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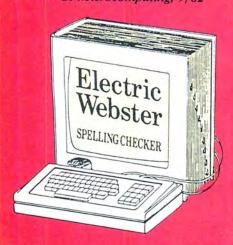
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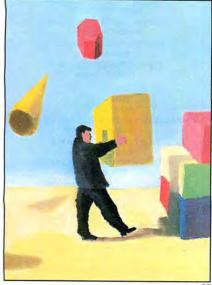
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### October 1986

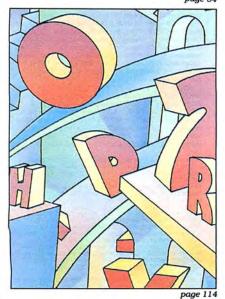
## 80 micro



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Four subroutine libraries compared.

34. The Complete Guide to Basic Debugging by Lewis Rosenfelder
Save your sanity and your programs with our comprehensive debugging directory. (Models I, III, 4, and 1000)

36. 21 Debugging Hints

40. Master Checklist

42. A Guide to Basic Error Messages

114. The Road to Better Sorting by Hardin Brothers Seven all-occasion sorts. Choose the right one to get the job done fast. (Models 4, 1000, 1200 and 3000; Load 80)

124. What's Your Function? by Joel M. Hoffman How to make the most of Basic's DEF FN command. (Models III, 4, and 1000)

126. Restorative Powers by David Goben
A sure cure for accidental resets within Scripsit. (Models I, III, and 4/4P/4D; Load 80)

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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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structions provided. If you own a Model I or III disk system, you boot the Load 80 disk and transfer the files to a TRSDOS system disk according to simple on-screen directions. If you own a Model 4, copy the Model 4 programs from the Load 80 disk to your TRSDOS 6.x disk using the COPY command.

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

#### Sort Takes

Article: The Road to Better Sorting (p. 114).

System: Model 4, 64K RAM.

Six sort routines that bring order to the chaos of data lists. Language: Basic.

Cassette filespecs: B, C, D, E, F, G, H.

Disk filespecs: SORTLST1/BAS, SORTLST2/BAS, SORTLST3/ BAS, SORTLST4/BAS, SORT-LST5/BAS, SORTLST6/BAS, SORTLST7/BAS.

#### Scripsit Recovery

Article: Restorative Powers (p. 126).

System: Model I, 16K RAM, Cassette Scripsit; Model I, 32K RAM, Disk Scripsit; Model III, 16K RAM, Cassette Scripsit; Model III, 32K RAM, Disk Scripsit; Model 4 with 64K RAM, Scripsit, EDAS editor/assembler (optional).

A complete set of recovery programs for all versions of Model I/III/4 Scripsit.
Language: Assembly.
Cassette filespecs: RECM1C, RECM1D, RECM3C, RECM3D, RECM4.
Disk filespecs: RECM1C/CMD,

Disk filespecs: RECM1C/CMD, RECM1D/CMD, RECM3C/CMD, RECM3D/CMD, RECM4/SRC, RECM4/CMD.

#### Model 4 Math

Article: The Next Step (p. 148). System: Model 4, 64K RAM; EDAS editor/assembler (optional). Working with extendedlength integer arithmetic on the Model 4.

Language: Assembly.
Cassette filespec: MULTBY.
Disk filespecs: MULTBYTE/SRC,
MULTBYTE/CMD.

#### Loc-Editor

Article: How to Read 80 Micro (p. 158).

System: Models I and III, 32K RAM.

A program that finds errors for you.

Language: Disk Basic. Cassette filespec: J. Disk filespec: LOCEDITR/BAS.

#### Checksum

Article: How to Read 80 Micro (p. 158). System: Models I, III, and 4, 32K RAM.

Use our checksum program to check the accuracy of the Basic listings you type in. Language: Disk Basic. Cassette filespec: I. Disk filespec: CHECKSUM/BAS.

#### **Bonus Program**

System: Model 4, 64K RAM.

A Model 4 memory exerciser and diagnostic program.
Language: Assembly.
Cassette filespec: MEMTST.
Disk filespec: MEMTST/CMD,
README/TXT. The latter is the documentation for the program.
For a printout, type LIST
README/TXT (PRT) at TRSDOS
Ready and press the enter key.

BAS = Basic, SRC = source code, CMD = object code, TXT = ASCII text file

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Terms: VISA, MasterCard, checks, C.O.D. Please add sales tax in California. Word finally came down from Tandy's in-house advertising agency (which some waggish Forth Worth executive, in a moment of inspiration, named the Central Advertising Agency): Bixby's contract expired at the end of June.

And boy, did it expire. An internal memo instructed the people in charge of ads, "To insure that there are no difficulties regarding this for any parties, either for Radio Shack or any of the magazines used by us, please ask your production manager to purge any materials (film, slicks, etc.) that contain Bill Bixby."

We don't know why Tandy and Bixby didn't renew their contract. Perhaps Tandy simply decided that it was time to change its image. (If you ask, "What image?" it just shows how jaded and cynical you've become.) They've had Bixby around since the Model 2000, and while the ad campaign has been innocuous enough, it hasn't exactly made advertising history.

The real question, of course, is: What will the new image be? Will Tandy continue to press forward with its low-rent, papier-mache style of advertising? Will the actors in its commercials continue to look like their frontal lobes were removed with an ice pick? Or will Tandy break out with something different and exciting?

If you watch much TV, you're aware of the many different approaches ads take these days. Tandy has a variety of options, depending on what kind personality it wishes to project to the public.

Patriotic ads seem to be most prevalent. They show red-blooded, working-class Americans rediscovering their pride through cars, beer, insurance, and hamburgers. I have yet to see a computer company take this approach. It seems like a natural for Tandy, with its Radio Shack stores in nearly every town in the country.

Here's the scenerio. Tandy President John Roach drives up to a construction site somewhere in the Heartland, where a bunch of honest American guys are working up an honest American sweat. John gets out of his honest American pickup. He's dressed in a red flannel



shirt and blue jeans, and is carrying a lunch pail in one hand and the Model 100 in the other. John speaks.

"If you're tough like these guys, you need a tough computer. That's the kind of computer Tandy makes—rugged, honest, and, most of all, cheap."

John talks a bit more about the 100's virtues. As he finishes, an honest American guy slaps him on the shoulder and shoves a beer in his hand.

"Here ya go, Big John; we couldn'ta done it without ya."

The commercial fades with John and the guys happily bonding in their masculine way as Willie Nelson sings the Tandy jingle: "We know Americans want it straight/We make computers that make America great."

Another common approach appeals to our nostalgia for the simplicity of rural life in the good old days. (My favorite features a guy eating a wholesome bowl of cereal and fruit in his garden while a fearless rabbit looks on. Whoever thought this one up was using a strong psychedelic.) I envision the Tandy ad as going something like this:

A young couple walks into a country store. They're arguing about something. A kindly, older woman approaches, and asks in a German accent:

"Zo vot zeems to be ze problem vis you two?"

Woman: "Oh, Hilda, it's our computer. Bill doesn't like it anymore."

Hilda: "Ach! Zo haf you tried ze Model 1000 from Tandy?"

Man: "Aw, come on! All computers are alike!"

Hilda: "Zat shows how much you know. Here—look at zis!" Hilda shows them her 1000 behind the counter and explains its many advantages.

Woman: "So let's try it!"

A week later:

Bill: "Hilda, we don't know how to thank you. The 1000 is great, and our marriage is saved!"

Hilda: "Goot! Zo you vont to buy zome zoftvare?"

Merry laughter as the commercial fades.

Another common type of ad features famous retired jocks. A jock ad would do well for Tandy, given their presence on TV during sporting events.

For example, Bob Uecker and Too-Tall Jones walk into a Radio Shack Computer Center.

Uecker to clerk: "Hey, buddy! Whaddya got for a famous guy like me who's always on the go?"

Clerk: "Well, Mr. Uecker, how about this Model 200?"

Uecker: "200! That's my lifetime batting average! I'll take 10 of 'em!"

The clerk tells Uecker about the 200's great features, while Uecker fills in with repartee. The ad closes with Uecker dumping a load of 200s into the back seat of his car.

Uecker: "Now what the heck happened to Too-Tall?"

Jones comes out of the store with a Model 6000 under each arm.

Jones: "Hey, Bob, check out these easy-carrying portables!"

Life without Bill Bixby isn't the end, but rather a new beginning. Will Tandy rise to the challenge? Don't move away from your sets.

#### The Clothes Make the Man?

Speaking of image, Tandy got quite a bit of press for its new dress code that puts Computer Center personnel in conservative business suits and prohibits men from wearing moustaches or beards. Said Senior Vice President Ron Stegall, "A beard or a mustache has never sold a computer."

Let me check my calendar. This is 1986, isn't it?

Tandy has every right to expect its employees to be neat and professional, but you've got to wonder about this idea that shaving improves sales performance. As my grandmother used to say, "Shave a bozo and what have you got? A hairless bozo."■

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#### **Art Criticism**

Bruce Tonkin, in his article "Learning GOTO Gracefully" (May 1986, p. 82) rails against those who dogmatically oppose the GOTO statement. I can't blame him, but I don't quite agree with him either.

Abandoning GOTOs in favor of GO-SUBs makes no sense out of context. Most structured programmers make judicious use of GOTOs in Basic and in Cobol, and it is virtually unavoidable in most Assembly-language programs. Anyone who describes structured programming solely in terms of GOTO avoidance doesn't understand the goal of structured code or is unwilling to take time explaining it.

Bruce might be overreacting to the gurus of no-GOTO and has thus thrown out the baby with the bathwater. He says Basic doesn't have a Case statement, but in fact it does allow for a case *structure* that existed long before languages having the Case statement were created.

Bruce's solution to the convoluted keyboard-input code in Program Listing 2 is indeed an improvement, but it might be difficult to apply to other case problems. The structured solution to this problem would be:

100 IF A\$ = "Y" GOSUB 200 ELSE IF A\$ = "N" GOSUB 300 ELSE GOSUB 400

110 'Program continues here

200 'Handle A\$ = "Y"

290 RETURN

300 'Handle A\$ = "N"

390 RETURN

400 'Handle exceptions

490 RETURN

The keyboard-parsing logic is clear and it's easier to see the program's overall flow. The keystroke is dealt with in line 100 and the program continues at line 110 without the subroutines obscuring the overview. You can also use Bruce's technique by replacing my line 100 with the following:

100 ON 1+INSTR(" YN",A\$) GOSUB 400, 400,200,300

This isn't as clear as the preceding code, but it can easily handle situations where a large number of possible responses won't fit into Basic's line limit.

Using GOSUBs instead of GOTOs encourages modularity and makes it easier to figure out what the code is trying to do.

> Barry Kornfeld President, Stony Clove Computers New York, NY



I'm afraid Barry has misunderstood me, or I have failed to make myself clear. I don't believe that "structured programming" means "get rid of GOTOs." As I said in my article, programmers should avoid using the GOTO in certain circumstances because it is frequently abused.

I listed examples of this kind of abuse and noted that even my more complex programs use the GOTO. Like Barry, I believe the GOTO is an essential part of most programming strategy and that attempts to do away with it are misauided.

Barry's example of a structured way to handle keyboard input has minor defects: The If statement lacks a corresponding Then, and the code requires Basic to evaluate each case one at a time (the INSTR method requires just one evaluation). He is correct, though, when he says the INSTR method may not easily be generalized to arbitrary case-type constructions, in which case his method would be a good alternative.

There are nearly as many definitions of structured programming as there are programmers, but it does seem that Barry's definition isn't very different from mine.

-Bruce Tonkin

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 300/1,200 baud, 8-bit words, 1 stop bit, no parity.

Bruce Tonkin's dreams and realizations about the American National Standards Institute (ANSI) standard for Basic are much the same as mine ("Mistaken Measures," July 1986, p. 92). For a quick applications program, I'll take a good, strong "extended" version of Microsoft Basic any day.

I first saw the proposed standard 2½ years ago and was appalled—it's an absolute nightmare of syntax rules and variety of application. ANSI has only given us a rat's nest of options.

Jerry L. Latham Midwest City, OK

#### **Multi-Basic Revelation**

As someone who is interested in the "breath of fresh air" that is supposed to come with using compilers, I read with interest Mark Goodwin's review of Alcor Systems' Multi-Basic Compiler (November 1985, p. 33)—so much so that I went out and bought the product.

Most of my programs deal with ionospheric physics and make extensive use of sines, cosines, and the like. Imagine my dismay at finding that compiled and CODEGEN programs run about three times slower than they do in Basic. Apparently for reasons of economy, Multi-Basic leaves some mathematical functions in pseudo-code instead of converting them to machine language.

I've written the following "pirouette" benchmark—so named because it goes around the origin three times—for others who do scientific programming:

10 PI = 3.14159: A\$ = TIME\$

20 FOR I=0 TO 1080: TH=I\*PI/180: Y=SIN
(TH): NEXT

30 B\$=TIME\$: PRINT "STARTED AT"; A\$;
" AND ENDED AT"; B\$

40 END

The Multi-Basic Compiler ran this benchmark on my Model 4 in 100 seconds, while Basic did it in 26.

If I had seen numbers like this earlier, I'd be \$69.95 richer.

Richard R. Brown Anacortes, WA

#### Whack Shack Yak

My solicitation for reader comments on Radio Shack service (Side Tracks, June 1986, p. 8) got about 50 responses, with Whack the Shack letters outnumbering Don't Whack the

#### INPUT

Shack letters by 2 to 1. This is actually a decent showing for Tandy, since unhappy customers are more likely to be vocal. (Our own surveys show that about 75 percent of our readers are satisfied with Tandy's customer support.)

About the only conclusion the letters lead to is that a customer's impression of Tandy and Radio Shack is determined by how well the local Computer Center serves him. If Tandy wants to improve its image, it has to start with the fellow behind the counter.

-Eric Maloney

#### Thumbs Down

I've learned to expect no help from Radio Shack Computer Center personnel because they know precious little more about computers than I do.

There is no way to establish a personal relationship with anyone because nearly every time I go there, the personnel has changed.

Radio Shack's user's manuals are ambiguous, confusing, and clumsy, and its personnel are ignorant, cold, evasive, and indifferent.

The bottom line is this: Generally speaking, Radio Shack has a good, reasonably priced product but a very poor support system.

James P. Needham Brandon, FL

When I bought my computer, the 9 key wouldn't work. I made a call to the Radio Shack dealer in South Carolina who sold me my Model I.

Dealer: What does it do when you press it?

Me: It doesn't do anything.

Dealer: Then don't use it.

Me: But I write all my own programs. I need the parenthesis.

Dealer: You're bright. Program around it.

When I was buying software in a company store in Wichita, KS, the salesman requested I sign my name to an agreement stating that I wouldn't use the sale item commercially. I wouldn't sign and asked for my money back. The salesman opened the drawer and threw the bills and change at me! I, my sister-in-law, and nearby customers were all crawling around on the floor picking up the money.

But revenge is sweet. I dropped into another company store in Enid, OK, to find a new power supply for my Model I. They had a Model I they said they couldn't fix, so I bought it for \$25. When I powered up at home, the screen filled with trash, so I reached around the back of the monitor and turned the horizon-

tal-hold knob. The computer has worked perfectly ever since.

It's the spirit of the Model I and its initial impact in 1977 that makes it live on. It was the first gleam in thousands of peoples' eyes.

If I were Citizen Kane, my Model I would be my Rosebud; I will never give it up. I wish I had a sign in front of my house that said, "If your Model I doesn't serve its purpose anymore, leave it here, but keep the spirit with you forever." Something like that is too intangible for Radio Shack to understand.

Michael Shuck Riverside, MO

For the past six months I have had nothing but trouble from the Radio Shack Computer Center here in Wichita. The salespeople are much more knowledgeable about commissions than they are about Tandy products or computers in general. I actually overheard one salesperson explaining that the Model 4D is expandable to 768K RAM!

A month and a half ago, I ordered a Model III Technical Reference Manual. For three weeks, the Computer Center people forgot to order it. When I finally reminded them, they ordered a repair and service manual instead. I have yet to see my manual.

Finally, I received a letter announcing a patch to update TRSDOS 6.2.0 to 6.2.1. I instantly went to the Center and asked about the update. They didn't have any, and "We'll order one today" was their reply. I received the update disk four months later.

David Anderson Wichita, KS

#### Thumbs Up

No more cheap shots at Tandy. They are a sound, well-managed company offering just about the best price/performance ratio on the market. And they don't sneer at Mr., Mrs., and Ms. Public the way the crowd at Big Blue are apt to do. Also unlike Big Blue, they are everywhere.

I am not into buying fancy initials or K-Mart electronics equipment. I want the best for my computer dollar and I find it at the Shack.

> Janet Littler Cleveland, OH

We chose Color Computers for our freshman introductory program and are pleased with the decision. The people at the Augusta Radio Shack have been very supportive and have gone out of their way to meet our needs. They constantly keep us up to date on new equipment and software to help us introduce

our students to the world of computers.

Convenience, low cost, fast repair service, and knowledgeable salespeople have made the Shack our most valuable computer resource. They've made meeting our new state computer proficiency requirement a lot easier.

Bob Teague Winthrop High School Winthrop, ME

We could probably make a list of complaints that would be pretty long. Then we would have to make a list of the times we were happy with the service from Radio Shack—that list would be much longer.

James Barkman Dinuba, CA

The Shack gets our vote. The world has treated it unfairly. My only complaint is about Tandy's refusal to deal with superior operating systems and software such as NEWDOS, MULTIDOS, DOSPLUS, and Typitall.

Henry C. Aldrich University of Florida Gainesville, FL

I am a Tandy person. I believe in them. I believe in their products. I believe in their salespeople. I believe in their service. I have been dealing with them since about 1979 and have never had bad dealings with anybody at Tandy's home office or stores.

> David Bahn Monroe. LA

Mr. Bahn reports that he owns a Model I, two Model IIIs, two Model 4Ps, a Model 1200, two 16K Model 4's, a Model 1000, a TI 99/4A, a Commodore 64, and a Timex-Sinclair.

-Eds.

Don't whack this Radio Shack. The manager's name is Bart. He has supported his customers faithfully since 1979 and goes out of his way to support old and new machines. The man knows every computer club personally because he makes it a priority to visit club meetings and answer questions.

He defends Radio Shack and Tandy as a good manager should and supports them through their failures. The leadership Bart exhibits earns him praise all over the Silicon Valley. I think he was born with a Z80 chip installed in him.

> R.W. Brown Campbell, CA

Bart's store is at 1820 Saratoga Ave. in San Jose.

-Eds.

Ilustration by Anthony Russo

Send your questions or problems dealing with any area of Tandy/Radio Shack microcomputing to Feedback Loop, 80 Micro, 80 Pine St., Peterborough, NH 03458.

#### Making the Big Move

Q: We are a small company using an MAI Basic Four minicomputer and several stand-alone 48K Model IIIs and 64K Model 4's. Recently, we bought a Tandy 1200 HD and a communications program for transferring data from the MAI to the Model 1200.

We want to buy more 1200s to replace our Model IIIs and 4's but would like to save the data and programs for use on the 1200s. Is there a program to convert Model III and 4 programs and data to the 1200? We use TRSDOS 1.3 on the Model IIIs and TRSDOS 6.2 on the 4's (VisiCalc and Profile on both) and plan to use Ashton-Tate's dBase III and Lotus 1-2-3 on the 1200s. (Richard Stickney, Wabash, IN)

A: You can move the data between computers but can't convert the programs so easily. The easiest way to move data is with a disk-conversion utility such as Hypercross or SuperCross. Either will copy data from the Model III or 4 to an MS-DOS disk, where you can read the data into your program. While you can save both VisiCalc and Profile data files in ASCII, you might have problems getting the MS-DOS programs to read the data because it's in the wrong format.

Hypercross is available from Hypersoft, P.O. Box 51155, Raleigh, NC 27609, 919-847-4779 from 6 to 11 p.m. Supercross is available from PowerSoft, 17060 Dallas Parkway, Suite 114, Dallas, TX 75248, 214-733-4475.

#### **Disassembly Instructions**

Q: Where can I get a Model III/4 disassembler, editor/assembler combination that will let me disassemble large programs into modules that I can link again later? (M.H. Briggs, Walla Walla, WA)

A: MISOSYS sells programs that could help you. For the Model III, try a combination of EDAS and DSMBLR. For the Model 4, try PRO-DUCE and either PRO-Create or PRO-MRAS, which also work with Model III programs. All are available from MISOSYS Inc., P.O. Box 239, Sterling, VA 22170-0239, 703-450-4181.

The Alternate Source's Insight is another good disassembler; you can use it in tandem with their ALE or ZEN assem-



blers. For information, contact The Alternate Source, 704 N. Pennsylvania Ave., Lansing, MI 48906, 517-482-8270.

#### A Real CAD

Q: Are there any CAD (computer-aided design) or CAE (computer-aided engineering) programs for my Model III with 48K and two disk drives? What additional software or hardware will I need? (R.L. Tretber, Fort Lauderdale, FL)

A: The only Model III program we know of is xT.CAD from Microdex (1212 N. Sawtelle Ave., Tucson, AZ 85716, 602-326-3502). It requires a high-resolution graphics board available from Radio Shack National Parts (900 E. Northside Drive, Fort Worth, TX 76102, 817-870-5662) or Micro-Labs Inc. (902 Pinecrest, Richardson, TX 75080, 214-235-0915).

#### Color Commentary

Q: Is there a graphing program for the Model 4 comparable to the Radio Shack Model III Business Graphics Analysis Program (catalog no. 26-1597)? I prefer one that uses the high-resolution graphics board. Also, is there a Model 4 program that does color graphics on the Tandy CGP 220 color printer? (Richard A. Belz, Gainesville, FL)

A: While there are graphics programs available for the Model 4, none is comparable to the Business Graphics Analysis Program (BGAP). BGAP is fine if you don't mind switching data between the Model III and 4; it will certainly do the job in regular and high-resolution mode. It drives the CGP 220 well, creating high-quality color graphics.

#### Squeezing the Screen

Q: I use a Tandy 1000 HD and need a high-memory, machine-language pro-

gram that will read the screen contents into the RS-232A port. (I used to have a program that did this on the Model III.) Can you refer me to an 80 Micro back issue or to a company that supplies this type of program? (John Terfehr, Yucca Valley, CA)

A: You can use memory-resident SideKick (Borland International Inc., 4113 Scotts Valley Drive, Scotts Valley, CA 95066) to grab screen text (the screen-input function) into SideKick's Notepad. Then save the text block-copied from the screen to a file with SideKick's block-write command, and send that to the RS-232 from DOS with the Copy command: COPY file name.TXT COM1. If you're in a communications program, input the text from screen; then send the text (as if typed from the keyboard) with SideKick's block-export function—carriage returns, line feeds, and all.

#### Divide and Conquer

**Q:** Can you recommend a text or commented program that lets you switch memory banks 2 or 3 into and out of the upper 32K of memory? I want to do this on my 128K Model 4 in Model III mode. Radio Shack's *Model 4 Technical Reference Manual* is no help. (Richard Robertson, Chautauqua, NY)

A: "The Great Divide," by E. Cameron Snyder (August 1985, p. 62), uses the banks in the Model III mode in Assembly language.

#### **WordStar Navigator**

Q: I have a CP/M question. I am trying to install MicroPro's WordStar for printer output. Does anyone know the proper hexadecimal addresses for status requests for the Model 4P as requested by the Install.COM program? I have tried everything I can think of and can only get WordStar to print what seems to be the right half of the page. (James Pitney, San Francisco, CA)

A: According to John Long of Montezuma Micro, if you have the Montezuma Micro version of CP/M, you should run WordStar's WInstall program to set up installation. Install it as an ADM-3A terminal. Montezuma Micro has a version already installed and ready to go for the Models 4 and 4P.

#### **Functionally Illiterate**

**Q:** I am switching from a Model 4 to a Tandy 1000 HD and have been unable to use the 1000's function keys in my pro-

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#### FEEDBACK LOOP

grams as a CHR\$ within an INKEY\$ routine, as I could on the Model 4. Here's part of the routine I want to use:

- 100 X\$="":X\$=INKEY\$:IF X\$="" THEN GOTO 100
- 110 X = VAL(X\$)
- 120 IF X\$ = CHR\$( CHR\$ for function key 11 or 12) THEN GOTO 1000
- 130 ON X GOTO etc.

(Glenn E. Smith, Olathe, KS)

**A:** The Tandy 1000 manual doesn't explain function keys very well. Refer instead to the chart in the back of the Basic manual showing the keyboard ASCII scan codes.

Function keys produce extended codes (ASCII zero followed by another ASCII code) for creating special keys. F11 and F12 (unshifted) are listed as X-098 hexadecimal (hex) and X-099 hex. In Basic, using decimal numbers, these codes translate to CHR\$(0) + CHR\$(152) and CHR\$(0) + CHR\$(153).

Here's a sample program:

- 100 X\$="":X\$=INKEY\$:IF X\$="" THEN GOTO 100
- 110 X = VAL(X\$)
- 120 IF X\$ = CHR\$(0) + CHR\$(152) THEN PRINT "F11"
- 130 IF X\$ = CHR\$(0) + CHR\$(152) THEN PRINT "F12"
- 140 GOTO 100

This program doesn't work with function keys F1 through F10, which have been assigned the functions listed at the bottom of your screen. You can use the On Key statement to get around this inconvenience, but you must use a GO-SUB instead of a GOTO. For example:

- 10 KEY(1) ON:KEY(2) ON
- 20 ON KEY(1) GOSUB 1000
- 30 ON KEY(2) GOSUB 1100
- 40 GOTO 40
- 1000 PRINT "You pressed F1":RETURN
- 1100 PRINT "You pressed F2":RETURN

#### Running into Red Tape

Q: I program almost exclusively in Basic on a Model 4, and have a wide selection of Basic programs—many featuring graphics—on cassettes that I ran on my Level II Model 1. I am unable to transfer these programs to disk under TRSDOS 6.2 and have to retain them on tape using Model III mode. I've rekeyed some nongraphics programs on the Model 4 and stored them on disk, but I can't do the same with graphics programs that use the Level II Set, Reset, Point, and CHR\$ commands.

Also, the Model 4 won't accept most of my Model I system tapes, including Adventure International's StarFighter and SubLogic's Flight Simulator—not even in Model III mode. Hayden's Sargon II runs, but with a peculiar graphics set. (E.A.J. Robjohns, Beckenham, Western Australia)

A: The Model 4 doesn't have Set, Reset, and Point commands; "Upgraded Graphics," by Alan D. Smith (August 1985, p. 76), tells you how to add them to Model 4 Basic programs. "Move It!," by John D. Wolfskill (September 1986, p. 62), expands on the same idea.

"A Happy Medium," by David M. Roberts (January 1986, p. 70), offers a program for transferring Model I/III system tapes to a Model 4 disk. Roberts' program solves some of the problems created by differences in the computers' memory layouts. Most system programs are quite specific, however, and won't transfer and operate on other systems easily.

#### 1000 HD Mystery Keys

**Q:** The Model 1000 HD reference guide states that keys 13, 14, 15, and 16 control cursor movement when you're using the On Key GOSUB command. My computer, however, uses codes 11 through 14. Why is this? (Emilio Serrano, Rangacua, Chile)

A: The new version of the 1000's GW-Basic 2.02 is Tandy's version 1.01. Tandy rearranged the On Key assignments to make its version more compatible with IBM Basic. F11 and F12, which were 11 and 12 in the first 1000 Basic, are now 21 and 22. The arrow keys are now 11 through 14, as you noted.

#### Anatomy of a Model 4

**Q:** As a computer-science student, I'd love to learn more about my computer. Can you recommend a book that will informally introduce me to the architecture and organization of the Model 4? (Leila M. Laaksonen, Marietta, GA)

A: We suggest Mod-4 by Jack from Crest Software (2132 Crestview Drive, Durango, CO 81301), which was reviewed in the August 1985 80 Micro (p. 115). Another good source is The Programmer's Guide to LDOS/TRSDOS Version 6.x, by Roy Soltoff (MISOSYS Inc.), a review of which appears on p. 119 of our November 1985 issue.

#### The Great Leap

Q: I've been trying to convert programs for my old Model I, 35-track, single-density system to my new Tandy 1000. Changing from PRINT@ to Locate is no problem, and neither is inserting spaces around key words—it's just time-consuming. I have yet to see a conversion program that does even these two tasks completely and properly.

The major problem concerns PEEK, POKE and some Data statements. Question: Is there a publication or list containing PEEK and POKE locations and usage for the Model I and Tandy 1000? (R.W. Russell, Albuquerque, NM)

A: The best information source we've

seen for converting Model III (or Model I) Basic to 1000 GW-Basic is the CONV3TOPC manual by Educational MicroSystems (P.O. Box 471, Chester, NJ 07930, 800-922-0786, 201-879-5982 in New Jersey).

#### **Memory Space Lowdown**

**Q:** I own a Tandy 1000 with 256K (including a 128K Memory Expansion Board). I have two questions:

Why does the computer say it has only 59,676 bytes of memory space when I boot up Basic?

I want to get a 20-megabyte (MB) hard disk for my Tandy 1000. Do I have to get a direct memory access (DMA) chip and/or a new BIOS ROM first? (Harold Robinson, Enumclaw, WA)

**A:** Basic can address a maximum of 60K, unless you have only 128K.

The DMA chip came with the Memory Expansion Board. You should have the new BIOS ROM 1.01 for third-party hard drives. For a 20MB hard drive, get Microsoft's PC-DOS 3.1.

#### A Sharper 1000

**Q:** I want to upgrade my Tandy 1000's display resolution with a transistor-transistor logic (TTL) monitor. Where can I find the display card I need? (Zincheng Own, Bridgewater, NJ)

A: See PCA Technology's ad in the July 1986 issue (p. 95) for the Hercules-compatible Monoboard, which should drive an IBM-type TTL monochrome monitor from your 1000. You can contact them at 2512 Pegasus Drive, Bakersfield, CA 93308, 805-392-1714.

#### Out of Print

Q: I'm having trouble using the /P command with VP Planner on my Tandy 1000 and Okidata 92 printer with Plug and Play ROMs. I can print just fine from my other programs, but I have to come out of VP Planner every time I want to print something. Can you help? (Randolph Martin, Richardson, TX)

A: If you have an early-model 1000 (bought in 1984 or shortly after) you might need to alter the printer port. Very early 1000s don't support one of the printer status bits, which causes problems with some programs. Check with your local Tandy repair center.

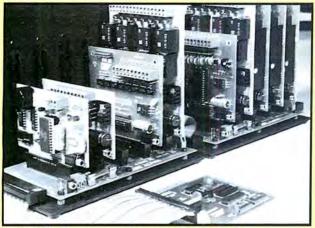
#### No Brownouts Expected

Q: I own a Tandy 1000, which I recently equipped with a Qubie PC20 20MB hard disk. I also have Tandy's Memory PLUS board (filled with 640K) and an internal 1,200-baud modem. Both the hard-disk controller and modem are 5½-inch boards.

I also plan to add Tandy's piggyback Digi-Mouse board, but I'm concerned

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. If you use only one or two cards, the motherboard is not required. One card will plug directly into the CA-163 cable. Cable for two cards: CA-162...\$39

RE-140: \$129 **Relay Card** 

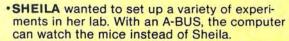
8 industrial relays on board. Contacts are rated at 3 amps. You can control up to 64 cards (512 relays) using several motherboards. Jumpers are used to simply select the card address. The card is easily controlled in BASIC with "OUT" or "POKE". For example, OUT 1,0 turns all the relays off on card #1. Eight LED's show which relays are on.

#### **Digital Input Card** IN-141: \$49

It's safe and easy to connect and read switches, keypads, thermostats, alarm loops, etc. The eight inputs can monitor the presence of voltage or switch position. Simple INP or PEEK commands read the status (On or Off) of the inputs. Each input is optically isolated for convenience and safety.

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With this 8 bit, 8 channel A/D converter, your computer can read voltages, temperatures, pressures, light levels, etc. Take over 100 readings per second in BASIC (several thousand with machine language). It's simple to use, for example: OUT 1,3 selects channel #3, then A=INP(1) reads the voltage on that channel. Input range: 0 to 5.1V. Resolution: 20mV. Conversion time 120us.



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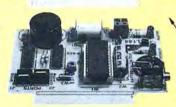
-What about my limited budget? Good news! The A-BUS is the most economical system for any computer, anywhere. Also, you pay only for the functions you need.

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- What would I need? Select the A-BUS cards, and slip them into a motherboard. Plug the adapter into your computer and connect them with a cable.

- Can I get the user's manuals? Yes, the complete set for all the A-BUS cards is available for only \$10. Also, you are welcome to call our tech line about your application.











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## FEEDBACK LOOP

that the system's power supply is already being taxed to its limits. Do you know if a larger power supply for the Tandy 1000 is available? If so, how is it rated and priced? (Anthony Q. Martin, Clemson, SC)

A: We don't know of a larger one yet, but we also haven't heard of anyone overloading the 1000 power supply. We've had more hardware installed in our 1000s than what you mentioned without any problems.

#### Readers Respond Clearing the 1000's Screen

Reader Emilio Serrano (Rangacua, Chile) writes that our recommendation to Joseph Malacria (March 1986, p. 16) to use CHR\$(26) on the Model 1000 as an equivalent to the Model 4's CHR\$(31) doesn't work.

We've since learned that there is no ASCII code to clear to the end of the screen in GW-Basic. In Basic, entering control-Z from the keyboard does clear to the end of the screen, but this isn't the same as the CHR\$(26) the program sends to the screen.

Richard C. Kohlheyer (Las Vegas, NV) has come up with an alternative solution, in which L stands for the line number.

VIEW PRINT L TO 24: CLS: VIEW PRINT 1 TO 24: LOCATE L,4: RETURN

#### **En Francais**

Francine LeClerc asked for a program to add French accents to the Model 4 keyboard (July 1986, p. 16). Tim Worcester of the Electronic Closet in Bainbridge Island, WA, recommends installing a custom-designed video-character ROM if the intention is to add accent marks to characters displayed on screen. Tim says he has provided several such ROMs to French-Canadian Model 4 users. The Electronic Closet's address is 8187 N.E. Blakely Court W., Bainbridge Island, WA 98110.

#### Name That Disk

A.D. Bangham of England asked in the July issue (p. 16) if he can alter the name of an already formatted disk. According to Patrick J. Orgine (Mountain Home, ID) you can use the ATTRIB function of Model 4 TRSDOS 6.2 to change the disk name at any time, as long as you know the master password. You can also use the ATTRIB function to change the owner and user passwords along with the protection level on the disk.

Joseph P. Dineen (Pocasset, MA) has a program that will perform the change in TRSDOS 1.3 on the Model III (see the Program Listing).

Program Listing. Dineen's program for changing TRSDOS 1.3 disk names.

```
10 'RENAME TRSDOS 1.3 DISK
20 CLS
30 POKE 16561,&HEE:POKE 16562,&HBE:POKE 16409,1:CLEAR 500
40 FOR N=-16656 TO -16644:READ A:POKE N,A:NEXT
50 IF PEEK(293)<>73 THEN POKE &HBEFA,221:POKE &HBEF1,0
60 DEFUSR=&HBEF0
70 N1$="":N1=VARPTR(N1$):POKE N1,8:POKE N1+1,&HDØ:POKE N1+2,&HBF
80 DATA 17,1,17,1,0,33,0,191,205,117,70,201
90 CLS:PRINT"Rename TRSDOS Disk"
100 PRINT:PRINT"Place Diskette in Drive 0 and press <ENTER> or Q t
0 Quit.":PRINT
110 Y$=INKEY$:IF Y$=""THEN 110 ELSE IF Y$="Q" THEN END
120 X=USR(0):PRINT "Current Name is "N1$:PRINT
130 N3$=N1$:INPUT "Enter New Name";N3$:N3$=N3$+" ":MID$(N1$
1,8)=MID$(N3$,1,8): '8 SPACES BETWEEN QUOTES
140 PRINT:PRINT"Entering "N3$:FOR N=1 TO 500:NEXT
150 IF PEEK(293) <> 73 GOTO 170
160 POKE &HBEFA,0:X=USR(0):POKE &HBEFA,117:GOTO 90
170 POKE &HBEFA,239:X=USR(0):POKE &HBEFA,221:GOTO 90

End
```

#### Calling AT&T

Also in the July Feedback Loop (p. 16), Edward Kionka and Ron Scott advised Gil Seiler on how to interface a Tandy Daisy Wheel II printer with an AT&T 6300 computer.

Michael M. Meyers (Montclair, NJ) writes that his early-vintage DW II won't recognize the 1B and 15 hex codes for eliminating the extra line feed, presumably because the printer has an older-version ROM. For users running MS-DOS 2.0 or higher, he recommends Montezuma Micro's PC-Write, which sells for \$6 as public-domain disk M382 (P.O. Box 763009, Dallas, TX 75376-3009, 800-527-0347 or 800-442-1310 for orders).

Michael says PC-Write includes a driver specifically for the DW II that lets him do word processing on an Epson QX-16 computer.

#### CP/M on an LNW

Barry Erick (Dallas, PA) has some suggestions for Larry Arbour, who wants to run CP/M software on his LNW computer with 40- and 80-track TEAC drives (July 1986, p. 16).

Barry recommends using the LNW.COM program to set up the drives to recognize the popular CP/M disk formats. Type in and enter LNW, and call menu B for a list of alien disk formats. You can order the proper CP/M format from there. Barry used this method with a CP/M version of Borland International's Turbo Pascal on a Kaypro disk. He called up LNW, selected Kaypro SS (single sided) for drive B, placed an LNW-formatted disk in drive A, and used the PIP a:b:\*.\* command to make a copy of the master.

You can also use the LNW Set.COM file to custom-program the disk driver. To find out what's on an LNW disk—including interleave factors and the number of sectors and disk sides—go to Set and answer the prompts. You can also customize the drive to accept foreign disks not listed in the LNW.COM program.

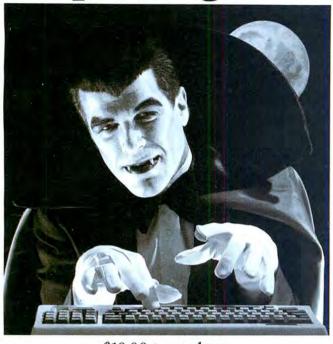
Finally, 80 Micro advertiser Monte-

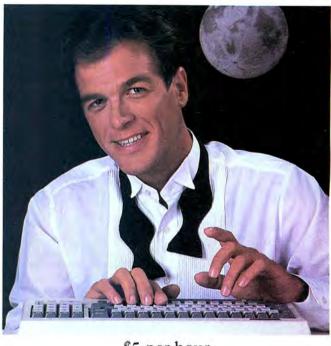
zuma Micro sells software in the LNW format.

#### Seeking Help

- ▶R.E. Gustafson (Habichts Inc., 274 Dakota Square, Huron, SD 57350) is looking for a Model 4 version of Postman, a mailing-list program. He already owns the Model I/III version but wants to use it on a Model 4P.
- ► Goezt Gemper (Kaiserstrasse 151, D-5300 Bonn 1, West Germany) asks if anyone still sells the Interactive Control Language from XYZT Computer Dimensions of New York, and whether the language supports NEWDOS/80 Version 2.0 on the Model I.
- ► Manuel T. Guillan Jr. (Box 1576, Quebradillas, PR 00742) is seeking a Trivia Fever program for the Model 4.
- ▶Robert L. Brickhouse (724 N.W. 61st Terrace, Fort Lauderdale, FL 33317) is looking for a program for managing a defined-benefit system pension plan on a 48K Model III with two drives.
- ► Maurice Abbott (66 Airlie Road, Montmorency, Victoria 3094, Australia) wants to buy the updated, machine-language version of AIDS III Version 1.5, a Model I data-management program marketed by SofTrends Inc. of Euclid, OH. The update may be called AIDS III Version 2, AIDSPLUS, or Promise! (the latter was reviewed in the November 1983 80 Micro, p. 176).
- ► Jeffrey McLean (5230 Kebbe Drive, Sterling Heights, MI 48077) seeks a memory upgrade for the Micro Merlin, a 16-bit expansion computer he runs with his LNW80 Model II. The Micro Merlin was sold by Micro Projects Engineering. ► John R. Spalding (RD #1, Coudersport, PA 16915) writes that he has a deteriorating eye condition and needs a large, monochrome monitor to use with his Model 4. He now uses the large-character code CHR\$(23) and magnifiers but finds that the magnifiers aren't completely compatible with a 12-inch screen. ■

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Important note: Every converted BASIC program will require some user editing (the 5% or less) before it will run on a PC. To facilitate such revisions, every keyword that may need manual attention is flagged and our user guides explain why and what needs to be done. For most programs, a casual knowledge of BASIC is sufficient to make the changes. However, if a BASIC program contains machine language, it will be extremely difficult for the average user to handle some of the necessary manual revisions!

Please feel free to call us if you have any questions or doubts about whether these packages are right for you. We will candidly answer all your questions and send you our free demo disk (\$2.00 for S/H). Or, order either package; read through the entire user guide for complete details; then, if you decide it doesn't suit your needs, return it for a full refund-less a \$10.00 restocking fee. Refunds will NOT be granted if the sealed bag containing the program diskettes has been opened!

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## Tandy Makes Connections In the Education Market

#### Tandyland

Educational Systems

Technology Corp. (ESTC), a small educational-software developer in San Diego, CA, has entered a joint-marketing venture with Tandy Corp. involving an integrated learning system for elementary schools. The networked system employs Tandy 1000s as student workstations and the Tandy 3000 as file server (see the Photo).

The unique ESTC educational system includes a variety of features intended to optimize the computer-aided learning process. Major components of the system include a comprehensive 1,500-lesson reading and

mathematics curriculum for grades 1–6; a computer laboratory comprising a Tandy 3000 host machine and up to 40 Tandy 1000 workstations (allowing an entire class to work on the same lesson); and an on-site facility-management service, which includes an ESTC lab attendant and a complete computer-controlled student-management and performance-rating system.

For more information, call or write Educational Systems Technology Corp., 5230 Carroll Canyon Road, San Diego, CA 92121, 619-587-0087, or contact Tandy's Education Division by calling 800-433-5682.

For Tandy computer users, new and old, I have some good news and some bad news pertaining to product support. The good news is that Tandy's Business Products Division is expanding telephone support at its 60 Customer Training and Support Centers across the country. The bad news is that the improved support will cost a pretty penny to obtain.

Effective as of July 1, new computer owners can purchase three months of telephone support for \$75 and renew it at a rate of \$60 per three-month period for up to a year at a time. Effective July 31, established customers can purchase three months of telephone service for



Photo. The Tandy/ESTC integrated learning system.

\$60 and renew at the same rate.

While service charges of this type are common in other industries, they are likely to arouse the ire of some Radio Shack customers. The mainly homehobbyist Radio Shack consumer will now have to weigh the financial consequences every time a problem arises that might warrant a service call—a rude transition after many years of enjoying free support from Tandy. Like it or not, however, the rules have changed. In the company's words, "After July 31, telephone support will not be available without charge."

#### Update

Too bad, Bill Bixby fans. The rumor circulated last spring regarding the actor's demise as Tandy's advertising spokesman (see July 1986, p. 20) is now a fact. A memo from Tandy's Central Advertising Agency instructs parties running Radio Shack ads not to use any material with Bixby's picture on it after June 30. His contract expired as of that date.

So far, the Fort Worth company has not announced a replacement. In fact, the word from marketing personnel at Tandy is that the company might leave the job vacant for a while and let the sales statistics and features of its computer line speak for themselves. The company leaves open the possibility of finding a new spokesman in the future, however.

Tandy introduced three new computers and an expanded version of its Model 3000 at a July 30 press conference in New York City.

Announced were two Model 1000s (the EX and SX); the Model 3000 HL, which replaces the Model 1200; a 40-megabyte (MB) 3000 HD; and finally, after years of rumors, the Color Computer 3.

Both of the new 1000s feature an 8088-2 CPU, which can be switched between operating at 4.77 and 7.16 MHz. The IBM PC runs at

the standard rate of 4.77 MHz.

The 1000 EX costs \$799 and comes standard with 256K, one disk drive, MS-DOS 2.11 and Personal DeskMate. The EX can be upgraded to 640K with Tandy's PLUS modules. The EX, like the Apple IIc, comes with the keyboard, CPU, and disk drive assembled as one unit.

The 1000 SX costs \$1,199 and comes standard with 384K, two disk drives, MS-DOS 3.2, and DeskMate II. The SX is upgradable to 640K on the motherboard and features five slots, two more than on the old Model 1000.

The CoCo 3 costs \$219 and features 128K (upgradable to 512K), OS-9 Level 2.0, and a high-resolution graphics mode.

The 3000 HL (\$1,699) uses an 80286 CPU (like the Model 3000), and its operating speed can be switched between 4 and 8MHz. It comes with 512K, one 360K disk drive, and seven slots (four 8-bit slots and three 16-bit [AT] slots).

The 3000 HD is now available with a fast-access 40MB hard disk and costs \$4,299. The 20MB version costs \$3,599 and the standard Model 3000's price has been reduced to \$2,199.

#### **MicroTrends**

The Network Nation envisioned by many during the height of the micro-

computer revolution (way back in the early 1980s) will take longer than most people expected to become a reality. That's the conclusion drawn by the New York market-research firm Link Resources, which has released a study of the revenues of firms involved with electronic-mail (e-mail) development. By 1990, the annual revenue of the struggling industry will be about \$1.5 billion, Link says—not \$8 billion, as once expected. In 1985, combined revenues for the e-mail industry were \$300 million.

"One of the main factors behind the slowing of growth is the slowdown in sales and use of personal computers," said Mark Winther, Link's director of new communications services. "The use of PCs is crucial to activity levels and growth of the e-mail services," he added.

Another reason why e-mail has not caught on as quickly as expected, Winther suggested, is that it's too complicated to use. "Electronic mail will not achieve its full potential until it becomes easier to send and receive messages, eliminating the complicated computer routines now required to get on and off the public systems," he concluded.

In a previous study of e-mail popularity, Link found that most users of such services appreciate having e-mail capability once they learn how to access it. The most common applications are for informal messages, sending intraoffice reports, and accessing telex networks.

Fortunately, at least two producers of popular e-mail systems appear to be taking user complaints to heart. MCI (the producer of MCI Mail) and GTE (producer of Telemail) have made their systems more easily accessible to thousands of users by connecting with popular on-line data bases. MCI Mail can now be accessed through CompuServe, which has 270,000 subscribers; GTE's Telemail can be accessed through Telecom Canada's Envoy 100 messaging service. If other e-mail developers take steps to make their systems easier to use, the Network Nation might still have a bright future.

## Though the future of electronic mail appears tentative, the market for micro-

appears tentative, the market for microcomputer printers—especially laser printers—is anything but. By 1990, the nonimpact (laser, thermal, and ink-jet) printer market could reach \$8.5 billion, according to Frost and Sullivan, another New York market-research firm.

The firm expects a dramatic rise in the popularity of nonimpact printers over the next four years. Advantages in terms of speed and noise level, it predicts, will propel sales of nonimpact printers past

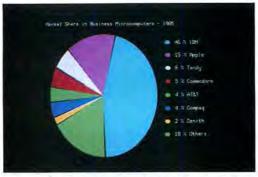


Figure. Market shares of leading contenders in the business micro market (1985).

those of daisy wheels and make them the preferred choice of most users. Some lasers and other nonimpact printers offer near-letter quality output at speeds as much as 20–30 times faster than those of daisy wheels, with a 40-percent lower noise level.

Though nonimpact printers captured less than one-tenth of the printer market in 1985, their share is expected to increase to nearly two-thirds by 1990. Oddly enough, the factor that once kept nonimpact printers out of corporate offices—their inability to produce true letter quality—seems not to matter anymore. Quiet operation has become more important for many businesses, a trend that enhances the outlook for nonimpact printers in the office environment.

Frost and Sullivan's survey also indicates that laser technology will lead the charge of nonimpact printers, as pricing becomes more favorable to small businesses. Currently, the prices of some laser printers approach the high-end price range of some daisy-wheel printers. Thermal and ink-jet printers will be slower to gain widespread acceptance because of poor print quality, special paper requirements, odors, and other problems associated with them.

Tandy, meanwhile, is scanning the nonimpact printer market for a suitable niche. Hewlett-Packard and Apple Computer currently control two-thirds of the laser-printer market, while Okidata leads in sales of thermal printers. Hewlett-Packard is the overwhelming leader in ink-jet printer sales.

The July 14, 1986, issue of InfoWorld reports that IBM Corp.'s share of the business micro market increased from 35 percent to 46 percent in 1985. AT&T Information Systems and Compaq Computer Corp. both increased their shares to 4 percent for the second- and third-largest percentage gains last year. In 1984, Compaq captured 2 percent of the business micro market, while AT&T had no appreciable share.

In terms of overall share, Apple Com-

puter Inc. came in second to IBM with 15 percent of the business market—down a percentage point from the 16-percent share it had in 1984. Tandy captured the third-largest share in 1985 with 6 percent. Trailing the pack were Commodore Electronics Ltd. with 5 percent, AT&T and Compaq, each with 4 percent, and Zenith Data Systems with 2 percent (see the Figure). The percentages are based on responses to a "state of the market" survey conducted by Infocorp, a Cupertino, CA, market-research firm.

While small businesses remain the stronghold of microcomputer sales, large corporations are increasing purchases of micros, the survey indicated. "This means personal computers are becoming more important to large corporations," Infocorp's vice president of primary research, Howard Furer, concluded.

The survey also found that the number of people who use microcomputers at work has increased 4.3 percent since 1984. Of 61,427 households polled in the survey, 12.2 percent reported that at least one family member was using a computer at work as of January 1986. Only 7.9 percent reported a family member using a computer at work as of January 1985.

#### **New Threads**

Telecommunications enthusiasts who are bored with CompuServe and The Source might want to investigate ProtoCall, an on-line service with an unusual twist. In addition to providing traditional on-line services (special-interest groups, discussion forums, discount shopping, and more), ProtoCall creates a backdrop against which members can play interactive, on-line fantasy games. The service is laid out like a city, complete with streets, parks, beaches, a nightclub, movie theater, hotel, airport, and spa.

Users of ProtoCall type commands to stroll along the system's streets and wander in and out of SIGs, forums, and stores. Private messages can be sent to anyone anywhere on the system, and users can interact with automatons, beings that are generated through artificial intelligence and randomly roam ProtoCall's streets.

Interplay Inc., a telecommunications firm based in Fairfax, VA, is the originator of ProtoCall. On-line junkies who want to explore ProtoCall, or obtain a road map to find their way around on paper, can call or write to Interplay Inc., 10875 Main St., Suite 210, Fairfax, VA 22030, 800-826-3286.■

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Shown above is the Main Menu displayed when running TRSCROSS on your PC or compatible.

TRSCROSS runs on your PC, vet reads your TRS-80 diskettes! Copy files in either direction! • Written completely in-house by our programmers and 100% supported by PowerSoft •

TRSCROSS is as easy to use as it looks to be! The program is very straightforward, well thought out, and simple to operate. TRSCROSS has several "help" features built into the program to keep operation as easy as possible. Just pop in your TRS-80 disk to your PC and copy the files right to your PC data disk or hard disk. It couldn't be any faster or easier! Packed in the PowerSoft binder is a typeset instruction manual with Index. All steps are detailed. Advanced features, for those that desire to use them, include executing menu options right from DOS or from a .BAT file or macro. This can really speed up transfers when similar operations are performed frequently.

TRSCROSS allows you to "TAG" all files to be moved in ONE pass! Wildcards are supported to increase ease in copying only selected files.

Other features include converting BASIC programs or small Super-scripsit\*\* "files on-the-fly"! Forget about having to save your programs or files in ASCII first, or running a separate conversion program before transferring! TRSCROSS reads your tokenized BASIC Superscripsit file program or Superscripsit file di-rectly off your TRS-80 disk and performs the conversion all in ONE pass while being transferred directly to your PC or compatible computer!. (Does not cover PEEKs, POKEs, graphics, or machine lan-guage calls or subroutines.)

TRSCROSS will even FORMAT a TRS-80 disk right on your PC!

(Handy for those who use both ma-chines!) Former TRS-80 users who no longer have their TRS-80, but still have diskettes with valuable data. . .this is exactly what you've been waiting for! Similar in concept to our SuperCROSS, but runs on the PC rather than the TRS-80.

TRSCROSS will READ FROM and COPY TO the following TRS-80 double-density formats: TRSDOS 1.2/1.3, TRSDOS 6.2\*, LDOS 5.1.4\*, DOSPLUS 3.5, NEWDOS/80\*\*, & MultiDOS\*.

DOS formats listed above flagged with \* signify that earlier versions of these DOS's are readable as well, but one or more sectors may be skipped due to a format problem in that version of the DOS. One or more sectors may also be skipped on some NewDOS/80 formats. (Disks that were formatted with SUPER UTIL-TIY + or SU4/4P do not, and have never had this problem.) TRSDOS 6.02.01, or higher should not have this problem. Disks formatted in any 80 track format, any single density or mixed density (Model I "boot" disks) are not supported.

TRSCROSS requires: PC or compatible computer, 128K and a normal 360KB (40 track drive) PC drive. Double-sided operation is fully supported, but NOT 80 track. If you have more than one disk drive, fixed drive, or RAM disk, operation will be much smoother. TANDY 1000 requires extra memory card because of the required DMA chip that resides there. TANDY 3000 is supported as long as you have a 360KB drive to use for transferring, rather than the hi-density drive. TANDY 2000 is not supported at this

time due to a difference in disk controller and floppy drives. TANDY 1200 is OK. Large Superscripsit™ files (as well as other "special" data files like PROFILE + ") would need to be converted to ASCII on a TRS-80 first before they would be of any use on a PC or compatible.

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#### **Custom Cursors**

You can change the TRS-DOS cursor on your Model 4 to any ASCII character with just three commands. First, type BUILD (filespec) from the TRSDOS Ready prompt, where you choose the filespec arbitrarily. The computer replies with "Building (filespec)/JCL." Next, type SYS-TEM (BLINK = n), where n is an ASCII character code, and press the enter key. You could type SYSTEM (BLINK = NO) to get a nonblinking cursor, as well. Press the break key to return to TRSDOS Ready.

Finally, type DO (filespec). Your new cursor will appear. If you want no cursor, enter 128 for the ASCII code.

> Bob Moran Jackson, MS

#### The ASCII Split

ASCII Split (see the Program Listing) splits any TRS-DOS or MS-DOS ASCII file into two segments. The second file will contain some overlap from the first file. You can use this program to split files too large for your word processor to handle at once. You will have to remove the extra line feeds that the program inserts at the end of each data-file record.

The program requests the name of the file to be split and the names of the two files to be written. Make sure that there is enough room on your

disk to contain the additional two files. Indicate the drive number with the file name if you want to write to other than drive zero.

The program will also request a number for the split. This number should be at least half the number of records in the file. If there are many line returns, the number should be substantially higher than half the number of records. ASCII Split counts every record and line return to find where to split.

> Beve Woodbury 80 Micro staff

Program Listing. Basic program to split any TRSDOS or MS-DOS ASCII file.

```
'split long ascii file into two files.
CLS:INPUT "Enter name of file to be split: ",I$
   PRINT: PRINT
30
```

JO PRINT: PRINT

40 INPUT "Enter name of first half file: ",H1\$:PRINT

50 INPUT "Enter name of second half file: ",H2\$

60 OPEN "I",1,I\$:OPEN "O",2,H1\$:OPEN "O",3,H2\$

70 PRINT:INPUT "Enter number for split location: ";S

80 PRINT:PRINT:PRINT"Writing ";H1\$

90 FOR K=1 TO S:LINE INPUT#1,A\$:PRINT#2,A\$:NEXT K

100 PRINT "Writing "H2\$

110 FOR K=1 TO 2:LINE INPUT#1,A\$

120 PRINT#2 AS:DRINT#3 AS:NEXT K

120 PRINT#2, AS: PRINT#3, AS: NEXT K

IF EOF(1) THEN CLOSE: END 140 LINE INPUT#1, A\$: PRINT#3, A\$: GOTO 130

End

#### All Caps for Me

The Model 4 insists on starting the keyboard in lowercase when you turn it on or reboot it. I prefer to enter commands in uppercase. There are three ways to force the computer to start up in uppercase. You can press the caps key before entering the commands. You could reboot the computer, press the caps key, and enter SYSGEN to store the caps key in the CON-FIG/SYS file. Or you could use my patch to TRSDOS 6.2.x:

PATCH SYSO/SYS.LSIDOS:0 (D00,80 = 20:F00,80 = 00)

This patches the disk file. To see if the patch is in place, press the reset button and type a letter. It should be in uppercase. The patch places a value of 20 hexadecimal (hex), from which the computer reads the fifth bit, in memory location 0074 hex. If the fifth bit contains a zero, the computer is in lowercase mode; if it contains a one, it is in uppercase mode. The computer also uses this location to check for the break, pause, and enter latches.

Robert C. Pettit NAS Lemoore, CA



#### **Not-So-Hard Times**

JCL files can help save time when backing up Model 4 hard-disk files to floppies.

My hard disk is partitioned into four logical drives, zero to 3, and all my files have three-letter extensions. I allocate floppies to back up particular extensions on each logical drive. For example, I have three backup floppies for logical hard-drive zero: HDOA, HDOB, and HDOC. I use HD0B to back up files with extensions CMD, DCT, DVR, FLT, HLP, JCL, TXT, and UTL.

At the end of each day, I scroll my hard-drive directories with DIR (M) and make a note of the logical drive number and extension of any file that I've modified. Then I find the backup floppies that correspond to those drive numbers and extensions and back up only the modified files, using JCL files to call all the files on a particular backup disk. For example, here's the JCL file for backup disk HD0B:

- · HDOB/JCL
- Program to back up modified files (M).
- Backs up suffixes CMD, DCT. DVR, FLT, HLP, JCL, TXT, UTL.

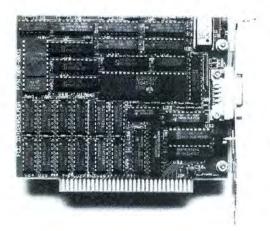
BACKUP /CMD:0:5 (M) BACKUP /DCT:0:5 (M) BACKUP /DVR:0:5 (M) BACKUP /FLT:0:5 (M) BACKUP /HLP:0:5 (M) BACKUP /JCL:0:5 (M) BACKUP /TXT:0:5 (M) BACKUP /UTL:0:5 (M)

Since the file is named after the backup floppy, it's easy to remember how to activate it. In TRSDOS I use the command DO HDOB and in Basic I use SYSTEM"DO HDOB".

You do lose some time when the JCL file activates the backup utility to search for extensions that do not belong to modified files. The method is still faster, though, and requires fewer keystrokes than either backing up the entire hard disk or inputting backup commands for each extension. Best of all, the people who work for me don't have to learn backup commands; DO (backup-disk name) is much simpler, and the comments at the top of each JCL file remind the operator of what is happening.

> Jerry Engelbach New York, NY

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# Stacking Up MS-DOS Subroutines

## by Thomas L. Quindry \* \* \* \*

BasicA Scientific Subroutine Library runs on the Tandy 1000/1200/3000 (256K) and requires BasicA or QuickBasic. Wiley Professional Software, John Wiley & Sons Inc., 605 Third Ave., New York, NY 10158, 212-850-6788. \$125.



Finally! A Subroutine Library for Compiled Basic runs on the Tandy 1000/1200/3000 (256K) and requires QuickBasic. Komputerwerk, 851 Parkview Blvd., Pittsburgh, PA, 412-782-0384. \$99.



The Inside Track runs on the Tandy 1000/1200/3000 (256K) and requires QuickBasic. MicroHelp Inc., 2220 Carlyle Drive, Marietta, GA 30062, 404-973-9272. \$44.95.

#### \*\*\*

Peeks 'n Pokes runs on the Tandy 1000/1200/3000 (256K) and requires Basic, the IBM or Microsoft Basic compiler, or Microsoft's QuickBasic. Micro-Help Inc. \$29.95.

Today's subroutine libraries specialize in computer and DOS control from within your program. They access your computer's internal memory and registers to determine your hardware configuration, provide screen formats and windowing, and do much more. They help you get more out of your computer. Some libraries work only with compiled Basic; you can use others with Basic, BasicA, Pascal, C, and Fortran.

The four subroutine libraries reviewed here collectively provide subroutines and techniques for all the above. For this review, I used a Tandy 1000 with Basic, BasicA, and the Microsoft QuickBasic Compiler where applicable. All the packages have a liberal return policy for reviewing the documentation, provided you don't break the seal enclosing the software package. Once you have inte-



grated these subroutines into your programs, you may distribute them commercially without an additional fee, although you might have to follow certain procedures to comply with the original author's intent.

#### BasicA Scientific Subroutine Library

BasicA consists of 114 scientific subroutines that have been tested using an IBM PC with BasicA 2.0 under PC-DOS 2.0 and on an IBM PC/AT under DOS 3.0 and Basic 3.0. Each subroutine has been written so that you can compile it with the IBM Basic Compiler, the Microsoft QuickBasic Compiler, or a similar compiler.

You can include these modular subroutines with your enhanced Basic (BasicA) or compiled Basic programs. They calculate solutions to mathematical problems

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containing functions that deal with matrices with real or complex elements, polynomials, integration and differentiation, equation solution, simultaneous equations, numerical analysis, function evaluation, statistics, and so on. Other utilities include sorting and graphics.

Each software module is as transparent as possible to your other programming and is self-supporting. If you need other routines from the library, you can include them in the code of the subroutine used. All subroutines are allocated to specific line numbers (from 40000 to 50000) that are unique for that subroutine

within the library. Thus, you can merge more than one subroutine with your program without conflicting with others from the library. Set rules avoid conflicts between internal variables to the subroutines with user variables.

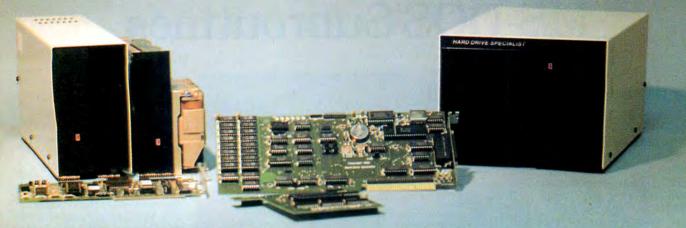
The library includes three disks. Disks 1 and 2 each contain all 114 subroutines. Two sets of similar subroutines are doubled up, since only 112 files can exist in a single directory. Disk 1 contains a fully structured and commented subroutine in each file. The subroutines on this disk are primarily for use with a Basic compiler.

Disk 2 is primarily for use with interpretive Basic. The subroutines on this disk are the same as those on disk 1 but are compressed to save space and have no comments. Although you can use either set with BasicA or compiled Basic, this set will run faster with BasicA due to its compression. Disk 3 contains test files for each of the 114 subroutines.

The package's documentation is excellent. Descriptions of each subroutine give the purpose, other subroutines used, calling sequence, arguments used, and other special considerations, such as advantages and disadvantages when using the subroutine. The manual gives the mathematical method used to derive the equations, as well as a listing of the subroutine and the form of the re-

Illustration by Michael Paraskevas

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sults obtained with the test program supplied on disk 3 for that subroutine. Wiley & Sons has done a great job with this manual.

I have not attempted to verify the accuracy of these subroutines nor have I tried every subroutine. Since each subroutine is fully documented, a mathematician should be able to satisfy himself as to the library's accuracy.

#### Finally! A Subroutine Library for Compiled Basic

The Finally! subroutine library contains over 100 subroutine utilities that you can include with your compiled Basic programs. These utilities are compatible with current versions of the IBM and Microsoft compilers. Unlike the BasicA Scientific Subroutines, this library is designed to provide general programming support.

These subroutines run the gamut from hardware-configuration control and screen formatting to less rigorous mathematical calculations. The library is divided into several categories, such as date and time conversion, file and directory control, medium- and high-resolution graphics, text-screen graphics, hardware interfacing, keyboard control, general math, geometry and trigonometry, number conversion, printer control, program control, screen control, sorting, and string handling.

Date and time conversion includes determination of the day of the week and other string and integer conversions based on dates and time. Graphics subroutines encompass various methods for screen display, including big letters, charts, graphs, and drawing boxes around selected prompts and messages. Hardware-interfacing routines can determine your computer configuration, including video mode, number of printer or RS-232 ports, and type of monitor.

Keyboard-control routines can set your caps-lock key, insert mode, and the like. Math routines are limited to common math functions such as average, minimum, and maximum values. They include hexadecimal conversion and other base conversions, as does the number-conversion group. The printer group includes graphics screen-dump routines for a limited number of printers. The string-handling routines have search-and-replace functions as well as comparison routines.

You can add subroutines to your programs in one of three ways. You can merge them into your source code, call them from your source code, or link them to your object code at compilation time. The code is in three forms. A library file includes compiled code that you can call from your program and link

The Finally! subroutines can relieve the programmmer of a lot of duplicated effort for small tasks.

at compilation time. You can merge straight ASCII text (no line numbers) of the subroutines with your source code while editing. Or you can use the \$IN-CLUDE command from within your source code to pull in subroutine functions as you need them when linking the compiled program.

Like BasicA, Finally! has set rules to avoid conflicts between internal variables to the subroutines with user variables. There should be no conflict between Finally! variable names and BasicA variable names. When you use the Finally.LIB file or the .OBJ (function) library, all supporting subroutines are included. If you merge ASCII text containing a subroutine into your program, you must also take care to merge all supporting subroutines yourself.

Although Finally! has good documentation that describes what each software module does and what the specific input/output conditions are, it does not follow through with the level of detail in BasicA. It does not provide listings or test files. And Finally! gives no examples, with the exception of a demo and another utility program written using the subroutines.

The demo and utility files are much too complicated for use as programming examples. A sophisticated compiler user would have no problem with Finally! programming.

The manual's introduction does not do a good job of describing what you have to do to use these subroutines. Merging ASCII files is simple enough, but you are left to your own devices to determine how to link the Finally.LIB file to your program or how to adequately use the function-library form of entry. To compound the problem, the manual uses illegal variable names (at least in Microsoft's QuickBasic compiler) for syntax examples when describing input and output format for certain subroutines. Some examples even give incorrect forms.

Some of the hardware-interfacing routines give incorrect results. They described my Tandy 1000 with color monitor as a PC with monochrome monitor. The author even notes that his Tandy 1200 is identified as a PCjr. The purpose of these routines is to adjust a program regardless of hardware. The type of computer might be important if certain keys vary from one computer to another. Color versus monochrome might be important if you use graphics routines. Subroutines that give the number of disk drives, printer ports, and RS-232 ports, as well as the amount of memory, worked fine.

The subroutine to convert the date from digits into a string containing the month, day, and year, does not work with Microsoft QuickBasic when called from the Finally! library. I got a message stating that the library from the IBM Compiler 2.0 could not be found. A typographical error in the ASCII version of one of the subroutines might have been carried over into the Finally! library. Also, one of the other subroutines gives the same message.

For the most part, the Finally! subroutines are convenient and easy to use. Once you get accustomed to them, linking the Finally .LIB to your code is the most convenient way to accomplish your programming goal. The \$INCLUDE command and calling functions are also convenient once you master them, except that all files for functions used must be available in the directory at compilation and linking time. This method works best when you are using a hard disk. The easiest way for a beginner is to merge all the ASCII-formatted subroutines into a file and then compile and link them. This gets cumbersome, since supporting subroutines are not automatically called into your program as in the other methods. All the ASCII and function-library subroutines are fully commented within the software and are easy to read.

The Finally! subroutines can relieve the programmer of a lot of duplicated effort for small tasks. They should be compatible with most of the BasicA subroutine library.

#### The Inside Track And Peeks 'n Pokes

The Inside Track subroutines are small utility programs intended mostly for use in other programs. They range from identifying hardware configuration to manipulating disk parameters, screen formatting, file access, and memory control. The Peeks 'n Pokes subroutines are much the same flavor but emphasize looking into your MS-DOS computer's memory. They also provide routines for identifying hardware configurations and a Basic routine for changing key-state configurations such as caps lock, insert mode, and shift

#### REVIEWS

key; The Inside Track has a machinelanguage program to do this. It is hard to describe the differences between these sets of programs, but they have slightly different methods of application.

Programs from either set can hardly be called subroutines, since most of them are stand-alone demonstrations of techniques the authors wish to describe. The various programs are not universal in application. Some demonstrate techniques for interpretive Basic, some for compiled Basic, and some are utilities that you run to perform a specific function.

With The Inside Track, you must run some of the utility programs before you can use the techniques in the demonstration programs. Peeks 'n Pokes includes at least one routine each for Pascal, C, and Fortran.

The Inside Track library is divided into categories, such as controlling memory, executing programs, screen displays, modifying keyboard characters, manipulating disks, and DOS/BIOS functions. It gives additional information about programming techniques and patches for the various Basic compilers or the programs resulting from them.

The Inside Track's stand-alone utilities perform tasks like reserving blocks of memory to protect programs you might not want to disturb or to store information you might later wish to use in your programs. Inside Track includes a program to force the state of keyboard attributes like caps lock, control-break, and the shift keys. Two of these programs read the clock and either sound an alarm or suspend operation of a task until a certain time.

Unfortunately, these programs do not read the clock correctly on my Model 1000. I have a real-time clock, but these programs read the computer time, which is not set by my clock utility. Most public-domain clock-reading programs work the same way as the programs in The Inside Track.

The Peeks 'n Pokes library is less extensive and is divided into categories such as keyboard control, video, disks, parallel printer, communications, DOS/BIOS functions (nearly the same as in The Inside Track), and sound. It includes a program to unprotect Basic programs saved with the "file name",p option.

The routine for reading time and date performs differently from The Inside Track routine and returns the correct time. The manual for this library contains many of the Basic and Assemblylanguage listings.

The structure of these programs does not allow for their use as subroutines. They have no stated rules for variable names and don't use Basic line numbers. Documentation from within the programs is not that good. Programs are designated for use only in interpretive Basic or only for compiled Basic. Many of the interpretive Basic programs from The Inside Track require that you run a utility program before you can use them. In addition, many of the interpretive Basic programs require that you POKE machine-language subroutines into memory from Data statements within the Basic program.

The Inside Track gives OBJ files for some of the compiled programs, as well as a compiler library. As a point of comparison, the compiler library included with Finally! is 174,000 bytes long. The compiler library included with The Inside Track is around 4,100 bytes. The Inside Track also includes OBJ files for interpretive Basic. It has no instructions for using the OBJ files for interpretive Basic.

As tutorials on the inner workings of MS-DOS computers, these programs have much to recommend them. The authors are very knowledgeable about computer hardware, and I can incorporate many of the techniques they employ into my programs. Overall, Peeks 'n Pokes would suit my intellectual needs better than The Inside Track.

However, as subroutines to add to my programs, neither Peeks 'n Pokes nor The Inside Track is of much value. To use these examples, you will need to do a lot of debugging and analysis. The information in the routines from these two libraries is much more like reference material for a book on the inner workings of MS-DOS computers than application-oriented software.

#### Summary

The BasicA Scientific Subroutine Library and the Finally! subroutine library are a cut above The Inside Track and Peeks n' Pokes from MicroHelp Inc. because you can more easily use them within your own programs.

If you want higher math capability, you'll find the BasicA library very helpful, whether you are programming in interpreted or compiled Basic. These routines would be invaluable for anyone programming math functions.

Finally! is useful for programmers who are experienced with a Basic compiler and know how to incorporate the routines into their programs. You can use the package's routines without making changes.

The Inside Track and Peeks 'n Pokes are more valuable as tutorials on how your MS-DOS computer works than as programming routines. While they show a lot of tricks, they aren't as directly useful as the other programs. ■

## Straight Talk On Mr. Ed by John B. Harrell

\*\*\*

**Mr. Ed** runs on the Model 4 (128K) and requires TRSDOS 6.2, Pronto (from MISOSYS) and one disk drive. MISOSYS Inc., P.O. Box 239, Sterling, VA 22170-0239, 703-450-4181. \$59.95.

hen I reviewed Pronto, I thought I had seen the best applications yet for the Model 4 computers. Pronto is a window application manager for TRSDOS that provides a single-key popup window menu for invoking several functions. This package has all the basic utility of Borland International's Side-Kick with applications for a card filer, two different calculators, a calendar, a character-set display, and others.

MISOSYS has done it again with Mr. Ed—A Pronto Applications Pack. This package consists of nine applications for Pronto, each one a powerful tool in itself.

#### Cardform

You use Cardform with the Pronto Card Filer, which provides a limited notepad (12 lines of 40 characters) using free-format input. While this is suitable for most uses, having a predefined format for several other applications speeds data entry and makes the data uniform (where it can be accessed with another program).

Cardform provides a mechanism for adding the required format to the data base. When you invoke it, Cardform searches for a record specifying the format (a record with the Cardform ID). If it finds one, you can add records to the data base using this format. You create the format record by using the Card Filer—simply create a new data record with the proper format and set the ID to Cardform.

#### **Disk Editor**

The Disk Editor (DED) is one of five editors included in Mr. Ed. They are extremely useful considering the limited program space available for the Pronto applications. Any utility used with Pronto is restricted to the TRSDOS command-overlay area, which places a significant limitation on size. Considering the versatility of these utilities, MISOSYS has done an outstanding job of cramming functions into the allocated area.

DED is a full-sector editor that displays the entire 256 bytes in a sector as well as the ASCII-character display for each sector (see the Figure). The display is organized as 16 rows of 16 bytes with the ASCII-character representation to the left of each line. You address sectors by

# POWER TOOLS

## C Compiler

Alcor C is a full implementation of the C language. It includes a standard function library and a 450 page manual. The manual contains a 130 page tutorial so you won't have to buy any other books to learn the language. You also get our programmable full screen editor. It's everything you need to become a productive C programmer.

#### 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 field
double	64 bits	union

"a serious, comprehensive implementation" "superlative work, I recommend it highly"

Creative Computing Nov. 85

"the most comprehensive manual"

"the professionalism presented is very apparent"

"we would not hesitate to use it in a large programming effort"

Computer Language Feb. 85

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.

## **Multi-Basic Compiler**

Alcor Multi-Basic is a powerful and versatile BASIC compiler. While remaining compatible with both MS-BASIC™ and CBASIC™ programs, it extends the BASIC language to include features normally found only in Pascal or C. Now you can take advantage of features like multi-line functions, recursion, and dynamic memory allocation without having to switch to another language. Multi-Basic has the features you need to improve the way you program. You can get rid of line numbers and actually write programs that other people can read. Multi-Basic is the most portable version of Basic you can buy. You can write a program on the TRS-80 Model 4 and then move it with no changes to the Tandy 1000. Multi-Basic also includes our programmable full screen editor.

"the most comprehensive BASIC"
"the manual is thorough and well organized"
"the compiler is fast and efficient"
"did exceptionally well on the benchmarks"

#### Computer Language May 85

"a superior compiler"
"Anybody who wants to compile existing programs or write BASIC programs in a Pascallike fashion should consider Multi-Basic a must purchase"

#### 80 Micro Nov. 85

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

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Model III TRSDOS Model I TRSDOS □ Method of Payment Model III TRSDOS D Works with LDOS, MC □ Visa □ Money Order □ Check □ Model 4 TRSDOS 
Model 4 Montezuma CP/M 
Model 4 Montezuma CP/M 
Model 4 Radio Shack CP/M 
Tandy 1000/1200 MSDOS 
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#### REVIEWS

specifying the disk, the cylinder in hexadecimal (hex), and the sector in hex.

You invoke DED as you would any other Pronto application. It requests the drive for display. If the drive number is valid, a full-screen window opens and the sector display replaces your current text. A single-line command prompt shows all the available command-key letters.

DED accepts an astounding 17 singlekey commands; you use the arrow keys to move around the record. You shift the arrow keys to move rapidly to the farthest extent of the display in the direction pressed. DED supports Pronto's import feature, letting you use text or data from a previous screen in the editor.

DED also supports all the standard editor functions that let you move back and forth among the sectors. You can enter text in ASCII or data directly in hex. DED contains some interesting commands not usually found in this type of tool: insert a null and push all other characters down, quash the current byte and move all other bytes up, and zap bytes to the end of the sector.

This editor has search commands for locating hex data or ASCII-character text strings. You can search for data strings up to either eight characters or 16 bytes. Unfortunately, DED does not provide a way to mix hex bytes with characters as the search argument. However, when you consider the size of the overall application, it is surprising that MISOSYS could include a search feature at all.

When you have completed changes to the disk sectors and are ready to exit DED, press the X key.

#### File Editor

The File Editor (FED) provides almost the same features as DED but is organized around the TRSDOS file structure. Instead of specifying the drive number, you specify the file name. You can then access any sector within the file no matter where it resides in the disk structure. While you use FED, all sector accesses are relative to the beginning of the file.

DED has functions for moving rapidly between sectors and cylinders. In fileedit mode, cylinders lose their meaning, so FED does not contain these features. Instead, FED provides commands for moving rapidly to the beginning or end of the file.

#### **Memory Editor**

The Memory Editor (MED) lets you edit the computer's memory, again using full-screen editor capabilities similar to those included with DED and FED. Unlike most other memory editors, MED lets you display or modify any 256-byte page of any memory bank.

MED is oriented to the Model 4's mem-

DESTINATION disk			45					41			4F		20		69		6B
already used! I	<10>	20		6C		-	61			20				64	21		49
nsert next desti	<20>		73				20						64	65			69
nation disk!";:	<30>		61								73		21	22		3A	500
( . :	<40>		20		9C		ØØ		95		13	8D		ØE	28	ØØ	3A
,.:LC: .	<50>		C2					3A			20	-	-	13	3A		8D
: . @.&.,VS;	<60>	20				3A	20	91	20	40				2C	56	53	3B
::FP .	<70>	3A	20	95	20	<b>A8</b>	20	89	20	ØE	88	13	3A	46	5Ø	20	Fl
L:EC:EL . E	<80>	20	4C	3A	45	43	20	Fl	20	11	3A	45	4C	20	Fl	20	45
R:d	<90>	52	3A	20	89	20	ØE	64	Ø5	ØØ	EB	95	BA	13	A9	2Ø	ØE
P : . @.	<aø></aø>	BF	13	ØØ	50	96	BF	13	C3	20	13	3A	20	91	20	40	1C
, VS;: . "Unuse	<bø></bø>	1 10	04	2C	56	53	3B	3A	20	91	20	22	55	6E	75	73	65
able destination	<cø></cø>	61	62	6C	65	20	64	65	73	74	69	6E	61	74	69	6F	6E
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ive: Ø Cylinder	: X'21	' Se	cto	r: 2	X'Ø	F' 1	Byte	2: 2	K'F	C' :	=> 2	('2	g' :	= :	32		

Figure. Screen dump of Mr. Ed Disk Editor.

ory-bank structure so the disk commands are replaced with commands to move rapidly between the banks. In fact, MED is similar to DED in this respect—little difference exists between handling cylinders and data banks.

#### **Text Editor**

The Text Editor (TED) is a full-screen editor with many word-processing features. TED has cursor-movement controls; scrolling; block operations for deleting, copying, and moving data; text insertion; and overstrike modes.

TED provides a 30K text buffer, but, unfortunately, this has some drawbacks. You must have one RAM bank free to dedicate to TED. When you have Pronto already loaded, using TED will exhaust all the additional memory in your 128K computer.

TED provides a surprising number of features for a small application. Cursor movement using the arrow keys is standard, as is rapid movement to the top and bottom of the buffer and to the beginning and end of the file. You can also scroll and page up and down in the text buffer.

Also on the distribution disk is the OOPS application. OOPS is for those occasions when you have exited TED inadvertently or were forced to reset the system prior to saving your file. OOPS reenters TED without clearing the text buffer and preserves your last text file. You can then save the file to disk.

The documentation lists the appropriate locations in TED where you can customize many of the features using FED. You can change the default cursor types, the command keys, and the initial editor mode by making simple 1-byte changes with FED.

#### Video Editor

The last editor on the distribution disk, Video Display Editor (VED), is a

full-screen text editor similar to TED for editing the screen image that exists at the time you invoke it. You can also save the current screen image to a disk file or load the video screen from a disk file using VED.

Two other applications are on the distribution disk. The Video Load Application (DOLOAD) lets you load a saved video screen. You might want to export a portion of this screen back to your program source code and this is the easiest way to access the data.

REGENBU/BAS is a Basic program that reads the file created by the Bringup application, removes unneeded records, and shrinks the file. Bringup removes records, but the file remains the same size.

