



T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
COVER12	Twelfth Cover	3	4	11-147-264	5- 96-197
SHOOTGAL	Shooting Gallery	3	4	27-160-275	13- 99-210
BOMBSTOP	Bomb Stopper	3	4	41-170-285	21-109-221
VALLEY	Valley	3	4	53-181-295	28-118-232
STRFGHTR	Star Fighter	0	1	71-196-309	38-130-250
WHLOFORT	Wheel of Fortune	1	2	88-209-322	49-142-267
MLT 7	ML Tutorial Pt. 7	0	1	111-229-340	65-161-291
MERGE	ML + Basic Merge	0	1	127-244-358	76-176-311
RAMTEST	Ram Test	0	1	132-248-371	80-182-318
LANDER	Lander	4	4	138-256-381	84-189-325

If, while loading or running a program, you get a FC, OM, or SN error, you probably have to enter the PMODE and PCLEAR values for the program from the keyboard. The label on the tape also contains the PMODE and PCLEAR values. Locations for the programs are set for the Radio Shack CTR80. Your locations may vary slightly. We try to put as many duplicates of the programs on tape as possible. If the first copy does not load, try the second copy, or if it has one, the third. If all three do not load, then send it back for prompt replacement.

Hello again! We want to apologize to a lot of you who have had troubles loading Coco-Cassette #11. It seems that our duplicating system had a flaw in it. We found that some subscribers using CCR-81 tape players could not load our programs whereby the subscribers with CTR-80A's had little or no problem. We feel that we have eliminated the problem. We have also provided counter numbers for the CCR-81.

Last month's corrections - OOPS! We forgot to give you the saving addresses for last month's program 'CATCAVE'. They are CSAVE "CATCAVE",9728,12066,9728. We also want to mention that last month's program 'GRAFQUAD' was written with the use of the program 'SMALTEXT' which appears in the November, 1982 issue of Chromassette. (advertisement on next page)

1. TWELFTH COVER - Get the inside look into summer fun with the Coco-Robot.

Note: The next four programs have the option of the high speed poke (Poke 65495,0). Make sure that the computer is slowed down before doing input/output to tape or disk (Poke 65494,0).

2. SHOOTING GALLERY - Take aim at bears, rabbits and ducks in this colorful graphics game. Use your right joystick to maneuver your pistol, then fire.
3. BOMB STOPPER - The alien mothership is dropping bombs on your city. Shoot the bombs before your city is destroyed.
4. VALLEY - Blow up the enemies command center with your rockets, bombs, and cannons. Destroy HQ with your cannons. Destroy the truck with your bombs. Fire at and around surface area of anti-aircraft with your rockets. Press 'H' for helicopters.
5. STAR FIGHTER - Protect your part of the galaxy from invading aliens. This program uses five ML routines to increase speed.
6. WHEEL OF FORTUNE - This program is based on the TV show 'Wheel of Fortune'. Up to four people compete to see who can guess the correct person, place, title, event, name, or thing and win the most money.
7. ML TUTORIAL PT. 7 - This installment of the machine language tutorial discusses linking of Basic and machine language programs and passing values between the two. A listing and demonstration of a sort routine is also included.

Note: The next three programs are machine language programs. You must enter 'CLOADM' instead of enter and 'EXEC' instead of run. Before you load the first two programs, enter CLEAR 500,15999.

8. MERGE - This utility will append a machine language program (which you have written) to your basic program. Once the machine language is appended, it will be loaded/saved along with your basic program with no extra commands. To use this utility:

1. Enter CLEAR 500,15999. 2. CLOADM "MERGE". 3. CLOADM (your program). 4. POKE 16328, most significant byte of start address. POKE 16329, least significant byte of start address. POKE 16330, most significant byte of end address. POKE 16331, least significant byte of the end address. 5. EXEC 16000. When these steps are complete, the machine language program will have been moved and the new transfer address of the program will be displayed.

Note: You can load the Basic program anytime before step 5. Note: If you change your basic program in any way, the transfer address will also change. To save this program enter (C)SAVEM "MERGE",16000,16383,16000.

9. RAM TEST - This utility will test every bit of every byte of Ram in your system. If the Ram is ok the message "RAM OK" will appear. If a bad byte is found, its address will be displayed. To save this program enter (C)SAVEM "RAMTEST",16000,16357,16092.

10. LANDER - This machine language game involves landing your ship on a platform. The game gets progressively harder as your platform gets smaller and the alien ships grow in number. To save this program enter (C)SAVEM "LANDER",9728,12048,9728. You can pause during play by pressing the "P" key.

If you have problems loading the programs try changing the volume on your tape recorder. If you have any questions, problems, solutions or ideas please write to us. If you have any uncopyrighted programs that you want to show us, we will be glad to see them. Send them in and if we like them, we will make you an offer.

Until next month.....