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Instruction:
Boon Or Bust

The 6502 Resource Magazine
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Running 40 Column
Programs On
A CBM 8032

COMPUTE!

The Journal For Progressive Computing™

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May,
1981
Issue 12
Vol. 3, No. 5
63379

**PET As An
IEEE-488
Logic Analyzer**



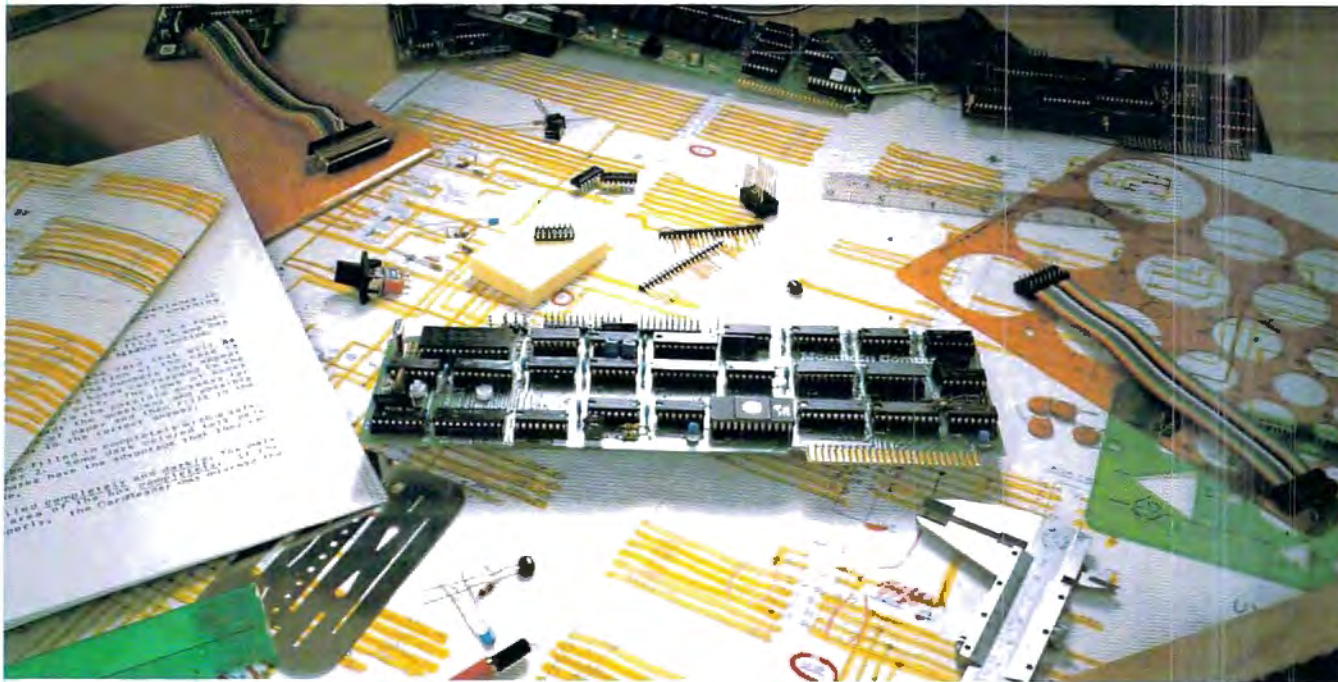
**Using Strings For
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On The Atari**

**Using Named
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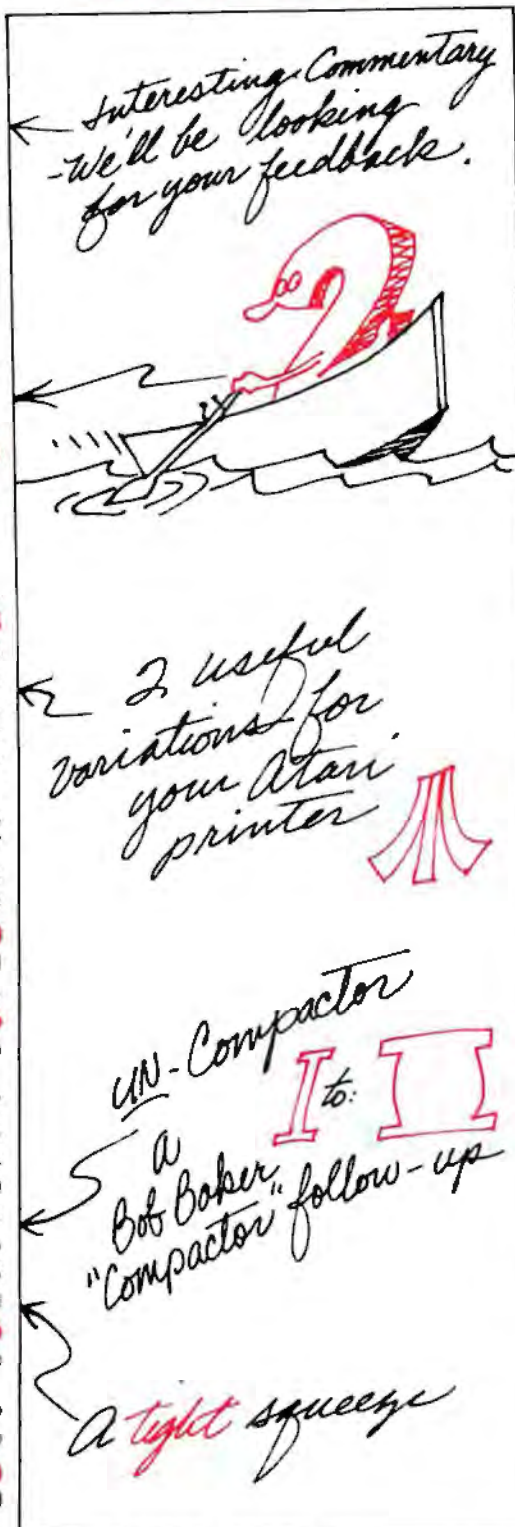
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The Editor's notes...

Robert Lock,
Editor/Publisher

The West Coast Computer Faire was exceptional. A real joy. Do you realize how fast this industry of ours is growing? And I mean growing in terms of more people becoming interested in what we've been doing for the past few months or years, as well as growing in breadth. Here's a sample:

It Talks Back ... And Well

Votrax (500 Stephenson Highway, Troy, MI 48084, (313) 588-0341) showed off their "Type-'N-Talk™" a text to speech synthesizer that produces quite recognizable speech. You interface "Type-'N-Talk™" through an RS-232C interface, type English text with a talk command, and your computer talks back to you.

Now you should understand that this isn't a speech recognition device. It's a speech output device. It more than adequately constructs verbal strings of text from your keyed input in programs. It's just that you can't talk back to it. The company expects to have production quantities available in June. Suggested retail price is \$345.00. Watch for a full review by Susan Semancik and our Delmarva Computer Club group in an upcoming *Micros With The Handicapped* column.

A second interesting product at the show was the Osborne 1, a (Z-80) based portable computer utilizing industry standard technology in a clever fashion. Designed as a portable, hand carriable unit, it meets its specs. Primary attractions, beyond that, are its price and some innovative software bundling. At a \$1795 retail price, the Osborne 1 has these features:

- 64K, Z80A
- Standard Business Keyboard
- A 5" CRT with CLEAR resolution
- Serial and IEEE 488 interfaces
- Dual "100K" minifloppies
- Weatherproof carrying case

The interesting break is the software bundling — the \$1795 price includes:

- Wordstar word processing with Mailmeyer option

- The CP/M disk operating system
- CBASIC and MBASIC languages
- The Supercalc electronic calculator

Additional hardware options will be offered. I think if you're on the market for such a machine, this'll be a good place to start looking. As always, not the only place, but the concept of bundling of software is certainly attractive.

Introducing "Super-PET"

Commodore has made what appears to be a breakthrough of major significance for the industry. The machine's true name is unknown at press time. It has been variously called; the "Mini-Frame", the "Micro Mini-Frame", the "Mini Main-Frame", and the "Micro Main-Frame". (*We would have been happy to sponsor a "Name the Super-PET" contest.*)

We received much of this information in a March 3 interview, but held off because of on-going "delicate negotiations". These apparently over, "Super-PET" was introduced at the Hanover Faire in Germany during the first week of April.

How super is it? Here are the specifications:

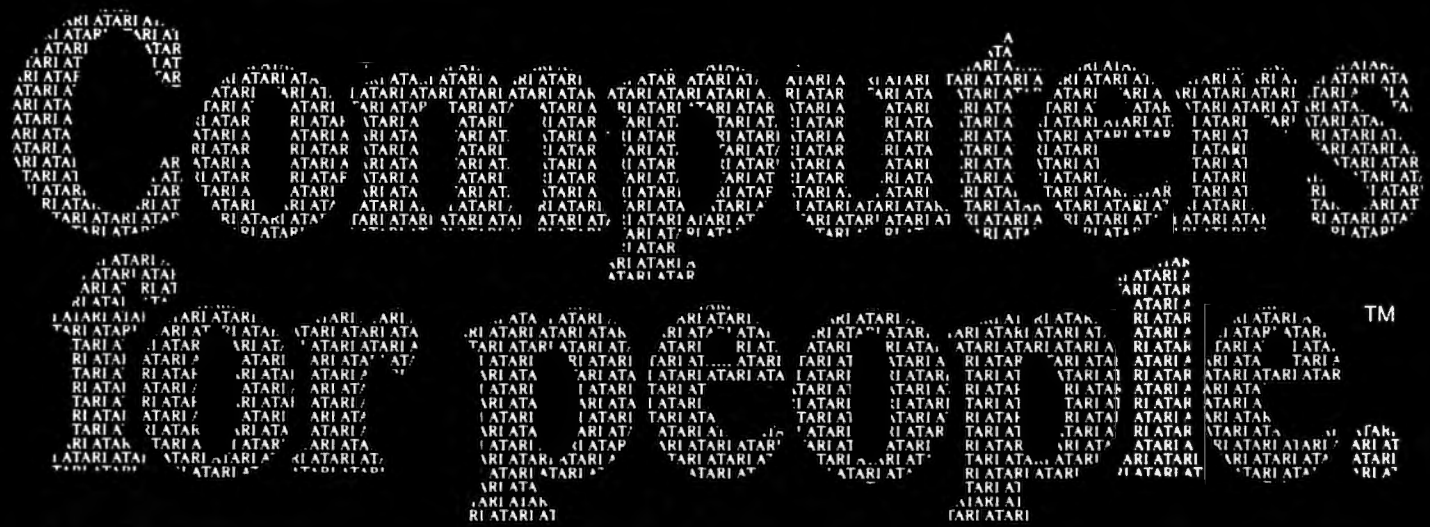
- 134K Mixed RAM and ROM allocated as follows:
 - 18K ROM Operating System for the 6502 processor
 - 18K ROM Operating System for the 6809 processor
 - 2K Screen RAM
 - 32K "normal" CBM 8032 RAM
 - 64K Bank Switched RAM operating as virtual memory.

- 1 RS-232C fully programmable serial port
- 1 High-speed serial communications port for networking at 200KB

- Languages:

- Waterloo Extended BASIC.

Some of the highlights of this BASIC include unlimited length strings, name called subroutines with parameter passing, local and global variables, program chaining, and total variable preservation. (Meaning you can correct some types of errors in a



Atari graphics and sound stand in a class by themselves.”

*David D. Thornburg
Compute Magazine, November/December 1980*

“Its superiority lies in three areas: drawing fancy pictures (in color), playing music, and printing English characters onto the screen. Though the Apple can do all these things, Atari does them better.”

*Russell Walter
“Underground
Guide to Buying a
Computer”
Published 1980,
SCELBI Publications*

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*Ted Nelson
Creative Computing Magazine, June 1980*

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Ken Skier, OnComputing, Inc. Summer 1980

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*Videoplay
December, 1980*



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by Ken Germann

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Until SUPER KRAM the only "random access" capability in the Apple and Pet consisted of a crude form of "relative record processing." While this is usable for very simple applications, it falls far short of the needs of today's business and analytical applications. Using SUPER KRAM records may be processed by any one of multiple "Key" values, which may consist of any kind of data: numbers, letters, special characters, etc. Even Apple's long-awaited DOS 3.3 doesn't have anything like this!

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running program, type continue and resume the program.)

- PASCAL The Jensen-Worth Standard implementation
- FORTRAN Waterloo Standard version
- APL
- COBOL (later in the spring)
- An Assembler that's supposed to be quite powerful

This entire package plugs into the standard CBM 8032. You plug it in and go with a switch on the side to select your processor mode.

The "delicate negotiations" were necessitated by the fact that all of this expansion power was developed outside of Commodore. Bill McLean and crew at BMB Compuscience in Canada were responsible for developing the hardware, and Waterloo University in Canada, developed the software. Commodore will be marketing the product worldwide. My thanks to Dr. Frank Winter at Sheraton College for his help in putting this all together.

The unit will be introduced in the US at the NCC beginning May 4. Given the configuration of hardware and software, it certainly looks as if we're looking at a potentially viable entry into the small business market of the Apple III and others. We have no confirmation of the upgrade price, but the reliable rumors suggest the expansion will cost much less than the current retail 8032 price of \$1795.00.

Well Dr. Chip, it looks like **COMPUTE!** will be covering the 6809 before too long.

News From The Atari Front

Atari has announced a major software development and support project. See the new products section for more information. Axlon has announced a 256K memory system for the Atari 800. The unit provides eight expansion memory slots, allows bank selection of memory, and comes with memory management software. For more information, they're at 170 Wolfe Road, Sunnyvale, CA 94086. (408) 730-0216.

At the West Coast Faire, Atari interest was quite strong. Macrotronics, showing off their screen printer package. (Atari to Trendcom 200 or Paper Tiger) was quite busy. Atari corporate, though not exhibiting, had a private preview for user group officers. Among other things they showed off the new word processor and I heard excellent reports on it.

That's A Switch, PET

Data Equipment Supply was demonstrating a new ROM switching device at the show, and at least two companies (one, Canadian and one, English) have now announced versions of "soft" ROM — PET or

CBM RAM expansion boards or chips that can retain information. In a future issue, we'll have some enlightenment on the situation, furnished by Jim Butterfield. ©

The Readers' Feedback

Robert Lock and Readers

It's nice to be back. First of all, we're hoping to have *Ask The Readers* up and running by next month. That's our new three-way column that serves as an interface between programmers with problems and readers with solutions. *The Beginner's Page* returns next month.

On this positive note, let's get started:

"Thanks for:

1. *Putting the magazine into envelopes again.*
2. *Ask the Readers. I will answer.*
3. *A magazine that gets better each month."*

Thanks for the boost. For you cynics saying it may be better but it also gets later, we know. We've expanded our production staff, and brought all typesetting and camera work in-house. Frankly, we've been growing so fast we had to do a little catch-up. This is our 12th issue, and we've almost tripled in circulation in the last 6 or 7 months of our 20 month history!

"Keep up the good work ... need some good small business programs for the Atari (Payroll, taxes, investments, etc.)."

"Article on stock market, financial news software. Is there software available that allows user to create own daily bar charts from Dow Jones News Service quotations?"

Okay, you reader/authors. Anyone willing to share their business investment programs in articles. We're all interested.

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- Check error channel (DOS)
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- Scroll down
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- Send screen contents to printer (normal mode* or squeezed*)
- Send screen contents to disk file by any name*
- Disk program append*
- Repeat key function*

- Kill to turn off repeat*
- Escape to turn off ROM*
- Convert hex to decimal or
- Convert decimal to hex (with error detection)
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*Asterisk indicates routines which can be called in basic as subroutines for increased computer power.

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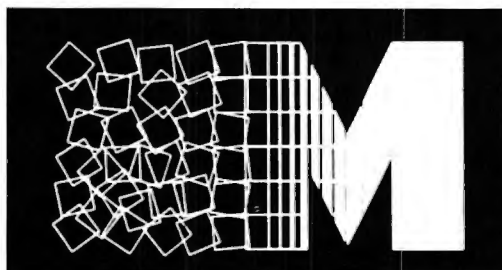
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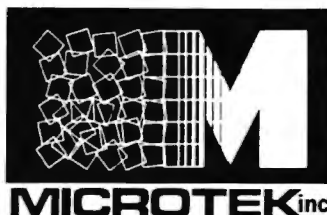
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Computers And Society

David D. Thornburg
Los Altos, CA

Several years ago, when Betty Burr and I were conducting workshops for "computer-phobic" adults, we thought that someone should write a "computer demystification" book which would sell to general audiences. Since that time we have seen several such books come to market (some of which have been reviewed in this column).

I recently received another book on this topic which is certain to sell quite widely, both because it is handled by a well known publisher (Simon and Schuster) and because its principal author is the famous science fiction writer Frank Herbert. The book was written with the help of Max Barnard, the person who worked with Herbert in setting up his computer system.

The book's title, "Without Me, You're Nothing", is taken from the author's advice that when you first set up your computer you should stand in front of it and say:

*"You stupid, inanimate chunk of hardware!
Without me, you're nothing!"*

As you can see, this book is a bit theatrical. This sense of theatrics, more than anything else, becomes the basis of one of this book's greatest shortfalls. I share some of Frank Herbert's goals, e.g., the demystification of computer technology for the general public; but my fear is that he has replaced one myth with another one.

Betty and I found that many adults feel that you have to be a technical wizard to use computers effectively. We feel that this is a most damaging myth since it serves to disenfranchise a large number of people who might otherwise find utility in this technology. Our position (as regular readers of this column might remember) is that computers are like automobiles in the following way. You do not *have* to know how to drive a car to survive in our society, but you do need to know enough about them to not walk out in the street in front of one. I think that "computer literacy" is important for much the same reason. Computers are becoming so commonplace that each of us should have enough awareness of their capabilities to decide for ourselves whether or not to gain access to this technology.

Frank Herbert has a different goal in mind. He places the potential computer user in an "us" vs. "them" context. For example:

Things are happening in our world that make a necessity of the skills we are about to share with you. Before long it will at least be a matter of self-defense for you to have your own computer and be able to use it. You are already being taken advantage of by people with computers. You will not be able to meet that challenge or keep up with other changes unless you acquire a computer yourself.

... Please take our warning to heart. Very soon, if you don't have access to a computer, you're going to be racing in something equivalent to the Indianapolis 500—only you'll be on foot.

...demystification of computer technology for the general public...

Hmmm. My fear is that Mr. Herbert's zeal will result in the replacement of one type of misconception with another one.

Fortunately there are delightful streams of insight in this book which tend to counter the mild spasms of hysteria sampled above. One of the most important points that Herbert makes is that the computer is a *tool*, not a "thinking machine". The computer can amplify creative imagination, but not be creative itself. As he says:

A pen is a tool. A typewriter is a more sophisticated pen. A library is a tool. A painter's easel is a tool. It is the creative mind behind the tool that is important.

Later on he says:

Computers may be superb for logic and accuracy within described and describable limits, but don't ever depend on one for creative work. The machine will not go outside its limits. It has no imagination. In fact, people of limited imagination, people who don't understand what you mean by "creative brainstorming", tend to lead the argument for the "electronic brain" myth. They impose limits on themselves and they want to apply similar limits to the universe because that makes them feel safer.

So much for philosophy. The book also promises to be "a practical, easy to understand guide to using your own personal computer system". The technical side of this book needs tremendous reworking. I am astounded that a publisher as large as Simon and Schuster would publish a book with so many basic errors in it. For example, I have never heard of a disk drive being referred to as a "disk driver", but that is what Herbert calls it throughout the entire book. In his quest to show

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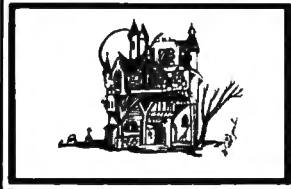


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SANDS OF MARS — You embark on the Maiden Voyage of the Starship Herman. This game takes up almost 200K and uses 2 disks. It includes more than 300 Hires screens animated scenarios, a 3 dimensional maze, and a Martian labyrinth drawn entirely with hexagons. The takeoff and landing sequences are paddle or joystick controlled for the Apple and Atari and the game has 5 full scenarios. Once you land on Mars, you wander through fields of Sasquati and Degwat. Beware of the Vishu and the Lizardmen of Meshim. Seek the wise Mudra and unlock secrets hidden for centuries. Glyphs written on the Martian Sand hold the key to the mystery for which we offer \$100 to the first to solve it. To answer a question we have been asked many times — yes, Sands of Mars attempts to fully utilize the sound and graphics capabilities of the Apple and Atari to their max! \$39.95

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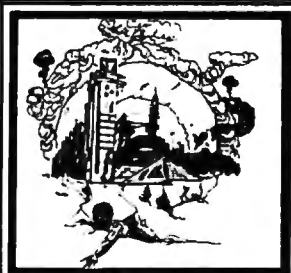


HOUSE OF USHER — Walk the dreaded corridors of the deadly House of Usher. Complete with 40 rooms and hundreds of aggressive monsters and unique treasures. This is not your typical text adventure game but goes far beyond that, with animated monsters and a visual display of each room. We believe this to be the first indoor-outdoor game ever written for a microcomputer game which includes graphics. You may choose to wander through Usher's scenic garden paths or brave the perils of the graveyard and descend into the crypt. Beneath the house there are labyrinths, shrinking rooms, and torture chambers with no doors or windows. Your character may pick up, drop, or use objects, fire arrows, or run frantically for the door when pursued by some loathsome creature. As the old grandfather clock ticks away, you will have until dawn to solve the Usher Mystery and win a real live \$100 prize! \$24.95

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WAR GAMES



WORLD WAR III — This is a three scenario war game in Hires graphics with sound. It is not merely the conversion of a board game to computer, nor are your pieces represented by lifeless text characters. It may be played by two persons and takes about 8 hours to complete. The rules are simple enough that you won't have to spend several days reading your manual before you can play. It contains 2 world maps and a fairly detailed map of the Iran-Iraq battle field. All scoring, animation, and positions are handled by the computer — no separate tablets to fool with. Moves are input by both players in series of 3 and when the space bar is pressed the battle becomes animated. A must see to believe . . . \$29.95

WATERLOO (Coming July 1) — A war game with graphics very similar to World War III. We have attempted to make this as detailed as possible, down to what each individual is wearing, his line of sight, and the number of bullets he has fired. It will occupy two disks and may be saved over a period of weeks. We will be publishing more information on this in BYTE MAGAZINE in July. \$49.95

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how "simple" computers are, he says that a light switch is the simplest computer. This kind of misconception serves no one well. For one thing, computers *are* complex (just as automobiles are complex). The beauty of computers is that you don't have to understand how they work to use them. So why, for this audience, should an author fill the book with inaccurate simplifications which might make the reader feel like a fool when sharing this new found knowledge with more technical comrades?

The authors are strong proponents of top-down programming, and have developed a new flow chart system (called PROGRAMAP) for laying out programs. I found this concept to be poorly presented, but, like much else in this book, created with good intentions. As for languages, BASIC is king for Herbert. It isn't clear how well he grasps the language himself, though, as you can see from his definition for the BASIC keyword RETURN:

RETURN transfers the program back to the statement after GOSUB. It is the last statement of a subroutine. (Not to be confused with directions referring to the RETURN key on your keyboard. The RETURN we refer to here is a word in BASIC that performs in the computer in a way similar to that key. With this word, you build the key's function into the program.)

COME ON FRANK! The RETURN key is built into a program by PRINTing CHR\$(13). It is a line terminator, period. The keyword RETURN is completely unrelated to this function.

The author of a book with the circulation this one will have should be getting much better technical advice, and his agent and publisher must share the blame for mistakes of this sort. Now, if only Erma Bombeck would write the sequel. . .

A reader writes . . .

I received a letter a few weeks ago from **COMPUTE!** reader Bob Forman who is concerned that I might be paying too much attention to the futurists. Commenting on the January '81 Computers and Society column on communications, he says:

I'm a believer in the computer and its place in the family, in business and in many more places that it keeps falling into. BUT IT WILL NEVER REPLACE THE NEWSPAPER and the 10 o'clock news!

As someone who works closely with the newspaper industry, Bob shared his experiences with the use of microfilm as an alternative to bound volumes of newspapers. He found that — whatever its efficiencies might be — the poor human factors aspect of microfilm prevented it from replacing bound files

(as many thought it would). He says that the reasons for this are simple:

Why? Bound files are simple, easier to use. Try getting someone 70 years old to sit in front of a microfilm reader or a computer long enough to read a whole newspaper. You can't sit back in your old lounge chair and read a film reader without some pretty expensive stands or cranes to manipulate the thing, so it's not a practical thing for every evening. The young bucks can stand to read a screen for a while but it's a more tiring process than reading a paper ... And, I haven't seen a high speed printer yet which will show a picture of a cabbage head accurately, or anything that approaches a good photograph.

I think that reader Bob makes a good point — but only if one talks about one media format replacing another one. The telephone has not yet eliminated the mail and telegraph. The television has not yet eliminated the radio. I do not believe that any rational person thinks that the printed word will disappear when terminals appear in everyone's home. What I *do* believe is that a very large segment of the general population will start fitting the computer information utility into their mix of information sources, and that it will result in the kind of re-equilibration period we had when television started to compete with radio.

The most important advantage of computer based information utilities is their ability to access many diverse data bases, rather than forcing the user to listen to one person's view of the news.

As always, it is great to hear from readers. I look forward to your letters and messages (I can still be reached on the Source at TCE132). Till next month. . . .

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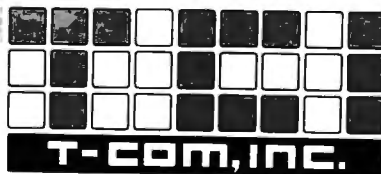
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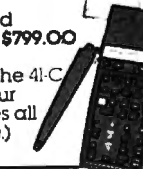
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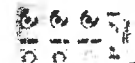
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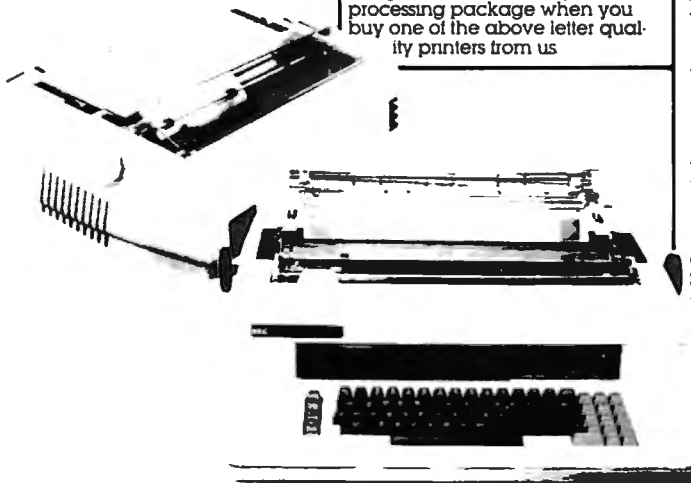
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5515 RO unit, specs same as 5510s. Diablo compatible.

5520 KSR with numeric keypad. Specs same as 5510.

5525 KSR with numeric keypad. Diablo compatible. specs same as 5510

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Editor's Note: From time to time we present what we choose to call "Guest Commentaries". These articles don't necessarily express the opinion of COMPUTE!, but generally do raise questions we think should be discussed. . . RCL

Computer Aided Instruction, Boon or Bust?

Alfred D'Atfore
Phoenix, AZ 85021

Computer Aided Instruction, (CAI,) has been around for quite a while. Originally introduced into out public schools when "Time Share" became commonplace — about ten years ago — it has met with rather indifferent success. At its best, it appeared to offer no particular advantage over traditional teaching methods. At its worst — and that could be very bad indeed, with the frequent equipment "crashes" and student blunders — it was frustrating and ineffective. It was *always* crushingly expensive. School boards had horrible visions of endless banks of computer terminals with attending telephone connections, computer time costs, repair contracts — an endless cash flow.

The personal computer boom of recent years has eased expenses somewhat, but CAI is still not employed to any great extent in our public schools. Even when computer systems are purchased, they are rarely used for CAI. Rather, they are used to support a relatively minimal study of computer programming and the endless, ever-present games. Sometimes, they are not used at all. I know of one school in North Phoenix which recently purchased a disk-operated computer system complete with printer. Although access is provided, it lies virtually unused in an office, gathering dust.

The reason, of course, is the lack of suitable, appropriate software. Too few people are programming for our public schools. And when, occasionally, we do obtain CAI programs, they are most often tutorial in nature and therefore inappropriate for use in primary and secondary schools. Let me elaborate upon this point.

Any public school teacher can tell you that the normal learning process involves a very small amount of "teaching" and an immense amount of "doing." This is especially true when the subject areas are basic; for example: reading and arithmetic. In this circumstance, even the most skillful

CAI, if it is basically tutorial, is a waste of time and good programming talent. It is simply too much work for too little return.

And this assumes the programming is successful. Often it is not. Often, the programming places too much burden upon the student with respect to display interpretation and console operation. Many programs have "bugs." Since with this type of programming, the student interfaces directly with the computer, the frustration level often runs very high.

But the most important reason for the general ineffectiveness of this type of programming in our public schools, lies in the very nature of our young students. The classroom teacher quickly learns that young people must establish an acceptable *personal* relationship with their instructor before meaningful learning can take place. An indifferent machine is at a big disadvantage there.

...let's allow the teacher to teach...

Certainly, if tutorial programs are prepared cleverly, students will be enthralled, initially. But that never lasts very long. In my classes, three weeks is about par, after which the system becomes just another classroom static fixture, like the countless desk calculators, visual aids and programmed instruction packages that remain largely unused in every classroom. Yet, if software is available at all for the first twelve grades, it is most often of this type.

Of even less use are the ancillary programs: the "curriculum guides to CAI," the "systems approaches-cum-administrative programming" packages and the various conceptual outlines. Teachers get "overviews" by the bucketfull. We treat them with the respect due most things that come in buckets. We need specifics, not generalities. I will be specific.

Let's allow the teacher to teach. Then we may use the computer to help him with his job.

The computer should be programmed to do that which it is uniquely qualified to do: create exercises. As I pointed out previously, individualized student work — exercises — represents the greater portion of the learning process. A computer, working in this fashion, will be helping the teacher do the greater part of his job. In skill-oriented subjects like arithmetic, for example, students are required to do exercises repeatedly, with graduated levels of difficulty. Students are drilled.

There, I've said it. That dirty word: drill. It has become anathema in recent years. It is supposed to turn students off. But realistically, there isn't another way to learn basic skills, especially basic

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SUPER STAR BASEBALL

ALL TIME SUPER STAR BASEBALL Sample Lineup
SUPER STAR BASEBALL Sample Lineup

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J. DiMaggio	H. Greenberg	W. Mays	L. Brock
J. Jackson	R. Hornsby	P. Rose	R. Carew
G. Sisler	H. Wilson	O. Cepeda	H. Killebrew
S. Musial	B. Terry	C. Yazstremski	R. Allen
T. Cobb	M. Mantle	W. McCovey	R. Leflore
W. Mays	H. Aaron	R. Jackson	R. Zisk
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Performance is based on the interaction of actual batting and pitching data. Game can be played by one or two players with the computer acting as a second player when desired. Players select rosters and line-ups and exercise strategic choices including hit and run, base stealing, pinch hitting, intentional walk, etc. Highly realistic, there are two versions, ALL TIME SUPER STAR BASEBALL, and SUPER STAR BASEBALL featuring players of the current decade. Each includes about 50 players allowing nearly an infinite number of roster and lineup possibilities.

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arithmetic skills. One must perform in a skill to make it one's own. And I don't mean just once. Indeed, I sometimes think, to the extent the learning process is difficult, to that same extent is the learning worthwhile.

But far from turning students off, my experience has taught me that young people become eager — even enthralled — when they begin to acquire measurable skills. And drill does it. Disciplined, repeated, old-fashioned drill. For drill, the computer is without parallel.

In my approach, a printer is required. Exercises must be printed out at all times, if the computer is to be used effectively. Exercises must be produced immediately, in unlimited numbers, tailored specifically to meet the particular need, and optimized for clarity, organization and student use.

Answers must be provided for all exercises. Where appropriate, they should be reduced to lowest terms. There should be no ambiguities. When dividing with decimals, for example, accuracy requirements should be ordered and neat. Since students work directly upon these exercise sheets, this will coerce them, gently, to be equally neat. This is most important, especially for students in remediation. Very often, their work is much too sloppy, and like other students, they tend to relate their teacher's requirement for neatness to "nit-picking," rather than to recognition of the fact that ours is a place-value number system. A digit's position in a numeral is quite as important as its value. Sloppiness confuses "place."

Spaces should be provided between digits in all those exercises where "carries" and like manipulations are required. Students should not be forced to crowd their work. Alternately, they cannot be permitted so much room as to encourage carelessness. "Neatness begets neatness. Order begets order." I don't know who said that first. Perhaps it's a paraphrase. But it is a dictum that should be kept foremost in mind when preparing computer aided instruction of this type.

To illustrate, a portion of an exercise sheet for integer addition is shown in figure 1. In this particular program, an ordered pair of numbers specifies the number of addends and the number of digits per addend. Note the "spacing" of digits. The number of problems and their spacing are set under program control. They vary automatically with the difficulty level of the problems.

LESSON NO. 1	Name _____	Class _____	
(01)	5 4 6 1	(02) 6 7 4 7	(03) 7 5 8 2
	5 4 6 5	2 2 7 2	7 7 6 7
	9 5 0 6	9 8 6 0	3 5 7 1

Figure 1

Of course, for basic skills instruction, programs running the gamut of arithmetic skills are required. I have used just such programming for the past five years. Permit me now to enumerate the advantages that have come to light in this period:

Programs are immediately adaptable to student competency levels. Through simple question and answer, an instructor may choose from a number of levels of difficulty.

Parents and family may enter into the training process. Since exercises are produced in moments and answers are provided in the appropriate formats, students may take any number of them home and be drilled by other family members.

**...the computer becomes a
valuable teacher's aid...It is not
a surrogate teacher...**

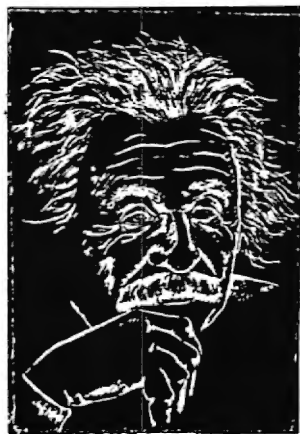
Individualized instruction — always desirable in the classroom situation — becomes less open-ended. The student runs little risk of drilling himself in incorrect procedures. With individualized instruction — for reasons of practicability — a student is often required to work for extended periods without direct supervision. With the answers before him, however, he cannot fail to be alerted to incorrect procedures.

The computer becomes a valuable teacher's aid. It is swift, versatile, flexible, indefatigable and inexhaustible. But it is an aid: no more. It is not a surrogate teacher. This approach is, therefore, non-threatening. Since computer aided instruction and its associated equipment must be sold — essentially — to teachers, this is a not-inconsiderable advantage.

Last, this approach is cost-effective. A computer system, used in this manner, is easily affordable. A 2,000 dollar system can serve a school. Such a system currently serves the school wherein I'm employed. Admittedly, this is a bare-bones approach, and I don't suggest for a moment that other schools should spend so little. In today's market, 5,000 dollars would purchase a disk-operated system with sufficient equipment backup to insure reliable operation for an indefinite period. *That* is the proper way to go.

In this article, I have dealt primarily with the mathematics in describing this "alternate approach" to CAI. But I have gone far enough afield in my programming efforts to have determined these methods are applicable in other teaching disciplines. With right programming, computers can be a boon indeed for our public schools. Without it, they are just expensive toys. So what shall it be? Boon or bust?

An Intelligent Alternative



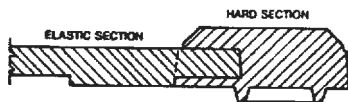
TYPRINTER 221

In the research you are doing before purchasing your computer printer, you are probably confused by the various claims, speeds, choices, shapes and prices. Well, we'd like to clear the air a bit and tell you about the most unusual computer-printer around — the TYPRINTER 221.

You see, it's unusual because it is totally compatible with every computer and word processing program . . . from the largest to the smallest. It's versatile to the point of incredibility . . . We'll discuss the broad advantages and explain the details.

THE DAISY WHEEL

The special daisy wheel supplied is of a unique design consisting of a 100 character carrying radii. Each radii is formed of two distinct types of plastic — an "elastic plastic" for the stalk of the radii, and a comparatively "hard plastic" used to form the character area. This, combined with a very narrow character profile and a special positioner on each of the 100 radii, guarantees a uniform character density. There is near perfect geometric positioning of the character with no character higher or lower than the others. And because of its unique dual material design, micro-vibrations have virtually been eliminated, leaving your final copy clean, clear and smudge free. The copy produced is comparable to that produced by metal daisy wheels and at a fraction of the cost.



THE KEYBOARD

The keyboard has been referred to as a triumph of human engineering - from the way the keys seem to have been custom designed to fit your fingers, to the way the special feature switches have been grouped. A flip of a switch (or under computer control of course) and the printer becomes a foreign language machine. Push a button, and like magic the printer automatically locates and lines up columns of figures, perfectly balanced between the margins. This incredibly fast, extraordinarily quiet electronic keyboard puts more programming power at your fingertips than printers costing five to ten times as much.

THE DISPLAY

The TYPRINTER 221 presents a new dimension in operator/machine communications. In the manual (typewriter) mode, the printer controls and verifies all entries before printing. The display exhibits the last 15 characters of the text, word-by-word, until the end of the line. The operator may control what will be printed before the actual printing takes place. This new found flexibility enables you to make modifications along the entire line and in both directions. This 20 character plasma display has the ability to scroll backwards as well as forwards; will give the operator a visual indication as to which print mode is currently being selected as well as the number of characters remaining before the right margin is reached. The display will also indicate to the operator:

The number of characters available in the memory

When the printer is in an error condition

When a pre programmed form layout has been selected

When the printer is operating from the internal memory.

What characters will be inserted into an existing text.

When the memory for the previous line has been selected.

A warning message that the end of the page is being approached.

That a hyphenation decision must be made

PRINT MODE

The TYPRINTER 221 will allow you to automatically highlight individual characters, words or complete sentences. Whatever is entered from the keyboard or from the computer, even an existing text file, can be printed in one or more of the five different modes:

- traditional printing;
- underlined characters;
- true bold characters where the horizontal component of the character is increased without disturbing the vertical component;
- characters which are both bold and underlined, and;
- a feature unique among computer printers - printing in reverse — white on black, sort of reverse video on paper.

MULTILINGUAL CAPABILITY

A unique and useful feature of the TYPRINTER 221 is its capability of being able to print in several languages without changing the daisy wheel. In addition to English, every standard daisy wheel has the ability and the necessary characters to print in French, Spanish, Italian and German.

THE FEATURES

Automatic justification of the right margin

The electronics of the TYPRINTER 221 have made right hand justification a simple, automatic operation.

Phrase and format storage

Phrases, dates, addresses, data, etc. that may be stored in your computer's memory may be sent over to the printer and stored in one of the "memory bins" of the printer. This information may then be used by the operator in the manual mode. This can save you hours when trying to get a form "just right."

Automatic centering

The TYPRINTER 221 will not only center any title between the pre-set margins, but will also center over one or more columns, or over any specific point and will even align copy with the right margin independent of the left margin.

Automatic vertical lines

A command from the computer enables an automatic feature which prints vertical lines at any point on the paper.

Automatic tab sequence recall

With the TYPRINTER 221 you may store and recall the most frequently needed margin and tab sequences for applications such as daily correspondence, statistical reports, etc. This guarantees consistent high quality appearance of each document.

Paragraph indent

A computer command instantly sets a temporary margin in order to print one or more indented paragraphs with respect to the right margin.

Automatic decimal point location

No matter how many figures to either the left or right of the decimal point, the TYPRINTER 221 will automatically line up the figures with the decimal point in any position you choose. Statistical printing has never been easier.

Column layout

This feature allows you to obtain automatic and perfect distribution of spaces between columns in respect to the margins. A perfect page balance is assured without the need to carry out calculations or additional operations.

There is a wide variety of options that you can add to TYPRINTER 221.

By now you are probably convinced that we are sold on our machine, and we hope you can understand why. In fact, why don't you use these facts to measure against any and/or all the other computer printers on the market.

When you do, you will realize the TYPRINTER 221 is an intelligent electronic typewriter, a text formatter — and a brilliant computer printer — available at a suggested list price of only \$2850.

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The Mysterious And Unpredictable RND

Bob Albrecht and
George Firedrake

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Editor's Note:

We conclude our presentation of *The Mysterious And Unpredictable RND* with this installment. We expect to make the series available to teachers, in booklet form, within the next few months.

...RCL

Solutions and Stuff

Here are our solutions. Yours may be different. That's OK, as long as they solve the problem. One really nice thing about computers: There are many ways to write a program that works!

Exercise 1.

- (a) The smallest RND number is .0103099732 in the first sample.
(b) The largest RND number is .984101932 in second sample.

Exercise 2. Smallest RND Number In A Sample

```
100 REM*****SMALLEST RND NUMBER IN A SAMPLE
200 REM*****FIND OUT HOW BIG A SAMPLE
210 PRINT "[CLR]";
220 PRINT
230 INPUT "HOW MANY RND NUMBERS"; N
300 REM*****SET SMALL EQUAL TO FIRST RND NUMBER
310 SMALL = RND(1)
400 REM*****DO REST OF SAMPLE. COMPARE EACH RND
410 REM*****NUMBER WITH SMALL. IF SMALLER, REPLACE.
420 FOR K = 1 TO N - 1
430   X = RND(1)
440   IF X < SMALL THEN SMALL = X
450 NEXT K
500 REM*****PRINT SMALL AND GO BACK FOR MORE
510 PRINT "LARGEST NUMBER IN SAMPLE IS" SMALL
520 GOTO 220
999 END
```

Exercise 3. The Small And Big

In this program, we first set *both* SMALL and BIG to the *same* first RND number (lines 310 and 320).



```
100 REM*****SMALLEST AND LARGEST RND NUMBER IN SAMPLE
200 REM*****FIND OUT HOW BIG A SAMPLE
210 PRINT "[CLR]";
220 PRINT
230 INPUT "HOW MANY RND NUMBERS"; N
300 REM*****SET SMALL AND BIG EQUAL FIRST RND NUMBER
310 SMALL = RND(1)
320 BIG = SMALL
400 REM*****DO REST OF SAMPLE. COMPARE EACH RND
410 REM*****NUMBER WITH SMALL AND BIG.
420 FOR K = 1 TO N - 1
430   X = RND(1)
440   IF X < SMALL THEN SMALL = X
450   IF X > BIG THEN BIG = X
460 NEXT K
500 REM*****PRINT SMALL AND BIG, GO BACK FOR MORE
510 PRINT "SMALLEST NUMBER IN SAMPLE IS" SMALL
520 PRINT "LARGEST NUMBER IN SAMPLE IS" BIG
530 GOTO 220
999 END
```


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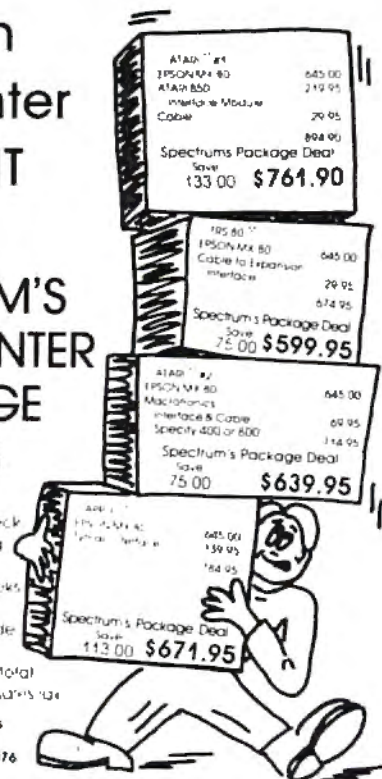
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The following method might not work. Why not?

```
310 SMALL = RND(1)
320 BIG = RND(1)
```

Exercise 4.

(a) 7 (b) 5 (c) 0

The integer part of .328904955 even though it isn't printed.

Exercise 5.

(a) 2 (b) 0 (c) 7

Exercise 6.

(a) 220 PRINT INT(2*RND(1)),
 (b) 220 PRINT INT(6(RND(1)),
 (c) 220 PRINT INT(100*RND(1)),

Exercise 7.

(a) 220 PRINT INT(2*RND(1)) + 1,
 (b) 220 PRINT INT(8*RND(1)) + 1,
 (c) 220 PRINT INT(100*RND(1)), + 1,
 (d) 220 PRINT INT(2*RND(1)) + 2,
 (e) 220 PRINT INT(3*RND(1)) + 3,
 (f) 5, 6, 7, or 8
 (g) 2, 4, or 6

Exercise 8.

```
430 IF COIN=0 THEN T=T+1
440 IF COIN=1 THEN H=H+1
```

Exercise 9.

There are many ways to write this program. Here are two ways.

```
100 REM****COIN FLIPPER #4
200 REM****FIND OUT HOW MANY FLIPS
210 PRINT "[CLR]";
220 INPUT "HOW MANY COIN FLIPS"; N
400 REM****FLIP TWO COINS N TIMES
410 FOR K = 1 TO N
420   C1 = INT(2*RND(1))
430   C2 = INT(2*RND(1))
440   IF C1 = 1 AND C2 = 1 THEN PRINT "HH" ;
450   IF C1 = 1 AND C2 = 0 THEN PRINT "HT" ;
460   IF C1 = 0 AND C2 = 1 THEN PRINT "TH" ;
470   IF C1 = 0 AND C2 = 0 THEN PRINT "TT" ;
480 NEXT K
490 PRINT
999 END
```

Let's see now, suppose
 A\$ = "TTHHTHII"
 How would I ... ???



```
100 REM****COIN FLIPPER #4A
110 A$(0)="TT" : A$(1)="TH" : A$(2)="HT" : A$(3)="HH"
200 REM****FIND OUT HOW MANY FLIPS
210 PRINT "[CLR]";
220 INPUT "HOW MANY FLIPS"; N
400 REM****FLIP TWO COINS N TIMES
410 FOR K = 1 TO N
420   C1 = INT(2*RND(1))
430   C2 = INT(2*RND(1))
440   PRINT A$(2*C1 + C2)
450 NEXT K
460 PRINT
999 END
```

Exercise 10.

We did it by modifying our first program of Exercise 9. Make these changes and additions to COIN FLIPPER 4.

```
100 REM****COIN FLIPPER #5
300 REM****SET FLIP COUNTERS TO ZERO
310 HH = 0
320 HT = 0
330 TH = 0
340 TT = 0
440 IF C1 = 1 AND C2 = 1 THEN HH = HH + 1
450 IF C1 = 1 AND C2 = 0 THEN HT = HT + 1
460 IF C1 = 0 AND C2 = 1 THEN TH = TH + 1
470 IF C1 = 0 AND C2 = 0 THEN TT = TT + 1
```

```
500 REM****PRINT RESULTS OF N FLIPS
510 PRINT "OUTCOME", "NUMBER OF TIMES"
520 PRINT " HH", HH
530 PRINT " HT", HT
540 PRINT " TH", TH
550 PRINT " TT", TT
```

Exercise 11.

Program to roll two dice, N times.

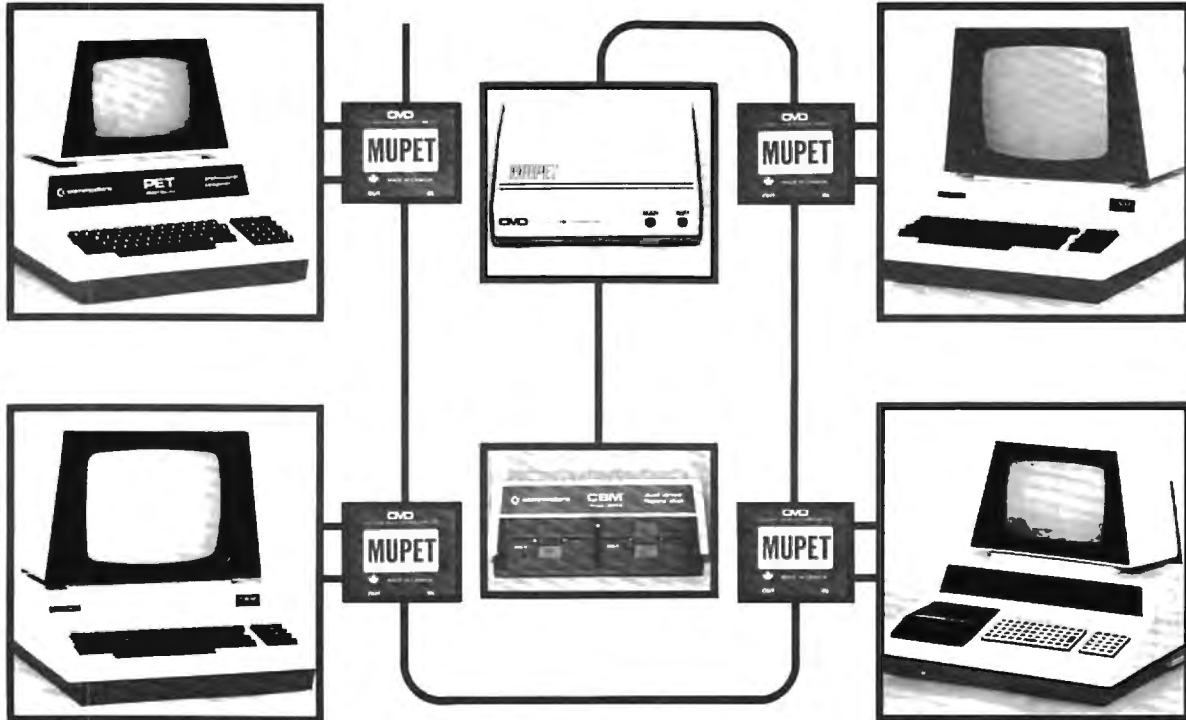
```
100 REM****DICE ROLLER #2
200 REM****FIND OUT HOW MANY ROLLS
210 PRINT "[CLR]";
220 INPUT "HOW MANY DICE ROLLS"; N
400 REM****ROLL TWO DICE N TIMES
410 FOR K = 1 TO N
420   D1 = INT(6*RND(1)) + 1
430   D2 = INT(6*RND(1)) + 1
440   SUM = D1 + D2
450   PRINT SUM,
460 NEXT K
470 PRINT
999 END
```

Exercises 12 and 13.