#### Conclusion

While Mr. Ed is a classy software package that adds exceptional value to Pronto, I do not think it's for everybody. You will require far more documentation (read the TRSDOS reference manual in detail) before you should attempt anything more than looking at disks with the editors. The documentation provided explains the application software's features and does not provide any details about the TRSDOS disk format. It's possible to overwrite parts of the DOS resident in memory while using MED.

Even if you are not a programmer, Mr. Ed can be a handy tool to have around. I especially like the text editor for making simple changes to JCL files or creating messages that I will later upload on CompuServe. I can do either from within any application by invoking Pronto.

If you need file, disk, or memory access, Mr. Ed is a programmer's delight. Couple Mr. Ed's capabilities with the Pronto calculator in hex or binary and you have an outstanding development tool. If you fit into this category, I recommend that you get Mr. Ed right away.■

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The Clone computer comes complete, ready to run, with lots of standard features. Like the maximum 640K of system memory installed. Like an IBM standard parallel printer port, a clock/calendar with automatic battery backup, a speaker, two serial ports (one populated), a game adapter/joystick port, a light pen port, a 2-drive floppy disk controller, and the newest AT style keyboard. The video output is IBM standard color graphics with a special port that allows you to view color software on a monochrome monitor as well as 80 x 25 text. A 360K ultra-reliable floppy drive is included with space for three additional half-height floppy or hard disk drives. The 135 Watt power supply runs cool and assures you of adequate power for future expansion.

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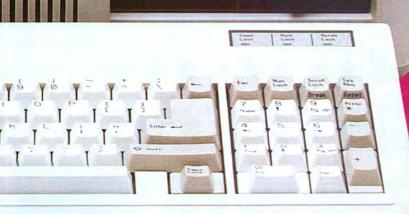


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#### **FEATURES**

Microprocessor: Intel 8088 @ 4.77mHz

Power Supply Rating: IBM Standard Bus: Operating System: Disk BASIC:

MS-DOS and BASIC Ref. manuals: Standard System RAM: COST to EXPAND RAM:

Keyboard: Video Monitor: Video Outputs: Disk Drive Capacity:

Max Number of Internal Drives:

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80286 SpeedKit. Makes XT faster than AT 399 300-1200 Baud Internal Modem & Software 149

Tandy 1000 EX cost figures\*: DOS 2.11 and BASIC reference manuals \$70; Memory Plus Expansion Board (to 384K) \$130; One serial Port \$79; Battery Back-up Clock Calendar \$99;

IBM XT cost figures\*: Video Display Adapter \$250; Video Display \$275; IBM XT computer \$2,145; Additional Ports, serial port, game port, parallel port, 640K RAM \$308; DOS 3.2 and BASIC \$85; Total \$3,063. Does not include the battery back-up clock calendar. No light pen port.

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Optional 8.0mHz 135 WATT YES YES MS-DOS 3.2 **EXTRA** 

YES YES 640K -0-

1-360K

YES

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2 (1 Optional) \$ 699

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YES NO 63.5 WATT

IN ROM EXTRA 256K

\$\$ STD **EXTRA** EXTRA

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0 NO 0

\$ 3,063

TANDY 1000 EX

YES (7.16 mHz) 54 WATT

NO MS-DOS 2.11 YES EXTRA

256K NON-STD EXTRA NTSC, RGB 1-360K

NO (10" Only) YES

NO (Plastic) 0

\$ 1,307

\$ 299

HiRes Mono Graphics Card 720 x 348 129 HiRes Mono Monitor 720 x 348 110 5151 Accounting Keyboard 79 300 Watt Uninterruptable Power Supply 299

Composite Monochrome Monitor \$130; Model 1000 EX Computer \$799; Total \$1,307. We were not able to equip the Tandy 1000 to compare directly with the Clone because of the 1000's inherent design limitations.

\*The above prices are list prices as best we could determine. Both the IBM and Tandy are available at a discount. Check it out! Just like at the car dealer you can usually buy them at

#### OUR GUARANTEE

Simply, if anything is wrong with your Clone or any of it's peripherals, we'll fix it free for up to one year after you've received your Clone.

You have probably read other manufacturers' warranties, and gotten confused, suspicious or even mad. You're probably skeptical about anything as simple and straightforward as our warranty. So here's the fine print. .

You can void your warranty by failing to exercise normal care when hooking up or operating your Clone. Or trashing the guts with a hammer. Or running it over with something. Or burning it up.

You have thirty days after receipt of your Clone to see if you and it are going to be compatible. If you are not satisfied with your Clone for any reason within that time you may return it to us for a full refund, less shipping charges. Just don't write in the manuals or lose anything that was in the original container as it all has to be intact.

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REMEMBER. . . YOUR BEST FRIEND MAY BE A CLONE

# The (Latest) Word Machine by Gary Ludwick

\* \* \*

**The Word Machine 4.0.b** runs on the Model 4 (64K) and requires two disk drives. Pel-Tek, Box 1026, Southampton, PA 18966, 800-523-2445 extension 19. \$39.95.

Pel-Tek has upgraded its venerable Word Machine word processor for the Model 4. Using most of the Model 4's increased capabilities, such as the 80-column screen, sound, and highlighting, Pel-Tek has created an affordable, flexible, and easy-to-learn word processor. The program isn't perfect, but for medium-duty nonprofessional use, it packs a lot of power for the money.

#### **Word Power**

The Word Machine has most of the features you've come to expect in a word processor and most of the ones you'll find in more expensive programs. The difference lies in how it performs its tasks.

The Word Machine uses a 25-line display, reserving the top four lines for program control and command prompts. It uses the remaining 21 lines for text. One of the program's nice features is a menu of commands and prompts that remains on the screen at all times. If you are not sure which command to use, a help file is only a keystroke away. Essentially, The Word Machine has two command modes: text entry and text edit. All other functions and controls fall under these two.

Again, in text entry and text edit, The Word Machine does everything you'd expect-deletion, insertion, full-screen edits, formatting, overwriting, tabulation, and the like. It also has some bells and whistles. For instance, it offers a macrokey file that lets you insert a prewritten text line or have all your printer control codes available for insertion with a single keystroke. You also have on-screen reformatting and printout previewing capabilities. The Word Machine remembers the last action you took and uses the F3 function key as an undo command. You can also enter ASCII and escape codes from the keyboard.

The Word Machine has other features I haven't mentioned—such as a pause command that allows personalized form letters—but you can see that it has a lot of power and potential for the money.

#### The Downside

In terms of functions, The Word Machine does indeed have power. But, it has some problems in execution.

Able One does a fair job of linking its applications, but its overall performance is slow, awkward, and even silly.

The Word Machine is written in compiled ZBasic. That's like putting a four-cylinder engine in a Cadillac. Even compiled Basic is slow compared to today's machine-language programs, particularly in file manipulation and memory usage.

The Word Machine spends a lot of time on disk access. Even the simple act of saving a file causes it to dump its main program, go to disk for its file-manipulation routine, come back and ask you some questions, and then, finally, write the file to disk. It then reverses the whole operation to get back to your text and the Word Machine program. For most top-line word processors, file saving or loading is a one-keystroke, no-wait operation. The compactness of machine code would let The Word Machine stuff much more program into memory and cut down on so much disk work.

#### **Memory Stuffed**

As for memory use, The Word Machine is designed for a standard 64K Model 4. It reserves about 1K of top memory for hard-disk drivers or spooling routines and uses everything else. High-memory programs such as Pronto or Dostamer will not work with The Word Machine. If you load Pronto and then try to load The Word Machine, you get a "not enough memory" message.

One possible improvement for The Word Machine would be a built-in software option to let owners of 128K machines install The Word Machine as a RAM disk. That could eliminate many of the slow disk-access periods.

#### Conclusion

Although I have problems with a compiled Basic word processor, The Word Machine is probably a good choice if you are an occasional user who values money over execution speed. It is easy to learn and operate, comes with a clear and concise manual, and has almost every feature you'll find on high-priced programs. But the package is somewhat slow and awkward in its execution.

# Able One Lacks The Right Abilities by Eric Grevstad

 $\star$ 

**Able One** runs on the Tandy 1000/1200/3000 and requires 512K and two disk drives. Able International Inc., 301 North Main St., Pueblo, CO 81003, 303-544-9600. \$84.95.

It's hard not to applaud Able International's goal—to offer a five-function integrated package for \$84.95 without copy protection, advertised as "everything Symphony was supposed to be." Unfortunately, when you use Able One, you're more likely to think of Haydn's Toy Symphony. The program does a fair job of linking its applications, but its overall performance is slow, awkward, and even silly.

#### Un-Able

For instance, Able One has pretensions to artificial intelligence or an English-language interface; it's nothing like the data-base query syntax of Symantec's Q&A, but an opening menu cheerily asks, "How may I help you, Customer?" The program understands 30-odd words (including "name," so you can teach it not to call you "customer"), so novices can type "I need help" or "Please open the data base."

It takes seconds to learn that typing just "spreadsheet" or the letter S has the same effect as "I want to create a spreadsheet." Able One doesn't support real file-handling sentences, such as "Open the client data base." Meanwhile, the moving-bar task menu (Word Processing, Spreadsheet, and so on) has a surprise: Selecting Quit returns you to DOS, but so does selecting Utilities. From DOS, the manual explains, you can run utilities like Format or Diskcopy.

The function keys serve consistent generic purposes (such as F3 to save the current file or F4 to print one or more disk files), so you reach all application commands via the F9 key, which opens a vertically scrolling menu. However, 1000 owners beware: Pressing F11 or F12 causes Able One to suddenly scroll through different applications and generally behave as though it is having a seizure. Patient beginners can use the cursor-movement and enter keys (the spreadsheet menu has over 50 entries); experts will press F9 and type the desired command. Either way, Able One is keystroke-intensive with a vengeance. Fortunately, a macro function lets you assign typed sequences to "remember keys" such as alternate-A, albeit replac-

Continued on p. 161

The Complete Guide to GGING



You *can* overcome program bugs.

Our detailed guide tells you how.

by Lewis Rosenfelder

ack in 1982 it was intended to be the ideal novelty gift for anyone with a computer. Some enterprising soul had taken integrated circuit chips, painted eyes on them, and mounted them as paperweights—\$9.95 each. The Computer Bug never caught on like the Pet Rock. Perhaps it's because we already have all the little critters we can handle.

Bugs and debugging are a fact of life, a part of the process of programming. A baby's first words are "Momma and Dada." A newborn Basic program's first two words are "Syntax Error." Count on it.

If you regress to baby babble at the sight of an illegal function call, Return without GOSUR, input past end, or While without Wend, this debugging guide to Basic will help. If you break out in a rash when your program crashes, take a deep breath, count to 10, and consult this guide. The problem might not be so serious after all.

#### **Bugs in Perspective**

Look at it this way. If it weren't for bugs, we wouldn't have programs. Bugs are nature's way of keeping us programmers from taking over the world. Without bugs, who would need us anyway? Without the ever-present knowledge that there's always one more bug, who would bother testing a program?

I've learned the hard way. Experience has taught me to test thoroughly, but even so, I check my rear-view mirror when driving away from a business after delivering a new program. The operator, having already discovered the first bug, might be running down the street after me. It's happened more than once!

The bad thing about debugging is that after spending a whole night agonizing at the keyboard, next morning someone accuses you of falling in love with the computer. Don't even try to explain it. Who's going to empathize with a subscript out of range? Just say, "The computer doesn't fully understand what I want it to do and I'm trying to figure out why," and leave it at that.

There's only one way to survive, and perhaps even enjoy debugging. Imagine you are Sherlock Holmes. Now, with magnifying glass in hand (and a can of Raid), let's begin.

#### **Bug Personalities**

Some bugs cause Basic to stop the program and display an error message for you. Be thankful because at least you have

#### System Requirements

All systems

a clue about what's wrong. These bugs are the complainers, so they get the most attention. They indicate a failure to go by the rules of the language. Type mismatch, missing operand. Next without For, undefined line number, and syntax error are examples. These bugs make you wonder, "If Basic is smart enough to know I made an error, why isn't it smart enough to fix it?"

A syntax error is like getting stopped for a burned-out tail light and the cop never realizes you are actually driving the getaway car from a bank robbery. Logical bugs are ours to outwit. They include such things as forgetting to clear a total before starting a new calculation, telling the computer you want it to process all items greater than 100 when you actually need all items less than 100, and the programming equivalent of a broken record: the continuous loop.

Other bugs have to do with quirks of the Basic language and the computer itself. These include such things as rounding errors when converting a number from single precision to double, failure to respect "My Dear Aunt Sally" (a mnemonic device to indicate the order of operations: multiplication, division, addition, subtraction), troublesome character codes that clear the screen or cause printer paper to spew out when printed, and Basic's absolute refusal to divide by zero.

You'll also encounter bugs with impul-



- 1. Find it before fixing it. Use direct commands to test statements one by one.
- 2. Use a scratchpad and make a bug list. Save time by fixing a swarm of them at once.
- 3. Examine the inputs. Use Print statements to view variable contents.
- 4. Backtrack to the source of the error.
- 5. Think like a computer. Follow each questionable condition.
- 6. Insert TRON and TROFF statements to see line numbers as they are executed.
- 7. Make a program listing. Mark it up. Sometimes it's easier to see errors on paper.
- 8. Insert temporary Stop, Print, or Beep statements.
- 9. Try a new approach. There's always another way to do it.
- 10. Anticipate hardware and operator errors.
- 11. Test the extremes: negatives, zero, null inputs, small inputs, and big inputs.
- 12. Isolate the problem and run an experiment. Use RND to generate test data.
- 13. Be a careful observer. Look for the unusual.
- 14. Beware of enhancements. Make it do the primary job first.
- Validate input so computational routines can rely on good data.
- 16. Think modularly. Package proven routines and reuse them.
- 17. Adopt your own standard line numbers and variable names so you'll know where and what things are.
- 18. Document your work. Use remarks. Draw a flowchart for difficult routines.
- 19. Date the program and note all revisions.
- 20. Let someone else test the program.
- 21. Take a break. Sleep on it. Read the Basic manual.

sive personalities. They don't make themselves known until they feel like it. Technically, they are not bugs, but failures to anticipate and handle everything that can go wrong at run time. Disks inserted upside down, operator entries in lowercase letters when you were counting on uppercase, printer out of paper, and file not found are members of this family.

Finally, vanity bugs tend to waste our time. They affect the cosmetics of the program. Some are harmless, such as a paycheck that says "Exactly 1 dollars." Others, like numbers printed under misaligned headings, can be costly. Still others make a program difficult or impossible to use, such as messages that scroll off the top of the screen before you can read them.

They are all related, and one bug can hide several others. An illegal function, for example, might indicate bad disk data generated by two or three bugs in another program. It can work the other way, too. Just as you might get rid of a whole swarm of bees by killing the queen bee, sometimes fixing one little program bug can make dozens of problems disappear.

#### What to Do When Bitten

Before touching anything, ask yourself what happened. Look at the screen. Did you enter any unusual data? What was the computer trying to do? What was the last thing it did successfully? If you got an error message, note it and list the line.

If custom error handling is in effect (the programmer used an On Error GOTO statement) and you want to investigate further, press the break or control-C keys. At the Ready or OK prompt, type ON ERROR GOTO 0 and press enter. Basic should display its built-in error message.

If in doubt about the error's line number, type PRINT ERL and press enter. To get the error code to look up in your manual, use PRINT ERR. To list the line, type LIST followed by a blank and the line number, and then press enter.

Now the hard part: Sometimes it's not immediately obvious what's wrong, especially in a long line. One way to find out is to retype each statement in direct mode. For example, if the line says:

1230 A! = B!/2:PRINT B!:GOSOB 2000:RETURN You enter:

A! = B!/2

No problem here, so enter:

PRINT B!

No problem again. Now enter:

**GOSOB 2000** 

There's your error. Basic reports, "Syntax error." A little head-scratching tells you GOSUB is misspelled. Edit the line and rerun the program.

#### Checking Variables

It's not always that easy. Suppose you

Program Listing. Program to create a file of Stop statements.

10 LINE INPUT"Name of merge file to create: ";F\$
20 INPUT"Starting line number: ";S
30 INPUT"Ending line number: ";E
40 Open"0",1,F\$
50 FOR I=S TO E STEP 10:PRINT #1,I+
5;"STOP":NEXT I:CLOSE:END

see the following statement after an illegal function has been reported:

1340 PRINT MID\$(A\$,A%,P%)

First, you should check the values contained in the variables. Enter:

#### PRINT A\$

Perhaps it displays the string "JACK JONES." Now type:

PRINT A%

and:

#### PRINT P%

Suppose A% is 5 and P% is -1. Now what? Look up MID\$ in your manual to see that the third parameter must be between 1 and 255. Now backtrack to find where P% got the incorrect value. A printed listing of the whole program is helpful here. (Turn on the printer and enter the LLIST command.) Look for statements that have P% =, INPUT P%, READ P%, and so forth.

It's very important to find out all you can before editing the program. As soon as you make a change, Basic clears the variables, and your clues are gone. If Basic automatically listed the line for you to edit, as it sometimes does, don't press enter. Press break, control-C, or Q (whichever command exits the system's edit mode). Now you can look around and examine variables to determine the necessary correction.

#### Traps and Tracers

Other techniques can help you find more difficult errors. Use Basic's trace feature to list the line numbers as it executes them. Type TRON before running the program. Now you can see where the program has been just before the error occurs. TROFF turns off the trace.

If you have an idea where the problem occurs, temporarily insert TRON and TROFF in the program just before and after the questionable routine. This way, lines you're not worried about aren't listed.

Suppose you know the problem occurs when P% is negative, but you don't know where P% picks up the wrong value. After every statement that assigns a value to P%, insert two temporary statements:

#### PRINT P%:STOP

Now run the program. The program will soon stop, just as if you had pressed break. Since you included PRINT P%, that variable's current value appears on the line above the cursor. If the value at this point looks good, enter:

#### CONT

The program continues to your next Stop. You are free to list lines and look at other variables at any Stop statement. As long as you don't make a correction you can continue.

To be more efficient, include If statements in your traps. For example:

#### IF P% < 0 THEN PRINT P%:STOP

The short Program Listing creates a file of Stop statements that you can merge with any Basic listing that has been renumbered in intervals of 10. The merged file will contain Stops between each line of your original code. Enter and run the code in the Listing, making sure that the merge-file name is different from the file you want to test. Then load the program and merge the Stop-statement file.

The resulting program will stop after each line in the range you specify when you run it. If you want to get fancier, change the Stop to:

LOCATE 24,1:PRINT A,B,C:STOP

or something similar to test the values of any variable.

You might also consider temporary Beep or Sound statements to identify what's going on. The advantage is a clean video display. When you find and fix the problem, remove the temporary traps and tracers.

#### When You Are Stumped

It's not unusual to panic when faced with a bug. Sometimes the frustration causes you to overlook the obvious and forget about similar problems that you've solved in the past. To help, I've included three charts in this issue. The charts apply to both TRSDOS and MS-DOS Tandy computers, and areas specific to one or the other are noted as such.

The first chart (at left) lists 21 debugging hints: things to do, approaches to take, and practices to follow.

The second (p. 40) is a checklist of 177 common logical errors, with symptoms, causes, and possible solutions. It is organized by type of problem: video display, printouts, calculations, disk-file data, branching errors, and so forth.

The final chart (p. 42) is a detailed directory of Basic error messages, possible causes, what to do about them, and ways to prevent them. Prevention, of course, is the best medicine. I'm confident that you'll find these tips helpful.

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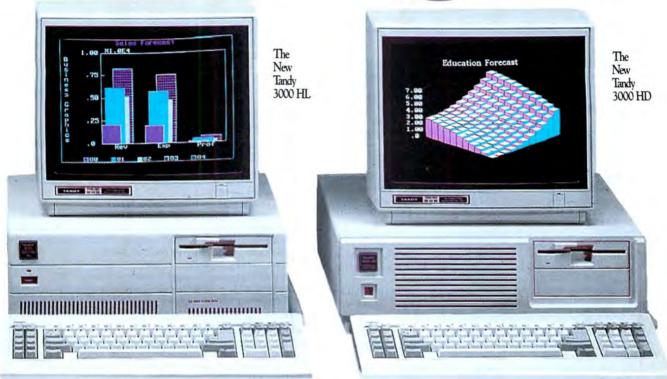
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# Master Checklist

#### Video Display Problems

- 1. □ Were incorrect Locate or PRINT@ parameters used?
- 2. □Did you forget to use CLS at the start of the program?
- 3. Were row and columns confused in a Locate? (First position is 1.1.)
- 4. □Did an attempt to print in the last column force a line feed? (Avoid it.)
- 5. Did an attempt to input or print on the last row force scrolling? (Avoid it or use a semicolon. Note: On MS-DOS machines, printing to either of the last two rows can cause scrolling.)
- 6. □ Is a Screen, Width, or Color statement needed?
- 7. □ Are Screen, Width, Color, and CLS statements in the right order?
- 8. □Did a long string drop to the next row on an MS-DOS system? (Try Print Using's & option.)
- 9. □ Is a line erased after data is printed on the row above it? (Use a semicolon to end the Print statement.)
- 10. ☐ Is a line erased below a keyboard input? (Use Input or Line Input's semicolon option, if allowed. Otherwise write an INKEY input routine or locate it elsewhere.)
- 11. ☐ Is the data invisible? (Perhaps foreground and background colors are equal.)
- 12. □Does the screen clear before you can read what it says? (Insert an Input statement with a "Press any key to continue" message.)
- 13. ☐ Are unusual screen clearings, line feeds, or character-size changes occurring when a string is printed? (Bad data or control characters in the string.)
- 14. Are positions incorrect with back arrows, brackets, and numbers displaying? (MS-DOS—You might need ANSI.SYS for this program.)
- 15. □Did the screen or current line clear after you typed it in? (Perhaps you accidentally pressed clear, control-home, or escape. Avoid this by writing an INKEY input routine.)
- 16. □Did you erase data that you were attempting to tab over? (Use Locate or PRINT@.)
- 17. □ Also see Bad Printouts and Misaligned Columns.

#### **Bad Printouts and Misaligned Columns**

- 18. ☐ Is a semicolon missing? Are extra commas included in the Print or LPRINT statement?
- 19. □Did you attempt to tab to a position left of the current column? (You can't do it.)
- 20. □Did you attempt to tab past the last column?
- 21. Was the tab syntax confused or an extra comma included? (TAB(0) is the leftmost position.)
- 22. Were columns misaligned due to inconsistent data lengths? (Try Print Using or tab.)
- 23. Was a number too big for its Print Using string? (Percentage symbols indicate an overflow. Add more digit positions or check the calculation.)
- 24. Were variables misaligned in a Print Using string? (Look for invalid or extra characters in the format string: %,#,!, and so on.)
- 25. ☐ Was Print accidentally used instead of LPRINT? (Watch your screen.)
- 26. ☐ Is bad disk data giving unusual line feeds or form feeds?
- 27. ☐ Is an opening quotation mark missing on a string constant? (Zeros are printed.)
- 28. 

  Is a closing quotation mark missing on a string constant? (The rest of the program line is printed.)
- 29. □ Is a line wraparound taking effect on the printer because of too much data? (Use a Width statement and, if necessary, printer-setup codes.)
- 30. ☐ Is data not being printed because of a failure to handle all If... Then conditions? Bad program flow? Bad nesting of For... Next loops?
- 31. □ Does SPACE\$ or STRING\$ have an incorrect parameter?
- 32. Was the printer turned off during the run, causing setup codes to be lost?
- 33.□Is scientific notation causing trouble? (Try Print Using.)
- 34. □ Was the printer initialized to top of form?
- 35. ☐ Is the line count and form size right?
- 36. ☐ Is automatic wraparound invalidating a line count your program might be keeping?
- 37. ☐ Are you checking for end of page frequently enough to print your heading?
- 38. Is a missing semicolon after LPRINT CHR\$(12) causing an extra line feed with each form feed?
- 39. Are you having overprinting or double-spacing problems? (Check the printer's auto-line-feed switch or send setup codes. Turn the printer off then on after setting switches.)

#### A Numeric Expression Is Giving an Incorrect Result

40. □Bad input? Corrupted disk-file data?

- 41. □Bad order of operations? (Change the order or use parentheses.)
- 42. ☐ Are missing type codes (%.!,#) or incorrect DEFINT, DEFSNG, or DEFDBL statements causing the wrong variables to be used?
- 43.□Is there a misspelled or wrong variable name? (You can use a cross-reference program to find misspelled names.)
- 44. ☐ Is another routine changing variable contents? (Variable conflict?)
- 45.□Is single- to double-precision conversion causing inaccuracies? (Use STR\$ then VAL to convert.)
- 46. ☐ Are extra digits being added to the right of the decimal in double-precision variables? (Use # after all constants that enter the calculation.)
- 47. ☐ Are nonnumeric characters in a string causing VAL to return zero?
- 48. Are rounding problems being caused by integer versus noninteger division? (MS-DOS systems.)
- 49. ☐ Are there errors in rounding? (Watch negative numbers. Consider Fix versus INT.)
- 50. ☐ Is Print Using rounding the output? (Consider rounding internally to make the numbers agree.)
- 51. ☐ Are you forgetting to multiply or divide by 100? (Percentages.)
- 52. ☐ Has a Clear statement zeroed all variables?
- 53. ☐ Is there row versus column confusion in array data?
- 54. ☐ Have two functions been defined with the same name?

#### A String Expression Is Giving an Incorrect Result

- 55. □Bad input? Corrupted disk-file data?
- 56.□Suppressed leading blanks, incomplete data? (Substitute Line Input for Input. Note: MS-DOS systems drop trailing blanks from keyboard input.)
- 57. ☐ Are variable names misspelled or incorrect?
- 58. □ Are you LSETting or RSETting to a field that is too small or null?
- 59. □ Are arguments in the wrong order for MID\$, INSTR, and so on?
- 60. ☐ Is the string an unexpected length in a MID\$ function?
- 61. ☐ Have LEFT\$ and RIGHT\$ been confused?
- 62. ☐ Have you forgotten to loop an INKEY\$ statement. (The string is null.)
- 63. □ Is a null argument causing a problem with INSTR?
- 64. Did you fail to consider the sign position at the left of a STR\$ string? (Positive numbers converted to strings have a leading blank.)
- 65. ☐ Have two functions been defined with the same name?

#### **Keyboard Input Problems**

- 66. ☐ Are leading blanks suppressed? Is input data incomplete? (Use Line Input instead of Input.)
- 67. ☐ Is a control key intercepted before the program can handle it. (Use INKEY\$.)
- 68. □ Are function keys sending multiple characters?
- 69. ☐ Are function keys not working? (Check On Key GOTO statements.)
- 70. Are incompatible scan codes the problem? (Tandy 2000 versus Tandy 1000, 1200, 3000.)
- 71. □ Are the caps-lock, number-lock, and scroll-lock states correct?
- 72. ☐ Have you forgotten to loop an INKEY\$ statement? (The string is null.)
- 73. □Is unwanted old data remaining when you press enter? (Use Line Input or zero the data before Input.)
- 74. □ Also see Video Display Problems.

#### A Search, Sort, or If. . . Then Test Fails

- 75. ☐ Misspelled variable names? Variable conflict? Wrong array elements?
- 76. Capitalization problems? (Convert to uppercase before comparing or sorting.)
- 77. ☐ Is numeric imprecision causing a comparison to fail? Is a zero not really a zero? (Use INT or use an ABS [number minus value] test to see if the number is sufficiently close to the desired amount.)
- 78. ☐ Is the comparison failing because signs are not equal? (Use ABS.)
- 79. ☐ Is the comparison failing due to leading or trailing blanks? (Pad or truncate to make lengths equal.)
- 80.□Is the search or sort missing the first or last item? (Are you starting at zero or 1? Is the item count correct?)81.□Are items out of order for a search routine that expects them in
- order? (Sort them.)
  82.□Is array or disk-file data missing? (Bad fielding, Data-statement errors, and so on.)
- 83.□Is a null string improperly handled in a comparison?
- 84. Are there tab characters in the string? (Expand CHR\$(9) tabs before comparing.)
- 85. □ Are there problems with And, Or, and Not? (Use parentheses.)
- 86. ☐ Are And, Or, and Not tests failing? (Force expressions to zero or -1.)
- 87. □ Have you confused And with Or?
- 88. Are you attempting to compare MKI\$, MKS\$, or MKD\$ strings? (You must convert them to numeric or special format for proper sorting. Watch imprecisions in MKS\$ and MKD\$ strings.)
- 89. ☐ Is searching or sorting failing for numbers in strings? (Right-justify and align decimals. Handle the sign separately.)

- 90. ☐ Have you confused greater than with greater than or equal to, equal with not equal, and so on?
- 91.□Bad If. . .Then. . .Else flow? Bad nesting of For. . .Next and While. . .Wend loops?
- 92. ☐ Are unwanted zero or blank items appearing at the start of a sorted list? (Eliminate them before the sort or skip them when printing. Eliminate leading blanks before sorting.)
- 93. Are invisible characters such as backspace codes causing problems? (Use MID\$ and ASC to check the value of each character in the string.)

#### Branching, Looping, and Program Flow Problems

- 94. A wrong line number was entered. (Is it somewhere else in the program?)
- 95. ☐ A line is missing. (Did you overtype an existing line?)
- 96.□Did you forget to use New or Delete before adding new lines?
- 97.□Did a merged file have unexpected extra lines in it?
- 98.□Did you start a new line before ending the old one. (If a line ends on the final column of the screen, it is easy to forget to press enter.)
- 99. □ Are missing or extra line numbers in an On. . . GOTO list?
- 100. Is the On. . .GOTO value correct? (Bad computations, unexpected roundings.)
- 101. Was there an unexpected fall-through to the next instruction with a too-large On. . .GOTO value?
- 102. □ Is a missing Return causing a subroutine to fall into the next subroutine?
- 103. ☐ Has an On Error GOTO taken effect? An incorrect Resume line?
- 104.□Did you forget to reset the On Error GOTO from an earlier routine? (Use ON ERROR GOTO 0.)
- 105. ☐ Is the counter being cleared or changed within a For. . .Next loop? (Variable conflicts?)
- 106. ☐ Is the "to" value being cleared or changed within a For. . . Next loop? (Variable conflicts?)
- 107. □ Is there row versus column confusion in array data read by a For. . . Next loop?
- 108. ☐ Is the wrong step being used in a For. . . Next loop? (Are the "from" and "to" values outside the range?)
- 109. If using a negative step in a For. . . Next loop, is the "to" less than the starting value? (It should be.)
- 110. ☐ Is a GOTO or Return exiting a For. . . Next loop? Are you using a GOTO to get back to the start of the loop? (Don't.)
- 111. □Do you have bad If. . .Then. . .Else flow? (Simplify. Use one Then and one Else clause for each If. Use GOTOs to eliminate the simplest conditions first.)
- 112. □Did you omit the Then in an If statement? (Don't.)
- 113. Do you have a continuous loop caused by an incorrect GOTO, a faulty comparison, a counter being cleared, or an omitted Return?
- 114. Does your loop fail to repeat because of a missing GOTO, a missing or mismatched Next, a missing Wend, a faulty comparison, a counter being changed or not initialized, or an omitted Return?
- 115. Are For. . . Next loops executed even when the starting value of the counter is out of range? (Model I/III Basic always executes a For. . . Next loop at least once.)

#### Missing or Corrupted Random Disk-File Data

- 116. ☐ Are fields misaligned? Overlapping? (Check Field statements.)
- 117.□Are there missing or extra Field items? (Check Field statements.)
- 118. ☐ Are you trying to field more than 255 bytes? (Use dummy strings as spacers.)
- 119. ☐ Was a dummy field size miscomputed, causing misalignment?
- 120. ☐ Was fielding modified since the file was last written?
- 121. □ Is the correct record size given in the Open statement?
- 122. Did you fail to use LSET or RSET to fielded strings anywhere? (This invalidates the fielding.)
- 123. Were MKI\$/CVI, MKS\$/CVS, MKD\$/CVD, CHR\$/ASC used consistently when LSETting and retrieving data?
- 124. ☐ Wrong disk? Wrong backup copy? Wrong file name?
- 125. Were disks swapped before files were closed last session? (Scrambled data, disk I/O errors.)
- 126.□Was the file closed last run? (Data missing or zeros past the prior end of file.)
- 127. Did you forget a Get or Put statement or miscalculate the record number? (Watch Get and Put statements without record numbers. The record number is incremented automatically.)
- 128. □ Was a wrong file number used on a Get or Put statement?
- 129. Did you forget to get and field the old record before updating and putting it? (If so, data is lost from the fields not updated.)
- 130. □Does another program use the same file name?
- 131. ☐ Was a CHR\$(26) encountered in an file INPUT\$ statement, causing subsequent data to be missed?

#### Missing or Corrupted Sequential Disk-File Data

- 132. □ Are the output and input routines compatible?
- 133. □ Are extra or missing delimiters causing problems? (Commas,

- quotes, carriage returns, and so on.)
- 134. ☐ Have PRINT# versus WRITE#, and INPUT# versus LINE INPUT# been confused? (See your manual.)
- 135. ☐ Is an input line too long? (Multiple INPUT# or LINE INPUT# statements are required, possibly causing data to get out of sync.)
- 136. Was non-ASCII data printed to the file, causing problems when entering data? (Avoid compressed strings such as MKI\$, MKS\$, and MKD\$ in sequential files.)
- 137. □Did an OPEN "O" statement reset the end of file to zero?
- 138. ☐ Was the file closed last run? (If not, the end of file is the prior end of file.)
- 139. □Did the disk become full last run? (If so, the last record wasn't written. Possibly, the file wasn't closed.)
- 140. Were disks swapped before closing? (Scrambled data, disk
- 141. Was an overflow encountered on an integer being input? (Missing
- delimiters, possible out-of-sync data.)
  142. \( \subseteq \text{Are zeros being input because of nonnumeric characters in the input file? Is the sign position correct?
- 143. Was an extra end-of-file character inserted? (Data past it cannot be
- 144. ☐ Is an end-of-file character missing? (Garbage data is at the end of the file.)
- 145. □ Was a wrong file number used on PRINT# or INPUT# statements?
- 146. ☐ Was # forgotten in PRINT# or INPUT# statements? (Watch the screen.)
- 147. □Does another program use the same file name?

#### A Call, USR, PEEK, or POKE Routine Doesn't Work

- 148. □ Was it loaded? At the right address?
- 149. ☐ Is the DEF SEG missing or incorrect? (MS-DOS systems.)
- 150.□Was DEFSEG = accidentally used instead of DEF SEG =? (MS-DOS systems.)
- 151. □ Has a missing or incorrect Clear statement failed to protect memory?
- 152. □ Are Call arguments missing or in the wrong order?
- 153. ☐ Are arguments the right types? (Where constants are permitted, use CINT, CSNG, or CDBL.)
- $154. \square$  is the variable argument specified correctly? (VARPTR versus just the variable name.)
- 155. ☐ Have array VARPTRs shifted? (They change whenever a new simple variable is added.)
- 156. ☐ Are integer addresses specified correctly? (Subtract 65536 from addresses over 32767.)
- 157. ☐ Have differences between compiler and interpreted Basic been noted?
- 158. □Computer incompatibilities?

#### The System Freezes

- 159. ☐ Is it waiting for input? Waiting for a disk?
- 160. ☐ Is the printer off, not on line, or out of paper?
- 161.□Was the print-screen key accidentally pressed with printer not ready? (Turn on the printer.)
- 162. Was the hold key pressed? (Press it again.)
- 163. ☐ Is much data being read in or sorted? (You might need to wait a few minutes for garbage collection while Basic reorganizes the strings in memory. On TRSDOS machines, giving more string space with the Clear command can reduce the delay.)
- 164. ☐ Are an On Error GOTO routine and Resume looping? (Try break or control-C. Then type ON ERROR GOTO 0.)
- 165. ☐ Is it a program error? (Continuous loop, bad POKE, Call or USR routines. Try pressing break or control-C. If the break is successful, type TRON and then CONT to display the line numbers. TROFF stops line-number display.)
- 166. ☐ Has hardware malfunctioned due to a sudden power drop or static electricity?
- 167. □ Are all cables connected tightly? Are the contacts clean?

#### It Worked Before, But Not Now

- 168. ☐ Is this the latest version of the program? (Date all files!)
- 169. Did modifications cause bugs in parts of the program that worked before? (Log your revisions. Keep backup copies until the new version is well tested.)
- 170. □Were the latest modifications saved?
- 171. ☐ Were wrong or different startup parameters given upon entry to Basic?
- 172. □ Was the system or screen mode initialized differently?
- 173. ☐ Has a program changed memory allocations earlier in the session? (Try starting from scratch.)
- 174. □ Are files missing or incorrect?
- 175. ☐ Has a new bug been discovered due to different input?
- 176. ☐ Has Basic become corrupted in memory? (Restart it.)
- 177. ☐ Are there hardware malfunctions? (Run diagnostics or try another computer.)

# GUIDE To Basic Error Messages

his guide lists the error messages you are most likely to encounter while writing or running Basic programs on Tandy computers. Use it as a reference to explain baffling errors and as a source of helpful hints about program design, debugging, and data recovery.

Since error messages vary slightly from one version of Basic to another, you might need to browse through the guide to find the error that corresponds to your system. I've listed error messages in alphabetical order as they appear on the Model 4 and Tandy 1000 screens. Error messages unique to one machine or the other are noted as such. Cross-references are provided to help you locate appropriate messages.

In most cases, I've also included the two-letter error code listed in the manuals of portable computers and limited-memory versions of Basic. The Table on p. 56 lists the error numbers used with most systems.

Not all error descriptions and remedies apply to both MS-DOS and TRSDOS versions of Basic. Where differences occur, I've noted them and given alternate descriptions or solutions parenthetically. References to MS-DOS machines include the Tandy 1000, 1200, 2000, and 3000. References to TRSDOS machines include most other Tandy computers. If you have a Model 4 or Tandy portable, you should be sure to read the MS-DOS notes, since many similarities exist.

#### dvanced Feature. Level 3 Error (L3)

#### Explanation

The program attempted a command, statement, or function that isn't valid in the Basic version being used.

#### Causes

- ·Attempting a disk statement with cassette Basic.
- ·Using a graphics, music, or event-trapping statement with a limited version of Basic.

#### What to Do

- Change or delete the statement.
- •If necessary, use the version of Basic that supports the statement (for example, BASICA.COM instead of Basic.COM on the IBM PC).

#### Prevention

•If memory permits, always use the most advanced version of Basic.

#### ad File Mode

#### Explanation

An Open statement was attempted with an invalid mode, or a subsequent file-accessing command was inappropriate for the mode selected. Files can be opened in one of four modes: Input, Output, Append, or Random. (Some systems use Extend instead of Append, or Direct instead of Random.)

#### Causes

- Attempting input from a sequential file already opened for output, or vice versa.
- Attempting to use Put or Get statements with a file opened in a nonrandom mode.
- Specifying an incorrect file number in an input or output statement.
- ·Attempting to merge a file that wasn't saved in ASCII (using the ,A option).

#### What to Do

- ·List the line. If it contains an Open statement, check for a valid mode: I, O, A, or R. (Some systems give alternative ways to write the Open statement. Check your manual.)
- ·Look for a Get, Put, LOF, EOF, PRINT#, INPUT#, or WRITE# statement. Check the specified file number and the related Open statement.

#### Prevention

- ·Experience, thorough testing, and checking the manual when in doubt.
- •Use ,A when saving files to be merged. Create a merge library.

- Wrong: 10 OPEN"D",1,"TESTFILE",15 20 FIELD 1, 15 AS N\$ 30 INPUT "RECORD #";REC%

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```
40 IF REC%=0 THEN 90 50 INPUT "NAME"; A$
   60 LSET NS=AS
  70 PUT 2, REC%
80 GOTO 30
   90 CLOSE 1
Right:
   10 OPEN"D",1,"TESTFILE",15
20 FIELD 1, 15 AS N$
30 INPUT "RECORD #";REC%
  40 IF REC%=0 THEN 90
50 INPUT "NAME"; A$
   60 LSET N$=A$
   70 PUT 1, REC%
80 GOTO 30
   90 CLOSE 1
```

#### ad File Name (NM)

#### Explanation

An unacceptable file name was given with an Open, Load, Run, Merge, or Kill statement.

#### Causes

·Invalid characters in the file name, a blank name, or a name that is too long.

#### What to Do

- ·See your manual for valid file names and try again.
- •List the line having the Open statement and examine the logic that provided the name.

#### Prevention

·Validate file names supplied by the user or provide an On Error GOTO routine.

#### ad File Number

#### Explanation

Basic encountered an invalid file number or, possibly, a bad file or device name. (Files are referenced by the numbers 1-15 on most systems.)

#### Causes

- •Failing to specify the number of files upon entering Basic. (The default took effect.)
- •The current program opens more files than were specified.
- •The number specified was zero, negative or too high. (Some systems use negative file numbers to reference cassette drives or printers.)
- . You attempted to execute a Get, Put, IN-PUT#, PRINT#, or WRITE# statement before opening the indicated file or after you had closed it.
- Using incorrect parameters for an Open statement.
- Under MS-DOS, you didn't declare enough buffers under the DOS CON-FIG.SYS file when booting up. If only five buffers are available, remember that DOS uses one for the printer and one for the keyboard; only three will be available to a Basic program.

#### What to Do

- ·List the line. Check the file number requested. If necessary, print variable contents.
- •Check the Open statement and the file number it specifies.
- ·Check program flow. Did the Open statement execute? Is a Close statement closing all files when it should be limited to specific files? Has a Clear statement closed the files?
- •If the program is chained to, check the Chain, Run, or Load statements in the chained-from program.
- ·If necessary, restart Basic from DOS with the correct specification for files.

#### Prevention

- ·Write a batch or Do file (or an Auto command) that enters Basic with all parameters set correctly for the application.
- •If memory is plentiful, enter Basic with files set to the maximum.
- ·Specify file numbers explicitly in your Close statement.
- ·Make sure you've declared enough buffers under the DOS CONFIG.SYS file (MS-DOS only).

```
loopen "O", 8, "TESTFILE"

20 LINE INPUT "NAME? ";N$

30 IF N$ = "END" THEN 50
     40 WRITE# 8, N$: GOTO 20
    50 CLOSE 8
Right:
  Basic (F=8) <Enter>
    Model 4 syntax)

10 OPEN "O", 8, "TESTFILE"

20 LINE INPUT "NAME? ";N$

30 IF N$ = "END" THEN 50

40 WRITE# 8, N$: GOTO 20
```

#### ad Record Number

#### Explanation

50 CLOSE 8

A Put or Get statement attempted to access an invalid record number in a random file.

#### Causes

- ·Exceeding the system's record number
- •The record number is negative or zero.

#### What to Do

- ·List the line. Look at the Get and Put statements to determine the record number being specified. If it is a computed number, check the calculating routines.
- Where a field provides a pointer to another disk record, the file might be corrupted or improperly fielded, or it wasn't closed during the last session and is incomplete. Check the Field statements. To recover an incomplete file, see Input Past End.

#### Prevention

Validate operator inputs.

 Write On Error GOTO routines and recovery programs for files that use pointers from one record to another.

#### an't Continue (CN)

#### Explanation

Basic encountered an illegal attempt to use the CONT instruction after a break in execution or after the program has halted because of an error.

#### Causes

- ·Basic's line pointer and variable list have been cleared.
- •No program is in memory, or the program has been edited since breaking.

#### What to Do

- •Restart the program by typing RUN.
- ·If you must continue, first use Print statements to verify that variables are intact. Then type LIST . (substituting the period for the line number) to list the current line. Try to determine which statements have not executed yet. Enter them one at a time as direct commands. Finally, use GOTO to jump to the next line.

#### Prevention

- ·Avoid editing programs you want to
- If Basic displays a program line for editing after an error has occurred, avoid pressing the enter key. Use Basic's command to exit Edit mode (Q, control-C, or break, depending on the system).

#### ommunications Buffer Overflow

#### Explanation

The remote computer is transmitting information faster than your computer can process it.

#### Causes

 Processing the data consumes too much time on the receiving end.

#### What to Do

- •Use a slower baud rate.
- •Exit, then restart Basic using the /C switch to indicate a larger receive buffer (in MS-DOS systems only).

#### Prevention

- Compile the receiving program for faster execution.
- ·Hold received data in memory rather than immediately writing it to disk.
- •Put delay loops in the sending program.
- •Implement a handshaking protocol. Transmit a go-ahead code after each byte (or more) is received and processed, or use

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On Error GOTO handlers to send the standard XOFF and XON characters: CHR\$(19) to halt transmission, CHR\$(17) to resume transmission.

#### evice Fault

#### Explanation

Basic encountered a problem with an input/output (I/O) device, such as a printer, disk drive, or modem.

#### Causes

- •A malfunctioning or improperly connected device.
- •The device is turned off, or (if a printer) the on-line switch is off.
- •See Device Time Out and Out of Paper.

#### What to Do

- •List the line to see which device is being accessed.
- •Correct the problem with the device.
- Type CONT or GOTO to continue, or RUN to restart.

#### Prevention

- •Include messages to remind the operator to turn on all devices.
- Use On Error GOTO statements for automatic retries.

#### evice I/O Error Or Disk I/O Error (IO)

#### Explanation

An error occurred when reading data from or sending data to a device, such as a disk drive, printer, or modem.

#### Causes

- •The device is not ready or it is improperly connected or malfunctioning.
- •See also Device Unavailable, Disk Write Protect, Disk Not Ready, and Disk Media Error.

#### What to Do

- •List the line to see what file number is being used. Refer to the Open statement to see what device is involved.
- •Correct the device problem and retry.

#### Prevention

•Use an On Error GOTO statement before the Open statement, preferably before each command accessing the device. In the error handler, let the user correct the situation and retry or abort.

#### evice Time Out

#### Explanation

An I/O device, such as a printer, disk drive,

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or modem, has not responded.

#### Causes

- •A malfunctioning or improperly connected device.
- •The device is turned off.
- Incorrect communications parameters.

#### What to Do

- •List the current line to determine which device is being accessed.
- •Examine the device for problems. Check power, cable connections, on/off status, paper insertion, and so on.
- Are you accessing the correct device? Is it connected to the correct I/O port? Are you using correct communication parameters?
- •If applicable, check the related Open statement.

#### Prevention

- •If you're attempting RS-232 communications (to a serial printer or modem), check the manual for options to the Open "COM" statement. You can extend the time that Basic waits before reporting an error.
- •Use On Error GOTO statements for automatic retries.

#### evice Unavailable

#### Explanation

A requested device, such as a disk drive, printer, or communications port is unavailable.

#### Causes

- •A disk drive is off or is disconnected. A printer is disconnected, off, or not on line.
- •Attempting to use a device that doesn't exist, such as an invalid disk drive or a line printer.
- Attempting to use a properly connected device that Basic is unaware of because of a missing or uninstalled device driver program.
- See also Disk Write Protect.

#### What to Do

- List the program line to see what device is being requested.
- Turn on and check the device. Push its reset button, clear button, or on-line switch.
- •Consider programs, commands, or parameters that you might have forgotten or incorrectly specified before entering Basic. (In MS-DOS, for example, this includes device entries in a CONFIG.SYS file and the /C switch upon starting Basic.)

#### Prevention

- Validate operator entries when letting the user select devices or give a menu of hard-coded choices.
- Display a message such as "Press enter when printer is ready."
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- •Use On Error GOTO statements to trap unexpected conditions. Let the user retry or abort.
- •Write a batch file, Do file, or Auto command that does all the preliminaries automatically before entering Basic.

#### irect Statement In File (DS)

#### Explanation

Basic encountered a line without a number while executing a Run, Load, Merge, or Chain statement.

#### Causes

- •Omitting a line number, writing a line that is too long, or inserting an extra carriage return in a program created or modified with a word processor. (Programs downloaded via telephone sometimes have extra carriage returns, as well.)
- •Omitting carriage returns in a program edited with a word processor. (Basic tries to load two or more lines as one.)
- •A program saved in ASCII contains a line that is too long. This can happen after editing a program line to make it longer than what Basic allows upon original entry.
- Attempting to run, load, or merge a file that isn't a Basic program.

#### What to Do

- •Use the List command to see how much Basic was able to load and where the problem occurred. (Sometimes you won't be able to list any lines.)
- •Use a word processor, editor, or debugging utility to insert line numbers.

#### Prevention

- •Save the file without the ,A option, except when required.
- •Use the BAS extension to identify Basic program files in the directory.

#### isk Full

#### Explanation

No space is left on the disk or the limit for file names in the directory has been reached.

#### Causes

- •The disk is full.
- Using an erroneously large record number in a Put statement.
- •Inserting the wrong disk or using the wrong file name.
- •Routines intended to kill obsolete files failed in earlier sessions.
- A file with a misspelled name or otherwise unnecessary files are on the disk. Perhaps the disk was inserted while another program was running.

#### What to Do

- •List the line to determine what file was being written, and refer to the Open statement to determine the file name.
- •Check the record number if the line contains a Put statement.
- •Display a directory and kill unnecessary files.
- •If appropriate, close and kill the file that was partially written to disk.

#### Prevention

- •Write a "creation" routine that asks the user how many records of each type will be required. Then preallocate disk space by opening the files, writing an appropriate number of zero or blank records, and closing them.
- Employ data-compression techniques (see Out of Memory). With random files, consider using smaller record sizes or fielding multiple logical records for each physical record.
- •Split the file into multiple files on different disks or drives.
- •Consider the application. Random files are more efficient in some cases, sequential files more efficient in others.
- •When formatting, make sure the correct parameters are given. Discard disks that have tracks locked out.
- •Have blank formatted disks on hand for emergencies.
- •Write routines to ensure that the correct disk is inserted.

#### isk Media Error, Disk I/O Error

#### Explanation

The system sensed a problem when reading from or writing to a disk file.

#### Causes

- •The disk hasn't been formatted or has been formatted on an incompatible system.
- •Improperly inserting the disk.
- ·Damage to the disk's surface.
- •Swapping disks while files were open in an earlier session.
- •A hardware malfunction occurred when the file was last written.
- The drive's read-write heads are dirty or out of alignment.

#### What to Do

- •If the disk is new, exit Basic and format the disk.
- •Remove the disk, reinsert it, and try again (several times if necessary).
- •Use another disk drive to copy the file to a new disk.
- •Use the latest backup copy.
- •For advanced programmers only: If the error occurred during a Get in a random file,

try issuing a Put command to the same record number (after a Get attempt). You might recover some of the data this way.

•For advanced programmers only: Write a temporary program that combines good records from the damaged file with data from the latest backup replacing the bad records.

#### Prevention

- Back up disks regularly and rotate your backups.
- •Discard disks with visible scratches. Have the drives serviced.
- Avoid getting dirt and fingerprints on disks and keep them away from high temperatures and magnetic fields. Avoid drive overheating. Always put disks in envelopes when they're not in use.
- Clean the drive periodically with a headcleaning disk.
- Avoid turning the system on or off when disks are inserted.
- •Don't remove or swap disks until all files are closed.
- •Use an uninterruptible power supply or surge protector. Avoid operating the computer during lightning storms.
- •Use the TRSDOS or MS-DOS verify option, which senses disk-write errors when they happen.
- Write an On Error GOTO handler that allows retries.

#### isk Not Ready

#### Explanation

Basic attempted to access a disk drive that wasn't ready.

#### Causes

- The disk wasn't inserted, was incorrectly inserted, or the drive's latch wasn't closed.
- •The drive is off, improperly connected, malfunctioning, or not receiving power.

#### What to Do

•Correct the problem and retry.

#### Prevention

•Write an On Error GOTO handler that senses the problem and lets the user retry.

#### isk Write Protect

#### Explanation

The write-protect notch is covered (on 5½-inch disks) or uncovered (on 8-inch disks), preventing the system from writing data to a disk.

#### Causes

- •Wrong disk. You've intentionally writeprotected the disk to avoid accidental changes or erasures.
- Inserting the disk incorrectly.

- •There is a malfunctioning sensor inside the disk drive.
- •A "software protect" has been issued (available with some TRSDOS systems).

#### What to Do

- •Watch the disk-drive light to see which disk is being accessed. Remove the disk, correct the problem, and try again.
- •Return to TRSDOS and use the WP command if a software protect is in effect.

#### Prevention

•Write an On Error GOTO handler that senses the problem and lets the user retry.

#### ivision by Zero (/0)

#### Explanation

The rules of math prohibit division by zero, so Basic refuses.

#### Causes

- Attemping to divide by zero, a variable containing zero, or an expression that equals zero.
- Attempting to use zero with a negative exponent.
- •Attempting to use the MOD expression with zero as the second operand.
- Dividing by numbers obtained from an empty, misnamed, or corrupted disk file, or one that was extended but not closed in the last session.

#### What to Do

- List the line and check the division and MOD expressions.
- •Check the inputs and expressions that provided the divisor. Watch for multiplications by zero within the expressions. If appropriate, check Field statements and disk files that might be involved.
- Check small divisors that might round off to zero.
- Check the spelling of the variable used as a divisor and its type (i.e., integer, single, or double precision). Make sure you defined the variable earlier in the program.
  Check defined functions called by the of-

### fending line. Prevention

- Write statements that validate operator inputs.
- •Use an If statement before a division to check for a zero value in the variable used as a divisor. If zero, load the quotient variable with zero (or a code for "not applicable") and jump past the division.
- •Use an On Error GOTO statement.

#### Wrong: 10 A=10:B=5:L=15 20 FOR K=1 TO 10 30 X=(A+B-K)/L 40 PRINT X 50 A=A+10:B=B+2:L=L-K 60 NEXT K

```
Right:

10 A=10:B=5:L=15

20 FOR K=1 TO 10

25 IF L=0 THEN PRINT "***":GOTO 50

30 X=(A+B-K)/L

40 PRINT X

50 A=A+10:B=B+2:L=L-K

60 NEXT K
```

#### uplicate Definition, Redimensioned Array (DD)

#### Explanation

The program attempted to dimension an array that was already dimensioned.

#### Causes

- More than one dimension (DIM) statement for the same array. GOTOs or GOSUBs that cause a DIM statement to execute twice.
- Some versions of Basic require redimensioning in chained-to programs. Others prohibit it.
- •Using subscripts zero to 10 and attempting later to dimension the array.
- •Using an Option Base statement after dimensioning an array.

#### What to Do

- •Check for duplicate DIM statements.
- Check GOTOs and program flow.

#### Prevention

- Put all DIM statements together near the start of the program.
- Use the Erase statement in versions of Basic that permit it.
- •Use a separate variable as a flag to indicate dimensioned arrays in parts of the program that might execute more than once. If the array has already been dimensioned, skip over the DIM statement.

```
Wrong:

10 DIM A(15):T=125:G=0

20 PRINT "TEST";J

30 J=J+1:G=J*T:A(J)=T+J*2

40 IF J=15 THEN END

50 PRINT G,J

60 IF J=10 THEN 10

70 GOTO 20

Right:

5 DIM A(15)

10 T=125:G=0

20 PRINT "TEST";J

30 J=J+1:G=J*T:A(J)=T+J*2

40 IF J=15 THEN END

50 PRINT G,T

60 IF J=10 THEN 10

70 GOTO 20
```

#### ield Overflow

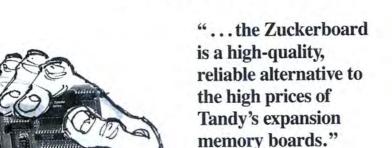
#### Explanation

Field statements assign lengths to string variables and align them so that data transferred to and from random disk-file records is organized correctly.

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PCM

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#### **FOR TANDY 1000**

116-100	\$109	Memory Board with 256K
116-200	149	Memory Board with 512K
116-300	49	20 Year Clock/Calendar
130-100	49	256K Chip Upgrade
115-256	109	Secondary Memory Board with 256K
115-384	125	Secondary Memory Board with 384K
116-400	249	Multifunction Board with 512K + Serial + Ramdisk + Print Spool Software
116-400C	279	Multifunction Board with 512K + Serial + Ramdisk + Print Spool Software + 20 Year Clock Calendar
125-100	549	Internal Half Height 20MBYTE Hard Disk includes Controller and Cables

#### **FOR TANDY 1200**

115-200	\$149	Memory Board with 512K
119-200C	198	Memory Board with 512K + 20 Year Clock/Calendar
115-300	125	Memory Board with 384K
119-300	174	Memory Board with 384K + 20 Year Clock/Calendar

#### **FOR TANDY 1000 & 1200**

124-000	\$129	Mouse
124-100	159	Mouse with PC Paint Software
129-000	49	Ramdisk + Print Spooler Software
130-000	109	Keyboard Upgrade

Model	Qty.	Unit Price	Ext. Price
FOR TANDY 1000			
116-100		\$109	
116-200 116-300		\$149 \$ 49	-
130–100		\$ 49	
115-256		\$109	
115-384		\$125	
116-400 116-400C		\$249	
125-100		\$279 \$549	
	-	40.17	
FOR TANDY 1200		****	
115-200 119-200C	_	\$149 \$198	_
115-300		\$125	
		2012	
FOR TANDY 1000 & 1200		****	
124-000 124-100		\$129 \$159	
129-000		\$ 49	
130-000		\$109	
Subtotal			
CA Residents add applicable tax			
Shipping \$6.00 per product in the USA Total			_
Name			
Address			
City, State		Zip	
Phone			
Visa ☐ MasterCard ☐			
	г		
Number	E	cpires	
Check or money order			
Please allow 2-4 weeks for del	iverv		
Model	Otv.	Unit Price	Ext. Price
	Qty.	Unit Price	Ext. Price
FOR TANDY 1000	Qty.	4.32	Ext. Price
FOR TANDY 1000 116–100	Qty.	Unit Price \$109 \$149	Ext. Price
FOR TANDY 1000 116–100 116–200 116–300	Qty.	\$109 \$149 \$ 49	Ext. Price
FOR TANDY 1000 116-100 116-200 116-300 130-100	Qty.	\$109 \$149 \$ 49 \$ 49	Ext. Price
FOR TANDY 1000 116-100 116-200 116-300 130-100 115-256	Qty.	\$109 \$149 \$ 49 \$ 49 \$109	Ext. Price
FOR TANDY 1000 116-100 116-200 116-300 130-100 115-256 115-384	Qty.	\$109 \$149 \$ 49 \$ 49 \$109 \$125	Ext. Price
FOR TANDY 1000 116-100 116-200 116-300 130-100 115-256 115-384 116-400	Qty.	\$109 \$149 \$ 49 \$ 49 \$109	Ext. Price
FOR TANDY 1000 116-100 116-200 116-300 130-100 115-256 115-384 116-400 116-400C	Qty.	\$109 \$149 \$ 49 \$ 49 \$109 \$125 \$249	Ext. Price
FOR TANDY 1000 116-100 116-200 116-300 130-100 115-256 115-384 116-400 116-400C 125-100	Qty.	\$109 \$149 \$ 49 \$ 49 \$109 \$125 \$249 \$279	Ext. Price
FOR TANDY 1000 116–100 116–200 116–300 130–100 115–256 115–384 116–400 116–400C 125–100 FOR TANDY 1200	Qty.	\$109 \$149 \$ 49 \$ 109 \$125 \$249 \$279 \$549	Ext. Price
FOR TANDY 1000 116–100 116–200 116–300 130–100 115–256 115–384 116–400 116–400C 125–100 FOR TANDY 1200 115–200	Qty.	\$109 \$149 \$ 49 \$ 109 \$125 \$249 \$279 \$549	Ext. Price
FOR TANDY 1000 116–100 116–200 116–300 130–100 115–256 115–384 116–400 116–400C 125–100 FOR TANDY 1200 115–200 119–200C	Qty.	\$109 \$149 \$ 49 \$ 109 \$125 \$249 \$279 \$549	Ext. Price
FOR TANDY 1000 116-100 116-200 116-300 130-100 115-256 115-384 116-400 116-400C 125-100 FOR TANDY 1200 115-200 119-200C 115-300	Qty.	\$109 \$149 \$ 49 \$ 109 \$125 \$249 \$279 \$549	Ext. Price
FOR TANDY 1000 116–100 116–200 116–300 115–256 115–384 116–400 116–400C 125–100 FOR TANDY 1200 115–200 115–200 FOR TANDY 1000 & 1200 FOR TANDY 1000 & 1200	Qty.	\$109 \$149 \$ 49 \$ 49 \$109 \$125 \$249 \$279 \$549 \$1149 \$198 \$125	Ext. Price
FOR TANDY 1000 116–100 116–200 116–300 130–100 115–256 115–384 116–400 116–400C 125–100 FOR TANDY 1200 115–200 119–200C 115–300 FOR TANDY 1000 & 1200 124–000	Qty.	\$109 \$149 \$ 49 \$ 109 \$125 \$249 \$279 \$549	Ext. Price
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# ADVANCED TRANSDUCER DEVICES, INC.

Sunnyvale, CA 94089 235 Santa Ana Court

ATTENTION: DR. DR. ZUCKER

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#### **FOR TANDY 1200**

115-200	\$149	Memory Board with 512K
119-200C	198	Memory Board with 512K + 20 Year Clock/Calendar
115-300	125	Memory Board with 384K
119-300	174	Memory Board with 384K + 20 Year Clock/Calendar

Dr. Dr. Zucker

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**Internal Half Height 20MBYTE** 

Hard Disk includes Controller and

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FOR TANDY 1000

\$109

49

109

384K

Software

Calendar

Cables

OTD

116 - 100

116-200

116-300

130 - 100

115-256

115 - 384

116 - 400

116-400C

125 - 100

#### FOR TANDY 1000 & 1200

124-000	\$129	Mouse
124-100	159	Mouse with PC Paint Software
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# Y CARD SUNNYVALE, CA REP

PERMIT NO. 1625 FIRST CLASS

POSTAGE WILL BE PAID BY ADDRESSEE

ADVANCED TRANSDUCER DEVICES, INC.

Sunnyvale, CA 94089

235 Santa Ana Court

**ATTENTION: DR. DR. ZUCKER** 

#### Causes

- •The strings in the Field statement have a total length exceeding the record length assigned when the random file was opened.
- •If you were attempting sequential I/O to a random file with the PRINT#, WRITE#, or INPUT# commands, the bytes printed or input exceed the record length.

#### What to Do

- •List the line. Check the Field statements. Add the constants, variables, or expressions to the left of each AS. The total should not exceed the record length specified when the random file was opened, or the default record length if one wasn't specified.
- •Check the Open statement for the random file. The optional last parameter (on systems that allow it) specifies the record length (the maximum number of bytes that may be fielded). If you omitted the record length, the default applies (256 bytes on most TRSDOS systems, 128 bytes on most MS-DOS systems).
- Correct the Field or Open statement.

#### Prevention

- •Write a routine that gets field lengths from Data statements. A For. . . Next loop can add the field lengths for the Open statement. A second loop can do the fielding, using array strings for fields. With each loop, a dummy string and an array string are fielded. The length of each new field is added to a variable, which indicates the dummy field's length on the next repetition. This method allows better documentation and easier modification.
- •When you attempt sequential I/O to a random-file record, use a variable to keep count of the bytes. When appropriate, use the Get statement to read the next record. You can also use PEEK statements to monitor the position.

#### ile Already Exists

#### Explanation

The user tried to rename a file as a name that already exists. (No two files in the same disk directory can have the same name.)

#### Causes

 Specifying an incorrect file name with a Name command.

#### What to Do

- •Display a directory to see what file names are in use.
- •Select a different file name or kill or rename the file you want to use.

#### Prevention

•Use an On Error GOTO statement to trap the error. In the error handler, let the user select the remedy.

#### ile Already Open (AO)

#### Explanation

The program tried to open a file that is already open.

#### Causes

- •Wrong file number in the Open statement.
- Failing to close a file that's already open, or closing the wrong file (with the Close and Open statements).
- •Accidentally using two Open statements or calling an Open subroutine more than once.
- •Attempting to kill a file that is open.

#### What to Do

- •List the line and check the file number.
- •Insert a Close statement or delete the unnecessary Open statement.

#### Prevention

- •Put a Close statement just before the Open statement.
- •Never kill an open file.

#### ile Not Found

#### Explanation

Basic attempted a Load, Run, Open, Merge, Name, or Kill statement with a file name that cannot be found on the specified disk, drive, or subdirectory.

#### Causes

- Specifying an incorrect file name or drive.
- •Inserting the wrong disk.
- •The file has been killed or wasn't created.
- •Setting the default drive or subdirectory incorrectly before entering Basic (with systems allowing a default drive and directory). •Specifying the file name without an exten-
- •Specifying the file name without an extension. Basic has added a default extension.

#### What to Do

- Try again with the correct file name and drive specification.
- •List the line and print applicable variables (using the Print command) to see what file name was attempted.
- Display a directory to see if the file is present with a misspelled name. If so, rename it.

#### Prevention

- •Write an On Error GOTO routine that checks for the required files when the program is started. If a file is not present, have the program go to a file-creation routine or prompt the user to respecify the file and drive or insert a different disk.
- •Random-file Open statements do not generate "File not found" errors. To verify that they're present, use a Name or Open "I" statement to trap the error. Then close the file (CLOSE) and reopen it in random mode. Under MS-DOS, the LOF function returns the file size in bytes; this can serve

as a test of existence, too. There's no need for error handling with this technique.

 Validate user-entered file names, or write a routine that builds file names from operator inputs.

#### or Without Next

#### Explanation

Basic encountered a For statement without a corresponding Next statement.

#### Causes

- •A Return, Stop, or End statement within the For. . . Next loop.
- A missing Next statement.

#### What to Do

- Examine the logic. Simplify or reorganize the program.
- •Delete the unnecessary For statement.

#### Prevention

•See Next Without For.

#### llegal Direct (ID)

#### Explanation

While in Basic's Ready mode, you entered a statement that is permitted only within a program.

#### Causes

- ·Forgetting to use a line number.
- Typing INPUT, LINE INPUT, or DEF FN as direct commands.

#### What to Do

- •Write a short program to do what you intended and run it.
- •If you were attempting to debug a program by manually inputting data items from a sequential file, put your Input command in a temporary subroutine and use GOSUB as your direct command.

#### Prevention

•Avoid Input and DEF FN commands in direct mode.

#### llegal Function Call (FC)

#### Explanation

A request was made outside valid limits, or Basic didn't understand a statement and attempted to interpret it as a function.

#### Causes

•A function's numeric argument is too large or too small because of invalid operator input, corrupted disk data, improper disk-record fielding, erroneous math, inadvertent clearing, or conflicting use or misspelling of variable names.

- ·A string argument for a function is too long, too short, or null.
- •The subscript for an array variable is
- ·Issuing a USR call without first specifying the starting address with the DEF USR command.
- Trying to list or edit a protected program. ·Mistyped or misaligned commas and

parentheses.

·Specifying an invalid screen position when using a PRINT@ or Locate command. Attempting to print on the 25th line of the screen without first using the Key Off statement. (MS-DOS systems.)

·Specifying an invalid screen mode with graphics or color functions.

#### What to Do

- •Use Print statements to check the contents of variables used by the function.
- ·Check the length of string variables by printing the LEN function.
- Examine the statements that assigned values to the variables.
- Check your manual for valid arguments and ranges.

#### Prevention

- ·Use statements that will validate operator inputs.
- ·If appropriate, insert dummy characters at the beginning or end of a string to force it to a valid length.
- •Think through all possible values that variables might contain. During testing, try inputting all extremes: large numbers, zero, negative numbers, long entries, omitted entries.
- •Use On Error GOTO statements to trap bad values from disk files.
- Never assume startup modes. Use Screen, Width, and Key statements when appropriate.
- Consider MID\$ as a substitute for LEFT\$.
- Write a separate program that checks and repairs disk-file data.

#### nput Past End (EF)

#### Explanation

The program is attempting to input data from a sequential file after the end has been reached.

#### Causes

- •The inputting program failed to pretest for the end of the file.
- •The file is incomplete. You might have removed the disk prematurely, or a power failure prevented the program that created the file from closing it.
- The program that created the file wrote it in an incompatible format, or commas (and other delimiters in the file) have been ignored by the inputting program.

- •Encountering a CHR\$(26) in a file when using the INPUT\$ function (in MS-DOS systems only).
- ·Attempting to read from a sequential file opened for output or appending.

#### What to Do

- •Check the INPUT# instruction to see that its variable types agree with those having PRINT# statements.
- •Check to see if a LINE INPUT# statement was used in place of an INPUT# statement, causing Basic to ignore commas and other delimiters.
- Check the routine that wrote the file. You might need commas within quotation marks to separate items in the PRINT# statement. (See your manual.)
- ·Display a directory to check the file's length. Sometimes an incomplete file can be recovered: Open it in random mode, execute a Put statement to a record past the estimated end-of-file (EOF), then close the file.
- •Insert a temporary Print statement after each INPUT# statement so you can view the data as it's inputted.
- •If necessary, use a debugging utility or word processor to view and edit the file.

#### Prevention

- •Use an If statement with the EOF function before each INPUT# statement.
- •To prevent problems with commas, quotation marks, and other delimiters, try limiting each PRINT# statement to only one item, and use LINE INPUT# for all input. (Where appropriate, use the VAL function to change string variables to numeric.)
- .Don't write compressed data (MKI\$, MKS\$, and MKD\$ strings) to sequential files. Be careful with CHR\$ values under 32.

#### nternal Error

#### Explanation

A problem has occurred within the Basic interpreter or the tables it maintains. Possibly, a bug exists within Basic itself. See Unprintable Error.

#### ine Buffer Overflow

#### Explanation

You entered a line with too many characters.

#### Causes

·This error rarely, if ever, occurs.

#### What to Do

·Break the line into smaller parts and try again.

#### issing Operand (MO)

#### Explanation

An incomplete request for a numeric com-

putation or string concatenation.

#### Causes

- ·A plus, minus, multiplication, division, MOD, or exponentiation symbol is missing a variable name, constant, or expression to the right.
- ·An equals sign, greater-than sign, lessthan sign, or logical operator such as And, Or, Not, XOR, or INP, has a missing operand to the right.
- ·Misplaced parentheses, quotation marks, or commas.
- •The program line might have been truncated because it was too long.

#### What to Do

·List the line. Insert the missing operand or delete the extra operator.

#### Prevention

·Be especially careful when modifying a line. Make sure you delete the old expression.

Wrong: 10 A=(((B+J)/20)+10)-((L+J)/10)+ Right: 10 A=(((B+J)/20)+10)-((L+J)/10)+B

#### ext Without For (NF)

#### Explanation

Basic encountered a Next statement without a corresponding For statement.

#### Causes

- •GOTO statements that enter or exit a For. . . Next loop.
- ·A Next statement is located within a subroutine, but the For statement appears outside the subroutine.
- ·Improper nesting. The program might have more Next statements than For statements, or the optional variable names used with Next might not match the names with the corresponding For statements.
- •With some systems, use of the CONT command to continue a program halted by an error or break while a For. . . Next loop is active.

#### What to Do

- ·Examine the logic. Simplify or reorganize the program.
- •Delete the unnecessary Next statement.

#### Prevention

- •Indent nested For. . . Next loops. Remember, the first For statement corresponds to the last Next statement, the second For statement corresponds to the second-tothe-last Next statement, and so on.
- ·Use only one Next for each For. Watch GOTOs, GOSUBs, Returns, and If. . .

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Then. . . Else statements.

- •Write For and Next statements first. Then fill in the logic between.
- •To continue a halted program in a For. . . Next loop, try entering the For statement with a colon and GOTO as a direct command. (The Models I and III don't permit this.)

#### o Resume (NR)

#### Explanation

An error occurred while On Error GOTO trapping was in effect. The error-handling routine took effect, but no Resume statement was found.

#### Causes

- · Failing to include a Resume statement.
- ·You've used an End, Stop, or Return statement by mistake within the errorhandling routine.

#### What to Do

·Examine and modify the error-trapping routine.

#### Prevention

•If you want to return from the subroutine

where the error occurred, resume to the line that contains the subroutine's return. Optionally, create a variable to indicate error conditions and resume to the next instruction.

#### ut of Data (OD)

#### Explanation

Basic attempted a Read statement after all Data-statement items had been read.

#### Causes

- •Too few Data statements or too many Read statements.
- ·Improper use of quotation marks, commas, or colons in lines with multiple data items. One or more missing commas.
- •Failing to use the Restore command to reread a data list.
- ·Specifying the wrong line number in the Restore command.

#### What to Do

•If the Read statement is in a For. . . Next loop, print the variable being used as a counter to see how many times it repeated. Count Data-statement items. Adjust the To portion of the For statement or add the missing Data statements.

- olf data items were being read into an array, determine where it got out of sync by using the Print command to spot-check the array elements.
- ·Check commas, quotation marks, and colons in Data-statement lines. Data strings with commas or colons must be enclosed in quotation marks.
- •If warranted, add a Restore statement before the read routine to make sure it begins with the correct data line.
- ·Insert a temporary Print statement after the Read statement and rerun the program to view the data items as Basic reads them.

#### Prevention

- •Instead of using a For. . . Next loop to read the data, use a special data item (such as "\*END\*" or "999") at the end of the list and check for it after each read.
- ·Use Restore statements where they are appropriate.

Wrong: 10 FOR K=1 TO 10:READ A(K):NEXT 20 DATA 2534,543,55 230,25 30 DATA 290 38,45,16

Right: 10 FOR K=1 TO 10:READ A(K):NEXT 20 DATA 2534,543,55,230,25

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PRINTER  MAKE, MODEL NUMBER  Contact us if your printer is  not listed. We have many more in stock.  We can probably RELOAD your old cartridges.	RIBBON SIZE Inches by Yards	man	W CARTR From the va- nulacturers in our own s Ready to u	rious or made shop.	You SI CARTRI put OUF	ELOAD END you IDGES to R NEW IN in them.	rused us. WE ISERTS	DRO EXAC mad	RTS EZ-I P IN, NO W T REPLAC de in our ow idges NOT	INDING! EMENTS n shop.
C ITOH Prowriter 1550-8510, NEC 8023-8025, APPLE DMP-IMAGEW	1/2 x 18	\$15/2	\$42/6	\$ 78/12	\$7/1	\$6 ea	2 or more	\$15/3	\$54/12	\$288/72
C ITOH STARWRITER F-10-40 Carbon Film Black DIABLO HYTYPE II Fabric Black		\$18/3 \$18/2	\$60/12 \$51/6	\$342/72 \$ 96/12	\$5 ea 3-11 \$8/1	\$4 ea \$7 ea	12 or more 2 or more	\$24/6 \$21/3	\$42/12 \$78/12	\$234/72 \$432/72
RADIO SHACK-TOSHIBA-COMMODORE-PANASONIC-RICOH Carbon Film - DWP 210 (Hytype II) Black (1445) DW II, DWP 410-510, RICOH 1200-1300-1600 Black (1419) Red, Green, Blue, Brown Colors (1419) Fabric (Long Life), DWP 210 (Hytype II) Black (1458) DW II, DWP 410-510, RICOH 1200-1300-1600 Black (1449) DMP-100, LP VII, COMMODORE 1525, GORILLA BANANA (1424) DMP-200, 120, (430 Inserts & Reloads Only) (1296) (1483) DMP-400-420, LP VI-VIII, PANASONIC KXP-130-1093 (1418) DMP-500 (130 Inserts & Reloads Only) (1236) (1482) DMP-2100, TOSHIBA P1340-1350-1351-351 (1442) LP-I-II-IV, CENTRONICS 730-737-739-779 (Zip Pack) (1413) LP III-V, CANON A1200 (New Only) (½ x 5) (1414) EPSON LQ 1500, (LQ 800, LQ 1000 Inserts and Reloads Only)	1/2 x 52 5/16 x 145 1/4 x 145 1/4 x 130 5/16 x 17 NOT FZ 100 1/2 x 20 5/16 x 14 1/2 x 20 1/2 x 20 9/16 x 16 1/2 x 15	\$18/3 \$18/3 \$21/3 \$18/2 \$18/2 \$18/2 \$20/2 \$15/2 \$22/2 \$15/2	MP-2200 \$60/12 \$60/12 \$72/12 \$51/6 \$51/6 \$51/6 \$42/6 \$42/6 \$42/6	\$342/72 \$342/72 \$414/72 \$ 96/12 \$ 96/12 \$ 96/12 \$ 78/12 \$ 78/12 \$ 78/12 \$ 78/12	\$18/1 \$5 ea 3-11 \$5 ea 3-11 \$6 ea 3-11 \$8/1 \$8/1 \$7/1 \$7/1 \$7/1 \$7/1	\$4 ea \$4 ea \$5 ea \$7 ea \$7 ea \$6 ea \$6 ea \$6 ea \$6 ea	12 or more 12 or more 2 or more	\$15/3 \$15/3 \$15/3 \$15/3 \$12/3 \$15/3	\$57/6 \$42/12 \$42/12 \$54/12 \$58/12 \$78/12 \$54/12 \$54/12 \$54/12 \$45/12 \$54/12 \$54/12	\$288/7 \$288/7 \$288/7 \$288/7 \$252/7 \$288/7
MX-FX-RX 70-80-85, LX 80-90 (5/16 x 7), IBM PC (5152) MX-FX-RX 100-185-286, IBM PROPRINTER (7/16 x 20) (4201) DX 20-35 Carbon Film (Multistrike), OLIVETTI ET-121-221	1/2 x 14 1/2 x 20 1/2 x 30 5/16 x 290	\$18/2 \$14/2 \$18/2 \$21/3	\$36/6 \$36/6 \$51/6 \$72/12	\$ 96/12 \$ 66/12 \$ 96/12 \$414/72	\$7/1 \$8/1	\$6 ea \$6 ea \$7 ea Correcta	2 or more 2 or more 2 or more (ble Prices)	\$15/3 \$15/3 \$18/3	\$54/12 \$54/12 \$66/12	
NEC Spinwriter-Carbon Film - 2000-3500 (Reloads BCCOMPCO Only) - 5500-7700 (Can Reload Most Types) - 5200-3500 (Can Reload All) - 5500-7700 (Can Reload All) Pinwriter P1-P2-P6 P3-P7	5/16 x 145 NOT E2 LOAD 1/4 x 145 1/2 x 14 1/2 x 13 1/2 x 20 1/2 x 27	\$18/3 \$18/3 \$18/2 \$15/2 \$25/2 \$30/2	\$60/12 \$60/12 \$51/6 \$42/6 \$69/6 \$84/6	\$342/72 \$342/72 \$ 96/12 \$ 78/12 \$126/12 \$156/12	\$5 ea 3-11 \$5 ea 3-11 \$8/1 \$8/1 \$7/1 \$8/1	\$4 ea \$7 ea \$7 ea \$6 ea \$7 ea	12 or more 12 or more 2 or more 2 or more 2 or more 2 or more	\$24/6 \$24/6 \$15/3 \$15/3 \$15/3 \$15/3	\$42/12 \$42/12 \$54/12 \$54/12 \$54/12 \$66/12	\$234/7: \$234/7: \$288/7: \$288/7: \$288/7: \$360/7:
OKIDATA Pacemark 2350-2410 Black Microline 182-183-192-193 ML-80-82-83-92-93 (Call for ML-84 Prices)	1/2 x 100 Inker Loop 1/2 x 16	\$20/2 \$21/6	\$25 eac \$57/6 \$36/12	\$108/12 \$198/72	\$20/1	ND CHE	2 or more CK, MONEY	T 10 T 2 3 5	DR C.O.D. T	5720/7: o:
MANNESMAN-TALLY MT-160, RITEMAN INFORUNNER (Inker Loop MT-180-290 -SPIRIT 80 (SP80) COMMODORE 1526 (Multistrike)	9mm x 11 9mm x 13 1/2 x 35	\$19/2 \$20/2 \$16/2	\$54/6 \$57/6 \$45/6	\$102/12 \$108/12 \$ 84/12		80 ersvil	O South le, MO 6	17 Box	246 (417) 93	
PANASONIC KXP-1080-1090-1091-1092-1592-1595	Inker Loop	\$20/2	\$57/6	\$108/12			ROUND SHIP DE STREET A			
BROTHER HR-15-25-35 Carbon Film (Multistrike) COMREX DX-15. II Fabric (Call for Comrex 420 Prices)	5/16 x 82 5/16 x 17	\$18/3 \$15/2	\$60/12 \$42/6	\$342/72 \$ 78/12			REIGN ADD 1			×

## Out of Memory (OM)

#### Explanation

The program is too big, available memory is insufficient, or memory has been allocated incorrectly.

#### Causes

- •Attempting to run a program written for a computer with more memory.
- •A subroutine or function that calls itself.
- •An incorrect or missing Clear statement. A Clear statement earlier in the session (or perhaps in a different program) might have limited variable-storage space.
- Too much For. . .Next, While. . .Wend, GOSUB, or function nesting.
- •Too many variables.
- A malfunctioning computer or corrupted program file.

#### What to Do

- •Execute a Clear command, then run the program again.
- •List the line for a clue to the cause.
- •On TRSDOS systems, which allocate string and variable space separately, type PRINT FRE(A\$) to see how much memory is free for strings. If space is available, adjust the Clear statement to reduce string space and increase variable-storage space. (Consult your manual.)
- •On MS-DOS systems, type PRINT FRE(" "). If space appears sufficient, adjust the Clear statement to allow more stack space. Clear does not allocate string space under MS-DOS.
- •If the program is saved on disk, type NEW, CLEAR, and PRINT MEM to see how much memory is available. (On MS-DOS systems, type PRINT FRE(0) instead of PRINT MEM.)
- •Return to TRSDOS or DOS and restart Basic with a smaller Files specification. (Consult your manual.) Also, try entering Basic with a smaller file.
- Turn the computer off, back on, and try again.

#### Prevention

- Watch out for missing or incorrect Clear statements.
- •Break large programs into smaller ones and link them with Run, Load, or Chain statements.
- •Store data in disk files rather than in memory and in Data statements.
- Use integer variables instead of singleand double-precision variables.
- Remove unnecessary remarks. Use multiple statements per line.
- •Make variables serve multiple purposes. Look for common phrases within strings within quotation marks and "build" them at run time. Change strings to null, or empty, quotation marks ("") once each has served its purpose.

- •Structure programs more efficiently. Convert repeated routines to subroutines. Write more powerful statements using INSTR and On GOTO instead of If. . . Then and GOTO.
- Dimension all arrays. Don't waste the zero subscripts.
- •Use compression techniques such as bit mapping and stripping of leading and trailing blanks. Use codes to indicate repeating characters and CHR\$, MKI\$, MKS\$, and MKD\$ to pack numbers into strings.
- •Write a batch or Do file (or an Auto command) that enters Basic with the Files and other parameters set most efficiently for the application.
- Watch Data statements. Data read into numeric arrays takes space in memory twice.
- •Buy more memory.

Wrong:

10 GOSUB 100

100 PRINT "entering subroutine"

110 GOSUB 100

120 PRINT

130 RETURN

Right:

10 GOSUB 100

100 PRINT "entering subroutine"

105 RETURN

110 GOSUB 100

120 PRINT

#### ut of Paper

#### Explanation

The printer is out of paper.

#### Causes

- The printer is out of paper.
- The printer has paper, but it's not activating the sensor because of a rip, a paper jam, or improper loading.

#### What to Do

- •Reload the paper. (Press the printer's online or reset switch if necessary.)
- Type CONT to continue.

#### Prevention

 Sufficient paper. Careful loading. A printer stand for smooth feeding.

#### ut of String Space (OS)

#### Explanation

Too much data was loaded into memory from disk or operator input. The program might be too big, available memory might be insufficient, or adequate space might not have been allocated for data manipulation during a session.

#### Causes

Attempting to run a program written for

a computer with more memory.

•An incorrect or missing Clear statement. A Clear statement earlier in the session (or perhaps in a different program) might have limited string-storage space.

#### What to Do

 Change the Clear statement to give more space to string data and less space to program text and numeric variables. (Clear does not allocate string space on MS-DOS systems.)

•See Out of Memory.

#### Prevention

- If loading data to be sorted, use only the first few characters of each string.
- •See Out of Memory.

#### verflow (OV)

#### Explanation

Basic encountered an attempt to assign a value greater than 32,767 or less than –32,768 to an integer variable. Single- and double-precision overflow possible, too.

#### Causes

- Invalid operator input.
- Arithmetic computations giving larger or smaller results than intended.
- •Corrupted disk-file data. If inputting from a sequential file or Data statements, the data might be bad or out of sync, or separators between data items might be missing.
- •Unintended use of an integer symbol (%) or a DEFINT statement is in effect for the variable.
- Attempt to calculate a very large number, such as 50 factorial.

#### What to Do

- Check variable-type codes and DEFINT statements.
- Check mathematical expressions and all inputs that led to the overflow.
- Check to make sure keyboard input is valid.
- Check Data statements, file contents, and random-file Field statements that might have generated bad data.

#### Prevention

- Consider using single- or double-precision variable types.
- •Write statements that validate operator inputs before assigning them to integer variables. (Input to a single-precision, double-precision, or string variable; compare to -32,768 and 32,767; then, if within the range, assign the value to the integer.)

Wrong: 10 DEFINT A-D 20 A=3465:B=2938 30 C=A\*B:PRINT C

Right: 10 DEFSNG A-D

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20 A=3465:B=2938 30 C=A\*B:PRINT C

#### ath/File Access Error, Access Denied

#### Explanation

Basic was unable to use the file due to password protection or locking.

#### Causes

- •The file's attribute codes prohibit access.
- ·The file has a password.
- Another user is accessing the file (with multiuser systems only).

#### What to Do

- •Retry with a correct password.
- Change the file's attributes. (Exit Basic and use the ATTRIB or PROT commands, if available.)
- •In a multiuser system, wait, then retry.

#### Prevention

 Avoid accidental use of passwords by having the program validate the user's file-name entries.

#### Lath Not Found

#### Explanation

Basic was unable to find a file because an invalid subdirectory or drive was specified (in MS-DOS systems only). See File Not Found.

#### ename Across Disks

#### Explanation

When you rename a file, the drive specification given with the new name must be the same as the drive for the old name.

#### Causes

•Incorrect use of the Name command.

#### What to Do

•Remove the drive specification from the new name and retry.

#### Prevention

- Avoid giving a drive specification with the new name.
- •Validate operator inputs.

# esume Without Error (RW)

#### Explanation

Basic encountered a Resume statement without an error.

#### Causes

- An incorrect GOTO or GOSUB, or a forgotten Return or End statement, that lets the program fall through to an error-handling routine.
- Using two Resume statements to recover from the same error.
- •Using the CONT command after breaking execution of an error routine.

#### What to Do

 Examine the program flow. Look for GO-TOs, GOSUBs, and missing Return or End statements that allow invalid entry to your error handler.

#### Prevention

•Use GOTOs to jump over error-handling routines. Alternatively, put all the routines at the end of the program and insert an End statement before the first.

#### Return Without GOSUB (RG)

#### Explanation

Basic encountered a Return statement without a GOSUB preceding it.

#### Causes

- •Falling through. This happens when you put the main part of your program before the subroutines. Where the main program should end, it continues into the first subroutine.
- •Using a GOTO instead of a GOSUB to enter a subroutine.
- •Using a Clear statement in a subroutine.

#### What to Do

- •Examine the logic. Simplify or reorganize.
- •Delete unnecessary Return statements.

#### Prevention

- •Use only one Return statement for each subroutine.
- •Use a GOTO to jump past subroutines near the start of the program. Insert an End statement before the first subroutine at the end of your program.
- •Use remark lines with blanks or strings of dashes to make clear where subroutines start and end.
- •Watch GOTOs, For. . Next loops, and If. . .Then. . .Else statements.

#### tring Formula Too Complex (ST)

#### Explanation

Basic lacks sufficient string or stack space to evaluate a string expression.

#### Causes

•Insufficient memory or string space.

#### What to Do

- ·Simplify the string expression.
- See Insufficient Memory and Out of String Space.

#### Prevention

•This error usually occurs only with large programs to be compiled. Try the compiler's /S option (or equivalent, if available), which conserves memory by storing strings on disk during compilation.

#### tring Too Long (LS)

#### Explanation

The program attempted to create a string longer than 255 characters.

#### Causes

- •Using a plus sign (+) to combine strings with a total length of over 255 bytes.
- An intermediate result within a string expression is too long, even though the final result might be less than 256 bytes.

#### What to Do

- •List the line. Examine string expressions. Print the length of questionable strings.
- •Redesign string expressions that have oversized intermediate results.
- •Look for string-lengthening expressions within loops. Check for omitted or mistyped statements intended to nullify the string before the loop or with each repetition.
- Check for invalid lengths in Field statements.

#### Prevention

- •Validate input. Use the LEFT\$ function to truncate strings that are too long.
- Use the LEN function to check a string's length before appending data to it.
- •Where lengths of over 255 bytes are required, use multiple string variables or array elements. When over 255 bytes are needed, use the INKEY\$ or INPUT\$ function to accept keyboard input one character at a time.
- $\bullet$  Some Basic compilers allow strings of up to 32,767 bytes.

