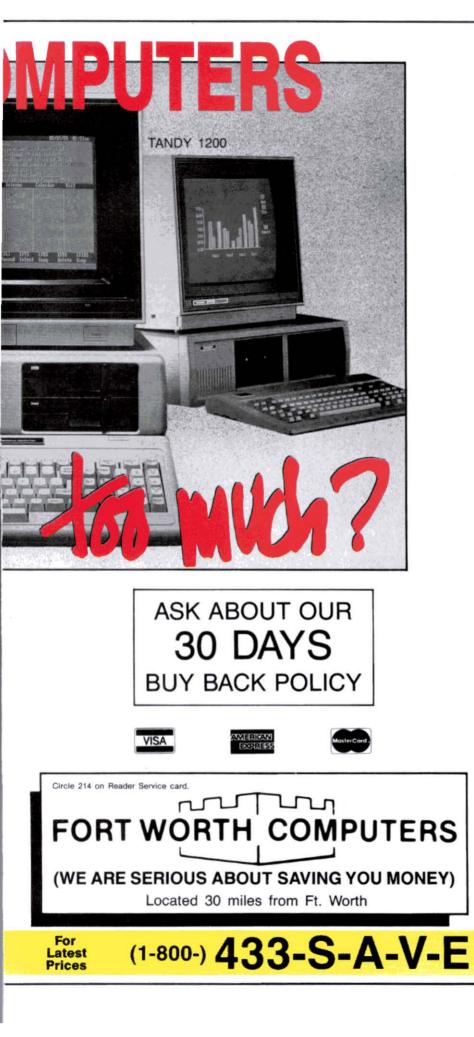
I'll take you through one of the situations listed at the beginning of this article to demonstrate how direct transfer works.

One of your employees (we'll name him Fred) uses a Model 4, while another (Louise) has a brand-new Tandy 1000. Fred has a VisiCalc file that Louise wants to integrate into a report she's writing with WordStar. Their desks are right next to each other and they both have RS-232 ports, so direct transfer is feasible. How do they go about getting the VisiCalc file from Fred's TRSDOS disk to Louise's WordStar disk?

First, Fred should save the spreadsheet using VisiCalc's print file option with the PF command described in the VisiCalc manual. VisiCalc saves the print file in AS-CII format for transferring it via an RS-232 cable or modem.

Next. Louise plugs the null modem adapter into the RS-232 port of her 1000. (Fred could put it on his Model 4, but his RS-232 port is on the bottom of the machine, so Louise's is easier to access. Newer 4's have the RS-232 more conve-





niently located at the back of the computer.) They then connect the two machines' ports with an RS-232 cable.

Radio Shack computers send asynchronous data through the RS-232 ports; that is, they permit gaps of varying length between the characters. The advantage of asynchronous transmission is that you don't have to send characters one right after another; you can send them as they're available, such as when you're pressing keys.

Fred and Louise load and run Good Software's Let's Talk on their machines. They configure their computers to transfer the Print file at 2,400 baud and instruct the software to prompt them before sending or receiving any files. The RS-232 port in Radio Shack computers can send and receive asynchronous data at rates as slow as 75 baud and as fast as 19,200 baud when you've got two computers directly connected. However, the maximum rate of data transfer using Let's Talk is 2,400 baud.

It doesn't matter to Let's Talk whether Fred sends the file to Louise or Louise receives it from Fred's 4, but for this example, we'll have Louise receive the file. Louise presses control-R on her Tandy 1000 to initiate the transfer. The software prompts her for the name of the file she wants to receive and for the name she wants to save it under on her Tandy 1000. Once she does this, the program transfers the file and writes it directly to Louise's MS-DOS disk.

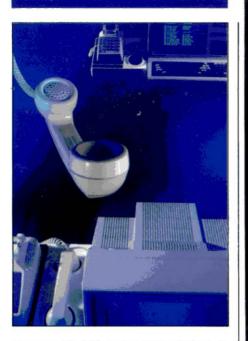
When Let's Talk completes the transfer, it returns to its conversational mode and waits for instructions to transfer another file or to exit back to DOS. With the VisiCalc file safely transferred, Louise can go on with her job of merging the new file with her WordStar document. In all, including the time it takes to hook up the two machines, the process should take no more than a few minutes.

Remote File Transfer

Remote file transfer means sending data over the telephone lines from one computer to another. You'll need an extra piece of hardware for remote transfer, a modem. The modem converts the digital data pulses transmitted from the RS-232 port to tones the telephone line can handle. The receiving computer must also have a modem to convert the tones back to digital data.

I could easily get lost in a discussion of the different kinds of modems available. For our purposes, you need only know that the two basic types of modems are acoustic and direct-connect. A direct-connect modem can be either internal (as a card) or external.

An acoustic modem (also called an acoustic coupler) has a cradle for the telephone, while a direct-connect modem has a plug for your phone jack. Both connect to your computer via the RS-232 port, with one exception. An internal modem doesn't



need an RS-232, since it's attached directly to your computer's innards.

Modem hardware continues to evolve. Three-hundred baud has been the standard transmission rate, but 1,200-baud modems have improved significantly. Modems that transfer at 2,400 baud are becoming prominent as high-speed data transfer becomes more important. For microcomputer enthusiasts, 300- or 1,200-baud communications is the most common.

When you send data over phone lines, the computer receiving the call is known as the host. You must configure it to answer a call from the remote computer set up in the originate mode.

You can use remote transfer to send data directly from one computer to another, or you can use the host as a way station—that is, the host computer can hold data you want retrieved later by another remote computer.

For instance, 80 Micro's authors will sometimes upload files to CompuServe, and the editors will download the files at their convenience.

As is the case with direct data transfer, most remote data transfer requires that you put the information in ASCII format. However, you do have an alternative: Xmodem (sometimes called Christensen, after its author Ward Christensen). This protocol lets you send compressed Basic files, binary (/CMD) files, and ASCII files. It features a superior method of checking for errors during transmission. Xmodem is a public-domain program available on many electronic bulletin boards and as a feature of many terminal programs, such as Microlink II.

As with direct transfer, you need software. You have a little more flexibility here, since most terminal packages let you access most host computers.

If you own a Model III or use your 4 in III mode, you can pick from several programs still on the market. These include

SuperCross/XT-Plus

Now supports 170 formats!

EASILY TRANSFER FILES FROM THE TRS-80TM TO MS-DOSTM OR CP/MTM AND BACK!

See the 4-STAR Review in this issue*! 80-MICRO summed it up; "The value of this program far exceeds its price... If you work with different computers, it's a must." *Newer, improved version has been shipping for months.

*Don't be confused by competitors that are <u>really</u> BASIC translators with <u>very limited</u> transfer capabilities! *Don't be strapped to a program that only support PC-DOS 1.0! *Make sure you <u>don't</u> get a stripped-down version of HyperCross! *Copy your files direct to YOUR version of DOS*! *SuperCross/XT and SuperCross/XT-Plus are the MOST powerful disk format file-transfer utilities available for the TRS-80!

SuperCROSS/XT will allow you to COPY files back and forth between different operating systems. Up to 170 of them - including PC/MS-DOS 1.x,2.x/3.x (single or double-sided), CP/M+, or CP/M 2.2 on your TRS-80™ Model 4/4P, III, or I/DD. You can do this with your existing hardware and SuperCROSS/XT, eliminating modems, cables, and terminal program transfers. SuperCROSS/XT runs as a /CMD file under your TRS-80 operating system. Data files, spreadsheet files, and text files can also be usefully moved between machines, like years of Visicalc™ files, business letters, legal drafts, or medical records, for example.

Comments and letters on-file from registered users are unusually enthustiastic about this product and its ease of use. It WILL do what you think it will do, it's easy, and it WORKS GREAT! New features in SuperCROSS/XT include "tagging" files for multiple COPY's or KILL's to eliminate many unnecessary keystrokes!

Some unsolicited customer comments from our registration cards... "Powerful & easy to use" - GFP, Chicago IL "A very handy product worth much more than the price."- KA, Port St. Lucie FL "Superb product!" - JF, Calgary Canada "Excellent product! Works as advertised." - GF, Boise ID "Really works well." - RK, Monmouth OR "Works! Rejoice! I can now talk to PC's!" - CN, Sanatoga PA "I love SuperCross! I love PowerSoft!!" - TAC, Gadsden AL "Excellent. No problems at all." - RH, Santo Domineo Dominican Republic "Super! It performs the task I needed done." - TT, Rockville MD "Fantastic! I transferred my files within 1 hour!" - PJS, Rolla MO "LOVE IT!" - Col. CDL, APO San Fransisco CA "Doc is straightforward & understandable. Solves my problem." - DG, C.Chase, MD "Top Notch! Works for me." - DB, Lancaster PA "Great product as usual." - CL, Laurel MD "Will save 100's of hours! It'll protect my 4P from obsolesence"-RJ, Denver CO "Outstanding!" - GA, Hawthome CA "Program works very well. I like it!" - MDM, Rochester, NY "Superb. Easy to understand documentation." - RES, St. Louis, MO

CNVBASIC/CMD, available seperately, "preps" your BASIC programs before sending over with SuperCROSS/XT. It will make most of the syntax and spacing changes required for converting Model VIII BASIC programs for use on MS-BASIC, CP/M BASIC, or Model 4 BASIC. Complex or commercial business packages written in BASIC probably will not convert 100% over by our or any other BASIC translator. So why put the bulk of your money into a translator when what you REALLY need is a great disk format FILE-TRANSFER utility?

Some of the DOS Formats Supported: PC/MS-DOS variations include 1.x, 2.x/3.x single or double-sided (IBM and most compatibles), and T andy 2000. CP/M variations include most well known single and double-sided formats including TCP/M 3.0+, Montezuma Micro 2.2 (all versions), Holmes and up to 160 others including: ALTOS, CROMEMCO, DEC, EAGLE, EPSON, HP 125, CP/M 86, KAYPRO, LNW-80, MAX-80, MORROW, NEC, OSBORNE, OTRONA, SANYO, SUPERBRAIN, TELETEK, TELEVIDEO, TRS-80 LIFEBOATI, OMIKRON/I, HOLMES/3, HURRICANE COMPACTER/3, SHUFFLE BOARD/3, XEROX, ZENITH-HEATH, & 8 standard CP/M.

Important! Please specify Mod I/DD, III, 4/4P, or Max-80 computer type required.

SuperCross/XT (70 disk formats)*	\$ 99.95
CNVBASIC/CMD alone	\$ 29.95
BOTH! · COMBO Special!	\$119.95
SuperCross/XT-PLUS (170 disk formats)	\$129.95
BOTH! • SuperCross/XT PLUS Combo Special!	\$149.95
*includes CNVBASIC/CMD	

*SuperCross/XT is also available from Express-Order-Software at all Radio Shack™ Computer Centers or any other Radio Shack™ store - as well as from us or any of our dealers.

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Omniterm from Lindbergh Systems, Microterm from Micro-Systems Software, and Radio Shack's Videotex. Model 4 owners can choose, in addition to Model 4 versions of the above, Microlink II from B.T. Enterprises. Many public-domain BBSes also carry simple terminal programs, as do publications like 80 Micro (see Related Articles at the end of this article).

Most terminal software is functionally the same; some packages allow more buffer space for transferring files, some let you perform DOS commands while online with a host computer, and some support transfer protocols other than ASCII. The best way to get the most out of a terminal package is to define exactly what you will be doing with it and then find the program that meets those needs.

Another Example

Time for another case study. John and his Model 4 live in Duluth, while Peter has a Model 2000 in Miami. Peter has a simple data encryption program written in Basic that he would like to send John. How do they go about transferring the program?

The software John has for his Model 4 is B.T. Enterprises' Microlink II, while Peter runs Radio Shack's Videotex Plus. Since Videotex Plus does not support Xmodem transfer, Peter will have to send it in ASCII. The first step for him is to save the encryption program in ASCII format using the SAVE "FILE NAME", A command.

John and Peter then load and run their terminal programs and set them to the same baud rates and word lengths. Either can act as the calling, or remote, computer while the other plays host, but for this example, let's set up Peter's as the host system.

As the remote system, John must set up his modem in the originate mode, while Peter's system must be in the answer mode. These two configurations work automatically in smart modems or you set them with dual in-line package (DIP) switches inside each modem.

John then calls Peter's computer. After they make the connection, they can converse via the keyboard while they're in terminal modes. To transfer the ASCII file, Peter first loads it into Videotex's capture buffer while John opens his buffer and waits for the file. When Peter loads the file, he sends the contents of the buffer over the phone, where it enters the buffer on John's machine.

John closes his capture buffer and saves it to a disk file, types in "Goodbye," and exits the terminal program. With the AS-CII file now on his disk, John can look at it with a word processor to delete any miscellaneous characters caused by static on the phone line, and save the clean file.

In Basic, John can load and run the ASCII file. Basic will convert the ASCII to compressed Basic and run it as usual, but to save time in the future you should save the file again in its compressed format. This **TANDY**®



way, Basic won't have to convert the ASCII file every time John runs the program.

Software Solutions

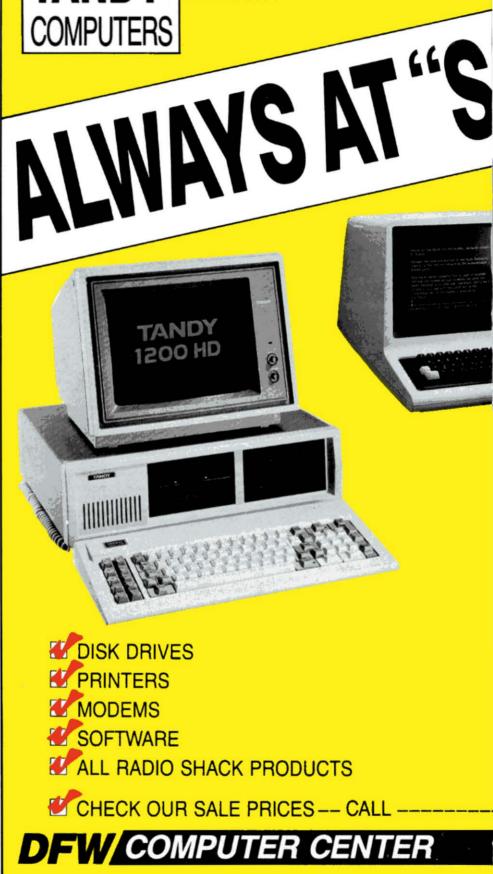
Some companies have taken a software approach to file transfer: Their products let your computer read data from an alien disk (one written by another computer) and move that data to its own disks or write a file to disk that a different computer can read. Powersoft's Supercross/ XT and Tandy's PC Maker are two such products.

Supercross/XT is Powersoft's version of Hypersoft's Hypercross. It lets you transfer files to and from disks in a variety of formats, including MS-DOS, CP/M, and the various I/III/4 DOSes (see Table 4 for a complete list of I/III/4 formats). It also lets you format a disk that another computer can read. For example, with Supercross/ XT in drive zero of your Model 4, you can format an MS-DOS disk in drive 1, transfer TRSDOS 6.X.X files to the MS-DOS disk, and then read the MS-DOS disk on a PC or PC-compatible.

PC Maker is Tandy's attempt to make the Tandy 2000 more IBM PC-compatible by providing an intermediate disk format that lets the 2000 write files that both machines can read. Normally, the Tandy 2000 can read files from PC disks, but since the 2000 uses 80-track, quad-density disks, any files you write to a PC disk that you might want to read with the 40track, double-density PC drives won't load. As a band-aid approach to the 2000's incompatibility problem with the PC, PC Maker is only a partial solution.

Example No. 3

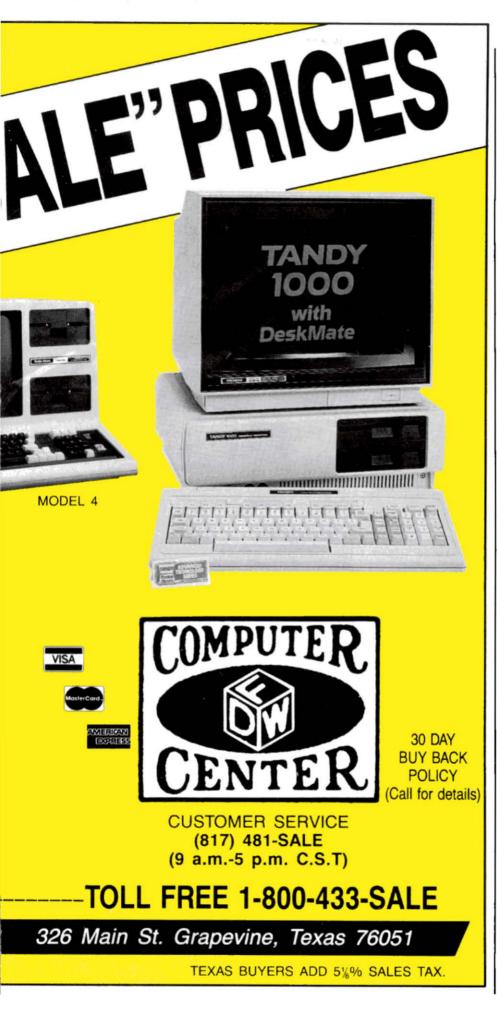
Here's an example of how you use Supercross/XT to solve our remaining problem. Diane uses Scripsit on her trusty Model III at home to write reports that she distributes on her company's e-mail system, which runs on a Tandy 1200HD. Nei-



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ther her Model III nor the Tandy 1200 can read the other's disks, so she uses Supercross to write the file on an MS-DOS disk.

First she boots her Scripsit disk with the report and Supercross on it in drive zero and puts the MS-DOS disk in drive 1. She runs SX3/CMD (the Supercross program) and configures it for the Model III format her system disk uses.

On the first page of the list of disk formats Supercross supports, she finds choice 1D, which is the MS-DOS 2.0 double-sided, double-density format used by the Tandy 1200. She enters 1D and the screen changes to another menu from which she can pick what she wants to do with the alien disk. Pressing the T key transfers a file from a TRS-80 disk to an alien disk.

After Diane presses the T key, the program asks which file she wants to transfer. She enters the file name. Then Supercross asks if she wants an ASCII or image transfer. Image transfers are sometimes a little quicker than ASCII transfers because they copy data sector by sector. For this exercise, though, Diane chooses the ASCII transfer.

Supercross then reads the file from the TRS-80 disk and writes it directly to the MS-DOS disk. It takes no more time than TRSDOS 1.3's Copy command. Once she has transferred the file, she goes to work, puts the MS-DOS disk in the 1200, and submits it to the e-mail system. The whole process takes very little time and is the most direct method of moving information from one computer to another without using the RS-232 port.

Now What?

So you've finally figured out how to move files between machines quickly and easily. Now you face two additional barriers: how to convert programs written with other Basics so they'll run properly, and how to massage data files so the program you want to process them can do so. We'll tackle these problems next month.

Bradford N. Dixon is a technical editor on the 80 Micro staff.

Related Articles

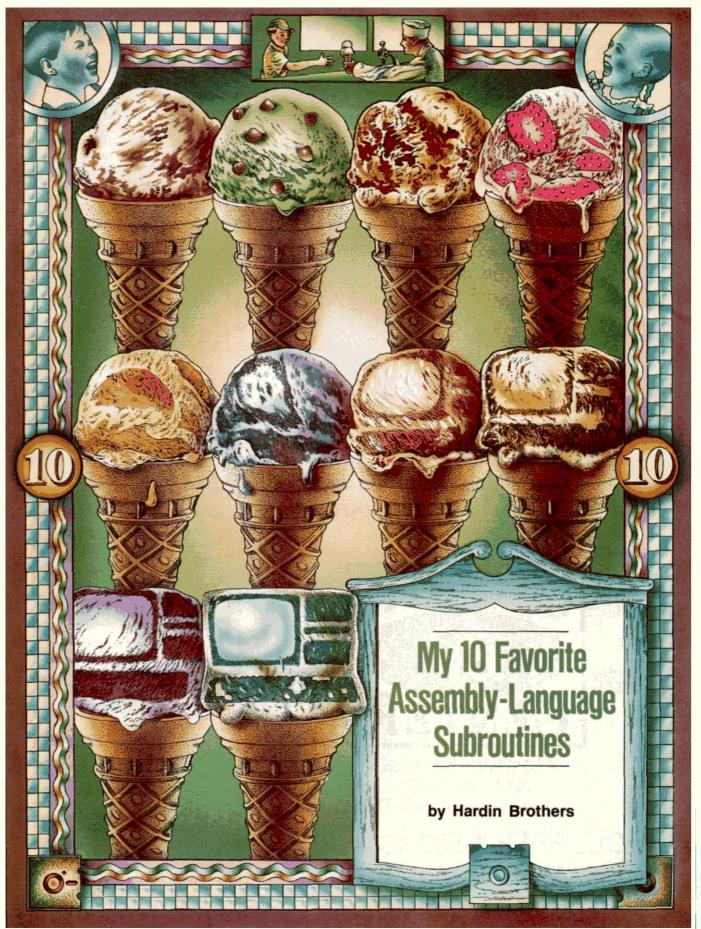
Balonis, Ronald, "Pin Pals," February 1984, p. 194. Make a null modem cable.

Fischer, David M., "Smart Talk," May 1984, p. 50. Debugs: October 1984, p. 32; February 1985, p. 33. DynaTerm, a smart terminal program for the Models I and III.

McGarvey, Richard C., "Basic Communication," June/July 1982, p. 324. Basic terminal program for the Model I.

Means, Jack, "Crossdos," October 1981, p. 288. Utility to copy Model I TRSDOS files to CP/M.

Payne, Douglas, "Talk to the Big Guys," September 1983, p. 230. Debug: December 1983, p. 20. Using the Model III as a dumb terminal to access mainframes.





Add zip to your Basic programs with these utilitarian machine-language routines.

ost computer programs perform three tasks: get data, manipulate that data, and then put the data somewhere. Basic, though sometimes slow, has enough power to do most tasks and, with its Print Using command, it's better at displaying information than many other languages.

However, Basic's input and screen-handling commands often leave much to be desired, especially if you're writing large application programs. Some functions that would be useful in simplifying data input for a user are either difficult or impossible to write in Basic.

To simplify my own programming, I've written a number of machine-language subroutines that I merge into my Basic programs. You'll find 10 of them for the Model 4 in Program Listing 1, along with a demonstration of how the routines work. Program Listing 2 shows the same routines for the Model III. The only differences in the demonstration portion of the listings are due to the differences in the Models III and 4 Basics and their screen sizes.

I've adopted several conventions that make these routines easy to use. The initialization routines, which run once at the beginning of a program, always start at line 61000; I call the subroutines with GO-SUBs to lines between 60000 and 60999; and I reserve all variables beginning with the letter Q for these routines.

The final convention is perhaps the most important. Since Basic does not use local variables except in user-defined functions, you must avoid variable conflicts in a program. The 40-character variables Model 4 Basic allows help avoid conflicts, but I've found that reserving a whole class of variables names for library subroutines speeds up my programming substantially. I can merge these routines into a program without worrying about accidentally altering variables that are important in other parts of the program.

The Routines

Basic's Input and Line Input commands exhibit a major weakness: You can't control the number of characters you're allowed to type in, even though programs often must define maximum lengths for various data fields.

My first routine overcomes this problem by displaying an input field and restricting input to a given number of characters. Before you call the routine, you must print any necessary prompts on the screen and position the cursor to the start of the input area. Your program then loads the maximum size of the input field into the variable Q% and calls the routine at line 60100. The program automatically displays the input field and accepts all normal keyboard input, as long as you don't try to type beyond the end of the field. When you press the enter key, the input goes back to the program in the variable Q\$.

You'll find the next two subroutines useful for standardizing input in a form that a program can easily handle. The routine at 60200 strips any trailing blanks from a string so you can work with its true length. And the routine at 60300 converts a string's lowercase characters to uppercase. Though you could write these subroutines entirely in Basic, they would require more programming space and more execution time.

I wrote the fourth and fifth routines to give Model 4 Basic two Model III functions. The fourth protects up to seven lines at the top of the screen from scrolling. In Model III Basic, you can protect the top of the screen with a simple POKE; because the Model 4 has no set addresses, you must use a short machine-language routine that communicates with the operating system via a supervisory call.

The fifth routine sets, resets, or tests the current state of the Caps Lock key. In the Model III, an entire byte holds the state of that key; the Model 4 uses a single bit of one of the flag bytes to show whether the machine will translate lowercase input to uppercase. You must use a supervisory call in machine language to find that byte.

The next four routines give you complete control over data entry. Routine 6 is a simple full-screen editor that lets you move the cursor around the screen at will and type in anything anywhere.

Before you call the full-screen editor, you can print any messages and prompts you want and set the cursor anywhere on the screen. Then you pass control of the screen to the keyboard by calling the subroutine. While the editor is running, most keys operate normally. If, however, you press the shift and arrow keys, you can move the cursor without erasing. To move down on the Model III, you have to press the shift/down-arrow/Z keys. To leave the editor and return to Basic, press the clear key on the Model III or the shift and clear keys on the Model 4.

The full-screen input editor will not let you scroll off the bottom of the screen with

the shift and down-arrow keys but it will let you type off the bottom. The machinelanguage routine would have to be much longer to prevent that from happening. However, I've found that this routine works well for everyone except those intent on trying to bomb programs.

Once a program gets some data, it must have some way to copy that information into a string to process it. The seventh subroutine does just that. The Model III version is fast; it operates by pointing a string at a line of the screen and then copying everything in that line to a new string.

The Model 4 video display is not normally in addressable memory. Therefore, the Model 4 Line Copy routine uses one of the supervisory calls and copies the screen row to a string 1 byte at a time. Though noticeably slower than the Model III routine, the Model 4 version can still copy the entire screen to 24 strings in slightly over a second, which should be fast enough for most applications.

Sometimes you'll want to copy a single line from the screen to a string. At other times, you might need to copy the entire screen to an array of strings. Routines 8 and 9, written entirely in Basic, use the Screen Copy utility to copy the entire screen. Your program can capture everything you type on the screen and then manipulate that information as necessary. The final routine, which appears only in Program Listings 2 and 4, takes advantage of the Model 4 in the Model III mode. If you try to use it on a standard Model III, nothing happens. If you try it on a 4 in 4 mode, you'll be faced with certain catastrophe.

The Model 4 has 2K bytes of video memory. However, it uses only half that for the Model III mode's 16-column by 64-character display. The other half generally sits unused. This routine lets you switch between two video pages.

When you do so, the cursor moves to the second page, although its position is the same. When you switch a screen out of view, its information hides from the rest of the system until you call it back.

I've used this second page to display a



Models III and 4 Disk Basic

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help screen of a previous version of data that has been edited.

The Listings

I wrote the programs in Listings 1 and 2 in a style I often use. Even though each Basic line has several commands, no program line has more than one, and all loops have consistent indenting. Programs like these are easier to debug than those with several commands squeezed together. However, once you've debugged a program, you might want to remove extra spaces.

You might wonder why the Model 4 subroutines never use element zero of any array. I often use the Option Base command in Model 4 Basic programs to make arrays begin at 1 instead of zero. By completely ignoring the zero element of each array, these subroutines are compatible with all Basic programs whether they use Option Base or not.

Program Listings 3 and 4 provide the Assembly-language source code for the subroutines. Although the Model III and 4 Basic listings look almost identical, the real work done at the machine-language level is quite different.

By studying the differences between the Models III and 4 versions of the source code, you can learn a great deal about the peculiarities of each machine. Notice, in particular, that the Model 4 version has no

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Call instructions to outside routines. Since the Model 4 is completely RAMbased, I can't guarantee that routines will be in a specific location in different versions of TRSDOS. However, Logical Systems has guaranteed that the supervisory calls will stay the same in all versions of TRSDOS 6.X, so most programs interact with the DOS only through the SVCs.

You can link a machine-language subroutine to Basic in many ways. The method I've used here-loading each routine into an integer array-is one of the most flexible and easiest to use once you've converted each routine to its integer equivalents. You can make that conversion by hand, of course, but it's easier to let the computer do it for you if you follow these steps.

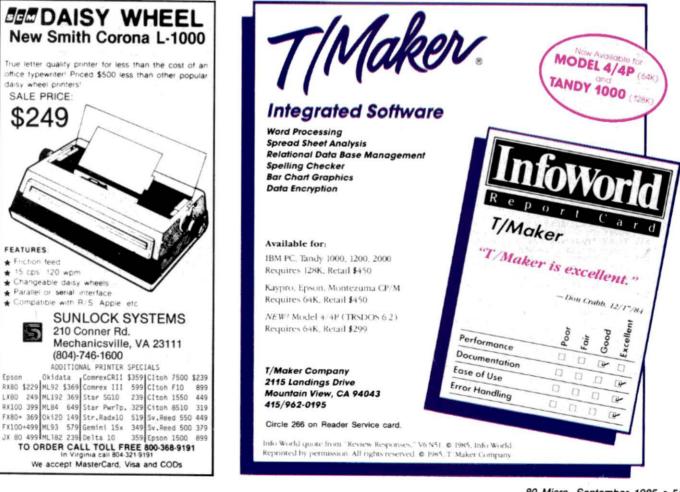
First, write and assemble your routine with an origin near the top of memory. From DOS, clear memory, then protect high memory and load the assembled routine. Enter Basic and invoke your routine with an appropriate USR or Call instruction to debug it. Once you're sure you've thoroughly debugged the program, you can convert it to integer form.

You must know the beginning and ending addresses of the routine in high memory. Run Program Listing 5, and the integer equivalents of your program will appear on your screen or printer. If you cleared memory before you started, you can ignore any trailing zeros in your list of integers. Finally, write a short installation routine in your Basic program that will read those integers into an array, and vou're all set.

If you keep disk files of routine libraries, write these so that their line numbers don't conflict. You'll soon be able to write programs as a simple series of calls to bugfree routines.

Write to Hardin Brothers at 280 N. Campus Ave., Upland, CA 91786, or contact him on CompuServe's WESIG.





Program Listing 1. Model 4 subroutines and demonstration program.

10 1 Model 4 Subroutines 20 GOSUB 61000 'Initialize 30 CLS: PRINT "MENU of Demos": PRINT 40 PRINT * 1. Formatted input 50 PRINT * 2. Strip blanks 60 PRINT * 3. Convert to upper case 70 PRINT * 4. Caps-lock utility 80 PRINT * 5. Scroll protect 90 PRINT * 6. Full screen input 100 PRINT * 7. Capture screen-row in string 110 PRINT * 8. Full screen capture (1) 120 PRINT * 9. Full screen capture (2) 130 PRINT * 0. End Demo" 140 PRINT * 0. End Demo" 140 PRINT * 0. End Demo" 150 A\$=INPUT\$(1): A = VAL(A\$): IF A<0 OR A>9 THEN GOTO 150 ELSE IF A = 0 THEN CLS: END 160 ON A GOSUB 180,220,260,290,360,410,470,520,570: GOTO 30 20 GOSUB 61000 'Initialize GOTO 30 170 178
188 CLS: PRINT "Formatted input ": INPUT "How many characters to input (1 - 254)";Q%
198 IF Q%(1 OR Q%)254 THEN GOTO 188 ELSE PRINT "Input your string==> ";GOSUB 60180
208 PRINT: PRINT "Your string ==> ";Q%: A%=INPUT\$(1): RETURN 250 268 CLS: PRINT "Convert case": PRINT "type in string ==> ";:LINE INPUT Q\$ 278 PRINT Q\$: GOSUB 60300: PRINT Q\$: A\$=INPUT\$(1): RETURN 280 288 '
298 CLS: PRINT Caps lock utility"
298 CLS: PRINT Caps lock is now off (type something) ";: LINE INPUT Q\$
318 Q% = 1: GOSUB 68488: PRINT "Caps lock is now on (type something) ";: LINE INPUT Q\$
328 PRINT: PRINT"Set caps lock however you wish and type something ";: LINE INPUT Q\$
338 Q% = 2: GOSUB 68488: IF Q% THEN PRINT "Caps lock on" ELSE PRINT "Caps lock off"
348 A\$ = INPUT\$ (1); PRINT 340 AS = INPUTS(1): RETURN 350 360 CLS: PRINT "Scroll Protect" 370 FOR I% = 1 TO 5: INPUT "# of lines to protect";Q% :GOSUB 60500 :GOSUB 60500 360 CLS: FOR J% = 1 TO 30: PRINT J%: NEXT J%: FOR J% = 1 TO 30: PRINT: NEXT J%: NEXT I% 390 A\$=INPUT\$(1): Q%=0: GOSUB 60500: CLS: PRINT "Done with scroll protect": A\$=INPUT\$(1): RETURN 400 ' 468 468 '
470 CLS: PRINT "Capture screen row in a string -- fill screen with whatever you wish"
480 PRINT "Press <Shift><Clear> to end": GOSUB 60600
490 FOR 1%=2 TO 23: PRINT @ (16,0),1%; ";: NEXT 1%: PRINT @ (0,0),STRING\$(79," "): PRINT @ (0,2), "Which row to capture?";: LINE INPUT A\$:A=VAL(A\$)
500 IF A < 2 OR A > 23 THEN GOTO 490 ELSE Q% = A: GOSUB 60700: CLS: PRINT Q\$: A\$=INPUT\$(1): RETURN
510 ' 520 CLS: PRINT "Full screen capture 41 -- each line saved in an 80-character string" 530 PRINT "Type whatever you want then press <Shift><Clear>":GOSUB 60600 Shift Collear / HOSOB 00000
Source and the set of the set o 560 '
570 CLS: PRINT "Full screen capture #2 -- trailing spaces stripped from lines"
580 PRINT "Type whatever you want then press <shift><clear>: GOSUB 60600
590 GOSUB 60900: CLS: PRINT "Press a key to see the captured screen"; A&=INPUT\$(1)
600 CLS: FOR I& = 1 TO 23: PRINT Q\$(1%): NEXT I&: PRINT Q\$(24);: A\$ = INPUT\$(1): RETURN 610 60000 ' Model 4 Version -- Data handling subroutines Be sure to initialize routines with GOSUB 61000 before use 60098 ' Formatted input -- shows input field with
'.' characters and restricts number of
characters user can enter. Calling sequence:
Q% = number of characters allowed (1 - 254)
GOSUB 60100

60099 ' Input string returned in Q\$ 60100 IF Q%<1 OR Q%>254 THEN RETURN ELSE Q%=STRING\$ (0%+1,32): Q%=VARPTR(Q\$): Q1%=VARPTR(Q1%(1)): CALL Q18 (Q8) : RETURN 60101 60199 ' Strip blanks from end of a string Calling sequence: Q\$ = string to strip GOSUB 60200 String returned in Q\$ 60200 DEF USR9 = VARPTR(Q2%(1)): Q\$=USR9(Q\$): RETURN 60201 60299 . 68299 ' Convert lowercase characters in a string to uppercase Calling sequence: Q\$ = string to convert GOSUB 68388 String returned in Q\$ 68380 DEF USR9 = VARPTR(Q3*(1)): Q\$=USR9(Q\$): RETURN 60301 . 60397 . CAPS-Lock utility: turn CAPS on or off, or test present condition Calling sequence: Q% = function request (θ = turn CAPS off 1 = turn 60398 ' 2 = test present state) GOSUB 6044 If test function is chosen then Q% returns 60399 ' if CAPS are contained on the CAPS of the CAP GOSUB 60400 present state of CAPS: 60399 ' if CAPS are on, Q% = -1 (true) if CAPS are off, Q% = 0 (false) 60400 Q1% = VARPTR(Q4%(1)): CALL Q1% (Q%): RETURN 60401 ' 60499 ' Scroll protect -- protects Ø - 7 lines at top of screen from scrolling (but not from CLS) Calling sequence: Q% = number of lines to protect GOSUB 60500 60500 DEF USR9 = VARPTR(Q5%(1)): Q%=USR9(Q%): RETURN 60501 ' 60501 'Full screen input --- user can freely move around screen and enter input anywhere <Shift> + arrow moves cursor non-destructively Calling sequence: GOSUB 60600 60600 DEF USR9 = VARPTR(Q6%(1)): Q%=USR9(0): RETURN 60799 ' Full screen capture -- Capture all screen characters in array Each string returned is 80 characters long. Calling sequence: GOSUB 60800 Screen returned in Q\$(1) through Q\$(24)
 60800 FOR Q\$=0 TO 23:GOSUB 60700:Q\$(Q\$+1)=Q\$:NEXT Q\$: RETURN 60801 60899 1 Full screen capture as above -- each string in Q\$() array is stripped of trailing blanks Calling sequence: GOSUB 68980 Screen returned in Q\$(1) through Q\$(24)
60900 FOR Q=0 TO 23: GOSUB 60700: GOSUB 60200: Q\$(Q\$+1)=Q\$: NEXT Q\$: RETURN
60901 ' Full screen capture as above -- each string 61000 ' Initialization for Model 4 subroutines GOSUB 61000 once at beginning of program 61100 ' Routine 1 -- Formatted input 61101 DATA 9086, 28518, 18149, 32291, 26147, 1391, -14907, 11790, 574, 4335, -15877, 6158, 574, 4335, -15877, 2366, 14575, 8197, 30723, 536, 62, 30689, 201 61102 DIM Q1%(23): RESTORE 61101: FOR Q%=1 TO 23: READ Q1%(Q%): NEXT Q% 61203 ' 61200 ' Routine 2 -- Strip blanks from string 61201 DATA -5163, 9038, 9086, 28518, 6, 11017, -386, 8224, 11012, 8205, -7689, -13967 61202 DIM 02%(12): FOR 0%=1 TO 12: READ 02%(0%): 61200 ' NEXT OR 61203 61300 ' Routine 3 -- Convert to upper case 61301 DATA 18155, 32291, 26147, 32367, 25086, 1848, 31742, 816, 24550, 9079, -3824, 201 61302 DIM Q3%(12): FOR Q%=1 TO 12: READ Q3%(Q%): 61303 ' 61400 ' Routine 4 -- Caps lock utility 61401 DATA 25918, 32495, 470, 32509, 14346, 10253, -13553, 15983, 10240, 15617, 9079, -13961, -20533, 536, -4149, 30717, -14070 61402 DIM 04%(17): FOR Q%=1 TO 17: READ Q4%(Q%): 01403 ' 61500 ' Routine 5 -- Scroll protect 61501 DATA 1614, 15879, -4337, 201 61502 DIM Q5%(4): FOR Q%=1 TO 4: READ Q5%(Q%):NEXT Q% 61503 61600 ' Routine 6 -- Full Screen input 61601 DATA 318, 8431, -261, -14305, 6910, 3104, 1631, 15876, -4337, -388, 31511, -6104, 15951, -4350, -7556 -7656 61602 DIM Q6%(15): FOR Q%=1 TO 15: READ Q6%(Q%): 61603 ' 61700 ' Routine 7 -- Screen to string utility 61701 DATA 9086, 28518, 9030, 9086, 28518, 26347, 46, -10811, 262, 3902, -11793, 4882, -16084, -3568, 201 61702 DIM Q7%(15): FOR Q%=1 TO 15: READ Q7%(Q%):



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Listing 2 continued

638 GOSUB 60980: CLS:PRINT "Press a key to see the captured screen"; GOSUB 208
648 CLS: FOR I% = 0 TO 14: PRINT Q\$(I%): NEXT I%: PRINT Q\$(15);: GOSUB 200: RETURN 650 660 Q*=0: GOSUB 60950: CLS: PRINT "Screen Swap ---Model 4/4P in Model III Mode only!": PRINT "Type something then press <CLEAR>": GOSUB 60680 670 Q*=1: GOSUB 60950: CLS: PRINT "Type something else, then press <CLEAR>": GOSUB 60600: Q*=0: GOSUB 60950 700 GOTO 680 710 60000 ' Model 3 Version -- Data handling 60000 ' Model 3 Version -- -- Data handling subroutines. Be sure to initialize routines with GOSUB 61000 before use 60098 ' Formatted input -- shows input field with '.' characters and restricts number of characters user may enter. Calling sequence: Q% = length of input field (1 - 254) 60090 ' GOSUB 60100 input string returned in Q% 60100 IF Q%<1 OR Q%>254 THEN RETURN ELSE Q%=STRING\$(Q%+1,32): DEFUSR9 = VARPTR(Q1%(0)): O% = USR%(VARPTR(OS)): BETURN Q% = USR9 (VARPTR(Q\$)): RETURN 60101 60100 ' Strip blanks from end of a string Calling sequence: QS = string to strip GOSUB 60200 String returned in QS 60200 DEPUSR9 = VARPTR(Q2%(8)): Q1%=USR9(VARPTR(Q\$)): RETURN 60201 60299 ' Convert lowercase characters in a string to uppercase Calling sequence: Q\$ = string to convert GOSUB 60300 String returned in Q\$ 60300 DEFUSR9 = VARPTR(Q3%(0)): Q%=USR9(VARPTR(Q\$)): RETURN 60301 60301 '
60307 ' CAPS-Lock utility: turn CAPS on or off, or test present condition. Calling sequence: Q% = function request (Ø = turn CAPS off 1 = turn CAPS on 2 = test present state)
60308 ' GOSUB 60400 If test function is chosen then Q% returns present state: Q% = -1 (true) means CAPS on Q% = 0 (false) means CAPS off
60400 Q1% = & H4019: IF Q% => 0 AND Q% < 2 THEN POKE Q1% Q% ELSE Q% = (PEEK(Q1%) <>0) 60401 RETURN 68482 ' Scroll protect -- protects @ - 7 lines at top
of screen from scrolling (but not from CLS) 60499 Calling sequence: Q% = number of lines to protect GOSUB 60500 60500 POKE &H4214,Q%: RETURN 60501 ' 60501 CHR\$(15);:RETURN 60601 60699 'Copy screen row to a string Calling sequence: Q% = row of screen to copy (0 - 23) GOSUB 60700 String returned in Q\$ 60700 Q\$(16)=" ": Q1%=VARPTR(Q\$(16)): Q2%=5H3CØØ+Q%*64: POKE Q1%,64: POKE Q1%+1,Q2% AND 255: POKE Q1%+2,INT(Q2%/256): Q%= Q%(16): RETURN 60701 ' Full screen capture -- -- Capture all screen 60799 characters in array or 64-character strings. Calling sequence: GOSUB 60800 Screen returned in Q\$(0) through Q\$(15) 60800 FOR Q%=0 TO 15: GOSUB 60700: Q\$(Q%)=Q\$: NEXT Q%: RETURN 60801 ' 60801 60801 '
60809 ' Full screen capture as above - each string in Q\$() array is stripped of trailing blanks. Calling sequence: GOSUB 60900 Screen returned in Q\$(0) through Q\$(15)
60900 FOR Q%=0 TO 15: GOSUB 60700: GOSUB 60200: Q\$(Q%)=Q\$: NEXT Q%: RETURN
60901 ' ' Screen Swap For use ONLY on a Model 4/4p 68949 in Model III model Calling sequence: Q%= page (even for page 0 odd for page 1) GOSUB 60950 60950 DEFUSR9=VARPTR(Q9%(0)): Q%=USR9(Q%): RETURN 60951 60951 61000 ' Initialization for Model 3 subroutines GOSUB 61000 once at beginning of program 61001 DATA MODEL3 61002 RESTORE 61003 READ Q\$: IF Q\$ <> "MODEL3" THEN GOTO 61003 61004 ' Routine 1 -- Formatted input 61100 61101 DATA 32717, -4854, 8283, -6848, 18133, 8965, 9086, 28518, 16069, -13010, 51, -1264, -11839, 21485, 16416, 16589, 14336, 30723, 536, 62, 30689, 201

Listing 2 continued on p. 104

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DRAWING IN DETAIL

by Jim Abbassian and Glen E. Sparks

MacPaint-style graphics bring out the best in your Model III or 4 high-resolution board.

wish my computer could do graphics like that." Maybe Model III/4 owners don't say that out loud, but they probably think it when they see an Apple Macintosh or a Tandy 1000 in action.

