It could only get better...

I came in to the shop over the weekend
and found Tom and Ken here. That is not un-
usual. This place has a way of attracting
lost souls. However, they did not hear me
enter because the guitar amp was turned way
up! Guitar amp?? Now the shop has turned
into a practice hall for aspiring young 'mu-
sicians' during the off-hours. They sound
okay, a cross between a lathe with bad bear-
ings and a blender with a fork in it. Then
Tom began to sing...

April 1984

```
************************************************************************
*                                                                    *
*    Filename       English Translation      PMODE  PCLEAR   Locations    *
*                                                          CTR-80   CCR-81 *
*    CLOCKCOV       Clock Cover                 4      4    7/141    5/118 *
*    PUZZROLL       Puzzle Roll                 0      1   30/160   20/138 *
*    BUDGET         Budget                      0      1   58/182   41/165 *
*    LUNARADV       Lunar Adventure             0      1   81/198   60/186 *
*    DRIVER         Driver (see notes)         (2)    (4)  109/222  85/220 *
*    ABLE           Able Builders (CLOADM:EXEC) (2)   (4)  118/229  94/232 *
*    MAZELAND       Mazeland (CLOADM:EXEC)     (2)    (4)  130/238 106/246 *
*                                                                    *
*                                                                    *
*  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.                           *
*                                                                    *
************************************************************************
```

The big hand is on the twelve - **Clock Cover** (by Mick Murray)
shows an analog (verses digital) clock on the screen and keeps time
starting at midnight. If you want to start the clock off at the right
time, just remove the :GOTO 1460 in line 1345, and you'll be prompted
for the current time when you run the cover.

An after dinner roll... **Puzzle Roll** is a one to five player game
where the goal is to be the first one to guess the mystery word or
phrase. It is similar to hangman in that you attempt to get the
mystery phrase by guessing the letters that make up the right answer.
However, before you guess you must 'roll'. The number of points you
get is the number of the roll times the number of times your letter
appears in the mystery phrase. If your letter appears at least once
in the phrase, you get another guess and/or roll. Also, to guess a
vowel, you must buy it. Plus, when you roll, you can roll an 'extra
turn', 'lose turn', or 'bankrupt' (your money for the turn goes to 0)
instead of a number. Finally, only the person who correctly guesses
the answer gets any points for that round. Note: If you have 16k,
you must type PMODE0:PCLEAR1<enter> before loading the game.

Can I buy that printer now? Find out where your money goes (if
you're not afraid to) with **Budget** (by Bruce Warner). This gives you

a spreadsheet of sorts detailing your expenses for one year.
Unfortunately, a printer that can print 132 columns across is
required. If your printer has a 132 column condensed mode, put the
necessary codes in line 167 and the 'return to normal mode' codes in
line 169 (I believe the author included the codes for an MX-80).
Note: Choose menu option 1 whenever you start a new year, and menu
option 2 from then on.

     Walk on the moon - **Lunar Adventure** (by Drew Haines) has you
struggling to disconnect the renegade Lunar Base Master Computer (why
go to the moon when there are several flaky computers right here?).
Notes: You can use one letter abbreviations to move (ie: N for GO
NORTH) and three letter abbreviations for other commands (ie: OPE DOO
for OPEN DOOR). Also, use **GET ALL** to pick everything up, DROP ALL
to drop all you are carrying, LOOK to see where you are again, and
INV to get a list of the items you are carrying. If you have 16k,
you must type PMODE0:PCLEAR1<enter> before loading the adventure.

     More text... **Driver** (by Scott Schafer) puts text on the screen
in a 42 character by 24 line format! And it's more readable than the
normal text screen! It is a relocatable machine language routine, but
it is most useful at the top of memory, so it is a good idea to
protect it with the CLEAR statement. Also, it uses the first 4 pages
of the graphics area, so you MUST type PCLEAR4<enter> before loading
it, and DO NOT PCLEAR fewer than 4 pages any time after that. Here's
what to do:

     16k systems:

1)   Type **PCLEAR4:CLEAR200,14432:CLOADM"DRIVER":EXEC**<enter> to load
and execute the utility from tape.
2)   Type **CSAVEM"DRIVER",14432,16305,14432**<enter> to make a copy of
the utility to tape.

     32-64k systems:

1)   Type **PCLEAR4:CLEAR200,30816:CLOADM"DRIVER",16384:EXEC**<enter>
to load and execute the utility from tape at the top of 32k.
2)   Type **PCLEAR4:CLEAR200,30816:LOADM"DRIVER":EXEC**<enter> to load
and execute the utility from disk (or use the AWAY menu).
3)   Type **CSAVEM"DRIVER",30816,32689,30816**<enter> to make a copy of
the utility to tape (use SAVEM to save it to disk). Once you have
saved a 32k version to tape, you can load the new 32k version as
follows:
     PCLEAR4:CLEAR200,30816:CLOADM"DRIVER":EXEC<enter>.

     People who work on high buildings shouldn't throw rivets, but in
Able Builders (by Terry Steen), the mad foreman is doing just that.
Your hope is to run back and forth under him and catch the falling
rivets. If you miss one, the girder the foreman is standing on drops
one notch. If you catch 10 rivets in a row, the girder moves up one
notch. Catch enough rivets and the foreman gets squeezed at the top
of the screen. Miss enough rivets and you get crushed by the girder.
Future foremans are faster and drop more rivets, so you must be quick!
The game is played with the left joystick (press the fire button to
start). Here's how to begin:

     1)   Load and execute the game with CLOADM"ABLE:EXEC<enter> (use
LOADM or the AWAY menu from disk).