```
Wrong:

10 A$="*****":B$="//"

20 D$=A$

30 FOR K=1 TO 25

40 C$=STR$(K*100)

50 D$=D$+C$+B$+STR$(K)+A$

60 NEXT K

Right:

10 A$="*****":B$="//"

20 D$=A$

30 FOR K=1 TO 25

40 C$=STR$(K*100)

50 D$=D$+C$+B$+STR$(K)+A$

55 IF LEN(D$)>240 THEN DI$

=D$:D$=""

60 NEXT K
```

#### ubscript Out of Range (BS)

#### Explanation

A subscript for an array variable is too large or the wrong number of subscripts has been given.

#### Causes

- •A missing or inadequate dimension (DIM) statement, or one that doesn't logically precede the array variable's reference. (Subscripts over 10 and double- or triple-dimensioned arrays require DIM statements.)
- A mistyped line that causes Basic to think you are referencing an array variable when you intend to use a function.
- •An incorrect or omitted type-declaration character (\$, %,!, or #.)
- Misspelling a function or attempting to use one that doesn't exist.
- Executing a Clear statement after DIM or DEF statements.
- With double- and triple-dimensioned arrays, confusion as to which dimension is which.
- •Erroneous math expressions or invalid inputs to a variable that serves as a subscript.

#### What to Do

- List the line. Look for misplaced parentheses and commas.
- •Use Print statements to check the variables used as subscripts. If invalid, check the expressions that computed them.
- Check DIM statements, Clear statements, and program flow. Add or change DIM statements as required. Use a For. . . Next loop with a counter to see how many elements have been dimensioned for the array.

#### Prevention

- •Use a variable in your DIM statement and use it again in For. . . Next loops and validation routines that reference the array. (Do not use this technique if you intend to compile Basic programs. Instead, use a constant in the DIM statement and assign the same value to a variable in the following statement.)
- •Use remark (REM) statements to document how the program uses dimensions and which ones to change if the program is modified to handle more data. Use descriptive variable names when referencing array elements.

```
Wrong:

10 DIM A(5,10)

20 FOR K=1 TO 10

30 FOR J=1 TO 5

40 A(K,J)=J

50 NEXT J

60 NEXT K

Right:

10 DIM A(5,10)
```

20 FOR K=1 TO 10

```
30 FOR J=1 TO 5
40 A(J,K)=J
50 NEXT J
60 NEXT K
```

#### yntax Error (SN)

#### Explanation

Basic doesn't understand your request.

#### Causes

- •Typing errors: Failing to put spaces where required. Omitting colons between statements. Forgetting the opening double-quotation mark after typing RUN, LOAD, SAVE, or PRINT (when printing a quoted string).
- Using a reserved word as a variable name. (Some systems prohibit reserved words within variable names.) Using FN as a variable name.
- •Improper nesting of parentheses. Omitting an argument to a defined function.
- •Improper use of a Basic statement, command, or function. A comma where a space should be (or vice versa), omitted parentheses in a function, and so on.
- •Use of a program or command with an incompatible version of Basic.
- •Wrong operating mode. Using a TRS-DOS, MS-DOS, or application-program command in Basic's Ready mode.
- A corrupted program file in memory or on disk.

#### What to Do

- List the offending line. It might be incomplete, or extraneous characters might be present. If the error is obvious, retype or edit it.
- •Retype the line. "Invisible characters" might have caused the problem. Often the error becomes obvious as you retype.
- •If a statement includes parentheses, count them. The total should be even (one open parenthesis for each closed one).
- Restart the computer and try again.
- Save the program in ASCII and reload it.
   Look up questionable statements in your Basic manual.
- •If the line contains a defined function, check the DEF FN statement.
- •Check POKE statements that might be altering program text or variable storage.

#### Prevention

- •Careful typing. Thorough testing. Experience.
- Compiling your programs locates syntax errors that might be overlooked in testing.

Wrong: 10 FOR K=1 TA 5 PRIMT "HELLO":NEXT 20 A\$=MID\$(B\$;1;2)

Right: 10 FOR K=1 TO 5:PRINT "HELLO":NEXT 20 AS=MIDS(B\$,1,2)