You don't have to put up with that gnawing feeling of inadequacy. By installing Radio Shack's high-resolution board, you'll be the envy of the neighborhood, with graphics that outshine an IBM PC's with 18 percent higher resolution.

Rembrandt is a Model III/4 icon-driven high-resolution (hi-res) graphics program that gives you a plethora of drawing and editing commands (see Program Listing 1). It lets you:

- Draw line figures.
- Paint sections of the screen with 16 patterns.
- Mix text and graphics.
- Manipulate predefined geometric shapes, including rectangles, circles, polygons, cones, and cylinders.
- Cut and paste; that is, define a section of the screen and duplicate it elsewhere.
- Save screens to disk or dump them to a Radio Shack dot-matrix printer with dot-addressable graphics capability.
- Erase the screen pixel by pixel or all at once.

As you read the documentation below, you'll get an idea of Rembrandt's potential for design, business, and entertainment applications. You can modify the program for special needs, such as architectural drawing, model design, and mapping.

In the Beginning...

While Rembrandt isn't hard to use, you'll need a few practice sessions to master it. If you start by trying to create an onscreen version of the Mona Lisa, you'll become frustrated and confused.

Type in and run Program Listing 1 from BasicG. (The high-resolution board comes with BasicG, which supports a number of GW-Basic commands.) Don't save the program in ASCII format; some lines will become too long to load, causing a "Direct statement in file" error.

After a pause for initialization, you'll see Rembrandt's icon menu to the left and a pattern menu along the bottom of the screen (see Fig. 1). The rest of the screen is free for graphics.

Rembrandt has three modes: the cursor, function, and paint modes. In each mode, the cursor changes its appearance to indicate which mode you're in. In the cursor mode, the cursor is arrow-shaped and movable. In the function mode, it changes to a stationary inverse-video arrow; here, control passes to the icon menu so you can choose a function. In the paint mode, the cursor becomes a stationary spray can.

A La Mode

On boot-up, Rembrandt starts out in the cursor mode. You use this mode to position the cursor only, to get it where you want to start drawing on the screen. The arrow keys move the nondestructive cursor around the screen in a total of eight directions. Use single keys to move up, down, right, and left; combine keys to move diagonally.

To create and manipulate shapes, you switch to Rembrandt's function mode, with its icon menu on the left of the screen. Press the spacebar once to enter this mode; the cursor changes to inverse video. Use the arrow keys to position the cursor on the icon of interest. Rembrandt highlights each icon as the cursor travels through it.

Pressing the spacebar again returns the cursor to its previous position and invokes the highlighted function. If, for example, you choose the Circle function, the circle's center is at the cursor's on-screen position. To exit the function mode and restore cursor control, hit the spacebar again.

Iconography

I'll take you through the function menu icon by icon, starting in the upper lefthand corner. Refer to Fig. 1 if you don't have Rembrandt up on your computer.

The first icon represents the Line function, which draws lines one at a time. To see how it works, get into the function mode by pressing the spacebar, use the arrow keys to get to the line icon, and press the spacebar again. The line starts at a fixed point, determined by the cursor's position when you entered the function mode. You control the second endpoint by using the arrow keys to extend the line and give it direction.

To make a freehand line drawing, alternately enter the line mode, draw a line, exit to the function menu, then select the Line function again, starting your new line where the last one left off. This sounds involved, but it actually takes only a few seconds.

The second function, the Eraser, lets you clear the screen selectively, just like a blackboard. As you move the eraser around the screen with the arrow keys, you permanently delete everything it passes over.

The Triangle function is a little tricky, but useful. One vertex is fixed at the cursor's position. You can manipulate the other two vertices, but only one at a time. Press the enter key (hold it down, don't just tap it) to switch between the two variable endpoints, and use the arrow keys to pivot the triangle or change its size. You can also draw triangles with the Line function, or with the Polygon function, described below.

The Box/Rectangle function works like the Line function. The cursor's position defines the top left corner of the box. You control the opposite corner and use the arrow keys to change the box's length and width.

The Circle function draws circles or ellipses. The up- and down-arrow keys control the X, or horizontal, axis; the left- and





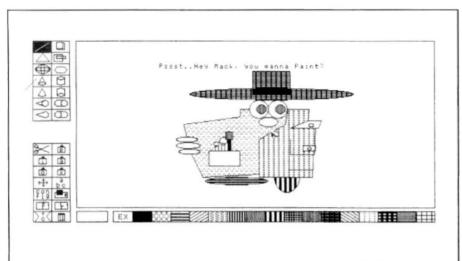


Figure 1. A Rembrandt graphics screen showing the icon and tile menus.

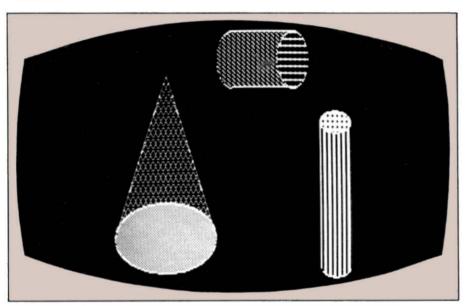


Photo 1. Geometric figures automatically drawn by Rembrandt.

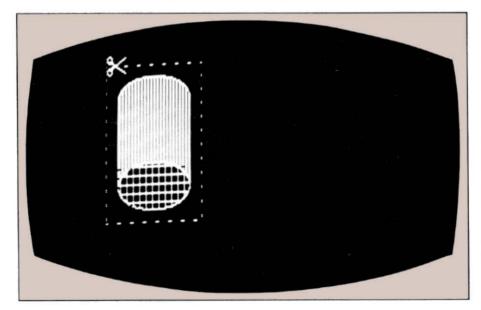


Photo 2. Demonstration of cut-and-paste function: Dotted lines indicate area to be pasted.

right-arrow keys control the Y. or vertical, axis.

You can use the next function, the Polygon, to create a regular polygon of any size and shape. The left- and right-arrow keys change the figure's size. The up- and down-arrow keys control the number of sides. The lower and upper limits to the number of sides are three (a triangle) and 20 (roughly a circle). You can increase the number of sides to more than 20, but your figure won't look much different from a 20-sided one, and will take longer to draw.

The rest of the icons in the top half of the function menu represent a variety of cones and cylinders. You control the lengths of vertical shapes with the up- and down-arrow keys and change their radii with the left- and right-arrow keys. You control horizontal cones or cylinders in a similar manner. Photo 1 shows three figures drawn using these functions.

Impeccable Paste

The bottom half of the function menu begins with several Cut-and-Paste icons, which let you move or duplicate parts of your graphics screen.

First, move the cursor to the upper lefthand corner of the section you want to cut and paste. Now select the Cut function using the scissors icon. Use the arrow keys to adjust the dotted-line box until it surrounds the area you want to cut and press the spacebar (see Photo 2). The dotted lines should disappear, indicating that the figure is stored in the buffer. If they don't, reduce the size of the outlined area and try again.

The area inside the box doesn't move. Rembrandt reproduces the image and stores it in memory. You can paste the image elsewhere on the screen using the five Paste functions, shown on the menu as paste bottle icons.

Move the cursor to where you want to paste the stored image. Now select one of the paste functions. The "P" bottle pastes an image exactly like the original, overwriting anything else on that part of the screen. The "I" bottle pastes an inversevideo image of the memory buffer, meaning the whole area in the dotted box.

The "A," "O," and "X" paste bottles compare the image on screen to the image in the buffer using the Boolean operators And, Or, and XOR. This means you can combine images or select parts of the stored image to display.

You can reverse the pasting process by pasting with the "X" bottle twice. This restores the screen to its original condition.

Once you've captured an image in memory, you can paste it over and over again using different paste bottle options (see Photo 3).

Text Talk

You can add text to your graphics screen using the ABC and crossed-arrows icons. Use ABC to select the Text function, then go to the crossed arrows to select the

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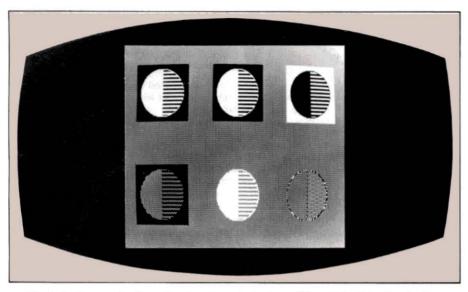


Photo 3. Demonstration of cut-and-paste feature: The original design in the upper left-hand corner is pasted using (left to right from the middle of the top row) the "P," "I," "A," "O," and "X" options.

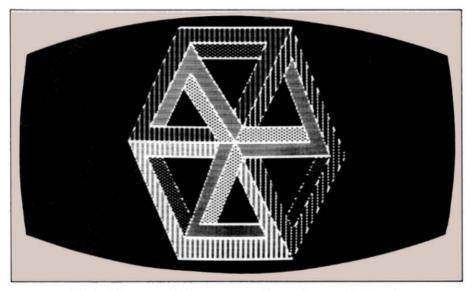


Photo 4. Hexagon design corresponding to Program Listing 3.

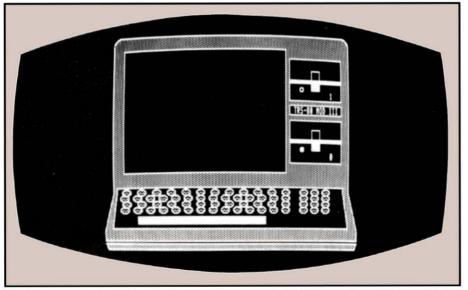


Photo 5. Computer design corresponding to Program Listing 4. 60 • 80 Micro, September 1985

direction in which the text reads. To switch directions, press the appropriate arrow key. Normally, you'll get text in capital letters; for upper- and lowercase text, press shift-zero.

You automatically exit the text mode if you try to type off the edge of the graphics screen. Otherwise, this is the only function you exit by pressing the enter key.

One note: This feature has a long errorchecking routine, so you Model III owners had better keep your typing speed down, or you'll lose characters. Model 4 owners, your increased CPU speeds means you can type rather quickly.

Output to Disk or Printer

The CONFIG icon is the only function that calls up another menu. The CONFIG menu's first option lets you change cursor speed. Choose low values for slow, precise cursor movement or high values for speedier movement.

The other options are for the Model 4; they define which printer driver you use for a screen dump to your Radio Shack DMP printer. GPRINT turns your picture sideways and flattens it out a bit. GPRT2 and GPRT3 are similar drivers that don't rotate the image, but you have to set your printer to condensed mode or use 15-inch paper with them.

The Printer icon is for Model 4 owners only; select your printer driver using the CONFIG function, then invoke the Printer function to dump the screen to your dotaddressable Radio Shack DMP printer.

Model III users can't print out from the function menu. If you want a screen dump, press the break key, then type in RUN. After Rembrandt erases the menus, press the break key again before they reappear on the screen. Now you can type in GPRINT, GPRT2, or GPRT3 for a screen dump, or type in CMD''I'' to exit to TRSDOS.

Even after you exit to DOS, Rembrandt doesn't erase your graphics screen. At DOS ready, type in GRON to display the screen. At this point you can dump it to the printer using the GPRINT option.

The "S" and "L" icons let Model 4 users save and load graphics files. When you invoke the "S" function, the program displays a directory of files with the extensions /GR or /HR, then prompts you for a file name and saves the file to disk. Use the "L" function to load files from disk.

It's not that easy on a Model III. You can't save or load graphics from Rembrandt, so you must complete a picture in one sitting (blame TRSDOS 1.3, not our program). To save a screen to disk, type in GSAVE FILE NAME from TRSDOS Ready. To load a file, type in GLOAD FILE NAME. The GRON command displays your picture on the screen; GROFF turns the display off. You can also print a screen you've loaded from disk; use the printer drivers discussed above.

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Saving a graphics screen to disk takes up 75 records and 25 granules, so make sure you have enough room on your disk.

The Tandy logo icon returns you to DOS with no questions asked. Be careful around this one.

The Garbage Can function erases the entire graphics screen, again with no questions asked.

The Paint Box

So much for the function mode. The paint mode lets you fill in any enclosed area of your design with one of the bitmapped patterns, or tiles, shown at the bottom of the screen. This method is called painting or tiling.

After you've drawn a figure or two, move the cursor inside an area you want to paint. Tap the enter key to invoke the paint mode, indicated by a spray can cursor. Use the right- and left-arrow keys to scroll through the tile menu; you'll see the patterns change in the box to the left of the menu. When the pattern you want appears in the box, press the space bar. Rembrandt fills the area containing the spray can with that pattern and returns you to the cursor mode.

The tile menu's Exit option lets you escape without painting. Just press the space bar when you see the word "exit" in the tile selection box.

Make sure you completely enclosed the area you paint. Otherwise, the paint bleeds out and covers the rest of your graphics screen.

Footnotes

If Rembrandt happens to crash but doesn't return you to DOS, type in RUN and the program will reinitialize without erasing the graphics screen.

The three screen dump routines, GPRINT, GPRT2, and GPRT3, that come with the hi-res package work with Radio Shack's DMP series printers. These printer drivers are in Assembly-language and BasicG calls them as external programs. They might not work with non-Radio Shack printers. However, the BasicG manual prints their complete listings. You should be able to modify one of them to suit your hardware's configuration.

Getting Fancy

We'll touch briefly on a way to create more complicated pictures using the hires board and BasicG. Run Program Listing 2 and send it to the printer. You'll get a grid corresponding to the screen's pixels. Cover the grid with plastic and use a grease pencil to transfer an image to the grid.

You can plot out the design and write a BasicG program that draws the picture. It's even more tedious than it sounds, but the results are impressive. Program Listing 3, for example, produces the geometric shape shown in Photo 4. Program Listing 4 draws the computer shown in



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```
5 CLEAR 500 'Model 4 users omit this line
10 IF GF=1 THEN X1=320:Y1=120:CR=10:LC=10:AR=.5:RA=5:PR$="GPRT3":C
A=10:PF=1:LF=1:LR=10:R=5:SI=10:SD=5:AP=.5:FF=1:PI=3.14159:SD=5:SI=
10:DIM GB(250):VIEW(0,0)-(639,239):DIM T$(17):GOSUB 1850 :GOSUB 22
80 :GOSUB 2480 :GET(\emptyset, \emptyset) - (\emptyset, \emptyset), GB:GOTO 170 :ELSE 2510
20 KE=PEEK(KP):IF KE AND 1 OR KE AND 128 OR KE AND 8 OR KE AND 16
OR KE AND 32 OR KE AND 64 THEN RETURN ELSE 20
30 SP=PI/SD:FOR A=0 TO PI+SP/2 STEP SP:SZ=SI*SIN(A)+.5:X=SZ*SIN(A)
+X1:Y=SZ/2*COS(A)+Y1:IF A=0 THEN 40
                                                               ELSE LINE (XØ,YØ)-(X,Y),00
 40 X0=X:Y0=Y:NEXT:RETURN
40 X0=X:Y0=Y:NEXT:RETURN

50 LINE(X1,Y1)-(X2,Y2),OO:LINE-(X3,Y3),OO:LINE-(X1,Y1),OO:RETURN

60 XX=LR:CIRCLE(X1,Y1),R,OO,1.57,4.71,.8:CIRCLE(X1+XX,Y1),R,OO,4.7

1,1.57,.8:Z=R/1.25:LINE(X1,Y1+Z)-(X1+XX,Y1+Z),OO:LINE(X1,Y1-Z)-(X1

+XX,Y1-Z),OO:IF RL$="R" THEN CIRCLE(X1+XX,Y1),R,OO,1.57,4.71,.8:RE

TURN:ELSE CIRCLE(X1,Y1),R,OO,4.71,1.57,.8

70 LINE(X1,Y1)-(X1+XB,Y1),OO,&HC003:LINE-(X1+XB,Y1+YB),OO,&H8181

:LINE-(X1,Y1+YB),OO,&HC003:LINE-(X1,Y1),OO,&6H8181:RETURN

80 CIRCLE(X1,Y1),R,OO,,.3:CIRCLE(X1,Y1+LR),R,OO,3.14,6.28,.3:LINE

(X1+R,Y1)-(X1+R,Y1+LR),OO:LINE(X1-R,Y1)-(X1-R,Y1+LR),OO:RETURN

90 CIRCLE(X1,Y1),R,OO,0,3.14,.3:CIRCLE(X1,Y1+LR),R,OO,..3:LINE(X1

+R,Y1)-(X1+R,Y1+LR),OO:LINE(X1-R,Y1)-(X1-R,Y1+LR),OO:RETURN

100 IF KE AND 32 THEN X0=X0-CA
100 IF KE AND 32 THEN X0=X0-CA
110 IF KE AND 64 THEN x\theta=x\theta+CA
120 IF KE AND 16 THEN y\theta=y\theta+int(CA/2): IF CA=1 THEN y\theta=y\theta+1
130 IF KE AND 8 THEN Y0=Y0-INT(CA/2): IF CA=1 THEN Y0=Y0-1
140 RETURN
150 CZ=CR/1.25:LINE(X1,Y1)-(X1+LC,Y1+CZ),OO:LINE(X1,Y1)-(X1+LC,Y1-
CZ),OO:CIRCLE(X1+LC,Y1),CR,OO,ST,EN,.8:RETURN
160 LINE(X1,Y1)-(X1+CR,Y1+LC),OO:LINE(X1,Y1)-(X1-CR,Y1+LC),OO:CIRC
LE(X1,Y1+LC),CR,OO,ST,EN,.3:RETURN
170 X1=320:Y1=120
180 X1=X1+60:VIEW(0,0)-(639,239):PUT(X1,Y1),CU,XOR:FOR K=1 TO 50:N
EXT:IF BP=25 THEN 1770
190 GOSUB 20
                         :IF KE AND 128 THEN VIEW(0,0)-(639,239):GOSUB 2220
 :FOR K=1 TO 20:NEXT:GOTO 330
200 IF KE AND 1 THEN GOSUB 2040 :GOTO 260
210 PUT(X1,Y1), CU, XOR:X0=X1:Y0=Y1:GOSUB 100 :X1=X0:Y1=Y0:IF X1<61
  THEN X1=61
220 IF X1>628 THEN X1=628
230 IF Y1>219 THEN Y1=219
240 IF Y1<1 THEN Y1=1
250 PUT(X1, Y1), CU, XOR: GOTO 190
260 PUT(X1,Y1),CU,XOR:PUT(X1,Y1),PC,XOR
270 GOSUB 20
280 IF KE AND 128 THEN PUT(X1,Y1),PC,XOR:GOSUB 2000 :X1=X1-60:GOTO
  180
290 IF KE AND 32 THEN PF=PF-1:IF PF<=0 THEN PF=1
300 IF KE AND 64 THEN PF=PF+1:IF PF>=17 THEN PF=17
310 IF KE AND 32 OR KE AND 64 THEN GOSUB 2040
320 GOTO 270
330 PUT(X1,Y1), CU, XOR: PUT(X1,Y1), IC, XOR
340 GOSUB 20
350 IF KE AND 128 THEN PUT(X1,Y1), IC, XOR:VIEW(71,1)-(638,219):FOR
K=1 TO 150:NEXT:X1=X1-60:GOTO 410
360 GOSUB 2160 :IF KE AND 32 THEN FF=FF-1:IF FF<=0 THEN FF=1 ELSE
IF FF+1=19 THEN FF=14
370 IF KE AND 64 THEN FF=FF+1:IF FF>=32 THEN FF=32 ELSE IF FF-1=14
  THEN FF=19
380 IF KE AND 16 THEN FF=FF+2:IF FF>=32 THEN FF=32 ELSE IF FF-2=13
 THEN FF=19 ELSE IF FF-2=14 THEN FF=20
390 IF KE AND 8 THEN FF=FF-2:IF FF<=0 THEN FF=1 ELSE IF FF+2=19 TH
EN FF=13 ELSE IF FF+2=20 THEN FF=14
400 GOSUB 2220 :GOTO 340
410 IF FF<>1 THEN 450 ELSE X2=X1:Y2=Y1:LINE(X1,Y1)-(X2,Y2)
420 GOSUB 20
430 IF KE AND 128 THEN X1=X2:Y1=Y2:X2=0:Y2=0:GOSUB 1880 :GOTO 180
440 LINE(X1,Y1)-(X2,Y2),0:X0=X2:Y0=Y2:GOSUB 100 :X2=X0:Y2=Y0:LINE
(X1,Y1)-(X2,Y2):GOTO 420
450 IF FF<>2 THEN 550
460 IF Y1>209 THEN Y1=209
470 IF X1>554 THEN X1=554
480 PUT(X1,Y1),E1,PSET:GOSUB 20 :PUT(X1,Y1),E2,PSET
490 IF KE AND 128 THEN 180
500 X0=X1:Y0=Y1:GOSUB 100 :X1=X0:Y1=Y0:IF Y1>209 THEN Y1=209
510 IF Y1<0 THEN Y1=0
520 IF X1<0 THEN X1=0
530 IF X1>554 THEN X1=554
540 GOTO 480
550 IF FF<>4 THEN 590 ELSE X2=X1:Y2=Y1:LINE(X1,Y1)-(X2,Y2),,B
560 GOSUB 20
570 IF KE AND 128 THEN 180
580 LINE(X1,Y1)-(X2,Y2),0,B:X0=X2:Y0=Y2:GOSUB 100 :X2=X0:Y2=Y0:LI
NE(X1, Y1)-(X2, Y2),1,B:GOTO 560
                                                                                             Listing 1 continued
```

Program Listing 1. Rembrandt graphics editor.

Photo 5. Since your graphics data is in Basic, you can use these designs in other programs.

Epilogue

With a hi-res board installed, you can still run programs that use those miserable, chunky, block graphics characters. But once you discover how easy, fast, and versatile the hi-res board is, you won't want to go back.

Think of our program as a starting point. Let it inspire you. Tinker around with it or create your own high-resolution applications. Have fun.

Jim Abbassian and Glen E. Sparks are writers and programmers. Both are members of the Dearborn, MI, TRS-80 User's Group. You can write them at 6168 Custer, S. Rockwood, MI 48179.

Related Articles

Graebner, Bruce A. and Jeffrey P., "Clear-Cut Trends," April 1985, p. 40. High-resolution line and bar graphs for the Models III, 4, 1000, and 2000.

Justice, Steve, "Fractals in Focus," May 1985, p. 58. High-resolution geometric fractals for the Models III, 4, 1000, and 2000.

