

Goes bump in the night...

It's bad enough when something breaks down and the people who are operating it ARE around to fix it. But when the stereo in my VW Spotless suddenly kicks on at midnight, when NOBODY is around, causing my and my neighbor's windows to rattle (I like music loud), it's a disaster (not to mention an embarrassment). The reason: A little switch that turns on both the 6-to-12 volt converter and the stereo itself shorted out, serenading the neighborhood with David Bowie...



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*****
*
* Filename      English Translation      PMODE PCLEAR      Locations      *
*              *              *              *              *
* OPARTCOV     Op Art Cover          4          4          7/151  5/129 *
* TAX83        Tax83                (0)        (1)        47/164 18/143 *
* STAYALIV     *Staying Alive        1          4          55/185 39/169 *
* STARMUSS     Starfish & Mussels    1          (2)        68/196 48/183 *
* FORTRAN      Fortran (disk only)   0          1          95/216 72/211 *
* HELP         Fortran Help (see notes)          113/230 88/233 *
* FORDEMO      Fortran Demo (see notes)          131/245 107/257 *
* CLIMB        Climb (CLOADM:EXEC)   (2)        (4)        139/252 115/269 *
*
*
* 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).
*
*****
```

Is it art? At least we do know that it is an Op Art Cover (by Mick Murray)...

You asked for it, you got it! Last year's 1040 helper has been updated (by Bernard Geddry) and is now called Tax83! The program also does Itemized Deductions (Schedule A), Income Averaging (Schedule G), and Married Working Couple Deduction (Schedule W). Mind you, you should have your 1040 form right there (to fill in the blanks as you go), you can't go back and fix a previous error (but the program is so easy to use that running it a second time is not a problem), and you do not get a hardcopy of the output. We went over the program several times, checking for accuracy and/or bugs and found it to be okay. Just a few notes:

- 1) If you only have 16k, you must type PMODE0:PCLEAR1<enter> from the keyboard before loading the program.
- 2) Do **NOT** put commas in your numbers.
- 3) If you enter the word **SUM** in answer to line 7 (Wages, salaries, tips, etc.), you can enter and sum up to 10 different values. To stop entering values, simply type **0**<enter> when asked **WAGE?**.
- 4) When answering a yes/no question or choosing a menu item, you do not need to hit the <enter> key.
- 5) You can hit <enter> to give a **0** answer to any question.

Cycles of TRON - Staying Alive (by Alan Klein) is a two player game where you cooperate (rather than compete) for a higher score. The object is to keep the heads of

your ever-growing lines as close together as possible for as long as you can without hitting anything. The keys you use are as follows:

Left Player		Right Player
<up arrow>	<Q> <W>	<:>
<down arrow>		<@> <left arrow> <right arrow>

Note: Staying Alive CLEARS a lot of string space. Before loading another program it would be a good idea to type **CLEAR200**<enter> to avoid OM problems.

One for the youngsters: Use the arrow keys to move your starfish through the tidepool in search of food in Starfish & Mussels (by Craig Fusaro). Search the rocks carefully, and avoid the deadly wolf eels in your quest for mussels. If you survive four tide cycles, you can search for a mate. Note: If you only have 16k, type **PCLEAR2**<enter> from the keyboard before loading the game.

One for disk users only: Fortran (by Bob Johns) takes a program written in a subset of Fortran and converts it to BASIC. It comes with a Fortran Help (a help file that you read from Fortran) and Fortran Demo (a sample program to 'compile' through Fortran). If you have our tape version, you'll first have to get these three files on disk by doing the following:

```
CLOAD"FORTRAN"<enter>
SAVE"FORTRAN"<enter>
RUN"FORTRAN"<enter>
EDITOR<enter>1<enter>FORDEMO<enter>FORDEMO/FOR<enter><enter>
1<enter>FORHELP<enter>HELP/DAT<enter><enter>
3<enter>
```

Now to compile Fortran Demo, answer the Fortran prompt (FOR>) with **FORDEMO**<enter>, type **L**<enter> in response to the **OPTIONS** prompt, and the file **FORDEMO/BAS** (a BASIC program) will be created on the disk.

Note: The author suggests changing the **CLEAR500** to **CLEAR2000** in line 70 for those of you with 32k (hide your head if you have disks and DON'T have 32k...).

To access the Fortran Help file, answer the Fortran prompt (FOR>) with **HELP**<enter>. Here's a snapshot of the info included in the Help file:

1) From the **FOR>** prompt, you can type **EDITOR**<enter> (to initially load files from tape or to convert a BASIC created Fortran file to Fortran format), **HELP**<enter> (to get the Help file), **EXIT**<enter> (to return to BASIC), and **filename**<enter> (to start compiling a Fortran file into BASIC). If you type a filename, the extension **/FOR** will automatically be added if none is specified.

2) When you type a filename in response to the **FOR>** prompt, you will be asked for **OPTIONS**. You can then answer with none, any, or all of the letters **LPS** where **L** lists during first pass, **P** sets the printer as the listing device, and **S** will print the words **SYNTAX ERROR** in addition to the normal error indications when an error is discovered.

3) It is easiest to write a Fortran program with a text editor (like Keep Text - January 1983), but you can use the BASIC editor by writing the Fortran program lines as BASIC remark statements. Type a line number followed by a single quote (') followed by the Fortran line. When the 'program' is finished, save it to disk in ASCII format (**SAVE"filename/ext",A**). Then use the conversion utility in **EDITOR** option to convert the BASIC format to the Fortran format (giving the new file a **/FOR** extension).

4) You can have **CHARACTER** and **REAL** variables. Only the first two characters of a variable name are significant and **CHARACTER** type names must be followed by **\$** (as BASIC string variables are). Type declarations are not necessary, but you can declare **REAL** or **CHARACTER** types. All variables are global.

5) Variables can be initialized through the **DATA** statement (**DATA NA\$ /DAVE/**).

6) Only **FORMAT** and **CONTINUE** statements can be labeled and you can only **GOTO** (one word!) a **CONTINUE** statement.

- 7) Continuation characters are not supported.
- 8) DO loops are terminated by END DO only.
- 9) Line format:
 C (for comment) must be in column 1.
 Numeric Labels must start in column 1.
 Everything else MUST be preceded by at least 2 spaces.
- 10) // is used for string concatenation (**NA\$=FI\$//LA\$**).
- 11) Device numbers - Read and Write:
 1 thru 4 - disk files
 5 - keyboard and screen
 6 - printer
 7 - tape file
- 12) All variables are global, so argument lists do not have to be passed to subroutines. If they are passed, they must be identical.
- 13) Files are OPENEd and CLOSEd as in BASIC.

In his spare time he plays with binary number theory - Here's another machine language game from Andrew Pakerski called Climb. Using the arrow keys, you manuever your man up and down ladders to hit each one of the four FUEL pieces without getting caught by the nasties. To load the game from tape type **CLOADM"CLIMB"**<enter> and run it with **EXEC**<enter>. To save a copy of the game type **CSAVEM"CLIMB",9728,14826,9728**<enter> (use **SAVEM** to save to disk).

Mastering the fix...

Last month I gave an enhancement to Master Catalog that would add a search function. Bob Dooman of Glenview, Illinois pointed out that there already was a menu choice **F**, so he changed the **F-** in line 205 to **I-** and the **"F"** in line 235 to **"I"**.

Bob also found that the statement **PRINT#-2** does not send a linefeed to his Microline 80 printer (it does on our Line Printer VII). So he changed all the **PRINT#-2s** in Keep Budget (September 1983) to **PRINT#-2,""**. There may be other programs and/or printers that have this problem, so watch for it...

Speaking of printers...

November 1983's Master Catalog was set up for, I believe, an Epson printer (oops). However, it trashes the output on a Prowriter, and possibly other printers. The solution is to take the printer control code out of line 1370 (remove **CHR\$(14)**) and the one out of line 1380 (remove **CHR\$(20)**).

I wanna kill...

Jack Cochran, the author of last month's Disk to Disk added a purge function to his program:

- 1) Renumber the program (**RENUM**<enter>).
- 2) Change the **<Y/N>** in line 360 to **<Y/N/M>** (adding Move).
- 3) **430 IFYN\$(X)<>"Y"ANDYN\$(X)<>"M"THEN480**
- 4) Add **:M5\$="COPY THEN KILL:"** to the end of line 240.
- 5) **385 IF YN\$="M" THEN YN\$(X)="M"**
- 6) **455 IF YN\$(X)="M" THEN PRINT@PO,M5\$**
- 7) Renumber the program (**RENUM10,1,1**<enter>).

File it away for future use...

The Files program (April 1983) would not print the headings correctly when you did a horizontal list. The fix was a pain! Here it is:

Line 80 - Remove a space at the end of **CI\$** (**CI\$="##### "**). Change **NB(1)=5:NB(2)=13** to **NB(1)=4:NB(2)=8**.

Line 1080 - Add **ANDNT(J)<>5** after **NT(J)<>3**.
 Line 1430 - Insert **DN\$(I)=LEFT\$(DN\$(I),NS(I))**: before **GOTO1450**.
 Line 1440 - Add **:DN\$(I)=LEFT\$(DN\$(I),NB(NT(I)))** at the end of the line.

PEEKing at CoCo II...

Most of you by now know that Radio Shack packages the 16k Color Computer in a new white case and calls it the Color Computer II. And you may have heard that the grey and the white are the same... except... That's right, there are a few differences in the new ROM. And one of them bit us right on the hand. It has to do with using PEEK to look at the keyboard map in RAM. The keyboard matrix is located in memory locations 338-345. Try this program:

```
10 PRINT PEEK(341);PEEK(342);PEEK(343);PEEK(344): GOTO 10
```

As the program runs, you'll see 4 rows of 255's on the screen. Now hold down one of the arrow keys. One of the rows of 255's turned to 247's! Now let up on the key. The row returned to 255. Unless you have a CoCo II. Then the row stays at 247 until you press another key or do an **INKEY\$**. This created a problem with programs that had auto-repeat key features. Here's how to fix three of the programs we found with this bug:

Insert **R\$=INKEY\$**: at the BEGINNING of line 65 of Keep Text (January 1983), line 36 of Drawer (August 1981), and line 20000 of Robot Run (December 1982).

Be there, be there, be there...

Rainbowfest, a Color Computer show put on by The Rainbow, is coming to southern California. We'll be there in Long Beach from February 17-19, and I want to see you there also. Just the excuse you needed to avoid snow for a while...

Jack be quick...

I'm sorry to say, but we are raising our prices. Some of you may think that we are getting rich at your expense, but I'm sorry (believe me, I'm sorry!) that is not the case. However, I'd like to see our faithful subscribers get a good deal, so may I suggest adding 6 months or a year to your current subscription. If you do this before February 1, 1984, you'll get the extra months at the old rate. By the way, the disk version prices are not going up much, so to convert from tape to disk in the future will not crunch your budget, forcing you to give up your Wednesday night bowling.

New Rates as of February 1, 1984	Tape	Disk
Single Issues	9.95	12.95
4 Months	29.95	38.95
8 Months	53.95	69.95
1 Year (12 months)	74.95	96.95

(overseas add \$15 to subscriptions, \$2 to single issues)

Gotta add oil to Spotless,

Dave

ed.

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