```
Wrong:
    10 DEF FNA X=INT((X*100)+.5)/100
    20 X=123.347
    30 X=FNA(X)
    40 PRINT X

Right:
    10 DEF FNA (X)=INT((X*100)+.5)/100
    20 X=123.347
```

#### oo Many Files (FL)

#### Explanation

30 X=FNA(X) 40 PRINT X

You've reached the directory-entry limit while attempting to create a new file, too many files are open at once, or you've given a bad file specification.

#### Causes

- The disk directory is full.
- A bad file specification has been given or some other error has occurred in an Open statement.
- A CONFIG.SYS file is missing, or its Files specification is missing or inadequate (in MS-DOS systems only).

#### What to Do

- •List the line and check the Open statement.
- Display a directory to get a file count. Kill unnecessary files, use a different disk, or if your system allows it, create a new subdirectory.
- •If the Open statement and directory count are okay on an MS-DOS system, exit Basic and modify the CONFIG.SYS file to contain a FILES = entry with a higher number such as 20. (If CONFIG.SYS is not present, create it. See your MS-DOS manual.) Reboot the system and restart Basic.

#### Prevention

- ·Keep the directory clean.
- Use a CONFIG.SYS file (in MS-DOS systems only).
- •Make a file serve multiple purposes.

#### ype Mismatch (TM)

#### Explanation

Basic encountered a string variable or constant when numeric was expected, or vice versa.

#### Causes

- Omitting an argument to a function, or supplying arguments in the wrong order.
  Using a Swap statement with variables of
- differing types.

What to Do

- •List the line and look for misplaced commas or parentheses, as well as omitted or incorrect type declarations (%,!,#, and \$).
- •Examine DEFINT, DEFSNG, DEFDBL,

and DEFSTR statements elsewhere in the program.

Consult your manual to see what arguments Basic expects.

#### Prevention

- •Use VAL to convert strings to numeric.
- •Use STR\$ to convert numerics to strings.

Wrong:
10 DEFINT A-J:DEFSTR K-Q
20 FOR K=1 TO 10
30 PRINT"TESTING",K
40 NEXT K

Right:
10 DEFINT A-K:DEFSTR L-Q
20 FOR K=1 TO 10
30 PRINT"TESTING",K
40 NEXT K

#### ndefined Line Number (UL)

#### Explanation

A GOTO, GOSUB, On GOTO, On Error GOTO, On Key, or Restore statement referenced a nonexistent line.

#### Causes

- . You accidentally deleted a line or lines.
- You renumbered or combined lines without changing all statements that reference them.
- You mistyped a line number or forgot to press the enter key before starting a new line.
- You entered a number or calculation in Ready mode without typing PRINT, LIST, EDIT, or DELETE.
- •Part of the program failed to load.
- •The program isn't finished.

#### What to Do

- List the line containing the reference to see if you mistyped it.
- •If multiple lines are referenced, list each one.
  •List the line that precedes the one in question. Perhaps you forgot to press the enter key or it got connected in some other way.
- •If the program file is in ASCII format, use a word processor or a debugging utility to list it. Check to see if end-of-file codes have been inserted before the missing code.
- •If the program should have been merged with additional lines from another file, check to see if the file exists and is stored in ASCII (text) format.

#### Prevention

- •Use GOTOs only when necessary. If. . .Then. . .Else, For. . .Next, and While. . .WEND are easier to modify.
- •Where possible, use defined functions instead of subroutines.
- Adopt standard line numbers for common program routines.
- Block out your program with preassigned line numbers. Use a Stop statement and a remark at each GOTO or GO-

SUB destination until you're ready to write the routine.

- •Use renumbering utilities to automatically change line numbers and their references.
- •Use cross-referencing utilities or a Basic compiler to check line-number references.

#### ndefined User Function

#### Explanation

A user function must be defined with a DEF FN statement.

#### Causes

- •You forgot to include a DEF FN statement to define the function.
- •You defined the function, but Basic hasn't executed the line yet.
- ·You used FN as an array variable.

#### What to Do

- •List the line. Did you intend to use a function? Is it spelled correctly?
- •Does the program include the function definition? Check the program flow.
- •Add the DEF FN statement, if missing.

#### Prevention

- Define functions early in the program.
- •For programs to be compiled, a function definition must be at a lower line number than the statement that first calls it.

Wrong:

- 10 DEF FNA (X)=INT((X\*100)+.5)/100
- 20 CLEAR
- 30 X=123.347:X=FNA(X)
- 40 PRINT X

Right:

- 10 DEF FNA=INT((X\*100)+.5)/100
- 30 X=123.347:X=FNA(X)
- 40 PRINT X

#### nprintable Error (UE)

#### Explanation

Basic has no message for the error that occurred.

#### Causes

- An Error statement that has an invalid error code.
- A corrupt program file, bad memory, or incorrect POKE-statement addresses.
- ·A problem in a USR or Call routine.

#### What to Do

- Restart Basic and reload your program.
- Checkall USR, Call, and POKE statements.
   (On MS-DOS systems, also check DEF SEG statements and BLOAD addresses.)
- •If the problem persists, try using backup copies of your program and Basic.

#### Prevention

•Be careful with USR, Call, POKE, and

BLOAD statements.

- •Remember to use the DEF SEG statement on MS-DOS systems. DEF SEG statements from other programs earlier in the session remain in effect.
- Make sure to save your program before testing it.

#### end Without While

#### Explanation

A While loop must be active when Basic encounters a Wend statement.

#### Causes

- ·A missing While statement.
- •An unnecessary Wend statement. Improper nesting of While. . . Wend and For. . . Next loops.
- •GOTOs and GOSUBs that jump into the While. . . Wend loop without executing the While statement.

#### What to Do

- Examine the logic. Simplify or reorganize the program.
- •Add the While statement or delete the unnecessary Wend.

#### Prevention

•While. . .Wend loops are similar to For. . .Next loops. See Next Without For preventions.

#### hile Without Wend

#### Explanation

For each While statement, a corresponding Wend statement must be executed before the program terminates.

#### Causes

- A missing Wend statement.
- •Improper nesting. More While statements than Wend statements.
- •Basic encountered an End, Stop, Return, or the program terminated before the Wend.

#### What to Do

- •Examine the logic. Simplify or reorganize the program.
- Add the Wend statement or delete the unnecessary While statement.

#### Prevention

•While. . .Wend loops are similar to For. . .Next loops. See Next Without For preventions.

Wrong: 10 WHILE INKEY\$="" 20 PRINT "TESTING":END

Right: 10 WHILE INKEY\$="":WEND 20 PRINT "TESTING":END

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Error message Er	ror code and al Tandy	breviation Model	Model	ppropriate)
	1000	Model 4	I/III	Portable
Advanced Feature	73	_	-	-
Bad File Data	A STATE OF THE STA	_	22, FD	-
Bad File Mode	54	54	_	_
Bad File Name	64	64	_	55, NM
Bad File Number	52	52	_	51, BN
Bad Record Number	63	63	-	-
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# 1987 Tandy Computer Catalog





The #1 line of PC-compatible computers, along with today's most popular software and accessories. All backed with the best support and service available anywhere.

Radio Shack COMPUTER CENTERS A DIVISION OF TANDY CORPORATION

# TANDY... In Business

Over 1200 of our Computer Centers nationwide are ready to help you and your business in choosing the very latest in computer technology, backed by the service and support you need. We have what it takes to sit down and talk business whether you need one or one hundred computers!

#### Technology...





When you buy a Tandy computer from Radio Shack, you're not just buying a computer, you're buying a computer company. Radio Shack invests heavily in product development so that our line is constantly updated with new technology. By staying a step ahead, we keep quality high, and costs down.

Of course, the same holds true for our complete line of allelectronic telecommunication systems for small to mediumsized businesses. Whether you buy a multi-line system or our mobile/transportable cellular telephone, you can depend on Radio Shack technology.

#### Service...



In today's office, the microcomputer is as indispensable as the telephone. Radio Shack understands this and offers service responsiveness previously available only on mainframe computers, yet at a fraction of the cost.

Nationwide Service. There are 166 strategically located, company-

owned Radio Shack Computer Service Centers to assure convenient service nationwide. Service that's performed by employees of the same company that manufactured and sold you your computer. We understand that downtime can cost you money. That's why we strive to get your system "up and running" as quickly as possible.

On-Site and Carry-In Service. In most market areas, service is available at your place of business, as well as ours. At our Business Products Service Centers, you can bring in your computer for routine service performed while you wait.

Affordable Service Contracts. For protection against unexpected repair costs, add one of our service contracts to your computer. Carry-in and on-site service contracts let you create a truly versatile service program to suit your specific needs. In effect, these plans extend the limited warranty of your computer on parts and labor.

#### Support...



Training. Radio Shack offers training and support that is unequaled in the industry. Letting us teach you about your computer system shortens and smoothes that period of "becoming compatible with each other". You can select

from a wide variety of courses taught at 60 locations nationwide. In addition, on-site computer instruction with training tailored to your specific needs is available from our Customer Training and Support Centers located in 60 major market areas.

Support Services. Radio Shack provides more support options at less cost (much of it free of charge, in fact) than any other microcomputer company. Our army of support specialists (over 500 of them) are your "on-demand" experts. Nationwide, 60 strategically placed support operations plus our Fort Worth-based customer support operation ensure that support is available to you where and when you need it.



Express Order Services. Software is the key that unlocks the power of your computer. We support you with "off the shelf" software, plus many other top name packages. Our exclusive Express Order Software service brings you software that's

performance proven, and professionally supported by each software manufacturer. Special expansion boards and other hardware enhancements are also available through our Express Order Hardware Service. Express Order items can be ordered at any Radio Shack Computer Center, store or participating dealer. Orders are transmitted electronically and shipped the next business day for super-fast service.

Tandy Computer Leasing. Leasing is an alternative method of installment financing which allows a company to obtain assets vital to daily business operations without a heavy capital investment. We offer a 37-month true lease with Fair

# for Business

Market Value Purchase Option upon lease expiration on computer systems, plus there is a 30-day trial period in which to evaluate your computer system on the job. And because a Tandy computer lease is a true lease, your entire monthly rental payment may be fully tax deductible as a business



expense. Software, installation, taxes and some other normally "non-financeable" costs can be included in the lease, too. Tandy Computer Leasing will bill monthly for Radio Shack's Extended Service Plans. And, at lease expiration, you have the option to acquire the equipment at Fair Market Value, or to return the equipment without additional cost. It's simple to initiate a leasing arrangement with Tandy Computer Leasing. Just fill out a Lease/Credit Application at any Radio Shack store, Computer Center or participating authorized Radio Shack dealer. This information will be submitted to our home office using our national WATS line service. In most cases, a decision will be available before the end of the next business day.

Classroom Computing. We offer one of the most comprehensive libraries of educational software available anywhere (see below). And we're helping introduce teachers to the benefits of computers in schools by providing training at no charge. Direct inquiries to: Education Division, 1400 One Tandy Center, Fort Worth, Texas 76102.

Corporate Sales. Radio Shack provides for the needs of corporations and quantity buyers. We'll help solve your company's computer application and communications needs. Direct inquiries to: National Account Division, 1400 One Tandy Center, Fort Worth, Texas 76102.

Value Added Resale. OEMs and System Houses become part of our success story by designing and selling vertical market application packages configured with our computers. Direct inquiries to: Tandy Value Added Resale, 1400 One Tandy Center, Fort Worth, Texas 76102.

Credit Cards Welcomed. Radio Shack honors American Express, Carte Blanche, Diner's Club, MasterCard, Visa and Radio Shack/CitiLine. With Citibank's "On-Line Credit" process, you may be approved from \$100 to \$2,500 in just minutes if you already have a valid VISA or MasterCard. Or you may qualify for Citibank's Regular phone-in process for purchases from \$100 to \$25,000, usually in an hour or less. CitiLine may also be used for additional purchases of \$25 or more. Payments may be evenly spread over 33 months or more, or paid in full anytime with no prepayment penalty. CitiLine is a revolving, open-ended credit plan from Citibank (Maryland), N.A. Actual payments may vary depending on any existing balance. Come in today, and apply for your own personal line of credit from Citibank. No fee required.



#### Get Our Two Other Computer Specialty Catalogs FREE at Radio Shack Today

Radio Shack has two other catalogs to help make your selection of computer software easier. Our RSC-18 Software Reference Guide contains over 600 programs listed by category and available "off-the-shelf' from Radio Shack or through our exclusive Express Order™ service. You can pick up your free copy of the RSC-18 at any Radio Shack Computer Center or participating store or dealer. Educators: be sure to ask for RSC-18E, our Educational Software Catalog. This special edition is filled with software for educational applications.

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#### Quantity Discounts

Product	6-11 of 1 item	12-49 of 1 item	50-499 of 1 item	500-Up of 1 item
Software, Books, Accessories, Ribbons, Paper	10%	15%	17%	20%
Tandy 102, 200, 600, Pocket & Color Computers, Printers, Peripherals		10%	15%	
Model 4D, Tandy 6000, 3000, 2000, 1200, & 1000	5%	10%	(See store manager for quantities over 20.)	

For discounts on diskettes and cassettes, see page 47 and 51. All prices and terms optional in Dealer/Franchise stores. Prices are subject to change without notice.

### TANDY 3000 PC/AT-COMPATIBLE



Tandy 3000 with 1.2-Meg Floppy Drive NEW LOW PRICE

Was \$2599.00 in Cat. RSC-16

Only \$80 Per Month on Our Commercial Lease

(Plus Applicable Use/Sales Tax)

Tandy 3000 HD with 40-Meg Hard Disk

NEW 87

Only \$155 Per Month on Our Commercial Lease (Plus Applicable Use/Sales Tax)

Monitor and adapter not included

The Tandy 3000 is the affordable alternative to the IBM® PC/AT. Here's the power you need to manage your business or to create a multiuser system for your office.

Our Tandy 3000 is compatible with software designed for the IBM PC/AT and the PC/XT. Choose from advanced wordprocessing packages to heavy-duty database management to accounting software.

#### Multitasking, Multiuser Capacity

The Tandy 3000 is designed to use the XENIX 5.0 multiuser operating system. In such a configuration, multiple display terminals will be able to tap the high performance 80286 microprocessor. Thanks to its high processing speed, two to six users throughout an office will be able to use the Tandy 3000 simultaneously. Each user can work independently on such products as accounting, word processing and electronic filing. All of the users can share the Tandy 3000's accessories, eliminating the need for a printer or modem at each worksta-

tion. Thus, each remote user has the power of a fully configured computer system for the price of a terminal.

#### Designed for High Performance

The Tandy 3000's 16-bit architecture operates at 8 megahertz. It features 512K main memory and a high-capacity 51/4" slimline floppy disk drive. For compatibility, this drive can read 1.2megabyte and 360K formats for use with IBM PC diskettes.

Or for maximum storage capacity, choose the Tandy 3000 HD. In addition to the floppy drive, the 3000 HD comes with a builtin 20-megabyte or 40-megabyte hard disk drive for fast access to volumes of important data.

A serial/parallel adapter is standard, making Tandy 3000 ready to interface with peripheral devices like telephone modems, printers and plotters.

The Tandy 3000 is equipped with ten expansion slots, including seven PC/AT-compatible slots, two PC/XT-compatible slots and a PC/XT-compatible half-slot for the serial/parallel adapter.

Tandy 3000. 512K RAM. 25-4001
Tandy 3000 HD 20-Meg. 512K RAM. 25-4010 3599.00
Tandy 3000 HD 40-Meg. 640K RAM. 25-4011 4299.00
MS-DOS™ (3.2)/BASIC. Comes with our exclusive DeskMate®
II 6-in-1 software. 25-4103
XENIX Sys. V Operating System. 25-4201 595.00
XENIX Sys. V Development System. 25-4202 595.00
XENIX Sys. V Text Processing System. 25-4203 175.00

SPECIFICATIONS. Microprocessor: Intel 80286 processor with 16-bit data path. Clock speed, 8 MHz. Object code compatible with 8086/8088. Real-time clock with battery backup. Operating System: Optional Microsoft MS-DOS 3.2 with BASIC. Memory: 512K RAM with parity. 25-4011 standard with 640K RAM. By using the expansion slots, memory is expandable to 12 megabytes under XENIX. Includes power-up diagnostics. Sound included. Keyboard: 84-key sculptured, including numeric entry keypad. Special keys include ESCape, Num Lock, Alt, Ctrl, Caps Lock, Prt Sc, Sys Reg, Scroll Lock, Up, Down, Right and Left arrows. Ten programmable Special-Function keys. Retractable legs, 6-ft. coiled cable. Video Display: Optional high-resolution, non-glare, non-interlaced 12" monochrome (green) or 14" color monitor. 80 or 40 characters per line by 25 or 50 lines. Optional high-resolution 640 x 200 monochrome graphics and 320 x 200 graphics in 16 colors, or 640 x 200 graphics in 4 colors. Disk Drives: Built-in high-density, thin-line 51-4" floppy can read 1.2Mb and 360K formats. Tandy 3000 MD also has built-in 20 or 40-megabyte hard disk drive. Disk storage is expandable to include two floppy disk drives and one hard disk drive, or one floppy disk and two internal hard disk drives. Total internal storage capacity can exceed 80 megabytes. Internal Expansion: 10 plug-in card stots, including 7 PC/AT-compatible slots, 2 PC/XT-compatible slots and 1 PC/XT-compatible half-slot for the serial/parallel adapter. Optional 80287 math to-o-processor can be added. External Connections: Standard parallel printer port, RS-232C serial communications port, AC outlet. Dimensions: 61/2 x 19 x 18". Weight: 47 lbs. Power Requirements: 120VAC, 60 Hz. U.L. listed.

## 3000 HL: 4 TIMES AN XT's POWER



1-Disk Tandy 3000 HL



169900

Monitor and adapter

Commercial Lease Available For Only \$65 Per Month (Plus Applicable Use/Sales Tax)

If you've already invested in IBM® XT software and hardware, yet are shopping for a lower-priced compatible, then take a look at our newest computer to join the Tandy line of IBM compatibles, the Tandy 3000 HL.

The Tandy 3000 HL is the basic building block of business systems. It was created to be fully compatible with IBM XT's, and then we made it even better.

First, we made it faster. With an 80286 processor, it's over four times faster than the XT. And that's good news for busy people. Then we made sure the Tandy 3000 HL has plenty of memory to run the software you and your staff have grown accustomed to. The Tandy 3000 HL comes with 512KB standard memory and can be expanded to 4 megabytes using the expansion slots. You can choose from advanced word-processing packages and heavy-duty database management to accounting software. And because the Tandy 3000 HL uses most popular MS-DOS packages that are available off-the-shelf, you can get all the software you need, when you need it.

#### A Computer That Can Expand—Inexpensively

Because we know how quickly your business can grow, we made sure the Tandy 3000 HL has room for fast, low-cost

expansion. It comes standard with seven expansion slots; four 8-bit/XT compatible slots and three 16-bit data bus slots. And for better office efficiency, the Tandy 3000 HL features a built-in real-time clock with battery backup for automatic date and time-stamping of all jobs, process control and other time-sensitive applications.

We also remember how much time is spent composing memos, calling meetings and writing reports. And because networking is quickly becoming one of the biggest concerns for current computer owners, we made the Tandy 3000 HL network compatible with all MS-DOS computers. Now with the Tandy Vianet local area network, you can connect your existing MS-DOS based computers to the Tandy 3000 HL and continue to communicate with your staff, while spending much less. It will be easier than ever before to pass a document around your company for comments and refinements, producing a finished version that not only costs less but contains better information. You can send memos, figures and other important messages via computers, eliminating lost memos, forgotten meetings or incomplete reports.

For XT compatibility with more power and versatility, at a much lower cost, this is the computer to step up to.

Tandy 3000 HL. 25-4070	99.00
20 Megabyte Hard Drive. 25-4062	99.00
40 Megabyte Hard Disk. 25-4061	99.00
Hard Drive Controller. 25-4060	99.95
MS-DOS 3.2/BASIC/DeskMate II. 25-4103	99.95

SPECIFICATIONS. Microprocessor: Intel 80286 processor with 16-bit data path. Switchable clock speed, 4/8 MHz. Object code compatible with 8086/8088. Real-time clock with battery backup. Operating System: Optional Microsoft MS-DOS 3.2 with BASIC. Memory: 512K RAM with parity. By using the expansion slots, memory is expandable to 4 megabytes. Includes powering diagnostics. Sound included. Keyboard: 84-key sculptured, including numeric entry keypad. Special keys include ESCape, Num Lock, Alt, Ctrl, Caps Lock, Prt Sc, Sys Reg, Scroll Lock, Up, Down, Right and Left arrows. Ten programmable Special-Function Keys. Retractable legs, 6-ft. coiled cable. Video Display: Optional high-resolution, non-glare, non interlaced 12" monochrome (green) or 14" color monitor. 80 or 40 characters per line by 25 lines. Optional high-resolution, 80 characters by 50 lines, 640 x 200 graphics in 4 colors. Disk Drives: Built-in thin line 51/4" (hoppy can read 380K formats. Disk storage is expandable to include two floppy disk drives and one hard disk drives and one hard disk drives. Total internal storage capacity can exceed 80 megabytes. Internal Expansion: Seven plug-in card slots, including three 16-bit slots, four PC/XT-compatible slots. Optional 80287 math co-processor can be added. External Connections: Standard parallel printer port. Dimensions: 61/6 x 17 x 151/2". Weight: 32lbs. Power Requirements: 120VAC, 60 HZ. U.L. listed.

#### THE TANDY 2000 COMPUTER



2-Disk Tandy 2000

Commercial Lease Available For Only \$60 Per Month (Plus Applicable Use/Sales Tax)

10-Meg Tandy 2000 HD

Commercial Lease Available For Only \$90 Per Month (Plus Applicable Use/Sales Tax)

Monitor and graphics options not included.

#### High Technology . . . for Less

Like the IBM PC/AT, the 256K Tandy 2000 performs two to three times faster than the IBM PC, Each Tandy 2000 disk drive offers twice the storage of an IBM PC drive, but still reads and writes their format. Our color graphics are twice the resolution of COMPAQ or IBM, and offer twice as many colors. And all four of our user-accessible card slots are available for future growth. Check out the Tandy 2000 . . . we invite comparison!

#### Advanced Color Graphics

The Tandy 2000's high-resolution graphics let you create razorsharp charts, graphs and diagrams in a brilliant array of colors. And by adding our computer-aided design (CAD) software and graphics peripherals, the Tandy 2000 offers minicomputer performance at an exceptional low price.

#### Extremely High Speed

An 80186, true 16-bit CPU makes the Tandy 2000 dramatically faster than other MS-DOS computers. That means Tandy 2000 software runs faster, so you get the job done quicker.

#### Vast Storage Capacity

The Tandy 2000's two floppy disk drives let you store more documents and crunch through bigger tasks with ease. For even greater storage, the Tandy 2000 HD features a built-in 10million-character hard disk drive.

#### Large Library of Proven Software

The industry standard MS-DOS operating system lets us bring you the most popular and sophisticated programs on today's market. Programs like Lotus 1-2-3, dBASE II, Multiplan, pfs:file, MultiMate, SuperCalc<sup>3</sup> and many more. You can even exchange data between the Tandy 2000 and an IBM PC, using PC Maker™ (included at no charge). With PC Maker, you can create a disk that you can load and read on an IBM PC. You can also read PC disks on the Tandy 2000.

#### Compare the Tandy 2000 to the IBM PC and PC/AT

Feature	Tandy® 2000	IBM® PC	IBM® PC/AT
Microprocessor	80186	8088	80286
Clock Speed	8 Mhz	4.7 Mhz	6 Mhz
RAM Standard/Maximum	256/768K	256/640K	256/3 MEG
# Drives/Capacity	2/720K	1/360K	1/1.2 MEG
Monitor Support	Mono	Option	Option
Printer Adapter	Included	Option	Option
Optional Graphics	640×400	320 × 200	640 × 350
RS-232 Adapter	Included	Option	Option
Price—CPU only (Mfgr.'s list as of 4/2/86)	\$1599	\$1995	\$3995

#### Tandy . . . Clearly Superior™

At \$39951, a similar PC/AT configuration is \$2400 more than a 2-disk 256K Tandy 2000. In fact, you can get a complete Tandy 2000 system with color monitor and graphics for just \$2553.85—over \$1400 less than an AT without a monitor! Add expansion memory, stunning high-resolution monochrome and color graphics, our Digi-Mouse<sup>™</sup> and more. And you can install most of these options yourself. Putting it simply, the Tandy 2000 delivers extraordinary quality performance at a remarkably low price.

256K 2-Disk Tandy 2000. 26-5103	 1599.00
10-Meg Tandy 2000 HD. 26-5104	 2499.00

# TANDY 2000 EXPANSION OPTIONS



#### 10-Megabyte Disk Cartridge System Now for the Tandy 2000 Computer

219500

Ideal As Primary Disk Storage or for Backup

10-Megabyte Disk Cartridge System. Use the Disk Cartridge System as your primary data storage device instead of a hard disk drive. You get speed, reliability, expandability, security and transportability without compromise. Each cartridge holds 10 megabytes of data—and because the cartridges are removable, you can run an unlimited amount of data without adding drives. The Disk Cartridge System also gives you fast, convenient backup. Includes cartridge. U.L. listed.

#### Digi-Mouse Two-Button Mouse

#### Digi-Mouse/Clock Controller

Dual-purpose board includes controller for Digi-Mouse and perpetual time/date clock so that you don't have to re-input time and date into your applications programs. Battery back-up. User installable. 99.95

#### 8087 Math Co-Processor Option

#### New Low Price! 128K RAM Module

Choose Your Display Monitor

Both the VM-1 High-Resolution Monochrome Monitor and the CM-1 High-Resolution Color Monitor tilt 5 or 10 degrees so you can find your best viewing angle, and each features an  $80 \times 25$  display for easy viewing. The VM-1 has a 12'' green phosphor, non-glare screen and can display optional graphics. The 14'' CM-1 gives you vivid 8-color graphics with the Monochrome/Color Graphics options.

#### High-Resolution Monochrome Graphics

> High-Resolution Color Graphics Chip Kit

Space-Saving Options

Tandy 2000 is more than just attractive, it's a milestone in ergonomic design. Choose the Floor Stand to position the CPU beside or under your desk to increase usable space. The compact Monitor Pedestal for your VM-1 monitor tilts and swivels for optimum viewing angle. The monitor and keyboard can be used up to 8 feet away from the computer. Using both the pedestal and floor stand, with the keyboard in your lap, you have the smallest possible "footprint"—just  $8^{1/2} \times 12^{1/4}$ ". And in the standard desktop configuration, the keyboard slides under the computer to minimize storage space.

#### New Low Price! Memory Expansion Board

#### New Low Price! 128K RAM Upgrade

#### 10-Megabyte Hard Disk Kit

Requires installation (not included). 26-5125 . . . . . . 1000.00

#### External Hard Disk Controller

#### Tandy 2000 Serial Expansion Board

SPECIFICATIONS. Microprocessor: Intel 80186 processor with 16-bit data path. Clock speed, 8 MHz. Object code compatible with 8086/8088. Two direct memory access channels. Three programmable timers. Operating System: Includes Microsoft's advanced MS-DOS 2.11 with BASIC. Memory: 256K RAM with parity, expandable to 768K. Includes power-up diagnostics. Sound included. Keyboard: 90-key sculptured, including numeric entry keypad. Special keys include HOLD, ESCape, BREAK, CTRL, CAPS, INSERT, DELETE, HOME, Up, Down, Right and Lett arrows. Twelve programmable Special Function keys. Retractable legs, 6 ft. coil cable and tactile keyclick. Video Display: Optional high-resolution, non-glare, non-interfaced 12" monochrome (green) or 14" color monitor. 80 or 40 characters per line by 25 lines. User-definable character set. Reverse video, underline, blank, blink, double-wide/double-high. Smooth as prolitically also provided to the high. Smooth light-resolution monochrome and color graphics displaying 8 colors selected from 16—white, yellow, cyan, green, magenta, red, blue, black, Full and half-intensity). Disk Drives: Two built-in double-sided, double-density, thin-line 51/4" mini-floppies, with 720K per drive (formatted). 96 tracks per inch. Tandy 2000 HD has one 720K mini-floppy and one 10-megabyte hard disk drive. Internal Expansion: Four available user-accessible plug-in card slots. External Connections: Standard parallel port, RS-232C serial communications port, monochrome monitor, AC outlet. Dimensions: 81/2 x 121/4" with monitor on CPU and keyboard under CPU. Keyboard 61/4" x 73/4". Weight: 41 lbs. Power Requirement: 120VAC, 60 Hz. U.L. listed.

## HI-PERFORMANCE TANDY 1000 SX



NEW 87

119900

Less monitor and software

- Fifty-Percent Faster Than the IBM® PC
- Ready-to-Run—Includes DeskMate II Six-Function Software
- Software Compatible with the IBM PC—
- Choose From the Most Popular Programs on the Market
- Two Built-In 51/4" 360,000-Character Disk Drives
- Five PC Compatible Card Slots for Easy Expansion

Tandy 1000 SX. Our MS-DOS family of computers is growing to meet your needs. Since its introduction, the Tandy 1000 went on to become the hottest IBM PC compatible to hit the market. Now we've made it even better.

#### **High Speed Performance**

The 1000 SX is centered around the 8088 microprocessor, ensuring compatibility with industry-standard MS-DOS software. But unlike other "industry-standard" computers, you can run virtually all of your programs one and one-half times as fast with a 1000 SX. This software-switchable speed control lets you finish spreadsheets, sort data bases and display intricate charts and graphs faster than ever.

To complement this new level of sophisticated performance, the 1000 SX comes with 384K RAM, expandable to 640K on the main board, and two built-in disk drives. And with five card slots, it's easy to expand your system. Expansion boards are user-installable, and you can choose from memory expansions, internal modems—even a 20-megabyte hard disk card!

#### Get Down to Business with DeskMate II

We've improved our popular DeskMate 6-in-1 applications software to take advantage of the Tandy 1000 SX's power. DeskMate II\* for the Tandy 1000 SX features six applications on one disk. And with the special task-switching feature, you can exit DeskMate II, enter an applications program, then return to DeskMate II—all with just a few keystrokes. Start computing the first day with Text Processing, Spreadsheet Analysis, Electronic Filing, Calendar/Alarm, Telecommunications and Electronic Mail. Every day you'll be greeted by a menu that displays a calendar, appointment schedule and a list of files stored for every function. Plus, when you use your Tandy 1000 in a local area network, DeskMate II is ready, because it's compatible with ViaNet.

And since the Tandy 1000 SX is PC compatible, you can choose from an astounding collection of MS-DOS programs. Select from popular spreadsheet, word processing, integrated applications, business graphics, education or entertainment programs.

#### Packed with Deluxe Features

SPECIFICATIONS: Microprocessor: Intel 8088, Clock Speed: 7.16/4.77 Mhz, software selectable. Operating System: Includes Microsoft's MS-DOS'3.2 with GW-BASIC. (Reference Manuals extra). Memory: 384K RAM, expandable on main board to 640K. Includes power-up diagnostics. Keyboard: 90-key sculptured, including numeric-entry keypad. Special keys include HOLD, ESCape, BREAK, CTRL, CAPS, INSERT, DELETE, and HOME. Twelve programmable Function keys. Retractable legs. 6-ft. coil cable. Video Display: Optional high-resolution, non-glare 12% monorchrome (green) or 13" RGBI Color Monitor. 80 or 40 characters per line by 25 lines. 256 characters. Reverse video, blank, blink. 16 foreground and 8 background colors. High-resolution monochrome and color graphics (640 × 200 pixels). Displays 8 of 16 colors—black, blue, green, cyan, red, magenta, brown, white, gray, light blue, light green, light cyan, light red, light magenta, yellow, high-intensity white. Higher resolution video support available with optional expansion boards. Disk Drives: Two double-sided, double-density, 360K (formatted) thin-line 5 1/4" minifloppies. 48 tracks per inch. Internal Expansion: Five user-accessible IBM PC-compatible card slots (10" maximum length), 8087 Math-Coprocessor. External Connections: Standard parallel port, composite video out, line level audio out, light pen port, two joysticks, RGBI Color Monitor. AC outlet. Power: 120 VAC, 50/60 Hz.

## **ENTRY-LEVEL TANDY 1000 EX**



NEW 87

79900

Less monitor, platform, external disk drive and software.

- The Lowest-Priced MS-DOS Based Personal Computer
- Get PC Compatibility at a Fraction of the Price
- Fifty-Percent Faster Than the IBM® PC
- Incredibly Easy-to-Use Personal DeskMate Software
- Choose from Thousands of Popular Programs
- Built-In 360,000-Character Floppy Disk Drive
- Ideal for the Home, A Natural for Schools

Tandy 1000 EX. Now there's no reason to settle for a "game" computer. The new Tandy 1000 EX is a true PC-compatible computer, ready to use the MS-DOS software you bring home from the office, as well as software designed for the home or classroom. Inside the sleek one-piece design resides a 51/4" disk drive and 256,000-character RAM. The integral 90-key keyboard has the same layout as the Tandy 1000 SX, ideal for business programs. You'll find an advanced three-voice sound circuit for sophisticated sound and music generation through the built-in speaker. There's also a headphone jack with volume control for quiet listening—perfect for the classroom.

## The Advantages of Personal DeskMate

Every Tandy 1000 EX comes with a new graphics-oriented version of our DeskMate productivity software. Personal DeskMate\* is amazingly easy to use, with handy pull-down menus and pop-up boxes for selecting functions. Add an optional Digi-Mouse® or joystick and you'll have the ultimate in convenience.

With TEXT you'll see a simple text entry and editing system that includes cut/copy/paste functions, search and replace, and underlining and boldface. WORKSHEET gives you a simple inmemory spreadsheet application with 99 rows and 99 columns of numeric, text, or calculated cells. It will support selectable column widths, as well as numeric and text cell format options. DESKTOP helps you visually organize and manage program and data files. You can install any combination of applications onto the screen, including CALCULATOR, NOTEPAD, CALENDAR and PHONE DIRECTORY. You can use FILER to keep track of your recipes. With PAINT you'll have a simple graphic picture editor that includes functions for drawing basic shapes (solid or outline), lines, points, fonts, and pattern fills. And of course we've included TELECOM, our basic telecommunications package for communicating with information services as well as for uploading and downloading files.

Ready to Use, Ready to Expand

The one-piece Tandy 1000 EX offers convenient portability—just plug in a monochrome or color monitor, or a TV set with an optional RF modulator. Plug in joysticks, printer or a second disk drive without buying extra-cost adapters. Add the Memory PLUS Expansion Adapter for two additional connectors for more memory, modem telecommunications, Digi-Mouse and classroom networking options. If you've been searching for a computer that's "just right" for your family or classroom, the Tandy 1000 EX is for you.

Tandy 1000 EX. With MS-DOS/GW-Basic 2.11
25-1050
Tandy 1000 EX Monitor Platform. 26-210 29.95
MS-DOS 3.20 Upgrade, 25-1170

SPECIFICATIONS: Microprocessor: Intel 8088, Clock Speed: 7.16/4.77 Mhz, software selectable. Operating System: Includes Microsoft's MS-DOS 2.11 with GW-BASIC. (Reference Manuals extra.) Memory: 256K RAM, expandable to 640K. Includes power-up diagnostics. Keyboard: Integral 90-key sculptured, including numeric-entry keypad. Special keys include HOLD, ESCape, BREAK, CTRL, CAPS, INSERT, DELETE and HOME. Twelve programmable Function keys, Video Display: Optional high-resolution, non-glare 12" monochrome (green) or 13" RGBI Color Monitor. 80 or 40 characters per line by 25 lines. 256 characters reserved video, blank, blink. 16 foreground and 8 background colors. High-resolution monochrome and color graphics close ground processes of the colors—black, blue, green, cyan, red, magenta, brown, white, gray, light blue, light green, light cyan, light red, light magenta, yellow, high-intensity white. Disk Drives: One double-sided, double-density, 360K (formatted) thin-line 51/4" mini-floppy. 48 tracks per inch. Internal Expansion: One "PLUS" style expansion board or two "PLUS" style expansion hadapter (25-1062). External Connections: 51/4" 360K or 31/2" 720K External Disk Drive, standard parallel port, composite video out, 1/6" headphone jack with volume control, two joysticks, RGBI Color Monitor. AC outlet. Power: 120 VAC, 50/60 Hz.

## MONITORS, ADD-ONS AND BOOKS

## Complete Your System with the Tandy Display Monitor That's Right for You



We offer monitors for every need and budget. Our monochrome monitors have non-glare, green phosphor screens. Or pick a color monitor for brilliant graphics. VM-1 Monochrome Monitor. 12'' screen displays  $80 \times 25$  text,  $640 \times 400$  graphics. Tilts 5 or 10 degrees for best viewing angle.  $26-5111 \dots 199.95$ 

New! VM-4 Monochrome Monitor. 12'' screen displays  $80 \times 25$  text,  $640 \times 200$  graphics.  $25-1020 \dots 129.95$ 

New! CM-10 RGBI Color Monitor. 13" screen displays  $80 \times 25$  text,  $640 \times 200$  graphics.  $25-1022 \dots 459.95$ 

## Quick-Reference Chart for Tandy Display Monitors

	Video Adapte	rs for Tandy 1	200/3000	Tandy 1000	CoCo	100/102/200	Tandy 2000	CoCo 3
	25-3045	25-3046	25-3047	randy 1000	COCO	Disk Video	Tandy 2000	00003
VM-1		640 × 400 Text Only	640 × 400 Text and Graphics(3)				640 x 400 Text and Graphics(4)	
VM-3	720 × 348 Text and Graphics(1)							
VM-4	640 × 200 Text and Graphics			640 × 200 Text and Graphics		640 × 200 Text Only		
CM-1		640 × 400 Text Only	640 × 400 Text and Graphics(3)				640 × 400 Text and Graphics(5)	
CM-5	320 × 200 Text and Graphics			320 × 200 Text and Graphics				
CM-8								640 x 192 80-Column Text and Graphics
CM-10	640 × 200 Text and Graphics			640 × 200 Text and Graphics				
Composite Color	320 × 200 40-ColumnText			320 × 192 40-Column Text		320 × 200 40-Column Text		320 x 192 32/40-Column Text and Graphics
TV	320 × 200 40-Column Text(2)			320 × 200 40-Column Text(2)	256 x 192 32-Column Text	320 × 200 40-Column Text(2)		320 x 192 32/40-Column Text and Graphics

# IV.

## Two-Button Digi-Mouse

9995

Ideal for Use with Graphics Programs

Plugs in for easy cursor movement in graphics programs, as well as other applications. Requires Digi-Mouse/Clock Controller Board (26-5144, 25-1010 or 25-1015). 26-1197 . . . . . . . 99.95

## Deluxe Joystick

2995

Get Quicker and Easier Cursor Control



You can feel the difference. Patented stick mechanism for more accurate cursor control and quicker response. Select "spring-centering" or "free-floating" operation. 26-3012 . . . . . 29.95

## Instructional and Reference Books

Learning BASIC for Tandy Computers. An excellent tutorial

for BASIC programming by Dr. David Lien, author of our famous Model I Owner's Manual.

The Complete Guide to the Tandy 1000. An extremely thorough examination of the power of our most popular computer. Covers basic operations, software options, compatibility issues, mastering MS-DOS, hardware, expansions and more.

TCIO(1) Requires special software. (2) Requires RF modulator. (3) 640 × 200 with standard software. Hi-res modes require special software. (4) Graphics require 26-5140. (5) Requires 26-5140//5141.

## POWERFUL EXPANSION OPTIONS

TCS-100 Tape Cartridge System



Tandy 1000/1200/3000 Interface Kit. Includes software and cables for file-by-file or mirror-image backup. Kit also supports IBM PC and PC-compatible computers. 25-3021 ... 149.95 1/4" Data Tape Cartridge. 26-1391 ... 34.95

20 + 20-Megabyte Disk Cartridge System



Depend on a Disk Cartridge System instead of a hard disk for speed, reliability, expandability, security and transportability. The DCS consists of one or two drives and high-performance cartridges. Because cartridges are removable, you can store an unlimited amount of data. You can easily back up your conventional hard-disk system. Requires Interface Kit (below).

tional hard-disk system. Requires Interface Kit (below).
New! 20 + 20-Megabyte DCS. 25-4066 3499.00
New! 20-Megabyte 5 <sup>1</sup> / <sub>4</sub> " Internal DCS. (Available 9/30/86.) 25-4064
10-Megabyte DCS. 26-1245
Secondary DCS. Add a 10-megabyte disk kit to create a 10+10-megabyte system. 26-1246
New! 8" 20-Megabyte Cartridge. 26-220 119.95
New! 51/4" 20-Megabyte Cartridge. 26-221 84.95
New Low Price! 10-Megabyte Cartridge. Was \$89.95 in Cat. RSC-16. 26-1372
New! 5 <sup>1</sup> / <sub>4</sub> " 20-Megabyte Cartridge. 26-221

## 20-Megabyte Hard Disk Card



79900

- An Efficient New Way to Get Hard-Disk Storage
- User-Installable Card Saves on Desk Space

Get 20 megabytes of hard-disk storage on a user-installable card. Mounts in a 10" card slot on the Tandy 1000 or a 13" slot on the Tandy 1200, Tandy 3000 HL, IBM PC or PC compatible. Operates as either first or second hard disk and can run a second hard disk drive. Comes with a thorough installation manual and a diskette with special installation software. It's the easiest way yet to get hard-disk storage power! 25-1029 . . . . . . . 799.00

## External 10-Megabyte Hard Disk Drive

Get 10 Million Characters of Data and Program Storage

69900



Expand your Tandy 1000's storage affordably. Add two to the Tandy 1000 or one to the Tandy 1000 HD for 20 megabytes of total system storage (Cable Kit and installation required for secondary unit). Requires Hard Disk Controller Board. 25-1025 . . . . . . . . . . . . . . . . . 699.00

## User-Installable Tandy 3000 Expansion Boards and Options

1.2-Meg. Floppy Disk Kit. High-performance, high-capacity floppy disk drive. Store 1.2 megabytes of data. Can also read and New Low Price! Hard Disk Controller. Lets you add an internal 20-megabyte hard disk. Was \$499 in Cat. RSC-16. 20-Megabyte Hard Disk Kit. Use with Tandy 3000 HD to increase internal storage by 20 meg. Or combine with Controller above to convert a 3000 to a 3000 HD. External Hard Disk Cable Kit. 25-4063 ..... 59.95\* New! Memory Expansion Board. Add up to 2 megabytes of memory to your Tandy 3000. Comes with 1MB of memory. In MS-DOS, use VDISK to set aside portions of your computer's RAM memory that simulate disk storage. Use board for more efficient operations using XENIX System V operating system. New! 4-User Board. Adding this multiuser board to your Tandy

3000 computer enables it to support up to four serial devices

10-Megabyte Disk Cartridge System Interface Kit. For Tandy 1000/1200/3000. 25-3022 . . . . . . . . . . . 199.95\*

\*Installation Recommended. Not Included.

## **UPGRADE & EXPANSION OPTIONS**



## Add a Disk Drive to Your System

FOR 87

Low As \$20 Per Month \*

31/2" 720K External Disk Drive. Gives twice the storage of a 51/4" disk drive and uses smaller, more durable diskettes. Special features in the Tandy 1000 EX allow you to store programs on this disk drive and load them directly, 25-1061 . . 279.95

51/4" 360K External Disk Drive. Makes backing up diskettes much easier! Also very useful for personal productivity applications. 25-1060 ......

Tandy 1000 Disk Drive Kit. Provides an additional 360K of disk storage. Mounts internally. Installation recommended (not in-

## Tandy 1000/1200/3000 Expansion

Digi-Mouse

Plugs in for easy cursor movement in graphics programs, as well as other applications. 26-1197 .....

New! Memory PLUS Expansion Adapter

Expands your Tandy 1000 EX to 384K and adds DMA circuit to speed up computer operations. Sockets allow you to expand 

New Low Price! Memory PLUS Expansion Board

Provides DMA and an additional 256K of memory—bringing your 128K Tandy 1000 to 384K. Add the 256K RAM Kit for a full 640K. PLUS Expansion Board (RS-232 or Mouse) can be plugged into a special connector, saving a slot for other applications. Was \$319.95 in RSC-16. 25-1011 . . . . . . . . . . . . 179.95

New Low Price! 256K Parity Memory Kit

New Low Price! Memory Expansion Board

Uses an expansion slot to upgrade a 256K Tandy 1200 to 384K 

New Low Price! 128K RAM Upgrade Kit

Use to upgrade your Tandy 1000 from 256K to 384K or from 512K to 640K. Was \$129.95 in RSC-16. 26-5162 . . . . 99.95

New! 8087 Math Co-Processor

For Tandy 1000 (25-1000A or 25-1001A only), and 1200. Increase throughput up to 10 times with software that supports a co-processor. Supported by many CAD and spreadsheet pro-

## Digi-Mouse Controller/Calendar Board

Dual-purpose board includes controller for Digi-Mouse™ and perpetual time/date. Never have to enter time and date again. For Tandy 1000/1200 only. 25-1010 ........... 99.95

## New Low Price! 1200-Baud PC Modem

An auto-dial/auto-answer modem for the Tandy 1000/1200/3000, the IBM PC and PC compatibles. Features powerful automatic dialer commands that are compatible with virtually all communications software. Hayes® compatible. Switchable 1200/300-baud operation. FCC registered. Was \$299.95 in 

New! Dual Display Graphics Adapter

Combines the function of 3 boards in one. Uses VM-3 and CM-10 monitors. Displays up to  $640 \times 200$  in 16 colors with special software. Features Hercules-compatible graphics mode for use 

Deluxe Text Display Adapter

Allows your Tandy 1000, 1200 or 3000 to display text on the VM-1 Monochrome Monitor or CM-1 Color Monitor.

New Low Price! Deluxe Graphics Display Adapter

## Hard Disk Controller Board

Allows you to add hard disk drives for up to 70 million characters of storage for data and programs. Compatible with most Tandy 1000 software—most programs transfer directly to hard disk. Includes cable for use with our 10, 15 or 35-Megabyte 

PLUS Upgrade Boards

These boards are specially designed for use with the Tandy 1000 EX or our Memory PLUS Expansion Board. You can also use them with the Tandy 1000 SX or any other PC compatible with the PLUS Upgrade Adapter Board. All PLUS Upgrade Boards are user installable with just a few simple tools.

New Low Price! PLUS RS-232C Option Card

Lets your computer talk with other computers and access national information services, when combined with communications software and external modem. Use with high-speed modems or serial plotters and printers. Was \$99.95 in RSC-16.

PLUS Digi-Mouse Controller/Calendar Board

Dual purpose—includes controller for Digi-Mouse™ and a perpetual time/date clock. You'll never have to enter time and date again! 25-1015 ...... 99.95

## New! PLUS 300 Baud PC Modem

Great for use with the DeskMate and on-line services such as Compuserve, Dow-Jones and more! Switchable Tandy/Hayes® compatible modes. Connects directly to modular phone jack. FCC registered. Cable included. 25-1017 (Avail. 12/30/86) . . . . . . . . .

New! PLUS 1200 Baud PC Modem

Hayes™ compatibility lets you run the most popular communications software at higher speeds-reducing the cost of on-line 

New! PLUS Network 4 Interface

Use the Tandy 1000 EX as a low cost system in an educational network. See network section on page 35 for more information.

PLUS Upgrade Adapter Board

Allows you to use PLUS Upgrade Boards in a standard PC card 

## NEW EXPRESS ORDER HARDWARE

## Choose From a Variety of Options

Expand your computer system with the latest technology! Pages 13, 14 and 15 feature special expansion boards and other hardware enhancements that are available through our exclusive Express Order Hardware service. These expansion options are performance proven, and professionally supported by the independent manufacturers (see page 15). Express Order items can be ordered at any Radio Shack Computer Center, store or participating dealer. Orders are transmitted electronically and shipped the next business day for super-fast service.

## AST Research

ASI Research
5251/11™. Attach PC's and compatibles directly to an IBM System 3X. Allows your PC to emulate IBM 5151 Model 11 terminals without change. 90-2050 895.00
<b>5251/12.</b> For remote IBM System 3X communications. Package allows your PC to emulate an IBM 5251 Model 12 Terminal. 90-2044
<b>3270 Coax™.</b> Allows your PC to function as 3278/79 terminal via standard coaxial cable connections. 90-2029 1145.00
<b>3780</b> Allows your PC to emulate IBM's 2770, 2780, 3741 and 3780 terminals. $90\text{-}2049$
SNA and BSC. Complete hardware/software solutions providing full IBM 3270 terminal emulation.  SNA. 90-2038
PCOX™. Low cost, direct coaxial solution, integrates your PC into an existing mainframe/controller environment for reliable 3270 communications.  90-2039
SIX PAK PREMIUM™. With 512K memory. Expanded memory with multifunction capabilities. Includes DESQview. 90-2054
RAMpage™. Enhanced Memory Specification combined with DESQview. Up to 2 megabytes of memory.  For PC and XT (with 256K). 90-2052
Advantage™. For the PC-AT and compatibles. Offers up to 3 megabytes of memory, 2 serial ports, parallel port and game

## STB Memory Companion/PC™. STB's Memory Companion/PC of-

Grande Byte<sup>™</sup>. Offers a variety of memory expansion sizes for the Tandy 1200/3000 and the IBM AT. Provides up to 2.5 megabytes of extra memory for RAM disks, multitasking programs or multiuser operating systems. 90-2028 . . . . . 495.00

SUPER I/O II. Provides four I/O functions for the Tandy 1200 and IBM XT and IBM Portable. The SUPER I/O II offers a parallel port, serial port, game port and clock/calendar. Comes with user's manual. 90-2071 . . . . . . . . . . . . . . . . . 195.00

## Quadram

QuadEGA +™. Four PC display standards in one high resolution color graphics board. Perfect for the Tandy 1200/3000, IBM® PC, PC/XT and AT. Get  $640 \times 350$ -resolution graphics in 16 colors (choice of 64),  $720 \times 348$  in color and monochrome software,  $320 \times 200$  medium-resolution or  $640 \times 200$  high-resolution graphics (16 out of 16 colors).  $90\text{-}2045 \dots 595.00$ 

Liberty™ AT. Frees your Tandy 3000 from the drawbacks of the 640K PC-DOS limit. Liberty AT is built around the Lotus/Intel/Microsoft Expanded Memory Specification. 595.00

## Tecmar

Phonegate 2400. Tandy 1200/3000-compatible 2400 baud modem that can be installed in a single slot. With simple commands you may communicate with other computers and send files and messages reliably. 90-2031 . . . . . . . . . . . 695.00

Maestro AT™. Maestro is a powerful multifunction board for your Tandy 3000 or IBM Personal Computer AT, containing a parallel port, serial port and up to 2.5 megabytes of memory. Comes with 640K of memory. Adds up to 2.5 megabytes of memory. Easy to install. 90-2032 . . . . . . . . . . . . . . . . . 795.00

640 Plus™. Give your Tandy 1200/3000 or IBM PC, XT or AT new power, the ability to create spreadsheets, data bases and files of unprecedented size. Install up to four 640 Plus boards for a total of 8 megabytes of memory! 90-2033 . . . . . 475.00

MegaFunction™. For the Tandy 1200/3000. MegaFunction combines the standard multifunction capabilities with a 1.25 megabyte RAM disk, an auxiliary power supply, parallel printer port, serial port and a clock/calendar. 90-2036 . . . . . . . . . . 895.00

5251/11, 5251/12, 3270 Coax, 3780, SNA, BSC, PCOX, SIX PAK PREMIUM, RAMpage and Advantage/TM AST Research. Memory Companion/PC, EGA Plus, Chauffeur, Grande Byte, Rio Plus II and Super I/O II/TM STB. QuadEGA,+, Quadport-AT Expansion Kit, Liberty-AT, AT-Memory Expansion Board/TM Quadram. Phonegate 2400, 5251/11 Emulator, Maestro AT, 640 Plus and MegaFunction/TM Tecmar.

## MORE EXPRESS ORDER HARDWARE

MICHE EXITIEDO O	CDDIC IM MED VITALES
Captain™. A complete multifunction board that adds up to 384KB system memory, parallel printer port, serial port and clock/calendar. The basic add-on for your Tandy 1200/3000, IBM PC or compatible computer. Comes with bonus software package from Tecmar. 90-2037	Sigma  Color 400™. Allows your Tandy 1200/3000 to display high- resolution graphics (640×400) non-interlaced in 16 colors us- ing the CM-1 monitor. CGA/AutoCAD compatible. Comes with PC Paintbrush. 90-2073 695.00
Q60AT™. A half-height internally mounted tape backup unit for your Tandy 1200/3000 or IBM PC. Protects you from data loss should your hard disk fail. User-friendly menus guide you through the program. 90-2035 1695.00	PC Technologies  286 Express™ Accelerator Card. Full featured, half-slot accelerator card. Compatible with the Tandy 1200 and the IBM PC
Key Tronic	and PC/XT. Replaces the CPU with an 80286 microprocessor, faster than the one in the AT. Your software will run two to six
Key Tronic Keyboard 5151. Improves the use of your IBM PC, XT or AT Personal Computer. Incorporates keytop and layout changes, as well as other features, for greater flexibility and user convenience.	Orchid Technology
Tandy 1200. 90-2041       248.00         Tandy 3000. 90-2040       248.00	CramRAM™. Get 1 megabyte (expandable to 2) of RAM packaged in a half-length card. Bring your Tandy 1200 up to 640K and get Lotus/Intel Expanded Memory Specification—all with the same board!
Key Tronic Touchpad. A real technological breakthrough in keyboard design. You get a Mouse, Digitizing Tablet, programmable function keys and Cursor Pad—all encompassed in an AT-style keyboard. 90-2042	90-2066
Key Tronic Keyboard 5150. Replacement keyboard for the Tandy 1200. 90-2043	expansion boards with a multifunction board, an expanded Memory board and a PCnet board—all in one! Multiple boards expand your memory to 8 megabytes.  90-2075
Kurta	90-2010
Series ONE Tablet™. Tandy 1200/3000 compatible. The	Western Digital
microprocessor-based tablet offers switch selectable output formats, multiple operating modes, downloading from the host and a programmable menu for ease of use.  90-2000	Filecard 20™. An easy-to-install 20 megabyte hard disk mounted on a single controller card. Allows your computer to remain configured with two floppy drives for greater flexibility. 90-2080
Series TWO Tablet. Tandy 1200/3000 compatible. High-resolution tablet digitizer provides origin set capability, as well as automatic skew correction. Resolution is up to 1000 PPI with an accuracy of approximately .025". 90-2001 1085.00	Ven-Tel  2400-Baud Half-Card PC Modem. An ultra-high performance internal modem for the Tandy 1000/1200/3000 and IBM PC/
Three-Button Cursor. 90-2002	XT/Compatibles. Features auto-dial/auto-answer, 2 telephone jacks, call progress reporting (BUSY, NO ANSWER, ETC) and test modes. FCC registered.
Irwin	90-2067
Model 110 Tape Backup <sup>™</sup> . 10-megabyte tape backup system provides unparalleled flexibility. 90-2062 699.00	Natural Micro Systems
<b>Model 125AT Tape Backup.</b> 20-megabyte high-speed tape backup system. $5^{1/4}$ ", 500K bit data transfer rate. $850.00$	Watson Voice Management System™. An integrated modem that puts the "voice" in voice/data communications. Includes voice mail system, electronic telephone database, auto/dial, calendar, remote editing and more.
Tallgrass	90-2082
Tallgrass TG-1020i Tape Backup™.20-megabyte half-height5¹/4" automatic tape backup system. Internal.90-2063995.00	Watson-VIS Software. An upgrade software that turns Watson into a voice information system. Perfect for customer messages, orders after business hours, polling, telemarketing and more. 90-2083
<b>Tallgrass TG-2010e Tape Backup.</b> External tape backup system. 90-2064	Telebyte
Archive	Shorthaul Modem™. Modem/line driver for linking any RS-232-
Fastape™ Streaming Tape Drive. 1/4" streaming tape drive, 20 MB capacity. Housed in rugged cabinet	based devices. Up to 19.2K baud, full duplex. 90-2004
Scorpion 5 <sup>1</sup> / <sub>4</sub> " Tape Drive. High performance drive, yet takes up no more space than a floppy disk. Ideal solution for tape backup.	RS-232 to Phone Plug Converter. Convert RS-232 to modular phone connector.  HOST. 90-2005
90-2060	TERMINAL. 90-2006

Captain and Q60AT/TM Tecmar. Key Tronic Keyboard 5151, Key Tronic Touchpad and Key Tronic Keyboard/TM Key Tronic. Series ONE Tablet, Series TWO Tablet and Three Button Cursor/TM Kurta. Model 110 Tape Backup and Model 125-AT Tape Backup/TM Irwin. Tallgrass 1020i and 2010e Tape Backup/TM Tallgrass. Fastape and Scorpion/TM Archive. Color 400/TM Sigma Designs. 286 Express/TM PC Technologies. CramRAM and Conquest/TM Orchid Technology. Filecard 20/TM Western Digital. 2400-Baud Half-Card PC Modem/TM Ven-Tel. Watson Voice Management and Watson-VIS Software/TM Natural Micro Systems. Shorthaul Modem, RS-232 Converter/TM Telebyte.

## MORE EXPRESS ORDER HARDWARE

## Information Technologies, Inc.

Linkup System XT™. Linkup XT is a full performance, communications plug-in board (short board) allowing high-speed (up to 19.2K bps) communications with a wide variety of host systems or other personal computers. Includes SDLC, HDLC, BSC and asynchronous protocol support, programmable software timer, installation manual and hardware diagnostic utility software. For the Tandy 1000/1200/3000. 90-2010 . . . . . . . . . 395.00

Linkup System One. Linkup is a high-performance, cost-effective data communications product for the Tandy 1200/3000 that allows high-speed (up to 64K bps) communications with a wide variety of host systems or other personal computers. Includes communications co-processor, efficient shared RAM memory interface to bus, SDLC, HDLC, BSC and asynchronous protocol support, programmable real-time clock, calendar, software timer, installation manual and hardware diagnostic utility software. 90-2015 . . . . . . . . . . . 605.00

Linkup System One SNA 3270. Emulates REMOTE 3270 display station using BSC protocol. Supports switched or leased line, on-line trace and error logging, RS-232C modem interface, full or half duplex. Includes Linkup ATERM, ABLOCK, VT 52/100. For the Tandy 1200/3000. 90-2016 . . . . . 390.00

Linkup System One BSC 3270. Emulates REMOTE 3270 display station using BSC protocol. Supports switched or leased line, on-line trace and error logging, RS-232C modem interface, full or half duplex. Includes Linkup ATERM, ABLOCK, VT 52/100. For the Tandy 1200/3000. 90-2017 . . . . . 390.00

Linkup System Coax. Emulates LOCAL IBM 3278/9 Display Station cabled via RG-62-A/U coax to an IBM 3274/6 Terminal Controller or System 360/370/30xx/43xx Host Communications Controller. IRMA-compatible. Various file transfer support including TSO, CMS and CICS support. BASIC language interface (and requisite subroutines) for File Transfer via BASIC programs. Utility programs for redefining default keyboard and display attributes. Installation manual. Diagnostic software. For the Tandy 1200/3000. 90-2020 . . . . . . 700.00

## National Instruments

## Advanced Digital

PC Slave<sup>™</sup>. Actually a PC-compatible computer on a full-size card. Lets you run MS-DOS on a terminal sharing disk drives and printer only. Comes with 256K memory and operating system software. 90-2081 . . . . . . . . . . . . . 1090.00

## Warp Speed Computer Products

Warp Speed™ Light Pen. Operates on either monochrome or color monitor. Includes free driver software for Tandy DeskMate®, Microsoft® Windows and a File Controller.

## Lite Pen Company

Light Pen. Stainless steel pen includes software, featuring sketch/draw/paint color graphics, backgammon, solitaire, world national maps, computer tutorials. Two-year warranty.

## PBJ Computer Products

## Upstart Corp.

## Perma Power Electronics

## **Trionix**

## **Omnitel**

OmniPak™. Integrates all the communications needs of a Tandy 1200/3000 or IBM PC into one versatile card. By combining a 1200-baud modem with memory and expansion, OmniPak puts any suitably-equipped PC in the nation no further away than your keyboard! 90-2068 . . . . . . . . . . . . . . . . . 549.00

## Important Express Order Hardware Notice

Products offered in the Express Order Hardware program are supported directly by the hardware manufacturer. This includes questions related to the use of the products, as well as repairs or maintenance. The manufacturer, not Radio Shack, is completely responsible for the warranty of the product.

Linkup System XT, XT 3270 SNA, XT 3270 BSC, XT 3780 BSC, Linkup System One, System One 3270 SNA, System One 3270 BSC and System One 3780 BSC/TM Information Technologies, Inc. GPIB-PC 2000 CARD and GPIB-PC DOS Software/TM National Instruments. PC Slave/TM Advanced Digital. Warp Speed/TM Warp Speed Computer Products. MFB-1000/TM PBJ Computer Products. Colorblind/TM Upstart Corp. Color Commander/ TM Perma Power Electronics. 8087 Adapter/TM Trionix. OmniPak/TM Omnitel.

## 1000/1200/2000/3000 SOFTWARE

## The pfs Series

Choose from this family of software for extremely user-friendly programs. Programs interact with each other so you only need to enter data once.

## pfs:file

A very simple way to create and organize your own business or personal filing system. Store, retrieve and review information in a fraction of the time conventional filing takes.

A powerful analysis tool that creates presentation-quality tabular reports from sales, inventory and other data stored in pfs:file. Sort from any data category and calculate averages, totals, subtotals and more.

Tandy 1000	25-1141								٠.							125.00
<b>Tandy 1200</b>	25-3162															125.00

### pfs:write

Easily create reports, letters and memos with advanced editing features and page headings and footers, centered text, right or left justification and more.

## pfs:graph

Turn complex numerical data into easy-to-read graphs. Accepts data from pfs:file or from the keyboard. Displays and prints data in bar, line or pie charts. Each chart can contain one to four graphs. Requires monochrome or color graphics.

### pfs:plan

Lets you organize a spreadsheet for planning, tracking, analyzing and reporting numerical data. You can even print a copy of your worksheet in a document produced with pfs:write.

## Database Management

## Cornerstone

A full-featured relational database system designed specifically for non-programmers. Simply select menu options or complete forms to build complex databases, enter data and produce reports. The flexibility lets you change virtually any aspect of your database at any time. Add, delete or change files, fields, indexes, relationships or reports in seconds. Fields are variablelength, so you never need to determine field lengths in advance. Requires 256K and two disk drives.

Tandy 1000/1200/2000/3000. 26-5354 ............. 99.95

#### dBASE II

Powerful relational database management for easy manipulation of data using English-like commands. You can add, delete, edit, display and print your information. And you can change the file format at any time without re-entering data. Provides a maximum of 65,535 records per database file and 1000 characters per record. Requires 256K.

An ideal data management system for people who don't want to program, or a programming tool for those who prefer to create their own system. With our built-in Assistant, you'll be provided with new easy-to-use pull-down menus for creating, using and modifying databases. Our new Screen Painter lets you create custom screens as your business dictates. The Advanced Query System lets you build complex query requests just by selecting from pull-down menus. Finally, there's a new Applications Generator that creates entire applications programs without programming! A new Data Catalog and more than 50 new commands and functions help streamline applications development. Requires 384K, 2 floppy drives or one floppy and one hard drive. LAN mode requires 384K and 3.1 DOS.

### **OFFIX**

Create "file folders" that can be stored and retrieved from "file cabinet drawers", create documents and forms for folders, and produce reports and form letters based on the contents of the folder. Requires 256K.

Tandy 1000/1200 HD/2000. 26-5325 ................ 99.95

## Spreadsheet Analysis

### Microsoft Multiplan

This popular "second-generation" spreadsheet lets you transfer information between worksheets automatically. You can assign plain English names to any column, cell or area, vary individual column widths, center numbers and text within a column or align decimals. Sorting can be performed in alphabetical or numerical order. Cells can be set up individually, by row, column, block—or globally. Displays up to eight windows on the screen. Includes on-line help.

## Integrated Software

#### DeskMate

DeskMate is an easy-to-use, multifunctional software program that uses the same commands throughout. The system uses the computer's control keys, so there are no complicated commands to memorize. Each day you'll be greeted by a menu that displays a calendar, appointment schedule and a list of files stored for every function. Choose from word processing, spreadsheet analysis, electronic filing, telecommunications, electronic mail and calendar/alarm. Telecom and Mail require

## Tandy 1200 HD/IBM PC Compatibles. 25-3166 . . . . 199.95 DeskMate II

Includes all the features of DeskMate with the addition of a task-switching feature that allows the user to alternate between DeskMate II and another program with a few keystrokes.

Tandy 1000 SX. . . . . . . . Included with CPU Tandy 1000/2000. 25-1164 (Avail. 10/15/86) . . . . . . . 199.95

Tandy 1200/PC Compatibles. Tandy 3000. . . . Included with MS-DOS (25-4103, \$99.95)

### Personal DeskMate

An easy-to-use, graphics-oriented program with pull-down menus and "dialogue boxes" for selecting functions. Includes Text, Worksheet, Filer, Calendar, Telecom and Paint, a graphic picture editor. A Phone Directory, Calculator and Notepad may be accessed any time. TELCOM requires a modem.

Tandy 1000 EX. ..... Included with CPU Tandy 1000/1000 SX. 25-1165 (Avail. 10/15/86) . . . . . 199.95

An easy way to go from spreadsheet to graphics to information management—instantly! Change your spreadsheet data; then graph it in seconds. Search and sort data in your spreadsheet. Macro" keys let you substitute a single keystroke for a long sequence. One keystroke brings you on-screen help. Features 256 columns and 2048 rows in spreadsheet and 2000 records in database. Requires 256K.

Framework II

This program doesn't just process numbers—it processes ideas. Each operation is placed in a "frame" that separates it from the rest of the program. Each frame is in an outline form, which you can rearrange or modify at any time. Just jot down notes or ideas in one frame, then create sub-frames for databases, spreadsheets, graphics and reports which relate to these ideas. Framework also utilizes a "desktop" format to view several operations at once on the screen. A special "zoom" function lets you instantly expand any frame to fill the entire screen. Requires 384K.

## 1000/1200/2000/3000 SOFTWARE

## Accounting

## Quartet

A Tandy exclusive! Quartet includes four integrated accounting programs to give you the most up-to-date information on your company's financial health. Track your business records with programs for General Ledger, Accounts Receivable, Accounts Payable and Payroll. Quartet was designed for ease of use, fast data entry and on-line updating of ledger accounts. Features a convenient search function and automatic look-up of records. Quartet provides easy access to invoices, bills, paychecks, expense checks and ledger transactions and can create userdefined reports for customers, vendors, employees and items. Entries are made only once. Any related data is automatically updated to the General Ledger. Since all Quartet functions are integrated, there is no constant disk swapping as on many systems. Best of all, easy-to-read formatted screens look much like the invoices, check registers and payroll registers you're already using. Quartet can be used to print user-formatted financial statements with or without comparisons to previous years. Also prints invoices, monthly statements, payroll checks and expense checks. Includes well-defined audit trail. Uniformity of functions throughout the program makes Quartet especially easy to learn. Comes with sample data. Requires 256K and two disk drives or hard disk.

## Tandy 3000 XENIX Multiuser Software

Powerful, fully integrated multiuser software. See page 25 for full descriptions.

General Ledger. 25-4301	599.00
Payroll. 25-4303 (Avail. 12/30/86)	699.00
Accounts Receivable. 25-4304	599.00
Accounts Payable. 25-4305	599.00
Order Entry. 25-4307	599.00
Sales Analysis. 25-4308	399.00

## Personal Accounting Software

### Finance Manager

Helps you gain a better understanding and control over your personal and business financial needs. Create net worth statement and budgets, determine net profit, print checks, account for taxes, monitor your income and expenses and analyze investment opportunities. Automatic check printing and checkbook reconciliation are both included. A search capability can be used to recall any recorded transaction. All income and expense activities can be entered into a budget that is automatically updated and represented graphically. All taxable transactions can be recorded and retrieved later for tax preparation. Includes a program that will turn your personal computer into a sophisticated financial calculator. Calculates net present value, future values and loan amortization schedules.

### Managing Your Money

## Word Processing

## SCRIPSIT®

Includes features of a dedicated word processor. Control-key functions can be displayed on the screen for quick and easy reference. And the built-in spelling corrector and verifier from Houghton-Miffin not only finds misspellings, but corrects them automatically. Allows merging with dBASE files. And of course you get the features you've come to expect with the name SCRIPSIT: global search function, easy editing features, onscreen format reference and more. Extremely easy to learn and use. Requires 256K and two disk drives.

andy 1200/3000. 25-3171
andy 1000/2000. 25-1155
andy 3000 XENIX. Requires 640K.
5-4213 (Avail. 9/30/86)

## Microsoft Word 3.0

Add our optional Digi-Mouse and move text and select commands without even using the keyboard! Word displays up to eight windows at once, so you can move text from one document to the other with ease. Text is displayed in boldface, italics, underlines, super and subscripts, small caps—all without any confusing symbols. More information on the various commands are displayed by pressing a single "help" key. Use with our color monitor and enjoy color-coded text. Requires 256K.

## Microsoft Word

Tandy 2000. Ver. 1.0. Requires graphics.  $26-5314 \dots 375.00$  HomeWord Plus

No complicated commands to memorize, no hefty manuals to flip through! HomeWord is so easy to use, adults or children can start word processing almost immediately! Instructions on cassette tape and an easy-to-follow instruction manual take you through basic word processing functions. And the program's identifiable icons make it a snap to print, edit, delete or move copy. Using the built-in spelling dictionary, HomeWord Plus automatically searches for misspelled or unknown words. Correct a misspelled word once and HomeWord Plus corrects it throughout the remainder of your text. HomeWord Plus includes 45,000 words, and you can add up to 5000 more.

## Graphics

### Micro Illustrator

Draw beautiful pictures and designs on your computer. No programming experience needed—all commands are on the icon-driven menu. Just point to choose shapes, colors, patterns, special effects and brushes. Save your pictures on disk and create your own picture show.

### VersaCAD Entry-Level

A general-purpose design and drafting program that contains much of the power found in software five times the cost. Menudriven operation and plain-English prompts guide you through the program as you work. Productivity features include 10 built-in primitive objects; ability to quickly group objects for collective manipulation; interactive editing (the object being worked on blinks on the screen and visually changes); total flexibility of object attributes (color, linestyle, etc.) on any drawing level (attributes may be changed at any time with a function key); unlimited zoom; auto-dimensioning; inquiry about object locations, area, perimeter totals, etc.; drawing aids, such as center marker and template lines; snap at any time to an object; grid intersection or user-defined spacing increments; output to pen plotter or graphics printer with user-defined plot specifications; and automatic drawing recovery from error or power failure. Includes written tutorial and introductory audio tape. Requires 256K, two disk drives, graphics monitor and Tandy GT-2000 digitizer.

TC17

## TANDY 1000/1200/2000 SOFTWARE

## MS-DOS Languages and Communication

## Macro Assembler

Assembles symbolic instructions into machine code. Supports an expanded set of conditional directives. 26-5252 ... 99.95

### Lattice "C"

### FORTRAN Compiler

### PASCAL Compiler

#### COBOL Compiler

### OmniTerm 2

### Softerm 2000

#### T-1000 Protocol Converter

## Tandy 2000 Communications

## **BIS 3780**

### **BIS 3270**

Allows a Tandy 2000 to communicate with a mainframe over point-to-point or multi-point telephone lines (via a synchronous modem or modem eliminator) with any IBM S/360, S/370, 30XX and 43XX host or non-IBM hosts using standard IBM SNA/SDLC or IBM bisynchronous protocol. Emulate an IBM 3271/3274/3275/3276 display station and a 3284/3286 printer. 26-5259 . . . . . . . . . . . . . . . . . . 695.00

### CLEO-3270 Cluster Controller

Emulate a remote IBM 3276-2 cluster controller with an IBM 3287 printer attached (via a synchronous modem or modem eliminator). Your cluster can consist of up to four other computers emulating IBM 3278 display stations. Requires 256K system and serial Expansion Board (26-5164). 26-5262 . . . . . 980.00

### Tandy 2000 Serial Expansion Board

Connect your Tandy 2000 to a mainframe computer, or hook terminals or additional serial devices to the Tandy 2000. Includes four serial channels with connectors.

## Tandy 2000 Programmer's Reference Manual

Contains information for assembly language programmers, including entry conditions for MS-DOS. 26-5403 . . . . . 19.95

## Tandy 2000 Hardware Reference Manual

Introduces schematics and theory of operation for troubleshooting, designing interfaces and more. 26-5404 . . . . 24.95

## **Tandy 1000 Learning Programs**

## Educational

### New! Robot Odyssey

## New! Rocky's Boots

Hailed as a software classic by the New York Times, the award winning Rocky's Boots helps develop skills in logical problem solving, abstract reasoning, and creative thinking. The concepts of electronic circuitry, circuit design and logic are explored in a motivating environment where players invent machines to solve puzzles and win over 30 different games, including games they design themselves. By experimenting with simulated realworld electronic parts and "electricity," players as young as 9 years old can learn basic computer logic. 25-1139 ... 34.95

### New! Below The Root

### Wiz Type

Your children learn to type words, sentences and paragraphs in

a game with the characters from the comic strip "The Wizard of Id". Twenty typing levels to choose from  $25\text{-}1114\ldots34.95$ 

## Typing Tutor III

### Mastering the SAT

## The FUNdamentals

A self-paced teaching program and manual designed to teach the new user the basics of operating computers in general, and the Tandy 1000.

Tandy 1000. 25-1124				į.			÷								1.0	29.95
Tandy 1000 SX. 25-1166	٠				ě				÷			÷				29.95
Tandy 1000 EX. 25-1167								120			(GIT)	2	1000	1920	0	29 95

### Millionaire

The FUNdamentals/TM Digital Learning System. Mastering the SAT/TM CBS Software. Robot Odyssey and Rocky's Boots/TM The Learning Co. Typing Tutor III/TM Simon & Schuster. Wiz Type/TM Sierra On-Line. BIS 3270 and BIS 3780/TM Micro Integration. CLEO-3270 Cluster Controller/TM Phone I Inc. Fortran Compiler, PASCAL Compiler and Macro Assembler/TM Microsoft Corp. Softerm 2000/TM Softronics. T-1000 Protocol Converter/TM Avatar Tech. Millionaire/TM Blue Chip Software. Below the Root/TM Windham Classics.

## TANDY 1000 HOME SOFTWARE

I New! F-15 Strike Fagle

Games

A real-time flight simulation program. The simulation considers 35 important aircraft characteristics and includes an out-the-

window three-dimensional dynamic flight display and extensive

flight controls.

New! Star Flight Explore strange new worlds and new civilizations. Boldly go where no man has gone before—then figure out how to communicate with the aliens you find there. A state-of-the-art role-playing adventure set in outer space. Develop and play six	A challenging and exciting air combat from the modern electronic cockpit! You'll fly combat missions, engage enemy aircraft, and destroy enemy ground targets in the skies of Southeast Asia, Europe, and the Middle East. 25-1125
characters: Captain, Science Officer, Navigator, Medical Officer, Communications Officer, and Chief Engineer. Explore over 20 unique star systems, each displayed in stunning graphic detail. 25-1137 (Avail. 10/30/86)	Based on the hit movie. Program features the bouncy theme song from the hit movie, voice synthesis and the ever-present danger of The Marshmallow Man. 25-1138
New! Rogue A college classic, Rogue is so full of unpredictable monsters, ever-changing magic and hidden dangers that it's never the same game twice. 25-1134	Infocom Sampler The Sampler is the perfect way to introduce yourself to the addictive pleasures of Infocom. It contains portions of four different types of stories: Zork I, The Witness, Planetfall and Infidel. 25-1129
New! Black Cauldron  A Walt Disney 3-D animated adventure game. You must find the Black Cauldron and defeat the forces of the wicked Horned King by destroying the cauldron's magical powers.  25-1133 (Avail. 9/30/86)	King's Quest II—Romancing the Throne Enter a strange and wonderful adventure world as you guide King Graham on his quest to free his queen-to-be from a jealous enchantress. Different mysteries and obstacles await you each time you play. Also runs on the Tandy 1200 HD, the IBM PC and
New! Winnie The Pooh Walt Disney's Winnie The Pooh and his friends will capture your child's imagination while developing necessary skills and building knowledge. 25-1132 (Avail. 10/30/86) 34.95	PC compatibles. 25-1128
Demon Attack Waves of winged demons are invading. Armed with laser cannons and missles, you must defend your home from the interplanetary warriors. 25-1110	to the houses and tie your new system to the water supply. Be frugal and plan your systems well, or you'll both end up all wet. Levels of difficulty increase with the number of houses in Gilroy. 25-1108
One-on-One Basketball superstars Larry Bird and Julius "Dr. J." Erving helped design this exciting simulation game. Try 360-degree slam dunks, turn-around jump shots, rebounding for tip-ins and more. For one or two players. 25-1111 34.95	Learning with Leeper  Leeper will lead your children through four award-winning preschool games and help prepare them for reading, writing and math. Features shape matching, counting, eye-hand coordination and creativity skills. 25-1118
Pinball Construction Set	Spinnaker Software
Comes with five built-in pinball machines, or choose from 32 game parts to build your own. 25-1112	Facemaker Helps children become comfortable with computer fundamentals by playing fun, simple games. Build an animated face by choosing eyes, noses, ears and more. Helps improve concentration. 25-1100
25-1113	Kids on Keys Children learn with the computer keyboard as they identify numbers, letters and words. A "picture editor" lets kids change
strip "BC". Follow Thor as he zips around aboard his prehistoric unicycle trying to rescue the Cute Chick from the hungry dinosaur. 25-1115	or create new pictures. 25-1101
Enter an adventurous world of three-dimensional graphics,	mgs, identify number sequences, create repeating word par-
sound and animated characters. Guide brave Sir Graham on his quest and return the king's treasures! Different mysteries and	terns, match letters and numbers and more. 25-1102
sound and animated characters. Guide brave Sir Graham on his quest and return the king's treasures! Différent mysteries and obstacles await you each time. 25-1117 39.95  Cutthroats  By Infocom, the makers of Zork I. You're the chief diver at a	25-1102
sound and animated characters. Guide brave Sir Graham on his quest and return the king's treasures! Différent mysteries and obstacles await you each time. 25-1117 39.95  Cutthroats  By Infocom, the makers of Zork I. You're the chief diver at a backwater island, working for some shady characters. Can you recover the treasure? Also runs on the Tandy 2000, Tandy 1200 HD, the IBM PC and PC compatibles. 25-1121 39.95  Touchdown Football	25-1102
sound and animated characters. Guide brave Sir Graham on his quest and return the king's treasures! Différent mysteries and obstacles await you each time. 25-1117 39.95  Cutthroats  By Infocom, the makers of Zork I. You're the chief diver at a backwater island, working for some shady characters. Can you recover the treasure? Also runs on the Tandy 2000, Tandy 1200  HD, the IBM PC and PC compatibles. 25-1121 39.95	25-1102

Alphabet Zoo, Facemaker, Fraction Fever, Kids on Keys, Kindercomp, Kidwriter and Trains/TM Spinnaker. B.C.'s Quest for Tires, King's Quest I and II and Learning With Leeper/TM Sierra On-Line. Cutthroats and Infocom Sampler/TM Infocom. Demon Attack and Touchdown Football/TM Imagic. Flight Simulator/TM Microsoft Corp. Lode Runner/TM Broderbund. Star Flight, One-on-One and Pinball Construction Set/TM Electronic Arts. Pipes/TM Activision. Rogue/TM Epyx. Ghostbusters/TM Columbia Pictures. F-15 Strike Eagle/TM Microprose.

An economic simulation program. You're in charge of a railroad

empire. It's up to you whether your business succeeds or fails.

Make deliveries, stay on schedule and clear enough money to

of

## POPULAR TANDY 2000 SOFTWARE

## Word Processing

### MultiMate

Actually duplicates the features of dedicated word processors. It's packed with over 100 features and functions, most of which can be accessed with just one or two keystrokes. You can edit one document while printing others and create form letters and mailing lists. You can even create documents from the ASCII files of another program. Includes a spelling verifier/corrector from Houghton-Mifflin containing over 77,000 words. Performs addition and subtraction on numerical data contained within your text. Includes a superb manual with training lessons to get you started in a hurry.

## pfs:write

Easily create reports, letters and memos with advanced editing features and page headings and footers, centered text, right or left justification and more. The monitor displays boldface and underlined text. Best of all, pfs:write can use information stored in pfs:file to personalize form letters and even address the envelopes. Documents can be illustrated with charts created by pfs:graph or tables from pfs:report.

Tandy 2000. 26-5309 ......140.00

## Database Management

## pfs:file

A very simple way to create and organize your own business or personal filing system. You decide how your records are to appear by simply organizing information in "forms" that you design right on the display screen. Store, retrieve and review information in a fraction of the time it would take with a conventional filing system.

## pfs:report

A powerful analysis tool that creates presentation-quality tabular reports from sales, inventory and other data stored in pfs:file. Sort from any data category and calculate averages, totals, subtotals and more. Prints in alphabetical or numerical order with automatic centering and justification.

### dBASE III

An improved version of dBASE II makes dBASE III one of the most powerful and versatile data base management programs ever! "Assist" feature gives you a menu-driven "shell" that helps you learn the command functions—it practically teaches you the system as you go along. You can quickly create a full business information system that will grow as you grow. Files are easy to create, sort, retrieve and edit. And you can even perform complex mathematical calculations within a file. Maximum 4000 characters per field permits large text files. Other improvements over dBASE II include: maximum record capacity has been increased from 65,000 to 1 billion, 128 fields are allowed in a record as opposed to 32, up to 10 databases can be open at one time, numerical precision has been increased to 15.9 digits, (conforming to IEEE floating point standards), 256 memory variables are now allowed—an increase from 64, databases can contain as many as 2 billion bytes, and up to 16 files can be open at once (including index files).

## Integrated Software

#### Framework

This program doesn't just process numbers—it processes ideas. Combines word processing, spreadsheet analysis, data management, graphics and telecommunications. Each operation is placed in a "frame" that separates it from the rest of the program. Each frame is automatically placed in an outline form, which you can modify or rearrange at any time. In other words, you can jot down notes or ideas in one frame, then create subframes which contain databases, spreadsheets, graphics and

### Symphony

Combines word processing, spreadsheet, communications, data base management, graphics and more. Symphony lets you call up information from your files, a subscription data base service, other personal computers or a mainframe, directly onto your worksheet. Then use the data to perform "what if . . ?" calculations. You may then draw a graph of the results. Onscreen "Help" and tutorial guide. Requires 512K and graphics. Tandy 2000. 26-5304 . . . . . . . . . . . . . . . . . 695.00

### SuperCalc 3

## Advanced Graphics

#### Lumena

An amazingly versatile tool for artists, designers and illustrators to produce complex images with ease. Free-hand drawing with our GT-2000 Graphics Tablet is as easy as using a pencil on paper. Just touch the correct portion of the digitizer to select colors, shapes, letters, fonts, or to draw free-hand. Your images can be duplicated, moved, changed in size, rotated and more at the touch of the pen. And what colors! Lumena combines the two intensities of Tandy 2000's eight basic colors into 28 additional "dithers", or blends. Lumena also provides cycling and animation functions for really impressive graphics. Requires 256K (384K for cycling and animation) and GT-2000 or Digimouse.

#### DR Draw

This interactive picture editor produces presentation-quality charts and diagrams. To build a picture, select geometric or text elements from the available options, using the optional DIGI-Mouse to place elements in the desired location.

## Graphwriter

Create sophisticated presentation-quality graphics that look the way you want them to. Graphwriter combination set includes 23 different chart types. Multiple line headings, footnotes and comments are easy to insert. By using a "fill-in-the-blank" input form, charts can even be prepared by the support staff. Plot options include vertical, horizontal, half page and custom sized.

### DR Graph

Displays line, bar, step, stick, scatter, pie and text-only charts on the screen. Print your graphs on paper or transparencies using a wide variety of printers. Simple screen instructions guide you through every stage of graph design, providing outstanding graphics without extensive training. You choose labels, titles, legends, colors, type styles and borders to add the final touch to your work. Add, move and modify the size of your text at will with the aid of the optional Digi-Mouse.

MultiMate/TM MultiMate International. pfs:/TM Software Publishing Corp. dBASE III and Framework/TM Ashton-Tate. Symphony/TM Lotus Development Corp. SuperCalc3/TM Computer Associates. Lumena/TM Time Arts, Inc. Graphwriter/TM Graphics Communications, Inc. DR Draw and DR Graph/TM Digital Research.

## ACCOUNTING AND DESKMATE

MAI Basic Four® Interactive Accounting

MAI BASIC Four software modules are fully integrated, so that data is entered only once. The system can be tailored to meet your needs simply by answering specific parameter questions at the keyboard.

## General Ledger

Provides the information you need to understand your company's financial health. Conforms to established accounting principles and maintains a complete audit trail to ensure data integrity. Provides for income tax liability posting, automatically posts recurring journal entries and more. You can distribute expenses to different departments in the company automatically. Prints trial balance, income statements and balance sheets complete with comparisons with prior year activity and budgets. Special transaction codes let you link it to other MAI/Basic Four accounting modules.

#### Accounts Receivable

Helps measure sales performance, increase collections and lower total accounts receivable. Alerts you to how much and when your customers owe you. Provides for cash or accrual basis, ages accounts to 120 days, maintains balance forward or detailed invoice accounts. Automatically pays the oldest invoice for a customer, or lets you identify the specific invoice paid. Records cash received with multiple deposits on the same day and automatically calculates late charges and sales tax. Statements are printed at the end of a period or on demand. You may enter after-the-fact sales transactions or print invoices. Reports include detailed sales journal, mailing labels, aged open invoice and more.

## Accounts Payable

Tracks payment dates to take advantage of discounts, allows posting to one-time vendors and forecasts cash requirements. Provides cash requirements analysis, aged invoice reports and full audit trails. Works on cash or accrual basis. Prints bank reconciliation, checks, disbursement register, mailing labels and more.

## **Inventory Control**

Tracks inventory by item number. Information on each item includes quantity on hand, reorder point, issue and receipt dates, unit price and cost. Choose LIFO, FIFO or average cost as costing method.

## Add-On Modules

Additional interactive MAI Basic Four software packages are available through our exclusive Express Order Software service. Orders are transmitted electronically for fastest service.

## The Home Accountant Plus

The Home Accountant also lets you label every transaction you make. When tax time comes around, you'll have every penny you've spent and earned neatly listed by category, and available at the touch of a button. You can display a bar graph and trend analysis for any selected budget category.

## DeskMate

The system utilizes the Tandy 2000's control keys, so there are no complicated commands to memorize. Each day you'll be greeted by a menu that displays a calendar, appointment schedule and a list of each file stored for every function.

TEXT. Text processing made simple. Control-key editing features make it easy to compose and edit text right on the screen. Then print correction-free originals with an optional printer. WORKSHEET. This electronic spreadsheet uses simple "plain English" entries to make complex calculations instantly! View countless "What if . . .?" situations in seconds. You can print all or a portion of your spreadsheet. A valuable planning tool for

everything from personal finance to marketing.

FILER. Create a name and address file, a small inventory list and more. Simple commands let you create and find files easily. You can sort files by one or more fields and also print your files in any order.

TELECOM. By adding an optional modem, DeskMate lets you communicate with a host computer, information service or another terminal. Information you receive can be saved, printed or stored on diskette for later reference. You can also send your files to other computers. TELECOM will even dial the phone number of anyone listed in FILER at the touch of a key!

CALENDAR. This part of DeskMate lets you set up an agenda for a month, as well as set your daily appointment calendar. Finding, adding and deleting events is easy. And you can also place events in an alarm file that will trigger an alarm through the Tandy 2000's built-in speaker.

MAIL. This special program lets you send and receive messages to and from other DeskMate users over the phone.

DeskMate software comes with a thorough, easy-to-understand tutorial manual, a reference manual and quick-reference card. Telecom and Mail require modem.

## - Important Software Notice -

All Radio Shack computer programs are licensed on an "as is" basis, without warranty. Radio Shack shall have no liability or responsibility for any loss or damage caused or alleged to be caused directly or indirectly by computer equipment or programs sold by Radio Shack, including but not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such computer or computer systems.



## Find the Powerful Applications You Need with Tandy's Express Order Software Service

Your local Radio Shack Computer Center has the most complete selection of software available.

Our exclusive Express Order Software service brings you the hottest-selling packages—each one performance-proven and professionally supported by the software manufacturer. Your order is transmitted electronically and shipped the next business day for the fastest service.

Come in today to your local Radio Shack Computer Center or participating Radio Shack store or dealer and pick up your free copy of the new Radio Shack Software Reference Guide. In it, you'll find hundreds of popular programs. Choose from powerful accounting, word processing, spreadsheet analysis, database management, integrated software and multiuser packages. You'll also find the best in personal and educational software, plus exciting games. Radio Shack Computer Centers are your one-stop software headquarters. Come in today!

## **NEW LOW PRICE! TANDY 6000 HD**



512K with 15-Meg. Hard Disk

NEW LOW PRICE! 349900

Was \$5499.00 in Cat. RSC 16

Commercial Lease Available For Only \$125 Per Month (Plus Applicable Use/Sales Tax)

- Features 512,000 Characters of Internal Memory— Expandable to 1 Megabyte
- Includes XENIX Multiuser Operating System to Support Up to 2 Terminals—Expandable to 6 Users
- One Floppy Drive and 15-Megabyte Hard Disk Built In
- Unique Dual-Processor Design (8-Bit and 16-Bit)
- Four Internal Slots for Easy User Expansion
- Multiuser Software Available for Accounting, Word Processing, Spreadsheet Analysis and Database Management

Multiuser Tandy 6000. For many companies, it's hard to justify the cost of a separate computer for each individual who could benefit by using one. That's why we designed the Tandy 6000. It's ideally suited for today's offices, providing simultaneous job-handling without the expense of multiple computers. It offers the high operating speeds and large memory capacity that many business users require. And it can handle complex, computation-intensive jobs and highly sophisticated programs that only a 16-bit computer can.

What the Tandy 6000 Can Do for You. Now you can accomplish complex tasks with ease—the Tandy 6000 microcomputer puts superior performance in a compact desktop system! Advanced 16/32-bit technology permits the Tandy 6000 to utilize much

more memory and process data at much higher speeds than 8-bit micros. The Tandy 6000 features 512K memory, easy user expansion and the XENIX multiuser operating system that lets you turn the Tandy 6000 into a three to six-workstation office system for accounting, spreadsheets, word processing, database needs and more.

Advanced 16/32-Bit Technology. The Tandy 6000 is designed around the Motorola 68000 microprocessor that accepts 16-bit data and processes it internally as 32-bit "words". A second microprocessor—the Z-80A—handles input/output and a variety of other "housekeeping" chores.

Software Compatible With Model 12. The Tandy 6000 can use the software designed for the Model 12 business computer (in the single-user mode only), plus multiuser software and other programs that are designed to take advantage of the Tandy 6000's advanced 16/32-bit technology.

**Expandable.** Two RS-232C serial communication interfaces and a parallel printer interface allow expansion with a variety of peripherals. Add additional memory and other options via the user-accessible card cage.

**Deluxe Features.** The Tandy 6000 includes a high-resolution 12" green video display with 24 lines of 80 characters, and a detachable typewriter-style keyboard with numeric keypad and 8 function keys.

SPECIFICATIONS. Microprocessors: 8 MHz MC68000 16/32-bit CPU and 4MHz Z-80A 8-bit CPU. Direct memory access and vectored interrupts. Memory management includes protected system mode and user spaces. Memory: 512K RAM bytes, expandable to 1 million bytes. 2K video memory. Keyboard: 82-key professional-type, including Numeric Entry Keypad. Special keys include HOLD, ESCape, BREAK, CTRL, CAPS and REPEAT, plus Up, Down, Right and Left arrow keys and eight programmable Special Function Keys (F1 thru F8). Video Display: High-resolution 12" green display monitor with 80 or 40 characters per line by 24 lines. Displays upper and lower case characters with descenders, plus 32" business graphics" characters. Automatic scrolling. Partial screen scroll protect available. Disk Drive: One floppy and one 15-megabyte hard disk. External Expansion: One secondary hard disk for up to 85 megabytes of storage. Internal Expansion: User-accessible Card Cage provides additional plug-in card Sols. External Connections: One standard parallel port and two RS-232C serial ports. Dimensions: 13½ × 21½ × 28½ m". Power Requirements: Built-in filtered power supply for 120VAC, 60 Hz. U.L. listed.

## DELUXE DATA DISPLAY TERMINAL



79500

- 14" High-Resolution Screen
- 80 or 132 Columns by 26 Lines
- Sculptured Keyboard

DT-100. Fully compatible with most DEC and UNIX-based software systems. Features green display screen, a high-resolution character set (128 ASCII), 16 programmable keys, cursor control keys and numeric pad. Terminal configuration is set from the keyboard. U.L. listed. 26-6052 . . . . . . 795.00 Serial-to-Parallel Converter. Attach a parallel printer to the DT-100 when running under XENIX. 26-1198 . . . . . 99.95

DT-100 SPECIFICATIONS. Data Transfer Rate: Up to 38,400 bps. Video Size/Format: 24 lines [plus 2 status lines] of 80 or 132 characters. Upper and lower case. Video Attributes: Normal, underline, reverse and dim. Input/Output: One RS-232C communications port and one RS-232 printer port. Power: 120VAC, 60 Hz.

## 10-Megabyte Disk Cartridge System

## Hard Disk Systems

70-Megabyte System. Compatible with our XENIX system only. Use with our 12, 15 and 35-megabyte drives. Not compatible with 8-megabyte hard disk. Expand with three secondary drives.

## Other Expansion Options

New Low Price! 256K Parity Memory Kit. For Tandy 1000/1200/3000/6000. Tandy 6000 requires two kits to upgrade. Was \$219.95 in RSC-16. 25-3062 129.95
New Low Price! 512K RAM Board. Card contains 512K RAM with sockets for adding another 512K. 1 megabyte total! Was \$1095.00 in RSC-16.
26-6015 979.00
Model 12 to Tandy 6000 Upgrade. Includes 68000 processor board and 512K RAM board. 26-6014 1595.00
RS-232 Card. Allows six people (instead of three) to use the power of the Tandy 6000. Requires a minimum of 512K memory (768K recommended) and RS-232 cables.
Model 12 Card Cage. Provides six plug-in slots for optional expansion boards. Requires installation, not included. 26-6017
High-Resolution Graphics Upgrade. For Model 12/II. Create sophisticated on-screen charts, graphs, geometric patterns, even animation. 153,600 pixels (640×240).
26-4104

\*Installation Required (not incl.) for Model II. Model 12 Requires Card Cage. \*\*Installation Required (not incl.) for Model II or 16. Installation Recommended for Model 12 or 16B. Model 12 Requires Card Cage CC23

## **MODEL 12/16/6000 LANGUAGES**

## Model 12 Languages

## **FORTRAN**

Complete error documentation in compiler, and hex and octal addresses for compiler listing. Includes Editor, Compiler, Linking Loader, Subroutine Library, and a Source and Listing File Print Utility. ANSI-66 standard. 26-4701 . . . . . . . . 299.00

#### Editor/Assembler

Quickly write, edit, test, assemble and execute programs in Assembly Language. Use with either 8080 or Z-80 mnemonics. Constants can be specified in octal, hexadecimal or binary. Line and character-oriented text editior. 26-4702 . . . . . . . 199.00

## Series I Editor/Assembler

## Assembly Language Development

### COBOL Development System

A high-level implementation of ANSI-74 COBOL. Features multi-keyed ISAM for quick access of data, interactive DEBUG, address stop, single and variable step display, extended ACCEPT/DISPLAY commands, full level-2 I/O commands, Editor and single-pass Compiler. 26-4703 . . . . . . . . . 299.00

## COBOL Run-Time Diskette\*

### **COBOL** Generator

Define a complete software package and generate a COBOL source program automatically. Requires two disk drives and COBOL Development System (26-4703). 26-4707 . . . 995.00

## Compiler BASIC

Features single-key ISAM to help organize and retrieve data, cross reference and interactive DEBUG to speed program development, easy calls to assembly language or other object programs, 14-digit floating point decimal format, full error control, complete CRT control, and single-pass compiler. (Note: For program development and not for conversion of existing software.) 26-4705 . . . . . . . . . . . . . . . . . 199.00

### Compiler BASIC Run-Time Diskette\*

## **BASCOM BASIC Compiler**

Designed to complement the Model 12 Microsoft BASIC Interpreter. Allows you to create programs that execute faster and require less memory than the same interpreted programs, in addition to providing source code security. BASRUN allows you to develop a system of related programs that can all be run using the same runtime environment. 26-4725 . . . . . 199.00

## Tandy 6000 XENIX Languages

## XENIX 3.0 Development System

#### XENIX COBOL Development System

A high-level implementation of the ANSI-74 COBOL standard for minicomputers. Includes an editor, interactive debugger, a single-pass compiler, and more. 26-6455 . . . . . . . 699.00

### **XVIEW**

#### FORTRAN 77

### PASCAL-2

## XENIX BASIC Interpreter

## XENIX V7 to 3.0 Upgrade

Upgrade a Model 16 running XENIX 1.3X to XENIX 3.0 without upgrading hardware to a Tandy 6000. With PAL chip (requires installation, not included). 700-3031 . . . . . . 199.00

## XENIX 3.0 to 3.1 Upgrade

## XENIX BASIC Compiler

Based on Philon Fast/Basic-M language. Closely compatible with Microsoft's MBASIC. Features separate compilation facility and extremely fast execution of compiled code.

## Mainframe Protocol Packages

Allows your Model 12 to communicate over point-to-point or multi-point telephone lines (via a synchronous modem or modem eliminator).

### BIS-3270

### BIS-3780

Communicate via standard IBM bisynchronous protocol with any IBM S/360, S/370, 30XX and 43XX host or non-IBM host that provides support for IBM 2780/3780/2770/3741 devices. Your Model 12 can function as a remote terminal or a Remote Job Entry (RJE) terminal. Editor/Assembler (26-4702) may be required for mode configuration. Requires modification of "A" serial port (extra charge).

### Micro-SNA/3270

\*NOTE: Run-Time Diskettes are available separately for those who intend to sell software developed on our compilers. You don't need to purchase a separate Run-Time Diskette for your own use.

Model 12 Software Will Run on a Model II and on a Model 16 or Tandy 6000 in the Model 12 (Single-User) Mode. Bascom BASIC Compiler, FORTRAN, Editor/ Assembler, Series I Editor/Assembler, XENIX and XENIX BASIC Interpreter and Compiler/TM Microsoft Corp. BIS 3270, BIS 3780 and Micro-SNA/3270/TM Micro Integration. XENIX COBOL Development System, Compiler BASIC and FORTRAN 77/TM Ryan-McFarland. COBOL Generator/TM Phoenix Systems. XENIX PASCAL-2/TM Oregon Software.

## SINGLE/MULTIUSER ACCOUNTING

Mii	ltinger	Software	
wiu	illuser	Sollware	•

Increase office productivity with our multiuser Tandy 6000/Tandy 3000 programs. They allow several people to perform different tasks simultaneously. The Model 12 software offers the same features, but is single user software.

General Ledger

Interacts with Payroll, Accounts Payable and Accounts Receivable. Reports include Income Statement, Balance Sheet and GL Worksheet

Model 12. 26-4601												
Tandy 6000/Model 16.												
Tandy 3000. 25-4301					•							599.00

Accounts Receivable

Open item and/or balance forward system to interface with General Ledger, Order Entry/ICS and Sales Analysis.

Model 12. 26	5-4604						٠				399.00
Tandy 6000/N	Aodel 16.	26-620	4								599.00
Tandy 3000.	25-4304		٠.								599.00

Accounts Pavable

An accrual system that will interface with General Ledger.	
Model 12. 26-4605	)
Tandy 6000/Model 16. 26-6205 599.00	)
Tandy 3000. 25-4305	)

Pavroll

Calculates and prints checks and provides distribution to General Ledger accounts.

Model 12. 26-4603						
Tandy 6000/Model 16. 26-6203						699.00
Tandy 3000. 25-4303 (Avail. 9/30/86)						

Order Entry/Inventory Control System

Allows both single-pass invoicing and two-pass open order entry with separate billing. Requires and interacts with Accounts Receivable.

neceivable.	
Model 12. Requires three disk drives or hard disk.	
26-4607	.00
Tandy 6000/Model 16. 26-6207 599	.00
Tandy 3000. 25-4307	.00

Sales Analysis

Data is obtained from customer file of Accounts Receivable or item file of Order Entry/Inventory Control System. Shows sales activity by customer, volume, salesmaker, item and more.

activity by customer, volume, salesmaker, item and mo	re.
Model 12. Requires three disk drives or hard disk.	
26-4608	249.00
Tandy 6000/Model 16. 26-6208	399.00
Tandy 3000. 25-4308	399.00

Query 16

Retrieve desired information from COBOL data files. Use Query with General Ledger (26-6201), Payroll (26-6203), Accounts Receivable (26-6204), Accounts Payable (26-6205), Order Entry/ICS (26-6207) and Sales Analysis (26-6208). Also interfaces with Multiplan (26-6480) and SCRIPSIT (26-6431) Requires hard disk.

Tandy 6000/Model 16. 26-6212 . . . . . . . . . . . . . . . . . 249.00

## Single-User Software

These deluxe programs can form the heart of a superb dedicated accounting system—ideal for the small business which has one person that handles all the bookkeeping. The interactive capability of these packages allows easy, automatic update of each aspect of your firm's operation.

### Accounts Payable

#### Accounts Receivable

Generates monthly statements and prints invoices. Multi-drive update of General Ledger. 26-4504 . . . . . . . . . . . . 299.00

### Payroll

## Order Entry with Inventory Control

## Manufacturing Inventory System

Holds 2100 inventory items, 600 bills with 99 components each, and 200 manufacturing orders. Models 12 and 16 require two drives.

Model 12. 26-4509				 						750.00
Tandy 6000/Model	16.	26	-6309	 		 				850.00

### Job Costing

Aids small construction companies in the preparation of job estimates. Track the progress and cost of each job.

Model 12. 26-4513	149.00
Tandy 6000/Model 16. 26-6209	199.00

### Inventory Management System

## Inventory Control System

Assists in cycle counting, ordering from vendors, handling partial receipts and designing reports.

Model 12. Requires two disk drives. Model 12 handles approximately 6000 inventory items per diskette. 26-4602 . . 299.00 Model 12 Hard Disk or Thin-Line Floppy. Up to 30,000 items.26-4802 . . . . . . . . . . . . . . . . . 399.00

Tandy 6000/Model 16 Hard Disk. Supports three users. Handles 30,000 items. 26-6302 . . . . . . . . . . . . 399.00

## Model 12 Software for Law Offices

## The Precedent™ Legal Accounting System

### Docket Control

Avoid missed deadlines and appointments. May be used alone or with The Precedent (above). 249.00

#### Time Accounting

## Litigation Support

## Model 12 Software for Medical Offices

### Medical Office System

## II/12/16/6000 BUSINESS SOFTWARE

## Word Processing

SCRIPSIT Word Processing

Prepare correction-free letters, memos and reports! Plain English prompts and menus put advanced editing capabilities at your fingertips and are accessed with just two keystrokes. A Global Search feature will locate a specified word wherever it occurs in text for selective editing. Other features include ASCII convert, programmable user keys, background printing and embedded print codes. Includes manual and self-paced training course on audio cassettes.

Model 12 Thin-Line Floppy, Hard Disk. 26-4835 ... 399.00

SCRIPSIT Dictionary

Checks and displays your text on the screen, highlighting misspelled words for correction. Contains over 100,000 words. You can add up to 2000 more. Requires SCRIPSIT and one additional disk drive.

SCRIPSIT Utilities

Allows you to move columns of text and numbers, as well as provide totals, subtotals and averages of numerical columns. You can also copy often-used text stored in a special "boiler-plate" utility. Communications utility lets you transmit and receive documents (requires modem). 26-4532 . . . . . 129.00

SCRIPSIT Plotter Driver

Add clarity to reports and transparencies. Print nine character sizes in six colors. Draw boxes around your text, straight lines, underlines, superscripts and subscripts. Requires SCRIPSIT and Multi-Pen Plotter. 26-4536 . . . . . . . . . . . . . . . . . . 49.00

#### SCRIPSIT 16

SCRIPSIT Speller

## Database Management

## Profile II Electronic Filing

**Profile Training** 

Profile Plus

Profile Plus Upgrade

**Profile Forms** 

Prints a detailed, single-page record on each item in your file

Profile Archive

Profile Prosort

Profile Lookup

Menu Generator

#### Profile 16

Allows several operators to access, update and use the same file at the same time. Design your Tandy 6000 Profile system to match your present manual methods—no need to learn new procedures. All screen prompts and menus are in plain English. And you can change or expand your system at any time without having to re-enter data. 26-6412 . . . . . . . . . . . 499.00

#### UNIFY 3.2

A fully relational database manager designed to run and develop sophisticated business applications which handle large amounts of data. Included features are single-step database creation, interactive data entry and manipulation, a visual screen design utility (PAINT), interactive report generation (RPT), detailed menu handling, a multi-level security system, default field value assignments, domain checking during data entry, transaction logging, multi-key indexing, international date formats, and error logging. A tutorial and an on-line HELP facility are also included. Requires 512K and hard disk drive. 999.00

## Spreadsheet Analysis

VisiCalc Business Forecasting Model

Allows you to generate financial reports based on your VisiCalc spreadsheets. Features preformatted templates for income statement, balance sheet, cash flow and financial ratios. Three supporting templates—sales and cost of goods sold, salaries, and assets and depreciation—are provided. 26-4526 . . 99.00

Multiplan

Multiplan Multiuser

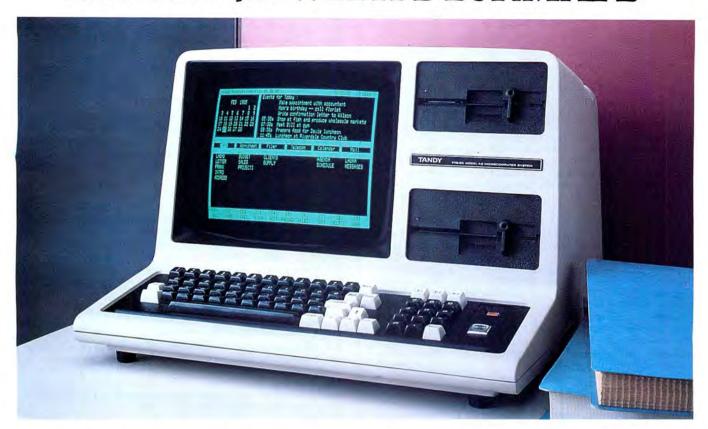
## Integrated

#### DeskMate

DeskMate, a dual-purpose program, not only provides five popular applications: Text, Worksheet, Filer, Calendar/Alarm and Mail, but also provides a user friendly approach to XENIX. DeskMate has the ability to add existing applications such as SCRIPSIT 16, Profile 16 and Multiplan to an application window. These applications can be executed from this window. DeskMate is one of the easiest ways to become familiar with different computer applications, as well as XENIX.

TC26 Tandy 6000 Software Requires Hard Disk for Multiuser Operation. Single User Operation May Use Floppy Disk or Hard Disk. DeskMate, SCRIPSIT and Profile/TM Tandy Corp. VisiCalc/TM VisiCorp. XENIX and Multiplan/TM Microsoft Corp. UNIFY/TM UNIFY Corp.

## **MODEL 4D WITH DESKMATE®**



119900

Low As \$55 Per Month \*

- Includes DeskMate 6-in-1 Software for Word Processing, Electronic Filing, Spreadsheet Analysis, Telecommunications, Calendar/Alarm and Electronic Mail
- Two Built-In Double-Sided Drives for 736K of Disk Storage
- 64K Internal Memory—Expandable to 128,000 Characters
- Large Selection of Ready-to-Run Programs Available
- Expands Easily as Skills or Needs Grow

SPECIFICATIONS. Microprocessor: 4MHz Z-80A (2 MHz in Model III mode). Memory: 14K ROM, 64K RAM expandable to 128K (provides for disk drive emulation in RAM). Keyboard: 71-key typewriter-style with datapad, plus control, caps and 3 programmable function keys (F1, F2, F3). Video Display: 80 x 24 (Model 4 mode), 64 x 16 (Model III mode), or double-width 40 or 32 characters per line. Upper and lower case and reverse video (Model 4 mode), 96 text, 64 graphics and 96 "special" characters. Language: Microsoft 5.0 BASIC. Sound: Obtainable from BASIC. Toggled "keyclick". Disk Drives: Two built-in double-sided 368K 51/4" drives. External Connections: Cassette operation at 500/1500 baud Parallel printer port. RS-232C serial port. Buffered input/output bus. Dimensions: 121/2 x 187/e x 211/2". Power: 120VAC, 60Hz.

TRSDOS 6.2 Utility.

## Increase the Versatility of Your Model 4/III/I Computer

Model 4 Internal Disk Drive 0. Includes a 184K, 5 <sup>1</sup> / <sub>4</sub> " doubledensity disk drive with TRSDOS 6 operating system, Disk BASIC and manual. 26-1127
Model III Internal Disk Drive 0. Includes TRSDOS, Disk BASIC and manual. 26-1162
Model III/4 Internal Disk Drive 1. 26-1163 149.95*
New Low Price! External Disk Drive. Adds 184K of data storage to your Model III or 4. Internal Drive #0 required. U.L. listed. Was \$319.95 in Cat. RSC-16. 26-1164 199.95
New Low Price! Model 4 64K RAM Kit. Expands 64K Model 4 to 128K. Required for Model 4 cassette-to-disk upgrade. Extra memory not accessible by BASIC. Was \$69.95 in Cat. RSC-16. 26-1122
Model 4 Upgrade Kit. Converts Model III disk computer to a Model 4 disk system (except for cabinet). Includes new keyboard, 64K RAM, TRSDOS 6 diskette with Disk BASIC. 26-1123
Model III/I 16K RAM Expansion Kit. 26-1102 29.95*
*Installation required (not included)

Model III BASIC and 16K RAM Kit. Upgrades 4K Level I to
Model III BASIC. For Model III only. 26-1121 129.95*
Model 4 High-Resolution Graphics. 640×240 resolution. Re-
quires a minimum 64K 1-Disk Model 4. Installation required
(not included). 26-1126
Model III High-Resolution Graphics. Requires 48K 1-Disk
Model III. 26-1125
Model III/4 RS-232C Serial Communications Board and Ca-
ble. Requires modem and software. Installation required (not
included). 26-1148
Model III/4 Hard Disk Kits. Allows you to add our 15 or 10- Megabyte Hard Disk. Requires 48K 1-Disk Model III or 64K 1-
Disk Model 4.
15-Megabyte Model III Kit. 26-1133
15-Megabyte Model 4 Kit. 26-1134 79.95
Model 4 Hard Disk Controller. 26-1138 449.95
Model I DOS. 26-310
Model III DOS. 26-312
Widdel III DO3. 20-31214.90

TC27

## MODEL 4/III BUSINESS SOFTWARE

## Accounting

General Ledger

III/4 D Makes small business accounting procedures faster and easier. Maintains accurate records of all bookkeeping transactions and provides a balanced ledger. Use General Ledger alone or interface with the Accounts Receivable, Accounts Payable and Payroll programs for a complete, interactive accounting system. Handles up to 100 accounts and 1150 monthly transactions. Generates easy-to-read financial reports, including Trial Balance (with or without a worksheet), Income Statement, Balance Sheet, General Ledger, Account List with all accounts (or a specified range of accounts) and their current-period and year-to-date balances, Posted Transactions Report and Unposted Transactions Report for the current period.

**Accounts Receivable** 

III/4 A balance forward system which provides rapid and accurate monitoring of sales and incoming funds. Interfaces with General Ledger above—all transactions are summarized and the totals are automatically posted to General Ledger. Offers seven standard General Ledger accounts, plus 10 user-definable accounts. Handles up to 2000 transactions per month with up to 150 customers on file. Reports include Unposted Transactions, Posted Transactions, Customer List, General Ledger Account List and Aging Report on selected customer accounts. Offers optional use of minimum payment amount on statements, and optional late charge processing (compounding option also available). 26-1541 . . . . . . . . . 199.95

Accounts Payable

III/4 Automatically posts transactions and payments to General Ledger program. Handles up to 1100 transactions, 75 vendors, five General Ledger expense distributions per invoice and 14 invoices per check. Includes four General Ledger accounts, plus 10 user-definable accounts. Calculates due dates, discount dates and discount amounts by vendor payment terms. Prints Unposted Transactions List, Transaction Posting Report, Vendor List, Open Items List, Cash Requirements Report, Vendor Mailing Labels, G/L Account List, G/L Distribution Report, Check Review Report (for verification before check printing), Checks, Check Register and Payment Posting Report. 199.95

## Invoice Writer

Payroll

III/4 (D) Tracks earnings, deductions and taxes for each employee, as well as employer contributions such as FICA, FUI, SUI and more. Interfaces with the General Ledger program. You can customize your system in accordance with local, state and federal tax laws. Processes up to 80 employees, each with up to nine earnings and nine deductions categories. Handles payroll tasks for up to three states simultaneously. Earning/Deduction types allow changing amounts for employees, taxed or exempt. Also define categories for FLSA and EEOC reporting, keep historical records by period, quarter and year, and more. Print payroll checks. 26-1543 . . . . . . . . . . . 199.95

W-2 Writer

### Inventory Control

4 Designed to make inventory control easier and more accurate. Produces a reorder report showing items below designated 

## New! Remote Inventory Control

**COBOL Query** 

NOTE: Three disk drives required to interface programs. All programs require a printer capable of printing 132 columns or an 80-column printer capable of printing 132 columns in condensed format.

## **Industry Specific**

## Apartment Management System

### Real Estate Finance

## Agricultural

## AgriData

III © Access the latest agricultural maketing, finance, news, weather, general business and production information from the Agridata Network (formerly the AgriStar service). All you need is a Model 4 or Model III and a telephone interface. Includes a user's manual with quarterly updates, a reference flip chart, a subscription to Farm Futures Magazine, a newsletter and a toll-free 24-hour support service from AgriData Resources. Requires modem. 26-2227 . . . . . . . . . . . . . . . . . 399.00

## Time-Saving AgDisk VisiCalc Template

AgDisk makes the popular VisiCalc "electronic worksheet" program easy to use for agricultural applications. The template below automatically loads your headings and formulas.

### Feedlot Cattle Management

III  $\ \square$  Templates for cattle feeder, higher grade, steer marketing, carcass evaluation, cattle net energy, metabolizable protein and urea fermentation potential, protein supplement and ration formulation. 26-1613 . . . . . . . . . . . . . 69.95 AgDisk software packages require an 80-column printer.

## -Minimum Hardware Requirements-

III = Model III 4 = Model 4 Only I/III = Model I or III III/4 = Model III or 4

A 32K 1-Disk D 48K 2-Disk G 128K 2-Disk

Model III Software Packages on This Page Will Run on a Model 4 in the Model III Mode. Agridata/TM Agridata Resources. AgDisk and Feedlot Cattle Management/TM AgDisk.

## DISK SOFTWARE FOR MODEL 4/III/I

## Productivity

## DeskMate for the Model 4/4P

4 F DeskMate puts your Model 4D to work right from day one. Each day you'll be greeted by a menu that displays a calendar, appointment schedule and a list of each file you have stored. TEXT. Control-key editing features make it easy to compose and edit text right on the screen. WORKSHEET. This electronic spreadsheet uses simple "plain English" entries to make complex calculations instantly. View countless "What if . . . ?" situations in seconds. You can print all or a portion of your spreadsheet. FILER. Create a name-and-address file, small inventory list and more. Simple commands let you create and find files easily. You can sort files by one or more fields and print your files in any order you wish. TELECOM. By adding a telephone modem, DeskMate lets you communicate with a host computer, information service or another terminal. Information you receive can be printed or stored on your diskette. You can also send files to other computers. TELECOM will even dial the phone number of anyone listed in the FILER program—at the touch of a key. CALÉNDAR. Set up an agenda for a month, as well as your daily appointment calendar. MAIL. This special program lets you send and receive messages to and from other DeskMate users over the phone. (Note: Telecom and Mail re-

## Spreadsheet Analysis

## Enhanced VisiCalc

## Multiplan

4 E An incredibly easy-to-use decision-making tool that supports 128K memory for larger spreadsheets. Multiplan lets you consolidate related worksheets so that information is transferred between them automatically. All prompts are full length words or phrases. Plain English names can be assigned to any column, cell or area. If you have any questions, an On-Line Reference Guide knows where you are in Multiplan and offers information related to your problem. With Multiplan, up to eight display windows can be created on the screen simultaneously. Multiplan can also directly utilize your current VisiCalc files. Includes tutorial manual. 26-1530 . . . . . . . . . 199.00

#### Target PlannerCalc

4 © Create your own financial models by entering and processing data by column, row or individual location. Features a variety of mathematical operations, including conditional commands. Prompts are in plain English and a handy "Help" screen is available at the touch of a key. 26-1512 . . . . . . . . . . . . . 99.95

## Word Processing

### Disk SCRIPSIT®

### SCRIPSIT

## SuperSCRIPSIT®

4 © All the features of Model 4 SCRIPSIT and more. Includes true proportional-spaced printing, multiple line spacing (including half-space), and "save and recall" multiple paragraph

formats. Displays full  $80 \times 24$  format with reverse video to help in editing. Features align tabs, automatic pagination and user-definable print codes. Supports underline, double underline, boldface, super and subscripts, and multiple column printing (depending on the printer). Includes self-paced training course on audio cassettes, training manual, reference manual and reference card. Requires printer. 26-1595 . . . . . . . . . 199.00

## SuperSCRIPSIT

#### SCRIPSIT PRO

## Tape SCRIPSIT®

## SCRIPSIT Spelling Dictionary

I/III D For text material prepared with SCRIPSIT, SuperSCRIPSIT or ASCII files. (Requires 3-disk system on Model I with SuperSCRIPSIT.) 26-1591 ...........99.95

## Database Management

## Profile® 4 Plus

4 F Create your own personalized electronic filing system! A full-screen Define Files program makes it easy to create and change fields, even after the file is expanded. Sort and select records by any field in any segment of the file. And sorting is extended over all available disk space—not just RAM. Features indexing for faster sorting and selection. Sort by up to five fields—in ascending or descending order—to a maximum of 85 characters. And you can select records using up to 16 different search criteria. Mass operations are accessed via indexes, as well as the regular scan operation. Indexes for report and label printing, and SuperSCRIPSIT and VisiCalc selections. A builtin math package can perform arithmetic operations—such as calculating taxes, extensions and totals—among several fields and then update another field automatically. Stores up to 700 records of 255 characters in length on a 2-disk data base, 2900 with 4 disks. Create up to 36 different reports and 36 different sets of mailing labels for each file. Design reports and labels up to 200 characters across and 99 print lines down. Up to ten different screen formats for each file. Up to 36 SuperSCRIPSIT and VisiCalc spin-off file formats per file for reports and form letters. Comes with easy-to-understand tutorial manual. 

### Profile III Plus

### Hard Disk Profile III Plus

III © Includes all the features of Profile III Plus and allows much larger files (up to 65,535 records). Faster searches due to increased access speed of hard disk. 26-1593 . . . . . . 299.00

## MODEL 4/III/I SOFTWARE

## Financial

### The Home Accountant

III (D) A comprehensive personal finance system for you and your family. Lets you define up to 99 budget categories, monitor transactions, keep track of up to five checkbooks and print checks. Produces eight financial reports and bar graphs for any budget category with optional printer. Shows a historical trend analysis for any budget category. 26-1511 ........... 99.95

### Money Decisions Series

III D Each program puts the most frequently used business and financial problem-solvers at your fingertips! Takes your information from prompts and performs sophisticated calculations. Lets you create a set of problem-solving assumptions and then calculates "before and after" effects of multiple alternatives. Each can be used alone or in conjunction with the other Money Decisions programs. Produce formatted reports with optional printer. Each program in the series comes with an extensive tutorial manual.

Money Decisions I: Investment Analysis. Includes Future Investment Value, Initial Investment, Annual Interest Rate, Inter-

Money Decisions II: Real Estate and Loan Analysis. Includes Principal on a Loan, Regular Payment on a Loan, Last Payment on a Loan, Term of a Loan, Annual Interest Rate on a Loan, Mortgage Amortization Table and more. 26-1621 . . . . . 49.95

Money Decisions III: Business Statistics and Forecasting. Includes Risk Adjusted Net Present Value, Pavoff Matrix Analysis, Regression Analysis/Forecasting, Bayesian Decision Analysis 

Money Decisions IV: Business Management. Includes Lease Purchase Analysis, Depreciation Switch, Salvage Value, Bar 

Money Decisions V: Advanced Investment Analysis. Includes Future Investment Value (Uneven Cash), Present Value of Tax Deduction, Discount Commercial Paper, Accrued Interest on 

## Graphics

### **Business Graphics Analysis**

III D Perfect for corporate planners, analysts and managers. Turns complicated numeric data into easy-to-understand charts and graphs. Select pie, bar, line or scatter charts, supply the data and the program quickly displays your graph on the screen. Allows editing of titles and labels before printing. Enter data from keyboard or disk files using VisiCalc. 26-1597 . . 174.95

## Communications

## Micro/Courier®

III (D) Send and receive electronic mail quickly, inexpensively and reliably! MICRO/Courier lets you send any TRSDOS file you can store and access with your computer to any other personal computer with the same communications protocol. Or access information services like Dow Jones News/Retrieval or CompuServe. Includes "unattended" mode that allows auto-matic dialing after business hours for reduced rate. Requires Modem II and RS-232C interface. 26-1589 .......... 149.95

## Programming Languages

## Assembly Language Development System

III/4 D Powerful package that's a necessity for the assembly language programmer. With full screen Editor, Assembler with sorted cross-reference listing, Linker for creating an absolute file, automatic File Transfer, and Debug modules. Offers numerous important and helpful features and includes TRSDOS 6 and Model III TRSDOS 1.3 support. 26-2012 ..... 149.00

## Editor/Assembler, Series I

 $\ensuremath{\text{I/III}}$  (A) Allows advanced programmers to program in Z-80 assembly language. Includes an editor/assembler, sample programs and extensive 255-page manual—including detailed descriptions of the Z-80 mnemonics. 26-2013 ...... 34.95

### BASCOM-4

4 F Feature-packed for fast compilation of Model 4 BASIC programs. BASIC compiler lets you execute faster than the same interpreted programs, and require less memory. Includes compiler, linker routine library and run-time package. Source-

4 F Write programs in FORTRAN using EDIT-80, a powerful editor with commands for interline and intraline editing. Compiler reads your FORTRAN source program from diskette, translates it into relocatable object code and saves it on diskette. Linker lets you input the relocatable object program, execute it and save it on diskette as a TRSDOS command file. Assembler lets you create relocation assembly language subroutines that you can link to your FORTRAN programs. Includes 250-page 

4 F Based on the ANSI '74 standard. Features single-step compiler multi-key ISAM, COBOL editor and DEBUG. A listing of the program is generated showing the original source statements, error information, data allocation, interactive DE-BUG information and optional cross-reference of all program 

#### **BFBLIB BASIC Routines Diskette**

I/III B Supercharge your programs with these 121 subroutines, functions and utilities described in BASIC Faster and 

#### XENIX Console Emulator

Lets you use a Model 4 computer as an ADDS-25 terminal to a XENIX computer system. Requires RS-232 port. 

## Cassette Software

### DOTPLOT-80

G Create beautiful graphics with easy-to-use BASIC commands. Requires graphics-mode printer. 26-2023 . . . . . 19.95

## Tiny Pascal

G Great introduction to this structured programming language (fixed-point, non-array version). Includes sample pro-

## Basic Instruction

A primary aid in learning BASIC. Write simple programs within 

## Disk Games

## 13 Ghosts

C Armed only with your "Ghosts Blaster", you're out to despook a Ghost Town. You'll encounter a skeleton that's immune to your blast and a "Laughing ghost" with an annoying knack for waking up dangerous ghoul friends. 26-1927 . . . . . . . 19.95

Enter the floating fortress, destroy enemy defenses, and finally defeat the mighty robot, Zaxxon. Add an optional amplifier for 

## -Minimum Hardware Requirements -

III = Model III Cassette software requires a I/III = Model I or III Model 4/III/I computer 4 = Model 4 Onlyand a cassette recorder.

F 64K 2-Disk

A 32K 1-Disk D 48K 2-Disk **B** 32K 2-Disk € 64K 1-Disk

C 48K 1-Disk

G 16K Level II or Model III BASIC

## **COMMITMENT TO EDUCATION**

When it's time to select computer hardware and software, educators can look with confidence to the Radio Shack Education Division. Since 1979, the Education Division has devoted its full-time efforts to supporting Tandy computers and the teachers who use them. Education Division staff in Fort Worth, Texas, develop and market high-quality software programs, provide customer support, and coordinate the activities of 20 Regional Educational Coordinators and more than 100 Radio Shack Education Specialists nationwide who work to make sure that schools get the computer capabilities they need at the best possible price. More than 175 professionals in the Radio Shack Education Division are working to provide schools with the best in computer hardware, educational software, service, and support.

## Education Software Packages for Varied Needs

From kindergarten to college, from alphabets to zoology, educational software programs for almost any area of teaching are available for Radio Shack computers. The software packages described on the next three pages are only a few of the more than 125 titles published by the Radio Shack Education Division. And Radio Shack's Express Order system gives you direct access to more than 500 educational titles from a variety of



noted curriculum publishers—all available through your nearby Radio Shack store. For detailed descriptions of all of these programs, stop by your local Radio Shack for a free copy of the 1986 Educational Software Reference Guide (Catalog RSC-18E—see page 3). In addition, our Tandy Educational Software Sourcebook lists over 3000 software packages available for Radio Shack computers.

## Tandy Teacher Support System

Teachers can count on Radio Shack for classroom support materials that help make teaching about computers easy! Our structured courses help teachers teach and help students learn.

These computer-skills courses cover the topics most widely taught in the schools: the BASIC, Pascal, and LOGO computer languages; the computer disk operating system; and applications such as word processing, database management, and spreadsheet analysis.

Each course includes overhead transparencies that provide the framework for a structured presentation of the material. A detailed teaching guide gives notes keyed to each transparency. Student workbooks come with the package to provide a detailed note-taking guide plus quizzes and hands-on computer activities. Twenty-five student workbooks are included; additional copies are available separately.

As the teacher presents each transparency, he or she works with the students to fill in missing pieces of information on the overhead. At the same time, students add the missing information to their workbooks. Hands-on computer demonstration is



an important part of each lesson, and the activity at the end of each lesson allows students to crystallize their understanding of the material.

Our Personal Computer Applications courses for the Tandy 1000 are the latest additions to this series. They help meet the current need for quality instructional materials to teach computer applications.

Personal Computer Applications Part One introduces general computer use, word processing, and database management. A second volume, Personal Computer Applications Part Two, covers spreadsheet applications, scheduling, telecommunications, and introductory programming. Both courses are based on Tandy's DeskMate: an integrated, six-function software program provided free with each Tandy 1000 system.

Some of the products available in this series are:

Personal Computer Applications, Part One. For the Tandy 1000. 26-2590
Personal Computer Applications, Part Two. For the Tandy 1000. 26-2592         500.00           Additional Student Workbook. 26-2593         5.95
Part One: Introduction to BASIC. I/III G           26-2150         220.00           Part One Additional Student Workbook. 26-2151         3.50
Introduction to Color BASIC. CC 26-2680350.00 Additional Student Workbook. 26-26815.95
Part Two: BASIC Programming. I/III © 26-2152 260.00 Part Two Additional Student Workbook. 26-2153 4.50
Part Three: Advanced BASIC. I/III © 26-2154 260.00 Part Three Additional Student Workbook. 26-2155 4.50
Part Four: TRSDOS. I/III (A) 26-2156
Introduction to Pascal. I/III © * 26-2674
Courseware Development with AUTHOR I. 1/III ©           26-2697

## Minimum System Requirements -

I — Model I	* Compatible with Network 3.
III — Model III	+ Compatible with Network 2
CC — Color Compute	er

A 32K 1-Disk G 16K with Cassette C 48K 1-Disk H 16K Extended Basic E 64K 1-Disk I 32K Extended Basic

## MATH, LOGO, EARLY LEARNING



## Basic Skills Math

With the right software program, the computer can be a patient tutor that provides hours of non-threatening, individualized practice in basic skills. Children can receive an unlimited number of practice exercises at skill level, and the computer can give appropriate feedback messages for each response.

Radio Shack's basic skills math programs take advantage of this computer capability. Each program randomly generates exercises at any of a wide range of skill levels. The K-8 Math and Color 'Math programs cover arithmetic topics at grades K through 8, while Essential Math programs cover junior high and high school math topics. Standard features include automatic placement and automatic promotion/demotion options. K-8 Math with Student Management combines the K-8 Math program with automatic, disk-based student record-keeping. The K-8 Math Worksheet Generator generates worksheets and answer sheets keyed to grade K through 8 math skills.

Programs in this math series are:

TONE IN

K-8 Math Program, Volume One.
I/III *† (A / G) 26-1715
K-8 Math with Student Management, Volume One. I/III * (A) 26-1725
K-8 Math Worksheet Generator.
I/III (A) 26-2162
Color Math. cc † (A / G) 26-3202
Essential Math, Volume One.  I/III ** (A/G) Addition, subtraction, multiplication, division, number concepts. 26-1716 199.00
Color Essential Math, Volume One.
Essential Math, Volume Two.  I/III * (A / G) Fractions, decimals and percent, and pre-algebra concepts. 26-1719

## Programming With Super LOGO



Children and adults can create colorful graphics programs with Radio Shack's powerful Super LOGO programming language. Super LOGO is based on the Logo language developed at Massachusetts Institute of Technology. With Super LOGO, students can develop their problem-solving skills, learn programming concepts, and have fun. Using Super LOGO is

easy for children, yet also fun for adults. With Super LOGO, children apply math and logic concepts to make a cursor character called the "turtle" draw pictures on the screen. The program features advanced editing, simple list-processing capabilities, decimal arithmetic, multiple turtles running simultaneously, and animation.

Super LOGO Disk Version. cc (A) 26-2716 99.00
Super LOGO Program Pak. cc @ 26-2717 49.95
Super LOGO Network 2. cc 26-2738 299.00
Color LOGO Lab. Requires Super LOGO. CC
26-2770
Color LOGO Lab Additional Student Workbook.
cc 26-2771
Color LOGO Teacher's Book. cc 26-2761 3.95
Color LOGO Parent's Book. cc 26-27633.95



## Early Learning

First and second graders will enjoy learning with these creative Color Computer programs from the Children's Television Workshop software group. Play-With-Language<sup>™</sup> consists of three word and reading activities to teach sight and vo-

cabulary words, decoding, and comprehension skills. Hands On!™ lets students write with beginning word processing aids and create pictures in ways unique to computer art.

For younger children, the Model III/4 program Introduction to the Alphabet provides practice in letter recognition, alphabetical order, and keyboard use. Immediate feedback is given for each correct response.

Play-With-Language. cc (A) 26-2538	9.00
Hands On! cc (A) 26-2539	9.00
Introduction to the Alphabet.	
III/4 <sup>†*</sup> (A / G) 26-1718	9.95

## Unique Electronic Book and Software



The touch-sensitive Electronic Book allows students to interact with the Color Computer without using a keyboard. Programs sold for use with the Electronic Book come with paper pages that have pictures keved to the computer program. The teacher or learner inserts these pages into the Electronic Book and then runs the pro-

gram. While the program is running, the learner presses different areas of the book's surface to make activity choices or to answer questions.

Two Electronic Book programs are the Solar Explorer program and Professor Pressnote's Music Machine. Solar Explorer for grades five through nine uses the theme of space travel to give information about our solar system's planets and Earth's moon. Professor Pressnote's Music Machine for grades four and up introduces children to the fundamentals of music. Additional programs are available.

## 

Professor Pressnote's Music Machine.		
CC (A / G) 26-2573	95	
Solar Explorer. CC A / G 26-2546	95	

## MORE CLASSROOM COURSEWARE

## Courseware from MECC



Programs from MECC—the Minnesota Educational Computing Corporation—have become recognized nationally as sound educational software. These proven MECC programs are sold by Radio

Shack for use on the Color Computer or Model III/4.

## Graphing

CC T Five programs designed for use in a variety of mathematics classes at grade levels seven through twelve. Slope, Polygraph, and Polar are programs which graph functions and equations on a coordinate system. Snark and Radar are computer games based on graphing concepts. 26-2794 ... 34.95

#### Music

## Pre-Reading

## Earth Science

## Marketplace

## Outdoor Biology

## Basic Arithmetic

#### Word Games

### Expeditions

III/4 © Presents three interactive simulations that allow students in grades five through nine to "participate" in the events of three American historical periods. 26-2792 . . . . . . . 44.95

## Puzzles and Posters

## **Business Education**

Teach your students the computer accounting applications used by small businesses. Business Education: Computer Applications in a Small Business covers General Ledger, Accounts Receivable, Accounts Payable, and Payroll. Introduce your students to computers and accounting principles while helping them to prepare for the business world.

Designed to supplement the curriculum, this Business Education teaching package contains a series of structured lessons. Included are visual materials, twenty-five student workbooks,



and complete software and user guides for the four applications covered. Printer required.

## Business Education: Computer Applications in a Small Business

## 

## Computer Reference Books

Reference books from Tandy can help teachers make the best use of their computer resources. The Tandy Educational Software Sourcebook contains more than 3000 listings of educational software programs available from a variety of publishers. The educational booklet My TRS-80 Likes Me helps teachers introduce the BASIC language to elementary students through fun exercises. Number Patterns helps teachers introduce number series concepts in an entertaining way using computers.

Radio Shack's Proposal Writing Guide provides proposal writing assistance for teachers who are seeking grant funds for computer instruction. The TRS-80 Microcomputer Handbook for Educators provides general information on educational computer use for teachers who are new to the field of educa-

tional computing.



Tandy Educational Software Sourcebook
26-2747
My TRS-80 Likes Me
26-2751
Number Patterns
26-2752 2.50
Radio Shack's Proposal Writing Guide
26-2754

TRS-80 Microcomputer Handbook for Educators

## -Minimum Systems Requirements -

III = Model III
I/III = Model I or III
CC = Color Computer

4 = Model 4 Only III/4 = Model III or 4

A 32K 1-Disk

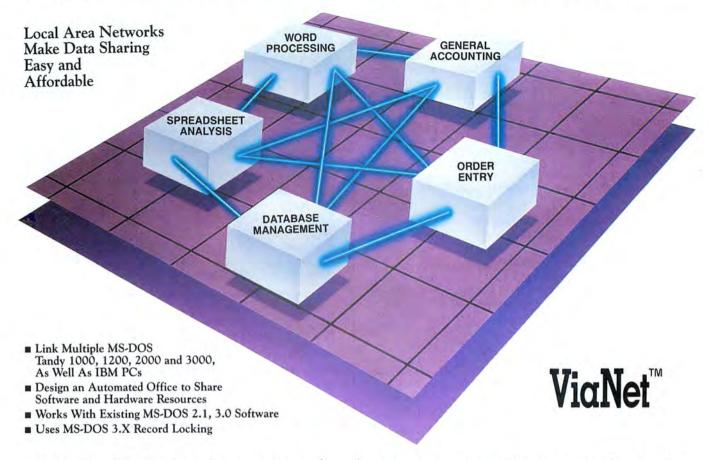
F 64K 2-Disk
G 16K with Cassette

© 48K 1-Disk D 48K 2-Disk

I 32K Extended BASIC

\*Compatible with Network 3. †Compatible with Network 2.

## NETWORK OFFICE AUTOMATION

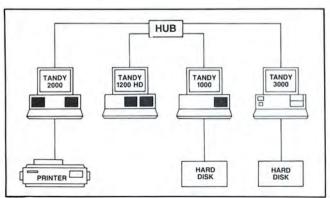


## Why You Need a Local Area Network

Maximum efficiency in today's office is achieved through automation of word processing, filing and other business applications. An ideal solution is to connect your computers together to form a local area network. While the sharing of software and hardware resources offers savings in time and office space, networking has been prohibitive for many businesses. Most micro nets require expensive dedicated file servers. In addition, it is difficult to "mix and match" different computer equipment, because all computers within a network had to be operating system compatible. But now there's ViaNet—a software system that links Tandy's MS-DOS computers into a local area network. Best of all, it is no longer necessary to invest in an expensive dedicated computer file server.

## Versatile ViaNet™ Network

ViaNet makes all resources on the network available to each user. With ViaNet, users may easily and quickly share programs, data and such costly resources as letter-quality printers, hard



disks or backup devices. The software is resident at each station, so the network operates as a global supervisor, without requiring a "master" station. Most important, ViaNet is as easy to use as a stand-alone computer. Operating system commands work precisely the same under ViaNet as in a stand-alone environment. Each computer in the system requires an Arcnet Datalink Board, and is connected to a "hub" with coaxial cable. Boards include software and user's guide. Installation recommended (not included). ViaNet requires 128K more RAM than is required for applications and MS-DOS.

## Network Hardware

Tandy 2000 ViaNet System. 26-1220 499.95	
Tandy 1000/1200/3000 ViaNet System.	
26-1221	
ViaNet Administrator's Guide.	
26-1222	
Active Hub. Lets you connect eight computers up to 2000 feet apart. Active Hubs can be linked. Adding Passive Hubs to an Active Hub allows service of up to 24 CPUs. 26-6508	
Passive Hub. Connects four computers to each other up to 200 feet apart. Two passive hubs cannot be connected in series. 26-6504	
Coaxial Cable. RG62 with BNC connectors on each end.	
20 Ft. 26-6510	
50 Ft. 26-6511	
<b>100 Ft.</b> 26-6512	
Bulk. 26-6513 Per Foot/21¢	
BNC Fitting. 278-104	
BNC/BNC Coupler. 278-115	
UG-306/U BNC Right Angle Adapter. 278-116 3.59	
Female BNC. 278-114	
Coax Cable Stripper. 278-240	

## **CLASSROOM NETWORK SYSTEMS**

## Classroom Networks Provide Shared Learning Systems



- Link Multiple Tandy 1000, Model III/4 Computers
- Share a Common Hard Disk System and Printer
- Run Existing MS-DOS 2.1 and Standard TRSDOS 1.3 Applications Software
- Supports Programming, Business Education and Computer-Aided-Instruction (CAI) Applications
- One Cable Connects All Stations for Communications
- Master Station Serves Up to 63 Student Stations
- Student Stations Function Like Stand-Alone Computers with 4 Floppy Drives

Network 4. Incorporates some of the most advanced networking technology available to make shared computer learning possible for large groups. Using a twisted-pair cable, the Network 4 connects an entire classroom of upgraded Model III, Model 4 and Tandy 1000 computers to a master computer with a hard disk drive or drives. The student stations can then share the hard disk, each station operating virtually as a stand-alone system. Each user can quickly access programs, data files and storage areas on the hard disk as designated by the teacher. Student stations have full print capabilities at their own local printers. For remote printing, a SPOOL utility directs print output to a file. Spool files can be printed on the printer connected to the master station or other dedicated station.

System Requirements. Network 4 requires a Model 4 host (Model 4 plus Upgrade Kit or a Network 4 Student Station plus cable modification); a Model 4-compatible hard disk (such as the 35-meg primary 26-4171, or 10-meg 25-1025 plus Model 4 Controller 26-1138); Network 4 Operating System 26-2773; and a trunk cable. A disk-equipped Model III or 4 is needed to initialize the network hard disk. An Active Junction Box (available through the Radio Shack Education Division) is required to connect more than 32 stations to the trunk cable, or to extend the trunk cable beyond 1000 feet.

Tandy 1000 Station Requirements. Each Tandy 1000 computer requires at least 256K RAM and the Network 4 Interface Board. Tandy 1000 station software 26-2772 is required for each network, in addition to the Network 4 Operating System. Operating under MS-DOS 2.1, Tandy 1000 stations keep full use of local drives and gain four drives from the Network 4.

Model III/4 Station Requirements. Model 4 Student Stations are ready to add to the network. Model III and Model 4 computers require at least 48K and the Model III/4 Upgrade Kit. At least one disk-equipped Model III or Model 4 station is required for installing application software. Model III/4 stations operate under a network version of TRSDOS 1.3, which is included with the Network 4 Operating System package.

Network 4 Operating Software. Controls network server and hard disk. Includes operating software for Model III/4 stations to share network hard disk and printer. 26-2773 . . . . 230.00

Network 4 Operating Software for Tandy 1000 Stations. Enables Tandy 1000 stations to share network hard disk and printer. Requires Network 4 Operating System 26-2773
Tandy 1000 Network 4 Interface. 25-1008
Model III/4 Network 4 Upgrade Kit. Requires installation (not included). 26-1136
100-Foot Trunk Cable*. 26-1218
500-Foot Trunk Cable*. 26-1214
1000-Foot Trunk Cable*. 26-1215
Tap Box. (Optional.) 26-1216 9.95
Tap Cable. (Optional. For Model III/4 only.) 26-1217 . 9.95 *Trunk cables include termination resistors.
Network 3. III/4. Enables up to 16 student workstations to access and select lessons stored on host system so teacher is freed from repeatedly loading programs. Requires operating
software. Minimum student station: 32K Model III/4 with RS-232C port. Minimum host station: 32K 1-Disk Model III/4 with RS-232C port. Cables available separately. U.L. listed. 26-1212 599.00
Network 3 Operating Software. For floppy-disk host.
26-2775
Network 3 Hard Disk Operating Software. Requires hard disk drive and Model III LDOS installation kit.
26-1133
Network 2. I/III/4/Color Computer/Model 100. Allows easy management of student programs. You can simultaneously load
a program into all 16 student systems at either 500 or 1500 baud, depending on the computers used. Use with Model I/III/4
as host and student stations, or with Color Computers as host
and student stations. The Network 2 can be used to transfer
ASCII files with Model 100 student stations and either a Model 100 or a Model 4 host. Controllers can be cascaded to connect
more stations. Includes all cables.
26-1211

## VIS Videotex Information System

- Access Information with Menus or Keywords
- Store and Distribute Text, Programs and Graphics
- Distribute Private or Public Information
- Protect Information Through Multiple Security Levels
- Design the Information Base to Fit Most Any Application
- Access Information with Most Any Terminal

Videotex Information System (VIS). A versatile "Host" program that provides access to information through keywords or menus. The centralized storage of a VIS Information Base can contain organized collections of text, programs and graphics. A "public" VIS Information Base can be designed to allow access to classified ads or local activities for paid subscribers. Departments within large corporations require time-sensitive information distribution. A VIS Information Base can be designed to deliver this information and, at the same time, allow for the centralized storage of spreadsheet templates to be shared between the departments. A VIS user simply logs into the VIS Information Base and enters a request for information. This request can be in the form of keywords or menu options.

VIS Software. 26-6470	3500.00**
VIS Multiplexer Software. (Requires 26-6470.) 26-6471	1000.00**
8-Line Multiplexer. 71-3000	4250.00**
8-Line Multiplexer Upgrade Kit. (Requires 71-300 71-3001	0.) 1250.00**

\*\*VIS Software & Multiplexers Available Only Through Radio Shack Videotex Department, 1400 One Tandy Center, Fort Worth, TX 76102.

## POPULAR COLOR COMPUTER 2°



## A True Family Computer

Was \$199.95 in RSC-16

Low As \$20 Per Month \*

Less TV and Program Paks

- Write Sophisticated Programs and Create Color Graphics
- Access 32,000 Characters of Memory With Built-In Extended BASIC Language
- Add a Color Disk Drive and OS-9 Operating System to Access the Full 64K

64K Extended BASIC Color Computer 2. Learn to program or use ready-to-run software. Ideal for a variety of small business and professional uses, too. Simple, one-line commands make detailed color graphics easy to create. Perfect for drawings, designs, charts, engineering applications—even animation! Features 256×192 screen resolution (49,152 pixels); multicharacter variable names; string arrays up to 255 characters; full-featured editing; tracing; floating point 9-digit accuracy; trigonometric functions; user-definable keys; specific error messages; and more. Software is available for personal and household tasks, education and entertainment. Easy to expand. Attaches to any TV. Includes tutorial manuals. UL listed. 26-3127



## Increase Data Storage

156,672 Characters of User Storage Per Diskette

Low As \$20 Per Month \*

FD-501 Color Thinline Disk #0. Turn any Color Computer with Extended BASIC into a complete disk system and store over 156,000 characters of data. Write your own programs or use ready-to-run software. Includes 5<sup>1</sup>/<sub>4</sub>" double-density, 35-track floppy disk drive; Program Pak cartridge containing the Disk Operating System; cable; blank diskette; manual and operator's Second Drive for FD-501. Adds 156K of storage. Requires

installation (not included). 26-3132 . . . . . . . . . . . . . 179.95

## DeskMate™ and a Disk Drive Complete package includes the FD-501 Floppy Disk Drive and

DeskMate 6-in-1 Program. Reg. separate items \$399.90.

Save \$6995 When You Buy

For the Color Computer 2. 

For the Color Computer 3. 26-3131/26-3262 ......329.95

## Color Computer Upgrade Kits

16K RAM Upgrade Kit. Converts a 4K Color Computer to 16K to use larger, more sophisticated programs.

Low-Profile Keyboard Kit. Upgrades any Color Computer with the old keyboard to our newer version. 26-3016 . . . . 24.95\*

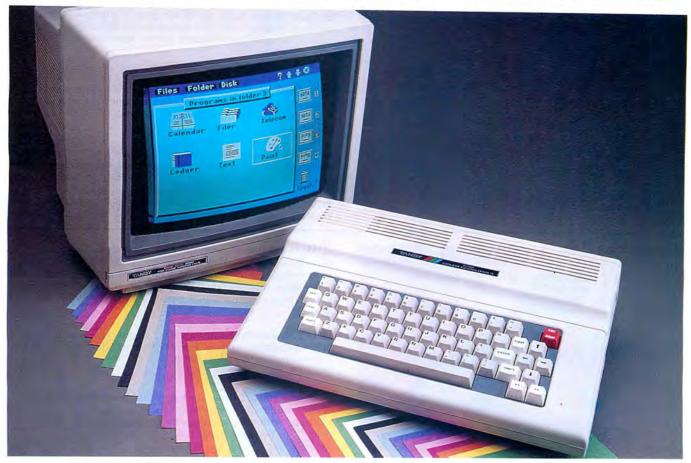
64K RAM Upgrade Kit. Converts a 4K, 16K or 32K Color Computer to the same memory used in 26-3127.

Extended BASIC ROM Kit. Allows advanced graphics or disk drive capability. Requires 16K RAM. 26-3018 . . . . . . 39.95\*

**TC36** 

\*Installation required (not included). Some installations may require additional-cost hardware.

## POWERFUL COLOR COMPUTER 3



## Superb Graphics Resolution and Uncompromising Performance at An Incredible Price



21995 Less Monitor Low As \$20 Per Month\*

- Choose From a Pallette of 64 Brilliant Colors
- Produce Sharp, Crisp Graphs and Illustrations
- Display 32×16, 40×24 or 80×24 Text
- 160×192, 320×192 or 640×192 Resolution
- Use With a High-Resolution Monitor or Your Own TV
- Expands Easily As Skills and Needs Grow

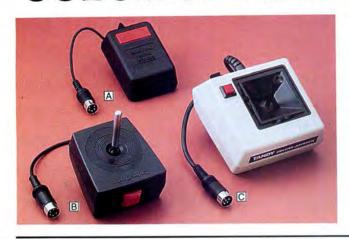
128K Extended BASIC Color Computer 3. Introducing Radio Shack's newest version of our famous Color Computer. The Color Computer 3 can be used in a variety of applications such as graphics, programming, budgets, word processing, database management, spreadsheet analysis and many others. The Color Computer 3 comes with 128K memory (expandable to 512K), and gives you the advantage of greater programming and data processing power, as well as higher resolution graphics. Simply connect the Color Computer 3 to a high-resolution monitor—

## New! High-Resolution Color Monitor

SPECIFICATIONS FOR COLOR COMPUTER 3. Microprocessor. 6809E 8-bit. Clock Speed: 0.894 MHz or 1.788 MHz. Keyboard: 57 keys, including Function, Alternate, F1 and F2. Video Display: 16 lines of 32 characters (uppercase only) to 24 lines of 80 characters (uppercase/lowercase). Color graphics capabilities range from 64 x 32 (8 colors) to 640 x 192 (4 colors and background color) with 6 intermediate display formats. High-resolution graphics in the same range available through machine language, Extended BASIC or Program Paks. Memory: 128K RAM—internally expandable to 512K. Twenty-one commands in enhanced Extended BASIC. Input/Output: 1500-baud cassette (recorder optional). Two joystick ports. RS-232C serial port (4-pin only). Standard TV (300 ohms), composite monitor and RGB Analog Monitor outputs. Dimensions: 3 x 10<sup>3</sup>/e x 14<sup>3</sup>/e. Power: 120VAC, 60 Hz.

SPECIFICATIONS FOR COLOR COMPUTER 2. Microprocessor: 6809E, 8-bit. Clock Speed: 0.894 MegaHertz. Keyboard: 53 keys. Video Diplay: 16 lines of 32 characters (upper case only). Color graphics capabilities range from 64 × 32 (8 colors) to 256 × 192 (1 color and background color) with three intermediate formats. Memory: 16K ROM and 64K RAM. Input/Output: 1500-baud cassette (recorder optional). Two joystick ports. RS-232C serial port (4-pin only). Standard TV (300 ohms) output. Dimensions: 3 × 10<sup>3</sup>/<sub>8</sub> × 14<sup>3</sup>/<sub>4</sub>". Power: 120VAC, 60 Hz.

## **COLOR COMPUTER ACCESSORIES**





A Multi-Pak Interface. Connects up to four Program Pak™ cartridges to your Color Computer at once! No more plugging in and unplugging cartridges. Connect disk drives and other accessories, too. Change between slots with selector switch or under program control. U.L. listed.



A Sound/Speech Cartridge. Adds sound, three voices and noise to your BASIC programs. 26-3144 . . . . . . . . . . . . . 79.95

B Hard Disk Interface. Use your Color Computer with Primary Drives. Requires 64K, Multi-Pak Interface, floppy disk with controller and OS-9 (2.0 or later). 26-3145 . . . . 129.95

© Orchestra-90 CC. Create highly sophisticated electronic music and sound effects with your computer and listen to it on your home stereo. Both musicians and non-musicians can compose in six octave ranges in up to five voices. Simulate various instruments and percussion. 26-3143 . . . . . . . . . . . . . 79.95



## Electronic Book Makes Learning Fun

2495

Four Fun Programs Available Separately

## **COLOR DISK SOFTWARE**

Childpace	categories—and you can define your own.
Track your child's early development from 3 months to 5 years	26-3261
old. Evaluates dexterity, language, personal and social skills. 26-3248	New! DeskMate 3
D.L. LOGO	We've made the popular DeskMate even better. DeskMate 3 is an integrated package of seven commonly used personal pro-
Programming language designed to run under OS-9. Includes	ductivity applications on one disk. 26-3259 (Avail. 9/30/86)
"MUSIC" to play songs with up to 4 voices, "SAY" for support of Speech/Sound cartridge, and joystick support.	DYNACALC 99.95
26-303399.95	A powerful electronic spreadsheet. Features up to 256 columns
OS-9 Disk Operating System	or 256 rows of cells. Requires 64K and OS-9 DOS.
Accesses the entire memory of our 64K Extended BASIC Color Computer. 26-3030	26-3275
New! OS-9 Level II	Children will learn problem-solving skills while operating a
Same as OS-9 (above), but with enhancements for Level II to	spacecraft. 26-3247 (Avail. 10/30/86) 29.95
support 512K RAM and dual speed. 26-3031 (Avail. 9/30/86)	Biosphere
PASCAL-09	An ecological simulation game that teaches children to create a workable ecology. Requires 64K. 26-3280 29.95
A complete implementation of this structured programming	Robot Odyssey I
language. Requires OS-9 DOS. 26-303499.95	Helps develop skills in logical problem solving, abstract reason-
BASIC-09	ing and creative thinking. Requires 64K. 26-3284 34.95
An enhanced version of standard BASIC written for the 6809 microprocessor. Includes advanced features derived from PAS-	Rocky's Boots Players invent machines to solve puzzles and win over 30 differ-
CAL. Requires OS-9 DOS. 26-3036	ent games, including games they design themselves. Requires
C Compiler	64K. 26-3283
A high-level language that produces assembly language source code for the 6809 microprocessor. Requires OS-9 DOS.	PAN Write your own songs! Includes everything you need to com-
26-3038	pose music in three-part harmony. 26-3279 29.95
OS-9 Screen Print	New! Zone Runner
Print high-res Color Computer graphics. Requires CGP-220 for	Transport various items between the outposts of the galaxy
four-color printouts or dot-matrix printer with bit-image mode for B&W. Requires OS-9 DOS. 26-3221	while avoiding the patrols, pirates, escorts and mines. 26-3286 (Avail. 12/30/86)
OS-9 Profile	Pegasus and the Phantom Riders
A personalized electronic filing system. Requires 64K and OS-9	Destroy waves of attackers. Requires joystick or Color Mouse. 26-3281
operating system. 26-3274	Pitfall II
Create graphical depictions of data from either database or user	Help Pitfall Harry on a treacherous journey to recover the
input. Incorporate graphs and text, too. 26-3276 (Avail. 12/30/86)	magnificent Raj diamond. Requires 64K RÁM and joystick. 26-3287
TRSCOPY 49.95	One-on-One
Allows transfer of text files between "OS-9" disks and "Color	Dr. J (Julius Erving) and Larry Bird play basketball, one on one
Computer Disk Basic" disks. 26-3263 24.95	style. Control either player and try to win. 26-3288 34.95
СООКВООК	Flight Simulator
Two programs in one—an all-purpose menu planner and recipe index file. 26-3257	Learn the basics in manual control of ailerons (pitch and roll), compass readings, take-off and landing and more. Requires 64K
TSEDIT	and joystick. 26-3108
A high-resolution screen editor that allows upper and lower	Varloc
case in lines from 32-80 columns. 26-3264 34.95	Chess pieces must wage a battle for victory of each square. You control one side, the computer the other. 26-3291 29.95
TSWORD A format program that forms a powerful OS-9 word processing	Desert Rider
package when combined with TSEDIT. Illustrated menus. Re-	How long do you think you can survive this treacherous, gruel-
quires 64K. 26-3267	ing motorcross track? Joystick required. 26-3292 29.95
New! TSSpell A spelling checker/corrector designed to run under OS-9 in	Ghana Bwana You're in an outrigger trying to reach an island. Obtain the
conjunction with TSWORD.	treasure and win. Joystick required. 26-3293 29.95
26-3266 (Avail. 11/30/86)	New! Rogue
Investograph Charts stocks and trends. Features high-resolution graphics.	Rogue is so full of unpredictable monsters, ever-changing magic and hidden dangers that it's never the same game twice.
26-3258	26-3297 (Avail. 10/30/86)
Cash Budget Management	New! The Interbank Incident
A sophisticated personal or small business bookkeeping program. Features ready-to-use income, expense and cash	You try to find the thieves who have stolen a code book from the Interbank Corporation. 26-3296
	Tandy Corp. DVNACAL C/TM Computer Systems Center Mickey's Space

OS-9 and BASIC-09/TM Microware and Motorola. UNIX/TM AT&T. DeskMate/TM Tandy Corp. DYNACALC/TM Computer Systems Center. Mickey's Space Adventure/TM Walt Disney. Robot Odyssey I and Rocky's Boots/TM The Learning Co. Pitfall II/TM Activision. One-on-One/TM Electronic Arts. Flight Simulator/TM Microsoft. Rogue/TM Epyx, Inc.

## COLOR COMPUTER SOFTWARE

#### DeskMate

Now our popular DeskMate software is available for the Color Computer! Color Computer DeskMate is an integrated package of seven commonly used personal productivity applications on one disk: Text, Ledger, Index Cards, Paint, Telecom, Calendar and Calculator. DeskMate is very user friendly. You can easily select an application (identified by name and icon) with your mouse, joystick or keyboard arrow keys.

**TEXT**—A general-purpose text entry and editing program that performs search and replace; file merge; and block select, copy and delete. It's ideal for writing correction-free letters, memos and short reports.

**LEDGER**—A simple spreadsheet which includes an easy-touse menu and automatic column formatting. You can use Ledger to do budgeting, sales forecasting, profit and loss projections and other "What if . . . ?" calculations.

**INDEX CARDS**—A personal filing system. You can enter and edit data and perform simple sorts and searches. It's ideal for keeping track of names and addresses.

PAINT—A four-color picture editor to create graphics screens. You can easily create lines, shapes, patterns, fill in areas with color and enter text. Using Paint, you can create colorful charts, graphs, designs, even "doodles" on your screen, then print a copy on a dot-matrix or ink-jet printer.

**TELECOM**—A communications program to access national information services, plus transmit and receive ASCII files from other computers by phone (requires modem). Telecom makes it easy to access computer bulletin boards.

CALENDAR—A simple monthly calendar that displays "to do's" for any date. Calendar is an easy way to organize your day. CALCULATOR—A four-function calculator available within any application. This program is similar to a printing calculator. Figures and calculations scroll up the screen. Includes printer support.

**DeskMate for the Color Computer.** Comes complete with an easy-to-understand manual. 26-3259 ................................ 99.95

## New! Color File II

### Spectaculator

Do your planning, forecasting and problem-solving with this "electronic spreadsheet." Just enter numbers and formulas, and Spectaculator will calculate and display the results on command, saving you time and effort. Up to 99 rows and columns. Cassette recorder recommended. 26-3104 ............ 29.95

## Personal Finance II

### New! Color SCRIPSIT II

## Color Screen Print Utility

Provides multi-color printouts of color graphics scenes produced from any graphics program. For use with color ink-jet printer (26-1268) or any dot-matrix printer with bit-image capabilities for black and white printouts. Requires 16K Extended BASIC and cassette recorder. 26-3121 . . . . . . . . . 9.95

### Editor/Assembler

**TC40** 

Develop 6809 software programs or subroutines. You get trial assembly of object code and execution of your program in-

memory before final assembly to tape, an editor that enables you to change your program and reassemble, and Z-Bug for quick and easy testing. Requires 16K. 26-3250 . . . . . 39.95

#### Atom

## Vocabulary Tutor

Match words with their definitions and place words in the appropriate sentences. For grades 3-5.

### Color Computer Learning Lab

#### Color Math

## Electronic Book Software

Your kids will spend hours learning the fun way! Each software package contains "pages" which compose the Electronic Book (sold separately). Different areas of the book's touch-sensitive surface are pressed to make selections. Interactive routines make learning a game.

### Maze Master

### Shape Maker

## The Number Factory

#### Word Wigar

## Program Pak™ Games

### Dragonfire

#### Downland

## **Dungeons of Daggorath**

#### Baseball

#### Androne

① Your computer has been invaded by Data Bugs. Call on Androne, a user-controlled robot to hunt through your memory banks and "de-bug" them. 26-3096 . . . . . . . . . . . . . 19.95

## Cassette Tape Game

### Pyramid

## MODEMS & VIDEOTEX SOFTWARE



## Communications Modems

Use with any RS-232C-equipped computer. Full duplex, originate/answer, 300 bps. Bell 103 compatible. FCC registered. U.L. listed.

## Acoustic Coupler

## New! Intelligent Modem

## **Direct-Connect Modem**

DCM 3. Our lowest priced modem! Plugs directly into modular phone jack. Works with either DB25 or 4-pin connector (Color Computer type). Includes a modular phone cable. 26-1178...59.95



High-Speed Intelligent Modem

19995

Low As \$20 Per Month \*

DCM 212. This auto-dial/auto-answer modem is switch selectable between Hayes® and Tandy command sets. Easy-to-use menu-driven operation automatically selects 300 or 1200 bps rate. Bell 212A compatible. Avail. 10/30/86. 26-1385 . . . . . . . . . . . . . 199.95



## Integrated Phone and Modem Gives You 2 Devices in 1



**RS-232C Selector Switch** 

14995

Low As \$20 Per Month \*

SW-303. Connect three RS-232C devices to your computer. One configurable port for communications. U.L. listed. Cables not included. 26-1499 . . . . . . 149.95

## Access Information by Phone

#### CompuServe Information Service

Get "on line" with this exciting information service—and the first hour is free! CompuServe offers local, national and international news (read headlines before they've gone to press!), weather and sports from major newspapers like *The New York Times* and *The Washington Post*, plus the full newswire service of the Associated Press. Get historical information and updates on over 32,000 stocks, bonds and securities. There's also a home and educational reference service and computer games. Send and receive "electronic mail". Get 16K of RAM workspace and 128K of disk storage. All this available at CompuServe's low hourly rate (additional charges for some services).

### Dow Jones News/Retrieval

A "direct line" to Wall Street—and the first hour is free! Dow Jones News/Retrieval gives you current market quotes (subject only to the mandatory 15-minute delay) on all stocks, bonds and options traded on the major exchanges—plus selected U.S. Treasury issues. Detailed financial statistics compiled by Media General Financial Services are available for all NYSE and AMEX traded companies. There's also "electronic editions" of The Wall Street Journal, Barron's and the Dow Jones "Broadtape"—as recent as 90 seconds and as far back as 90 days.

## Low-Cost Videotex Packages

Videotex software packages allow access to national information networks and data bases using your computer and an optional-extra telephone interface. Simply dial a phone number (usually local), press a few keys and the desired information appears on your screen. Each easy-to-use package includes a Videotex software manual, CompuServe manual, ID number and password, and a Dow Jones manual and password. You also get one FREE hour on both the CompuServe and Dow Jones! After that, you'll be billed at their low hourly rates.

### Videotex Plus

A powerful and sophisticated communications package for your disk system. Videotex Plus lets you communicate with any computer information service (with the same communications protocol as Videotex), such as CompuServe and Dow Jones News/Retreival. It's simple to use, yet loaded with features to help you minimize connection time. Requires modem.

 Model I/III Package. 26-1588
 49.95

 Model 4 Package. Same as above. 26-1598
 49.95

 Tandy 2000 Package. Same as above. 26-5260
 49.95

## TANDY PORTABLE COMPUTERS



## Our Popular Tandy 200

■ Multiplan Built In ■ 24,000-Character Memory \$37 Per Month\*

Tandy 200. A powerful problem solver. For complex spreadsheet analysis and calculations, we put popular Multiplan software into the Tandy 200's permanent memory. Do sales forecasts, profit-and-loss projections, budgeting, pricing, engineering calculations and more. An improved version of the Model 100's easy-to-use word processing program makes Tandy 200 especially useful for memos, reports and correspondence. Four other "instant-on" programs are a personal appointment calendar, address and phone directory, and telephone autodialer. You can even create your own programs in BASIC. The Tandy 200's high-contrast flip-up liquid crystal display has 240×128 resolution for big, clear graphics, or 16-line by 40-character text. Includes parallel printer, RS-232C, cassette and bar code reader interfaces. 26-3860 . . . . . . . . . . . . . . . . 799.00

SPECIFICATIONS. Microprocessor: 8-bit 80C85 CMOS. Clock Speed: 2.4 MHz. Memory: 72K ROM, expandable to 104K; 24K RAM, expandable to 72K in banks of 24K. Keyboard: Full-sized 56-key typewriter style with embedded data pad, plus 8 programmable function keys, 4 command keys and 4 cursor control keys. Display: 16 x 40 liquid crystal display, upper and lower case ASCII characters, 240 x 128 dot-matrix graphics. Modern: Built-in 300-baud direct-connect modern with auto-dialer. FCC registered. Originate and answer modes. Tone dialing signals. Input/Output: Parallel printer interface. RS-232C serial communications interface programmable up to 19,200 baud. Cassette tape interface loads at 1500 baud. Standard bar-code reader interface. Dimensions: 291e x 119/4 x 81/2\* Weight: 4,5 lbs. Power Supply: Operations—Up to 16 hours on 4 "AA" alkaline batteries, and can use nickel-cadmium rechargeable batteries with minor additional-cost modification. Optional U.L. listed AC/DC charger/adapter available. Memory—Internal rechargeable nickel-cadmium batteries.



## Slimmer, Lighter Tandy 102

Per Month \*

- 24K Memory 40×8 Display
- Five Built-In Management Programs
- **■** Direct-Connect Telephone Modem

Tandy 102. We've redesigned our best-selling portable—the famous Model 100-into an even smaller package. But we've retained the same remarkable features, including five instanton programs, an 8 × 40 display and a modem—all built in. Use the Tandy 102 as a personal word processor, address/phone directory, appointment calendar and telephone auto-dialer. Access other computers or national information services by phone with the built-in modem and communications program. You can even write your own programs in BASIC. Includes parallel, RS-232C, cassette and bar code reader interfaces. Only 3 lbs. Requires four "AA" batteries. 26-3803 . . . . . . . . . . . 499.00

SPECIFICATIONS. Microprocessor: 8-bit 80C85 CMOS. Clock Speed: 2.4 MHz. Memory: 32K ROM; 24K RAM, expandable to 32K. Keyboard: Full-size 56-key typewriter style with embedded 10-key datapad, plus 8 programmable function keys, 4 command keys and 4 cursor control keys. Display: 8 × 40 Liquid Crystal Display, upper and lower case ASCII characters. 240 × 64 dot-matrix graphics. Modem: Built-in FCC-registered direct-connect modem with auto-dialer. 300 baud. Originate and answer. Input/Output: Parallel printer interface. RS-232C serial communications interface programmable up to 19,200 baud. Cassette tape interface loads at 1500 baud. Standard bar-code reader interface. Dimensions: 11/2 x 117/6 x 81/2". Weight: 3 lbs. Power Supply: Operations—Up to 20 hours on 4 "AA" alkaline batteries or optional U.L. listed AC power supply. Memory—Internal rechargeable nickel-cadmium batteries will maintain memory intact for up to 30 days with power off (depending on the amount of RAM installed) and are automatically recharged from "AA" batteries or AC power.



## Portable 100/102/200/600 Accessories

A Disk/Video Interface\*. 184K disk drive and TV/ monitor interface. 26-3806 . . . . . . . . . 499.00 New Low Price! Second Disk Drive. For 26-3806. Installation not incl. Was \$239.95 in RSC-16. 26-3807 ... 199.95 B Portable Disk Drive\*. 100K of data on 31/2" floppies. Requires four "AA" batteries or AC Adapter (not included). 26-3808 ........... 199.95 Carrying Case\*. 26-3811 ......39.95 Portable Disk Drive Carry Case. 26-3815 ..... 24.95 D Tandy 600 Carrying Case. 26-3905 . . . . . . . . . . . . . . . . . 59.95 E Bar Code Wand\*. 26-1183 ......99.95

Acoustic Coupler. 26-3805 . . . . . . . . . . . 39.95 Printer Cable. 26-1409 . . . . . . . . . . 14.95 Modem Cable. 26-1410 . . . . . . . . . . . 19.95 AC Adapter. U.L. listed. 26-3804 ............5.95 Legs. 26-3812 ..... 3.99 Model 100 8K RAM Upgrade. Req. installation (not incl.). New! Tandy 102 8K RAM Upgrade. 26-3817 ..... 14.95 Tandy 200 24K RAM Upgrade. Req. installation (not incl.). 26-3866 . . . . . 199.95 New Low Price! Tandy 600 96K RAM Upgrade. Install. rec. Was \$399.95 in RSC-16.

## TANDY 600 WITH DISK DRIVE

## Our Most Powerful Portable Computer!

159900

Low As \$74 Per Month \*

- Self-Contained 31/2" 360K Disk Drive
- Five Full-Featured, Built-In Applications
- Internal 300-bps Direct Connect Modem
- Typewriter-Style Keyboard

Tandy 600. Features five resident applications. Multiplan, the popular "secondgeneration" spreadsheet, can do and show more because of the Tandy 600's larger display and expanded memory. Word processing is easy using a subset of Microsoft® Word. File is an electronic database for names and addresses, expenses, client billing, inventory and more. With Telecom and the Tandy 600's built-in modem, you're able to communicate with other computers over phone lines and access national information networks. Telecom will even dial the phone number of anyone listed in File. Calendar helps you keep track of daily tasks and activities. Weighs  $9^{1/2}$  pounds and measures  $12 \times 13 \times 2^{3/4}$ ". 26-3901 ...



SPECIFICATIONS: Microprocessor: 16 bit 80C88 CMOS. Clock Speed: 3.07 MHz. Memory: 160K ROM; 32K RAM, expandable to 224K RAM. Keyboard: Full-size 73-key typewriter style with embedded 10-key datapad. Display: 80 × 16 Liquid Crystal Display, upper and lower case ASCII characters. 480 × 128 dot-matrix graphics. Modem: Built-in FCC-registered direct-connect modem with auto-dialer. 300 baud. Originate and answer. Input/Output: Parallel printer interface. RS-232C serial communications interface programmable up to 19,200 baud. Cassette tape interface loads at 1500 baud. Standard bar-code interface. Dimensions: 23/4 × 12 × 13" Weight: 9.5 lbs. unit, 11 lbs. with AC adapter. Power Supply: Operations—Up to 8 hours with 1 hour disk access on built-in rechargable batteries. Optional U.L. listed AC adapter.

## Tandy 600 Programs

## Tandy 200 Programs

Project Scheduler. Divide a large job into individual tasks. Requires 24K and cassette recorder. 26-3893 . . . . . . 39.95

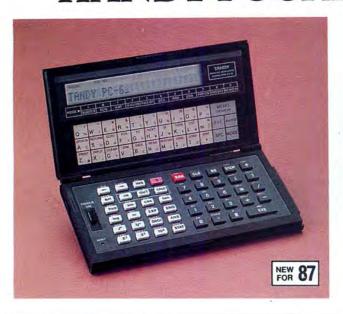
Romulus Chess. Choose from seven playing levels. Requires

\*RAM Upgrades Are in Banks of 96K Each—Installation Recommended. \*REVOLVING CREDIT AVAILABLE—See Page 2.

## Tandy 100/102 Programs

Remote Disk. Allows you to use your Model I/III/4/II/12/2000/ Color Computer disk drive as a storage area for your Model 100 files. Includes cassette and diskette. 26-3839 ..... 59.95 Assembler/Debugger. Debug, write and assemble machine language code. Requires cassette recorder. Model 100 Spectaculator®. A mini-spreadsheet. Requires 16K memory and cassette recorder. SCRIPSIT® 100. Features advanced formatting capabilities. Requires printer and cassette recorder. lar math functions. Requires cassette recorder. Statistics. Generate reports for descriptive statistics, frequency distribution, histogram, correlation, regression, time series analysis and much more. Requires 32K and cassette recorder. Executive Calendar. Schedule appointments or display a calendar for any month. Requires cassette recorder. Interactive Solutions. Contains three programs: Data Manager, Spreadsheet and Text Formatter. Uses optional ROM socket-

## HANDY POCKET COMPUTERS



## PC-6 Pocket Scientific Computer

11995

Low As \$20 Per Month

- 65 Built-In Scientific Functions
- Programs in BASIC and Assembly Language



## PC-7 Pocket Scientific Computer

6995

- With 72 Scientific and 17 Statistical Calculations
- Features 2K RAM
- Programs in BASIC

Pocket Scientific Computer PC-7. Keep track of important data and calculations wherever you go with our new PC-7 Pocket Computer. This incredible, compact unit performs up to 72 scientific calculations and 17 statistical calculations. This makes it perfect for engineers, students and professionals who need exact mathematical data rapidly. Mathematical functions include trigonometric, logarthmic/exponential, absolute value, permutations, standard deviation, linear regression and many others. The PC-7 features 2K random access memory and 35 commands in BASIC including: CLEAR, END, INPUT, DATA, READ AND STAT. You can even write your own programs in BASIC! Keyboard composed of 72 keys. Measures  $^{13}/_{32} \times 5^{1}/_{2} \times 7^{3}/_{32}$ ... 69.95

TANDY

TA

## Low-Cost PC-4 Pocket Computer

5995

■ Measures  $\frac{3}{8} \times 6^{1/2} \times 2^{3/4}$ "

■ 544-Character Memory

# **COMPUTER REFERENCE BOOKS**



**Tandy 1000** The Complete Guide to the Tandy 1000. Explains how to get the most from your Tandy 1000. Covers IBM compatibility, software, hardware, expansion and more. 25-1505 . . . 14.95 MS-DOS:The Basics, Vol. I. Describes set-up, preparing diskettes, managing files and using a hard disk. 25-1506 . . . 7.95 MS-DOS:Advanced Applications, Vol. II. Covers file structure, controlling data flow, personalizing your system, troubleshoot-Learning BASIC for Tandy 1000/2000. An excellent tutorial for learning BASIC programming by Dr. David Lien, author of our famous Model I Owner's Manual. 25-1500 ...... 19.95 New! MS-DOS/GW-BASIC Reference Guides. Includes reference materials for MS-DOS and GW-BASIC 2.11 and 3.20. Programmer's Reference. Documents all BIOS subroutines and entry points for use in low-level languages. Technical Reference. Schematic diagrams and theory of operation on the Tandy 1000 and option boards. 25-1504 ... 29.95

#### Model I/III/4

Model 4/4P Technical Reference Manual. 26-2119 ... 29.95 Getting Started with TRS-80 BASIC. Enfertaining introduction to Level II and Model III BASIC programming. 342 pages.

#### Color Computer

Rainbow Guide to OS-9. Includes an overview of OS-9, handson examples, utility commands set, major programming languages, inner workings of OS-9 and more. 26-3190 . . . 16.95 Getting Started with Extended BASIC. Teaches Extended BASIC features. 26-3197 . . . . . . . . . . . . 8.95 The Color Computer Playground. Features 42 entertaining Color Computer Quick Reference Guide. Functions, ROM subroutines, handy index and more. 26-3194 ...... 4.95 TRS-80 Color Computer & MC-10 Programs. 40 programs. 

#### Portable Computers

Tandy 200 Book. A complete step-by-step tutorial. Tandy 200 Technical Reference Manual, 26-3861 . . . . 29.95

Model 100 Technical Reference Manual, 26-3810 . . . . 9.95 The TRS-80 Model 100 Portable Computer. A complete step-Portable Computing With the Model 100. Emphasizes practical applications of Model 100. Includes cassette tape with 12 

#### Source Books

New! Applications Software Sourcebook, Vol. 8. Includes over 2800 ready-to-run programs of all types for sale by a variety of 

#### Microcomputer News

TRS-80 Microcomputer Newsletter Reprints. Includes the first 20 issues published to December, 1980, in one volume. Newsletter Reprints. Jan. thru Dec. 1981. 26-2240 . . . . 6.95 Newsletter Reprints. Jan. thru Dec. 1982. 26-2241 . . . . 9.95

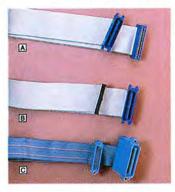
#### Reference Books

How to Use Your Radio Shack Printer. Explains dot-addressable graphics, print codes, more. Includes programming examples. Dictionary of Microcomputer Terms. Clear, understandable definitions, many with illustrations. Reference section of abbreviations, acronyms and symbols. 96 pages. 62-1392 . . . . 2.79

#### Computer Science

Computer Reference Handbook. Model I, II, III, 4, 100, Color Computer and MC-10. 344 pages. 62-2314 ......... 2.95 Understanding Computer Science, Vol. I. Covers hardware, programming and languages, 256 pages, 62-1383 ..... 3.95 Understanding Computer Science, Vol. II. Covers graphics, networks, communications and application design. 256 pages. Understanding Data Communications. Explains the transmission of words and symbols from a source to a destination. 256 Understanding Digital Troubleshooting. Provides basic troubleshooting techniques in an easy-to-learn format. 272 Understanding Digital Electronics. Explains digital electronic devices, circuits and systems. 240 pages. 62-2010 . . . . 3.95 Understanding Microprocessors. 296 pages. 62-2017 . . 2.95 Understanding Artificial Intelligence. Covers symbolic processing, expert systems, natural language processing and sys-

# COMPUTER/PRINTER CABLES

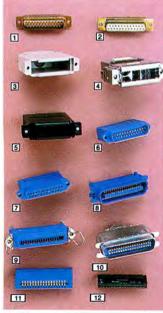












	Paralle	Printer Cables					
Fig	Use With	Description	Cat. No.	Each	Ī		
A	Model I/III/4/4P/4D/1000/1000 EX	34-pin card edge to 36-pin plug, 6'	26-1401	29.95	Ī		
Α	Model I/III/4/4P/4D/1000/1000 EX	34-pin card edge to 36-pin plug, 12'	26-1368	34.95			
В	Model II/12/16/168/2000/6000	34-pin header to 36-pin plug, 6'	26-4401	29.95	Ī		
В	Model II/12/16/16B/2000/6000	34-pin header to 36-pin plug, 12'	26-1323	34.95			
C	Tandy 1200/3000/IBM PC	DB25 to 36-pin plug, 6'	26-1347	29.95			
C	Tandy 1200/3000/IBM PC	DB25 to 36-pin plug, 12'	26-1371	34.95			

#### Serial Printer Cables

Fig	Use With	Description	Cat. No.	Each
D	PC-5/6	12-pin to 12-pin	26-3671	14.95
E	Color Computers/MC-10	4-pin DIN to 4-pin DIN	26-3020	4.95
F	DT-100 Terminal	4-pin DIN to DB25	26-1361	16.95

Color Computer/MC-10 Interface Cables

Fig	Function	Description	Cat. No.	Each
E	To modems	4-pin DIN to 4-pin DIN	26-3020	4.95
F	To RS-232 ports	4-pin DIN to DB25	26-3014	16.95

Cassette Recorder Cable

Fig	Use With	Description	Cat. No.	Each
G	Computers with cassette port	5-pin DIN to Audio (3 plugs)	26-1207	5.95

Keyboard Extension Cable

Fig	Use With	Description	Cat. No.	Each
Н	Tandy 1000	5' extension cable	26-1389	14.95

Model 100/Tandy 200/600

Fig	Function	Description	Cat. No.	Each
1	To parallel printer	34-pin header to 36-pin plug	26-1409	14.95
J	Direct connect modem to modular phone jack	Includes free nour on both CompuServe and Dow Jones News/Retrieval Networks	26-1410	19.95

Universal RS-232C Communications

Fig	Function	Description	Cat. No.	Each
K	Model III/4/12/16B/1000/1200/ 2000/3000/6000	Male DB25 to DB25, 5-ft. Ribbon	26-1408	17.95
L	Extension for 26-1408	Female DB25 to Male DB25, 6' ribbon	26-1398	17.95
M	Tandy 3000 serial cable	DB9 to DB25, 6' round	26-1399	24.95
N	For Model 12/16B/1000/1200/ 2000/3000/6000 or with 26-1497	10-foot round cable 25-foot round cable 50-foot round cable 100-foot round cable	26-1490 26-1491 26-1492 26-1493	24.95 29.95 44.95 69.95
0	Joins cables together	RS-232C Cable Connector	26-1495	14.95
P	Allows two CPUs to communicate directly through "modem" software	Null Modern Adapter	26-1496	14.95
Q	Allows use of round RS-232C cables with Model III/4/DT-1	8-inch flat extender	26-1497	15.95
P	Allows Tandy 6000 RS-232C card to use standard modem	Modern Adapter	26-1373	19.95

Computer and Peripheral Connectors

1 25-Position Solder-Type Submini "D" Male Connector.

225-Position Solder-Type Submini "D" Female Connector.

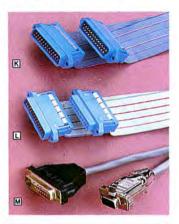
276-1548
③ Hood. 276-1549
4 Shielded 25-Position Hood. 276-1536
5 Multi-Purpose Hood. 276-1520
6 25-Position Solderless Submini "D" Male Connectors.
276-1559
25-Position Solderless Submini "D" Female Connectors.
276-1565
8 36-Position Male Printer Connector for ribbon cable.
276-1533
9 36-Position Female Printer Connector for ribbon cable.
276-1523
10 36-Position Solder-Type Printer Connector.
276-1534
11 34-Position Solderless Card-Edge Connector, 276-1564 3.95
12 34-Position Header Connector. 276-1525 2.49
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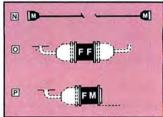
4-Fosition neader	Connector. 270-1323	* * * * * * * * * * * * * * * * * * * *
Wire and C	able Management	Accessories

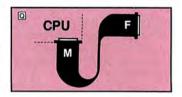
13 4" Self-Locking Nylon Wire Ties. 278-1632	. Pkg. of 30/1.59
13 5" Self-Locking Nylon Wire Ties. 278-1631	
13 8" Self-Locking Nylon Wire Ties. 278-1642	. Pkg. of 30/2.99
14 AC Cord Ties. 278-1646	Pkg. of 6/49¢
15 Spiral Wrap. 5-ft. clear, 5-ft. black. 278-1638	1.59
16 Cable Tie/Marker. 278-1648	. Pkg. of 10/1.99
17 RG62 Cable Feedthrough Bushing. 278-1643	Pkg. of 2/49¢
18 Universal Cable Clip. 278-1639	. Pkg. of 10/1.99
19 Wire Tie Mounte 279 441	Pkg of 10/1 20

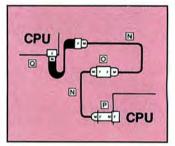
Cords, Cables and Cord Cover

20 Computer/Business Machine Power Cord. 6 ft. 278-1257 3.99
21 25-Conductor RS-232 Ribbon Cable. 5 ft. 278-772 3.59
22 36-Conductor Parallel Printer Cable. 6 ft. 278-774 4.69
23 Flexible Cord Cover. Beige. 6 ft. 26-1379













# **COMPUTER ACCESSORIES**

# Standby Power System for Home and Office



NEW LOW PRICE!

595°°

Was \$695.00 in Cat. RSC-16

Low As \$28 Per Month \*

#### Power Switching System



NEW 87

7995

Adds Versatility to Any Computer System

Computer and monitor not included

Turn up to five individual accessories on and off from the front panel. Holds all Tandy monitors and swivels for best viewing angle. Provides full power line noise filtration, plus full common and differential mode transient protection. Features status lamp and six outlets (five are switch controlled). Rated 15A. Includes circuit breaker and 10-ft. line cord. U.L. listed. Available Sept. 30, 1986. 26-203 . . . . . . . . . . . . . . . . . 79.95

#### Twin Outlet Power Protector



NEW 87

1695

- Our Lowest Priced Power Protector— A "Must" for Any Home System
- Protects Computer and Peripheral Against Harmful Power Surges and Line Noise
- Plugs Into Any 120-Volt AC Outlet

#### **Deluxe Power Center**



NEW 87

6995

Protect Your Computer System

Provides full common and differential mode transient protection with MOV status lamp (80 joules per mode, 25 nanoseconds, 340-volt clamping at 100 amps). Full external and internal noise filtration in four isolated segments. Auto-sense power switch with adjustable sensitivity. "Once-off, stays off" power dropout protection with indicator lamp, reset button. Rated 15A. Push-to-reset circuit breaker. 6-ft. power cord. U.L. listed. Available Oct. 30, 1986. 26-1396 . . . . . . . . . 69.95

#### Computer Cassette Recorders



CCR-81 Recorder

**59**<sup>95</sup>

CCR-82 Recorder

4999

 $\blacksquare$  CCR-81. Ideal for loading and saving your own programs and data on cassette tapes. Battery/Record LED indicator.  $10^{1/2} \times 5^{3/4} \times 1^{13/16}$ ". Includes cable. U.L. listed AC operation or four "C" batteries (not included).

#### Computer Cassette Tapes



Low 189 As 1Each

- Ideal for Program and Data Storage
- Certified Free of Drop Outs and Defects

Deluxe C-20 Cassette Tape. "Reel-to-reel" design in a clear shell. 26-308 . . . . . . . 3.79 C-20 Tape. 26-301 . . . 2.79

C-10 Tape. 26-302 . . . 1.89

Quantity	Deluxe C-20 (Each)	C-20 (Each)	C-10 (Each)
1-11	3.79	2.79	1.89
12-23	3.39	2.49	1.69
24-47	2.99	2.19	1.49
48-Up	2.69	1.99	1.39

## **COMPUTER ACCESSORIES**



Floor Stand

Holds CPU in Vertical Position

Computer not included

Save desk space. Place our Universal Computer Floor Stand next to your workstation. Securely holds Tandy and other PCs. Width adjusts to 6". Steel construction. Non-skid rubber feet. Easy to assemble. 26-201 . . . . . . . . . . . . 29.95

#### Universal Monitor Pedestal



■ Adjusts for Better Viewing ■ Works with Most Monitors

Adjustable platform rotates and tilts for best viewing angle. Holds all Tandy monitors and many others. Color and finish of platform matches Tandy monitors. Base measures:  $11 \times 10^{1/4}$ ".

Computer and monitor not included.

#### Monitor Platform



Perfect for Tandy 1000 EX

Designed to hold a monitor and disk drive for the Tandy 1000 EX. Also suitable for the Color Computer. Sturdy steel legs, wood top.  $5^{3}/8 \times 20^{3}/4 \times 11^{7}/8''$ . Easy to assemble. 26-210 ........ 29.95

Computer system not included.

#### Deluxe Printer Platform



Printer not included. Stack Paper Under Printer

Saves desk space. The Deluxe Printer Platform elevates your wide-bed (132column) printer so paper feeds from below (3" clearance). Smoked acrylic. Platform measures 31/2×22×16". A "must" if you want a well-organized computer work area. 26-1383 . . . . . . . . . . . . . . . . . 49.95

#### Universal Printer Supports



Ideal for Home Systems

New Low Price! Elevates your printer so fanfold paper can be placed underneath to save desk space. Use with 80-column printers. Durable crystal polystyrene construction. Easy to assemble. Was \$19.95 in RSC-16.

Printer not included.

#### Anti-Glare Mesh Screen



After

2495 Cuts Glare and Reflections

For Tandy color monitors (CM-1, 2, 4, 5 and 10). Also fits VM-2 monochrome monitor. Specially woven diagonal nylon mesh provides high viewing resolution. Easy to install. 26-202 ...... 24.95

Anti-Glare Mask (not shown). For Model I/II/III/4/12/16 monochrome screens.

Monitor not included

#### Universal Keyboard Cover



FOR 87

**TC48** 

Computer and keyboard not included

Protects keyboard when not in use from dust and spills. Fits all detachable Tandy keyboards. Sturdy textured polystyrene.  $2^{5/8} \times 18^{3/4} \times 8''$ .  $26-200 \dots 7.95$ 

Model III/4 Keyboard Cover (not shown). 26-1342 ..... 12.95

#### Computer Security System



Mounting plates attach to tabletop and side of computer and peripheral by special acrylic adhesive. No modification required, no holes to drill. Includes user-resettable combination lock, 3-ft. vinyl-coated steel cable, 3 mounting plates and instructions.

Expansion Set. Two plates and surface preparation kit. 26-1377 . . . . . . . 11.95 Computer and monitor not included.

#### Anti-Static Mat



Chair not included

Drains static charges that can damage your computer. Carbon fibers remove charges instantly (rated less than 2×109 ohms, less than 0.05 second decay time). Clear textured vinyl. Cleats on bottom prevent slipping on carpet. With 10-ft. grounding cord. 45×53". 89.95

Take Advantage of Radio Shack's Extended Service Plan-See Page 2

## **COMPUTER SYSTEM FURNITURE**

#### Modular System Furniture for Your Home or Office Workstation

down paper catch for printed output and

 $27 \times 28^{1/2} \times 19^{1/2}$ ". 26-1357 . . . . . 99.95

paper storage shelf. Adjustable glides.



39900

Low As \$20 Per Month Computer, printer and accessories not included





**Deluxe Workstation**. Easy to assemble. 27 × 48 × 30". 26-4303 . . . . . . . 279.95

**Desk Drawer.** Mounts on left or right.  $12^{3}/_{4} \times 18^{1}/_{2} \times 20^{1}/_{4}$ ". 26-4304 . . 139.95

Printer Stand. Slotted top for bottom paper feed. Includes wire basket. Easy assembly. 27 × 24 × 19".

26-4307 ......149.95

Locking Casters. Lets you move printer stand easily. Fits Printer Stands #26-4307 and #26-1357.
26-1319 . . . . . . . . Set of 4/19.95

#### Computer Table



Computer Table. Small enough to let you set up your system nearly anywhere Large enough for Tandy 1000, Model 4 or Color Computer. Monitor Platform (26-210) sold separately. Easy to assemble. 27 × 48 × 24". 26-1324 . . . . . 79.95

# Compact Computer and Printer Stands



4.995 Each

Computer Stand

Printer Stand

■ Inexpensive and Functional

■ Beautiful Simulated Hickory Finish

Computer, printer and accessories not included

Compact Computer Stand. Our lowest-priced computer desk. Includes raised platform for your monitor or printer, plus a storage shelf for disk drives, software and accessories. Easy to assemble. 26 × 32 × 19<sup>3</sup>/<sub>4</sub>". 26-1354 . . . . . . . . . . 49.95

\*REVOLVING CREDIT AVAILABLE—See Page 2

TC49

# PRINTER/COMPUTER SUPPLIES

#### Stock Up Now on Fanfold Printer Paper



- Buy Fanfold Paper in Small Quantities and Save
- Available in Mini-Paks, Totes and Full Cartons
- Store Your Printouts in the Reusable Cartons

Feed paper directly into the printer from the reusable cartons. Letter-size sheets ( $9^{1/2} \times 11''$ ) have "invisible" detachable, perforated margins. Single-part sheets are high-quality, 15-pound bond, unless a heavier weight is specified. No ground wood or recycled paper. Multi-part sets are clean, carbonless, nomess paper.

Fanfold Printer Paper									
Size	Parts	Design	Vertical Perf.	Qty.	Cat. No.	Price			
91/2 × 11"	1	Greenbar	Yes	1500	72-304	24.95			
91/2 × 11"	1	Greenbar	Yes	3500	26-1403	49.95			
91/2×11"	1	White	Yes	500	26-1423	8.95			
91/2 × 11"	1	20# White	Yes	500	26-1387	10.95			
91/2×11"	1	20# White	Yes	1250	26-1427	24.95			
91/2×11"	1	20# White	Yes	2500	72-311	44.95			
91/2×11"	2	White	Yes	750	72-305	34.95			
147/8 × 11"	1	Greenbar	No	500	26-1330	11.95			
14 <sup>7</sup> /8 × 11"	1	Greenbar	No	1500	72-300	34.95			
14 <sup>7</sup> /8 × 11"	1	Greenbar	No	3500	26-1417	69.95			
147/8 × 11"	1	White	No	1500	72-303	34.95			

#### **Fanfold Mailing Labels**



3-Wide. Pkg./3000. 72-400 . . . . . 16.95 2-Wide. Dry gum. Pkg./2400. 

#### Roll Printer Paper



Printer	Paper	Cat. No.	Qty./Price
CGP 115	41/2" x 150'	26-1428	3/4.95
CGP 220	81/2" × 75"	26-1333	3/9.95
CGP 220	81/2 x 11" sheets	26-1341	250/6.95
TP-10	Thermal 41/8" × 80"	26-1332	2/3.95
PT-210/TRP 100	Thermal 81/2" x 100'	76-1003	6/24.95
PC-1	13/4" × 18'	26-3506	6/1.75
PC-2	21/4" × 30'	26-3606	6/2.49
PC-3	Thermal 21/4" × 7'	26-3592	5/2.49
PC-4	Thermal 11/2" × 81/2'	65-711	5/1.99
LP I/II/IV/VIII/200	81/2" × 500'	26-1402	2/19.95
Plotter/Printer (26-1190)	9" × 90', 81/2" pin-to-pin	26-1407	4.95
Quick Printer (26-1153)	Electrostatic 43/4" x 130'	26-1405	3/19.95
Quick Printer II (26-1155)	Electrostatic 23/8" x 75'	26-1412	2/4.95



#### Order Your Own **Custom Forms** from Any Radio Shack Computer Center

Radio Shack provides a complete selection of custom-designed business forms, envelopes and labels that are guaranteed compatible with our computer systems and accounting software. Visit your nearest Radio Shack Computer Center today to place your order for professional forms.

#### Get a Protective Dust Cover for Your System

System Dust Covers



- Protects Against **Dust and Dirt**
- Durable Vinyl With Reinforced Stitching on All Seams

System Bust Covers	Cat. HO.	Lacii
Model 12/16/6000	26-526	7.95
Model III/4 or DT-1 Terminal	26-506	5.95
Color Computer 2/3	26-532	3.95
Tandy 1000/1200/2000/3000	26-541	9.95
Tandy 1000 EX	26-543	4.95
Printer Dust Covers		
DMP 105	26-530	3.95
DMP 130	26-536	3.95
DMP 430	26-535	4.95
DMP 2100/2110	26-525	4.95
DMP 2200	26-539	4.95
DW II & DWP 510/520	26-508	5.95
DW Printer w/ Tractor (except DWP 520)	26-538	5.95
DWP 220/230	26-537	4.95
Peripheral Dust Covers		
CCR 81 Recorder	26-517	2.95
DT-100 Monitor	26-540	4.95
Color Computer Disk Drive	26-542	3.95
Tandy 1000 EX Disk Drive or Hard Disk	26-544	3.95



#### Anti-Static Spray

Use on Equipment, Screen or Carpet

Helps eliminate problemcausing static. Safe. 16 fl. oz. 



#### Disk Cartridge

NEW LOW PRICE!

Use with our 10-Megabyte Disk Cartridge System. Was \$89.95 in RSC-16. 

#### Printwheel Cleaning Kit

Cat. No. Each

Clean clogged, recessed areas. 26-1320 . . . . 16.95 Refill Fluid and Pad. 26-1322 . . . . . . . . 5.95



#### Typing Easel

Keeps Pages

Adjustable T-bar (83/4" to 137/s") and friction pads keep books open and in place. Cushioned base. 73-2003 . . 17.95 TC50



1/4" Data Tape Cartridge



Use with our TCS-100 Tape Cartridge System for 48 megabytes of archival storage. 450 ft. 26-1391 ..... 34.95



#### Printwheel Binder

Protects printwheels from loss or damage. Holds nine wheels. For DW II, DWP 410/510. 73-2004 ...... 9.95

## DISKETTES AND DISK STORAGE



- Fully Certified for Highest Reliability
- State-of-the-Art Formulation and Lubrication
- All Diskettes Are Unformatted, Double-Density, Soft-Sector

Our diskettes are double coated with an advanced ferric oxide blend to provide maximum lubrication and resistance to diffusion. All diskettes are unformatted, double-density and soft-sectored. Always keep plenty of diskettes on hand. Stock up today.

51/4" Replacement Labels. 26-307 . . . . . . . . . . . . . Pkg. of 54/1.95 8" Replacement Labels. 

#### Certified 31/2", 51/4" and 8" Unformatted Diskettes

Single-Sided Diskettes

		District		Quantity Price Per Package					
Size	Tracks	Diskettes Per Pkg.	Cat. No.	1-4 (Each)	5-9 (Each)	10-Up (Each)			
A	80	3	26-415	15.95	14.49	13.49			
31/2"	80	10	26-416	44.95	39.95	37.95			
	40	1	26-305	2.19	1.99	1.89			
51/4"	40	3	26-405	5.95	5.29	4.99			
	40	10	26-406	15.95	14.49	13.49			
45.	77	3	26-4904	10.95	9.95	9.29			
8"	77	10	26-4906	34.95	31.95	29.95			

Double-Sided Diskettes

		4		Quanti	Quantity Price Per Pac				
Size	Tracks	Diskettes Per Pkg.	Cat. No.	1-4 (Each)	5-9 (Each)	10-Up (Each			
	80	3	26-417	16.95	15.29	14.49			
31/2"	80	10	26-418	49.95	44.95	42.95			
51/4"	40	3	26-411	6.95	6.29	5.95			
	40	10	26-412	16.95	15.29	14.49			
	80	3	26-409	8.95	7.95	7.49			
	80	10	26-410	24.95	22.95	20.95			
	80 (1.6Mb)	3	26-421	15.95	14.49	13.49			
	High-Density	10	26-422	44.95	39.95	37.95			
	77	3	26-4961	12.95	11.95	10.95			
8"	77	10	26-4960	39.95	35.95	33.95			



#### Get Your FREE Diskette Discount Card

An incredible offer! Stop by and pick up your free Diskette Discount Card at any Radio Shack Computer Center, participating Radio Shack store or dealer. The Card enables you to save 40% on any 3-Pack of Diskettes each month for a whole year. Get your Card today and start

#### Diskette Storage Boxes



Organize your floppy disks with five adjustable dividers. High-impact styrene. 31/2". Holds 30. 26-1381 ..... 12.95 51/4". Holds 50. 26-1362 ..... 14.95 8". Holds 50. 26-4953 ...... 24.95

#### Protect Your Diskettes





Diskettes not included

51/4" Wallet File. Rugged binder for longterm use. Anti-static vinyl pages. Holds 10 diskettes. 26-1366 . . . . . . . . . 7.95 Universal 3-Ring Data Binder. 26-1310 ......5.95 51/4" Disk Envelopes. Holds 2. Package 8" Disk Envelopes. Holds 1. Pkg. of 10. 

#### Disk Library Boxes

Available in 3 Sizes



Disks not included

Store like a book when closed, flip through disks when opened.

31/2". Holds 5. 26-1380 ... Pkg. 2/2.95 51/4". Holds 10. 26-1452 ...... 4.95 51/4" Tote. Holds 5. 26-1348 .... 2.95 8". Holds 10, 26-4952 . . . . . . . . . 5.95

#### Helpful Programming Aids



- Produce Professional Worksheets
- Create Easy-to-Follow Flowcharts

Model I/III Graphics Worksheets.
26-2105 100 Sheets/4.95
B Printview Ruler. 26-1313 3.50
C Flowchart Template.
26-13123.95

#### Disk Drive Verifier Diskette



For Tandy 1000 EX and SX, and 1200



Analyzes alignment, rotational speed index sensor position, clamping ability and write/read accuracy. Tandy 1000 requires 256K, Tandy 1000 EX requires 384K. 

#### Disk Drive Head Cleaning Kits

Low As

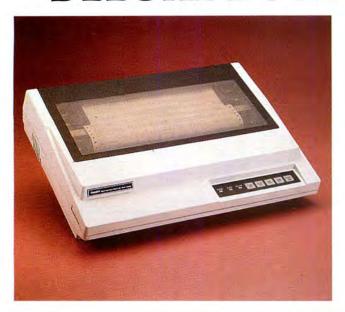
Kits for 31/2", 5" and 8" Drives



3 <sup>1</sup> / <sub>2</sub> " Kit. Single-sided. 2 NEW! 3 <sup>1</sup> / <sub>2</sub> " Kit. Double					9.95
26-420					9.95
51/4" Drive Kit. 26-408					
8" Drive Kit. 26-4957 .					8.95

TC5I

# **DELUXE BUSINESS PRINTERS**



#### **Dot-Matrix Power for Business**

1695°°

Lease for Only \$65 Per Month ■ IBM PC Compatible

■ Prints 380 cps

DMP 2200. A versatile business printer. Efficient, fast printing means no long delays for reports—and that saves your business money. Supports elongated, double-high, bold, underline, super/subscripts, italics and double-strike. Features bit-image graphics. Prints up to 380 characters per second. Uses 3" to 16" fanfold paper only (bottom or rear paper feed). Built-in tractor—not sprocket. Prints original, plus up to six copies. Parallel interface only. U.L. listed.

SPECIFICATIONS. Print Density: 10, 12, 17.1 (standard); 10 and 12 (correspondence); proportional and compressed proportional. Print Speed: Standard 10 cpi—380 cps. Correspondence 10 cpi—90 cps. Proportional—77-180 cps. Character Set: 95 ASCII, 31 graphics and special characters. IBM Character Set 1 and 2. Horizontal Dot Resolution: 60-240 dots/inch, 1632-3916 dot columns/line. Dimensions: 43/4 × 221/2 × 167/8". Weight: 393/4 lbs. Power: 120VAC, 60 Hz, 200W.



#### **Print Customized Type Styles**

129500

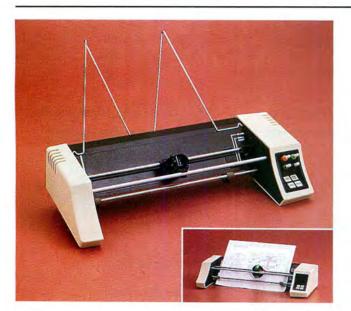
Lease for Only \$50 Per Month<sup>†</sup>

■ IBM PC Compatible

■ Prints 240 cps

DMP 2110. Use the Font Editing Packages (sold separately) to load different type styles for print quality that rivals a daisy wheel printer! Includes data processing, word processing and graphics modes. Prints up to 240 characters per second. Precision 24-wire print head. Parallel interface. Includes bidirectional tractor. U.L. listed.

SPECIFICATIONS. Print Density: 10, 12 and 16.7 cpi, plus proportionally spaced and elongated. Print Speed: Standard 10 cpi—121 lpm/80 column, 84 lpm/132 column. Correspondence 10 cpi—33 lpm/132 column. Character Set: 96 ASCII, 31 international and 31 graphics characters. Font Matrix: DP mode—10 cpi and 16.7 cpi:  $24 \times (13+5)$ , 12 cpi:  $24 \times (13+2)$ . WP mode—10 cpi:  $24 \times 36$ , 12 cpi:  $24 \times 30$ , Proportional:  $24 \times n$ . Horizontal Dot Resolution: 360 dots/inch, 4896 dots/line. Paper: Up to 15" wide. Friction feed. Prints original, plus two copies. Dimensions:  $57/6 \times 21^{11}/16 \times 15$ ". Weight: 42 lbs. Power: 120VAC, 60 Hz.



#### Turn Complex Numerical Data Into Charts and Graphs with Our 8-Color Digital Plotter

79900

Low As \$37 Per Month \* Create Pie Charts, Bar Graphs, Maps, Tables and More

SPECIFICATIONS. Print Speed: 3 inches per second axial, 47/32 inches per second diagonal. Interface: Asynchronous serial RS-232-C. Buffer: 256 bytes. Baud Rate: 300, 1200, 2400, 9600. Dimensions:  $3^3/_{16} \times 17^1/_2 \times 7^{13}/_{16}$ . Weight:  $6^1/_2$  pounds. Power: 120 VAC, 60 Hz, 5 watts.

## AFFORDABLE TANDY PRINTERS

#### Produce Correspondence-Quality Text Using This 132-Column Printer with 18-Wire Print Head

69900

Low As \$33 Per Month \* IBM PC Compatible Was \$899.00 in Cat. RSC-16

DMP 430. The 18-wire print head gives you superior-quality correspondence fonts in a single pass. Prints 10, 12 or 16.7 cpi, plus elongated standard, elite and condensed. Get micro, italic and double-high fonts, too. Produces bit-image graphics at 7 or 16-bit columns. True pin-driven tractor—not sprocket. Prints original, plus two copies, at up to 180 characters per second. Parallel and Color Computer-compatible serial interfaces. U.L. listed.

SPECIFICATIONS. Print Density: 10, 12, 16.7 cpi, plus elongated. Print Speed: 10 cpi—43 lpm/80 col. Character Set: 96 ASCII, 64 special and 30 block graphics characters. Horizontal Dot Resolution: 480-800 dots per line. Vertical Spacing: 12, 6, 8 lines per inch. Line Feed: 1/6, 1/6, 1/12, 1/12, 1/12, 1/12 immnsions: 31/16 × 153/6 × 97/16". Weight: 83/4 lbs. Power: 120VAC, 60 Hz.



#### Triple-Mode "Personal Printer"

34995

Low As \$20 Per Month ■ IBM PC Compatible

■ Prints Up to 100 cps

DMP 130. Features word processing, data processing and dot-addressable graphics modes. Prints in four character styles: Standard or italic cursive in draft or correspondence modes. Supports super/subcripts, double-width, bold, double-strike and microfonts. Bi-directional, logic-seeking print head (uni-directional in correspondence and graphics modes). Prints original, plus two copies on 4" to 10" fanfold paper or single sheets. Built-in tractor. Parallel and Color Computer-compatible serial interfaces. U.L. listed.

SPECIFICATIONS: Print Density: Draft Quality—10, 12 and 17 cpi (standard and italic cursive). Correspondence Quality—10 and 12 cpi (standard and italic cursive). Speed: 50 to 100 cps (draft), 20 to 24 cps (correspondence). Character Set: 96 ASCII, plus Tandy or IBM special characters. Bit Image: 480 to 1920 dot columns/line. Dimensions:  $4^{3}/_{4} \times 15^{3}/_{8} \times 10^{1}/_{2}$ ". Weight:  $10^{3}/_{4}$  lbs. Power: 120VAC, 60 Hz, 33W.



#### **Budget-Priced High-Performer**

19995

Low As \$20 Per Month \* ■ Bit-Image Graphics

■ Prints 80 cps

DMP 105. Another Radio Shack price breakthrough! Ideal for data processing and general-purpose use. Bi-directional—prints 80 upper and lower case characters per line ( $8 \times 9$  matrix) at 43 lines per minute at 10 characters per inch. Elongated and condensed modes. Prints up to 80 characters per second. Removable adjustable tractor uses 4'' to  $9^{1}/2''$  fanfold paper, friction platen for single sheets. Prints original, plus one copy. Parallel and Color Computer-compatible serial interfaces. U.L. listed.

SPECIFICATIONS. Print Density: 10, 12, 16.7 cpi, plus elongated. Print Speed: 10 cpi—43 lpm/80 col. Character Set: 96 ASCII, 64 special and 30 block graphics characters. Horizontal Dot Resolution: 480-800 dots per line. Vertical Spacing: 12, 6, 8 lines per inch. Line Feed: 1/6, 1/6, 1/12, n/72". Dimensions: 31/16×153/6×97/16". Weight: 83/4 lbs. Power: 120VAC, 60 Hz.



# LETTER-QUALITY DAISY WHEELS



#### Our Best Daisy Wheel Printer

99500

Low As \$46 Per Month \*

- IBM Compatible
- Prints 500 wpm

SPECIFICATIONS. Print Speed: 19.5 lpm at 10 cpi, 132 column. Carriage Motion: Unidirectional, optimal motion seeking. Character Set: 96 ASCII, plus special and international, 21 control codes. Paper: Up to 16" wide. Original, plus 5 copies. Friction feed. Interface: Parallel. Dimensions: 8 × 241/2 × 151/2" Weight: 28 lbs. Power: 120VAC, 60 Hz, 141 Watts.



#### Our Lowest-Priced Daisy Wheel

39995

Low As \$20 Per Month

- IBM Compatible
- Prints 200 wpm

DWP 230. Now you can get full-featured letter-perfect printing for under \$400. Select 10 or 12 characters per inch, or proportional pitch. Uses interchangeable 96-character print wheels. Prints at 20 cps. Includes forward and reverse paper feed and ½-line feed, underline and programmable backspace. Self-test facility lets you see if printer is operating properly before starting. "Ribbon End" feature stops printer when ribbon reaches its end. Automatic impact control prolongs the life of the print wheel. Parallel and Color Computer-compatible serial interfaces. Includes Courier 10 print wheel and carbon ribbon. U.L. listed.

SPECIFICATIONS. Carriage Motion: Bi-directional, optimal motion seeking. Character Set: 96 (modified ASCII, plus special international), 18 control codes. Paper: Up to 16" wide. Original, plus 3 copies. Friction feed. Interface: Color Computer-compatible serial and parallel. Dimensions: 65/s × 243/s × 133/s". Weight: 26 lbs. Power: 120VAC, 60 Hz, 60 Watts



#### Printer Controller Saves Time

24995

Low As \$20 Per Month \* Frees Your Computer During Printing

PTC 64 Printer Controller. Now you can print one job while working on another! The PTC 64 assumes control of all printing operations. It accepts and stores information from your computer, then feeds it to your printer as fast as the printer can handle it. This means excellent throughput and no downtime because your computer's memory, processing power and disk drives are free for other tasks. Features a clear memory function, a pause function and a copy function for printing up to 100 consecutive originals. There are even 16 redefinable special characters, as well as unique programmable functions that will give you the option of downloading an alternate operating system to generate a new ASCII character set, graphics data and more by programming the built-in Z-80 microprocessor with the host computer. Activate functions from the panel keys or through software. Standard parallel printer interface. Cable not included. UL listed AC power module.

# PRINTER/COMPUTER SUPPLIES

#### Simplify Your Computer/Printer Cable Connections with Our Printer Selector Interface

9995

Low As \$20 Per Month.

- Automatically Select Printer or Computer
- IBM Compatible

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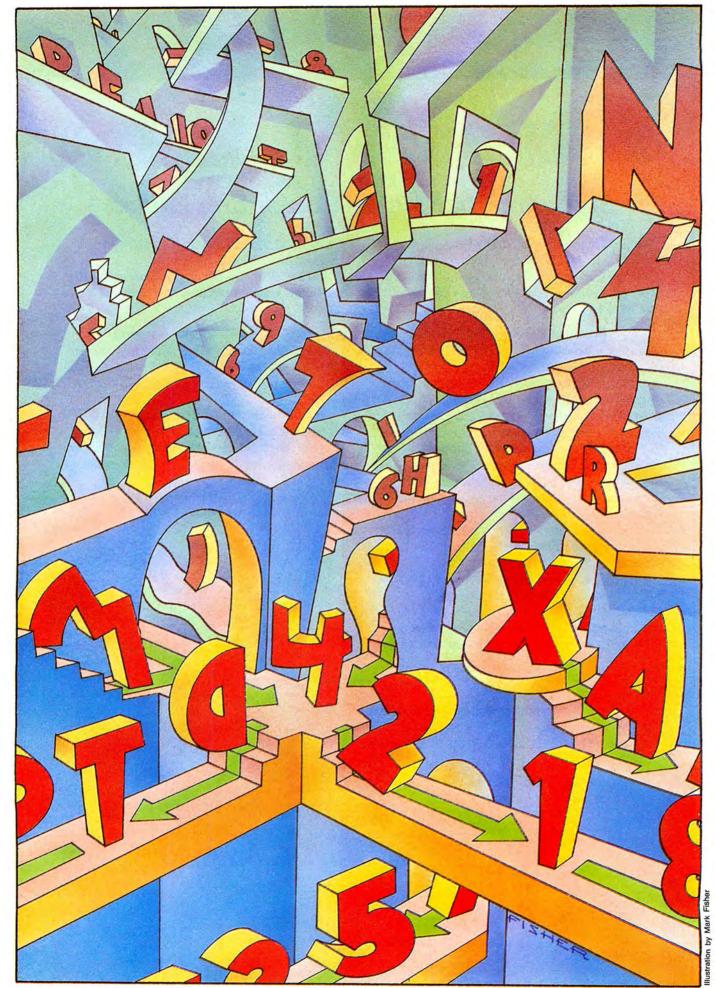
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# THE ROAD TO

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ooner or later, you'll want to write a sorting routine into a program or speed up the sorts you've already written. Whether you're working with checks, recipes, test scores, or a mailing list, you'll want the computer's help in putting things in order.

Of course, you'll also want the fastest sort possible, but unfortunately, there is no best sorting algorithm for all programs. The best sort for a particular program depends on the amount of data to be arranged, the form your data is in, the amount of time you are willing to spend writing and debugging the new routine, and the speed with which the computer can perform fundamental operations on the data.

I'll show you several simple, wellknown sorting algorithms and explain each one. These aren't the only sorting algorithms, nor the fastest, but one will likely be adequate for nearly any application you have in mind.

Most sorting algorithms share several characteristics. Each works with data items that can be accessed with an index, which in some programs is an item's number in an array. In other programs, the index is a record number in a random-access file. Although the program user can be unaware that every item has its own number, the sorting routine must have a consistent way of finding each data item by an index number that can be used in a loop.

Also, almost all sorting algorithms spend most of their time performing two simple operations: comparing two data items and, when necessary, exchanging two data items. The major difference between sorting techniques is how often they have to perform each operation.

#### The Vocabulary of Sorting

First, I'll present a common vocabulary for discussing sorting operations.

A record is a complete data item. In a program to sort a word list, for example, each word is a record; in a mailing list program, all the information about each person (name, address, zip code, phone number, and so on) is a record. Sometimes a record will reside in a single array element; other programs might have to handle records as parallel items in several arrays or

# ooner or later, you'll want to write a sorting routine into a program or speed up the sorts you've already written. Whether you're working for the task at hand.

#### by Hardin Brothers

as elements in a random-access file.

A key is the part of a record a sorting program uses to make comparisons. In a word list, the entire record will be a key. More often, a key is a small part of a record. In a mailing-list program, the key can be as simple as the last name of a person or as complex as the zip code, street name, and street address.

An index is the number a sorting routine uses to locate both the key and the record. In many programs, the index is the record's array element number. Some programs use an indirect method of locating records that requires maintaining a separate array of indexes. In such programs, the array element number becomes an index to an index to a data record.

Finally, overhead is the amount of time or other computer resources, such as memory and disk space, that a program requires that is not spent directly comparing keys or exchanging records. For example, many sort routines employ a For. . .Next loop. The time needed just to control that loop is part of the sort routine's overhead.

All the sorting algorithms presented here are designed to sort an array in place; there are faster routines that perform sorts by copying each record to a new array, but they often require more memory than is available to Basic.

#### Slow Sort

There seems to be no official name for this algorithm, so I've dubbed it the special slow sort. Its main attraction is simplicity, and for this reason, it is the only



System Requirements

Models 4, 1000, 1200, 3000 64K RAM Basic sorting algorithm I teach beginning programmers. If you only have to deal with a few records—perhaps 20 or fewer—this method's simplicity makes it very attractive. It is also extremely inefficient.

To understand how a slow sort works, imagine a table with several playing cards laid out in a row, face down. Like the computer, you can look at only two cards at a time. Put your left hand on the far-left card and your right hand on the card next to it. Turn both cards over, look at them, and exchange them if they are out of order. Then put both cards back facedown.

Leave your left hand on the leftmost card and move your right hand one card to the right. Again, compare two cards and exchange them if necessary. Continue in the same manner until your right hand gets to the rightmost card. You now know that the card under your left hand is correctly placed.

Now move your left hand one card right, your right hand to the card next to it, and begin again. This time, when your right hand gets to the end of the row, you will be sure that the second card is correctly placed. Continue in the same manner until you've compared the last two cards on the right.

Program Listing 1 shows the slow sort in three forms. First, the program is displayed in a logical format called pseudocode. Next, the pseudocode is translated into Basic in a relatively easy form to read and debug. The final version, starting at line 500, is a condensed form of Basic that runs as fast as possible but is harder to understand.

To keep the listings as consistent as possible, I've assumed that each program is sorting a string array called WORD\$(), that the first string to be sorted is in WORD\$(1), and that the last string to be included in the sort is in WORD\$(SIZE). Further, the listings assume that the array is to be sorted into normal ascending alphabetical order. I've used the format of pseudocode, "logical" Basic, and "tight" Basic for each of the listings.

#### **Bubble Sort**

Although the bubble sort (Program Listing 2) is well known and often described in books, it is almost as inefficient as the slow sort and harder to program.

The bubble sort gets its name from the

metaphor of a cylindrical champagne glass. Imagine that the records to be sorted are arranged vertically. On the first pass through the sorting routine, the bottom two keys are compared, followed by the second and third elements, the third and fourth, and so on. Each comparison is followed by an exchange of two records, if necessary. Once you have moved through the entire column of records, one record has "bubbled" to the top and is in the correct place.

Each subsequent pass stops one position lower than the previous one, since each pass positions a record correctly at the top. It's possible, however, that lower records will accidentally fall into the correct positions. In order to avoid unneeded passes through accidentally sorted records, most implementations maintain a test flag of some kind. The flag is reset at the beginning of each pass and set whenever a record exchange occurs. If you have gone through the entire list without setting the flag, no exchanges were needed because everything is in its proper order. The sorting routine can then end ahead of schedule.

#### Selection Sort

The idea behind a selection sort (Program Listing 3) is simple: finding the record that should be first, moving it into that position, and doing the same with each record in the list.

Most implementations of the selection sort reflect this simplicity. The program assumes that the record currently in the first position has the smallest key. Then it scans through all the records, looking for smaller keys; when it finds one, it remembers the record's position and continues scanning the list. The program then exchanges the record having the smallest key with the first record in the data list. The process is repeated to find the record that should go into each subsequent position.

The selection sort makes many comparisons, but only the minimum number of exchanges. For this reason, it is often used to sort complex records when each exchange uses a large amount of time or computer resources. It is often the best choice for sorting records in a random-access disk file if you need to physically move data from one disk location to another.

#### **Insertion Sort**

The insertion sort (Program Listing 4) is patterned after the method many bridge players use to sort a hand of cards. Starting with the second card from the left, move each card to the left until you find a lower-value card. Place this card immediately to the right of the first lower card you find. In computer terms, each record is repeatedly exchanged with the one on its left until the record on its left has a smaller key.

In essence, the insertion sort puts the

first two records in order, then the first three, then the first four, and so on. The only difficulty is in finding an efficient way to keep the lowest record from moving completely off the left side of the data array or list. There are generally three possible solutions.

An obvious method that greatly adds to a sort's overhead is testing a record's position before each two-key comparison. If a record is already in the first position, the key comparison and subsequent exchange are skipped. The problem with this approach is that the position test takes time and will usually be useless.

Another common approach is to begin the sort with one loop of a selection sort. The record with the smallest key will then be in the first position and no other records will be able to move off the end of the list.

The third solution—the one I used in the listings—is to create and place at the beginning of the list a fake "sentinel" record having a key guaranteed to be smaller than that of any data record. Since the sorting routines in the Listings work with an array called WORD\$(), with data items indexed from one to some maximum size, I placed a null string in WORD\$(0) to be sure that no comparison or exchange would cause a "subscript out of range" error.

The insertion sort is excellent for arranging data that is mostly presorted. For example, if you have a data base to which

	Slow sort	Bubble sort	Selection sort	Insertion sort	Shellsort	Quick sort
VSHORT	(all tir	nes were one second	or less)			
	45 cmp	45 cmp	45 cmp	36 cmp	24 cmp	37 cm
	zero icp	9 icp	9 icp	zero icp	17 icp	41 ic
	27 swp	27 swp	7 swp	27 swp	13 swp	7 sw
Short	40 sec	48 sec	32 sec	19 sec	11 sec	9 se
	4,950 cmp	4,922 cmp	4,950 cmp	2,552 cmp	769 cmp	776 cm
	zero icp	92 icp	99 icp	zero icp	481 icp	682 ic
	2,453 swp	2,453 swp	97 swp	2,453 swp	473 swp	170 sw
NEWHEAD	293 sec	16 sec	282 sec	12 sec	19 sec	169 se
	44,850 cmp	1,779 cmp	44,850 cmp	980 cmp	1,671 cmp	22,890 cm
	zero icp	6 icp	299 icp	zero icp	375 icp	1,875 ic
	681 swp	681 swp	267 swp	681 swp	365 swp	395 sw
NEWEND	292 sec	336 sec	281 sec	13 sec	21 sec	227 se
	44,850 cmp	44,850 cmp	44,850 cmp	1,107 cmp	1,842 cmp	30,924 cm
	zero icp	299 icp	299 icp	zero icp	534 icp	1,924 ic
	808 swp	808 swp	296 swp	808 swp	524 swp	376 sw
Long	3,934 sec	4,680 sec	3,097 sec	2.855 sec	201 sec	127 se
	499,500 cmp	497,730 cmp	499,500 cmp	247,446 cmp	14,062 cmp	11,911 cm
	zero icp	940 icp	999 icp	zero icp	9,051 icp	8,126 ic
	246,447 swp	246,447 swp	995 swp	246,447 swp	9,039 swp	2,382 sw
Ordered	3,214 sec	7 sec	3,084 sec	14 sec	51 sec	2,984 se
	499,500 cmp	999 cmp	499,500 cmp	999 cmp	5,457 cmp	501,498 cm
	zero icp	1 icp	999 icp	zero icp	12 icp	6,995 ic
	zero swp	zero swp	zero swp	zero swp	zero swp	999 sw
Reverse	4,676 sec	5,736 sec	3,501 sec	5,771 sec	113 sec	3,013 se
	499,500 cmp	499,500 cmp	499,500 cmp	500,499 cmp	8,550 cmp	501,498 cm
	zero icp	1,000 icp	999 icp	zero icp	3,932 icp	6,995 ic
	499,500 swp	499,500 swp	500 swp	499,500 swp	3,920 swp	999 sw

Key: sec = running time in seconds; cmp = number of key comparisons; icp = number of integer (index) comparisons; swp = number of record swaps.

Table. Sorting times and efficiency.

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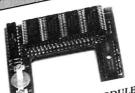
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you periodically add records, you can use an insertion sort after each update. Also, some sorting algorithms are good at getting records in approximate order, but they become inefficient when making the last few data exchanges. Because of this, the insertion sort is often used to polish off a list that has been mostly sorted by another algorithm.

#### **Shellsort**

All four of the preceding algorithms work acceptably well on small data lists but bog down terribly as the lists grow longer. In each algorithm, the time necessary to sort a list is related to the square of the number of items in the list. Therefore, sorting a 1,000-item list takes about 100 times as long as a 100-item list.

The Shellsort (named for Donald Shell) works by dividing the total list of records into several shorter lists and sorting those (see Program Listing 5). The short lists are then combined into longer lists, which are again sorted and combined until the entire data list is in order. Imagine that you have 100 records divided into 20 sublists. The Shellsort will sort each of those sublists, combine the sorted lists into a smaller number of sublists, sort those, and keep combining and sorting until all 100 items are in order.

The real efficiency of the Shellsort lies in its method for selecting the sublists. In the above example, if the first five records were put into one list, the next five into the next, and so on, each record could move no more than four spaces to the left or right in the original sort. When all the sublists were recombined, some records could still be 50 positions from their destinations.

Instead, the Shellsort establishes a "gap" value and puts all records that are gap-places apart in one list. In our example above, one list would contain records that start out in the first, 21st, 41st, 61st, and 81st places. The next sublist is composed of the records that were originally in the second, 22nd, 42nd, 62nd, and 82nd places. The advantage is that most records will move quickly toward their final destinations; records jump a long way through the total data list on the first sort, a shorter distance on the second sort when the gap is smaller, and decreasing distances with each subsequent sort. By the time the gap is down to one, each record should be close to its final destination.

Two important questions must be answered before you can write a Shellsort. The first is deciding how to sort each of the sublists. I've seen implementations based on both the bubble sort and the insertion sort. The Table shows that an insertion sort is generally more efficient than a bubble sort. My experiments show that Shellsorts based on an insertion sort usually run much faster than those based on a bubble sort. One reason for choosing

an insertion sort is that it is most efficient when a list is almost ordered. Since the Shellsort algorithm is constantly sorting almost-ordered lists, the insertion sort seems made to order.

The second question is how to select the gap sizes for a Shellsort. You will see published many implementations of the Shellsort that start with a gap equal to half the number of records. After each sort, the gap is divided by two to find the next gap size. Although this selection of gap sizes seems intuitively correct and is easy to program, it doesn't produce an efficient Shellsort implementation. It's possible that by the time the gap is reduced to one, none of the even-numbered records will have ever been combined in a sublist with any of the odd records. The final pass through the list might therefore end up doing most of the work.

Unfortunately, there is no best series of gap sizes and no rigorous mathematical way to analyze the Shellsort at all, but it has been tested empirically on several kinds of data and with many different series of gap sizes. An efficient series that is easy to implement is (in reverse order) 1, 4, 13, 40, 121, 364, 1093, and so on. Each number in the series is found by multiplying the previous number by three and adding one to the result. You can move from a larger number to a smaller simply by dividing by three and discarding any remainder. I've used this series of gap sizes in the Listings.

The Shellsort is acceptably fast for lists of up to several thousand data items and easy to code and debug. Unless you have complex records that take a long time to exchange (or records that must physically be moved from one disk location to another), the Shellsort is a good, general-purpose sorting algorithm for most programs.

#### **Quick Sort**

Like the Shellsort, the quick sort uses a

"divide and conquer" technique (Program Listing 6). It starts by picking a record and placing it in its final location; records above the record will have larger keys and those below it will have smaller keys. The quick sort then performs the same operations on the two sets of records on each side of the newly positioned record.

The only difficulty in implementing a quick sort is having the program remember which sublists remain to be sorted. The easiest way is to use a data structure called a stack. Think of a stack as a pile of plates in a cafeteria. The last plates added to the top are the first ones removed by new customers.

Each time the quick sort divides a list of records in two, it can store the left and right indexes of one sublist on the stack and work on the other. A sublist reduced to a size of one has obviously been sorted, and the quick sort can then retrieve a new sublist to work on.

The quick sort's way of finding the correct insertion point for a record is easy to understand but can be tricky to program. After choosing a record to insert, it uses two variables to hold the index values of the left and right ends of the sublist it is working on. It then moves the left pointer a step at a time to the right until it finds a record that should be to the right of the record to be inserted. Then it moves the right pointer to the left, looking for a record that should be placed on the left side of the insertion record.

The two out-of-place records are then exchanged, unless the value in the left pointer is greater than that in the right pointer. If the pointers have crossed, the insertion point has been located, and the record whose index is in the left pointer is exchanged with the insertion record.

The simplest way to implement a quick sort is to designate the record at one or the other end of a list as the insertion record. The quick sort in the Listing uses this

Program Listing 1. Special slow sort. (See p. 159 for information on using the checksums in Listings 1–7).

