



T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
CHESTER	Chester	3	4	43*287	23*225
TVSCHEDL	TV Schedule	0	1	74*309	40*251
BASERACE	Base Race	0	1	94*320	53*265
ROMAN	Roman Numerals	3	4	109*329	62*277
ASTRO	Astro Dodge	0	0	130*343	77*298
HTF	HTF Adventure	0	1	158*362	98*328
MULTCOPY	Multy Copy	0	1	225*410	157*415
AUTOMATE	Auto-mate	0	1	236*418	168*431
SCRIPROT	Scroll Protect	0	1	248*427	182*463
NOISEGEN	Noise Generator	0	1	258*432	192*474

DISK USERS: Insert disk and run DIR. **CASSETTE TAPE USERS:** Rewind tape. Zero the tape counter. Fast Forward to desired program's tape counter number and enter 'LOAD' or 'LOADM'. If while loading or running a program, you get a FC, OM, or SW error, you probably have to enter the PMODE and PCLEAR values from the keyboard. 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 you cannot get the tape or disk to load the programs properly, then send it back for a prompt replacement.

Welcome to our 48th issue of Coco-Cassette bringing us to four years and over 480 programs. We want to thank a lot of you who have been with us from the beginning. We hope and trust that we will be around for another four years. Thank you again for your support.

- CHESTER** - Chester is like a chess game but you are one of the pieces and the rest are out to get you. You begin as a pawn and must advance with skill to king.
- TV SCHEDULE** - This home management program is especially useful for satellite disk owners. Data can be saved to tape or disk and can be edited, displayed, printed, etc. You must run the option of 'D', Display/Edit Schedule when first running.
- BASE RACE** - This two player action game uses machine language to help make the program run fast. Shoot through the moving walls and destroy your opponents moving base.
- ROMAN NUMERALS** - This menu driven educational program is divided into three parts. Part one will teach you how to use Roman Numerals. Part two is a multiple choice quiz. Part three is the main part of the program. It allows you to enter any Arabic number from 1 to 4 million and then converts it to the correct Roman Numeral.

5. ASTRO DODGE - This Basic - Machine language game requires quick reflexes as you dodge the fast moving obstacles. Disk users must PCLEAR 0 before loading this game. To do this, enter POKE25,14: POKE26,1:POKE3584,0:NEW before loading the program.

6. HIRP, TIRD, AND FIRED ADVENTURE - Three programs make up this 32K adventure: An instructional program, the main program, and a data file. Can you find a job and achieve financial security?

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

7. MULTY COPY - This machine language utility requires two to four disk drives and can format and backup one, two, or three copies of your disks in a record time. To save this program, enter (C)SAVEM "MULTCOPY",4096,4716,4096.

8. AUTOMATE -

A U T O M A T E

D E S C R I P T I O N

While editing commercial software files, have you ever wished you could save the new levels of machine language programs faster a little screen while loading, and then run or execute by itself once loaded? Well, with the aid of Automate, you can!

Automate is a utility which will save a basic or machine language program load file and run or execute automatically. You also have the option of saving a built-in macro-program editor to create a text screen for displaying while your program is loading.

Automate is very user friendly and easy to learn. Help screens can be started by pressing (F) or any standard keypad or function key. To search for and edit your program file, you need through the menu. This screen (MENU) is created by the command. A description of the menu and macro-program editor screens follows.

M E N U C O M M A N D S

USE FILE FROM MENU

Open the first file found in table into the Automate buffer. The file will be opened and an "errors detected" message will be displayed if a loading error occurs.

SAVE AUTO LOADING TO MENU

Save the program in the Automate buffer back to table as an auto-loading program. You will be given the option of saving the program data or address. A loading screen, if you want to save with a loading screen, the current loading screen will be shown to verify if it is the screen you wish to use. If the loading screen is currently shown "N" to the prompt or "ENTER" "Y" to return to the menu. To begin the save, press any key at the "ready" character prompt or press (F) to auto. This saves the auto loading program and your (C)LOADM/MACROPROGRAM for each program to have your program load and run or execute automatically.

