

Just another error...

I love computers. No, that really isn't true. I love programming computers. It's a form of creativity with strict rules, but few limits. The keyboard is my brush, the screen my canvas, the computer my paints. The artworks are intimate, usually conceived and designed to be used by one person at a time, absorbing his/her input and then... blowing up! Is that anyway for art to act? Of course, it will only take 10 minutes to fix. And 3 hours later...



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Filename	English Translation	PMODE	PCLEAR	Locations
				CTR-80 CCR-81
FROSTCOV	Frosty Cover	4	4	7/146 5/122
FLIP	Flip	3	(4)	35/165 24/145
QBEE	Q-Bee	4	(4)	58/183 41/166
DSKTODSK	Disk to Disk (disk only)	0	1	83/202 61/191
CLUES	Clues	(0)	(1)	99/215 76/209
BOUNCER	Bouncer (CLOADM:EXEC)	(2)	(4)	113/225 86/225
FOREST	Forest Adventure (CLOADM)	(2)	(4)	129/237 104/244

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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I'm dreaming of a 70 degree Christmas - A snowman waves and blows bubbles from his pipe, then CoCo plays one of six holiday tunes in Frosty Cover (by Mick Murray).

And you think I'm flipped out... In Flip (by Jessie James and Don Hughes), you try to flip all eight circles to blue. There is a catch (wouldn't you know it) - you can ONLY flip a red circle and the circles on either side of the chosen red one will also flip (red flips to blue and blue to red).

In the 'This game looks familiar' department, here's Q-Bee (by Daniel Hamilton). The object is to turn all of the blocks red by jumping from block to block. Every once in a while, a little nastie starts at the top of the blocks and moves to the bottom, turning the blocks back to blue as it hits them. That is frustrating! To make matters worse, a scorpion sometimes shows up and chases you all over the blocks. You can get rid of a scorpion, however, by pressing the spacebar or the red joystick button whenever you are under a yellow square and the scorpion is very near. Note: Works with the keyboard or with a joystick.

For those with two disk drives - Disk to Disk (by Jack Cochran Jr.) is a great file copy utility. First, it reads the directory from one disk drive (the source disk). Then you can easily copy all or some of the files to the other disk drive (the destination disk). If you try to copy

a file and that file already exists on the destination disk, you can choose to kill the file on the destination disk and copy or to not do the copy at all. And, as an added bonus, you can sort the directory alphabetically. The directory on the source disk will be unaffected, but the programs will be copied to the destination disk in alphabetical order!

Adventures in adventure solving... Clues (by R.W. Odlin) can help you finish some of the machine language adventure games that have you stuck. It just walks through the adventure and prints any English (ASCII) descriptions, words, letters, or combinations of letters that it finds. Then you can read through the garbage looking for, well, clues! The version on tape is set up for a 16k machine, and the version on disk is set up for a 32k machine. Both versions are designed to load the adventure in from TAPE. However, read on and I'll tell you how you can modify the program to load in the adventure from disk (it's a bit sloppy, but it works). Be forewarned that this program will not help you with some adventures (there are tricky programming techniques used just to thwart this type of thing). Here's what to do:

**16k CoCo** - First, it is advisable to type `PMODE0:PCLEAR1<enter>` to give as much room as possible for the adventure. Next, load in the machine language adventure. Then load and run Clues.

**32k CoCo** - If you do not have the disk version, first make the following program changes (also described in line 3 of Clues):

```
8 CLS:PRINT" START=";SA-&H3000,"END=";EA-&H3000
Restore line 18 by removing the ' (apostrophy) at the beginning of the
line.
Restore the end of line 22 by removing the ' (apostrophy) before the
+&H3000.
Put a REM at the beginning of line 23.
```

Now load and run Clues. You will be prompted when to load the machine language adventure from tape.

**To load adventures from disk** - Make sure the 32k mods for lines 8 and 18 listed above have been made, then make the following modifications:

```
In line 18, change the PREPARE CASSETTE TO LOAD to TYPE THE FILENAME
OF THE and change the CLOADM" to LOADMAN$
22 SB=PEEK(25)*256+PEEK(26):INPUT"START ADDRESS (1536 IF
UNKNOWN)";SA:SA=SA+&H3000
23 INPUT"END ADDRESS (32767 IF
UNKNOWN)";EA:EA=EA+&H3000:IFEA>32767THENEAE=32767
```

Clues note: You can pause the program while it is printing out the garbage by holding down the P key.