```
Listing 1 Continued
```

590 IF FF<>5 THEN 670 ELSE RA=10:CIRCLE(X1,Y1),RA,,,,AR 600 GOSUB 20 610 IF KE AND 128 THEN 180 620 CIRCLE(X1,Y1), RA,0,,, AR: IF KE AND 32 THEN RA=RA-10: IF RA<0 TH EN RA=Ø EN RA=0 630 IF KE AND 64 THEN RA=RA+10 640 IF KE AND 16 THEN AR=AR+.05:IF AR>.5 THEN AR=AR+.05:IF AR>1.5 THEN AR=AR+1:IF AR>40 THEN AR=40 650 IF KE AND 8 THEN AR=AR-.05:IF AR<-3.72529E-08 THEN AR=-3.72529 E-08:ELSE IF AR>.5 THEN AR=AR-.05:IF AR>1.5 THEN AR=AR-1 660 CIRCLE(X1,Y1),RA,,,AR:GOTO 600 670 IF FF<>6 THEN 730 ELSE OO=1:GOSUB 30 680 GOSUB 20 690 IF KE AND 128 THEN 180 700 00=0:GOSUB 30 :X0=SI:GOSUB 100 :SI=X0:IF KE AND 16 THEN SD= SD-1:IF SD<=2 THEN SD=2 710 IF KE AND 8 THEN SD=SD+1:IF SD>=14 THEN SD=14 720 00=1:GOSUB 30 :GOTO 680 730 IF FF<>3 THEN 870 ELSE X2=X1:X3=X1:Y2=Y1:Y3=Y1 740 GOSUB 20 750 IF KE AND 128 THEN 180 760 IF KE AND 1 THEN 860 770 00=0:GOSUB 50 780 X0=X1:Y0=Y1:GOSUB 100 :X1=X0:Y1=Y0 :GOTO 740 790 00=1:GOSUB 50 800 00=0:GOSUB 50 810 GOSUB 20 820 IF KE AND 128 THEN 180 830 IF KE AND 1 THEN 790 840 00=0:GOSUB 50 850 X0=X3:Y0=Y3:GOSUB 100 :X3=X0:Y3=Y0 860 00=1:GOSUB 50 :GOTO 810 870 IF FF<>7 THEN 920 ELSE OO=1:ST=0:EN=6.28:GOSUB 160 880 GOSUB 20 890 IF KE AND 128 THEN 180 900 00=0:ST=0:EN=6.28:GOSUB 160 :X0=CR:Y0=LC:GOSUB 100 :LC=Y0:CR =X0:IF CR<1 THEN CR=1 Listing I continued on p. 108

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BUSINESS 100 PROGRAM LIST

ME	DESCRIPTION

....

NAME	DESCRIPTION	
1 RULE78	Interest Apportionment by Rule of the 78's	
2 ANNUI	Annuity computation program	
3 DATE	Time between dates	
4 DAYYEAR	Day of year a particular date falls on	
5 LEASEINT	Interest rate on lease	
6 BREAKEVN	Breakeven analysis	
7 DEPRSL	Straightline depreciation	
8 DEPRSY	Sum of the digits depreciation	
9 DEPRDB	Declining balance depreciation	
10 DEPRDDB	Double declining balance depreciation	
11 TAXDEP	Cash flow vs. depreciation tables	
12 CHECK2	Prints NEBS checks along with daily register	
13 CHECKBK1	Checkbook maintenance program	
14 MORTGAGE/A	Mortgage amortization table	
15 MULTMON	Computes time needed for money to double, triple,	etc.
16 SALVAGE	Determines salvage value of an investment	
17 RRVARIN	Rate of return on investment with variable inflows	
18 RRCONST	Rate of return on investment with constant inflows	
19 EFFECT	Effective interest rate of a loan	
20 FVAL	Future value of an investment (compound interest)	
21 PVAL	Present value of a future amount	
22 LOANPAY	Amount of payment on a loan	
23 REGWITH	Equal withdrawals from investment to leave 0 over	
24 SIMPDISK	Simple discount analysis	
25 DATEVAL	Equivalent & nonequivalent dated values for oblig.	
26 ANNUDEF	Present value of deferred annuities	
27 MARKUP	% Markup analysis for items	
28 SINKFUND	Sinking fund amortization program	
29 BONDVAL	Value of a bond	
30 DEPLETE	Depletion analysis	
31 BLACKSH	Black Scholes options analysis	
32 STOCVAL1	Expected return on stock via discounts dividends	
33 WARVAL	Value of a warrant	
34 BONDVAL2	Value of a bond	
35 EPSEST	Estimate of future earnings per share for company	
36 BETAALPH	Computes alpha and beta variables for stock	
37 SHARPE1	Portfolio selection model i.e. what stocks to hold	
38 OPTWRITE	Option writing computations	D TRS-8
39 RTVAL	Value of a right	TRS-8
40 EXPVAL	Expected value analysis	
41 BAYES		or Ata
42 VALPRINF	Value of perfect information	TRS-8
43 VALADINF	Value of additional information	and C
44 UTILITY	Derives utility function	
45 SIMPLEX 46 TRANS	Linear programming solution by simplex method	ADD \$3.00 FO
40 TROUS 47 EOQ	Transportation method for linear programming	ADD \$4.00 FO
	Economic order quantity inventory model	ADD \$5.00 TO
48 QUEUE1 49 CVP	Single server queueing (waiting line) model	ADD PROPER
50 CONDPROF	Cost-volume-profit analysis	
51 OPTLOSS	Conditional profit tables	(I T II
52 FQUOQ	Opportunity loss tables	
53 FQEOWSH	Fixed quantity economic order quantity model	MATHEMATC
54 FQEOQPB	As above but with shortages permitted	
55 QUEUECB	As above but with quantity price breaks Cost-benefit waiting line analysis	
56 NCFANAL	Net cash-flow analysis for simple investment	SPRI
57 PROFIND	Profitability index of a project	i
58 CAP1	Cap. Asset Pr. Model analysis of project	ASK FO
		DE

59 WACC	Weighted average cost of capital
60 COMPBAL	True rate on loan with compensating bal. required
61 DISCBAL	True rate on discounted loan
62 MERGANAL	Merger analysis computations
63 FINRAT	Financial ratios for a firm
64 NPV	Net present value of project
65 PRINDLAS	Laspeyres price index
66 PRINDPA	Paasche price index
67 SEASIND	Constructs seasonal quantity indices for company
68 TIMETR	Time series analysis linear trend
69 TIMEMOV	Time series analysis moving average trend
70 FUPRINF	Future price estimation with inflation
71 MAILPAC	Mailing list system
72 LETWRT	Letter writing system-links with MAILPAC
73 SORT3	Sorts list of names
74 LABEL1	Shipping label maker
75 LABEL2	Name label maker
76 BUSBUD	DOME business bookkeeping system
77 TIMECLCK	Computes weeks total hours from timeclock info.
78 ACCTPAY	In memory accounts payable system storage permitted
79 INVOICE	Generate invoice on screen and print on printer
80 INVENT2	In memory inventory control system
81 TELDIR	Computerized telephone directory
82 TIMUSAN	Time use analysis
83 ASSIGN	Use of assignment algorithm for optimal job assign.
84 ACCTREC	In memory accounts receivable system storage ok
85 TERMSPAY	Compares 3 methods of repayment of loans
86 PAYNET	Computes gross pay required for given net
87 SELLPR	Computes selling price for given after tax amount
88 ARBCOMP	Arbitrage computations
89 DEPRSF	Sinking fund depreciation
90 UPSZONE	Finds UPS zones from zip code
91 ENVELOPE	Types envelope including return address
92 ALITOEXP	Automobile expense analysis
93 INSFILE	Insurance policy file
94 PAYROLL2	In memory payroll system
95 DILANAL	Dilution analysis
96 LOANAFFD	Loan amount a borrower can afford
97 RENTPRCH	Purchase price for rental property
98 SALELEAS	Sale-leaseback analysis
99 RRCONVBD	investor's rate of return on convertable bond
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A Basic Programmer's Best Friend

Editor's note: The size of this cross-reference program prohibits 80 Micro from publishing it as a source code listing. However, because the program is one we feel is of widespread utility, we have published it as a space-saving data statements listing. If you'd rather not type in data statements, the /CMD program and source code, as well as this Basic program, are available on Load 80 (see p. 64 for ordering information).

by Raymond Pelzer

o one likes to debug long Basic programs. In programs with a lot of variables, you can wear yourself out trying to find that one A# that should be A%, or the Print statement that should be LPRINT.

Although cross-reference utilities have been around since the days of the Model I, none has been available for TRSDOS 6.X until now.

Crosscheck loads Model 4 Basic programs from disk and cross-references them by line numbers in GOSUB, GOTO. and Restore statements, by Basic key words, by variables, or by any combination of the three (see the Program Listing). The program displays the results onscreen and prints them out in 80- or 132column format.

Armed with a Crosscheck printout, you can go directly to program lines that include a referenced line number to check for errors or to ensure that an item isn't in any lines where it doesn't belong.

Basic File Formats

Before examining how Crosscheck works, you should understand Model 4 Basic's file format. The first byte of a Model 4 Basic disk file indicates whether you stored your Basic code in compressed (FF hexadecimal [hex]), ASCII (30–39 hex), or protected (FE hex) format. The standard Save command stores Basic programs in compressed format, the one Crosscheck reads.

In compressed format, all Basic programs start at a fixed point in memory. Each program line starts with the 2-byte memory address of the next line in leastsignificant byte/most-significant byte (LSB/MSB) format (see Fig. 1).

The program's current line number comes next, as a 2-byte integer in LSB/ MSB format, followed by the rest of the line's code. The line then ends with a 00 byte, indicating that the next 2 bytes, those that start the next line, identify the memory address for the following line.

This cycle repeats until Basic retrieves a 2-byte address of 00 00. Hex listings of Basic programs always end with 00 00 00, one 00 byte ending the final line, and 00

Crosscheck saves you debugging time and frustration by automatically cross-referencing Basic key words, variables, and GOSUB, GOTO, and Restore statements by line number.

Cross-Reference for CHI Line Numbers reference 360 => 420 588 0 440 => 560 78 =) 760 960 110 1 1080 42 1300 => 620 640 640 740 720 740 0 820 840 840 920 1080 1080 BASIC Keywords ret 1180 1160 1180 1260 1500 INKE INPUT 400 540 1/ LEFT\$ 140) 380 LOF 40 850 1060 LSET 1320 450 MKSS 1580 1580 NEXT 62a 120 630 ON 1480 910 OPEN 420 420 200 OR 300 PRINT

00 representing the address of the next (nonexistent) line.

Model 4 Basic's Line Numbers and Constants

Model 4 Basic stores line numbers and constants in a format different from Model I/III Basic, which leaves line numbers and numeric constants in ASCII format. Model 4 Basic saves line numbers in hex as 2byte integers in LSB/MSB format and it compresses numeric constants using special codes (see Table 1). It stores integers 0–9 as single bytes in the range 11–1A hex, integers 10–255 with an indicator (token) byte of OF hex followed by the 1-byte hex number, and integers between 256 and 32,767 with a token byte of 1C hex followed by 2 bytes in LSB/MSB format.

In Model 4 Basic, all single-precision numbers appear as a token byte of 1D hex followed by 4 hex bytes. All double-precision numbers have a token byte of 1F hex followed by 8 hex bytes.

To Basic, negative numbers don't exist. It treats minus signs as separate entities from their associated numbers. This principle, known as unary minus, means that Basic handles any negative number as a positive number that it subtracts from zero. For example, Basic represents -5 as 0-5. It leaves the minus sign encoded as F4 hex, which is also the compression (token) code for subtraction.

Key Words

Some Model 4 Basic key word token codes are 2 bytes long. They consist of an FF hex byte followed by one of the standard 1-byte token codes. The Model 4/4P Disk System Owner's Manual provides an alphabetic list of these tokens (in decimal) by key word (see the table, "Internal Codes for Basic Keywords," p. A-80).

Variables

Model 4 Basic allows variables of up to 40 characters. However, as variables names get longer, Basic execution slows down because of the increased character testing required to verify the variable.

While Model I/III Basic lets you tack the type declaration characters (%, #, !, or \$) to the end of a variable. Model 4 Basic treats them as part of the variable. The same holds true for array variables; the left parenthesis is part of the 40-character limit.

An Example

Figure 1 shows a Basic program and its equivalent hex listing. The first byte in the hex listing (FF hex) represents the standard compressed Basic file. The next 2 bytes (17 7F) tell Basic that the second program line starts at memory location 7F17 hex, and the 0A 00 bytes that follow show the line number as 10.

The main portion of the line begins with the variable X (58), a space (20), the token code for the equals sign (F1), another space (20), and the number 5 (16, one of the special 1-byte integers). The 00 byte signals the end of the first line.

Basic then looks for a new line address (1F 7F). This is followed by the 2 bytes for the line number 20 (14 00), the token code for the Print command (91), a space (20), the variable X (58), and the 00 byte that ends the line.

Line 30 shows an integer value of 100 in the compressed form of OF 64, and line 40 provides a line number reference to line 20, compressed as 0E 14 00.

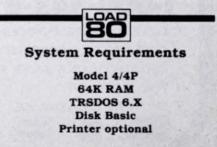
In line 50, the byte sequence 1D 00 00 5C 85 represents the single-precision number 27.5. The 1D byte tells Basic that the next 4 bytes are special cases. Without this byte, Basic could interpret the 00 byte as an end-of-line indicator and scramble the rest of the program.

The 00 00 00 bytes at the end of the hex listing signal the end of the program.

About Crosscheck

Type in and run the Listing. It includes a form of error-checking known as a checksum. When you run the program, it adds the numbers in each line and checks the total against a predetermined sum for that line. If the numbers fail to match, the program displays a message telling you in which line the errors occur and the program stops executing. Carefully check the data line and the checksum total and correct the error.

Run the program again. When you have all the data statements correct, lines 180-



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Figure 1. Sample Basic program in compressed form.

Line numbers referenced: 20 = > 40Basic key words referenced: 30 50 + < 40 10 30 50 END 70 IF 40 PRINT 20 60 THEN 40 Basic variables referenced: X 10 20 30 40 50 60

Figure 2. The program in Fig. 1 cross-referenced by line numbers, key words, and variables.

Special 1-byte integers in Model 4 Basic:

Number	Hex byte in file	Number	Hex byte in file
0	11	5	16
1	12	6	17
2	13	7	18
3	14	8	19
4	15	9	1A

Other numeric representations used:

Number	Hex Byte	Followed by
Integers from 10-255	OF	1 byte
Integers from 256-32767	1C	2 bytes *
All single-precision numbers	1D	4 bytes *
All double-precision numbers	1F	8 bytes •

* Basic stores these numbers in the form shown on p. 2–171 of the Model 4/4P Disk System Owner's Manual.

Table 1. Model 4 Basic codes for numeric constants.

Parameter	Description
LINES	Cross-reference line numbers
KEYWDS	Cross-reference key words
VAR	Cross-reference variables
PRT	Print cross-reference
WIDE	Print cross-reference in 132-column format

Table 2. Crosscheck parameters.

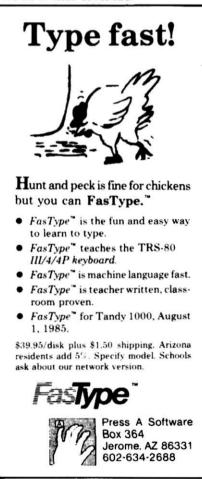
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220 will write the program file BASREF/ CMD.

Data lines 540–3030 contain Crosscheck's object code in decimal format. Data lines 270–510 contain checksum totals.

Line 40 dimensions the checksum array, and line 50 reads the checksum data into the array. Lines 70–150 is a routine to read each number in a data line (from lines 540–3030) and add it to a total.

Using Crosscheck

To run Crosscheck, at DOS Ready, type in BASREF followed by the name of the compressed Basic file you want to crossreference and the cross-reference parameters in parentheses (see Table 2 for a list of parameters). The parameters tell Crosscheck to reference a program by line numbers, key words, or variables, and let you select the printout option.

Crosscheck automatically invokes any parameter you omit in parentheses (except printer parameters) unless you specify otherwise. For example, the command BASREF APS/BAS (LINES = NO,KEYWDS, VAR,PRT,WIDE) tells Crosscheck to crossreference the program APS/BAS by key words and variables, but not by line numbers, and to copy the display to the printer in 132-column format. You can abbreviate parameters to their first letter.

Crosscheck temporarily saves the position of the file name you typed in while it displays the banner message, enables the break key, and clears any detected break or shift-@ entries. It then restores the file name and copies it to the file control block (FCB) using the @FSPEC supervisor call. This call also checks for a valid file name and converts lowercase letters to uppercase.

If Crosscheck identifies an invalid file name, it exits to TRSDOS Ready. It tests the parameters (if any) for proper syntax. A parameter error forces an error message and aborts the program to TRSDOS Ready.

It also tests the special parameter entry of an equals sign with nothing after it. For example, Crosscheck considers KEYWDS = the same as KEYWDS = OFF.

After Crosscheck tests and validates all parameters, it rechecks the printer parameter. If you aren't using a printer, Crosscheck ignores the wide parameter.

If you're using the printer with the wide display, Crosscheck modifies three display buffer measurements to function at the longer length.

The program then opens the file and checks the first hex byte for FF hex. If the open file creates an error, or if the first byte isn't FF, Crosscheck displays an error message and exits to TRSDOS Ready.

Once Crosscheck opens and tests the file, it stores the top of available memory and displays a "Loading file" message. The program reads and discards the two address bytes, then loads the line number to the storage buffer. As each program byte loads, Crosscheck compares the top of the buffer to the top of available memory. If Crosscheck reaches the top before it finishes loading the program, it displays an error message and returns to DOS.

After collecting the line number in the buffer, Crosscheck continues reading bytes to the buffer until it finds a 00 hex byte. It then reads and discards the 2 address bytes that follow it, and continues if the bytes aren't 00 00.

Crosscheck deletes bytes between quotation marks (and the quotation marks themselves) after a Print statement, and deletes bytes after a Remark statement (REM or ') or a data statement to the OO (end-of-line) byte.

Crosscheck ignores bytes for special numeric constant tokens and the associated bytes that follow. An OE hex byte signals a line number reference, so Crosscheck loads the next 2 bytes to the buffer. This prevents Crosscheck from misreading an embedded 00 byte as the end of the line.

When the program has loaded the file and the last address bytes are 00 00, Crosscheck loads an FF FF byte pair to the buffer as the final line number (no valid Basic line number is that large).

To restore the file name, Crosscheck closes the file. This lets the program use the FCB as the end of the display line. The program then skips a few lines and is ready to scan.

Referencing Line Numbers

Crosscheck tests its parameter flag bytes to see if it must look at program line numbers. If not, Crosscheck skips to the key word scan.

If Crosscheck is examining line numbers, it loads the first line number to the HL register. The program eventually loads it in ASCII decimal form to the beginning of the display line through the @HEXDEC supervisor call.

Crosscheck then checks the file for OE bytes (signaling line number references), and compares them to the line number in HL. When the values match, Crosscheck transfers the line number holding the reference to the display buffer.

This process continues until Crosscheck has scanned the whole program once. It then loads HL with FFFF at the end of the buffer. At that point, Crosscheck has found all references.

A subroutine loads each reference as requested to the first available space in the display line (every seven spaces). After each addition, the subroutine tests the display line for a full condition and returns if it has room for another entry.

When the line is full, the program sends it to another macro for handling. The routine then erases the line and resets it to an empty state for more references.

When the routine receives the FFFF bytes, it displays any partial line of references, or returns if the line is empty. After the program logs a valid reference to the display line, it replaces the OE byte with a 01 byte in the buffer. After the program tests all valid references (all references to existing line numbers), it makes an additional pass to look for remaining OE bytes and reports references to any line numbers that don't exist. It displays these as the line number of the line containing the bad reference, followed by the bad line number.

One exception to watch for is any reference to a line zero, usually a line such as ON ERROR GOTO 0. Since this valid line resets the error trap in a program, no line zero exists in the actual program to match, and it appears as a false error.

However, this permits quick location of error-trap routines. Since most programs contain few error-checking routines, Crosscheck prints them one reference per line. Once Crosscheck completes the pass, it looks at key word references.

Referencing Key Words

As with the line number references, Crosscheck tests to determine whether you requested a cross-reference of Basic key words. If you haven't, the program skips to the variables scan. Otherwise, the HL register points to a table of key words and token codes.

The key word table is alphabetical to force the scan and the listing into alphabetical order. Crosscheck uses the IX register as it scans the buffer for bytes with the high-order bit set (the sign of a key word token).

As Crosscheck finds each new token in the key word table, it loads the code in the BC register. B is 00 or FF hex (depending on whether the token is normal or extended), and C contains the other token byte. The program then loads the key word to the display line and begins scanning line numbers for a token match.

Referencing Variables

Crosscheck then scans the Basic program for variables references. This is the most complex part of the program, since Crosscheck must keep the variables in alphabetical order without building them into a new table and sorting.

The solution is to use multiple scans, which are sufficiently fast in machine language. First the program searches the buffer for the first character in the range A-Z (the only legal characters for the beginning of a variable).

Crosscheck compares these to the character in the first position of the temporary holding area for the variable. If the new first character found is less, the entire new variable replaces the one in the temporary holding area.

Scanning for valid characters ends when Crosscheck finds an invalid character or a left parenthesis such as V(X). If the new variable found is shorter in length than the one in the temporary holding area. Crosscheck fills the remainder of the area with FF bytes to ensure sorting the shortest one first.

If the first character is equal in value, Crosscheck compares each following character to the same relative character in the temporary holding area until it finds an invalid character or a character of lower value.

When Crosscheck has completed one pass through the buffer, the temporary holding area contains the variable lowest in sorting order. The program displays the variable on a line and sets the IX register back to the start of the buffer to scan for the variable.

After the program sends each line number with a reference to the display line, it zaps the variable with 01 bytes. The next scan for a variable finds only the next lowest variable each time it goes through the buffer.

This process continues until the search pass finds no valid variables. Crosscheck then displays a message indicating the end of the cross-reference, sends a formfeed character to the printer (if used), and exits to TRSDOS Ready.

Random Notes

Some parts of the program call a pause routine to detect shift-@ or break characters.

If you press the break key or if an error occurs, Crosscheck loads the HL register with nonzero values before exiting to DOS. TRSDOS 6.X lets you use a nonzero HL to abort any active job control language (JCL) file, if a JCL file calls Crosscheck.

Also, Crosscheck single-spaces all cross-references by line number and key word to save paper. You can find each new reference list by looking for an entry in the left-most column in the display.

Crosscheck gives you a powerful utility that quickly runs a full cross-reference on most TRSDOS 6.X Basic programs. Crosscheck also prints a list for debugging or documenting your programs. A crossreference run for the sample program in Fig. 1 appears in Fig. 2.

Lastly, don't be concerned if you see that your variables listing suddenly contains the variables AS or BASE. Basic doesn't convert the word AS into a token code when used in a Field statement, but leaves it in ASCII format. This means that the line

10 FIELD 1, 20 AS A\$, 20 AS B\$, 30 AS C\$, 40 AS D\$

would show four references to the variable AS in line 10. The same holds true for the word BASE, which is in ASCII format in the OPTION BASE statement. Once you get past these two items, you're all set.■

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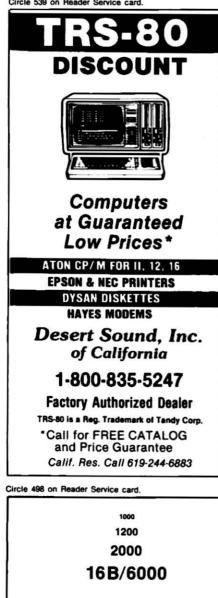
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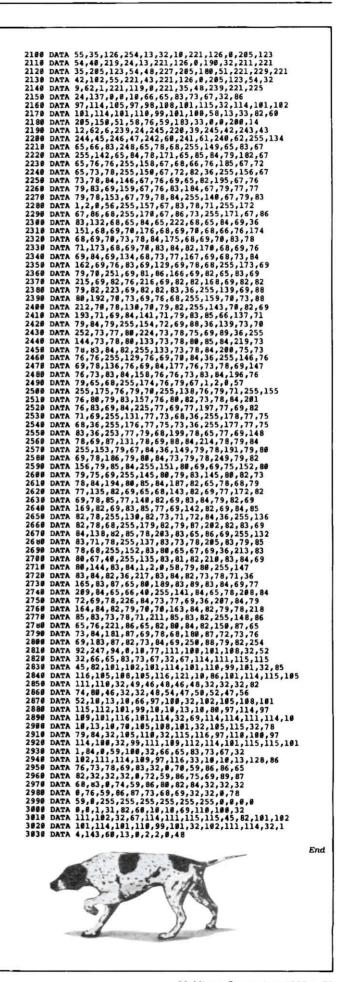
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Program Listing. Crosscheck. 10 'Read checksum totals into array 20 ON ERROR GOTO 230 30 CLS:PRINT @ 188, "LOADING CHECKSUM ARRAY" 40 48 DIM A(258) 58 FOR K=1 TO 258:READ A(K):NEXT 68 'Calculate checksum totals 76 CLS:PRINT 0 185, "CALCULATING CHECKSUM TOTALS":PRINT:PRINT 88 FOR J=1 TO 250 98 FOR K=1 TO 12:READ X: T=T+X: NEXT 180 IF T=A(J) THEN T=0: GOTO 140 110 CL=INT(J/10)*10+270 120 L=530+3*0:IS=RIGHT\$(STR\$(J),1): IF VAL(I\$)=0 THEN I\$=" 10" 130 PRINT "TOTAL OF LINE ";L;" DOES NOT EQUAL CHECKSUM TOTAL (LINE ";CL;" ITEM ";I\$;")": PRINT:PRINT "CORRECT DATA AND RUN PROGRAM AGAIN":CLOSE:END 140 NEXT DIM A(250) 140 NEXT 150 IF T<> A(J) THEN CL=INT((J-1)/18)*10+270:GOTO 120 160 100 'Write CMD file 180 CLS:PRINT @ 190, "WRITING CMD FILE" 190 RESTORE 540 200 OPEN "0",1,"BASREP/CMD" 210 FOR K=1 TO 2937: READ A:PRINT#1,CHR\$(A);:NEXT 220 CLOSE:END 230 AT 230 IF ERR=4 THEN 150 240 ON ERROR GOTO 0:RESUME 240 ON ERROR GOTO 9:RESUME 250 ' 260 'Data statements for checksum verification 270 DATA 497,945,1849,1117,971,927,645,1187,1198,689 280 DATA 1266,1361,1134,1375,1306,997,700,003,1357,1167 290 DATA 1495,1638,1001,1704,1499,1306,1333,1012,947,939 300 DATA 111,1008,1024,1515,1538,1421,2035,1879,1099,1079 310 DATA 1129,117,11100,347,309,384,384,384,384,384,384 320 DATA 384,384,384,384,365,1627,1689,1062,1005,1005 330 DATA 1449,1133,1196,1126,1516,722,1358,1695,2235,1374 340 DATA 1343,1456,1228,1187,1484,11449,1265,1204,742,1606 350 DATA 1488,1752,1211,1371,1216,800,1321,556,1807,1725 366 DATA 1488,1655,1026,795,1459,1679,1346,1220,1708,1449 378 DATA 1382,955,1607,1261,1262,1320,093,1267,1323,819 390 DATA 1862,114,2015,3060,3060,2412,1254,1226,4764,1449 304 DATA 1328,1914,101,1462,983,1399,121,1559,1337 418 DATA 1208,1297,1045,1701,1380,1461,200,131,1799,1224 436 DATA 1218,1297,1045,1701,1380,1461,200,131,1799,1224 437 DATA 1206,1297,1045,1701,1380,1461,1269,1351,1799,1224 438 DATA 1218,122,1139,132,1138,146,150,1198,1384,1562,1349 448 DATA 1335,1078,1108,122,127,1273,1340,1158,9138,1139,1384,1365 449 DATA 1305,1078,1108,122,1127,1273,1340,1158,9138,1364,1104,1125,985,1863 450 DATA 1306,1374,120,122,137,1253,1364,1149,1185,1365 470 DATA 1306,1354,1346,1364,1316,135,1245,1164,1125,985,1365 470 DATA 1308,1354,134,135,1364,1364,126,9135,1164,1129,9154,1365 490 DATA 139,1154,1253,1340,1156,135,1245,1164,112,999,1154 490 DATA 139,1154,1253,1340,1156,127,1273,3662,1164,1121,917 490 DATA 1390,1354,1346,1366,1310,124,126,1269,1013,1089,1154 490 DATA 1392,9777,715,712,660,158,979,585,1097,1018,272 500 ' 500 DATA 524,504,507 CND file 250 99 DATA 129, 1439,

1010 DATA 32,32,32,32,32,32,32,32,32,32,32,32

1020 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32

Listing continued



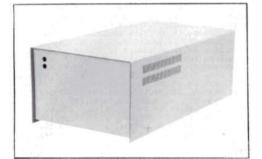
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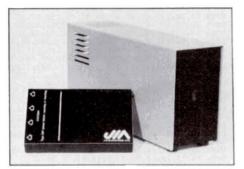
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Memories are Made of This: An I/O-Accessed Memory Board

N ow that MS-DOS computers can access megabytes of memory, TRS-80 users feel left behind. This month's Project 80 will rectify that: It's an input/ output- (I/O-) accessed memory board. While the board I'll describe has only limited memory, you can add almost as much memory as you want. And with the proper software driver, you can use this memory board as a high-speed RAM disk. Also, with certain RAM chips, you can access special information whenever you turn on the computer.

The computer industry supports a memory device standard known as JEDEC that dictates compatible pin arrangements for RAM and ROM devices. You can install a number of memory devices in a socket that conforms to the JEDEC standard. In addition, on-board jumpers associated with the socket often allow for slight pin differences between devices. You can buy both 24-pin and 28-pin JEDEC devices, and 24-pin devices also work in a 28-pin JEDEC socket.

The block diagram for the I/O-accessed JEDEC memory board appears in Fig. 1; see the Photo for a picture of it. The memory board contains a 24-pin JEDEC standard socket, so you can install a 2K or 4K ROM/EPROM or 2K static RAM. You access the memory device via I/O commands from the TRS-80, instead of from memory space. This is particularly beneficial since many computers lack additional processor memory space.

24-Pin JEDEC Memory Devices

You can install a number of devices on the JEDEC memory board, including (but not limited to) the 2716 EPROM (2K), the 2732A EPROM (4K), and the 6116 static RAM (2K). All represent common and inexpensive memory devices.

Another JEDEC-compatible device useful in many applications is the Mostek Zeropower RAM chip (2K) shown, installed, in the Photo. This chip works like a 6116 RAM, but with a built-in lith-

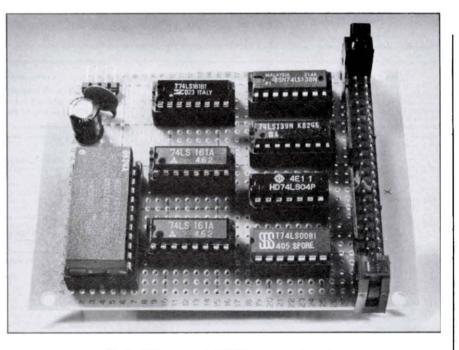


Photo. I/O-accessed JEDEC memory board.

ium battery and the circuitry to power RAM-based memory when you turn off the computer. The battery's life expectancy is 10 years.

The implications of such a device are broad. You can update information in its memory while you use the computer, and have the information available the next time you turn the unit on. You could, for example, keep track of how much time you have your computer on, or when you last used the computer.

You should use a memory device with an access time of 450 or fewer ns, which isn't much of a limitation.

Building the I/O-Accessed JEDEC Memory Board

The schematic for the memory board appears in Fig. 2. Table 1 lists the parts necessary, minus the memory devices you'll use, since this is up to you. You'll find most of the memory devices available from mail-order electronic parts companies. Contact Mostek Corporation (see Fig. 3 for manufacturers' addresses) for your nearest Mostek distributor if you want the Zeropower RAM.

Building the board is straightforward when you follow the schematics in Fig. 2, though I will emphasize some points. First, the board uses four I/O address locations. Two jumpers near the 74LS138 let you select one of four address ranges. I chose address range 2CH-2FH by jumpering as shown by the dotted lines in the schematic. The programs discussed later assume this decoding. Table 2 indicates possible address decoding.

Second, you can either put jumpers on the board (for flexibility in the JEDEC device you put in the 24-pin socket) or you can hard-wire the socket for a particular device. The dotted line on the schematic shows the jumper scheme I used for the Zeropower RAM.

Finally, be sure the '161 device you use is a 74LS161A—don't substitute a 74161 or use an LS device without the A suffix, lest you spend a long time won-



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dering why your board doesn't work. Most distributors merely list a 74LS161 part number, so contact them before ordering to make sure it's the correct part. The 74LS161A operates slightly differently from the 74161. I ordered some 74LS161s from one company and got 74LS161Bs, only to find that (after a couple hours of debugging!) you can't substitute it for the 74LS161A.

Besides the parts indicated in the parts list, you will need five 16-pin sockets, two 14-pin sockets (three for the Models III and 4), and a single 24-pin socket. You will also need a +5-volt power supply capable of supplying 400 or fewer milliamps if you use the CMOS 6116 RAM chip.

Operating the I/O-Accessed Memory Board

The 74LS138 decodes the four-location I/O addressing range the board uses. The 74LS139 decodes each of the board's four specific addresses. I will use the 2CH-2FH addressing range for this discussion, though you can use other ranges (as described earlier).

The 74LS161As are actually the key chips on this board. They function as both 4-bit latches and up-counters. The three of them form a 12-bit address register, used to hold the address of the memory location accessed in the JEDEC memory device. The location the 74LS161As point to is read/written when either I/O port location 2CH or 2DH is read/written.

If you use I/O port 2CH to access the memory location, the address contained in the 74LS161As is incremented after the memory access; if you use I/O port 2DH, the address is left unchanged. The remaining I/O port locations write the desired memory access address to the 74LS161As. The function of each I/O location appears in Table 3.

Because you can only access the memory in the JEDEC socket from I/O port addresses, you can't execute any routines in the JEDEC memory device directly. You first have to bring them into

Quantit	y Description	Distributor	Part number	Price (each)
1	74LS138 3-TO-8 decoder IC	JDR	74LS138	.55
1	74LS139 dual 1-of-4 decoder/ multiplexer (LS TTL) IC	JDR	74LS139	.55
3	74LS161A latching 4-bit bi- nary counter (LS TTL) IC	JDR	74LS161A	.65
1	74LS00 quad two-input NAND gate (LS TTL) IC	JDR	74LS00	.24
1	7416 hex inverter/drivers (O.C.) (LS TTL) IC**	JDR	7416	.25
1	74LS02 quad NOR gate (LS TTL) IC**	JDR	74LS02	.25
2	.1 UF/50-volt disc capacitor	RS	272-135	.25
1	47 uF/35-volt electrolytic ca- pacitor (OPC mount)	RS	272-1027	.69
1	.1 inch matrix grid prototype board	RS	276-158	1.95
1	40-position cable header (W/ W0) *	DK	R241-ND	5.58
1	40-position ribbon cable edge connector*	DK	R503-ND	3.80
1	40-position ribbon cable socket connector*	DK	R306-ND	3.73
8	inches 40-conductor ribbon cable*	DK	R007-ND	0.00
1	50-position cable header (W/ W)**	DK	R247-ND	6.93
1	50-position ribbon cable edge connector**	RS	276-1566	4.95
1	50-position ribbon cable socket connector**	DK	R307-ND	4.65
8	inches 50-conductor ribbon cable**	DK	R008-ND	NA

Model I only

Parts Distributors

JDR Microdevices (JDR), 1224 S. Bascom Ave., San Jose, CA 95128, 800-662-6279. Outside CA: 800-538-5000, 408-995-5430.

Digi-Key Corp. (DK). Highway 32 South, P.O. Box 677, Thief River Falls, MN 56701, 800-346-5144 or 218-681-6674.

Tandy/Radio Shack (RS), National Products Division, 900 E. Northside Drive, Fort Worth, TX 76102, 817-870-5662.

Table 1. Parts list.

I/O Address Range E2/ E3 A6/ A5/ 4CH-4FH 6CH-6FH A6/ A5 A5/ OCH-OFH A6 A6 A5 2CH-2FH Table 2. Possible address decoding.

Port	Description
2CH	Read/write current memory location the 74LS161As
	point to, then increment the address the 74LS161As put out.
2DH	Read/write current memory location the 74LS161As point to without affecting the address the 74LS161As put out.
2EH	Write low byte of the mem- ory address to the two low- order 74LS161As.
2FH	Write the high nibble of the memory address to the high- order 74LS161A.

Table 3. I/O location functions.

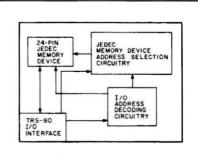


Figure 1. Block diagram of I/Oaccessed memory board.

^{**} Models III and 4/4P

PROJECT 80

the computer's main memory where the Z80 CPU can access them for execution.

This simple one-line Basic program reads 2,048 bytes of information from a memory device on the board into the computer's main memory, starting at the address assigned to the variable PA (30000 below).

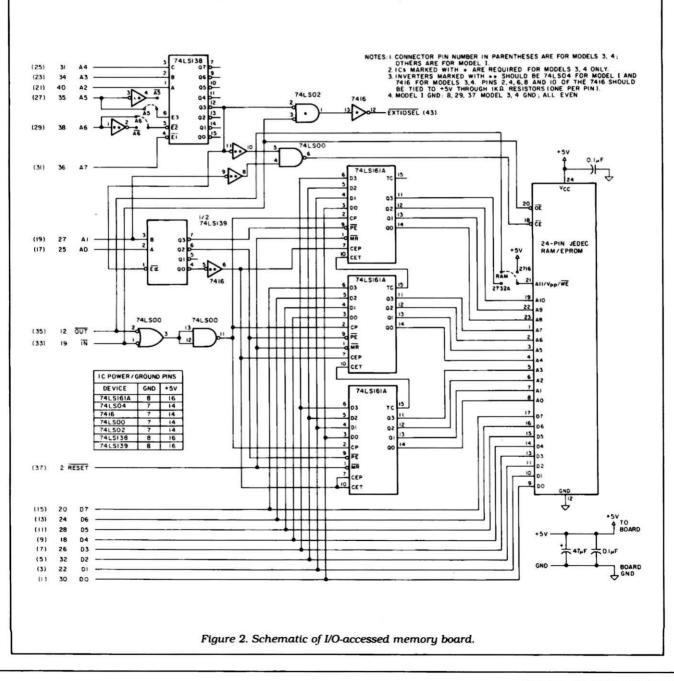
10 OUT 46,0:OUT 47,0:PA = 30000:FOR I = 1 TO 2048:POKE PA,INP(44): PA = PA + 1:NEXT I

You only need a single-line program to move information from the JEDEC memory device to the computer's main memory (you could also execute the line immediately, without making it a program). This is a particularly useful board for non-disk users because you can quickly load special routines into memory.

For Assembly-language users, I designed the board to support the Z80's block I/O move instructions: INI, INIR, IND, INDR, OUTI, OTIR, OUTD, and OTDR. Some of these instructions permit a single-instruction block move between the JEDEC memory and the computer's main memory, resulting in a high data-transfer rate.

After building the board, you may want to test it. The Program Listing shows a simple Basic program that performs a memory test on the board (if you use a 2K RAM device). It uses the auto-address-increment capability of the board to step through the JEDEC RAM device, writing a bit pattern into each location. It then starts over to verify that the expected pattern is in each of the 2,048 memory locations. If everything is OK, the test should complete in under 2.5 minutes. If the program finds an error, it displays an error message that includes the RAM address of the error, the expected value, and the value actually read.■

Write to Roger C. Alford at Washtenaw Digital Systems, P.O. Box 2014, Ann Arbor, MI 48106. Please include a self-addressed, stamped envelope for a reply.



Program Listing. Basic memory test for the JEDEC memory board.

2 ** PROGRAM TO TEST 2K RAM CHIP ON I/O-ACCESSED JEDEC 3 4 '* DEVICE BOARD. A PATTERN IS WRITTEN TO THE DEVICE, * THEN IS READ BACK FOR VERIFICATION. 5 .. 6 .. WRITTEN BY ROGER C. ALFORD 7 8 . 9 10 CLS : PRINT "WRITING TEST PATTERN TO RAM" 20 OUT 46,0 : OUT 47,0 SET STARTING RAM ADDR @ 000H 30 FOR I=1 TO 8 BREAK COUNTING INTO 8 256-BYTE BLOCKS 40 FOR J=1 TO 256 'LOOP COUNTER FOR CURRENT BLOCK 50 B=J+I-1 : IF B>255 THEN B=B-255 'GET TEST PATTERN 60 OUT 44,B WRITE THE TEST PATTERN AND INC PTR ADDR 70 NEXT J 80 NEXT I 90 PRINT "CHECKING DATA" 'SET STARTING RAM ADDR @ 000H 100 OUT 46,0 : OUT 47,0 BREAK COUNTING INTO 8 256-BYTE BLOCKS LOOP COUNTER FOR CURRENT BLOCK 110 FOR I=1 TO 8 120 FOR J=1 TO 256 120 FOR J=1 10 256 130 B=J+I-1 : IF B>255 THEN B=B-255 'CREATE TEST PATTERN 140 A=INP(44) 'GET RAM VALUE AND INCREMENT PTR ADDRESS 150 IF A=B THEN 170 ELSE PRINT "ERROR (ADDR/EXP/ACT): "; 160 PRINT (I-1)*256+J-1;"/";B;"/";A 170 NEXT J 180 NEXT I 190 PRINT "MEMORY TEST DONE" 200 END

End

Hitachi IC Memory Data Book (describes 6116 RAM and other JEDEC memory devices): Hitachi America Ltd. Semiconductor and IC Sales Division 1800 Bering Drive San Jose, CA 95112 408-292-6404

Mostek Corporation (Zeropower RAM):Intel Memory Components1215 W. Crosby RoadHandbooks (JEDEC memoCarroliton, TX 75006.data sheets):214-242-0444Intel Corporation

Signetics TTL Logic manual 1982 (describes 74161/74LS161A differences): Signetics Corporation 811 E. Arques Ave. P.O. Box 409 Sunnyvale, CA 94086 408-739-7700

Intel Memory Components Handbooks (JEDEC memory device data sheets): Intel Corporation 3065 Bowers Ave. Santa Clara, CA 95051. 408-987-8080

Figure 3. JEDEC manufacturers and information sources.

Project Corrections For the Models III And 4

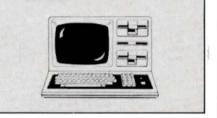
In previous projects designed to accommodate the Models III and 4/4P, I included circuitry to generate the EX-TIOSEL/ signal as required for those machines.

It has been brought to my attention that I overlooked an important detail in generating the EXTIOSEL/ signal; the Models III and 4/4P have an internal 150-ohm pull-up resistor on the line. While I knew of the pull-up, I didn't know that it had such an unusually low value.

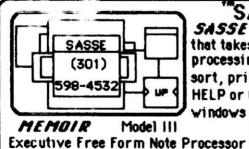
With such a low resistor, the device generating the EXTIOSEL/ signal must be able to sink approximately 30 milliamps of current. This is more current than LS-TTL devices are designed for, though they will do the job (and have in units that I have built).

Now that I know of this problem, a correction is in order. If you have built Model III or 4/4P boards using an LS-TTL device to generate the EX-TIOSEL/ signal, replace the LS device with a standard TTL device (for example, replace a 74LS32 with a 7432).

The standard TTL device is capable of supplying enough current to pull EXTIOSEL/ low without undo stress on the chip. Future projects will incorporate the appropriate currentsinking devices.■



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3. Metric chart 6. Timed Memos

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4. Manual on disk

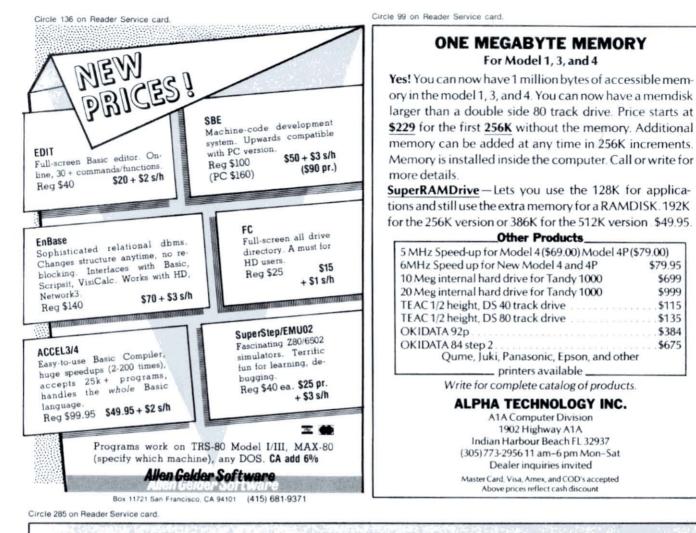
5. Area code index

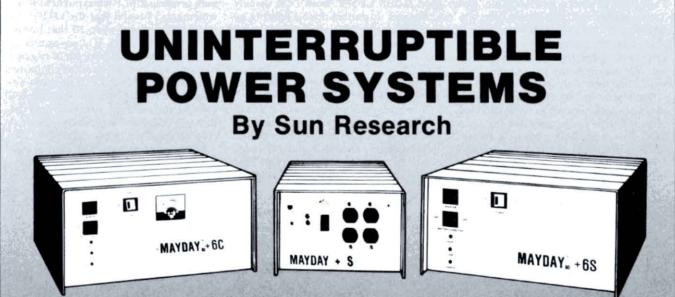
SASSE FREEDOM FILE FILING SYSTEM SASSE the first full application program designed around the Model III that takes full advantage of the windowing technique. **SASSE** has wordprocessing & multi-tasking capabilities. It enables the operator to (1) sort, print, edit and search different files simultaneously, (2) call the HELP or OPERATION MANUAL in the midst of an operation; (3) stack 8 windows of various information at one time. \$75.00 plus \$3.25 P&H

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Double-Spaced Out: Tackling Printer Woes

any new users of Tandy's MS-DOS encounter minor problems with their Epson printers. In particular, they're finding that they're getting unwanted line feeds. I've spent some time walking through the forest of printer compatibility, and have managed to clear some of the underbrush. Here's a summary of what your Tandy and Epson might be doing, along with a set of problem-solving guidelines.

If you experience similar problems with a non-Epson printer, read on; some of this information might still apply to you.

Tandy software sends control code 13 (OD hexadecimal [hex]) to Tandy printers to start a new line. Tandy calls the resulting carriage return/line feed New Line, even though 13 is the ASCII code for Carriage Return (CR) only. Other micro manufacturers, including IBM, use control code 13 followed by 10 (Line Feed [LF]) to start a new text line. The Tandy 1000 and 1200 also use this combination for IBM compatibility.

An IBM PC-compatible printer responds to codes 13 and 10 first with a carriage return to the left margin, then with a line feed to the new line.

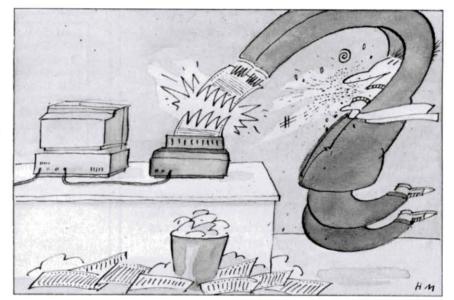
Some printers (my Okidata, for example) may also respond to code 10 alone with a CR/LF. A printer set for auto line-feed-to use with a Model 4, for example-responds to the 13/10 combo with two line feeds. That's why you might get unwanted double-spacing with your 1000.

You can set the newer Tandy printers and most other printers to respond to code 13 with either CR or CR/LF using DIP switches. Some printers also provide a switch for true Line Feed, instead of CR/LF

If you often move between TRSDOS and MS-DOS, leave your printer set for auto line-feed. The 1000 has a software solution for the extra line feed: the Mode command's LF option. Typing in LF.

System Requirements

Models 1000, 1200, and 2000 **GW-Basic**



then MODE LFOFF, from DOS usually eliminates unwanted double-spacing by controlling the DOS printer-driver routine. Invoke LPINST from DOS to put that command sequence in your AUTO-EXEC batch file permanently, so that the computer modifies the printer driver every time you boot from that disk.

To examine the workings of the MODE LFOFF option, I wrote a small machinelanguage routine that sends various combinations of the CR and LF codes mixed in with text characters. (I first tried Basic, but CHR\$(10) and CHR\$(13) both invoke a CR/LF when put in LPRINT statements.) I found that the LFOFF option strips out any code 10 that immediately follows a 13. If your printer is then set for auto line-feed, 13/10 triggers only one line feed, because the computer ignores the tailing LF. The code sequence 13/10/10 produces two line feeds because the machine strips out only the first LF code. But if an LF precedes a CR (10/13), you'll get two line feeds.

Epson printers (and their clones) generate extra line feeds in still another way. Printer connector pin 14 is labelled

