P.O. Box 1087,
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Sounds impressive...

How do we duplicate the 6000 or so cassettes we send out each month? Rose just doesn't sleep! Really, the programs are read off a disk and sent through a line amplifier to 30 cassette recorders hooked up in parallel. The recorders are controlled by a Color Computer through the microphone jack. The 'random' clicking of 30 buttons lets us know that the tapes are done and that it's time to put in some blank ones. A heck of a way to make a living... April 1983

Filename	English Translation	PMODE	PCLEAR	Locations CTR-80	Locations CCR-81
TARTCOV	Tartan Cover	3	4	4/148	4/161
FOOL	April Fool	(2)	(4)	19/159	21/173
RESCUINS	Rescue Instructions	4	(4)	32/169	35/184
RESCUE	Rescue	4	(4)	48/181	52/197
VARMAP	Varmap	0	1	72/199	78/217
FILES	Files (disk only)	0	1	93/216	101/235
*ASTBLAST	Astroblast	4	4	116/234	126/255
PENIPEDE	Pennypede (CLOADM:EXEC)	(2)	(4)	135/250	147/272

Locations are for R/S recorders. If the first copy of a program won't load, try the second. If neither copy loads, return the tape for disciplining and a prompt replacement. If you get an OM, FC, or SN error while loading or running a program, you probably have to enter the PMODE and PCLEAR values for the program directly from the keyboard. (Values in parenthesis are not set in the program). * These programs may use high speed. Be sure that the computer is slowed down again before doing I/O to tape or disk (POKE 65494,0).

Put a blanket on it - **Tartan Cover** (by R.W. Odlin) does a cross-weave pattern on your screen.

CoCo as Mr. Personality - Run **April Fool** (by George Ziniewicz) then try to regain control of your computer. .

Baby trouble - Using the joystick to move and the red button to climb, you must avoid the nasties to **Rescue** (by Henry Schroy) the baby. Read **Rescue Instructions** for the whole scoop. Note - Hold down the red button on the joystick to begin the game.

Where are the vars? **Varmap** (by Bill Drew) can tell you what variables are used in your BASIC program and what lines they are used in. First you must save your BASIC program on tape or disk in ASCII format (ie: **CSAVE"filename",A** or **SAVE"filename",A**). Then load and run **Varmap**. **Varmap** will read your program, list it, and give you a 'map' of the variables. Bonus Feature: You can also see where a certain reserved word (ie: PRINT, OPEN, RUN, DEF, etc.) is used in your BASIC program by deleting the particular reserved word from the DATA statements in lines 1680 through 1700. This tricks **Varmap** into thinking that the reserved word is a variable.

Note: If you have 32k you may wish to increase the **CLEAR 6000** statement in line 70 and the **DIM VM$(100,1)** in line 130 to **CLEAR 8000** and **DIM VM$(200,1)** so larger programs can be mapped.

Disk users - Keep track of anything with **Files** (by Richard Hewko). a simplified atabase program.

Let's say that you want to have a list of your creditors (hopefully a short list). Run **Files** and choose the menu option "Create a New File." You will be asked for a disk filename and a filename. Choose CREDITOR for your disk name and MY CREDTORS as the name of your file. Now CREDITOR/DAT and CREDITOR/I (a sorted index to the CREDITOR/DAT file) are created on your disk. Then you will be asked for the number of fields You might need 6 fields (with the associated field types):

Last name, First name	(string - length 25)
Address	(string - length 25)
City, State, Zip	(string - length 25)
Money owed	(money)
Payment priority 1-10	(byte)
Payment date	(date)

o you ask for 6 fields and, when asked. give the field type of each field as above. inally, CREDITOR/DT will be created on your disk (to hold the list of your creditors). ow, ytime you run **Files** with this disk in drive one, one of the menu options will be he CREDITOR file!

What can you do with this file? Below is a list of the commands:

: add a record
Delete: delete or undelete a record
Edit: edit a record
Find: find records with fields in defined boundaries
List: list records to screen or printer in format (can do labels)
Off: back to the main menu
Print: print current record to printer
Reset: sort records by FIRST field
Search: search for a record by FIRST field
Zero: zeros specified numeric fields
Right arrow: next record
arrow: previous record
Up arrow: forward 10 records
Down arrow: backward 10 records
@: current record

F notes: If you accidentally <break> out of the program, you can usually jump ck into it without losing any data by typing GOTO 1000<enter>. If you forget the ove commands while in the program, hitting an incorrect command will give you a list the acceptable ones.

The ships are stacked against you - In **Astroblast** (by Crew Reynolds) columns of ips form above you. These ships then drop and fire at you unless you move out of eir way (using the arrow keys) or shoot them first (by hitting the spacebar). If they the ground, they sit there in your way for a while If you are hit, there is a lay before your new ship can fire.

