T&D

T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS CTR-80A	CTR-81
GENEALOG	Genealogist Helper	0	1	30·315	14·259
SMARTCOP	Smart Copy	0	1	32·432	24·271
MAINPRT	Maintenance Report	0	1	63·883	33·285
CO3->CO2	CO3 -> COCO 2 Help	0	1	76·343	42·298
DP 3BS	Directory Picture	0	1	88·349	48·307
SUB	Substantial Attack	0	1	110·365	63·329
SAVMAIDN	Save The Maiden	4	4	124·377	75·347
CAVIATOR	Caviator	1	1	156·390	97·370
ELECT 6	Electronics 6	0	1	257·425	193·430
MONKEY	Monkey Shine	1	1	288·433	227·448

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 'CLOAD' or 'CLOADM'
If while loading or running a program, you get a FC ERROR or an SN ERROR, you are probably have to enter the
PMODE and PCLEAR values from the keyboard. We try to put as many
duplicates of the programs onto each diskette or tape so that, when this 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 63rd issue of subscription software. This month
we have enclosed discount coupons to the upcoming Rainbowfest show in
Princeton, New Jersey. We hope to see you there!

1. GENEOLOGIST HELPER - This program uses your dot-matrix printer,
(DMP-105 or compatible) to make neatly drawn forms for filling out a
geneological tree. This program is especially useful in conjunction
with our geneology program published in an earlier issue, issue #59.

2. SMART COPY - This program can help save you from a lot of tedious
copying if you do a lot of disk file copying using Basic's COPY
command. This program is very smart. You can use wildcards to
select more than one file to copy.

3. MAINTENANCE REPORTING - This program can report (on screen or
printer) useful information regarding machinery maintenance in a
small plant. Information can be stored on tape or disk. Keep track
of down-time and repair costs with a detailed report showing machine
totals and plant totals. When you first get to the main menu, enter
an E for entering equipment. Then enter equipment #'s and equipment
type/descriptions for all your equipment. Enter the appropriate
maintenance for the individual equipment and enter an R for a report
when ready.

4. **COCO 3 -> COCO 2 HELPER** - This program will take a BASIC program written for the coco 3 (using its advanced graphics commands) and translate it into a program syntactically compatible with the older coco 2 and coco 1 models. If you have a Coco 1 or 2 and the Coco 3 program is already saved in ASCII format by a Coco 3 computer, then you can use this program to help convert Coco 3 programs to Coco 1 or 2. This is not a complete conversion. You might have to go through the converted program to alter various coordinates.

5. **DIRECTORY PICTURE** - This disk utility will allow you to place a 9-color picture (in a 20 by 32 grid), within the directory so that whenever DIR is entered, the picture will appear followed by the directory. A seperate instruction program called 'DP INS' precedes the main program, 'DIR PIC'.

6. **SUBSTANTIAL ATTACK** - This game requires 32k, and is a combination of BASIC and machine language. The machine language is contained in a file 'SUBASEM'. The module is loaded automatically when the program is first run. The object is to drop bombs on submarines from your ship. The ship can move left and right and is controlled by the arrow keys. The space-bar is used to drop the depth charges. To save the machine language portion of this program, enter
(C)SAVEM"SUBASEM", 26112,26319,26112.

7. **SAVE THE MAIDEN** - Oh no! Not another hangman-type game! This version of the computer classic uses some excellent graphics to entertain. The game plays with the same rules as hangman, except when you miss a letter, the dragon gets closer and closer to the poor, defenseless, and tasty (to the dragon), maiden. Watch what happens when the dragon wins!

8. **CAVIATOR** - Use the right joystick to pilot your landing craft. This game presents many different and challenging caverns which you must expertly glide through. To control your landing craft you must move the joystick in the desired direction and press fire to thrust. You can press <P> to pause or <break> to stop the game. Caviator is mainly for 64k cocos, but 32k users can still get a playable version by deleting line 440. To save the caviator machine language, enter
CSAVEM"CAVIATOR", 8192,11673,8192. To save the picture files, enter
CSAVEM"CAVE /PIC", 3584,15871,40999.

9. **ELECTRONICS 6** - This is the sixth part of our series on Electronics. This month we will cover capacitors. We will explain what they are, what they do, and how they do it. This program requires 32K and a second module called E6MOD. When you run the tape version of this program, leave the play button depressed so it will automatically load the E5MOD. To save the module, enter
(C)SAVEM"E6MOD",24000,32600,30000.

10. **MONKEY SHINE** - Try to catch the coconuts the monkey drops by using your right joystick. When it is your turn you must try to throw them back at him. This program requires a second module called MSMOD. To save this program to tape, enter CSAVEM"MSMOD",
15000,16030,15000.

Until next month.........................