OUTCOME	NUMBER OF WAYS	PROPORTION
2	1	1/36 = .0278
3	2	2/36 = .0556
4	3	3/36 = .0833
5	4	4/36 = .1111
6	5	5/36 = .1389
7	6	6/36 = .1667
8	5	5/36 = .1389
9	4	4/36 = .1111
10	3	3/36 = .0833
11	2	2/36 = .0556
12	1	1/36 = .0278

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Exercise 14.

In this program, we use **FREQUENCY** to mean **NUMBER OF TIMES**.

```

100 REM****DICE ROLLER #3
200 REM****FIND OUT HOW MANY FOLLS
210 PRINT "[CLR]";
220 INPUT "HOW MANY ROLLS"; N
300 REM****SET OUTCOME COUNTS TO ZERO
310 DIM F(12)
320 FOR X = 2 TO 12
330 F(X) = 0
340 NEXT X
400 REM****ROLL DICE, COUNT OUTCOMES
410 FOR K = 1 TO N
420 D1 = INT(6*RND(1)) + 1
430 D2 = INT(6*RND(1)) + 1
440 X = D1 + D2
450 F(X) = F(X) + 1
460 NEXT K
500 REM****PRINT COUNTS AND PROPORTIONS
510 PRINT
520 PRINT "OUTCOME, "FREQUENCY", "PROPORTION"
530 PRINT
540 FOR X = 2 TO 12
550 PRINT X, F(X), F(X)/N
560 NEXT X
999 END

```

← F(X) will be the number of times outcome X occurred.

← Increase count for outcome X by 1

Exercise 15.

Since we had to roll three dice six times, we used a *subroutine* to roll the dice.

```

100 REM****CREATE AN ADVENTURER
110 PRINT "[CLR]";
200 REM****ROLL = SUM OF THREE DICE
210 GOSUB 310 : PRINT "STR", ROLL
220 GOSUB 310 : PRINT "IQ", ROLL
230 GOSUB 310 : PRINT "LK", ROLL
240 GOSUB 310 : PRINT "CON", ROLL
250 GOSUB 310 : PRINT "DEX", ROLL
260 GOSUB 310 : PRINT "CHR", ROLL
270 STOP
300 REM****SUBROUTINE TO ROLL 3 DICE
310 D1 = INT(6*RND(1)) + 1
320 D2 = INT(6*RND(1)) + 1
330 D3 = INT(6*RND(1)) + 1
340 ROLL = D1 + D1 + D3
350 RETURN
999 END

```

Exercises 16 and 17.

We would like to see *yoursolutions*. Please send them to DragonQuest, P.O. Box 310, Menlo Park, CA 94025.

The End



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TIDY (TRS-80 only) Price: \$10.95 Cassette/\$14.95 Diskette
TIDY is an assembly language program which allows you to remember the lines in your BASIC programs. TIDY also removes unnecessary spaces and REMARK statements. The result is a compacted BASIC program which uses much less memory space and executes significantly faster. Once loaded, TIDY remains in memory, you may load any number of BASIC programs without having to reload TIDY!

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FOURIER ANALYZER, TFA and HARMONIC ANALYZER may be purchased together for a combined price of \$44.95 (three cassettes) and \$56.95 (three diskettes).

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REGRESSION I is a unique and exceptionally versatile one-dimensional least squares "polynomial" curve fitting program. Features include very high accuracy; an automatic degree determination option; an extensive internal library of fitting functions; data editing, automatic data and curve plotting; a statistical analysis (eg: standard deviation, correlation coefficient, etc.) and much more. In addition, we fit may be tried without reentering the data. REGRESSION I is certainly the convergence program in any data analysis software library.

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REGRESSION I, II and MULTILINEAR REGRESSION may be purchased together for \$49.95 (three cassettes) or \$61.95 (three diskettes).

BASIC SCIENTIFIC SUBROUTINES, Volume 1 (Not available for ATARI)
DYNACOMP's exclusive distribution for the software keyed to the text, BASIC Scientific Subroutines, Volume 1 by R. Buckenhotter (see the BYTE/Micro-80 advertisement in BYTE magazine, January 1981). These subroutines have been assembled according to chapter. Included with each collection is a menu program which selects and demonstrates each subroutine.

Collection #1: Chapters 2 and 3: Data and function plotting, complex variables
Collection #2: Chapter 4: Matrix and vector operations
Collection #3: Chapters 5 and 6: Random number generators, series approximations
Price per collection: \$14.95 Cassette/\$18.95 Diskette

All three collections are available for \$39.95 (three cassettes) and \$49.95 (three diskettes). Because the text is a vital part of the documentation, BASIC Scientific Subroutines, Volume 1 is available from DYNACOMP for \$19.95 plus 75¢ postage and handling.

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In a nutshell, ROOTS simultaneously determines all the zeroes of a polynomial having real coefficients. There is no loss on the degree of the polynomial, and because the procedure is iterative, the accuracy is generally very good. No initial guesses are required as input, and the calculated roots are substituted back into the polynomial and the residuals displayed.

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Ask for DYNACOMP programs at your local software dealer. Write for detailed descriptions of these and other programs from DYNACOMP.

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Office phone (9AM-5PM EST): (716)442-8960



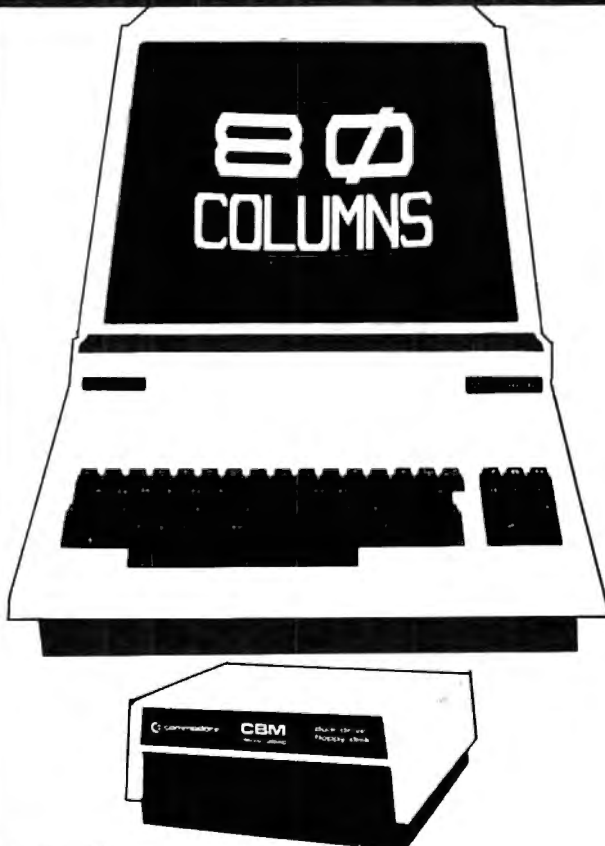
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CBM 8032 Computer \$1795

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Disk Buffer (4K RAM)

FIRMWARE

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Append to sequential files
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Automatic diskette initialization
Automatic directory search
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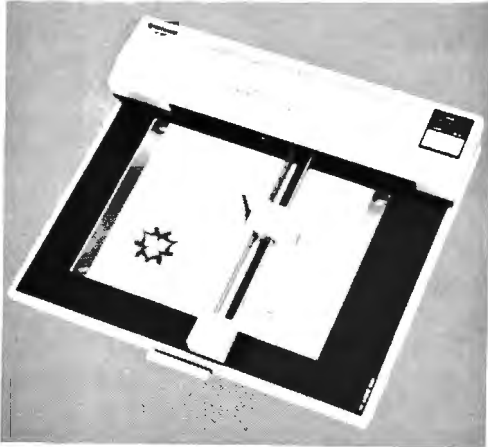
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Vector commands	D	DRAW	Draw a straight line to the point specified by absolute coordinates.
	I	RELATIVE DRAW	Draw a straight line to the point specified by relative coordinates.
	M	MOVE	Move with pen up to the point specified by absolute coordinates.
	R	RELATIVE MOVE	Move with pen up to the point specified by relative coordinates.
	L	LINE TYPE	Specify solid or broken line
	B	LINE SCALE	Specify the pitch of a broken line (0.1 - 12.7mm)
	X	AXIS	Draw X or Y coordinate axis
	H	HOME	Return to the origin with the pen up
Character commands	S	ALPHA SCALE	Specify character size (1 to 16 times basic 0.7mm x 0.4mm)
	O	ALPHA ROTATE	Specify character orientation (Four directions)
	P	PRINT	Draw ASCII code characters
	N	MARK	Draw mark centered on the pen position (Six kinds)

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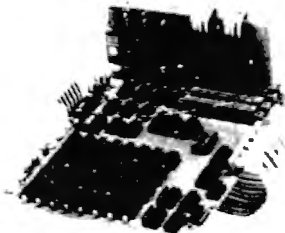
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Land of the Lost

A Program For A Cassette Filing System

Steve Michel
Sterling, IL 61081

One day I pushed myself back from the green glow of the PET CRT and was struck by a fact that has been apparent to my family (translated here as wife) for quite some time. My office had become a jungle of little white plastic cases.

The major source of confusion was my cassette filing system. I HAD NONE!! There were some 200 plus programs strewn around on 100 plus C-10 cassettes. (I still drool over ads for floppy disk drives.) The disarray of cassettes was not so much a bother as was my MTBF. In most computer circles that stands for Mean Time Between Failure. In my case it stood for *Mean Time Between Finding*. It usually took me 2-3 times longer to find a particular program than it did to LOAD it. I decided it was a case of survival — find my way out now or be forever lost among those sequential magnetic I/O storage devices.

The ultimate solution was two pronged. The first step was to place each program into one of three categories:

- 1) EDUCATIONAL — I teach high school science.
- 2) UTILITIES — renumber, merger, business applications
- 3) GAMES — Need I say anything here?

These classifications covered the range of my programs fairly well.

The groups were then placed into appropriately labeled boxes. I have found that the boxes used to package those self-adhesive mailing labels that arrive on so much of our mail are an ideal size. They are exactly the right width and will hold about 15 cassettes. I get my boxes from a local industry that sends out mass mailings. The DP manager was more than happy to provide the empty boxes.

The last step in finding my way out of this "cassette block" was to devise a method for cataloging the programs, providing a short description of each, updating these as necessary and producing a final listing of the library contents. This effort resulted in the following program.

I tried to take an example from some of the larger computer systems and wrote a menu-driven program. This means that the operator is given a display on the screen which lists various options that can be selected by the pressing of a single key. After the option is complete, the user is then returned to the same or another menu to make another selection.

...It usually took me 2-3 times longer to find a particular program than it did to LOAD it...

The main advantage of this type of approach is that it allows people with little or no computer experience to feel comfortable and confident about running a particular job. It also cuts down on the chance of operator error because of the reduced input requirements.

PROGRAM DISSECTION:

Variables Used:

ES\$,U\$,G\$	-----	arrays that hold program names and the description of the programs
EX\$	-----	array used to LOAD and SAVE each of the individual categories
NM	-----	holds the total number of records LOADED or SAVED in each category
F	-----	F 0 — return to SAVE MENU F 1 — return to LOAD MENU
EN	-----	number of entry currently being edited
II	-----	position in string that is being entered or edited
EE, EU, EG	---	number of titles <i>entered</i> from the keyboard for each category
LE, LU, LG	---	number of titles <i>loaded</i> from cassette file for each category
DN	-----	device number on which final printed output will appear

Program Segments:

100	-----	sets array sizes
105-1016	-----	MAIN MENU -listing of options 1. enter data from keyboard 2. save data file to cassette 3. load data file from cassette 4. print listing of titles 5. edit any previously entered data 6. end program
2000-2136	-----	EXCHANGE ROUTINE -this routine is used just prior to the SAVE routine which employs the general variable EX\$-each category is transferred into EX\$ before SAVE-ing.
3000-2136	-----	SORT ROUTINE -this is used to sort each category before it is saved to tape. It is a quick sort taken from COMPUTE! , issue 2, pg. 12.
4000-4391	-----	EDIT ROUTINE -this section allows any previously entered data to be reviewed or corrected. It displays the entry and cursor by use of the cursor left and cursor right keys. Corrections are made by typing over the existing entry. No provisions were made for the insertion or deletion of characters.

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- BA0-BA15, BDD-BD7, BR/W, BW/R, SEL8, SEL9, SELA, SELB.
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All ICT cards utilize the Prioress-44 bus.

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Uses of the ICT PCG:

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- b) Math, Engineering and special notations.
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- d) Flow control and modeling.

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- h) 320x200V BIT GRAPHICS
- i) . . .many, many more.

The PCG has an empty socket for the original PET/CBM ROM. With the provided external switch, RAM or ROM may be selected.

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Price: PCG with 2040 diskette and manual \$240.00
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```

4120 PRINT " ";LEFT$(E$(EN),35)
4125 LR=LEN(E$(EN)):IFLR>35THENPRINT"↓";
      -RIGHT$(E$(EN),LR-35)
4130 PRINT"↓↓↓↓↓HERE IS THE LINE AS ↓
      -IT EXISTS NOW."
4140 PRINT"↓SIMPLY EDIT OVER THE ↓
      -MISTAKES AND"
4150 PRINT"PRESS RETURN WHEN DONE."
4160 PRINT"↓":PRINT"→→→";:B$=E$(EN):
      -II=0:GOSUB5007:T$=B$
4170 PRINT"↓↓↓↓↓IT THAT CORRECT ↓
      -NOW ↓(Y OR N)?"
4175 GETA$:IFA$=""THEN4175
4180 IFA$="Y"THENE$(EN)=T$:GOTO4000
4185 IFA$="N"THEN4115
4190 GOTO4175
4200 PRINT"↓↓WHICH UTILITY TITLE TO ↓
      -EDIT?"
4210 INPUT"NUMBER";EN
4215 PRINT"↓ 1 5 10 15 20 ↓
      -25 30 35"
4220 PRINT " ";LEFT$(U$(EN),35)
4225 LX=LEN(U$(EN)):IFLX>35THENPRINT"↓";
      -RIGHT$(U$(EN),LX-35)
4230 PRINT"↓↓↓↓↓HERE IS THE LINE AS ↓
      -IT EXISTS NOW."
4240 PRINT"↓SIMPLY EDIT OVER THE ↓
      -MISTAKES AND"
4250 PRINT"PRESS RETURN WHEN DONE."
4260 PRINT"↓":PRINT"→→→";:B$=U$(EN):
      -II=0:GOSUB5007:T$=B$
4270 PRINT"↓↓↓↓↓IT THAT CORRECT ↓
      -NOW ↓(Y OR N)?"
4275 GETA$:IFA$=""THEN4275
4280 IFA$="Y"THENU$(EN)=T$:GOTO4000
4285 IFA$="N"THEN4215
4290 GOTO4275
4300 PRINT"↓↓WHICH GAME TITLE TO EDIT ↓
      -?"
4310 INPUT"NUMBER";EN
4315 PRINT"↓ 1 5 10 15 20 ↓
      -25 30 35"
4320 PRINT " ";LEFT$(G$(EN),35)
4325 LR=LEN(G$(EN)):IFLR>35THENPRINT"↓";
      -RIGHT$(G$(EN),LR-35)
4330 PRINT"↓↓↓↓↓HERE IS THE LINE AS ↓
      -IT EXISTS NOW."
4340 PRINT"↓SIMPLY EDIT OVER THE ↓
      -MISTAKES AND"
4350 PRINT"PRESS RETURN WHEN DONE."
4360 PRINT"↓":PRINT"→→→";:B$=G$(EN):
      -II=0:GOSUB5007:T$=B$
4370 PRINT"↓↓↓↓↓IT THAT CORRECT ↓
      -NOW ↓(Y OR N)?"
4375 GETA$:IFA$=""THEN4375
4380 IFA$="Y"THENG$(EN)=T$:GOTO4000
4385 IFA$="N"THEN4315
4390 GOTO4375
5000 GETA$:IFA$<>""THEN5000
5005 II=0:B$=""
5007 PRINT">";
5010 PRINT"↓↑";:FORI=1TO30:NEXTI:
      -PRINT"↓< <↑";
5015 GETA$:IFA$=""THEN5010
5020 A=ASC(A$):IFA=157THEN5300
5025 II=II+1
5030 IFA=29THENPRINT">";:GOTO5040
5035 GOTO5050
5040 IFII=35THENPRINT:PRINT
5045 GOTO5010
5050 IFA=13ORA=141THENPRINT:RETURN
5070 IFA=160THENA=32:A$=CHR$(A)
5080 IF(A>95ANDA<160)OR(A<32)OR(A=34)OR(
      -A=20)THENII=II-1:GOTO5010
5090 IFII=1THENPRINTA$;:B$=A$+MID$(B$,2,
      -LEN(B$)):GOTO5010
5095 IFII=75THENPRINTA$:B$=B$+A$:RETURN
5100 PRINTA$;:B$=LEFT$(B$,II-1)+A$+MID$(
      -B$,II+1,LEN(B$))
5110 IFII=35THENPRINT:PRINT
5120 GOTO5010
5300 IFII=0THEN5010
5310 II=II-1
5320 IFII=34THENPRINT"<↑";
5330 PRINT"<";:GOTO5010
10000 PRINT"↓↑ ENTER DATA ↓
      -MENU↓"
10010 PRINT"↓↓↓↓↓EDUCATIONAL ↓
      -↓2f. UTILITIES"
10020 PRINT"↓↓3f. GAMES ↓4f. ↓
      -MAIN MENU"
10030 GETA$:IFA$=""THENGOSUB1000:
      -GOTO10030
10035 A1=VAL(A$)
10040 ONA1GOTO10100,14000,16000,105
10045 GOTO10030
10100 PRINT"↓↑ENTER ED. PROGRAMS (0 ↓
      -WHEN DONE)"
10103 PRINT"↓ 1 5 10 15 ↓
      -20 25 30 35"
10105 EE=EE+1
10110 PRINTEE+LE;:GOSUB5000:E$=B$
10115 IFE$="0"THENEE=EE-1:GOTO105
10117 IFE$="*"THENEE=EE-1:GOTO10110
10120 E$(EE+LE)=E$
13000 GOTO10105
14000 PRINT"↓↑ENTER UTILITY PROGS. (0 ↓
      -WHEN DONE)"
14003 PRINT"↓ 1 5 10 15 20 ↓
      -25 30 35"
14005 EU=EU+1
14010 PRINTEU+LU;:GOSUB5000:U$=B$
14015 IFU$="0"THENEU=EU-1:GOTO105
14017 IFU$="*"THENEU=EU-1:GOTO14010
14020 U$(EU+LU)=U$
14103 PRINT"↓ 1 5 10 15 ↓
      -20 25 30 35"
15000 GOTO14005
16000 PRINT"↓↑ENTER GAME PROGRAMS (0 ↓
      -WHEN DONE)"
16003 PRINT"↓ 1 5 10 15 20 ↓
      -25 30 35"
16005 EG=EG+1
16010 PRINTEG+LU;:GOSUB5000:G$=B$
16015 IFG$="0"THENEG=EG-1:GOTO105
16017 IFG$="*"THENEG=EG-1:GOTO16010
16020 G$(EG+LG)=G$
16030 GOTO16005
16103 PRINT"↓ 1 5 10 15 ↓
      -20 25 30 35"
18000 PRINT"↓↑WANT TO SAVE YOUR DATA ↓
      -FIRST(Y OR N)?"
18020 GETA$:IFA$=""THEN18020
18030 IFA$="Y"THEN19000
18040 IFA$="N"THENEND
18050 GOTO18020
19000 PRINT"↓↑ SAVE FILE MENU↓"
20000 PRINT"↓↑SAVE WHICH SET OF PROGRAM ↓
      -TITLES?"
20001 PRINT"↓↓1f. EDUCATIONAL ↓2f. ↓
      -UTILITIES"

```

```

20003 PRINT"↓↓3f. GAMES           r4f. ↵
      ↵MAIN MENU"
20004 GETA$: IFA$=" "THENGOSUB1000:
      ↵GOTO20004
20005 A=VAL(A$)
20006 ONAGOTO20010,20014,20017,105
20007 GOTO20004
20010 IFA$="1"THENNM$="EDUCATIONAL":
      ↵NM=EE+LE:GOTO2000
20014 IFA$="2"THENNM$="UTILITIES":
      ↵NM=EU+LU:GOTO2000
20017 IFA$="3"THENNM$="GAMES":NM=EG+LG:
      ↵GOTO2000
20019 GOTO20004
20020 OPEN1,1,1,NM$
20022 PRINT"↓↓NOW WRITING ";NM$;" FILE."
20025 PRINT#1,NM
20030 FORQ=1TONM
20050 PRINT#1,EX$(Q)
20060 NEXTQ
20070 CLOSE1
20080 PRINT"↵↵ A TOTAL OF";NM;NM$;" ↵
      ↵TITLES WERE"
20090 PRINT"↓SAVED."
20100 PRINT"↓↵PRESS ANY KEY TO RETURN ↵
      ↵TO MAIN MENU"
20110 GETA$: IFA$=" "THEN20110
20120 GOTOL05
30000 PRINT"↵↵ ↵LOAD FILE ↵
      ↵MENU↵↵"
30010 PRINT"↓↵LOAD WHICH SET OF PROGRAM ↵
      ↵TITLES?"
30015 PRINT"↓r1f. EDUCATIONAL     r2f. ↵
      ↵UTILITIES"
30020 PRINT"↓r3f. GAMES           r4f. ↵
      ↵MAIN MENU"
30030 GETL$: IFL$=" "THENGOSUB1000:
      ↵GOTO30030
30035 L=VAL(L$)
30036 ONLGOTO30040,30050,30060,105
30037 GOTO30030
30040 IFL$="1"THENNM$="EDUCATIONAL":
      ↵LE=0:F=1:GOTO2100
30050 IFL$="2"THENNM$="UTILITIES":LU=0:
      ↵F=1:GOTO2100
30060 IFL$="3"THENNM$="GAMES":LG=0:F=1:
      ↵GOTO2100
30070 GOTO30030
31000 OPEN1,1,0,NM$
31005 PRINT"↓↵FOUND ";NM$;". NOW ↵
      ↵LOADING."
31010 INPUT#1,NM
31020 FORJ=1TONM
31030 INPUT#1,EX$(J)
31040 NEXTJ
31045 CLOSE1
31050 ONLGOTO31060,31070,31080
31060 LE=NM:FORJ=1TONM:ES$(J+EE)=EX$(J):
      ↵NEXTJ:GOTO32000
31070 LU=NM:FORJ=1TONM:US$(J+EU)=EX$(J):
      ↵NEXTJ:GOTO32000
31080 LG=NM:FORJ=1TONM:GS$(J+EG)=EX$(J):
      ↵NEXTJ
32000 PRINT"↵↵A TOTAL OF ";NM;NM$;" ↵
      ↵TITLES WERE"
32010 PRINT"↓LOADED."
32020 PRINT"↓↵ PRESS ANY KEY TO ↵
      ↵CONTINUE."
32030 GETA$: IFA$=" "THEN32030
32040 GOTOL05
40000 PRINT"↵↵HAVE YOU SAVED THE ↵
      ↵TITLES ON TAPE(YORN)?"
40010 GETA$: IFA$=" "THEN40010
40020 IFA$="Y"THEN42000
40025 IFA$="N"THEN40030
40029 GOTO40010
40030 PRINT"↓↵ THEY NEED TO BE SAVED ↵
      ↵(SORTED) BEFORE"
40035 PRINT"↓THEY CAN BE PRINTED. SAVE ↵
      ↵THEM FIRST!!"
40040 PRINT"↓↵ PRESS ANY KEY TO GO TO ↵
      ↵SAVE FILE MENU."
40045 GETA$: IFA$=" "THEN40045
40049 GOTOL9000
40050 PRINT"↵↵ ↵PRINT LIST ↵
      ↵MENU↵↵"
40060 PRINT"↓↵↵r1f. EDUCATIONAL ↵
      ↵r2f. UTILITIES"
40070 PRINT"↓r3f. GAMES "
40075 OPEN1,DN,1
40080 GETA$: IFA$=" "THENGOSUB1000:
      ↵GOTO40080
40085 A1=VAL(A$)
40090 ONA1GOTO40100,40200,40300
40095 GOTO40080
40100 PRINT#1,"↵ EDUCATIONAL ↵
      ↵TITLES"
40105 PRINT#1:PRINT#1
40110 FORJ=1TOEE+LE
40120 PRINT#1,MID$(STR$(J),2);". ↵
      ↵";ES$(J):NEXTJ:GOTO41000
40200 PRINT#1,"↵ UTILITIES ↵
      ↵TITLES"
40205 PRINT#1:PRINT#1
40210 FORJ=1TOEU+LU
40220 PRINT#1,MID$(STR$(J),2);". ↵
      ↵";US$(J):NEXTJ:GOTO41000
40300 PRINT#1,"↵ GAMES ↵
      ↵TITLES"
40305 PRINT#1:PRINT#1
40310 FORJ=1TOEG+LG
40320 PRINT#1,MID$(STR$(J),2);". ↵
      ↵";GS$(J):NEXTJ:GOTO41000
41000 PRINT#1:PRINT#1:PRINT#1,"SM = ↵
      ↵STEVE MICHEL CC = CREATIVE ↵
      ↵COMPUTING"
41002 CLOSE1,DN,1
41005 PRINT"↓↵↵ PRESS ANY KEY TO RETURN ↵
      ↵TO MAIN MENU"
41010 GETA$: IFA$=" "THEN41010
41020 GOTOL05
42000 PRINT"↵↵↵↵SELECT OUTPUT DEVICE ↵
      ↵DESIRED"
42010 PRINT"↓↵ ↵P↵PRINTER"
42020 PRINT"↓↵ ↵S↵CREEN"
42030 GETA$: IFA$=" "THEN42030
42040 IFA$="P"THENDN=4:GOTO40050
42050 IFA$="S"THENDN=3:GOTO40050
42060 GOTO42030

```

Odds & Ends on the 2040 Disk

Jim Butterfield

WARNING: If you get an unclosed file — which shows up with an asterisk on the directory — do not scratch it; you may harm other files. Instead, do a Verify (called COLLECT on 4.0 systems). ©

Using The 6522 to drive a Printer

Edward H. Carlson
Okemos, MI

Low price compatible with good quality. If you are reaching the edge of your budget, the fifty dollars you can save by buying the parallel version of a printer may loom large. I wanted a printer for word processing and chose the Comprint 912P as suitable for rough draft printing. I was confident that the 6522 VIA on the CPU board of my Ohio Scientific C2-4P could handle the parallel interfacing. VIA stands for Versatile Interface Adaptor, and it can easily be configured to handle all the handshaking involved in the parallel transfer of data.

This article will describe how to wire the 6522 to the printer and will give a machine language program to drive it. The discussion is not at all restricted to OSI computers, nor even to the Comprint printer since the same principles apply to interfacing to other printers.

You may be interested in the features of the Comprint that appealed to me for word processing. It is fast, quiet and simple in design. The letter quality is high for a dot matrix printer as it has a 9x12 matrix. It is quiet because it is an electrostatic printer. This technology uses rolls of black paper which are coated with aluminum. The print head sparks holes through the aluminum to expose the black color below. The silvery paper is low in cost, thin and somewhat of a nuisance to handle. However, it Xeroxes very well. The 912 prints 3 lines a second of 80 characters each.

The Comprint has a variety of parallel options including the IEEE-488 convention and both wide and narrow strobe modes. I purchased the Comprint soon after it appeared on the market and made the modifications they suggested to operate with the Apple II Parallel Interface Card. (Since I also have an Apple, the same printer serves both computers.) The signal lines into the printer include seven parallel lines for the ASCII data and one line for DAV which is a narrow (one clock cycle is enough) strobe that tells the printer when valid data is on the 7 line bus. Signal lines from the Comprint include NDAC which goes low to acknowledge that the printer has accepted the character, and NRFD (not ready for data) which goes high when the printer's data buffer is full.

The 6522 VIA has two 8-bit ports, A and B, each with two control lines. The two ports are not identical and for no good reason I use the B port for the seven line ASCII bus. Since the eighth line is not needed for ASCII, I use it for the "busy" signal (NRFD). The B port control lines CB1 and CB2 are used for NDAC and DAV respectively.

The listing shows a subroutine, OUTCHR, that prints one character. Also included is a DRIVER that uses some subroutines in the OSI BASIC ROM's to read tape so its contents can be sent to the printer. Of course, this driver will need to be altered if your computer is not an OSI machine.

Implementing a 6522 can be a frustrating experience because of its many options. It has 16 registers of which we need 5. Three of the registers need be set only once, but we have plenty of time per character, and it is simpler to set these registers each time the subroutine is entered. Line 160

...implementing a 6522 can be a frustrating experience because of its many options...

enables the B port by setting bit 1 in the Auxiliary Control Register. In line 170, the Data Direction Register for B port is loaded such that lines 0 to 6 are output (for the ASCII character) and line 7 as input (for the DAV signal). Finally, the Peripheral Control Register must be tickled so that CB1 and CB2 know what is expected of them. This is done in line 210. Bits 7, 6, 5 are set to 100 so that CB2 will pulse low when the CPU writes to the VIA, (the strobe). Setting bit 4 tells the VIA to raise a flag when CB1 makes a low to high transition (the acknowledgement).

When the subroutine is entered, the accumulator A holds the character to be printed. It is saved by pushing it on the stack. Then the three registers mentioned above are configured. Next the VIA looks for the "busy" signal in lines 220 to 240. Upon finding a non-busy status, the character is pulled from the stack and sent to the B Output Register, and on to the printer. The last event is to detect the DAV acknowledgement. When it comes in on CB1, it sets a flag in the Interrupt Flag Register. Detecting this flag allows an exit from the loop of lines 300 to 330, and then exit from the subroutine.

There you have it. If you are interfacing to some other printer, the main thing to watch for is the polarity of the signal lines. Consult your 6522 data sheets for the code needed to reverse the polarity of the handshake signals. If by chance you have a Comprint 912P and have not configured it for Apple compatibility, I have written a program for that case too. An article describing it has been accepted for publication by BYTE. A copy of the program may be obtained by writing me at 3872 Raleigh Drive, Okemos, MI, 48864.

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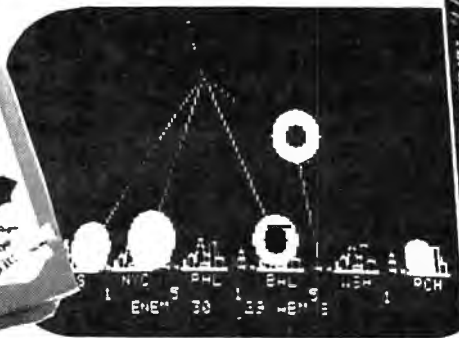
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```

1 0000      ;      ***  TAPE TO COMPRINT 912P  ***
2 0000      ;
10 C000     *      =C000
20 C000 2007BF DRIVER JSR $BF07      GET CHAR. FROM TAPE PORT
25 C003 8D00D2      STA $D200      STORE CHAR. ON SCREEN
30 C006 200CC0      JSR OUTCHR      PRINT CHAR.
40 C009 4C00C0      JMP DRIVER
41 C00C     ;
42 C00C     ;      MY ADDRESSES, SEE FOOTNOTE
43 C00C     ;
44 C00C     VIA  =F700 ADDRESS OF 6522 IS $F7XX
46 C00C     AUX  =E     AUXILIARY CTRL REGISTER
48 C00C     BDD  =08    B DATA DIRECTION REGISTER
50 C00C     BPORT =00    OUTPUT REGISTER FOR I/O PORT B
52 C00C     PCTRL =03    PERIPHERAL CONTROL REGISTER
54 C00C     IFLAG =07    INTERRUPT FLAG REGISTER
60 C00C     ;
61 C00C     ;      STANDARD ADDRESSES
63 C00C     ;
64 C00C     ; VIA    PER YOUR MACHINE
66 C00C     ; AUX    =%1011
68 C00C     ; BDD    =%0010
70 C00C     ; BPORT  =%0000
72 C00C     ; PCTRL  =%1100
74 C00C     ; IFLAG  =%1101
134 C00C    ;
140 C00C 48      OUTCHR PHA          A CONTAINS CHARACTER
150 C00D A902     LDA  #%00000010    ENABLE B PORT OF 6522
160 C00F 8D0EF7   STA  VIA+AUX      AUX CTRL REGISTER
170 C012 A97F     LDA  #%01111111    DATA DIRECTION
180 C014 8D08F7   STA  VIA+BDD      B PORT DATA DIR REGISTER
190 C017 8D07F7   STA  VIA+IFLAG    CLEAR INTERRUPT FLAGS
200 C01A A9B0     LDA  #%10110000    PREPARE CB1 AND CB2
210 C01C 8D03F7   STA  VIA+PCTRL    CB2 IS STROBE, PULSES LO
220 C01F AD00F7   BUSY LDA  VIA+BPORT  READ B PORT INPUT
230 C022 2980     AND  #%10000000    BIT 7 IS NRFD OF COMPRINT
240 C024 30F9     BMI  BUSY          BUSY IF BIT 7 IS HI
250 C026 68      PLA                LOAD CHAR. IN A
270 C027 8D00F7   STA  VIA+BPORT    OUTPUT TO PRINTER
300 C02A AD07F7   ACK  LDA  VIA+IFLAG  LOOK FOR NDAC ON CB1
310 C02D 2910     AND  #%00010000    MASK OUT DESIRED FLAG
320 C02F C910     CMP  #%00010000    NDAC IS ACKNOWLEDGE
330 C031 D0F7     BNE  ACK            IF NOT FOUND, LOOK AGAIN
340 C033 60      RTS
350 C034     ;
400 C034     ; COMPRINT PARALLEL I/O BOARD (PBC 1184 Rev C)
405 C034     ; HAS BEEN MODIFIED TO OPERATE WITH THE APPLE II
410 C034     ; PARALLEL PRINTER INTERFACE CARD
415 C034     ;
420 C034     ; THE 6522 HAS ADDRESS LINES 0,1 CONNECTED TO
422 C034     ; ADDRESSES 2,3 AND VICE VERSA

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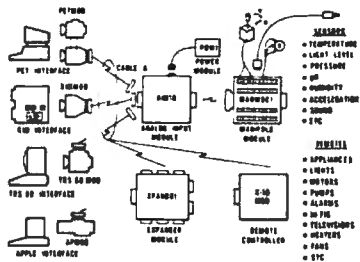
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Computers do not understand voltages: They understand bits. Bits are digital signals. A device which converts voltages to bits is an analog-to-digital converter. Our AIM 16 (Analog Input Module) is a 16 input analog-to-digital converter.

The goal of Connecticut microComputer in designing the uMAC SYSTEMS is to produce easy to use, low cost data acquisition and control modules for small computers. These acquisition and control modules will include digital input sensing (e.g. switches), analog input sensing (e.g. temperature, humidity), digital output control (e.g. lamps, motors, alarms), and analog output control (e.g. X-Y plotters, or oscilloscopes).

Connectors

The AIM 16 requires connections to its input port (analog inputs) and its output port (computer interface). The ICON (Input CONNector) is a 20 pin, solder eyelet, edge connector for connecting inputs to each of the AIM16's 16 channels. The OCON (Output CONNector) is a 20 pin, solder eyelet edge connector for connecting the computer's input and output ports to the AIM16.

The MANMOD1 (MANifold MODule) replaces the ICON. It has screw terminals and barrier strips for all 16 inputs for connecting pots, joysticks, voltage sources, etc.

CABLE A24 (24 inch interconnect cable) has an interface connector on one end and an OCON equivalent on the other. This cable provides connections between the uMACSYSTEMS computer interfaces and the AIM 16 or XPANDR1 and between the XPANDR1 and up to eight AIM 16s.

Analog Input Module

The AIM 16 is a 16 channel analog to digital converter designed to work with most microcomputers. The AIM 16 is connected to the host computer through the computer's 8 bit input port and 8 bit output port, or through one of the uMAC SYSTEMS special interfaces.

The input voltage range is 0 to 5.12 volts. The input voltage is converted to a count between 0 and 255 (00 and FF hex). Resolution is 20 millivolts per count. Accuracy is 0.5% ± 1 bit. Conversion time is less than 100 microseconds per channel. All 16 channels can be scanned in less than 1.5 milliseconds.

Power requirements are 12 volts DC at 60 ma.

POW1

The POW1 is the power module for the AIM16. One POW1 supplies enough power for one AIM16, one MANMOD1, sixteen sensors, one XPANDR1 and one computer interface. The POW1 comes in an American version (POW1a) for 110 VAC and in a European version (POW1e) for 230 VAC.



This module provides two temperature probes for use by the AIM16. This module should be used with the MANMOD1 for ease of hookup. The MANMOD1 will support up to 16 probes (eight TEMPSENS modules). Resolution for each probe is 1°F.

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For your convenience the AIM16 and the X10 MOD come as part of a number of sets. The minimum configuration for a usable system is the AIM16 Starter Set 1 which includes one AIM16, one POW1, one ICON and one OCON. The AIM16 Starter Set 2 includes a MANMOD1 in place of the ICON. The minimum configuration for a usable system is the X10 MOD Starter Set which includes one X10 MOD,

one ICON and one OCON. These sets require that you have a hardware knowledge of your computer and of computer interfacing.

For simple plug compatible systems we also offer computer interfaces and sets for many computers.

AIM16	179.00
SUPER X10 MOD (110 VAC only)	249.00
POW1a (POWER module-110 VAC)	14.95
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ICON (Input CONNector)	9.95
OCON (Output CONNector)	9.95
MANMOD1 (MANifold MODule)	59.95
CABLE A24 (24 inch interconnect cable)	19.95
XPANDR1 (allows up to 8 Input or Output modules to be connected to a computer at one time)	59.95
TEMPSENS2P1 (two temperature probes, -10°F to 160°F)	69.95
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AIM16 Starter Set 1a (110 VAC)	189.00
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The following modules plug into their respective computers and, when used with a CABLE A24, eliminate the need for custom wiring of the computer interface.	
PETMOD (Commodore PET)	49.95
KIMMOD (KIM,SYM)	39.95
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TRS-80 MOD (Radio Shack TRS-80)	59.95
AIM65 MOD (AIM 65)	39.95

The following sets include one AIM16, one MANMOD1, one CABLE A24 and one computer interface module	
PETSET1a (Commodore PET - 110 VAC)	295.00
PETSET1e (Commodore PET - 230 VAC)	305.00

KIMSET1a (KIM,SYM,AIM65 - 110 VAC)	285.00
KIMSET1e (KIM,SYM,AIM65 - 230 VAC)	295.00
APSET1a(APPLE II - 110 VAC)	295.00
APSET1e(APPLE II - 230 VAC)	305.00
TRS-80 SET1a (Radio Shack TRS-80 - 110 VAC)	295.00
TRS-80 SET1e(Radio Shack TRS-80 - 230 VAC)	305.00
AIM65 SET1a(AIM65-110 VAC)	285.00
AIM65 SET1e(AIM65-230 VAC)	295.00
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Using The Aim 65 As A Remote Terminal For An Apple

Tony Davis and Marvin L. De Jong
Department of Mathematics-Physics
The School of the Ozarks
Pt. Lookout, MO 65726

In the March issue of **COMPUTE!** (page 28 – Computer Communications Experiments) a circuit using the 6551 ACIA (Asynchronous Communications Interface Adapter) and a RS-232C interface to a modem were described. We have used this same interface to a NOVATION CAT modem on the AIM 65 to operate an Apple II over a telephone link. The Apple was equipped with a Hayes micromodem. The Apple was used to run BASIC programs, but its monitor can also be used to load machine language programs or data.

The circuit will not be repeated here, but we will provide the listing of the simple program that we used on the AIM 65. The Hayes Micromodem comes with its own firmware.

We operated the 6551 in the mode where a received character produces an interrupt. The interrupt routine simply prints the character on the display by jumping to an AIM 65 monitor subroutine. The program runs at 300 or 110 Baud. In Listing 1 we show the 6551 initialized to run at 300 Baud. Note that in either case the AIM 65 thermal printer was not used because its print time is so long that several characters are missed. To use it one would have to write a routine to buffer the incoming data. Our

Listing 1. Program to operate an Apple from an AIM 65 over a telephone line.

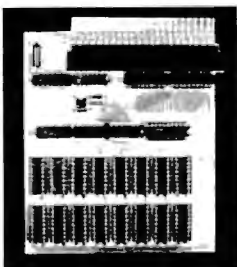
\$0F00 58	START	CLI	Allow interrupts.
0F01 D8		CLD	
0F02 A9 09		LDA #09	Set up the 6551 command register.
0F04 8D 02 94		STA CMNDREG	
0F07 A9 16		LDA #\$13	Set up the control register for 300 Baud.
0F09 8D 03 94		STA CNTREG	
0F0C 20 3C E9	CHAR	JMP READ	Get character from AIM keyboard.
0F0F 8D 00 94		STA DATA	Output data to the 6551.
0F12 AD 01 94	CHECK	LDA STATUS	Check the status register
0F15 29 10		AND #\$10	Check bit four.
0F17 FO F9		BEQ CHECK	Wait for data to be transmitted.
0F19 D0		BNE CHAR	Then get another character.

Interrupt Routine			
\$0E00 48	IRQ	PHA	Save the accumulator.
0E01 AD 00 94		LDA DATA	Get character that was sent.
0E04 20 7A E9		JMP OUTPUT	Output character to display.
0E07 AD 01 94		LDA STATUS	Clear IRQ flag.
0E0A 68		PLA	
0E0B 40		RTI	

Be sure to load the interrupt vector \$0E00.

ultimate goal is to use the AIM 65 to access the college's big IBM mainframe. I am especially interested in being able to calculate my own salary and print my own paycheck at the end of each month.

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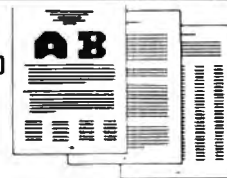
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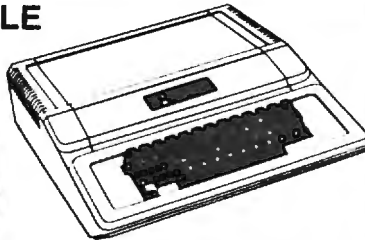
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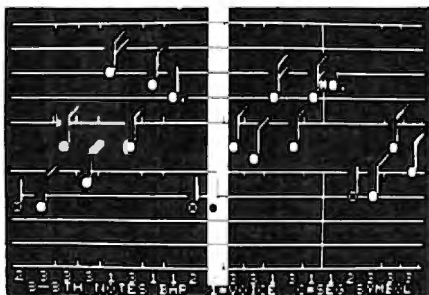
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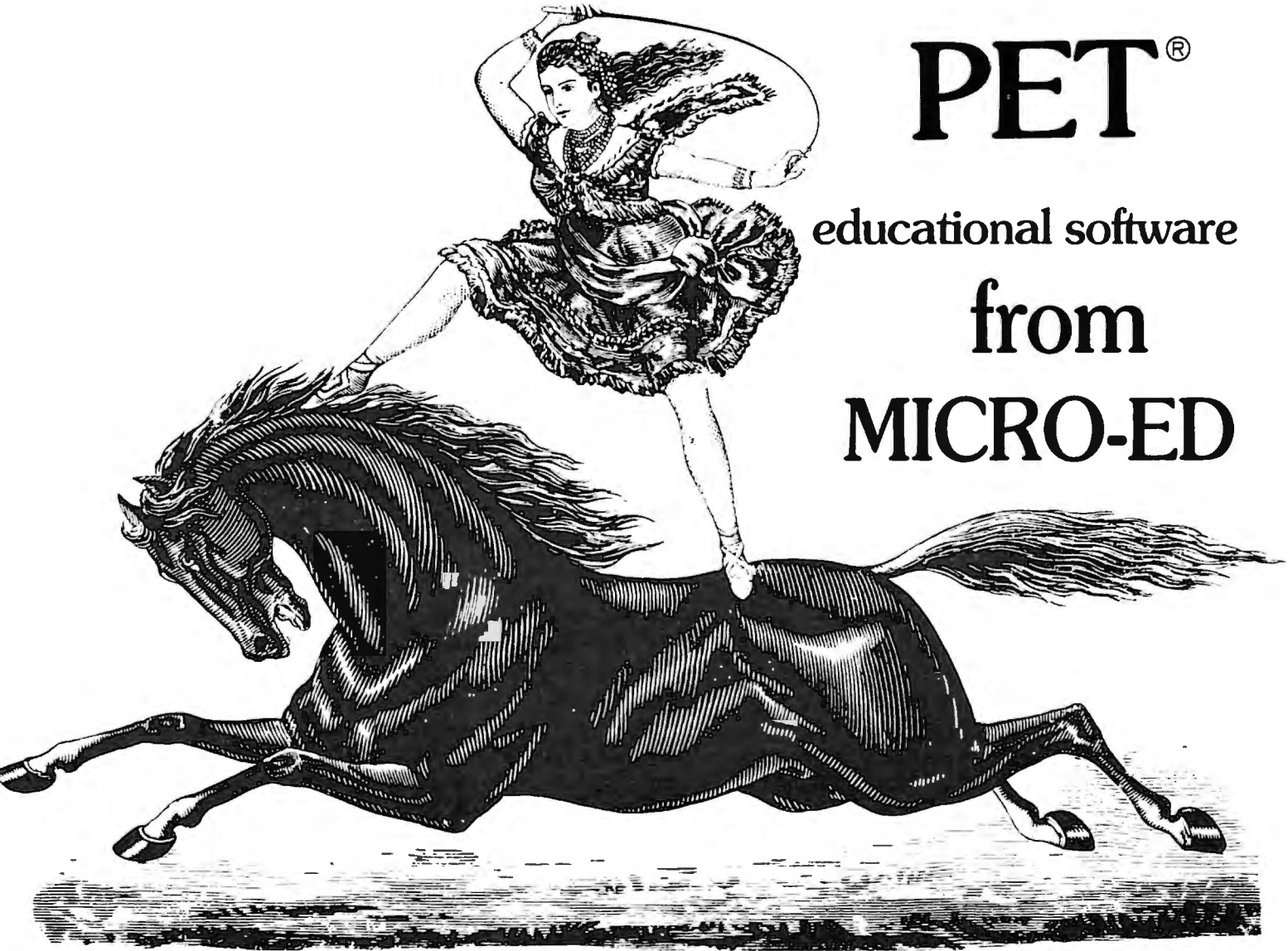
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420 PP(I)=INT(690*RND(1)+32901):
      -IFPEEK(PP(I))<>IGTHEN420
430 POKEPP(I),PG(I):NEXT
440 ND=0
450 IM=0:PRINT"HV"TAB(7)NP-NI-IM;TAB(20)
      -NI;TAB(30)IM
460 PRINT"HVVDAY";ND
470 ND=ND+1:NI=0:IM=0
480 FORI=1TONP
490 REM NEW CONTAGIOUS FROM LAST TIME
500 IF(PEEK(PP(I))=CO)AND(PG(I)=VI)THEND
      -C(I)=CT
510 PG(I)=PEEK(PP(I))
520 ONINT(9*RND(1)+1)GOSUB900,910,920,
      -930,940,950,960,970,980
530 REM INFECTING?
540 IFPG(I)=COTHENGOSUB1060
550 REM INFECTED?
560 IFPG(I)=VITHENGOSUB1160
570 REM ONE DAY LESS
580 IFPG(I)=COTHENDC(I)=DC(I)-1
590 REM END CONTAGION
600 IFDC(I)<0THENPG(I)=GI:POKEPP(I),GI
610 IFPEEK(PP(I))=COTHENNI=NI+1
620 IFPEEK(PP(I))=GITHENIM=IM+1
630 NEXT
640 IFND<=50THENNI(ND)=NI:IM(ND)=IM
650 PRINT"HV"TAB(7)NP-NI-IM"< ";TAB(20)
      -NI"< ";TAB(30)IM"< "
660 IFNI>0THEN460
670 PRINTT$;:GOSUB1250
680 PRINTCHR$(147)"DAY"TAB(5)"INFECTION"
      -:PRINT
690 FORND=1TO50
700 FORWT=1TO150:NEXT
710 PRINTND;TAB(4);
720 PRINTNP-NI(ND)-IM(ND);NI(ND);IM(ND):
      -PRINT
730 IFNP-NI(ND)-IM(ND)=0THEN750
740 FORI=1TONP-NI(ND)-IM(ND):PRINT"rW";:
      -NEXT
750 IFNI(ND)=0THEN770
760 FORI=1TONI(ND):PRINT"rQ";:NEXT
770 IFIM(ND)=0THEN790
780 FORI=1TOIM(ND):PRINT"r*";:NEXT
790 PRINT
800 IFNI(ND)=0THEN820
810 PRINT:NEXTND
820 PRINT"VLIKE TO SEE THE CHART AGAIN V
      -(Y/N)?"":GOSUB1720:Q$=Z1$
830 IFQ$=""THENPRINT"↑↑";:GOTO820
840 IFLEFT$(Q$,1)="Y"THEN680
850 PRINTCHR$(147)LEFT$(T$,10)"WANT V
      -ANOTHER TRY (Y/N)?"":GOSUB1720:
      -Q$=Z1$
860 IFQ$=""THEN850
870 IFLEFT$(Q$,1)="Y"THEN180
880 END
890 REM MOVE S/R'S
900 MV=39:GOSUB1000:RETURN
910 MV=40:GOSUB1000:RETURN
920 MV=41:GOSUB1000:RETURN
930 MV=-1:GOSUB1000:RETURN
940 MV=0:GOSUB1000:RETURN
950 MV=1:GOSUB1000:RETURN
960 MV=-41:GOSUB1000:RETURN
970 MV=-40:GOSUB1000:RETURN
980 MV=-39:GOSUB1000:RETURN
990 REM MAKE MOVE
1000 IFPEEK(PP(I)+MV)<>IGTHENRETURN
1010 PG(I)=PEEK(PP(I))
1020 POKEPP(I),IG
1030 PP(I)=PP(I)+MV
1040 POKEPP(I),PG(I):RETURN
1050 REM INFECTING OTHERS
1060 IFPEEK(PP(I)-41)=VITHENPOKEPP(I)-41
      -,CO
1070 IFPEEK(PP(I)-40)=VITHENPOKEPP(I)-40
      -,CO
1080 IFPEEK(PP(I)-39)=VITHENPOKEPP(I)-39
      -,CO
1090 IFPEEK(PP(I)-1)=VITHENPOKEPP(I)-
      -1,CO
1100 IFPEEK(PP(I)+1)=VITHENPOKEPP(I)+
      -1,CO
1110 IFPEEK(PP(I)+39)=VITHENPOKEPP(I)+39
      -,CO
1120 IFPEEK(PP(I)+40)=VITHENPOKEPP(I)+40
      -,CO
1130 IFPEEK(PP(I)+41)=VITHENPOKEPP(I)+41
      -,CO
1140 RETURN
1150 REM INFECTION FROM OTHERS
1160 IFPEEK(PP(I)-41)=COTHENPOKEPP(I),CO
1170 IFPEEK(PP(I)-40)=COTHENPOKEPP(I),CO
1180 IFPEEK(PP(I)-39)=COTHENPOKEPP(I),CO
1190 IFPEEK(PP(I)-1)=COTHENPOKEPP(I),CO
1200 IFPEEK(PP(I)+1)=COTHENPOKEPP(I),CO
1210 IFPEEK(PP(I)+39)=COTHENPOKEPP(I),CO
1220 IFPEEK(PP(I)+40)=COTHENPOKEPP(I),CO
1230 IFPEEK(PP(I)+41)=COTHENPOKEPP(I),CO
1240 RETURN
1250 PRINT" rPRESS ANY KEY TO V
      -CONTINUE"
1260 GETQ$:IFQ$=""THEN1260
1270 RETURN
1280 REM*****VARIABLES*****
1290 REM NP=# OF PEOPLE,NI=# INFECTED V
      -IM=# OF IMMUNE
1300 REM CT=DAYS FOR CONTAGIOUS,
      -IG= ISLANDGRAPHIC,
      -PP=POS OF PEOPLE
1310 REM ND=# OF DAYS,VI=NOTYETINFECTED
1320 REM CO=CONTAGIOUS,PG=PEOPLEGRAPHIC
1330 REM GI=GRAPHIC IMMUNE,MV=MOVE,
      -DC= DAYS OF CONTAGION V
      -LEFT
1340 REM*****
1350 REM TITLES
1360 PRINT"n":FORI=32768TO32807:
      -POKEI,224:POKEI+960,224:NEXT
1370 FORI=32808TO33688STEP40:POKEI,224:
      -POKEI+39,224:NEXT
1380 PRINT"HVVDVV"
1390 PRINTTAB(9)" Q# $' L
1400 PRINTTAB(9)" L$::::MNLLLLNM
1410 PRINT"HVVDVVVVVVVVVV"TAB(14)"rEPIDEMIC
      -"
1420 PRINT"HVVDVVVVVVVVVVVV"TAB(25)"ANDY V
      -GAMBLE"
1430 PRINTLEFT$(T$,20)TAB(5);"DO YOU V
      -NEED INSTRUCTIONS (Y/N)?""::
      -GOSUB1720:Q$=Z1$
1440 IFQ$=""THEN1430
1450 IFLEFT$(Q$,1)<>"Y"THEN180
1460 REM INSTRUCTIONS
1470 PRINTCHR$(147)"AN EPIDEMIC HAS V
      -BROKEN OUT ON A SMALL "
1480 PRINT"ISLAND. THE DISEASE IS NOT V
      -FATAL, AND"