```
Program Listing. Subroutine for checking printer port status.
1000 REM Subroutine checks printer port for status. If you have a
1010 REM multi-function board with additional printer ports, change
the
1020 REM value for the variable PRINTER when changing ports. For
example,
example,
1030 REM when checking LPT2:, assign PRINTER=2.
2000 PRINTER=1:DEF SEG=&H40:PRINTPORT = (PRINTER * 2) + 6
2010 IF PEEK(PRINTPORT) = 0 THEN PRINT "Tandy 1000 printer
interface circuitry not working.":RETURN
2020 STATUS=INP(PEEK(PRINTPORT) + PEEK(PRINTPORT + 1) * 256 + 1)
2030 IF STATUS = 223 THEN PRINT "Printer ready."
2040 IF STATUS = 207 THEN PRINT "Printer not ready."
2050 IF STATUS = 79 THEN PRINT "Out of paper."
2050 IF STATUS = 95 THEN PRINT "Printer not on."
 2070 RETURN
```

End

DAVE'S MS-DOS COLUMN

AUTO FEED XT. A low signal on line 14 causes automatic line feeds after carriage returns, regardless of any DIP switch settings. The signal overrides the DIP switch for auto line-feed. It just so happens that Tandy computers (and printers) ground line 14, providing a persistent double-spacing with Epson printers unless you cut line 14 on the printer cable. The person I spoke to at Epson suggested cutting line 14 at the printer end of the cable in case the signal doesn't originate from 14 at the computer end.

Line 14 isn't necessary for Epson operation; you can still get auto line-feed by setting the DIP switch.

Working with the information above, you can use the following logical steps to eliminate unwanted double-spacing.

• Check for a DIP switch on your printer that turns auto line-feed off.

• If you have an Epson printer, the DIP switch 2-3 won't work unless you cut line 14. Make sure it's line 14 from the printer's point of view. On my cable that's the eighth wire from the uncolored edge. Note that my instructions for cutting the wire in "The Tandy 1000 Tip Sheet" (June 1985, p. 38) were incorrect. • If your printer doesn't have a DIP switch or you don't want to change it and you have a 1000, use LF.COM and MODE LFOFF from DOS (or LPINST; see p. 7 of DeskMate tutorial).

If you have a 1200 and want to use it with an older Radio Shack printer without DIP switches for AUTO LINE-FEED, Larry Boxx of Fort Lauderdale, FL, offers a solution. He reports that Radio Shack Service Centers can modify some printers (e.g., the LP-III and DW 2B) so they don't respond to code 13 with automatic LF.

Printer problems have still other, less likely, causes. Some software inserts itself into the printing process at a level lower than the Mode command, bypassing its effects. PC-DOS's Graphics.COM, for instance, intercepts the low-level print-screen interrupt. The only solution in a case like this might be to modify the software (see the patch in "The Tandy 1000 Tip Sheet"). Printer-switching boxes can also affect what gets to the printer, either causing problems or, in one case I've heard of, solving them.

If you own one of the early 1000s, and any of the PFS software series tells you your printer isn't ready when it is, you need a modification to your 1000's printer port. Most 1000s had the fix at manufacture.

The Bottom Line

The 25th screen-line problem I mentioned in my June article brought in several letters. All corrected my assertion that Locate doesn't work on the bottom line. If you've removed the function key display with Key Off, you can locate the cursor on the 25th line just like any other line. A simple PRINT STRING\$(40,32) quickly clears the 25th line in the 40column screen modes, as does PRINT STRING\$(80,'' '') in an 80-column mode. If you try Locate 25,1 with the function key assignments displayed, an "Illegal Function Call" message will zap you. I should have consulted the IBM Basic manual on this matter. All the details are laid out in two pages. The Tandy manual simply states that the legal row range for Locate is 1–24.

Chan Shippy of Colome, SD, has laid the matter to rest: KEY OFF : VIEW PRINT 1 TO 25. "You can now use Locate 25 and graphics statements in any screen mode, and CLS will clear all 25 lines." I tried it in all modes and I'm convinced there's no better way (see "Sifting Through GW-Basic," August 1985, p. 46).

Status Symbol

From Charlie Milhans (stationed in the Pacific) comes the Program Listing, a Basic subroutine for the 1000 that returns your printer status. Line 2000 changes the bottom of Basic's data segment to 40 hex. (The 64K memory block addressed by POKE and PEEK will now start at absolute address 400 hex.) Segment 40 hex is the start of the ROM BIOS data area, where the computer stores all sorts of useful information for the BIOS and DOS to use. If you're using the normal printer port (PRINTER = 1), then the program assigns value 8 to variable PRINT-PORT. The 2 bytes at offset 8 in the BIOS data area contain the port address for your printer (LPT1:). Line 2010 checks that this address isn't zero, which would indicate severe problems with the printer interface circuitry.

Line 2020 turns that 2-byte hex port address into a decimal value for the INP statement (with the least-significant byte first). The value the INP statement returns from that port is the printer status. Milhans found the values returned in lines 2030-2065 indicated the conditions printed by the appropriate Print statements. My Okidata 82A returns 95 when the printer is off (and when it is not ready), 119 when it is out of paper, and 207 when it is ready. The 8088 can only believe what the printer tells it, so you might have to figure out the error codes for your printer. I inserted a line 2065 PRINT STATUS to see what was coming back from that port.

The meaning of the returned value is determined as follows, according to the 1000 Software Developer's Guide:

- bit 0 = timeout occurred
- bit 1 = (unused)
- bit 2 = (unused) bit 3 = I/O error
- bit 4 = selected

bit 5 = out of paper bit 6 = acknowledge bit 7 = not busy

I assume that these bit assignments are standard for Tandy printers.

Drive Woes

TNT Software's Bruce Tonkin, author of The Creator and My Word!, has a woeful tale of worn drives. He bought two 1000s for software development, and was using them to copy a large number of disks. The Teac drives in both machines wore out after formatting 700 disks (more or less). That's a lot of formatting, but no more than the average Model 1000 owner might do during the life of his machine. The drives would still format some brands of disks, but not others. The local Tandy store replaced the Tandy drives.

Vincent Meyer of the Micro Clinic Service Network in New York state diagnosed the problem (over the phone) as worn heads. The signal picked up from the disk or head amplitude was starting to fall off, and results varied with the disk brand because of differences in their magnetic qualities. Sooner or later no disk will format properly. Meyer was not surprised, calling the Teacs "cheap, but adequate."

Tandy considers the drives "high quality," but price is also a consideration, according to Amy Arutt, public relations spokesperson for Tandy's MS-DOS line. If this turns out to be a real problem, you'd better follow Meyer's advice on drive care religiously ("Drive Ways," September 1984, p. 42). Garbage diskettes (improperly burnished) and "cleaning" diskettes will increase head wear.

Assemble This

Once converted from quad density to 1000 disk format (with IBM PC Maker), Tandy's MS-Assembler for the 2000 seems to work fine on the 1000 (and on the IBM PC for that matter). It's advertised in the catalog for all Tandy MS-DOS micros. I haven't tried conditional assembly or macros yet, but I've put together an 8K program with nine modules, using the assembler and the 1000 DOS's linker (LINK.EXE) without a bug.

Ken Shea of Lexington, OH, points out that you can modify machine-language files with the .EXE extension by renaming them with a different extension. So you can patch DeskMate.EXE to run on the 1200 with Debug (see "The Tandy 1000 Tip Sheet"). Modify the renamed program with Debug, then replace the file extension with the original EXE.■

You can write to Dave Rowell at 80 Micro, 80 Pine St., Peterborough, NH 03458.

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and payable in US Dollars. It must be a bank printed ch and contain your street address and telephone number.	teck
and contain your street address and telephone number.	The

desy. The check must be drawn on a USA or Canadan bank and payable in US Dollars. If must be a bank pointed check signature must EXACLLY must be the name pointed check pheck. That's all there is to it addition, we accept American Express, Mastercard, Visa, Casher's Checks, Wire Transfer, and we alido ship COD. COD's and motor height shipmetist may require a deposit. Some special items require deposits ALL COD's nequeric cash or cashers check on delivery obstrame al Coponentist, we cashers check on delivery in the web poor order. Shipmenk CAS, and the cashers check may be poor order. Shipmenk CAS, and the cashers check on intil we ship our order. Shipmenk CAS and the second ship collected on out-of-state shipments. If you orders to taing less than \$50. Add \$20 handling charge to all orders to taing collected on out-of-state shipments. If you order by SPM your order will be shipped the NEXT DAY if stock is on thand, purchaser Doe Other Cortware. RePLACEMENTS WILL BE PROVIDED Poisse add bis narticular problem bease call us to their an endities of this baseness there are NO REFUNDS ON SOFTWARE. REPLACEMENTS WILL BE PROVIDED FOR DEFECTIVE SOFTWARE ITEMS, provided we are nothed within ten days of delivery of the metchandose I you have a particular problem please call us to the pand instructions.

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All In Order: Using Sequential-Access Files

Basic can store data on a disk and let you retrieve it at any time. The beauty of this is that a small Basic program can work on large amounts of data: You can manipulate millions of bytes on hundreds of disks without straining your system's memory.

Basic handles two kinds of data files, sequential-access and direct-access. The former is like a string of beads in a goldfish bowl; you must take out the data in the same order in which you put it in. The latter is like the same beads without the string, poured loosely into the bowl, with the added magic that you can dip into the bowl and tweeze the very bead you want.

As you might think, direct-access files are more complex than sequential-access. But don't shy from learning both methods; each has its advantages.

This month I'll discuss how to create and handle sequential-access files. I'll cover direct-access files next month. At the end of this column I'll also tell you how you can receive a free program called WhereWolf, which you can use for scheduling and to study sequential-access programming methods.

Getting Started

Boot up a system disk, and format a fresh disk to hold data files. For formatting instructions, see pages 1–78 of the Model 4/4P Disk System Owner's Manual. Now enter Basic.

You can manipulate a file four ways: open it, put things into it, take things out, and close it. Let's start by opening a file.

Type in OPEN "O",1, "CLOWN" and press the enter key. The "O" is the letter O, standing for output. The 1 stands for buffer 1. I'll cover the meaning of buffer numbers later. "Clown" is the name of the data file you're creating.

System Requirements

Models I, III, and 4 32K RAM Disk Basic



Program Listing 1. Day/BAS.

100 REM * Day File *
110 CLS: CLEAR: M\$="OCT"
120 FOR X=1 TO 3
130 X\$=MID\$(STR\$(X),2)
140 G\$=M\$+X\$
150 PRINT "Opening day file "G\$
160 OPEN "O",1,G\$
170 CLOSE 1
180 NEXT X
190 END

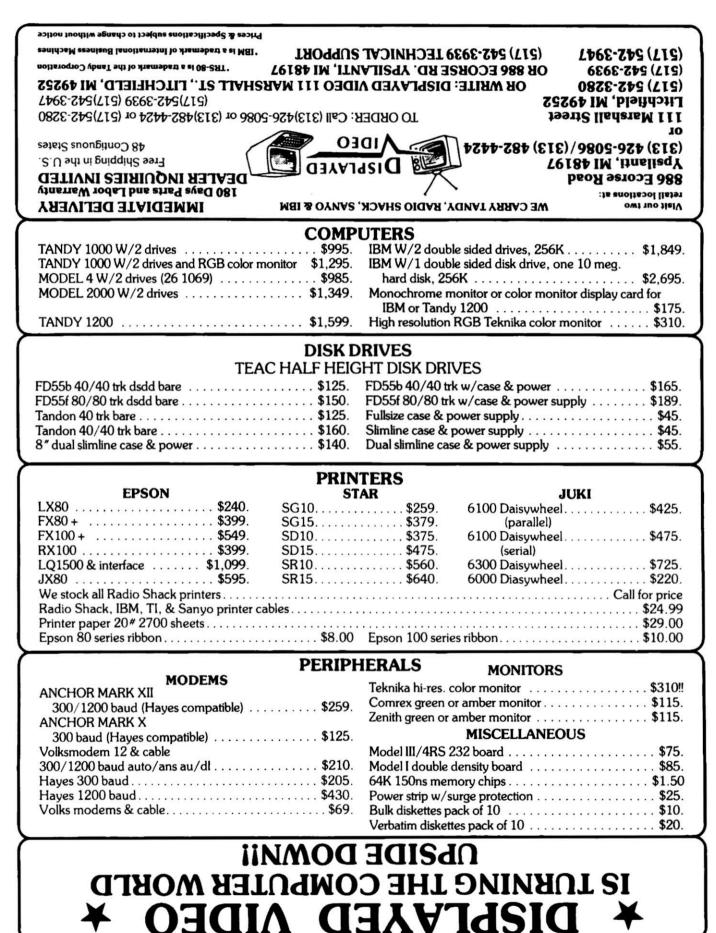
Program Listing 2. Roster/BAS.

100 REM * Roster * 110 CLEAR 120 CLS 130 PRINT "MENU": PRINT "---140 PRINT " 1 - Open files 1 - Open files A-Z for extending." 2 - Output new names to files." 150 PRINT . 150 PRINT * 3 - Input names for printing. 170 PRINT * 4 - End program run.* 180 PRINT: PRINT *Choice: 1, 2, 3 or 4* 190 X\$=INKEY\$ 200 IF X\$="" OR INSTR("1234",X\$)=0 THEN 190 210 X=VAL (X\$) 218 x=VAL(x\$)
229 ON x GOTO 240,360,500,620
230 REM *Creating files A-Z
240 CLS: FOR x=65 TO 90
250 PRINT "Opening letter file "CHR\$(X)
260 OPEN "E",1,CHR\$(X)
270 CLOSE 1: NEXT X
280 PRINT "Files A-Z now open."
290 GOTO 590 290 GOTO 590 300 PRINT "Opening letter file "CHR\$(X) 310 OPEN "E",1,CHR\$(X) CLOSE 1 320 330 NEXT X GOTO 598 340 350 REM * Output new name CLS 360 370 INPUT "Last name"; L\$

End

stration by Peter Bono

Listing 2 continued



BASIC TAKES

Listing 2 continued 380 INPUT "First name";F\$ 390 CLS 400 PRINT "<Y>es or <N>o, is this correct: "F\$;CHR\$(32);L\$ 410 Z\$="N* OR Z\$="n" THEN CLS: PRINT "Let's try it again": PRINT: GOTO 378 420 IF Z\$="N" OR Z\$="n" THEN CLS: PRINT "Let's try it again": PRINT: GOTO 378 430 PINT "Being filed as "PI\$ 436 OPEN "E",1,LEFT\$(PI\$,1) 460 WRITE #1,PI\$ 470 CLOSE 1 488 GOTO 598 490 REM * Input names from files 500 CLS: POR x=65 TO 98 510 PRINT "Names in File "CHR\$(X): PRINT STRING\$(14,"-") 520 OPEN "I",1,CHR\$(X) 525 PRINT LOC(1) 530 IF EOF(1) THEN CLOSE 1: GOTO 578 540 INPUT #1,N\$ 550 PRINT N\$ 560 GOTO 538 570 NEXT X 580 REM * BACK TO MENU ROUTINE 590 PRINT: PRINT "Tap key to return to menu." 600 V\$="THEN 608 ELSE 128 620 PRINT "Run ended.": END End

Now type in CLOSE 1 to close the file. This doesn't destroy it, but just turns it off.

To see if you've actually opened the file, go back to TRSDOS and call the directory (or you can type in SYSTEM "DIR" from Basic). Although it contains no data yet, you should see the file Clown.

You've opened a file in one of three

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possible ways. The other two are:

OPEN "E",1,"CLOWN". This opens an existing file named Clown so you can add material. The "E" stands for extend and ensures that the file retains the data already there. This differs from "O," which replaces any existing file named Clown and erases the material it holds.

OPEN "I", 1, "CLOWN". This opens an

existing file so you can remove data from it. The "I" stands for input.

Rolling Up Your Sleeves

Now, put these concepts to work. Program Listing 1, Day, creates three files for output: OCT1, OCT2, and OCT3. You could do an entire month by changing line 120 to read FOR X = 1 TO 31, but I've kept it simple.

This program introduces a new idea, that you can open a file using a variable. In this case, the key line is 160, OPEN "O",1,G\$, with G\$ containing the file name. G\$ equals M\$, which is always OCT, plus X\$, which is the date. Since I used the same buffer number (1) throughout, you must close the file by buffer number, as in line 170, before you can open a new one.

Now that you've opened a file, you can put material in and take it out. Program Listing 2, Roster, offers a menu of four choices.

Choose option 1 when you first run the program. It automatically creates 26 files, one for each letter of the alphabet. Lines 240–330 do this by making a loop from 65 to 90, the ASCII values of all uppercase letters, and then creating each file as CHR\$(ASCII number).

Available for Model I or Model III. \$25.00 on cassette or \$33.50 on disk (with enhancements) All versions require 16K.

If you order direct, please specify whether you have Model I or Model III (the media *are* different) and whether you want disk or cassette. Include \$1.50 and indicate UPS or first class mail. Illinois residents add 5% sales tax. Visa and Mastercard accepted. If you don't yet own a disk, don't fret. You can upgrade anytime. Cassette users may send back their cassette (but *not* the manual) along with \$10 (first class shipping included) and receive the disk version.



BASIC TAKES

Choice 2, in lines 360–470, lets you enter and send a new name to the letter file matching the first letter of the last name.

Option 3, lines 500-570, opens each file and prints all names in it.

Roster uses sequential-access functions I haven't discussed, so let me briefly tell you about them. PRINT # sends data to a file. The form is PRINT #1,N\$, with the 1 standing for the buffer number and N\$ the string variable holding the material you want sent. It's similar to WRITE # (see below), and when used as PRINT # USING will format data items in the same ways PRINT USING does on the screen.

WRITE # also sends data to a file; this is the form Roster uses. It delimits string values by putting them within quotes and includes commas between items sent to disk.

INPUT # reads a value from the disk. See line 540 of Roster for an example. The program can read a literal, but a variable value is more handy so the program can return to this point as often as needed, sending new values of the same variable to the disk file.

Line Input is an alternative to Input and lets you type up to 254 characters into a variable value that you can then send to disk using WRITE #. It differs from Input because it accepts commas and quotes as part of the string, accepts input for the value of but one variable value, and includes leading blanks.

EOF stands for end of file. Programs use an EOF marker to recognize the end of a sequential file. You'll find it in line 530, which translates, "If the end of file 1 has been reached, then close the file and go to line 570 for the next file." Unless a program has an EOF statement, you'll get an error when the program inputs values and tries to find material past the end of the sequential file.

LOC is a sector counter. The command PRINT LOC(1), with 1 standing for the buffer number, will print the number of sectors—256-byte blocks—that you have written to or read from a file since you opened it. Line 525 of Roster returns a zero.

You can think of the buffer numbers 1 to 15 as code numbers for files. In Roster, I've used buffer 1 for all examples, and that's why I was always careful to close the file (CLOSE 1) before opening another under the same buffer number. In more complex programs, you can open several files at once under different

ach for the height of

buffer numbers, and send data flying back and forth among all these files. For example, you can open an address file as 1, load its contents into the system as string array entries, sort by zip code and send to a zip file as 2.

Is this all there is to sequential-access? No, but it will get you into the experimental stage. And what I've covered this month is prelude to next month's look at direct-access disk files.

WhereWolf

Now for some free software. Where-Wolf is a Model 4/4P meeting scheduler suitable for creating calendars for events and the like. It sorts by time, adds and deletes items. line prints, recognizes scheduling conflicts, and has a few other features that may help you learn sequential-access techniques. To get it, send a formatted Model 4/4P disk, along with a self-addressed mailer or envelope bearing \$1.10 in stamps. Canadians, coins are OK. I'll save the program on your disk and return it along with documentation.■

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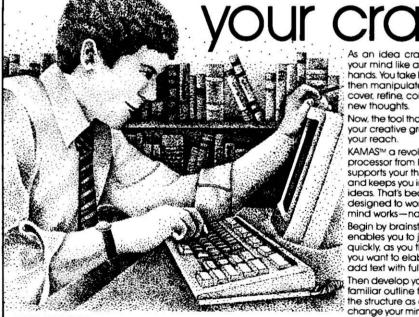
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Getting a Line On Your TRS-80

Drawing a straight line on paper is as simple as connecting two points. But drawing one on a computer screen can be marvelously complicated. While you can easily draw smooth horizontal and vertical lines, the block-like picture elements (pixels) of your display often make other lines look like stair steps.

This month's program lets you draw uniform graph lines with a Model I, III, or 4 (in Model III mode). The first time I ran this program, I was astounded at the quality of graphics I could get, and I spent a couple of hours playing with it. Unless you've been spoiled by a specialized graphics package, you'll probably feel the same way.

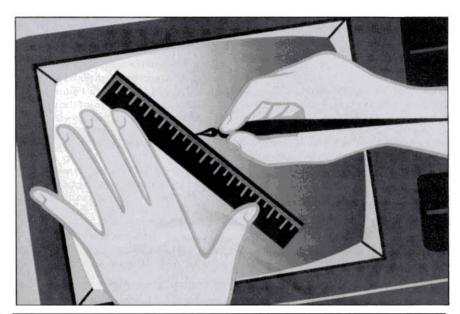
The Theory

Program Listing 1, the line-drawing subroutine, uses an algorithm that first determines the ideal line between two points and then translates that ideal into pixels. As the program picks each pixel, it calculates the pixel's distance from the ideal; when that difference becomes too great, the program picks a neighboring pixel to straighten out the line and keep it running in the right direction. The result is a line that's as smooth and thin as possible.

The Model I/III screen comprises a grid of 128 horizontal by 48 vertical pixels. In Basic, you can address any of these pixels with the Set, Reset, and Point commands by its horizontal (x) and vertical (y) coordinates, where x is a value between zero and 127 and y a value between zero and 47. This month's program uses the same addressing conventions.

Suppose you want to draw a line from the screen's upper left-hand corner (point 0,0) to the lower right-hand corner (point 127,47). The pixels must have





Program Listing 1. The line-drawing subroutine.

•			**********
7	Model I/	III Line Genera	tor
;			
;			Array%(7): I% = varptr(Array%(0))
;	Z = US	R(1%)	
;		Array (0) = 3	(1, $Array(1) = x2$
;		Array = (2) = 3	(2, $Array$ (3) = y2
;			for -1 (0 = set line)
;			(-1 = reset line)
;		xl.vl is the st	arting point of the line
;			ding point of the line
;		(Ø <= x1,x2	
;		(0 <= y1, y2)	

ERROR	EQU	1E4AH	;Illegal function call
i	220	******	, illegul tenetion call
đ.	ORG	ØFØØØH	;Will relocate
	CALL	ØA7FH	Get argument in HL
	PUSH	HL	Transfer array address
	POP	IX	to IX
	FOP	17	; LU IA
	ock range	of arguments	
, ch		or arguments	
,	LD	A,(IX+1)	Get MSB of xl
		(IX+3)	
	OR		;Merge MSB of yl
	OR		Merge MSB of x2
	OR OR	(IX+5) (IX+7)	Merge MSB of x2 Merge MSB of y2
_	OR		Merge MSB of x2
,	OR OR JP	(IX+5) (IX+7) NZ,ERROR	Merge MSB of x2 Merge MSB of y2 Error if not all 0
;	OR OR JP LD	(IX+5) (IX+7) NZ,ERROR A,(IX+0)	;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1
;	OR OR JP LD OR	(IX+5) (IX+7) NZ,ERROR A,(IX+0) (IX+4)	<pre>;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1 ;Merge LSB of x2</pre>
;	OR OR JP LD OR CP	(IX+5) (IX+7) NZ,ERROR A,(IX+0) (IX+4) 80H	Merge MSB of x2 Merge MSB of y2 pError if not all 0 pGet LSB of x1 Merge LSB of x2 pBoth less than 128?
	OR OR JP LD OR	(IX+5) (IX+7) NZ,ERROR A,(IX+0) (IX+4)	<pre>;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1 ;Merge LSB of x2</pre>
;	OR OR JP LD OR CP JP	(IX+5) (IX+7) NZ, ERROR A, (IX+0) (IX+4) 80H NC, ERROR	Merge MSB of x2 Merge MSB of y2 pError if not all 0 gGet LSB of x1 pMerge LSB of x2 pBoth less than 128? pError if not
	OR OR JP LD OR CP JP LD	(IX+5) (IX+7) NZ,ERROR A,(IX+0) (IX+4) 80H NC,ERROR A,(IX+2)	Merge MSB of x2 Merge MSB of y2 pError if not all 0 pGet LSB of x1 Merge LSB of x2 pBoth less than 128? pError if not pGet LSB of y1
	OR OR JP LD OR CP JP LD CP	(IX+5) (IX+7) NZ,ERROR A,(IX+0) (IX+4) 80H NC,ERROR A,(IX+2) 30H	<pre>;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1 ;Merge LSB of x2 ;Both less than 128? ;Error if not ;Get LSB of y1 ;Less than 48?</pre>
	OR OR JP LD OR CP JP LD CP JP	(IX+5) (IX+7) NZ,ERROR A,(IX+4) 80H NC,ERROR A,(IX+2) 30H NC,ERROR	<pre>;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1 ;Merge LSB of x2 ;Both less than 128? ;Error if not ;Get LSB of y1 ;Less than 48? ;Error if not</pre>
	OR OR JP LD OR CP JP LD CP JP LD	(1X+5) (1X+7) NZ,ERROR A,(1X+0) (1X+4) 80H NC,ERROR A,(1X+2) 30H NC,ERROR A,(1X+6)	<pre>;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1 ;Merge LSB of x2 ;Both less than 128? ;Error if not ;Get LSB of y1 ;Less than 48? ;Error if not ;Get LSB of y2</pre>
	OR OR JP LD OR CP JP LD CP JP LD CP	(IX+5) (IX+7) NZ,ERROR A,(IX+0) (IX+4) 80H NC,ERROR A,(IX+2) 30H NC,ERROR A,(IX+6) 30H	<pre>;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1 ;Merge LSB of x2 ;Both less than 1287 ;Error if not ;Get LSB of y1 ;Less than 487 ;Error if not ;Get LSB of y2 ;Less than 487</pre>
	OR OR JP LD OR CP JP LD CP JP LD	(1X+5) (1X+7) NZ,ERROR A,(1X+0) (1X+4) 80H NC,ERROR A,(1X+2) 30H NC,ERROR A,(1X+6)	<pre>;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1 ;Merge LSB of x2 ;Both less than 128? ;Error if not ;Get LSB of y1 ;Less than 48? ;Error if not ;Get LSB of y2</pre>
;	OR OR JP LD OR CP JP LD CP LD CP JP	(IX+5) (IX+7) NZ, ERROR A,(IX+0) (IX+4) 80H NC, ERROR A,(IX+2) 30H NC, ERROR A,(IX+6) 30H NC, ERROR	<pre>>Merge MSB of x2 >Merge MSB of y2 >Error if not all 0 ;Get LSB of x1 >Merge LSB of x2 ;Both less than 128? >Error if not ;Get LSB of y1 ;Less than 48? ;Error if not ;Get LSB of y2 ;Less than 48? ;Error if not</pre>
;	OR OR JP LD OR CP JP LD CP LD CP JP	(IX+5) (IX+7) NZ, ERROR A,(IX+0) (IX+4) 80H NC, ERROR A,(IX+2) 30H NC, ERROR A,(IX+6) 30H NC, ERROR	<pre>;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1 ;Merge LSB of x2 ;Both less than 1287 ;Error if not ;Get LSB of y1 ;Less than 487 ;Error if not ;Get LSB of y2 ;Less than 487</pre>
;	OR OR JP LD OR CP JP LD CP JP LD CP JP LD CR ZP ZP ZP	(IX+5) (IX+7) NZ,ERROR A,(IX+0) (IX+4) 80H NC,ERROR A,(IX+2) 30H NC,ERROR A,(IX+6) 30H NC,ERROR A,(IX+6) 30H NC,ERROR	<pre>>Merge MSB of x2 >Merge MSB of y2 perror if not all 0 >Get LSB of x1 >Merge LSB of x2 >Both less than 128? perror if not >Get LSB of y1 >Less than 48? perror if not ;Get LSB of y2 >Less than 48? perror if not > reror if not</pre>
; ; ; Pi	OR OR JP LD OR CP JP LD CP JP LD CP JP CP LD CP LD	(IX+5) (IX+7) NZ, ERROR A,(IX+0) (IX+4) 80H NC, ERROR A,(IX+2) 30H NC, ERROR A,(IX+6) 30H NC, ERROR A,(IX+6) 30H NC, ERROR J,(IX+6)	<pre>;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1 ;Merge LSB of x2 ;Both less than 1287 ;Error if not ;Get LSB of y1 ;Less than 487 ;Error if not ;Get LSB of y2 ;Less than 487 ;Error if not ;Get stan 487 ;Error if not ;Get LSB of y2 ;Less than 487 ;Error if not ;Get x1</pre>
; ; ; Pi	OR OR JP LD OR CP JP LD CP JP LD CP JP LD CR ZP ZP ZP	(IX+5) (IX+7) NZ,ERROR A,(IX+0) (IX+4) 80H NC,ERROR A,(IX+2) 30H NC,ERROR A,(IX+6) 30H NC,ERROR A,(IX+6) 30H NC,ERROR	<pre>;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1 ;Merge LSB of x2 ;Both less than 128? ;Error if not ;Get LSB of y1 ;Less than 48? ;Error if not ;Get LSB of y2 ;Less than 48? ;Error if not ;Error if not</pre>
; ; ; Pi	OR OR JP LD OR CP JP LD CP JP LD CP JP CP LD CP LD	(IX+5) (IX+7) NZ, ERROR A,(IX+0) (IX+4) 80H NC, ERROR A,(IX+2) 30H NC, ERROR A,(IX+6) 30H NC, ERROR A,(IX+6) 30H NC, ERROR J,(IX+6)	<pre>;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1 ;Merge LSB of x2 ;Both less than 128? ;Error if not ;Get LSB of y1 ;Less than 48? ;Error if not ;Get LSB of y2 ;Less than 48? ;Error if not ;Get x1</pre>
; ; ; Pi	OR OR JP LD OR CP JP LD CP JP LD CP JP LD LD	(IX+5) (IX+7) NZ, ERROR A, (IX+0) (IX+4) 80H NC, ERROR A, (IX+2) 30H NC, ERROR A, (IX+6) 30H NC, ERROR A, (IX+6) 20H NC, ERROR D, (IX+0) E, (IX+2)	<pre>;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1 ;Merge LSB of x2 ;Both less than 1287 ;Error if not ;Get LSB of y1 ;Less than 487 ;Error if not ;Get LSB of y2 ;Less than 487 ;Error if not ;Get x1 ;Get x1 ;Get y1//DE=starting point</pre>
; ; ; Pi	OR OR JP LD OR CP JP LD CP JP CP JP CP JP CP LD CP JP LD LD LD	(IX+5) (IX+7) NZ, ERROR A,(IX+4) 80H NC, ERROR A,(IX+2) 30H NC, ERROR A,(IX+2) 30H NC, ERROR A,(IX+6) 30H NC, ERROR D,(IX+6) 30H NC, ERROR L,(IX+2) H,(IX+2) H,(IX+4)	<pre>;Merge MSB of x2 ;Merge MSB of y2 ;Error if not all 0 ;Get LSB of x1 ;Merge LSB of x2 ;Both less than 128? ;Error if not ;Get LSB of y1 ;Less than 48? ;Error if not ;Get LSB of y2 ;Less than 48? ;Error if not determine slope ;Get x1 ;Get x1 ;Get x2</pre>

continued			
0049 ;			
80050	LD	A,H	A = x2
0051	LD	н,1	<pre>;1 = positive step</pre>
0052	SUB	D D	$A = x^2 - x^1$
10053 10054	JR NEG	NC,LINE10	;Go if $x^2 > x^1$;A = $x^1 - x^2$
0055	LD	H,-1	<pre>;-1 = negative step</pre>
0056 LINELO		B,A	B = x distance
8057 ;	22	27.0	
0058	LD	A,L	;Now get y2
0059	LD	L,1	<pre>;1 = positive y step</pre>
0060	SUB	E	$A = y^2 - y^1$
00061	JR	NC,LINE20	;Go if y2>y1
0062	NEG	10 N	A = y1 - y2
0063	LD	L,-1	;-1 = negative step
0064 LINE20	LD	C,A	<pre>;C = y distance</pre>
0065 ;			
0066	LD	DE,Ø	<pre>;D = alternate x step</pre>
0068	CP	в	<pre>;E = regular y step ;Is dx > dy? ;Go if dx > dy</pre>
0069	JR	C.LINE30	ico if dy > dy
0070	LD	C,LINE30 C,B	Else dy in c
0071	LD	B,A	Else dx in c ;and dy in B B >= C ;exchange steps
0072	EX	DE, HL	sexchange steps
0073 ;			****************************
0074 ; Now	B = la	rger distance	
0075 ;	C = sh	orter distance	
8076 ;	H = re	gular x step	
8079	D = al	ternate x step	
AA79	L = re	rger distance orter distance gular x step ternate x step gular y step ternate y step	
0080 ; all s	tene al	e l.a. or -1	
0081 ;	ceps ar	e 1,0, 01 -1	
	Save a	ll values	
0.0.00			
0084 LINE30	LD	(IX+10).H	<pre>;Save regular x step ; alternate x step ; normal y step ; alternate y step ;L has long distance ;H has short distance ;C also has long dist. ;C = long dist / 2</pre>
0085	LD	(IX+11),D	; alternate x step
0086	LD	(IX+12),E	; normal y step
8087	LD	(IX+13),L	; alternate y step
0088	LD	L,B	;L has long distance
0089	LD	H,C	;H has short distance
8898	LD	С,В	;C also has long dist.
1091 1092	SRL INC	c	<pre>;C = long dist. / 2 ;B = # of points on long axis ;DE has starting point ;Save distances ;And counters</pre>
1002	DOD	B DE	;B = # of points on long axis
095 094 LINE40 095	PUCH	HI	Save distances
095	PUSH	BC	; And counters
1096 1			
10098 ;	culate	screen location	of y coordinate
0099	LD	L,-1	;Initialize for quotient
10099 10100	LD	L,-1 A,E	;Initialize for quotient ;Get y coordinate
0100 0101	LD LD	L,-1 A,E	;Initialize for quotient ;Get y coordinate ;divide y by 3
0100 0101 0102 LINE50	LD LD INC	L,-1 A,E L	<pre>/Initialize for quotient /Get y coordinate /divide y by 3 /start with L = 0</pre>
100 101 102 LINE50 103	LD LD INC	L,-1 A,E L	<pre>/Initialize for quotient /Get y coordinate /divide y by 3 /start with L = 0</pre>
0100 0101 0102 Line50 0103 0104	LD LD INC SUB JR	L,-1 A,E L 3 NC,LINE50	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;</pre>
100 101 102 LINE50 103 104 105	LD LD SUB JR ADD	L,-1 A,E L 3 NC,LINE50	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;</pre>
100 101 102 LINE50 103 104 105 106	LD LD SUB JR ADD LD	L,-1 A,E J NC,LINE50 A,3 C,A	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder</pre>
9100 101 102 LINE50 103 104 105 106 107 108 ;	LD LD SUB JR ADD LD LD	L,-1 A,E J NC,LINE50 A,3 C,A H,0	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;</pre>
0100 0101 0102 LINE50 0103 0105 0105 0106 0106 ; 0108 ; 0109 ; Mult 010 ;	LD LD SUB JR ADD LD LD iply HL	L,-1 A,E J NC,LINE50 A,3 C,A H,0 * 64	;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with $L = 0$; $A = A - 3$;Loop until $A < 0$; $A = 0$,1, or 2 ;C has remainder ;HL = screen line
0100 0101 2102 LINE50 0104 0105 0106 0107 0108 ; 0109 ; Mult 0110 ;	LD LD INC SUB JR ADD LD LD LD iply HL LD	L,-1 A,E J NC,LINE50 A,3 C,A H,0 * 64 B,6	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line</pre>
0100 0101 0102 LINE50 0103 0104 0105 0106 0107 0108 ; 0111 0112	LD LD SUB JR ADD LD LD LD LD LD LD CR	L,-1 A,E J NC,LINE50 A,3 C,A H,0 * 64 B,6	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line </pre>
0100 0101 0102 1103 0104 0105 0106 0107 0109 1108 1 0109 110 110 1112 0112 0113 11NE50	LD LD SUB JR ADD LD LD LD LD LD LD CR	L,-1 A,E J NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0;1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2</pre>
9100 9101 9102 9103 9103 9104 9105 9106 9107 9108 9108 9109 9109 9110 9112 9112 9113 9114	LD LD SUB JR ADD LD LD LD LD CR RL RL	L,-1 A,E J NC,LINE50 A,3 C,A H,0 * 64 B,6 A L H	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0;1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2</pre>
8100 9101 9102 9103 9104 9105 9106 9107 9108 9107 9108 9107 9108 9107 9108 9108 9110 9111 9112 9113 9115	LD LD SUB JR ADD LD LD LD LD UD VR RL RL DJNZ	L,-1 A,E J NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line </pre>
1000 101 102 103 104 105 106 107 108 ; 109 ; Nult 110 ; 111 112 113 LINE60 114 115 116	LD LD SUB ADD LD LD LD LD CR RL RL DJNZ LD	L,-1 A,E J NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0;I, or 2 ;C has remainder ;HL = screen line </pre>
1000 101 102 LINE50 103 104 105 106 107 108 ; 109 ; Mult 110 ; 111 112 113 LINE60 114 115 116 117	LD LD INC SUB JR ADD LD LD LD LD CR RL RL LD LD NNZ LD ADD	L,-1 A,E J NC,LINE50 A,3 C,A H,0 * 64 * 64 B,6 A L LINE60 A,3CH A,H	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line</pre>
100 101 102 103 104 105 106 107 108 107 108 107 108 107 110 109 111 112 113 LINE60 117 118	LD LD SUB ADD LD LD LD LD CR RL RL DJNZ LD	L,-1 A,E J NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0;I, or 2 ;C has remainder ;HL = screen line </pre>
1000 101 102 LINE50 103 104 105 106 107 108 ; 109 ; Mult 110 ; 111 112 113 LINE60 114 115 116 117 118 ;	LD INC SUB JR ADD LD ID ID OR RL RL DJNZ LD ADD LD	L,-1 A,E J NC,LINE50 A,3 C,A H,0 * 64 B,6 A L H LINE60 A,3CH A,H H,A	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL=> beg. of screen line</pre>
9100 9101 9102 LINE50 9103 1004 9104 1005 9106 ; 9109 ; Mult 9110 ; 9111 LINE60 9112 1116 9115 116 9116 ; 9119 ; 9120 ; Now	LD LD INC SUB JR ADD LD LD LD LD LD LD LD LD LD find ad	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL=> beg. of screen line ;Add MSB of screen line</pre>
100 101 102 LINE50 103 104 105 106 107 108 ; 109 ; Mult 110 ; 111 112 113 LINE60 114 115 116 117 118 117 120 ; Now 121 ;	LD INC SUB JR ADD LD LD LD OR RL LD CNNZ LD find ad LD	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 B,6 A C,A L H LINE60 A,3CH A,H H,A dress of x coord A,D	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL=> beg. of screen line ;Get x coordinate</pre>
1000 101 102 LINE50 103 104 105 106 107 108 109 101 101 101 101 101 101 101 1011 1111 1112 1113 LINE60 1114 1115 1116 1117 1118 1120 1121 1122 1123	LD LD INC SUB JR ADD LD LD LD LD LD LD LD LD LD LD LD LD L	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL=> beg. of screen line ;HL=> beg. of screen line ;Get x coordinate ;A = x/2, CF has remainder</pre>
0100 0102 LINE50 0101 0102 LINE50 0104 0105 0106 0107 0108 ; 0111 0119 ; 0111 0115 0116 0117 0118 0117 0118 0117 0118 ;	LD INC SUB JR ADD LD LD LD OR RL LD CNNZ LD find ad LD	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L + 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;Get x coordinate ;A = x/2, CF has remainder ;Remainder to B</pre>
1000 101 102 LINE50 103 104 105 106 107 108 ; 109 ; Mult 110 ; 111 112 113 LINE60 114 115 116 117 118 119 ; 120 ; Now 121 ; 122 123	LD LD INC SUB JR ADD LD LD LD CR RL RL LD ADD LD LD SRL RL RL	L,-1 A,E J NC,LINE50 A,3 C,A H,0 * 64 * 64 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL=> beg. of screen line ;HL=> beg. of screen line ;Get x coordinate ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L</pre>
BloG BloD BloD BloD BloD BloD BloD BloD BloD BloD BloD BloD BloD BloD BloD BloD BllD	LD LD INC SUB JR ADD LD LD iply HL LD OR RL RL ADD LD find ad SRL RL ADD LD LD LD ADD LD LD LD LD LD LD LD LD LD	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 B,6 A L H LINE60 A,3CH A,H H,A dress of x coord A,D A B A,L L,A	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L + 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;Get x coordinate ;A = x/2, CF has remainder ;Remainder to B</pre>
1000 101 102 LINE50 103 104 105 106 107 108 110 111 112 113 LINE60 114 115 116 117 118 119 ; 120 ; Now 121 ; 122 ; 123 124 125 126 ; Find 127 ; 128 ; Find 129 ;	LD LD INC SUB JR ADD LD LD LD LD LD LD LD LD LD LD SRL RL ADD LD SRL RL ADD LD SRL RL Pjxel	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 * 64 B,6 A L LINE60 A,3CH A,H H,A dress of x coord A,D A B A,L L,A at HL	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Clear carry flag ;L = L ± 2 ;HL = HL * 2 ;DO (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;Get x coordinate ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel</pre>
1000 101 102 LINE50 103 104 105 106 107 108 107 108 107 108 107 108 109 111 112 113 LINE60 114 115 116 117 118 120 121 122 123 124 125 126 127 128 129 129 128	LD LD INC SUB JR ADD LD LD iply HL LD OR RL LD find ad 	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 B,6 A L H LINE60 A,3CH A,A H,A H H,A dress of x coord A,D A B A,L L,A at HL	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL=> beg. of screen line ;HL=> beg. of screen line ;Get x coordinate ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL=> correct pixel ;C = C * 2</pre>
9100 9101 9102 LINE50 9103 1104 9105 1106 9108 ; 9109 ; Mult 9111 2000 9112 2011 9113 LINE60 9114 1106 9115 1116 9114 11060 9115 1116 9116 1117 9118 ; 9121 ; 9122 ; Now 9123 1125 9126 ; Pind 9128 ; Find 9129 ; 9131 131	LD LD INC SUB JR ADD LD LD LD LD LD LD LD LD find ad LD SRL RL LD Pixel RL LD	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;Get x coordinate ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C</pre>
1000 101 102 LINE50 103 104 105 106 1087 1080 1091 1010 1010 1011 1112 1112 1113 1114 1115 1116 1117 1118 1119 1120 1121 1122 1123 1124 1125 1124 1125 1224 1225 1226 1227 123 131 131 132	LD LD INC SUB JR ADD LD LD LD LD CR RL LD LD LD LD LD SRL RL ADD LD SRL RL LD SRL RL ADD LD LD LD LD LD LD LD LD LD LD LD LD L	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Clear carry flag ;L = L * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL=> beg. of screen line ;HL=> beg. of screen line ;Get x coordinate ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5)</pre>
1000 101 102 LINE50 103 104 105 106 107 108 107 108 1007 108 1007 108 1007 108 1010 1111 1112 1111 1111 1111 1111 1111 1111 1112 1113 1114 1115 1116 1117 1118 1119 1120 1121 1122 1123 124 125 126 127 128 129 120 130	LD LD INC SUB JR ADD LD LD LD LD LD LD LD LD LD LD LD LD L	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL=> beg. of screen line ;HL=> beg. of screen line ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL=> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number to B</pre>
0100 0101 0102 LINE50 0103 1104 0104 1105 0106 1107 0108 ; 0109 ; Mult 0110 ; 0111 ; 0112 1111 0115 1116 0115 1116 0117 1118 0118 ; 0120 ; Now 0121 ; 0122 1123 0124 1125 0127 ; 0128 ; Find	LD LD LD INC SUB JR ADD LD LD LD LD LD LD LD SRL RL ADD LD Find ad LD Pixel RL LD LD LD LD LD LD LD LD LD LD LD LD LD	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;Get x coordinate ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number to B ;B = bit number + 1 (1-6)</pre>
1000 101 102 LINE50 103 104 105 106 107 108 ; 109 ; Mult 110 ; 111 112 113 LINE60 114 115 116 117 118 ; 120 ; Now 121 ; 122 ; Now 121 ; 128 ; Find 129 ; 130 131 134 135	LD LD LD SUB JR ADD LD LD LD CR RL LD ADD LD LD SRL RL RL ADD LD SRL RL ADD LD SRL RL ADD LD LD SRL RL LD LD SRL RL LD SRL RL LD SRL RL LD SR SUB SUB SUB SUB SUB SUB SUB SUB SUB SUB	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Clear carry flag ;L = L * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL=> beg. of screen line ;HL=> beg. of screen line ;Add MSB of screen line ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number to B ;B = bit number + 1 (1-6) ;A = 0</pre>
1000 101 102 LINE50 103 104 105 106 107 108 109 110 1212 111 112 113 LINE60 114 115 116 117 118 120 1212 122 123 124 125 126 127 128 129 121 122 123 124 125 126 127 128 130 131 132 133 134 135 136	LD LD LD INC SUB JR ADD LD LD LD LD LD LD LD LD SRL RL LD SRL RL LD LD LD LD LD LD LD LD LD LD LD LD LD	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number to B ;B = bit number + 1 (1-6) ;A = 0 ;Carry flag has bit</pre>
100 101 102 103 103 104 105 107 108 107 108 107 108 107 108 107 110 112 113 118 117 118 117 118 117 118 117 120 121 122 123 124 125 126 127 128 127 129 121 124 125 126 127 128 127 129 124 125 126 127 128 128 129 124 125 126 127 128 128 129 124 125 126 127 128 128 128 128 128 128 128 128	LD LD INC SUB JR ADD LD LD iply HL LD OR RL DJNZ LD ADD LD SRL RL ADD LD Pixel RL ADD LD SRL RL ADD LD SRL RL RL RL RL RL RL RL RL RL	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;Add MSB of screen line ;Add NSB of screen line ;Add NSB of screen line ;Add NSB of screen line ;Add NSB of screen line ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL=> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number to B ;B = bit number + 1 (1-6) ;A = 0 ;Carry flag has bit ;Rotate carry bit until</pre>
100 101 102 103 103 104 105 106 107 108 107 108 107 108 117 118 119 111 113 117 118 119 120 121 125 126 127 128 129 121 129 121 129 121 129 120 121 129 120 121 129 120 121 120 121 125 126 127 128 129 120 121 125 126 127 128 129 120 121 125 126 127 128 129 120 121 125 126 127 128 129 120 121 125 126 127 128 129 120 121 129 120 120 120 120 120 120 120 120	LD LD INC SUB JR ADD LD LD LD LD LD CR RL RL ADD LD Find ad Find ad Pixel RL ADD LD D SRL RL ADD LD LD SRL RL ADD LD LD SRL RL ADD LD LD SRL RL ADD LD LD SRL RL ADD LD SRL RL ADD LD SRL RL ADD LD SRL RL ADD LD SRL RL ADD LD SRL RL ADD LD SRL ADD LD ADD LD SRL ADDD LD SRL ADDD LD SRL ADDD LD SRL ADD LD SRL ADDD LD SRL ADDD LD SRL ADDD LD SRL ADDD LD SRL ADDD LD SRL ADDD LD SRL ADDD SRL ADDD LD SRL ADDDD SRL ADDD ADDD SRL ADDDD SRL ADDD SRL ADDD SRL ADDD SR	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;DO (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;Get x coordinate ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number to B ;B = bit number + 1 (1-6) ;A = 0 ;Carry flag has bit ;Rotate carry bit until ; bit is correctly positioned</pre>
1000 1101 1102 LINE50 1103 1104 1105 1106 1107 1108 1109 1110 1111 1112 1111 1112 1113 1114 1115 1116 1117 1118 1119 1111 1111 1112 1113 1114 1115 1116 1117 1118 1119 1121 1122 1123 1124 1125 126 131 132 133 134 135 136 137 138 139	LD LD INC SUB JR ADD LD LD iply HL LD OR RL LD ADD LD find ad CD SRL RL ADD LD Pixel RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC INC SRL RL ADD INC ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID INC ID ADD ID INC ID ADD ID INC ID ADD INC ID ADD INC ID ADD INC ID ADD INC INC ID ADD INC INC ID ADD INC INC INC ADD INC INC INC ADD INC INC ADD INC INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD ADD INC ADD INC ADD ADD INC ADD INC ADD ADD INC ADD INC ADD ADD INC ADD INC ADD ADD INC ADD INC ADD INC ADD INC ADD ADD INC ADD INC ADD INC ADD ADD INC ADD ADD INC ADD ADD INC ADD ADD INC ADD ADD ADD ADD ADD ADD ADD AD	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL=> beg. of screen line ;HL=> beg. of screen line ;Add MSB of screen line ;Remainder to B ;Add line position to L ;HL=> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number to B ;B = bit number + 1 (1-6) ;A = 0 ;Carry flag has bit ;Rotate carry bit until ; bit is correctly positioned</pre>
1000 1101 1102 LINE50 1103 1104 1105 1106 1107 1112 1112 1111 1112 1113 1114 1115 1116 1117 1118 1119 1119 1111 1112 1113 1114 1115 1116 1117 1118 1119 1119 1111 1121 1122 1123 1124 1125 126 127 1212 122 123 131 132 133 134 135 136 137 139 139 140 142	LD LD INC SUB JR ADD LD LD iply HL LD OR RL LD ADD LD find ad CD SRL RL ADD LD Pixel RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC SRL RL ADD INC INC SRL RL ADD INC ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID SRL RL ADD ID INC ID ADD ID INC ID ADD ID INC ID ADD INC ID ADD INC ID ADD INC ID ADD INC INC ID ADD INC INC ID ADD INC INC INC ADD INC INC INC ADD INC INC ADD INC INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD INC ADD ADD INC ADD INC ADD ADD INC ADD INC ADD ADD INC ADD INC ADD ADD INC ADD INC ADD ADD INC ADD INC ADD INC ADD INC ADD ADD INC ADD INC ADD INC ADD ADD INC ADD ADD INC ADD ADD INC ADD ADD INC ADD ADD ADD ADD ADD ADD ADD AD	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Clear carry flag ;L = L * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL=> beg. of screen line ;C = C * 2 ;Get x coordinate ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL=> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number to B ;B = bit number to I ;B = bit number to I ;C = C + 2 ;C = C + 2 ;Get value from C ;A has bit number to I ;D = bit number to I ;D =</pre>
100 101 102 LINE50 103 104 105 107 108 109 110 121 112 113 114 115 116 117 118 120 121 122 123 124 125 126 127 128 121 123 124 125 131 132 133 134 135 136 139 139 140 142	LD LD INC SUB JR ADD LD iply HL iply HL DJNZ LD find ad find ad LD Find ad LD Pixel RL RL ADD LD DJNZ LD Find ad LD HL ADD LD Find ad ADD LD Find ad ADD Find ad Find a	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 * 64 B,6 A L H LINE60 A,3CH A,H H,A dress of x coord A,B B,A,L L,A at HL C C A,C A,B B,A B A LINE70 raphics characte	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number to B ;B = bit number + 1 (1-6) ;A = 0 ;Carry flag has bit ;Rotate carry bit until ; bit is correctly positioned r if it isn't already</pre>
100 101 102 103 103 104 105 106 107 108 107 108 107 108 107 109 107 110 111 111 112 113 114 115 125 125 125 125 125 125 125	LD LD LD INC SUB JR ADD LD LD iply HL LD CR RL RL RL ADD LD SRL RL ADD LD Pixel RL ADD LD SRL RL ADD LD SRL RL ADD LD SRL RL ADD LD SRL RL ADD LD SRL RL ADD LD SRL RL ADD SRL ADD SRL ADD SRL ADD SRL ADD BD SRL ADD BD SRL ADD BD SRL ADD BD SRL ADD BD SRL ADD BD SRL ADD BD SRL ADD BD BD BIT	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 * 64 B,6 A L H LINE60 A,3CH A,H H,A dress of x coord A,B B,A,L L,A at HL C C A,C A,B B,A B A LINE70 raphics characte	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0;1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;Add NSB of screen line ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number to B ;B = bit number + 1 (1-6) ;A = 0 ;Carry flag has bit ;Rotate carry bit until ; bit is correctly positioned r if it isn't already ;Is high bit set? ;Pause for 32-c;Go if dx > dy</pre>
100 101 102 102 103 103 104 105 106 107 108 107 108 107 108 107 108 107 111 112 113 118 117 116 117 118 117 128 117 120 127 124 125 124 125 124 125 124 125 124 125 124 125 124 125 131 132 133 134 135 136 139 137 11NE70 139 137 11NE70 139 137 11NE70 139 137 11NE70 139 137 11NE70 139 137 11NE70 139 137 11NE70 139 137 11NE70 139 137 144 144 144 145 144 145 147 148 148 148 148 148 148 148 148	LD LD LD INC SUB JR ADD LD LD iply HL LD OR RL LD ADD LD SRL RL ADD LD SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD LD INNZ ED SRL RL ADD ED SRL RL ADD ED SRL RL ADD ED SRL RL ADD ED SRL RL ADD ED SRL RL ADD ED INNZ ED SRL RL ADD ED INNZ ED SRL RL ADD ED INNZ ED SRL RL ADD ED INNZ ED SRL RL ADD ED INNZ ED SRL RL ADD ED INNZ ED SRL RL ADD ED ED INNZ ED ED ED ED ED ED ED ED ED ED	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 B,6 A L LINE60 A,3CH A,H H,A dress of x coord A,D A A B A,L L,A at HL C A,C A,B B,A B A LINE70 raphics characte 7,(HL)	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Counter ;Clear carry flag ;L = L 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;Add MSB of screen line ;Add MSB of screen line ;HL==> beg. of screen line ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number to B ;B = bit number to I ;A = 0 ;Carry flag has bit ;Rotate carry bit until ; bit is correctly positioned r if it isn't already ;Is high bit set?</pre>
100 101 102 LINE50 103 104 105 106 107 108 109 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 121 122 123 134 135 136 137 138 139 142 143 143 144 145 146	LD LD LD INC SUB JR ADD LD iply HL iply HL DJNZ LD find ad find ad find ad LD Find ad LD Pixel RL RL ADD LD BIT NOP LD LD BIT NOP LD LD	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 * 64 B,6 A L L H LINE60 A,3CH A,H H,A dress of x coord A,B B,A,L L,A at HL C C,C A,B B,A B A L LINE70 Taphics characte 7,(HL) C,B B,A DE,HL	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number + 1 (1-6) ;A = 0 ;Carry flag has bit ;Rotate carry bit until ; bit is correctly positioned r if it isn't already ;Is high bit set? ;Pause for 32-c;Go if dx > dy ;Else dx in c ;and dy in B B >= C ;exchange steps</pre>
100 101 102 103 104 105 106 107 108 109 109 109 109 109 109 109 109	LD LD LD INC SUB JR ADD LD LD iply HL LD CR RL RL RL ADD LD Find ad CR RL RL ADD LD Pixel RL ADD LD Pixel HL a g BIT NOP LD LD LD LD LD LD LD LD RL RL RL RL RL RL RL RL RL RL	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 * 64 B,6 A L LINE60 A,3CH A,H H,A dress of x coord A,D A B A,L L,A A C A,C A,B B A,L L,A L LINE70 raphics characte 7,(BL) C,B B,A DE,HL	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number + 1 (1-6) ;A = 0 ;Carry flag has bit ;Rotate carry bit until ; bit is correctly positioned r if it isn't already ;Is high bit set? ;Pause for 32-c;Go if dx > dy ;Else dx in c ;and dy in B B >= C ;exchange steps</pre>
100 101 102 103 103 104 105 106 107 108 107 108 107 108 107 108 107 110 111 112 112 113 118 117 118 117 118 117 118 117 118 117 118 117 118 117 120 121 122 123 124 125 126 127 128 127 128 127 128 129 121 124 125 126 127 128 127 128 129 121 124 125 126 127 128 129 121 124 125 126 127 128 129 121 124 125 126 127 128 129 121 124 125 126 131 135 135 135 136 137 LINE70 138 139 131 144 155 136 137 LINE70 138 139 137 148 147 148 147 148 147 148 148 147 157 168 177 188 197 197 197 108 109 109 100 109 100 109 100 100	LD LD INC SUB JR ADD LD LD iply HL DJNZ LD find ad find ad find ad LD Find ad CR LD Find ad CR LD DJNZ LD Find ad ADD LD Find ad ADD LD EX SCF RL LD INC SCF RLA DJNZ ED SCF RLA DJNZ ED EX SCF RLA BIT NOP EX B = 1a B = 1a	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number + 1 (1-6) ;A = 0 ;Carry flag has bit ;Rotate carry bit until ; bit is correctly positioned r if it isn't already ;Is high bit set? ;Pause for 32-c;Go if dx > dy ;Else dx in c ;and dy in B B >= C ;exchange steps</pre>
100 101 102 LINE50 103 105 104 105 105 106 107 100 108 1 119 1 111 1112 113 LINE60 114 115 115 116 117 118 118 117 118 119 121 1 122 122 123 122 124 125 125 126 126 ; Pind 131 33 132 33 133 134 135 136 137 LINE70 138 ; Make 140 ; Make 142 ; Now 143 ; Now 445 ; Now 447 ; Now 49 ;	LD LD INC SUB JR ADD LD LD LD LD LD LD CRL RL ADD LD Find ad CRL RL ADD LD Find ad CRL RL ADD LD Find ad CRL RL ADD LD CRL CRL RL ADD LD CRL RL ADD LD CRL CRL ADD LD CRL CRL ADD LD CRL CRL ADD LD CRL CRL ADD LD CRL CRL ADD LD CRL CRL ADD LD CRL CRL ADD LD CRL CR CR CR RL ADD LD CR CR RL ADD LD CR CR RL ADD LD CR CR RL ADD CR CR RL ADD CR CR CR CR CR CR CR CR CR CR	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 * 64 B,6 A L L H LINE60 A,3CH A,H H,A dress of x coord A,3CH A,H H,A dress of x coord A,3CH A,B B,A B,A B,A B,A B,A B,A LINE70 Taphics characte 7,(HL) C,B B,A DE,HL Toper distance	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number + 1 (1-6) ;A = 0 ;Carry flag has bit ;Rotate carry bit until ; bit is correctly positioned r if it isn't already ;Is high bit set? ;Pause for 32-c;Go if dx > dy ;Else dx in c ;and dy in B B >= C ;exchange steps</pre>
1000 101 102 LINE50 103 104 105 106 107 108 107 108 107 108 109 110 111 112 113 LINE60 114 115 116 117 118 119 121 122 123 124 125 126 127 128 129 131 132 133 134 135 136 137 LINE70 138 139 139 140 1414 142 143 144 145 146 147	LD LD LD INC SUB JR ADD LD LD iply HL LD OR RL RL LD ADD LD SRL RL ADD LD SC SC SC SC SC SC SC SC SC SC	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number + 1 (1-6) ;A = 0 ;Carry flag has bit ;Rotate carry bit until ; bit is correctly positioned r if it isn't already ;Is high bit set? ;Pause for 32-c;Go if dx > dy ;Else dx in c ;and dy in B B >= C ;exchange steps</pre>
1000 101 102 LINE50 103 104 105 106 107 108 109 110 111 112 113 LINE50 109 110 111 112 113 114 115 116 117 118 119 121 122 123 124 125 126 127 128 121 122 123 134 135 136 137 138 139 139 139 140 143 144 145 144 145 147 148	LD LD LD INC SUB JR ADD LD LD LD LD CD Find ad CD Find ad CD Find ad CD Find ad CD Find ad CD Find ad CD Find ad CD CD Find ad CD CD CD CD CD CD CD CD CD CD	L,-1 A,E L 3 NC,LINE50 A,3 C,A H,0 * 64 	<pre>;Initialize for quotient ;Get y coordinate ;divide y by 3 ;Start with L = 0 ;A = A - 3 ;Loop until A < 0 ;A = 0,1, or 2 ;C has remainder ;HL = screen line ;Clear carry flag ;L = L * 2 ;HL = HL * 2 ;Do (HL*2) * 6 ;Screen starts at 3C00H ;Add MSB of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;HL==> beg. of screen line ;A = x/2, CF has remainder ;Remainder to B ;Add line position to L ;HL==> correct pixel ;C = C * 2 ;Get value from C ;A has bit number (0-5) ;Pixel number + 1 (1-6) ;A = 0 ;Carry flag has bit ;Rotate carry bit until ; bit is correctly positioned r if it isn't already ;Is high bit set? ;Pause for 32-c;Go if dx > dy ;Else dx in c ;and dy in B B >= C ;exchange steps</pre>

128 x and 48 y values. The algorithm first recognizes that the x value changes more often than the y value. It defines a "normal" step from one pixel to the next as "Add 1 to the last x position; add zero to the last y position." However, the program takes the normal step only five out of every eight times. It uses an alternate step the other three: "Add 1 to the last x position; add 1 to the last y position."

The program determines whether to take a normal or an alternate step by adding up the cumulative error of the actual line from the ideal line after every step. When the error is smaller than half a pixel, the algorithm selects a normal step to find the next position to set. But when the error is larger than half the width of a pixel, the program selects the alternate step and reduces the error sum.

The Program

I designed the source code so you could add it to the Basic program in Program Listing 2. To call the routine, you must dimension an integer array of at least seven elements. Put the starting x value in array element zero, the starting y value in element 1, the ending x value in element 2, and the ending y value in element 3. You should put a zero in element 4 if you want to turn on ("set") all the pixels in the line; put a - 1 in element 4 if you want to turn off ("reset") the line. The program needs elements 5 and 6 for a storage buffer. Be sure you include them in the array or the line routine might change other values stored in memory.

Lines 240–490 check the values you've sent to the program and ensure that they're within the screen's limits. If the program finds a value that would take the line off the screen, it jumps to the ROM routine that reports an illegal function call and stops the program.

Next, in lines 530-810, the routine calculates the x and y steps for your line. Either the regular or alternate step for each direction will be a zero; the other will be a 1 or a - 1 depending on the direction of the line. The same section determines the error correction ratio, which it stores in the B and C registers.

Starting in line 930, the program saves the step values in the extra two elements of the array, puts the error ratio in the HL register pair, and holds the number of steps needed for the full line in the B register. The program will use the value in the C register to calculate when it should select alternate steps. Finally, it recovers the starting point of the line from the stack and saves the error ratio and counters.

The middle section of the program, lines 1080-1750, finds the memory address of a screen pixel and whether that pixel is on or off. You might have trouble understanding this section—writing math functions in Assembly language can be complex.

First, the program divides the y coordinate by 3 to find the correct screen row. A subtraction loop that starts on line 1110 does the division. The HL register pair holds the quotient and the C register holds the remainder.

The routine then determines how far the beginning of that screen row is from the start of the screen by multiplying the value in HL by the 64 characters per row. Since 64 is 2 to the sixth power, the program multiplies HL by 2 six times. Finally, the program adds the result of the multiplication to 3C00 hexadecimal (hex), the beginning address of screen memory; by line 1270, HL points to the beginning of the correct row on the screen.

Once the routine finds the row, it has to determine which column in that row holds the correct pixel. The program divides the x coordinate by 2 and adds the result to HL, and HL finally points to the correct byte. However, you still have to find out which pixel to set or reset.

The C register still holds the remainder of the first division and it must be zero, 1, or 2. The program multiplies that value by 2, adds the remainder of the second division (either zero or 1), and ends up with a pixel number in the range of zero to 5. The routine completes calculations by rotating a single bit through the A register until it moves into position to address the necessary screen pixel.

By line 1510, the HL register points to the correct byte in video memory, and the A register has the necessary value to turn on the pixel addressed by the x and y coordinates. The hardest part is finally over.

Two tests, beginning in line 1510, determine whether the screen displays an ASCII character or graphics character at the current location. If the program finds an ASCII character, it erases the character and replaces it with a graphics blank.

Then, in line 1640, the program tests the fifth array element to find out whether it should turn the pixel on or off. In either case, a simple logic operation either sets or resets the correct bit, and the program has finally taken care of one point on the line. The last section of the program, from lines 1790–2070, decides whether the program takes the regular or alternate step and adjusts the DE register accordingly. Then the program loops back to find the next pixel on the line.

Using and Modifying The Line Routine

Program Listing 2 shows how you can load, initialize, and call the line routine from a Model III Basic program. Lines 25 to 90 demonstrate how fast this program

d; all s			
, all p	+	o] # or _]	
;		e 1,0, or -1	
;		11 values	
LINE30	LD	(IX+10),H	<pre>;Save regular x step ; alternate x step ; normal y step ; alternate y step ; base distance</pre>
	LD	(IX+11),D	; alternate x step
	LD	(IX+12),L	; alternate y step
	20	L,D	i has long distance
	LD		;H has short distance ;C also has long dist.
	SRL	с	;C = long dist / 2
	INC		;B = # of points on long axis
LINE40	PUSH	HL	;DE has starting point ;Save distances
	PUSH	BC	;And counters
; Cal	culate	screen location o	f y coordinate
,		L,-1	;Initialize for quotient
	LD	A,E	;Get y coordinate
LINE50	TNC	L	divide y by 3; Start with L = 0
DINEJU	SUB	3	A = A - 3
	JR ADD	NC,LINE50	;Loop until A < Ø
	LD	C,A	;A = 0,1, or 2 ;C has remainder
		н,0	;HL = screen line
, Mult	iply HL	* 64	
;			Counter
	OR	B,6 A	;Counter ;Clear carry flag
LINE60	RL	L	;L = L + 2
	RL DJNZ	H LINE63	HL = HL + 2 ; Do (HL+2) + 6
	LD	A 3CH	.Scroon starts at 30000
	ADD	А,Н Н,А	;Add MSB of screen line ;HL==> beg. of screen line
,			
: Now	find ad	dress of x coordi	nate
		A,D	;Get x coordinate ;A = $x/2$, CF has remainder
	SRL RL	A B	A = x/2, CF has remainder
	800		;Remainder to B ;Add line position to L
2	LD	L,A	;HL==> correct pixel
; Find	pixel		
	RL LD	C A,C	;C = C * 2 ;Get value from C
	ADD	А,В	;A has bit number (0-5)
	LD INC	B,A B	;Pixel number to B ;B = bit number + 1 (1-6)
	XOR	A	; A = Ø
	SCF		Carry flag has bit Rotate carry bit until
LINE70	DJNZ		; bit is correctly positione
; Make	HL a g	raphics character	if it isn't already
; Make	HL a g		if it isn't already
; Make	HL a g BIT NOP	7,(HL)	if it isn't already ;Is high bit set? ;Pause for 32-char. mode
; ; Make ;	HL a g BIT		if it isn't already ;Is high bit set?
; Make	HL a g BIT NOP	7,(HL)	if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set
; ; Make ;	HL a g BIT NOP JR BIT NOP	7,(HL) 2,LINE80 6,(HL)	if it isn't already /Is high bit set? /Pause for 32-char. mode /Go if not set /Is this bit reset? /32-char. mode pause
; ; Make ;	HL a g BIT NOP JR BIT	7,(HL) 2,LINE80	if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset?
; ; Make ;	HL a g BIT NOP JR BIT NOP JR LD	7,(HL) 2,LINE80 6,(HL) 2,LINE90 (HL),80H	if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank
; Make ; Make ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP	7,(HL) 2,LINE80 6,(HL) 2,LINE90 (HL),80H	if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics
; Make ; LINE80 ; Set	HL a g BIT NOP JR BIT NOP JR LD NOP or rese	7,(HL) 2,LINE80 6,(HL) 2,LINE90 (HL),80H t correct bit	if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause
; Make ; LINE80 ; Set	HL a g BIT NOP JR BIT NOP JR LD NOP or rese	7,(HL) 2,LINE80 6,(HL) 2,LINE90 (HL),80H t correct bit	if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause
; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP or rese BIT JR	7,(HL) 2,LINE 80 6,(HL) 2,LINE 90 (HL),80H t correct bit 0,(IX+8) NZ,LINL 00	if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset
; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP or rese BIT JR OR	7,(HL) 2,LINE 80 6,(HL) 2,LINE 90 (HL),80H t correct bit 0,(IX+8) NZ,LINL 00	<pre>if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit</pre>
; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP or rese BIT JR	7,(HL) 2,LINE 80 6,(HL) 2,LINE 90 (HL),80H t correct bit 0,(IX+8) NZ,LINL 00	if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset
; Make ; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP or rese BIT JR OR NOP JR	7,(HL) 2,LINE80 6,(HL) 2,LINE90 (HL),80H t correct bit 0,(IX+8) N2,LIN100 (HL)	if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code
; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP Or rese BIT JR OR NOP JR CPL AND	7,(HL) 2,LINE80 6,(HL) 2,LINE90 (HL),80H t correct bit 0,(IX+8) N2,LIN100 (HL)	<pre>if it isn't already if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset</pre>
; Make ; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP or rese BIT JR OR NOP JR CPL	7,(HL) 2,LINE 80 6,(HL) 2,LINE 90 (HL),80H t correct bit 0,(IX+8) NZ,LINI 00 (HL) LINI 10	if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code
; Make ; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP Or rese BIT JR OR NOP JR CPL AND	7,(HL) 2,LINE 80 6,(HL) 2,LINE 90 (HL),80H t correct bit 0,(IX+8) NZ,LIN100 (HL) LIN110 (HL)	<pre>if it isn't already if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset ;Mask out our pixel ;Pause</pre>
; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP OF rese BIT JR OR NOP JR CPL AND NOP LD NOP	7,(HL) 2,LINE 80 6,(HL) 2,LINE 90 (HL),80H t correct bit 0,(IX+8) NZ,LIN100 (HL) LIN110 (HL) (HL),A	<pre>if it isn't already if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset ;Mask out our pixel ;Pause ;Set new value on screen ;One more pause</pre>
; Make ; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP Or rese BIT JR OR NOP JR CPL AND NOP LD NOP	7,(HL) 2,LINE 80 6,(HL) 2,LINE 90 (HL),80H t correct bit 0,(IX+8) N2,LIN100 (HL) LIN110 (HL) (HL),A	<pre>if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset ;Mask out our pixel ;Pause ;Set new value on screen ;One more pause</pre>
; Make ; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP OF rese BIT JR OR NOP JR CPL AND NOP LD NOP	7,(HL) 2,LINE 80 6,(HL) 2,LINE 90 (HL),80H t correct bit 0,(IX+8) NZ,LIN100 (HL) LIN110 (HL) (HL),A 5 set find x,y	<pre>if it isn't already if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset ;Mask out our pixel ;Pause ;Set new value on screen ;One more pause address of next</pre>
; Make ; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP OF rese BIT JR OR NOP JR CPL AND NOP	7,(HL) 2,LINE 80 6,(HL) 2,LINE 90 (HL),80H t correct bit 0,(IX+8) N2,LIN100 (HL) LIN110 (HL) (HL),A 5 set find x,Y BC	<pre>if it isn't already if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset ;Mask out our pixel ;Pause ;Set new value on screen ;One more pause address of next ;Recover counters</pre>
; Make ; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP BIT JR CPL AND NOP LD POP LD	7,(HL) 2,LINE 80 6,(HL) 2,LINE 90 (HL), 80H t correct bit 0,(IX+8) NZ,LIN100 (HL) LIN110 (HL) (HL),A s set find x,y BC HL A,D	<pre>if it isn't already if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset ;Mask out our pixel ;Pause ;Set new value on screen ;One more pause address of next ;Recover counters ;Recover distances ;Get current x coordinate</pre>
; Make ; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a 9 BIT NOP JR BIT NOP JR LD NOP OF rese BIT JR CPL AND NOP LD NOP Pixel i POP POP LD	7,(HL) 2,LINE80 6,(HL) 2,LINE90 (HL),80H t correct bit 0,(IX+8) N2,LIN100 (HL) LIN110 (HL),A 5 set find x,y BC HL A,D A,(IX+10)	if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset ;Mask out our pixel ;Pause ;Set new value on screen ;One more pause address of next ;Recover counters ;Recover distances ;Get current x coordinate ;Add regular x step
; Make ; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a g BIT NOP JR BIT NOP JR LD NOP OF rese BIT JR CPL AND NOP JR CPL AND NOP DP POP LD ADD LD	7,(HL) 2,LINE80 6,(HL) 2,LINE90 (HL),80H t correct bit 0,(IX+8) N2,LIN100 (HL) LIN110 (HL),A 5 set find x,y BC HL A,D A,(IX+10)	<pre>if it isn't already if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset ;Mask out our pixel ;Pause ;Set new value on screen ;One more pause address of next ;Recover counters ;Recover distances ;Get current x coordinate</pre>
; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a 9 BIT NOP JR LD NOP OF rese BIT JR OR NOP JR CPL AND NOP LD NOP POP LD LD LD	7, (HL) 2, LINE 80 6, (HL) 2, LINE 90 (HL), 80H t correct bit 0, (IX+8) N2, LIN100 (HL) LIN110 (HL) (HL), A 5 set find x, y BC HL A, D A, (IX+10) D, A A, E	<pre>if it isn't already if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset ;Mask out our pixel ;Pause ;Set new value on screen ;One more pause address of next ;Recover distances ;Get current x coordinate ;Store new x coordinate ;Get current y coordinate ;Get current y coordinate</pre>
; Make ; Make ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	HL a 9 BIT NOP JR LD NOP JR LD NOP OF rese BIT JR CPL AND NOP LD NOP LD POP LD LD LD LD	7, (HL) 2, LINE 80 6, (HL) 2, LINE 90 (HL), 80H t correct bit 0, (IX+8) NZ, LINI00 (HL) LINI10 (HL) (HL), A 5 set find x,y BC HL A, D A, (IX+10) D, A A,E A, (IX+12) E,A	<pre>if it isn't already if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset ;Mask out our pixel ;Pause ;Set new value on screen ;One more pause address of next ;Recover counters ;Recover distances ;Get current x coordinate ;Add regular x step ;Store new x coordinate ;Add regular y step ;Store new y coordinate ;Store new y coordinate</pre>
; i Make ; i Ne80 ; i Set i NE90 i INE90 i INE90 ; i One ; 	HL a 9 BIT NOP JR LD NOP JR LD NOP OF rese BIT JR OR NOP JR CPL AND NOP LD NOP Pixel i POP LD ADD LD	7, (HL) 2, LINE 80 6, (HL) 2, LINE 90 (HL), 80H t correct bit 0, (IX+8) NZ, LINI00 (HL) LIN110 (HL), A s set find x,y BC HL A, (IX+10) D, A A, E A, (IX+12) E, A	<pre>if it isn't already if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset ;Mask out our pixel ;Pause ;Set new value on screen ;One more pause address of next ;Recover distances ;Get current x coordinate ;Add regular x step ;Store new y coordinate ;Add regular y step ;Store new y coordinate</pre>
; Make ; Make ; Set ; Set ; LINE90 ; LINE90 ; JN110 ; One ; Is i	HL a 9 BIT NOP JR LD NOP or rese BIT JR OR NOP JR CPL AND NOP LD NOP Pixel i LD LD LD LD LD LD LD LD LD	7, (HL) 2, LINE 80 6, (HL) 2, LINE 90 (HL), 80H t correct bit 0, (IX+8) N2, LIN100 (HL) LIN110 (HL) (HL), A s set find x,y BC HL A, (IX+10) D, A A, E A, (IX+12) E, A for alternate ste	<pre>if it isn't already if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset ;Mask out our pixel ;Pause ;Set new value on screen ;One more pause address of next ;Recover distances ;Get current x coordinate ;Add regular x step ;Store new y coordinate ;Add regular y step ;Store new y coordinate</pre>
; Make ; Make ; Set ; Set ; LINE90 ; LINE90 ; JN110 ; One ; Is i	HL a 9 BIT NOP JR BIT NOP JR LD NOP OF rese BIT JR CPL AND NOP JR CPL AND NOP DP LD ADD LD LD LD LD LD LD	7,(HL) 2,LINE 80 6,(HL) 2,LINE 90 (HL), 80H t correct bit 0,(IX+8) NZ,LINI00 (HL) LIN100 (HL) (HL),A s set find x,y BC HL A,D A,(IX+10) D,A for alternate step A,C	if it isn't already ;Is high bit set? ;Pause for 32-char. mode ;Go if not set ;Is this bit reset? ;32-char. mode pause ;Go if already graphics ;Make a graphics blank ;Another 32-char. pause ;Get Set/Reset flag ;Go to reset ;OR pixel with set bit ;Pause ;And skip reset code ;Complement A for reset ;Mask out our pixel ;Pause ;Set new value on screen ;One more pause ;Set new value on screen ;One more pause ;Set new tare pause ;Set current x coordinate ;Add regular x step ;Store new x coordinate ;Add regular y step ;Store new y coordinate ;Set current y coordinate ;Add regular y step ;Store new y coordinate ;Set new y coordinate ;Set current y coordinate ;Set y coordinate

d

00258		LD	C,A	;Save back in C register
00259		CP	L	Compare long distance
00260		JR	C,LIN120	Don't adjust if L > C
00261 00262	, Adju	st with	alternate steps	
ØØ263 ØØ264	,	SUB	L	;A = C-L: adjust check value
00265		LD	C,A	Store new check value
88266		LD	A,D	Get new x coordinate
00267		ADD	A, (IX+11)	Adjust by alternate step
00268		LD	D,A	Save as new x coordinate
00269	;		1000 - Colored	
00270		LD	A,E	Get new y coordinate
00271		ADD	A, (IX+13)	Adjust by alternate step
00272		LD	E,A	;Save as new y coordinate
00273	,			
88274	; Repe	at unti	l line is drawn,	, then return to Basic
00275	,			
88276	LIN120	DJNZ	LINE40	;Loop until B = Ø
00277		RET		Back to Basic
00278	,			
88279		END		
EOF				

Program Listing 2. The Basic demonstration program.

