

Quite a shakeup....

What? Robin has left to sell Morris Minor and MG parts? She said she likes cars better than computers? Maybe cars are more dependable (MG?). Whatever, it leaves a big hole in the company, both management wise and personality wise. Plaster won't fill the hole, so Donna bravely stepped in (preparing to battle my inconsistent moods), pulled Kim up by the shoelaces (she wears sandals?) as her assistant, and took charge of the office...



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September 1983

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*****
*
*   Filename      English Translation      PMODE PCLEAR      Locations      *
*   XFORMCOV     Xform Cover                3       4       6/146   4/122   *
*   TRAILS       Light Trails                0      (4)     30/162  20/141  *
*   FACTORS      Factors                     4      (4)     48/177  33/158  *
*   BLAKINS     Blak Jak Instructions       3      (4)     71/195  52/182  *
*   BLAKJAK     Blak Jak                   3      (4)     94/212  71/205  *
*   KEEPBUGD    Keep Budget                 0       1     114/228  89/229  *
*   DIRSAVE     Directory Save/Get         (2)    (4)     129/240 104/249  *
*   ANALYZE     Analyze (CLEAR:CLOADM:EXEC) (2)    (4)     140/249 116/264  *
*
* 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 6549,0). 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).
*
*****

```

A new twist - Xform Cover (by James Ventling) draws a design, then transforms that same design into some new designs.

Snakin' around with Light Trails (by Daniel Hamilton). You and an opponent each grab a joystick, then attempt to steer your ever-growing snakes around the screen without hitting anything. You get three crashes before losing.

Just the Factors, Ma'am (by Daniel Hamilton - again!). You choose a previously unchosen number from 2 to 37. Your opponent (a real person or the computer) can take the available factors of that number, then choose his/her own number for you to try to factor (ie: if you choose 30, your opponent can take 2, 3, 5, 6, 10, and/or 15 if they are available). The one with the most points when the numbers are gone, wins! Note: We added Graph Text (November 1982) to the program to make it prettier. However, the number input routine is a tad slow (no speed typing, please). Also, you may wish to hit the <reset> button and type POKE359,126<enter> when you are done playing to reenable the text screen for another program.

Take me to Las Vegas (Atlantic City?)! I wanna play Blak Jak (by Bud Russell and Ed Delouis). Controlling the game (using the keyboard or the joysticks) is so smooth, it feels like you are sitting at a '21' table! I love this game! Run Blak Jak Instructions to see how to play (a hangnail sketch of the commands follows):

L,R,B - When a seat is open, you hit one of these keys to choose the Left, Right, or

Both seats to play from. If both seats are taken, a player must quit before another player can 'sit down'.

Betting - Use the joystick up/down or the up/down arrow keys to raise/lower your bet in \$100 increments. To set your bet hit the red joystick button or the <space bar>. You quit your seat by decreasing your bet to \$0.

HT,SD,DB,SP,S - The playing options: Hit, Stand, Double, Surrender, Split, or Shuffle. Use the joystick left/right or the left/right arrow keys to select your play option. Use the red joystick button or the <space bar> to take the option. As a bit of help (?), a blue box is put around the option the kibitzing computer would take.

As promised last month, here's Keep Budget (by wonderful E.P. Meiners). This program looks at the 'Budget Code' associated with each transaction in a checkbook file created by last month's Keep Check and makes reports from the information. Here's what to do:

1) Load the check file created by Keep Check. It can come from either tape or disk (if it is from disk, the extension .DAT will automatically be added).

2) Make budget reports.

Detailed report - Sorts the check file by budget code and produces a report on a printer. It can take a looong time to sort.

Summary report - An unsorted report which can be listed to the screen or to the printer.

3) Get a chart of accounts on the screen or on the printer. You get a list of the budget codes and their descriptions. These budget codes are contained in DATA statements at the end of the program and may be changed or enlarged following these general rules:

- A) The codes should be in alphabetical order.
- B) The code descriptions should not contain any commas.
- C) The last DATA statement must contain the word END.
- D) The code description should be no longer than 40 characters.

4) Exit program.

Just to refresh your memory - The 'Budget Code' is a two-character code you gave each transaction in Keep Check to categorize your checks in categories. I would get a 'Chart of Accounts' from Keep Budget, compare the codes the author used to the ones you used in Keep Check, and edit the DATA statements at the end of Keep Budget to fit your check-keeping records before printing reports.

Disk users - Directory Save/Get (by Ronald Constant) can save you from the complete frustration of a bad directory. Have you ever received the dreaded I/O error when you tried to do a DIR? If you have, you probably realized the disk had a bad directory granule and recovering that disk's data was a miserable, if not impossible, job. This utility will make a copy of a disk's directory, storing it on the last granule of the disk. If the real directory is ever destroyed, you can, with this program, copy the 'spare' directory over the bad one and your disk is saved.

Warning - If you make a spare directory and then edit, delete, or save new files on the disk without making an updated spare directory, the 'spare' will probably be worthless. So use this program only on disks that are worked with, not on.

Where am I? Analyze (by Russ Nelson) the current status of your CoCo at any time. Once this program is loaded and EXECed, hitting the <break> key once while in BASIC has no effect, but hitting <break> twice more displays the following information on the screen:

```
CLEAR #,#
PMODE #,#
PCLEAR #
```

```

SCREEN #,#
DRAW X,Y=#,#
DRAW ANGLE SIZE=#,#
CASSETTE FILENAME=""
CASSETTE IS OPEN/NOT OPEN
OCTAVE=#          VOLUME=#
LENGTH=#         TEMPO=#
FILES #,#        DRIVE #
VERIFY ON/OFF

```

To continue running your BASIC program, just type **CONT**<enter>.

To use **Analyze**, you must first protect memory with **CLEAR200,15727**<enter> for 16k or **CLEAR200,32111**<enter> for 32k (this is done automatically from the Disk Version's **Away Menu**). Now, to load and run it from tape type **CLOADM"ANALYZE":EXEC**<enter> for 16k and **CLOADM"ANALYZE",16384:EXEC**<enter> for 32k. From disk use the **Away Menu** or use **LOADM"ANALYZE":EXEC**<enter>.

To save a copy to tape type **CSAVEM"ANALYZE",15727,16383,15727**<enter> for 16k and **CSAVEM"ANALYZE",32111,32767,32111**<enter> for 32k (use **SAVEM** to save to disk). Once you have a 32k version saved to tape or disk, there is no need to type the offset when reloading the new version.

Note: Once this utility is loaded, running the **Away Menu** on the Disk Version will cause an OM error since both programs CLEAR memory. You can delete line 10 of the **Away Menu** and the menu will probably be safe to use.

Joystick zap...

There was a mod last month to let you use joysticks with June 1983's **Zapp'em**. However, line 26 given in the mod should have been added to the original line, not replace the original line. Here's how line 26 should look with the mod:

```

26 IFPEEK(345)<>255THEN131ELSE
   IFEE=0ANDDN>=25THENN=0:GOSUB82:IFSK(PL)=3THENN7=N1/3+1ELSEN7=N1

```

Compiling the enhancements...

The July 1983 **Pre-Compiler** was a hit! And a couple of people modified it to make it work better for them (these have NOT been tested here):

If you don't like using square brackets ([]) to mark labels, Tom Markson of Sacramento, California suggested changing the [in lines 59, 64, 65, and 95 to the character of your choice and changing the] in lines 66, 83, 84, 85, and 94 to some other character. Ralph Bloch of Ancaster, Ontario, Canada found that the 'Begin Underline' and 'End Underline' characters in Color-Script correspond to the square brackets.

Ralph also modified the program to allow more than one nesting of WHILE and REPEAT loops and to fix a bug where a label followed by a **Pre-Compiler** keyword did not work:

```

Add TI$(20),UI$(20), after the DIM in line 13.
Add :J1=0:J2=0 at the end of line 14.
Change the TI$=STR$(I) in line 48 to TI$(J1)=STR$(I):J1=J1+1:IFJ1>20THEN139.
Change the A$="GOTO"+UI$ in line 51 to J2=J2-1:A$="GOTO"+UI$(J2).
Add :GOTO47 at the end of line 59.
96 IFLEFT$(A$,1)=" "THENA$=RIGHT$(A$,LEN(A$)-1):GOTO96ELSEReturn
106 IFA$=""THEN108ELSEPRINT#D,I;A$
Add :UI$(J2)=STR$(I):J2=J2+1:IFJ2>20THEN139 to the end of line 127.
Add (J1-1):J1=J1-1 at the end of line 136.
139 PRINT#LI,"EXCESS NESTING ERROR":CLOSE:END

```

The shows must go on...

Have you heard? There's gonna be a Color Computer show on every street corner! Well, at least 5 (6?) that I know of in the next 6 months. And we (me) are going to be at a couple coming up! There's **Rainbowfest** in Fort Worth, Texas on October 14-16 (CoCo's birthplace) and **Color Expo '83** in Pasadena, California (for the roses...) on November 4-6. These shows are being put on by the Rainbow and Color Computer Magazine/L.A. Computer Club respectively. Look for our Chromasette/SilverWare booth!

See ya,

Dave

ed.

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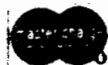
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