```

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TWELVE	CANCEL	CALL	NUMBER	STAR
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FOURTEEN	LAST	GREAT	NUMBER	STOP
FIFTEEN	MURDER	GREAT	NUMBER	STOP
SIXTEEN	MURDER	GREAT	NUMBER	STOP
SEVENTEEN	MURDER	GREAT	NUMBER	STOP
EIGHTEEN	MURDER	GREAT	NUMBER	STOP
NINETEEN	MURDER	GREAT	NUMBER	STOP
TWENTY	MURDER	GREAT	NUMBER	STOP
THIRTY	MURDER	GREAT	NUMBER	STOP
FORTY	MURDER	GREAT	NUMBER	STOP
FIFTY	MURDER	GREAT	NUMBER	STOP
SIXTY	MURDER	GREAT	NUMBER	STOP
SEVENTY	MURDER	GREAT	NUMBER	STOP
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NINETY	MURDER	GREAT	NUMBER	STOP
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1500 PRINT:PRINT"YOU ARE ALLOWED TO →
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1510 PRINT"INITIAL CONDITIONS:":PRINT:
      -PRINT:PRINTTAB(5)"THE ISLAND →
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1520 PRINT:PRINTTAB(5)"THE NUMBER →
      -ORIGINALLY INFECTED"
1530 PRINT:PRINTTAB(5)"THE NUMBER OF →
      -DAYS FOR WHICH THE"
1540 PRINTTAB(5)"DISEASE IS CONTAGIOUS →
      - THIS IS"
1550 PRINTTAB(5)"ALSO THE DURATION OF →
      -THE DISEASE."
1560 PRINT:PRINT:PRINT"THE ISLANDERS →
      -WILL MOVE ABOUT RANDOMLY,"
1570 PRINT"INFECTING OTHERS IF CONTAGIOU
      -S. ";
1580 PRINT"THOSE WHOARE IMMUNE WILL NOT →
      -BE INFECTED. "
1590 PRINT:GOSUB1250
1600 PRINTCHR$(147)"THIS WILL CONTINUE →
      -UNTIL THE DISEASE HASRUN ITS →
      -COURSE ";
1610 PRINT"(UNTIL THERE ARE NO MORE →
      -INFECTED PERSONS). "
1620 PRINT:PRINT"YOU WILL THEN BE GIVEN →
      -A DAY-BY-DAY BAR CHART OF THE ";
1630 PRINT"HISTORY OF THE EPIDEMIC, "
1640 PRINT"UP TO A MAXIMUM OF 50 DAYS."
1650 PRINT:GOSUB1250
1660 GOTO180
1670 DATA32902,32911,32940,32955
1680 DATA32978,32996,33015,33040,33050,
      -33083,33090,33123,33130,33162
1690 DATA33171,33203,33213,33244,33254,
      -33285,33297,33325
1700 DATA33337,33362,33376,33398,33417,
      -33437,33459,33475,33501,33515
1710 DATA33544,33556,33585,33592
1720 Z$="":Z1$=""
1730 PRINT"&<";:FORI=1TO50:NEXTI
1740 PRINT" <";:FORI=1TO50:NEXTI
1750 GETZ$:IFZ$=""THEN1730
1760 IFZ$<>CHR$(20)THEN1810
1770 IFZ$=""THEN1730
1780 ZZ=LEN(Z1$):IFZZ<1THEN1730
1790 Z1$=LEFT$(Z1$,ZZ-1):PRINT"<";
1800 GOTO1730
1810 IFZ$=CHR$(13)ORZ$=CHR$(141)THEN1850
1820 PRINTZ$;
1830 Z1$=Z1$+Z$
1840 GOTO1730
1850 FORI=1TO10:GETZ$:NEXTI
1860 PRINT
1870 RETURN

```

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Odds & Ends on the 2040 Disk

Jim Butterfield

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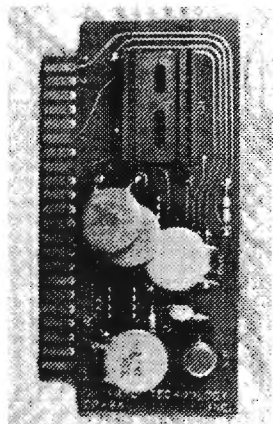
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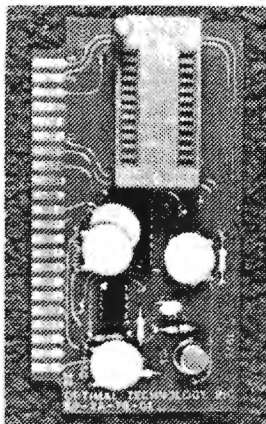


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A Floating Point Multiplication Routine

Marvin L. De Jong
Department of Mathematics-Physics
The School of the Ozarks
Pt. Lookout, MO 65726

Introduction

In two previous articles in **COMPUTE!** we have described:

- 1) A routine that inputs any signed number with magnitude between $1.70141183 \times E38$ to $1.46936795 \times E-39$ and converts it to a floating-point binary number.
- 2) A routine that outputs a signed floating-point binary number to an output device in BCD code.

In this article we add a floating-point multiplication routine to this set of routines that will eventually become a four-function floating-point package with nine digit accuracy.

The Floating-Point Multiplication Routine

A floating-point multiplication routine is given in Listing 1, and its flowchart is shown in Figure 1. The flowchart is essentially the same as that of B. Hashizume (**BYTE**, V2, Number 11, November 1977, p76). Studying the flowchart and the program comments should make the process understandable.

The multiplication routine uses three accumulators. Accumulator A occupies locations \$0000 through \$0003 with the most-significant byte in location \$0000. Since the mantissa is normalized, there will always be a one in Bit 7 of location \$0000, unless the mantissa is identical to zero. Location \$0004 is used as a "guard" byte to do a 40-bit multiplication. The 40-bit result is rounded to 32 bits, giving approximately nine-digit decimal accuracy. Accumulator B occupies locations \$0020 through \$0023, with a guard byte in location \$0024, an exponent (twos complement code) in location \$0025, and a sign (\$FF for minus, \$00 for plus) in location \$0027. The routine multiplies the contents of accumulator A with the contents of accumulator B. Intermediate results are stored in RES from \$0010 to \$0014.



The accumulator architecture just described proved to be very convenient for the multiplication

routine. However, it differs slightly from the accumulator architecture used in the routines described in previous articles of this series. Rather than modify those two routines, which would not be difficult if you wish to try, we have included a little subroutine in Listing 2 that adjusts the accumulator used by the input routine to conform to the accumulator used in the multiply routine. Thus, after the BCD to Floating-Point Binary routine is called, the subroutine in Listing 2 must be called.

Once the accumulator is properly adjusted, it is moved to Accumulator B to await multiplication. The BCD to Floating-Point Binary routine is then called again to get the second number. Its accumulator is again adjusted to make it Accumulator A. Then the multiply routine is called, and finally the Floating-Point Binary to BCD routine is called to output the answer. This entire process is accomplished by the program in Listing 5, and this program can be used to test all three programs for proper operation.

One very important note. The BCD to Floating-Point Binary routine must be modified with the instruction listed in Listing 4 in order for it to work with the multiplication routine. The change is simple. Modify the byte at \$0E02 from \$20 to \$1F. This prevents Accumulator B's most significant byte from being cleared whenever the BCD to Floating-Point Binary routine is called.

And a final note. If the combination of exponents to form the exponent of the result produces an overflow (exponent larger than 127 or exponent smaller than -128), the multiplication routine executes a BRK instruction. Normally this will send control back to the monitor, but one could write an interrupt routine to signal an overflow or an underflow.

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Listing 1. The Floating-Point Multiplication Routine.

\$0000 = ACCA; Most-significant byte of accumulator A.
 \$0005 = ACCX; Exponent for accumulator A.
 \$0007 = ACCS; Sign byte for accumulator A.
 \$0020 = ACCB; Most-significant byte of accumulator B.
 \$0025 = BCCX; Exponent for accumulator B.
 \$0027 = BCCS; Sign byte for accumulator B.
 \$0010 = RES; Most-significant byte of "result" accumulator.
 \$0014 = GRDR; "Guard" byte for "result" accumulator.

\$0C28	A5 07	START	LDA ACCS	Determine the sign of the result.
0C2A	45 27		EOR BCCS	Positive sign if signs are alike,
0C2C	85 07		STA ACCS	negative otherwise.
0C2E	18		CLC	To multiply, add exponents.
0C2F	A5 05		LDA ACCX	
0C31	65 25		ADC BCCX	
0C33	50 01		BVC ARND	Break to monitor if an exponent
0C35	00		BRK	overflow (or underflow) results.
0C36	85 05	ARND	STA ACCX	Store result into EXPONENT.
0C38	A2 04		LDX #\$04	Clear the locations that store
0C3A	A9 00		LDA #\$00	the result for the mantissa.
0C3C	05 10	HERE	STA RES,X	
0C3E	CA		DEX	
0C3F	10 FB		BPL HERE	
0C41	A0 28		LDY #\$28	Do a 40 (\$28) bit multiplication
0C43	A2 FB	BR2	LDX #\$FB	starting here.
0C45	18		CLC	
0C46	76 25	BACK	ROR ACCB+5,X	Rotate Multiplier right into carry.
0C48	E8		INX	
0C49	D0 FB		BND BACK	
0C4B	90 0C		BCC PAST	No carry; don't add.
0C4D	A2 04		LDX #04	Add Multiplicand to Result.
0C4F	18		CLC	
0C50	B5 00	MORE	LDA ACCA,X	
0C52	75 10		ADC RES,X	
0C54	95 10		STA RES,X	
0C56	CA		DEX	
0C57	10 F7		BPL MORE	
0C59	A2 FB	PAST	LDX #\$FB	Shift Result right one bit.
0C5B	76 15	BR1	ROR RES+5,X	
0C5D	E8		INX	
0C5E	D0 FB		BNE BR1	
0C60	88		DEY	Back for another bit in the
0C61	D0 E0		BNE BR2	multiplier?
0C63	A5 10	BR4	LDA RES	Check for zero result.
0C65	F0 3F		BEQ OUT	If so, get out.
0C67	30 14		BMI DETOUR	Check if mantissa is already
0C69	A2 04		LDX #04	normalized.
0C6B	18		CLC	
0C6C	A5 05		LDA ACCX	For each shift left, decrement
0C6E	E9 00		SBC #00	exponent.
0C70	50 01		BVC BR8	Overflow set?
0C72	00		BRK	Yes, go to monitor.
0C73	85 05	BR8	STA ACCX	
0C75	18		CLC	
0C76	36 10	BR3	ROL RES,X	
0C78	CA		DEX	
0C79	10 FB		BPL BR3	
0C7B	30 E6		BMI BR4	
0C7D	A5 14	DETOUR	LDA GRDR	If most-significant bit of guard

0C7F 10 1C		BPL BR5	byte is one, then round up.
0C81 38		SEC	
0C82 A2 03		LDX #03	
0C84 B5 10	BR6	LDA RES,X	
0C86 69 00		ADC #00	
0C88 95 10		STA RES,X	
0C9A CA		DEX	
0C9B 10 F7		BPL BR6	
0C8D 90 0E		BCC BR5	Did rounding produce a carry from the mantissa?
0C8F A9 80		LDA #\$80	Yes. Fix mantissa.
0C91 85 10		STA RES	And adjust exponent.
0C93 38		SEC	
0C94 A5 05		LDA ACCX	
0C96 69 00		ADC #00	
0C98 50 01		BVC BR9	Check for overflow.
0C9A 00		BRK	Jump to monitor on overflow.
0C9B 85 05	BR9	STA ACCX	
0C9D A2 03	BR5	LDX #03	Move result to accumulator for the output (Binary to BCD) routine.
0C9F B5 10	BR7	LDA RES,X	
0CA1 95 01		STA ACCA + 1,X	
0CA3 CA		DEX	
0CA4 10 F9		BPL BR7	
0CA6 60	OUT	RTS	Get out.

Listing 2. A Subroutine to Modify the Accumulator of the BCD-to-Binary Routine.

\$0FB0 A0 08	SUB1	LDY #08	Rotate the accumulator one byte (eight bits) left.
0FB2 A2 04	B2	LDX #04	
0FB4 18		CLC	
0FB5 36 00	B1	ROL ACCA,X	
0FB7 CA		DEX	
0FB8 10 FB		BPL B1	
0FBA 88		DEY	
0FBB D0 F5		BNE B2	
0FBD 60		RTS	

Listing 3. A Subroutine to Transfer Accumulator A to Accumulator B.

\$0FC0 A2 07	SUB2	LDX #07	Move ACCA to ACCB.
0FC2 B5 00	B3	LDA ACCA,X	
0FC4 95 20		STA ACCB,X	
0FC6 CA		DEX	
0FC7 10 F9		BPL B3	
0FC9 60		RTS	

Listing 4. An IMPORTANT Modification to the BCD-to-Binary Routine.

\$0E01 A2 1F	MODIFY	LDX #\$1F	The multiply routine will not work without this modification.
--------------	--------	-----------	---

Listing 5. An Input/Output/Multiply Calling Program.

\$0050 20 00 0E		JSR INPUT	Call the BCD to Floating-Point Binary Routine.
0053 20 B0 0F		JSR SUB1	Call the subroutine to modify the accumulator.
0056 20 C0 0F		JSR SUB2	Transfer ACCA to ACCB (it takes two to multiply), and get the second number.
0059 20 00 0E		JSR INPUT	
005C 20 B0 0F		JSR SUB1	Fix the accumulator again.
005F 20 28 0C		JSR MULTIPLY	Multiply the two numbers using Listing 1 in this article. Then
0062 20 00 0B		JSR OUTPUT	output the result using the Floating-Point Binary to BCD Routine.
0065 00		BRK	

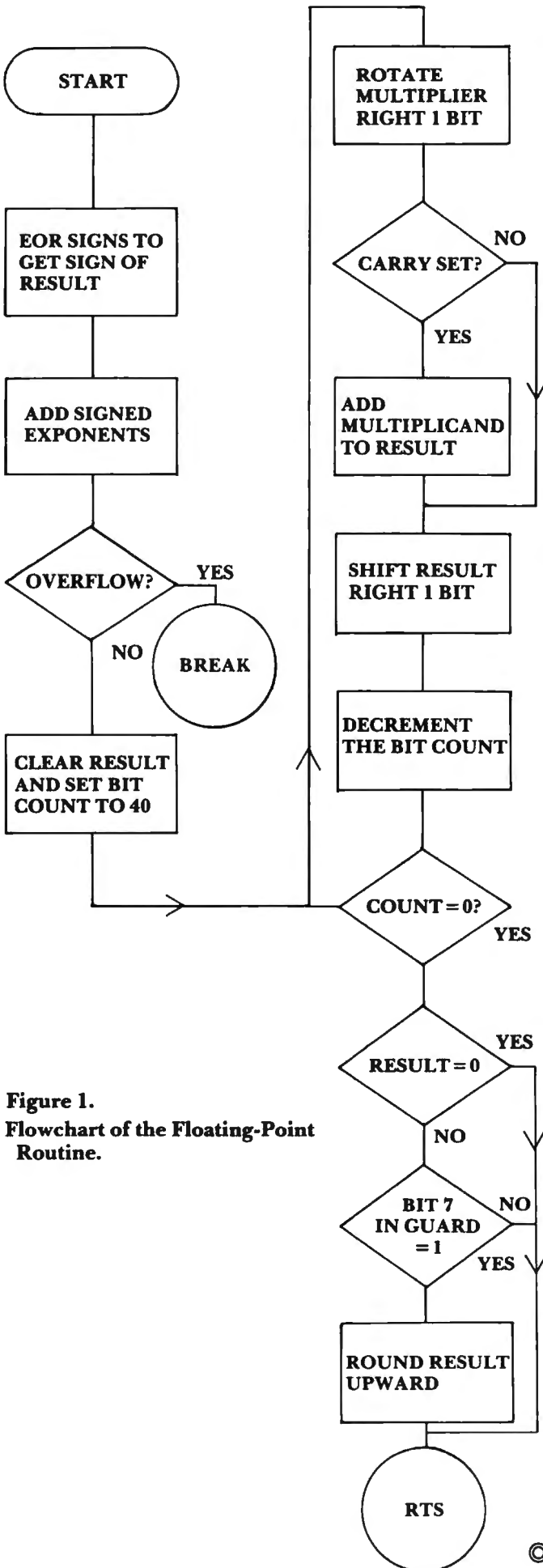


Figure 1. Flowchart of the Floating-Point Routine.

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Naming Compounds

Tony A. Hartman
Texarkana, AR

Chemistry students seem to have less trouble 'remembering' names of elements and radicals when seated in front of a computer. The prefixes, suffixes and symbols used in nomenclature seem less confusing. Students seem to be able to calculate subscripts faster when challenged by the 'answer machine'. Students begin to rely less on lists of valences and sometimes need not even consult a periodic chart for the proper valences.

Try this program after you have 'hammered away' at valences and 'harped on' using the correct suffix in naming. In this program, answers are typed in exactly as they would be written on paper, except for the placement of subscripts on the screen (on the screen, SUBSCRIPTS are on the same line as the symbol). I think the program can best be utilized after practice and drill on naming compounds and writing formulas. I have found that students working in pairs, carefully selected, have shown the best response. The tendency to 'let the machine answer the hard ones' is lessened when working in pairs.

The following program was written on a PET computer for use in high school chemistry classes. As written, the program uses about 6K of memory. It will run as is on any model PET - original, upgrade, or 4.0 ROM. There are many statements which could be omitted or combined if you are interested in making it more compact.

The elements and radicals used in the compounds are some of the more commonly encountered ones. Students should be familiar with most of the symbols and valences. The names of elements and radicals used in the program can be changed easily as you will see later.

Well, enough of that. I am sure you will find an effective and practical way to use the program. Here is a summary of the program by line numbers:

30-130	Prints title, gives choice of writing names or formulas
140-170	Randomly chooses a name (called from line 880 & 990)
180-200	Delay a few seconds (used in the instructions)
210-250	Prints message and waits for space bar (called throughout)
260-310	Reads data statements
320-450	Compares valences and assigns subscripts
460-510	Displays 'correct' on the screen and increments correct answer counter
520-730	Instructions for writing formulas
740-860	Prints compound name on screen and asks for formula

870-990	Sets number of elements, calls subroutine to choose name and assign subscripts, sets the correct formula
1000-1280	Instructions for writing names of compounds
1290-1430	Uses subroutine 870 to randomly choose a compound
1440-1500	Prints student average and comment
1510-1580	Additional instructions
1590-1650	Comments on scores
1660-1760	Additional instructions
1770-1930	Data statements containing metal groups
1940-2060	Data statements containing nonmetal groups

The following is a summary of the variables used. Hopefully, this will help you to interpret and adapt the program a little easier if that is what you want to do.

c	number of correct answers
e\$	name of element
s\$	symbol of element
v%	valence of element
e1\$	name of metal group
s1%	symbol of metal group
v1%	valence of metal group
e2\$	name of nonmetal group
s2\$	symbol of nonmetal group
v2%	valence of nonmetal group
n	number of metal/nonmetal ions listed in data statements
f\$	formula of compound given by student input
f1\$	correct formula of compound calculated by PET
n\$	name of compound given by student input
n1\$	correct name of compound
l\$	line of graphic symbols printed on screen
s1%	subscript of metal group
so%	student score as a percent
t	try (student gets two tries to answer correctly)
x	random number
z%	number read to keep data statement pointer at the right spot
z\$	strings read to keep data statement pointer at the right spot

What about personalizing the program? The statements which print the directions can be changed to 'your language'. You can change or take out the delay loop. Change the data statements to include more or different elements or radicals. If you change the number of elements, be sure to change the value of the variable n in line 880 to correspond to the number of metal groups and the value of n in line 990 to correspond to the number of nonmetal groups. Also, changing the comments to your own witty remarks will spark some interest.

One final note. I was reluctant to send an article to a nationally known magazine. I felt less competent than some because of a lack of formal computer training. But I am convinced that for educators to share their ideas on computers, programs and the use of these, we must all put aside our feelings of inadequacy and start sharing what we have. I look forward to seeing more science programs (or any programs for that matter) from you educators who have been holding back!

Editor's Note: Me too! RCL

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e1\$	760	890	1310											
f\$	780	790	800											
f1\$	800	830	950	960	970	980	1330							
i	40	50	60	70	190	270	300	460						
l\$	20	530	610	630	710	730	770	820	840	1010				
l1\$	1090	1100	1180	1190	1270	1320	1340	1390	1410	1460				
l1\$	1470	1490	1510	1570	1670	1750								
n	150	160	290	300	880	900								
n\$	1350	1360	1370											
n1\$	1310	1370	1400											
a	130	720	760	850	1280	1330	1420							
a\$	110	120	130	230	240									
s\$	280	890	940	950	960	970	980							
s1	340	390	430	450	930	950	960	970	980					
s1\$	890	930	950	960	970	980								
s2	340	390	430	450	940	950	960	970	980					
sc%	1450	1460	1600	1610	1620	1630	1640							
t	490	760	800	820	830	1330	1370	1390	1400					
ti	20													
v%	280	890	910											
v1%	330	360	370	390	410	430	450	890						
v2%	330	360	370	390	410	430	450	910						
x	20	150	160	270	290	300								
z\$	300													
z%	300													

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40	1500													
110	110	120												
140	880	900												
150	160													
180	640	650	660	670	680	690	700	1110	1120	1130				
180	1140	1150	1160											
210	610	710	840	1090	1180	1270	1410	1500	1580	1750				
230	230	240												
260	880	900												
310	290													
320	920													
350	400	440	450											
360	330													
390	370													
410	360													
430	410													
450	380	420												
460	810	1380												
510	490													
520	130													
730	850													
780	790	820												
820	800													
840	810													
870	750	1300												
1000	130													
1300	1420													
1350	1360	1390												
1390	1370													
1410	1380													
1440	860	1430												
1510	720	1280												
1590	1480													
1660	620													

```

10 POKE59468,14
20 L$="((((((((((((((((((((((((((((((((((((((((((((((((((((((((
-((((((((("X=RND(-TI)
30 REM PRINTS BOX CLOCKWISE
40 PRINT"ñ";:FORI=1TO39:PRINT"&";:NEXT
50 FORI=1TO23:PRINT"&<v";:NEXT
60 FORI=1TO39:PRINT"&<<";:NEXT
70 FORI=1TO24:PRINT"&↑<";:NEXT
80 PRINT"hvvvv"TAB(12)"NAMING COMPOUNDS"
90 PRINT"vv"TAB(6)"CHOOSE ONE OF THE -
-FOLLOWING:"
100 PRINT"vv"TAB(12)"1. WRITE FORMULAS":
-PRINT"vv"TAB(12)"2. WRITE NAMES"
110 GETQ$:IFQ$=""THEN110
120 IFQ$<>"1"ANDQ$<>"2"THEN110
130 Q=VAL(Q$):ONQGOTO520,1000
140 REM SUBRTN TO CHOOSE A NAME 0<X<18
150 X=INT(N*RND(1)+0.5)
160 IFX>NORX<=0THEN150
170 RETURN
180 REM SUBRTN TO DELAY A FEW SECONDS
190 FORI=1TO1000:NEXT
200 RETURN
210 REM SUBRTN TO PRINT MESSAGE AND WAIT
220 PRINT"vPRESS THE rSPACEf BAR TO -
-CONTINUE.

```

```

230 GETQ$:IFQ$=" "THEN230
240 IFQ$<>CHR$(32)THEN230
250 RETURN
260 REM SUBRTN TO READ NAMES, FORMULAS
270 FORI=1TOX
280 READE$,S$,V%:NEXT
290 IFX=NTHEN310
300 FORI=X+1TON:READZ$,Z$,Z%:NEXT
310 RETURN
320 REM SUBRTN TO COMPARE VALENCE AND -
    -RETURN SUBSCRIPTS
330 IFV1%<>V2%THEN360
340 S1=1:S2=1
350 RETURN
360 IFV1%>V2%THEN410
370 IFV2%/V1%=2ORV2%/V1%=3ORV2%/V1%=4THE
    -N390
380 GOTO450
390 S1=V2%/V1%:S2=1
400 GOTO350
410 IFV1%/V2%=2ORV1%/V2%=3ORV1%/V2%=4THE
    -N430
420 GOTO450
430 S2=V1%/V2%:S1=1
440 GOTO350
450 S1=V2%:S2=V1%:GOTO350
460 FORI=1TO20:IFINT(I/2)=I/2THENPRINT"┐
    -";
470 PRINT"*CORRECT*┐
480 PRINT"↑↑":NEXT
490 IFT=1THENC=C+1:GOTO510
500 C=C+0.5
510 RETURN
520 REM WRITE FORMULAS WHEN GIVEN NAME
530 C=0:PRINT"┐L$┐"
540 PRINT"YOU WILL BE GIVEN THE NAME OF -
    -A COMPOUND
550 PRINT"AND ASKED TO WRITE THE -
    -FORMULA. YOU
560 PRINT"┐MUST USE A SPECIFIC FORM IN -
    -ANSWERING
570 PRINT"┐THESE. TO WRITE THE -
    -FORMULAS ON THE
580 PRINT"┐SCREEN, YOU CANNOT USE -
    -SUBSCRIPTS.
590 PRINT"┐YOU MUST TYPE IN THE -
    -SUBSCRIPT ON THE
600 PRINT"┐SAME LINE AS THE ELEMENT -
    -SYMBOL.┐ (INSTRUCTIONS -
    -CONTINUED)
610 PRINTL$:GOSUB210
620 GOSUB1660
630 PRINT"┐L$┐┐FOR EXAMPLE, TO WRITE -
    -THE FORMULA FOR
640 PRINT"┐THE COMPOUND CALCIUM -
    -CHLORIDE, YOU WOULD┐WRITE:┐":
    -GOSUB180:GOSUB180
650 PRINT"C";:GOSUB180:PRINT"A";:
    -GOSUB180:PRINT"C";:GOSUB180:
    -PRINT"L";:GOSUB180:PRINT"2";:
    -GOSUB180
660 PRINT"┐FOR THE COMPOUND POTASSIUM -
    -SULFATE:┐":GOSUB180
670 PRINT"K";:GOSUB180:PRINT"2";:
    -GOSUB180:PRINT"┐";:GOSUB180:
    -PRINT"Q";:GOSUB180:PRINT"4";:
    -GOSUB180
680 PRINT"┐FOR THE COMPOUND ZINC -
    -NITRATE:┐":GOSUB180
690 PRINT"Z";:GOSUB180:PRINT"N";:

```

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```

-GOSUB180:PRINT("":GOSUB180:
-PRINT"N";:GOSUB180:PRINT"Q";
700 GOSUB180:PRINT"3";:GOSUB180:
-PRINT")";:GOSUB180:PRINT"2":
-GOSUB180
710 PRINT"↓"L$:GOSUB210
720 Q=0:GOSUB1510
730 PRINT"↕"L$
740 REM SELECT NAME AND ASK FOR FORMULA
750 GOSUB870
760 Q=Q+1:PRINTQ". "E1$" "E$:T=0
770 PRINT"↓"L$"↓"
780 INPUT"FORMULA _<<<<";F$
790 IFF$="_"THENPRINT"↑↑":GOTO780
800 T=T+1:IFF$<>F1$THEN820
810 PRINT"↓":GOSUB460:GOTO840
820 IFT=1THENPRINT"↓WRONG! TRY ↵
-AGAIN.":PRINT"↓"L$:GOTO780
830 IFT=2THENPRINT"↓WRONG AGAIN! ↵
-FORMULA IS "F1$
840 PRINT"↓"L$:GOSUB210
850 IFQ<10THEN730
860 GOTOL440
870 REM SUBRTN TO CHOOSE NAME AND FORM
880 N=17:GOSUB140:GOSUB260
890 E1$=E$:S1$=S$:V1%=V%
900 N=13:GOSUB140:GOSUB260
910 RESTORE:V2%=ABS(V%)
920 GOSUB320
930 IFLEN(S1$)>2ANDS1>1THENS1$="( "+S1$+"
-)"
940 IF(LEN(S$)>2ANDS2>1)OR(S$="QH"ANDS2>
-1)THENS$="( "+S$+" )"
950 IFS1<>1ANDS2<>1THENF1$=S1$+RIGHT$(ST
-R$(S1),1)+S$+RIGHT$(STR$(S2),1)
960 IFS1<>1ANDS2=1THENF1$=S1$+RIGHT$(STR
-R$(S1),1)+S$
970 IFS1=1ANDS2<>1THENF1$=S1$+S$+RIGHT$(
-STR$(S2),1)
980 IFS1=1ANDS2=1THENF1$=S1$+S$
990 RETURN
1000 REM WRITE NAMES WHEN GIVEN FORMULAS
1010 PRINT"↕"L$"↓YOU WILL BE GIVEN A ↵
-FORMULA AND YOU
1020 PRINT"↓WILL BE ASKED TO WRITE THE ↵
-NAME OF THE
1030 PRINT"↓COMPOUND. SPELLING ↵
-DEFINITELY COUNTS.
1040 PRINT"↓SO YOU WILL NEED TO BE ↵
-CAREFUL WITH THE
1050 PRINT"↓ENDINGS SUCH AS 'ITE' AND ↵
-'ATE' AND ALL
1060 PRINT"↓OTHER SPELLINGS AS WELL. ↵
-TYPE THE NAMES
1070 PRINT"WITHOUT USING CAPITAL ↵
-LETTERS.
1080 PRINT"↓(INSTRUCTIONS CONTINUED)↓
1090 PRINTL$:GOSUB210
1100 PRINT"↕"L$"↓FOR EXAMPLE, TO WRITE ↵
-THE NAME FOR KCL ↓YOU WOULD ↵
-WRITE:↓"
1110 GOSUB180
1120 GOSUB180:PRINT"POTASSIUM ";:
-GOSUB180:PRINT"CHLORIDE↕":GOSUB180
1130 PRINT"FOR CU↕2↑Q:↕":GOSUB180
1140 PRINT"↓COPPER";:GOSUB180:PRINT"(I) ↵
-";:GOSUB180:PRINT"OXIDE↕":GOSUB180
1150 PRINT"FOR NA↕2↑SQ↕4:":GOSUB180
1160 PRINT"↓SODIUM ";:GOSUB180:PRINT"SUL
-FATE↕":GOSUB180
1170 PRINT"(INSTRUCTIONS CONTINUED)↓
1180 PRINTL$:GOSUB210
1190 PRINT"↕"L$"↓BE SURE TO INDICATE ↵
-MULTIVALENT ELEMENTS
1200 PRINT"WITH THE ROMAN NUMERAL IN ↵
-PARENTHESIS.
1210 PRINT"↓THE ROMAN NUMERAL MUST BE ↵
-IN PARENTHESIS
1220 PRINT"NEXT TO THE METAL IT GOES ↵
-WITH. USE A
1230 PRINT"↓(I) FOR ONE, (II) FOR TWO,
↵ (III) FOR
1240 PRINT"↓THREE, (IV) FOR FOUR AND ↵
-(V) FOR FIVE.
1250 PRINT"↓NOTE THAT THE ROMAN ↵
-NUMERALS ARE CAPITAL
1260 PRINT"LETTERS.
1270 PRINTL$:GOSUB210
1280 Q=0:GOSUB1510
1290 REM SELECT NAME WRITE FORMULA
1300 GOSUB870
1310 N1$=E1$+" "+E$
1320 PRINT"↕"L$
1330 Q=Q+1:PRINTQ". "F1$:T=0
1340 PRINT"↓"L$"↓"
1350 INPUT"NAME _<<<<";N$
1360 IFN$="_"THENPRINT"↑↑":GOTO1350
1370 T=T+1:IFN$<>N1$THEN1390
1380 PRINT"↓":GOSUB460:GOTO1410
1390 IFT=1THENPRINT"↓WRONG! TRY ↵
-AGAIN.":PRINT"↓"L$:GOTO1350
1400 IFT=2THENPRINT"↓WRONG AGAIN! ↵
-NAME IS "N1$
1410 PRINT"↓"L$:GOSUB210
1420 IFQ<10THEN1300
1430 GOTOL440
1440 REM CALCULATE PERCENT & DISPLAY
1450 SC%=C/10*100
1460 PRINT"↕"L$"↓YOUR AVERAGE IS ↵
-"SC%"%"
1470 PRINT"↓"L$"↓"
1480 GOSUB1590
1490 PRINT"↓"L$"↓"
1500 GOSUB210:GOTO40
1510 PRINT"↕"L$"↓YOU WILL BE GIVEN 10 ↵
-PROBLEMS, ONE AT A
1520 PRINT"↓TIME. YOU WILL HAVE TWO ↵
-CHANCES TO
1530 PRINT"↓ANSWER CORRECTLY. IF YOU ↵
-ANSWER CORRECT
1540 PRINT"THE FIRST TIME, YOU GET 10 ↵
-POINTS. IF
1550 PRINT"↓YOU ANSWER CORRECT ON THE ↵
-SECOND TRY,
1560 PRINT"↓YOU GET 5 POINTS.
1570 PRINT"↓"L$
1580 GOSUB210:RETURN
1590 REM COMMENTS FOR SCORE
1600 IFSC%>=90THENPRINT"↓VERY GOOD! YOU ↵
-MAY MAKE A CHEMIST!":RETURN
1610 IFSC%>=80THENPRINT"↓OK! ARE YOU IN ↵
-ENRICHED CHEMISTRY??":RETURN
1620 IFSC%>=70THENPRINT"↓REALLY!! YOU ↵
-CAN DO BETTER THAN THAT!":RETURN
1630 IFSC%>=60THENPRINT"↓COME ON! DO ↵
-HAVE A CHEMISTRY BOOK??":RETURN
1640 IFSC%>=50THENPRINT"↓YOU WERE ↵
-READING THE QUESTIONS WEREN'T ↵
-YOU!!!":RETURN

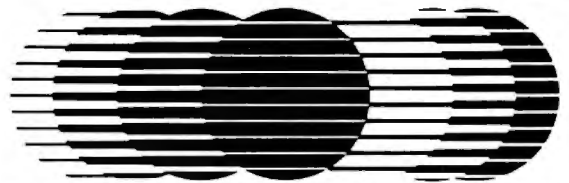
```



```

1650 PRINT"↓DID YOU SIGN UP FOR THIS -
      -CLASS ALL BY YOURSELF???:RETURN
1660 REM SUBRTN TO SUPPLEMENT INSTRUCTIO
      -NS ON WRITING FORMULAS
1670 PRINT"↓L$"↓THE FIRST LETTER OF -
      -THE SYMBOL MUST BE
1680 PRINT"↓CAPITALIZED AND THE SECOND -
      -LETTER LOWER-
1690 PRINT"CASE AS THEY ARE USUALLY -
      -WRITTEN.
1700 PRINT"↓WHEN A POLYATOMIC ION WHICH -
      -ALREADY CON-
1710 PRINT"↓TAINS A SUBSCRIPT IS TO BE -
      -SUBSCRIPTED,
1720 PRINT"↓THE ION MUST BE IN PARENTHESES
      -IS WITH THE
1730 PRINT"↓SUBSCRIPT OUTSIDE.
1740 PRINT"↓(INSTRUCTIONS CONTINUED)
1750 PRINT"↓L$"↓:GOSUB210
1760 RETURN
1770 DATA HYDROGEN,"H",1
1780 DATA LITHIUM,"LI",1
1790 DATA SODIUM,"NA",1
1800 DATA POTASSIUM,"K",1
1810 DATA BERYLLIUM,"BE",2
1820 DATA CALCIUM,"CA",2
1830 DATA MAGNESIUM,"MG",2
1840 DATA BARIUM,"BA",2
1850 DATA ZINC,"ZN",2
1860 DATA ALUMINUM,"AL",3
1870 DATA "COPPER (I)", "CU",1
1880 DATA "COPPER (II)", "CU",2
1890 DATA "IRON (II)", "FE",2
1900 DATA "IRON (III)", "FE",3
1910 DATA "LEAD (II)", "PB",2
1920 DATA "LEAD (IV)", "PB",4
1930 DATA AMMONIUM,"NH4",1
1940 DATA FLUORIDE,"F",-1
1950 DATA CHLORIDE,"CL",-1
1960 DATA BROMIDE,"BR",-1
1970 DATA IODIDE,"I",-1
1980 DATA OXIDE,"O",-2
1990 DATA SULFIDE,"S",-2
2000 DATA SULFATE,"SO4",-2
2010 DATA SULFITE,"SO3",-2
2020 DATA NITRATE,"NO3",-1
2030 DATA NITRITE,"NO2",-1
2040 DATA HYDROXIDE,"OH",-1
2050 DATA CARBONATE,"CO3",-2
2060 DATA PHOSPHATE,"PO4",-3
    
```

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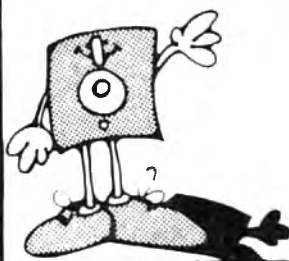
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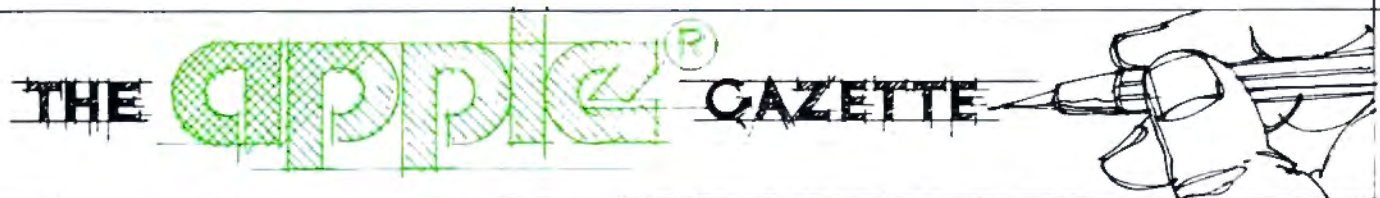
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Using Named GOSUB And GOTO Statements In Applesoft Basic

M. R. Smith

Using subroutines greatly improves the readability of a program and makes it easier to debug. However remembering what a particular GOSUB does is often difficult. Was it GOSUB 1000 or GOSUB 2000 that was wanted?

One of the nice features of Integer Apple Basic is its ability to let you give a name as well as a number in GOSUB statements. The following Integer program demonstrates this:

```
10 GOSUB 100
20 SUB1 = 100
30 GOSUB SUB1
40 STOP
100 PRINT "HERE": RETURN
```

Typing this program whilst using Applesoft will lead to the error message "UNDEFINED STATEMENT IN 30".

The purpose of this program is to show how to use names GOSUB and GOTO statements within Applesoft. By loading the short machine language program described in this article, you are able to run the Applesoft program.

```
10 GOSUB 100
20 SUB1 = 100
30 & GOSUB SUB1
40 STOP
100 PRINT "HERE": RETURN
```

For the murky details of how it works read the section "PROGRAM DESCRIPTION". Otherwise, type in the demonstration BASIC program and type RUN. The program includes a routine to check that the DATA statements have been entered correctly. Once the demo program has run correctly, the machine language program can be saved using BSAVE NAMED.GOSUB,A\$300,L\$43. To have the

program ready for future sessions, simply type BRUN NAMES.GOSUB as the first part of your programming session. This will load and fix the code. It will remain ready but out of your way until you power down.

WARNING: If you use a RENUMBER program to reorder your program statements, you must remember that variables are NOT changed. Therefore your subroutine pointers will not be renumbered; you'll have to do that by hand.

WARNING: The instructions GOSUB and ON . . .GOSUB are entirely different. The machine code given here will not allow the statement ON X & GOSUB FNAME, SNAME.

Machine Language Program Description

The first statement (at \$D93E) of the Applesoft Interpreter GOTO subroutine is the reason that Applesoft does not handle GOSUB's and GOTO's in the same manner as Integer Basic. This statement goes and gets an integer number for use within the GOTO. This means that the BASIC statement GOSUB 1000 is okay but N = 1000 : GOSUB N is not allowed as N as a variable.

Now changing these memory locations to cause the next EXPRESSION to be evaluated, rather than the next NUMBER, allows us to use named GOSUB's. To change these actual locations is impossible. Instead the GOSUB and GOTO routines must be relocated lower in memory at \$300 (768) where they can be changed. The Apple's ampersand instruction (&) can then be used to make the new commands operate.

Lines 19–25. Set the ampersand vector (&) at \$3F5.

Lines 27–32. Check for GOSUB or GOTO tokens after the &.

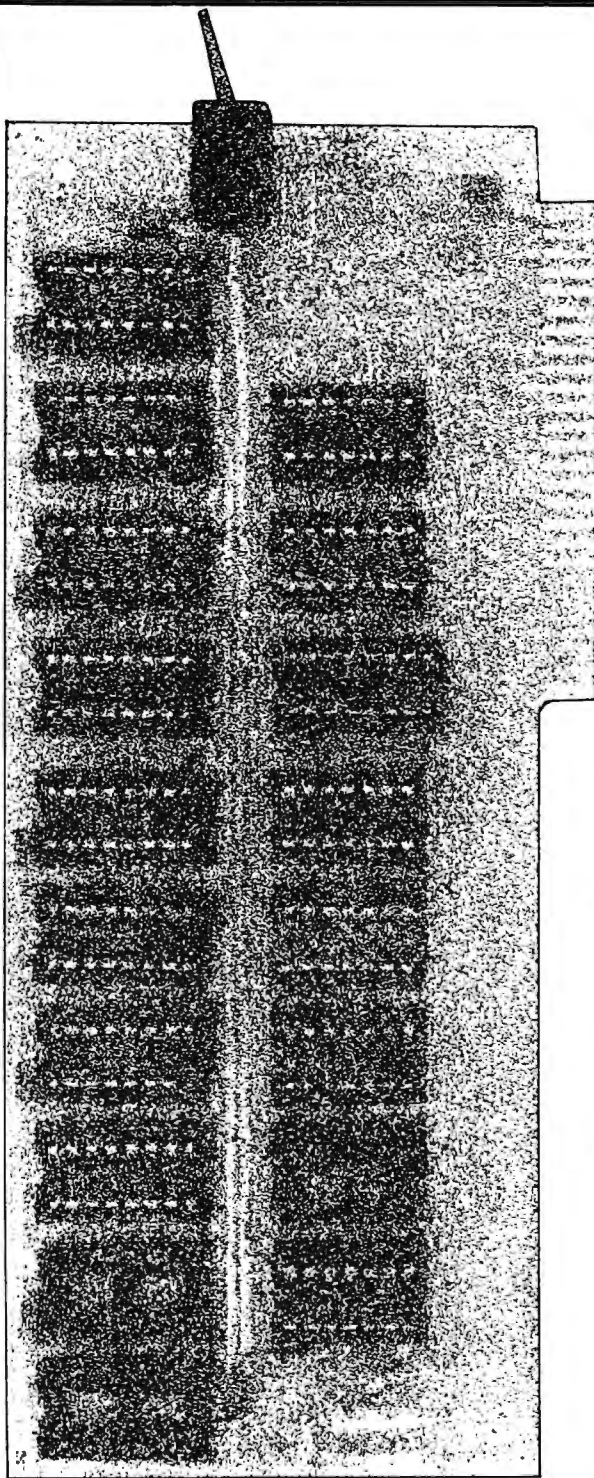
Lines 34–47. Relocated version of the monitor GOSUB routine. This now calls the new front end of the GOTO routine.

Lines 49–52. New front end to drive the monitor GOTO routine. It jumps into the middle of the old GOTO routine.

Lines 50 and 51 are the actual major changes.

BASIC Program Description.

Lines 20 and 5000–5200. The program first checks that the DATA statements have been correctly entered. Each pair of DATA statements consists of 16 numbers and a checksum which is the previous 16 numbers added together. If this 17th number is not the actual sum of the previous 16 numbers, then an error is indicated. If all the statements are okay, then the code is loaded.