```
1 'Model I/III Line-Drawing
Demonstration Program
10 CLS: DIM A%(7),I%,K%
20 GOSUB 60100: DEFUSR=VARPTR(Q%(0))
21
     Warning!
    If you use any variables that have not already been
     given a value or DIMensioned, you MUST redefine
     the USR address: DEFUSR = VARPTR(Q%(Ø))
25 A%(4)=0
30
   FOR K% = 0 TO 47
31
     A% (0)=0: A% (1)=0: A% (2)=127-K%*2.7: A% (3)=K%
32
     I%=USR(VARPTR(A%(Ø)))
33 NEXT K&
34 FOR K%=47 TO Ø STEP -1
     A% (0)=127:A% (1)=47:A% (2)=127-K%*2.7:A% (3)=K%
35
     I%=USR(VARPTR(A%(Ø)))
36
37 NEXT KS
38 A&(4)=-1
39 FOR K% = 1 TO 47 STEP 4
40
     A% (0) =0: A% (1) =K%: A% (2) =127: A% (3) =K%
41
     I%=USR(VARPTR(A%(Ø)))
42 NEXT K%
43 FOR K% = 1 TO 127 STEP 4
     A& (0) = K%: A& (1) = 0: A& (2) = K%: A& (3) = 47
44
     I%=USR(VARPTR(A%(Ø)))
45
46 NEXT K%
90 CLS: GOTO 25
190
60000 ' Data for line-drawing routine
60001 DATA 32717,
60002 DATA -18723,
                       -6902,
                                -7715, 1974,
                                         32477,
                                                  -8959
                                                             950
                       -8955,
                                                             126
                                         19138,
                                                  -8930,
60003 DATA -18723,
                        -508, -11648,
                                          7754,
                                                  32477,
                                                             -510
                                32477,
60004 DATA -11728,
                        7754,
                                          -506,
                                                 -11728,
                                                             7754
                                                  -8956
              22237,
                       -8960,
                                  606,
                                         26333,
60005 DATA
                                                             1646
              31957,
                                12434,
60006 DATA
                         294.
                                         -4860.
                                                   9796,
                                                           18431
60007 DATA
                      -27903,
                                 1072,
                                         17645,
              11901,
                                                    -210.
                                                             4431
60008 DATA
                       14520,
                                18435,
                                         -5305,
                                                  29917,
                                                            -8950
               2930,
                                         3445,
31743,
                                -8948,
                                                  24936,
60009 DATA
                       29661,
                                                           -13496
60010 DATA
               1081,
                                                 -10708,
                       -6703,
                                                           12291
                                11973,
60011 DATA -14597,
                       20227,
                                   38,
                                          1542,
                                                 -13385,
                                                          -13547
                       16122, -31684,
                                                  16331,
60012 DATA
                                         31335,
                                                             4299
               4116.
60013 DATA
              28549,
                        4555,
                                          1095,
                                                  14255,
                                                             4119
                               -32647.
                         126,
                                 1320,
                                         30411,
                                                  10240
60014 DATA -13315.
                                                           13827
                      -13347,
                128,
                                17928,
                                          1056,
                                                    182,
60015 DATA
                                                             792
                                         31457.
                                                 -31011,
60016 DATA -22993,
                       30464, -16128,
                                                           22282
              -8837,
                        3206,
60017 DATA
                                31071,
                                         20356,
69018 DATA
             31311, -31011,
                                22283,
                                         -8837
                                                   3462
                                                             4191
60019 DATA -13930
60100 DIM Q% (108) : RESTORE
      T=Ø
60110 FOR 1%=0 TO 108:
         READ Q&(I%):
         T=T+O%(I%):
       NEXT IS
60115 IF T <> 439331 THEN
         PRINT "Checksum error -- Verify Data":
         STOP
60120 RETURN
```

can draw 140 lines on the screen.

You can use essentially the same routine on a Model 4 with a few modifications. The error-checking section will have to allow x values between zero and 159, and y values between zero and 71, for example. You will also have to decide how the routine should address video memory. You have at least three choices: • You can dedicate a 1.920-byte buffer (perhaps an integer array of 960 elements or a series of file buffers) to hold an image of the screen, use the @VDCTL SVC to copy the screen there, draw the entire line, and then copy the buffer back to the screen. You would have to ensure that the buffer begins at address OECOO hex or lower.

•You can determine the row and column, but not the absolute address, of each pixel and then use @VDCTL to get a copy of a single byte. You would then set the correct pixel in that byte and again call @VDCTL to put the new byte back in screen memory.

•If you're adventurous, you can use the information in the hardware section of the Model 4 technical manual to bring video and keyboard memory into the top 3K of addressable memory space and deal with the screen directly. If you take that approach, be sure to turn off all interrupts until you restore the normal memory configuration.

Model 4 graphics present one problem that is impossible to solve without completely rewriting the line-drawing algorithm. Model I/III pixels are all the same size but the Model 4 has two different sizes in each byte. Therefore, any line you draw will look slightly out of proportion.

You might also want to rewrite Listing 1 slightly so that you can call it from another machine-language routine. You would need to put the line's parameters into a buffer that the routine can find, and then call it. You would only have to change the first few lines of Listing 1 to do so.

Depending on your own programming needs, you may or may not find the line routine useful on a day-to-day basis, but you will probably enjoy experimenting with it. And you might want to use the program to educate your friends who may mistakenly think that the TRS-80 is incapable of displaying graphics.

You can contact Hardin Brothers through CompuServe. Go PCS-117 to the Writers' and Editors' SIG (WESIG) and leave your message addressed to him. Feel free to join in discussions started by others.

You can also write to Hardin at 280 N. Campus Ave., Upland, CA 91786. Enclose a stamped, self-addressed envelope if you want a reply.

End

On Your Marks: Your Spreadsheet as Gradebook

by Doug Peterson

As a teacher, I find a good spreadsheet invaluable for calculating and printing out my students' marks. I can update marks whenever I want or monitor a student's progress throughout a term. Because my computer does the averaging, it's as easy to process a test with 27 questions as one with 50.

My VisiCalc template, Report Card, calculates student marks based on tests, assignments, and class performance (see Fig. 1). Once you understand how the entries work, you can customize the template to suit your own grading system.

The Setup

Start by entering the relative weighting for tests in cell C5. Type in weightings for assignments and class marks in cells C6 and C7. Enter students' last names in column A and first names in column B. If you need more room, use the global command /GC# to adjust column width.

Type in each student's grade on test 1 in column C. In cell C18, type in the test total; that is, the number of questions or maximum possible score. Repeat this procedure for each test and assignment, and for class performance.



The Formulas

Report Card calculates the average test 1 score in cell C17 using the formula @AVERAGE(C11...C15). The command /F\$ formats the result to show only two decimal places.

Since the formula is the same for the rest of the tests, assignments, and class marks, replicate this formula for cells D17 through K17, using /F\$ to format

each answer. Figure 2 shows Report Card's formula listing.

Because my VisiCalc version limits formula lengths, the template calculates the test and assignment totals in separate cells. To calculate the test total, enter the formula @SUM(C18...F18) in cell M1. Enter the formula for the assignments total. @SUM(G18...I18), in cell M2. Because they're so far to the right,

	Α	в	С	D	E	F	G	н	1	J	к
1 2	Period 3 1	985 Ø1 Ø1									
3	Weightings										
4											
5	Tests		688								
6	Assignments		301								
8	Class Marks		16%								
9	Name		Test 1	Test 2	Test 3	Test 4	Assign 1	Assign 2	Assign 3	Class	Averag
10											
11	Able, J	loan	20	8	47	19	39	21	27	7	87.6
12	Brown, B	arry	24 21 23	7	25	18	37	22	21	8	75.1
13		lary	21	8	38 39	17	40	24	29	6	82.9
14		erry	23	9	39	17.5	40	18	30 20	7	84.8
15	Edwards, E	ddy	18	10	41	11	32	12	20	8	73.4
16			21.24		20.00						
17	Average Total		21.20	8.40	38.00	16.50	37.60	19.40	25.40	7.20	80.8
18 19	IUCAI		25	10	26	21	40	25	30	10	10
20	Highest Mark	>	87.68								
21	Lowest Mark		73.49								
					e 1. Repo						

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D17	/F\$ @AVERAGE(D11D15)
K17	/P\$ @AVERAGE(K11K15)
D5, D6, D7	/FL
C20	
	@MAX(K11K15)
C21	@MIN(K11K15)
M1	@SUM(C18F18)
M2	@SUM(G18118)
K11	<pre>/F\$ @SUM(C11F11)/M1*C5+(@SUM(G11I11)/M2*C6)+(J11/J18*C7</pre>
K12	/F\$ @SUM(C12F12)/M1*C5+(@SUM(G12I12)/M2*C6)+(J12/J18*C7
•••	
K15	<pre>/F\$ @SUM(C15F15)/M1*C5+(@SUM(G15I15)/M2*C6)+(J15/J18*C7</pre>

Figure 2. Report Card's formula listing.

$$\frac{(ST^{\bullet}W1)}{TT} + \frac{(SA^{\bullet}W2)}{TA} + \frac{(CM^{\bullet}W3)}{TC}$$

ST = Number of tests

- W2 = Weighting for assignments TT = Maximum possible test score CM = Student's class mark
- W1 = Weighting for tests
- SA = Number of assignments
- TA = Maximum possible assign
 - ments score
- TC = Maximum possible class mark W3 = Weighting for class mark

Figure 3. The formula for student averages.

cells M1 and M2 don't show up when you print out the template.

Now you can enter each student's average. Figure 3 shows the formula and describes the variables. Format cell K11 with the command /F\$ and enter the formula @SUM (C11...F11)/M1*C5+ (@SUM (G11...I11)/ M2*C6) + (J11/J18 *C7). The spreadsheet calculates and displays the first student's average. Replicate the formula for each student.

To determine the highest mark, enter the formula @MAX(K11...K15) in cell C20; use the formula @MIN(K11...K15) in cell 21 to find the lowest mark. Again, you should format these cells as /F\$.

Doug Peterson teaches data processing at Sandwich Secondary School in Windsor, Ontario. You can contact him at 62 Boardwalk, Amherstburg, Ont., Canada N9V 3H3.

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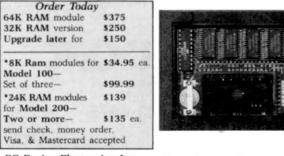
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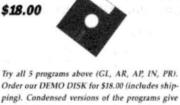
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The Story

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REVIEWS

Continued from p. 34

Teach Your TRS-80 Some New Tricks

by Terry Kepner

Teach Your TRS-80 To Program Itself by David Busch. Tab Books Inc., Blue Ridge Summit, PA 17214. ISBN 0-8306-1798-1. \$11.50. A disk of the programs costs \$16.

Writing:	****
Organization:	****
Thoroughness:	****
Understandability:	*****

While Teach Your TRS-80 to Program Itself doesn't really do what the title implies, it does reduce some of the drudgery involved in writing programs by supplying modules and utilities that do part of the work for you.

For example, designing visually appealing program menus is always a chore: You have to count message lengths and put in tabs to center the text horizontally, then center it vertically. That task would be much simpler if you could design a screen with a word processor and tell a program to generate the code necessary to reproduce that screen.

Your computer can do this and dozens of other similar tasks, but it doesn't. That's where Busch's book comes in. It provides programs that do the task mentioned above and more. In all, *Teach Your TRS-80* provides 16 utilities to simplify your programming. *Teach Your TRS-80* is designed for the NEWDOS/80 system, but you can use it with most other DOSes. The programs work on the Models I and III and the Lobo Max-80.

The Programs

In addition to the screen formatting utility cited above, Teach Your TRS-80 includes a word counter to determine the number of words in a text or ASCII file, a boiler-plate data base management generator, a print routine that prints out programs with a right-hand margin and indented continuation lines, a master menu program that lets you load and run any one of 26 programs, and an error-trap routine you merge with your programs so you get full text explanations instead of just "Illegal function call" errors. There are also programs that let you specify DOS or program zaps and check for entry errors before invoking the fixes, that let you program in Spanish, and a utility that scans text files and produces a list of the words used (for indexes and glossaries).

Teach Your TRS-80 also includes utilities to remove remark statements from a program, automatically add a title to your programs (for copyright statements), scan your program and automatically calculate the tabs needed to center indicated prompts and messages, generate program documentation, and proofread your programs for syntax errors in Basic reserved words. You can also create a graphics screen (mixed alphanumeric and graphics blocks) for visual presentations, and scan your program for a specified string and replace it with a new one (global search and replace).

Some of these programs require that you answer some prompts. The boilerplate data base manager asks you a few questions about the size of your data, how you want it stored, the number of menu choices, and so forth. From this information, you create a boiler-plate program with a main menu, disk save and load capabilities, and screen-clearing code already in place. All you add are the data input, update, and start routines.

The master menu program is simply a program in which you put the names of frequently used programs (such as the ones in this book) and use it to select the particular one you want to use at a given time (sort of a disk menu program).

The chain zap program is designed mostly for NEWDOS/80 users, but you can adapt it to other DOSes. When you run it, you specify the file you want zapped, the starting location of the zap, and the replacement code. After you finish specifying these parameters, the program creates a chain file that automatically loads the NEWDOS/80 zap program and steps through the entire zap procedure. This is a real time-saver and much more accurate than trying it yourself, especially if you're not sure how to use the NEWDOS/80 zap program.

Compatibility

You can adapt many of *Teach Your TRS-80*'s concepts, if not the actual programs, to other computers. The only problems will be with the programs that use the PEEK command to read the screen (the screen editing program and the graphics screen program) and the error-trap program (the error numbers will be wrong).

Conclusion

As far as program errors are concerned, I found remarkably few in either the text or the programs. For convenience, a variables list, with explanations, comes with each program so you can easily make alterations. Overall, I liked the book very much. And while the book doesn't really teach your computer to program itself, it provides enough useful programs to make it a worthwhile purchase.■

Getting Some Answers by Gary A. Shade

Brainstormer runs on the Model III (48K) and requires two disk drives. Soft Path Systems, c/o Cheshire House, 105 N. Adams, Eugene, OR 97402. 503-342-3429. \$75 single-user license: \$100 institutional license.

Easy to use:	*	×	*	☆	ŵ
Good docs:	*	*	*	Å	Å
Bug free:	*	×	×	*	×
Does the job:	*	*	*	☆	$\dot{\mathbf{x}}$

f you've ever been stuck with a problem and couldn't figure out a solution, Brainstormer can help. It's a combination thought organizer and mind jogger that lets you figure possible solutions to problems. Brainstormer provides a structured environment in which you break a problem down into its component parts and indicate factors that affect those parts. By pairing a problem's components and influences in different combinations, Brainstormer gives you new insights and perspectives on the problem.

While I found the program well thought out, its rigid structure limits its flexibility in suggesting problem solutions.

Starting Out

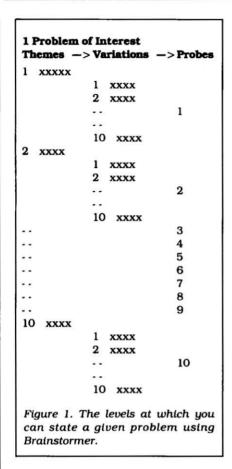
Figure 1 demonstrates how Brainstormer considers a problem. First, you name the problem of interest. I wanted to use Brainstormer in my job as a systems integrator to figure out the different ways I could combine computer products from various manufacturers into a complete system.

Once you state the problem, you define components of the problem ("themes") and factors that affect those components ("variations"). You can define up to 10 themes (each with up to 10 relative factors) for a maximum of 3,628,000 permutations. The program refers to these permutations as probes.

Figure 2 lists the themes I used in testing Brainstormer, the hardware that comprises a computer system. Figure 3 contains the different types of central processor to which I have access (those with VME-bus CPU boards that Motorola, Signetics, and Mostek manufacture). Figure 4 represents the program's final suggested solution for integrating a system.

The probability of a particular CPU card appearing in a given configuration is 1 in 10 (.010) because I listed 10 different cards. You can edit these probability numbers to prohibit a variation from appearing in the probe by setting the prob-

REVIEWS



ability to zero. Naturally, the sum total of all the probabilities must equal 1.

You can easily move about within the program by selecting the proper screen or area of the program. You execute commands through the mode screen with a help screen explaining the mode commands. Brainstormer controls disk access through a file screen and a separate help screen elaborates on the file commands.

Negatives

Although the software was helpful in providing additional ways to view a problem, it really did nothing more than mix and match themes and variations. I found this two-dimensional matrix of combinations limiting in describing large and complex problems.

Also, since you're limited to 10 themes and variations each, you're further restricted in certain applications, those where the total number of themes or variations exceeds 10.

In the application I used, I could easily expand the total number of themes by including specialized board-level products, like optically isolated digital input and output modules or tape controllers. In fact, I couldn't configure a complete system with the 10-theme limitation Brainstormer imposes.

I would suggest that after you buy Brainstormer you read the manual from

Theme : CPU!Board	Max probes:	3,628,800	
Variation number	Variation name		Variation probability
1	MVME 110-1		0.10
2	MVME 101		0.10
3	MVME 115M		0.10
4	MVME 120		0.10
5	MVME 128		0.10
6	MVME 130		0.10
7	SMVME 2000		0.10
8	SMVME 2010		0.10
9	VME-SBC		0.10
10	MK75602		0.10

Figure 2. Theme screen for making a system configuration.

configurations	Max probes: 3,628,8	800
Theme number	Theme name	Number of variations
1	Host computer	3
2	Remote system(s)	4
3	CPU board	10
4	RAM board	9
5	System controller	4
6	Serial board	4
7	Parallel board	7
8	Mass storage controller	5
9	Disk drives	6
10	Printer(s)	0

Figure 3. Variation screen of the CPU boards.

Theme	Variation	
Host computer	VME/10	
Remote system(s)	ISI 5160	
CPU board	SMVME 2000	
RAM board	MVME 211	
System controller	MVME 050	
Serial board	MVME 331	
Parallel board	MVME 625	
Mass storage controller	MVME 320	
Disk drives	TM 65-4L	
Probe command : MFGCO?		

Figure 4. A probe by Brainstormer of a possible system configuration.

beginning to end as you use it. Completely work the examples presented before attempting to enter your own application file. You'll find the process of stating and working with a particular problem much easier after working with the examples provided.

Conclusion

I would recommend Brainstormer to those who can state their problems

within the program's constraints. The manual states that you can use the program in two areas of the problem-solving process: problem description and idea generation. Strategy selection, testing, and implementation are left to more specialized software.

Brainstormer's concept is fascinating, but I wish that the authors had taken Brainstormer to a level beyond the simple permutations.

The Offix Personal Office System

The Offix Personal Office System runs on the Tandy 2000 (256K) and requires two disk drives. Emerging Technology, 2031 Broadway, Boulder, CO 80302. Radio Shack catalog number 26-5325. \$99.95.

Offix integrates a word processor, file manager, and report generator in a single package. It features a clever display of drawers and filing cabinets on-screen, making it easy to find and search through your files. The most surprising thing about Offix is that it doesn't have any external documentation and doesn't need any.

To use Offix, you open the drawers and flip through the folders, take a folder out, and open it to see what's inside. The folders contain either text files or forms.

A function key calls up a help screen for the current operation, while a pop-up menu summarizes the commands available for the next operation.

Offix's full-featured word processor provides advanced features like block move/copy, document merge, full cursor control, and complete page formatting.

You use Offix's word processor to design the data base forms. Each folder contains one blank form you can modify without losing information on the other records in a file.

Offix's forms selection and reporting features are particularly powerful and an unexpected plus in such an inexpensive package. You generate reports by indicating on a blank form what information you want to retrieve. You can select records for review or for either the report generation system or form letters.

While Offix supports Tandy printers, I don't appreciate their philosophy of not supporting non-Tandy printers for their software.

Offix is software protected, requiring the master disk in drive B to load the software properly. There is no restriction to copying the software to a back-up disk or to a fixed disk but you still have to put your only master in the computer each time you use Offix.

Color implementation on the Tandy 2000 uses the high-resolution graphics color mode and is slow. If you use this mode with any MS-DOS version other than 2.11.XX, you'll surely return to black-and-white mode.

Offix's ease of operation is due in large part to its superior tutorials and help files. It's perfect for people who don't have a lot of time to learn an advanced system.

—John B. Harrell III

IDEA!

IDEA! runs on the Models 100 and 200. Traveling Software, 11050 Fifth Ave. N.E., Seattle, WA 98125. \$49.95.

Just as a word processor stores, manipulates, and organizes words, so IDEA! handles ideas. It provides a framework for generating organized lists. You can add as many levels as you need, with as much room for elaboration as you require. IDEA! copies, moves, expands, or deletes any particular item and subideas associated with it.

You receive a package of three programs—one provides the full-featured IDEA! package (9.5K); another is a smaller version (8K) with fewer features; and the third is a memory-management program, MEMMGR (2.5K), for managing .DO files. MEMMGR lists IDEA!'s file names and their sizes with easy-to-use options for making the files invisible, visible, and renaming or killing them.

Like the Model 100/200 built-in software, IDEA! is simple and logical in operation. You invoke all commands with function keys.

The primary difference between the Model 100 and the Model 200 versions is that the Model 200 version lets you see more headings at one time and view two paragraphs simultaneously (but you can only edit one at a time).

Unfortunately IDEA! has several problems. The first is size. The program uses almost 12K when running (not counting the size of the file you're editing), severely restricting its use with other files or programs in memory. In fact, you can't load MEMMGR.BA, IDEA!.BA, and the IDEAS.DO sample file in the same memory bank on the Model 200.

The second problem is speed. As your files get larger (8K or more), you'll notice a marked reduction in speed. This is due primarily to using Basic instead of machine-language for IDEA!.

I like IDEA! despite its problems and recommend it to anyone who must make lists or wants to organize ideas, plans, or their writing. Its organizational advantages outweigh its disadvantages. I just wish I could get a version for my Model 4P so I could directly swap files between the Model 100 and my desktop.

-Terry Kepner

HomeworD

HomeworD runs on the Tandy 1000 and 1200 (128K) and requires two disk drives. Tandy/Radio Shack, One Tandy Center, Fort Worth, TX 76102. Radio Shack catalog number 25-1116. \$69.95.

If you feel that DeskMate's word processor doesn't cut the mustard, but you don't want to shell out much money for a replacement, consider HomeworD. HomeworD is inexpensive but powerful and capable of performing extensive word processing.

Menu-driven HomeworD uses icons to represent printer control, document layout, customizing, file manipulation, editing, and program exit. (The control key with other keys alternatively provides the same functions.) Each icon has a submenu of special functions.

The display starts out in 40-column text mode with a small box in the lower right-hand corner called the Page Sketch section. This displays a miniature representation of your printed page, with the selected margins and spacing assignments.

The Print icon displays submenu selections consisting of document printing, dumping to the screen, printing to disk, and selecting the starting page number. Some of these selections require you to go to the Customize menu and answer specific setup questions.

The Edit icon lets you erase, copy, move, find and/or replace and insert erased text. HomeworD highlights the text so you know exactly how much to erase or edit.

The File icon takes care of all normal document file-handling tasks such as retrieve, save, erase, and insert documents. You use the arrow keys to scan the directory, and hit the enter key to select documents.

The Layout icon lets you dictate document alignment, top/bottom margins, line spacing, tab stops, side margins, headings/footings, and page numbering. You can also select the print style such as boldface, normal, and underline.

With the Customize icon, you can change the selected document drive (A or B), make back-up documents, toggle 40-/80-column text, assign the type of printer, and change preset layout or margins, and tabs. You may also save any customized setup to disk to use at a later date.

Function keys invoke special functions such as changing the current directory. File conversion utilities are also supplied with which you can convert non-HomeworD files to use with HomeworD and vice versa. Which conversion routine you use depends entirely on the type of document you're converting.

HomeworD is easy to learn and use, bug free, and the addition of an audio instruction cassette is an excellent idea. The manual is well done and to the point. This is a very capable word processor at a reasonable cost.

-David Engelhardt

Inside CP/M Plus: A Guide for Users

Inside CP/M Plus: A Guide for Users. By David Cortesi. Holt, Rinehart, and Winston. 383 Madison Ave., New York, NY. \$18.45.

David Cortesi has written extensively on CP/M and his earlier books were invaluable guides to this hard-to-use operating system. His new book takes you on a detailed tour of this new version of CP/M and I found it well suited to the beginner.

Inside is organized into three parts: a basic introduction to computer hardware and software, an introduction to the operating system with simple commands and their applications, and detailed explanations of the more difficult concepts in CP/M Plus.

The first two sections tell you how a computer works and how to make it start working for you. They introduce you to simple commands and their functions, like DIR and Date, with numerous examples to help you understand the other commands available.

You learn other more complex commands as you explore the file system, such as extensions to DIR and other commands that let you use the file structure to your advantage.

Cortesi fully explains complex commands in CP/M Plus so you can use your system to its fullest capacity (such as file attributes and user areas).

PIP (peripheral interchange program) is a difficult utility to understand because it's far more than a simple copying utility. This powerful utility is clearly explained with particularly useful examples.

Many operating systems can automatically execute system commands, but few books really explain that process well. Cortesi not only addresses the use of Submit, he follows up with examples to illustrate its features including the complex concepts of parameters, special characters, conditional command lines, and program input from the command file.

The last part of the book covers advanced topics of system management: disk organization, data integrity, and data security. If you haven't used a computer before, this area is particularly helpful and points out many ideas for your implementation.

I thoroughly enjoyed reading another of the fine works on CP/M by David Cortesi. He avoids using unnecessary terminology and clearly identifies all aspects of the system. He makes CP/M Plus easy to understand.

—John B. Harrell III



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```
Listing 2 continued from p. 55
```