2) The screen will come up red, or blue. If it is RED, hit the
RESET button until the screen is blue.
3) Hit the fire button to play.
4) Type CSAVEM"ABLE",12288,15342,12288<enter> to make a copy
of the game (use **SAVEM** to save it to disk).

And in the Pakerski corner, it's **Mazeland** (by Andrew Pakerski).
Evade the nasties, hit the moving targets, and pick off the Power
Pellet (gives you double speed) in the 'maze'. Great sound effects!!
To load and execute it type CLOADM"MAZELAND"<enter> (use **LOADM** or
the AWAY menu from disk). To make a copy type
CSAVEM"MAZELAND",10752,14305,10752<enter> (use **SAVEM** to save to
disk).

Blue sheet blues...

To get last month's **Shuttle Cover** to prompt you for the blue/red
colors correctly, you should add PCLS: to the beginning of line 109
as well as the modifications mentioned in the last editorial.

In January, the author of **Disk to Disk** (December 1983) gave a mod
to add a PURGE function to the utility. Oops - he forgot a couple of
'minor' details. So here is the mod again with the corrections
underlined:

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$(X)="M":F2=1
6) 455 IF YN$(X)="M" THEN PRINT@PO,M5$
7) 465 IF YN$(X)="M" THEN KILL Z1$
8) Renumber the program (**RENUM10,1,1**<enter>).

Too much time...

November 1983's **Master Catalog** is a good program, but it sorts
slooooowly! Lawrence Moss of Worcester, Maine replaced the sort with
a Shell sort and speeded the process up considerably (4 times faster
for 100 titles!). First type RENUM 10,1,10<enter> to make room,
then type the following routine:

```
90 MM=B
92 MM=INT(MM/2):IFMM=0THEN145
94 KK=B-MM:JJ=1
96 II=JJ
98 LL=II+MM: ON S GOTO 100,110,120,130
100 IF LEFT$(CE$(II),8)<LEFT$(CE$(LL),8) THEN 140 ELSE 138
110 IF RIGHT$(CE$(II),7)<RIGHT$(CE$(LL),7) THEN 140 ELSE 138
120 IF MID$(CE$(II),10,3)<MID$(CE$(LL),10,3) THEN 140 ELSE 138
130 IF MID$(CE$(II),14,3)<MID$(CE$(LL),14,3) THEN 140
138 A$=CE$(II):CE$(II)=CE$(LL):CE$(LL)=A$:II=II-MM:IF II-1>=0 THEN 98
140 JJ=JJ+1: IF JJ-KK>0 THEN 92
142 GOTO 96
145 RETURN
```

When I see red, I get blue...

Last month I talked a little about getting red and blue colors in

PMODE 4, and that you could control the colors a bit. It is actually
fairly simple. Just set the screen up in PMODE 4, follow with a
SCREEN1,1 command, switch to PMODE 3 (do not do a SCREEN command), and
put your drawing on the screen using cyan (color 6) and magenta (color
7).

Only one problem - you can't tell if the cyan is going to be blue
or if the magenta is going to be blue. Many program authors just do
their drawing assuming that cyan is going to be blue. Then they clear
the screen in cyan and have you hit the RESET button or RUN the
program over until the screen is blue:

```
5 PCLEAR4:CLS
10 PRINT"IF THE FOLLOWING SCREEN IS RED, HIT <BREAK) AND RUN AGAIN"
20 PRINT"OTHERWISE HIT ANY KEY"
30 INPUT"HIT <ENTER>";Q$
40 PMODE 4: SCREEN 1,1: PMODE 3: PCLS6
50 Q$=INKEY$: IF Q$="" THEN 50
...rest of program...
```

Last month's **Shuttle Cover** had a more elegant method. The
author (Eric Faden) just asked you if the block on the screen was blue
or red, then drew accordingly, switching the PMODE 3 colors to fit
your screen. Here is what you might do to draw a blue box with a red
dot in it:

```
5 PCLEAR4:CLS
10 PRINT"HIT 'B' IF THE FOLLOWING SCREEN IS BLUE,"
20 PRINT"OR HIT 'R' IF IT IS RED": INPUT"HIT <ENTER>";Q$
30 PMODE 4: SCREEN 1,1: PMODE 3: PCLS6
40 Q$=INKEY$: IF Q$="" THEN 40
50 IF Q$="B" THEN B=6:R=7 ELSE R=6:B=7: REM SET UP BLUE/RED
60 PMODE4:PCLS: REM CLEAR SCREEN TO BLACK
70 PMODE3:COLOR B,0: REM TO DRAW BLUE LINES ON BLACK SCREEN
80 LINE (50,20)-(200,170),PSET,BF: REM BLUE BOX FILLED IN
90 CIRCLE(125,95),50,R: REM DRAW RED CIRCLE
100 PAINT (125,95),R,R: REM FILL IN CIRCLE
110 GOTO 110
```

As long as you stay in PMODE 3, you will draw red and blue lines
(wherever the lines cross, the colors may be different, however). To
draw black or buff lines, just switch back to PMODE 4. For instance,
to put a black box in the middle of the above picture, just add the
following line:

```
103 PMODE 4: COLOR 5,0: LINE (100,70)-(150,120),PRESET,BF
```

Note that the edges of the circle and the black box may have a
'rainbow' effect. Whenever two lines of ANY color meet in PMODE 4,
you will get a little rainbowing. The process that causes the
rainbowing is the same one that allows you to have the blue and red in
PMODE 4 (once again, I don't know why it works, but it does!).
Experiment with the technique to really get a handle on it.

Riding a rainbow out of here,

ed.