Astroblast notes: 1) The game will NOT work if you have a disk system hooked up. There is a high speed option - If you play it in high speed, be sure to slow CoCo k down when you are through playing the game (POKE 65494,0).

Your 2 cents worth - **Pennypede** is a poor-man's version of the famous arcade game. ng the arrow keys to move and the spacebar to fire, you try to hit the 'pede as it thers and breaks up on the screen. But watch out for the spiders! The game is in hine language, so to load it type CLOADM"PENIPEDE"<enter>. Then type EXEC<enter> run. To make a backup of the program, load it in, get a tape (or disk) ready, and

type **CSAVEM"PENIPEDE",3584,6416,3584**<enter> (use SAVEM to put a copy on disk).

It's just a bit late. .

Many of you mentioned last month's **Tax Helper** had a couple of bugs in it that might have made your tax bill seem smaller than it should have been (a feature if not caught by the IRS...). Since this program has now been debugged (with these fixes), we will publish it again early (!) next year (with modified tax tables) so that you will really be able to use it. However, to set the record straight, here are the fixes:

Take out the **+CI** in line 1250 (so car interest is only added once).
Change the **T(3)** to **TX(3)** in line 3315, and the **TX(1)** in line 3360 to **TX(3)**. Now income averaging will be correct.
On a 16k machine, if certain schedules were used, the program ran out of memory. So BEFORE loading the program, type **POKE25,6:NEW**<enter>.

We want results...

Mike Vincenti of Logan. Illinois noticed that exact scores of 400, 550, or 600 in last month's **Utopian** would not print results. So he changed the > (greater than) signs in lines 264, 265, and 266 to >= (greater than or equal) signs.

You learn somethin' every day...

Last month I said that there was a bug in February's **Disk Aid**. It seemed obvious to me that the length of a machine language file in the Super Directory was too long since it was 9 bytes longer than the end address-start address. Wrong! The author, Richard Melucci, called to tell me that the length was correct in the version we published since there are 9 extra bytes in a disk file that contain the file's loading info. Do not make the change in line 312 mentioned in last month's sheets.

However, R.W. Odlin of Sedro-Woolley, Washington added a couple of error traps to the Recover Killed File section of **Disk Aid**:

Change **FO$=FL$** in line 1710 to **IFFL$=""THENCLS:GOTO1710ELSEFO$=FL$**.
Change the **ELSE1760** in line 1730 to **:GOTO1760ELSE1760**.

Bomb the disk...

Make February 1982's **ABM** run on disk by simply changing the **CLEAR 500,16383** to **CLEAR 500** in line 6.

Looking to the heavens...

Stephen Stone of Auburn, Washington made a mod to February 1983's **Stellar Empire** which prints the number of ships you have at a star on the map (instead of the yellow graphics block). A '+' is printed if over 9 ships are there:

```
570 X$=X$+CHR$(I+65):IFS(I,3)<>PTHENC=255ELSEC=48+S(I 4):IFC>57THENC=43
```

Colorful loading...

Michael Kromeke of Albuquerque, New Mexico sent in this routine to allow you to 'see' and hear the first 6144 bytes of a program load in from tape:

Type **PCLEAR4:PMODE3:PCLS:POKE25,PEEK(188):NEW**<enter>
Type **10 AUDIO ON:SCREEN1,0:CLOAD**<enter>.
Type **RUN**<enter> to load the program.
To be on the safe side, type **PCLEAR4:PMODE2**<enter> after the program is through loading.

There's a hole in the bucket...

What's this? We bow down to pressure? Never! Except in the case where you asked for 3-hole punched papers. Next you'll be wanting a disk version of Chromasette (how about starting in July?).

Holes in my head,

Dave

ed.

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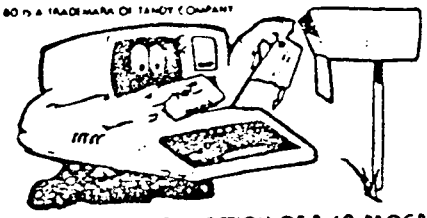

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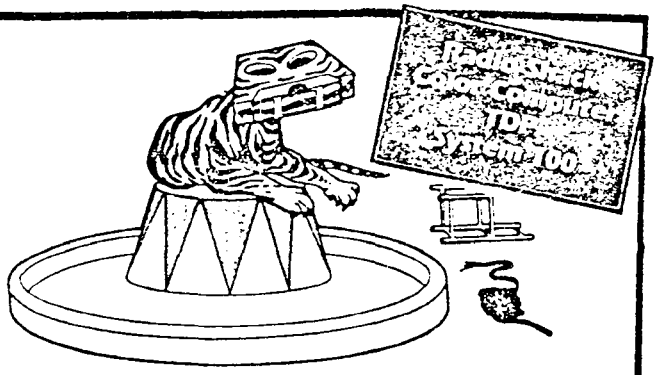

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