What's new besides the year...

The shop is climbing the walls and in-
vading the attic - so we have decided to
move down in the world and take over half
of the bottom floor of a local building.
Twice the space! We are looking at maybe
putting out a disk version of Chromasette
in July (sorry, about twice the price).
Shawn is now our new very part-time (whew)
janitor and scapegoat. Twice the headaches!
And I will write with a more professional
attitude (twice the lies)...

```
***********************************************************************
*                                                                     *
*   Filename      English Translation      PMODE PCLEAR    Locations  *
*                                                          CTR-80  CCR-81 *
    PLANCOV       Planner Cover               4     4      9/154   10/168 *
*   LEAKYTAP      Leaky Tap                   1     2      21/163  23/178 *
*   HOUSEADV      House Adventure             0     1      40/177  44/193 *
*  *KEEPTEXT      Keep Text                   0     1      67/198  73/216 *
*   INST1            Instructions Part 1             84/211  92/230 *
    INST2            Instructions Part 2             104/228 113/249 *
*   ROWBOAT       Rowboat (PCLEAR7:CLOADM)    3     7      125/244 136/266 *
*   LISTMOD       ListMod (CLOADM - see notes) (2)   (4)   150/265 164/289 *
*                                                                     *
*   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). *
*                                                                     *
***********************************************************************
```

But will the cities use it? **Planner Cover** looks like (with a LOT of imagination)
beginnings of a planned community. Don't take my word for it; take a look at the
cover, then tell me I'm full of squid...

Call a plumber - or just run back and forth trying to catch the drops in **Leaky Tap**.

"Remember, the imposter is last". Yes, that is a clue to solving **House Adventure**.
And no, I won't tell you anymore. It took us a few times to figure out what the clue
meant (we still haven't solved the adventure, though). For you new adventurers, you are
searching for 20 items located in the house. You give one or two word commands (ie:
LOOK, OPEN DOOR) to move around and do things. Pay attention to what you see (ie: if
you see a locked door that you can't open, you may find a key later on).

House Adventure notes: If you have 16k, you must type PMODE 0: PCLEAR 1<enter>
before loading the adventure. You can use 3 character abbreviations for commands (ie:
OPE DOO for OPEN DOOR) and 1 character for moving (ie: E for GO EAST). Use the SAVE and
LOAD commands to stop the adventure in the middle and restart it later at the same place
(so you can eat and sleep). Disk users - you can change the SAVE and LOAD routines to
use with your disk system: Put a REM at the beginning of lines 136 and 144. Then
change every -1 found in lines 137 thru 151 to a 1.

Get it in writing - **Keep Text** is our latest contribution to the word processing

world. You can get numbered pages with headings, and the text can be printed in paragraph form without word-splitting at the end of a line or in 2-column form as it appears on the screen. To learn how to do all of this:

    1) Load in **Keeptext** and run it.
    2) Choose menu option 2 and load in **Instructions Part 1**.
If you have **32k**:
    3) Choose menu option 3 and append **Instructions Part 2**.
    4) Use menu option 4 to read (study, absorb, etc.) the instructions or menu options 5 or 6 to get a hardcopy of the instructions for reference
If you have **16k**:
    3) Use menu option 4 to read (study, absorb, etc.) the instructions or menu options 5 or 6 to get a hardcopy of the instructions for reference
    4) If you have 16k, choose menu option 2 and load in **Instructions Part 2** . Then do step 3 again.