```
Special Slow Sort
                                                                                                     50
                                                                                                     51
52
          Algorithm:
                                                                                                     53
          For left.pointer = first.record to size.of.array -1
For right.pointer = left.pointer+1 to size.of.array
are out of order, then exchange them
                                                                                                     54
55
67
                                                                                                     56
57
97
98
           Next
10
11
                      Slow Sort -- "Loose" code
                                                                                                     99
811
90 DEFINT A-Z
100 FOR LEFT = 1 TO SIZE - 1
                                                                                                    1613
2009
110 FOR RIGHT = LEFT + 1 TO SIZE
120 IF WORD$(LEFT)>WORD$(RIGHT) THEN SWAP WORD$(LEFT), WORD$(RIGHT)
                                                                                                    4268
977
        NEXT RIGHT
        PRINT "."
140
                                                                                                     847
832
     NEXT LEFT
160
     PRINT
                                                                                                     580
     RETURN
                                                                                                     664
                                                                                                     153
157
180
                      Slow Sort -- "Tight"
                                                  code
500 FOR LEFT=1 TO SIZE-1:FOR RIGHT=LEFT+1 TO SIZE
                                                                                                    3186
     IF WORD$(LEFT)>WORD$(RIGHT) THEN SWAP WORD$(LEFT), WORD$(RIGHT)
                                                                                                    4271
     NEXT RIGHT, LEFT
                                                                                                     664
```

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#### Program Listing 2. Bubble sort. Bubble Sort 49 2 51 52 53 54 55 56 57 Algorithm: Set test.flag to TRUE: Set ceiling to size.of.array -1 While test.flag is TRUE Set test.flag to FALSE 1 to Ceiling For pointer 97 98 If record at pointer and at pointer+1 are out of order: 10 Exchange the records and set Test.Flag to TRUE 99 100 Move ceiling down one record Wend (repeat if test.flag is true and a swap occurred) 101 15 Bubble Sort -- "Loose" code 103 90 DEFINT A-Z 100 TEST = 1: X = 110 WHILE TEST = 1 1023 1081 TEST = 0 FOR PTR = 1 TO SIZE - X 140 IF WORD\$(PTR)>WORD\$(PTR+1) THEN SWAP WORD\$(PTR),WORD\$(PTR+1) 1666 4628 NEXT PTR 843 704 160 170 X ≠ X + 1 PRINT "."; 85Ø 487 180 WEND 190 PRINT 583 658 200 RETURN 147 157 210 Bubble Sort -- "Tight" code 500 X=1 379 TEST=0:FOR PTR=1 TO SIZE-X 510 1963 IF WORD\$(PTR)>WORD\$(PTR+1) THEN SWAP WORD\$(PTR), WORD\$(PTR+1) ·TEST=1 4566 530 NEXT PTR: X=X+1 1168 IF TEST=1 THEN 510 550 RETURN 666 End Program Listing 3. Selection sort. Selection Sort 1 2 3 49 5Ø 51 52 53 54 55 56 57 4 5 6 7 8 Algorithm: For pointer.1 = 1 to size.of.array -1 Assume that record at pointer has smallest key For pointer.2 = pointer + 1 to size.of.array If record at pointer.2 has smallest key yet found, save its index number Next pointer.2 If smallest key is not at pointer 1, then suppose 10 ' 97 98 11 ixt pointer.2 is smallest key is not at pointer.1, then exchange the record at pointer.1 and with the record with the smallest '\* 99 key 100 101 102 103 13 14 Next pointer.1 15 16 Selection Sort -- "Loose" code 90 DEFINT A-Z 811 100 FOR PTR = 1 TO SIZE-1 110 MIN = PTR 1496 841 FOR PTR2 = PTR+1 TO SIZE 120 1807 130 IF WORD\$(PTR2) < WORD\$(MIN) THEN MIN = PTR2 892 3179 IF MIN <> PTR THEN SWAP WORD\$ (PTR), WORD\$ (MIN) PRINT "."; 150 160 849 781 170 NEXT PTR 180 582 666 190 RETURN 200 146 157 490 ' Selection Sort -- "Tight" code 500 FOR PTR=1 TO SIZE-1:MIN=PTR:FOR PTR2=PTR+1 TO SIZE 510 IF WORD\$(PTR2)<WORD\$(MIN) THEN MIN=PTR2 520 NEXT PTR2:IF MIN<>PTR THEN SWAP WORD\$(PTR),WORD\$(MIN) 3587 2759 3757 NEXT PTR 781 540 RETURN 665 End Program Listing 4. Insertion sort. Insertion Sort 12345678 49 50 51 52 Algorithm: 53 54 55 Set a sentinel with a null value at bottom of array For pointer.1 = 2 to size.of.array Set pointer.2 = pointer.1 While the record at pointer.2 and the record at pointer.2 - 1 are out of order: 56 57 10 97 11 12 Exchange the records. Reduce pointer.2 by 1 98 99 100 Wend (record at pointer.2 now in place) Next pointer.1 101 Listing 4 continued

method, which is fine for random lists but weak for record lists already partially ordered. Also, in my quick sort implementation you must add a false sentinel record to the left side of the data list to keep the right pointer from going off the end if the insertion record is the smallest in the list being sorted.

The quick sort will run faster on large lists and won't require a sentinel record if you use a different technique for choosing the insertion record. At the beginning of each pass through a sublist, pick the leftmost record, the rightmost record, and a record from the center of the list. Select the record that should be in the middle, or the highest of the three if there is a tie, and use that record for the insertion process. Given the extra overhead it causes, using this process is justified only when a list is mostly presorted or when the data list is long.

#### Picking Up Speed

No matter which sorting algorithm you choose, you will want it to run as fast as possible. There are several things you can do to cut down on a routine's overhead.

One approach that increases efficiency is to avoid Basic's pauses for garbage collection. Whenever you use a string-assignment statement like A\$=B\$, Basic creates a new copy of a string in its string area. When the latter becomes full, Basic suspends other operations to straighten out the string area and free the space holding abandoned character strings. But if you remember to always exchange strings with the Swap command and always assign one string to another with an LSET command, Basic won't create the new copies of strings and will therefore not pause for garbage collection.

Removing unnecessary spaces from the inner loops of a routine also cuts down on overhead. When the Basic interpreter reads a space in a line, it takes a fraction of a second to skip over that space and move on to read the next character. The time spent isn't long but can be significant with loops that repeat many times. After you're sure that it is debugged, you might want to run your sorting routine through the compression utility I described in my December 1985 The Next Step column (p. 108).

Also, avoid While. . . Wend loops. Although they make a program easier to read and understand, they are much slower than logically equivalent loops controlled by If and GOTO.

Finally, use integer numeric variables whenever possible instead of the single-precision variables that Basic uses as a default type.

While you are debugging, it's a good idea to inform users who must wait while Basic sorts a data list that the computer hasn't locked up in an endless loop. I usually include some simple indication that

the computer is still working by printing a character at the end of each outer loop of the sort. I've included this "alive" indication in the loose forms of the sorts, but not in the tight code, where I wanted the truest time possible.

#### Timing a Sort

The Table shows the running time of the tight sort codings on a green-screen Model 4P (I used the 4P's internal clock to do the timings). Because Basic's TIME\$ command doesn't report fractions of a second, each of the timings has an accuracy of plus or minus one second.

The arrays used in the tests were composed of words of 10 random characters each and stored in the array WORD\$(). The first data list, VShort, is composed of 10 such words. The results show that with short lists, any sorting technique is nearly instantaneous.

The second data list, Short, consists of 100 words and gives a better idea of the efficiency of the sorting routines. The inefficiency of the bubble sort when you apply it to a randomly ordered list is apparent. Also, it's clear that either a Shellsort or a quick-sort algorithm best suits such a list.

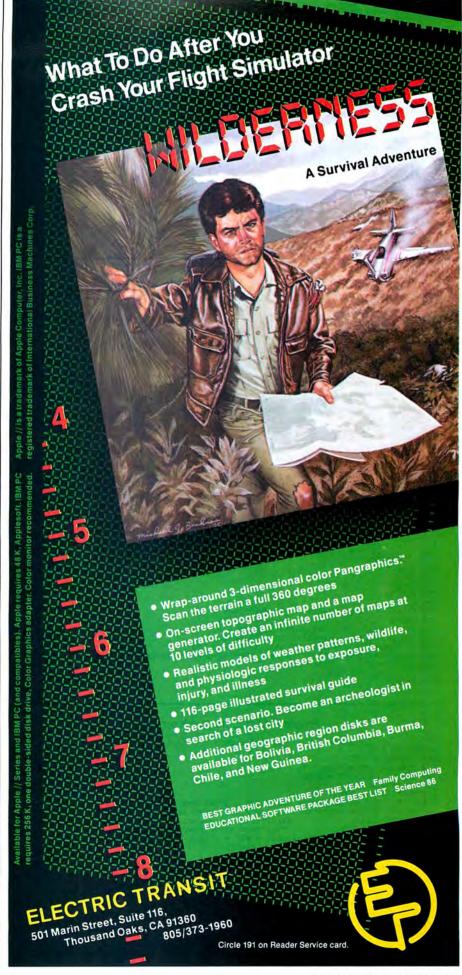
The third and fourth data lists, Newhead and Newend, approximate a typical programming situation. Once you have the records in sorted order, subsequent sorts merely must include a few new records in an otherwise sorted list. A bubble sort is surprisingly efficient for this type of data list maintenance as long as the new records are placed at the beginning of the list to be sorted. However, regardless of whether the new items were placed at the beginning or the end of the original data list, the insertion sort lives up to its reputation for being able to handle presorted lists effectively.

Long, the fifth data list, consists of 1,000 randomly ordered words. With a list this size, a quick sort is obviously the best choice, followed by a Shellsort. The other algorithms take unreasonably long to put the list in order.

Interestingly, the quick sort fails miserably on the last two data sets. Ordered is a list of 1,000 presorted words; Reverse is a list of 1,000 words in reverse order. The bubble and insertion sorts were the winners on the Ordered list; the Shellsort produced the only acceptable time on the Reverse list.

After I timed the sorting routines, I added a bit of code to count the number of key comparisons, index comparisons, and record exchanges each routine made while sorting each list. These are the fundamental operations in any sorting algorithm; the counts should tell you which sorting algorithm best fits the needs of a particular application.

The time required by any sorting routine is a function of how often the funda-



```
Listing 4 continued
                                                                                                                   102
                         Insertion Sort -- "Loose" code
                                                                                                                   103
90 DEFINT A-Z
100 WORD$(0)=""
                                                                                                                   787
110 FOR PTR = 2 TO SIZE
                                                                                                                  1404
                                                                                                                  91Ø
2363
         PTR2 = PTR
         WHILE WORD$(PTR2 -1) > WORD$(PTR2)
                                                                                                                  2284
1121
140
            SWAP WORD$ (PTR2), WORD$ (PTR2-1)
             PTR2 =PTR2 -1
                                                                                                                   549
85Ø
         WEND
160
170 PRINT ".";
180 NEXT PTR
                                                                                                                    782
                                                                                                                    583
      PRINT
200 RETURN
                                                                                                                   658
490 ' Insertion Sort -- "Tight" code

500 WORD$(0)="":FOR PTR=2 TO SIZE:PTR2=PTR

510 IF WORD$(PTR2-1)<=WORD$(PTR2) THEN 530

520 SWAP WORD$(PTR2),WORD$(PTR2-1):PTR2=PTR2-1:GOTO 510

530 NEXT PTR

540 PERUIN
                                                                                                                   147
                                                                                                                    157
                                                                                                                  2672
                                                                                                                  2549
3484
                                                                                                                    781
                                                                                                                    665
540 RETURN
                                                                                                                   End
```

#### Program Listing 5. Shellsort.

