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NUMBER 2

TRS-80

COMPUTING

ORIGINAL PROGRAMS FOR:

THE TRS-80 COLOR COMPUTER 2

SOFTWARE INFO. FOR:

APPLES, COMMODORES ETC...

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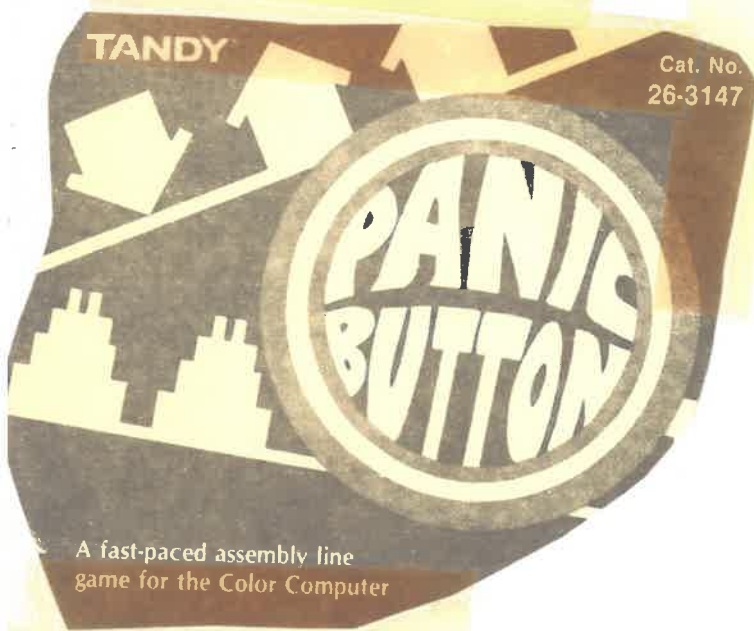
## GRAPHICS PROGRAM-#1

In last month's issue of TRS-80 COMPUTING we had the second page about the TRS-80 STORY. Now that we had told the story, we are going to put graphic programs in place of it. This month's graphic program is called SPACE SHUTTLE. The computer will draw a rocket ship. Press any key and watch the action!

```
1 ' SPACE SHUTTLE
3 ' TRS-80 COLOR COMPUTER
4 ' 64K EXTENDED BASIC
5 PCLEAR 4
10 PMODE 4,1
15 PCLS
20 SCREEN 1,1
25 DIM V(35,35)
30 X=10:Y=10
35 DRAW "BM10,10;S2;H10;R15;F10;R20;F10;G10;L20;G10;L15;E10;U20;D4;NL8;D4;NL12;D
4NL16;D4;NL12;D4;NL8"
40 GET(X-X,Y-Y)-(X*3.5,Y*3.5),V,G
45 A#=INKEY#:IF A#=""THEN 45 'PRESS ANY KEY TO START
50 PCLS
55 FOR A=10 TO 200 STEP 5
50 PUT(X+A,Y)-(X+A+35,Y+35),V,PSET
55 NEXT A
70 PCLS
75 GOTO 55
```



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NOTICE-All the above can be bought at your nearest Radio Shack dealer. The prices may vary.

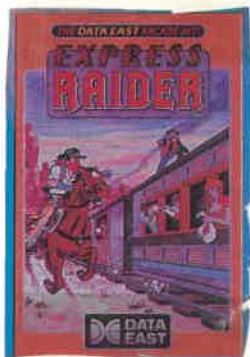
# APPLE, IBM, & COMMODORE SOFTWARE



KUNG-FU MASTER-Battle the evil forces through the five dangerous floors in the wizard's castle to rescue the captive fair maiden. For Commodore 64/128 and the Apple II series.



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# THE PROGRAMMER



J U L Y

THIS MONTHS PROGRAM....