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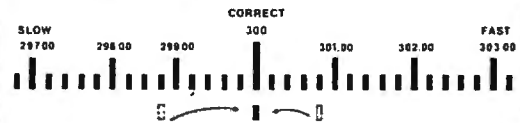
10  REM  LOAD THE ROUTINE -
    NORMAL GOSUB
20  GOSUB 5000
30  REM  ESTABLISH THE
    AMPERSAND VECTOR
40  CALL 768
50  REM  ESTABLISH NAMES OF SUBROUTINES
60  JOHN = 1000
70  PETE = 2000
80  PHREDD = 3000
90  REM  CALL THE SUBROUTINES
100 & GOSUB JOHN
110 & GOSUB PETE
120 & GOTO PHREDD
130 PRINT "DIDNOT WORK"
140 STOP
1000 PRINT "THIS IS JOHN"
1010 PRINT "HERE BY A NAMED GOSUB"
1020 PRINT : RETURN
2000 PRINT "THIS IS PETE"
2010 PRINT "HERE BY A DIFFERENT
    NAMED GOSUB"
2020 PRINT : RETURN
3000 PRINT "THIS IS PHREDD"
3010 PRINT "HERE BY A NAMED GOTO"
3020 STOP
4990 REM  LOAD IN ROUTINE
5000 LOW = 768:HIGH = 835
5010 OK = 1
5020 REM  LOAD IN GROUP OF SIXTEEN
5030 FOR J = LOW TO HIGH STEP 16
5040 CHECK = 0
5050 FOR K = J TO J + 15
5060 READ IT
5070 CHECK = CHECK + IT
5080 NEXT K
5090 REM  CHECK IF CHECK SUM OKAY
5100 READ SUM
5110 L$ = "OKAY": IF CHECK < > SUM
    THEN L$ = "BAD":OK = 0
5120 PRINT L$
5130 NEXT J
5140 IF OK = 0 THEN STOP
5150 REM  THINGS ARE OKAY - LOAD INTO MEMORY
5160 RESTORE : FOR J = LOW TO HIGH STEP 16
5170 FOR K = J TO J + 15: READ IT: POKE K,IT: NEXT K
5180 READ IT: NEXT J
5190 PRINT "BLOAD OKAY": PRINT : PRINT
5200 RETURN
6000 DATA 169,76,141,245,3,169,16,141,246
6010 DATA 3,169,3,141,247,3,96,1868
6020 DATA 201,176,240,9,201,171,240,31,162
6030 DATA 16,76,18,212,169,3,32,1957
6040 DATA 214,211,165,185,72,165,184,72,165
6050 DATA 118,72,165,117,72,169,176,2322
6060 DATA 72,32,55,3,76,210,215,32,177
6070 DATA 0,32,123,221,32,82,231,1593
6080 DATA 76,65,217,0,0,0,0,0,0
6090 DATA 0,0,0,0,0,0,0,358
    
```



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SOURCE FILE: GOSUB1

```

----- NEXT OBJECT FILE NAME IS GOSUB1.OBJ0
0300:          1          ORG   $300
0300:          2 ;
0300:          3 ; M.R.SMITH  APRIL 1981
0300:          4 ;
0075:          5 CLINL   EQU   $75          ;CURRENT LINE NUMBER
0076:          6 CLINH   EQU   $76
00B1:          7 GETCHR  EQU   $B1          ;GET NEXT CHAR
00B8:          8 TXTPTL  EQU   $B8          ;TEXT POINTER
00B9:          9 TXTPTH  EQU   $B9
0300:         10 ;
D3D6:         11 STACK   EQU   $D3D6        ;CHECK ON STACK POINTER
D412:         12 WRONG   EQU   $D412        ;PRINT SYNTAX ERROR MESSAGE
D7D2:         13 NGOSUB  EQU   $D7D2        ;JUMP INTO NORMAL MONITOR GOSUB
D941:         14 NGOTO   EQU   $D941        ;JUMP INTO NORMAL MONITOR GOTO
DD7B:         15 FRMEVL  EQU   $DD7B        ;PUSH VALUE IN FAC
E752:         16 FIXGOTO  EQU   $E752        ;USE FAC AS GOTO POINTER
0300:         17 ;
0300:         18 ;FIX AMPERSAND VECTOR
0300:A9 4C    19 FIX     LDA   $$4C
0302:8D F5 03 20         STA   $3F5
0305:A9 10    21         LDA   $$10
0307:8D F6 03 22         STA   $3F6
030A:A9 03    23         LDA   $$3
030C:8D F7 03 24         STA   $3F7
030F:60      25         RTS
0310:        26 ;
0310:C9 B0    27 ENTRY   CMP   $$B0          ;IS IT GOSUB?
0312:F0 09    28         BEQ   GOSUB
0314:C9 AB    29         CMP   $$AB          ;IS IT GOTO?
0316:F0 1F    30         BEQ   GOTO
0318:A2 10    31         LDX   $$10          ;FORCE SYNTAX ERROR MESSAGE
031A:4C 12 D4 32         JMP   WRONG
031D:        33 ;
031D:A9 03    34 GOSUB   LDA   $$3          ;NORMAL GOSUB PROCEDURE
031F:20 D6 D3 35         JSR   STACK        ;RELOCATED FROM $D921
0322:A5 B9    36         LDA   TXTPTH        ;STORE CURRENT TEXT POINTERS
0324:48      37         PHA
0325:A5 B8    38         LDA   TXTPTL
0327:48      39         PHA
0328:A5 76    40         LDA   CLINH        ;STORE CURRENT LINE NUMBER
032A:48      41         PHA
032B:A5 75    42         LDA   CLINL
032D:48      43         PHA
032E:A9 B0    44         LDA   $$B0          ;IT NEEDS THIS
0330:48      45         PHA
0331:20 37 03 46         JSR   GOTO          ;DO A GOTO
0334:4C D2 D7 47         JMP   NGOSUB        ;CONTINUE NORMAL GOSUB
0337:        48 ;
0337:20 B1 00 49 GOTO   JSR   GETCHR        ;GET NEXT CHAR
033A:20 7B DD 50         JSR   FRMEVL       ;EVALUATE NEXT EXPRESSION
033D:20 52 E7 51         JSR   FIXGOTO      ;FIX GOTO LOCATION
0340:4C 41 D9 52         JMP   NGOTO          ;CONTINUE NORMAL GOTO ROUTINE

```

Commas, Colons And Quote Marks Too

Craig Peterson
Santa Monica, CA

Have you ever wanted to be able to input commas, colons or quotation marks as part of an input statement to one of your Applesoft programs? But, hard as you may try, Applesoft kept coming back with "EXTRA IGNORED." Contact 4 from Apple Computer, Inc., helped you by suggesting the use of the GET statement, but all that B\$ = B\$ + A\$ stuff meant that you often had to endure string garbage cleanup delays. Then Contact 6 seemed to offer the ultimate solution, totally avoiding garbage collection. But was it? Besides requiring a small machine language program, there was a subtle problem you might not have been aware of. The input routine used to fill the input buffer made no allowance for the high bit of each character in the input line. The routine used to fill the input buffer left the high bit set, just as it comes from the keyboard. But Applesoft wants the high bit to be zero for its string characters. The line will print correctly and will look on the screen just like what you typed in, but if you ever try an IF IN\$ = "Q", you'll never get a match. Or if you try to VAL (IN\$), when IN\$ was input as "1234", you'll get a value of 0.

The solution to this dilemma is in the program listed below. The subroutine shown in lines 1000 to 1020 (for Applesoft ROM Basic) will gather any input for you and place it into the variable IN\$, even commas, colons and quote marks. The only exempt characters are the standard keyboard escape sequences. So, who is the little man at 54572? Well, he's the Applesoft equivalent of the monitor's keyboard input routine, with the difference being that he strips the high bit from all of the input characters. So line 1000 fills the input buffer with normal Applesoft string characters gathered from the keyboard. Line 1010 finds the length of the string, and line 1020 finds the IN\$ variable and stuffs its pointers with the right info to point to the keyboard buffer. Then IN\$ is relocated into RAM, away from the keyboard buffer. It is not necessary for IN\$ to be the first variable used in the program. Lines 1000-1020 can be placed anywhere in your program. The pointers for IN\$ are found through the magic of locations 131 and 132, which hold the address of the pointers for the last used variable. It's fast, it totally avoids string garbage build-up,

and it's done in Basic. None of that nasty machine language stuff.

One additional note. Not only does this routine work slick for keyboard input, but it also performs the same super feat for disk input, which can be real handy. Commas, etc., in the middle of a name file cause no difficulty when read from the disk. Please note, however, that this routine limits the size of an input string to 239 characters just like the Applesoft INPUT statement does.

So if you need it, try it. It's an easy solution to a common problem.

```

10 HOME : VTAB 4: PRINT "INPUT A
    NYTHING THAT YOU WANT..": PRINT
    : GOSUB 1000: PRINT : PRINT
    "VOILA..": PRINT : PRINT IN$
    : END

20 :

30 REM   LINES 1000 TO 1020 ARE
    A SUBROUTINE THAT PUTS ANY
    INPUT INTO IN$

40 :
1000 CALL 54572
1010 FOR B = 512 TO 751: IF PEEK
    (B) < > 0 THEN NEXT
1020 IN$ = "": POKE PEEK (131) +
    256 * PEEK (132) + 1,0: POKE
    PEEK (131) + 256 * PEEK (1
    32) + 2,2: POKE PEEK (131) +
    256 * PEEK (132),B - 512: IN
    $ = MID$ (IN$,1): RETURN ©

```

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Generating Lower Case Text On The Apple II Plus Using The Paymar Chip

David Shapiro
Bloomington, IN

Introduction

The following program will allow lower case text to be displayed on an Apple II Plus which is equipped with a Paymar chip. The hardware requirements involve the "older" Apple with RAM configuration blocks (an "I.C. impersonator" which only contains jumper wires and is labeled with "16K"), and the PAYMAR lower case adapter, presently advertised as the "original LCA-1 (TM)". By appending this routine to a BASIC program, lower case characters can be embedded inside of quotation marks following a PRINT command by simply converting the corresponding upper case character in the given string. When the BASIC statement involving the PRINT command and the string are executed, the display of upper/lower case text is immediate. Lower case characters can also be converted back to upper case using this routine.

Sample Use Of The Lower Case Converter

Once this routine is appended to a BASIC program, it can then be used for converting between upper and lower case characters:

```
ABCDEFGHIJKLMNQRSTUUVWXYZ
abcdefghijklmnopqrstuvwxyz
```

A typical program statement may contain the string "POUR THE SOLUTIONS." and lower case conversion may be desired on all characters after the "P". The following brief example initially LISTs the statement containing this string, the lower case converter program (which starts at line number 63000) is then RUN, and finally the statement containing the now-converted text is reLISTed.

```
LIST20
```

```
20 PRINT "POUR THE SOLUTIONS."
```

```
RUN63000
```

```
WHAT LINE DO YOU WANT CONVERTED? 20
```

```
I HAVE FOUND THE LINE.
```

```
POUR THE SOLUTIONS.
```

```
DO YOU WANT TO CHANGE ANYTHING?
```

```
START WITH WHICH CHARACTER? 2
```

```
END WITH WHICH CHARACTER? 16
```

```
Pour the solutions.
```

```
DO YOU WANT TO CHANGE ANYTHING?
```

```
LIST20
```

```
20 PRINT "Pour the solutions."
```

The program initially prompts the user for the line number of the BASIC statement to be converted. A search through the Apple's RAM continues until that line number is found, whereupon the characters within quotation marks are then displayed (if no such line number exists, the program informs the user). A decision to change the string contents is then entered (Y in this case). Character limits for the conversion are individually entered, with only the characters from the upper/lower case sets (see above) sequentially counted (the spaces on either side of "THE" were ignored). The conversion will then start with "0" (the 2nd character) and terminate with the final "S" (the 16th character), with the resultant form displayed for more changes. No further changes were made (input of "N"), and the RESET key was pressed to terminate execution of this routine. This particular statement was then re-LISTed, displaying the quote-embedded lower case text.

More Lower Case Converter Details

The case conversion occurs between the user-defined limits in a continuous fashion. If there are two (or more) separated segments in the same string that are to be converted, then each segment conversion must be done individually. The string is re-displayed after each conversion for further changes if so desired. An individual character can also be converted if the lower and upper numerical limits are identical.

The first time "RUN 63000" is executed, the search for the input line number commences at the beginning of the program. This search examines the appropriate locations in RAM which the program currently occupies, and with each new examination moves sequentially through the program (increasingly higher memory locations) in an attempt to find the line number. A variable (ML) contains the current RAM location when the line is eventually found. After making the necessary character changes in this statement as stipulated by the user, the search for the next line number will begin at this present memory location (ML). This optimizes the speed with which the program searches for the next line number. If the next line number is less than the last line number, or if it does not exist in the program, then the current RAM location variable ML is re-initialized to zero. The user is informed that the line can not be

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found, and the next line number search must start at the beginning of the program. This unnecessarily increases the search time; therefore, for maximum speed-execution of the program, all entered line numbers must exist in the program, and they should be entered by increasing value.

The case conversion between upper/lower case in reciprocal; i.e., designated upper case characters will be converted to lower case, and lower case characters will be changed to upper case. Also, if the cursor is used to read a BASIC statement containing a string, any lower case characters will be converted back to upper case (an easy method for converting a mixed-case string to all upper case).

The line numbering of this routine begins at 63000 since lower line numbers should always be used when writing a BASIC program. It may be entered after the END command and accessed at the user's convenience. Typing "RUN 63000" from the keyboard RUNs the routine; pressing the RESET key will terminate its execution.

Program Listing And Explanation

63000 Line number to be converted input as LN.
63010 Initialization of ML to start of BASIC on first RUN of program or when line number is not found; ML is the memory location currently being examined.
63020 NL equated to RAM location of start of next BASIC statement. TL is equated to the line number of BASIC currently being examined.
63030 Jump from search loop if line number is found.
63040 Jump from search loop if line number is not found.
63050 Equate ML to RAM location of the next BASIC statement.
63070 Loop to examine each character/token in the current BASIC statement. Check for quotation mark (ASCII code = 34). MODE is a "toggle"; set to 0 when first quote is found.
63080 Printing of characters after 1st quote and up to 2nd quote.
63090 Close PRINT loop.
63100 If no changes ("N") execution transferred to 63000. All other input (including "Y") defaults to 63110.
63110-63120 Limits to define character conversion.
63130 Loop examination of each character/token in BASIC statement. When 1st quote is found, MODE is set to 0.
63140 If the character is between quotes and alphabetic, then counter PO is incremented. When the counter is between the stipulated character limits, the character is converted to upper case (add 32) or lower case (subtract 32) depending on the original value of Q.

63150 Close conversion loop. Control transferred to 63070 for any further changes.

```

63000 INPUT "WHAT LINE DO YOU WANT
      CONVERTED? ";LN
63010 IF ML = 0 THEN ML = 256 *
      PEEK (104) + PEEK (103)
63020 NL = PEEK (ML) + 256 * PEEK
      (ML + 1):TL = PEEK (ML + 2)
      + 256 * PEEK (ML + 3)
63030 IF TL = LN THEN GOTO 63060
63040 IF NL < ML OR TL > LN THEN
      PRINT "LINE NOT FOUND.":ML =
      0: PRINT : GOTO 63000
63050 ML = NL: GOTO 63020
63060 PRINT "I HAVE FOUND THE LI
      NE."
63070 PRINT :MODE = 1: FOR A = M
      L + 4 TO NL:Q = PEEK (A): IF
      Q = 34 THEN MODE = 1 - MODE
63080 IF MODE = 0 AND Q < > 34 THEN
      PRINT CHR$(Q);
63090 NEXT : PRINT
63100 PRINT : PRINT "DO YOU WANT
      TO CHANGE ANYTHING? ";: GET
      A$: PRINT : IF A$ = "N" THEN
      GOTO 63000
63110 INPUT "START WITH WHICH CH
      ARACTER? ";S
63120 INPUT "END WITH WHICH CHAR
      ACTER? ";E:PO = 0
63130 MODE = 1: FOR A = ML + 4 TO
      NL:Q = PEEK (A): IF Q = 34 THEN
      MODE = 1 - MODE
63140 IF MODE = 0 AND Q > 64 AND
      Q < 128 THEN PO = PO + 1: IF
      PO > = S AND PO < = E THEN
      POKE A,Q + 32: IF Q > 96 THEN
      POKE A,Q - 32
63150 NEXT : GOTO 63070

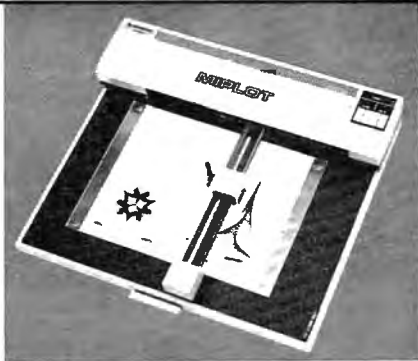
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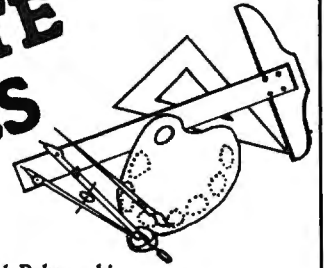
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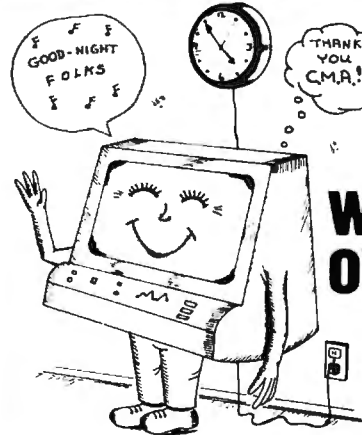
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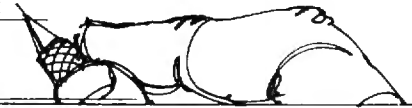
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THE ATARI CAZETTE



A cure for Atari BASIC or Make Your Atari A Bit Wiser

Charles Brannon

As pointed out by Glen Fisher and Ron Jeffries in "The Ouch in Atari BASIC" (**COMPUTE!**, January/February 1980), the keywords AND and OR in Atari BASIC do not let you "get at" the individual bits of a number, as Microsoft BASIC does. Where PRINT 127 and 64 would give 64 in Microsoft BASIC, the Atari interprets the command as PRINT (not zero) AND (not zero) and returns "1". Although this is fine for logical comparisons (e.g. IF A = 12 and B = 22 THEN PRINT A\$), it makes bit hackers a little angry.

If you do not appreciate why, let me explain. Besides the logical uses of AND and OR, it is often advantageous to use these operands for bit manipulation. This is most important in preparing a byte for a POKE command, or interpreting one that was read with PEEK. Being able to process a number on the binary level gives more "bite" to a computer's number crunching abilities. For example, a major use of the AND operator is to *mask* a number, that is, zeroing out some of the bits in a number. The ASCII value of "3" is 51, or \$33 hexadecimal. This looks like %00110011 in binary. If the leftmost four bits (the left nibble) could be cleared, we would have the numerical value of the character "3". The action takes place on the binary level.

51 = 00110011 binary
if we AND with 15 = 00001111
we get 00000011 = 3 in decimal

The AND is performed bit by bit. Refer to the **truth table** for AND. Therefore, the Microsoft BASIC command to mask the left four bits would be:

```
PRINT 51 and 15
```

The computer would respond with "3".

The OR operator is commonly used to force bits into a byte. For example: a reverse field character is specified by a one in bit seven (the leftmost

one). To force a character to print in reverse field, we just OR its ASCII value with 128.

ASC("A") = 65 = 01000001 binary
if we OR with 1000000 (128)
we get 11000001 193

(reverse field "A")

Once again, refer to the truth table for OR for details.

One other very useful operand is EOR (Exclusive OR). Unfortunately, virtually no BASIC provides this function. It is used commonly to "flip a bit", that is, if a bit is exclusive OR'd with a one, then the opposite bit results. If a number is exclusive OR'd with all ones (255), then the complement is formed.

10101011 171 11000001 193 (reverse "A")
11111111 255 10000000 128
01010100 84 01000001 65 (normal "A")

Perhaps now you can see why these operators are so useful. But why am I tormenting you? Didn't I say that Atari BASIC doesn't have this capability? Ah, too true, but once again — machine language comes to the rescue. Listing one is the assembly language program that will simulate the bitwise operators. (For 6502 programmers, notice the sequence CLC, BCC OUT. This will simulate an unconditional jump, yet the code remains relocatable.) Listing two is the BASIC program that will load the program into a protected area of memory. At least I think it is protected. **The Atari BASIC Reference Manual** claims that the area from \$600 to \$6FF is FREE RAM. If true, then this block of memory could be used like the "second cassette buffer" is used on the PET. When the machine language code is POKE'd here, it should remain there until the power is turned off. Listing three is an example program showing how to use the USR command to call the functions from your programs. It assumes that listing two has already been run. To use the operators in your program, first load the second program. If line 20 is changed to RETURN and the program is appropriately renumbered, then it could be called as a subroutine at the beginning of your program. The machine language program is called by the USR function. This is a truly remarkable command on the Atari, as it can have a variable length list of arguments for the machine language program to deal with. This machine language program uses three arguments. The format is:

```
A = USR(ML,avar1,key,avar2)
```

where **ML** is the starting location of the machine language program (1536), **avar1** is the first argument (value 0-255), **avar2** is the second argument

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BY Scott Adams



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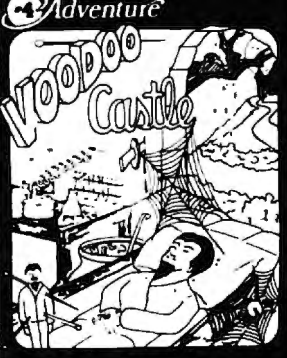
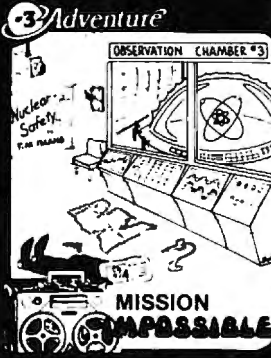
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Listing 1

```

0001 ;***** BOOLEAN FUNCTIONS
0002 ;***** FOR THE ATARI
0003 ;
0004 WHICH .DE #D0
0005 ARG1 .DE #CB
0006 ARG2 .DE #CF
0007 RTN .DE #D4
0008 ;
0009 .BA #0000
0010 .OC
0011 ;
0012 INIT PLA
0013 CMP #03
0014 BNE OUT
0015 PLA
0016 PLA
0017 STA *ARG1
0018 PLA
0019 PLA
0020 STA *WHICH
0021 PLA
0022 PLA
0023 STA *ARG2
0024 ;
0025 LDA *WHICH
0026 AND CMP #01
0027 BNE OR
0028 LDA *ARG1
0029 AND *ARG2
0030 CLC
0031 BCC OUT
0032 ;
0033 OR CMP #02
0034 BNE EOR
0035 LDA *ARG1
0036 ORA *ARG2
0037 CLC
0038 BCC OUT
0039 ;
0040 EOR CMP #03
0041 BNE OUT
0042 LDA *ARG1
0043 EOR *ARG2
0044 ;
0045 OUT STA *RTN
0046 LDA #00
0047 STA *RTN+1
0048 RTS
0049 .EN

```

LABEL FILE: [/ - EXTERNAL]

```

/WHICH=00D0 /ARG1=00CB /ARG2=00CF
/RTN=00D4 INIT=0000 AND=0013
OR=001E EOR=0029 OUT=0031

```

/:0000,0038,0039

Listing 3

```

100 REM SAMPLE PROGRAM
110 GRAPHICS 0:ML=1536
120 SCR=PEEK(560)+256*PEEK(561)+4
130 SCR=PEEK(SCR)+256*PEEK(SCR+1)
140 REM
150 REM DEMONSTRATE "EOR"
160 REM
170 FOR I=0 TO 199
180 A=USR(ML,PEEK(SCR+I),3,128)
190 POKE SCR+I,A
200 NEXT I
210 REM
220 REM DEMONSTRATE "AND" & "OR"
230 REM
240 OPEN #1,4,0,"K:"
250 GET#1,KEY
260 PRINT "NORMAL CHARACTER:";
270 A=USR(ML,KEY,1,127)
280 PRINT CHR$(A)
290 PRINT "REVERSED CHARACTER:";
300 PRINT CHR$(USR(ML,A,2,128))
310 REM
320 REM TEST EACH FUNCTION
330 REM
340 GRAPHICS 0
350 PRINT"<ENTER -1 TO STOP>"
360 PRINT "FIRST VALUE";
370 INPUT ARG1
380 IF ARG1=-1 THEN END
390 PRINT "ENTER FUNCTION:"
400 PRINT "1=AND, 2=OR, 3=EOR"
410 INPUT KEY
420 IF KEY<1 OR KEY>3 THEN 390
430 PRINT "SECOND VALUE";
440 INPUT ARG2
450 PRINT USR(ML,ARG1,KEY,ARG2)
460 PRINT:GOTO 350

```

READY.

```

Listing 2 10 ML=1536:FOR I=0 TO 55:READ X:POKE ML+I,X:NEXT I
20 NEW
30 DATA 104,201,3,208,44,104,104,133,203,104,104,133,208,104
40 DATA 104,133,207,165,208,201,1,208,7,165,203,37,207,24
50 DATA 144,19,201,2,208,7,165,203,5,207,24,144,8,201
60 DATA 3,208,4,165,203,69,207,133,212,169,0,133,213,96
READY.

```

of the function to be performed, and key is the code for which operator is being used.

- 1 = AND
- 2 = OR
- 3 = EOR

The USR function MUST supply all four variables (ML,avar1,key,avar2) and in proper order or the Atari will "lock-up". It will not respond to the keyboard, necessitating a power off/on reset to regain control.

I have provided here a machine language program that extends Atari BASIC. It would be very useful if others could submit similar programming aids, particularly a graphics extension to use the player/missile graphics. Let's make the most of the USR function to extend Atari BASIC as far as possible.

Truth Tables

0 AND 0 = 0	0 OR 0 = 0	0 EOR 0 = 0
0 AND 1 = 0	0 OR 1 = 1	0 EOR 1 = 1
1 AND 0 = 1	1 OR 1 = 1	1 EOR 1 = 0

©

Odds And Ends

John Girard
Berkeley, CA

Here is an early routine I figured out for the ATARI that encourages people to play with the many sound possibilities.

HYPER DRIVE SIMULATOR

```

100 PRINT"TONENUMBER";
      INPUT T
110 OPEN#1,4,0,"K:"
120 GET#1,K
130 FOR I=200 TO 1 STEP -1
140 SOUND 0,I,T,8
150 FOR J=1 TO 5:NEXT J
160 NEXT I
170 SOUND 0,0,0,0
180 GET#1,K
190 FOR I=1 TO 200
200 SOUND 0,I,T,8
210 NEXT I
220 SOUND 0,0,0,0
230 GO TO 120
    
```

SEE BELOW

PRESS A KEY TO START

SPACESHIP ACCELERATES

KILL SOUND IN HYPERSPACE
PRESS A KEY TO FINISH

SPACESHIP DECELERATES

ENGINES OFF

For even more realistic sounds, the volume can be made to rise and fall with the pitch of the engines:

```

140 SOUND 0,I,T,15-INT(I*.05)
200 SOUND 0,I,T,15-INT(I*.075)
delete line 220
    
```

Each run of the program requests T, a tone number. Giving T a value of 8 produces a satisfactory rushing noise for the engines. Other interesting values are:

- 10 — a pure tone
- 4 — damaged engine
- 12 — bizarre sounding engines

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SB DATA TAPE # 4 . . . \$5.00 Grades 2-4 (diphthongs/homonyms)	SB DATA TAPE # 5 . . . \$5.00 (silent letters, endings/compound words)
SB DATA TAPE # 6 . . . \$5.00 Grades 3-5 (more diphthongs double consonants)	SB DATA TAPE # 7 . . . \$5.00 Grades 4-6 (compound words endings)
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Editor's Note: Here are two variations of screen printers for your Atari. Enjoy them. RCL

Copy Your Atari Screen To Your Printer

Harry A. Straw
Wilmington, DE

Here's a handy routine for copying text from your ATARI screen (GRAPHICS 0 mode) to your printer. It is set up to use two GOSUB commands in your main program:

GOSUB 32010 to initialize.

GOSUB 32040 each time you want to line-print a page displayed on your screen.

The program is straightforward, but a few comments may help you to run it smoothly.

The main business of this program is the double FOR-NEXT loop in lines 32050-32110. With the POSITION command, these loops move the cursor over the entire screen, one position at a time. At each cursor position, line 32080 GETs the ASCII number for the character under the cursor, and line 32090 puts the corresponding character on the printer. Since I have an 80-column printer and the ATARI screen is only 40 characters wide, I need line 32105 to get printer carriage return at the proper place. You may be able to delete this line if you have a 40-column printer (or one that can be set to 40 columns).

Line 32040 (printer carriage return) makes sure that the printer head starts copying at its left-hand margin. Line 32120 "homes" the cursor at the end of the subroutine. This is not always necessary but, depending on the next line in your main program, it may prevent an ERROR - 141, "cursor out of range."

You must OPEN a port to GET from the screen. I use port no. 5, leaving ports 1-4 free for use in main programs. The initializing subroutine in lines 32010-32030 does this. It also expands the ATARI display to its full 40-character width and 24-line height to match the cursor movement controlled by lines 32050 and 32060. The OPEN command clears the screen, so you must OPEN before displaying the text you want to copy. Just be sure your main program says GOSUB 32010 *ahead* of the screen display to be printed.

If you have only a few lines to copy, no problem. Merely adjust line 32050 to cover the rows you want to scan. Otherwise, the printer will run for all 24 rows, printing a lot of blank spaces wherever nothing shows on the screen.

There is no CLOSE no. 5 statement in the listing. This leaves port no. 5 open so it is not necessary to repeat GOSUB 32010 for each page to be line-printed.

Take advantage of ATARI's ability to merge cassette-recorded programs with RAM-resident programs by recording this routine with the LIST"C command and reading the cassette with ENTER"C. CSAVE and CLOAD won't work this way. In fact, CLOAD erases programs in RAM! This routine starts with a high line number, 32000, so its line numbers won't conflict with those of a program already in RAM.

In a future note, we'll discuss copying graphics to a printer.

```

32000 REM - COPY SCREEN TO PRINTER.
32001 REM
32002 REM - "OPEN" CLEARS SCREEN.
32003 REM - DO THIS EARLY IN PROGRAM.
32004 REM - USE "GOSUB 32010" FOR THIS.
32005 REM
32010 POKE 82,0:POKE 83,39
32020 OPEN #5,4,0,"S:"
32030 RETURN
32031 REM
32032 REM - USE GOSUB 32040 TO LPRINT
32033 REM - TEXT FROM SCREEN.
32034 REM
32040 LPRINT CHR$(10)
32050 FOR Y=0 TO 23
32060 FOR X=0 TO 39
32070 POSITION X,Y
32080 GET #5,G
32090 LPRINT CHR$(G);
32100 NEXT X
32105 LPRINT CHR$(13)
32110 NEXT Y
32120 POSITION 0,0
32130 RETURN

```

©

Screen To Printer

Len Lindsay

Here is a simple program, completely in BASIC that will print what is on your screen to your printer. It is designed for the 40 column printer. Thus it can only print 39 characters per line, since printing the 40th character creates an extra line feed. To change to 40 characters per line you can change the 39 in line 32130 to 40.



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The program is meant to be used as a subroutine. It depends on these two lines occurring at the beginning of the program first:

```
20 DIM XC$(39)
40 OPEN #3,4,0 "S:"
```

Note that the program is reading characters right off

the screen. Screen input of this type can be used within other types of programs.

Finally, note that the ATARI printer will not print all the characters as on your screen. Often it will just print a blank space for a character it can't print.

Listing

```
0 REM PRINT SCREEN TO PRINTER
1 REM (C) 1980 LINDSAY
20 DIM XC$(39)
40 OPEN #3,4,0 "S:"
32100 XC$=""
      ":REM PRINT SCREEN
32101 REM XC=CHARACTER READ FROM SCREEN
AS ASCII VALUE
32102 REM XLOOP=COL LOOP VARIABLE
32103 REM YLOOP=ROW LOOP VARIABLE
32104 REM XC$=LINE OF CHARACTERS FROM SC
REEN
32105 REM ** INCLUDE A DIM XC$(39)
32106 REM ** INCLUDE THESE AT START
32110 FOR YLOOP=0 TO 23
32120 POSITION 1,YLOOP
32130 FOR XLOOP=1 TO 39
32140 GET #3,XC
32150 XC$(XLOOP,YLOOP)=CHR$(XC)
32160 NEXT XLOOP
32170 LPRINT XC$
32180 NEXT YLOOP
32199 RETURN
```

Sample Output

```
FILENAME IS: DIRPRINT.1
003 SECTORS
FILENAME IS: DIRPRINT.2
005 SECTORS
FILENAME IS: DRFACTOR.
068 SECTORS
FILENAME IS: PRINT.DRF
009 SECTORS
FILENAME IS: TEST.HST
001 SECTORS
FILENAME IS: DRFACTOR.HST
001 SECTORS
FILENAME IS: MENU.
023 SECTORS
FILENAME IS: PREVHIGH.
001 SECTORS
FILENAME IS: LEN.HST
001 SECTORS
FILENAME IS: SCREEN.PRT
005 SECTORS
FILENAME IS: ROBERT.HST
001 SECTORS
SECTORS FREE =527
```

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At Last! Richard Bills
Lisle, IL

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Using Strings For Graphics Storage

Michael Boom
Spokane, WA

If you've ever been frustrated attempting to PLOT and DRAWTO your way through a complex pattern or design in Atari Graphics, you might appreciate a method of graphics generation using text strings to store pixel data. While this string method is not simpler to use in all cases, its ease of data entry and manipulation possibilities make it a strong graphics tool.

Simple line drawings over large areas of the screen are best done using PLOT and DRAWTO commands, since this method uses less memory and generates images faster than the string method will. However, if you have a very complex pattern in a small area of the screen, the string method works well. The heart of string graphics lies in the fact that if you run a PRINT #6 statement followed by ASCII characters while in Graphics Modes 3-7, colored pixels will appear on the screen. Different letters and symbols will plot different colors, but for our purpose we will deal only with the letters A, B, C, and D. Each of these letters plots a different colored pixel in Graphics modes 3, 5, and 7:

A plots color 1 (color register #0)
B plots color 2 (color register #1)
C plots color 3 (color register #2)
D plots color 0 (color register #4)

In Graphics modes 4 and 6, only the letters A and B need be used, A for the plotting color, B for the background color.

For a demonstration, if you type the command
GRAPHICS 3: PRINT #6; "ABCD"

moves the pixel string down and to the right.

Creating A Graphics String:

We can now use the above methods to plot a pattern. First graph out the area needed for the pattern, then fill in the pattern using "A", "B", "C", and "D" to represent the colors wanted:

String 1 CDDDDAAAAA
String 2 DCDDDDDDAA
String 3 DDCDDDDADA
String 4 DDDCDDADDA
String 5 DDDDCADDDA
String 6 AAAAACDDDD
String 7 ABBADCDDDD
String 8 ABCBADDDDD
String 9 ABBADDDDD
String 10 AAAAACCCCC

Now break down the graph as a series of strings, in this case 10 strings of 10 characters each:

String 1 is "CDDDDAAAAA"
String 2 in "DCDDDDDDAA"
etc.

Concatenate the 10 strings for more efficient data storage:

```
"CDDDDAAAAADCDDDDDDAADDCCDDDDADADD
DCDDADDADDDDCADDDAAAAAACDDDDABB
BADCDDDABCBADDCCDDABBBADDDCDAAAA
ACCCCC"
```

We have now generated all the data necessary to plot our figure (a square with an arrow) in the graphics mode, and have stored it in one long string

Display

To plot the string on the screen, determine where you would like the upper left hand corner of the figure to be located, and enter it during the run of the following program after prompt "X,Y?"

```
10 GRAPHICS 5
20 DIM A$(100)
30 $="CDDDDAAAAADCDDDDDDAADDCCDDDD
ADADDCCDDADDADDDDCADDDAAAAAA
CDDCDDDABCBADDCCDDABBBADDDCDAA
AAACCCCC"
40 PRINT "X,Y";:INPUT X,Y
80 FOR K= 1 TO 10
90 POSITION X,Y+K -1
100 PRINT #6; A$(K*10-9,K*10)
110 NEXT K
```

In this program, lines 20 and 30 set up our main pixel data string and line 40 establishes the upper left corner coordinates of the figure. Lines 80 and 110 set up a loop of 10 steps, to divide our main data string into 7 rows. Line 90 positions the cursor for each row, and line 100 prints 10 consecutive 10 character strings on the screen.

Obviously there are figures which require strings too long for direct entry in Atari Basic. In that case, divide the figure into several rectangular sections, each small enough for inclusion into one string (usually under 100 characters in length.) Then concatenate the string as explained in the Basic Reference Manual, p. 39.

Figure Manipulation:

Plotting a figure using string graphics is fairly simple and straightforward. Its real strength lies in figure manipulation through string reading. Some easy manipulations are:

1. Figure rotation (in 90° increments)
2. Figure inversion
3. Color changes

For figure rotation, using the same example figure and data string, let's substitute and add to the previous program. For a 90 degree turn clockwise, add and substitute:

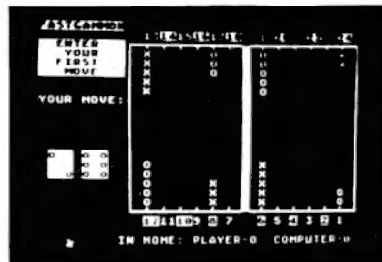
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TANK TRAP
By Don Ursem

A rampaging tank tries to run you down. You are a combat engineer, building concrete barriers in an effort to contain the tank. Use either the keyboard or an Atari joystick to move your man and build walls. If you trap the tank you will be awarded a rank based on the amount of time and concrete you used up. But they'll be playing taps for you if you get run over. There are four levels of play. Higher levels of play introduce slow curing concrete, citizens to protect, and the ability of the tank to shoot through any wall unless you stay close by. Music, color, and sound effects add to the excitement. Written in BASIC with machine language subroutines. Requires at least 16K of user memory. Runs on the Atari 800 and on an Atari 400 with 16K RAM.

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4. An IOCB module that makes I/O operations easy to set up.
5. An ASSEMBLER that allows defining FORTH words as a series of 6502 assembly language instructions.

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```

20 DIM A$(100),B$(100)
50 FOR K = 1 TO 10: FOR L = 1 TO 10
60 B$(K*10-10+L,K*10-10+L)=A$((10-L)*10+K,
(10-L)*10+K)
70 NEXT L, NEXT K
100 PRINT #6;B$(K*10-9,K*10)

```

For a 270 degree clockwise rotation, substitute:

```

60 B$(K*10-10+L,K*10-10+1)+A$(L*10+1-K,L*
10+1-K)

```

For a 180 degree clockwise rotation, substitute

```

50 FOR K = 1 TO 100
60 B$(K,K)=A$(101-K,101-K)
70 NEXT K

```

To change color assignments, add and substitute to the *original* program:

```

50 FOR K = 1 to 100
60 IF A$(K,K) = "C" THEN A$(K,K) = "A"
70 NEXT K

```

To invert a figure, substitute to the original program:

```

100 PRINT #6; A$((11-K)*10-9,(11-K)*10)

```

To turn a figure left to right, substitute in the 180 degree rotation program:

```

100 PRINT #6; B$((11-K*10-9,(11-K)*10)

```

The string manipulations used to manipulate this 10x10 figure can easily be incorporated into subroutines for use in programs using repetitive figures in different positions. Further experimentation for more possibilities is definitely in order.

I hope that the method of string graphics is handy and useful for those of you interested in Atari graphics. Good luck with them. ©

155, the ATASCII value of the RETURN key. You must store the values in memory to save the input. Since the X and Y registers are altered by this routine, you have to save them if you are using them before you call the routine. The program at the end of this article demonstrates this.

Quick Reference

```

GETCHAR $F6E2
OUTCHAR $F6A4
INPUT $F63E

```

Finally, I warn you that although these addresses work on my ATARI, they might be different on yours.

```

INPUT LDX #0 ;initialize loop counter
NEXT STX SAVEX ;save it
JSR $F63E ;get a character
LDX SAVEX ;store index
STA STRING,X ;save character
INX ;increment counter
CMP #9B ;is accumulator = 155
; (RETURN)?
BNE NEXT ;if not, continue
RTS ;Finished

```

```

OUTPUT LDX #0 ;initialize loop counter
NXT STX SAVEX ;save it
LDA STRING,X ;fetch a character from memory
JSR $F6A4 ;print it
LDX SAVEX ;store index
INX ;increment it
CMP #9B ;accumulator = 155 (RETURN)?
BNE NXT ;if not, continue
RTS ;Finished

```

Atari Machine I/O

Charles Brannon

There are three routines that will be of interest to ATARI machine language programmers.

Location \$F6E2 waits for a key to be pressed, and will return its ASCII value in the accumulator. (Works like GET# in BASIC)

Location \$F6A4 puts the character in the accumulator on the screen in the next print location. (Works like PUT#6) The X and Y registers are altered by this routine.

The INPUT routine at \$F63E is a little trickier. It will input a line from the screen and keyboard, just like the INPUT statement does in BASIC. It does not store the line anywhere, however. To use it, do a JSR \$F63E to get each character of the line. The character will be returned in the accumulator. Check for end of input by comparing the value to

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Disk Directory Printer

Len Lindsay

If you have an Atari disk, you know that you can see its directory by entering DOS and choosing option A. Well, here is a program I wrote completely in ATARI BASIC that will give you the same directory listing. Then a second program is listed that will give you an "expanded" directory.

The key to this program is being able to open the directory as a file for a READ. This is easily accomplished with the following statement.

```
100 OPEN #1,6,0,"D1:*.**"
```

Next you must know how the file name info is stored in the directory. The file info is stored as a string 17 characters long.

The first character tells if the file is locked or not. If it is "*" then it is locked. If it is " " (space) then it is not locked.

The file name comes next. Characters 3-10 are the file name. Characters 11-13 are the extension for the name. Any unused characters are stored as spaces. Note, however, that you can't imbed the spaces in your name when you access the file.

Characters 15-17 are the number of sectors used by the program.

With that info you can see how the second, expanded directory list, works. You now can read the directory within your programs by following the new simple methods shown.

Listing 1

```
0 REM PRINT DIRECTORY
1 REM *** (C) 1981
2 REM *** LEN LINDSAY
3 REM ***
4 REM *** SAME AS VIA DOS
10 GRAPHICS 0
20 DIM FILENAME$(20)
100 OPEN #1,6,0,"D1:*.**":REM OPEN DIRECT
ORY FOR A READ
110 TRAP 900:REM NO MORE FILES
200 INPUT #1;FILENAME$
300 PRINT FILENAME$
400 PRINT LEN(FILENAME$)
800 GOTO 200
900 END
```

Listing 2

```
0 REM PRINT DIRECTORY
1 REM *** (C) 1981
2 REM *** LEN LINDSAY
3 REM ***
4 REM *** EXPANDED DIRECTORY PRINT
10 GRAPHICS 0
20 DIM FILENAME$(20)
100 OPEN #1,6,0,"D1:*.**":REM OPEN DIRECT
ORY FOR A READ
110 TRAP 900:REM NO MORE FILES
200 INPUT #1;FILENAME$
300 IF LEN(FILENAME$)>5 THEN 900
400 PRINT "FILENAME IS: ";
410 FOR LOOP=3 TO 13
420 IF LOOP=11 THEN PRINT ".";
430 IF FILENAME$(LOOP,LOOP)<>" " THEN PR
INT FILENAME$(LOOP,LOOP);
440 NEXT LOOP
450 IF FILENAME$(1,1)="*" THEN PRINT "
LOCKED ";
460 PRINT
500 PRINT " ";FILENAME$(15,17);" SEC
TORS"
800 GOTO 200
900 PRINT " SECTORS FREE =" ;FILENAME$
```

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Condensing Data Statements On The Atari

Craig Patchett

This article was originally written as an appendix to my article "Designing Your Own Atari Character Sets" (see the March 1981 issue of **COMPUTE!**). It then occurred to me, however, that there are most likely many other applications where this simple technique might be useful, especially in the loading of machine language subroutines from BASIC DATA statements. In general, any program where a significant amount of numbers between 0 and 255 must be stored as data can be reduced in size using the technique.

An Atari memory location, as is true with most microcomputers, can only hold numbers in the range of 0 to 255. Not by coincidence, 0 to 255 is also the range of ATASCII values, each of which can be translated to an Atari character using the CHR\$ function. On the same note, each Atari character can be translated to its ATASCII value using the ASC function. This means that one character can be used in place of from one to three digits. Since characters can be combined in character strings, one character can replace up to three digits *and* a comma when used in place of its corresponding value in DATA statements. Therefore, in programs that use a lot of numerical data in the 0 to 255 range, character strings can be utilized in the following way to cut down the program's memory requirements:

```

30000 REM /*Make sure we're not at the e
nd of the current string*/
30010 IF ME=LEN(DAT$) THEN ME=0:READ DAT
$
30020 REM /*Increment ME (pointer into D
AT$)*/
30030 ME=ME+1
30040 REM /*Convert next character to it
's ATASCII value*/
30050 VALUE=ASC(DAT$(ME,ME))
30060 REM /*All done*/
30070 RETURN

```

To use this subroutine, first DIMension DAT\$ to the length of the longest data string you plan to use, and initialize ME to 0. Then, each time you

would normally use a READ command, use a GOSUB 30000 instead and the data value will be returned in VALUE. Of course, you must first convert your data to the appropriate Atari characters. Appendix C: ATASCII Character Set, in the BASIC Reference Manual, can be used to aid in this task. Keep in mind that, for the most part, ATASCII values 128-255 are just the reverse of values 0-127 (in other words, use the reverse character key). The <ESC> key, in combination with other keys, can often be used to get the more evasive characters. To make life a little easier for you, I've included this short program that will print out the ATASCII values of any characters typed while it is running. Good luck!

```

10 OPEN #1,4,0,"K:"
20 GET #1,VALUE
30 PRINT VALUE
40 GOTO 20

```

(Note: to get the ATASCII value of a character such as <ECS> <CTRL>+ using this program, just type <CTRL>+. Pressing the <ESC> key will give you the value of the <ESC> <ESC> character.)

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Real-Time Clock On The Atari

Richard Bills
Lisle, IL

As the popularity of the Atari Computer grows, more people are realizing that it offers more capabilities than other computers in the same price range. Many of its capabilities, however, are not advertised. For instance, I would not have known that it had real-time clock hardware if my dealer had not told me about it. I have since developed this flexible 3K program to utilize this hardware.

The program will first ask you if you want to set the alarm time. If you do, it will ask you to give the time in twenty-four hour format (for example, 15,30,20). Otherwise it will disable the alarm. Next, it will ask you if you would like to set the time. If you do, it will ask for the hours, minutes, and seconds, and will enter this time into the hardware registers. You may use twenty-four hour time if you wish. If you don't want to set the time, the time presently in the hardware registers will not be changed. After fulfilling these preliminaries, the clock time is then displayed in the center of the screen. The time is stored and kept in the hardware and should not be disturbed unless you hit SYSTEM RESET. You may have noticed that this program uses large line numbers (near the 32,767 limit). This enables you to attach this program to the end of another program (or several programs) as a subroutine. I suggest using LIST "C" to save the program and ENTER "C" to load the program. These commands allow you to enter the program without erasing the program that resides in memory. LIST "C", X,Y will list lines X through Y to the cassette, enabling you to save a certain routine without including the clock program. A line by line description of this program follows.

- 30000** Let's clear the screen and shut off the cursor.
30001-30002 OFF is a flag. When it equals 1 then the alarm will not go off.
30003 TOTAT is the total alarm time in sixtieths of a second
30010-30016 These lines input the time which is to be placed in the hardware registers.
30020-30021 Register 53279 is the register which indicates which console button(s) are pressed. It equals 6 when START is pressed.
30025 This line POKE's the clock hardware down to 0. The largest number a register can have is 255. Register 20 increments by 1 every sixtieth of a second and increments register 19 by 1 when it counts beyond 255 (back to 0 again). Register 18 increments by 1 when register 19 counts beyond 255.
30030-30049 Now we break the current time down into sixtieths of a second and store them in the hardware registers.

- 30100** This collects the time from the hardware registers in sixtieths of a second.
30150 If the time in the registers is greater than 24 hours, lines 31000-
31070 will be executed. They bring the time in the registers down to an equivalent time below the 24 hour level. This allows the time to continue to be kept in the hardware for an indefinite period of time by preventing all the registers from counting beyond the 255 level and going to 0 at the same time; this would cause the time to be lost.
30522 This line can be eliminated if 24 hour time is preferred.
30523 The time is obtained from the registers in order to compare it at line 30526 to the time the alarm was set to go off at. Since the program is too slow to be able to check the alarm time continuously, a tolerance (100) may be changed.
30524 This line may also be eliminated if 24 hour time is preferred.
30530 This is the line which produces the alarm sound. Use your imagination here!
30539-30700 The printing of the time is performed by these lines. They insure that the zeros will be correctly placed and that the length of the line will always be the same.