```
49
50
51
52
1 2 3
                       Shellsort (based on Insertion Sort)
           Algorithm:
                                                                                                             53
           Set Gap = first number in the series 1,4,13,40...
                                                                                                             54
55
           that is larger than size of array
While Gap > 1
Reduce Gap to next lowest number in series
                                                                                                             56
57
10 '
              Perform Insertion Sort on all records that are Gap spaces apart
                                                                                                            97
98
           Wend (end of one loop)
                                                                                                            99
100
12
                       Shellsort -- "Loose" code
90 DEFINT A-Z
                                                                                                            811
100 GAP = 1
110 WHILE GAP < SIZE
120 GAP = GAP * 3 + 1
                                                                                                           567
1242
                                                                                                           1113
     WEND
130
                                                                                                             482
     IF GAP < 4 THEN GAP = 4
                                                                                                           1508
                                                                                                            15Ø
983
150
     WHILE GAP > 1
GAP = GAP \ 3
PRINT: PRINT "GAP ==> ";GAP;
170
                                                                                                           1012
                                                                                                           2031
        FOR LOOP = GAP + 1 TO SIZE
PTR = LOOP
                                                                                                           1866
                                                                                                           991
3119
           IF WORD$(PTR)>= WORD$(PTR-GAP) THEN GOTO 250
SWAP WORD$(PTR), WORD$(PTR-GAP)
PTR = PTR - GAP
IF PTR > GAP THEN GOTO 210
21Ø
22Ø
                                                                                                           2414
230
                                                                                                           1347
240
                                                                                                           2028
        NEXT LOOP
PRINT ".";
260
                                                                                                             850
270 WEND
280 PRIN
                                                                                                             487
     PRINT
                                                                                                             583
     RETURN
                                                                                                             667
300
                                                                                                            147
157
                       Shellsort -- "Tight" code
500 GAP=4
510 IF GAP<SIZE THEN GAP=GAP*3+1: GOTO 510
                                                                                                           51Ø
2578
520 GAP=GAP\3:FOR LOOP=GAP+1 TO SIZE:PTR=LOOP
530 IF WORD$(PTR)>=WORD$(PTR-GAP) THEN GOTO 550
                                                                                                           3044
                                                                                                           2967
540 SWAP WORD$(PTR),WORD$(PTR-GAP):PTR=PTR-GAP:IF PTR>GAP THEN 530 550 NEXT LOOP
                                                                                                           4343
                                                                                                           851
1207
560 IF GAP>1 THEN 520
570 RETURN
                                                                                                            668
                                                                                                            End
```

#### Program Listing 6. Quick sort.

```
30 1
                             Quicksort -- "Loose" code
90 DEFINT A-Z
                                                                                                                                      811
100 DIM STACK(50)
110 TEMP$ = STRING$(10," ")
120 LEFT = 1: RIGHT = SIZE
130 STACK.PTR = 2
                                                                                                                                     983
                                                                                                                                   1478
                                                                                                                                   1564
      STACK.PTK = 2
WHILE STACK.PTR > 0
IF RIGHT <= LEFT THEN STACK.PTR = STACK.PTR-2:LEFT = STACK
(STACK.PTR):RIGHT = STACK(STACK.PTR+1):GOTO 200
                                                                                                                                   1430
150
                                                                                                                                   7136
       GOSUB 250 'Partition this segment
IF (PTR-LEFT) > (RIGHT-PTR) THEN STACK (STACK.PTR) = LEFT: ST
ACK(STACK.PTR+1) = PTR-1:LEFT = PTR + 1 ELSE STACK (STACK.PTR)

= PTR+1:STACK (STACK.PTR+1) = RIGHT:RIGHT = PTR - 1
                                                                                                                                     814
                                                                                                                                 11166
1863
180
          STACK.PTR = STACK.PTR + 2
PRINT ".";
                                                                                                                                     852
200 WEND
                                                                                                                                     480
       ERASE STACK
220 PRINT
                                                                                                                                     577
661
       RETURN
240
                                                                                                                                     150
250 L.PTR = LEFT-1: R.PTR = RIGHT
                                                                                                                                   2040
260 TEMP$ = WORD$(RIGHT)
270 WHILE L.PTR < R.PTR
                                                                                                                                   1470
          L.PTR= L.PTR + 1: IF WORD$(L.PTR) < TEMP$ THEN 280
                                                                                                                                   3292
                                                                                                                Listing 6 continued
```

mental operations must be performed, plus the time needed for such overhead operations as controlling the loops and searching for variables in Basic's tables. Program Listing 7 shows a quick way to determine the amount of time each fundamental operation requires; you should substitute in the Listing mock records and keys of the kind you'll use for A\$ and B\$.

The time required for each operation is roughly equal for my test data. An integer comparison requires about .0013 seconds, a key comparison .0015 seconds, and a swap of two strings .0016 seconds. But if your sorting routine must extract keys from records or do a lot of work to exchange two records, the relative speeds of the sorting algorithms will change significantly.

#### **Index and Disk Sorts**

If your data is complex or stored on disk, you should probably create an index to it instead of physically moving it around. Look at the indexing routines in the Basic Data Base System of my March 1986 article, "To Each His Own" (p. 34), for an example of how to create index arrays for complex data lists.

The technique is simple. First, create an integer array with the same number of elements as those in your data list. Then initialize each array element with the index number of a record. Instead of comparing two keys by testing KEY\$(X) and KEY\$(Y), your sorting routine compares KEY\$(INDEX%(X)) and KEY\$(INDEX%(Y)). To exchange two records, just swap the index values with a command like SWAP INDEX%(X), INDEX\$(Y). The data itself is never moved.

When you're done, INDEX%(1) will contain the actual index number of the first record, and INDEX%(SIZE) will contain the index number of the last record. To print out a list of the data, use the following loop:

FOR I = 1 TO SIZE PRINT RECORD\$(INDEX%(I)) NEXT I

There are, of course, many other sorting algorithms, some of which are faster on long lists of data than those presented here. But if you have a lot of data to sort, you will be much better off with a sorting routine written in a compiled language like Assembly, Pascal, or C. Most of the advanced sorting techniques require too much code or too much data space to be of practical use to Basic programmers. One of the six techniques presented here should meet the needs of almost any application written in Basic.

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Listing 6 continued			
290 R.PTR = R.PTR - 1: IF WORD\$(R.PTR) > TEMP\$ THEN 290	٠.	3348	
300 IF R.PTR > L.PTR THEN SWAP WORD\$(L.PTR), WORD\$(R.PTR)	* 1	3684	
310 WEND	1 *	402	
320 SWAP WORD\$(RIGHT), WORD\$(L.PTR)	' *	2220	
330 PTR = L.PTR	*	921	
340 RETURN	* *	663	
350 '	' *	152	
360 '	' *	153	
490 ' Quicksort "Tight" code	* *	157	
500 DIM STACK(50):TEMP\$=STRING\$(10," "):LEFT=1:RIGHT=SIZE:S.PTR=			
2	1 *	4108	
510 IF RIGHT<=LEFT THEN S.PTR=S.PTR-2:LEFT=STACK(S.PTR):RIGHT=ST			
ACK(S.PTR+1):GOTO 540	'*	5659	
520 GOSUB 750:IF (PTR-LEFT)>(RIGHT-PTR) THEN STACK(S.PTR)=LEFT:S			
TACK(S.PTR+1)=PTR-1:LEFT=PTR+1 ELSE STACK(S.PTR)=PTR+1:STACK			
(S.PTR+1)=RIGHT:RIGHT=PTR-1	1 *	10023	
530 S.PTR=S.PTR+2	! *	1088	
540 IF S.PTR>0 THEN 510	1 *	1362	
550 ERASE STACK	! *	960	
560 RETURN	1 *	667	
570 '	· *	156	
750 L.PTR=LEFT-1:R.PTR=RIGHT:TEMP\$=WORD\$(RIGHT)	1 *		
760 L.PTR=L.PTR+1:IF WORDS(L.PTR) < TEMPS THEN 760	1 *		
770 R.PTR=R.PTR-1:IF WORDS(R.PTR)>TEMPS THEN 770	* 1	3066	
780 IF R.PTR>L.PTR THEN SWAP WORDS(L.PTR), WORDS(R.PTR)	1 *		
790 IF L.PTR <r.ptr 760<="" td="" then=""><td>1 *</td><td></td><td></td></r.ptr>	1 *		
800 SWAP WORD\$(RIGHT), WORD\$(L.PTR)	1 *		
810 PTR=L.PTR	1 *		
820 RETURN	* *		
		End	

#### Program Listing 7. Timing routines for sorting operations.

10		*	97
11		*	98
15		1 *	102
100000	DEFINT X-Z	' *	874
	ITERATIONS=30000	· *	1252
120	DEF FN TIME.DIFF( $X$ \$, $Y$ \$) = ( $V$ AL( $Y$ \$)- $V$ AL( $X$ \$))*3600 + ( $V$ AL( $X$ \$))- $V$ AL( $X$ \$, $Y$ \$, $Y$ \$)- $Y$ AL( $Y$ \$, $Y$ \$, $Y$ \$)- $Y$ AL( $Y$ \$, $Y$ \$)- $Y$ AL( $Y$ \$, $Y$ \$)- $Y$ AL(		
	(15,4)) - VAL(MID\$(X\$,4))) "00 + (VAL(RIGHI\$(15,2)) - VAL(RIGHI\$(X\$,2)))	1 *	7349
130		1 *	148
	CLS	1 *	407
	PRINT "Timing Empty Loop"	1 *	2296
	START\$=TIME\$	1 *	1017
170	FOR I=1 TO ITERATIONS	* 1	1627
180	NEXT I	* *	609
	DONE \$=TIME \$	*	916
200	<pre>EMPTY.LOOP = FN TIME.DIFF(START\$,DONE\$)</pre>	*	2761
210		! *	147
220	PRINT "Timing integer assigments" Z=1	!*	3193
	START\$=TIME\$	1 *	381 1016
	FOR I=1 TO ITERATIONS	1 *	1626
260		1 *	487
	NEXT I	1 *	609
	DONES=TIMES	*	916
290	ASSIGNMENT = FN TIME.DIFF(START\$, DONE\$)	1 *	2772
300		1 *	147
31Ø	PRINT "Timing integer comparisons	*	3271
	Y=2	1 *	381
	START\$=TIME\$	1 *	1016
	FOR I=1 TO ITERATIONS	1 *	1626 717
350	X=(Y <z) NEXT I</z) 	1 *	609
	DONES=TIMES	*	916
	INT.COMP = (FN TIME.DIFF(START\$,DONE\$))-ASSIGNMENT	1 *	3482
	PRINT "Integer comparison times:"	1 *	3154
	PRINT , ITERATIONS; "integer comparisons ==>"; INT.COMP	*	4389
410	PRINT ," l integer comparison ==>";INT.COMP/ITERATIONS	1 *	4568
420		'*	150
	PRINT "Timing key comparisons"	1 *	2887
	A\$="1111111111"	1 *	904
	B\$="1111111112"	1 *	907 1020
	START\$=TIME\$ FOR I=1 TO ITERATIONS	1*	1630
480		1 *	747
	NEXT I	1 *	613
	DONE\$=TIME\$	*	911
	KEY.COMP = (FN TIME.DIFF(START\$, DONE\$))-ASSIGNMENT	1 *	3475
	PRINT "Key comparison times:"	1 *	2728
530	PRINT ,ITERATIONS; "key comparisons ==>"; KEY.COMP	*	397Ø
	PRINT ," 1 key comparison ==>";KEY.COMP/ITERATIONS	1*	4117
550		1*	154 2953
	PRINT "Timing record exchanges"	1 *	1022
	START\$=TIME\$ FOR I=1 TO ITERATIONS	1 *	1632
590		1 *	848
	NEXT I	1 *	606
	DONES=TIME\$	1 *	913
	REC.EXCH = (FN TIME.DIFF(START\$, DONE\$))-EMPTY.LOOP	* *	3453
	PRINT ,ITERATIONS; "record exchanges ==>"; REC.EXCH	*	4011
	PRINT ," 1 record exchage ==>"; REC.EXCH/ITERATIONS	*	4048
650	END	! *	402
			End

# What's Your Function?

# Increase your programming prowess with Basic's DEF FN feature.

ost versions of Basic contain a valuable but seldom exploited feature: the DEF FN (define function) command, which lets you create your own functions. By leveraging the power of the DEF FN command, you can add substantially to your programmer's bag of tricks.

In addition to standard functions such as SIN(X) or SQR(X)—two intrinsic functions of Basic, which compute the sine and the square root of X—DEF FN allows you to create complex, conditionally defined functions such as the following:

If X < 3 then Y = 4X; if X > 3 then Y = 2X, but if X = 0 then Y = 99

In this article, I'll explain how with two examples: one for conditionally calculating a square root and another for PEEKing into addresses greater than 32767 in Basic. To further illustrate the technique, I'll provide you with a separate list of functions for displaying time in 12-hour format, converting lowercase characters to uppercase, and placing the appropriate article—"a" or "an"—in front of nouns.

#### **Definitive Work**

First, I'll quickly review the syntax for DEF FN. In most versions of Basic, the DEF FN command is written as follows:

DEF FN name(variable list) = (function definition)

where the name can be any legal variable name, the variable list is composed of dummy variables, and the function definition describes an operation to be performed. The variables are called "dummy variables" because they have no relation to other like-named variables within your program.

To illustrate how DEF FN works, I'll create a function (admittedly, not a very useful one) that adds two numbers. Type in:

DEF FN Y(A,B) = (A+B)

where Y is the function name, A and B are the parameters, and A + B is the operation. (You must give this command a line num-

#### System Requirements

Models III, 4, and 1000 Basic DEF FN T\$(X) = STR\$((VAL(MID\$(TIME\$,1,2))) + (12\*(VAL(MID\$(TIME\$,1,2)) > 12)) - (12\*(VAL(MID\$(TIME\$,1,2)) = 0))) + RIGHT\$(TIME\$,6)

**Explanation:** Returns the time in 12-hour format. MID\$(TIME\$,1,2) is the hour part of the time. The function converts that to a number (from a string) and subtracts 12, if necessary. If the hour is zero, then the function adds 12 to the value. The value is then converted to a string and the rest of the time is tacked onto it.

(Note: Model III users can take advantage of this function by changing the 1's after TIME\$ to 10's.)

DEF FN  $S_X(X) = CHR_A(ASC(X) + (32*((ASC(X) < 123) AND (ASC(X) > 96))))$ 

**Explanation:** Converts a character to uppercase. The function finds the ASCII code of the character and subtracts 32 from it (to convert it to uppercase) if it was originally lowercase. The function then converts the number back to a character.

DEF FN A\$(X\$) = "a" + CHR\$( - 110\*(INSTR("AEIOUaeiou", LEFT\$(X\$,1))>0)) + " " + X\$

**Explanation:** Puts the appropriate article ("a" or "an") in front of a noun. The function strings together the letter "a," either an "n" or a null character (character code zero), a space, and the word. To test for a vowel, the function tests if the value returned by INSTR is greater than zero.

Table. Sample applications of DEF FN.

ber.) After you've defined the function, you can execute it with a Print command:

PRINT FN Y(3,2)

The computer will respond with a 5.

#### Conditionally Speaking

The example demonstrates how to use DEF FN to perform a simple, predefined operation on two values. To write something more complex, such as the series of conditional operations I described in the second paragraph, you need to understand how Basic handles logic functions based on true and false values. To represent true and false, Basic uses integers; –1 stands for true and zero stands for false. To see how this works, type in:

PRINT (3 = 3):PRINT (3 = 4)

The computer will respond with -1 and zero.

You can use these integer values in mathematical expressions. In Basic, the expression:

(3=3)\*45-(3>4)

is equivalent to:

(-1)\*45-(0)

This method for handling true and false makes it possible to create conditionally defined functions.

Suppose, for example, you want a function that will return the square root of a number, except if the number is negative (in which case it has no square root). If the number is negative, the function should return the token for a negative number, say – 999.

You might try defining the function using an If. . . Then. . . Else statement as follows:

DEF FN Y(X) = (IF X > = 0 THEN Y = SQR(X) ELSE Y = -999)

However, this will only confuse the computer. But what if you used Basic's true and false values instead? Consider the following expression:

-(X = >0)\*(SQR(ABS(X)))

SQR(X) is the square root of X, and ABS(X) is the value obtained by disregarding the sign with X. (I used SQR(ABS(X)) because taking the square root of a negative number produces an error.) If X > 0 then the line is equal to:

-(-1)\*(SQR(ABS(X)))

Program Listing. Type in and run this demonstration program to see how the functions described in the article work, and to verify that you've entered information correctly. Lines 10 and 20 correspond to the functions described in the main text. Lines 30, 40, and 50 correspond to the functions in the Table.

which is equivalent to:

+SQR(X)

If X < 0, the line equals:

(0)\*(SQR(ABS(X)))

or zero.

Now consider the following expression:

-(X<0)\*(-999)

which equals zero for X > 0 and -999 for X < 0. If you add the two expressions, their sum equals SQR(X) + 0 for X > 0 and 0 + (-999), or -999, for X < 0. Thus, by putting the two together, you could define the function as follows:

DEF FN Y(X) = (-((X > = 0)\*(SQR(ABS(X)))) + (-(X < 0)\*(-999)))

For readability, I'll change some of the

parentheses to brackets:

DEF FN Y(X) =  $\{-[(X = >0)*(SQR (ABS(X)))] + [-(X < 0)*(-999)]\}$ 

Don't try to type in this line, however, as Basic will not accept the modifications.

#### Pointed PEEKs

One of Basic's annoying quirks is that it won't let you PEEK at an address greater than 32767. To do so, you must subtract 65536 from the address. The following defines a function FN P that computes the correct address for PEEKing:

DEF FN P(X) =  $X - (-(X > 32767)^{6}65536)$ The function subtracts 65536 from X only if X is greater than 32767. (I've retained the two minus signs for clarity, but you could change them to a plus sign.) The examples I've given provide formulas for two situations: when you want a function to vary depending upon the value of the operand and when you want to add or subtract a value conditionally. In the first case, the solution was to multiply each subformula by the negative of a comparison test. Each subformula was then added. In the second case, the answer was to add or subtract the product of the value times the negative of a comparison text.

A few more examples with explanations are contained in the Table. Use the short demonstration program (see the Program Listing) to see how all five of the functions described in this article work and to verify that you've entered the code correctly.

Write to Joel M. Hoffman at 19 Hill-crest Lane, Rye, NY 10580.

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# **Restorative Powers**

Just what the doctor ordered: a complete set of recovery programs for all versions of Model I/III/4 Scripsit.

In the September 1982 issue of 80 Micro, I presented a crude, but effective, method of recovering Model I disk Scripsit files after a premature exit caused by an accidental reset (see "Recover," September 1982, p. 256). Since then, I've been flooded with mail from readers needing a similar program for the other versions of Model VIII/4 Scripsit. The program listings contained in this article answer those requests while providing a somewhat more refined method for getting the job done.

The new, improved version of Recovery reflected in Program Listings 1–5 eliminates the complicated keystrokes required by the original. Like its forerunner, the new version recovers text and pointers intact and reformats the screen. If a glitch sends your unsaved text file into oblivion, all you do is execute the program (even if you have to reset). Recovery is instantaneous, and the program returns you to the line you were working on when the accidental exit occurred.

Listing 1 is for Model I cassette Scripsit; Listing 2 is for the Model III cassette-based version. Listings 3 and 4 are for the diskbased versions of Scripsit on the Models I and III, respectively.

#### **Model 4 Maneuvers**

As you can see in Listing 5, recovery of Scripsit files on the Model 4 is more complex than on the Models I and III. The program takes some unusual twists in order to overcome two major obstacles. The first has to do with the top byte in memory, address FFFF hexadecimal (hex). On a reboot to check memory size, this byte is overwritten. If you don't have a high-memory driver resident, Scripsit uses this byte as part of its line-format buffer, and it will contain the length of the first formatted line of text. If this value is changed, then



#### System Requirements

Model I, III, or 4/4P/4D 16K RAM Model I/III/4 Scripsit (cassette or disk) Editor/assembler

```
Program Listing 1. Recovery program for cassette-based Model I Scripsit.
                                                    RECOVER 1.1
                00120
                                                    DAVID GOBEN
                00150
                       :THIS PROGRAM RECOVERS SCRIPSIT AFTER AN ACCIDENTAL RESET
                00200
                       ON CASSETTE-BASED MODEL I SCRIPSIT. IT RECOVERS ALL POINTERS AND REGISTERS. IMMEDIATELY UPON RESET, RUN
                00220
                00240
6D40
                                 ORG
                                           6D4ØH
                                                             ; PLACE IN BREAK BUFFER
                00260
6D40 31DE41
                                           SP, 41DEH
                                                              ; SET STACK POINTER
                       RECOVR
                                                              SET REGISTER POINTER
6D43 FD219E6B
6D47 21BD43
                                          IY,6B9EH
HL,43BDH
                00280
                                 LD
                                                             SET RETURN ADDRESS
                                 PUSH
6D4A E5
                00300
                                           HI.
6D4B CD585B
                00310
                                           5B58H
                                 CALL
                                                             ; CLEAR COMMAND LINE
6D4E CDAF5D
6D51 C35A51
                                 CALL
                00311
                                           SDAFH
                                                              :INITIALIZE POINTERS
                 00320
                                                              REFORMAT SCREEN AND GO
                00330
                00340
                                 END
                                           RECOVE
00000 TOTAL ERRORS
        TEXT AREA BYTES LEFT
34335
                                                                                       End
```

```
Program Listing 2. Recovery program for cassette-based Model III Scripsit.
                                                  RECOVER 1.2
                00150
                      THIS PROGRAM RECOVERS SCRIPSIT AFTER AN ACCIDENTAL RESET
                      ON CASSETTE-BASED MODEL III SCRIPSIT. IT RECOVERS ALL POINTERS AND REGISTERS. IMMEDIATELY UPON RESET, RUN
                00210
                00230
                      ; RECOVER
6B10
                00250
                               ORG
                                        6B10H
                                                           ; PLACE IN BREAK BUFFER
                00260
6B10 317F40
                00270 RECOVE
                               LD
                                         SP, 407FH
                                                           ; SET STACK POINTER
6B13 FD218E6A
               00280
                                                           : SET REGISTER POINTER
                               LD
                                         IY, 6A8EH
6B17 218343
                99299
                                         HL,4383H
                                                           ; SET RETURN ADDRESS
                00300
6BlA E5
                               PUSH
                                        HI.
6B1B CD445A
                00310
                                         5A44H
                                                           CLEAR COMMAND LINE
6B1E CD9B5C
                00311
                               CALL
                                         5C9BH
                                                           ; INITIALIZE POINTERS
6B21 C32A51
                00320
                                                           REFORMAT SCREEN AND GO
                00330
6B10
                               END
                                         RECOVR
00000 TOTAL ERRORS
       TEXT AREA BYTES LEFT
                                                                                   End
```

```
Program Listing 3. Recovery program for disk-based Model I Scripsit.
                                                    RECOVER 1.3
                00140 ;
                                                   DAVID GOBEN
                00190
                00200
                       THIS PROGRAM RECOVERS SCRIPSIT AFTER AN ACCIDENTAL RESET
                       ON DISK-BASED MODEL I SCRIPSIT. IT RECOVERS ALL POINTERS AND REGISTERS. IMMEDIATELY UPON RESET, RUN
                00210
                00220
                00230
                00240
7CD1
                00250
                                ORG
                                          7CD1H
                                                             ; PLACE IN BREAK BUFFER
                00260
7CD1 31DE41
                00270 RECOVR
                                          SP,41DEH
                                                             ; SET STACK POINTER
7CD4 FD212F7C
               00280
                                          IY,7C2FH
HL,52CØH
                                LD
                                                             :SET REGISTER POINTER
7CD8 21CØ52
                00290
                                                             ; SET RETURN ADDRESS
7CDB E5
                00300
                                PHSH
                                          HT.
7CDC CDE96B
                00310
                                CALL
                                          6ВЕ9Н
                                                             ; CLEAR COMMAND LINE
     CD406E
                                CALL
JP
                                                             ;INITIALIZE POINTERS
;REFORMAT SCREEN AND GO
7CDF
                00311
                                          6E4ØH
7CE2 C3A561
                00320
                                          61A5H
                00330
7CD1
                                END
                                          RECOVR
00000 TOTAL ERRORS
34339
       TEXT AREA BYTES LEFT
                                                                                       End
```



July 1984: Guide to Disk Operating Systems, GW-Basic, and a Machine-language minimizer.

August 1984: Games issue, Model 4 ED-TASM, dBase II, Scripsit extras, and quality sales reports.

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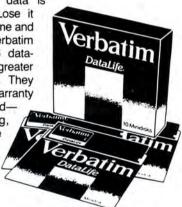
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the entire display format might be off.

To account for this, Listing 5 includes a small Scripsit patch at the beginning of the program. The patch decrements the high-memory address by one, thus preventing the top buffer byte from being overwritten during a reset. It eliminates the problem and costs you a paltry byte of text-buffer space.

The second obstacle is also the result of a computer reset. On a reboot, memory pages 40 hex and 43 hex (addresses 4000–40FF hex and 4300–43FF hex) are overwritten by disk-boot information. This is a problem on the Model 4, since the Model 4 version of Scripsit contains program code in this region. During a recovery operation, you have to restore the memory area.

Thus the reason behind Recover/CMD, a subprogram created by Listing 5 that saves the recovery routine and all of the Scripsit code in the memory addresses from 4000–43FF hex. It loads Scripsit and moves the needed data into an area that won't be affected by a reset. From there, it can be reloaded during the recovery operation and then moved back to its proper place. The safe area is the Scripsit RAMbased screen-image buffer that occupies addresses 3000–37FF hex.

#### Return to Forever

Make sure you name the assembled version of Listing 5 something other than Recover—RECM4/CMD might be one possibility. When you execute it, a copy of Model 4 Scripsit must be disk-resident, as it will be needed to create Recover/CMD. Also, if you use Radio Shack's Assembly Language Development System (ALDS) to assemble the listing, you must change the ORG statement in line 340 to PSECT.

All five recovery routines should work even on heavily modified versions of Scripsit, as all occupy memory space impossible for memory-resident patches to occupy. (For Listings 1-4, the safe area is the break-mode keyboard-input buffer.) With Recovery loaded on your cassette or disk, your exits will always be covered.

You can write to David Goben at RR #2, Story City, IA 50248.

#### 130 • 80 Micro, October 1986

#### Program Listing 4. Recovery program for disk-based Model III Scripsit.

```
00120
                                                     RECOVER 1.4
                00140
                                                     DAVID GOBEN
                00190
                00200
                        ; THIS PROGRAM RECOVERS SCRIPSIT AFTER AN ACCIDENTAL RESET
                        ON DISK-BASED MODEL III SCRIPSIT. IT RECOVERS ALL POINTERS AND REGISTERS. IMMEDIATELY UPON RESET, RUN
                99219
                00230
                        RECOVER
7027
                 00250
                                 ORG
                                           7C27H
                                                               : PLACE IN BREAK BUFFER
                 00260
7C27 31DE52
                 99279
                        RECOVE
                                 T.D
                                           SP.52DEH
                                                               :SET STACK POINTER
                                                               ;SET REGISTER POINTER
7C2A FD21737A
7C2E 218653
                00280
                                  LD
                                           IY.7A73H
                 00290
                                  LD
                                           HL,5386H
                                                               ; SET RETURN ADDRESS
                                  PUSH
7C31 E5
                 00300
                                           HL
7C32 CD296C
                 00310
                                  CALL
                                           6C29H
                                                               ; CLEAR COMMAND LINE
:INITIALIZE POINTERS
7035
     CD806E
                 00311
                                  CALL
                                           6E8ØH
7C38 C3A662
                                  JP
                                                               ; REFORMAT SCREEN AND GO
                 00330
                                           RECOVR
                                  END
00000 TOTAL ERRORS
        TEXT AREA BYTES LEFT
```

End

#### Program Listing 5. Recovery program for Model 4 Scripsit.

```
00120
                                                          RECOVER 2.1
                  00130
                  00200
                          ;This program recovers Model 4 SCRIPSIT after an accidental
                  00210
                                             ----- NOTICE -----
                  00230
                         To take full advantage of this recovery program, you must ALSO apply the following patch to SCRIPSIT. This patch decriments the HIGH MEMORY address by one to prevent the top buffer byte from being over-written, as might happen during a computer reset.
                  00250
                  00270
                  00280
                  00290
                  00300
                          ; PATCH SCRIPSIT (X'3933'=44 3E 64 EF 2B)
                  00310
                  00320
                                               8400H
                  00360 LOAD
8400 4C
                                    DEFM
                                                'LOAD SCRIPSIT' ; LOAD SCRIPSIT/CMD FILE
                  20 53
      4F
                          43 52 49
                  54
00370
      50 53 49
840D 0D
                                     DEFB
                  00390 DUMP
                                               'DUMP RECOVER/CMD (S=X''3000'',E=X''3428'','
                          45 43 4F
4D 44 20
          4D 50
45 52
                  20 52
2F 43
      55
                  58 27 33 30
45 3D 58 27
27 2C
00400
          53 3D
27 2C
      28
                                  30
      30
                                 33
      34
          32 38
8434
      54
                                    DEFM
                                               'T=X''3000'')'
          58 27 33 30 30 30 27
      29
843E
                  00410
                                               HL,3000H
BC,LAST-DATA
843F
      210030
                  00430 DATA
                                     LD
                                                                    :SET SOURCE
8442 012800
                  00440
                                     LD
                                                                    OFFSET
8445
8446
      09
110040
                  00450
                                     ADD
                                               HL,BC
                                               DE,4000H
                  00460
                                     LD
                                                                    : DESTINATION
8449
      010004
                  00470
                                               BC, 400H
                                                                    ; NUMBER OF BYTES TO MOVE
844C EDBØ
                  00480
                                     LDIR
                                                                     MOVE THEM
844E
      31FF38
                  00500
                                               SP,38FFH
                                                                     ; SET STACK POINTER
                                     LD
                                               C,15
A,2
8451
8453
      ØEØF
                  00510
                                     LD
                                                                     ;TURN OFF CURSOR
      3EØ2
                  00520
                                     LD
8455
                                     RST
                                               28H
8456 FD21B85E
                                               IY,5EB8H
HL,3993H
                                                                     ;SET INDEX POINTER
                  00540
                                     LD
845A
      219339
                                     LD
                                                                    ; SET WARM ENTRY ADDRESS
                                                                    ;SET IT AS THE RETURN ADDRESS;CLEAR THE COMMAND LINE
845D E5
                  00560
                                     PUSH
                                               HI.
845E
      CD6D50
                  00570
                                     CALL
                                               506DH
8461
8464
      CDCB52
                  00580
                                     CALL
                                               52CBH
                                                                     ; SET POINTERS
                  00590
      C31148
                                     JP
                                               4811H
                                                                     REPRINT SCREEN
                   00610 LAST
                                     EQU
                  00630
                  00650
                          HERE IS THE ENTRY FOR THE RECOVER FILE CREATION PROGRAM
8467 CDØD85
846A 1C1F
                  00680
                          MAIN
                                     CALL
                  00690
                                     DEFW
                                               1F1CH
                                                                    :CLS
                  00700
50 53
6F 76
6F 67
      53
                                               'SCRIPSIT Recovery Program Creator.'
       43 52 49
                          49 54 20
65 72 79
          65 63
50 72
          50 72
43 72
       20
                          72
                              61
                                  6D
                  65 61
848E ØD
                  00710
                                     DEFB
                  00720
72 69
29 20
79 20
848F
      43
                                               'Copyright (c) 1985 by David Goben'
      6F 70 79
20 28 63
35 20 62
                         67 68
31 39
                                  74
38
                                  76
69 64 20
84BØ ØDØD
                  47 6F 62
                  00730
                                     DEFW
                                               ØDØDH
84B2 ØØ
                  00740
                                     DEFB
84B3 210084
                  99769
                                     LD
                                               HL,LOAD
A,25
                                                                    ;LOAD SCRIPSIT/CMD FILE
      3E19
                                     LD
84B8 EF
                  00780
                                               28H
                                                                                       Listing 5 continued
```

Li	isting 5 cont	inued					
	28ØE	00790		JR	Z,OK	;LOADED OK	
84BB	1806	00800		JR	EXIT		
84BD	CBF7	00820	ERROR	SET	6,A	; PRINT FULL ERROR MESS	AGE
84BF		00830		LD	C,A		
	3E1A	00840		LD	A,26		
84C2		00850		RST	28H	; AND EXIT TO DOS	
	3E16	00860	EXIT	LD	A,22		
	210000	00870		LD	HL, \$-\$		
84C8		00880		RST	28H		
	213F84	00900	OK	LD	HL, DATA	; MOVE INFO	
	110030	00910		LD	DE,3000H		
	012800	00920		LD	BC, LAST-DAT	'A	
	EDBØ	00930		LDIR			
	210040	00950		LD	нь,4000н	; MOVE SCRIPSIT DATA	
	010004	00960		LD	ВС,400Н	; MOVE 1024 BYTES TO (D	E)
	EDBØ	00970		LDIR			2112
	210E84	00990		LD	HL, DUMP	; DUMP DATA TO RECOVER/	CMD
	3E19	01000		LD	A, 25		
84E1	20D9	01010 01020		RST	28H		
	CDØD85	01030		JR CALL	NZ, ERROR PRINT		
84E4 84E7		01030		DEFM		MD file has been saved'	
0467	45 43 4F		E2 2E 4		KECOVER/ CI	nd lile has been saved	
	4D 44 20						
	68 61 73						
	20 73 61						
	2E /5 01	, 0 03	01 22 2	2			
8509	ØDØØ	01050		DEFW	13		
85ØB	1886	01060		JR	EXIT		
12.212.2	170 7070				SUBROUTINE :		
850D	E1		PRINT	POP		ET TEXT POINTER	
850E	7 E	01130		LD		ET A BYTE	
850F	23	01140		INC		JMP POINTER	
8510	B7	01150		OR		ND OF TEXT MARK?	
8511	2806	01160		JR	Z, PRINTX		
8513	4F	01170		LD		, PRINT BYTE	
8514	3EØ2	01180		LD	A, 2		
8516	EF	01190		RST	28H		
	18F5	01200		JR	PRINT+1		
8519	E9	01210	PRINTX	JP	(HL) ;GC	TO CALLER	
			;				
8467		01250		END	MAIN		
0000	Ø Total er	crors					End
1							

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PRESENTS

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**PRESENTS** 

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# Can we talk? CP/M vs TRSDOS

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We have already told you why our CP/M is the best for the Radio Shack Model 4 computer. The only question left to answer is "Why buy CP/M at all?" Radio Shack has abandoned TRSDOS — all of their new machines use MS-DOS. Most of the software producers have followed, leaving no new software development and saddling the TRSDOS user with whatever software "left-overs" he can find. Which DOS do you want to head into the future with: the one originally written for the Model I or the one that served as the basis for MS-DOS? Make the right choice right now for just \$169.

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# Dave Answers His Mail

No excuses. I'm behind—about a month on my column and more than I'll admit on my correspondence. To help catch up, I'm going to answer some letters in this month's column. I've picked out questions concerning 1000A video problems, the color brown, memory chips, batch files with DeskMate, Tandy 3000 floppy drives, and several other topics. So without further ado...

#### **Over Resistant**

Edward K. Rhodes (Plattsburg, NY) expresses concern over his Tandy 1000A's resistor pack RP12. I detailed in my July 1986 column (p. 84) how some 1000As went out with wrong resistor packs that cause fuzzy displays on Tandy's CM-2 and other RGB color monitors. RP12 should produce 33 ohms resistance. The errant 1000As contained higher-resistance packs, usually 100 ohms. Rhodes wonders if his RP12, marked "DALE 3-101G-8405," is one of these.

I pulled apart one of 80 Micro's 1000As and found RP12 (under the power supply) labeled "B 330 GA." The manufacturers of these parts don't follow any standard for marking them, but the resistance is usually indicated in some way. The 330 on our resistor pack probably signifies 33 ohms, and the number on yours probably indicates some other resistance (101 ohms?). If you can't judge the quality of your video monitor, either through experience or direct comparison with a good display, have a Radio Shack repair center check it out.

To test your display, type a row of capital M's and W's—they should be clearly distinguishable on a CM-2 monitor. If they're not, you have the wrong resistor pack in your 1000A. It's tougher to tell on the lower-priced CM-4. Publicly, Tandy honors its 90-day warranty. I've heard that Tandy's nonpublic (but official) policy on the RP12 is to fix it free regardless of warranty period.

#### **Browner Browns**

Jim Crist (Westminster, MD) wonders if the 1000's new Basic (version 1.01) properly displays the color brown (a.k.a. dark yellow). I've heard other complaints about this color, so I did a little testing with the help of a Basic program



Program Listing 1. Jim Crist's screen-color test pattern for the Model 1000.

```
10 CLS:CLEAR ,,,32768!:SCREEN 5:KEY OFF
20 FOR 1%=0 TO 15:LINE (1%*20,5)-((1%+1)*20-2,158),15,B:NEXT 1%
30 FOR 1%=0 TO 15:PAINT (1%*20+10,10),1%,15:NEXT 1%
40 FOR 1%=0 TO 14 STEP 2:LOCATE 22,1%/2*5+1:PRINT RIGHT$(STR$(I%),2):NEXT 1%
50 FOR 1%=1 TO 15 STEP 2:LOCATE 23,1%/2*5:PRINT STR$(1%):NEXT 1%
60 WHILE INKEY$="":WEND
```

#### Program Listing 2. Itokawa's two-line DeskMate-to-batch-file converter.

```
10 OPEN "TEXT.DOC" FOR INPUT AS #1: OPEN "TEXT.BAT" FOR OUTPUT AS #2 20 WHILE NOT EOF(1): LINE INPUT#1, L$: PRINT#2, L$: WEND: CLOSE
```

End

#### Program Listing 3. Demo of On Key with F11 and F12 (Model 1000).

```
10 KEY(21) ON: ON KEY(21) GOSUB 100
20 KEY(22) ON: ON KEY(22) GOSUB 200
30 GO TO 30 'Endless loop -- Press Ctrl-Break
100 SOUND 1200,1: PRINT "Fll":RETURN
200 SOUND 5000,1: PRINT "F12":RETURN
```

End

Crist provided (see Program Listing 1). Crist's color test pattern displays all 16 colors that the 1000 can produce.

I ran Crist's screen test with both 1000 Basics (old and new) under four different versions of MS-DOS (PC-DOS 2.0, Tandy 1000 MS-DOS versions 2.11.00 and 2.11.22, and Tandy 3000 MS-DOS 3.1) and produced the same brown color in each test. I could, however, vary the brown hue by adjusting the contrast or

brightness knobs on my CM-2 display. Low settings produced a color indistinguishable from dark red and high settings verged on dirty orange. Brown was the only color that changed so much with monitor adjustment.

An RGBI monitor like the CM-2 can only produce 16 colors—all possible combinations of the red, green, blue, and intensity signals. A brown pixel is produced by combining the red and green

# DAVE'S MS-DOS COLUMN

signals. Adding the intensity signal to red and green produces a true yellow (also known as light yellow). As noted, however, the colors you see can depend on monitor adjustment. Not all color monitors can produce 16 colors. The Tandy CM-1 display is not an RGBI monitor. It provides crisp displays on the 1200, 2000, and 3000, but only eight colors (there is no intensity signal).

## Illegal Mode 5

Speaking of screen mode 5, Tony Jackson (Port Angeles, WA) receives an "illegal function call" message when he attempts mode 5 on his 1000 (16 colors at 320- by 200-pixel resolution). It's not obvious in the manual, but you must set aside extra memory for screen modes 5 and 6 with the Clear statement.

Both modes 5 and 6 are found only in the PCjr and Tandy 1000 and require 32K of video RAM (twice the normal 16K). Jim Crist's screen test (Listing 1) uses mode 5, and you'll notice the Clear statement in line 10 (32768 is 32K). Like the IBM PCjr, the 1000 appropriates user RAM for video memory. If you have a 128K 1000, you won't have much memory left to work with after clearing 32K for graphics (less than 5K).

# Memory More (Chips Up)

Recently, Keith Risler (London, Ontario) purchased his 1000 HD (for less than the 48K, single-drive Model III he bought in 1982). He wants to add memory to his 1000's Memory PLUS board, but doesn't want to "pay Radio Shack's going rate." When you buy the 1000 HD, you don't get instructions for upgrading the Memory PLUS board that comes in it.

The Memory PLUS board holds 16 memory chips in two rows of eight. The base version sockets two banks of 64-Kbit chips, adding 128K to the 128K on the motherboard (totaling 256K). The chips work in banks—eight 64-bit chips provide 64K of RAM with each chip storing 1 bit of each byte. To add more memory, you must remove all the 64-Kbit chips, add one or two banks of 256-Kbit chips, and set a jumper on the Memory PLUS board. The Memory PLUS board can't handle both types of chip at once.

One bank of 256-Kbit chips brings the system RAM to 384K (128K plus 256K), and two banks bring your 1000 to the maximum 640K. The inner bank must be filled first. A jumper is located near the medial end of the edge connector that plugs into the motherboard. On a 128K Memory PLUS board, the jumper connects the pins labeled E3 and E4. If you install one bank of 256-Kbit chips, move the jumper to connect pins E1 and E2. If you install two banks of 256-Kbit chips, remove the jumper altogether.

You can buy 256K chip sets (the "bit" is dropped in normal usage) at computer or electronics stores or through the mail. Check the ads in any magazine covering IBMs. Prices were at their lowest early this year but have crept up since. The 1000 requires 200-nanosecond (ns) chips. Buying faster, more expensive 150-ns chips is a waste of money.

The number on the chip varies with the manufacturer, but 256 is usually in there somewhere. If you are not sure, ask for an IBM PC 256K chip set. They usually come in sets of nine because of IBM's parity memory-checking scheme. The ninth chip stores a parity bit for

each byte in the other eight RAM chips in the bank. Even Tandy is selling 256K chips in sets of nine now. Keep the ninth chip as a spare.

## Tandy 3000 and 360K Drive

Paul Mayo, stationed somewhere overseas, is examining his drive options for the Tandy 3000 he intends to buy. In addition to the 1.2 megabyte (MB) floppy drive that comes with Tandy's AT clone, he wants a fast 30MB or 40MB hard drive, a 360K floppy drive, and a tape drive to back up the hard drive. His primary concern is how the 3000 handles a 360K floppy drive.

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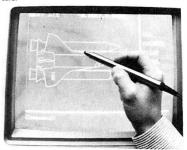
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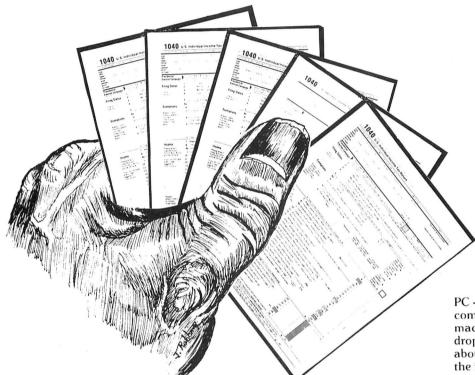
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# DAVE'S MS-DOS COLUMN

First the hard drive: Voice-coil, half-height hard drives are still rare. (I've heard of some people fitting fast full-height hard drives in the 3000 with a homemade bracket.) Tandy, however, has recently introduced a 35MB, AT-fast hard drive version of the 3000 (\$4,499). The half-height 35MB drive plus controller runs around \$2,200, nearly half of total cost. They're new; they're expensive.

The 3000's 1.2MB floppy drive can read 360K-format disks. It can also format and write 360K disks, but not with total reliability. If the disk is new or has been bulk erased before formatting on the 1.2MB drives, you probably won't have problems. I've talked with several people who've had good luck. If the disk has been written to by a 360K floppy drive and not bulk erased, then you have problems. The write tracks are thinner on the high-capacity drives, and they write to a 360K format by skipping tracks. If a 1.2MB drive writes over a thicker 360K track, the good data is bordered by old data. When this is read by the wide heads of a 360K drive, they pick up a garble of old and new.

If you need reliable 360K capability, install a 360K drive in the 3000. The drive plugs into the existing drive controller.

Both the floppy controller that comes with a floppy-only 3000 and the hard-drive controller in the 3000 HD support two floppies. You must run the Setup program to tell DOS that you've installed new hardware. If you then format a disk in drive B, MS-DOS automatically uses the 360K double-sided format.

The MS-DOS 3.1 Format command has a parameter (/4) for forcing the 360K format in the 1.2MB drive. Once a disk has been formatted as 360K, DOS recognizes it as such in either type of floppy drive, then reads and writes accordingly. Just don't write with the 1.2MB drive to floppies that have been written to in the 360K drive.

#### **DeskMate Batch Files**

I've stated in the past that DeskMate doesn't do batch files. DeskMate's Text module adds only the carriage-return (CR) character to the end of text lines, not the CR/LF (line-feed) combination required by the MS-DOS batch file processor. Yoe Itokawa (University of Connecticut Math Department, Storrs, CT) has come up with a clever way around this problem. GW-Basic's LINE INPUT# statement needs only a CR as a delimiter, so it can read in each text line from

a DeskMate DOC file. The PRINT# statement, however, adds a CR/LF to each text line it sends out to a file.

A two-line Basic program (Program Listing 2) can therefore convert a DeskMate file into an honest-to-ASCII batch file. Itokawa incorporated those two lines into a glamorous conversion program, which, unfortunately, won't fit here. You'll have to add your own name-input and error-trapping routines. Thank you, Yoe Itokawa.

# New On Key Codes

Wayne Stoner (Salem, WI) writes that the newer version of Basic (version 1.01) changes the On Key codes for F11 and F12 from 11 and 12, respectively, to 21 and 22. Program Listing 3 demonstrates use of event trapping with these keys. ■



Dave Rowell is an 80 Micro technical writer specializing in MS-DOS computing. Address correspondence to him to 80 Micro, 80 Pine St., Peterborough, NH 03458.

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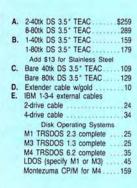
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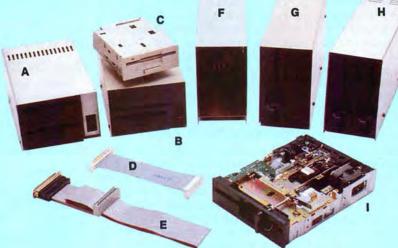
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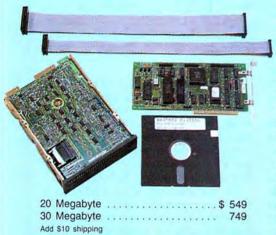
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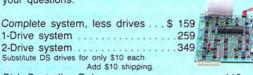
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# Random File Access: Reaching for the Record

y last two columns have focused on the proper handling of disk files, both sequential and random. I've told you how to open them, how to put records into them, and how to manage space in them most effectively. This month, I'll conclude my series on disk files with a discussion of random-file access.

To retrieve records from a random file, you can write programs using one of four methods: access by record number, access by hashed index, access by binary search, and access by binary-tree (B-tree) index. The first method is the simplest: The program asks the operator for the record number it should retrieve. If the file doesn't contain many records, and if the records are in an order that's easy for the operator to remember, then this method of retrieving records is as efficient and effective as any other.

# **Hashing Routines**

No matter which access method a program employs, the computer needs a number in order to retrieve a record. Computer operators, however, are more likely to remember a key item than a record number. For that reason, many programmers prefer hashing, which converts easy-to-remember key items into record numbers.

A simple hashing method is to add the ASCII values of each character in a key item. Suppose, for example, that the key is always exactly five characters long. If the key field contains only uppercase letters, the smallest value the hashing routine might return is the value for the key "AAAAA." Adding the ASCII values of these characters (65  $\times$  5) gives you the number 325. The largest value the routine could return would be for the key "ZZZZZ" (91  $\times$  5 = 455). To make sure records started with the number 1, you'd subtract 324 from whatever number the routine returned.

This hashing method supplies unique numbers for 131 records. When the operator types in the key, the hashing rou-

# System Requirements

All Systems



tine supplies the record number for that key. Simple, right? Unfortunately, all hashing-based record-retrieval methods, including this one, have problems.

One problem is that a record with the key "AAAAZ" will return the same value as those with the keys "AAAZA," "AZAAA," "AZAAA," and "ZAAAA." The same is true of records with the keys "BAAYA," "CAAXA," and so on. This is known as a collision. Programs must provide means of handling collisions, or they must be constructed in a way that makes collisions impossible. The latter can be done, but it's often only practical if you know each key value in advance.

Another problem is that the number of records returned by the hashing method won't (and often shouldn't) correspond exactly with the number of records in the data file. In fact, the precise number of records to be stored usually isn't known in advance. The method I described above could return 131 numbers, but what if you want to store 200 records?

A third problem has to do with the record numbers themselves. For example, what happens if you're entering the first record, and the routine returns a record value of 99? You often can't write record 99 unless you've already written records 1 through 98. That means you might have to prewrite every record in the file before you can write even one of them.

#### **Routine Fixes**

Now that I've told you what's wrong with hashing, I'll give you the good news. Solutions exist to all three problems. For handling collisions, you have the following choices: You can create an "overflow" area, you can employ another hashing method, or you can conduct a systematic search for space.

The purpose behind overflow areas is to give programs alternate areas to search for records whose hash keys collide. The program writes the records to a specific area, which needn't be in the same file. If the operator asks for a record and the program finds another record at the numbered position, it searches the overflow area for the correct record.

The second solution for handling collisions—employing another hashing method—is a matter of providing a different algorithm or a different key value for the same algorithm. Using the previous example, you could obtain a different key by replacing the lowest letter in the key with the letter "Z." This would allow an overflow area for a maximum of five collisions per position, which probably isn't enough under most circumstances. In other words, using a different algorithm won't prevent all collisions.

The third solution—performing a systematic search for space—can be handled in a number of ways, but the easiest

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# THE ART OF PROGRAMMING

is to search for the next available slot. Most microcomputers are about 10 times faster at reading sequentially than they are at skipping around in a file. In effect, this method creates an overflow area equal to all the unallocated space in the file. You must make sure, however, that the file has enough space to hold all conceivable records. Also, if the file becomes very full, at least some records will be far out of position, and record access will be slowed.

The problem of hashing-routine numbers not corresponding with the number of records in a data file is easier to fix. If the hashing method returns only 131 record positions, you can multiply by a proportion that gives the number of slots desired. For 200, you'd multiply by 200/131 and round to the nearest whole number.

The easiest way to handle the third problem is to write all records with a predetermined pattern that tells the program "blank record here." A more sophisticated method is to use an index file, which contains a pointer to the record at the position returned by the hashing routine. You could add data in sequential order, and the data-file space wouldn't need to be prewritten. Instead, the index file would be.

This sounds fancy, but it really isn't. Suppose the hashing routine returned a value of 99, and you want to write the first record in the data file. The program looks at record 99 in the index and finds that no previous record occupies that position. It then puts the value 1 in the index file at position 99 and writes the record in the data file at record number 1.

To retrieve the record, the program calls the hashing algorithm, which returns the value 99. Then it looks at position 99 in the index, reads the value 1, then reads record number 1, and compares the key value to the search key. Since it matches, the record can be displayed.

Hashing techniques offer two distinct advantages: speed and lack of file maintenance. You never have to sort or reorganize the data file, and a good hashing algorithm can find most records in only two disk accesses—one to read the index and one to retrieve the record. The most difficult job is picking the correct hashing algorithm. One disadvantage of hashing is that the records in the file are generally not in sorted order. Retrieving the previous or next record by key value is, therefore, impossible.

# **Binary Searches**

The third file-access method—a binary search—finds a record by selectively halving the record interval to be searched. For this method to work correctly, the records must be in sorted order.

Suppose you want to find a record

with the key "Bruce" in a file containing 100 records. First, you must determine whether the record is in the top or bottom half of the file. Let's say you look at record number 50, which is keyed "Maria." If the records are sorted alphabetically, then "Bruce" must be among records 1–49. Suppose you next look at record number 25, which has the key "Duane." Your search area then becomes records 1–24.

You would next look at record number 12. If its key turned out to be "Brian," your search area would become records 13–24. You'd next check record 18 [(13 + 24)/2]. Say the key value is "Carol." The search area then becomes record numbers 13–17, and the next record to examine is 15 [(13 + 17)/2)]. Even if the key value of record 15 is "Bruce," you're still not done. You ought to check records 14 and 13, as well as 16 and 17, to see if there are any more occurrences of "Bruce."

In general, a binary search requires, at most, log2(N) record reads (rounded up) to find a particular record in a file of N records. In a 100-record file, no more than seven reads are required to find a record or to determine if the record isn't present.

The chief advantage of a binary search is that you can always retrieve the next and previous records (sorted alphabetically). The main disadvantage is that for the search to be efficient, the file must be sorted. If you haven't sorted the file recently, new records will be out of order and you will have to search them individually.

#### **B-Tree Indexes**

B-trees provide all the advantages of a binary search without the need for sorting when you add or delete records. Records must be indexed, but you deliberately create a B-tree index with holes where additional indexes or pointers can be inserted.

Several methods exist for using B-trees. I'll describe a basic approach using an index file of random records called blocks. Each block contains pointers, as well as space for adding new ones. When a block becomes full, it splits. The pointers in the upper half then migrate to the new block, while those in the lower half stay with the old.

The old block may contain another pointer in a special position that tells the program using the B-tree that the next block of pointers can be found in block number N. Thus, the block of pointers form what is called a "linked list." If the blocks also contain an index to the previous block, the list is "doubly linked." Alternatively, when a block splits, the whole index file beginning with the next block could slide up one position. The new block could then be inserted in the open position thus created.

On most microcomputers, a typical file contains several-thousand records. Since the index file might contain 100 or more pointers per block, only 20 records need be moved, even if the first block is split. That takes only several seconds and should occur only once every 50 records or so.

I prefer to use an index file with a block size of 512 or 1,024, and I split a block only when it is full. If I use integers for the data-file record numbers, then each block would contain pointers for 256 or 512 records. Blocks would be moved, on average, every 128 or 256 times I added a new record.

For most data files, a block size of 1,024 means that no file would require more than 64 blocks for all possible pointers for a particular key. In fact, since few microcomputer data bases contain more than 4,000 records, most data files require only eight index blocks.

The advantages of using B-trees are easily summarized:

- The data file and the index file grow dynamically.
- All records are always sorted on the keys used.
- You can always find the next and the previous records.
- No file maintenance is required.
- Record access is relatively fast.

The disadvantages are more subtle. I can name three:

- To find a record, the program must skip through the data file, which is often slower than hashing and puts more wear on your drives.
- Adding or deleting one record in a large file can mean moving a large number of index blocks, resulting in long delays.
- B-trees are more complex pieces of code than hashing routines. They require more memory and can be difficult to debug.

Overall, I'll consider only two methods for retrieving records from a random file: hashing and B-trees. In the past, I used hashing almost exclusively. If an application required that the operator be able to retrieve the next or previous record, I used a B-tree. Recently, I used a B-tree in a spelling checker and found that to be an ideal application.



Bruce Tonkin is an independent software developer, industry critic, and author of The Creator data-base manager. You can reach him at 34069 Hainesville Road, Round Lake, IL 60073.

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# Public Utilities

ver the years, one area of interest consistently ranks either first or second among 80 Micro readers: programming utilities. Programs that let the user look deep into the memory of his machine or scan the magnetic information stored on his disks are very popular with TRS-80 users. This month's public-domain (PD) prizes are utilities. You can download them from 80 Micro's BBS (603-924-6985); UART settings are 300/1,200 baud, 8-bit words, 1 stop bit, no parity.

Two programs for the Model 4 and two for the Tandy 1000 are featured this month. The first is David Goben's Utility4/CMD, a miniature Super Utility clone for the Model 4, while the second is a program from Chuck Harper called DSKCAT4/CMD. DSKCAT4 is a disk-file cataloging program that helps you organize your disks. The Tandy 1000 programs are Membrain.EXE, a RAM-disk program submitted to the public domain by Dennis Lee, and ARC.COM, Systems Enhancements Associates' squeezing and archiving program for MS-DOS systems.

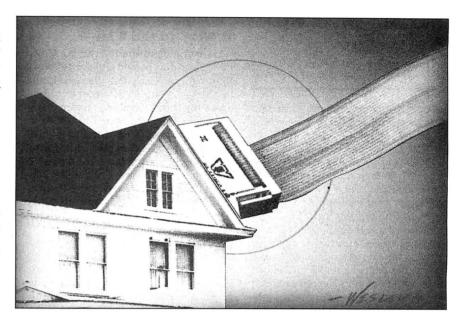
## Son of Super U

David Goben's Utility4 is a machinelanguage program that lets you examine the information on a TRSDOS 6.x disk and modify that information. Utility4 does not have the extensive set of menus found in PowerSoft's Super Utility program for the Model 4, or many of the powerful disk-editing features of the commercial program, but as an inexpensive means of finding out how information is stored on your disks, Goben's program works nicely.

The initial menu lists all the functions available to you. Options include displaying disk, cylinder, or file sectors. These options display the information at the sectors you specify and then let you page through neighboring sectors on the disk, where you can modify stored information if desired.

Utility4 also lets you display specified portions of the main memory, copy information to another disk by sector, or copy information by file. Utility4 has password encoding and decoding capabilities, as well.

No documentation file accompanies



Utility4, but if you have any experience using Debug or Super Utility, moving around through your disks with Utility4 will come quite naturally. Model 4 owners who are new to disk editing will have to explore the options available. I recommend using a backup disk for practice sessions.

## Disk-File Dilemmas

If you've had your Model 4 for any significant period of time, you probably have quite a collection of disks—in boxes, on shelves—with no easy way to tell what files are on each disk. The answer to all the disorganization is a cataloging program that creates a volume of file names from each of your disks under a single name.

Chuck Harper, a familiar name to those who look for quality PD software, wrote DSKCAT4/CMD for Model 4 owners who have more files and disks than they can remember. With DSKCAT4, you can create a single disk that contains the names of all the files you have on all your disks, each disk with its own catalog name. Then, as necessary, you can edit each catalog when you add or delete files to or from disks, display a disk's file catalog, and print that catalog.

DSKCAT4 reads disks formatted under all versions of TRSDOS 6, TRSDOS 1.3 in 40 or 80 tracks, all formats of LDOS 5.1.x. Radio Shack's CP/M Plus

(CP/M 3.0), and Montezuma Micro's CP/M 2.2. The two menu screens tell how the program works. All you do is line up those disks full of unknown files and let DSKCAT4 organize them for you. The lack of a documentation file won't hinder the use of the program in the least. And once you've got all those files cataloged, you might find some long-lost PD treasures of your own.

# A Free RAM Disk

One of the hottest PD programs for the Tandy 1000 these days is a RAM-disk utility from Dennis Lee called Membrain.EXE. Taking advantage of extra RAM in a Tandy 1000 with 128K or more, Membrain creates a system file, Membrain.SYS, which is a DOS device driver for an emulated disk drive configured to your specifications.

By including a Device command in the CONFIG.SYS file on your DOS disk to initialize Membrain.SYS, you can instantly add another disk drive to your system when you boot your Tandy 1000. The RAM drive works the same as a hardware drive with three exceptions. First, you don't have to format it. Second, you lose everything on the drive when you turn off the computer, so be sure to save what you need to keep. And third, the RAM drive is fast.

Depending on the amount of RAM in your machine, you can configure the Non-PD programs cannot be submitted to BBSes because the owners have not put them in the public domain.

RAM disk to any size as long as there is 64K or more memory left for the system. The default configuration of Membrain gives you an emulated 160K drive with 512 bytes per sector and one sector per cluster. The default number of directory slots on the RAM disk is 64.

Membrain is a fine example of the elegant programming you can find in the public domain. It is simple yet provides a service for MS-DOS users who might not otherwise take advantage of their machines' RAM-disk capabilities. The program's documentation is short and easy to follow. Tandy 1000 owners with minimally configured systems can use their machines in ways not possible otherwise without purchasing a second disk drive.

#### **Archive Adventures**

System Enhancement Associates of Wayne, NJ, has placed version 5.1 of their MS-DOS file-archiving program, ARC.COM, in the public domain as a freeware program. It is well worth adding to your Tandy 1000 collection of disk-file utilities. Though ARC works much the same as LU4, which I featured last month for Model 4 owners, it includes a variety of options not available in many other archiving programs.

As a programming utility, ARC creates and maintains an archive of disk files collected as one file in such a way that you can recover individual files intact at a later time. But ARC differs from other archiving programs and library utilities because it automatically compresses the files being archived. The resulting archive takes up a minimum amount of disk space.

ARC provides functions that add files to an archive, move files between archives, update files in an archive, delete archive files, extract files from an archive, run files from an archive, and more. The program even has an option that encrypts the information in an archive, making it less readable than it appears in its compressed state and thus more secure from snooping.

Included on most bulletin-board sys-

tems (BBSes) that have ARC.COM is an extensive documentation file and a shorter instructional file for people already familiar with archiving programs. Readers who want to obtain the most upto-date version of the program can order it from System Enhancement Associates, 21 New St., Wayne, NJ 07470, for \$50 including the extensive printed documentation.

# A Word to the Wise

With the deadline for the 80 Micro Disk Swap now passed and our coffers of PD programs nearly full, it's a good time to point out one of the most common problems with swapping program disks. Some programs submitted to BBSes or to PD libraries are not actually public-domain software. Several times during the disk swap, copyrighted and non-PD programs turned up on the disks submitted to the swap. Programs like these cannot be swapped or submitted to BBSes because the owners have not put them in the public domain.

How do you tell what is not a PD program? First, any program that has been published by a magazine is not a PD program. By buying the magazine, you purchase the right to use the programs therein for your own use and not for public distribution. The same rule applies when you purchase a disk or tape of programs from a publication.

Be suspicious of supposedly PD programs that appear to be too good to be true. If you can, break into the program and look at the code for copyright notices or statements that put the program into the public domain. And when writing programs that you want to make available to the public, put in a comment line stating that you are doing just that.

The PD software network extends the useful life of your computer after manufacturer support ends and new sources of commercial software dry up. But the harm done by putting nonpublic programs into the public domain damages the credibility of the system. Scrutinize the programs you upload and download, and if you find programs that are not in the public domain, notify the sysop of the BBS where you found them.



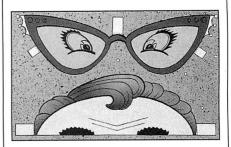
Bradford N. Dixon is an 80 Micro technical writer and telecommunications enthusiast. You can contact him via 80 Micro's bulletinboard system or at 80 Micro, 80 Pine St., Peterborough, NH 03458.

# Perfect Disguise

My August 1986 article, "Disguise Your Data" (p. 48), contains a typographical error in line 510 of the Program Listing. The complete line should read:

510 PRINT "1. View key number for a specific date": PRINT "2. View ALL key numbers": PRINT "3. Write 1 year's worth of key numbers to a disk file": PRINT

I hope this helps anyone having problems with the incorrect version. (Tom Higginbotham, Fort Worth, TX)



# Filekeeping Fix

A reader has pointed out an error in line 120 of Filekeep, my program appearing in the August 1986 80 Micro ("Good Filekeeping," p. 60).

The correct line should read:

120 IF S4LSB>255 THEN S4LSB=S4LSB-256:S4MSB=S4MSB+1

In addition, you must change the PRINT# statement in lines 900 and 910 to WRITE#, and the semicolon in 910 to a comma. This will cause a later screen display to print the DK1 and DK2 variables properly. Otherwise, the two variables could be read in and later printed as one variable because of the method with which they were saved.

Readers using TRSDOS 6.02.xx might want to use CAT instead of DIR in line 1720. (David L. Kuzminski, Petersburg, VA)

# **Plus and Minus**

Roger Alford's June 1985 Project 80 column (Power Play: Building Single and Dual Power Supplies, p. 90) contains an error in the schematics for the +5-and -5-volt power supplies. The 7805 is a positive regulator, while the 7905 is a negative one. (David C. Valenti, Ocean Springs, MS)

#### No Hits, No Runs, One Error

Roger Alford's May 1986 Project 80 column (Ports Illustrated, p. 66) contained an error in Fig. 4. Since a differential receiver adds signals – A and – B algebraically, common mode noise is subtracted. Your sketch shows noise as both plus and minus spikes, which would add instead. The spikes should be facing in the same direction to cancel each other. (W.R. Beer, Keyboard Products Co.)



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# The Mod 4 Goes to Math Class

The Model 4's Z80 CPU has only limited arithmetic abilities. It can add and subtract 8- and 16-bit values, compare two 8-bit values, and handle 8-bit binary-coded decimal (BCD) arithmetic, but not much more. (See the May 1984 The Next Step, p. 192, for an explanation of BCD arithmetic.) TRSDOS 6 has four arithmetic supervisory calls (SVCs) that add some arithmetic capabilities. Your programs can call SVCs to multiply or divide two 8-bit values or an 8-bit value by a 16-bit value.

Arithmetic based on 8-bit bytes and 16-bit words is useful for system-level programming that is mostly concerned with calculating memory addresses, disk sector numbers, and the like. However, the real world seldom cooperates with programmers by limiting the numbers about which humans are concerned to integers between zero and 255 or zero and 65,535.

If you're writing a program that needs to handle numbers outside these ranges or needs to work with real numbers, you have three choices. The first is to change languages and use the floating-point routines in Basic, C, or Pascal. The second is to create a library of Z80 floating-point or BCD routines to handle the arithmetic. The third choice, and the one I want to discuss this month, is to perform some simple conversions and work with extended-length integer arithmetic.

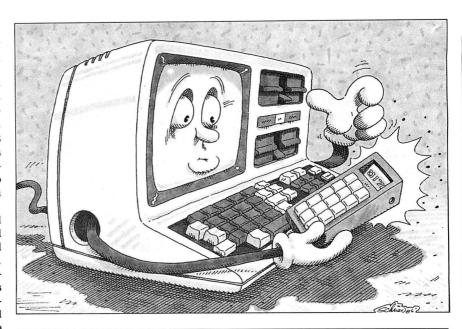
## Long Integers

One byte can represent values between zero and 255; 2 bytes are sufficient for representing values up to 65,535. If you increase the storage available for a value to 4 bytes, you can represent any number between zero and 4,294,967,296. And 8 bytes can hold values up to nearly 20 quintillion (1.8E19 hexadecimal). Clearly, if you create arith-



# System Requirements

Model 4/4P/4D Editor/assembler



		<b>-</b> .		
Table	1.	Binaru	multip	lication.

Normal long mult	iplication:	In the computer
Multiplicand:	10110	000010110
Multiplier:	10011	000010010
Partial	10110	000010110
products:	10110	000101100
	10110	101100000
Product:	110100010	110100010

# Calculation algorithm:

01:16 --- 141-11--- 1-1-1

Setup:	Multiplier:	10011	Carry flag: 0
	Multiplicand:	000010110	
	Result:	00000000	

#### Iteration 1:

Sint multiplier right:	01001	Carry mag. 1
Carry flag set, add multiplican	d to result:	
Multiplicand:	000010110	(first partial product)
Result:	000010110	

Now shift multiplicand left:
Multiplicand: 000101100

# Iteration 2:

Shift multiplier right:	00100	Carry flag: 1	
Carry flag set add multiplicand	to result:		

Former result: 000010110

Multiplicand: 000101100 (second partial product)

Table 1 continued

Integer arithmetic isn't subject to the round-off errors that plague floating-point routines.

metic routines for multibyte values, you can manipulate astronomical numbers.

At first, it seems that these large numbers solve only half the problem, because they are all still integers. None of them can represent a value like \$1.25. However, programmers who use languages that do not support floating-point operations know how to use long integers to advantage.

When you're doing arithmetic with numbers representing money, you almost always think in terms of dollars. A cent is written as 1/100 of a dollar, requiring a decimal point. But if you change your focus, it's just as easy to think of \$1.25 as 125 cents. If you multiply all money values by 100 before starting to work, you can deal with money values as integers. Once you complete the calculations, you can convert the answer back to its normal form.

The same applies to most other floating-point values. Depending on the problem, it is almost always possible to convert floating-point numbers into large integers, perform integer arithmetic, then convert the answer back into a real number.

It is much easier to write and understand multibyte-integer arithmetic routines than floating-point routines. As an added bonus, integer arithmetic is not subject to the round-off errors that inevitably plague floating-point routines. However, you cannot easily scale some problems into an extended-integer form, most notably problems involving trigonometric functions. While you cannot use extended-integer arithmetic in all situations, it is a useful tool for many numeric applications.

#### The Routines

The Program Listing this month demonstrates addition, subtraction, multiplication, and division on multibyte integers. It is not a complete program, but a collection of subroutines that handle the multibyte arithmetic. You can call these routines from any Assembly-language program and, with a little modification,

		able 1 continued
	001000010	Result:
		Now shift multiplicand left:
	001011000	Multiplicand:
		teration 3:
Carry flag: 0	00010	Shift multiplier right:
		Carry flag not set.
		Shift multiplicand left:
are because manifest	010110000	Multiplicand:
		iteration 4:
Carry flag: 0	00001	Shift multiplier right:
		Carry flag not set.
		Shift multiplicand left:
	101100000	Multiplicand:
		teration 5:
Carry flag: 1	00000	Shift multiplier right:
	to result:	Carry flag set, add multiplicand
	001000010	Former result:
(third partial product)	01100000	Multiplicand:
	110100010	Result:
		Now shift multiplicand left:
	001011000	Multiplicand:
	110100010	Final result:

		Table 2. Bir	ıar	y division.	
Normal long	division:				
Divisor:	10110	10011 110100010 10110		Quotient Dividend	
		$\frac{100001}{10110}$			
		10110	=	Remainder	
Calculation	algorithm				
Setup:					
	Quotient: Dividend:			xxxxxxxxx 00000 11010001	0
	Divisor: Carry flag:			10110 0	
Iteration 1:	Shift d	ividend left	:		
	Dividend:			00001 10100010	0
	Divisor:			10110	
Compare		h left 5 bits o	f di		
	Carry flag:			1	
Complen	nent carry f Quotient:	lag and rotate	qı	otient left:	
Iteration 2:		ividend left	a la	s – befranz generalist zesten	
LUIGIUM 2.	Dividend:			00011 01000100	in.
	Dividend: Divisor:			10110	Y
	DIVISOI.				Table 2 continued

# THE NEXT STEP

from a program written in Basic.

All the routines expect the multibyte integers to be in the same format: a string of bytes in memory with the most-significant value at the lowest memory address and the least-significant byte at the highest address. Also, you call all the routines with the DE and HL register pairs pointing to (containing the address of) the multibyte operands and with the C or BC register holding the length of the operands.

Since the length of each operand must be held in a single register, it is im-

possible to use these routines with operands that are more than 255 bytes or 2,040 bits long. The multiplication and division routines are somewhat more limited: The total length of both their operands must be no more than 255 bytes. I doubt that this will present any important actual restrictions, since these routines can still handle values that, expressed in base 10, can be 38 digits long.

All four routines return results in the same most-significant-to-least-significant format, with HL pointing to the result and with the length of the result in the C register. The addition and subtraction routines are self-contained: They need no extra buffer or work space. However, the multiplication and division routines each require two buffers besides the original operands. All the routines destroy one or both of the original operands.

The addition and subtraction routines are simple. Each of them handles the arithmetic in the same way that you were taught in elementary school. The routines start on the right, or least significant, side of the operands and add them together byte by byte toward the left, correctly handling any carry or borrow as they go. In the case of a carry or borrow from the last byte, the routine will return with the carry flag set to indicate an overflow from the addition or underflow from a subtraction operation.

The multiplication and division routines are not much more complicated in theory, but the implementations are more confusing. They are based on the calculation methods taught in elementary school for long division and long multiplication, but they also make use of the fact that binary numbers are written with 1's and zeros only.

To use the multiplication routine, you must correctly set up the two operands and the HL, DE, and BC registers. Also, the calling routine must provide two buffers. The first buffer, whose address is passed to the routine in the IX register, must be 1 byte longer than the two operands together. This buffer will hold the final result. The second buffer must reside in memory immediately below one of the original operands (the one to which HL points). It is essentially an extension of the multiplicand and will hold partial products as the answer is calculated.

The multiplication routine begins by checking the multiplier's rightmost bit. If that bit is a 1, the multiplicand is added to the final product. Then the multiplicand is shifted to the left and the next bit of the multiplier is tested. The process repeats for the total length, in bits, of the multiplier. If you look at Table 1 while studying the multiplication routine, the process should be easier to understand.

The division routine also needs two extra buffers: one to hold the result and another as a work space. It uses the standard long-division computational technique: It tries to divide the divisor into the first bit of the dividend, then into the first 2 bits, the first 3 bits, and so on. Whenever a division is possible, the routine records a 1 in the result buffer and subtracts the divisor from a portion of the dividend. As part of each step, the routine multiplies the quotient by 2 and shifts another bit of the dividend into the working buffer (see Table 2).

Table 2 continued

Compare divisor with left 5 bits of dividend:

Carry flag:

Complement carry flag and rotate quotient left:

Quotient:

xxxxxxx00

#### Iteration 3: Shift dividend left:

Dividend:

00110 100010000

Divisor:

10110

Compare divisor with left 5 bits of dividend:

Carry flag:

Complement carry flag and rotate quotient left:

Quotient:

xxxxxx000

#### Iteration 4: Shift dividend left:

Dividend:

01101 000100000

Divisor:

10110

Compare divisor with left 5 bits of dividend:

Carry flag:

Complement carry flag and rotate quotient left:

Quotient:

xxxxx0000

#### Iteration 5: Shift dividend left:

Dividend:

11010 001000000

Divisor:

Compare divisor with left 5 bits of dividend:

Carry flag:

Subtract divisor from left 5 bits of dividend:

Dividend:

00100 001000000

Divisor:

10110

Set carry flag and rotate quotient left:

Quotient: xxxx00001

#### **Iteration 6:** Shift dividend left:

Dividend:

01000 010000000

Divisor:

Compare divisor with left 5 bits of dividend:

Carry flag:

Complement carry flag and rotate quotient left: Quotient: xxx000010

#### Iteration 7: Shift dividend left:

Dividend:

10000 100000000

Divisor:

10110

Compare divisor with left 5 bits of dividend:

Carry flag:

Complement carry flag and rotate quotient left: xx0000100

Quotient:

Table 2 continued



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# THE NEXT STEP

The multiplication and division routines need the help of some auxiliary subroutines. The final three routines in the Listing are extended-integer shifts and a multibyte comparison operation. All three utility routines are simple and the listings should make their operation clear. It would be easy to implement other kinds of multibyte shift operations if you need them for your own programs.

# **Building a Calculator**

It would not be difficult to expand on these routines and build a multibyte calculator program, but I do not have the space in this column to do so. At first, the process of translating between ASCII decimal numbers and the multibyte binary numbers that these routines require might seem difficult, but you can use the routines themselves to help you.

To translate from an ASCII string to binary form, you need to write a program that can read the ASCII string from a buffer. It must move through the buffer from left to right until it finds a byte that is not an ASCII digit. Each time it picks up a digit, it must multiply the value in a result buffer by 10, then add the value of the digit to the result buffer.

To translate from a multibyte binary value back to ASCII, you need to reverse the process. First, clear a result buffer to all ASCII spaces. Divide the binary value by 10, translate the remainder into an ASCII digit, and place that digit to the left of the digits already in the output buffer. The process then repeats until the binary value has been reduced to zero.

Short routines like those in the Listing make excellent additions to a library. You can keep such a library in sourcecode form inside a partitioned data set if you use EDAS/PRO-Create and the PDS utility from MISOSYS.

If you use MRAS or M80, you can assemble the routines into relocatable object files, store them in a library, and link them into your own programs as you need them. As you build such sourcecode or object-code libraries, you'll find that you spend considerably less time developing new programs because you can reuse routines that you have already written and debugged.

■



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Table 2 continued

Iteration 8: Shift dividend left:

> Dividend: 00001 000000000

Carry flag: 1 Divisor: 10110

Carry flag is set so subtract divisor from left 5 bits of dividend: 01011 000000000 Dividend:

Divisor: 10110

Set carry flag and rotate quotient left:

Quotient: x00001001

Shift dividend left: **Iteration 9:** 

> Dividend-10110 000000000

Divisor: 10110

Compare divisor with left 5 bits of dividend:

Carry flag: Subtract divisor from left 5 bits of dividend:

Dividend: 00000 000000000

Divisor: 10110

Set carry flag and rotate quotient left:

Quotient:

Remainder:

000010011

00000 (left 5 bits of dividend)

## Program Listing. Multibyte arithmetic routines.