FIREWORKS DISPLAY

\*\*\* A FIREWORKS DISPLAY! \*\*\*

Welcome to Fireworks display! Imagine that it is July 4, 1987. You are out in a field with all your friends, and ready to watch the magnificent fireworks display that comes out every year. So type out this short program, sit back and enjoy!

```
0 REM FIREWORKS DISPLAY
1 REM FOR TRS-80 COLOR COMPUTER
2 REM 16K STANDARD BASIC
5 CLS
8 PRINT@3,"*** A FIREWORKS DISPLAY! ***"
10 FOR DLAY=1 TO 1000:NEXT DLAY
15 CLS(0)
18 FOR H=0 TO 63:SET(H,30,1):SET(H,31,1):NEXT H
20 FOR H=10 TO 13:SET(H,28,3):SET(H,29,3):NEXT H
22 FOR H=47 TO 50:SET(H,28,3):SET(H,29,3):NEXT H
24 SET(11,27,3):SOUND 10,1:RESET(11,27)
26 SET(48,27,3):SOUND 10,1:RESET(48,27)
28 SET(11,24,3):SOUND 20,1:RESET(11,24):SET(48,24,3):SOUND 20,1:RESET(48,24)
30 SET(11,22,3):SOUND 30,1:RESET(11,22):SET(48,22,3):SOUND 30,1:RESET(48,22)
32 SET(11,20,3):SOUND 40,1:RESET(11,20):SET(48,20,3):SOUND 40,1:RESET(48,20)
34 SET(11,18,3):SOUND 50,1:RESET(11,18):SET(48,18,3):SOUND 50,1:RESET(48,18)
36 H=RND(63):V=RND(26):S=RND(200)
38 C=RND(8):IF C=0 THEN 38
42 SET(H,V,C):SOUND S,1
45 A$=INKEY$:IF A$="S" THEN 48
46 GOTO 36
48 CLS
50 PRINT"SEE DISPLAY AGAIN?<Y/N>"
52 PRINT">"
54 A$=INKEY$:IF A$="" THEN 54
56 IF A$="Y" THEN GOTO 15
60 IF A$="N" THEN CLS:END
65 GOTO 50
```

When you run the program the computer will draw the grass, and two blue boxes on each side. Immediately a racing blue dot will shoot out of each of the boxes, blow up, and fill the sky with dazzling colors and sound. Type 'S' to stop the display.

# GREETING PROGRAM

BY: DAVID McNALLY

This months program written by David McNally is called the greeting program. When you run it, the computer will ask for your name. It will say hi and then ask how are you. You type how you are and then the computer will come back with how it is. This program will run on a TRS-80 and a Commodore.

```
1 CLS
5 PRINT"WHAT IS YOUR NAME ?"
6 INPUT A$
8 PRINT"HI ";A$;" HOW ARE YOU ?"
10 INPUT B$
12 PRINT"WELL I AM ";B$;" ALSO."
```

NOTE:WITH A COMMODORE YOU MIGHT HAVE TO DELETE THE SEMICOLON (;).



## PROGRAMMING THE TRS-80

On this month's issue of 'TRS-80 COMPUTING' we decided to start you off in programming. This has to do with the following commands: INPUT, PRINT, GOTO and IF/THEN.

PRINT-Tells the computer to print anything in quotes.

GOTO-Tells the computer to goto a specific line number.

INPUT-The computer waits input is received. It calls it a letter. If it is a character it could be A\$. If it is a number it could be A.

To see how these commands work, type in the following program:

```
10 CLS
20 PRINT"TO MAKE ME CHANGE COLORS, TYPE A NUMBER FROM 0-8."
30 INPUT T
40 CLS(T)
50 PRINT"WOULD YOU LIKE TO SEE THE COLORS AGAIN ?"
60 INPUT R$
70 IF R$="Y"THEN GOTO 10
80 IF R$="N"THEN END
```

NOTE:When using INPUT commands, the letter doesn't necessarily have to be 'R\$' or 'T'. It can be any letter in the alphabet.

# BUYER'S GUIDE TO

## THE TANDY COLOR COMPUTER 3

LIST PRICE:\$220  
WARRANTY:90 DAYS  
MEMORY:128K/512K  
SLOTS:NONE :

SUPPLIED PORTS/INTERFACES:SERIAL,  
TWO JOYSTICKS, DISK DRIVE, CASSETTE,  
CATRIDGE,AUDIO  
VIDEO INTERFACES:TV,COMPOSITE,

ANALOG,RGB

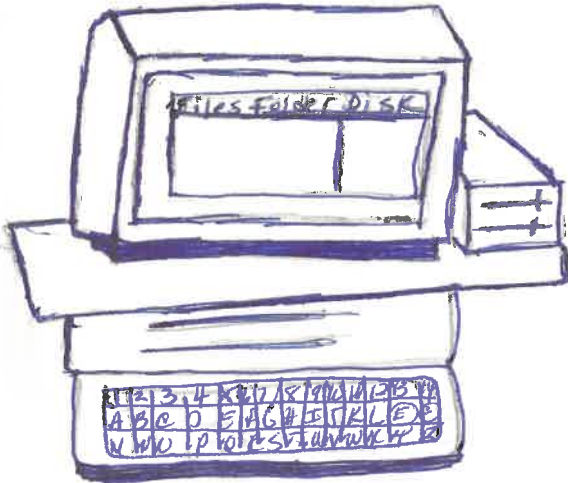
HARDWARE INCLUDED:NONE

SOFTWARE INCLUDED:COLOR EXTENDED BASIC  
TEXT:32 X 16, 40 X 24, 80 X 24  
GRAPHICS RESOLUTION:640 X 192

OTHER MODELS:COLOR COMPUTER 2(\$100),  
WITH\*32 X 16 TEXT DISPLAY, 64K,  
AND TV CONECTIONS ONLY.