```

30000 PRINT "):DIM X$(10):POKE 752,1
30001 ? "Do you want to initialize the a
1arm";:INPUT X$:IF X$="YES" OR X$="yes"
THEN OFF=0:GOTO 30003
30002 OFF=1:GOTO 30004
30003 PRINT "Set alarm time [use 24 hour
time in 0,0,0 format]":INPUT AH,AM,AS:T
OTAT=AH*60*60+AM*60*60+AS*60
30004 ? "Do you want to set the time";:I
NPUT X$
30005 IF X$="YES" OR X$="yes" THEN 30007

30006 GOTO 30009
30007 ? "):"
30010 PRINT "Hours";:INPUT H
30015 PRINT "Minutes";:INPUT M
30016 PRINT "Seconds";:INPUT S
30020 PRINT "Hit START to begin the time
."
30021 IF PEEK(53279)>6 THEN 30021
30022 PRINT "):"
30023 REM ***** PUT CURRENT TIME IN HA
RDWARE REGISTERS*****
30025 POKE 18,0:POKE 19,0:POKE 20,0
30030 T=H*60*3+M*60*2+S*60
30040 POKE 18,INT(T/(256*256))
30043 T=T-(256*256)*(INT(T/(256*256)))
30045 POKE 19,INT(T/256)
30047 T=T-256*(INT(T/256))
30049 POKE 20,INT(T)
30099 ? "):"
30100 TIME=PEEK(20)+PEEK(19)*256+PEEK(18
)*256*256
30150 IF TIME>=5184000 THEN 31000
30200 TIME=INT(TIME/60+0.5)
30300 SEC=TIME-60*(INT(TIME/60))

```

```

30350 TIME=INT((TIME-SEC)/60)
30400 MIN=TIME-60*(INT(TIME/60))
30500 HOURS=INT((TIME-MIN)/60)
30505 IF SEC=60 THEN 30510
30508 GOTO 30515
30510 MIN=INT(SEC/60)+MIN
30511 SEC=SEC-60*(INT(SEC/60))
30515 IF MIN=60 THEN 30520
30518 GOTO 30522
30520 HOURS=INT(MIN/60)+HOURS
30521 MIN=MIN-60*(INT(MIN/60))
30522 IF HOURS=0 THEN HOURS=12
30523 ATCHECK=PEEK(18)*256*256+PEEK(19)*
256+PEEK(20)
30524 IF HOURS>12 THEN HOURS=HOURS-12
30525 SOUND 0,0,0,0
30526 IF ABS(ATCHECK-TOTATX100 AND OFF=
0 THEN 30530
30527 GOTO 30533
30530 ? " ":SOUND 0,50,10,10:FOR X=0 TO
1000:NEAT X:? "))))))"
30539 POSITION 15,10
30540 IF HOURS<10 THEN 30550
30542 IF MIN<10 THEN 30630
30544 IF SEC<10 THEN 30700
30545 PRINT INT(HOURS+0.5);".";INT(MIN+0
.5);".";INT(SEC+0.5):GOTO 30100
30550 IF MIN<10 THEN 30560
30551 GOTO 30600
30560 IF SEC<10 THEN PRINT "0";INT(HOURS
+0.5);".";INT(MIN+0.5);".";INT(SEC+0.5
):GOTO 30100
30561 PRINT "0";INT(HOURS+0.5);".";INT(M
IN+0.5);".";INT(SEC+0.5):GOTO 30100
30600 IF SEC<10 THEN PRINT "0";INT(HOURS
+0.5);".";INT(MIN+0.5);".";INT(SEC+0.5
):GOTO 30100
30601 PRINT "0";INT(HOURS+0.5);".";INT(M
IN+0.5);".";INT(SEC+0.5):GOTO 30100
30630 IF SEC<10 THEN PRINT INT(HOURS+0.5
);".";INT(MIN+0.5);".";INT(SEC+0.5):GO
TO 30100
30631 PRINT INT(HOURS+0.5);".";INT(MIN+
0.5);".";INT(SEC+0.5):GOTO 30100
30700 PRINT INT(HOURS+0.5);".";INT(MIN+0
.5);".";INT(SEC+0.5):GOTO 30100
30900 REM The next lines will poke the h
ardware clock registers down 24 hours
31000 TIME=PEEK(18)*256*256+PEEK(19)*256
+PEEK(20)
31005 TIME=TIME-518400*(INT(TIME/518400
0))
31020 POKE 18,INT(TIME/(256*256))
31030 TIME=TIME-(256*256)*INT(TIME/(256*
256))
31040 POKE 19,INT(TIME/256)
31050 TIME=TIME-256*(INT(TIME/256))
31060 POKE 20,INT(TIME)
31070 GOTO 30100

```

Review Stud Poker

Robert W. Baker
Atco, NJ

STUD POKER is an interesting card game program for the 16K Atari from Dynacomp, Inc., 6 Rippingale Road, Pittsford, NY 14534. (\$11.95, cassette; \$15.95, diskette) The program includes two separate menu selectable versions of familiar stud poker, each with simple graphics and some sound effects. The card displays are simply the card outline with the face value and suit, no fancy card displays are used. For sound, you get to hear the cards shuffled and dealt along with other appropriate "bells and whistles" at important times.

One of the games deals two cards to you and the Atari, with one card down for the Atari. You each bet on your hands, and bet again after each of the remaining three cards are dealt. At each betting interval you can call, bet/raise from \$1 to \$3, or fold. The current pot value and your current winnings or loses are always displayed. When the hand is over, the Atari's down card is turned over and the winner is declared.

The other game is even simpler, both you and the Atari are each dealt five cards. Two of the Atari's cards are face down and not displayed. You must bet on your hand (\$10 to \$100) and cannot fold. After betting, the Atari's down cards are turned over and the winner is declared. Again, your total winnings or loses are displayed.

The games are rather interesting and it would appear that the Atari's card playing skills are pretty good. However, the documentation supplied was rather confusing and did not match the program operation. The names of the two games as well as the betting limits were different in the manual from that used in the program. Also, a different method of indicating whether to continue or quit was used by each part of the program after each hand. One section wanted a "C" or "Q" while the other wanted a RETURN with a null or "Q" input. Totally confusing! With a little more consistency and clearer documentation this could be a very nice package. ©

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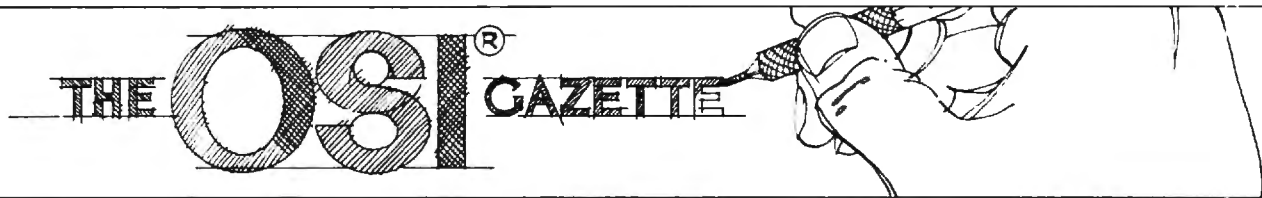
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Through The Fill-The-Buffer Routine With Gun And Camera

Kerry Lourash
Decatur, Illinois

This is an effort to shed some light on the Fill-the-Buffer routine (FTB) of OSI BASIC-in-ROM. Subroutines with FFX addresses are for the C1P, but should be about the same for the C2P. Let me warn you - all numbers in this article are hexadecimal, unless stated otherwise! I will appreciate any corrections or additions readers may have.

What Is It?

The buffer mentioned is a section of zero-page memory (locations 13-5A). When you type in a line of BASIC or the tape recorder loads your favorite program the computer stores one BASIC line at a time in the buffer. Since the buffer is only 72 (decimal) bytes long, no BASIC line can be longer than 72 (dec.) characters. By the way, when you type a 4-digit line number, you have only 68 (dec.) characters left in the line. The FTB takes input from the keyboard or ACIA (Asynchronous Communication Interface Adapter), depending on the status of the SAVE and LOAD flags. After the line is stored in the buffer, other routines tokenize the line and store it in the BASIC workspace.

What Does It Do?

This is what the FTB does:

1. Filters input so no graphics or control characters except "BEL" (end of line) and NULL (zero) gets into the buffer.
2. Checks the "CTRL 0" (output) flag (loc. 64) to see if characters should be output to TV and ACIA.
3. Counts the number of characters input and gives an automatic carriage return/line feed (CR/LF) if the line length stored in loc. 0F is exceeded.
4. Outputs ten NULLS after a CR, and an additional number of NULLS equal to that stored in loc. 0D after a LF.

5. Implements control characters such as carriage return (0D), line feed (0A), "BEL" (07), backspace (5F), and line delete (@,40).

6. Puts a NULL in the buffer at the end of a line to mark the end of line for following routines. Sets the X and Y registers to the start of the buffer(-1).

Preparing For Our Journey

Machine language routines are murder to decipher, and the FTB is no exception. The code is compact in order to stuff BASIC into 8K of ROM, and uses nested subroutines extensively. In my chart, I've put the subs immediately after the point where they are called, instead of in numerical order. Also, subs are indented and bracketed, so the addresses at the far left are the main routine and the subs are at the right, in brackets. The format is somewhat like the outlines we did in school. I've tried to make the routine understandable to both machine language and BASIC oriented readers. The ML addresses have been kept so any part of the routine can be pinpointed and disassembled for additional info; BASIC readers can consider the addresses as line numbers. Most assembly language has been replaced by explanations of what is happening. I have used only a few mnemonics and have given their BASIC equivalents in the heading of the chart.

Into The Jungle

Now we're thru the preliminaries, on with the safari! Look for line A357 on the chart; this is our starting point. First, the X register is zeroed. The x-reg. counts characters as they are input into the buffer. Through a series of JSR's (JSR = GOSUB) and JMP(GOTO) thru RAM, we come to the input sub at FFBA. For those who have the Aardvark cursor program, this is where it steps in and does its stuff. Locations 218 and 219 are changed so that BASIC jumps to the Aardvark program instead of FFBA.

The Input Trek

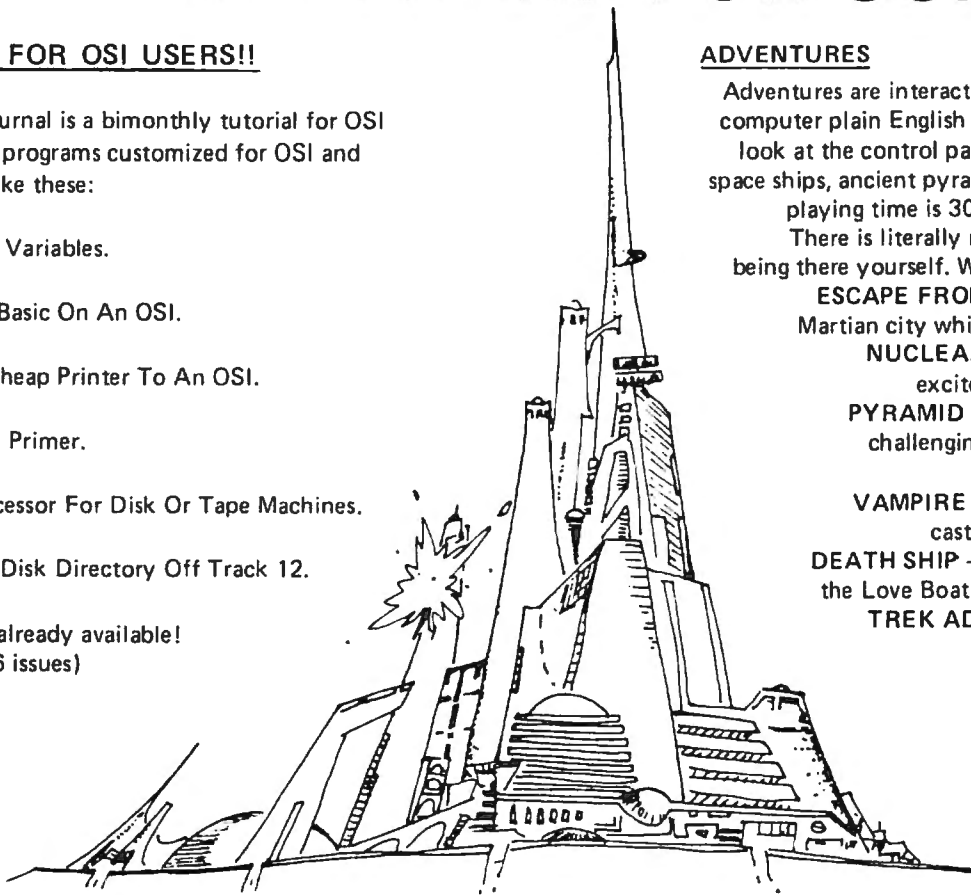
The input sub looks at loc. 203, the LOAD flag. If the MSB (Most Significant Bit) of 203 is zero, the sub goes to FD00, the keyboard scan sub, which waits for an input from the keyboard, decodes it, puts it in the A register, and returns (RTS) to A389. On the other hand, if the MSB of loc. 203 is 1, the sub checks the LSB (Least Significant Bit) of F000, the ACIA's status register, and waits 'til it is zero, which means the ACIA has a byte ready in F001. This byte is stored in the A-reg. and the routine returns to A389, just like the keyboard routine does. Oh yes, one thing I forgot to mention: before F000 is

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checked, the keyboard is checked to see if the space bar has been hit. If so, the LOAD flag is turned off and we JMP to FD00 and then RTS to A389.

Now we have a byte, but we're not done processing it yet. At A389-A396 there is a section of code that tells the CPU to do nothing for a few microseconds. I'm not sure whether this is a time delay or just a spot where some code was deleted and the gap not closed up. Anyone know? After this lull, the MSB of the input byte is set to zero so we don't get any graphics characters and if the char. is a CTRL 0(0F) the output flag (loc. 64) is toggled. That means the output flag is changed to FF (all 1's) if it is zero, and vice versa. Finally, the input processing is completed and we RTS to the main routine at A35C.

Character Runs The Gauntlet

At A35C the character is tested to see if it is a "BEL". If it is, the X-register is checked to see if the buffer is full (more than 71 dec.). If there is room in the buffer, "BEL" is stored in the buffer and sent to the output sub A8E5 (more on this sub later). At A381 we are sent back to A359 to get another character. If the buffer is full, the "BEL" is output to the TV (or ACIA, if doing a SAVE) by A8E5, but "BEL" is not stored in the buffer. Now we are back at A359.

Let's temporarily bypass the test for carriage return (A360) and look at A364. This test blocks out control and graphics characters and sends us back to A359. That's why there's no way to stick a graphics char. directly into a line, even in a PRINT statement, without a CHR\$ command. Look in your graphics manual and see what characters are legal (20-7D).

At A36C we test for @, the line erase character. We branch to A351 and JSR to A8E5 (outputs the @ character). Then a JSR to A86C, which sends a CR and a LF to A8E5, sending the cursor to "home". Now an RTS to A357 to zero the buffer counter, and we are back at A359, ready to start filling the buffer again. A370 tests for "SHIFT 0". Oddly enough, the ASCII of "SHIFT 0" happens to be 5F, which is also the cursor character. This time we branch back to A34B. A JSR to A8E5 outputs a cursor character. A34E decrements the buffer counter (X), and if we haven't erased backward beyond the start of the buffer, A34F sends us to ol' A359. If we have erased too far, a JSR to A86C homes the cursor, A357 zeroes the buffer counter, and we start filling the buffer at A359.

At A376 the buffer counter is checked. If the buffer is full, the input char. is changed to "BEL" (A37C) and output (A8E5) to tell you you're wasting your time. Nothing is stored in the buffer and we branch to A359 for another journey thru the FTB. Finally at A378, the character, if it has passed all the tests, is stored in the buffer. The contents of the buffer counter (X) are added to the number 13 (start of the buffer) and the character is stored at the resulting address. A37A increments the buffer counter, counter and A37E JSR's to A8E5, which prints the character.

The A8E5 Routine

Now for an explanation of the A8E5 sub. If the MSB of the output flag (loc. 64) is a 1, we RTS with no output to TV or ACIA.

If the MSB is zero, we check to see if the ASCII of the char. is less than 20 (BEL, CR, LF). If so, we skip the line length check and branch to A8FA. At A8FA we JSR to FFEE, which JMPs to the address found in 021A and 021B. This address is normally FF69, but you could cook up your own routine and put its starting address in 021A and 021B. From FF69, we JSR to BF2D, the video output sub, which I will explain in another article. To make a long story short, a "BEL" will be displayed as a graphics character, a CR will cause the cursor to be moved to the start of the line, and a LF will scroll the screen and "home" the cursor.

Now we RTS from the video sub and check the status of the SAVE flag (205). If 205 contains a zero, we RTS to A901. If the SAVE flag is non-zero the ACIA status register is monitored until its second bit is zero and then the character is sent to the ACIA (loc. F001). If the character is a CR then 10 (dec.) NULLs are also sent to the ACIA (this gives the computer time to process the line and scroll the screen when the program is LOADED from tape) and then we RTS to A901. A901 RTS's to A381 which brings us back to A359.

Back at A8EA, we assumed the input character would be less than 20. Let's see what happens if it's greater than 20. At A8EE addresses 0E and 0F are compared. 0E is the counter for the number of characters since the last CR. 0F contains the user-selectable line length (remember the "terminal width?" message at cold start?).

Don't confuse this line length with the maximum line length for the video stored at FFE1 or the cursor position counter at loc. 0200. If 0E and 0F are equal then there is a JSR to A86C. At A86C a CR and an LF are fed to the A8E5 sub for an automatic LF/CR. At A87A an additional number of NULLs equal to the number stored in loc. 0D are output. If 0E and 0F aren't equal there is a branch to A8F7 and 0E is incremented before the JSR to FFEE. The character is output to the TV and, if the SAVE flag is on, to the ACIA. Finally, we return to A359.

Last Leg of Our Journey!

Have patience, our journey is almost at an end. We skipped over the CR test at A360, now let's go through that one. If the input is a CR, a branch is made to A86C which puts a NULL at the end of the line in the buffer, marking the end of the line. This done, we are at A86C, which starts the auto CR/LF and the extra NULLs from loc. 0D. When we reach the end of the sub at A88A we RTS not to the FTB but to the Tokenize-the-Buffer routine, which is another story.

I highly recommend both Carlson's *OSI Basic In ROM* and William's and Dorner's *First Book of OSI*. The information in their books was invaluable in writing this article. I would like to hear from other people interested in Basic-in-ROM.

Fill-The-Buffer Routine (A357)

```

    JSR -GOSUB
    RTS -RETURN
BRANCH JMP -GOTO
    INC -ADD 1 (TO)
    DEC -SUBTRACT 1 (FROM)
/02180/ -CONTENTS OF (LOC. 0218)
    CHAR - ASCII CHARACTER
    MSB - MOST SIGNIFICANT BIT
    LSB - LEAST SIGNIFICANT BIT
ALL NUMBERS IN HEX:
A34B JSR A8E5
    A8E5 (SEE A8E5 BELOW)
.....
A901 RTS
A34E DEC X-REG. (BUFFER COUNTER)
A34F IFX GREATER THAN ZERO THEN A359
A351 JSR A8E5
    A8E5 (SEE BELOW)
.....
A901 RTS
A354 JSR A86C
    A86C (SEE BELOW)
.....
A88A RTS
A357 ZERO X-REGISTER (BUFFER COUNTER = 0)
A359 JSR A386
    A386 JSR FFEB
        FFEB JMP /218,219/ (NORMALLY FFBA)
        FFBA IF LOAD FLAG OFF, BRANCH TO FFD8
        FFBF IF SPACE BAR HIT, BRANCH TO FFD5
        FFCB IF ACIA NOT READY, BRANCH TO FFBF
        FFDI LOAD CHAR FROM ACIA AND RTS
        FFD5 TURN OFF LOAD FLAG
        FFD8 JMP TO FDOO (KEYBOARD SCAN SUB)
        FDOO (RETURNS WITH CHAR. IN A-REGISTER)
        FDCE RTS
A389 TIME DELAY?
A396
A397 MASK MSB OF CHAR. TO ZERO
A399 IF CHAR, IS "CNTRL 0" TOGGLE OUTPUT
    FLAG (0064)
A3A5 RTS
A35C IF CHAR. IS "BEL" (END OF LINE), BRANCH TO A376
A360 IF CHAR. IS CARRIAGE RETURN, BRANCH TO A866
A866 PUT A NULL AT END OF LINE IN THE BUFFER (THIS SUB ALSO SETS X REGISTER & Y-REGISTER TO POINT
    AT BUFFER
    FOR GET-CHAR. SUB)
A86C (SEE BELOW)
A88A RTS GO TO TOKENIZE BUFFER ROUTINE-THE END.
A364 IF CHAR. IS LESS THAN 20 OR GREATER THAN 7D THEN A359
A36C IF CHAR. IS @ (ERASE LINE) THEN A351
A370 IF CHAR. IS 5F (BACKSPACE, SHIFT 0) THEN A34B
A376 IF LINE LENGTH IS GREATER THAN 71(DEC.) THEN A37C
A378 STORE CHAR. IN BUFFER
A37A INC X-REG. (BUFFER COUNTER) AND GOTO A37E
A37C CHANGE A-REG. (CHAR. INPUT) TO "BEL"
A37E JSR A8E5
    A8E5 IF OUTPUT FLAG(0064) IS ON, RTS (NO OUTPUT)
    A8EA IF CHAR. IS LESS THAN 20(BEL, CR, LF)
        BRANCH TO A8F9
        CHARS ALLOWED PER LINE, JSR A86C
        A86C PUT CR IN A-REG. (TO BE OUTPUT)
        A86E PUT CR IN ADDRESS 0E
        A870 JSR A8E5
            A8E5
            .....
            A901 RTS
        A873 PUT LF IN A-REG.
        A875 JSR A8E5
            A8E5
            .....
A901 RTS
A87A OUTPUT NO. OF NULLS IN ADDRESS 0D
A886 ZERO ADDRESS 0E (NO. OF CHARS. SINCE CR)
A88A RTS
A8F7 INC 0E
A8FA JSR FFEE
    FF69 JSR BF2D
        BF2D VIDEO OUTPUT ROUTINE
        .... (THIS WILL BE EXPLAINED
        NEXT INSTALLMENT.)
        BF72 RTS
    FF6D IF SAVE FLAG /0205/ IS OFF, RTS
    FF73 JSR FCB1
        FCB1 IF STATUS REG.(F000) OF ACIA
        NOT READY, THEN FCB1
        FCBA WRITE CHAR. TO ACIA (F001)
        FCBD RTS
    FF76 IF CHAR WAS NOT A CR, RTS
    FF7D WRITE 10(DEC.) NULLS TO ACIA
    FF8A RTS
A901 RTS
A381 BRANCH TO A359
    
```

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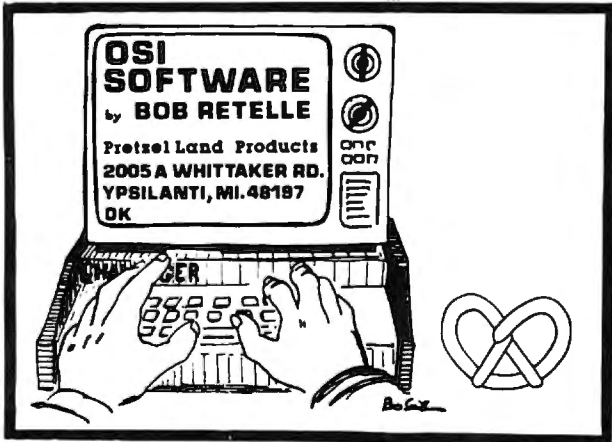
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FOOTU: FOO Revisited

A Game For The OSI C1P, or how we learned the true meaning of the oft used phrase "This program is easily adapted to..."

Charles M. and Michael J. De Santis

On p. 26:45 of the July 1980 issue of *MICRO*, the "small systems journal" from Ohio Scientific listed a little race program called "FOO". It was stated that the program would run on disk based OSI machines but that "the program is easily adapted to" OSI basic-in-ROM machines. Well, maybe its easy if you're one of OSI's computer designers or software whizzes and know where all the goodies are tucked away inside all the OSI computers, but my son Mike and I had one devil of a weekend getting "FOO" to run on our diskless — C1P. However, I can't say it was a bad experience because we learned a lot about our little machine and have come up with a couple of things that should be of interest to other C1P owners as well.

A Carriage Control

For instance, did you know that SPC (0) when used in a PRINT statement causes about 15 line feeds to occur. We discovered this one while trying to figure out why the roadway on OSI's version of "FOO" would space out and break up occasionally (see their line 550).

Keyboard Control Routine

After that was corrected, our next problem was to get the vehicle in the game moving under keyboard control. We found that, for some reason that we didn't want to take a lot of time to discover, the subroutine starting at line 600 of the OSI version of the game wouldn't work on the C1P as the program was originally written.

To correct this problem, we just re-wrote the subroutine using the "more standard" format from the OSI graphics manual, i.e. POKE 57088, row #: IF PEEK (57088) = col. # THEN ...etc. However, our keyboard control software evolved into a form that we think is really useful for many other programs.

In the typical game program as in "FOO", numbers, i.e. number keys, are used to control the direction of an object on the video screen, e.g. "1" for movements to the left and "2" for movements to the right. A problem with this approach usually crops up at the end of a game if, for instance, an INPUT statement is used to query the user about continuing. If the player isn't fast enough (he's just been controlling a space ship and has crashed into a star at 30,000 mi/hr.) he enters a "1" or "2" where

a "Y" or an "N" was expected, and he has to fuss around to correct the entry or restart the program if he's already hit the RETURN. The more insidious version of this problem arises when the "keyboard-control-during-program-execution" feature is turned off while you're still holding down the "1" or "2" key. This situation usually arises abruptly because of a game rule violation of some sort. The game stops and control returns to BASIC. This happens so fast that you're still holding down one of the number control keys, and BASIC interprets this to be the entry of a program line number. If you type anything else and then hit the RETURN you've just added a new line to your program; and you won't know it until the next time you try to run it. My favorite error in this regard ends up with line 1 reading: 1 LIST. When the program is run, I get a listing.

Well here's how to fix things so that the problem never happens again. First of all, don't use numbers for control functions (obvious, right?); we've used the left and right shift keys for control for several reasons: (a) they're spaced a nice distance apart for hand control; and (b) they're both accessible using the same row number in the keyboard polling routine.

Secondly, and this is where the serendipity comes in, the SHIFT LOCK key must be released in order for the SHIFT keys to be activated since it is also accessed through the same row number. In our version of "FOO", after all of the game options are selected, we use instructions such as:

```
270 PRINT "TO START, RELEASE SHIFT LOCK"
271 POKE 57088, 254: IF PEEK (57088) = 254 THEN
270
```

The "254" is the column number of the SHIFT LOCK key on the polled keyboard so that line 271 keeps getting repeated until the SHIFT LOCK is released. As soon as it is released, the game starts and the shift keys are active. If the game should end abruptly or unexpectedly, and keys that may have been pressed are not entered because the RETURN key is inactive while the SHIFT LOCK key is not depressed.

The SHIFT LOCK must be pressed in order for BASIC to respond. At the end of the game or at any intermediate INPUT statement, we print a reminder to "PUSH THE SHIFT LOCK" for the proper data entry or to restore normal operation. It's a great way to do it! Try it, you'll like it.

FOOTU — C1P Version

Listing 1 is our version of FOO modified to run on our C1P which has 4k of memory. Some of the scaling factors of the original program have been eliminated and the SHIFT and SHIFT LOCK features discussed in this article are employed. The display has been scaled to fit the C1P's capabilities. For other machines, lines 110, 230, 240, 290 and

520 may have to be modified. Also lines 600 – 660 will have to be modified for C2 and C4 computers. Just remember . . . “This program is easily adapted to . . .” Good Luck!

FOOTU

```

100 POKE 530, 1
110 KY=57088:SM=2:MS=1:RN=0
115 BS=54051
117 ML=0:SN=255
120 LP=5
130 PL=2/LP
155 KP=0
160 IF A$="Y" THEN ME=EM:WI=WF:GU=UG:
    GOTO 270
170 FOR I=1 TO 30:PRINT:NEXT I
180 PRINT "FOOTU"
190 PRINT:PRINT"RACEWAY"
200 PRINT:PRINT"YOU RUN AT YOUR OWN
    RISK!"
210 PRINT:PRINT"LEFT=LEFT SHIFT RIGHT=
    RT SHIFT"
215 PRINT:PRINT"OVERDRIVE=CTRL"
230 PRINT: INPUT"INITIAL WIDTH (1-20)";WI
240 PRINT:INPUT"DELAY(1-15)";ME
241 EM=ME
245 PRINT
250 GU=0:INPUT"PEDESTRIANS (Y/N)";X$:
    IF LEFT$(X$,1)="Y" THEN GU=.3
260 KP=0: INPUT "KILLER FOO (Y/N)"; X$:
    IF LEFT$(X$,1)="Y" THEN PK=1
270 PRINT: PRINT "TO START PRESS SHIFT
    LOCK"
271 POKE KY, 254: IF PEEK (KY) = 254 THEN 271
280 FOR I=1 TO 30: PRINT:NEXT I
290 WD=WI:WF=WI: WI=(12-WI)/2
291 ME=54060-ME*32
300 FOR M=1 TO LP: GOSUB 600: GOSUB 500:
    ML=ML+1: NEXT M
350 WI=WI-1
370 IF WI<4 THEN 300
400 FOR M=1 TO LP: GOSUB 600: GOSUB 500:
    ML=ML+1: NEXT M
450 WI=WI+1
470 IF WI>WD THEN 400
490 GOTO 300
500 RN=RN+SM*RND(1)-MS
510 WT=WT+SGN(RN)
520 IF WI+WT>20 THEN WT=WT-1: RN=0
530 IF WT<0 OR WT=0 THEN WT=WT-1: RN=0
540 IF WI<0 THEN WI=2
545 IF WI<8 AND RND(1)>GU THEN POKE
    BS+WT+1+INT(WI*RND(1)), 240
550 PRINT SPC(WT); "XX"; SPC(WI); "XX"
560 RETURN
600 POKE Y, 254
610 IF PEEK (KY) = 251 THEN ME=ME-1:KK=-1
620 IF PEEK (KY) = 253 THEN ME=ME+1:KK=1
630 IF PEEK (KY) = 191 THEN ME=ME+KK
640 IF PEEK (ME)>.32 THEN 700
650 POKE ME, C
660 RETURN
700 IF PEEK (ME) = 240 THEN GY=240
705 IF GY=240 AND PK THEN KP=KP+1:
    GY=0: GOTO 650
720 PRINT "YOU BLEW IT!"
725 PRINT
730 MI=ML*PL

```

```

750 PRINT "AFTER"; MI;"MILES"
755 IF PK THEN PRINT "AND"; KP; "KILLS"
757 PRINT: PRINT "TOTAL POINTS:";
    INT(MI+4*(L-PK)*MI+100*KP)
760 GOSUB 1000
810 GOTO 5000
1000 IF PK THEN WD=KP: GOTO 1030
1010 WD=MI/WF
1030 PRINT: PRINT "CONGRATULATIONS"
1040 PRINT "YOU MAY NOW CALL"
1045 PRINT "YOURSELF"
1050 PRINT: PRINT " "
1060 IF WD>3 THEN PRINT "LITTLE"; GOTO 1200
1070 IF WD>5 THEN PRINT "TENDER";:
    GOTO 1200
1080 IF WD>12.5 THEN PRINT "MEDIocre";:
    GOTO 1200
1099 IF WD>25 THEN PRINT "BIG";: GOTO 1200
1100 IF WD>38 THEN PRINT "MASTER";:
    GOTO 1200
1110 IF WD>50 THEN PRINT "GRAND";:
    GOTO 1200
1120 PRINT "CHEATER"
1200 PRINT "FOO"
1210 IF GY=240 THEN PRINT "KILLER!"
1220 PRINT "!"
1230 RETURN
5000 PRINT: PRINT: PRINT "PRESS SHIFT LOCK"
5001 PRINT: INPUT "AGAIN"; A$: A$=LEFT$(
    A$,1)
5010 IF A$="Y" THEN 6000
5020 INPUT "SAME"; A$:A$=LEFT$(A$,1)
5025 IF A$="Y" THEN CLEAR
5030 GOTO 100
6000 END

```

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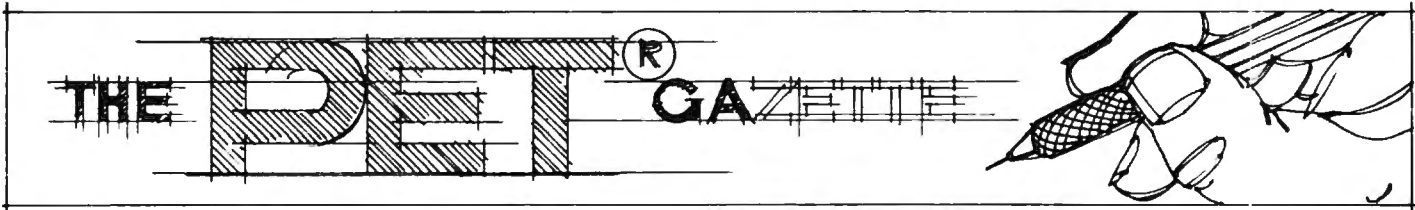
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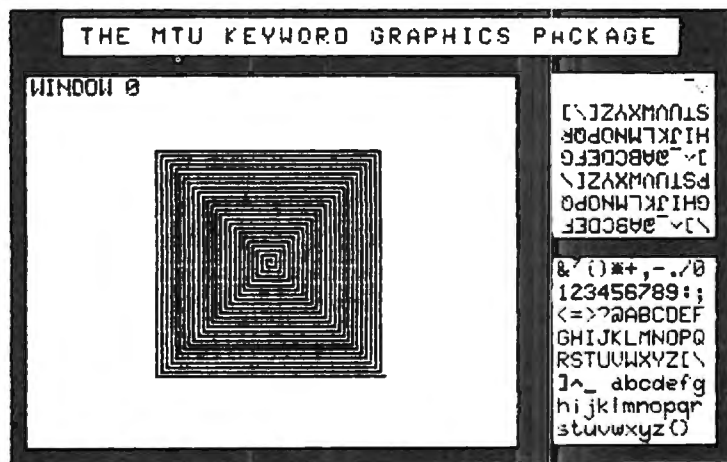
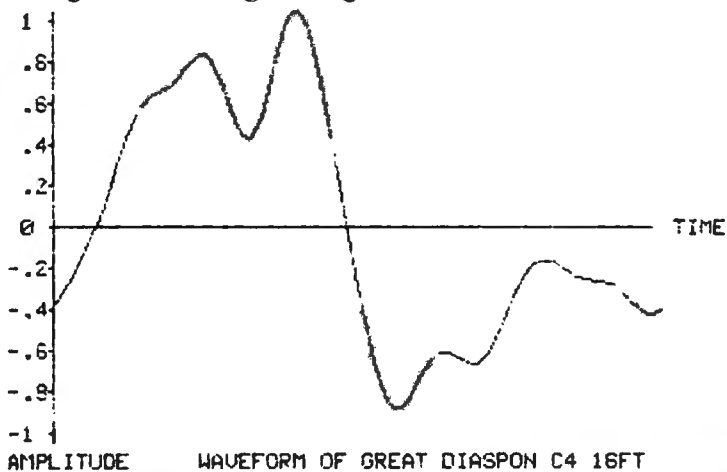
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"The MTU Visible Memory is 8K bytes of dynamic RAM which, during refresh (transparent to the 6502), generates a video image of itself. The 320 (horizontal) by 200 (vertical) pixel display allows you to generate moderately high resolution graphics. (64,000 individual pixels can be set on or off — obviously a job for 6502 machine language or routines callable by BASIC.)"

This description (on page 104 of **COMPUTE!**, issue 7, Nov./Dec., 1980) begins Dr. Frank Covitz's article in which he gives a truly ingenious method of using Commodore's 2022 tractor-feed printer to produce a hard copy of the MTU Visible memory. The primary disadvantage of this method is that, because the 2022 was not designed for graphics output, the process can take 10 to 30 minutes.

The 6502 machine language program described here, called SDUMP, produces a hard copy of the Visible Memory on Integral Data Systems' "Paper Tiger" printers with DotPlot graphics. Because these printers have graphics built in, the Visible Memory can be dumped in 90 seconds on any Paper Tiger and in only 45 seconds on the Paper Tiger 460 run at 9600 baud. These times apply to any contents of the Visible Memory, no matter how complicated or dense. The routine SDUMP does not even take advantage of clear areas of the Visible Memory, and could presumably be speeded up if this were done.

To see some of the capabilities of the Visible Memory/Paper Tiger combination, examine figures 1 through 3. Figure 1 shows four of the



GRAPHICS MODE 1

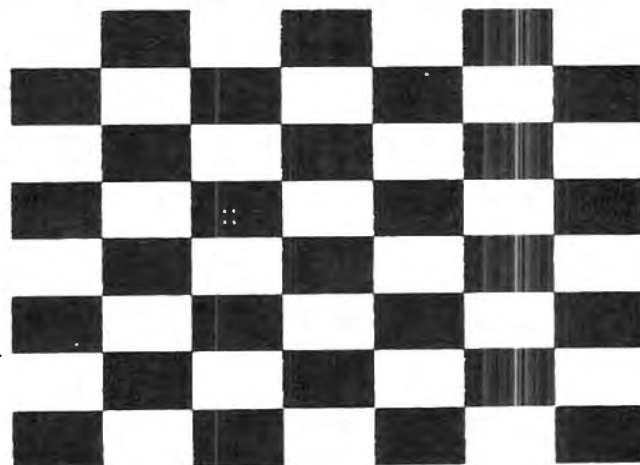
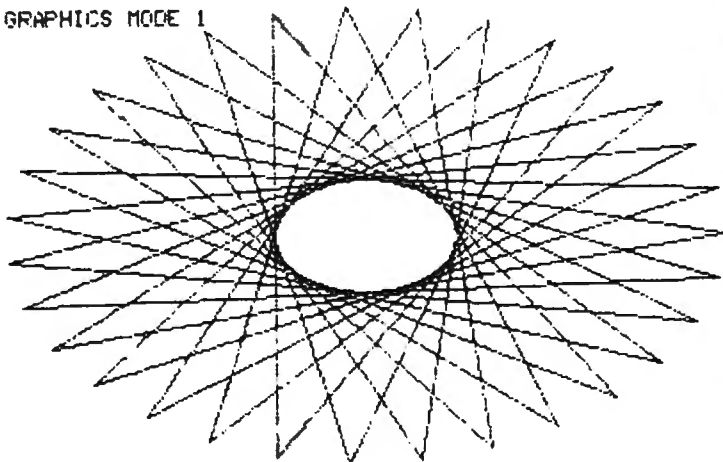


Figure 1

CREATE-A-BASE

CREATE-A-BASE is a data base file management system that enables the user to choose the number of fields needed in a file, and add or delete fields with out disturbing any of the existing data. Once a file is created you can perform any of 30 functions. Such as:

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Q	ALPHA = 0.	.125	.25	.5	1	2	4
	RHO = 0.	.5	1	2	4	8	16
.05	.285	.181686	.115778	.046960	.007693	.000203	0.
.1	.540000	.361678	.241868	.107708	.021050	.000768	0.
.15	.765000	.538112	.377244	.183775	.042380	.002078	.000004
.2	.960000	.708930	.520502	.276517	.074611	.004827	.000015
.25	1.125	.871864	.669801	.386991	.121355	.010224	.000052
.3	1.26	1.024422	.822792	.515782	.186954	.020314	.000166
.35	1.365	1.163877	.976548	.662790	.276438	.038453	.000491
.4	1.44	1.287245	1.127478	.826958	.395385	.069998	.001387
.45	1.485	1.391273	1.271233	1.005928	.549572	.123247	.003769
.5	1.5	1.472420	1.402602	1.195608	.744344	.210629	.009896
.55	1.485	1.526836	1.515399	1.389644	.983511	.350033	.025174
.6	1.44	1.550348	1.602333	1.578762	1.267587	.565844	.062113
.65	1.365	1.538434	1.654867	1.749954	1.591018	.888714	.148533
.7	1.26	1.486205	1.663062	1.885497	1.938004	1.351842	.343298
.75	1.125	1.388381	1.615403	1.961747	2.276254	1.979278	.762388
.8	.960000	1.239265	1.498604	1.947681	2.547874	2.757421	1.608574
.85	.765	1.032722	1.297404	1.803133	2.656193	3.572946	3.152575
.9	.54	.762148	.994325	1.476662	2.446936	4.086017	5.446845
.95	.285	.420448	.569423	.903005	1.681591	3.482044	7.005667

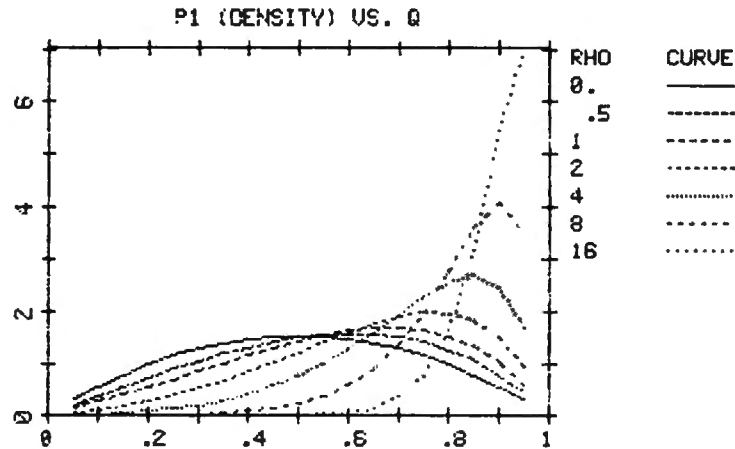


Figure 2

screens produced by the demonstration program supplied with the visible Memory. Figures 2 and 3 show some intermixed text and graphics produced using the MTU Keyword Graphics Package, of which I am the principal author. This package interfaces with BASIC to allow graphics commands to be entered as part of your BASIC program. Listing 1 shows the code used to produce the plots in figures 2 and 3.

The principal problem in dumping the Visible Memory to the Paper Tiger is that a byte of the Visible Memory is displayed as 8 pixels lined up horizontally, while a byte output to the Paper Tiger in graphics mode produces, depending on the model, 6 or 7 dots lined up vertically. The main task of SDUMP is therefore to take 6 or 7 bytes in the Visible Memory which are lined up vertically and convert them to 8 bytes of 6 or 7 bits which will then be output to the Paper Tiger.

My first attempt at this was done in BASIC, and is in listing 2. I knew it would execute extremely slowly, but it would be much easier to debug. Once

the code was working, it was a fairly straightforward matter to translate the BASIC into assembly language — since I knew the logic was correct, I only had to make sure the translation was correct.

Another advantage of this method is that if I want to program the routine in some other language, such as PASCAL, FORTH, or FORTRAN, it will be much easier to do it with BASIC as the basis instead of assembly language.

The current version of SDUMP is in listing 3. It is a modularized form of the BASIC code in listing 2, and is designed to be easily modifiable. It is assembled starting at \$6000 (hex), so that it can reside in memory with the MTU Keyword Graphics Package, and be called with a SYS (96*256).

The initial part of SDUMP contains a transfer vector and a data area. The transfer vector has jumps to the three main routines in SDUMP: OUTVM, which dumps the whole Visible Memory; OUTROW, which dumps 6 or 7 rows of the Visible Memory starting at the location set in VM (at \$6013); and OUTCOL, which outputs a column of

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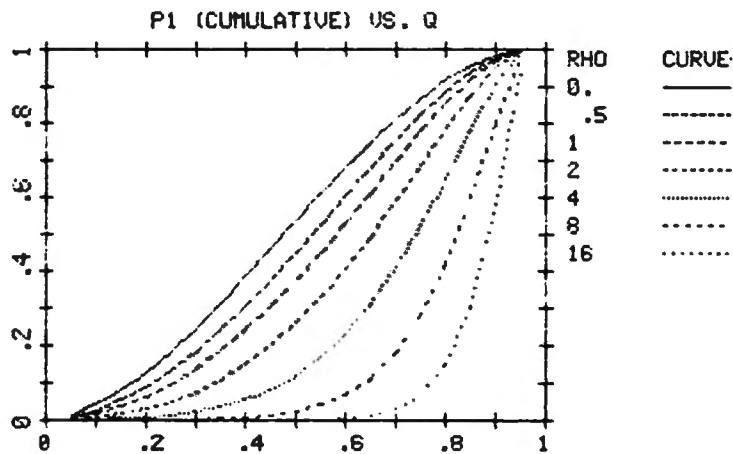


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P1 (CUMULATIVE) FOR K = 4, N = 2

Q	ALPHA = 0. RHO = 0.	.125	.25	.5	1	2	4
		.5	1	2	4	8	16
.05	.01425	.009084	.005788	.002348	.000384	.000010	0.
.1	.04125	.027168	.017882	.007733	.001437	.000048	0.
.15	.0795	.054073	.036744	.016922	.003556	.000152	0.
.2	.1275	.089520	.062768	.030748	.007286	.000393	.000001
.25	.18375	.133113	.096259	.050097	.013354	.000905	.000003
.3	.24675	.184334	.137399	.075886	.022702	.001920	.000012
.35	.315	.242528	.186228	.109026	.036524	.003843	.000036
.4	.387	.308890	.242600	.150374	.056293	.007343	.000105
.45	.46125	.376454	.306162	.200670	.083772	.013505	.000294
.5	.53625	.450075	.376292	.260451	.120989	.024037	.000789
.55	.6105	.526417	.452062	.329933	.170164	.041539	.002047
.6	.6825	.603934	.532179	.408871	.233544	.069831	.005153
.65	.75075	.680856	.614922	.496369	.313095	.114267	.012580
.7	.81375	.755166	.698075	.590643	.409995	.181859	.029745
.75	.870000	.824586	.778845	.688731	.523808	.280823	.067864
.8	.918000	.886549	.853775	.786115	.651201	.418694	.148293
.85	.956250	.938185	.918646	.876272	.784011	.597341	.305922
.9	.983250	.976292	.968362	.950105	.906358	.801642	.578264
.95	.997500	.997315	.996833	.995255	.990437	.975744	.928547

Figure 3



PE FOR K = 4, N = 2

M	ALPHA = 0. RHO = 0.	.125	.25	.5	1	2	4
		.5	1	2	4	8	16
2	.509553	.454439	.408615	.338910	.259034	.218670	.288887
4	.758882	.708395	.661886	.582550	.469299	.362902	.359455

8 bytes, 6 or 7 bits high. These routines are made available in this manner in case you would like to mix text and graphics in a more sophisticated manner than a simple dump.

Following the transfer vector is the data area. The values here specify how the Visible Memory is to be dumped and where it is. SDUMP is assembled to work with the 460 Paper Tiger, but by making the changes described in lines 25-27, the code will work on the Paper Tiger 440. Presumably, with similarly minor changes, SDUMP will also work on the newest Paper Tiger, the 445.

The following should be noted about SDUMP and its use: The only code in SDUMP that is specific to a particular version of BASIC is that in OUTCH, lines 235-280. This code was given to me

by Greg Yob — thanks Greg. It outputs the character in the ACC directly to the device whose number is in RDEV, at location \$600E in the data area. Because this code bypasses the PET's file system and directly accesses the IEEE-488 routines, the device does not even have to be opened.

Each routine in SDUMP checks to see if the stop key is pressed, using the routine STOPTS at lines 281-292. If so, the routine quits and returns to the routine which called it. Because of the way the Paper Tigers enter and exit graphics mode, it is possible for them to be left in graphics mode when the stop key is pressed. If this happens, you will know it when it does, the easiest method of recovering is to turn the printer off, then on.

You should not have a CMD operation open

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```

4000 REM PLOT X IN (XA,XB) NX WIDE, Y IN (YA,YB) NY HIGH, KEY PK
4005 IF PF=0 THEN RETURN
4010 CLEAR
4060 CX=NX/(XB-XA):REM CONVERSION CONSTANTS
4070 CY=NY/(YB-YA)
4090 FOR JR=1 TO NR:REM GET THE DATA POINTS
4100 DOTL DO(JR,1),DO(JR,2)
4110 FOR JQ=1 TO NQ
4120 X=QS(JQ)
4130 IX=INT(.5+(X-XA)*CX)
4140 IF IX<0 THEN IX=0:REM MAKE SURE X OK
4150 IF IX>NX THEN IX=NX
4160 IX=IX+OX
4210 IF PK=1 THEN Y=DD(JQ,JR):REM PK=1 FOR P1 DENS DIST
4220 IF PK=2 THEN Y=CD(JQ,JR):REM PK=2 FOR P1 CUM DIST
4300 REM CONVERT Y LIKE X
4310 IY=INT(.5+(Y-YA)*CY)
4320 IF IY<0 THEN IY=0:REM FORCE ON PLOT
4330 IF IY>NY THEN IY=NY
4335 IY=IY+OY
4340 IF JQ=1 THEN MOVE IX,IY
4350 DRAW IX,IY
4480 NEXT JQ
4490 NEXT JR
4495 DOTL 1,0
4500 REM PRODUCE THE PLOT
4510 MOVE OX,OY:REM BORDER
4520 DRAW OX+NX,OY:DRAW OX+NX,OY+NY
4530 DRAW OX,OY+NY:DRAW OX,OY
4590 MOVE OX+NX/2-3*(LEN(PL$)+6),OY+NY+10
4592 CHAR PL$;" VS. Q"
4594 PL$=""
4600 REM DISPLAY RHO AND DOTS
4610 IX=OX+NX+10:IY=OY+NY-7
4620 MOVE IX,IY:CHAR "RHO    CURVE"
4630 FOR I=1 TO NR
4640 V=RS(I):GOSUB2002
4650 IY=IY-12:MOVE IX,IY
4660 CHAR V$
4670 DOTL DO(I,1),DO(I,2):LINE IX+42,IY+3,319,IY+3
4680 NEXT I
4690 DOTL 1,0
4700 REM DRAW A GRID
4702 TL=3:REM TIC LENGTH
4705 DX=.1:REM X GRID SPACING (ALWAYS)
4710 DY=10:REM Y SPACING - HAVE TO SEARCH
4715 IF YB/5<DY THEN DY=DY/10:GOTO4715
4720 EX=INT(XB/DX+.01):EY=INT(YB/DY+.01):REM POINTS ON GRID
4725 FX=1:IF EX>5 THEN FX=2:IF EX>10 THEN FX=5:IF EX>20 THEN FX=10
4730 FY=1:IF EY>5 THEN FY=2:IF EY>10 THEN FY=5:IF EY>20 THEN FY=10
4735 FOR I=0 TO EY:OZ=OY+I*DY*CY:LINE OX-TL,OZ,OX+TL,OZ:REM Y AXIS
4737 LINE OX+NX-TL,OZ,OX+NX+TL,OZ
4740 IF I=FY*INT(I/FY) THEN CHROT 1:MOVE OX-TL-5,OZ-3:CHAR MID$(STR$(I*DY),2)
4745 NEXT I
4750 FOR I=0 TO EX:OZ=OX+I*DX*CX:LINE OZ,OY-TL,OZ,OY+TL:REM X AXIS
4752 LINE OZ,OY+NY-TL,OZ,OY+NY+TL
4755 IF I=FX*INT(I/FX) THEN CHROT 0:MOVE OZ-3,OY-TL-10:CHAR MID$(STR$(I*DX),2)
4760 NEXT I
4900 REM PRODUCE THE PLOT
4910 PRINT:PRINT
4920 CMD3:REM REGULAR OUT TO THE SCREEN
4930 SYS(LP):REM THERE IT GOES
4940 CMD1:REM BACK TO THE PRINTER
4950 RETURN

```

Listing 1

to the Paper Tiger when SDUMP is called, because of the way this command is interpreted in the IEEE-488 system. To avoid this, open a unit to the screen (device 3) and switch to this unit before invoking SDUMP. For example:

```

OPEN 1,4:REM PRINTER FILE
OPEN 2,3:REM SCREEN FILE
CMD 1:REM OUTPUT TO PRINTER
.....