    Notes:

    A) If you have a disk system, you will be able to use either disk or tape for your files.
    B) The program is set up for the DMP-100 printer. If the baud rate of your printer is not 1200, then you should modify line 140 for the correct baud rate code found in the Radio Shack Manual (ie: for the Line Printer VII. line 140 should read **140 POKE150,87:B$="600"**). Also, the Underscore and/or the Double Width Character Set routines (lines 950 and 990-1020) may not be supported by your printer and may have to be modified or ignored.
    C) You will not be allowed to INSERT a line into a file if the file is already full.
    D) After a CHARACTER ADD or CHARACTER DELETE, the <up> and <down> arrow keys will only move one line (not one page) in the command mode.
    E) If your CoCo can handle high speed and you choose to use that option, CoCo will be automatically slowed whenever I/O (to printer, tape, or disk) is performed and when the program is ended normally (menu option 8).
    F) If you STOP the program (menu option 8) and decide to reenter the program without losing the current data, just type CONT<enter>.
    G) If you get an error or exit the program abnormally and you do not wish to lose the current file in CoCo's memory, immediately type GOTO60<enter>. Then, without passing GO and without collecting $200, immediately SAVE the data to tape or disk (menu option 1).
    H) How about a little cheat-sheet of the commands in **Keep Text**:

    <clear> - toggles text/command modes
In text mode:
    Arrows - move cursor around   Keys auto-repeat if held down
In command mode (after execution, return to text mode unless noted by *):
    T - lisTs commands (*)   **I** - Insert line   **D** - Delete line
    S - Search (if string found, hit S again to continue search)
    C - Change (same as S, but hit C to change when string found)
    H - Home cursor   **F** - cursor to Foot   **M** - go to Menu
    Down Arrow - forward page (*)   **Up Arrow** - backward page (*)
    Right Arrow - add chars (*)   **Left Arrow** - delete chars (*)
    K - start of lines to move   **G** - start of lines to copy
    . - end of lines to move or copy   **P** - Put moved or copied lines
Paragraph print codes (designated by an **@** in column 1 of a line):
    R - Right justify   **L** - Left justify   **C** - Center
    B - centered double width   **/** - left justified at the top of next page
    U - 62 char double width title indented to column 10
    NN - page headings with first N as line number 0-3, second N as 0-1
        (left or right - do left first if both left and right wanted)
    [ ] - text between brackets is underlined (no '@' needed in column 1)

Try **Keep Text** a few times, then you ll be a regular writer like me (ok, you won't be that bad...).

Just don't drop the oars - in **Rowboat**, you try and dock your boat without going over the waterfall (backing in seems to work best for me). You use BOTH joysticks, one joystick for each oar. This program uses MPP graphics (made popular by Superior Graphics Software), so to load and run it you MUST type **PCLEAR7:CLOADM"ROWBOAT":EXEC<enter>**. To save a tape version, load **Rowboat**, get a tape ready for recording, and type **CSAVEM"ROWBOAT",1536,14696,44661<enter>**.

Disk users - don't let **Rowboat** make you feel left out. There's a way to convert this MPP program to work on your disk system:

1) Load in the program with **PCLEAR7:CLOADM"ROWBOAT",2048<enter>**.
2) Save the graphics ONLY to disk with **SAVEM"ROW",3584,14336,138<enter>**.
3) Turn CoCo off, unplug disk controller, and turn CoCo on.
4) Load in and run the program with **PCLEAR7:CLOADM"ROWBOAT":EXEC<enter>**.
5) Hit <break> and edit line 1, changing every 57 to a 65.
6) Save the BASIC part to another TAPE with **CSAVE"BOAT"<enter>**
7) Turn CoCo off, plug disk controller in, and turn CoCo on.
8) Merge the graphics and the BASIC files (one from disk and one from tape) with **PCLEAR7:LOADM"ROW":CLOAD"BOAT"<enter>**.
9) Save **Rowboat** to disk with **SAVEM"ROWBOAT",3584,16744,44661<enter>**.

Note - There was a similar version of **Rowboat** (called 'Vector') by the same author i. the Rainbow (November 1961) but it didn't use MPP graphics.

