Sailing, sailing...

One of life's little dreams - to take this company, make it big, sell it for 60 million (sorry, Wayne), and just go sailing off around the world. But what happens? I, the big (smelly) cheese, sit at my desk while Rose, our production and mailroom personnel, leaves us to go sailing around the world for 4 or 5 years. The boat is beautiful! Good luck, Rose! Think about us slaving away back here. I think I'll forward my editorials just for spite...



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*	Filename	English Translation	PMODE	PCLEAR	Locat	tions	*
*		,			CTR-80	CCR-81	*
٠ <b>L</b>	MARTNCOV	Martian Cover	3	4	7/151	· 5/129	*
	QUICK	Quick	1	(4)	30/166	20/146	*
*	CHIC K	Chickaboom	4	(4)	44/177	30/159	*
*	TUTORCAT	Card Catalog Instructions	Ø	1	61/191	44/176	*
*	CARDCAT	Card Catalog	Ø	1	86/209	64/202	*
•	ISLEADV	Treasure Island Adventure	Ø	1	110/228	86/230	*
	OFFSET	Offset (disk only)	(2)	(4)	137/250	113/266	*
*	NEWTRACE	Newtrace (CLEAR:CLOADM:EXEC)	(2)	(4)	146/258	122/281	*
*							*

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 to 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 1/0 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).

Watch the strange, alien spacecraft run out of gas in <u>Martian Cover</u> (by Scott Schafer). Watch the cute martian run out of luck when he tries to refuel. Watch me go on to talk about the next program...

Gotta be Quick (by Mike Moore) in this program. Using the keyboard, you divide the playing field into sections. Each time you completely enclose a section, that section becomes yours. You win when you have enclosed a certain percentage of the playing field (you select the percentage). Oh, I forgot to mention the dot that bounces around. If you or the line you are currently drawing is hit by this dot, you lose. You also lose if you stand in one spot for too long. Note: At the start of the game you are asked to choose the keys you wish to use for direction movement (I usually choose the arrow keys), ie: When it asks PRESS KEY FOR RIGHT, I hit the right arrow key so that I can use that key to steer the line to the right.

Aliens have stolen the earth's chicken supply in <a href="Chickaboom">Chickaboom</a> (by Leonard Hyre) and they are causing the chickens to drop their eggs. Only you, with your anti-eggcraft gun can keep the eggs from being wasted by shooting them while they are in the air. Hitting an egg causes it to hatch safely, releasing a newborn chick. Use the joystick to control the direction and range of your shot (you must hit the egg dead on) and hold the red button to fire.

Start your own library with <u>Card Catalog</u> (by Bruce Holmen). If you have books, records, magazines, or anything that can be put in the author/title format, you can keep track of them with this program. You can store, edit, sort, index, print, search, etc. up to 200 records with a 32k tape system. You can always give the H (Help) command to get an overview of the commands, but for a comprehensive look at the program and its commands, run the Card Catalog Instructions.

Card notes: If you have 16k, you must type PMODE0:PCLEAR1<enter> from the keyboard before loading <u>Card Catalog</u>. Also, if you want to squeeze another 13 or so records into the program, retype line 227 as follows (this does a PCLEAR0):

227 Y=256\*PEEK(&H27)+PEEK(&H28)-400:DEFUSR0=Y:X\$="CC0E011F027E96A7": FORX=1TOLEN(X\$)-1STEP2:Y\$=MID\$(X\$,X,2):POKEY+X/2,VAL("&H"+Y\$):NEXT: POKEY+1,PEEK(188):X=USR(0):GOTO5

Make a map - You'll need it in <u>Treasure Island Adventure</u> (by Drew Haines). You must search through many, many rooms (there are over 1,000) to find and recover the treasure. Good luck! Notes: You can use le ar abbreviations for directions (ie: N for GO NORTH) and 3 letter abbreviations for commands (ie: CAT FIS for CATCH FISH). If you have 16k you must type PMODE0: PCLEAR1 before loading the adventure.

Occasionally you will run across a machine language program written for a 16k tape system that just won't EXEC on a disk system. Never fear, Offset (by Stuart Hawkinson) will make most of those non-disk programs load and EXEC from disk! Note: You will, at one point, be asked RESTORE INTERRUPTS (Y/N)? Most of the time, you just have to hit <enter> (an N answer). But, if you then try to run your newly offset program and it doesn't work, go back and run Offset again on your program. This time answer Y to the interrupt question and try your program that way.

Debugging help for BASIC. Set breakpoints, single step, trace to screen or printer, etc. with <a href="Newtrace">Newtrace</a> (by Norman Manchevesky). The tape ve lon of this utility sits at the top of 16k memory. So to load it, execute it, and protect it type -

CLEAR647,15736:CLOADM NEWTRACE : EXEC<enter>. However, the routine is completely relocatable, so to have a similar version at the top of 32k just type CLEAR647,32120:CLOADM NEWTRACE,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 NEWTRACE,15736,16383,15736<enter> and for a 32k version type CSAVEM NEWTRACE,32120,32767,32120<enter> (use SAVEM to save a version to disk).