```

```

CMD 2:REM DIVERT OUTPUT
SYS(96*256):REM DUMP VISIBLE MEMORY
CMD 1:REM RESUME PRINTER OUTPUT

```

The byte in the data area called EORVAL (at \$6011) is exclusive-ored with each Visible Memory byte when it is accessed for dumping. This gives a visible indication of the progress of the dump which I find entertaining. It is actually an instance

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of Cohen's first law of interactive computing — "Always let the operator know that something is going on." However, this leaves the screen reversed when the dump finishes. If you do not like this, there are (at least) two possibilities: (1) Set EORVAL to zero (\$00); the exclusive or will than not change anything. (2) If you are using the Keyword Graphics Package, follow the call to SDUMP with a 'SCFLIP 0,0,319,199'; this will reverse the whole screen, restoring its original condition.

To load SDUMP together with the MTU keyword Graphics Package, when reserving memory space, do a 'POKE 53,96' instead of 'POKE 53,98' for a 32K system, and similarly for smaller systems. This will reserve the two pages needed by SDUMP.

Listing 2

```

9100 REM MTU VISIBLE MEMORY TO IDS 460 PAPER TIGER SCREEN DUMP
9110 PRINT#U:REM SPACE
9120 PRINT#U,CHR$(3);:REM ENTER GRAPHICS MODE
9130 VM=256*PEEK(832):REM START OF VISIBLE MEMORY
9140 FVMEM
9142 GRSHRT
9145 S=7:REM ROWS PER GROUP
9150 FOR R0=0 TO 199 STEP S:REM S ROWS AT A TIME
9160 :R1=R0+S-1:REM END OF ROW GROUP
9170 :IF R1>199 THEN R1=199
9180 :FOR C=0 TO 39:REM A BYTE (8 BIT COLUMNS) AT A TIME
9190 ::FOR I=0 TO 7:REM CLEAR VALUES TO BE PRINTED
9200 :::P(I)=0
9210 ::NEXT I
9220 ::V=VM+C:REM LOC OF BYTE
9225 ::P2=1:REM POWER OF 2 TO ADD
9230 ::FOR R=R0 TO R1:REM SCAN THE ROWS
9235 :::PRINT C;R
9240 :::B=PEEK(V):REM GET THE BYTE (8 BITS)
9250 :::V=V+40:REM LOC OF BYTE BELOW
9260 :::IF B=0 THEN 9315:REM FASTER IF EMPTY
9270 :::M=1:REM MASK (2^(7-I))
9280 :::REM ACCUMULATE VALUES FOR PRINTING
9290 :::FOR I=7 TO 0 STEP -1
9295 ::::IF (B AND M)<>0 THEN P(I)=P(I)+P2
9300 ::::M=M+M
9310 :::NEXT I
9315 :::P2=P2+P2
9320 :NEXT R:REM DO THE ROWS
9330 ::REM NOW, PRINT THE 8 COLUMNS OF ROWS
9340 ::FOR I=0 TO 7
9350 :::PRINT#U,CHR$(P(I));
9360 :::IF P(I)=3 THEN PRINT#U,CHR$(P(I));:REM 3 IS SPECIAL
9370 :NEXT I
9390 :NEXT C:REM END OF COLUMN LOOP
9400 :PRINT#U,CHR$(3);CHR$(14);:REM GRAPHICS LINE FEED/RETURN
9410 :VM=VM+S*40:REM DOWN S ROWS
9420 NEXT R0:REM END OF ROW GROUP LOOP
9430 PRINT#U,CHR$(3);CHR$(2):REM LEAVE GRAPHICS MODE
9439 JX
9440 VISMEM
9450 RETURN:REM DONE

```

Listing 3

```

00001 0000 . SDUMP.ASM - MTU TO IDS PAPER TIGER 460 (440) SCREEN DUMP
00002 0000 :
00003 0000 . BY MARTIN J. COHEN, DECEMBER 1980
00004 0000 .
00005 0000 . ANYONE WHO WANTS TO CAN USE THIS PROGRAM,
00006 0000 . ALTHOUGH SOME ACKNOWLEDGEMENT WOULD BE APPRECIATED
00007 0000 ;
00008 0000 ;
00009 0000 ; APPROXIMATE TIME NEEDED TO DUMP VISIBLE MEMORY:
00010 0000 ;
00011 0000 . AT 1200 BAUD, 1 MIN, 30 SEC
00012 0000 . AT 9600 BAUD, 45 SEC (WITH 3 MS DELAY SET BY NMSDLY, BELOW)
00013 0000 .
00014 0000 . THE ACTUAL CPU TIME NEEDED IS ABOUT 3 SECONDS!!
00015 0000 ;
00016 0000 ;
00017 0000 . * = $6000 ; TWO PAGES BELOW KGP CODE
00018 6000 ;
00019 6000 4C 18 60 . JMP OUTVM ; SKIP DATA AREA AND DUMP THE VIS MEM
00020 6003 4C 8D 60 . JMP OUTROW ; OUTPUT ROW STARTING AT VM
00021 6006 4C DF 60 . JMP OUTCOL ; OUTPUT A COLUMN OF 8 BYTES
00022 6009 ;
00023 6009 ; DATA AREA ...
00024 6009 ;
00025 6009 ; NOTE - TO RUN THIS ROUTINE ON A 440 INSTEAD OF A 460,
00026 6009 ; CHANGE THE FOLOWING VALUES AS INDICATED (VALUES IN DECIMAL):
00027 6009 ; RPFXC=0, RREP=33, RVAL=6, REND=2, RXGR=11.
00028 6009 ;
00029 6009 14 . RPFXC .BYTE 20 ; NUMBER OF BLANK PREFIX COLUMNS (440:0)
00030 600A 02 . RPFXR .BYTE 2 ; NUMBER OF BLANK PREFIX ROWS
00031 600E 1C . RREP .BYTE 28 ; MAIN REPETITION COUNT (440:33)
00032 600C 07 . RVAL .BYTE 7 ; ROWS TO OUTPUT IN MAIN LOOP (440 6)

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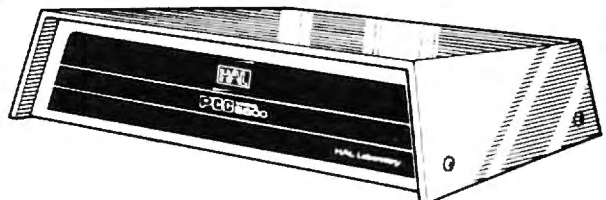
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```

00033 600D 04          ; REND .BYTE 4          ; ROWS TO OUTPUT AT END (440:2)
00034 600E          ; ; THE TOTAL NUMBER OF ROWS OUTPUT = RREP*RVAL + REND = 200
00035 600E 04        RDEV .BYTE 4          ; OUTPUT DEVICE
00036 600F 0E        RXCR .BYTE 14         ; GRAPHICS RETURN (440:11)
00037 6010 03        NMSDLY .BYTE 3       ; MS TO DELAY AFTER EACH BYTE
00038 6011 FF        EORVAL .BYTE $FF     ; VALUE TO EOR WITH SCREEN LOC ($FF TO
FLIP, 0 TO SKIP)
00039 6012 90        VMPAGE .BYTE $90     ; STARTING PAGE OF VISIBLE MEMORY
00040 6013          ;
00041 6013 00 00     VM .WORD 0          ; LOCAL STORAGE - LOC OF A VIS MEM ROW
00042 6015 28        BYTEPL .BYTE 40      ; BYTES PER VM LINE
00043 6016 00        RREPX .BYTE 0       ; STORAGE FOR REP COUNT
00044 6017 00        RVALX .BYTE 0       ; STORAGE FOR ROW COUNT
00045 6018          ;
00046 6018          ; OUTVM - OUTPUT THE WHOLE VISIBLE MEMORY
00047 6018          ;
00048 6018 AD 12 60  OUTVM LDA VMPAGE      ; SET LOC OF VM
00049 601B 8D 14 60      STA VM+1
00050 601E A9 00          LDA #0
00051 6020 8D 13 60      STA VM
00052 6023 AD 0B 60      LDA RREP          ; SET MAJOR REP COUNT
00053 6026 8D 16 60      STA RREPX
00054 6029 20 88 60      JSR ENTRGR       ; ENTER GRAPHICS MODE
00055 602C AE 0A 60      LDX RPFXR        ; SEE IF ANY PREFIX ROWS
00056 602F F0 06          BEQ OUTVM1
00057 6031 20 C5 60     OUTVM0 JSR OUTRET      ; IF SO, OUTPUT THEM
00058 6034 CA          DEX
00059 6035 D0 FA          BNE OUTVM0
00060 6037          ;
00061 6037          ; OUTVM1 = *
00062 6037 20 BA 61     JSR STOPTS       ; CHECK FOR STOP KEY
00063 603A B0 3A          BCS OUTVMF
00064 603C 20 B1 60     JSR OUTPFX      ; OUTPUT A LINE P
00065 603F AD 0C 60     LDA RVAL        ; SET ROW COUNT
00066 6042 8D 17 60     STA RVALX
00067 6045 20 8D 60     JSR OUTROW      ; OUTPUT A ROW
00068 6048 20 C5 60     JSR OUTRET      ; OUTPUT A RETURN
00069 604B AE 0C 60     LDX RVAL        ; SET VM = VM+RVAL*40
00070 604E 18          OUTVM2 CLC
00071 604F AD 13 60     LDA VM
00072 6052 6D 15 60     ADC BYTEPL
00073 6055 8D 13 60     STA VM
00074 6058 AD 14 60     LDA VM+1
00075 605B 69 00          ADC #0
00076 605D 8D 14 60     STA VM+1
00077 6060 CA          DEX
00078 6061 D0 EB          BNE OUTVM2
00079 6063          ;
00080 6063 CE 16 60     DEC RREPX      ; COUNT ROWS
00081 6066 D0 CF          BNE OUTVM1
00082 6068          ;
00083 6068 20 B1 60     JSR OUTPFX      ; START OF LAST ROW
00084 606B AD 0D 60     LDA REND        ; NUMBER OF ROWS
00085 606E F0 06          BEQ OUTVMF      ; SKIP IF NONE
00086 6070 8D 17 60     STA RVALI
00087 6073 20 8D 60     JSR OUTROW      ; THERE IT GOES
00088 6076          ;
00089 6076 20 C5 60     OUTVMF = *      JSR OUTRET
00090 6079 20 7D 60     JSR EXITGR      ; LEAVE GRAPHICS MODE
00091 607C 60          RTS              ; DONE
00092 607D          ;
00093 607D          ; EXITGR - LEAVE GRAPHICS MODE
00094 607D          ;
00095 607D A9 03          EXITGR LDA #3
00096 607F 20 6D 61     JSR OUTCH
00097 6082 A9 02          LDA #2
00098 6084 20 6D 61     JSR OUTCH
00099 6087 60          RTS
00100 6088          ;
00101 6088          ; ENTRGR - ENTER GRAPHICS MODE
00102 6088          ;
00103 6088 A9 03          ENTRGR LDA #3
00104 608A 4C 6D 61     JMP OUTCH
00105 608D          ;
00106 608D          ; OUTROW - OUTPUT THE ROW POINTED TO BY VM, RVALX DEEP
00107 608D          ;
00108 608D AD 13 60     OUTROW LDA VM    ; SET WHERE TO START
00109 6090 8D D1 60     STA V

```

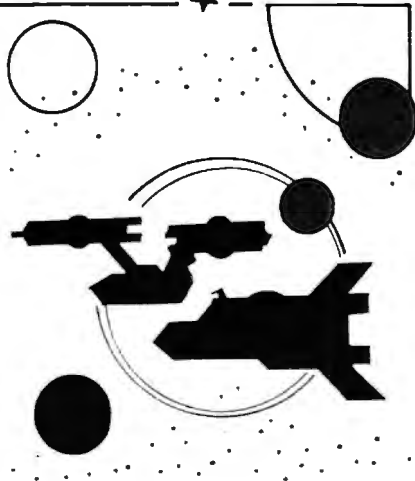
```

00110 6093 AD 14 60 LDA VM+1
00111 6096 8D D2 60 STA V+1
00112 6099 AE 15 60 LDX BYTEPL ; DO 40 COLUMNS
00113 609C AD 17 60 OUTR1 LDA RVALX ; SET DEPTH COUNT
00114 609F 8D D3 60 STA R
00115 60A2 Z0 DF 60 JSR OUTCOL ; OUTPUT THOSE 8
00116 60A5 EE D1 60 INC V ; BUMP LOC
00117 60A8 D0 03 BNE OUTR2
00118 60AA EE D2 60 INC V+1
00119 60AD CA OUTR2 DEX ; COUNT
00120 60AE D0 EC BNE OUTR1
00121 60B0 60 RTS ; DONE
00122 60B1 ;
00123 60B1 ; OUTPFX - OUTPUT RPFXC SPACES TO START LINE
00124 60B1 ;
00125 60B1 AE 09 60 OUTPFX LDX RPFXC
00126 60B4 F0 0E BEQ OUTPF2 ; CHECK FOR NONE
00127 60B6 Z0 7D 60 JSR EXITGR
00128 60B9 A9 20 LDA #32 ; LOAD THE SPACE
00129 60BB Z0 6D 61 OUTPF1 JSR OUTCH ; OUTPUT IT
00130 60BE CA DEX ; UNTIL DONE
00131 60BF D0 FA BNE OUTPF1
00132 60C1 Z0 88 60 JSR ENTRGR
00133 60C4 60 OUTPF2 RTS ; THAT'S ALL
00134 60C5 ;
00135 60C5 ; OUTRET - OUTPUT A GRAPHICS RETURN
00136 60C5 ;
00137 60C5 A9 03 OUTRET LDA #3
00138 60C7 Z0 6D 61 JSR OUTCH
00139 60CA AD 0F 60 LDA RXGR
00140 60CD Z0 6D 61 JSR OUTCH
00141 60D0 60 RTS
00142 60D1 ;
00143 60D1 ; OUTCOL - OUTPUT 8 COLUMNS OF BITS
00144 60D1 ;
00145 60D1 ; PARAMETERS (BELOW) ARE V AND R
00146 60D1 ;
00147 60D1 00 00 V .WORD 0 ; LOC IN VISIBLE MEMORY
00148 60D3 00 R .BYTE 0 ; NUMBER OF ROWS TO PROCESS
00149 60D4 PO * = *+8 ; RESULT TO OUTPUT
00150 60DC ;
00151 60DC 00 P2 .BYTE 0 ; POWER OF 2 BIT
00152 60DD 00 B .BYTE 0 ; STORAGE FOR A BYTE
00153 60DE 00 M .BYTE 0 ; A MASK
00154 60DF ;
00155 60DF PGZ = 1 ; PAGE ZERO LOCATION TO USE
00156 60DF ;
00157 60DF 48 OUTCOL PHA ; SAVE REGS
00158 60E0 8A TXA
00159 60E1 48 PHA
00160 60E2 98 TYA
00161 60E3 48 PHA
00162 60E4 A5 01 LDA PGZ ; SAVE PAGE ZERO AREA
00163 60E6 48 PHA
00164 60E7 A5 02 LDA PGZ+1
00165 60E9 48 PHA
00166 60EA Z0 BA 61 JSR STOPTS ; SEE IF STOP PRESSED
00167 60ED B0 72 BCS MOVEPF ; IF SO, QUIT NOW
00168 60EF A9 00 LDA #0 ; ZERO P(0:7)
00169 60F1 A2 07 LDX #7
00170 60F3 9D D4 60 CLP2 STA PO,X
00171 60F6 CA DEX
00172 60F7 10 FA BPL CLP2
00173 60F9 ;
00174 60F9 A9 01 LDA #1 ; SET P2 TO 1
00175 60FB 8D DC 60 STA P2
00176 60FE AD D1 60 LDA V ; STORE VM LOC
00177 6101 85 01 STA PGZ
00178 6103 AD D2 60 LDA V+1
00179 6106 85 02 STA PGZ+1
00180 6108 A0 00 RLOOP LDY #0
00181 610A B1 01 LDA (PGZ)Y ; GET VM BYTE
00182 610C 8D DD 60 STA B ; SAVE IT
00183 610F 4D 11 60 EOR EORVAL ; REVERSE IT FOR SHOW
00184 6112 91 01 STA (PGZ)Y
00185 6114 A5 01 LDA PGZ ; POINT TO NEXT ROW
00186 6116 18 CLC
00187 6117 6D 15 60 ADC BYTEPL

```



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- Reflex**—Round and round the little white ball rolls. Only fast reflexes can guide it into the center of the maze.
- Dragon**—You'll have to shoot down those pesky, fire-breathing dragons with your cannon. If you succeed your castle will be safe, if not it will mean a call to your fire insurance company. For one player.
- Dungeon**—A very punctual guard comes down to the dungeon every day to torture you. This means that you have only thirty seconds to dig your way under the castle to freedom. For one player.
- Dragon Hunt**—You must go forth and slay a fire-breathing dragon. The only thing that will protect you from the flames is your shield, if you know when to use it. For one player.
- Dropoff**—You must make your opponent's men "dropoff" the board by moving and firing your own men. For one or two players. Order No. 0110P. \$9.95.

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- Flying Pheasant**—Try to shoot the flying pheasant on the wing.
- Sitting Ducks**—Try to get your archer to shoot as many ducks as possible for a high score.
- Craps**—It's Snake Eyes, Little Joe, or Boxcars as you roll the dice and try to make your point.
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```

00188 611A 85 01          STA PGZ
00189 611C A5 02          LDA PGZ+1
00190 611E 69 00          ADC #0
00191 6120 85 02          STA PGZ+1
00192 6122                ;
00193 6122 A9 01          LDA #1                ; SET MASK TO 1
00194 6124 8D DE 60       STA M
00195 6127 A2 07          LDX #7                ; FOR I = 7 TO 0 STEP -1
00196 6129 AD DD 60       ILOOP LDA B                ; IF B AND M (>) 0
00197 612C 2D DE 60       AND M
00198 612F F0 09          BEQ ILOOP1
00199 6131 8D D4 60       LDA PO,X                ; P(I)=P(I)+P2
00200 6134 0D DC 60       ORA P2
00201 6137 9D D4 60       STA PO,X
00202 613A 0E DE 60       ILOOP1 ASL M                ; SHIFT MASK LEFT
00203 613D CA            DEX                ; SEE IF DONE
00204 613E 10 E9          BPL ILOOP
00205 6140                ;
00206 6140 0E DC 60       ASL P2                , DOUBLE P2
00207 6143 CE D3 60       DEC R                ; SEE IF OUTER LOOP DONE
00208 6146 D0 C0          BNE RLOOP
00209 6148                ;
00210 6148                ; OUTPUT PO(0:7)
00211 6148                ;
00212 6148 A0 00          LDY #0
00213 614A 20 BA 61       MOVEP JSR STOPTS                ; SEE IF STOP PRESSED
00214 614D B0 12          BCS MOVEPF                ; IF SO, QUIT HERE
00215 614F B9 D4 60       LDA PO,Y
00216 6152 20 6D 61       JSR OUTCH                ; OUTPUT A CHARACTER
00217 6155 C9 03          CMP #3                ; SEE IF 3
00218 6157 D0 03          BNE MOVEP1
00219 6159 20 6D 61       JSR OUTCH                ; IF SO, DO IT AGAIN
00220 615C C8            MOVEP1 INY
00221 615D C0 08          CPY #8                ; ONLY DO 8
00222 615F D0 E9          BNE MOVEP
00223 6161                ;
00224 6161 68            MOVEPF PLA                ; RESTORE PAGE ZERO AREA
00225 6162 85 02          STA PGZ+1
00226 6164 68            PLA
00227 6165 85 01          STA PGZ
00228 6167 68            PLA                , RESTORE REGS
00229 6168 A8            TAY
00230 6169 68            PLA
00231 616A AA            TAY
00232 616B 68            PLA
00233 616C                ;
00234 616C 60            RTS
00235 616D                ;
00236 616D                , OUTCH - OUTPUT A CHARACTER TO DEVICE RDEV
00237 616D                ;
00238 616D                ; THIS ROUTINE WAS SUPPLIED BY GREG YOB - THANKS MUCH
00239 616D                ;
00240 616D 8E B7 61       OUTCH STX OUTCHX                , SAVE REGS
00241 6170 8C B8 61       STY OUTCHY
00242 6173 48            PHA
00243 6174 A5 D4          LDA $D4                ; SAVE CURRENT DEVICE
00244 6176 8D B9 61       STA TMPDEV
00245 6179 AD 0E 60       LDA RDEV                ; SET MY DEVICE
00246 617C 85 D4          STA $D4
00247 617E 20 BA F0       JSR $FOBA                ; LISTEN
00248 6181 20 2D F1       JSR $F12D                , ATTENTION
00249 6184                OUTCH1 = *
00250 6184 20 BA 61       JSR STOPTS                , SEE IF STOP PRESSED
00251 6187 B0 11          BCS OUTCH2                ; IF SO, EXIT FROM HERE
00252 6189 A9 00          LDA #0                ; CLEAR STATUS
00253 618B 85 96          STA $96
00254 618D 68            PLA                ; REGET CHAR
00255 618E 48            PHA
00256 618F 85 A5          STA $A5                , STORE WHERE IT SHOULD BE
00257 6191 20 EE F0       JSR $FOEE                ; OUTPUT
00258 6194 A5 96          LDA $96                ; SEE IF TIMED OUT
00259 6196 25 01          AND 1
00260 6198 D0 EA          BNE OUTCH1                ; IF SO, TRY AGAIN
00261 619A                OUTCH2 = *
00262 619A 20 83 F1       JSR $F183                ; UNLISTEN
00263 619D AD B9 61       LDA TMPDEV                ; RESTORE DEVICE
00264 61A0 85 D4          STA $D4
00265 61A2 AE 10 60       LDX NMSDLY                ; DELAY A FEW MS

```



```

00266 61A5 FO 08          BEQ OUTCHF
00267 61A7 AO C8          OUTCH3 LDY #200          ; 1 MS INNER LOOP (LOOP IS 5 CYCLES LONG)
00268 61A9 88            OUTCH4 DEY
00269 61AA DO FD          BNE OUTCH4
00270 61AC CA            DEY
00271 61AD DO F8          BNE OUTCH3
00272 61AF              OUTCHF = *
00273 61AF AE B7 61      LDY OUTCHX          ; AND REGS
00274 61B2 AC B8 61      LDY OUTCHY
00275 61B5 68            PLA
00276 61B6 60            RTS          . DONE
00277 61B7              ;
00278 61B7 00            OUTCHX .BYTE 0
00279 61B8 00            OUTCHY .BYTE 0
00280 61B9 00            TMPDEV .BYTE 0
00281 61BA              ;
00282 61BA              ; STOPTS - SET CARRY IF STOP KEY PRESSED
00283 61BA              ;
00284 61BA              ; TAKEN FROM PAGE 5 OF MTU DOCUMENTATION FOR K-1002-6C
00285 61BA              ;
00286 61BA AD 12 E8      STOPTS LDA $E812          ; LOOK AT KEYBOARD
00287 61BD C9 EF        CMP #$EF              ; TEST FOR STOP KEY
00288 61BF 18            CLC                  ; CARRY CLEAR FOR NO STOP
00289 61C0 DO 01        BNE STOPT1
00290 61C2 38            SEC                  , CARRY SET FOR YES STOP
00291 61C3 60            STOPT1 RTS
00292 61C4              ;
00293 61C4              .END

```

ERRORS = 00000

SYMBOL TABLE

SYMBOL VALUE

B	60DD	BYTEPL	6015	CLP2	60F3	ENTRGR	6088
EORVAL	6011	EXITGR	607D	ILOOP	6129	ILOOP1	613A
M	60DE	MOVEP	614A	MOVEP1	615C	MOVEPF	6161
NMSDLY	6010	OUTCH	616D	OUTCH1	6184	OUTCH2	619A
OUTCH3	61A7	OUTCH4	61A9	OUTCHF	61AF	OUTCHX	61B7
OUTCHY	61B8	OUTCOL	60DF	OUTPF1	60BB	OUTPF2	60C4
OUTPFX	60B1	OUTR1	609C	OUTR2	60AD	OUTRET	60C5
OUTROW	608D	OUTVM	6018	OUTVM0	6031	OUTVM1	6037
OUTVM2	604E	OUTVMF	6076	P2	60DC	PGZ	0001
PO	60D4	R	60D3	RDEV	600E	REND	600D
RLOOP	6108	RPFXC	6009	RPFXR	600A	RREP	600B
RREPX	6016	RVAL	600C	RVALX	6017	RXGR	600F
STOPT1	61C3	STOPTS	61BA	TMPDEV	61B9	V	60D1
VM	6013	VMPAGE	6012				

END OF ASSEMBLY

CROSS REFERENCE	PAGE	1	2	3	4	5	6	7	8	9
OUTROW	\$608D	20	67	87	108					
OUTVM	\$6018	19	48							
OUTVM0	\$6031	57	59							
OUTVM1	\$6037	56	61	81						
OUTVM2	\$604E	70	78							
OUTVMF	\$6076	63	85	88						
P2	\$60DC	151	175	200	206					
PGZ	\$0001	155	162	164	177	179				
			181	184	185	188	189			
			191	225	227					
PO	\$60D4	149	170	199	201	215				
R	\$60D3	114	148	207						
RDEV	\$600E	35	245							
REND	\$600D	33	84							
RLOOP	\$6108	180	208							
RPFXC	\$6009	29	125							
RPFXR	\$600A	30	55							
RREP	\$600B	31	52							
RREPX	\$6016	43	53	80						
RVAL	\$600C	32	65	69						
RVALX	\$6017	44	66	86	113					
RXGR	\$600F	36	139							
STOPT1	\$61C3	289	291							
STOPTS	\$61BA	62	166	213	250	286				
TMPDEV	\$61B9	244	263	280						
V	\$60D1	109	111	116	118	147				
			176	178						
VM	\$6013	41	49	51	71	73				
			74	76	108	110				
VMPAGE	\$6012	39	48							

Machine Language: Getting To The Machine Language Program

Jim Butterfield
Toronto, Canada

Your PET/CBM is a Basic machine. To run machine language you have to leave Basic – perhaps for a temporary period – and enter the machine language program. You'll often want Basic and Machine Language to work together. Where time is not critical, many things code easily into Basic. But where speed is important, or the job is beyond Basic's normal powers, you'll want to use machine language inserts. At that time, your computer will want to go into machine language.

There are four standard methods of doing this: some are more complex than others. Each has its own advantages and drawbacks.

The SYS command and the USR function call machine language whenever Basic desires to do so. This may be done with a direct command or from a program. The machine language program acts as a subroutine, and may return to the Basic calling point when it has done the job.

The more complex "wedge" method calls a machine language routine frequently whenever Basic is running. It doesn't wait for the Basic program to call it in; it seems to run simultaneously with Basic.

The interrupt method taps the PET's internal interrupt scheme. Every sixtieth of a second – whether Basic is running or not – PET's interrupt kicks in and does a number of quick jobs, such as checking the keyboard and flashing the cursor. Machine language programs which tap the interrupt seem to run continuously, even when Basic is not active.

The Machine Language Monitor has a Go (.G) command which allows you to start a machine language program directly. The program is not called as a subroutine, so it must find its own way back to the MLM when it is finished.

Each of the four methods will be discussed briefly here.

SYS And USR

SYS and USR create direct calls from Basic to a machine language program. This program runs only when called, and when it is finished it will hopefully return control to Basic and allow Basic

execution to continue.

SYS is a command. You say SYS 7143, for example, as a direct command or within a program, and machine language at decimal address 7143 will start executing. SYS is quite convenient when you have several machine language programs to be run at different times: you just give the address of each one as you call it.

USR is a function, not a command. You cannot say USR(0) alone any more than you can say SQR(0): it must be part of a command. You might say any of: PRINT USR(0); X = USR(99); IF USR(7)=3 THEN ... or any similar syntax.

When Basic encounters the USR function within a Basic statement, it will start to execute machine language at a present address. Hopefully you will have set the address to point at the program you want to run; you do this by POKEing the desired address into locations 1 and 2. Once you've done this, USR will fire you into the desired machine code every time you use it.

The argument of the USR function — that's the value enclosed in brackets — is available to the machine language program if it wants to use it. This value may be found in the floating point accumulator, which is at hexadecimal B0 to B45 in original ROMs or at 5E to 63 in subsequent PET/CBM machines. It's store in floating point notation, which is devilishly hard to read if you don't know the system and not that easy if you do. When a simple number like 5 comes up as hexadecimal 83 A0 00 00 00 20 you may be happy to reach for a built-in conversion routine that yields a much more readable fixed-point value of 00 05.

If you use the USR argument you may also leave a value in the same floating point accumulator just before you return to Basic. This value will be picked up by Basic as the value computed by the USR function.

To summarize: SYS lets you pick any of several machine language programs. USR takes you to a fixed location and allows you to pass a single value to and from machine language if you want. The SYS command seems simpler to the beginner, but USR is also straightforward once you get used to it.

The Wedge, Or Infiltrating Basic

This advanced technique gives the effect of a Basic "supervisor" which watches Basic run and occasionally kicks in with some of its own activities. It doesn't need to be called from Basic: once implanted, it will be there and active any time Basic is running.

It's a powerful method of extending Basic. Many systems use it: disk monitors, including the Commodore "wedge" DOS; Basic enhancers such as the Programmer's Toolkit or Basic Aid; and Brett Butler's TRACE as published in **COMPUTE!**,



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```
100 GOSUB 180
105 PRINT USING C3, A, B5
130 INPUT "TIME", D5
131 INPUT "DAY", E5
160 IF B<>C THEN 105
180 FOR X=1 TO 9
183 PRINT Y(X):NEXT
184 RETURN
200 I=X/19
READY
RENUMBER 110, 10, 105-184
READY
LIST
100 GOSUB 150
110 PRINT USING C3, A, B5
120 INPUT "TIME", D5
130 INPUT "DAY", E5
140 IF B<>C THEN 110
150 FOR X=1 TO 9
160 PRINT Y(X):NEXT
170 RETURN
200 I=X/19
READY
```

```
MERGE D1 "BUY NOW"
SEARCHING FOR BUY NOW
LOADING
READY
RENUMBER 100, 10
READY
FIND B5
110 PRINT USING A3, B5, C5 - C5 - D5
280 B3 - "NOW IS THE TIME"
READY
```

```
580 BA=BA-1
590 RA=123*5X/92-BA*10
600 IF BA=143 THEN 580
610 RETURN
620 C5="PROFIT $, ,,,.## DAILY"
630 PRINT USING C3, P1
640 D5="LOSS $, ,,,.## DAILY"
650 PRINT USING D5, L1
RUN
PROFIT $1, 238.51 DAILY
LOSS $ 0.00 DAILY
READY
```

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issue 1.

How does it work? It's done by infiltrating a Basic subroutine called CHRGET which is located in page zero. This subroutine is called every time the Basic interpreter wants to get a character from your Basic program. By making very careful changes to this subroutine, you can force the Basic interpreter to do a little extra work for you.

It's not simple. But with a little persistence and a lot of bravery, you can train Basic to do some clever new tricks.

Interrupt

Sixty times a second, PET's normal activity freezes. An interrupt signal causes a completely independent program to run. When the interrupt program completes, the computer's normal programs unfreeze and continue exactly where they left off.

This powerful mechanism allows PET to do several important jobs. The jiffy clock is updated; the keyboard is checked for activity; the stop key is checked and its condition logged; the cursor is flashed when necessary; and the cassette motors are started or stopped. All of this is invisible to the main program, which clanks along happily without even noticing the interruptions.

The interrupt mechanism works all the time, even when Basic isn't running. If you add your own machine language program to the interrupt sequences, it too will work all the time — sixty times a second. It's ideal for watching special input/output ports, flashing parts of the screen, and similar jobs.

You can get at the interrupt routine quite easily. There is a memory location called the Hardware Interrupt Vector: in original ROMs, it's at hexadecimal 0219 and 021A; in new ROM systems it's at hex 0090 and 0091. In either case, the locations contain an address which points to the interrupt routine. If you change the address, the interrupt mechanism will go wherever you say, sixty times a second. At the end of your coding, don't forget to jump to the regular interrupt program so that the keyboard, clock, etc. still work properly.

Changing the address of the Hardware Interrupt vector has a small problem. Like all addresses, it comes in two chunks: a low order byte and a high order byte. If you have just changed the low order part and are about to change the second part when the interrupt strikes, you have a disaster on your hands. The address that the interrupt finds at that moment will be nonsense — part old address and part new.

Avoid this problem by making use of the SEI (Set Interrupt disable) instruction to lock out the interrupt while you are changing the vector. Don't forget to restore the interrupt with a CLI (Clear Interrupt disable) when you've finished putting

the address in place.

It seems odd, but cassette tape can neither read or write after you have changed the interrupt vector from its usual address; and LOADs from disk may "hang" without saying READY. Be sure to make provision to restore the vector if you do much input or output.

Machine Language Monitor

In the Machine Language Monitor, you can type .G for Go and go directly to any machine language program you like. You will go with a direct jump (JMP) command, which means that the program is not treated as a subroutine. You can't get back with a return (RTS) instruction; instead, you will likely use a Break (BRK) command to reconnect with the monitor.

The Go command and associated BRK instructions are useful in debugging programs. After your program is written, replace several of the instructions in your program with Break commands. Try to scatter the Break commands evenly throughout your program, especially at the start of logical program "modules". Now perform Go to the start of your program. You should come back to the monitor almost instantly with the first Break point. If so, you've reached that program step safely; replace the Break instruction with the command that originally belonged there. Now you can Go to that address, and the program will resume and continue to the next Break. As you go through the program piece by piece, check that the registers contain the values you expect; if appropriate, check key memory locations, too.

If the PET misbehaves or goes terribly quiet, at least you will have isolated the portion of the program that is doing it to you. On the next test, you can set your break points closer together in that area, and pin the problem down step by step.

Summary

There are several ways to link your PET to machine language programs. Beginners will want to stay with the SYS command and the USR function until they have gained confidence. They should learn the Machine Language Monitor (.G) and Break (BRK) functions as quickly as possible to help in checking out programs.

The advanced functions — wedge and interrupt — will be there when they are needed. ©

Odds & Ends on the 2040 Disk

Jim Butterfield

The disk has almost more brains than the PET. It contains two separate microprocessors, each of which has its own ROM program; the micros talk to each other via a shared block of memory.

80 COLUMN GRAPHICS



The image on the screen was created by the program below.

```
10 VISMEM: CLEAR
20 P=160: Q=100
30 XP=144: XR=1.5*3.1415927
40 YP=56: YR=1: ZP=64
50 XF=XR/XP: YF=YR/YR: ZF=XR/ZP
60 FOR ZI=-Q TO Q-1
70 IF ZI<-ZP OR ZI>ZP GOTO 150
80 ZT=ZI*XP/ZP: ZZ=ZI
90 XL=INT(.5+SQR(XP*XP-ZT*ZT))
100 FOR XI=-XL TO XL
110 XT=SQR(XI*XI+ZT*ZT)*XF: XX=XI
120 YY=(SIN(XT)+.4*SIN(3*XT))*YF
130 GOSUB 170
140 NEXT XI
150 NEXT ZI
160 STOP
170 X1=XX+ZZ+P
180 Y1=YY-ZZ+Q
190 GMODE 1: MOVE X1,Y1: WRPIX
200 IF Y1=0 GOTO 220
210 GMODE 2: LINE X1,Y1-1,X1,0
220 RETURN
```

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A Thirteen Line BASIC Delete

Arthur C. Hudson
Ottawa, Ontario

Here is a short program written entirely in BASIC, which allows you to delete any group of lines from an existing program. Typically the increment is 1, so that all lines in the group are deleted, but this is not necessary.

To use the Basic Delete, just screen merge it with your existing program. Hopefully no conflict of line numbers will occur, if there is conflict, then some renumbering will be required. After the merge, RUN7878, and as instructed, modify the listed line 7892 to define the start, the end and the increment. Then press return twice, and the delete process will begin. The line number being deleted is displayed and you may press BREAK (RUN/STOP) at any time.

As an example of using an increment other than unity, you could write all or part of a program using even numbers for the useful statements and odd numbers for the remarks. Save on tape or disk, and then automatically delete all the remarks and save again. Finally the original can be brought back, and all even numbered statements deleted. This gives a program consisting only of the remarks. Each of these three versions can have its uses.

Somewhat complicated programming techniques are used here, and the statements must be entered carefully. Note that after you have modified the automatically listed line 7896 and pressed RETURN, the cursor will rest on a direct statement, RUN7882. In this way, a second RETURN will initiate the delete process.

The program uses the dynamic keyboard feature of the PET. (See **COMPUTE!** Issue 4 page 58 and the earlier reference - Louder - cited therein). It uses bins 834 and 835 in the second cassette buffer, but this does not prevent use of the second cassette.

One of the more interesting problems in this type of program is that PET suffers from amnesia the moment it executes a delete (all variables set to 0). It is for this reason that parameters have to be embedded in a program statement, and also N, the number of the line currently being deleted, must be poked into memory before the deletion and retrieved after it.

Note that in line 7892 the word 'INCREMENT' is spelled incorrectly. Don't try to fix it, or PET will see the word REM inside it and bomb out. Don't think you can get away with substituting 'step' for 'incrment', because PET will object to the use of ST, a reserved word. Finally don't try incr'ment,

PET doesn't like this either, (not alphanumeric).

The first time that the Basic Delete is used, the asterisks in SN7896 will be replaced by numbers. There is of course no need to replace the asterisks when executing a SAVE.

My version of this program uses about 330 bytes. It is certainly possible to trim this down by about 50 bytes.

If You Have OLD ROM

Referring to statements numbered 7884 and 7886; for 623 and 624 substitute 527 and 528. For 158 substitute 525. These bins relate to the keyboard buffer. Note that Harvey Davis's article is written for old ROM, so the conversions given above apply in reverse, if you have new ROM.

Reference:

Algebraic Input for the PET, Harvey Davis, **COMPUTE!** Vol. 1, Issue 4, page 58.

```

10 PRINT"↵A THIRTEEN LINE BASIC DELETE
12 PRINT"↵ARTHUR C. HUDSON
14 PRINT"↵11 AMBERLY PLACE
16 PRINT"↵OTTAWA,ONT.
18 PRINT"↵CANADA
20 PRINT"↵K1J 7J9
22 PRINT"↵PHONE (613) 749 5475
30 PRINT"↵↵KEY IN CONT":STOP
7878 PRINT"↵>MODIFY SN7896,THEN CR
7880 PRINT"↵↵RUN7882↑↑↑":LIST7896
7882 POKE835,0:POKE834,0:GOTO7894
7884 POKE623,13:POKE624,13
7886 POKE158,2:PRINT"↵↵↵GOTO7894
7888 PRINT"↵↵↵N"↑↑↑";:N=N+IN
7890 D=INT(N/256):POKE835,D
7892 POKE834,N-D*256:END
7894 N=256*PEEK(835)+PEEK(834)
7896 FIRST=0000:LAST=0000:INCRMENT=01
7898 IF N > LA THEN STOP
7900 IF N < FI THEN N=FI
7902 GOTO7884
READY.
```

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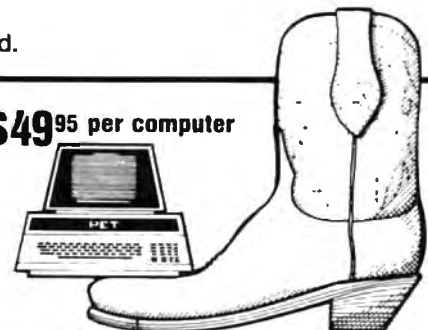
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Calculated Bar-graph Routines On The PET

Edward F. Heite
Camden-Wyoming, Delaware

To exploit the CBM printer's graphic potentials, programmers need a few routines that haven't been published yet. The "Keyprint" program (**COMPUTE!**, issue 7, page 84) is okay for dumping 40 columns to the printer, if you have the right ROM. But if you want to manipulate the full 80 columns and create complicated graphs, you need a way to calculate the length of the bar.

A calculated bar can be created as a string variable, by concatenating a graphic string to the desired length with a FOR ... NEXT loop. Listing 1 is a dummy program to demonstrate this process.

Line 1 sets B\$ to an empty value. Line 2 defines C\$ as a single graphic character. In line 3, the value of the bar is set at 20; in actual programs, this would be a calculated value. Line 4 sets the FOR ... NEXT loop to the value of J, and thus determines the length of the bar. Line 5 concatenates B\$-C\$ to create a new value for B\$. Line 5 keeps adding symbols to B\$ until the loop reaches the value of J. After the loop has cycled the required number of times, B\$ is a bar of length J, which in this case is 20.

In normal program use, a series of these routines would create the bars. Then the printer routine would use them in a report; lines 7-9 are a typical printer routine.

LISTING 1

```

1 B$=""
2 C$="*"
3 J=20
4 FOR X=1 TO J
5 B$=C$+B$
6 NEXT X
7 OPEN 1,4,0
8 PRINT#1, B$
9 CLOSE 1

```

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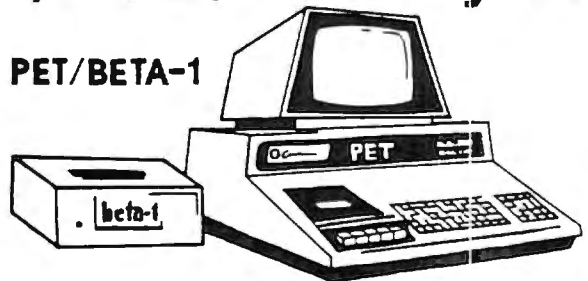
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The Revised Pet/CBM Personal Computer Guide

Jim Butterfield
Toronto, Canada

This article deals with the changes and new features of the well-known Osborne/McGraw-Hill guide. As such, it isn't a full scale review. Many PET/CBM users are familiar with the first edition; it was the first truly comprehensive user guide for their machine. As such, they were less likely to complain about its faults, which were few, and more likely to be thankful that such a book finally existed.

A Stronger Style

The new edition is a major revision. The previous casual, almost folksy style ("Assuming you have just brought your PET home in a box, you must unpack it") has been replaced by a much tougher down-to-business style. The name PET has been almost universally replaced by CBM. The new book socks it to you with a much more hard-hitting style.

The organization of the book is stronger. Chapters have been reorganized, and additional Basic programming material inserted. There's a stronger grouping of data with headings, subheadings and detail. The Preface suggests, "Even if you have never programmed a computer before, this book will teach you how to write your own Basic programs ... Chapters 4, 5 and 8 teach BASIC programming." That's 190 pages of Basic material, the last 50 of which are essentially reference. It may be rather too terse for many learners, but it's all there.

File Foulup?

The book covers the newer 4.0 ROM system. This is quite a feat considering how recent this system is. Unfortunately, some of this new material appears to have been prepared hastily.

The new Relative data files are discussed, but the book gets the whole thing wrong. It would be well for readers to stay away from this section entirely: relative files are easy to handle, but not in the manner the book suggests. It seems that the authors have confused the carriage return character

with the IEEE-488 EOI line; somehow the comma gets dragged in as a field delimiter and we end up with a mess. Worse and worse: playing with the comma makes numeric file variables difficult to handle, and we end up with pages of explanation on how to cope with this. It would have been so easy if we'd started off on the right foot: for writing, one PRINT# statement writes one record; for reading, EOI (as detected in the ST value) signals the last field within a record. And no commas, please.

Appendices

The tables in Appendix A do a fair job of trying to sort out the various codes used by the PET. Between screen formats, PET ASCII, true ASCII and keywords, they take some unscrambling.

For a book which makes some effort to be up-to-date on such things as 4.0 machines, I was surprised to see the out-of-date list of CBM newsletters and references given in appendix D. The PET Gazette and PET User Notes were still listed, and there was no sign of **COMPUTE!** magazine. And I really thought that Commodore Canada's excellent Transactor should have been on the list.

Table F-3 near the end of the book is a curious piece of work. It seems that the authors got hold of the symbol table from Commodore/Microsoft's assembly and sorted and printed it for both Upgrade and 4.0 ROMs. It's fascinating: I suspect that it

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shows the original Commodore/Microsoft symbolic names for memory addresses: for example, the Floating Point Accumulator at hexadecimal 005E seems to be called FAC. But mixed in with these is a series of values which don't represent addresses at all. For example, hex 35 is the memory address of part of the top-of-Basic-memory pointer. But 35 is shown in the table as ERRFC, which happens to be the value loaded into the X register just before printing an ?ILLEGAL QUANTITY error message. Oddities in this computer-generated table: non-existent addresses are printed as 0000 rather than being left blank; and locations for which the authors apparently had no explanation are marked "X". It's a lovely table — I wish I could figure out why it's there.

Summing up.

Like its predecessor, the new book is a prodigious work. Its stronger style will improve its value as a reference, although some readers may miss the more casual approach of the first edition.

It's certainly the most comprehensive guide to using CMB/PET machines that is available today. The book is well organized and clearly written. It's generously fitted with examples, programs, diagrams and tables. Apart from the problems dealing with Relative files, the book is a sound approach to using the computer.

[**PET/CBM Personal Computer Guide, Second Edition:** by Adam Osborne and Carroll S. Donahue. Published by Osborne/McGraw-Hill, Berkeley, California.] ©

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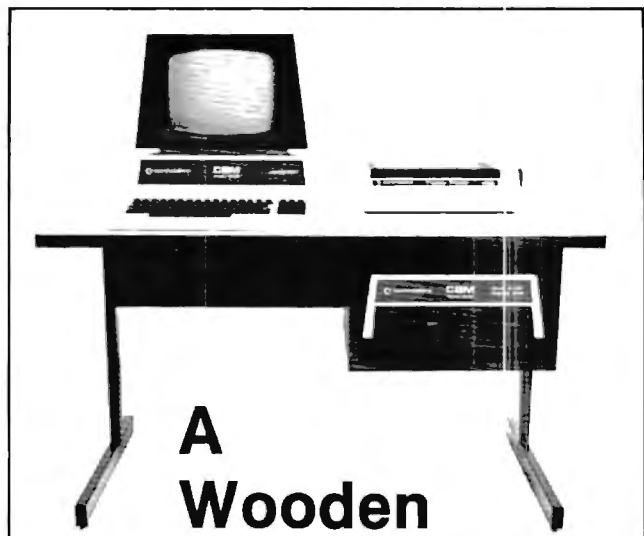
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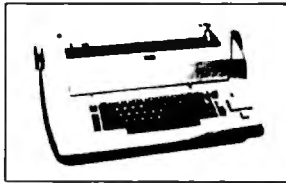
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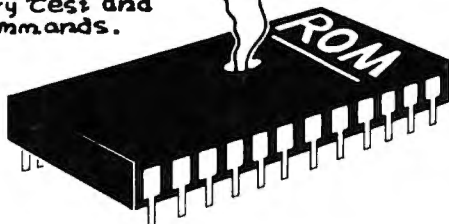
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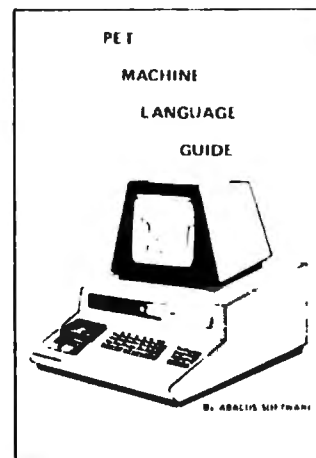
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Un-Compactor

Robert W. Baker
Atco, NJ

Since my Compactor program was published in the Nov./Dec. '80 issue of **COMPUTE!**, I've had several requests for a companion program to un-Compact programs. The program shown here will do just that!

The program reads a BASIC program file from disk on drive 0 and creates a new copy on drive 1. The new program filename is the same as the original except for a "U" suffix to indicate an un-compacted version. As with Compactor, load the newly created program file and enter a CLR command from the keyboard to correct the program links. Then save the program back to disk as usual. Un-compactor does not generate correct link values when writing the new program file, it merely writes a dummy value to reserve space for a link. This saves a fair amount of extra work not really needed in the program. The CLR command will force BASIC to correct the program links for you.

The program takes any multi-statement lines (statements separated by colons) and breaks them into separate program lines with new line numbers. The new line numbers are generated by adding one to the original line for each new line generated. This procedure is followed for however many statements exist in the line, as long as new line numbers can be generated without reaching the next line number in the original program. If that point is reached, the remainder of the original line is then copied as part of the last line generated with any appropriate separating colons.

The program must take into account certain BASIC tokens or keywords since they effect whether or not a particular line can be broken into separate lines. Thus, any data following a GOTO, END, RUN, IF, RETURN, REM, STOP, LIST, or CONT token is copied unchanged to the end of the current program line. Also, once a quote is detected, the line must be copied until another quote or end of the program line is reached.

Hope this proves to be of help, especially to those currently using Compactor. This program allows you to effectively re-create programs that were compacted. Now you can get a compacted program in Un-compactor to help speed up program execution. As usual, I'll supply copies of the program on cassette for \$2 to cover costs.

```

10 FOR X=1 TO 10
11 PRINT X
12 NEXT
20 PRINT
21 PRINT
22 PRINT
30 REM TEST FILE FOR UNCOMPACTOR
40 A=1
41 B=2
42 C=3
43 D=4
44 E=5:F=6:G=7
45 X=10
46 Y=20
47 Z=30
100 END:THAT ALL!
READY.

```

- SAMPLE LISTING
OUTPUT FILE FROM UNCOMPACTOR

```

10 FOR X=1 TO 10: PRINT X: NEXT
20 PRINT:PRINT:PRINT
30 REM TEST FILE FOR UNCOMPACTOR
40 A=1:B=2:C=3:D=4:E=5:F=6:G=7
45 X=10:Y=20:Z=30
100 END:THAT ALL!
READY.

