Chromasette Magazine
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Panic time...

The kid is bigger than the parent! That's right, after just over a year, more people subscribe to CHROMASETTE than to CLOAD! And the kid is still growing! Where will it (us) end? What does this mean? That CoCo owners know good value? That the programs are better on CHROMA.? That the tapes are so much easier to load (my vote!)? That much of the other CoCo programs aren't very good? That the ads are cuter? That Tom and Grady will start working (fat chance)? That we all will be working our tails off...

August 1982

Filename	English Translation	PMODE	PCLEAR	Locations
MUSICCOV	Music Cover	4	4	7 & 144
CHICKEN	Chicken	(2)	2	28 & 159
EQUATION	Equations	(2)	(4)	43 & 171
NAUGAINS	Nauga Instructions	(2)	(4)	56 & 182
NAUGA	Realm of Nauga (not disk)	4	(4)	74 & 196
MAXIMUM	Maximum	1	(4)	97 & 214
DISDEMO	Display Demo	(2)	(4)	118 & 231
CLOCK	CoCo - CooCoo	(2)	(4)	134 & 245

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. 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 (POKE 65494,0).

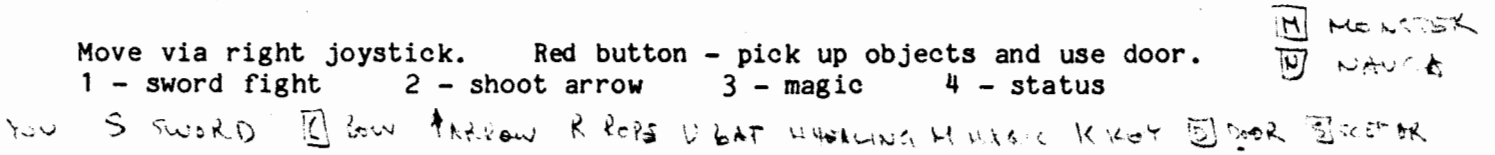
Sit back in your overstuffed desk chair and run Music Cover. Let the music and visuals take you away from the checkbook balancing that you should be doing.

Why did the Chicken cross the road? That's not the right question! It should be, "Did the chicken make it?" Now you get a chance to get the Chicken across without getting run over! Note - this program CLEARs 4000 bytes of string storage. After playing this game, it is a good idea to type 'CLEAR 200'<enter> to make sure that you have enough memory space for the next program that you want to run (hitting the RESET button or typing 'NEW'<enter> does NOT affect the CLEARed space).

Boy, do I like matrix manipulation programs! Why do all those little calculations by hand when the computer does them so easily? And the computer is accurate!! So here is Equations to help you solve systems of equations in a very short time.

Go into the Realm of Nauga! Have fun as monsters chase you (?) while you search for the King's Scepter. There are 3 forests that you enter through a door and in these forests you'll find arrows, a key, healing, rope, magic, a sword, a boat, the door, and monsters. To remind you of the things that you read in Nauga Instructions, here is a Nauga-nail sketch of the commands:

Move via right joystick. Red button - pick up objects and use door.
1 - sword fight 2 - shoot arrow 3 - magic 4 - status



Nauga notes: You need the key to go through the door, the rope to go into the trees, and the boat to go on water. This program will NOT run on a disk system.

Now for the Maximum strategy. From a checkerboard filled with numbers from 1 to 64, you pick a number from the row you are in. Then your opponent picks a number from the column that contained the number you just picked. The trick is to pick the highest number you can get while not giving your opponent a high number to pick. The one with the highest score at the end wins.

"Wow! Yowee!" dept. - Run Display Demo and you'll see just how much fun text displaying can be! This program not only displays text in neat ways, but you can take the 28 routines out of this program and use them in your own programs! This is a bit tricky, however, so pay attention! Then play with the program until you understand what is going on before using the routines in your own programming endeavors:

1) Make sure your program has 'CLEAR500:DIML$(18):P=-32:EX=0:X=RND(-TIMER)' at the beginning.
2) L$(1)-L$(16) are supposed to contain the stuff you want printed on the screen. You can set them directly (ie: L$(1)="Dave is a dummy") or read them from DATA as the author does in Display Demo.
3) I$ is supposed to contain the control codes. Each code is one letter followed by two numbers (see below).
4) Line 50000 is the driver, lines 50001-50029 and 50034 are the various routines, and lines 50030-50033 and 50035-50104 are subroutines that the various routines call. Note - delete line 100 and lines 60000-60015 before using Display Demo in your own programs.

