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Look at those baby blues...

The label on the cassette is different - for the last time? I'm sure glad that we had this little label problem, or I wouldn't have been able to fill this corner so easily. Excuses are so simple to write! The old dark blue labels were caused by an error in the label printer's catalog that we were not told about. And then the order for the correct labels was lost! So if you are tired of reading about label problems in these pages, blame the printers. We did...

February 1982

Filename	English Translation	PMODE	PCLEAR	Locations
MOIRECOV	Moire Cover	4	4	~~8~~ & 140
BLEEP	*Bleep	(2)	(4)	26 & 153
DUMPALL	Dump All	(2)	(4)	46 & 168
ABM	ABM	3	4	68 & 185
DISASSEM	Disassembler	(2)	(4)	89 & 202
SHRINK	Shrink (16128 CLOADM EXEC)	(2)	(4)	109 & 218
CHECKREG	Check Register	0	1	118 & 226

Locations are for the R/S CTR-80. 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. PMODE and PCLEAR values in parentheses are not explicitly set in the programs and may have to be entered before loading or running the programs. Otherwise, an OM, FC, or SN error may occur. * These programs may use high speed. Be sure the computer is slowed down again before doing I/O to tape (POKE 65494,0).

Moire Cover is so hypnotic that I spent a LOT of time 'testing' it (that was the reason I gave Robin for my sitting and staring at the screen all afternoon). As mind-numbing as television!!!

Bleep seems to be a simple game. You just have to quickly move your block to hit another block that randomly appears on the playing field. So I played it once... twice... How time flies when you're having fun! The game can be played with joysticks or the keyboard (I like the keyboard better) and you can play it in high speed if your computer can handle it.

Just another note on giving CoCo a vitamin E shot to put it into high speed. As mentioned in the past, some of you can 'POKE 65495,0' and your computer runs at warp 8. This is due to the main processor (6809) and a couple of other chips (6821s) being able to shuffle data faster than the shuffle speed that they are actually rated to perform at. Some of you even got the faster 'B' series versions of the above chips installed in your CoCo due to a shortage of the slower ones. All of this discussion becomes worthless, however, if you have a disk system. You CAN NOT have your disks hooked up and run at high speed or the computer will lock up. Also, if you give your computer a shot

of vitamin E, you must remember to slow it back down (POKE 65494,0) before saving something to tape or you will have problems. It's as hard to take as 55 mph...

A little here, a little there... Dump All takes an ASCII file from some input (tape, disk, or keyboard) and dumps it to one or more of four outputs (disk, tape, screen, and/or printer). This can be used to make copies of data files (versus program files), text files (from a word processor), or whatever files you have in ASCII format. What do I mean by an ASCII file? Ah, ha!

An ASCII file is one where each and every character in the file is represented internally in the computer by some number ('A' is 65, 'u' is 117, '$' is 36, etc.). So when you CSAVE a program to tape in ASCII format ('CSAVE "filename",A'), each and every character in your program is individually saved to tape. A normal CSAVE ('CSAVE "filename"') does not save your program to tape in ASCII format! It is saved in 'tokenized' form where all of the 'keywords' (the commands that BASIC recognizes like READ, PRINT, FOR, GOSUB, GOTO, etc.) are represented by just one or two numbers. For instance, the keyword 'PRINT' is represented internally by the number 135 and 'GOTO' is represented by the numbers 129 and 165 (129 for the 'GO' and 165 for the 'TO'). Is there a big difference between saving a file in tokenized form or in ASCII? You bet! CSAVEing Dump All in tokenized form takes 38 seconds, but in the ASCII format takes 85 seconds.

A WARNING about Dump All and tape - If you have an old CoCo with the original ROM (version 1.0), you cannot dump a file to tape using Dump All. Radio Shack has fixed this bug in ROM version 1.1 (it still says version 1.0, however). The later machines have the new ROM in them, so there is no problem. Can you get the new ROM by itself if you have the old one? ONLY if you buy the 32K upgrade from Tandy! I guess Radio Shack does not consider the reliable saving of data to tape to be that important. Sometimes I think that they are not very smart. If you don't want 32K, or already have someone else's 32K modification in your machine, and you want the new ROM, get friendly with the technician at your local R/S Computer Center. He (and only he) may have a way to get one of the new ROMs a la carte. It's worth a shot (although I think Tandy is the one that deserves to be shot).

Wait! Don't shoot Tandy! Just let one of the missles that your ABM missed fall on them! ABM is a BASIC version of one of the popular arcade games. The object is to explode your defensive missles in front of the approaching attack missles in order to keep them from hitting the ground. You must lead the incoming missles to destroy them (the buggers are HARD to stop). Note - after reading the instructions that come with the program, just hit any key to begin your missle defense.

For you ROM diggers, there is Disassembler. This BASIC program takes the machine code residing in CoCo and attempts to reconstitute it back into assembly language code. The 'disassembled' code can be sent to the screen or to a printer.

