

Just a simple fanatic...

Today's mail - FOUR more magazines!
I can't take it. We've just been here 3 months, and already we've gained 8 cubic feet of processed trees to 'enlighten' us. My feeble brain can't remember what I did last night (don't tell me), let alone keep track of today's (yesterday's) newest software or hardware. But what can be done? ESCAPE! So on Tuesday, May 24th, I was in line to see the very first showing of the Jedi movie at 12:01 AM May 25th. Was it worth it? Yep...



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*  Filename      English Translation      PMODE PCLEAR  Locations      *
*
*  GUTSCOV       Guts Cover                 3      4      7/145  5/121  *
*  BOUNBABY      Bouncing Baby              1      2      32/162 21/141 *
*  MATHINS       Mathvaders Instructions    (2)   (4)   47/174 32/155 *
*  MATHVADE      Mathvaders                  3      (4)   65/188 47/173 *
*  KEEPLIST      Keeplist                    0      1      84/203 62/193 *
*  ZAPEM         Zap'em                      1      2      104/219 81/215 *
*  REVERSE       Screen Reverse              (2)   (4)   128/237 103/244 *
*  FILECOPY      File Copy (disk)           (2)   (4)   135/244 111/256 *
*
*  Locations are for the 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). Subscribers - The month on the mail label is the last month of your
*  subscription. If you have a cassette subscription, the number next to the month is the amount it
*  would cost to convert the rest of your subscription to the disk version ($4.20 per issue for 6 or less
*  months, $3.75 per issue if more than 6 months).
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*****

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Hand me a knife - better yet, a screwdriver. See the flow of electron juices graphically course through CoCo's insides in Guts Cover (by Douglas R. Bell).

Just a bit warped... Catch the babies and bounce them to safety as they are accidentally thrown out of the highrise ("Honestly, officer, I thought he could fly...") in Bouncing Baby (by Bruce Tate). Use the joystick to move your buggy.

Arithmetic attack! In Mathvaders (by Charles Santee), ships with math problems on them move down the screen. You must answer the problem correctly and THEN shoot 'em to score a hit. Run Mathvaders Instructions for a complete overview of the program (and note the neat music playing in the background - a nice touch).

Keeping track - Here's Keeplist (by, you guessed it, Edwin P. Meiners) to help you with your shopping. You can type in all of the items you would ever shop for, select from that list the ones you need on any particular supermarket run and print them, update the list at any time, save the list to tape or disk, etc. Here's an overview of the menu options (use the arrow keys and the <enter> key to select a menu item:

- Load File - Get a list previously saved on tape or disk into memory.
- Save File - Save a list for the future on tape or disk.
- Clear Select Flags - Reset all of the items on your list to Not Needed.
- Enter Prices - Update the prices on the items you just shopped for.
- Update and List File - Change or add items to the list. If you are asked for the name

of an item in the file, you can hit <enter> to see all of the items (one at a time). If a name (or partial name) is typed in, all of the items containing that name are listed. When an item is located, you can choose from a submenu:

A - Add items to the file.

C - Change information in the current item (hit <enter> to not change the specified information).

D - Delete the current item from the file.

S - Select the current item for the next shopping spree.

U - Unselect the item (not needed at this time).

L - List the file to a printer (all items or just selected items).

Left Arrow - Move back in the file

Right Arrow - Move forward in the file.

Up Arrow - Return to main menu.

Sort File - Sorts the file by item and brand name.

Exit - Leave the program. You can reenter the program after a normal exit with **CONT**<enter> or at any time with **GOTO60**<enter> without losing the data in memory.

Reminds me of Raid... Zap'em (by Mario Guzzi) pits you against aliens attacking from four sides. You use the arrow keys to turn your ship and the spacebar to fire. Beware of the bonus ship! It is hard to hit and deadly! Note: If you only have 16k, you must type **PCLEAR2**<enter> from the keyboard before loading Zap'em.

Add a little black to your life - Use Screen Reverse (by Daniel Hamilton). This BASIC program loads and protects a little routine in the top of memory that changes the background color from green to black every time characters are printed on the screen. After the program is run, the program itself is deleted and two EXEC addresses are printed on the screen. Note these addresses so that by simply typing **EXEC address**<enter> you can change the background color back to green (and then back to black again if you're undecided).