```
00100 ; Program Listing. Multibyte arithmetic routines.
00110
00120
                      Multibyte Arithmetic Routines
00130
00140
00150
00160
                      Multi-Byte Addition Routine
00170
                 Entry: HL ==> Operand 1
DE ==> Operand 2
C = Number of bytes in each operand
00180
00190
99299
00210
               Return: HL ==> Result (op1 + op2) C = Number of bytes in result
99229
                           C = Number of by
CF set if overflow
Operand 1 destroyed
Operand 2 unchanged
00240
00250
00260
00270
00280
               Uses AF
99299
00300
         MADD
                      EOU
                                  BC
B,Ø
00310
                      PUSH
                                                           ;Save count
                      LD
                                                           ;BC holds count
;HL ==> (LSB of opl) + 1
                      ADD
00330
                                  HL, BC
DE, HL
00350
                      ADD
                                  HL, BC
                                                           ;HL ==> (LSB of op2) + 1
00360
00370
                     EX
                                                           ;Both B and C have original count
                                  B.C
00380
                      XOR
                                                           ;Clear carry flag
                                                           ;Point to byte in opl
;Point to byte in op2
;Get byte from op2
;Add byte from opl
         MADDSS
                     DEC
00400
                                  HL
00410
00420
                                  A, (DE)
A, (HL)
(HL), A
                      LD
00430
00440
00450
                      ADC
                                                           ;Store result
;Loop until done
;Recover original count
                      LD
                      DJNZ
                                  MADD$$
BC
                      POP
00470
                      RET
00480
00490
                     Multibyte Subtraction Routine
00500
                 Entry: HL ==> Operand 1 DE ==> Operand 2 C = Number of bytes in each operand
00510
00520
00530
00540
               Return: HL ==> Result (opl - op2)
C = Number of bytes in result
CF set if underflow
Operand 1 destroyed
Operand 2 unchanged
00550
00570
00580
00590
00600
00610
               Uses AF
00620
00630
         MSUB
                      EQU
00640
                      PUSH
                                  BC
                                                           ;Save count
                      LD
                                  B, Ø
                                                           ;BC holds count
;HL ==> (LSB of opl) + 1
                     ADD
                                 HL,BC
DE,HL
00660
                     EX
                     ADD
                                                           ;HL ==> (LSB of op2) + 1
;Both B and C have original count
00680
                                  HL.BC
00690
```

Listing continued

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# THE NEXT STEP

```
Listing continued
                                                                   ;Clear carry flag
;Point to byte in op2
     00700
     00710 MSUBSS
                            DEC
     00720
00730
                            DEC
                                         DE
                                                                   ;Point to byte in opl
;Get byte from opl
                            LD
                                         A, (DE)
                            SBC
                                                                   ;Sub byte from op2
;Store result in op2
     00740
00750
                                         A, (HL)
(DE), A
                            LD
                                                                   ;Loop until done
;Restore pointers
;Recover original count
     00760
                            DJNZ
                                         MSUB$$
     00770
                            EX
                                         DE, HL
                            POP
     00780
     00790
     00800
                            Multibyte Multiplication Routine
     00820
                       Entry: HL ==> Operand 1
DE ==> Operand 2
IX ==> buffer of length B + C + 1
B = Number of bytes in operand 1
C = Number of bytes in operand 2
     00830
     00840
     00850
     00860
      00870
      00880
      aasaa
                            Operand 1 must be preceded by C+1 unused bytes
      00900
                     Return: HL ==> Result (opl * op2)

C == Number of bytes in result
      00910
      00920
                                  Operand 1 destroyed
Operand 2 destroyed
     00930
     00950
     ØØ96Ø
ØØ97Ø
                     Uses AF
      00980 MLTCNT DW
                                         $-$
      01000 MMIIT.T
                            EOU
     01010
                            LD.
PUSH
                                          (MLTCNT), BC
                                                                    ;Save counter for later
                                                                    ;Also place on stack
      01020
                            PUSH
                                                                   ;And pointer to opl
;Find length of IX
      01030
                                         HL
      01040
                            ADD
                                                                    ; scratch buffer - 1
;Use the alternate registers
      01050
      01060
                            EXX
                                         C,A
B,Ø
IX
      01070
                            LD
                                                                    ;Save in C
;BC = size of buffer - 1
                                                                    ;Copy IX pointer
; to HL
      01090
                            PUSH
      01100
                            POP
                                         HL
                                                                   ; to HL
;Copy it again
; to DE
      01110
                            PUSH
                                         TX
                                                                    ;DE ==> scratch buffer + 1
;Zero-out first byte
      01130
                            INC
                                         DE
     Ø114Ø
Ø115Ø
                             LD
                                         (HL), Ø
                            LDIR
                                                                    ;Zero entire buffer
;Get pointer to opl
;HL ==> highest unused byte
                            POP
      01170
                                                                    ;Transfer
      01180
                             PUSH
      01190
                            POP
                                         DE
                                                                        to DE
     Ø1200
Ø1210
                                                                    ; And move back one space
                                                                    ;Get original count
;BC = # of empty bytes - 1
                            POP
                                         BC
      01220
                            LD
                                         B, Ø
                                                                   ;Prepare to empty these bytes ;All empty bytes set to 0 ;DE ==> opl - c - 1 ;Save this pointer on stack
      01230
                            LD
                                         (HL), Ø
      01240
                            I.DDR
      01250
      01260
                            PUSH
                                         DE
      01270
                                                                    ;Transfer pointer
                                                                    ; to HL
;A = length of IX buffer
      01280
                            POP
                                         HL.
     Ø129Ø
Ø13ØØ
                             INC
                             LD
                                                                    ;Store in C
                                                                    BC = length, DE==> opl buffer;
Back to regular registers.
;HL ==> opl - c - 1
;B = length of HL + C + 1
      01310
                             LD
                                         HL
      01330
                            POP
     Ø134Ø
Ø135Ø
                                          (MLTCNT), BC
                                                                    ;Save new counters
;BC = length of op2
;C = C * 2
                            LD
     Ø136Ø
Ø137Ø
                            SLA
     Ø138Ø
Ø139Ø
                            RLC
                                                                    ;BC = orig value * 2
      01400
                            RLC
                                                                    ;BC = orig value * 4
                             SLA
                                                                    ;BC = length of op2 * 8
;Save bit count of op2
      01420
                             RI.C
     01430 MMLT1$$
01440
                            PUSH
                                         BC, (MLTCNT)
                                                                    ;Pick up operand lengths
;Test least bit of multiplier
;No carry -- leave
;Else exchange registers
                            T.D
     Ø145Ø
Ø146Ø
                                         MSHR
NC, MMLT2$$
                             CALL
                             JR
     Ø147Ø
Ø148Ø
                            EXX
                                         MADD
                                                                    ;Add partial product to total ;Back to regular registers
     Ø149Ø
Ø1500 MMLT2$$
                                                                    ;Clear carry flag
;Mult. partial product * 2
                            OR
     Ø151Ø
Ø152Ø
                             CALL
                                         MRL
                                                                    ;Get back bit count
;Finished with one loop
;Get least significant byte
;Merge in most significant byte
;loop until done
                            POP
                                         BC
BC
      01530
                            DEC
                                         A,C
      01550
                            OR
     Ø156Ø
Ø157Ø
Ø158Ø
                                         NZ,MMLT1$$
                            PUSH
                                                                    ;Transfer result pointer
                                         IX
                                                                   ; to HL
;Get return length
                            POP
      01590
                                         BC, (MLTCNT)
      01600
     Ø161Ø
Ø162Ø
                            Multibyte Division Routine
      01630
                       Entry: HL ==> Dividend (operand 1)
DE ==> Divisor (operand 2)
IX ==> buffer of length B
C = Length of dividend and divisor
      01640 ;
     01650 :
      01670
      01680
                            Dividend must be preceded by C unused bytes.
                                                                                                        Listing continued
```

# THE NEXT STEP

```
Listing continued
     01710 ;
                    01720
      01730
                               Dividend is destroyed
      01750
                    Uses AF,B
      01760
      91779
              DIVCNT
                                      $-$
$
                                                            ;Storage for original counts
      01780 MDIV
                          EQU
      01790
                                                             ;Both B and C have length count ;Save the B and C registers ;Move to alternate registers
                          LD
                                      (DIVCNT), BC
      01800
                          LD
      01810
                                      IX
                                                             ; Move pointer to result
; to HL
      01820
                          PUSH
      01830
                          POP
      Ø184Ø
Ø185Ø
                                     BC, (DIVCNT)
                                                             Get count; Finished with alternate setup
                          LD
                          EXX
      01860
                          PUSH
                                     DE
                                                             ;Save pointer to divisor
;HL ==> highest scratch byte
      01870
                          DEC
                                     HL
                          PUSH
      Ø188Ø
                                     HL
                                                             ;Copy to DE
      01890
                          POP
                                     DE
                          DEC
                                     DE
                                                             ;DE ==> second highest scratch byte
                                     B,Ø
BC
      01910
                          LD
                                                             ;BC = length of scratch area
     Ø192Ø
Ø193Ø
                          PUSH
                                                             ;Save on stack
;BC = scratch length - 1
                          DEC
                                                             ;Empty high byte
;Empty scratch space
;Recover count
      01940
                          LD
                                     (HL),Ø
      01950
                          LDDR
      01960
                          POP
                                     BC
      01970
                          POP
                                     DE
                                                             ;DE ==> divisor; HL ==> dividend
;C = C * 2
                          SLA
      01980
                                     CB
                                                             ;BC = orig value * 2
                          SLA
      02000
                                                             ;BC = orig value * 4
      02020
                          SLA
                                     C
                                                             ;BC = length of op2 * 8
                                                             ;Save on stack
;Get count again
;Add dividend length
      02040
                          PUSH
                                     BC
     02050
02060
                                     BC, (DIVCNT)
                          LD
                                     A,B
A,C
                                                             ; to divisor length
;Store back in dividend length
      02070
                          ADD
      02080
                          LD
                                     B.A
      02090
                          T.D
                                      (DIVCNT),BC
                                                             ;And save
;Recover shift counter
      02100
                         POP
PUSH
                                     BC
BC
                                                            ;Save shift counter
;Save shift counter
;Get length of operands
;Shift dividend left
;Go if carry
;Compare divisor
      02110 MDV1SS
     Ø212Ø
Ø213Ø
                                     BC, (DIVCNT)
                          LD
CALL
                                     MRL
                                     C,MDV2$$
      92149
      02150
                                                            ;Compare divisor;
;Flip the carry flag
;Go if divisor is larger
;Else subtract divisor
;And set carry flag
;Move to alternate set
;Shift quotient left
                          CCF
      02160
      92179
                                     NC,MDV3$$
      02180 MDV2$$
                          CALL
                                     MSUB
                          SCF
      02190
      02200 MDV3$$
                          EXX
      02210
                          CALL
                                     MRL
      02220
                                                             ;Return to regular set
;Get shift counter
;Finished one iteration
                          EXX
                                     BC
BC
      02230
                          POP
      02240
                          DEC
      02250
                          LD
OR
                                     A,B
                                                             ; Merge the MSB
; with the LSB
                                     NZ, MDV1SS
                                                             ;Loop until finished
;Move to alternate side
      02270
                          JR
      02280
                          EXX
      02290
                          PUSH
                                     BC
                                                             ;Save original count
      02300
                          EXX
                                                             ;DE ==> remainder
;Get result pointer
; in HL
      02310
                          EX
                                     DE.HL
      02320
                          PUSH
                                      IX
      02330
                          POP
                                     HT.
                          POP
                                                             ;Recover counts
      02340
      02350
                          RET
      02360
                          Multibyte Rotate-Left Routine
      02380
                     Entry: HL ==> Operand
      92499
                                    = Number of bytes in each operand
                    Return: HL ==> Result
    CF set if shift out of most significant bit
    Operand shifted one position left
      02420
      02430
      02440
      Ø245Ø
Ø246Ø
                    Uses AF
      02470
      02490
                          PUSH
                                     BC
                                                             :Save counter
      02500
                          PUSH
                                     AF
                                                                 and carry flag
                                     C.B
                                                             ; Move count to C
      02510
                          LD
      Ø252Ø
Ø253Ø
                          LD
                                                             ;BC has count
;HL ==> last byte + 1
                          ADD
                                     HL, BC
                                     B,C
AF
                                                             ;Copy count to B ;Get back carry flag
      02540
                          LD
                          POP
      02560 MRL$$
02570
                          DEC
                                      HL
                                                             ; Move to next byte ; Shift it
                          RL
                                      (HL)
                                                             ;Loop through all bytes
      02580
                          DJNZ
                                      MRL$$
      02590
02600
      02610
      02620
                          Multibyte Shift-Right Routine
      02630
                     Entry: DE ==> Operand
    C = Number of bytes in operand
      02650
                    Return: DE ==> Result
      02670
      02680
                               CF set if shift out of least significant bit Operand shifted one position right
      02690
      92799
      02720
                                                                                             Listing continued
```

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# THE NEXT STEP

Listing con	tinued				
02800 02810 02820 02830 02840	MSHR1\$\$	LD OR RR INC DJNZ EX POP POP	B,C A (HL) HL MSHR1\$\$ DE,HL BC DE	;Save pointer ;Save counter ;Pointer to HL ;Copy count to B ;Clear carry flag ;Shift a byte ;Move to next byte ;Loop through all bytes ;Restore HL ;Recover count ;Recover pointer	
Ø286Ø Ø287Ø	;		e Comparison Rou		
02880	;	2-0000000000000000000000000000000000000	==> Operand 1		
02900	;	DE =	==> Operand 2		
02910	;	С	= Number of byt	es in each operand	
02940 02950 02960 02970	; Retu	NC, NC,	NZ if op2 > op1 NZ if op1 < op2 Z if op1 = op2		
02990	MCMP	FOII	9		
03000 03010		PUSH PUSH PUSH EX	BC DE	;Save count ;Save pointers	
03020		PUSH	HL	-	
Ø3Ø3Ø Ø3Ø4Ø			DE,HL B,C	;Swap pointers	
03050	MCMP1\$\$	T.D	A, (DE) (HL)	;Get byte from opl	
			(HL)	;Swap pointers ;B holds count ;Get byte from opl ;Are they different	
03070 03080		JR INC	NZ,MCMP2\$\$ HL	;Yes go •Else bump	
03090		INC			
03100	мсмпасс	DJNZ	MCMP1\$\$ HL	; pointers ;And loop until done ;Recover original values	
03120	MCMP2\$\$	POP	DE	, Recover original values	
03130		POP	BC		
Ø314Ø Ø315Ø		RET END		;Return flags status	
23130					End

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# Glossary

Assembly language. This programming language looks like the sample in Fig. 1. If you're a beginner, we recommend that you stay away from Assembly language until you become familiar with your computer.

You'll need an editor/assembler to enter and save Assembly-language programs. You cannot enter an Assembly-language program into Basic.

Basic. This is the most commonly used programming language among Tandy and TRS-80 users. A Basic program will look like the example in Program Listing 1.

Many forms of Basic exist; some are alike and some aren't. For instance, a program written in Apple Basic won't run on the 4 or 1000. However, many Model 4 programs will run on the 1000. Some Basics you might encounter are:

- Level II Basic. This Basic is built into the Models I and III, and the Model 4 in Model III mode. You can access it by holding down the break key while pressing the reset button. You must have a cassette player to store programs and data in Level II Basic.
- Disk Basic. The common term for the Basic provided on Model I, III, and 4 DOS disks.
- GW-Basic. A more advanced version of the language that comes with MS-DOS machines.
- BasicG. The Basic that comes with Tandy's high-resolution board for the Models III and 4.
- BasicA. Standard IBM PC Basic.

Debugging. The process of removing errors from a program so that it will run properly.

DOS. This is a disk operating system, which is the software that lets you communicate with the computer. The Model 4 uses TRSDOS 6.2, and the Model 1000 uses MS-DOS. The Model III uses TRSDOS 1.3. To use the Model 4 in Model III mode, you must buy a Model III DOS.

Model III and 4 owners can buy several DOSes made by companies other than Tandy. Many Model 4 users buy LDOS for the Model III mode, since you can access LDOS data from TRSDOS 6.2 and vice versa.

Other DOSes Model III and 4 owners might run into are DOSPLUS, NEWDOS, and MULTIDOS, although only DOSPLUS is still available.

Model 4 and 1000 owners get a DOS disk with their computers. When you put your DOS disk in your disk drive and push the reset button, the computer looks for the DOS and loads it automatically into memory. Without a DOS on your disk, you cannot access the information on that disk or use most programs.

Many DOSes are machine specific. For example, you cannot use TRSDOS on a Model 1000.

Editor/assembler. See Assembly language.

Program. A program comprises the instructions that tell the computer to do something. A program can be simple, like the one in Program Listing 1, which prints the numbers 1 through 10 on the screen. On the other hand, it can be vastly complex, like most commercial software.

Programming language. The programming language is what the programmer uses to write programs. Like human languages, a programming language has a vocabulary and a syntax. The computer "reads" the language and translates it into an action.

RAM. Random-access memory is empty until you put something in it. For example, when you load a DOS, you put it into RAM. When you turn your machine off, data in RAM disappears.

ROM. This is read-only memory. A ROM has a program or programs permanently burned into it; the code sits there whether or not the computer is on.

# How to Read 80 Micro

f you're new to computing, you might be overwhelmed by some of the articles and programs in 80 Micro. We admit that most of our articles assume you know something about how to use your machine. But we also don't think you should be intimidated by all of the jargon and odd-looking programming code. You can use many of the programs in 80 Micro even if you only know how to turn on your machine and boot up a disk.

The following guide will help you to get started. We'll take you step by step through the process of entering a program into your computer and running it. (If you have any trouble with the terms, refer to the Glossary.)

## First Things First

Let's say you've found a program in 80 Micro that you'd like to use. Your first step is to determine whether you can use the program on your computer. The information you need is in the System Requirements box, usually toward the front of the article. Figure 2 is the box for a mythical program we'll call Sample/BAS.

The first line of the box tells you what computer the program runs on. Sample/BAS runs on the Model 4. The next line tells you how much memory you need—in this case, 128 kilobytes (K). Line 3 tells you that you must have the TRSDOS 6.2 disk operating system (DOS); in other words, the program won't run under TRSDOS 6.0. (The version should be stamped on the disk Tandy provides with the machine.) The fourth line says that the program is written in Basic.

Let's look at each line in more depth.

The computer. We will always tell you whether the program runs on the III, 4, or 1000. (The Model 4 includes the 4P and the 4D.) If the box says "Model III," the program will not run on the 4 or 1000. If it says "Models 4 and 1000," the program won't work on the Model III.

We test our programs only on the III, 4, and 1000. A Model 1000 program will probably run on the 1200, 2000, and 3000, but we can't guarantee it. Many of our programs—particularly ones written in Basic—will run on other systems, such as the Models I, II, 12, 100, or the Color Computer, but again, you'll have to find out for yourself. The number of Tandy and TRS-80 computers currently in use prohibits us from testing our programs on every machine.

Occasionally, you'll see a line that reads some-

00220 UP EQU \$ 80230 LD A,(IX+TOP\_ROW) 60240 LD (IX+CUR\_ROW),A 60250 CR\_2\_NL

Fig. 1. Example of Assembly-language code.

## **System Requirements**

Model 4 128K TRSDOS 6.2 Basic

Fig. 2. System Requirements for Sample/BAS.

thing like "Model 4 with changes." This means that you'll have to change some of the original program lines (we tell you what to change) to make it work on the 4.

Memory requirements. This is simple enough; it tells you how much memory you need to accommodate the program. If the box says "128K RAM," the program won't work on a 64K machine.

Operating system. We'll only give you this information if the program is specific to a particular operating system or systems. Otherwise, you can assume that the program will work with all DOSes for the pertinent machines.

The language. In the majority of cases, this line will tell you that the program is written in Basic, Disk Basic, Assembly language, or a combination of Basic and Assembly.

A Basic program will run under any Basic provided by Tandy with your machine. In other words, if it's a Model III program, it'll work with Level II Basic or Disk Basic.

If the box says "Disk Basic," the program will not run on a cassette system. This applies only to Model III owners.

If the box says "Assembly language," the program is written in Assembly code. You might need an editor/assembler to use the program (more on editor/assemblers below).

If the box says "Disk Basic" and "Assembly language," the program combines both. Again, you might need an editor/assembler.

If you need an editor/assembler, the next line will tell you so. An editor/assembler is a special piece of software you use to enter, save, and run Assembly-language programs. Occasionally, we will include a Basic program that will create the Assembly-language program for you. If so, we'll tell you that the editor/assembler is optional.

The System Requirements box will sometimes give you other information, such as whether the program requires a printer or a particular piece of hardware.

#### Entering the Program

You've read the System Requirements box and are certain that the program will run on your computer. What's next? Let's use the Basic program in Program Listing 1, called Guess/BAS, as an example. It will run on the III, 4, and 1000.

First, turn the machine on, insert a DOS disk in drive zero, and press the reset button. (Do not use your original DOS disk; make a backup. See the manual for instructions.) Answer the date and time prompts if necessary. At the TRSDOS Ready prompt (>A on the 1000), type BASIC (you can type it in lowercase if you want). The disk drive light will go on, meaning that the computer is retrieving the program Basic from your disk and puting it into memory. After a few seconds, a copyright notice will appear on the screen, along with a Ready prompt and a cursor. (The notice and prompt will vary slightly among machines.)

Below is a short, two-line program to warm you up for entering listings. Type the lines exactly as presented, pressing the enter key after each one.

10 CLS <enter>
20 PRINT "Hello" <enter>

Now type LIST. The two lines you just typed will appear on the screen. This means that the program is now in memory. To run it, simply type RUN. The

computer will execute the program.

Let's go on to Listing 1. Type NEW to erase the above program from memory. Now, using the procedure described above, enter Guess/BAS. Be sure to type everything—spaces and all—exactly as they appear, with one exception—do not enter the numbers in the far right column or the preceding 'a characters. These are called checksum values and will help you to proofread the program. More on that later.

Use the backspace (Models 4D and 1000) or left arrow (Models III, 4, and 4P) to correct errors while typing. If you've already pressed the enter key and see a mistake, the easiest solution is to simply retype the entire line. There are much simpler and more sophisticated ways to correct errors; refer to your manual for instructions on program editing (Chapter 3 of the Model 4 Disk System Owner's Manual, Chapter 23 of the Model III Operating and Basic Language Reference Manual, and Chapter 4 of the Model 1000 Basic Reference Manual).

Press enter at the end of the program line, not at the end of the printed line.

Program Listing 1. Guess/BAS.

```
18 'The computer picks a number, and you must guess it.
28 'After 18 rounds, the computer wi 11 print your totals and average.
38 AVERAGES=" .****
48 FOR LOOP=1 TO 18
58 CLS
68 NUMBER=RND(18)
78 LINE INPUT "Pick a number from 1 to 18: ";GUESSS
89 PRINT:IF VAL(GUESSS)=NUMBER THEN PRINT "That's correcti":RIGHT=RIGHT+1: ELSE PRINT "Sorry, but that's wrong!":WRONG=WRONG+1
96 FOR TIMER=1 TO 868:NEXT TIMER:NEX T LOOP
186 CLS:PRINT "Correct guesses: ";RI GHT
116 PRINT "Wrong guesses: ";WRONG 126 PRINT:PRINT "Your Average: ";PRINT USING AVERAGES;RIGHT/18
138 GOTO 138
```

End

When you're done, list the program and proofread it. Reenter or edit lines with typographical errors. If you have a printer and would like a paper copy to proof, type LLIST.

Once you're certain that you've typed in the program accurately, save it to disk (type SAVE "GUESS/BAS"). Always save your programs before you run them; this will protect you should running the program cause your computer to lock up. (When the computer locks up, it won't respond to any keyboard input and usually requires that you press the reset button.)

Now type RUN and press the enter key. If all is well, you'll get to play a little guessing game with the computer. To exit the program, press the break key; the Ready prompt should return.

That, in a nutshell, is how you enter, save, and run a Basic program.

## Debugging

Nobody's perfect when it comes to entering program listings. Unfortunately, even the slightest typographical error can cause your program to malfunction.

In most cases, you'll have no trouble identifying such malfunctions. The program will usually stop running and the computer will flash an error message on the screen. Sometimes the program will run but won't do what it's supposed to do. In extreme cases, the program might cause your computer to lock up.

Sometimes the computer will help you out by telling you the line in which the error occurred. Other times you'll have to do some careful proof-reading to find the mistake. In either case, once you find the error you'll have to fix it. See your manual for instructions on editing.

Typos can be infuriatingly difficult to root out. You'll be amazed at how well they hide. Here are some common errors to look for:

- A colon where a semicolon should be, or vice versa.
- A comma in place of a period, or vice versa.
- A minus sign (-) in place of an equals sign (=), or vice versa.

- Swapped greater-than (>) and less-than (<) signs.</li>
- · A missing parenthesis.
- A missing quotation mark (").
- Mixed-up operators (\*,/,+,-).
- Swapped characters; for example, B's for 8's, zeros for O's, and the letter I for the number 1.

We don't have room here to go into a lengthy discussion on debugging techniques. But the above hints should get you started.

## A Little Help

Program Listing 2, Checksum/BAS, is a simple program proofer that will help you check your listing after you've entered it. It uses the checksum values at the far right of each program listing to identify typographical errors. The text accompanying Listing 2 will tell you how to use it. Checksum/BAS appears each month on Load 80 (p. 6).

Another program that might be helpful is Make-Data, which appeared on p. 64 of the June 1986 issue. This utility lets you automatically enter long Data statements (a Data statement looks like this: DATA 12,233,45,65,121), thus reducing the possibility of a costly error. MakeData is also available on the June edition of Load 80.

Finally, Model III owners can use Loc-Editor, a proofing program originally published on p. 206 of the April 1982 80 Micro. Loc-Editor traps errors and displays the line in which the error occurred. It is available each month on Load 80.

#### Got a Problem?

80 Micro's technical staff checks and doublechecks all programs before they're published. The listings are printed out directly from disk, thus eliminating input errors. The listings in the magazine are therefore debugged, and the programs will run if typed in correctly.

Alas, occasionally a rare production goof will cause a program to act up. If you're completely convinced that the error is ours and not yours, write or call our technical staff (80 Micro, 80 Pine St., Peterborough, NH 03458, 603-924-9471). ■

Program Listing 2. Checksum/BAS. Use this to check for typographical errors in programs you've entered from 80 Micro.

10 'CHECKSUM/BAS by Beve Woodbury 2/7/86	1.4	97	
20 CLEAR 1000:CLS:PRINT@140, "VERIFY CHECKSUMS ON PROGRAM"	14		
30 PRINT:PRINT:INPUT "Enter name of File to verify":FS	1.8		
40 PRINT:PRINT:PRINT "List Checksums to:"	1 *		
50 PRINT TAB(20) " <p>rinter":PRINT TAB(20) "<s>creen"</s></p>	1 *		
60 PRINT:PRINT:PRINT TAB(30);"? ";	1.4		
70 KS=INKEYS	1.*	727	
25 12 F-4 12 F 5 12 F-5 12 F 5	1.4	2020	
90 PRINT K\$:IF K\$="P" OR K\$="p" THEN LP=1	1 *	2440	
188 OPEN TIT I DE	1.4	899	
118 JE FOR (1) THEN CLOSE FND	1.6	1715	
128 ITNE INDICATE IS-I-VALUEFTS(IS-SA)	1.4	2276	
128 DINE INFOITI, LOCAL TO LEGISTA (LOCAL)	3.40	1529	
148 A-VADDRD/I COCKID 288.0-DEEV/A)	14	2246	
140 A - VARTIR(LS): GOODD ZODIQ - DDR (A)	1*	3117	
150 LS-FEER (ATT): MIS-FEER (ATT): A-RIG 2301 2301 2301 2301 2301 2301 2301 2301	2.4	988	
88 IF KS="p" OR K\$="p" OR K\$="s" THEN 98 ELSE 78 98 PRINT K\$:IF KS="p" OR K\$="p" THEN LP=1 108 OPEN "I",1,F\$ 110 IF EOF(1) THEN CLOSE:END 120 LINE INPUT\$!,L\$:L=VAL(LEFT\$(L\$,6)) 130 IF Z=2 AND L=0 THEN 110 140 A=VAPPTR(L\$):GOSUB 260:Q=PEEK(A) 150 LS=PEEK(A+1):MS=PEEK(A+2):A=MS*256+LS:GOSUB 280 160 IF INSTR(L\$," ") THEN GOSUB 300 165 IF RIGHT\$(L\$,1)=" " THEN IQ=:GOSUB 320 170 Z=2 180 FOR K=1 TO Q:P=PEEK(A):CS=CS+P:A=A+1:NEXT K 190 IF CS=0 THEN 110 280 IF CS=0 THEN 10 D\$="-" 210 IF CS:10000 THEN D\$="-" 220 IF CS:1000 THEN D\$="-" 220 IF CS:1000 THEN D\$="-" 230 IF CS<1000 THEN D\$="-" 240 IF LP=1 THEN LPRINT "Line";L;D\$;CS,:CS=0:GOTO 110	1 *	2514	
173 7-2 17-2 17-2 17-2 17-2 17-2 17-2 17-2	1 *	385	
198 POD V-1 TO O.D-DEPV AV.CS-CS-D.A-A-1.NEVT V	7.0	2946	
100 FOR R-1 TO VITE BURN 110	1.8	1133	
190 IF CS-11000 ITUPN DS-"-"	1 *	1530	
21d Tr Covidada mun DC-8- 8	14	1482	
210 1F CS(1000 TIGHT DS- "	1*	1467	
220 IF CS/100 THEN DS="- "	1*	1452	
240 IF LP=1 THEN LPRINT "Line"; L; D\$; CS, : CS=0:GOTO 110	1 *	3372	
250 PRINT "Line"; L; D\$; CS: CS=0: X=X+1	1 *	2283	
260 IF X=14 THEN X=0:PRINT TAB(30) "Press (ENTER) to continue."			
ELSE 110	1+	4929	
270 KS=INKEYS:IF K\$<>CHR\$(13) THEN 270 ELSE 110	1.4	27ØB	
280 IF A>32767 THEN A=(655361-A)*-1	1.2	1871	
290 RETURN	1.4	667	
300 I=INSTR(LS,"'"):IQ=I-1	1.4		
310 IF LEN(L\$) = INSTR(L\$,"'") THEN RETURN	1.4	1462	
320 FOR I=IO TO 1 STEP -1		1482	
330 C=ASC(MID\$(L\$,I,1))		1263	
340 IF C<33 THEN NEXT I		1378	
350 RLS=LEFTS(LS,I):Q=LEN(RLS):RETURN	1 *		
THE STATE OF THE S		End	

# Using the Checksum Program

Basic program listings in 80 Micro include a checksum value at the end of each line. This value is the sum of the ASCII values of all characters and spaces in the line, excluding remarks. You can use these values to test the accuracy of your typing after you copy listings from the magazine.

To check your typing, follow these steps:

- Type in program code exactly as listed, omitting the indentations when program lines continue to a second or third magazine line, the '\* characters and checksum values, and comments.
- Save the program in ASCII format with the command SAVE "file name", A.
- Load and run Checksum (see Program Listing 2). The program will prompt you for the name of the file to be verified and give you the option of sending the line numbers and checksum values to the printer or to the screen. Enter P for printer, S for screen.

When printing to the screen, Checksum lists 14 lines and waits for you to press the enter key. Checksum ignores comments lines.

 Compare the displayed line numbers and checksum values with the checksums shown in the listing. Find and correct errors in lines having checksum values that don't match.

> -Beverly Woodbury Technical Editor

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Continued from p. 33

ing the supplied undocumented macros in the process.

As for the applications themselves, I lost interest in the word processor as soon as I started to type; I completed most of my second line while my first was still undergoing word-wrap.

The word processor has move and copy commands, but the only everyday editing function besides backspacing involves pressing the delete key, which highlights text from the cursor to the right margin, and then shrinking or enlarging the block to be deleted. Able One gives you the option of saving deleted text to disk to be printed as strikeouts in the final file; I'd rather have a deleteword or delete-line command.

Able One's spreadsheet offers versatile cell referencing (description by cell name or row and column headings, as well as absolute and relative addresses) and the shorthand functions ADDROW and ADDCOL to cut down on sum formulas, but it's generally as good as the word processor despite its windowed bar, pie, and scatter graphs. The default size fits on one screen, a Lotus-busting 23 rows by nine columns; you can expand to over 10,000 active cells with 640K, adding rows or columns 100 at a time, but the spreadsheet is still small, slow, and short on financial functions.

The data-base component reminded me of another program: not dBase III or PFS:File, but Traveling Software's T-base for the Model 100. Instead of a free-form approach, Able One requires ample preplanning; you have to enter labels followed by data types (such as alphanumeric or integer), number of characters, and sorting parameters in brackets (Last Name: [A20,P]).

That might be all right if the data base worked, but when I tried one parameter (specifying a unique data item that can occur only once per file to prevent duplicate records) I got hopelessly scrambled entries.

# Conclusion

Able One offers conveniences like background printing and communications (a simple terminal program with CRC instead of XMODEM protocol and a clumsy data-capture toggle), and it's good at linking spreadsheet cells or attaching a spreadsheet or graph file for printing inside a word-processing document, although it attaches whole files instead of selected data and its destination-to-source copying is a chore compared to other programs' clipboards.

But while it's okay at running applications in windows, its applications are awful. Extensively rewritten and debugged, Able One would be about half as good as DeskMate.

# Basic Conversions by David Engelhardt

\*\*\*

**GW-Convert** runs on the Model 4 (64K) and requires one disk drive. The Alternate Source, 704 N. Pennsylvania Ave., Lansing, MI 48906, 517-482-8270. \$99.95.

W-Convert converts MS-DOS programs to Model 4 Basic for use on TRSDOS 6.x. It requires no other hardware except the optional Model 4 high-resolution graphics board. You need the board in the event that the MS-DOS program contains graphics commands.

Before running GW-Convert, you must transfer the MS-DOS Basic program to the Model 4 and save it in ASCII form. Utilities are currently available to perform this transfer directly to a Model 4 disk, but I used the communication programs already available in the Models 4 and 1000 (the COM/DVR program and the Telecom option in Desk-Mate), along with an RS-232 cable.

GW-Convert comprises modules on a data disk that perform various conversion functions, as required by the commands that need converting. Some are used only in Basic compiled programs.

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programs for standard and high-resolution graphics applications. These programs will help you become familiar with using GW-Convert's commands.

Once you start the program, an on-line help file is available as a reference guide to every GW-Convert command. I found this feature helpful; each command's use and function is well documented.

To convert an MS-DOS Basic program once it resides on the Model 4 in ASCII form, you enter the MS-DOS input-file name and the output-file name for the converted file. Conversion options include shipping the source and converted code to the printer along with a cross-reference list. I found these features extremely helpful. GW-Convert saves the cross-reference list to disk so you can refer to it later.

Once you have converted the source program, you might be able to run it directly under Model 4 Basic. I say "might be able" because not all commands can be converted. In most cases, you will have to make some modifications to the program or add entire routines in order to duplicate those commands that you cannot convert.

Model 4 Basic doesn't support the following GW-Basic reserved words: Beep, BLOAD, BSAVE, Calls, CHDIR, Circle, Color, COM, CSRLIN, Draw, Environ, ERDEV, Files, IOCTL, Key, Locate, Motor, Noise, Paint, Palette, PCOPY, Pen, Play, PMAP, Point, Preset, PSET, Randomize, Reset, RMDIR, Screen, SEG, Shell, Stick, STRIG, Timer, View, and Window.

GW-Convert's cross-reference file or printout lists all Basic reserved words that were either incompatible with Model 4 Basic or could not be translated. The GW-Convert manual contains many tips to help you in either case.

To test GW-Convert, I took one of the sample programs and ran an already supplied converted version. I then created my own converted copy using GW-Convert. Upon running the newly converted program, I found many syntax problems. I then referred to the cross-reference list to see what commands were incompatible or could not be converted.

The first on the list was Width, with a reference to its supposed line number. I referred to the line and found no Width command. I then looked in the manual and discovered that some commands are converted to a command string that might include some GBasic high-resolution commands. To get some of these commands to work, you have to remove the ones that are not applicable to the converted application or a syntax error might result.

I also noticed that some commands were not converted to anything. The man-

Command	Problem
Clear	You might have to alter
	allocation requirements.
INP	Model 4 ports are differ-
	ent.
INPUT:	No echo suppression for
	a carriage return.
LOC()	The Model 4 doesn't re-
	turn to the number of
	bytes allocated to the file.
On event	Model 4 Basic offers only
	On Error GOTO.
Out	Model 4 ports are differ-
	ent.
PEEK	You might have to reas-
	sign the location.
POKE	You might have to reas-
	sign the location.
Randomize	Model 4 Basic can't spec-
	ify a reseed value.
RND	Model 4 Basic can't re-
	seed or ask for a previous
	random number.
Sound	The Model 4's tone and
	duration are different.
USR	You might have to recal-
	culate the memory ad-
	dress.

Table. GW-Basic reserved words not compatible with Model 4 Basic.

ual showed a moderate list of Basic reserved words not supported by or not considered compatible with Model 4 Basic. The Table lists GW-Basic reserved words that are incompatible with Model 4 Basic.

GW-Convert does not check some commands for parameter errors. Running my converted copy gave a syntax error because the command syntax was "SOUND 400,0", the same as in the MS-DOS version. The Sound command exists on both machines, but its parameters are different. These errors are easy to locate by running the program.

GW-Convert contains a short list of commands, so it's easy to learn and use. The manual is well documented and contains many tips. It even contains sections that describe reserved words that can be converted, those that can't, and why. The manual has a handy index of command words for quick reference.

I did not discover any serious problems with GW-Convert. If at all possible, I recommend that you become familiar with the MS-DOS version of your program before you attempt any conversions. This is beneficial when you debug and modify the target program.

GW-Convert gives you a good start, but you have to be prepared to enhance and modify the target program. GW-Convert is neither foolproof nor 100 percent accurate, but it's good enough to get you going and can be a real time saver.■

# AT4X4Plus

\*\*\*

**The AT4X4Plus** works on the Model 3000. Qubié, 507 Calle San Pueblo, Camarilto, CA 93010, 800-821-4479; California residents call 800-987-9741. \$395 for 1,024K, \$595 for 2,048K.

Now that you have your Model 3000, with its blazing speed and exceptional graphics, you need to fill it up. The 3000 comes with only 512K, and you have eight slots to play with. Well, memory is cheap and the AT4X4Plus can put a slot to good use.

The AT4X4Plus comes with 1,024K—1 megabyte (MB)—of memory and a serial and parallel port. It has a variety of options: another 1,024K of RAM (expandable to 4MB with the optional 2MB RAM-PAK), three serial ports, and a game port.

You can configure the board into split or nonsplit addressing. Model 3000 users who have added the 128K to bring their systems up to 640K would use nonsplit addressing; those with 512K would round out the memory to 640K and split the rest to above MS-DOS's 1MB range.

To use the board, you must configure it by setting its dual in-line package (DIP) switches, install it, and run the 3000's DOS setup utility so the computer will recognize the additional memory.

The tables and diagrams for configuring the board are somewhat confusing. You have to understand the board's bank setup to understand the tables. In spite of several diagrams and tables of switch locations and configurations, I found the text more helpful.

You also need to configure the parallel printer port and serial port, and they each have an interrupt to set. The RS-232C serial ports support the shared interrupt of Xenix and Multilink. The serial port has a DB9P connector, standard for an AT computer, but since serial devices use a DB25P, you'll need an adapter cable between the DB9P and DB25P connectors. The parallel printer port has the standard DB25 female connector.

Once you configure the board, you are ready to install it in the 3000. The installation instructions are clear and concise. You can install the board in any slot from 3 through 6. After installation, you need to run the 3000's setup program to change the user memory and extended memory amounts.

But what do you do with all this memory? MS-DOS can directly access up to only 640K; the rest is relegated to a RAM disk or print spooler. One deficiency in this board is that it has no software support for the expanded memory specification by Lotus/Intel/Microsoft. Other special software, such as Xenix or a local

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area network (LAN), is required to access the memory.

The board is easy to install, is reasonably priced, and works well. While it doesn't take advantage of expanded memory, the AT4X4Plus would be ideal for anyone who needs a large RAM disk or Xenix system.

-Beve Woodbury

# The Norton Editor

**The Norton Editor** runs on the Tandy 1000/1200/3000 (256K) and requires one disk drive. Peter Norton, 2210 Wilshire Blvd., Santa Monica, CA 90403, 213-453-2361. \$50.

I have been using WordStar for years to create programming source code and I questioned the need for yet another editor, even one from the man who wrote the Norton Utilities. After using the Norton Editor, I found myself admitting defeat. The program is good. In fact, it is so good that I probably won't use WordStar for source-code generation again.

The Norton Editor is a text-processing program specifically designed for programmers. Most word-processing software is designed for generalized use and lacks some of the features found in a programmer's editor.

The program groups its functional commands into the following categories, which you access by pressing the appropriate function key: Help (F1), Status (F2), File Commands (F3), Block Commands (F4), Screen Format (F5), Miscellaneous (F6), Printer Commands (F7), and DOS Processor (F9).

The Editor contains most of the useful commands found in word processors. The block commands let you mark blocks of text for deletion, copy a block to another part of the text, move a marked block of text, and find blocks of text.

One important feature lets you open and work on two documents or programs simultaneously. The Editor splits the screen into two windows that each contain a separate document. A block command lets you "window copy" a block of text from one program into the other. This is handy for programmers who often use a standard module header at the beginning of their source code.

Another programmer's feature not found in most word processors is a command that lets you display the file being edited in a "condensed format." In this mode, the Editor displays only those lines in the program that contain a letter or symbol in the first column. Most module names and labels found in a program begin with a character in column one

Because it is such a straightforward program, TRScat doesn't require a lot of documentation.

(such as in C, Pascal, and Assembly language), so you can quickly find a desired label. You can scan through your program using the arrow, page-up, and page-down keys. When you find the label you wish to edit, press any other key to activate the full-screen mode. This feature is especially useful for editing Assembly-language programs where labels must begin in the first column.

The Norton Editor is extremely capable. You can use it for creating documents as well as for programs. The editor contains a word-wrap feature, so you could use it for correspondence or other simple word-processing functions. It doesn't contain complex functions such as automatic hyphenation.

If you write your own programs, you should consider the Norton Editor. It's a bargain.

—Gary Shade

# TRScat \*\*\*

**TRScat** runs on the Model 4 (64K) and requires TRSDOS 6.2 and two disk drives. SOTA Computing Systems Ltd., 213-1080 Broughton St., Vancouver, BC V6G 2A8, 604-688-5009. \$39.95.

It can be difficult to remember on which disk you have recorded a program. Because I have a terrible memory, I spend a lot of time with the TRSDOS DIR command. I will often search through 10 or more disks before stumbling onto a sought-after program.

To alleviate this situation, I recently had the pleasure of using TRScat. TRScat lets Model 4 owners quickly and easily catalog, sort, and locate all the programs in their disk library. Besides TRSDOS 6.x.x disks, TRScat can catalog DOSPLUS 3.4/3.5, MultiDOS 1.3/1.5/1.6, and LDOS 5.x.x disks.

You execute TRScat as a command file from the TRSDOS level by entering TRSCAT. Once executed, TRScat searches for a printer configuration file called TRSCAT/CFG. If TRScat doesn't

locate the file or is making its initial run, you must set up the configuration file by either staying with the preset defaults or manually setting parameters such as the size of the left margin and the number of columns per printed page. You can specify printer control codes for condensed type or alternate type styles.

With the printer configuration set, TRS-cat presents a 14-option main menu: build a disk catalog, view the catalog file on the video, print the catalog file, sort the catalog, display a disk directory, enter file names manually, search for a file name or a disk ID code, write the catalog file on a disk, read a catalog file from a disk, kill a disk file, configure TRScat, remove a disk from the catalog, print a disk-space map, or exit from TRScat.

TRScat has a few drawbacks. It accepts only drives zero through 3, so it won't support a hard-disk drive. And it doesn't cope well with catalog having more than 140 entries. TRScat also isn't compatible with Pronto, the memory-resident application from MISOSYS. You can call up Pronto from TRScat, but your computer goes off on a strange voyage if you try to use one of Pronto's applications.

Because TRScat is an in-memory database program, a catalog file must either be built or read from a disk before TRScat can be of any real use. You can easily build a catalog file by assigning each disk a four-digit alphanumeric ID code and letting TRScat read the disk's directory. Once built, the catalog file can be sorted by disk or file name. You can search for program names or disk ID codes by either exact or partial match.

Because it is such a straightforward program, TRScat doesn't require a lot of documentation. However, SOTA doesn't use the program's ease of use as an excuse for a shoddy manual; TRScat comes with an excellent 20-page manual. Its organization is superb and its content should answer even the most inexperienced user's questions.

Even though TRScat is a simple program, it is useful and well done. While its narrow purpose makes the price a bit steep, anyone with more than a few disks will find TRScat a great time-saver.

-Mark D. Goodwin

# **Dots-Perfect**

\*\*\*

**Dots-Perfect** works with the Epson FX/JX/RX printers. Dresselhaus Computer Products, 837 East Alosta Ave., Glendora, CA 91740, 818-914-5831. \$79.95.

If you own an Epson printer, you know that it is a reliable workhorse. And if you

own an older model, you might wish that it had a near-letter-quality (NLQ) mode. Should you spend more money on a new machine? Save your dollars. Dots-Perfect, a modification for Epson printers, consists of three chips that plug into the printer's main circuit board. This gives you an NLQ mode and provides a selection of 160 different font styles.

Everything you need is enclosed in the package, including clear installation instructions. The manual's first page warns you that if you do not feel qualified to install Dots-Perfect, you should have a dealer do it for you.

Accurate instructions help you open the printer case and access the circuit board. Since some FX printers and all JX-80 printers have an auxiliary circuit board, instructions show you how to temporarily remove it so you can insert the chips in the main circuit board. Removing this board on my FX-80 was simple.

Once you have access to the main board, you have to locate the two chips that need replacing and the empty chip socket for installing the third chip. The photographs in the manual are exceptionally clear, and you can easily identify the chips. The manual carefully explains precautions in handling chips.

Once you have installed the new chips, you might have to cut a jumper on the main board. Again, the photographs clearly show where the jumper is and where to cut it. The manual even suggests using ordinary nail cutters if you don't own a pair of diagonal trace cutters. Finally, you must check a shorting block to see if it is in the correct position.

Before you assemble the printer, you have to reset the DIP switches according to the Dots-Perfect manual. This modification redefines the functions of several switches so your printer will work properly.

Once you have reinstalled the auxiliary circuit board and put the cover back on your printer, you should run the self-test to verify proper installation. The test prints both draft and NLQ mode. The manual provides software codes in ASCII, hexadecimal, decimal, and Basic CHR\$ to activate and deactivate the NLQ mode.

Dots-Perfect includes an adhesive decal for placement on the front of the printer; it gives brief instructions on the modification's operation so you don't have to refer to the manual.

I tested Dots-Perfect with a Model 4 using Allwrite. While Allwrite works fine on an Epson with Dots-Perfect, you must activate the NLQ mode by pressing the FF button, not by a software driver. With Dots-Perfect, my Epson has taken on a new life and my correspondence is much more legible.

-Arthur N. McAninch Jr.



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# **Astral Projection**

by Delmar Searls

The best games are those that teach. To that end, I've written a program simulating the gravitational pull of stars on a space probe that you launch toward a target at one end of the screen.

The challenge is to find the starting position and velocity that will enable the probe to reach its destination—but that's only part of the fun. Try different launches to see what interesting paths the probe will take. It sometimes loops around stars and even settles into stable orbits.

#### Ode to Galileo

The program, which I've called Gravity, is based on simple physics. The gravitational force exerted on the probe by a star is directly proportional to the star's mass and inversely proportional to the square of the distance between the two objects. In other words, a star twice as massive as another exerts twice the force at the same distance; double the distance and the force becomes one-fourth as strong.

For each star in the scene, the gravitational force is calculated and applied to the probe. This enables the program to vividly illustrate the motion of such astronomical objects as comets. The probe speeds up noticeably as it approaches a star and slows down as it leaves. A close pass alters the probe's course more than one from farther away; furthermore, the faster the probe goes, the less it is affected by gravity.

#### If Only NASA Had This

Gravity asks you a series of questions for setting up the game. You can choose up to 10 stars; using four or fewer produces somewhat faster movement. The next prompt asks for the number of players (two is the maximum).

There are two launch modes: side to side and corner to corner (the first player's probe starts from the left toward a target on the right, and the second player's does the opposite). You select the entry row from zero (bottom) to 191 (top) and the initial velocity (zero to 9) before launch.

#### System Requirements

16K RAM
Extended Color Basic

#### Program Listing. Gravity.

```
1Ø GOTO 1ØØØ
2Ø FOR I=1 TO N:T1=X(I)-X:T2=Y(I
)-Y:R2=T1*T1+T2*T2:R=SQR(R2):IF
R<=D THEN RETURN ELSE F=M(I)*G/R
2:VX=VX+F*T1/R:VY=VY+F*T2/R:NEXT
30 X=X+VX:Y=Y+VY:IF X>1 AND X<25
5 AND Y>1 AND Y<191 THEN PSET(X,
191-Y)
 40 A$=INKEY$:IF A$="" THEN 20 EL
1000 CLS:PMODE4,1:PCLS
1010 INPUT HOW MANY 'STARS' ";N:
 1020 INPUT"NUMBER OF PLAYERS (1
OR 2) ";NP
1838 PRINT
1848 PRINT"LAUNCH"
1858 PRINT" 1. SIDE TO SIDE"
1868 PRINT" 2. CORNER TO CORNER
1070 INPUT"WHICH ":L
                          1. GRAVITY'
 1090 PRINT
                          2. ELECTRIC CHARGE"
 1110 INPUT"WHICH "
               T=2 THEN 117Ø
1120 IF T=2 THEN 11/0
1130 PRINT
1140 PRINT" 1. NO BLACK HO
1150 PRINT" 2. BLACK HOLE"
1160 INPUT WHICH ";S
                          1. NO BLACK HOLE"
 117Ø PN=1:CLS
118Ø GOSUB 2ØØØ 'INITIALIZATION
1190 GOSUB 3000 'DRAW SKY
1210 AS=INKEYS:IF AS=""THEN1210
1220 GOSUB 4000 'GET USER INPUT
 2000 G=50:PI=3.14156:D=6
2ØØØ G=5Ø:PI=3.14156:D=6
2Ø1Ø INPUTTRANDOM DATA (Y OR N)"
;A$:IF A$="N" THEN 215Ø
2Ø2Ø X(1)=RND(21Ø)+25
2Ø3Ø Y(1)=RND(14Ø)+25
2Ø4Ø M(1)=RND(1Ø):IF T=2 THEN M(
1)=M(1)*(-1)^RND(T)
2Ø5Ø FOR I=2 TO N
2Ø6Ø X(I)=RND(21Ø)+25
2Ø7Ø J=1
 2080 IF ABS(X(I)-X(J))<10 THEN 2 060 ELSE J=J+1: IF J<I THEN 2080
 2Ø9Ø Y(I)=RND(14Ø)+25
21ØØ J=1
 211Ø IF ABS(Y(I)-Y(J))<1Ø THEN 2
Ø9Ø ELSE J=J+1: IF J<I THEN 211Ø
 212Ø M(I)=RND(5):IF T=2 THEN M(I)=M(I)*(-1)^1
213Ø NEXT I
214Ø RETURN
215Ø FOR I=1 TO N
216Ø PRINT"X";:PRINT USING"##";I
    :INPUT X(I)
17Ø PRINT"Y";:PRINT USING"##";I
```

```
218Ø PRINT"MASS";:PRINT USING"##
";I;:INPUT M(I)
 2190 NEXT T
 2998 ' DRAW SCENE
2999 '***********
 3000 SCREEN1.1
 3010 IF S>N THEN 3060
3020 FOR I=S TO N
3929 FOR 1=S TO N

3938 CIRCLE(X(I),191-Y(I)),INT(A

BS(M(I))/2+,5)

3949 PAINT(X(I),191-Y(I))

3959 NEXT I

3969 IF L=2 THEN 3199

3979 LINE(255,88)-(259,88),PSET:
 LINE-(25Ø,1Ø4), PSET:LINE-(255,1Ø
4), PSET
 3/88 IF NP=2 THEN LINE(Ø,88)-(5,
88),PSET:LINE-(5,104),PSET:LINE-
(Ø,104),PSET
 3090 RETURN
3100 LINE(240,0)-(255,10),PSET
3110 IF NP=2 THEN LINE(0,181)-(1
 4070 PRINT"#";:PRINT USING "#";P
N;:PRINT" ";
   N;:PRINT" ";
4080 INPUT"A,V";A,V
4090 IF V>=10 THEN 4080
4100 IF PN=2 THEN X=254:Y=190 EL
   SE X=2:Y=2
   411Ø A=A*PI/18Ø:VX=V*COS(A):VY=V
*SIN(A):IF PN=2 THEN VX=-VX:VY=-
  VY
412Ø SCREEN 1,1:IF NP=2 THEN PN=
PN+1:IF PN=3 THEN PN=1
413Ø AS="":GOSUB 2Ø: IF AS<>"" T
HEN 417Ø
414Ø LINE(Ø,Ø)-(4,4),PSET,BF
415Ø AS=INKEYS: IF AS="" THEN 41
  110 AV-100 AV-100 AV 100 AV 10
  4199 IF AS="E" THEN PCLS:GOSUB 3

Ø1Ø:RETURN

42ØØ IF AS="C" THEN RETURN

421Ø PRINT"C, E, OR Q"

422Ø AS=INKEYS:IF AS=""THEN 422Ø
  5070 NEXT I
    5080 END
```

In the diagonal version, player 1 launches the probe from the lower-left corner toward a target in the upper-right corner; the target corner is always the other player's entry point. Entry is specified as an angle of elevation in de-

grees—zero for horizontal and 90 for vertical. For the player starting in the upper right, a zero-degree angle goes out to the left and 90 is straight down.

Another prompt lets you change the stars into electrically charged particles.

Since like charges repel, the probe veers away from some particles and toward others. At first, however, you'll have no idea which particles attract and which repel. Hitting the target will be difficult if not impossible.

In the gravity option, you can have one of the stars be a black hole—invisible on screen but still exerting its gravitational pull.

The final prompt lets you use random data for the stars' mass and placement, or set both yourself. The x coordinate can range between 10 and 245, and the y coordinate between 10 and 181 (values outside this range place the stars too close to the edge). Since the program displays its random data at the end of each game, you can use this option to reproduce interesting setups.

#### **Gravitational Pull Toy**

After you select parameters, Gravity displays the probe's path as it moves slowly across the screen. Processing continues even when the probe moves off screen. Sometimes the probe loops back into view.

The probe is destroyed when it passes too close to a star. A box in the upper-left

corner lights up, and the probe stops moving.

Press the enter key to go back to the prompt screen so you can change your coordinates. The C key puts you back in the game and launches the probe according to the new coordinates; the E key does the same, but removes the old path lines. Q terminates play.

The goal is to reach the target area in the fewest tries. When two people play, the first to succeed is the winner. There are no bells, whistles, or flashing lights if you make it.

#### For Quantum Mechanics Only

You can best simulate stable orbits by altering the program. On line 4040, change the value of X=1 to a number near 128. Choose the one-player version (side to side) and press N at the random-data prompt. Place a single star at x=128 and y=96, with an initial mass of about seven. Changing the probe's launch point and velocity produces a variety of stable orbits. Some orbits simulate precession, a term referring to orbits that vary with each revolution.

Gravity takes a long time to make cal-

culations if you've chosen several stars. Apply the speed-up POKE (POKE 65495, 0) if your CoCo will take it.

The program calculates changes in the probe's path at discrete points, producing only an approximation of what happens in nature. The approximation breaks down a little at high speeds, so I usually set the initial velocity at no greater than five.

The approximation also breaks down when the probe moves close to a star; this can cause particularly bizarre effects when combined with high speed. It's even possible to zoom right through a star. But if I provided all the checks to prevent such imperfections, the program would be too slow to be much fun.

The screen prompts for launch parameters were kept short so information could be retained on screen as long as possible. You must enter two parameters at a time for the same reason.

Delmar Searls welcomes questions and comments. You may write to him at 205 W. Main St., Wilmore, KY 40390. Send a self-addressed, stamped envelope for a reply.

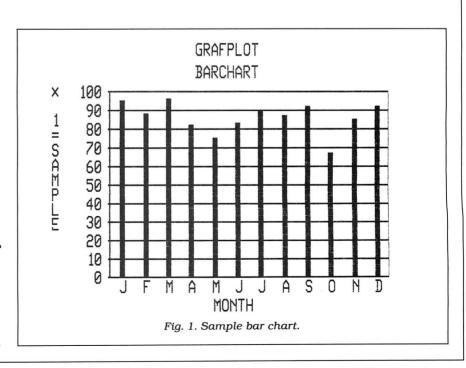
# Graph-Itti

by Milton Simpson

Computer are not difficult to find, but few give you all the capabilities you need. My program Grafplot is different: It provides you with umbrella software for creating line graphs, bar graphs, cumulative bar graphs, and pie charts. You select the type of graph you want, enter the data, and the program does the rest. Text placement is automatic. You can edit your data with the program's manual text-entry/edit routine and produce printouts with an embedded screendump routine.

#### **System Requirements**

64K RAM Extended Color Basic Disk drive DMP 120 printer





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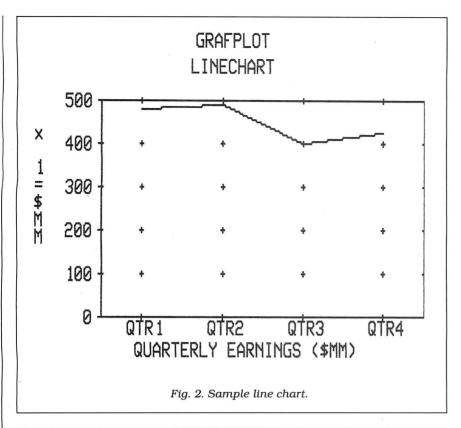
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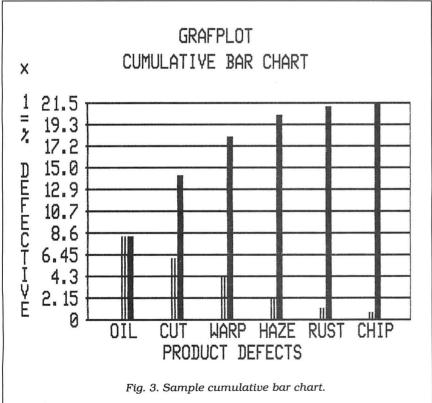
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#### **Plotting Your Course**

To put Grafplot to work, type in and run the Basic code in the Program Listing. The first screen you'll see is a notice that the machine-language routines are being loaded. When the task is complete, the program will ask if you want instructions on how to use the manual text-entry/edit routine. Since text placement is automatic, you might skip these instructions at first. I'll explain how the routine works in more detail later.

If you bypass the instructions, the next screen you'll see is the main menu. It provides you with seven options: copy to printer, view screen, enter graph data, print text, clear screen, load a saved graph from disk, and save a graph on disk. Your first step should be to clear the screen (option 5). Next, check the screen (option 2) to make sure it is solid black. If it is, you are ready to create a graph.

Select option 3 to display the graphselection menu; then enter the number for the type of graph you want to create. When the data-entry screen appears, fill in the title/notation lines at the top. Also enter the full-scale value, which is the maximum value you want to appear on the vertical axis.

Data entry is handled the same for bar, line, and cumulative bar graphs. (See Figs. 1, 2, and 3 for sample graphs.) Because of screen-width limitations, you are limited to 13 data entries. First specify the number of items you want to have on your graph and then begin entering data in the specified format (label, data). Be sure to observe the label-length limit. If you make a mistake, type in 999,0 and press the enter key. This returns you to the main menu, from which you can start over by clearing the screen.

When data entry is complete, specify the number of divisions you want on the graph's vertical axis. The program uses this data in conjunction with the full-scale value to calculate the multiplier for the vertical axis. The computer then draws the graph and places the horizontal-axis labels on screen.

When you're finished creating the graph, the computer returns you to the main menu. It's a good idea to view the graph on screen (option 2) to make sure it appears the way you intended. If you're satisfied with the results, select option 7 to save the graph on disk or option 1 to produce a screen dump.

#### Slicing the Pie

When creating a pie graph (see Fig. 4), you can enter data for as many items as you wish. Be careful, however, not to create too many pie slices, since labels might overwrite each other if placed too close together on the graph. Though the program should accommodate at least 12 slices, you might have to experiment with each data set.

Labels might also be overwritten if you place too many narrow slices next to each other on the graph. If there is no way to avoid this, try leaving the labels blank on the data-entry screen and using the print-text option to edit them to a suitable length.

The print-text option is a modified version of a program written by William

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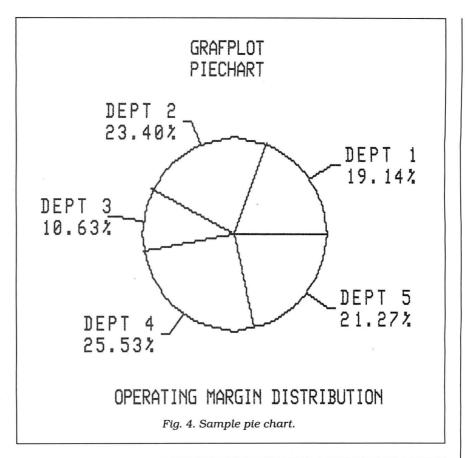
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Barden, Jr., and published in the November/December 1983 issues of *The Color Computer Magazine*. After you've drawn a graph, you might want to restart the program and look at the printtext instructions. (As long as you don't clear the screen or shut off the computer, you can return to a graphics screen after you restart the program.)

I wrote the program for use with a DMP 120 printer; if you have a different printer, you might have to change lines 2030-2150 to call your own screendump program and delete lines 1040-1710. Here's a brief description of how it works. Line 2050 sets the computer output to 1,200 baud. The instruction in line 1030 does the same for the printer. The high baud rate reduces the time to execute the screen dump from 15 minutes to 71/2 minutes. Line 2060 sets up the printer. The CHR\$(27); CHR\$(20) sets condensed print. CHR\$(18) sets the graphics mode. Line 2070 sets the graphics screen; 2080 calls the machinelanguage screen dump. Lines 2120 and 2125 return the printer and the computer to the 600-baud rate.

Milton Simpson welcomes questions and suggestions. Write to him at 831 Hillcrest Drive, Martinsburg, WV 25401.



#### Program Listing. Grafplot.

```
46Ø DATA31,16,16,30,16,16,31,Ø
    10 'GRAFPLOT <GRAPH PLOTTING PRO
                                                                                                                                                                                          47Ø DATA31,16,16,28,16,16,16,Ø
48Ø DATA15,16,16,19,17,17,15,Ø
49Ø DATA17,17,17,31,17,17,17,Ø
   GRAMO
    2Ø CLS:PRINT@128,"
                                                                                                                    SETTING-UP
                                                                                                                   TEXT MACHIN
   SCREEN DUMP AND
   BE LANGUAGE ROU- TINES"

3Ø CLEAR 2ØØ,28927

4Ø FORI=&H71ØØ TO &H73CF:READA:P
                                                                                                                                                                                        500 DATA14,4,4,4,4,4,4,4,5
510 DATA1,1,1,1,1,1,1,1,1,6
520 DATA17,18,20,24,20,18,17,0
530 DATA16,16,16,16,16,16,31,0
                                                                                                                                                                                       52g DATA17,12,21,17,17,8
52g DATA17,18,20,24,28,18,17,8
53g DATA16,16,16,16,16,16,31,8
54g DATA17,27,21,21,17,17,17,18
55g DATA17,27,21,21,17,17,17,17,9
55g DATA14,17,17,17,17,17,17,17,8
58g DATA14,17,17,17,17,17,17,18,18,13,8
58g DATA14,17,17,17,17,18,18,13,8
58g DATA14,17,16,14,1,17,14,8
61g DATA13,17,17,17,38,28,18,17,8
62g DATA17,17,17,17,17,17,17,14,8
63g DATA17,17,17,17,17,17,17,14,8
63g DATA17,17,17,17,17,17,17,17,4,8
63g DATA17,17,17,17,17,17,17,17,8
63g DATA17,17,17,17,17,17,17,18,6
63g DATA17,17,18,4,4,4,8
63g DATA17,17,18,4,4,4,4,8
63g DATA17,17,18,4,4,4,4,8
63g DATA17,17,18,4,4,4,4,8
63g DATA17,17,18,4,4,4,4,8
63g DATA18,8,14,17,16,17,14,8
73g DATA8,8,14,17,16,17,14,8
73g DATA8,8,14,17,16,17,14,8
73g DATA8,8,14,17,16,17,14,8
73g DATA8,8,14,17,31,16,14,8
73g DATA8,8,14,17,31,16,14,8
73g DATA8,8,13,19,19,13,17,14
73g DATA8,8,13,19,19,13,17,14
73g DATA8,8,13,19,19,13,17,14
73g DATA8,8,13,19,19,13,17,14
73g DATA8,8,13,19,19,13,17,14
73g DATA8,8,13,19,19,13,17,18
83g DATA8,8,14,17,17,17,17,8
83g DATA8,8,13,19,19,13,1,1
84g DATA8,8,11,17,17,17,18,4,8
84g DATA8,8,15,16,14,1,38,8
84g DATA8,8,17,17,17,17,18,4,8
94g DATA8,8,17,17,17,17,18,4,8
94g DATA8,8,17,17,17,19,13,9
94g DATA8,8,17,17,17,19,13,9
94g DATA8,8,17,17,17,17,18,4,8
94g DATA8,8,17,17,17,19,13,9
94g DATA8,8,17,17,17,19,13,9
94g DATA8,8,17,17,17,19,13,9
94g DATA8,8,17,17,17,19,13,9
94g DATA8,8,17,17,17,19,13,9
94g DATA8,8,17,17,17,19,13,9
948 DATA8,8,17,17,17,19,13,9
   OKEI,A:NEXT
5Ø DATAØ,Ø,Ø,Ø,Ø,Ø,Ø,Ø
91Ø DATAØ,Ø,17,17,21,10,4,0
92Ø DATAØ,Ø,17,10,4,10,17,0
93Ø DATAØ,Ø,17,17,31,1,17,14
   45Ø DATA3Ø,9,9,9,9,9,3Ø,Ø
                                                                                                                                                                                             94Ø DATAØ,Ø,31,2,4,8,31,Ø
```

```
95Ø DATA2Ø6,116,24Ø,166,66,198,3
2,61,227,69,52,6,23Ø,65,64,84
96Ø DATA84,79,227,225,31,1,23Ø,6
5,196,7,52,4,198,7,224,224
97Ø DATA92,52,4,52,4,23Ø,196,79,
88,73,88,73,88,73,227,67
98Ø DATA31,2,95,166,71,89,2Ø2,1,
74,38,25Ø,83,134,255,88,73
99Ø DATA7106,228,38,25Ø,52,66,198,
8,52,4,166,19Ø,167,99,23Ø,16Ø
10ØØ DATA78,88,73,106,99,338,25Ø,52,6,166,132,164,99,170,228,167
101Ø DATA132,166,1,164,18Ø,17Ø,9
7,167,1,48,136,32,5Ø,98,106,228
102Ø DATA38,216,53,178
103Ø FORI=6H747Ø TO 6H74E3:READA
POKEI,A:NEXT
  : POKEI, A: NEXT
  ,127,255,37,249,127,124,226,127,124,228
  1050 DATA127,124,235,127,124,225
  ,142,124,255,191,124,236,127,124
  1Ø6Ø DATA224,134,7,183,124,23Ø,1
34,1,183,124,234,142,124,24Ø,111
,128
  1070 DATA140,124,248,37,249,134,32,246,124,224,251,124,225,61,195,14,0,251,124
  1Ø8Ø DATA226,31,1,166,132,183,12
4,227,124,124,224,182,124,224,12
   1090 DATA44,6,182,124,228,183,12
  4,229,124,124,229,122,124,230,14
   1100 DATA240,134,128,183,124,231,16,142,0,8,198,1,247,124,232,24
  111Ø DATA124,227,134,7,183,124,2
33,244,124,231,182,124,232,61,84
    .182
  112Ø DATA124,233,128,1,183,124,2
33,38,245,182,124,234,61,235,132
   . 231
   113Ø DATA132,182,124,231,68,183,
124,231,182,124,232,72,183,124,2
   32,48
  1140 DATA1,49,63,38,202,182,124,
234,72,183,124,234,182,124,230,3
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1150 DATA13.182.124.229.129.1.39
115, 168, 127, 124, 229, 126, 117, 118, 142, 124, 124, 126, 132, 16, 198, 124,
236,167,164,49,33,16,191,124,236
,48
1170 DATA1,140,124,248,37,235,12
4,124,226,182,124,226,129,32,16,
118Ø DATA255,57,127,124,226,134,
254,151,111,142,125,255,16,142,1
26,Ø
119Ø DATA166,132,23,2,137,166,13
2,23Ø,164,183,124,238,247,124,23
9,129
 1200 DATA0,16,39,2,8,161,164,16,
1200 DATAD, 16,39,4,8,161,164,16,39,2,2,193,6,163,9,1
1210 DATA252,132,1,129,1,38,38,1
96,1,193,1,39,32,230,164,196
1220 DATA66,193,6,38,24,166,132,1
32,6,129,6,39,16,182,124,238,246,1
24,239,202,1,247,124,239,166,132
24,239,592,1,241,124,239,160,132,238,1249 DATA164,132,3,129,3,38,196,3,193,3,39,32,238,164,196,1259 DATA12,193,12,38,24,166,132,132,12,129,12,39,16,182,124,238
126Ø DATA138,4,183,124,238,246,1
24,239,202,2,247,124,239,166,132
247,239,282,2,247,124,239,166,132,238,248,164,196,6,193,6,39,64,238,164,196,128,80 DATA1,193,1,38,24,166,132,132,1,129,1,39,16,182,124,238,246,124,238,246,1183,124,238,246,124,239,282,2,247,124,239,238,164,196
1300 DATA24,193,24,38,24,166,132,132,24,129,24,39,16,182,124,238
131Ø DATA138,8,183,124,238,246,1
24,239,202,4,247,124,239,166,132
,23g
132g DATA164,132,12,129,12,38,7g
,196,12,193,12,39,64,23g,164,196
1330 DATA3.193.3.38.24.166.132.1
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E. How long have you owned your TRS-80/Tandy Computer?  1.
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130	135	140	145	150	280	285	290	295	300	430	435	440	445	450	580	585	590	595	600

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#### HOT CoCo

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Listing continued
                                                                                                                                                                APH DATA ENTER 3 TO ENTER PIEGR 3090 B=156-E 3100 SCREENI 3110 FORI=X ICE " ENTER YOUR CHO 3110 FORI=X ICE " 1 TIME/T
                                                                               :POKEI,A:NEXT
1728 POKE1289,48
1738 CLS:PRINTE12, "GRAFPLOT":PRI
NT:PRINT" BY: MILTON T. SIMPS
ON":PRINT"*********ACKNOWLEDGEMEN
T**********
32.3.129.3.39.16.182.124.238
                                                                                                                                                                                                                                                           SCREEN1,Ø
FORI=X TO X+3
LINE(I,B)-(I,156),PSET
134Ø DATA138,2,183,124,238,246,1
24,239,202,4,247,124,239,230,164
 .196
135Ø DATA48,193,48,38,24,166,132,132,48,129,48,39,16,182,124,238
                                                                                                                                                                222Ø C$=INKEY$
                                                                                                                                                                                                                                                3130
                                                                                                                                                                                                                                                          NEXT
                                                                                                                                                                                                                                                            Y=158:GOSUB361Ø
                                                                                                                                                                223Ø IFCS=""THEN222Ø
                                                                                                                                                                2240 C=VAL(CS)
                                                                                1740 PRINT"
                                                                                                                     THE TEXT ROUTINE
                                                                                                                                                                                                                                               3150 IFR=NN GOTO2570
3160 GOTO3080
                                                                               USED IN THIS PROGRAM IS A SLI
GHTLY MODI-FIED VERSION OF 'UNFO
 136Ø DATA138,16,183,124,238,246,
124,239,202,8,247,124,239,166,13
                                                                                                                                                                225Ø ON C GOTO3Ø5Ø,317Ø,331Ø,368
                                                                                                                                                                                                                                                3170 LC=2:GOSUB4610:GOSUB4800
                                                                               2260 X=0:Y=0
 2.230
                                                                                                                                                                                                                                                318Ø GOSUB484Ø
 2,230
137Ø DATA164,132,24,129,24,38,7Ø
,196,24,193,24,39,64,23Ø,164,196
                                                                                                                                                                227Ø CLS:INPUT"ENTER THE CHARACT
                                                                                                                                                                                                                                                3190
                                                                                                                                                                                                                                                          R = \emptyset : W = 6 : K = \emptyset
                                                                                                                                                                ER WIDTH (SPAC-ING) YOU WANT TO
                                                                                                                                                                                                                                                3200 GOSUB4850
                                                                                                                                                                USE"; W: SCREEN1,1
                                                                                                                                                                                                                                                3210
1380 DATA6,193,6,38,24,166,132,1
32,6,129,6,39,16,182,124,238
1390 DATA138,4,183,124,238,246,1
24,239,202,8,247,124,239,230,164
                                                                                                                                                                228Ø AS=INKEYS
                                                                                                                                                                                                                                                3220 IFK<>ØTHEN327Ø
3230 LINE-(X,Y),PRESET
                                                                                                                                                                229Ø IFA$=CHR$(12)THEN19ØØ
23ØØ IFA$=CHR$(8)THEN444Ø
23IØ IFA$=CHR$(32)THEN432Ø
                                                                                                                                                                                                                                                3240 PSET(X,Y)
3250 K=K+1
                                                                                176Ø A$=INKEY$
177Ø IFA$="N"THEN187Ø
178Ø IFA$<>"Y"THEN176Ø
                                                                                                                                                                           IFAS=CHR$(1Ø)THEN436Ø
IFAS=CHR$(94)THEN44ØØ
                                                                                                                                                                                                                                                3260 GOTO3280
 .196
                                                                                                                                                                2320
1400 DATA96,193,96,38,24,166,132,132,96,129,96,39,16,182,124,238
                                                                                                                                                                                                                                                327Ø LINE-(X,Y),PSET
328Ø Y=158:GOSUB361Ø
                                                                                                                                                                2340 TEAS=CHRS (91) THENY=Y+1 - GOTO
                                                                                                                                                                                                                                               329# Y=158:GOSUB361#

329# IFR=NN THEN522#

33## GOTO32##

331# LC=1:GOSUB461#:GOSUB48##

332# R=#;W=6:C=#

332# PRINT*TO END DATA ENTRY ENT

ER (999,#)"