61102	DIM Q1%(21): FOR Q%=# TO 21: READ Q1%(Q%): NEX
61103	
	' Routine 2 Strip blanks from string
	DATA 32717, -6902, 9038, 9086, 28518, 6, 11017
	-386, 8224, 11012, 8205, -7689, -13967
61282	DIM Q2% (12) : FOR Q%=0 TO 12: READ Q2% (Q%) : NEX
	Q8
61203	
	' Routine 3 Convert to upper case
61301	DATA 32717, 17938, 32291, 26147, 32367, 25086,
	1848, 31742, 816, 24550, 9079, -3824, 201
61302	DIM Q3% (12): FOR Q%=# TO 12: READ Q3% (Q%): NEX
	Q1
61303	1
	' Routine 6 Full Screen input
	DATA 3646, 13261, -13056, 73, 8190, -2528, 201
	DIM Q6% (6) : FOR Q%=0 TO 6: READ Q6% (Q%) : NEXT
	Q8
61683	
	' Routine 10 Screen Swap Use ONLY on a Model
	4/4P in Model III Model
61701	DATA 32717, 15882, -11508, -20600, 7627,
	-11489, 6020, 5911, -11497, -13943
61702	DIM Q98 (9) : FOR Q8=0 TO 9: READ Q98 (Q8) : NEXT
	Qt
617Ø3	
	' Create space for necessary variables:
	Q1%=1: Q2%=1: DIM Q\$(16): RETURN

End

Program Listing 3. Assembly-language source code for Model 4 subroutines.

00110 ; MODEL 4 -- Subroutines for Basic programs 00130 ;SVCs used 00140 @DSP EQU 2 101 00150 @FLAGS EQU 00160 @KEY EQU 1 00170 @KEYIN EQU 9 00180 @VDCTL EQU 15 00190 ;---------------_____ 88288 ; Model 4 -- Formatted input routine 00210 ; Calling sequence: CALL ROUTINE& (I%) 00220 ; It is warptr of string of proper length+1 Be sure that cursor position is set before CALL 00230 : 00240 ;---------ORG ØF100H 00250 00260 LD A, (HL) Point HL to string varptr INC 00270 HL 00280 LD H, (HL) ;MSB in H 00290 LD ;LSB in L L,A 00300 PUSH HL Save address of varptr 00310 LD B, (HL) ;Get length+l in B 00320 INC HL ;HL==> string address 00330 LD A, (HL) Move address to HL 00340 INC HL 00350 LD H, (HL) ;MSB in H LD 00360 ;HL==> string L,A 00370 DEC в ;B = input len 00380 PUSH BC ;Save input length

	PUSH	BC	; twice
	LD	ВС С,'.'	C holds field character
,		1778° . 5	ಾಜ್ಯದರ್ಶನ್ ಸದಂದರ ಬಿಂದರ್ಶನಕ್ಕೆ
P1	LD	A, @DSP	;Set up for SVC call
	RST	2 BH	Call ODSP SVC
	DJNZ	Fl	;Display input field
;			
	POP	ВС С,18Н	Recover field length
	LD	C,18H	C holds backspace character
1			Oct up for SVC coll
F2	LD		Set up for SVC call
	RST DJNZ	28H F2	;Call @DSP SVC ;Backspace to beg. of field
12	DJNZ		Backspace to beg. of field
,	POP	BC	Recover field length Set up for SVC call Let DOS handle input
	LD	BC A,@KEYIN 28H	Set up for SVC call
	RST	289	Let DOS handle input
	JR	C, FERROR	Go if (break) pressed
	JR	NZ, FERROR	;Go if input error
	LD	A,B	;Else get input length in A
	JR	F3	;And jump over error
FERROR	LD	A,0	;No string if <break> or <error:< td=""></error:<></break>
F3	POP	HL	Recover varptr address
	LD	(HL) ,A	;Set length of string
	RET		;Let DOS handle input ;Go if <break> pressed ;Go if input error ;Else get input length in A ;And jump over error ;No string if <break> or <error; ;Recover varptr address ;Set length of string</error; </break></break>
1			
MODE	T. 4	Strip trailing	blanks from string
, Call	ing sec	uence: A\$ = USH	(AS)
1			

	ORG	ØF200H	
	ORG PUSH	ØF200H De	;Save varptr address
	ORG PUSH EX	ØF2ØØH De De,HL	;Save varptr address ;And move to HL
	ORG PUSH EX LD	ØF200H DE DE,HL C,(HL)	;Save varptr address ;And move to HL ;String length in C
•	ORG PUSH EX LD INC	ØF2ØØH DE DE,HL C,(HL) HL	;Save varptr address ;And move to HL ;String length in C ;HL==> string address
 (1)(1)(1)(1)(1)(1)(1)(1)(1)(1)(1)(1)(1)(ORG PUSH EX LD INC LD	ØF200H DE DE,HL C,(HL) HL A,(HL)	;Save varptr address ;And move to HL ;String length in C ;HL==> string address ;Move string address to HL
 (2) (2) (2) (2) (4) 	ORG PUSH EX LD INC LD INC	0F200H DE DE,HL C,(HL) HL A,(HL) HL	;Save varptr address ;And move to HL ;String length in C ;HL=> string address ;Move string address to HL
 (2) (2) (2) (2) (2) 	ORG PUSH EX LD INC LD INC LD	0F200H DE DE,HL C,(HL) HL A,(HL) HL H,(HL)	;Save varptr address ;And move to HL ;String length in C ;HL=>> string address ;Move string address to HL ;MSB in H
	ORG PUSH EX LD INC LD INC LD LD LD	ØF200H DE DE,HL C,(HL) HL H,(HL) H,(HL) L,A B,0	;Save varptr address ;And move to HL ;String length in C ;HL==> string address ;Nove string address to HL ;MSB in H ;LSB in L ;PC = String length
	ORG PUSH EX LD INC LD INC LD LD LD LD	ØF200H DE DE,HL C,(HL) HL H,(HL) L,A B,0 HL,BC	<pre>;Save varptr address ;And move to HL ;String length in C ;HL==> string address ;Nove string address to HL ;MSB in H ;LSB in L ;BC = String length ;HL==> End of string+1</pre>
	ORG PUSH EX LD INC LD INC LD LD LD LD ADD DEC	ØF200H DE DE,HL C,(HL) HL H,(HL) L,A B,0 HL,BC HL	<pre>;Save varptr address ;And move to HL ;String length in C ;HL=>> string address ;Nove string address to HL ;MSB in H ;LSB in L ;BC = String length ;HL=>> End of string+1 ;HL=>> last char. of string</pre>
,	ORG PUSH EX LD INC LD LD LD LD LD LD LD C	ØF200H DE DE,HL C,(HL) HL H,(HL) H,(HL) L,A B,0 HL,BC HL	<pre>;Save varptr address ;And move to HL ;String length in C ;HL==> string address ;Move string address to HL ;MSB in H ;LSB in L ;BC = String length ;HL==> End of string+1 ;HL==> last char. of string</pre>
; 51	ORG PUSH EX LD INC LD LD LD LD LD LD LD LD LD	A . (HT.)	<pre>;Save varptr address ;And move to HL ;String length in C ;HL=> string address ;Move string address to HL ;MSB in H ;LSB in L ;BC = String length ;HL==> last char. of string ;Get character in A</pre>
S1	LD	A . (HT.)	Get character in A
S 1	LD CP	A . (HT.)	Get character in A
S 1	LD CP	A . (HT.)	Get character in A
S 1	LD CP JR DEC DEC	A, (HL) NZ, S2 HL C	;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count
\$1	LD	A . (HT.)	<pre>;Save varptr address ;And move to HL ;String length in C ;HL==> string address ;Move string address to HL ;MSB in H ;LSB in L ;BC = String length ;HL==> End of string+1 ;HL==> last char. of string ;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done</pre>
\$1	LD CP JR DEC DEC JR	A,(HL) NZ,S2 HL C NZ,S1	;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done
\$1	LD CP JR DEC DEC JR	A,(HL) NZ,S2 HL C NZ,S1	;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done
\$1 ; \$2	LD CP JR DEC DEC JR POP LD	A,(HL) NZ,S2 HL C NZ,S1	;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done
\$1 ; \$2	LD CP JR DEC DEC JR	A,(HL) NZ,S2 HL C NZ,S1	;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count
\$1 ; \$2	LD CP JR DEC DEC JR POP LD RET	A,(HL) N2,S2 HL C NZ,S1 HL (HL),C	<pre>/Get character in A /Is it a space? /Go if not /Else move back a character /Decrement count /Loop back until done /Recover varptr address /Set new string length</pre>
\$1 ; \$2 ;	LD CP JR DEC DEC JR POP LD RET	A,(HL) NZ,S2 HL C NZ,S1 HL (HL),C	<pre>;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done ;Recover varptr address ;Set new string length</pre>
\$1 ; \$2 ; ; MOD	LD CP JR DEC DEC JR POP LD RET	A,(HL) NZ,S2 HL C NZ,S1 HL (HL),C	<pre>;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done ;Recover varptr address ;Set new string length </pre>
\$1 ; \$2 ; ; MOD	LD CP JR DEC DEC JR POP LD RET	A,(HL) NZ,S2 HL C NZ,S1 HL (HL),C	<pre>;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done ;Recover varptr address ;Set new string length </pre>
\$1 ; \$2 ; ; MOD ; ;	LD CP JR DEC DEC JR POP LD RET DEL 4 Calling	A,(HL) NZ,S2 HL C NZ,S1 HL (HL),C Change all low uppercase in a sequence: A\$ =	<pre>;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done ;Recover varptr address ;Set new string length</pre>
\$1 ; \$2 ; ; MOD ; ;	LD CP JR DEC DEC JR POP LD RET DEL 4 Calling	A,(HL) NZ,S2 HL C NZ,S1 HL (HL),C Change all low uppercase in a sequence: A\$ =	<pre>;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done ;Recover varptr address ;Set new string length</pre>
\$1 ; \$2 ; ; MOD ; ;	LD CP JR DEC DEC JR POP LD RET DEL 4 Calling	A,(HL) NZ,S2 HL C NZ,S1 HL (HL),C Change all low uppercase in a sequence: A\$ =	<pre>;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done ;Recover varptr address ;Set new string length</pre>
\$1 ; \$2 ; ; MOD ; ;	LD CP JR DEC DEC JR POP LD RET DEL 4 Calling	A,(HL) NZ,S2 HL C NZ,S1 HL (HL),C Change all low uppercase in a sequence: A\$ =	<pre>;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done ;Recover varptr address ;Set new string length</pre>
\$1 ; \$2 ; ; MOD ; ;	LD CP JR DEC DEC JR POP LD RET DEL 4 Calling	A,(HL) NZ,S2 HL C NZ,S1 HL (HL),C Change all low uppercase in a sequence: A\$ =	<pre>;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done ;Recover varptr address ;Set new string length</pre>
\$1 ; \$2 ; ; MOD ; ;	LD CP JR DEC DEC JR POP LD RET DEL 4 Calling	A,(HL) NZ,S2 HL C NZ,S1 HL (HL),C Change all low uppercase in a sequence: A\$ =	<pre>;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done ;Recover varptr address ;Set new string length</pre>
\$1 ; \$2 ; ; MOD ; ;	LD CP JR DEC DEC JR POP LD RET DEL 4 Calling	A,(HL) NZ,S2 HL C NZ,S1 HL (HL),C Change all low uppercase in a sequence: A\$ =	<pre>/Get character in A /Is it a space? /Go if not /Else move back a character /Decrement count /Loop back until done /Recover varptr address /Set new string length ////////////////////////////////////</pre>
\$1 ; \$2 ; ; MOD ; ;	LD CP JR DEC DEC JR POP LD RET DEL 4 Calling	A,(HL) NZ,S2 HL C NZ,S1 HL (HL),C Change all low uppercase in a sequence: A\$ =	<pre>;Get character in A ;Is it a space? ;Go if not ;Else move back a character ;Decrement count ;Loop back until done ;Recover varptr address ;Set new string length </pre>

Listing 3 continued

Listing	3	con	tinued
---------	---	-----	--------

_			
8 ; 10 Ul		. (Get character in A Less than 'a' ? Go if yes Greater than 'z'? Go if yes Else change to lowercase And put back in string
8	CP	A,(HL) 'a' C,U2 'z'+1 NC,U2 SFH (HL),A	Jeet character in A
0	JR	C.U2	IGO IF VES
8	CP	'z'+1	Greater than 'z'?
0	JR	NC,U2	GO if yes
0	AND	5FH	Else change to lowercase
0	LD	(BL),A	And put back in string
8 ; 8 U2	INC	HL	
8 02	DJNZ		Point to next character
0	RET	Ul	Repeat for entire string
0,			
8 ;			
Ø ; Mod	el 4	CAPS Lock Utility quence: CALL ROUT	1
Ø; Cal	ling se	quence: CALL ROUT	FINES (NS)
0; 0; 0;		if No = 0 then t	turn caps off turn caps on return value of caps
a .		11 NS = 1 Chen t	curn caps on
ø ;		(-1 =	on, 0 = off)
•			
0	ORG	0F400H	;Set for @FLAGS SVC ;FLAGS address to IY ;Get LSB of n% value ;C flag if Ø, % flag if 1 ;Get KFLAG\$ value ;Go if reset request ;Go if set request
Ø	LD	A, @FLAGS	Set for @FLAGS SVC
0 0 0	RST	2 8H	FLAGS address to IY
0	LD	A, (HL)	Get LSB of n% value
0	SUB	1	C flag if 0, 2 flag if 1
0	TR	C.RESET	Get KrLAGS Value
0	JR	Z.SET	Go if set request
8,		1,001	, to it bet request
0	BIT	5,A	<pre>>Test current value >Show "off" >Go if "off" >Else show "on" >Load into Basic's variable >Point to MSB >Set both bytes >And return</pre>
Ø	LD	A,0	;Show "off"
8 8 9	JR	2,01	GO IF "OFF"
0 C1	DEC		fulse show "on"
0	INC	HI.	Point to MSB
0	LD	(HL),A	Set both bytes
8	RET	1	And return
0;			
RESET	RES	5,A	Reset caps bit
			;And go
8) 8 SFT	CPM	5.3	;Set caps bit ;Put value back in flag ;And return
0 62	LD	(TY+'K'-'A') .A	Put value back in flag
0	RET	(11) K = K //K	And return
9 ;			
· Mo	4	 Scroll protect r 	outine
	Sets up	p to 7 lines at th	e top of the screen to protect
		scrolling.	(Th) where Th is number of lines
			(1%) where I% is number of lines to protect (8 - 7)
			;Get LSB of argument ;Function: Set scroll protect ;Set up for SVC call ;Call @VDCTL SVC
a .	ORG	ØF5ØØH	
8	LD	C,(HL)	Get LSB of argument
	LD	B,7	;Function: Set scroll protect
8	LD	A, EVDCTL	Set up for SVC call
	RST	288	;Call WVDCTL SVC
	RET		
;			
, MODE	L 4 E	Simple screen edit	
, MODE	L 4 E		
, MODE	L 4 E		;Set up for SVC
, MODE	L 4 E		;Set up for SVC ;Wait for a keystroke
, MODE	L 4 E		<pre>;Set up for SVC ;Wait for a keystroke ;Loop back if no key or error</pre>
, MODE	L 4 E		<pre>;Set up for SVC ;Wait for a keystroke ;Loop back if no key or error ;Was it <shift><clear>? ;Return if yes</clear></shift></pre>

01760	CP	26	;Was it <shift><down>?</down></shift>
01770	JR	NZ,E2	Go if not
01780	LD	E,A	Save character
01790	LD I	B,4	(Function: get cursor
01800		A, @VDCTL	;Set up for SVC
01810	RST	2 8H	Get cursor posn in HL
01820	LD /	A,H	Row in A
01810	CP	23	Bottom of screen?
01840	LD /	A.E	Recover character
01850	JR 2	Z,El	Get next key if at bottom
01800 E2		C, A	Else put character in C
01870		A, PDSP	Set up for SVC call
01880		2 8H	Display character in C
01890	JR I	E1	Loop back
01900 ;			
			w into string
			ROUTINE (It, Jt)
01940 ;			har. string
01950 ;	Ja is row	on screen	
01970		F700H	
01980		A, (HL)	Point HL==> string varptr
01990		IL	frozine na / boring farper
02000		(HL)	MSB in H
02010		L,A	LSB in L
02020 ;			100 11 0
02030	LD E	8,(HL)	String length (80) in B
02040		IL	HL=> string address
02050		A, (HL)	Point HL=>> string
02050		IL	Forne and sering
02000	TNC P	1, (HL)	MSB in H
93979	10 5	(nL)	
82878		0.0100	ICD in I
82888	LD I	, A	LSB in L
02080 02090	LD I EX I	DE,HL	HL==> row #
82888 82898 82188	LD I EX I LD H	DE,HL H,(HL)	HL==> row # Row # in H
02080 02090 02100 02100	LD I EX I LD H	DE,HL	HL==> row #
02080 02090 02100 02110 02120 ;	LD I EX I LD F LD I	DE,HL H,(HL) L,0)HL=> row # }Row # in H ;Start in column Ø
02080 02090 02100 02110 02120 ; 02130 R1	LD I EX I LD F LD I PUSH F	DE,HL 4,(HL) 2,0 3C	<pre>;HL=> row # ;Row # in H ;Start in column Ø ;Save character count</pre>
02080 02090 02100 02110 02120 ; 02130 R1 02130 R1	LD I EX I LD E LD I PUSH E PUSH I	DE,HL H,(HL) L,Ø BC DE	,HL=>> row ≹ ,Row ∉ in H ,Start in column Ø ;Save character count ;And string address
02080 02090 02100 02120 ; 02130 R1 02130 R1 02140 02150	LD I EX I LD E LD I PUSH E PUSH I LD F	DE,HL 4,(HL) 2,0 3C 3E 3,1	<pre>;HL=> row # ;Row # in H ;Start in column # ;Save character count ;And string address ;Function: get char. at H/L</pre>
02080 02100 02110 02120 ; 02130 R1 02130 R1 02140 02150 02160	LD I EX I LD F LD I PUSH E PUSH I LD F LD F	DE,HL 4,(HL) 5,0 36 55 5,1 5,1 5,0 5,1	<pre>;HL=> row # ;Row # in H ;Start in column Ø ;Save character count ;And string address ;Function: get char. at H/L ;Set up for SVC call</pre>
02080 02090 02100 02120 ; 02130 R1 02130 R1 02140 02150 02160 02160	LD I EX I LD E LD I PUSH E PUSH I LD E LD A RST 2	DE,HL 4,(HL) 4,0 3 3 5 5,1 4,0 7 7 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	<pre>;HL=> row # ;Row # in H ;Start in column Ø ;Save character count ;And string address ;Function: get char. at H/L ;Set up for SVC call ;Call @VDCTL</pre>
02080 02100 02110 02120 02130 02130 02130 02150 02150 02160 02170 02180	LD I EX I LD E LD I PUSH E LD E LD E RST 2 POP L	DE,HL H,(HL) ,,0 BC DE ,1 , 4VDCTL BBH DE	<pre>;HL=>> row # ;Row # in H ;Start in column # ;Save character count ;And string address ;Function: get char. at H/L ;Set up for SVC call ;Call @VDCTL ;Recover string pointer</pre>
02080 02090 02100 02110 02120 ; 02130 R1 02140 02150 02150 02160 02180 02190	LD I EX I LD E LD I PUSH E LD I LD A RST 2 POP L LD (DE,HL ,(HL) ,0 DE ,1 ,4 VDCTL 28H DE DE DE ,A	<pre>HL=> row #</pre>
02080 02090 02100 02110 02120; 02130 R1 02140 02150 02160 02170 02180 02190 02280	LD I EX I LD E LD I PUSH E LD E LD 8 RST 2 POP I LD (LD (LD (LD (DE,HL ,(HL) ,(SC DE , ,(VDCTL 8H DE DE ,A DE DE ,A DE DE ,A	<pre>;HL=>> row # ;Row # in H ;Start in column Ø ;Save character count ;And string address ;Function: get char. at H/L ;Set up for SVC call ;Call @VDCTL ;Recover string pointer ;Save character ;Next position in string</pre>
82888 82898 82198 82198 82120 ; 82120 ; 82148 82148 82158 82168 82158 82188 82198 82198 82198 82198	LD I EX I LD E LD I PUSH E PUSH I LD E LD Z POP I LD (INC I INC I	DE,HL ,(HL) ,0 SC DE 3,1 ,0 VDCTL 88H DE DE ,A DE	<pre>> row # >Row # in H >Start in column @ >Save character count >And string address >Function: get char. at H/L >Set up for SVC call >Call @VDCTL >Recover string pointer >Save character >Next position in string <next on="" position="" pre="" screen<=""></next></pre>
82888 82898 82898 82100 82110 82120 82130 82148 82148 82148 82158 82168 82168 82178 82188 82190 82288 82280	LD I EX I LD E LD I PUSH E LD A RST 2 POP I LD (INC I INC I INC I	DE,HL ,(HL) ,0 30 35 3,1 3,1 28 4 35 28 4 35 28 4 35 28 4 35 28 35 20 20 20 20 20 20 20 20 20 20 20 20 20	<pre>HL=> row #</pre>
82888 82898 82898 82100 82110 82120 ; 82130 R1 82148 82158 82168 82168 82168 82188 82198 82290 82290 82290 82220	LD I EX I LD E LD I PUSH E LD E LD A RST 2 POP E LD (INC I INC I INC I DANZ F	DE,HL ,(HL) ,0 SC DE 3,1 ,0 VDCTL 88H DE DE ,A DE	<pre>> row # >Row # in H >Start in column @ >Save character count >And string address >Function: get char. at H/L >Set up for SVC call >Call @VDCTL >Recover string pointer >Save character >Next position in string <next on="" position="" pre="" screen<=""></next></pre>
02080 02090 02120 02120 02120 02120 02120 02120 02150 02150 02150 02150 02150 02190 02290 02210 02220 02220	LD I EX I LD E LD I PUSH E LD A RST 2 POP I LD (INC I INC I INC I	DE,HL ,(HL) ,0 30 35 3,1 3,1 28 4 35 28 4 35 28 4 35 28 4 35 28 35 20 20 20 20 20 20 20 20 20 20 20 20 20	<pre>HL=> row #</pre>
82888 82898 82898 82100 82110 82120 82130 82148 82148 82148 82158 82168 82168 82178 82188 82190 82288 82280	LD I EX I LD E LD I PUSH E LD E LD A RST 2 POP E LD (INC I INC I INC I DANZ F	DE,HL ,(HL) ,0 30 35 3,1 3,1 28 4 35 28 4 35 28 4 35 28 4 35 28 35 20 20 20 20 20 20 20 20 20 20 20 20 20	<pre>HL=> row #</pre>

Program Listing 4. Assembly-language source code for Model III subroutines.

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End

Listing 4 continued

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	LD	DE, (4020H)	;Get cursor posn
	PUSH	DE, (4020H) HL DE B,(HL) B HL A,(HL) HL H,(HL) L,A BC A,'.'	;Save varptr
	PUSH	DE	;Save cursor
	LD	B,(HL)	
	DEC	в	;B = input length
	INC	HL	;HL==>string address
	LD	A, (HL)	;P/u length ;B = input length ;HL==>string address ;Address to HL
	INC	HL	
	LD	H, (HL)	MSB to H
	LD	L,A	;LSB to L
	PUSH	BC	;Save length
	LD	A,'.'	Field character to A
;			
F1	CALL	ØØ33H	Print field character
	DJNZ	0033H Fl	;Until field full
· ·	POP	BC	Recover field length
	POP	DE	Recover cursor position
	LD	(4020H),DE	;Set cursor position
	CALL	0040H	Let ROM/DOS handle input
	JR	C, BREAK	;Go on <break></break>
	LD	A,B	;Input length to A
	JR	F2	Skip BREAK
BREAK	LD	A,0	;Set length to 0
F2	POP	HL	Recover varptr address
	LD	(HL),A	;Set string length
	RET	1000 C 1000	<pre>;Recover field length ;Recover cursor position ;Set cursor position ;Let ROM/DOS handle input ;Go on break> ;Input length to A ;Skip BREAK ;Set length to Ø ;Recover varptr address ;Set string length</br></pre>
,			
; Mo	del III	Strip blanks quence: Z = USR I% is v	from string
1 Ca	lling Se	quence: $Z = USR$	(1%)
;	1.77 C 1.18	It is v	arptr of string
· · · · · · · · · · · · · · · · · · ·			
1			
,	ORG	ØF200H	
,	ORG CALL	ØF200H ØA7FH	¿Varptr address to HL
,	ORG CALL PUSH	ØF200H ØA7FH HL	;Varptr address to HL ;Save addr. of varptr
,	ORG CALL PUSH LD	0F200H 0A7FH HL C,(HL)	;Varptr address to HL ;Save addr. of varptr ;Get length in C
,	ORG CALL PUSH LD INC	ØF200H ØA7FH HL C,(HL) HL	;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address
1	ORG CALL PUSH LD INC LD	ØF200H ØA7FH HL C,(HL) HL A,(HL)	;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL
,	ORG CALL PUSH LD INC LD INC	ØF200H ØA7FH HL C,(HL) HL A,(HL) HL	;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL
,	ORG CALL PUSH LD INC LD INC LD	ØF200H ØA7FH HL C,(HL) HL A,(HL) HL H,(HL)	;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H
,	ORG CALL PUSH LD INC LD INC LD LD	0F200H 0A7FH HL C,(HL) HL A,(HL) HL H,(HL) L,A	;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L
,	ORG CALL PUSH LD INC LD INC LD LD LD	0F200H 0A7FH HL C,(HL) HL HL H,(HL) HL H,(HL) L,A B,0	;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string
,	ORG CALL PUSH LD INC LD LD LD LD LD ADD	0F200H 0A7FH HL C,(HL) HL A,(HL) HL H,(HL) L,A B,0 HL,BC	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> end of string +1</pre>
,	ORG CALL PUSH LD INC LD LD LD LD LD ADD DEC	0F200H 0A7FH HL C,(HL) HL A,(HL) HL H,(HL) L,A B,0 HL,BC HL	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> end of string +1 ;HL==> last char in string</pre>
	ORG CALL PUSH LD LD INC LD LD LD LD ADD DEC	0F200H 0A7FH HL C,(HL) HL H,(HL) H,(HL) L,A B,0 HL,BC HL	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> end of string +1 ;HL==> last char in string</pre>
	ORG CALL PUSH LD LD INC LD LD LD LD ADD DEC	0F200H 0A7FH HL C,(HL) HL H,(HL) H,(HL) L,A B,0 HL,BC HL	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> end of string +1 ;HL==> last char in string</pre>
	ORG CALL PUSH LD LD INC LD LD LD LD ADD DEC	0F200H 0A7FH HL C,(HL) HL H,(HL) H,(HL) L,A B,0 HL,BC HL	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> end of string +1 ;HL==> last char in string</pre>
	ORG CALL PUSH LD LD INC LD LD LD LD ADD DEC	0F200H 0A7FH HL C,(HL) HL H,(HL) H,(HL) L,A B,0 HL,BC HL	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> end of string +1 ;HL==> last char in string</pre>
	ORG CALL PUSH LD LD INC LD LD LD LD ADD DEC	0F200H 0A7FH HL C,(HL) HL H,(HL) H,(HL) L,A B,0 HL,BC HL	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> end of string +1 ;HL==> last char in string</pre>
	ORG CALL PUSH LD LD INC LD LD LD LD ADD DEC	0F200H 0A7FH HL C,(HL) HL H,(HL) H,(HL) L,A B,0 HL,BC HL	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> end of string +1 ;HL==> last char in string</pre>
	ORG CALL PUSH LD LD INC LD LD LD LD ADD DEC	0F200H 0A7FH HL C,(HL) HL H,(HL) H,(HL) L,A B,0 HL,BC HL	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> end of string +1 ;HL==> last char in string</pre>
; 51	ORG CALL PUSH LD INC LD LD LD LD LD LD CP JR DEC JR	ØF200H ØA7FH HL A,(HL) HL H,(HL) L,A B,Ø HL,BC HL A,(HL) ''' NZ,S2 HL C NZ,S1	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again</pre>
; 51	ORG CALL PUSH LD INC LD LD LD LD LD LD CP JR DEC JR	ØF200H ØA7FH HL A,(HL) HL H,(HL) L,A B,Ø HL,BC HL A,(HL) ''' NZ,S2 HL C NZ,S1	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again</pre>
; 51	ORG CALL PUSH LD INC LD LD LD LD LD LD CP JR DEC JR	ØF200H ØA7FH HL A,(HL) HL H,(HL) L,A B,Ø HL,BC HL A,(HL) ''' NZ,S2 HL C NZ,S1	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again</pre>
; 51 ; 52	ORG CALL PUSH LD INC LD LD LD LD DEC LD CP JR DEC DEC JR POP LD	ØF200H ØA7FH HL A,(HL) HL H,(HL) L,A B,Ø HL,BC HL A,(HL) ''' NZ,S2 HL C NZ,S1	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> end of string +1 ;HL==> last char in string</pre>
; 51 ; 52	ORG CALL PUSH LD INC LD LD LD LD LD LD CP JR DEC JR	ØF200H ØA7FH HL A,(HL) HL H,(HL) L,A B,Ø HL,BC HL A,(HL) ''' NZ,S2 HL C NZ,S1	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again</pre>
; 51 ; 52	ORG CALL PUSH LD INC LD LD LD LD LD CP JR DEC JR POP LD RET	ØF200H ØA7FH HL A,(HL) HL H,(HL) L,A B,Ø HL,BC HL A,(HL) '' NZ,S2 HL C NZ,S1 HL (HL),C	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again ;Recover varptr address ;Set new string length</pre>
; 51 ; 52	ORG CALL PUSH LD INC LD LD LD LD LD CP JR DEC JR POP LD RET	ØF200H ØA7FH HL C,(HL) HL H,(HL) L,A B,Ø HL,BC HL A,(HL) '' NZ,S2 HL C NZ,S1 HL (HL),C	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again ;Recover varptr address ;Set new string length</pre>
; 51 ; 52 ; ; ; ; ; ; ; ;	ORG CALL PUSH LD INC LD LD LD LD LD CP JR DEC JR DEC JR POP LD RET	ØF200H ØA7FH HL C,(HL) HL H,(HL) H,(HL) L,A B,Ø HL,BC HL A,(HL) '' NZ,S2 HL C NZ,S1 HL (HL),C	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> end of string +1 ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again ;Recover varptr address ;Set new string length</pre>
; 51 ; 52 ; ; , , , , , , , , , , , , , , , , ,	ORG CALL PUSH LD INC LD LD LD ADD DEC LD CP JR DEC DEC DEC DEC JR RET	0F200H 0A7FH HL C,(HL) HL H,(HL) L,A B,0 HL,BC HL A,(HL) '' NZ,S2 HL C NZ,S1 HL (HL),C	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> end of string +1 ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again ;Recover varptr address ;Set new string length owercase characters in</pre>
; 51 ; 52 ; , Mo ; Ca	ORG CALL PUSH LD INC LD LD LD LD LD CP JR CP JR DEC JC DEC JR EC DEC JR HD CP LD EC JR CP JR CP JR LD LD LD LD LD LD LD LD LD LD LD LD LD	ØF200H ØA7FH HL C,(HL) HL H,(HL) L,A B,Ø HL,BC HL A,(HL) '' NZ,S2 HL C NZ,S1 HL (HL),C	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again ;Recover varptr address ;Set new string length </pre>
; 51 ; 52 ; , , , , , , , , , , , , , , , , , ,	ORG CALL PUSH LD INC LD LD LD LD LD CP JR DEC JR DEC JR POP LD RET del III string t	ØF200H ØA7FH HL C,(HL) HL H,(HL) HL,(HL) L,A B,Ø HL,BC HL A,(HL) '' NZ,S2 HL C NZ,S1 HL (HL),C Change all 1 o uppercase quence: Z = USR I% is v	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again ;Recover varptr address ;Set new string length </pre>
; 51 ; 52 ; , , , , , , , , , , , , , , , , , ,	ORG CALL PUSH LD INC LD LD LD LD LD CP JR DEC JR DEC JR POP LD RET del III string t	ØF200H ØA7FH HL C,(HL) HL H,(HL) HL,(HL) L,A B,Ø HL,BC HL A,(HL) '' NZ,S2 HL C NZ,S1 HL (HL),C Change all 1 o uppercase quence: Z = USR I% is v	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again ;Recover varptr address ;Set new string length </pre>
; 51 ; 52 ; , , , , , , , , , , , , , , , , , ,	ORG CALL PUSH LD INC LD LD LD LD LD CP JR DEC JR DEC JR POP LD RET del III string t	ØF200H ØA7FH HL C,(HL) HL H,(HL) HL,(HL) L,A B,Ø HL,BC HL A,(HL) '' NZ,S2 HL C NZ,S1 HL (HL),C Change all 1 o uppercase quence: Z = USR I% is v	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again ;Recover varptr address ;Set new string length </pre>
; 51 ; 52 ; , , , , , , , , , , , , , , , , , ,	ORG CALL PUSH LD INC LD LD LD LD LD CP JR DEC JR DEC JR POP LD RET del III string t	ØF200H ØA7FH HL C,(HL) HL H,(HL) HL,(HL) L,A B,Ø HL,BC HL A,(HL) '' NZ,S2 HL C NZ,S1 HL (HL),C Change all 1 o uppercase quence: Z = USR I% is v	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again ;Recover varptr address ;Set new string length </pre>
; 51 ; 52 ; , , , , , , , , , , , , , , , , , ,	ORG CALL PUSH LD INC LD LD LD LD LD CP JR DEC JR DEC JR POP LD RET del III string t	ØF200H ØA7FH HL C,(HL) HL H,(HL) HL,(HL) L,A B,Ø HL,BC HL A,(HL) '' NZ,S2 HL C NZ,S1 HL (HL),C Change all 1 o uppercase quence: Z = USR I% is v	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again ;Recover varptr address ;Set new string length </pre>
; 51 ; 52 ; , , , , , , , , , , , , , , , , , ,	ORG CALL PUSH LD INC LD LD LD LD LD CP JR DEC JR DEC JR POP LD RET del III string t	ØF200H ØA7FH HL C,(HL) HL H,(HL) HL,(HL) L,A B,Ø HL,BC HL A,(HL) '' NZ,S2 HL C NZ,S1 HL (HL),C Change all 1 o uppercase quence: Z = USR I% is v	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again ;Recover varptr address ;Set new string length </pre>
; 51 ; 52 ; ; Ca	ORG CALL PUSH LD INC LD LD LD LD LD CP JR DEC JR DEC JR POP LD RET del III string t	0F200H 0A7FH HL C,(HL) HL H,(HL) HL,(HL) L,A B,0 HL,BC HL A,(HL) '' NZ,S2 HL C NZ,S1 HL (HL),C Change all 1 o uppercase quence: Z = USR I% is v	<pre>;Varptr address to HL ;Save addr. of varptr ;Get length in C ;HL==> string address ;String address to HL ;MSB to H ;LSB to L ;BC = length of string ;HL==> last char in string ;Get character ;Is it a space? ;Go if not ;Else move back one posn ;Decrease char. count ;And check again ;Recover varptr address ;Set new string length </pre>

