



T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
DIRSORT	Dir. Pack + Sort	0	1	41-184-300	21-120-241
BRICKOUT	Brick Out	0	1	49-190-305	25-126-248
CTT2	COCO Technical Pt.2	0	1	62-201-314	35-136-259
SLIDE	USA Slide Puzzle	1	4	76-211-322	42-145-269
SCN-EDIT	51*24 Screen Editor	4	4	95-226-335	54-159-287
SCN16K	51*24 Screen	4	4	111-239-344	65-172-302
CITY	City	3	4	124-250-354	73-184-316
PSPOOLER	Printer Spooler	0	1	135-259-361	81-194-328
STEPS	Steps	4	4	140-263-366	85-198-335
SNAKE	Snake	0	1	150-272-375	93-208-350

If, while loading or running a program, you get a FC, CM, 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.

Chromassette versus the other guy? The other guy wins! But seriously, the people from Chromassette were wonderful! We wish them all the luck in their future ventures.

Just to remind you: 16K users should enter PCLEAR! before loading the Intro program. I know that there are a lot of you out there with items you want to buy or sell. Just drop us a postcard and we will be happy to include it in our chatter column.

1. DIRECTORY PACK + "SORT - This utility will pack and sort the directories of your diskettes making programs and files easier to find. With the packing feature, you can save more room on each diskette. Note: 16K users should enter Clear 200 before going on.
2. BRICK OUT - Move your paddle from left to right as you bounce the ball back up to the wall. The walls get thicker as you progress. Make sure that you have the left arrow depressed when you start the game to get the paddle to appear.
3. COCO TECHNICAL LOOK PT.2 - This second part of the Color Computer Technical Tutorial Series covers the 6883 Synchronous Address Multiplexer (SAM) Chip.

Note: 16K users should turn the computer off and on before loading and running the next program.

4. USA SLIDE PUZZLE - This brain teaser involves using the arrow keys to slide or shuffle the pieces of the puzzle around until you get them in the correct position. You have three puzzles to choose from including a beautiful map of the United States.

5. 51*24 SCREEN EDITOR - This program will allow you to edit the 51*24 character set provided in the next program. You can edit any or all characters, (1 at a time) and save the new version to tape or disk for later recall.

Note: The next five programs are machine language programs. You must enter 'CLOADM' instead of 'CLOAD' and 'EXEC' instead of 'RUN'.

6. 51*24 SCREEN - Now you can have a continuous 51*24 character display in HI-res graphics. There are two versions of this program. To load and execute the 16K program, you must first enter CLEAR 200, 14999. Then CLOADM"SCN16K". Then enter EXEC. To save this program, enter (C)SAVEM "SCN16K",15000,16332,15029. To load and execute the 32K program, you must first enter CLEAR 200,31299. Then CLOADM"SCN32K". Then enter EXEC. To save this program, enter (C)SAVEM "SCN32K",31300,32632,31329.

7. CITY - Protect your city from the invaders with your automatic firing helicopter. Commands: Arrow keys - control the movement of the helicopter. A - toggles the automatic firing. P - pauses the action. S - adjust the sound. To save this program, enter (C)SAVEM "CITY",10000,13126,10000.

8. PRINTER SPOOLER - Make full use of that 64K system and that 'hidden' 32K of RAM. Now you can make a 32K printer buffer out of that extra 32K. Now that the COCO will be able to print data and process other things at the same time.(no more waiting for the printer!) Loading instructions: Enter CLEAR 200,32499. CLOADM. EXEC. To save this program, enter (C)SAVEM "PSPOOLER",32500,32767,32500.

9. STEPS - Try to gather the treasures which lie on the steps before being hit by the bubbles. This game gets progressively harder as you go further on. To save this program, you must enter (C)SAVEM "STEPS",12032,15318,12032.

10. SNAKE - Use your joystick to destroy the snake before it winds its way to the bottom and destroys you. You have five lives. Each snake destroyed is worth 440 points. The king snake is worth 650. The game speeds up after each wave. Hold the button down for rapid firing. To save this program, enter (C)SAVEM "SNAKE",11856,16116,11952.

If you have any problems loading the programs try changing the volume on your tape recorder. If you have any questions, problems, solutions or Chatter, 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.....

As you may or may not know, the CSAVEM and SAVEM commands are used to make back-ups of machine language programs. The CSAVEM command saves the program to cassette tape and has the following format: CSAVEM "Filename", start, end, transfer - where the Filename is the name of the program, Start is the beginning address where it resides, End is the ending address where it ends, and Transfer is the address where it should be executed. The SAVEM command has the same format as CSAVEM but SAVEM saves the program to disk instead of cassette. Obviously, in order to use the CSAVEM and SAVEM commands, you need to find the Start, End, and Transfer numbers. We found that the following formulas can sometimes work.

Start = PEEK(487)*256 + PEEK(488)
 End = PEEK(126)*256 + PEEK(127)-1
 Transfer = PEEK(157)*256 + PEEK(158)

These formulas do not always work. This is probably because the Basic interpreter alters the above memory locations before you can get to them.

Up to now, T & D Software has not given any Starting, Ending, or Executing numbers for its machine language programs for which we are really sorry. We did not think that many people would want them but now that we know we are wrong, we promise to give you all the numbers in the future and we have the numbers for all our previous programs. Here they are:

Sept #3, 'ROBOTB' = 6656,10536,6656 NOV. #5, 'CONBELT' = 3584,4920,3584
 Dec. #6, 'RAINDROP' = 12288,15914,12288 Jan. #7, 'MLT 2' = 10000,15544,10000
 Jan. #7, 'FINDI&K' = 15500,15936,15500 Jan. #7, 'FIND32K' = 31800,32235,31800

The copy of Shootout in Jan #7, was unable to copy so therefore we have another copy of Shootout located on this tape. This version is faster and is easy to copy. The locations of Shootout are 159, 306, and 428. The ML numbers are 8000, 14999,8000. To save this program to tape you must LOADM the program, Enter CSAVEM,"SHOOTOUT",8000,14999,8000. To run the program enter 'EXEC'.

Until next month

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SOUND EFFECTS	0	0
NUMBERS OF NOTES	0	0
INSTRUMENT	0	0
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Color Computer
NEWS



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