Command Letter	Number Range	Effect (# - indicates line or L$() numbers 1-16)
?	00-99	Sets execution speed of printing commands
@	01-15	Moves line numbers (ie: '@04P02' prints L$(2) on screen line 6)
A	01-99	Display scrolls from bottom of screen specified number of lines
B	#	Writes over L$(#) with random blocks of color
C	#	Clears line with blocks defined by U and K commands
D	01-99	Delay
E	#	Expand - adds a space between each letter in L$(#)
F	#	Write over L$(#) with character defined in command G
G	32-99	Define char by ASCII code for command F
H	01-99	Hear - define up to 99 (3 given) sounds - ON GOTO in line 50011
I	#	Input from keyboard at screen line #
J	00-08	Clear screen with specified color
K	00-08	Set color code for line clearing and animation
L	#	Moves text of L$(#) from left to center of screen
M	#	Text of L$(#) spreads outward from center
N	#	Flashes L$(#) 50 times using lower case letters
O	#	Prints L$(#) center justified one letter at a time
P	#	Prints L$(#) in center of line
Q		Quit - no number required
R	#	Moves text of L$(#) from right to center of line
S	#	Moves text of L$(#) from the sides to the center of the line
T	#	Prints L$(#) without breaking words at the end of the screen line
U	00-15	Graphic block code number
V	#	Prints L$(#) vertically in column #
W	01-99	Define up to 99 (5 given) screen wipe routines - ON GOTO in line 50026
X	#	Moves text of L$(#) from center to left of line
Y	#	Moves text of L$(#) from center to right of screen
Z	#	Moves text of L$(#) from center to sides of screen

I know it seems confusing (it is!), so let me try and give you an example by looking at the beginning of the DATA in line 60003 to be read into I$:

```
K06     Color 06 chosen
U09     Graphic block 09 chosen
A16     Scroll the K,U pattern from the bottom of screen up 16 lines
P07     Print L$(7) at screen line 7
N07     Flash L$(7) at screen line 7 fifty times
B07     Replace L$(7) with random color blocks at screen line 7
O07     Print L$(7) one character at a time centered on screen line 7
D03     Delay 3 counts
etc., etc., etc...
```

It's time for something different - but what time is it? CoCo-CooCoo puts a little machine language routine at the top of memory that constantly displays a clock in the upper right hand corner of the screen. Unfortunately, the 'interrupt' that drives the clock is disabled during I/O (ie: saving or loading a program from tape or disk) so time will appear to stand still during I/O operations and the clock will lose a little time. But who needs time to be that exact anyway? You'll just have a new excuse for being late...

Oh, heavens...

A couple of you mentioned a 'bug' in last month's Starmap. When you ask for a constellation, it then jumps back to the menu. That is not a bug! You then just need to ask for it to display the map and only the specified constellation is shown. However, if it bugs you, Arnold Weiss of Philadelphia, PA suggests changing the 'RETURN' in line 540 to 'IF V<>0 THEN 400' and the '120' in line 110 to '550'.

Not worth a dime...

April 1982's Financial Analyst gave you interest for the first month on a future value calculation (nice of it, huh?). To fix it change line 231 to 'R=0'.

Start a parade...

Last Month's Ticker program can be modified to go to the printer by changing the 'PRINT' in lines 185 and 189 to 'PRINT#-2,' and inserting a 'STOP' at the beginning of line 191. Thanks to John Rindal of Duluth, Minnesota.

Another speeding ticket...

Jesse Taylor found that the hardware mod described in June's issue (that fixed your computer so that it would run in high speed) wasn't enough and that you may have to replace R73, R74, and R80 with 27 ohm resistors. Remember that you'll be voiding your warrantee by playing around inside CoCo...

Putting the fix on...

Speaking of tweeking on CoCo, a couple of people have had bad experiences trying to get parts for their computer. Let me start by saying that the REPAIR centers do NOT sell parts (they repair computers!). However, the retail stores themselves should be able to order the parts for you (except for ROMs, RAM, etc.). Let me give you the store manager's point of view - 1) Ordering parts is a pain! 2) More often than not, the parts are NOT picked up after they are ordered (you may not believe this, but it is true) so the manager takes a loss. 3) The wrong part was ordered (usually the fault of the customer) and another part has to be ordered. The solution? Be nice! Offer to pay for the parts in advance. If that doesn't work, threaten to have your CoCo cough up ROM under warrantee...

No horn needed...

George Ziniewicz of Scottsdale, Arizona sent us another tidbit! This routine will cause CoCo to beep every time a key is hit (letting you know that the key actually was hit):

```
10 X=PEEK(39)*256+PEEK(40)-8: CLEAR 200,X: REM RESERVE SPACE FOR ROUTINE
20 X=PEEK(39)*256+PEEK(40)+1: REM GET START LOCATION OF ROUTINE
30 FOR I=X TO X+7: READ X$: POKE I,VAL("&H"+X$): NEXT: REM INSERT ROUTINE
40 POKE 363,INT(X/256): POKE 364,X-INT(X/256)*256: REM TELL COCO ABOUT ROUTINE
50 DATA 34,56,5F,BD,A9,56,35,D6
```

Outa words,

Dave

ed.

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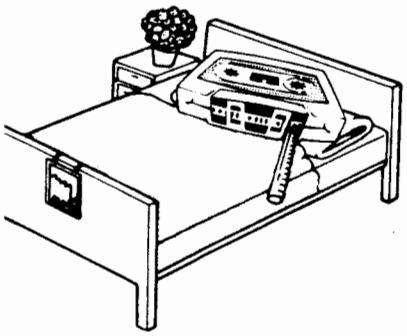

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A Byte of Color Basic

by Steve Blyn

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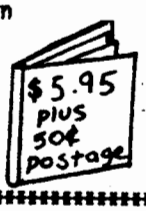

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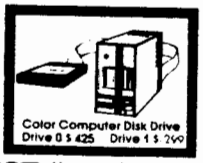
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