Now you can read it! Are you tired of program listings speeding by as you attempt the <shift>@ shuffle to stop it at the right spot? Then **ListMod** is for you! When it is loaded and running, you have two listing modes when you type LIST:

@ - toggles between slow LIST and contolled LIST
P - in controlled LIST only: one screenful at a time displayed
Up Arrow - in controlled LIST only: fast continuous scrolling

ListMod, as it is now, sits at the top of 16k memory. So to load it, execute it, ar protect it type **CLEAR200,16242:CLOADM"LISTMOD":EXEC<enter>**. However, the routine is completely relocatable, so to have a similar version at the top of 32k just type **CLEAR200,32626:CLOADM"LISTMOD",16384:EXEC<enter>** (once you have your own 32k version saved to tape or disk, don't type in the offset '16384' when loading your version). To save a 16k version to tape type **CSAVEM"LISTMOD",16243,16383,16243<enter>** and for a 32 version type **CSAVEM"LISTMOD",32627,32767,32627<enter>** (use **SAVEM** to save a version to disk).

ListMod notes: This program is short (141 bytes). When you load and execute it, the computer just comes back with 'OK'. Before you decide that nothing has happened, try LISTing a BASIC program that you have in memory. It should be working...

Watchin' those curves...

Last month's **Curve Fit** didn't quite. The author has sent the following modifications (it only looks like a rewrite) to correct the bugs and to add a couple of enhancements:

1) Delete lines 264, 267, and 268
2) Edit the following lines:

```
22 E=0:ZX=0:WX=0:ZY=0:WY=0:A=0        292 FORI=1 TO (R*2)STEP5:GOTO377
43 IFA=10 THEN A=0:GOSUB314            293 FORI=1TOR*2:GOTO377
241 IFR$="Y"THEN16ELSE301              343 GOSUB374
266 FOR 1=N+1 TO N*2                   348 E=E+1:IF E=6 THEN H=1
272 AY=PEEK(1700+1)                    349 IFE=6 THEN E=0:GOSUB314
```

```
273 CB=(162-(178/(C*2))*AY)                 351 NEXTJ:GOTO360
274 IFCB<=0 THEN CB=1
275 IFCB>162 THEN CB=162
276 LINE-(X,CB),PSET
291 FORI=1TON*2:X=(232/(N*2))*I:LINE(X,162)-(X,162),PSET:NEXTI:IFR*2 <50 THEN 293
    3) Now add the following lines (some 'little' fix, eh?):
360 'REG LOAD                               371 POKE1700+X,AY
361 J=X(N):FORX=N+1TON*2:J=J+1              372 NEXTX
362 IFI=6 THEN Y=J/(A(I)+B(I)*J):GOTO368    373 GOTO352
363 IFI=5 THEN Y=1/(A(I)+B(I)*J):GOTO368    374 IFY>255 THEN Y=255
364 IFI=4 THEN Y=A(1)+(B(I)/J):GOTO368      375 IFY<1 THEN Y=.1
365 IFI=3 THEN Y=A(1)*(J↑B(1)):GOTO368      377 M=(162-(178/(D*2))*I)
366 IFI=2 THEN Y=A(1)*EXP(B(1)*J):GOTO368   379 LINE(6,M)-(6,M),PSET
367 Y=A(1)+B(I)*J                           380 NEXTI
368 GOSUB374                                381 GOTO294
369 AY=ABS(Y)+.5
370 IF AY<=1 THEN AY=1
```

The author has promised that the program has now "been through the mill and survived unscathed."

Drivin' me nuts...

We just took BOTH of our CoCo's disk drives back to R/S for repair. This is not the first time (and probably not the last). In talking to other users and reading letters to the editor in other magazines, I saw that our problem wasn't unique. So I started asking around and have come to the conclusion that the Radio Shack Color Computer drives a. LOUSY! What can you do about it? If you already own those drives, there isn't much you can do. If you are thinking about getting drives, you're in luck! Just order the DOS ROMPACK from Radio Shack separately (they'll probably have to special order it). Then buy 5 1/4 inch external drives (so that each drive has its own power supply) for some OTHER computer (Radio Shack's external drives for the Model 1 or 111 work fine!). In my mind, there are just GOOD drives and BAD drives - if they work 100%, then they are good, otherwise they are bad! *Dave*