REMARKS:The new Color Computer 3 improves on the Color Computer 2 in a number of ways. One of them is that the CoCo 3 can use a rgb monitor which allows you to print 64 high-resolution colors. At the same time you can use a TV for display which makes a fine system for young kids. The standard 128K memory along with a 80 X 24 text display suggests the ability to run sophisticated software. The OS-9 operating system lets you run two or more programs at once.

High level software has been slow in coming, but while you wait you can use the software and hardware that works with the older CoCo 2. However you may find more software for the Apple II and C 128 still stick with the Radio Shack software.



WHAT DOES THE TANDY COLOR COMPUTER GIVE YOU FOR THE MONEY? IT IS IT THE DISPLAY, THE OS-9 OPERATING SYSTEM, THE 128K MEMORY, THE 80 X 24 TEXT DISPLAY, THE 640 X 192 GRAPHICS RESOLUTION, AND THE TV CONNECTIONS.

ALWAYS WITH THE TANDY COLOR COMPUTER, THE OS-9 OPERATING SYSTEM, THE 128K MEMORY, THE 80 X 24 TEXT DISPLAY, THE 640 X 192 GRAPHICS RESOLUTION, AND THE TV CONNECTIONS.

ALWAYS WITH THE TANDY COLOR COMPUTER, THE OS-9 OPERATING SYSTEM, THE 128K MEMORY, THE 80 X 24 TEXT DISPLAY, THE 640 X 192 GRAPHICS RESOLUTION, AND THE TV CONNECTIONS.

SOMETIMES WHEN YOU HAVE THE VOICE TO SPEAK UP TO THE VOICE YOU GET THE VOICE, WHICH IS THE VOICE (3 JUST +10H)

IF YOU FOLLOW THE ABOVE STEPS YOU WILL GET LESS I/O ERRORS. IF YOU HAVE OTHER PROBLEMS CHECK YOUR OWNERS MANUAL.  
GOOD LUCK!

## MACHINE SPECIFICS

The first of the Tandy distributed CoCo 3 software, running under OS-9 Level II, has finally started to arrive. Epyx's Rogue (Cat No.26-3297;\$29.95) has been put in the CoCo 3 format, as has the Epyx/Lucasfilm Koronis Rift (Cat No.26-3298;\$29.95). Both have been available for other computers.

The color, sound, and animation on Rift are nothing short of wonderful—at least on the Tandy CM-8 RGB monitor. However, the game really doesn't move fast enough to be classified as a arcade shoot-'em up, and there are not enough puzzles to be classed as a first rate adventure. The sound, color, and cute robots are enough to keep young children interested.

Rogue, on the other hand, is short on color, graphics, sound, and animation, but it is really more of a challenge.

**A SHORT COCO LEASH.** A couple of CoCo 3 owners were complaining about the short cable furnished with the CM-8 RGBI monitor. The short leash makes it impossible to place the monitor any distance from the computer. That problem can be solved by ordering a six-foot monitor extension cable from Spectrum Projects (\$19.95; P.O. Box 264, Howard Beach, New York).

# A COMPUTER JOKE

I told the computer to write on the chalkboard and look what the stupid thing did.

-----  
" CHALKBOARD "-----  
"  
"  
"  
"  
"  
"  
"  
"  
"

-----  
" ON THE "-----  
" CHALKBOARD. "-----  
"

← COMPUTER



-----  
"  
"  
-----

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greater power for only \$219<sup>95</sup>



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### A rainbow at your fingertips

The Color Computer 3 features 128K memory (expandable to 512K), for real

programming power. With the CM-8 High-Resolution Monitor (26-3215), you can create razor-sharp graphics using 64 colors.

The Color Computer 3's Extended BASIC features 21 new commands that allow you to alternate screens, colors, and backgrounds—all at a higher resolution and with a greater variety of colors.

### Compatible and expandable

Best of all, the new Color Computer 3 is compatible

with software and accessories designed for the Color Computer 2, including a wide selection of educational, personal-management and game programs. Expand with a modem or printer, or add a disk drive to create a sophisticated disk system and open the door to a library of advanced disk software.

In today's confusing computer market, the advanced Color Computer 3 (26-3334) is your affordable alternative. Come see it today at your local Radio Shack.

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