Now, instead of using TRON, you can POKE175,255 in your BASIC program to enable Newtrace and begin debugging. The line number of the next BASIC instruction in the program is displayed and the computer waits for one or more of the following inputs:

P(enter> - Display all trace output to the printer.

S(enter) - Display all trace output to the screen.

C<enter> - Continue normal execution of the program until the next breakpoint line number is encountered. Then display the line number and wait for input.

3line<enter> - Set the specified line number as a breakpoint (ie: Bllg<enter> sets line ll0 as a breakpoint). Up to l0 breakpoints can be set. Y<enter> - Cancel (Yank) all breakpoints set earlier by B commands. D<enter> - Display all breakpoint line numbers.

, - Single step through a program by executing one BASIC line of instructions, displaying the next line number, and waiting for input. variable/ - Display the contents of a numeric or string variable (ie: If A\$="DAVE" then A\$/ would display the word DAVE).

To disable Newtrace, hit the <reset> button on the back of your CoCo or have TROFF or POKE 175,0 encountered in your BASIC program.

OM ERROR note: If you have the disk version and try to run the Away Menu after RUNning Offset or EXECING Newtrace, you may get an OM ERROR IN 10. The Away Menu attempts to put the computer back in its initial power-up state, which includes setting the memory to the top of 32k. Since these programs have the top of memory set through the CLEAR statement to protect themselves, there is a conflict. To load another program without getting rid of these utilities, you can delete line 10 of the Away Menu and run it (a few programs may not load and run from the menu, however) or you can load a new program through the LOAD or LOADM commands.

I need more memory or another brain...

Last month 2 (two!) programs got through our testing and could not be run on a 16k system. This was horrible! Ok, to get Blak Jak to work on 16k, change the CLEAR380, £H47FF: in line 61 to CLEAR380:. To run Xform over, delete lines 1 through 8 (DEL1-8<enter>) and change line 110 to 110 REM.

Checkin' out the program...

The author of  $\underline{\text{Keep Check}}$  (August 1983) found a few bugs and kindly sent us these fixes:

Change the INPUT statement at the end of line 240 to INPUT#DV, IW, BL, BK: LC\$=STR\$ (IW).

Change the PRINT statement at the end of line 280 to RINT#DV, VAL(LC\$), BL, BK.

Change the IF statement at the end of line 370 to IFVAL(MID\$(T\$(TM),6,4))>VAL(LC\$)THENLC\$=MID\$(T\$(TM),6,4).

Hello, operator...

George Thurman of State College, Pennsylvania wanted to add phone numbers to May 1983's <a href="Keep Address">Keep Address</a>:

Add the following lines:

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155 PRINT:LINE INPUT" TELEPHONE?"; A$:T$ (TL) =T$ (TL) + "* "+LEFT$ (A$, 12) + "* "
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342 NT\$=NT\$+"\"+LEFT\$(A\$,7)+"\"

344 GOSUB765: PRINT" TELEPHONE: "MID\$(T\$(I),J,K-J): LINE INPUT"?????????"; A\$: IFA\$="" THEN A\$=MID\$(T\$(I),J,K-J)

346 NT\$=NT\$+"\*"+LEFT\$ (A\$, 12)+"\*"

465 GOSUB765: PRINT#-2, TAB(42) "TELEPHONE: "MID\$(T\$(I),J,K-J):RETURN

765 K=INSTR(T\$(I),"\*"):J=K+1:K=INSTR(J,T\$(I),"\*"):IF K<>0 THEN RETURN ELSE K=LEN(T\$(I)):J=K:RETURN

Take the NT\$=NT\$+"\"+LEFT\$(A\$,7)+"\": out of line 350.

Change line 430 ON IA GOSUB450,460,465,470,480,480,480.

After the MID\$(T\$(I),J,K-J): in line 580, add the following GOSUB765:PRINT:PRINT"TELEPHONE: "MID\$(T\$(I),J,K-J):.

And now a word from our sponsor...

If you have a 32k CoCo, and you think you might have a 64k or you want to test to see if your home-brew 64k mod worked, here is a little program straight from R/S to check it (do it right after turning the computer on):

- 10 CLS: IF MEM<16000 THEN PRINT" LESS THAN 32K": END
- 20 FOR X=16000 TO 16013: READ Y: POKEX, Y: NEXT X
- 30 DEFUSR=16000: A=USR(0)
- 40 IF A THEN PRINT "32K" ELSE PRINT "64K"
- 50 DATA 198,191,247,255,2,246,255,34,196,4,79,126,180,244

Radio Shack will convert a 32k machine to a 64k machine for \$30 and a 4k or 16k machine to 64k for \$149 (plus \$30 labor charge). You can also get the new style keyboard (it is better than the original CoCo keyboard but not as nice as most of the replacement keyboards available through other vendors) for \$39.95 (plus \$15 labor charge).

Let's go on with the show...

I'm getting packed for RainbowFest in Fort Worth, Texas (October 14-16). Hope to see some of you there! And if not there, how about dropping by Color Expo '83 in Pasadena, California? We'll be there November 4-6. And after that - I think I'll sleep for a few weeks.

'Till late

Pare 2

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