ø	LD		;MSB in H
ø	LD	L,A	;LSB in L
0;			
Ø U1			;Get character in A
9		'a'	;Less than 'a' ? ;Go if yes
9	JR	C,U2	;Go if yes
3	CP JR	'z'+1 NC,U2	Greater than 'z' ? Go if yes
)	JR	NC,U2	;Go if yes
	AND	5 F H	;Else make Uppercase ;And store back in string
	LD	(HL),A	;And store back in string
;			
U2	INC DJNZ	HL	;Point to next character
		U1	;Repeat for entire string
	RET		
;			
;			
;	Model III -	- Simple scre	en editor
;	CALL: $Z = U$	SR(Ø)	
;			
	ORG	ØF6ØØH	
	LD	A,ØEH	;Cursor-on character ;Print it
E1	CALL	ØØ33H	;Print it
	CALL	ØØ49H	;Get a key
	CP	31	;Is it <clear>?</clear>
	JR	NZ,El	;Loop back if not
	RET		;Cursor-on character ;Print it ;Get a key ;Is it <clear>? ;Loop back if not</clear>
;			
;			
			e Swap Video Screens
1	CALL: $Z = U$	SR(n)	
1.020		age brought i	nto view is determined by
,	p.		
		hit Ø of n	
· ;		bit Ø of n	
;		bit Ø of n	
;		bit Ø of n	
;		bit Ø of n	
;		bit Ø of n	
;		bit Ø of n	
;	ORG CALL LD OUT XOR RR	bit Ø of n	;Get argument ;Paging value ;Send to CRTC ;A = 0 ;Page to Carry Flag
;	ORG CALL LD OUT XOR RR RR RRA	bit 0 of n 0F700H 0A7FH A,0CH (88H),A A L	;Get argument ;Paging value ;Send to CRTC ;A = 0 ;Page to Carry Flag ;A=0 or 80H
;	ORG CALL LD OUT XOR RR RR RRA OUT	bit Ø of n	;Get argument ;Paging value ;Send to CRTC ;A = Ø ;Page to Carry Flag ;A=Ø or 80H ;Set cursor page
, ; , ;	ORG CALL LD OUT XOR RR RRA OUT RLA	bit 0 of n 0F700H 0A7FH A,0CH (88H),A A L	;Get argument ;Paging value ;Send to CRTC ;A = 0 ;Page to Carry Flag ;A=0 or 80H ;Set cursor page ;Page to Carry Flag
; ; ; ; ;	ORG CALL LD OUT XOR RR RRA OUT RLA RLA	bit 0 of n 0F700H 0A7FH A,0CH (88H),A A L	;Get argument ;Paging value ;Send to CRTC ;A = 0 ;Page to Carry Flag ;A=0 or 80H ;Set cursor page ;Page to Carry Flag ;A=0 or 1
5 ; 3 ;	ORG CALL LD OUT XOR RR RRA OUT RLA RLA RLA	bit 0 of n 0F700H 0A7FH A,0CH (88H),A A L	;Get argument ;Paging value ;Send to CRTC ;A = Ø ;Page to Carry Flag ;A=Ø or 80H ;Set cursor page ;Page to Carry Flag ;A=Ø or 1 ;A=Ø or 2
	ORG CALL LD OUT XOR RR RRA OUT RLA RLA RLA	bit Ø of n ØF7ØØH ØA7FH A,ØCH (88H),A A L (84H),A	;Get argument ;Paging value ;Send to CRTC ;A = 0 ;Page to Carry Flag ;A=0 or 80H ;Set cursor page ;Page to Carry Flag ;A=0 or 1 ;A=0 or 2 ;A=0 or 4
	ORG CALL LD OUT XOR RR RRA OUT RLA RLA RLA RLA OUT	bit 0 of n 0F700H 0A7FH A,0CH (88H),A A L	;Get argument ;Paging value ;Send to CRTC ;A = Ø ;Page to Carry Flag ;A=Ø or 80H ;Set cursor page ;Page to Carry Flag ;A=Ø or 1 ;A=Ø or 2
5 ; 5 ;	ORG CALL LD OUT XOR RR RRA OUT RLA RLA RLA	bit Ø of n ØF7ØØH ØA7FH A,ØCH (88H),A A L (84H),A	;Get argument ;Paging value ;Send to CRTC ;A = 0 ;Page to Carry Flag ;A=0 or 80H ;Set cursor page ;Page to Carry Flag ;A=0 or 1 ;A=0 or 2 ;A=0 or 4
5 ; 3 ; 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	ORG CALL LD OUT XOR RR RRA OUT RLA RLA RLA RLA OUT	bit Ø of n ØF7ØØH ØA7FH A,ØCH (88H),A A L (84H),A	;A=0 of 60A ;Set cursor page ;Page to Carry Flag ;A=0 or 1 ;A=0 or 2 ;A=0 or 4

Program Listing 5. Translates machine-language routine to integer values.

1 'Translate machine-language routine to integer values. Machine-language program must be in memory. 10 A% = &HF100 'Starting address of routine 20 B% = &HF12C 'Last byte used by routine 30 FOR I% = A% TO B%-1 STEP 2: V% = CVI(CHR\$(PEEK(I%))+CHR\$(PEEK(I%+1))): PRINT V%;: NEXT I%



End



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Listing 1 continued from p. 63

910 OO=1:ST=0:EN=6.28:GOSUB 160 :GOTO 880 920 IF FF<>8 THEN 980 ELSE GOSUB 80 930 GOSUB 20 940 IF KE AND 128 THEN 180 950 OO=0:GOSUB 80 960 X0=R:Y0=LR:GOSUB 100 :LR=Y0:R=X0:IF R<=0 THEN R=1 970 00=1:GOSUB 80 :GOTO 930 980 IF FF<>9 THEN 1100 ELSE 1050 990 GOSUB 20 1000 IF KE AND 128 THEN 180 1010 IF LC=0 THEN ST=0:EN=6.28 1020 IF LC>0 THEN ST=3.14:EN=6.28 1030 IF LC<0 THEN ST=0:EN=3.14 1040 OO=0:GOSUB 160 :X0=CR:Y0=LC:GOSUB 100 :LC=Y0:CR=X0 1050 IF LC=0 THEN ST=0:EN=6.28 1060 IF LC>0 THEN ST=3.14:EN=6.28 1070 IF LC<0 THEN ST=0:EN=3.14 1080 IF CR<1 THEN CR=1 1090 OO=1:GOSUB 160 :GOTO 990 1100 IF FF<>10 THEN 1150 ELSE GOSUB 90 1110 GOSUB 20 1120 IF KE AND 128 THEN 180 1130 OO=0:GOSUB 90 :X0=R:Y0=LR:GOSUB 100 :LR=Y0:R=X0:IF R<=0 TH EN R=1 1140 OO=1:GOSUB 90 :GOTO 1110 1150 IF FF<>11 THEN 1200 ELSE OO=1:ST=0:EN=6.28:GOSUB 150 1160 GOSUB 20 1170 IF KE AND 128 THEN 180 1180 OO=0:ST=0:EN=6.28:GOSUB 150 :X0=LC:Y0=CR:GOSUB 100 :LC=X0:C R=Y0:IF CR<1 THEN CR=1 1190 OO=1:ST=0:EN=6.28:GOSUB 150 :GOTO 1160 1200 IF FF<>13 THEN 1320 ELSE 1270 1210 GOSUB 20 1220 IF KE AND 128 THEN 180 1230 IF LC=0 THEN ST=0:EN=6.28 1240 IF LC>0 THEN ST=4.71:EN=1.57 1250 IF LC<0 THEN ST=1.57:EN=4.71 1260 OO=0:GOSUB 150 :X0=LC:Y0=CR:GOSUB 100 :CR=Y0:LC=X0 1270 IF LC=0 THEN ST=0:EN=6.28 1280 IF LC>0 THEN ST=4.71:EN=1.57 1290 IF LC<0 THEN ST=1.57:EN=4.71 1300 IF CR<1 THEN CR=1 1310 OO=1:GOSUB 150 :GOTO 1210 1320 IF FF=12 THEN RLS="R" :GOTO 1340 :ELSE IF FF=14 THEN RLS="L": GOTO 1340 1330 IF FF<>12 OR FF<>14 THEN 1390 1340 GOSUB 60 1350 GOSUB 20 1360 IF KE AND 128 THEN 180 1370 00=0:GOSUB 60 :X0=LR:Y0=R:GOSUB 100 :LR=X0:R=Y0:IF R<1 THE N R=1 1380 OO=1:GOSUB 60 :GOTO 1350 1390 IF FF<>19 THEN 1430 ELSE IF Y1>9 AND X1<540 AND Y1<210 THEN XB=120:YB=60:PUT(X1,Y1-7),SC,XOR:00=1:GOSUB 70 ELSE 180 1400 GOSUB 20 1410 IF KE AND 128 AND XB*YB<=7600 AND X1+XB<567 AND Y1+YB<219 THE N PUT(X1,Y1-7),SC,XOR:00=0:GOSUB 70 :GET(X1,Y1)-(X1+XB,Y1+YB),GB :GOTO 180 1420 00=0:GOSUB 70 :X0=XB:Y0=YB:GOSUB 100 :XB=X0:YB=Y0:00=1:GOS

UB 70 :GOTO 1400 1430 IF FF<>20 THEN 1450 ELSE GOSUB 1930 : IF CF=1 THEN 1440 ELSE PUT(X1,Y1),GB,PSET 1440 GOTO 180 1450 IF FF<>21 THEN 1470 ELSE GOSUB 1930 :IF CF=1 THEN 1460 ELSE PUT(X1,Y1),GB, PRESET 1460 GOTO 180 1470 IF FF<>22 THEN 1490 ELSE GOSUB 1930 :IF CF=1 THEN 1480 ELSE PUT(X1, Y1), GB, AND 1480 GOTO 180 1490 IF FF<>23 THEN 1510 ELSE GOSUB 1930 :IF CF=1 THEN 1500 ELSE PUT(X1, Y1), GB, OR 1500 GOTO 180 1510 IF FF<>24 THEN 1530 ELSE GOSUB 1930 : IF CF=1 THEN 1520 ELSE PUT(X1, Y1), GB, XOR 1520 GOTO 180 1530 IF FF<>27 THEN 1620 ELSE POKE 120,135:GOSUB 1970 :CLS:SCREEN 1:PRINT "CONFIGURATION":PRINT:PRINT TAB(5);"1) CURSOR":PRINT:PRIN T TAB(5);"2) 'GPRINT'":PRINT:PRINT TAB(5);"3) 'GPRT2'":PRINT 1540 PRINT TAB(5); "4) 'GPRT3'": PRINT: PRINT TAB(5); "5) RETURN": PRIN т 1550 INPUT "TYPE 1-5 ";MC:IF MC<1 OR MC>5 THEN 1550 1560 CLS:ON MC GOTO 1570 ,1580 ,1590 ,1600 ,1610 1570 INPUT "TYPE 1-20 "; CA: IF CA<1 OR CA>20 THEN 1570 ELSE 1610 1580 PR\$="GPRINT":GOTO 1610 1590 PR\$="GPRT2":GOTO 1610 1600 PR\$="GPRT3":GOTO 1610 1610 POKE 120,134:SCREEN 0:GOTO 180 1620 IF FF<>26 THEN 1770 ELSE POKE 120,135:GOSUB 1970 :GD=0 1630 IF X1<=6 OR X1>=567 OR Y1>=214 OR Y1<=16 THEN KE\$=CHR\$(13):GO TO 1710 1640 KE\$=INKEY\$:IF KE\$="" THEN 1640 1650 IF KE\$=CHR\$(8) OR KE\$=CHR\$(9) OR KE\$=CHR\$(10) OR KE\$=CHR\$(11) THEN VIEW(1,181)-(29,194):CLR 1660 VIEW(0,0)-(639,239):IF KE\$=CHR\$(8) THEN GD=2:X1=X1+8:PUT(12,1 85), CW, PSET 1670 IF KE\$=CHR\$(9) THEN GD=0:X1=X1-8:PUT(12,185), CE, PSET 1680 IF KE\$=CHR\$(10) THEN GD=1:Y1=Y1-8:PUT(15,185),CS,PSET 1690 IF KE\$=CHR\$(11) OR KE\$=CHR\$(91) THEN GD=3:Y1=Y1+8:PUT(15,185) , CN, PSET 1700 VIEW(61,1)-(638,219) 1710 IF KE\$=CHR\$(13) THEN POKE 120,134:VIEW(0,0)-(639,239):PUT(1,1 80), CO, PSET: GOTO 180 1720 IF GD=2 THEN X1=X1-8:IF X1<=6 THEN KE\$=CHR\$(13):GOTO 1710 1730 IF GD=0 THEN X1=X1+8:IF X1>=567 THEN KE\$=CHR\$(13):GOTO 1710 1740 IF GD=1 THEN Y1=Y1+8:IF Y1>=214 THEN KE\$=CHR\$(13):GOTO 1710 1750 IF GD=3 THEN Y1=Y1-8:IF Y1<=16 THEN KE\$=CHR\$(13):GOTO 1710 1760 GLOCATE(X1, Y1), GD: PRINT#-3, KE\$: GOTO 1640 1770 IF FF<>28 THEN 1790 ELSE POKE 120,135:GOSUB 1970 :PUT(X1,Y1) ,CU,XOR:VIEW(0,0)-(639,239):CLS:SCREEN 1:INPUT "READY PRINTER & PR ESS 'ENTER'"; ZZ\$: GOSUB 1990 : IF PEEK (120) =135 THEN SYSTEM PR\$ ELSE CMD"I", PR\$ 1780 RC=1:GOSUB 2340 :RC=0:SCREEN 0:POKE 120,134:GOTO 180 1790 IF FF<>29 THEN 1810 ELSE POKE 120,135:GOSUB 1970 :VIEW(0,0)-(639,239):CLS:SCREEN 1:INPUT "ENTER FILENAME ";FI\$:GOSUB 1990 :FI\$ ="GSAVE "+FI\$: IF PEEK(120)=135 THEN SYSTEM FI\$ ELSE CMD"I", FI\$ 1800 RC=1:GOSUB 2340 :RC=0:SCREEN 0:POKE 120,134:GOTO 180 1810 IF FF<>30 THEN 1830 ELSE IF PEEK(120)<>134 THEN 180 1820 PUT(X1,Y1), CU, XOR:VIEW(0,0)-(639,239):CLS:POKE 120,135:GOSUB

Listing 1 continued

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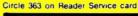
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Listing 1 continued

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";FI\$:FI\$="GLOAD "+FI\$:SYSTEM FI\$:RC=1:GOSUB 2340 :RC=0:SCREEN 0: POKE 120.134:GOTO 180 1830 IF FF<>31 THEN 1840 ELSE VIEW(0,0)-(639,239):POKE 120,135:SC REEN 1:CLS:IF PEEK(120)=135 THEN SYSTEM ELSE CMD"S" 1840 IF FF<>32 THEN 180 ELSE VIEW(70,1)-(638,219):CLR:VIEW(0,0)-(639,239):GOTO 180 1850 T\$(2)=CHR\$(255):T\$(3)=CHR\$(65)+CHR\$(34)+CHR\$(20)+CHR\$(8)+CHR\$ (20) + CHR\$(34) + CHR\$(65) + CHR\$(0) : T\$(4) = CHR\$(255) + CHR\$(255) + CHR\$(0) + C HR(0):T$(5)=CHR$(3)+CHR$(12)+CHR$(48)+CHR$(192):T$(6)=CHR$(48)+CHR$(192):T$(6)=CHR$(48)+CHR$(192):T$(6)=CHR$(48)+CHR$(192):T$(6)=CHR$(48)+CHR$(192):T$(6)=CHR$(48)+CHR}(192):T$(6)=CHR$(48)+CHR}(192):T$(6)=CHR$(48)+CHR}(192):T$(6)=CHR$(48)+CHR}(192):T$(6)=CHR$(48)+CHR}(192):T$(6)=CHR$(48)+CHR}(192):T$(6)=CHR$(48)+CHR}(192):T$(6)=CHR}(192):T$ (192):T R\$(12)+CHR\$(3):T\$(7)=CHR\$(204) 1860 T\$(8)=CHR\$(153)+CHR\$(102):T\$(9)=CHR\$(240):T\$(10)=CHR\$(146)+CH R\$(146)+CHR\$(255):T\$(11)=CHR\$(85)+CHR\$(170):T\$(12)=CHR\$(255)+CHR\$(255) +CHR\$(219) +CHR\$(219) :T\$(13) =CHR\$(192) +CHR\$(48) +CHR\$(12) +CHR\$(3):T\$(14) = CHR\$(129) + CHR\$(0) + CHR\$(0)1870 T\$(15)=CHR\$(60)+CHR\$(60)+CHR\$(255)+CHR\$(255):T\$(16)=CHR\$(255) +CHR\$(0):T\$(17)=CHR\$(255)+CHR\$(32)+CHR\$(32)+CHR\$(32)+CHR\$(32):RETU RN 1880 IF X1>=567 THEN X1=567 1890 IF X1<=0 THEN X1=1 1900 IF Y1<=1 THEN Y1=1 1910 IF Y1>=215 THEN Y1=215 1920 RETURN 1930 CF=0 1940 IF X1+XB>567 THEN CF=1 1950 IF Y1+YB>219 THEN CF=1 1960 RETURN 1970 FOR K=1 TO 100:ZZ\$=INKEY\$:NEXT:RETURN 1980 IF TF\$="D" THEN Y1=Y1+8:GLOCATE(X1,Y1),1 1990 VIEW(0,0)-(68,239):CLR:VIEW(68,221)-(639,239):CLR:VIEW(0,0)-(639,239) : RETURN 2000 IF PF=1 THEN 2030 2010 FOR K=2 TO 17:IF PF=K THEN PAINT(X1,Y1),T\$(K),1 2020 NEXT 2030 RETURN 2040 IF PF=1 THEN GLOCATE(80,229),0:PRINT#-3, "EXIT" ELSE IF PF=2 T HEN PUT(70,225),T2,PSET:PUT(94,225),T2,PSET ELSE IF PF=3 THEN PUT(70,225),T3,PSET:PUT(94,225),T3,PSET 2050 IF PF=4 THEN PUT(70,225), T4, PSET: PUT(94,225), T4, PSET ELSE IF PF=5 THEN PUT(70,225), T5, PSET: PUT(94,225), T5, PSET ELSE IF PF=6 THE N PUT(70,225), T6, PSET: PUT(94,225), T6, PSET 2060 IF PF=7 THEN PUT(70,225), T7, PSET: PUT(94,225), T7, PSET ELSE IF PF=8 THEN PUT(70,225), T8, PSET: PUT(94,225), T8, PSET ELSE IF PF=9 THE N PUT(70,225), T9, PSET: PUT(94,225), T9, PSET 2070 IF PF=10 THEN PUT(70,225), T0, PSET: PUT(94,225), T0, PSET ELSE IF PF=11 THEN PUT(70,225), TT, PSET: PUT(94,225), TT, PSET ELSE IF PF=12 THEN PUT(70,225), TU, PSET: PUT(94,225), TU, PSET 2080 IF PF=13 THEN PUT(70,225), TV, PSET: PUT(94,225), TV, PSET ELSE IF PF=14 THEN PUT(70,225), TW, PSET: PUT(94,225), TW, PSET ELSE IF PF=15 THEN PUT(70,225), TX, PSET: PUT(94,225), TX, PSET 2090 IF PF=16 THEN PUT(70,225), TY, PSET:PUT(94,225), TY, PSET ELSE IF PF=17 THEN PUT(70,225), TZ, PSET: PUT(94,225), TZ, PSET 2100 RETURN 2110 DIM T2(15),T3(15),T4(15),T5(15),T6(15),T7(15),T8(15),T9(15),T 0(15), TT(15), TU(15), TV(15), TW(15), TX(15), TY(15), TZ(15) 2120 K=0:FOR X0=135 TO 615 STEP 30:K=K+1:IF K=1 THEN GLOCATE(136,2 29),0:PRINT#-3,"EX":GOTO 2130 ELSE PAINT(X0,230),T\$(K),1 2130 NEXT: IF RC=1 THEN RETURN 2140 GET(160,225)-(185,239),T2:GET(190,225)-(215,239),T3:GET(220,2

1970 :SCREEN 1:SYSTEM "DIR /SR":PRINT:PRINT:INPUT "ENTER FILENAME

25) - (245,239), T4:GET (250,225) - (275,239), T5:GET (280,225) - (305,239). T6:GET(310,225)-(335,239), T7:GET(340,225)-(365,239), T8:GET(370,225))-(395,239),T9:GET(400,225)-(425,239),T0 2150 GET(430,225)-(455,239),TT:GET(460,225)-(485,239),TU:GET(490,2 25) - (515,239), TV: GET (520,225) - (545,239), TW: GET (550,225) - (575,239), TX:GET(580,225)-(605,239),TY:GET(610,225)-(635,239),TZ:RETURN 2160 IF FF=1 THEN PUT(1,1), DR, PSET ELSE IF FF=13 THEN PUT(1,91), C4 ,PSET ELSE IF FF=11 THEN PUT(1,76),C3.PSET ELSE IF FF=9 THEN PUT(1 ,61),C2,PSET ELSE IF FF=3 THEN PUT(1,16),TR,PSET ELSE IF FF=4 THEN PUT(31,16),BO,PSET 2170 IF FF=2 THEN PUT(31,1), LI, PSET ELSE IF FF=5 THEN PUT(1,31), CI ,PSET ELSE IF FF=6 THEN PUT(31,31), PO, PSET ELSE IF FF=8 THEN PUT(3 1,46), YU, PSET ELSE IF FF=10 THEN PUT(31,61), YD, PSET ELSE IF FF=7 T HEN PUT(1,46),C1,PSET 2180 IF FF=14 THEN PUT(31,91), CL, PSET ELSE IF FF=12 THEN PUT(31,76), CR, PSET ELSE IF FF=19 THEN PUT(1,136), SC, PSET ELSE IF FF=20 THEN PUT(31,135), PP, PSET ELSE IF FF=21 THEN PUT(1,150), IN, PSET 2190 IF FF=22 THEN PUT(31,150), AN, PSET ELSE IF FF=23 THEN PUT(1,16 5), RO, PSET ELSE IF FF=24 THEN PUT(31,165), XO, PSET ELSE IF FF=25 TH EN PUT(1,180), CO. PSET ELSE IF FF=26 THEN PUT(31,180), AB, PSET ELSE IF FF=27 THEN PUT(1,195), BP, PSET 2200 IF FF=28 THEN PUT(31,195), PR, PSET ELSE IF FF=29 THEN PUT(1,21 0), SD, PSET ELSE IF FF=30 THEN PUT(31,210), LD, PSET ELSE IF FF=31 TH EN PUT(1,225), TC, PSET ELSE IF FF=32 THEN PUT(31,225), GC, PSET 2210 RETURN 2220 IF FF=1 THEN PUT(1,1), DR, PRESET ELSE IF FF=13 THEN PUT(1,91), C4, PRESET ELSE IF FF=11 THEN PUT(1,76), C3, PRESET ELSE IF FF=9 THEN PUT(1,61),C2,PRESET ELSE IF FF=3 THEN PUT(1,16),TR,PRESET ELSE IF FF=4 THEN PUT(31,16), BO, PRESET 2230 IF FF=2 THEN PUT(31,1), LI, PRESET ELSE IF FF=5 THEN PUT(1,31), CI, PRESET ELSE IF FF=6 THEN PUT(31,31), PO, PRESET ELSE IF FF=8 THEN PUT(31,46),YU, PRESET ELSE IF FF=10 THEN PUT(31,61),YD, PRESET ELSE IF FF=7 THEN PUT(1,46), C1, PRESET 2240 IF FF=14 THEN PUT(31,91), CL, PRESET ELSE IF FF=12 THEN PUT(31, 76), CR, PRESET ELSE IF FF=19 THEN PUT(1,136), SC, PRESET ELSE IF FF=2 Ø THEN PUT(31,135), PP, PRESET ELSE IF FF=21 THEN PUT(1,150), IN, PRES ET ELSE IF FF=22 THEN PUT(31,150), AN, PRESET 2250 IF FF=23 THEN PUT(1,165), RO, PRESET ELSE IF FF=24 THEN PUT(31, 165), XO, PRESET ELSE IF FF=25 THEN PUT(1,180), CO, PRESET ELSE IF FF= 26 THEN PUT(31,180), AB, PRESET ELSE IF FF=27 THEN PUT(1,195), BP, PRE SET ELSE IF FF=28 THEN PUT(31,195), PR, PRESET 2260 IF FF=29 THEN PUT(1,210), SD, PRESET ELSE IF FF=30 THEN PUT(31, 210), LD, PRESET ELSE IF FF=31 THEN PUT(1,225), TC, PRESET ELSE IF FF= 32 THEN PUT(30,225), GC, PRESET 2270 RETURN 2280 DIM CU(3), IC(5), PC(6), DC(6), CE(3), CW(3), CN(3), CS(3), E1(6), E2(6), DR(14), LI(14), BO(14), CI(14), TR(14), PO(14), CR(14), CL(14), TC(14), GC(14), SD(15), LD(15), BP(15), PR(15), AB(15), SC(15), PP(15), IN(15), RO(15), XO(15), AN(15), CO(15), YU(15), YD(15) 2290 DIM Cl(15), C2(15), C3(15), C4(15) 2300 GOSUB 1990 :LINE(0,0)-(10,0):LINE(10,0)-(10,5):LINE(0,5)-(5,3):LINE(0,0)-(10,5):PAINT(3,1),1,1:GET(0,0)-(10,5),CU:PUT(2,6),CU,P RESET:LINE(1,5)-(12,11),,B:GET(1,5)-(12,11),IC 2310 LINE(1,19)-(6,24), BF:LINE(3,18)-(4,18):LINE(4,18)-(15,18),,, &HCCCC:LINE(4,18)-(17,21),,,&HCCCC:PSET(17,18):GET(1,18)-(17,24),P C:GOSUB 1990 :LINE(0,27)-(10,27):LINE(10,27)-(8,25):LINE(10,27)-(8 ,29):GET(0,25)-(10,29),CE:GET(38,2)-(51,11),E2 2320 LINE (0,32) - (10,32): LINE (0,32) - (2,30): LINE (0,32) - (2,34): GET (0, 32) - (2, 34): GET (0, 32) - (230)-(10,34), CW:LINE(2,40)-(2,45):LINE(2,40)-(0,42):LINE(2,40)-(4,4

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Here is a Model 4 Basic sort routine (lines 1100-1540) that I find useful for printing out information from large data bases. The remark statements contain the data statements' source code.

Lines 10-70 demonstrates how to use the sort routine; "file name" represents an existing disk file.

First, GOSUB the sort routine to install the machine-language sort. Dimension an array with one more element than the number of records you want to sort and define the last element as " ". Load the array with character strings long enough for a satisfactory sort (e.g., 10 characters for a last name), and concatenate the string with MKI\$(R), where "R" is the record number from which you get the data.

To invoke the sort, use the command CALL SORT(A\$(S)). where A\$ is the array you want sorted and S is the location within the array where the sort begins. When the sort is done, use CVI to get the records in sorted order from the disk file.

> Edward F. De Mers El Cajon,CA

Tidbit #27

20 DIM AS(16)	: A\$(16)="" L,"filename":FIEL				
	D 15: GET 1, R:A\$			-	
	(A\$(1)) :REM cal.			NEXT R	
	D 15:G=CVI (RIGHT\$				Y.T. K
70 CLOSE: EN		(44(K),2):	GET T,GIFKINT	A4, 14.ME	
	S=STR\$(SZ,0):DIM	CICTI . FeVA	PPTP (DS)		
	TO SZ-1:READ E(X				
	PEEK (K+2) + PEEK (K+		2767 THEN LS=L	S-65536:S	ORT=LS
	TO SZ-1: POKE LS+				
1150 DATA	6HE5	REM BE		HL	Pointer Array
1160 DATA	SHPD, SHEL	: REM	POP	IY	Stored here
1170 DATA	&HFD, &HE5	:REM AG	IN PUSH	IY	Recover Start
1180 DATA	SHOD, SHEL	: REM	POP	IX	Working pointer
1190 DATA	SHOE, O	: REM	LD	C,0	Clear Exch Flag
1200 DATA	SHDD, SH7E, 3	: REM NE			3)Element Length
1210 DATA	LHB7	: REM	OR	A	Set Flags
1220 DATA	6H28,6H3E	: REM	JR		N Last Element
1230 DATA	6HD6,2	: REM	SUB	2	Cut off 2 bytes
1240 DATA	5H47	: REM	LD	B,A	Set elem.length
1250 DATA	AHDD, AH6E, 1	: REM	LD		1) Addr 1st string
1260 DATA	5HDD, 5H66, 2	: REM	LD	H,(IX+	
1270 DATA	AHDD, AH5E, 4	: REM	LD		4) Addr nxt string
1280 DATA	\$HDD, \$H56,5	: REM	LD	D,(IX+	
1290 DATA	6HIA	: REM LO		A, (DE)	
1300 DATA	& HBE	: REM	CP	(HL)	Comp. set flags
1310 DATA 1320 DATA	6H28,4 6H30.6	: REM : REM	JR JR	Z, EQAL	Jump on equal WPAlready order
1320 DATA	6H38,12	REM	JR	C.SWAP	
1340 DATA	6H23	REM EQ		HL	Point next byte
1350 DATA	6H13	:REM	INC	DE	in strings
1360 DATA	\$H10,6HF4	REM	DJNZ	LOOP	Comp next byte
1370 DATA	SHDD, SH23	REM NO		IX	Add three to
1380 DATA	6HDD, 6H23	REM	INC	IX	pointer
1398 DATA	6HDD.6H23	REM	INC	IX	
1400 DATA	\$H18,5HD7	REM	JR	NEXT	Do next pair
1410 DATA	6H48	:REM SW	AP LD	C,B	Set exch flag
1428 DATA	\$HDD, \$H66,2	:REM	LD	H,(IX+	
1430 DATA	SHDD, SH6E, 1	: REM	LD	L,(IX+	1) Exchange
1440 DATA	&HDD, &H56, 5	: REM	LD	D,(IX+	5) pointers
1450 DATA	SHDD, SH5E, 4	: REM	LD		4) to the
1468 DATA	4HDD, 6H72,2	: REM	LD	(IX+2)	,D string
1470 DATA	6HDD, 6H73,1	: REM	LD		,E data
1480 DATA	£HDD, £H74,5	: REM	LD	(IX+5)	
1490 DATA	\$HDD, 5H75,4	: REM	LD	(IX+4)	
1500 DATA	SH18,SHDD	:REM	JR	NOSWP	Do next pair
1510 DATA	6H79	REM LS		A,C	Get exch flag
1520 DATA	AHB7	: REM	OR	A	Jiggle flags
1530 DATA	SHC 8	:REM	RET	z	If 0 all done
1540 DATA	4H18, 5HB1	: REM	JR	AGIN	Run thru array

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Listing 1 continued

2):GET(0,40)-(4,45),CN:LINE(2,50)-(2,55):LINE(2,55)-(0,53):LINE(2, 55)-(4,53):GET(0,50)-(4,55),CS 2330 PUT(6,0), CN, OR: PUT(5,3), CE, OR: PUT(6,5), CS, OR: PUT(0,3), CW, OR:G ET(0,0)-(15,10), DC:GOSUB 1990 2340 LINE(0,0)-(59,239),,B:LINE(30,0)-(30,239):X1=1:X2=59:FOR Y=15 TO 230 STEP 15:LINE(X1,Y)-(X2,Y):NEXT:LINE(69,225)-(120,239),,B:L INE(129,225)-(639,239),,B:Y1=225:Y2=239:FOR X=159 TO 639 STEP 30:L INE(X, Y1) - (X, Y2) : NEXT2350 VIEW(0,106)-(59,134):CLR:VIEW(0,0)-(639,239):LINE(69,0)-(639, 220), B:IF RC=1 THEN GOSUB 2120 ELSE GOSUB 2110 2360 LINE(4,13)-(26,2):LINE(38,2)-(48,10),,B:LINE(51,3)-(51,11):LI NE(40,11)-(51,11):LINE(48,2)-(51,3):LINE(38,10)-(40,11):LINE(5,27) -(16,16):LINE-(27,27):LINE-(5,27):LINE(34,18)-(48,27), B:LINE(38,2 Ø)-(53,23),B 2370 CIRCLE(16,37),11:CIRCLE(16,37),12,,,,.17:CIRCLE(16,37),6,,,2 :LINE(35,38)-(39,34):LINE(35,38)-(39,42):LINE(55,38)-(51,34):LINE(55,38)-(51,42):LINE(39,34)-(51,34):LINE(39,42)-(51,42):X1=15:Y1=47 :00=1:CR=6:LC=9:ST=0:EN=6.28:GOSUB 160 2380 X1=45:Y1=49:LR=7:R=6:OO=1:GOSUB 80 :X1=15:Y1=62:00=1:CR=6:L C=9:ST=3.14:EN=6.28:GOSUB 160 :X1=45:Y1=64:LR=7:R=6:OO=1:GOSUB 90 :X1=5:Y1=82:00=1:CR=5:LC=15:ST=0:EN=6.28:GOSUB 150 :RL\$="R":00 =1:R=5:LR=10:X1=40:Y1=82:GOSUB 60 2390 X1=5:Y1=97:00=1:CR=5:LC=15:ST=4.71:EN=1.57:GOSUB 150 :RL\$="L ":OO=1:R=5:LR=10:X1=40:Y1=97:GOSUB 60 2400 LINE(5,140)-(25,147):LINE(5,145)-(25,138):CIRCLE(5,139),3:CIR CLE(5,146), 3:GLOCATE(41,141), 0:PRINT#-3, "p":LINE(39,140)-(51,147), ,B:LINE(46,137)-(46,140):LINE(43,139)-(48,139):LINE(44,138)-(47,13 8) 2410 GLOCATE(11,157), 0: PRINT#-3, "i":LINE(9,155)-(21,162), B:LINE(1 6,152)-(16,155):LINE(13,154)-(18,154):LINE(14,153)-(17,153):LINE(9 ,163)-(21,163),0:GLOCATE(41,155),0:PRINT#-3,"a":LINE(39,155)-(51,1 62),,B:LINE(46,152)-(46,155) 2420 LINE(43,154)-(48,154):LINE(44,153)-(47,153):GLOCATE(11,170),0 :PRINT#-3, "0":LINE(9,170)-(21,177), B:LINE(16,167)-(16,170):LINE(1 3,169)-(18,169):LINE(14,168)-(17,168) 2430 GLOCATE(41,170),0:PRINT#-3,"x":LINE(39,170)-(51,177),,B:LINE(46,167)-(46,170):LINE(43,169)-(48,169):LINE(44,168)-(47,168):PUT(8 ,182),DC,PSET 2440 GLOCATE(41,180),0:PRINT#-3,"a":GLOCATE(36,187),0:PRINT#-3,"b" :GLOCATE(45,187),0:PRINT#-3, "C":LINE(31,180)-(59,180):GLOCATE(3,19 5),0:PRINT#-3, "con":LINE(1,195)-(30,195):GLOCATE(3,202),0:PRINT#-3 ,"fig" 2450 LINE(35,200)-(55,207), B:LINE(51,202)-(53,205), B:LINE(38,197)-(47,203),,B:PAINT(39,198),1,1:PAINT(46,202),1,1:GLOCATE(12,212), 0:PRINT#-3, "s":LINE(5,213)-(25,222), B:LINE(15,219)-(15,222), B:LI NE(24,216)-(25,217),B 2460 GLOCATE(42,212),0:PRINT#-3,"L":LINE(35,213)-(55,222),B:LINE(45,219)-(45,222),,B:LINE(35,212)-(55,212),0:LINE(54,216)-(55,217), , B:GLOCATE(12,227), Ø:PRINT#-3, "T":GLOCATE(12,231), Ø:PRINT#-3, "C":L INE(2,239)-(9,232):LINE(2,225)-(9,232) 2470 LINE(29,224)-(22,231):LINE(29,239)-(22,232):CIRCLE(45,228),5, ,,.1:LINE(40,229)-(50,237),,B:PAINT(45,230),CHR\$(17),1:RETURN 2480 GET(1,1)-(29,14), DR:GET(31,1)-(59,14), LI:GET(38,2)-(51,11), E1 :GET(1,16)-(29,29),TR:GET(31,16)-(59,29),BO:GET(1,31)-(29,44),CI:G ET (31,31)-(59,44), PO:GET (1,46)-(29,59), C1:GET (1,61)-(29,74), C2:GET (31,46)-(59,59),YU:GET(31,61)-(59,74),YD 2490 GET(1,76)-(29,89),C3:GET(31,76)-(59,89),CR:GET(1,91)-(29,104) , C4:GET(31,91)-(59,104), CL:GET(1,136)-(29,149), SC:GET(31,135)-(59, 149), PP:GET(1,150)-(31,164), IN:GET(31,150)-(59,164), AN:GET(1,165)-(31,179), RO:GET(31,165)-(59,179), XO

2500 GET(1,180)-(31,194),CO:GET(31,180)-(59,194),AB:GET(1,195)-(29 ,209),BP:GET(31,195)-(59,209),PR:GET(1,210)-(29,224),SD:GET(31,210))-(59,224),LD:GET(1,225)-(29,238),TC:GET(31,225)-(59,238),GC:SCREE N 0:RETURN 2510 IF PEEK(120)=135 OR PEEK(120)=134 THEN CLEAR,-3073:POKE 120,1 34:KP=&HF440:ELSE KP=14400

2520 GF=1:CLS:PRINT "INITIALIZING . . . please wait":GOTO 10

End

```
Program Listing 2. Screen grid generator.
```

10 'SCRNGRID/BAS
20 'A full line grid for screen incremented 10 pixels on x,y coord
inates for laying out screen graphics
30 CLR:SCREEN0:IC=10:X=0:Y=0
40 'Y axis lines
50 LINE(X,Y)-(640,Y)
60 Y=Y+IC:IFY=260THEN90
70 GOTO50
80 'X axis lines
90 LINE(0,239)-(639,239):X=0:Y=0
100 LINE(X,Y)-(X,240)
110 X=X+10:IFX=660THEN130
120 GOTO100
130 LINE(639,0)-(639,240)
140 IFINKEYS=""THEN140

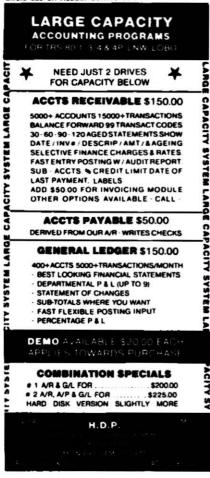
Program Listing 3. Hexagon design.