Putting the squeeze on - take out the unnecessary blanks in your BASIC program with Shrink. Shrink is a machine language routine, so pay attention to the loading and running instructions (you with 32K, be patient and you'll get 32K instructions in a while).

1) You must set aside some memory to protect the routine by typing 'CLEAR 200,16128'<enter> from the keyboard.
2) Type 'CLOADM "SHRINK"'<enter> from the keyboard and the program is loaded in.
3) Put your BASIC program in memory.
4) Take out the unnecessary blanks by typing 'EXEC'<enter> (or 'EXEC 16131'<enter>) from the keyboard and waiting a few seconds for Shrink to do its thing!
5) To make a backup of Shrink, get a tape ready for saving and type 'CSAVEM "SHRINK",16128,16315,16131'<enter>.

If you have 32K, you must CLEAR 200,32512. Then you CLOADM "SHRINK",16384. Plain ol' EXEC will execute the program, or you can EXEC 32515. To make a backup copy you CSAVEM "SHRINK",32512,32699,32515. Note - if you load in your backup copy rather than the original, just CLOADM "SHRINK" (don't add the offset).

You want practical, you got practical. Checkbook Register will help you balance your checkbook. You can enter up to 150 transactions (if you have 32K, you can change line 10 to 'CLEAR 7500' and line 16 to 'S=550' to get 550 transactions!). Note - if you get an error of some kind or accidentally hit the <break> key, just type 'GOTO 30'<enter> from the keyboard and immediately save your data so that the data that you just entered into the program won't be lost.

1.0 or 1.1?

You can tell if you have the old ROM (1.0) or the new one (1.1) by pushing the button on the joystick. If a string of letters appears on the screen, you have the old one. And Dogstars (December 1981) works fine. But if you have the new ROM, then you have to edit line 440 in Dogstars so that the joystick button will be recognized (you will not be able to fire from the keyboard, however):

Replace 'A$=INKEY$:IFA$>"Z"ORA$=" "' with 'IF(PEEK(65280)AND3)=3' in line 440.

Speaking of little fixes...

You can put Blockade (July 1981) on 32K disk by replacing 'IB=1536' in line 5500 with 'IB=PEEK(188)*256'.

You can put Drawer (August 1981) on 32K disk by making the following changes:

Replace 'PCLEAR 6' with 'PCLEAR 3' in line 10.
Replace 'MP=6' with 'MP=8' in line 12.
Replace '1536' with 'PEEK(188)*256' in line 16.
Replace both of the '1-6' occurrences with '1-8' in line 226.

Vitamin E plus...

If you are tired of waiting for the rotation compilation to finish in Rotate (December 1981), Lonnie Faulk of The Rainbow Magazine passed on a POKE that he heard about that halved the amount of time needed (he also gave the remedy POKE). Warning - this POKE causes your screen to go nuts and the keyboard to be ignored until the remedy POKE

is given. It also may not work anyway on your machine (you'll just have to give it a try):

At the end of line 140 add ':POKE65497,0'.
Put ':POKE65496,0' between 'NEXTI' and ':GOTO2000' in line 450.

On the newstands?

Speaking of magazines, both The Rainbow and Color Computer News are getting bigger and (need I say it) better. Matter of fact, CCN (who will soon be spotlighting our Motorcycle Jump program) has just gone monthly and has added color to their pages. Please remember that with Magazine Rate shipping and the time lag associated with printing 32, 48, or 64 pages, a request to either of them for a subsciption may result in a 6 to 8 week delay before you see an issue. See their ads in these sheets.

Ain't nuttin' out thair?

People have often mentioned the lack of certain software, especially of the practical sort, for the Color Computer. I'm happy to report that products are starting to appear on the market, and a flood of software appears eminent. Where do you find out about these goodies? I'd start out with The Rainbow and CCN. They not only have the advertisers, but also the product reviews. And remember (as we pat ourselves on the back), we've put out nearly 50 programs ourselves already...

Just one hint...

Having trouble with Mansion Adventure (January 1982)? If you can't manage to get in the door, get the crowbar and 'PRY DOOR'. The door will pop open. Then just 'GO DOOR'. That's all folks. I'm such a tease.

Syntax error in no line...

Every once and a while CoCo does something to tweek my brain. Recently I loaded in a program, typed 'RUN', and I got a 'SN ERROR' with no line number. George Ziniewicz of Scottsdale, Arizona came to the rescue again. He noticed that the byte in memory just before the start of BASIC program storage is supposed to be zero, and if it isn't the program won't run. So if this happens to you, just 'PRINT PEEK(PEEK(25)*256)'. If it is not zero, then 'POKE PEEK(25)*256,0' in order to RUN the program. You might see an application for this info where a person has to know a password before being able to run a program. Take that, Mr. Smart...

Be yours, it's the 'me' generation...

Hearts and flowers and love and kisses and boxes of candy (especially boxes of candy!) and all that good stuff that happens about the 14th.

Smitten,

Dave