```

- SAMPLE LISTING
INPUT FILE TO UNCOMPACTOR

```

30 REM          UN - COMPACTOR
50 REM          BY: ROBERT W. BAKER
70 REM 15 WINDSOR DR., ATCO, NJ 08004
100 :
110 GOTO 270
120 :
130 REM >>>>> SUBROUTINES <<<<<<<
140 :
150 GOSUB 160: V1=V
160 GET#5,C$: GOSUB 190
170 IF C$="" THEN V=0: RETURN
180 V=ASC(C$): RETURN
190 INPUT#15,EN,EM$,ET,ES
200 IF EN=0 THEN RETURN
210 PRINT "âDISK ERROR":PRINT
220 PRINT EN;EM$;ET;ES
230 GOTO 1030
240 :
250 REM ***** INITIALIZATION *****
260 :
270 PRINT"â";SPC(10);"âUN-COMPACTORââ
280 PRINT"âINPUTâ FILE IN âDRIVE #0â
290 PRINT"âOUTPUTâ FILE IN âDRIVE #1â
300 INPUT"âINPUT FILENAMEâ";FL$
310 DIM C(256)
320 OPEN 15,8,15
330 OPEN 5,8,5,"0:"+FL$+",P,R"
340 GOSUB 190
350 PRINT:PRINT"OK, WORKING ON LINE# -
      .....â
360 FO$=LEFT$(FL$,14)+"/U"

```

```

370 PRINT#15,"S1:"+FOS
380 OPEN 6,8,6,"1:"+FOS+",P,W"
390 GOSUB 190
400 GOSUB 150: PRINT#6,CHR$(V1);C$;
410 F=1: GOTO 580
420 :
430 REM ***** OUTPUT THIS LINE#
440 :
450 LN=NL: IF LK=0 THEN 1010
460 PRINT LN,
470 PRINT#6,CHR$(1);CHR$(1);
480 PRINT#6,CHR$(LL);CHR$(LH);
490 :
500 REM ***** READ THIS BASIC PGM LINE
510 :
520 X=1
530 GOSUB 160: C(X)=V
540 IF V>0 THEN X=X+1: GOTO 530
550 :
560 REM ***** GET NEXT LINK & LINE#
570 :
580 GOSUB 150: LK=V+V1: IF LK=0 THEN 600
590 GOSUB 150: NL=V1+(256*V): LL=V1:
  - LH=V
600 IF F THEN F=0: GOTO 450
610 :
620 REM ***** BREAK UP LINE IF POSSIBLE
630 :
640 X=1
650 :
660 REM SKIP IF NOT COLON
670 :
680 IF C(X)<>58 THEN 810
690 IF X=1 THEN 950
700 LN=LN+1: IF LN>=NL THEN 950
710 PRINT#6,CHR$(0);CHR$(1);CHR$(1);
720 H=INT(LN/256): L=LN-(256*H)
730 PRINT#6,CHR$(L);CHR$(H);
740 X=X+1: IF C(X)=32 OR C(X)=58 THEN -
  -740
750 GOTO 680
760 :
770 REM COPY REST OF LINE IF ---
780 REM GOTO, END, RUN, IF, RETURN
790 REM REM, STOP, LIST, CONT
800 :
810 IF C(X)<128 OR C(X)>155 THEN 910
820 IF C(X)=128 OR C(X)>153 THEN 850
830 IF C(X)<137 OR C(X)>144 THEN 910
840 IF C(X)=140 OR C(X)=141 THEN 910
850 PRINT#6,CHR$(C(X));
860 IF C(X)>0 THEN X=X+1: GOTO 850
870 GOTO 450
880 :
890 REM SKIP IF NOT QUOTE
900 :
910 IF C(X)<>34 THEN 950
920 PRINT#6,CHR$(C(X)); : X=X+1
930 IF C(X)=34 OR C(X)=0 THEN 950
940 GOTO 920
950 PRINT#6,CHR$(C(X));
960 IF C(X)>0 THEN X=X+1: GOTO 680
970 GOTO 450
980 :
990 REM *** END OF BASIC PROGRAM
1000 :
1010 PRINT#6,CHR$(0);CHR$(0);
1020 PRINT"HI DONE":PRINT:PRINT
1030 CLOSE 5: CLOSE 6: CLOSE 15

```

READY.

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Using the Hardware Interrupt Vector on the Pet

Eric Brandon

The operating system of the PET is divided into several distinct parts. Some of these get and process your BASIC statements; others deal with all Input/Output operations, and some update the clock, flash the cursor and take care of other sundry details every 60th of a second. This article will show you how to change the operation of the latter to suit your own needs.

Every 60th of a second the PET gets a signal on its IRQ interrupt. When this occurs, it saves all registers and goes to the memory locations specified in locations 537 and 538 (144 and 145 on new ROMs). It executes the machine language program there, and upon hitting an RTI instruction, reloads all of its registers and continues with whatever it was doing. By changing the hardware Interrupt Vector at 537 and 538 (144 and 145 new ROMs) we can make the PET execute our program every 60th of a second, while BASIC operates normally.

I have included here two sample programs using this technique, one is for ROM 2.0 (old ROMs) and the other is for ROM 3.0. What they do, is that after a SYS 826, the contents of the BASIC Input Buffer are constantly displayed on the top two lines of the screen. Hitting the ampersand (&), BREAKs the machine language program, and hitting the slash to the right of the ampersand on the keyboard, clears the buffer if you find that it is getting too cluttered. These programs were written only as examples of using the Hardware Interrupt Vector and are meant to show you how to use this with your own programs. Before we proceed, I wish to clarify just one feature of my assembler; the plus sign on lines 11 and 37 means add one to the value of the symbol. On most assemblers this should be substituted with HIV 1.

Lines 2-6 simply set the values of some symbols. INBUF is the first memory location of the BASIC Input Buffer. KEY is the location that contains the keyboard matrix value of the key presently depressed. INTRPT is the routine to which the Hardware Interrupt Vector usually points. HIV is the location of the first byte of the two byte Hardware Interrupt Vector. Finally, SCRNL is the top lefthand corner of the screen.

Lines 7-13 are essential and should be looked at in detail. Line 7 has the Set Interrupt Mask instruction. This is necessary to prevent the PET from being interrupted with only one byte of the pointer changed. Line 12 clears the interrupt mask. If the mask wouldn't be cleared, the PET would "hang up" and need to be turned off. Lines 8-11 make the pointer point to 0347 (0345 new ROMs). Note that the least significant byte goes in 537 (144 new ROMs), and that the most significant byte goes in 538 (145 new ROMs). The RTS in line 13 returns you to BASIC after your SYS. The effect of an SYS 826 is to make the cursor reappear nearly immediately, but now the PET executes the machine language program at 0347 (0345 new ROMs) every 60th of a second. The actual operation of the program is quite straightforward to anyone familiar with machine language programming.

Lines 33-39 are the standard procedure for setting the Hardware Interrupt Vector back to normal. Note that POKE 537,133:POKE 538,230 (POKE 144,46:POKE 145,230 new ROMs) has the same effect. This procedure must be done before any cassette I/O.

The last thing that deserves notice are lines 25,32, and 39. The only safe way to leave a program that has been called by the Hardware Interrupt Vector is to jump somewhere into the interrupt handling routine. Since it begins at E685 (E62E new ROMs), that is where you will most often go. You cannot end your program with a RTS or a BRK.

I learned this technique from disassembling KEYPRINT by Charles Brannonn, a program in a previous issue of **COMPUTE!**. I hope you find this useful, and if you have any questions, you can write me at:

Eric Brandon
36 Hartfield Road
Islington, Ontario
Canada
M9A 3C9


```
INPBUF = $0200
KEY = $0097
INTRPT = $E62E
HIV = $0090
SCRN = $8000
START = $0345
LOOP = $0351
CLEAR = $035F
LOOP2 = $0363
NORMAL = $036E
```

```
1 * = $33A
2 INPBUF = $200
3 KEY = 151
4 INTRPT = $E62E
5 HIV = 144
6 SCRN = $8000
7 033A 78 SEI
8 033B A9 45 LDA #$45
9 033D 85 90 STA HIV
10 033F A9 03 LDA #$03
11 0341 85 91 STA HIV+
12 0343 58 CLI
13 0344 60 RTS
14 0345 A5 97 START LDA KEY
15 0347 C9 45 CMP #69
16 0349 F0 14 BEQ CLEAR
17 034B C9 4D CMP #77
18 034D F0 1F BEQ NORMAL
19 034F A2 00 LDX #0
20 0351 B0 00 02 LOOP LDA INPBUF,X
21 0354 9D 00 80 STA SCRN,X
22 0357 E8 INX
23 0358 E0 50 CPX #80
24 035A D0 F5 BNE LOOP
25 035C 4C 2E E6 JMP INTRPT
26 035F A2 00 CLEAR LDX #0
27 0361 A9 20 LDA #32
28 0363 9D 00 02 LOOP2 STA INPBUF,X
29 0366 E8 INX
30 0367 E0 50 CPX #80
31 0369 D0 F8 BNE LOOP2
32 036B 4C 2E E6 JMP INTRPT
33 036E 78 NORMAL SEI
34 036F A9 2E LDA #$2E
35 0371 85 90 STA HIV
36 0373 A9 E6 LDA #$E6
37 0375 85 91 STA HIV+
38 0377 58 CLI
39 0378 4C 2E E6 JMP INTRPT
```

```
INPBUF = $000A
KEY = $0203
INTRPT = $E685
HIV = $0219
SCRN = $8000
START = $0347
LOOP = $0354
CLEAR = $0361
LOOP2 = $0365
NORMAL = $036F
```

```
1 * = $33A
2 INPBUF = $0A
3 KEY = 515
4 INTRPT = $E685
5 HIV = 537
6 SCRN = $8000
7 033A 78 SEI
8 033B A9 47 LDA #$47
9 033D 8D 19 02 STA HIV
10 0340 A9 03 LDA #$03
11 0342 8D 1A 02 STA HIV+
12 0345 58 CLI
13 0346 60 RTS
14 0347 AD 03 02 START LDA KEY
15 034A C9 45 CMP #69
16 034C F0 13 BEQ CLEAR
17 034E C9 4D CMP #77
18 0350 F0 1D BEQ NORMAL
19 0352 A2 00 LDX #0
20 0354 B5 0A LOOP LDA INPBUF,X
21 0356 9D 00 80 STA SCRN,X
22 0359 E8 INX
23 035A E0 50 CPX #80
24 035C D0 F6 BNE LOOP
25 035E 4C 85 E6 JMP INTRPT
26 0361 A2 00 CLEAR LDX #0
27 0363 A9 20 LDA #32
28 0365 95 0A LOOP2 STA INPBUF,X
29 0367 E8 INX
30 0368 E0 50 CPX #80
31 036A D0 F9 BNE LOOP2
32 036C 4C 85 E6 JMP INTRPT
33 036F 78 NORMAL SEI
34 0370 A9 85 LDA #$85
35 0372 8D 19 02 STA HIV
36 0375 A9 E6 LDA #$E6
37 0377 8D 1A 02 STA HIV+
38 037A 58 CLI
39 037B 4C 85 E6 JMP INTRPT
```

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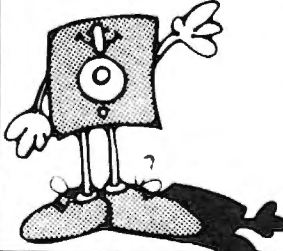
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Pet As An IEEE-488 Logic Analyzer

Jim Butterfield
Toronto, Canada

If you'd like to see what's going on on the GPIB — and if you can borrow an extra PET and IEEE interface cable — this program will help.

It shows the current status of four of the GPIB control lines, plus a log of the last nine characters transmitted on the bus.

The four control lines are NRFD, NDAC, DAV, and EOI. It would be nice to show ATN too, but I couldn't fit this in: it's detected in a rather odd way in the PET so that fitting it in is rather too tricky for this simple program.

The last nine characters are shown in "screen format". This means that you'll have to do a little translation work to sort out what some of them mean. On the other hand, it allows you to see characters that otherwise wouldn't be printed. A carriage return, for example, shows up as a lower case m; this

is a little confusing at the start, but you'll quickly get used to it and it's handy to see everything that goes through. Don't forget that original model PETs may show upper and lower case reversed.

I had hoped to show which characters were accompanied by the EOI signal. It turned out that time is critical — the bus works very fast — and that adding this feature would cut down the number of displayed characters from nine to five. I opted for the bigger count, and dropped the EOI log feature.

The high speed of the bus makes it difficult to watch the control lines in real time. When the "active" PET is exchanging information with disk or printer everything is happening very fast, and the "logic analyzer" PET will show an amazing flurry of activity on the control lines. Only when the activity stops or hangs up will you be able to see the lines in their static conditions.

You may use the program to chase down real GPIB problems, or just to gain insight on how the bus works. Either way, it will come in handy if you can borrow that extra PET unit.

Even at the speed of program operation, a few signals come too fast to catch on the fly. If you must see everything in the select and unselect sequences, you'll have to cut down the number of characters displayed. Try changing the contents of \$04F0 to, say, 5 if you want to do this.

```

, IEEE WATCH      JIM BUTTERFIELD
110: 04B0          *= $4B0
120: 04B0          DFLAG = $B1
130: 04B0          DNNSAV = $B2
140: 04B0          EOISAV = $B3
200: 04B0 46 B1    START LSR DFLAG
210: 04B2 78      SEI
220: 04B3 AD 12 E8 MAIN LIA $E812
230: 04B6 C9 EF    CMP #$EF
240: 04B8 D0 02    BNE CONT
250: 04BA 58      CLI
250: 04BB 60      RTS
285: 04BC AC 10 E8 CONT LDY $E810 ;EOI
290: 04BF AD 40 E8 LDA $E840 ;DAV, NRFD, NDAC
300: 04C2 AE 20 E8 LDX $E820 ;DATA
310: 04C5 29 C1    AND #$C1 ;EXTRACT BITS
320: 04C7 C5 B2    CMP DNNSAV
330: 04C9 D0 11    BNE DNN
340: 04CB 98      TYA
350: 04CC 29 40    AND #$40 ;EXTRACT EOI
360: 04CE 0A      ASL A
370: 04CF 49 A0    EOR #$A0
380: 04D1 C5 B3    EOI CMP EOISAV
390: 04D3 F0 DE    BEQ MAIN
400: 04D5 85 B3    STA EOISAV
410: 04D7 8D 61 80 STA $8061
420: 04DA D0 D7    BNE MAIN
;ACTIVITY SEEN - UPDATE SCREEN
430: 04DC 85 B2    DNN STA DNNSAV

```


Running 40 Column Programs On A CBM 8032

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Good news for those who own a Commodore 80 column CBM. I have developed a method of making the computer act almost like a 40 column PET.

Over the years, many programs have been developed for PET 2001 computers. There had been one ROM upgrade from BASIC 1.0 to 2.0 but many people and software companies got over that hurdle. Now Commodore has introduced a BASIC 4.0 for their PET 40XX and CBM 80XX computers. Again many programmers must change any SYS commands into the ROM locations. However, some programs can still run on the PET 40XX because the programmers were careful enough to avoid any of the ROM routines; especially the BASIC part as opposed to the Operating System. Luckily, most of the first 1024 bytes remained the same as promised by Commodore.

80 Column Problem

But hold on before you start attacking your programs, the CBM 80XX is a completely different animal — it has an 80 column CRT (or screen). All the programs are assuming that there are 40 bytes per line as in the case of a PET, but a CBM has 80. Therefore, any programs that store characters on the CRT memory will have every other line on columns 41 to 80. This is certainly a disaster.

The Solution

In solving this problem, there must be some way of convincing the microcomputer that there are only 40 bytes per line as in the PET. Commodore was wise enough to implement their newly developed Video Interface Controller (or CRT Controller) into the CBM. They are also using this chip in the VIC 20 (Video Interface Computer). When the power is turned on, the operating system instructs the chip to do various functions such as the height of the 25 lines in normal or graphics modes. My program instructs the Controller to display 40 bytes per line and shift the first column to the right to center the display instead of being on the left side of the CRT.

That is just fine for the programs that store characters on the CRT. But what about those that simply PRINT. Now whenever the PRINT finishes a line (40 characters) of output, the ROM routines will make the next PRINT occur 80 bytes from the start of the current PRINT line. This will make the output appear on every other line.

Well, there just happens to be an "Output a byte on the CRT" jump vector at locations \$00EB to \$00EC. The CBM 4032 program will change this vector to intercept any character before it gets printed. The routines included in the program were modified from a PET 4032 Operating System ROM, set so that it will behave exactly like a 40 column PET. It will handle RETURN, cursor movements, INST, DEL, and even wrap around lines properly.

Bonuses Not Available On A Pet

There are several features that make this simulation of a PET 40XX even better since they are not available on any PET computer. Such bonuses include the automatic repeat of the cursor control and editing keys and the use of the REPEAT key with all other keys. There will also be the usual warning "bell" when six characters from the end of the line. To disable the "bell", type POKE 231.0. This RAM location contains the duration time of the "bell" which usually is 16. Try poking various values and notice how the duration changes.

I also decided to keep the functions of "Q" and ":" during scrolling the same as before because those who are used to them should not have to use the RVS key. Along the same lines, the ESC key is still fully functional. By the way, did you know that the ESC key not only gets you out of quote and insert modes but also the reverse mode, thus functioning similar to the OFF key?

The CBM 4032 Program

The program is in two parts — a BASIC and a data part. After turning on the computer or typing NEW, type in the BASIC part exactly as shown without any extra spaces. LIST it again to be sure. Next, get into the Machine Language Monitor by SYS4 and type in the data, making sure not to make any mistakes. The next important step is to save the program through the Monitor by .S "0:CBM 4032",08,0400,07A8 for a disk drive or .S "CBM 4032",01.0400,07A8 for a tape cassette drive. Now exit the Monitor and prepare to RUN the program.

The data is actually the machine language routines required. The BASIC portion will transfer it into the second half of the 2K CRT memory. As it transfers the data, you will see "garbage" appear on the CRT. This is an ideal spot to put the routines because the CRT will only use 40 bytes per line by 25 lines (= 1000 bytes), the second half of the CRT memory will never be printed on.

After the transfer, the BASIC portion will SYS 33876 (\$8454) to have the routines set up the necessary parameters. It will give the CRT Controller the proper instructions and then CLR the CRT. A READY. will appear on the CRT and control is returned to the user. Now you are ready to RUN any programs meant for a 40 column PET with the proper ROM charges if necessary.

If for any reason you wish to go back to the original 80 column format, you can switch off and on the CBM. Alternatively, you can type SYS 58982 (\$E666) and press both SHIFTs and the quote keys simultaneously. The latter method will again display the data on the second half of the CRT but you risk printing or typing over it.

Conclusion

Essentially, any program that can RUN on a PET 40XX, that is with BASIC 4.0, will work with this program. There is no need to alter the program to add anything extra to the programs to artificially perform what this program does. The only side effect is that the characters appear narrower than usual but the advantage of having the program displayed far exceeds this small deviation.

I would like to thank **Batteries Included**, in Toronto for allowing me to use their computers for the development of this program.

```
10 REM * CBM 4032 - BY CHUAN CHEE *
20 REM SEE ARTICLE IN COMPUTE!
30 A=32672:FORI=1136TO1998:
   POKEI+A,PEEK(I):NEXT:SYS33876
READY.
```

```
C*
   PC  IRQ  SR  AC  XR  YR  SP
.; B780 E455 34 33 38 36 FA
.
.: 0470 31 14 1F 0F 28 05 19 21
.: 0478 00 07 00 00 10 00 00 00
.: 0480 00 00 00 28 50 78 A0 C8
.: 0488 F0 18 40 68 90 B8 E0 08
.: 0490 30 58 80 A8 D0 F8 20 48
.: 0498 70 98 C0 20 53 62 7D 80
.: 04A0 94 A0 B3 C2 20 02 19 20
.: 04A8 03 08 15 01 0E 20 03 08
.: 04B0 05 05 20 20 78 A9 6F A2
.: 04B8 84 85 EB 86 EC 86 A7 58
.: 04C0 20 75 84 A2 00 86 A7 A9
.: 04C8 10 A2 84 20 86 E0 60 20
.: 04D0 4F 85 4C 9D E1 A0 83 A2
.: 04D8 18 98 9D 3B 84 E0 14 F0
.: 04E0 08 E0 0D F0 04 E0 07 D0
.: 04E8 01 88 CA 10 EC E8 86 9F
.: 04F0 86 C4 A9 20 9D 00 80 9D
.: 04F8 00 81 9D 00 82 9D 00 83
.: 0500 CA D0 F1 A0 00 84 C6 84
.: 0508 D8 A6 D8 BD 3B 84 09 80
```

```
.: 0510 85 C5 BD 22 84 85 C4 A9
.: 0518 27 85 D5 E0 18 F0 09 BD
.: 0520 3C 84 30 04 A9 4F 85 D5
.: 0528 A5 C6 C9 28 90 04 E9 28
.: 0530 85 C6 60 09 40 A6 9F F0
.: 0538 02 09 80 A6 DC F0 02 C6
.: 0540 DC 20 06 E6 E6 C6 A4 D5
.: 0548 C4 C6 B0 30 A6 D8 C0 4F
.: 0550 D0 0B 20 1D 85 20 67 86
.: 0558 A9 00 85 C6 60 E0 18 D0
.: 0560 09 20 8B 86 C6 A3 C6 D8
.: 0568 A6 D8 1E 3C 84 5E 3C 84
.: 0570 20 1D 85 A5 C6 48 20 A9
.: 0578 84 68 85 C6 60 E0 17 B0
.: 0580 08 BD 3D 84 09 80 9D 3D
.: 0588 84 60 A0 27 A6 D8 D0 05
.: 0590 86 C6 68 68 60 BD 3A 84
.: 0598 30 06 CA BD 3A 84 A0 4F
.: 05A0 CA 86 D8 85 C5 BD 22 84
.: 05A8 85 C4 84 C6 84 D5 60 A9
.: 05B0 00 85 AC A5 D9 29 7F C9
.: 05B8 1B D0 07 68 68 4C BD E3
.: 05C0 EA EA A4 C6 A5 D9 30 68
.: 05C8 C9 0D D0 03 4C 7E 86 C9
.: 05D0 20 90 08 29 3F 20 6A E1
.: 05D8 4C D5 84 A6 DC F0 03 4C
.: 05E0 D9 84 C9 14 D0 10 88 84
.: 05E8 C6 10 06 20 2A 85 4C 5C
.: 05F0 E2 68 68 4C 51 E2 A6 CD
.: 05F8 F0 03 4C D9 84 C9 12 D0
.: 0600 03 85 9F 60 C9 13 D0 03
.: 0608 4C A3 84 C9 1D D0 10 C8
.: 0610 84 C6 88 C4 D5 90 07 20
.: 0618 67 86 A9 00 85 C6 60 C9
.: 0620 11 D0 FB 18 98 69 28 C5
.: 0628 D5 90 F1 F0 EF 4C 67 86
.: 0630 29 7F C9 7F D0 02 A9 5E
.: 0638 C9 20 90 03 4C D3 84 C9
.: 0640 0D D0 03 4C 7E 86 A6 CD
.: 0648 D0 2F C9 14 D0 27 A4 D5
.: 0650 B1 C4 C9 20 D0 04 C4 C6
.: 0658 D0 07 C0 4F F0 16 20 ED
.: 0660 86 A4 D5 88 B1 C4 C8 91
.: 0668 C4 88 C4 C6 D0 F5 A9 20
.: 0670 91 C4 E6 DC 60 A6 DC F0
.: 0678 05 09 40 4C D9 84 C9 11
.: 0680 D0 2A A5 C6 C9 28 90 05
.: 0688 E9 28 85 C6 60 A6 D8 F0
.: 0690 FB BD 3A 84 10 07 C6 D8
.: 0698 20 A9 84 90 EF CA CA 86
.: 06A0 D8 20 A9 84 A5 C6 18 69
.: 06A8 28 85 C6 60 C9 12 D0 04
.: 06B0 A9 00 85 9F C9 1D D0 08
.: 06B8 88 84 C6 10 EE 20 2A 85
.: 06C0 C9 13 D0 E7 4C 75 84 38
.: 06C8 46 A3 A6 D8 E8 E0 19 D0
.: 06D0 03 20 8B 86 BD 3B 84 10
.: 06D8 F3 86 D8 4C A9 84 A9 00
.: 06E0 85 DC 85 9F 85 CD 85 C6
```

```

.: 06E8 4C 67 86 A0 00 84 C4 A9
.: 06F0 80 85 C8 85 C5 A9 28 2C
.: 06F8 3C 84 30 02 A9 50 85 C7
.: 0700 B1 C7 91 C4 C8 D0 F9 E6
.: 0708 C8 E6 C5 A9 84 C5 C8 D0
.: 0710 EF A9 E8 85 C4 C6 C5 A9
.: 0718 20 C6 C4 C6 C7 91 C4 D0
.: 0720 F8 A2 19 86 D8 A2 00 C6
.: 0728 D8 BD 3B 84 29 7F BC 3C
.: 0730 84 10 02 09 80 9D 3B 84
.: 0738 E8 E0 19 D0 EC A9 83 8D
.: 0740 53 84 AD 3B 84 10 DE 20
.: 0748 0B E4 A6 D8 60 A6 D8 E8
.: 0750 E0 18 F0 36 90 03 4C 01
.: 0758 85 A2 17 BD 3C 84 09 80
.: 0760 85 C8 BC 3B 84 30 02 29
.: 0768 7F 9D 3C 84 98 09 80 85
.: 0770 C5 A0 27 BD 23 84 85 C7
.: 0778 BD 22 84 85 C4 B1 C4 91
.: 0780 C7 88 10 F9 CA E4 D8 D0
.: 0788 D2 E8 BD 3B 84 09 80 85
.: 0790 C5 29 7F 9D 3B 84 BD 22
.: 0798 84 85 C4 A0 27 A9 20 91
.: 07A0 C4 88 10 FB 58 4C A9 84

```

READY.

READY.

C*

```

.; PC IRQ SR AC XR YR SP
.; B780 E455 34 33 38 36 FA
.
8454 78 SEI
8455 A9 6F LDA #6F
8457 A2 84 LDX #84
8459 85 EB STA $EB
845B 86 EC STX $EC
845D 86 A7 STX $A7
845F 58 CLI
8460 20 75 84 JSR $8475
8463 A2 00 LDX #00
8465 86 A7 STX $A7
8467 A9 10 LDA #10
8469 A2 84 LDX #84
846B 20 86 E0 JSR $E086
846E 60 RTS
.
.
846F 20 4F 85 JSR $854F
8472 4C 9D E1 JMP $E19D
.
.
8475 A0 83 LDY #83
8477 A2 18 LDX #18
8479 98 TYA
847A 9D 3B 84 STA $843B,X

```

```

847D E0 14 CPX #14
847F F0 08 BEQ $8489
8481 E0 0D CPX #0D
8483 F0 04 BEQ $8489
8485 E0 07 CPX #07
8487 D0 01 BNE $848A
8489 88 DEY
848A CA DEX
848B 10 EC BPL $8479
848D E8 INX
848E 86 9F STX $9F
8490 86 C4 STX $C4
8492 A9 20 LDA #20
8494 9D 00 80 STA $8000,X
8497 9D 00 81 STA $8100,X
849A 9D 00 82 STA $8200,X
849D 9D 00 83 STA $8300,X
84A0 CA DEX
84A1 D0 F1 BNE $8494
.
.
84A3 A0 00 LDY #00
84A5 84 C6 STY $C6
84A7 84 D8 STY $D8
84A9 A6 D8 LDX $D8
84AB BD 3B 84 LDA $843B,X
84AE 09 80 ORA #80
84B0 85 C5 STA $C5
84B2 BD 22 84 LDA $8422,X
84B5 85 C4 STA $C4
84B7 A9 27 LDA #27
84B9 85 D5 STA $D5
84BB E0 18 CPX #18
84BD F0 09 BEQ $84C8
84BF BD 3C 84 LDA $843C,X
84C2 30 04 BMI $84C8
84C4 A9 4F LDA #4F
84C6 85 D5 STA $D5
84C8 A5 C6 LDA $C6
84CA C9 28 CMP #28
84CC 90 04 BCC $84D2
84CE E9 28 SBC #28
84D0 85 C6 STA $C6
84D2 60 RTS
.
.
84D3 09 40 ORA #40
84D5 A6 9F LDX $9F
84D7 F0 02 BEQ $84DB
84D9 09 80 ORA #80
84DB A6 DC LDX $DC
84DD F0 02 BEQ $84E1
84DF C6 DC DEC $DC
84E1 20 06 E6 JSR $E606
84E4 E6 C6 INC $C6
84E6 A4 D5 LDY $D5
84E8 C4 C6 CPY $C6
84EA B0 30 BCS $851C
84EC A6 D8 LDX $D8

```

84EE	C0	4F	CPY	#\$4F	8555	29	7F	AND	#\$7F
84F0	D0	0B	BNE	\$84FD	8557	C9	1B	CMP	#\$1B
84F2	20	1D	JSR	\$851D	8559	D0	07	BNE	\$8562
84F5	20	67	JSR	\$8667	855B	68		PLA	
84F8	A9	00	LDA	#\$00	855C	68		PLA	
84FA	85	C6	STA	\$C6	855D	4C	BD E3	JMP	\$E3BD
84FC	60		RTS		8560	EA		NOP	
84FD	E0	18	CPX	#\$18	8561	EA		NOP	
84FF	D0	09	BNE	\$850A	8562	A4	C6	LDY	\$C6
.					8564	A5	D9	LDA	\$D9
8501	20	8B	JSR	\$868B	8566	30	68	BMI	\$85D0
8504	C6	A3	DEC	\$A3	8568	C9	0D	CMP	#\$0D
8506	C6	D8	DEC	\$D8	856A	D0	03	BNE	\$856F
8508	A6	D8	LDX	\$D8	856C	4C	7E 86	JMP	\$867E
850A	1E	3C	ASL	\$843C,X	856F	C9	20	CMP	#\$20
850D	5E	3C	LSR	\$843C,X	8571	90	08	BCC	\$857B
8510	20	1D	JSR	\$851D	8573	29	3F	AND	#\$3F
8513	A5	C6	LDA	\$C6	8575	20	6A E1	JSR	\$E16A
8515	48		PHA		8578	4C	D5 84	JMP	\$84D5
8516	20	A9	JSR	\$84A9	857B	A6	DC	LDX	\$DC
8519	68		PLA		857D	F0	03	BEQ	\$8582
851A	85	C6	STA	\$C6	857F	4C	D9 84	JMP	\$84D9
851C	60		RTS		8582	C9	14	CMP	#\$14
.					8584	D0	10	BNE	\$8596
851D	E0	17	CPX	#\$17	8586	88		DEY	
851F	B0	08	BCS	\$8529	8587	84	C6	STY	\$C6
8521	BD	3D	LDA	\$843D,X	8589	10	06	BPL	\$8591
8524	09	80	ORA	#\$80	858B	20	2A 85	JSR	\$852A
8526	9D	3D	STA	\$843D,X	858E	4C	5C E2	JMP	\$E25C
8529	60		RTS		8591	68		PLA	
.					8592	68		PLA	
852A	A0	27	LDY	#\$27	8593	4C	51 E2	JMP	\$E251
852C	A6	D8	LDX	\$D8	8596	A6	CD	LDX	\$CD
852E	D0	05	BNE	\$8535	8598	F0	03	BEQ	\$859D
8530	86	C6	STX	\$C6	859A	4C	D9 84	JMP	\$84D9
8532	68		PLA		859D	C9	12	CMP	#\$12
8533	68		PLA		859F	D0	03	BNE	\$85A4
8534	60		RTS		85A1	85	9F	STA	\$9F
8535	BD	3A	LDA	\$843A,X	85A3	60		RTS	
8538	30	06	BMI	\$8540	85A4	C9	13	CMP	#\$13
853A	CA		DEX		85A6	D0	03	BNE	\$85AB
853B	BD	3A	LDA	\$843A,X	85A8	4C	A3 84	JMP	\$84A3
853E	A0	4F	LDY	#\$4F	85AB	C9	1D	CMP	#\$1D
8540	CA		DEX		85AD	D0	10	BNE	\$85BF
8541	86	D8	STX	\$D8	85AF	C8		INY	
8543	85	C5	STA	\$C5	85B0	84	C6	STY	\$C6
8545	BD	22	LDA	\$8422,X	85B2	88		DEY	
8548	85	C4	STA	\$C4	85B3	C4	D5	CPY	\$D5
854A	84	C6	STY	\$C6	85B5	90	07	BCC	\$85BE
854C	84	D5	STY	\$D5	85B7	20	67 86	JSR	\$8667
854E	60		RTS		85BA	A9	00	LDA	#\$00
.					85BC	85	C6	STA	\$C6
854F	A9	00	LDA	#\$00	85BE	60		RTS	
8551	85	AC	STA	\$AC	85BF	C9	11	CMP	#\$11
8553	A5	D9	LDA	\$D9	85C1	D0	FB	BNE	\$85BE
					85C3	18		CLC	
					85C4	98		TYA	
					85C5	69	28	ADC	#\$28
					85C7	C5	D5	CMP	\$D5

85C9	90	F1	BCC	\$85BC	863B	90	EF	BCC	\$862C
85CB	F0	EF	BEQ	\$85BC	863D	CA		DEX	
85CD	4C	67	JMP	\$8667	863E	CA		DEX	
.					863F	86	D8	STX	\$D8
.					8641	20	A9	JSR	\$84A9
85D0	29	7F	AND	#\$7F	8644	A5	C6	LDA	\$C6
85D2	C9	7F	CMP	#\$7F	8646	18		CLC	
85D4	D0	02	BNE	\$85D8	8647	69	28	ADC	#\$28
85D6	A9	5E	LDA	#\$5E	8649	85	C6	STA	\$C6
85D8	C9	20	CMP	#\$20	864B	60		RTS	
85DA	90	03	BCC	\$85DF	864C	C9	12	CMP	#\$12
85DC	4C	D3	JMP	\$84D3	864E	D0	04	BNE	\$8654
85DF	C9	0D	CMP	#\$0D	8650	A9	00	LDA	#\$00
85E1	D0	03	BNE	\$85E6	8652	85	9F	STA	\$9F
85E3	4C	7E	JMP	\$867E	8654	C9	1D	CMP	#\$1D
85E6	A6	CD	LDX	\$CD	8656	D0	08	BNE	\$8660
85E8	D0	2F	BNE	\$8619	8658	88		DEY	
85EA	C9	14	CMP	#\$14	8659	84	C6	STY	\$C6
85EC	D0	27	BNE	\$8615	865B	10	EE	BPL	\$864B
85EE	A4	D5	LDY	\$D5	865D	20	2A	JSR	\$852A
85F0	B1	C4	LDA	(\$C4),Y	8660	C9	13	CMP	#\$13
85F2	C9	20	CMP	#\$20	8662	D0	E7	BNE	\$864B
85F4	D0	04	BNE	\$85FA	8664	4C	75	JMP	\$8475
85F6	C4	C6	CPY	\$C6	.				
85F8	D0	07	BNE	\$8601	.				
85FA	C0	4F	CPY	#\$4F	8667	38		SEC	
85FC	F0	16	BEQ	\$8614	8668	46	A3	LSR	\$A3
85FE	20	ED	JSR	\$86ED	866A	A6	D8	LDX	\$D8
8601	A4	D5	LDY	\$D5	866C	E8		INX	
8603	88		DEY		866D	E0	19	CPX	#\$19
8604	B1	C4	LDA	(\$C4),Y	866F	D0	03	BNE	\$8674
8606	C8		INY		8671	20	8B	JSR	\$868B
8607	91	C4	STA	(\$C4),Y	8674	BD	3B	LDA	\$843B,X
8609	88		DEY		8677	10	F3	BPL	\$866C
860A	C4	C6	CPY	\$C6	8679	86	D8	STX	\$D8
860C	D0	F5	BNE	\$8603	867B	4C	A9	JMP	\$84A9
860E	A9	20	LDA	#\$20	.				
8610	91	C4	STA	(\$C4),Y	.				
8612	E6	DC	INC	\$DC	867E	A9	00	LDA	#\$00
8614	60		RTS		8680	85	DC	STA	\$DC
8615	A6	DC	LDX	\$DC	8682	85	9F	STA	\$9F
8617	F0	05	BEQ	\$861E	8684	85	CD	STA	\$CD
8619	09	40	ORA	#\$40	8686	85	C6	STA	\$C6
861B	4C	D9	JMP	\$84D9	8688	4C	67	JMP	\$8667
861E	C9	11	CMP	#\$11	.				
8620	D0	2A	BNE	\$864C	.				
8622	A5	C6	LDA	\$C6	868B	A0	00	LDY	#\$00
8624	C9	28	CMP	#\$28	868D	84	C4	STY	\$C4
8626	90	05	BCC	\$862D	868F	A9	80	LDA	#\$80
8628	E9	28	SBC	#\$28	8691	85	C8	STA	\$C8
862A	85	C6	STA	\$C6	8693	85	C5	STA	\$C5
862C	60		RTS		8695	A9	28	LDA	#\$28
862D	A6	D8	LDX	\$D8	8697	2C	3C	BIT	\$843C
862F	F0	FB	BEQ	\$862C	869A	30	02	BMI	\$869E
8631	BD	3A	LDA	\$843A,X	869C	A9	50	LDA	#\$50
8634	10	07	BPL	\$863D	869E	85	C7	STA	\$C7
8636	C6	D8	DEC	\$D8	86A0	B1	C7	LDA	(\$C7),Y
8638	20	A9	JSR	\$84A9	86A2	91	C4	STA	(\$C4),Y



```

86A4 C8          INY
86A5 D0 F9      BNE $86A0
86A7 E6 C8      INC $C8
86A9 E6 C5      INC $C5
86AB A9 84      LDA #$84
86AD C5 C8      CMP $C8
86AF D0 EF      BNE $86A0
86B1 A9 E8      LDA #$E8
86B3 85 C4      STA $C4
86B5 C6 C5      DEC $C5
86B7 A9 20      LDA #$20
86B9 C6 C4      DEC $C4
86BB C6 C7      DEC $C7
86BD 91 C4      STA ($C4),Y
86BF D0 F8      BNE $86B9
86C1 A2 19      LDX #$19
86C3 86 D8      STX $D8
86C5 A2 00      LDX #$00
86C7 C6 D8      DEC $D8
86C9 BD 3B 84   LDA $843B,X
86CC 29 7F      AND #$7F
86CE BC 3C 84   LDY $843C,X
86D1 10 02      BPL $86D5
86D3 09 80      ORA #$80
86D5 9D 3B 84   STA $843B,X
86D8 E8          INX
86D9 E0 19      CPX #$19
86DB D0 EC      BNE $86C9
86DD A9 83      LDA #$83
86DF 8D 53 84   STA $8453
86E2 AD 3B 84   LDA $843B
86E5 10 DE      BPL $86C5
86E7 20 0B E4   JSR $E40B
86EA A6 D8      LDX $D8
86EC 60          RTS
.
.
86ED A6 D8      LDX $D8
86EF E8          INX
86F0 E0 18      CPX #$18
86F2 F0 36      BEQ $872A
86F4 90 03      BCC $86F9
86F6 4C 01 85   JMP $8501
86F9 A2 17      LDX #$17
86FB BD 3C 84   LDA $843C,X
86FE 09 80      ORA #$80
8700 85 C8      STA $C8
8702 BC 3B 84   LDY $843B,X
8705 30 02      BMI $8709
8707 29 7F      AND #$7F
8709 9D 3C 84   STA $843C,X
870C 98          TYA
870D 09 80      ORA #$80
870F 85 C5      STA $C5
8711 A0 27      LDY #$27
8713 BD 23 84   LDA $8423,X
8716 85 C7      STA $C7
8718 BD 22 84   LDA $8422,X
871B 85 C4      STA $C4
    
```

```

871D B1 C4      LDA ($C4),Y
871F 91 C7      STA ($C7),Y
8721 88          DEY
8722 10 F9      BPL $871D
8724 CA          DEX
8725 E4 D8      CPX $D8
8727 D0 D2      BNE $86FB
8729 E8          INX
872A BD 3B 84   LDA $843B,X
872D 09 80      ORA #$80
872F 85 C5      STA $C5
8731 29 7F      AND #$7F
8733 9D 3B 84   STA $843B,X
8736 BD 22 84   LDA $8422,X
8739 85 C4      STA $C4
873B A0 27      LDY #$27
873D A9 20      LDA #$20
873F 91 C4      STA ($C4),Y
8741 88          DEY
8742 10 FB      BPL $873F
8744 58          CLI
8745 4C A9 84   JMP $84A9
.
.
READY.
    
```

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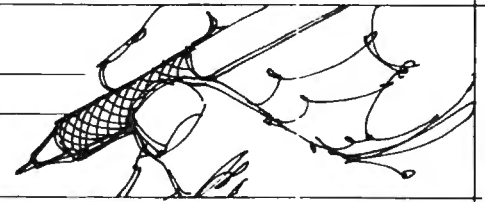
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Part I

If you have a personal computer of any kind, you probably already appreciate the power of a general-purpose computer system to serve as a controller. While tying up your APPLE or PET to control the thermostat may not seem overly attractive, you can usually try out a control idea or scheme using your existing computer system and small amount of custom I/O. Eventually, however, you will want to dedicate a separate computer system to your controller application.

It wasn't so long ago that such a thought would be prohibitive. Computer systems were dream machines that cost several thousands of dollars. Of course, if you have a console type computer system which includes a CRT and perhaps one or more disks, then your console system can easily cost three or more thousand dollars. On the other hand, a great many controller applications require little more than a handful of chips that cost well under \$100. In fact, if your application has any merit and a significant market, it may be quite possible to integrate the design into a single-chip microcomputer costing only a couple of dollars, and you can be on your way to making your first million.

While your particular application may never make you rich, it is fairly easy to put together a prototype or a one-of-a-kind microcontroller system for a reasonable price. A 6502 will cost less than \$10. A 2716 will cost about the same. Figure \$5 for a 128 x 8 RAM chip, (Motorola 6810), or \$8 for a pair of 2114's for 1K of RAM. A 6522 for \$8 will provide sixteen bits of I/O and a pair of timers (suitable for a real-time clock). Finally, a few more dollars for a crystal and some TTL for address decoding, and the electronic parts cost will come to not much more than \$50.

If the parts really cost as little as mentioned, what's to prevent anyone with a little knowledge of computers from designing and building his own microcontrollers? The answer is absolutely nothing.

But there is one small catch. While the cost of the end product may be minimal or even negligible, most companies or individuals who design micro-computer systems do it with the aid of a microprocessor "development system". Commercial development systems start at about \$5,000, but typically range from \$15,000 to \$25,000.

In my book, **Microcomputer Design and Troubleshooting**, which is being typeset and will be in print in the Fall (Howard Sams, and the Blacksburg Series), I address the question of what comprises a typical development system, but more importantly, what is minimally required to put together your own low-budget development system. While the reader will want to read about the details in the book when it is published, the highlights of that discussion will be brought out here, in this first installment of several in which I will outline the procedures and equipment necessary to put together and bring up, your own microcomputer controllers.

The Development System

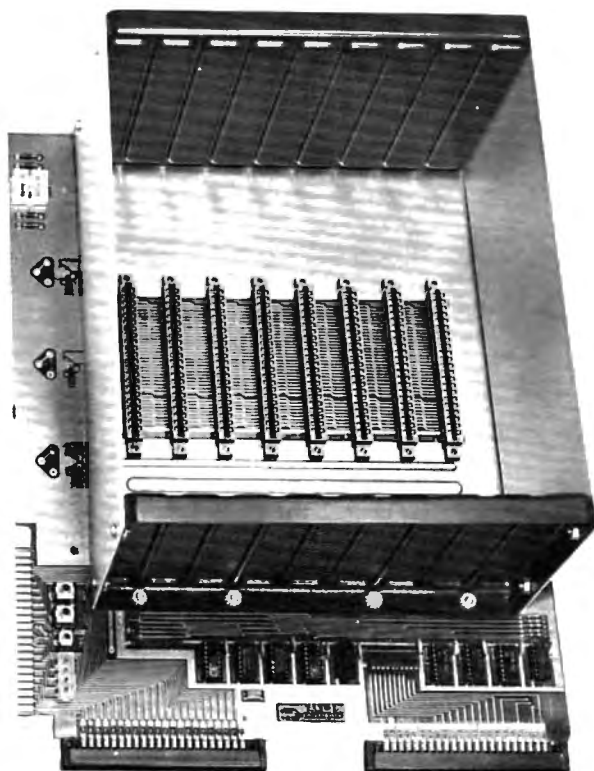
A development system is the hardware and software required to check out and debug both the hardware and software of a prototype microprocessor system. Ironically, the hardware and software debugging capabilities are not always reflected by the systems very high cost. Software debugging capabilities are usually satisfactory, provided that the system has an "optional" processor emulator module which typically costs \$2,000 or more. Even with the emulator, the hardware debugging capabilities may be mediocre at best.

Typically, a commercial development system consists of the following items:

1. Microcomputer with software
2. Console device (CRT or Teletypewriter)
3. RAM memory blocks
4. Floppy disk(s)
5. Printer
6. EPROM programmer (with software)
7. Emulator (processor)

Why should such a system cost \$15,000? The reason for the high cost is the law of supply and demand; there just aren't that many people in the world who need a microprocessor development system. However, except for some specialized software like an editor and assembler, the first five items in the list are not appreciably different than what you get in a BASIC oriented console computer system like a PET or APPLE. And, of course,

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editors and assemblers are easy to come by for most console systems. On the other hand, not many microprocessor development systems will allow you to run a program in BASIC, or Pascal, or FORTH. In other words, while a personal computer can be turned into a development system, a development system usually does not make a very good personal computer. It should be made clear, however, that a personal computer is not a development system without items 6 and 7 in the list above (or their equivalent). The EPROM programmer is easy. Such accessories are available for very reasonable prices. If you don't mind stuffing a blank board, you can put together your own universal EPROM programmer for less than \$30. However, the "emulator" function is not quite so available.

The function of an emulator is to provide the prototype controller with the attributes of an operating system. Suppose you want to make a controller out of an existing single-board computer like a KIM or SYM. After attaching any additional I/O hardware required, you can hand assemble a controller program and enter it into the KIM or SYM's RAM using its built-in operating system. Programs under development can be saved on tape. Software debug functions are even available to get the program running. But what do you do if your prototype controller is not like a KIM or SYM? What if it has no keyboard or display, or any means (operating system) of entering a program into itself? There are two solutions to this problem. One is to use (abuse) an EPROM programmer. The second is to use some kind of emulator.

The first solution mentioned is actually used by owners of commercial development systems, who do not have an emulator module. It works as follows. First, a program is developed and entered into RAM in the development system's microcomputer. The RAM contents are now burned into an EPROM. The EPROM is now plugged into the prototype system and an attempt made to reset the prototype system and run the program. If the program does not run as expected, the program is modified and a second EPROM is programmed. In the meantime, the old EPROM is being erased. While this method can eventually produce a working program it is very tedious and inefficient. To give you some idea of how really dumb this method is, consider using the same method to write a program in BASIC. That is, suppose you had to enter the program into RAM, burn the RAM contents into an EPROM and then plug the EPROM into a special socket to try out your program. Yet that is essentially what many, if not most, people do to bring up controllers. Clearly there must be a much better way.

The second approach is to give the prototype system a virtual operating system with some kind

of emulator. Commercial development systems generally emulate the prototype's processor. Such a processor emulator is a very complex hardware and software system, usually requiring two or three large PC boards which live in the development system's card rack. The emulator physically connects to the prototype via a cable which plugs into the prototype's processor socket. The development system is used to create a program in a block of RAM. The emulator allows the block of RAM to be executed as if it resided in the prototype system. In addition, the program can be stepped, the register contents displayed, breakpoints set, etc. Effectively, the emulator runs considerable software "in the cracks" between prototype program instructions. One consequent limitation of this scheme, however, is that many emulators are unable to execute prototype programs at the full processor speed.

While a processor emulator can be quite useful for debugging software, it is somewhat less suitable for finding hardware bugs. Unfortunately, many users attempt to debug complicated software before even knowing whether the hardware is 100% functional. As mentioned, a processor emulator is very expensive, typically two or three thousand dollars, and cannot be used independently of the development system for which it was designed. Fortunately, another kind of emulator can be built that is usable with almost any computer system having an operating system, including one as simple as a KIM. Instead of emulating the prototype's processor, this emulator emulates the prototype system's ROM or EPROM. It is nothing more than a small block of RAM that can be alternately addressed as part of the host computer system, or via the EPROM socket in the prototype system. Aside from the fact that an EPROM emulator can be an efficient tool for debugging both hardware and software, the best thing about an EPROM emulator is that it can be put together for less than \$100.

An EPROM emulator is used as follows. A program is assembled and placed into the emulator RAM block using your computer's operating system. Throwing a switch on the emulator now causes the RAM block to be addressed from a cable and plug inserted into the empty EPROM socket on the prototype system. If a change is required, the switch is flipped back into the host system position and any changes made in the emulator RAM. There is never any need to burn an EPROM until the program is completely debugged. At any point along the way, the RAM contents can be preserved on tape or disk.

In the next column, we will see what it takes to put together an EPROM emulator, and use it to debug both hardware and software. A very workable microprocessor development system can be had with as little as a KIM, an EPROM programmer,

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Part 1.

Anthony T. Scarpelli
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Getting The System Together

If you have a KIM-I, don't have a printer, but do have a memory mapped video display, here's how I solved the problem of getting a software routine to cause an ASCII keyboard to act like a serial teletypewriter with all the KIM-I's teletype operations. There's nothing that seems complicated about what I did, but it sure took some mental gyrations to get it working. Yet I did learn a lot about the KIM monitor routines which I'll tell you about. Also how to implement BASIC, and how to implement a Music File which I wrote for my wife. Here's the story.

I had a KIM-I up and running and was learning a lot about assembly language programming, when the opportunity of getting a high resolution video monitor for cheap came along. I bought a SWTP keyboard, and while I was at one of the computer fairs last year I purchased Microtechnology's 8K visible memory and a main frame. The price was good and it was completely compatible with the KIM. It's a dynamic memory system, but is completely invisible to normal computer use, and it has a standard video output. It works beautifully, and is fairly high in resolution with 64,000 bits as dots on the screen. Writing a "1" in a memory location lights up a dot, and, of course, a "0" turns the dot off. Microtechnology's SWIRL software routine shows the system off and provides hours of viewing enjoyment; and when company comes over it's great for showing off your computer.