EDIT MENU AND LOAD SET

This command can be used to edit the menu screen for loading a program. Just save this command from the edit screen on the tape recorder. If a program is saved on the tape, you will be able to load it through the T.C. screen (see note on the T.C. screen on 1st format disk).

USE MENU AND LOAD SET

Use this command to turn the menu and table off after turning it on with the above command.

HELP FILE

Open to the end of the next file found in table. An arrow is changed for the menu if you press with the tape autoloader from the program menu, it will continue to stop until the end of the program is found.

CREATE OR EDIT SCREEN

Creates the macro-program editor menu. This is a macro-program editor menu you can use to create your file-loading screens. The following cursor is replaced by an "N" character (N). You can press (F) to edit the edit menu and return to the menu. A description of the edit commands is given following the menu commands.

EDIT MENU COMMANDS

Display a brief description of the commands available in the macro-program editor menu.

SAVE SCREEN TO MENU

Allow you to save a screen created with the macro-program editor to use for later use or distribution.

LOAD SCREEN FROM MENU

Load a previously saved screen from table for editing or use as a loading screen.

RETURN TO MENU

Exit Automate and return control to basic.

E D I T C O M M A N D S

The edit commands use the commands available while in the macro-program editor menu. Simply press the desired key to execute a command or press (F) to edit the menu. The following cursor is replaced by an "N" character (N) and the character that will be placed on the screen if the character menu option is pressed. Below is a description of the commands. Note: Lines with the arrow head and asterisk must be pressed at the same time for continuous editing. Asterisks the modified line number, loading existing or save. *Without this mark, indicating the position (leave or unloading) then will eliminate the position.

HOW EDIT CHARACTER:

(C)CLEAR:

Put the EC in the screen. Press the desired cursor key and (C)CLEAR to automatically clear continuous editing.

(*)

Press with the background character. Press the desired cursor key and (*) automatically for continuous edit.

(C)MENU

Clear the screen with the background character.

(*)

Increment the EC value if the EC is a special character (no effect if EC is ASCII).

(*)

Decrement the EC value if the EC is a special character (no effect if EC is ASCII).

(*)

Increment the EIGHTH bit of ASCII.

(*)

Decrement the EC.

(*)

Insert the character under the EC.

(*)

Insert all ASCII on the screen.

(*)

Set the screen background to the ASCII character.

(*)

Speed up the cursor control.

(*)

Slow down the cursor control.

(*)

Enter the tape address. After pressing (T) the keyboard can be used to tape text. Press (C)TAB to toggle between upper and lower case. The cursor moves to the table so in the ASCII menu and can be set with (F) and (C) before entering the tape address. Press (F) to exit back to the menu menu.

(*)

Speed up the cursor control.

(*)

Change the EC to the next ASCII character pressed in the keyboard.

To save address: (C)SAVEM"MACROPR",1000,1000,1000

9. SCROLL PROTECT - This text screen scroll protect will preserve select number of lines at the top of a text screen for headings, etc. To load: 16K - Enter CLEAR 500,15999. Load and Execute. 32K - Enter CLEAR 500,32383. (C)LOADM"SCRLPROT",16384. Enter EXEC. Enter POKE 277, # of lines to protect. (initially set to 1) Enter (C)SAVEM "SCHPROT",16000,16156,16000 to save this program.

10. NOISE GENERATOR ROUTINE - This utility can be used by your basic programs to simulate explosions and gunshots. After the program is loaded, enter POKE 277,Volume (0-7). Enter POKE 278,Duration (0-255). Enter POKE 279,Pitch (1-high, 50-Low). Enter EXEC. To save this program, enter (C)SAVEM"NOISEGEN",16000,16150,16000.

Until Next month.....