335# PRINT*ENTER DATA ID AND DATA

"
                                                                                1790 CLS:PRINT@6, "TEXT INSTRUCTI
ONS":PRINT
1800 PRINT" USE shift FOR UPPER
                                                                                                                                                                2280
141Ø DATA138,32,183,124,238,246,
                                                                                                                                                                235Ø IFA$=CHR$(95)THENY=Y-1:GOTO
124,239,202,16,247,124,239,166,1
                                                                                                                                                                2280
                                                                                CTER, PRESS LEFT ARROW:
PRINT" TO SKIPSPACE 1 CHARACTER
32,23Ø
142Ø D
                                                                                                                                                                236Ø IFA$=CHR$(9)THEN X=X+1:GOTO
          DATA164,132,48,129,48,38,7Ø
                                                                                                                                                                2280
,196,48,193,48,39,64,230,164,196
                                                                                                                                                                2370 IFAS=CHRS(93)THENL=1:GOTO22
                                                                                :PRINT" TO SKIPSPACE 1 CHARACTER 237Ø IFA$=CHR$(93)THI PRESS SPACEBAR":PRINT 8Ø 238Ø IFA$=CHR$(21)THI PRESS DOWN ARROW" 80 239Ø N=1:GOSUB25ØØ 150. 239Ø N=1:GOSUB25ØØ 150. 239Ø N=0:GOSUB25ØØ 150. 239Ø N=0:GOSUB25ØØ 150. 239Ø N=0:GOSUB25ØØ 150. 239Ø N=0:GOSUB25ØØ 150. 240Ø N=0:GOSUB25ØØ N=0:GOSUB25ØØ N=0:GOSUB25ØØ N=0:GOSUB25ØØ N=0:GOSUB25ØØ N=0:GOSUB25ØØ N=0:GOSUB25ØØ N=0:GOSUB25Ø N=0:GOSUB25ØØ N=0:GOSUB25Ø N=0:
                                                                                                                                                                 238Ø IFA$=CHR$(21)THENL=Ø:GOTO22
1430 DATA12,193,12,38,24,166,132
                                                                                                                                                                                                                                                A"
336Ø XL=4:IFNN>6THEN XL=3
,132,12,129,12,39,16,182,124,238
                                                                                                                                                                                                                                                337Ø IFNN>8THENXL=2
144Ø DATA138,8,183,124,238,246,1
24,239,202,16,247,124,239,230,16
                                                                                                                                                                                                                                                338Ø PRINT"ID IS LIMITED TO"; XL;
                                                                                                                                                                                                                                                "CHARACTERS"
                                                                                                                                                                                                                                                339Ø INPUTMS(J),B(J)
1450 DATA64,193,64,38,24,166,132
                                                                                                                                                                                                                                                3400 M=LEN(M$(J))
                                                                                                                                                                244Ø N=ASC(A$)
245Ø IFN=32THENN=Ø
.132.64.129.64.39.16.182.124.238
                                                                                                                                                                                                                                                3410 IFM>XL THEN CLS:PRINT"DATA
                                                                                182Ø GOSUB526Ø
183Ø CLS:PRINT" TO MOVE CURSOR U
                                                                                                                                                                                                                                                ID LIMITED TO"; XL; "CHAR. ": GOTO33
                                                                                                                                                                2409 IFN=3&THENN=N-6
2469 IFN=3&ANDN=<1ØTHENN=N-6
2479 IFN=33ANDN=<9ØTHENN=N-28
2489 IFN=94THENN=63
2499 IFN=97ANDN=<122THENN=N-33
 1460 DATA138,64,183,124,238,246,
                                                                                P 1/10 LINE (TO
ND SUBSCRIPT),
                                                                                                                              SUPERSCRIPT/E
124,239,202,32,247,124,239,166,1
                                                                                                                              PRESS SHIFT U
                                                                                                                                                                                                                                                3420 C=C+B(.T)
32,23Ø
147Ø D
                                                                                                                                                                                                                                                3430 IFM$(J)="999"THENL=J-1ELSE
                                                                                P ARROW'
           DATA164,132,64,129,64,38,38
                                                                                1840 PRINT" TO ADVANCE 1/5 CHARA CTER, PRESS RIGHT ARROW
                                                                                                                                                                2500 POKE&H74F0,N:POKE&H74F1,X
2510 POKE&H74F2,Y:POKE&H74F7,W
                                                                                                                                                                                                                                                L=J
344Ø IFM$(J)="999"THEN348Ø
 ,196,64,193,64,39,32,230,164,196
                                                                                                                                                                                                                                              3450 P(J)=P(J-1)+B(J)
3455 PRINT"NN=";NN
3460 IFR=NM ""
                                                                                   :PRINT" TO START UNDERLINE,
148Ø DATA48,193,48,38,24,166,132
                                                                                                                                                                252Ø POKE&H74F3,113:POKE&H74F4,Ø
                                                                                PRESS SHIFT RIGHT AR
ROW":PRINT" TO END UNDERLINE,
 ,132,48,129,48,39,16,182,124,238
                                                                                                                                                                253Ø POKE&H74F5,14:POKE&H74F6,Ø
                                                                                                                                                                254Ø A=USRØ(Ø)
255Ø IFL=1THEN POKE(3584+(Y+8)*3
                                                                                                                   PRESS SHIPT LEFT
                                                                                                                                                                                                                                                          NEXT
 149Ø DATA138,32,183,124,238,246,
                                                                                                                                                                                                                                               3480 SCREEN1,1:FORJ=1TO L
3490 IFNN=<3THEN X=INT((J-.5)*26
                                                                                ARROW"
 124,239,202,64,247,124,239,166,1
                                                                                ARROW"
185Ø PRINT" EACH CHARACTER IS 5
DOTS WIDE. YOU SELECT THE CHARA
CTER SPAC- ING BY ENTERING THE
NUMBER OF BLANK DOTS YOU WANT
                                                                                                                                                                2+INT(X/8)),255
                                                                                                                                                                2560 RETURN
2570 CLS:PRINT:INPUT"ENTER THE N
                                                                                                                                                                                                                                                /NN)
1500 DATA164,132,96,129,96,38,38
                                                                                                                                                                                                                                                3500 IFNN>3AND NN<7THENX=(J-.5)*
 ,196,96,193,96,39,32,230,164,196
                                                                                                                                                                                                                                               UMBER OF VERTICAL DI-VISIONS YOU WANT ON THE GRAPH 12 MAX";A 258% IFA>12THEN257% 259% IN=C/A 266% VV=IN*(-1)
                                                                                                            CHARACTERS, PLUS 5.
SPACINGS: 6,7,8"
                                                                                BETWEEN
151Ø DATA24,193,24,38,24,166,132,132,24,129,24,39,16,182,124,238
                                                                                COMMON
                                                                                1860 GOSUB5260
                                                                                                                                                                                                                                               353Ø T=INT(156-1ØØ*B(J)/P(L))
354Ø CC=INT(156-1ØØ*P(J)/P(L))
                                                                                187Ø DIMH(256),B(13),P(13),N$(13),D(13),M$(13),S$(3)
188Ø DEFUSRØ=&H747Ø
152Ø DATA138,16,183,124,238,246,
                                                                                                                                                                261Ø W=6
262Ø A=1ØØ/A
124,239,202,32,247,124,239,23,0,
                                                                                                                                                                                                                                                355Ø FORY=T TO156:POKE(3589+Y*32
117
153Ø DATA182,124,238,141,1Ø5,182
,124,239,141,1ØØ,48,1,49,33,16,1
                                                                                189Ø PMODE4
19ØØ SCREEN
                                                                                           PMODE4,1
SCREENØ
                                                                                                                                                                263Ø SCREEN1,1
264Ø VS=1
                                                                                                                                                                                                                                                       .10:NEXT
                                                                                                                                                                                                                                                356Ø FORY=CC TO156:POKE(359Ø+Y*3
                                                                                                                                                                2640 VS=1
2650 IFC>1000THEN VS=10
2660 IFC>10000THEN VS=100
2670 IFC>100000THEN VS=1000
                                                                                19)Ø C=0;CLS:PRINT@39, "GRAFPLOT
MAIN MENU":PRINT:PRINT " TO COPY
ONTO PRINTER ENTER 1 TO VIEW
SCREEN ENTER 2"
                                                                                                                                                                                                                                               2+X), 249: NEXT
                                                                                                                                                                                                                                                3579 X=X*8+46
3589 N$=M$(J):Y=158:GOSUB3619
3599 NEXT
1540 DATA126.255.16.38.253.207.1
66,164,141,84,134,13,173,159,160
                                                                                                                                                                           IFC>1000000THEN VS=10000
IFC>10000000THEN VS=10000
                                                                                                                                                                2680
                                                                                1920
                                                                                      20 PRINT" TO ENTER GRAPH DATA
ENTER 3 ";
                                                                                                                                                                                                                                               3600 GOTO2570
3610 X=X-M*W/2
 1550 DATA142.125.255,16,142,126,
255,166,128,167,16Ø,14Ø,126,255,
37,247
                                                                                                                                                                2700 FORZ=156T056STEP -A
                                                                               194# PRINT "TO PRINT TEXT
ENTER 4"
194# PRINT "TO CLEAR THE SCREEN
ENTER 5 TO LOAD A SAVED GRA
PH ENTER 6"
                                                                                                                                                                271Ø VV=VV+IN:Y=Z-3
272Ø N$=STR$(VV/VS)
                                                                                                                                                                                                                                               3620
                                                                                                                                                                                                                                                          FORK=1 TOM
                                                                                                                                                                                                                                               363Ø AS=MID$(N$,K)
3635 IFAS=""THEN3660
156Ø DATA142,124,255,16,142,125,
255,166,128,167,160,140,125,255,
                                                                                                                                                                273Ø L=LEN(NS)
                                                                                                                                                                274Ø IFL>5THENL=5
                                                                                                                                                                                                                                                364Ø GOSUB244Ø
 37.247
                                                                               PH ENTER 6"
1958 PRINT:PRINT" TO SAVE A GRAP
H ENTER 7"
1968 PRINT:PRINT" PRESS <CLEAR>
TO RETURN HERE."
1978 PRINT" ENTER YOUR CHO
ICE ";
 157Ø DATA182,124,228,76,124,124,
235,183,124,228,129,2,39,11,182,
                                                                                                                                                                275Ø FORK=1TO L-1
                                                                                                                                                                                                                                                          X = X + W
                                                                                                                                                                276Ø A$=MID$(N$,K+1)
277Ø X=44-L*6+(K-1)*6:GOSUB244Ø
                                                                                                                                                                                                                                               3660 NEXT
158Ø DATA225,139,3,183,124,225,1
26,120,184,127,124,228,182,124,2
                                                                                                                                                                                                                                                3689 GOSUB4619:GOSUB4999:GL=9:GC
                                                                                                                                                                278Ø IFK=5THEN28ØØ
                                                                                                                                                                                                                                               3689 GOSUB4619:GOSUB4979:GL=9:GC=9:DT=9:CLS:PRINT"YOU MAY CHART DATA FOR UP TO 13 ITEMS. EACH I TEM'S NAME MUST BE 6 CHARACTERS AND SPACES LONG."
3698 FORJ=1TO13
3798 PRINT:PRINT"TO END DATA ENT
                                                                                                                                                                279Ø NEXT
28ØØ IFLC=1THEN289Ø
25.139
           DATA4,183,124,225,182,124,
1590
                                                                                                                                                                2810 FORU=1TONN
                                                                                1980 C$=INKEY$
1990 IFC$=""THEN1980
2000 C=VAL(C$)
35,129,55,16,38,252,152,57,139,1
                                                                                                                                                                            X=46+INT((U-.5)*208/NN)
                                                                                                                                                                 2820
                                                                                                                                                                           LINE(X+1,Z)-(X-1,Z),PSET
                                                                                                                                                                284Ø LINE(X,Z+1)-(X,Z-1),PSET
1600 DATA173,159,160,2,57,166,13
                                                                                2010 IFC<10R C>7THEN1980
2020 ONC GOTO2030,2160,2190,2260
,3040,4500,4550
                                                                                                                                                                                                                                               3790 PRINT:PRINT"TO END DATA ENT RY ENTER (END,9) "
3710 INPUT"ENTER THE NAME OF AN ITEM AND IT'S DATA (NAME,DATA) (ENTER) ",NS(J),D(J) 
3720 IFNS(J) "END"THENNS(J) = "":G
OTO3760 3730 DT=DT+D(J) 
3740 H=J
3740 H=J
3750 MeV
                                                                                                                                                                 285Ø NEXT
2,230,164,132,96,196,96,129,96,3
                                                                                                                                                                           LINE(44,Z)-(47,Z),PSET
                                                                                                                                                                2860
                                                                                                                                                                287Ø PSET(254,Z)
 161Ø DATA38,193,96,38,3,126,121,
                                                                                2030 CLS:PRINT"TURN PRINTER SW#3
                                                                                                                                                                 288Ø GOTO29ØØ
27,230,169,255,0,196,3,193,3
1620 DATA38,53,230,137,255,0,196,3,193,3,39,43,246,124,239,202
                                                                                                                                                                289Ø LINE(45,Z)-(255,Z),PSET
                                                                                2Ø4Ø GOSUB526Ø
                                                                                                                                                                2900 NEXT
                                                                               2Ø5Ø POKE15Ø,4Ø
2Ø6Ø PRINT#-2,CHR$(27);CHR$(2Ø)+
                                                                                                                                                                291Ø LINE(46,56)-(255,156),PSET,
1630 DATA64.247,124,239,126,121
27,193,96,38,28,230,137,255,0,19
                                                                                CHR$(18)
                                                                                                                                                                2920 GOSHB4990
                                                                                                                                                                                                                                                3750 NEXT
                                                                                2070 SCREEN1.1
                                                                                                                                                                2929 GOSUBA999
2939 SCREENØ:INPUT"ENTER Y UNITS
16 CHARACTERS MAX";ES
2940 P=LEN(E$):IFP>16THEN2930
2950 SCREEN1,1:E$="X"+STR$(VS)+"
                                                                                                                                                                                                                                                          CIRCLE(128,96),6Ø,1,.75
LINE(128,96)-(188,96),PSET
164Ø DATA3,193,3,38,18,166,169,2
55,Ø,132,3,129,3,39,8,182
165Ø DATA124,238,138,64,183,124,
                                                                               2080 EXEC&H7543
2090 SCREEN0
                                                                                                                                                                                                                                                3770
                                                                                                                                                                                                                                                3780 SCREEN1,1
3790 FORJ=1TO
                                                                                2100 PRINT"
238,166,132,230,164,132,3,196,3,
                                                                                2110 CLS
                                                                                212Ø PRINT"TURN PRINTER SW#3 ON"
                                                                                                                                                                                                                                                3800 P(J)=D(J)/DT
                                                                                                                                                                296Ø P=LEN(E$):Q=P/2
                                                                                                                                                                                                                                                3810 PI=3.141592653
3820 G=P(J)*2*PI
1660 DATA3,38,38,193,3,38,3,126,
                                                                                2125 POKE150.87
1600 DATA, 38, 38, 193, 3, 38, 3, 126, 121, 109, 230, 169, 1, 0, 196, 96
1670 DATA193, 96, 38, 53, 230, 137, 1, 0, 196, 96, 193, 96, 39, 43, 246, 124
1660 DATA239, 202, 1, 247, 124, 239, 126, 121, 109, 193, 3, 38, 28, 230, 137, 1
                                                                                213Ø GOSUB526Ø
                                                                                                                                                                298Ø FORY=96-0*8T095+0*8STEP8
                                                                                                                                                                                                                                                383Ø GC=GL+G/2
384Ø GL=GL+G
385Ø IFGL>=6.28THEN387Ø
                                                                                           PRINT#-2,CHR$(3Ø)
GOTO19ØØ
                                                                                214Ø
215Ø
                                                                                                                                                                299Ø A$=LEFT$(E$,1)
3ØØØ P=P-1:E$=RIGHT$(E$,P)
                                                                                216Ø
217Ø
218Ø
                                                                                           GOTO1900
SCREEN1,1
A$=INKEY$:IFA$=""THEN2170
GOTO1900
                                                                                                                                                                                                                                                386$\text{IINE(128,96)-(128+6\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\texitt{$\text{$\text{$\text{$\text{$\text{$\text{$\text{$\text{
                                                                                                                                                                           GOSUB244Ø
                                                                                                                                                                3010
                                                                                                                                                                 3020 NEXT
                                                                                                                                                                 3Ø3Ø GOTO191Ø
                                                                                2190 CLS:PRINT@33. "GRAPHPLOT GRA
 169Ø DATAØ,196,96,193,96,38,18,1
                                                                                                                                                                3040 PCLS:GOTO1900
                                                                                PH SELECTION MENU": PRINT: PRINT"
66,169,1,0,132,96,129,96,39
1700 DATA8,182,124,238,138,1,183
,124,238,57
                                                                                                                                                                                                                                                388Ø LINE(128+6Ø*COS(GC),96-45*S
IN(GC))-(XF,YF),PSET
389Ø Y=YF-8
                                                                                                                                                                3Ø5Ø LC=1:GOSUB461Ø:GOSUB48ØØ
3Ø6Ø GOSUB484Ø
                                                                                TO ENTER BARGRAPH DATA ENTER 1
TO ENTER LINGRAPH DATA ENTER 2"
2200 PRINT:PRINT" TO ENTER CUMGR
171Ø FORI=&H7543 TO &H796D:READA
                                                                                                                                                                3070 R=0:W=6
                                                                                                                                                                3Ø8Ø GOSUB485Ø
                                                                                                                                                                                                                                                3900 V=LEN(N$(J))
                                                                                                                                                                                                                                                                                  Listing continued
```

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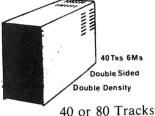
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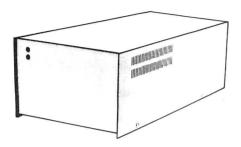
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```
Listing continued
                                                                                                                                                 452Ø PCLS:PMODE4,1:SCREEN1,1
453Ø LOADM N$
 3910 IFGC>.5*PI AND GC<1.5*PI TH 0)
                                                                                                                                                                                                                         478Ø NEXT
479Ø RETURN
                                                                         4220 GOSUB2500
 EN42/y
392Ø LINE-(XF+5,YF),PSET
393Ø X=INT(XF+5)+1
394Ø IFX>2Ø8THENX=2Ø8
395Ø XK=X
                                                                         423Ø X=X+8
424Ø N=9
                                                                                                                                                 454Ø GOTO191Ø
455Ø CLS
                                                                                                                                                                                                                         4800 CLS:K=0:PRINT"YOU MAY PLOT
                                                                                                                                                                                                                          A GRAPH FOR UP TO 13 ITEMS."
481Ø PRINT:INPUT"ENTER THE NUMBE
                                                                                                                                                 4560 PRINT: INPUT "ENTER THE NAME
                                                                                                                                                                                                                        A GRAD...
A GRAD...
R OF ITEMS YOU WILL GRAPH (1-1
3)";NN
482Ø IFNN>13THEN48ØØ
483Ø RETURN
484Ø PRINT:INPUT"ENTER THE FULL-
COALE VALUE OF THE GRAPH.";C:R
                                                                         4250 GOSUB2500
                                                                         425  GUSUB23  426  RETURN
427  LINE-(XF-5,YF),PSET
428  X=XF-(V+1.25)*8
                                                                                                                                                 4500 PRINT: INPUT ENTER THE NAME
OF THE GRAPH ";N$:PRINT
4570 SAVEM N$,3584,9728,0
4580 PRINT" THE NAME OF THE GRA
PH IS ";N$
 3960 GOSUB4/010
3970 X=XK
3980 GOSUB4080
                                                                                                                                                 4589 PRINT" THE NAME OF THE GRA
PH IS ";N$
4598 INPUT"PRESS <ENTER> TO CONT
INUE";A$
4688 GOTO1918
4618 CLS:PRINT" ENTER THE TITLE
OF THE GRAPH. YOU MAY USE 3 LI
NES."
4628 FORK=1TO3
4638 PRINT"ENTER LINE NO.";K;" -
48 CHAR MAX"
4648 LINBUMPUTES(K)
                                                                          429Ø IFX<ØTHENX=Ø
43ØØ GOTO395Ø
 399Ø IFJ=H THEN191Ø
4ØØØ NEXTJ
4Ø1Ø FORI=1TO V
                                                                          431Ø GOTO191Ø
432Ø X=X+W:IFX<256-W THEN228Ø
433Ø X=Ø:Y=Y+1Ø
 4Ø2Ø A$=MID$(N$(J),I,1)
4Ø3Ø IFA$=CHR$(32)THENN=Ø:GOSUB2
5ØØ:GOTO4Ø5Ø
                                                                                                                                                                                                                          485Ø PRINT"TO END DATA ENTRY ENT
                                                                          434Ø IFY>181THENY=Ø
435Ø GOTO228Ø
                                                                                                                                                                                                                          ER (999,Ø)"
486Ø PRINT"ENTER DATA ID AND DAT
                                                                                     Y=Y+1Ø:IFY<181THEN228Ø
4949 GOSUB2449
4959 X=X+8
4969 NEXTI
4979 RETURN
4989 Y=Y+19
4999 P=199*P(J)
4199 IPP<1THEN4189
4119 IPP<1THEN4159
4129 N=29*INT(P/19)
4139 CSUB2598
 4949 GOSUB2449
                                                                           4360
                                                                           437Ø Y=Ø:X=X+W
438Ø IFX>255THENX=Ø
439Ø GOTO228Ø
                                                                                                                                                                                                                           A"
487Ø XL=4;IFNN>7THEN XL=3
488Ø IFNN>1ØTHEN XL=2
489Ø PRINT*ID IS LIMITED TO";XL;
"CHARACTERS"
                                                                           439Ø GOTO228Ø
44ØØ Y=Y-1Ø:IFY>-1THEN228Ø
441Ø Y=18Ø:X=X-W
442Ø IFX<ØTHENX=256-W
                                                                                                                                                  464Ø LINEINPUTS$(K)
465Ø IF LEN(S$(K))>4ØTHEN463Ø
466Ø NEXT
                                                                                                                                                  466$\text{MEXT}$
467$\text{IFC<>4THEN Y=6ELSE Y=2}$
468$\text{W=6:FORK=1TO3}$
469$\text{ES=S$(K)}$
47$\text{IFES="THEN477$\text{MIJ}P=LEN(ES):Q=P/2}$
471$\text{IPER(ES):Q=P/2}$
472$\text{FORX=125-Q*6TO119+Q*6STEP6}$
473$\text{ASEEFTS}(ES,1)$
474$\text{GOSB1244$\text{MISSEE}$
                                                                                                                                                                                                                           4900 INPUTN$,B
4910 IFN$="999"THEN1910
4920 M=LEN(N$)
                                                                            443Ø GOTO228Ø
                                                                           444Ø N=Ø
445Ø GOSUB25ØØ
                                                                                                                                                                                                                           493Ø IFM>XL THEN CLS:PRINT"DATA
ID LIMITED TO";XL;"CHAR.":GOTO48
  413Ø GOSUB25ØØ
                                                                            446Ø X=X-W:IFX>-1THEN228Ø
  414Ø X=X+8
  415Ø N=2Ø+INT(P-1Ø*INT(P/1Ø))
                                                                           447Ø IFW<>8THENX=252-W ELSEX=248
                                                                                                                                                                                                                            494Ø B=1ØØ*B/C
 416Ø GOSUB25ØØ
417Ø X=X+8
                                                                                                                                                                                                                                      R=R+1
                                                                            448Ø Y=Y-1Ø:IFY<ØTHENY=181
                                                                                                                                                             GOSUB244Ø
                                                                                                                                                                                                                            496Ø X=46+INT((R-.5)*2Ø8/NN)
497Ø IFM>4THENM=4
 418Ø N=18:GOSUB25ØØ:X=X+8
419Ø N=2Ø+INT((P-INT(P))*1Ø)
42ØØ GOSUB25ØØ:X=X+8
                                                                           449Ø GOTO228Ø
                                                                                                                                                   475Ø P=P-1:E$=RIGHT$(E$,P)
                                                                           4500 CLS
4510 PRINT: INPUT "ENTER THE NAME
                                                                                                                                                   477Ø IFC<>4THEN Y=Y+12ELSE Y=Y+1
                                                                                                                                                                                                                                      RETURN
                                                                                                                                                                                                                           499Ø FORK=1TO2
 421Ø N=2Ø+INT((1Ø*P-INT(1Ø*P))*1 OF THE GRAPH
                                                                                                                                                                                                                                                                                   End
```

# File and Error

by Joe Finamore

hen I needed to learn more about disk file structure, I consulted the Color Computer's disk owner's manual, Color Computer Disk System. Relying on the manual's comprehensive description of the directory, FAT (file-allocation table), and Basic's powerful DSKI\$ command, I wrote File-Dump, a Basic utility that dumps an entire disk file to the screen or printer for further study (see the Program Listing).

FileDump uses information garnered from the directory and FAT to calculate the number of bytes in a file. It then follows the FAT's granule map and prints the hexadecimal (hex) and ASCII values for the appropriate sector(s).

#### **Dump Run**

Type in the Listing and run FileDump; the program initializes and displays a

#### System Requirements

16K RAM
Disk Extended Color Basic
Printer optional

Fig. 1. Sample printout of a machine-language file.

Fig. 2. Sample printout of a Basic program.

menu. When you type F to see a file dump, FileDump asks you choose a printout or screen dump. The next prompt requests the name of the file you want to dump. When you supply a legal file name from your working disk, the dump begins. Press any key to return to the main menu after the dump ends.

Figure 1 shows a dump of a short machine-language program, 64-K/BIN, that enables 64K and copies ROM (read-only memory) to RAM (random-access memory). The top section of the dump displays the file name, the track and sector used, and the number of bytes in the file. The second section is a hexadecimal

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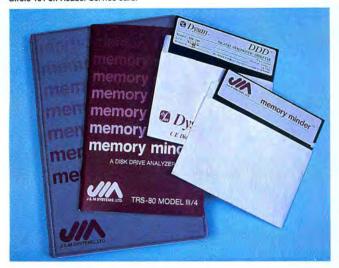
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#### Program Listing. FileDump.

```
Ø CLEARIGGG
 ß CLEARLUMU

1 CLS:PRINT@5,CHR$(142);STRING$(

19,140);CHR$(141):PRINT@&H25,CHR

$(138);" FILE-DUMP UTILITY ";CHR
19,148); CHRS(141): PRINT@&H25, CHR

$(133); FILE-DUMP UTILITY ", CHR

$(133): PRINT@&H45, CHRS(139); STRI

NG$(19,131); CHRS(135): GOSUB9

2 PRINT@&HAC, "(F)ILE": PRINT@&HEC

"(S)ECTOR": PRINT@&H12C, "(D)IREC

TORY": PRINT@&H16C, "(Q)UIT"

3 GOSUB22: F15=15

4 IFF15="F"ORF15="S"ORF15="D"THE

NELSEIFF15="Q"THENENDELSE3

5 CLS: PRINT@&HAC, "(S) CREEN": PRIN

T@&HEC, "(P) RINTER"

6 GOSUB22: P25=15: TEP25="S"THENDY
  6 GOSUB22:F2$=I$:IFF2$="S"THENDV
=ØELSEIFF2$="P"THENDV=-2ELSE6
     IFF1$="S"THEN23ELSEIFF1$="D"TH
 EN41ELSE1Ø
8 CLS:PRINT@26Ø,"**** INVALID IN
PUT ****
    FORT=1T02ØØØ:NEXT:RETURN
1Ø CLS:INPUT"FILENAME";FF$:IFFF$
=""THEN1ØELSEFF$=FF$+STRING$(7,3
 2):FF$=LEFT$(FF$,8)
 11 FORX=1TO8: IFMID$(FF$, X, 1) = "
ORMID$(FF$,X,1)="/"ORMID$(FF$,X,
1)="."THENX=8:NEXT:GOSUB8:GOTO1Ø
 ELSENEXT
12 CLS:INPUT"EXTENSION"; EX$:IFEX
$=""THEN12ELSEEX$=EX$+" ":EX$=L
EFTS(EXS.3)
 13 CLS:PRINT"DRIVE #";:GOSUB22:I
FI$<"Ø"ORI$>"3"THEN13ELSEDN=VAL(
 IS):CLS
14 FF$=FF$+EX$:FORCS=3TOll:DSKI$
 DN,17,CS,A$,B$:A$=A$+LEFT$(B$,11
 15 FOROF=ØTO24ØSTEP32:IFFF$=MID$
 (AS, OF+1, 11) THENNMS=MIDS(AS, OF+1
  .16) · GOTO17
,16):GOTO1/
16 NEXTOF,CS:PRINT*FILE ";LEFT$(
FF$,8);"/";EX$;" NOT FOUND IN D
RIVE #";DN:GOSUB9:GOSUB9:GOTO1
17 OF=240:CS=11:NEXTOF,CS:CG=ASC
 (MIDS(NMS, 14,1))
18 GOSUB38: GOSUB36: FF$=LEFT$ (FF$
19 PRINT#DV.FFS:"/":EXS:PRINT#DV
```

```
,"TRACK-";TK;" SECTOR-";CS:PRI
NT#DV,LN;" BYTES IN FILE"
20 PRINT#DV,USING"& %";HEX$(ASC
(MID$(NM$,X,1)));NEXT:PRINT#DV,
"":PRINT#DV,""
21 GOSUB26:GOSUB22:GOTO1
22 IS=INKEY$:IFI$=""THEN22ELSERE
TURN
23 CLS:INPUT"TRACK ";TK:IFTK<ØOR
TK>34THENGOSUB8:GOTO23
24 PRINT:INPUT"SECTOR";CS:IFCS<1
ORCS>18THENOSUB8:GOTO23
24 PRINT:INPUT"SECTOR";CS:IFCS<1
ORCS>18THENGOSUB8:GOTO23
25 LN=256:CLS:PRINT#DV,"TRACK-";
TK;" SECTOR-";CS:GOSUB37:GOSUB
26:GOSUB22:GOTO1
26 IN=19-DV*8:X=$:Al$="*
27 FORXX=1TOLN:IFA$="*THENIF(XX
AND255)=lTHENGOSUB35ELSEA$=B$
28 BlS=LEFT$(A$,1):Al$=Al$+Bl$:A
$=RIGHT$(A$,LEN(A$)-1)
29 HX$="$"+HEX$(ASC(Bl$)):PRINT#
DV," ";RIGHT$(HX$,2);
3$ X=X+1:IFX=IN ORXX=LN THENX=$;
PRINT#DV," "ELSNEXTX
31 FORY=!TOLEN(Al$):Bl$=MID$(Al$
Y,1):IFBI$<" "ORBI$>"Z"THENBI$="""
32 PRINT#DV," ";PRINT#DV,STRING$(
IN*3,"-"):NEXTXX
34 I$=INKEY$:RETURN
35 CS=CS+1:IFCS=1$ORCS=19THEND$K
I$DN,17,2,A$,B$:GG=ASC(MID$(A$,C
GAND1)=1)*9
37 DSKI$DN,TK,C$,A$,B$:RETURN
38 X=CG:LN=(ASC(MID$(MM$,15,1))*
256)+ASC(MID$(AM$,16,1)):DSKI$DN
1,7,2,A$,B$
39 Y=ASC(MID$(AM$,16,1)):DSKI$DN
1,7,2,A$,B$
39 Y=ASC(MID$(AS,X+1,1)):IFY<68T
HENLM=UN+H$P$(DV+256)AND255):DIR
GOSUB22:GOTO1
```

End

dump of the directory entry; the final section gives a byte-by-byte hex translation of the file.

The first byte, 00, designates a nonsegmented machine-language file. The next 2 bytes tell the number of program bytes in the file—001C, in this case. The following 2 bytes point to the loading address of the file; the next 28 bytes contain the object code of the machinelanguage program. The byte sequence FF 00 00 signals the end of the binary file, which is followed by the file's 16-bit (2-byte) execution address.

The sample printout of the one-line Basic program in Fig. 2 has a different disk file structure. The first byte, FF, labels the file as a Basic file. The next 2 bytes tell the number of bytes in the file—00 OD (decimal 13). The remaining

13 bytes contain the tokenized program: Bytes 1 and 2 are the next-line pointer; bytes 3 and 4 store the line number (00 0A); byte 5 is the ASCII code for a colon (which precedes a remark marker in memory); byte 6 is the token for a remark; bytes 7–10 are the ASCII codes for TEST; byte 11 (00) signifies the end of a line; and bytes 12 and 13 contain the next-line pointer 0000, which signifies the end of the program.

Data file structure is simpler. Data files contain only information pertinent to the file itself. However, the format of the data varies according to the command used to create the document.

For example, if you write a string to a data file, the string appears on the disk file, bracketed within quotation marks and followed by a carriage return (OD hexadecimal [hex]). When you print the same string to a data file, no brackets are used; the file contains only the original ASCII characters. If you print to a data file, all the standard rules of Print or Print Using statements apply. Therefore, no carriage return is appended if the Print statement ends with a semicolon; however, OD does appear if you don't use a semicolon.

LSET and RESET left- and right-justify text (respectively) in direct-access files within a specified field. Spaces (20 hex) fill the remaining bytes in the field.

I've used FileDump to develop Assembly-language routines that read and write Basic-compatible files, but its applications extend beyond programming. Combined with a disk zapper, for example, FileDump could make it easier to pinpoint and correct errors on glitched disks.

Write to Joe Finamore at 1100 S. Cedar, Marshfield, WI 54449. Enclose a selfaddressed, stamped envelope for a reply.

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by Richard E. Esposito

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#### **Auto Problems**

Q: The Tapefix program you printed in June (p. 132) is just what I was looking for. Unfortunately, I couldn't get it to work with Zaxxon. Can you help? (Brian Collins, Waldorf, MD)

**A:** The problem is that Zaxxon is autoloading. Tapefix is designed to allow the

CoCo to execute programs of up to 24K that have starting addresses below E00 hexadecimal. This accommodates many machine-language cassette programs for the CoCo.

The only solution for Zaxxon is a detailed disassembly of the code, especially the loader. You can then customize the

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machine-language code. The effort required generally doesn't justify the time spent, unless you are doing it for educational purposes.

#### **Under Control**

Q: I purchased a Shugart drive for my CoCo and now need a controller. How many DOSes are compatible with my CoCo? Can you install more than one in the J&M controller? Where can I get information on these and other products for my CoCo? (Chip Rogers, Aurora, IL)

A: Many companies market controllers that support more than one ROM-based DOS. J&M Systems (15100-A Central SE, Albuquerque, NM 87123, 505-292:4182) sells the JFD-CP controller. Hard Drive Specialist (16208 Hickory Knoll, Houston, TX 77059, 800-231-6671) also sells a controller.

ADOS (SpectroSystems, 1111 N. Kendall Drive, Miami, FL 33176, 305-274-3899), BDOS (J&R Electronics, P.O. Box 2572, Columbia, MD 21045), JDOS (J&M Systems), and Spectrum DOS (Spectrum Projects, P.O. Box 21272, 93-15 86th Drive, Woodhaven, NY 11421, 718-441-2807) are all ROM-based DOSes. If you choose one of these (with the possible exception of the highly compatible ADOS), I suggest you also get a copy of Radio Shack's DOS; many commercial software packages for the CoCo won't work with other DOSes.

The two best-supported DOSes for scientific and business software are Flex (Frank Hogg Laboratory, The Regency Tower, Suite 216, 770 James St., Syracuse, NY 13202, 315-474-7856) and OS-9 (Radio Shack catalog no. 26-3030); both are loaded into RAM from disk. A wealth of information is available in Radio Shack's Software Reference and Tandy Computer Guide; check ads and reviews in back issues of HOT CoCo and in 80 Micro.

#### Copy-Protection Woes

Q: I'm having trouble using Deft Pascal with my new Radio Shack controller. Deft has offered to refund my money, but I would prefer to get the software working on my CoCo. Can you help? (Edward E. Fitzpatrick, Mariposa, CA)

A: The problem arises from Deft's copy protection on the disk that uses singledensity sectors. Radio Shack's newest controller doesn't support this singledensity mode.

You'll have to purchase a third-party controller that supports single-density operation.

#### **Identity Crisis**

Q: I have a disk-based CoCo with one Radio Shack (drive zero) and one Tandon drive (drive 1). When drive 1 is connected to my system, it works fine, but when I try to use my Radio Shack drive, the indicator light goes on but the head inside the Tandon drive goes back and forth looking for the program or directory. I eventually get an input/output (I/O) error.

If I disconnect or turn off the Tandon drive, drive zero works correctly. What is wrong? (Ben T. Takemura, Honolulu, HI)

A: It sounds as if your Tandon drive 1 is configured as Tandon drive zero. When you ask your CoCo to access drive zero, it gets confused because it is talking to two pieces of hardware at the same time. Since it can't handle the confusion, you get an I/O error.

The Tandon's printed circuit board has a jumper. My guess is that this jumper is set to the drive-zero position. If I am right, you can solve the problem by moving the jumper to the drive 1 position.

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#### No Joy

**Q:** My joysticks work fine when I use them one at a time, but when I try to use them together, the values aren't accurate. (Bryan Oswalt, Orange, TX)

**A:** I assume that you are using the JOYSTK function in Basic. Your Basic loops to poll the joystick can't keep up with the joysticks' movements. The so-

lution is to write these real-time routines in machine language.

#### Off the Top

Q: I have many pictures that I created using Micropainter when I had a cassette-based CoCo. Now that I have a disk system, I find that the top of each picture gets cut off when I load it from tape. Can I load my pictures correctly and save

them to disk? (Mark Aguiler, St. Petersburg, FL)

A: Extended Color Basic uses memory addresses 1536–7679 for PMODE3 and PMODE4 pictures. Disk Extended Color Basic moves this area to 3584–9727. You can CLOADM your pictures with an offset of 2048 and save them to disk using the proper addresses.

# Color Monitor

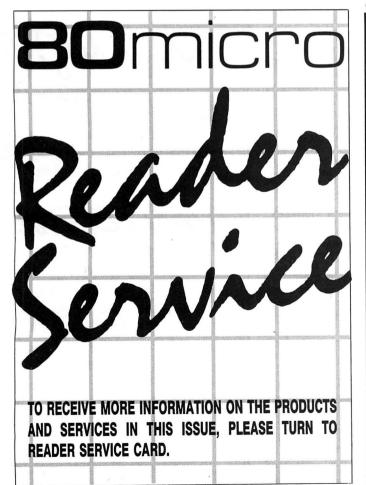
by Scott Norman

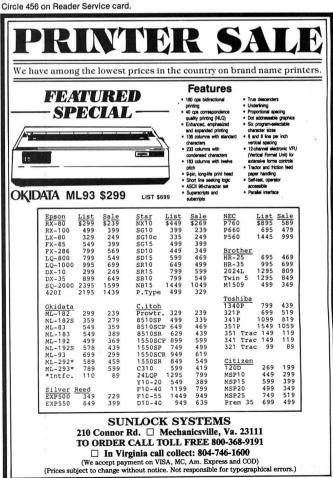
A lot of space in Color Monitor has lately been devoted to spreadsheets and integrated software—two subjects that I found endlessly fascinating topics. This month, I'll take a look at another subject dear to my heart: word processing.

#### Not Quite the Last Word

Mike Bailey's latest effort, The Last Word, is an inexpensive word processor that runs under Microware's OS-9 DOS (disk operating system). I became excited about getting my hands on it when I heard about some of its features.

The Last Word lets you use either the cursor keys or a mouse (or a joystick, if you insist) to select commands from a Macintosh-like menu bar, while still allowing power users to enter keyboard equivalents for many commands. You can also use the mouse to reformat text







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#### FREE CATALOG

and move chunks of it around the screen. The program includes a modest built-in spelling checker and supports PBJ Inc.'s Word-Pak 80-column display boards. All in all, it sounded like the CoCo's best shot yet at WYSIWYG (what you see is what you get) word processing.

I was a trifle optimistic. Inside Last Word is a potentially terrific program trying to get out, but I had some problems with it. Mike has spent a lot of time on the code, and it may be great, but the documentation is too terse and too shy of examples for me to tell.

While I consider myself to be adept with word processors, sometimes I couldn't tell if I had encountered a genuine gremlin or simply messed up. The 23-page instruction booklet was often unhelpful. It's too much to expect fancy manuals with a \$50 program, but this is one case where more documentation would have been worth the money.

The Last Word still has promise, however, and I plan to get back to it soon. In the meantime, regard what follows as an interim report.

#### Setting Up

The Last Word deviates from the increasingly common practice of bundling an OS-9 bootstrap routine with an application program; it requires that you have the operating system on hand. The Last Word is supposed to work with all varieties of OS-9, although the manual says you'll have to fall back on The Last Word's own 51-column by 24-row text display if you have OS-9 version 2.0. The program won't work with Word-Pak's device driver for the newest OS-9 upgrade, version 2.0.

I ran the program with OS-9 versions 1.00 and 1.01, both with Word-Pak and without. Word-Pak gives you an auto-repeat function for every key, but it's easy to outrun the text buffer and lose material at the end of a video line.

Although the program comes on a double-sided disk, you can easily make copies on a pair of single-siders. Once you have, it's a simple affair to use them (one is called Install/Dictionary and the other, Commands) to construct the disk you'll use for working sessions. The disk includes a configuration file that tells the program whether you have one or more floppy drives, a hard disk, a mouse, or Word-Pak. It also sets up defaults for such things as scratch-file path names, auto-indentation for new paragraphs, and other useful items.

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You can connect a mouse to the left joystick port or through Colorware's CoCo Max graphics box. The latter won't increase cursor accuracy on The Last Word's screen, however. I frequently had to use cursor keys for fine control—especially with a screenful of text.

Even after building a working disk, you must boot from a separate operating-system disk to begin a word-processing session; the program/dictionary combination leaves only about 10 sectors free. After booting OS-9, you have to swap disks in drive zero (assuming you keep text files in drive 1), and change the execution directory with the usual command:

chx /D0/CMDS

before calling the program.

Exercise caution if you customize the modules that OS-9 loads into RAM during the boot sequence. The Last Word can fail unless you leave at least 162 pages of contiguous memory free for the version that uses the self-contained high-resolution display, or 150 pages if you're using Word-Pak. My plain-vanilla copy of OS-9 version 1.00 left me with only 168 contiguous pages, and version 1.01 turned in a skimpy 162.

The master disk also contains a slightly shorter version of The Last Word for the memory deprived, but it can't use the spelling checker. That seems like an awful restriction.

#### Off and Running

The menu bar atop the screen has seven entries: Character, Line, Block, File, Format, Miscellaneous, and Break. Some of the menu names have funny capitalization—foRmat, for example. The idea is to show the letter required to issue commands from the keyboard (after all, you could use F for both the File and Format commands). This system is also used for several of the commands that appear when you open a menu.

The first four menus are for manipulating text by the character, line, user-defined "block," and disk file, respectively. The character and line commands let you do all the usual insertion and deletion chores, as well as search for and change an arbitrary string. Block commands are used to cut and paste text, employing one or more scratch files (you can even cut text from one document and paste it onto another). The File menu is primarily used to control reading and writing operations; I'll return later to some of the problems it gave me.

The Format menu controls some aspects of your text's appearance on both the CRT (cathode-ray tube) and the printed page. (Printing is actually handled by LPRINT, a separate routine.) The WYSIWYG aspect of The Last Word

arises from Format's ability to set up graphic indicators of line lengths and alignment on screen. You can get quantitative and type the specifications for left and right margins on these lines, and "grab" the lines with the mouse to move text horizontally.

The Last Word also has a good-sized vocabulary of dot commands that you can embed anywhere in a file. These commands provide the only way of controlling many functions (such as line spacing), and should be familiar to most word-processing devotees. They are very versatile; for example, you can specify different left and right margins for the odd- and even-numbered pages of your manuscript. You need at least one margin-setting line in your file to activate video word-wrap, however.

The Miscellaneous menu performs such useful functions as setting tabs and causing carriage-return symbols to appear or disappear, and is used to activate the spelling checker. It also contains an unusual command, WordChange, which makes it easy to substitute long words for shorter ones. WordChange automatically shifts from The Last Word's normal overwrite mode to insertion mode; without it, you'd have to keep track of the cursor's position and issue an Insert command at the end of the original word.

The Break menu isn't really a menu, but a single item; you move the cursor to it and click the mouse button for the equivalent of pressing the break key. You might think the latter is easier, and I agree. Although mice are useful for some things, other operations are easier to perform from the keyboard—particularly in word processing.

The Last Word gives you two options for choosing and executing menu items. First, you can move the cursor to the menu bar with the clear-O combination, use the left- and right-arrow keys to select a menu, and press the clear and break keys together (the equivalent of a mouse click) to open the menu. Then move to the desired command with the up- and down-arrow keys, and select it by pressing the clear and break keys again.

Somewhere in the midst of all this, you'll be willing to commit Murder One for a real control key. The second option is only a little smoother than the first: type clear-C, followed by one letter for the menu and another for the command. Which letters? Why, the capitalized ones on the menus, of course. I foresee a cottage industry in plasticized templates to remind users of the proper command syntax.

#### So What's the Problem?

The Last Word has two operating modes: text editing and word processing. The first is for programming and for

editing other programs' ASCII files. It lacks word-wrap, control codes, and other formatting capabilities. The program wakes up in text-editor mode, however, and to use it as a word processor you must either insert some commands from the Format menu or read in a file containing them.

I had trouble doing that, which is why I'm less than thrilled with the documentation. It took me a while to understand that using the FileEdit command, and not FileRead, is the way to load an existing disk file into RAM for further work. FileRead, it turns out, is for merging something from disk with something already in RAM; if you use it for an initial load, your text might not show up, or it might appear at a funny spot in the RAM buffer.

There could be exceptions to this, just as there are several ways to quit the program and either preserve or discard any changes you've made since loading the current file. The Last Word makes it difficult to lose text accidentally, but sometimes it's hard just to figure out what's going on.

#### **Bottom-Line Time**

I've devoted a lot of space to alternative ways of entering commands, and relatively little to file input/output (I/O) problems, because I hope to understand the I/O better someday. Again, I think the problems are mostly in the documentation: It should be longer, with some examples, and perhaps the order of topics should be rearranged. For example, page 7 describes double-clicking the mouse as a shortcut to defining the start of a text block, but it's not until page 11 that you learn that this method is only useful in the text-editing modenot in word processing. That probably explains the endless disk-drive sawing I ran into after a double-click.

Computerware has a history of getting things right eventually, so I remain optimistic. The Last Word seems to have some of the right stuff and a low price. They could have a winner yet.

Scott Norman is the manager of solidstate science at GTE Laboratories in Waltham, MA. Write to him at 8 Doris Road, Framingham, MA 01701.

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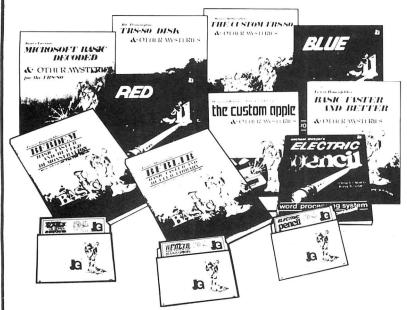
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# MS-DOS

#### **Faster Floppies**

The Pelican 3.3 from Pacific Micro Systems is a mass-storage system incorporating the Kodak 3.3-megabyte (MB) half-height drive in an anodized-aluminum housing. Packing 2.78MB of formatted data onto 5.25-inch disks, the system includes a half-slot controller card with cache software to decrease data-access time.

The Kodak drive uses a proprietary head-positioning system to record 192 tracks per inch, compared to 48 tracks per inch with conventional floppies. The Pelican can also read conventional single- or double-sided disks.

The Pelican operates with the IBM PC and IBM-compatible computers running DOS 2.0 or later. The price is \$695, with a one-year warranty. A package of five Kodak highdensity disks (13.9MB of storage) is \$65.

For more information, contact Pacific Micro Systems Inc., 160 Gate 5 Road, Sausalito, CA 94965, 415-331-2525.

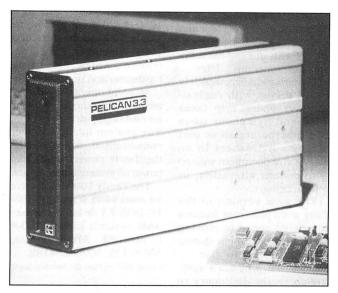
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#### Calling All Writers

Simon & Schuster Software announces Webster's New World Writer, a word processor designed specifically for writers. It incorporates Webster's New World Spelling Checker and Webster's New World On-Line Thesaurus with over 120,000 synonyms and phrases.

The word processer requires no special codes and commands. Its format options allow you to insert headings, subheads, and page numbers on any page; draw tables or boxes around your copy; and adjust margins. Text displays on screen exactly as it will appear on paper.

The software package in-



The Pelican 3.3 packs 2.78MB of data on a 5.25-inch disk.

cludes The Writer's Guide, which suggests ways to prepare book-length manuscripts, scripts, poetry, speeches, press releases, business correspondence, resumes, cover letters, and form documents, such as contracts.

Webster's New World Writer runs on the IBM PC/XT/AT and compatible systems with 256K, two double-sided disk drives (or one double-sided disk drive), and an 80-column color or monochrome display. It retails for \$150. For more information, contact Simon & Schuster Software, Simon & Schuster General Reference Group, One Gulf and Western Plaza, New York, NY 10023, 212-333-5800.

Circle 581 on Reader Service card.

#### On an Upward Track

MicroHelp Inc. has released version 3.1 of The Inside Track, a package of advanced programmer's utilities for PC-DOS and MS-DOS computers. The package consists of more than 80 program files, a user's manual, and a reference sheet with memory map and summary of PC-DOS BIOS calls.

Version 3.1 provides sup-

port for DOS 3.1, 80286 machines, QuickBasic, and IBM's BASCOM 2. The new version includes features that show how to exceed the 64K data limit in high-level languages (including Basic), how to read characters from the screen, and how to create windows.

The new version also has updated functions for faster on-screen data displays, faster file reads and writes, faster loading of large programs, and faster reads and changes to the current directory. Other utilities are included for controlling the keyboard, copying memory from one location to another, limiting the amount of memory used by compiled Basic programs, using DOS and BIOS function calls in Basic and other high-level languages, and rebooting the computer.

The package requires a minimum of 64K RAM, any version of PC-DOS or MS-DOS, one disk drive (320K), and an 80-column monitor. Many of the utilities require DOS 2.0 or later and 128K RAM. The price of the package is \$65, plus shipping and handling charges (\$3 per order for UPS deliveries in the United States; \$5 per order

for UPS deliveries in Canada; and \$18 per package for deliveries to other countries).

The reference sheet with memory map and IBM BIOS calls is available separately at no cost. To order, send \$3 to cover shipping and handling.

For more information, contact MicroHelp Inc., 2220 Carlyle Drive, Marietta, GA 30062, 800-922-3383 or 404-973-9272 in Georgia.

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#### Want to C Better?

Phoenix Computer Products Corp. introduces PforCe, a library of object-oriented functions and subsystems for the C programming language. The functions are fully integrated, debugged, and ready to use.

High-level functions allow users to manipulate windows, screens of fields, menus, and data bases for faster and more economical programming. Low-level functions give programmers complete hardware control and defaults that can be changed at will. PforCe also includes a data-base system with demand paging, B-trees for storing access and index data, a complete windowing system, interrupt-driven communications, and background tasks. The package includes source code for all functions and utilities.

PforCe costs \$395. For more information, contact Phoenix Computer Products Corp., 320 Norwood Park South, Norwood, MA 02062, 617-762-5030.

Circle 583 on Reader Service card.

#### **Scientific Plots**

Sigma-Plot, a new graphics package from Jandel Scientific, produces publication-quality scientific graphs and charts. It is designed to run on IBM and compatible computers with a Hewlett-Packard or compatible plotter.

Sigma-Plot lets you create scatter, line, histogram, bar, and grouped bar charts with one- or two-way standard deviation, standard error of the mean, and 95 or 99 percent confidence-interval error bars. Other features include log-log scales, semi-log scales, independent x-y plotting, linear regression, cubic spline-curve fitting, and unlimited data-set size.

Sigma-Plot uses on-screen menus, which you can operate from the keyboard or by using the cursor of various digitizers. You can input data from the keyboard; from files of such programs as Lotus's 1-2-3, Symphony, dBase II and dBase III; or from files of Jandel's Sigma-Scan measurement system.

The package price is \$350. For more information, contact Jandel Scientific, 2656 Bridgeway, Sausalito, CA 94965, 800-874-1888. (Residents of California, Alaska, and Canada call 415-331-3022.)

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#### **Easy Does It**

Easy Extra is a word-processing and mailing system designed for novice computer users. Offered by MicroPro, the package consists of a new version (1.5) of that company's Easy word processor and EasyMail, a data-base application with mailing-list management functions.

The program is completely menu driven with contextsensitive, on-line help. Lotus 1-2-3 and Symphony users can incorporate all or part of any spreadsheet in an Easy Extra document with no conversion, alteration, or reformatting.

The new version of the Easy word processor features improved speed in moving through a document during editing. MicroPro also expanded the program's spelling-corrector dictionary to 87,000 words and recoded it for faster operation.

Easy Extra retails for \$149. The stand-alone word processor costs \$99. Contact MicroPro International Corp., 33 San Pablo Ave., San Rafael, CA 94903, 415-499-1200.

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#### Hard-Drive Kit

J&M Systems is offering a 10MB hard-drive kit for the Tandy 1000. It consists of a 10MB Winchester drive, controller, cables, mounting hardware, and manual.

All components mount internally, with the drive in the second floppy-drive position. The system has low power consumption, which means the Tandy power supply can power all system components.

The Tandy 1000 hard-drive kit costs \$495. It requires IBM PC-DOS 2.1 or later. Contact J&M Systems Ltd., 15100-A Central SE, Albuquerque, NM 87132, 505-292-4182.

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#### Basic-to-C **Translations**

JMI Software Consultants Inc. has introduced a new version of its Basic-to-C trans-

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lator, BASTOC. Version 2.0 optimizes the C-language output of the translator, permitting dramatic reductions in execution time.

BASTOC analyzes the use of numeric variables to determine which floating-point variables can be replaced by integer variables. Replacement can be done either automatically or interactively.

In addition to its use as a conversion aid, BASTOC can serve as a conventional Basic compiler. It includes a Basic compiler program, which uses BASTOC as a preprocessor to the C compiler.

Binary versions are available for the IBM PC and compatible systems, as well as for the Radio Shack Model 16. Any system supporting a standard C compiler is a potential host.

BASTOC costs \$495. For more information, contact JMI Software Consultants Inc., Box 481, Spring House, PA 19477, 215-628-0846.

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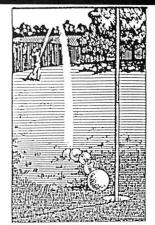
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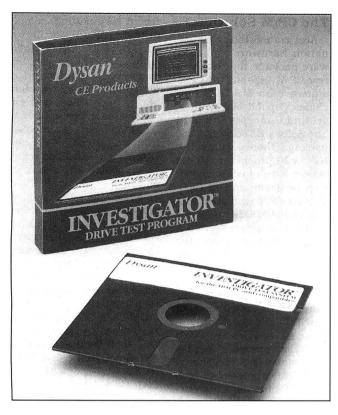
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Xidex Corp.'s diagnostic software package, The Investigator, performs seven disk-drive performance tests.

#### Library of Science

The BasicA Science & Graphics Handbook from Simplication UnLtd. is a library of over 40 programs for students and professionals in the fields of mathematics. physics, and engineering. Programs are divided into four subject areas: graphics techniques, imaging and transformations, probability and statistics, and matrix and vector operations.

The programs are unprotected source code, which can run as presented or be incorporated as modules or subroutines in custom programs. The library includes a reference manual.

The price of the handbook is \$60. For more information, write to Simplication UnLtd., P.O. Box 654, Menlo Park, CA 94026.

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#### **Test Drives**

The Investigator, a new diagnostic software package available from Xidex Corp.,

can test disk-drive performance of over 20 IBM PCcompatible computers. Combining both the program and test tracks on one disk, it is designed for easy use and speedy analyses.

The Investigator prompts you through its setup procedure and then performs seven tests of the disk drive in approximately a minute. The program tests for read/write accuracy, spindle speed, static head alignment, timing of the index data, azimuth head rotation, hysteresis (dynamic head alignment), and disk centering.

A printout of the results can be produced with a single command. Users receive a pass/fail report or can request a more detailed analysis that provides exact numerical results.

The package retails for under \$35. For more information, contact Xidex Corp., P.O. Box 58053, Santa Clara, CA 95050, 408-988-3472.

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#### TRS-80 MODEL 4, 4P

Easy to install Kits come complete with: TRS-64K-2 (8 each 4164N-20 (200ns) 64K Dynamic RAMs); TRS-64K-2PAL (8 each 4164's plus PAL chip) and documentation for conversion.

TRS-64K-2

Expands Model 4 from 16K-64K or Model 4P from 64K-128K. . . . . . .

TRS-64K-2PAL Expands Model 4 from 64K-128K. . . . . . . . . . \$29.95

#### TRS-80 COLOR AND COLOR II

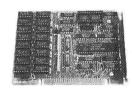
Easy to install Kit comes complete with 8 each 4164N-20 (200ns) 64K Dynamic RAMs and documentation for conversion. Converts TRS-80 Color Computers with D, E, ET, F and NC circuit boards to 32K. Also converts TRS-80 Color Computer II to 64K. Flex DOS or OS-9 required to utilize full 64K RAM on all computers.

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Hypercross converts Basic files Now Hypercross includes a feature to automatically change the tokens in a TRS-80 file to the correct format for CP/M or MSDOS. As you copy Hypercross automatically converts the Basic files, putting in spaces, changing PRINT (a), correcting syntax errors and flagging parts needing manual modification.

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#### The CP/M Solution

Accelerate 8/16 is a combination hardware and software package that lets you read CP/M disks and run CP/M software on MS-DOS machines. Copublished by Intersecting Concepts Inc. and The Software Toolworks, the package incorporates the NEC V20 processor; Media Master, a disk-to-disk conversion program; and ACCEL, an 8-bit CP/M emulation program for MS-DOS.

The V20 processor is a plug-in chip that replaces the 8088 processor in most MS-DOS computers, allowing them to run both 16- and 8bit code. The ACCEL software uses the 8080 mode of the NEC V20 processor to emulate CP/M software at an equivalent processor speed of approximately 3 megahertz. For Z80 CP/M programs, which the NEC chip does not currently support, ACCEL provides a special software-only Z80 CP/M emulation mode.

Accelerate 8/16 requires a minimum of 192K RAM. Owners of 8086-based computers can purchase the NEC V30 chip (an 8086 replacement) separately. The package is compatible with all popular CP/M computers and is capable of running most CP/M software.

The package retails for \$99.95 and is not copy protected. Intersecting Concepts and The Software Toolworks also copublish Media Master Plus, a \$59.95 software-only solution to the problem of converting 8-bit CP/M programs for 16-bit MS-DOS machines.

For additional information, contact Intersecting Concepts Inc., 4573 Heatherglen Court, Moorpark, CA 93021, 805-529-5073.

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#### **Optimal Sorts**

Opt-Tech Data Processing has released version 3.0 of Opt-Tech Sort, an Assemblylanguage sort/merge/select utility for use in compilers, data-base managers, and application packages.

New features with version 3.0 include record selection. record reformatting, comma delimited files, dBase III support, dynamic memory allocation, alternate collating sequences, expanded indexfile options, unlimited number of input files, and expanded parameter options.

Opt-Tech Sort can be called from 25 languages or from DOS as a stand-alone utility or as a batch file. It is available in stand-alone, linkable, and resident versions. The program supports unlimited file sizes of many types, including fixed length, variable length, random, dBase, and Btrieve. The software is fully documented with sample programs and data files for each language.

Opt-Tech Sort costs \$149. For more information, contact Opt-Tech Data Processing, P.O. Box 678, Zephyr Cove, NV 89448, 702-588-3737.

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#### Disk Utilities

A&T Systems Inc. announces The Disk Management System, a package of disk and file utilities for the IBM PC and compatible computers. Over 40 utilities are provided to help you with such tasks as recovering lost data, increasing system speed and reliability, locating or reorganizing information, executing applications, and customizing files and directory attributes.

The package retails for \$99. For more information, contact A&T Systems Inc., 12904 Olivine Way, Silver Spring, MD 20904, 301-384-1425.

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# TRSDO

#### **Editorial Staff**

THEME: The Music Editor is a "music processor" for the Model 4 that lets you compile, print, and edit scores of up to 32 voices. Information on note pitch, duration, accidentals, and beams is immediately displayed on screen after being typed in.

You use the special cursor to position a note on the staff lines and the other prepro-

#### **NEW PRODUCTS**

grammed keys to add accidentals and special articulation, as well as designate the note's duration. Note beams and stems are realistically displayed. In addition, THEME lets you scroll through a score and edit your notation before making a printout.

THEME requires 128K RAM, at least two disk drives, a high-resolution graphics board, TRSDOS 6.2, and an Epson-compatible dot-matrix printer. The cost is \$400 plus \$25 for the manual. For information, contact THEME Software Co., P.O. Box 3997, Charlottesville, VA 22903, 804-979-9665.

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### Compiler For the I/III/4

MISOSYS's EnhComp is a Basic compiler for the Models I, III, and 4 that features a line editor, run-time support library, and reference utility.

EnhComp supports strings up to 32K long, single- and double-precision math functions, user-defined commands, a built-in array sort, and access to DOS commands. A built-in Z80 assembler lets you insert in-line Assembly code with access to Basic variables.

Model I/III EnhComp comes on a small LDOS 5.1.4 disk and is ready to run; Model 4 PRO-EnhComp requires TRSDOS 6.2 or the equivalent. Each is priced at \$124.95. For further information, contact MISOSYS Inc., 1 Tyler Lane, P.O. Box 239, Sterling, VA 22170, 703-450-4181.

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#### Model 4 Enhancements

The T.K.O. filter program from SOTA Computing Systems Ltd. provides enhancements to the Model 4's video display, printer, keyboard, and RS-232/modem connection.

The screen editor lets you capture, edit, or redisplay any video line as a keyboard macro. Keyboard enhancements include seven user-programmable macro keys, quick enabling and disabling

of the click function, a keyboard lock, and one-key recall of the TRSDOS date. RS-232/ modem enhancements include three user-programmable dialer keys, a dumb terminal, and the option of directing screen output to the printer. Two additional macro keys can help speed up printer formatting.

T.K.O. runs on Models 4/4P/4D with at least one disk drive, 64K RAM, and TRS-DOS 6.2.x. It sells for \$69.95. For information, contact SOTA Computing Systems Ltd., 213-1080 Broughton St., Vancouver, British Columbia, Canada V6G 2A8, 604-688-5009.

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#### Revising LeScript

Anitek Software Products has added several features to its LeScript word processing program with the release of version 1.68.

LeScript now works with Borland International's Turbo Lightning, a spelling checker that runs on MS-DOS computers, and with DoubleDuty, a Radio Shack program for running two programs simultaneously on the Models 4 and 4P. LeScript now also works with Pronto, MISOSYS's memory-resident program for the 4 and 4P.

LeScript 1.68 also features automatic hanging indents, letting you indent blocks of text for display purposes. Ten editing functions have been added to simplify entry of character attributes, and a wider range of printer drivers is now available.

A new option lets LeScript run with Alpha Technology's 1MB Supermem board, allowing users to work on files up to one million characters long—the equivalent of 500 text pages.

The cost of updating a Le-Script master disk from version 6.7 is \$5; from 1.60 to 1.66, \$10; from 1.5.x, \$20; from 1.4.x, \$25; and from 1.1.x, 1.2.x, or 1.3.x, \$30. For information, contact Anitek Software Products, P.O. Box 361136, Melbourne, FL 32935, 305-259-9397.

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There are 14 disks (@ \$24.75) for the Model I; 7 disks (@ \$49.50) for the Models III, 4/4P, PC-DOS and MS-DOS; and 3 disks (@ \$125) for the Models II, 12 and 16. Buy only the disks you'll need. MO & ME buyers, add Sales Tax, please. Write for details.



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\*For PC-DOS and MS-DOS Programs, write: MICROCRON SYSTEMS P.O. Box 561, Old Town, ME 04468

## ETC.

#### **Printing Rainbows**

Toshiba has introduced a color version of its P351 dotmatrix printer.

The P351C can print overhead transparencies and emulate Qume Sprint 11 daisywheel and IBM color printers; bottom feed and six-part forms printing capability are standard features. The printer operates at up to 288 characters per second in draft mode, supports P351-compatible software packages and downloadable fonts, and has a noise level of 58 decibels. A \$199 bidirectional tractor and two ribbon types (\$15) are available.

The P351C sells for \$1,749. For further information, contact Toshiba America Inc., Information Systems Division, 2441 Michelle Drive, Tustin, CA 92680, 714-730-5000.

Circle 601 on Reader Service card.

#### **Gracious Host**

The TMC-820 is a new Small Computer Systems Interface (SCSI) "plug and play" host adapter from Future Domain Corp. It runs on the Tandy 1000/1200/3000 and other IBM compatibles.

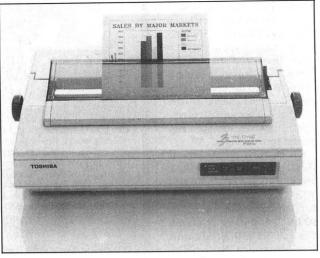
The TMC-820 has no switches and, with built-in firmware, requires no additional software. It is designed to interface with other peripherals meeting the SCSI standard, including Seagate and Rodime embedded disk drives and TEAC tape drives. The company plans to expand compatibility to other peripherals in the near future.

The adapter comes in four models and costs \$99; ribbon cables and manuals are extra. For information, contact Future Domain Corp., 1582 Parkway Loop, Suite A, Tustin, CA 92680, 714-259-0400. Circle 599 on Reader Service card.

#### A Field of Daisies

Interactive Structures' Daisi product line is a modular system of interfaces for the IBM PC/XT/AT and compatibles.

Each Daisi system contains the hardware required to connect the computer to laboratory experiments or to dem-



Toshiba's P351C 24-pin color printer.

onstrate live computer-logic signals. A master interface, the DMI-110 (\$220) fits in one slot and holds up to four snap-on modules. Two are currently available: the DAI-120 (\$450) for analog data acquisition, and the DDI-160 (\$220), which performs digital logic input/output and precision timing and counting. A menu-driven demonstration disk manages system configuration, shows live data collection on screen, and provides a language for writing Basic programs. The DAISI/Notebook (\$895) is a software package providing live data acquisition, control, and color graphics plotting.

For information, contact Interactive Structures Inc., 218 Great Valley Parkway, Malvern, PA 19355, 215-644-8877.

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#### Modem Bodyguard

The Zapstar Modem Protector/Filter (MP-1) is designed to protect transmitted data and communications hardware.

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Zorman Engineering Inc., 7144 W. McNab Road, Fort Lauderdale, FL 33319, 305-722-7770 or 800-624-8189.

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#### Freeing The CP/M 8,000

Elliam Associates has updated its catalog of CP/M public-domain software.

The 100-page catalog features information on about 400 disks containing more than 8,000 public-domain programs and files. Each listing includes a volume number and information on program size and type; in most cases, a short description and source code are provided. Elliam Associates distributes the software on 3½-, 5¼-, and 8-inch disks (both 40- and 80-track) in 75 formats.

The catalog sells for \$7.50. For information, contact Elliam Associates, 24000 Bessemer St., Woodland Hills, CA 91367, 818-348-4278.

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#### **Intelligence Reports**

The 1986 edition of *The Artificial Intelligence Directory* from DM Data Inc. profiles more than 300 companies actively involved in artificial intelligence (AI) and related disciplines.

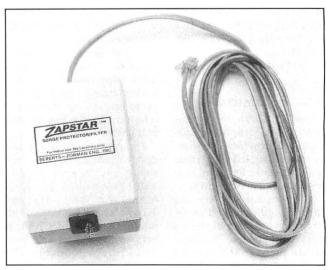
Each listing includes the company's name, address, and telephone number, names of contacts, a brief description of products and services, an alphabetical listing of company profiles, and a master telephone directory. Categories include AI and AI programming languages, expert systems, voice recognition systems, artificial vision, natural languages, and symbolic computing.

The 8½- by 11-inch directory sells for \$49.95 (\$64.95 for international delivery). For further information, contact the Publications Department, DM Data Inc., 6900 E. Camelback Road, Suite 1000, Scottsdale, AZ 85251, 602-945-9620.

Circle 603 on Reader Service card.

#### Education Newsletter

Educational Products Information Exchange (EPIE) lists educational software programs and companies in a



The Zapstar MP-1 protects your modem.

#### **NEW PRODUCTS**

new feature in *MICROgram*, its monthly newsletter for computing educators.

TESS In-Basket lists about 150 recently released programs in subjects ranging from administration to the social sciences. The list is arranged alphabetically by subject area and includes each program's name, computer system, and supplier. (TESS refers to *The Educational Software Selector*, EPIE's 980-page directory, available for \$59.95 plus \$5.50 postage and handling.)

MICROgram is published nine months a year (October to June); a one-year subscription costs \$40. For more information, contact Educational Products Information Exchange, P.O. Box 839-RB, Water Mill, NY 11976, 516-283-4922.

Circle 604 on Reader Service card.

#### **Unix Time-Saver**

Specialized Systems Consultants Inc. (SSC) publishes Text Processing Reference, a pocket guide to Unix wordprocessing commands.

The 32-page guide explains mm macros and the tbl, eqn, nroff, and troff commands. It is intended to save users the inconvenience of looking through lengthy manuals.

Other pocket references available from SSC include Unix Command Summary, C Library Reference for Standard System V, MS-DOS Command Summary, Fortran 77 Reference—all \$6 each—and VI Reference, a summary of Berkeley's Visual editor. Each booklet includes editor and shell commands.

For more information, contact Specialized Systems Consultants Inc., P.O. Box 55549, Seattle, WA 98155, 206-367-8649.

Circle 605 on Reader Service card.

#### Pamper Your Portable

Omni Enterprises offers a laptop-computer carrying case designed to fit under an airplane seat.

The 13- by 11- by 7-inch case is made of water-repel-



A Model 100/200 carrying case from Omni Enterprises.

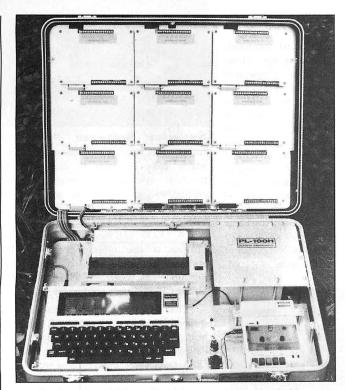
lent, black Cordura nylon and features interior pockets on all four sides. A false-bottom compartment lets you store accessories and infrequently used items. You can also reposition the padded compartment partitions and all padding is made of antistatic-treated foam. The adjustable shoulder strap doubles as a handle.

The carrying case was de-

signed to hold Tandy 100/200 portable computers, but it can accommodate 13 other popular laptops. It sells for \$68 plus shipping and handling (\$4 in the continental United States, \$9 elsewhere). For more information, write to Omni Enterprises, Suite 29, 8200 W. Manchester Ave., Playa del Rey, CA 90293.

Circle 606 on Reader Service card.

#### Different Track



The DataLog-100 is all set to go out into the field.

#### Roughing It With a Portable

Elexor Associates offers the DataLog-100, a completely portable data-acquisition system in a weather-resistant instrument case. The DataLog-100's standard configuration includes a Tandy Model 100 computer, Elexor Associates' Data Acquisition board, data tape recorder, 80-column printer, internal heavy-duty recharge-able battery, and recharger. The system case is suitable for rugged environments such as oil rigs, field installations, and environmental monitoring stations.

The DataLog-100 runs for up to 40 hours on internal batteries. Auxiliary power can be supplied from an ac source, 12-volt car battery, solar array, and so on. The standard system has 16 channels, 12-bit A/D, 32 digital I/O bits, and four DACs. The system is expandable to more than 400 analog channels, and customized systems are available.

Complete acquisition software is included with full modem support (both telephone and radio). Custom configurations are available for specific applications. Elexor Associates also has available hardware signal conditioning and software conversions for most transducers, such as thermocouples, pressure transducers, strain gauges, and inclinometers. The DataLog-100 sells for \$3,895. For more information, contact Elexor Associates, P.O. Box 246, Morris Plains, NJ 07950, 201-299-1615.

Circle 607 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 quarantee any claims.

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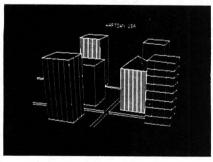
595

596

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**Superior Hardware.** The Grafyx Solution provides 153,600 pixel elements which are arranged in a 640 × 240 or on the Model III a 512 × 192 matrix. Hundreds of new business, personal, engineering, and educational applications are now possible. The hi-res display can be shown on top of the standard display containing text, special characters, and block graphics. This simplifies program debugging, text labeling, and upgrading current programs to use graphics. The Grafyx Solution fits completely within any tape or disk based Model 4, 4D, 4P, or III. Installation is easy with the plug-in, clip-on Grafyx Solution board.

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201

201





**Superior Software.** The board comes with over 40 programs and files which make it easier to use, serve as practical applications, demonstrate its capabilities, and serve as programming examples. The software works with TRSDOS 1.3, 6.1.2, 6.2; DOSPLUS 3.4, 3.5, 4; LDOS; and Newdos80. The Grafyx Solution is also supported by over 20 optional applications programs: Draw, Bizgraph, xT.CAD, 3D-Plot, Mathplot, Surface Plot, Chess, Slideshow, etc.

The Grafyx Solution package is shipped complete for \$199.95 (reduced from \$299.95). The manual only is \$12. Payment may be by check, Visa/MC, or COD. Domestic shipping is free on pre-paid orders. Texas residents add 51/8 tax.

MICRO-LABS, INC. 214-235-0915 902 Pinecrest, Richardson, Texas 75080

# **Tandy 1000 Memory Card**

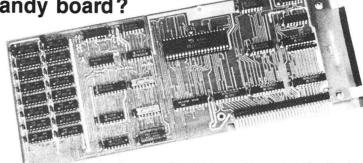
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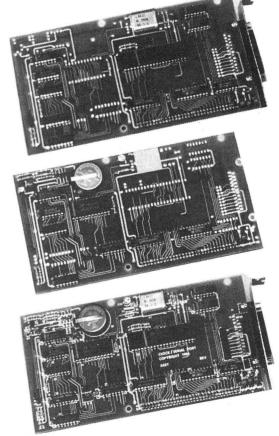
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# Modes of Entry

ince we put no length limit on input routines, you proved yet another of Murphy's Laws: Programs expand to fill available memory. While our Panel of Selectors enjoyed having so much more to work with, they left it to me to whittle down the T-shirt winners' programs to fit the lower-right corner of this page.

#### Input/Output

Ed Boysun (Wolf Point, MT) shows us a classy way to handle numeric input. Even without its bells and whistles, the heart of Ed's program (Program Listing 1) is impressively flexible. It treats several qualities of the expected input individually.

In the setup in line 20, M represents the maximum absolute value permitted, while P controls the number of places to the right of the decimal point. You could easily add a minimum value for the number, and P rather than decimal places could just as well fix the number of digits in the various segments of a telephone, social security, or part number. Finally, Ed's program maintains the sign independent of the value and reads it with GW-Basic's Screen command after the input is terminated.

The ability to read the video display directly—with GW-Basic's Screen (x,y) statement, for instance—is a familiar tool to Model I and III users. In fact, many Model I and III entries filled a properly sized field with a distinctive character and limited the lengths of inputs by testing the display for the end of the field.

Dan Nugent (Sterling Heights, MI) uses video PEEKing to do more. In Program Listing 2-just the core of his entry-Dan gives us a nondestructive cursor we can move with the left- and right-arrow keys or send to either end of the input field with shifted arrows. The routine also uses the clear key to erase an entry and start over, control-D to delete characters, and control-S to insert them.

Other entries deserve your attention even though I don't have room to show them to you. Roberto Dorich (Lima, Peru) puts all his acceptable criteria in a function, like this:

DEF FNX = (K\$ > = MIN\$) AND (MAX\$ > = K\$)OR (LEN(B\$) > = 1 AND K\$ = CHR(13)) OR(K\$=CHR\$(8) AND B\$<>" ") OR (K\$=" ")

Here, K\$ = INKEY\$ and B\$ = B\$ + K\$: thereafter, you use IF FNX THEN... to verify keystrokes. By changing the values of the variables named in the function-MIN\$ and MAX\$, for exampleyou can use the same test for each input in your program.

Dr. A. Monnet (Toulouse, France) uses the Model 4's three function keys to terminate input. His routine then returns to the main program with one of three values assigned to a variable, and an On. . . GOTO statement branches to one of three possible actions on the input. Donn Young (Narberth, PA) substitutes a string array to hold individual keystrokes for his Model 4's inability to read video memory directly—a nice touch. And Barry Mitchel (Reading, MA), working on the MC-10 and the Color Computer, offers several ways to get around the limits of those Basics. For example, he uses a For. . . Next loop with step zero to simulate While. . . Wend. Clever!

#### Back to the Future

Labor Day, 1887? In Oregon, the first of these United States to adopt the holiday, folks celebrated on the second Saturday in June. A more vital question: Will New Year's Day give us a three-day weekend at the turn of the millenium?

Model 4 users who look for the answer from the computer's system prompt (which returns the day of the week) will be disappointed. TRSDOS 6.x doesn't accept dates after 1987. Users of Tandy's MS-DOS machines, on the other hand, have reason for optimism: MS-DOS handles dates through 2099.

Let's banish chronological ambiguity.

Rise to this month's challenge by writing a perpetual calendar in three or fewer lines of Basic. Make it accurate since October 15, 1582-the day our Gregorian calendar was first adopted for most of Europe—and into the future until the Star Trek calendar inevitably replaces it. Beam us aboard, Scotty.

The rules:

- 1. Write your solution(s) in any TRS or Tandy Basic, except Pocket Computer Basic. We'll consider degree of difficulty when comparing programs created on different machines.
- 2. This month's entries must reach us by October 15, 1986. Although this doesn't give everyone the same amount of time (we apologize to our overseas readers especially), extending the deadline would add another month to our publishing your solutions.
- 3. This month's winners will appear in the January 1987 issue.
- 4. Employees of CW Communications are not
- 5. Send your entry to: 80 Micro, Fine Lines, 80 Pine St., Peterborough, NH 03458. We will not, unfortunately, be able to return entries.
- 6. Specify your T-shirt size.

#### Oops!

Several of you wrote to point out the error in our listing of Kevin Gross's Wall Wars program in the August 1986 issue. That odd-looking "Gh" at the end of the line should have been GOTO.■

Harry Bee is a freelance writer, puzzle creator, programmer, and dreamer. Contact him at P.O. Box 567, Cornish, ME 04020.

Program Listing 1. Shortened version of Ed Boysun's GW-Basic input routine.

20 M=4999.49;P=2;C=2;V\$="":D=0;Z\$="0."+STRING\$(P,48);PRINT" "Z\$;:LOCATE CSRLIN,C :WHILE M:N\$=INPUT\$(1):IF N\$=CHR\$(13) THEN M=0;GOTO 90 ELSE IF N\$=CHR\$(8) AND V\$>"" THEN V\$=LEFT\$(V\$,LEN(V\$)-1):D=D+(D>0):GOTO 80 ELSE IF N\$=CHR\$(8) OR N\$="+" THEN N\$="" EN N\$=" "
60 IF N\$="-" OR N\$=" " THEN LOCATE CSRLIN,C-1:PRINT N\$; ELSE IF N\$="." AND D=0 A

ON NS- 1 HEN DELCATE CSRIIN,C-1:PRINT NS: LESE IF NS-"." AND DE M AND PS M THEN DELCATE SELSE IF NS-"." AND DE M AND PS M THEN DELCATE SELSE IF NS-"B OR NS-"9" OR DEPH OR TAL(VS+NS)>M OR VAL(VS+NS)>M OR VAL(VS+NS)>M OR VAL(VS+NS)>M OR VAL(VS+NS-IF DS M THEN DEDH OR DEDH OR DELCATE SELIN,C-PRINT VS::PRINT RIGHTS (ZS,PH-D) "STRINTS(2+P-D,29);

90 WEND:V\$=VAL(V\$)\*SGN((SCREEN(CSRLIN,C-1)=45)+.5):PRINT,V\$:GOTO 20

End

#### Program Listing 2. Distillation of Dan Nugent's Model III entry.

- IFGTHENC=PEEK(K):POKEK,143ELSECLS:S=15360:K=S:L=20:M=S+L:FORT=STOS+L-1:POKET,46:
- IFK<>SFORT=STOK-1:A\$=A\$+CHR\$(PEEK(T)):NEXT:PRINT:PRINT:PRINTA\$

End

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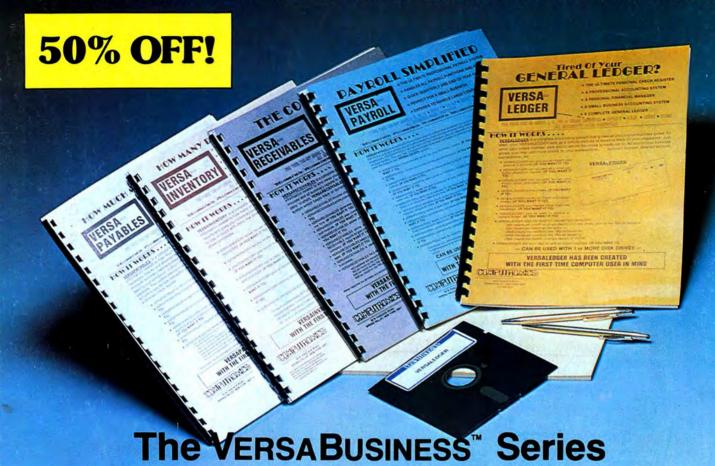
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