110 ' HEXTRI/BAS 130 CLR:CLS:SCREENØ 140 'OUTSIDE PERIMETER 150 LINE(140,110)-(220,40) 'AO **'BO** 160 LINE-(400,40) 'CO 170 LINE-(480,120) 'DO 180 LINE-(400,195) 'EO 190 LINE-(220,195) 'FO 200 LINE-(140,110) 210 'LINES TO HUB 220 LINE(220,40)-(310,120) 'H1 (C=CENTER-310,120) 230 LINE(480,120)-(310,120) 'H3 240 LINE(220,195)-(310,120) 'H6 250 'TURNS OUTSIDE PERIMETER INTO BARS 260 LINE(163,110)-(220,60) 'AM1 270 LINE(185,110)-(230,70) 'Al 280 LINE(260,55)-(390,55) 'BM1 290 LINE(270,65)-(365,65) 'B1 300 LINE (390,55)-(450,110) 'CM1 310 LINE (380,70)-(425,110) 'C1 320 LINE(445,130)-(380,185) 'DM1 330 LINE(420,130)-(380,165) 'D1 340 LINE (380,185) - (260,185) 'EM1 350 LINE (367,175) - (270,175) 'E1 360 LINE(220,175)-(163,110) 'FM1

3

Listing 3 continued

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Circle 155 on Reader Service card.





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PRODUCTS

16 • 80 Micro, September 1985

Listing 3 continued

370 LINE(235,165)-(195,120) 'F1 380 'INSIDE LINES THAT DO NOT GO TO HUB 390 LINE(163,110)-(297,110) 'P1 TOP 400 LINE(195,120)-(310,120) 'P1 MID 410 LINE (205,130) - (297,130) 'P1 BOT 420 LINE(220,60)-(270,110) 'P2L 430 LINE (365,65)-(310,120) 'H2 440 LINE(260,55)-(308,100) 'HIR 450 LINE(340,65)-(297,110) 'H2L 460 LINE(390,55)-(335,120) 'H2R 470 LINE(450,110)-(343,110) 'H3T 480 LINE(220,175)-(275,130) 'H5L 'H4L 490 LINE (380,185)-(297,130) 500 LINE (380,165) - (310,120) 'H4 510 LINE(335,120)-(390,155) 'H4R 520 LINE (445,130) - (349,130) 'H3BOT 530 LINE (314,139) - (260,185) 'H5R 540 'PAINT 550 PAINT(142,110), CHR\$(&H03)+CHR\$(&H05),1 'LEFT OUTSIDE 560 PAINT (230,42), CHR\$ (&HAE), 1 'RIGHT OUTSIDE 578 PAINT (398,193), CHR\$ (4H#5), 1 'RIGHT BOTTOM OUTSIDE 580 PAINT (310,122), CHR\$ (&HAA), 1 'BOTTOM INSIDE L 590 PAINT (313,118), CHR\$ (&HAA), 1 'TOP L 600 PAINT (307,118), CHR\$ (6HAA), 1 'LEFT L 610 PAINT (170,105), CHR\$ (&H0A) + CHR\$ (&HA0), 1 'TOP SHORT 620 PAINT (387,70), CHR\$ (&HØA) + CHR\$ (&HAØ), 1 'RIGHT TOP SHORT 630 PAINT (270,180), CHR\$ (&HØA) + CHR\$ (&HAØ), 1 'BOTTOM SHORT 640 PAINT(209,127), CHR\$(&HØF)+CHR\$(&HFØ),1 'IS1 650 PAINT(380,160), CHR\$(&H0F)+CHR\$(&HF0),1 'IS2 660 PAINT(345,70), CHR\$(&HØF)+CHR\$(&HFØ),1 'IS3 670 IFINKEYS=""THEN670 680 SCREEN1 698 CLS

End

Program Listing 4. Computer design.

5 COMPUTER/BAS 10 CLR:SCREENØ 20 LINE(60,30)-(450,30) 30 LINE-(450,160) 40 LINE-(60,160) 50 LINE-(60,30) 60 ' OUTER PROFILE 62 CIRCLE(55,25),20,,1.57,3.14 'UPPERLSF CORNER 64 CIRCLE(590,25),20,,0,1.57 70 LINE(50,15)-(595,15) 'TOP LINE 80 LINE(610,25)-(610,180) 90 LINE-(635,220) 100 LINE- (635,230) 110 LINE-(10,230) 120 LINE-(10,220) 130 LINE-(35,180) 'LSF SIDE LINE 140 LINE-(35,25) 150 'DISK DRIVES (TOP) 160 LINE (460,40)-(590,40) 170 LINE-(590,85)

180 LINE (460,85)-(590,85) 190 LINE (460,85)-(460,40) 200 LINE- (460,40) 210 'BOTTOM DRIVE 220 LINE(460,106)-(590,106) 230 LINE-(590,150) 240 LINE- (460.150) 250 LINE- (460,106) 260 LINE (590,90) - (590,100) 'LINE TO RIGHT OF LOGO 270 LINE-(460,100) 'LINE UNDER LOGO 280 LINE-(460,90) 'LINE TO LEFT OF LOGO 290 LINE-(590.90) 300 GLOCATE(462,92),0 310 PRINT#-3," TRS-80 MOD III" 320 LINE(590,126)-(460,129), BF BOTTOM DR BAR 330 LINE (515,129) - (535,137), BF 340 LINE(515,116)-(535,126),,B 350 LINE(590,63)-(460,66), BF 'TOP DR BAR 360 LINE(515,66)-(535,74),,BF 370 LINE(515,53)-(535,66), B 380 GLOCATE (560,140), 0: PRINT#-3, "0" 390 CIRCLE(490,73),4 400 GLOCATE (560,76), 0: PRINT#-3, "1" 410 CIRCLE(490,136),4:PAINT(490,136),CHR\$(&HPF),1 420 'KEYS 430 Y=180 440 FORR=1TO4 450 FORX=60 TO 450 STEP 30 460 IFR=1 OR R=3 THEN X=X+5 470 CIRCLE(X,Y),10,,,.3 475 PAINT(X,Y), CHR\$(&HAØ)+CHR\$(&HØA)+CHR\$(Ø),1 480 NEXTX 490 Y=Y+6 500 NEXTR 510 LINE(90,205)-(400,212),,B 'SPACE BAR 515 PAINT(95,208), CHR\$(&HAA),1 520 'NUMERIC KEYS 530 Y=180 540 FORR=1TO4 550 FORX=495T0570 STEP 28 560 CIRCLE(X,Y),10,,,.3 565 PAINT(X,Y), CHR\$(&HAØ)+CHR\$(&HØA)+CHR\$(Ø),1 570 NEXT 580 Y=Y+6 590 NEXTR 600 LINE(43,175)-(595,175) BOX AROUND KEYS 610 LINE- (595,180) 612 LINE-(610,217) 613 LINE-(30,217) 614 LINE-(43,180) 615 LINE-(43,175) 650 BOTTOM LOWER PORTION CASE 660 LINE(10,233)-(635,233) 670 LINE-(630,239) 'RIGHT END 680 LINE-(15,239) 690 LINE-(10,233) 695 PAINT(12,234), CHR\$(&HAØ)+CHR\$(&HØA),1 696 PAINT(50,162), CHR\$(&HØA)+CHR\$(&HAØ),1 2000 IFINKEYS=""THEN2000

Circle 207 on Reader Service card.





Briefcase Computer Report, Wayne Green's



newest publication: PICO, WGE Center/ 70 Rte. 202N, Peterborough, NH 03458.

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Notes

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NEW PRODUCTS / edited by Mare-Anne Jarvela

Wishful Thinking

In Infocom's new fantasy, Wishbringer, you play a mail clerk in a small seaside town. After you deliver a mysterious envelope to the Olde Magick Shoppe things start to happen: A cat gets kidnapped, the town and its people take on new characteristics, and the Evil One and her Boot Patrol lurk around corners.

Wishbringer differs from other Infocom stories in that the way you play affects the game's outcome—Wishbringer has more than one ending. The game offers two levels of play.

A Model III or MS-DOS disk is available for \$39.95. For further information, contact Infocom Inc., 55 Wheeler St., Cambridge, MA 02138, 617-492-1031.

Circle 551 on Reader Service card.

Great Idea

Kamas Outline Processor from Kamasoft Inc. is available for the Models II, 4, 12, and 16 running CP/M-80 version 2.2 or above. Kamas combines outline processing and information retrieval with word processing.

Outline processing is an aid to organize ideas and categorize information. It lets you classify information into a familiar, outline structure and then alter and access the information based on that structure. It lets you hide detailed information and focus on how the ideas fit together as you create and develop material.

Word processing features include a full-screen outline editor integrated with a fullscreen text editor for justifying text, setting margins, paging, line spacing, and



Infocom's latest game, Wishbringer, for the Model III and MS-DOS machines.

printing out copies.

For \$147 plus \$4 for shipping and handling you get Kamas. a three-volume User's Guide. reference cards, and a free subscription to The Kamas Report, an application newsletter. For more information, contact Kamasoft Inc., 2525 S.W. 224th Ave., Aloha, OR 97007, 503-649-3765.

Circle 563 on Reader Service card.

Turbo Read

Speed Reading Plus (\$49.50) will double your reading speed in 15 lessons. The program runs on the Models III and 4/4P with one disk drive and 48K.

The lessons start with an entry-level survey that measures your present visual skills and reading ability. The program then adjusts the program's difficulty level to your needs. At the end of each 20minute lesson the program shows your performance. You can see or print out an overall progress report whenever you want.

The lessons include fulllength stories that practice vocabulary development, visual skills, comprehension, detail recall, and generalization skills.

For further information, contact LSR Learning Associates Inc., 707 Broad Hollow Road, Farmingdale, NY 11735, 516-293-6700. Circle 556 on Reader Service card.

Teacher's Aide

EduSoft has two programs, Teach It and Test It, available for the Models III and 4/4P with a disk drive.

Teach It (\$79.95) lets you create lesson units that include introductory information; objectives; pretest, posttest, and unit test questions; lesson text; supplementary reading lists; and even graphics. You can choose from four different question formats: multiple choice, true-false, fill-in-the-blank, or modified true-false.

Test It (\$49.95) creates a different test for every class or student. You build a bank of test questions that you can expand and save. You can select questions for a particular test or indicate the number, difficulty, and mix of questions you want. In addition to the question formats in Teach It, Test It provides essay-format questions. The program creates paper tests with answer keys or computerized tests.

For more information, contact EduSoft, P.O. Box 2560, Berkeley, CA 94702, 800-338-7638.

Circle 562 on Reader Service card.

Beautiful View

Traveling Software's T-View 80 transforms the Model 100's 40-column screen into a movable 60-column window on a full 80-column display.

The display activates when you use the computer's builtin text processor and telecommunications program. Word wrapping adjusts to any width up to 80 columns.

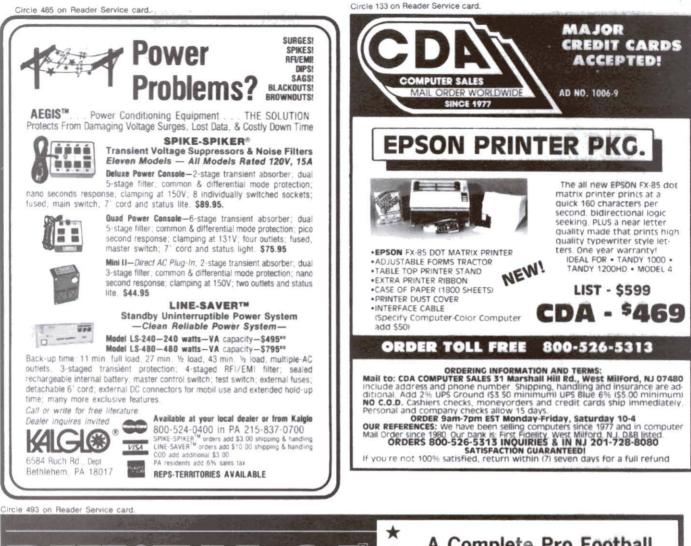
T-View 80 also includes the Traveling Memory Manager, which lets you keep track of file sizes.

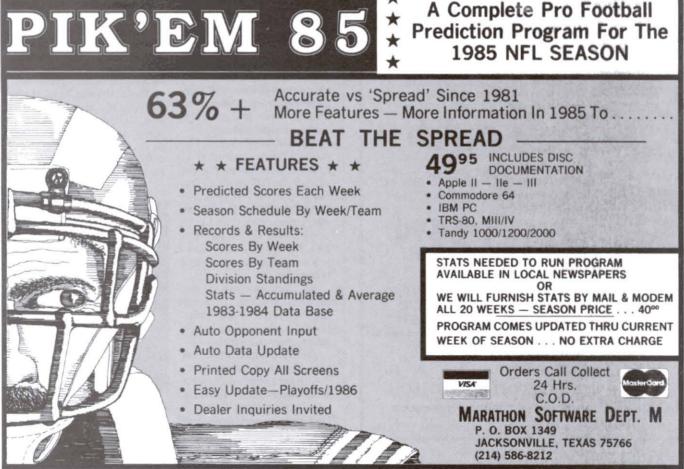
The \$39.95 package requires 16K and is available in Radio Shack stores. For more information, contact Traveling Software Inc., 11050 Fifth Ave., N.E., Seattle, WA 98125, 206-367-8090. Circle 553 on Reader Service card.

Window Talk

Window-Comm (\$18.95) for the Models III and 4 (48K) is a communications package that uses windows to display such features as on-line help, date/time, disk directories, file text, automatic dialing, and system configuration. You can display up to seven windows on top of the original screen information.

A multitasking print function prints files while you execute windowing functions. A single keystroke lets you









NEW PRODUCTS Epson's DX-10 and DX-20 daisy-wheel printers provide

letter-quality printing.

select functions such as send/ receive files, capture information, help, and baud/parity changes.

For more information, contact Pacific Software Consultants, P.O. Box 5, San Luis Rey, CA 92068, 619-439-2577

Circle 559 on Reader Service card.

Handsome Prints

Epson offers two letterquality daisy-wheel printers priced under \$500. The DX-10 (\$399) is an 82-column, 10 characters-per-second (cps) parallel printer. It also offers friction paper feed and bidirectional logic-seeking.

The DX-20 (\$499), a 110column printer, prints at 20 cps and includes all the features of the DX-10 plus a Diablo all-purpose interface (for RS-232C, IEEE-488 and parallel connections) and a 1K print buffer (expandable to 7K). An optional keyboard lets the printer function as a typewriter.

Both printers provide proportional spacing, underlining, bold print, double strike, bold double strike, superscripts, and subscripts.

For more information, contact Epson America Inc., Computer Products Division, 2780 Lomita Blvd., Torrance, CA 90505, 800-421-5426. Circle 552 on Reader Service card. the Models III, 4, and 4P.

Word it Right

Jeanette J. Bieber-Moses' SuperScripsit Word Processing for the TRS-80 Models III, 4, and 4P describes the ins and outs of SuperScripsit, covering everything from basic word processing to advanced applications.

It also contains detailed advice on how to use the Scripsit and SuperScripsit dictionaries, time-saving productivity tips, and a help section with over 100 solutions to common computer problems.

The softcover book costs \$17.95. For more information, contact Scott, Foresman and Company, 1900 E. Lake Ave., Glenview, IL 60025, 312-729-3000.

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All about SuperScripsit for

Tandy 1000

Model 1, 3, 4 Hard Drives

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Tandy 1000 Hard Drives

HDS Hard Drives for the Tandy 1000 allow booting directly from the Hard Drive using the Tandy DOS. All units are complete with controller, ready to plug in and use. The Internal Hard Drive Units replace the top disk drive inside the 1000, or request an external unit for only \$150. more.

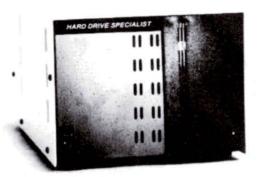
10 Meg Internal						,			÷								\$549.
20 Meg Internal														•			\$749.
30 Meg Internal							•				•				•		\$1349.

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8087 Board

8087 Math Co-processor board for the Model 1000.



Model 1, 3, 4 Hard Drives

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20 Megabyte	\$1295.	\$1095.
30 Megabyte	\$1895.	\$1695.

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NEW PRODUCTS



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The Hold'n Fold CRT Copyholder from Charles Leonard Information Processing Supplies provides a stand for papers or a book to free up your hands for typing. It mounts on the left or right side of your monitor.

The holder doesn't take up any desk space as it folds

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against the monitor when not in use. Alternatively, you can remove it from the CRT mount and use it as a freestanding tabletop unit.

Hold'n Fold costs \$34.95. For more details, contact Charles Leonard Inc., 79-11 Cooper Ave., Glendale, NY 11385, 718-894-4851. Circle 555 on Bender Sentine cord

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Key Change

Data-Cals (\$14.85/set) let you relabel keyboard keys for specific job functions, to meet software program requirements, or to remove present data with matched blanks.

Two formats are available: opaque Data-Cals for changing or covering up present keys and transparent Data-Cals for adding information to existing keys.

For more information, contact Aspen Graphics, Overlay Division, 1032 W. 23rd St., Tempe, AZ 85282, 602-829-8443.

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Educational Directory

Educational Resources for Microcomputers: The 1984 Software Directory is available from Information Inc. for \$27.50.

The information in the directory is from The Microsearch Database, the largest on-line data base in the coun-



Data-Cals give your keyboard a new appearance.

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Get Organized

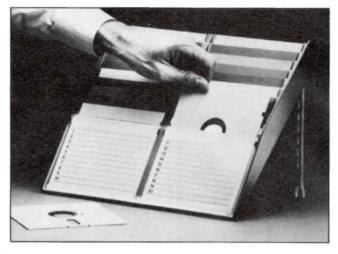
DiskPorter (\$29.95) from Potomac Industries uses a stairstep design to store up to 20 disks with the labels exposed.

When you open its cover, DiskPorter stands up as an easel; closed, it fits into a desk drawer or on a bookshelf. Mounting brackets let you hang DiskPorter on the wall.

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Code Quest, a new release from Sunburst Communications for the Models III and 4 (48K), focuses on children's fascination with codes to develop problem-solving skills and strategies. The program is suitable for grades 4 to adult. Code Quest encourages users to develop discrimination, classification, and pattern identification skills through codes composed of letters, numbers, and pictures. A special option lets students or teachers create their own mystery objects and clues. For \$55 you receive a disk. back-up disk, and teacher's guide. Contact Sunburst Communications Inc. (39 Washington Ave., Pleasantville, NY 10570, 800-431-1934) for more information. Circle 557 on Reader Service card.

Ship Ahoy

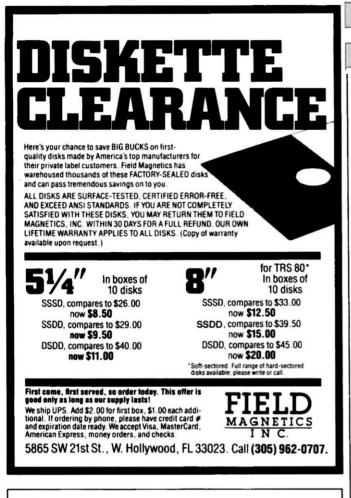
Clear For Action is a new 48K Model I/III/4 game from Microcomputer Games, a division of Avalon Hill Game Co.

You are the admiral of epic sea battles in the age of wooden ships and iron men. You command up to five cannon-laden sailing vessels and attempt to out-sail and outgun an opponent or the computer. Clear For Action has 11 predefined scenarios available, or you can design your own.

A cassette is \$25. For further information, contact Microcomputer Games Inc., 4517 Harford Road, Baltimore, MD 21214, 301-254-9200.

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any sequence. Many leatures for reading, writing, editing track and sector data. Hyperzap	
the tool that lets you be in charge. Make your own self booting disks. Take your own CMD file and turn it into a dual booting Me	
1/III/IV disk. Autopilot mode allows learn, saves and repeats procedures. Disk comes wi	
fascinating examples.	
Hardware needed: 48K 1 drive minimum, One version for all TRS-80 models 1, 3 and	
Manual and disk \$49.95 ppd. Separate Max-60 version available.	
Arranger II Disk Index System	
World's finest disk cataloging system. At last you can find that file when you want it. Arrang	
will CATALOG. SORT and FIND up to 11000 files fast! Runs on any Model I, Ill or IV and	
automatically recognizes virtually any DOS even double sided ones!	
Highly recommended - \$49.95 = \$3 ship	
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40344-Cord PO Box 51155, Raleigh, NC 27609 VISA (919) 847-4779 6-11 pm EST	
Check, COD, Mastercard and Visa Accepted.	

NEW PRODUCTS

DIFFERENT TRACK



Your disks will be safe from fire and theft in the Sentry Supreme Media Safe.

Fire Escape

John D. Brush & Co. Inc. makes a fire-resistant media safe to safeguard your irreplaceable files and data against fire. The safe holds up to 200 3¼-inch, 80 5-¼-inch, or 40 8inch disks with storage space for system documentation.

Sentry Supreme Media Safe comes in two models that cost \$600 and \$750. The safe is tested and classified by Underwriters Laboratories to protect the contents at temperatures up to 1,700 degrees Fahrenheit for one hour.

A three-number changeable combination lock and a bolting system adds security against theft. For more information, contact John D. Brush & Co. Inc., 900 Linden Ave., Rochester, NY 14625, 716-381-4900. Circle 564 on Reader Service card.

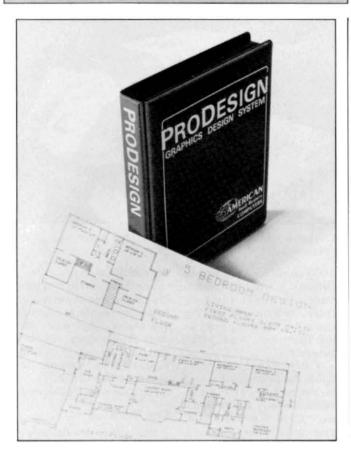
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New Products listings are based on information supplied in manufacturers' press releases. 80 Micro has not tested or reviewed these products and cannot guarantee any claims.

MS-DOS NEW PRODUCTS



ProDesign II-designs on your computer.

Fine Lines

American Small Business Computers Inc. has a computer-aided design package, ProDesign II, available for the Model 1000 for \$299.

ProDesign II is designed primarily for engineers and architects, but you can use it for interior design and presentation graphics. It supports a mouse and digitizing pads for data input, although they're not required. You can send drawings to most dotmatrix printers and plotters.

You draw on a "virtual screen." which gives you a drawing area four times the size of the physical screen. Drawing features include lines, curves, circles, ovals, arcs, area fill, and extensive text capabilities. ProDesign II has on-screen zoom and rotate, auto dimensioning, and complete editing capabilities. You can also move, copy, rotate, and expand or reduce sections of the drawings.

The program supports user-created symbol libraries and overlay capabilities. You

color graphics, two drives, and a printer or a plotter. For more information, contact American Small Business Computers, 118 S. Mill St., Prvor, OK 74361, 918-825-4844. Circle 578 on Reader Service card.

Show Your Depreciation

Depreciation Plus (\$395) from Good Software Group is a fixed-asset management package for the Models 1000 and 1200. It provides three applications for fixed-asset management: asset control, accounting and depreciating assets for tax purposes, and accounting and depreciating assets for financial reports.

The package is available through Radio Shack. For more information, contact Good Software Group, 12900 Preston Road, Dallas, TX 75230, 214-239-6085.

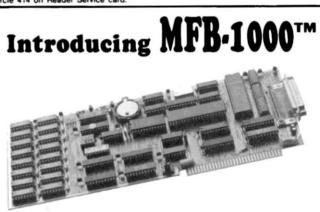
Circle 574 on Reader Service card.

Board it Up

The TanPak from Hard Drive Specialist is a multifunction board for the Model need a 512K computer with 1000. It contains the Model



Circle 414 on Reader Service card.



Designed for use with the new Tandy 1000 Personal Computer, the MFB-1000 contains three of the most needed functions on a single 10" expansion card. Using either 64K or 256K DRAM chips, the MFB-1000 can be populated with up to 512K of memory bringing the total system memory to 640K. Additionally, the board also includes an IBM compatible serial communications port (identified as COM1) and a battery backed real time clock/Calendar. As required by the design of the Tandy 1000, the MFB-1000 also contains its own DMA Controller. However, the DMA Controller can be disabled, making the MFB-1000 compatible with the Tandy 1200 as well as other IBM compatible machines.

128K RAM \$329.95 256K RAM \$369.95 512K RAM \$429.95 ORDERING INFORMATION

Visa/Mastercard orders accepted. Allow 2 weeks for personal checks to clear. Add \$3.00 shipping and handling. C.O.D. orders add \$2.00. N.J. residents add 6% sales tax.

ac.



P.O. Box 813 911 Columbia Avenue N. Bergen, NJ 07047 (201)330-1898

Dealer Inquiries Welcome

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State of the art technology in board design, our direct replacement of Radio Shack's* internal RS-232 board, mounts inside the Model III or 4 on the existing brackets. All cables, screws and complete mounting instructions are included. Non-technical people will find that installation is quick, straight forward and simple requiring less than 15 minutes to complete.

Total compatability with Radio Shack[®] and all existing software is maintained Software programmable baud rates from 50 to 19.200 baud are supported along with programmable word length, stop bits, and parity. May be utilized in either half of full duplex operation. Outstanding Value

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MS-DOS NEW PRODUCTS



Enter a golf tournament on your computer and win prizes.

1000 direct memory access circuitry, a serial port, clock, and additional memory (128K, 256K, or 512K). You can get a 256K upgrade kit for the 128K and 256K boards.

The 128K version costs \$399. For more details, contact Hard Drive Specialist, 16208 Hickory Knoll, Houston, TX 77059, 800-231-6671. Circle 576 on Reader Service card.

Incorporate Yourself

ComputerLaw Inc.'s Forming Your Own Corporation (\$25) for the Models 1000, 1200, and 2000 helps you incorporate your business without paying unnecessary legal fees.

The disk includes articles of incorporation, bylaws, minutes. sample corporate purposes, waivers, transmittal letters, addresses of state incorporation agencies, and a commentary to the language of incorporation forms so you can complete the paperwork necessary for incorporation without having to consult an attorney.

For more information, contact ComputerLaw Inc., 1087 Taft St., Rockville, MD 20850, 301-340-8100.

Circle 575 on Reader Service card.

Picture Show

Bottomline Graf (\$99) produces graphics presentations in pie, bar, and line formats from numerical data on MS-DOS-compatible computers. It provides up to 12 intervals on the X- and Y-axes along with clustered or stacked bar graphs, multiple line graphs,

and combined charts.

The menu-driven program can send output to a monitor, printer, or plotter. It requires 64K and one disk drive. For more information, contact Venture Software, 16200 Ventura Blvd., Encino, CA 91436, 818-986-4110.

Circle 573 on Reader Service card.

Tee Totaler

Golf's Best simulates the world's top golf courses on your MS-DOS computer. You challenge the course by selecting clubs, force of swing, direction, and so on.

Golf's Best features color graphics, sound effects, closeups, aerial views, regular and championship tees, periodic changes in pin placements, and scorecard.

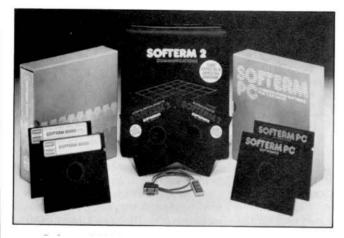
The package comes with registration forms so you can enter the 1 STEP computer golf tournament. You play a specified course as many times as you want and send in your best score. 1 STEP Software offers trip and cash prizes.

One to four players can play Golf's Best. The package costs \$49.95. For more information, contact 1 STEP Software Inc., Charlotte Plaza, Suite 1300, Charlotte, NC 28244, 800-525-4653. Circle 577 on Reader Service card.

Convert That Basic

TRSTOMS (\$50) lets you convert Basic programs for the Models II, III, 4, 12, 16, and 100 to PC-DOS and MS-DOS Basic. It saves you up to 90 percent of manual conversion time.

MS-DOS NEW PRODUCTS



Softerm 2000 lets your computer do the talking.

The program operates on any MS-DOS machine, including the Models 1000, 1200, and 2000. You must transfer a TRS-80 Basic program to an MS-DOS disk before you can use TRSTOMS on it. Then TRSTOMS changes most Basic instructions to conform to MS-DOS Basic. It converts file names, adds spaces where required, and converts instructions like PRINT@, OPEN "D", POS, and others. It also adjusts Tab

Circle 464 on Reader Service card.

and Locate commands to compensate for the different notation system.

TRSTOMS also prints out a conversion report indicating the conversions it made and flagging graphics or control codes that may present problems under MS-DOS.

You need a 64K MS-DOS machine with one disk drive and a printer to run TRS-TOMS. You can buy a demo disk for \$7 and later credit that to a future purchase. For

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New Products listings are based on information supplied in manufacturers' press releases, 80 Micro has not tested or reviewed these products and cannot guarantee any claims.

more information, contact Ramona Enterprises Inc., 1087 Taft St., Rockville, MD 20850, 301-340-8100. Circle 570 on Reader Service card.

Term Talk

Softronics Inc. offers their terminal program, Softerm, for the Model 2000. Softerm 2000 (\$195) includes keyboard macros, a built-in phone book for automatic dialing, and simultaneous capture to print on disk. It also supports popular transfer protocols like Xmodem and emulates 24 popular terminals so you can access mainframe computers. An additional emulation lets the Model 2000 act as a terminal for a Model 16 Xenix multiuser system.

You can buy Softerm 2000 in your Radio Shack store, or contact Softronics Inc. (3639 New Getwell Road, Suite 10, Memphis, TN 38118, 901-683-6850) for more information. *Circle 571 on Reader Service card.*

Graphics Solutions High-Resolution Software and Hardware

GBASIC 3.0 · Radio Shack Model 4/4P/III hi-res board owners take note of an enhanced graphics Basic; GBASIC 3.0 not only has an equivalent for each of the BASICG commands but adds a number of important new commands while using less memory. The hi-res screen can be printed on any of 20 popular printers or saved to or loaded from disk without leaving Basic. The software works with TRSDOS 1.3, 6.1.2, 6.2, LDOS, NEWDOS80, and DOSPLUS. The disk contains 40 graphics programs/files. Also included is a detailed manual which includes assembly language entry addresses. \$49.95. (Specify Model 4 or III mode or add \$10 for both.)

The following nine programs run on a Model 4/4P/III equipped with a Radio Shack graphics board and GBASIC 3.0 or a Micro-Labs Grafyx Solution board:

DRAW - A powerful full screen graphics drawing and editing program. \$39.95.

BIZGRAPH - Create business graphs from hand-entered or VisiCalc data. \$98.00.

xT.CAD - Professional drafting aid which outputs to a printer or plotter. \$449.95.

CHESS • A very powerful program with 10 skill levels, 40 play options. \$49.95.

REVERSI - Play Othello with 10 skill levels, 20 execution options. \$39.95.

3D Tic-Tac-Toe - Play the computer or a friend on a $4 \times 4 \times 4$ matrix. \$29.95.

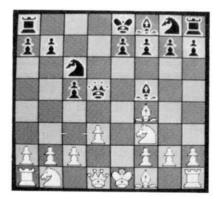
3D-PLOT · View three-dimensional data from any perspective or angle. \$39.95.

MATHPLOT - Plot equations of the form Y=F(x) with auto scaling. \$39.95.

SURFACE PLOT - Plot three-dimensional equations of the form Z=F(x,y). \$39.95.

GRAFYX SOLUTION. Plug-in, clip-on board enhances any Model 4/4P/III to provide $640 \times 240 / 512 \times 192$ dot graphics. Comes with over 40 programs and files including GBASIC 3.0 which adds over 20 new commands. \$199.95.

JOY-MOUSE. Allows a Radio Shack CoCo joystick, mouse, or touch pad to be connected to any Model 4/4P/III. Hardware provides X, Y position values from 0 to 255. A built-in speaker produces sound from the cassette port. \$129.95.



G.I.N.A. Software program for the Model 4/4P/III/I which uses the standard block graphics screen to display a window to a larger 65536×65536 dot tablet. The arrow keys are used to draw two or three-dimensional figures. The display can be scaled, shifted, or rotated in any dimension. The final picture is printed in hi-res on Radio Shack, Epson, Gemini, NEC 8023, or Prowriter printers. \$75.00.

Please specify your exact system configuration when ordering or requesting information. Payment may be by check, Visa, Mastercard, or COD. Domestic shipping is free on pre-paid orders. Texas residents add $5\frac{1}{8}$ sales tax.

MICRO-LABS, INC. 214-235-0915 902 Pinecrest, Richardson, Texas 75080

A Little Light Pen Musing

Send your questions dealing specifically with Tandy products, services, or policies to Ask Tandy, 80 Micro, 80 Pine St., Peterborough, NH 03458. Be sure to specify which model computer you use. A representative at Tandy's Fort Worth, TX, headquarters supplies all answers published here.

G•I've waited breathlessly for an announcement about a light pen for the Tandy 1000. In the June 1985 Ask Tandy column, I read that Tandy is only "considering" bar code systems for computers other than the 100/200. Tell me it isn't so. Is this a change in intention, since Tandy included a light pen port on the 1000? Can I use other pens on the 1000 without modification?

A: First of all, don't confuse a light pen, which works with your

computer's screen, with a bar code reader, which reads those little encoded, printed stripes. One has nothing to do with the other.

We included a light pen port on the 1000 for future expansion. Right now, we feel light pens are too expensive. When they get more cost effective, chances are good we'll have one. Sorry, I have no information about other light pens that might work.

How long after buying a Tandy computer can I buy a service contract? After my equipment is repaired, can I see it before leaving the store?

A Service contracts are available any time. If your unit isn't still under warranty, we require a checkout at a fee of \$25 per system. If we find any defects, you must have them repaired before you buy a contract.

Small systems are easy to check out prior to your picking them up. Complex systems usually aren't in the store prior to delivery, but your store can probably work something out with you, depending on the circumstances. Check with them.

G•You've traditionally offered computers in various configurations. Why no 128K version of the Model 4?

A couple of reasons: First, since Basic won't address the second 64K except as a RAMdisk, we expected the 64K version to be far more popular. And, it would be prohibitively expensive to have our stores carrying two versions of a computer so easy to upgrade.■

DISKS & SUPPLIES

Disks, Program Packaging. Low prices on BASF, Memorex, Verbatim, Dysan. Binders, Slips like Tandy 1000, 2000. Much more. Free Catalog. Anthropomorphic, 376 East Saint Charles, Lombard, IL 60148 (312) 629-5160.

Dollar Diskettes! DS/DD w/Hub ring. Dollar Brand are available in packs of 10 for \$10.00. Add \$2.00 postage and handling to total order. No minimum no maximum lifetime garuantee. 4831 S. Hampton, LB-41 Dallas, TX 75232.

SOFTWARE

Coin Collectors! Unique program uses built-in market value file and prices your U.S. collection. Brochure available. Compu-Quote 6914 Berquist, Canoga Park, CA 91307 (818) 348-3662.

Masonic Lodge Secretary's Programs. Models III and Native 4/4P versions. \$65.00 ppd. John Taylor, 106 Busch Hill, Wetumpka, AL 36092.

Pageone—Quick, easy, Model I, III word processor. \$49.95 or SASE for information. Roy Scott, Box 1508, Bakersfield, CA 93302-1508. Powerful Mailing List Program. Completely menu driven. Specify LDOS, NEWDOS, TRSDOS, TRSDOS6. \$19.95 Mail check or money order to: Zarchy Data Processing, P.O. Box 1012, Woodbridge, NJ 07095. BBS support at 201-494-3558.

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Get the attention you deserve. 80 Micro is now offering classified ads at a special intoductory price. Reach over 100,000 readers with news of your product or service. Classified ads on the pages of 80 Micro get results. Write to 80 Micro 80 Pine St. Peterborough, NH 03458 attn: Classified manager for information and deadlines.

PUBLICATIONS

Close-out Sale! TRS-80 Encylcopedia by Wayne Green Inc. 10 volume hardcover was \$199.50 now \$79.99. 10 volume softcover was \$109.50 now \$58.99. Mail to DiskCount Data see page 7 for address.

HARDWARE

Model 100 64X RAM modules only \$375 each. 8K RAM modules \$34.95 each. 24K RAM modules for Tandy 200 \$139 each. PG Design Electronics, Inc. 66040 Gratiot, Richmond, Michigan 04862 (313)727-2744.

MEMORY MINDER ... A UNIQUE APPROACH TO DISK RELIABILITY!

emory Mine	der E 1983 J&M Systems, Li
Q -	Quick Test
A -	Analog Alignment Ald
1 -	Index Hole Timing Display
S -	Speed Display
B -	Radial Alignment Display
Z -	Azimuth Rotation Display
н-	Hysteresia Display
60 -	End Program

Select any one of seven tests to perform preventive maintenance or to isolate problems. Simple, single-letter commands make MM easy to use! Use MM to align the head, adjust the index hole detector, or adjust the speed.

Memor	y Minde	r		f 1983 J&J	A System	ns, Ltd
		51	PEED SCO	PE		
270	280	290	300	310	320	330
			RPM			
		Drive - 0	Head - 0	Track - 00		
D-Seid	ect drive		tistop drive		o main i	nenu

Check the motor speed of your drives. Or, you can even use the Speed Test to adjust the drive speed. No need for any test equipment!

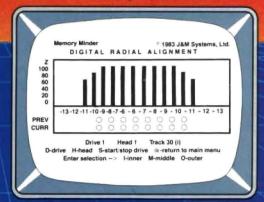
PROTECT YOUR DATA.

Now you can make sure your data is being recorded properly by the use of the revolutionary *Memory Minder*.

The Memory Minder from J & M Systems, tests your disk's performance and calibration without any additional equipment! It measures your disk's performance and displays it on your screen.

This is the most comprehensive disk diagnostic program available for your TRS-80 microcomputer. You can even adjust drive alignment while watching the display!

Spot problems *before* they endanger your data! If you own a disk drive, you *need* the *Memory Minder!*



Use the MM Radial Alignment Test to check the head alignment of your drives. No need for an oscilloscope or other expensive test equipment!

Memory M	inder = 1983 J&M Systems.
	QUICK TEST
	Speed test
	Index hole timing test Adial alignment test Azimuth rotation test
	. Hysteresis test
	"" End of test.
	Drive 0
D-Select	drive S-Start/stop drive #-Return to main me Enter selection ->

Use the Quick Test to quickly and automatically test five of the most important performance parameters of your drive. Monitor your drives for long term drift. Isolate problems quickly and automatically!

Price
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\$89
\$129
\$89
\$79
\$99

MM also available for other models

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PERSARCCEIVABLES" is a complete menu-driven accounts receivable, invoicing, and nonthly statement-generating system. It keeps track of all information related to who wes you or your company money, and can provide automatic billing for past due ac-ounts. VERSARCCEIVARLES" prints all necessary statements, invoices, and summary eports and can be linked with VERSALEDGER II" and VERSAINVENTORY".

VERSAPAYABLES" \$99.95 VERSAPAYABLES" is designed to keep track of current and aged payables, keeping you in touch with all information regarding how much money your company owes, and to whom. VERSAPAYABLES" maintains a complete record on each vendor, prints checks, check registers, youchers, transaction reports, aged payables reports, vendor reports, and more. With VERSAPAYABLES", you can even let your computer automatically select which youchers are to be paid.

VERSAPAYROLL^{**} \$99.95 VERSAPAYROLL^{**} is a powerful and sophisticated, but easy to use payroll system that keeps track of all government required payroll information. Complete employee records are maintained, and all necessary payroll calculations are performed automatically, with totals displayed on screen for operator approval. A payroll can be run totally, automati-cally, or the operator can intervene to prevent a check from being printed, or to alter information on it. If desired, totals may be posted to the VERSALEDGER IT^{*} system.

VERSAINVENTORY" \$99.95 VERSAINVENTORY" is a complete inventory control system that gives you instant access to data on any item. VERSAINVENTORY" keeps track of all information related to what items are in stock, out of stock, on backorder, etc., stores sales and pricing data, alerts you when an item falls below a preset reorder point, and allows you to enter and print invoices directly or to link with the VERSARCEUVABLES" system. VERSAINVENTORY" prints all needed inventory listings, reports of items below reorder point, inventory value re-ports, period and year-to-date sales reports, price lists, inventory checklists, etc.

COMPUTADNICS

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VERSALEDGER II**

\$149.95

GENERAL LEDGER?

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 VERSALEDGER II"
 \$149.95

 VERSALEDGER II" is a complete accounting system that grows as your business grows. VERSALEDGER II" can be used as a simple personal checkbook register, expanded to a small business bookkeeping system or developed into a large corporate general ledger system without any additional software.

 • VERSALEDGER II" gives you almost unlimited storage capacity (300 to 10,000 entries per month, depending on the system),
 • stores all check and general ledger information forever,

 • prints tractor-feed checks,
 • handles multiple checkbooks and general ledgers,
 • prints 17 customized accounting reports including check registers, balance sheets, income statements, transaction reports, account listings, etc.

- listings, etc.

VERSALEDGER II" comes with a professionally-written 160 page manual de-signed for first-time users. The VERSALEDGER II" manual will help you become quickly familiar with VERSALEDGER II", using complete sample data files supplied on diskette and more than 50 pages of sample printouts.

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Every VERSABUSINESS" module is guaranteed to outperform all other competitive systems, and at a fraction of their cost. If you are not satisfied with any VERSABUSINESS" module, you may return if within 30 days for a refund. Manuals for any VERSABUSINESS" module, you purchased for \$25 each, credited toward a later purchase of that module. All CP/M-based Computers must be equipped with Microsoft BASIC (MBASIC or BASIC 80)

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