Boing, boing - That's Bouncer (by imaginative Andrew Pakerski). Using the right joystick, you run your little man all over the 3-D room and try to touch the various objects that drop from the ceiling. When these objects hit the floor, they bounce. They bounce high, they bounce low, they bounce fast, they bounce slow, they bounce off the floor, they bounce off the walls, etc. And you usually end up running in circles. The game is in machine language, so to load and run it from tape type `CLOADM"BOUNCER":EXEC<enter>`. To save a copy type `CSAVEM"BOUNCER",11264,14796,11264` (use `SAVEM` to save to disk).

Take a hike in the woods with Forest Adventure (by Bob Johns). This

short adventure was written using last month's Assembler. Hey, that means this adventure is in machine language, so you can use Clues to cheat on it! To adventure from tape, type `CLOADM"FOREST":EXEC<enter>`. To save a copy, type `CSAVEM"FOREST",3900,9137,4437` (use SAVEM to save to disk). Notes: You can use 1 letter commands to go directions (N for GO NORTH). Three letter abbreviations can be used for commands (EXA LOC for EXAMINE LOCK). Use LOOK to refresh the screen if the description has scrolled off. The game ends when you UNLOCK DOOR. This is a simple adventure, so verbs (ie: EXAMINE and LOOK) are not interchangeable.

If you use Clues, you can get an idea what most of the acceptable verbs and nouns are. However, Clues can only decipher the first two letters of each one. I guess that is why it is called Clues and not Solver. Note that the start and end addresses are 3900 and 9137. I'll just give you a couple of hints to get you on your way - Go Wall and Help are very valuable commands.

Searching for a master...

David Roper of Garner, North Carolina sent us the following lines to add a search function to last month's Master Catalog:

```
205 PRINT" F-FIND A PROGRAM
235 IF SS="F" THEN CLS:LINEINPUT"NAME OR PART OF NAME ";PN$:IF PN$="" THEN
110 ELSE INPUT" C-CONFINE SEARCH TO NAME ONLY";SS$:GOTO4000
4000 CLS:IF SS$="C" THEN YY=8 ELSE YY=0
4001 FOR Y=0 TO CC
4010 YQ=INSTR(CES(Y),PN$):IF YQ>0 AND YQ<YY THEN PRINT CES(Y) ELSE
IF YY=0 THEN IF YQ THEN PRINT CES(Y)
4020 NEXT
4030 LINEINPUT"ENTER TO RETURN";SS
4040 GOTO110
```

He also was able to add this line since his machine could take high speed:

```
1060 POKE65495,0:GOSUB51:POKE65494,0
```

Bring me the copy...

John R. Rindal of Duluth, Minnesota liked the Filecopy program in the July 1983 issue. He liked it better with the 'prompt' modification in the July issue, however, he found that the 'prompt' mod didn't quite work with a one drive system. So he changed line 330 to 330 CLS and things worked fine.

Cataloging bugs...

The author of October 1983's Card Catalog informed us that the program would not work correctly on disk unless the INPUT in line 143 was changed to LINEINPUT. Thankee!

Bad news travels too often...

Just to let you know, we will be raising our prices as of February 1, 1984. You can renew any time before then at the current rates. I hate this price increase stuff, but I want Chromasette to be as good or better in a couple of years as it is now. There is one good note - the cost of a disk subscription is not going up much. So if you have thought of converting to disk, the price difference may be easier to swallow!

A time of year when we remember our friends...

Every month I write a little about the shop and the people who work around here and usually my pen is dipped in fun poison. This month, a few of the bodies get a chance to get back at me (it is the holidays...) and write their own thoughts:

From Donna, our keep-this-place-together person:

Ho! Ho! Ho! - Or should I say He! He! He! Boy, that David has told you all kinds of stories about me. Now I have my chance to get even. Well... he's got to be the best boss I've ever had!! (Santa's watching to see if I'm naughty or nice...)

From Kim, keeping the subscriptions in order and up to date:

He sees you when you're sleeping,  
He knows when you're awake,  
He eavesdrops on the phone line  
And your office isn't safe.

Is it Santa? I don't think so, with that grin from ear to ear. Why, surprise! It's our boss, David, peering in the window there (can't get any privacy around this place).

From Tom, our program editor and whatever else he does:

I've been waiting for this moment for a long time. At last a chance to redeem myself in the eyes of our subscribers. I have always been the brunt of Dave's harassment - I was either getting a mohawk, neglecting all of my work, or eating away the entire company's profits. Finally I have the chance to reveal the truth. I assure you that everything written about me is entirely incorrect (burp!). Oh, how that tired me out. I think I'll go lay down for a spell...

From Grady, our other program editor and unwilling production person:

Is it Christmas yet?

From Barry, our boy wonder:

I can't think of anything.

From me, chief storyteller and slavedriver, to you, our illustrious subscribers:

Until next year,

*Dave*  
ed.

*Merry Christmas, Kim*

*Grady*

*Barry*

*Donna*

*Tom*