Microtechnology also has a text display routine whereby, after an ASCII number is put into the accumulator, a subroutine call to the text display puts the ASCII character on the monitor screen. It provides a 53 character by 18 line display, with both upper and lower case letters. Having a software character generator gives you complete control over the configuration of the letters. For instance, I changed all my lower case letters, which I didn't need, into a table of 26 lines, dots, and other shapes for drawing on the screen. Also, the whole screen can be saved on tape. My wife was very pleased as a valentine message formed from a

randomly patterned screen. Hypertape loaded the screen in under three minutes.

I also purchased from Microtechnology their bare board 16K memory, and purchased the I.C.'s and components at other sources. You can save about a hundred dollars this way, but you do have to get a few extra memory chips in case a bad one comes up and you do have to do all of your own soldering, and testing. If you go this route you might have a fault in the bare board. In the one I bought, a part of the PCB pattern wasn't etched away so I had no -5v supply. After I fixed the problem the board worked perfectly the first time running and onwards, and I have nothing but praises for the design.

Then came the job of getting my keyboard with parallel output ASCII to go serial. It turned out to be not too difficult when I found an interface in a series of articles by John Blankenship in Kilobaud. In the March '78 issue he shows how to build a parallel to serial interface for the KIM-I. It merely takes the parallel output of the keyboard, using three I.C.'s and a transistor, and the KIM's power and clock, and converts it to a serial output which is presented to the printer input of the KIM. It worked very well.

Then what? Well, here comes the hard part. In order to get the KIM to accept a printer input, you connected pins "21" and "V" on the applications connector, hit the RS button, press the RUBOUT key on your keyboard and type away. The only problem is that any ASCII characters that come in don't go anywhere except to the printer output of the same connector. The ASCII number is put into the accumulator, but how do you call up a subroutine in some other part of memory to display it? The solution wasn't too difficult. You write a little program that jumps to KIM's own GETCH subroutine which then puts the printer ASCII character into the accumulator, then jumps to the character display subroutine, then jumps back to the GETCH etc. You start out by going to the memory location where the program starts on the KIM keyboard, short the two pins together (best to get a switch to do this), hit RS, then RUBOUT, and G on the keyboard, and away you go. You're finally writing on the CRT. Now what?

With this method that's about all you can do because you are in a program of your own creation and are using KIM's ROM routines, and you have to stay there until you hit ST (stop). What I really wanted to do was have my keyboard act just like a printer: change memory, display it, and all the other things the user manual said you can do with a printer. I asked myself, how easily can this be done? More likely, how difficult is it. There were two possibilities open to me: hardware or software. My old teacher said you never learn enough by going the easy route. I didn't know whether hard-

ware or software was the most difficult, but I chose software. You can judge the result; I probably would have bought a printer.

To go the software route meant rewriting some of the subroutines in the KIM's ROM. To show you what routines I had to include, let's go over what happens in the KIM when you hit RS. So get out your user manual, follow the diagrams and let's go.

First look at the listings starting at 1C22 in the User Manual and also at fig. 1.

1. When the RS (reset) button is pressed the data at locations 1FFC & 1FFD, which happens to be the address 1C22, is put into the program counter. This is the entry point for the program in ROM of the 6530-002. This address is fixed and cannot be changed. It is the KIM entry via RST.

2. The first thing that happens is the stack pointer is initialized to FF.

3. Then we go to a subroutine called INITS at 1E88. In INITS, the first thing done is to put 01 into the X register and then put it into the top of the stack at 00FF.

Next, the X-index gets 00 and is stored in PADD which is the 6530-002 A ports data direction register. This is at address 1741 and makes all the ports inputs so they can accept data from TTY or KB (keyboard).

Next X-index gets 3F and is stored at 1743 which is the 6530-002 B ports data direction register, PBDD, and it makes ports PB6 and PB7 inputs, and all the rest outputs. PB7 is connected to the audio tape interface circuits and is prepared to accept program loading from tape.

Next X-index is loaded with 07 and is stored in SBD (1742) which is the data to be sent out from the 6530-002 data ports. So PB 0, 1, & 2 now have 1's on them. PB0 is for TTY data out. PB 1, 2, 3, & 4 go to the 74145 I.C.'s inputs. With a 1 on 1 & 2 and 0 on 3 & 4, all the outputs of the 74145 are high except 03. This goes out to application connections A-V. When this pin is connected to A-21 (PA0), PA0 becomes low. This indicates TTY mode.

Next decimal mode is cleared and the interrupt disable status is set. Then a return from this subroutine.

4. Next back at 1C2A, FF is stored at 17F3 (CNTH 30) which is the TTY count, and 01 is stored in the accumulator. Then SAD (1740) is tested, specifically PA0. If it is not equal to zero, that is, if it's high, the program branches to START. PA7 is tested also. This is the input from the TTY keyboard. It tests for a rubout bit. PA7 is normally a one and the program will keep on testing this input until a zero is detected and also PA0 in case the TTY mode is not wanted any more.

If a zero is detected, the accumulator is loaded with FC and the carry flag is cleared, then 01 is

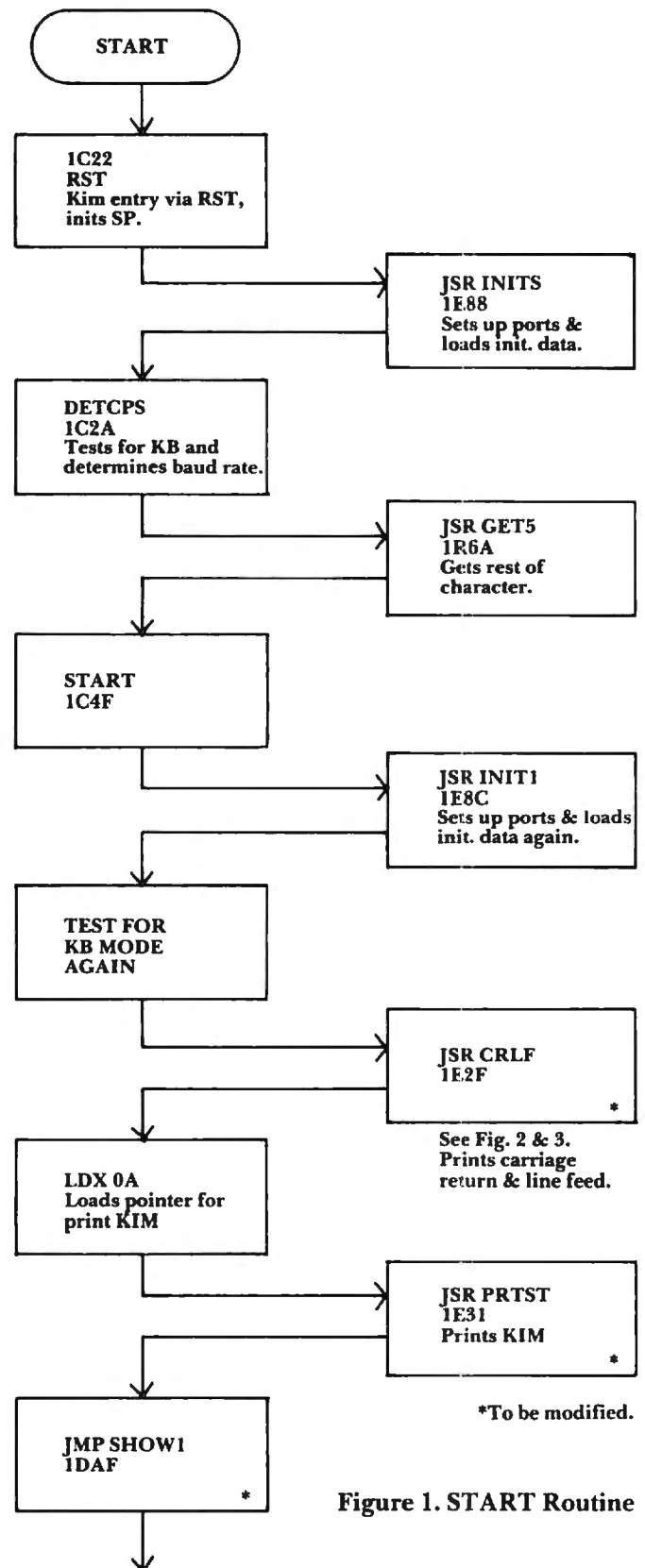


Figure 1. START Routine

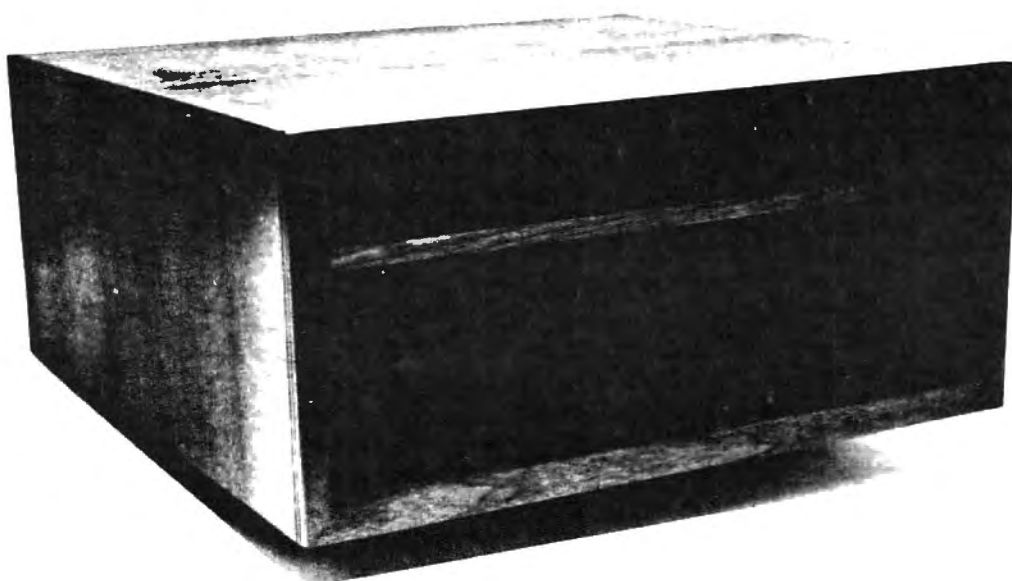
added to the accumulator (FC). If the carry flag is not set it will branch to DET 2. It will the first time around anyway. This part (DET 2) first loads Y-index with SAD (1740) and if the rubout bit is still there (a 0 at PA7) then it goes back to DET 3 and another 01 is added to the accumulator. When the

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accumulator reaches FF and 01 is added, the carry flag is set and CNTH30 (17F3) is incremented, it becomes 00. As long as the rubout bit is there the accumulator keeps on increasing and increases CNTH30. As soon as the bit ends the accumulator is stored in CNTL30 (17F2) and X-index gets an 08. Then the program goes to subroutine GET5 at 1E6A, where it goes to DEHALF (1EEB).

5. DEHALF first gets the high byte count time at CNTH30 and stores it in TIMH (17F4), then gets CNTL30. The accumulator and TIMH are shifted right (divides by two). If the 0 bit had a 0 the carry flag is cleared and a branch is taken to DE2, otherwise the accumulator is OR'd with 80 and it branches to DE4. If the DE2 branch was taken the carry flag has been set and next 01 is subtracted from the accumulator. The time is reduced and back with RTS. What is happening here is the keyboard baud rate in CNTL30 and CNTH30 is halved to get in the middle of the bit, then delayed one whole bit to read the next bit of the character. Cute, huh.

6. Back at 1E6D (GET2), the accumulator is loaded with SAD and the bit number 7 only is saved. 00FE is shifted right, then OR'd with the accumulator and stored in 00FE. Another delay and the process is repeated until the whole character is retrieved, then another half delay, X-index is loaded with TMPX (00FD), and the accumulator gets CHAR which is the ASCII character. The accumulator is rotated left then shifted right, which gets rid of any parity bit that might be stuck on the character. Then a return to START.

7. START. First is a jump to subroutine INIT1 (1E8C) which is the same as before, it sets up the ports. The accumulator is loaded with 01, and SAD is tested again for TTY or KB mode. If there's a 1 in PA0 it branches to KB mode. If no KB mode, it then jumps to CRLF, Fig. 2 & 3, (1E2F), which

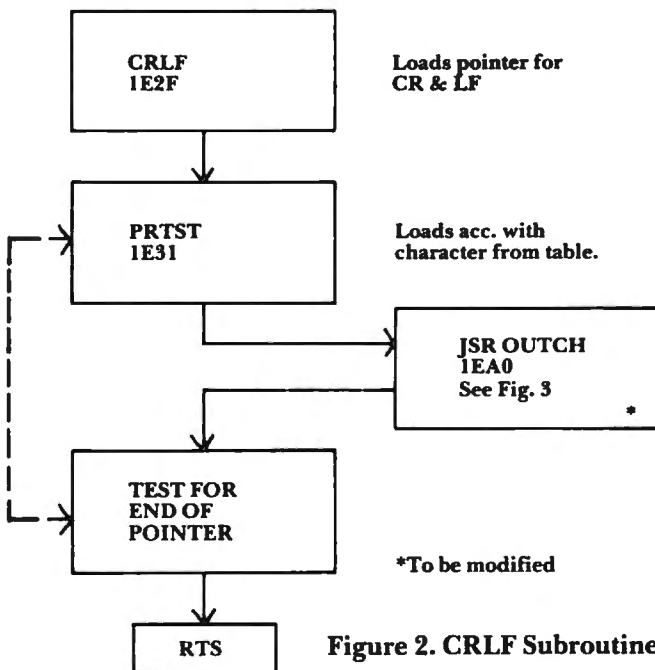


Figure 2. CRLF Subroutine

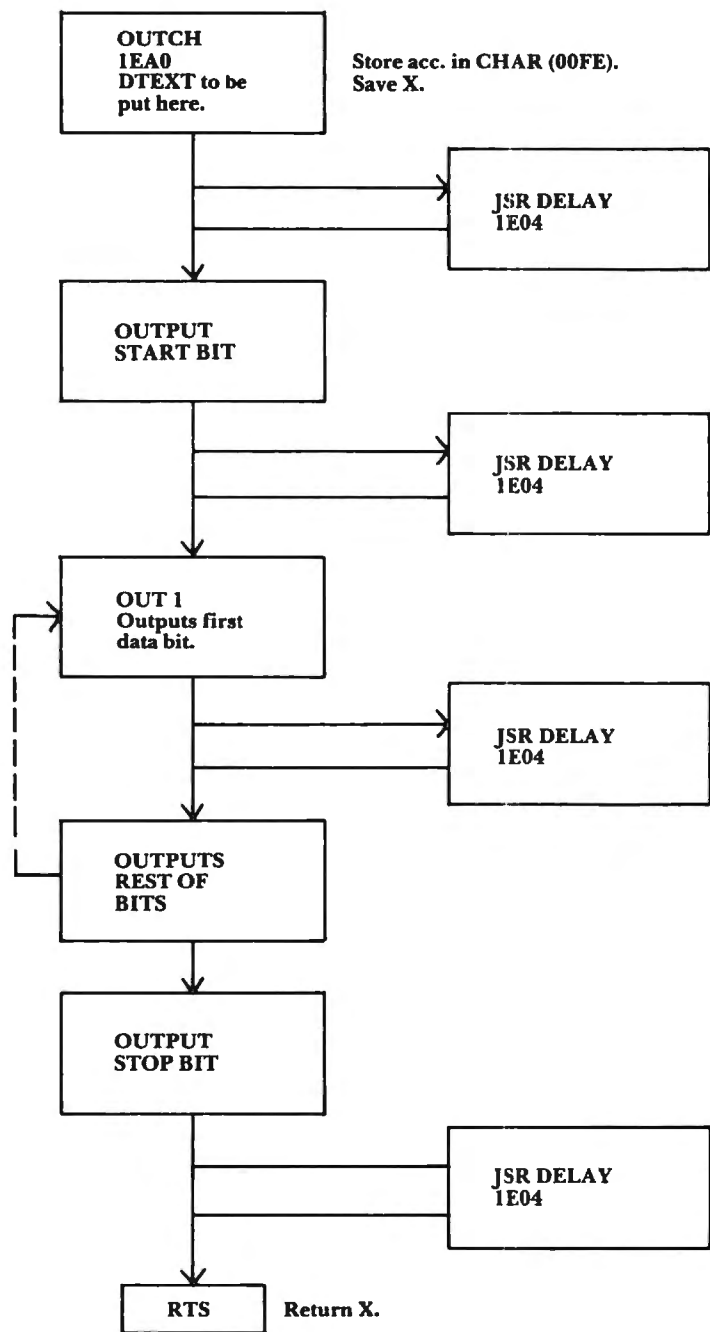


Figure 3. OUTCH Subroutine

prints a carriage return, then a line feed, then JSR PRTST prints "KIM", then jumps to SHOW1 (1DAF), Fig. 4, and then back to CLEAR, Fig. 7.

8. CLEAR. The accumulator gets loaded with 00 and is stored in INL & INH. The program tests for a character in GETCH, Fig. 8. In GETCH it stays in a loop waiting for a start bit. After the start bit, the rest of the character is retrieved and loaded into the accumulator, the program then comes back, and we test for KB mode again. If no KB the character is changed into a hex number in PACK, Fig. 9, and then in SCAN, Fig. 10, the program determines if the hex number is an execute key. If not, it will get another character.

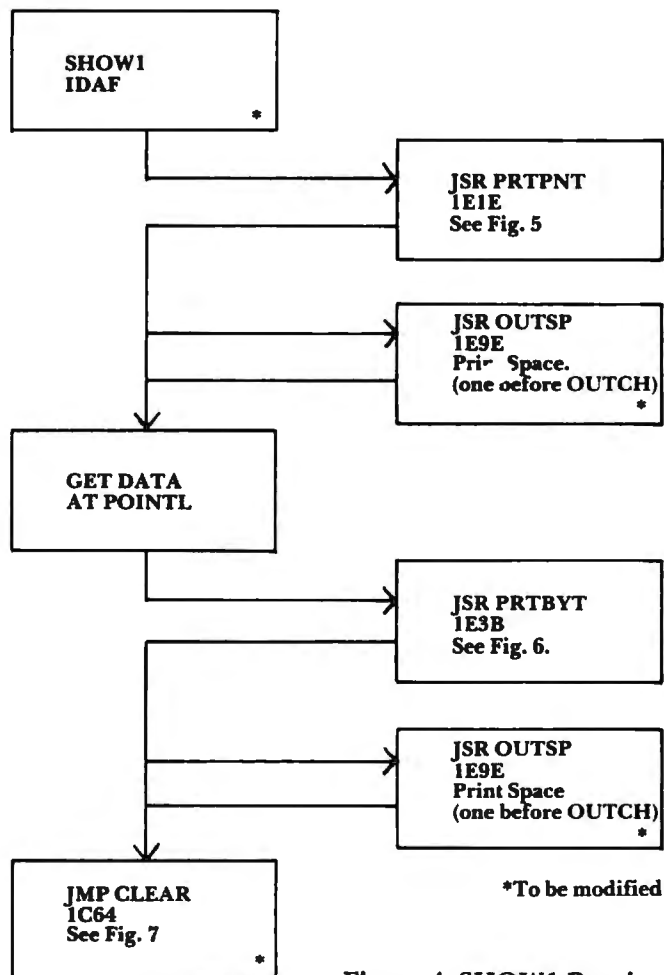
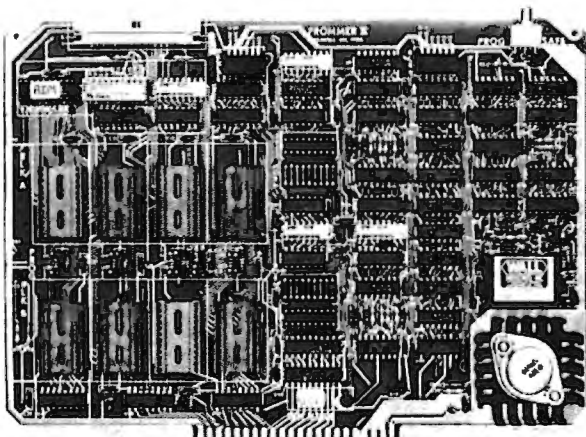


Figure 4. SHOW1 Routine

So this is the program I need to simulate a teletype. The problem now becomes, what are the subroutines I have to rewrite and which ones of the KIM's ROM subroutines can I use. Obviously, any part of the program that refers to a ROM address has to be rewritten, such as in a JMP. Also when the accumulator gets the ASCII character that is to be displayed, the program that does the displaying, in this case called DTEXT (the Microtechnology software routine), has to be addressed at the right point, and thus any subroutines involved here have to be rewritten. So definitely the subroutine OUTCH has to be changed to add DTEXT. We get to OUTCH from CRLF so that has to be rewritten. CRLF is addressed from START which is part of the whole RST routine. As you can see it starts to get involved. So if you go this route table I lists all the KIM ROM routines that must be rewritten. Of course in this rewriting, some branches have to be changed as well as addresses. (A SASE sent to me will get you a list of the changed addresses.)

Now my keyboard acts just as a teletype, and I can display all the teletype outputs from the KIM on the CRT. First I go to the RST program address, the one I rewrote, on the KIM display, switch to teletype mode, hit RS on the KIM, then press the rubout key on the keyboard. The SWTP keyboard doesn't have an actual rubout key, but there are two spare keys, one of which can be wired as rubout. Then I press the G key which puts me into

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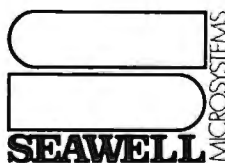
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the RST program, (rewritten). When the rubout key is pressed again the CRT will display "KIM" and also the address of the RST program; now we are as a teletype with all its functions. Simple, wasn't it.

Next time I'll go into the actual file program that creates a music file, and then can search it for any of a number of subjects.

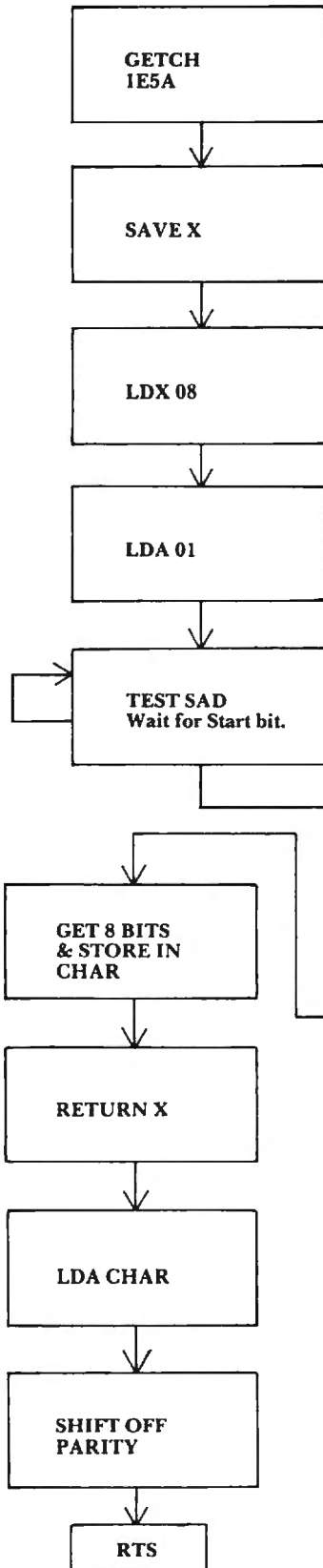


Figure 8. GETCH Subroutine

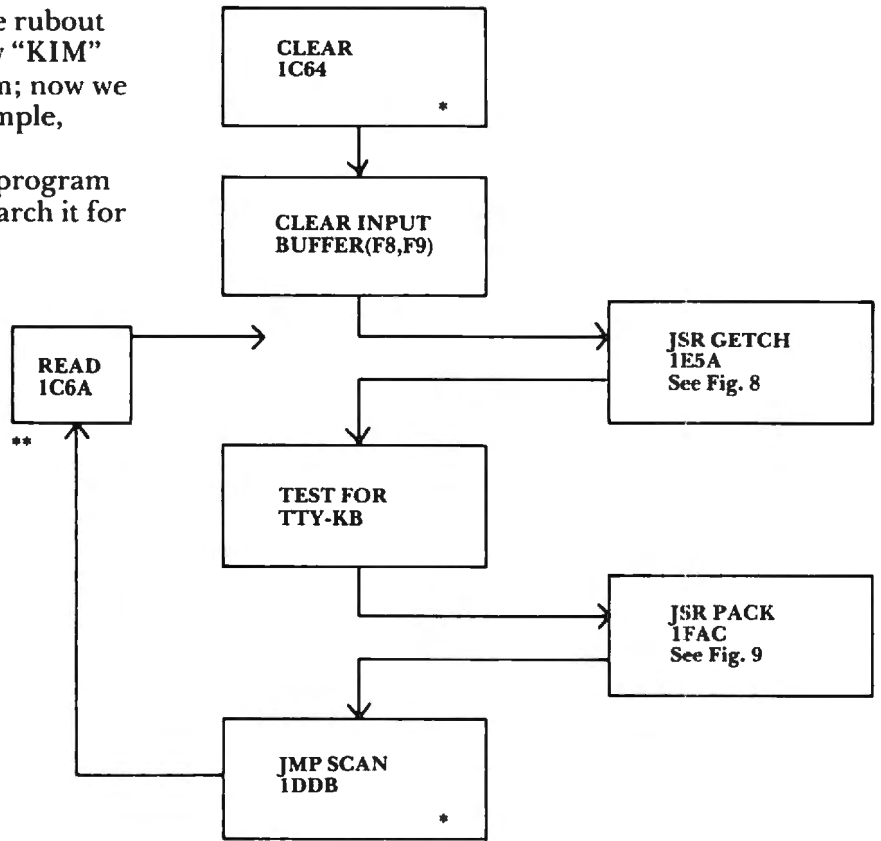


Figure 7. CLEAR Routine

*To be modified
**Re-entrance from SCAN

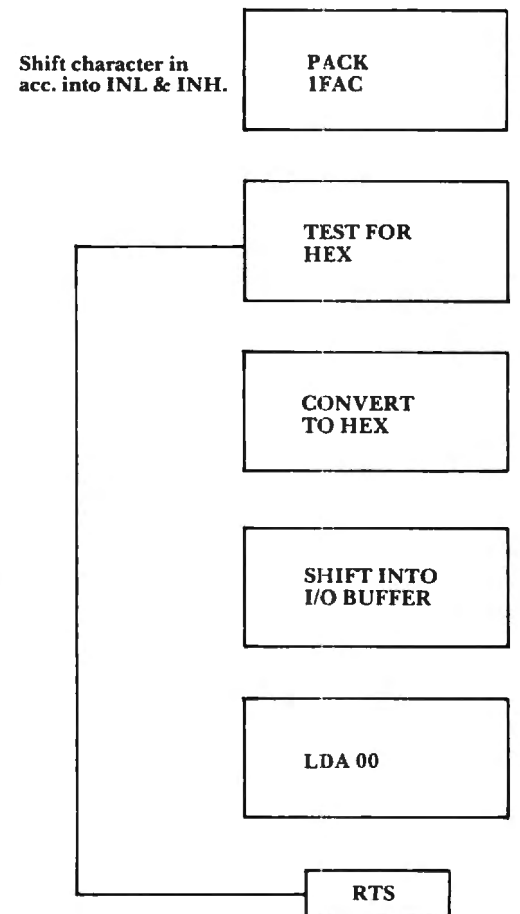


Figure 9. PACK Subroutine

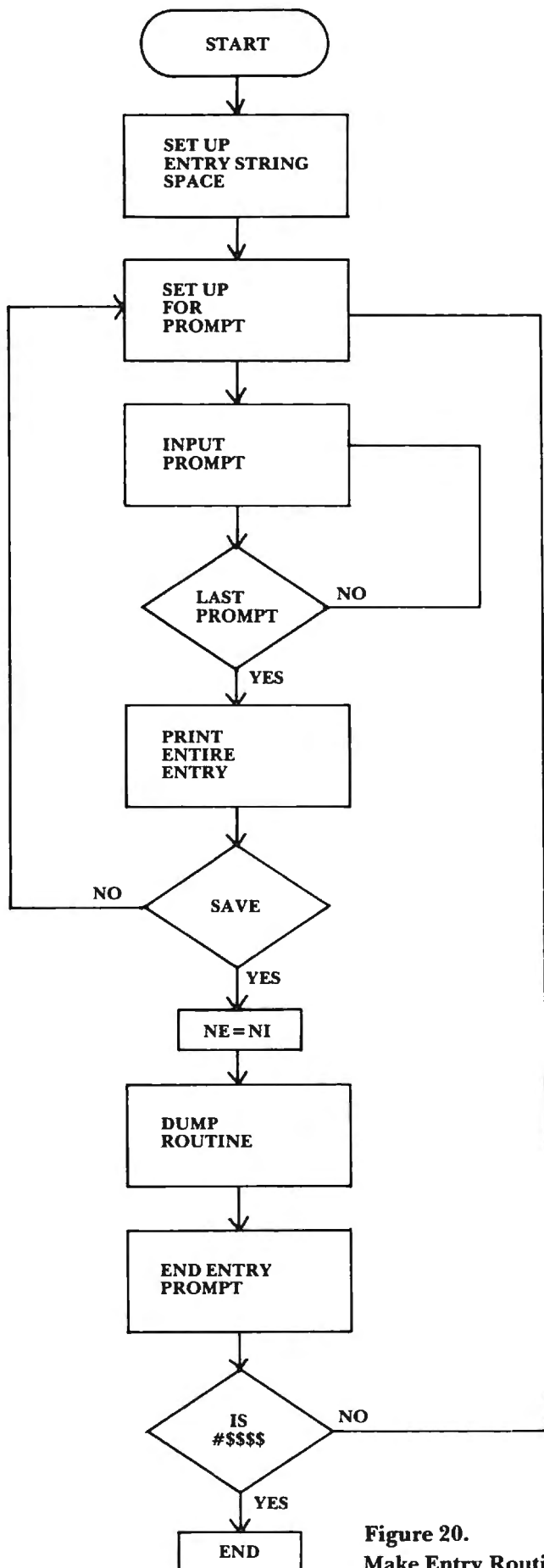


Figure 20. Make Entry Routine

Assembly Language Program for Cassette DUMP & LOAD

```

0300 A5 01 DELAY LDA DELTIM Load delay
02 85 EE STA TIMEA value.
04 A9 30 DECB LDA 30 Load
06 8D 04 17 STA 1704 timer.
09 2C 07 17 TEST BIT 1707 Test timer.
0C 10 FB BPL TEST Branch if not run out.
0E C6 ED DEC TIMEB Reduce time value.
10 D0 F2 BNE DELB Start again.
12 C6 EE DEC TIMEA Reduce delay value.
14 D0 EE BNE DELA Branch if not done.
16 60 RTS Return.

0317 A9 02 TWRITE LDA #02 Turn tape on.
19 10 02 BPL TAPE
1B A9 01 TREAD LDA #01 Turn tape off.
1D 4D 03 17 TAPE EOR 1703
20 8D 03 17 STA 1703
23 60 RTS Return.

0324 20 17 03 WRITE JSR TWRITE Turn tape on.
27 20 00 03 JSR DELAY Delay for tape speed.
2A 20 00 02 JSR HYPER Record in hypertape.
2D 20 17 03 JSR TWRITE Turn tape off.
30 20 8C 1E JSR INITI Open ports again.
33 60 RTS Return.

03D5 20 1B 03 READ JSR TREAD Turn on tape.
D8 20 36 03 JSR LOADT Load tape.
DB 20 1B 03 JSR TREAD Turn off tape.
DE 20 8C 1E JSR INITI Open ports again.
E1 60 RTS Return.
  
```

Note: HYPER is taken from The First Book of KIM page 119 relocated to address 0200.

LOADT is taken from the KIM-I User Manual Program listing page 6 relocated from address 1871-1931 to 0334-03D4.

If you wish to use the same routines in the same addresses as I did, send a SASE and I'll let you know what locations have to be changed in those listings to get it to run right. ©

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CAPUTE!

Corrections/Clarifications

From Raymond Diedrichs ("Pet File I/O In Machine Language", April, 1981, Issue 11, pp. 144-145):

"In the machine language open statement, the following lines are missing:

```
LDA #DEVICE-NUMBER
STA $D4
LDA #SECONDARY-ADDRESS
STA $D3.
```

They should appear directly below the line which reads:

```
STA $D2.
```

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And here's the missing listing from Charles Brannon's "String Arrays in Atari BASIC," April, 1981, Issue 11, p. 103.

```
100 REM SIMPLE BAR GRAPH PROGRAM
110 GRAPHICS 0
120 PRINT "NUMBER OF COMPANIES";
130 INPUT NC
140 MAXLEN=20:DIM A$(MAXLEN*NC),L(NC),
    -A(NC),T$(MAXLEN)
150 FOR I=1 TO NC
160 T$="":REM 20 -
    -SPACES
170 E=I:GOSUB 200000
180 PRINT "ENTER THE NAME OF COMPANY ";I
190 INPUT T$:GOSUB 200000
200 PRINT "AMOUNT FOR ";T$;
210 INPUT A:A(I)=A:IF A>HI THEN HI=A
220 PRINT:NEXT I
230 GRAPHICS 0
240 FOR I=1 TO NC
250 E=I:GOSUB 300000
260 PRINT:PRINT T$
270 FOR J=1 TO (A(I)/HI)*30
280 PRINT CHR$(160);
290 NEXT J
300 NEXT I
310 END
200000 L=LEN(T$):IF L>MAXLEN THEN -
    -L=MAXLEN
20010 L(E)=L:START=(E-1)*MAXLEN+1
20020 A$(START,START+L-1)=T$:RETURN
300000 START=(E-1)*MAXLEN+1
30010 T$=A$(START,START+L(E)-1):RETURN
READY.
```

Program Listings for COMPUTE

Cursor control characters will appear in source listings as shown below:

```
h=HOME , ĥ=CLEAR SCREEN
v=DOWN CURSOR , ↑=UP CURSOR
>=RIGHT CURSOR, <=LEFT CURSOR
⌊=REVERSE , ⌋=REVERSE OFF
```

Graphics (i.e. shifted) characters will appear as the unshifted alphanumeric character with an underline. This does not apply to the cursor control characters. The Spinwriter thimble doesn't have a backarrow symbol, so a "˘" is used instead.

The "˘" is used to indicate the beginning of a continuation line. It is also used to indicate the end of a line which ends with a space. This prevents any spaces from being hidden.

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Why does a computer pour the drinks at the Carvery, a downtown Toronto restaurant? Jim Butterfield, who is a small shareholder in the establishment, has no comment. Neither does he explain why the machine always pours him doubles.

Atari Launches Major Software Acquisition Program

Sunnyvale, California — April 3, 1981 — A major new effort to expand the library of consumer-oriented software for its personal computer systems is being launched by Atari, Inc. Atari is looking for high quality programs that can be used immediately, and easily, by people with little or no training in the use of computers.

"We want to acquire software in the areas of personal finance, self-improvement, education and home entertainment. We are encouraging the creation and

marketing of software by vendors and developers, and want to help market appropriate materials from outside authors," Bruce W. Irvine, vice president of software for Atari's Computer Division said. "To start things off, we are sponsoring a \$100,000 contest for software authors."

The acquisition program involves the creation of Atari Software Acquisition Program regional centers where qualified developers can work with Atari equipment and receive technical assistance, and Atari Program Exchange, a free quarterly catalog of user-written software to be distributed to Atari computer owners. In addition, Atari will offer periodic technical seminars for qualified software authors to familiarize them with the inner workings of Atari computer products and enable them to write programs that take advantage of all the advanced features of the ATARI 400™ and 800™ computers.

"We recognize that a broad selection of readily available software is a critical key to the ultimate consumer market. No one company can create the amount of material needed to properly address the market, so we are going to do our best to encourage our users and software vendors to create programs compatible with Atari computers. Often, a user or developer is an expert in a field we don't know much about; with our assistance, that person can make his or her programs available to the wide audience they deserve," Irvine added.

Acquisition Centers

Beginning with an initial installation in the Sunnyvale area which will open in mid-May, Atari will

develop software acquisition centers in geographical areas where there are high concentrations of programmers and users, such as metropolitan areas with technical universities. No timetable has been announced for the opening of these additional facilities.

Qualified developers will be able to use the centers on an appointment only basis. Design of the centers will help insure the privacy of material under development. Each center will be equipped with Atari computers and peripherals, all necessary reference materials and technical manuals. Center staff will help answer technical questions and review and evaluate completed software.

Once a program is completed, Atari may be interested in marketing it under the company name, or accept it for listing in the Atari Program Exchange catalog. Or, developers may wish to market the program on their own.



Pet User Group Celebrates Third Birthday

As shown in the birthday cake picture above, SPHINX celebrated their third year with a full sized Pet cake (complete with keyboard and message on the screen) at their meeting March 14, 1981 at the Lawrence Hall of

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Science, Berkeley, California.

Originally formed by Niel Busey and Milt Lee, SPHINX, (Society For Pet Handlers Information Exchange), cooperated with Lawrence Hall of Science in putting out a newsletter which contained basic information about the Pet when there was little from the manufacturer.

Although the newsletter has been discontinued, they are still active in exchanging programs. At the sixth West Coast Computer Fair, April 5, 1981, a proposal was made that librarians from user groups across the United

States trade programs on a disk basis. To this end SPHINX would like to receive 2040 or 4040 format disks from other groups and will return the diskette(s) with programs from our library (currently 13 diskettes and growing.)

Other current SPHINX projects are a nationwide Pet/CBM telephone network for Pet users with modems. Some interest in sponsoring this has been shown by Commodore. SPHINX also plans to start a library for the VICcolor computer because of the tape and software compatibil-

ity. Many of their programs will run on a VIC with minor or no modifications.

For further information, please write to SPHINX C/O their sponsor:

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Meetings in the Bay Area are the only way SPHINX currently exchanges individual programs — the second Thursday of the month at Lawrence Hall of Science, Chem. Lab, Berkeley, CA at 7:00 p.m.



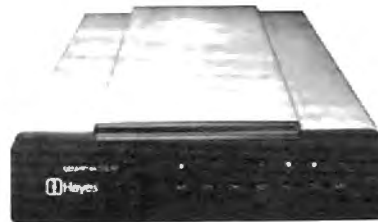
New Low-cost 80-Column Dot Matrix Printer

MICROTEK, Inc. has announced a new low-cost (under \$300) 80-column dot matrix printer. Dubbed the "BYTEWRITER-1", the printer accepts single sheet or roll paper up to 8½ inches wide and prints at 60 lines per minute using a 7 x 7 dot matrix.

The BYTEWRITER-1 interface is similar but not identical to a Centronics parallel interface, and has been designed specifically to operate with the Apple II, the Atari 400/800, and all models of the TRS-80. Using a print mechanism and logic board designed and manufactured in the U.S., the unit is priced at \$299 (interface cable slightly extra). MICROTEK is directing its marketing efforts towards the personal computing and hobbyist segments of the market, and will sell the printer direct only. The

BYTEWRITER-1 carries a 90-day limited warranty. Delivery is from stock to 60 days.

For further information, contact Diane Barney-Laukat at MICROTEK, INC., 9514 Chesapeake Drive., San Diego, California 92123. (714)-278-0633.



High Performance Data Communications System

Norcross, Georgia — Hayes Microcomputer Products, Inc., announces the Hayes Stack Smartmodem high performance data communications system for small computers.

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The Hayes Stack Smartmodem can be connected to any telephone system in the U.S. since dialing can be either Touch-Tone* or pulse. Furthermore, both dialing modes can be combined within a command with pulse being used, for example, to access a PBX board and Touch-Tone for dialing an outside number after the second dial tone is received.

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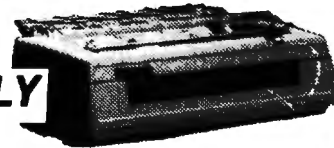


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positioning of seven option switches. Four of these options can be overridden by software command. LED status indicators on the front panel of the unit provide a visual check of the Smartmodem's operational status.

In addition, the unique "Set" commands allow the user to select (and change) various operational parameters such as dialing speed, escape code character and number of rings to answer on.

In announcing the release of the Smartmodem, Glenn Sirkis, Hayes Vice President, stated, "The Smartmodem, offers all the classic

modem functions *plus* some special features — e.g., pulse and Touch-Tone dialing — that are available only with a limited number of modems. Add to this the features that are unique to the Smartmodem — e.g., programmable in any language and Set commands for customized operation — and you'll know why we believe the Smartmodem is everything you could ever want in a 300 baud modem."

The Smartmodem has a Two Year Limited Warranty. The suggested retail price for the Hayes Stack Smartmodem system

is \$279.00. Included in this price are the Smartmodem unit, a power pack, one modular telephone cable to connect the unit to the telephone line and an owner's manual.

The Smartmodem is the first product in a new series that features the exclusive Hayes Stack design. This compact design permits other Hayes components to be stacked on top of the Smartmodem, thereby eliminating clutter.

TM Trademark of Hayes Microcomputer Products, Inc.
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New Professional Applications Package For The Medical Profession

Charles Mann & Associates, Micro Software Division, has announced the release of a new professional applications package for the Medical Profession called "Medirec". The Medirec system is a total Medical History and Report Preparation System. The professional using the system can prepare office input forms, enter patient and family histories, record patient visit symptoms, diagnosis, and treatments, prepare referral requests, prepare patient history summaries, and prepare referral reports. The program compliments the firm's existing Medical Billing Package.

Medirec is designed with today's professional practice liability in mind. The system allows the diskette recording of up to 550 professional visits per diskette. Individual patient records can be recalled, linked together and printed either in whole or in part. The system allows the practitioner to search past history files for common symptoms, diagnosis or the administration of conflicting drug treatments.

The system can recall records for past due follow treatment, prepare reminder notices, prepare liability release forms and print file folder labels. The system comes with a full featured address data base system and a programmable form letter writing element. The system can be programmed to prepare referral report letters, and requests for specialist treatment.

The Medirec system requires a 48K Apple II, Apple II +, or Apple III, an 80 column printer, and two disk drives. A special Corvus Systems hard disk version is also available for system configurations up to 40MB of on line storage.

The system is available from over 700 CMA dealers worldwide for an introductory price of \$199.95 (Corvus version \$249.95). Preview Documentation is available for \$25.00. Additional information and dealer location information can be obtained from Charles Mann & Associates, Micro Software Division, 7594 San Remo Trail, Yucca Valley, CA 92284. Phone (714) 365-9718.

NYSAEDS Conference

On October 18, 19 and 20, 1981, The New York State Association for Educational Data Systems

(NYSAEDS) will hold its annual conference in Syracuse, NY. NYSAEDS, an affiliate of AEDS, is composed of people who have a common interest in computers and education.

The theme of this year's conference is "Software". The keynote speaker is Marge Kosel from MECC and the banquet speaker is Dr. Earl Joseph (Futurist) from Sperry Rand. A variety of workshops will be held concerning the uses of microcomputer software in education.

For further information, please contact Don Ross, Ardsley High School, Ardsley, NY 10502.



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Pilgrim Electric Company, Plainview, New York, introduces new, compact "Plug-In" style VOLTECTOR®. It provides the most cost-effective protection against voltage spikes, surges, transients and high frequency interference for Word-Processors, Microcomputers and other Microprocessor-based equipment.

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"The beat covered by *Creative Computing* is one of the most important, explosive and fast-changing."—Alvin Toffler



David Ahl, Founder and
Publisher of *Creative Computing*

You might think the term "creative computing" is a contradiction. How can something as precise and logical as electronic computing possibly be creative? We think it can be. Consider the way computers are being used to create special effects in movies—image generation, coloring and computer-driven cameras and props. Or an electronic "sketchpad" for your home computer that adds animation, coloring and shading at your direction. How about a computer simulation of an invasion of killer bees with you trying to find a way of keeping them under control?

Beyond Our Dreams

Computers are not creative per se. But the way in which they are used can be highly creative and imaginative. Five years ago when *Creative Computing* magazine first billed itself as "The number 1 magazine of computer applications and software," we had no idea how far that idea would take us. Today, these applications are becoming so broad, so all-encompassing that the computer field will soon include virtually everything!

In light of this generality, we take "application" to mean whatever can be done with computers, *ought* to be done with computers or *might* be done with computers. That is the meat of *Creative Computing*.

Alvin Toffler, author of *Future Shock* and *The Third Wave* says, "I read *Creative Computing* not only for information about how to make the most of my own equipment but to keep an eye on how the whole field is emerging.

Creative Computing, the company as well as the magazine, is uniquely light-hearted but also seriously interested in all aspects of computing. Ours is the magazine of software, graphics, games and simulations for beginners and relaxing professionals. We try to present the new and important ideas of the field in a way that a 14-year old or a Cobol programmer can under-

stand them. Things like text editing, social simulations, control of household devices, animation and graphics, and communications networks.

Understandable Yet Challenging

As the premier magazine for beginners, it is our solemn responsibility to make what we publish comprehensible to the newcomer. That does not mean easy; our readers like to be challenged. It means providing the reader who has no preparation with every possible means to seize the subject matter and make it his own.

However, we don't want the experts in our audience to be bored. So we try to publish articles of interest to beginners and experts at the same time. Ideally, we would like every piece to have instructional or informative content—and some depth—even when communicated humorously or playfully. Thus, our favorite kind of piece is accessible to the beginner, theoretically non-trivial, interesting on more than one level, and perhaps even humorous.

David Gerrold of *Star Trek* fame says, "*Creative Computing* with its unpretentious, down-to-earth lucidity encourages the computer user to have fun. *Creative Computing* makes it possible for me to learn basic programming skills and use the computer better than any other source.

Hard-hitting Evaluations

At *Creative Computing* we obtain new computer systems, peripherals, and software as soon as they are announced. We put them through their paces in our Software Development Center and also in the environment for which they are intended—home, business, laboratory, or school.

Our evaluations are unbiased and accurate. We compared word processing printers and found two losers among highly promoted makes. Conversely, we found one computer had far more than its advertised capability. Of 16 educational packages,

only seven offered solid learning value.

When we say unbiased reviews we mean it. More than once, our honesty has cost us an advertiser—temporarily. But we feel that our first obligation is to our readers and that editorial excellence and integrity are our highest goals.

Karl Zinn at the University of Michigan feels we are meeting these goals when he writes, "*Creative Computing* consistently provides value in articles, product reviews and systems comparisons... in a magazine that is fun to read."

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Manhattan Software Announces Four Atari Game Programs

Manhattan Software, long a publisher of programs for the TRS-80, has begun issuing a series of programs for the Atari Computer. The first four releases are:

Gin Rummy 3.0, with color card graphics and sound, which plays a full regulation game of Gin, and can hold its own against even skilled Gin players. Prices at \$19.95, the program requires 32K memory and one joystick.

Casino Blackjack/Counter, a realistic simulation of playing at a casino table — card graphics show five hands dealt, and the user plays the center hand while the computer plays the rest. A major purpose of the program is to teach card-counting, a method which is claimed to give the player a statistical advantage over the house in some situations. Priced at \$19.95. for 24K and one joystick.

Labyrinth Run, a test of skill and coordination, using the joystick to

guide a fast-moving runner through twists, turns, reverses and slaloms, with thunderous crashes when the runner hits a wall. Three skill levels. \$14.95, the game requires two joysticks.

These programs are available at dealers, and direct from Manhattan Software, P.O. Box 35, Pacific Palisades, CA 90272. Telephone (213) 454-8290.

Atari Adds Missile Command To Its Video Computer System Game Library

Missile Command™, a popular coin operated video game currently in arcades, is now available in a home video game version, it was announced today by Atari, Inc., creator and manufacturer of both products.

Largely due to Missile Command's success as an arcade game and in response to considerable consumer demand, Atari designed the game cartridge for its Video Computer System™ programmable TV game.

The Missile Command game cartridge is a one or two player game that uses joysticks and offers 34 game variations.

According to Michael J. Moone, president of the Consumer Electronics Division, "Missile Command is one of the most challenging skill and action video games ever created. We believe its popularity will be as pervasive as that of its predecessors, Space Invaders and Asteroids."

The game begins with wave after wave of enemy missiles raining down on an earth missile base and 6 surrounding cities. The player, as base commander, is responsible for protecting and defending the territory from enemy attack. To combat each wave of enemy missiles, the base commander is given 30 guided

defense missiles which when exploded in the path of attacking missiles destroys them. Each successive wave of attacking missiles comes faster than the previous one and the game continues until all cities and the missile base are lost.

Additional features include game difficulty adjustment to correspond to player skill levels, slow game variations designed for young children and screen color changes as game progresses to reduce eyestrain during extended game play.

Suggested retail price is \$31.95 and cartridges will be available nationwide by April.

New Product releases are selected from submissions for reasons of timeliness, available space, and general interest to our readers. We regret that we are unable to select all new product submissions for publication. Readers should be aware that we present here some edited version of material submitted by vendors and are unable to vouch for its accuracy at time of publication.

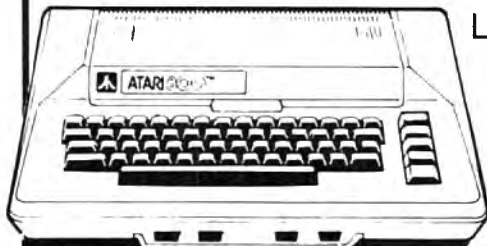
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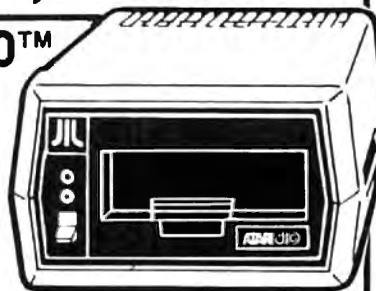


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