For you disk users - File Copy (by our inhouse screwball, Tommy Toad) was written because all too often we've tried to do a **BACKUP** and we've gotten an I/O error. It could have been that only one program was bad on the source disk, or even a blank track was bad, but the backup was aborted anyway. Now, with File Copy, the programs on the source disk are copied to the destination disk one at a time. This way the whole disk gets backed up and the bad track ignored or the bad program pinpointed. If just one program is bad, it can be deleted and the rest of the programs on the source disk can be copied onto the backup disk.

There is another feature to File Copy: If you have a favorite disk that you use a lot (**SAVing** files, **KILLing** files, **EDITing** files, etc.), after a while the disk begins to look like a patchwork quilt with pieces of programs strung all over the disk. This is not a problem except that whenever you wish to load a program, it takes longer since the disk head has to run all over the disk to locate the whole program. However, copying the files one at a time onto a blank disk (as File Copy does) puts the programs linearly on the new disk. Now the disk head only has to run to the beginning of the program and from then on the reading is quick and easy.

File Copy copy: If you have a file on the destination disk with the same filename as one on the source disk, you will get an **AE** (already exists) error. If you only have one drive, just give the same drive number in answer to the 'FROM' and 'TO' questions, and be ready to swap disks a lot.

Speaking of disks...

I thought I was clear (I always THINK I am clear) on our new Disk Version last month, but from the letters we got, some of you are afraid that I won't give cassette to disk conversion fixes in these sheets. **WRONG!** Let me assure you disk users that there will be **NO** changes in the way we do things here just because we offer Chromasette on disk also. However, the disk version does have a beautiful menu program that will allow you to run nearly **EVERY** program with just a touch of a key. And sometimes we have to

jump through some pretty tricky hoops to get a program to run on disk, with the jumps just too extensive or wierd to include in these sheets (ie: we now have Space Ace on the June 1982 disk).

Along those lines, the disk fix mentioned last month for April's Astroblast had an error in step 4. It should have said to change the &H10 to &H18 and the &H12 to &H1A in line 100.

Lost in a maze...

We did a few modifications to last month's Maze program so that it would run on both disk and cassette. But in doing so, we made it bomb if you tried to play again. OOPS! The author, Andrew Pakerski, kindly sent us a fix:

```
150 L=0:PCLS
```

Clearing the air...

Timothy McIlwee of Dundee, Illinois discovered that the end-of-BASIC pointer was not modified after last month's Deleter was run on a program of his. This made it seem as if no memory had been saved. However, he suggests typing CLEAR<enter> immediately after running Deleter (this resets the pointer).

"How did he do that" department...

Let's get right to the point - we cheated in order to get Space Ace on disk. We used a program called Disk Loader by Stuart Hawkinson (6695 S.W. 203rd Ct., Aloha, OR 97007 (503) 642-9146 or (503) 641-3151 ext. 642 - \$13.95) which will EASILY transfer most 16k machine language programs from tape to disk and allow you to run them from disk. What, me work?

Who's counting...

You may notice something different on the cassette label this month. The numbers are funny. No, it's not a joke but a realization that most of you have CCR-81 recorders. So the numbers on the cassette now correspond to the counter on the CCR-81 (the CTR-80 values will still be listed at the beginning of these sheets). Note: As a bonus this month, we've included a Counter Conversion Chart (contributed by Charles W. Evans of Sun City, Arizona) for the three main R/S recorders (CTR-41, CTR-80, and CCR-81).

But will it write these sheets for me...

Mark Carter in Australia relayed the following trick discovered by his friend, Lindsay Brown: If you have a Scripsit ROM PAC and the 64k modification, there is hope. Dump the ROM PAC to tape (I believe that CSAVEM SCRIPSIT,&HC000,&HFEFF,&HC000 should do it, but I'm not sure). Then load the tape in and type the following:

```
POKE50732,159:POKE50733,255:EXEC<enter>
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Now when you press the CLEAR MEMORY command and go to enter text, you'll have 39000 bytes of usable memory.

That's more than I'll ever write,

=====
SilverWare

For the Model 100 and other R/S systems.

'A lot of software for a little silver'
(Coming soon)

Dave
ed.